DAILY ASSESSMENT FORMAT

| Date: | 3 rd June 2020 | Name: | Soundarya NA |
|---------|----------------------------------|------------|---------------------|
| Course: | UDEMY | USN: | 4AL16EC077 |
| Topic: | PYTHON: | Semester | 8 th - B |
| | Application 8: Build a Web based | & Section: | |
| | financial graph | | |

FORENOON SESSION DETAILS

Report:

Data visualization is an essential step in quantitative analysis with Python.

There are many tools at our disposal for data visