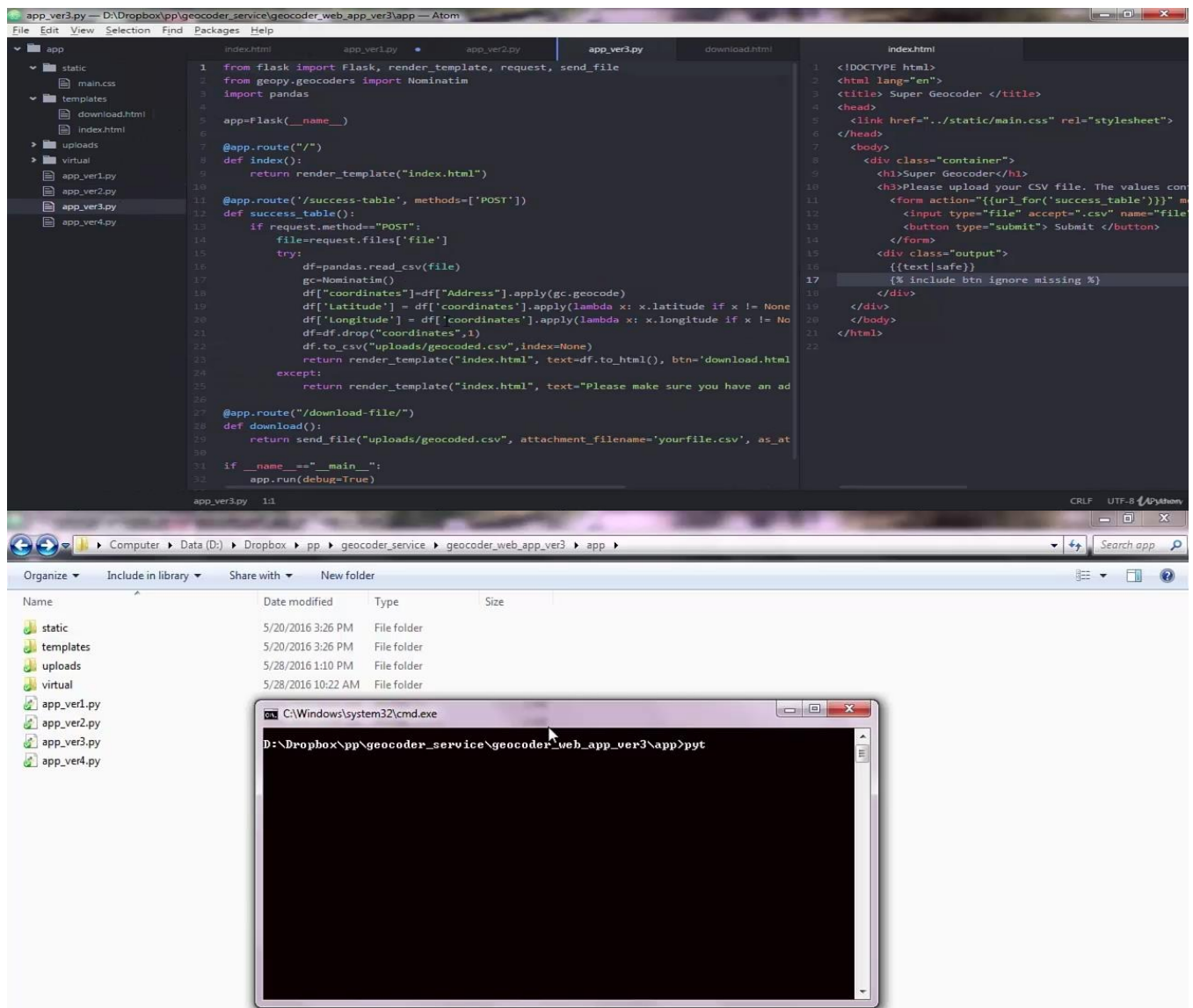


DAILY ASSESSMENT FORMAT

| | | | |
|----------------|---|------------------------------------|---------------------|
| Date: | 5 th June 2020 | Name: | Soundarya NA |
| Course: | UDEMY | USN: | 4AL16EC077 |
| Topic: | PYTHON: Application 11: Project Exercise on Building a Geocoder Web Service | Semester & Section: | 8 th - B |

FORENOON SESSION DETAILS

Image:



2:16 / 16:21



Report:

Datasets are rarely complete and often require pre-processing. Imagine some datasets have only an address column without latitude and longitude columns to represent your data geographically. In that case, you need to convert your data into a geographic format. The process of converting addresses to geographic information — Latitude and Longitude — to map their locations is called Geocoding.

Geocoding is the computational process of transforming a physical address description to a location on the Earth's surface.

```
pip install geopandas
```

```
pip install geopy
```

Geocoding single address:

To geolocate a single address, you can use Geopy python library. Geopy has different Geocoding services that you can choose from, including Google Maps, ArcGIS, AzureMaps, Bing, etc. Some of them require API keys, while others do not need.

Code:

```
locator = Nominatim(user_agent="myGeocoder")
location = locator.geocode("Champ de Mars, Paris, France")
print("Latitude = {}, Longitude = {}".format(location.latitude, location.longitude))
```

Output:

```
Latitude = 48.85614465, Longitude = 2.29782039332223
```

Geocoding addresses for pandas:

```
df = pd.read_csv("addresses.csv")
df.head()
```

The following table provides the first five rows of the DataFrame table. As we can see, there are no latitude and longitude columns to map the data.

| ◆ | Typ ◆ | Nr ◆ | Namn ◆ | Address1 ◆ | Address3 ◆ | Address4 ◆ | Address5 ◆ | Telefon ◆ |
|---|-------|------|--------------|-------------------|------------|------------|----------------|--------------|
| 0 | Butik | 102 | Fältöversten | Karlaplan 13 | 115 20 | STOCKHOLM | Stockholms län | 08/662 22 89 |
| 1 | Butik | 104 | NaN | Nybrogatan 47 | 114 39 | STOCKHOLM | Stockholms län | 08/662 50 16 |
| 2 | Butik | 106 | Garnisonen | Karlavägen 100 A | 115 26 | STOCKHOLM | Stockholms län | 08/662 64 85 |
| 3 | Butik | 110 | NaN | Hötorgshallen | 111 57 | STOCKHOLM | Stockholms län | 08/56849241 |
| 4 | Butik | 113 | Sergel | Drottninggatan 45 | 111 21 | STOCKHOLM | Stockholms län | 08/21 47 44 |

We concatenate address columns into one that is appropriate for geocoding. For example, the first address is:

Karlaplan 13,115 20,STOCKHOLM,Stockholms län, Sweden

Once we create the address column, we can start geocoding as below code snippet.

Code:

```
from geopy.extra.rate_limiter import RateLimiter

# 1 - convenience function to delay between geocoding calls
geocode = RateLimiter(locator.geocode, min_delay_seconds=1)

# 2 - create location column
df['location'] = df['ADDRESS'].apply(geocode)

# 3 - create longitude, latitude and altitude from location column (returns tuple)
df['point'] = df['location'].apply(lambda loc: tuple(loc.point) if loc else None)

# 4 - split point column into latitude, longitude and altitude columns
df[['latitude', 'longitude', 'altitude']] = pd.DataFrame(df['point'].tolist(), index=df.index)
```

| ◆ | Typ ◆ | Nr ◆ | Namn ◆ | latitude ◆ | longitude ◆ | altitude ◆ |
|---|-------|------|--------------|------------|-------------|------------|
| 0 | Butik | 102 | Fältöversten | 59.338315 | 18.089960 | 0.0 |
| 1 | Butik | 104 | NaN | 59.337207 | 18.079098 | 0.0 |
| 2 | Butik | 106 | Garnisonen | 59.335380 | 18.100626 | 0.0 |
| 3 | Butik | 110 | NaN | 59.334327 | 18.062604 | 0.0 |
| 4 | Butik | 113 | Sergel | 59.332481 | 18.062809 | 0.0 |

Table with longitude and latitude

Code:

```
<html>

<head>

<meta name="viewport" content="initial-scale=1.0, width=device-width" />

<script    src="https://js.api.here.com/v3/3.1/mapsjs-core.js" type="text/javascript"    charset="utf-8"></script>

<script    src="https://js.api.here.com/v3/3.1/mapsjs-service.js" type="text/javascript"    charset="utf-8"></script>

</head>

<body style='margin: 0'>

<div style="width: 100vw; height: 100vh" id="mapContainer"></div>

<script>

    // Initialize the platform object:

    var platform = new H.service.Platform({

        'apikey': '{{apikey}}'

    });


    const lng = {{longitude}};

    const lat = {{latitude}};


    // Obtain the default map types from the platform object

    var defaultLayers = platform.createDefaultLayers();


    // Instantiate (and display) a map object:

    var map = new H.Map(

        document.getElementById('mapContainer'),

        defaultLayers.vector.normal.map,

        {

            zoom: 10,

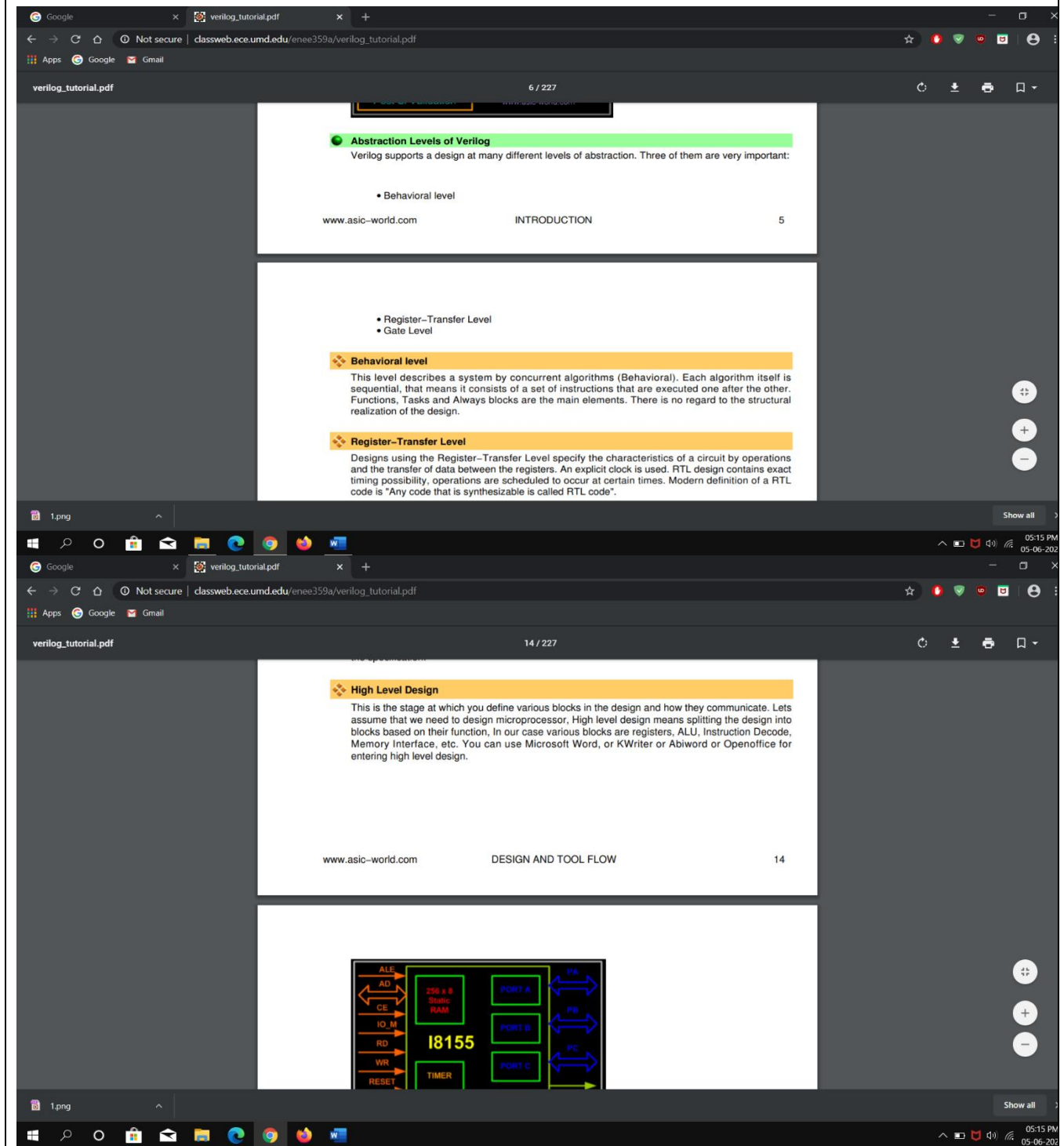
            center: { lat: lat, lng: lng }

        });
```

```
    const marker = new H.map.Marker({lat: lat, lng: lng});  
    map.addObject(marker);  
</script>  
</body>  
</html>
```

| | | | |
|----------------|---------------------------|--------------------------------|---------------------|
| Date: | 5 th June 2020 | Name: | Soundarya NA |
| Course: | Digital Design using HDL | USN: | 4AL16EC077 |
| Topic: | Verilog example programs | Semester & Section: | 8 th - B |

Image:



Report:

Implement a verlog module to count number of 0's in a 16 bit number in compiler:

Code:

```
module num_ones_for(
    input [15:0] A,
    output reg [4:0] ones
);

integer i;

always@(A)
begin
    ones = 0; //initialize count variable.
    for(i=0;i<16;i=i+1) //check for all the bits.
        if(A[i] == 1'b1) //check if the bit is '1'
            ones = ones + 1; //if its one, increment the count.
end

endmodule
```

Code:

```
module num_ones_for(
    input [15:0] A,
    output reg [4:0] ones
);

integer i;

always@(A)
```

```

begin
    ones = 0; //initialize count variable.
    for(i=0;i<16;i=i+1) //for all the bits.
        ones = ones + A[i]; //Add the bit to the count.
end

```

Testbench:

```

module tb;

    // Inputs
    reg [15:0] A;

    // Outputs
    wire [4:0] ones;

    // Instantiate the Unit Under Test (UUT)
    num_ones_for uut (
        .A(A),
        .ones(ones)
    );

    initial begin
        A = 16'hFFFF; #100;
        A = 16'hF56F; #100;
        A = 16'h3FFF; #100;
        A = 16'h0001; #100;
        A = 16'hF10F; #100;
        A = 16'h7822; #100;
        A = 16'h7ABC; #100;
    end
endmodule

```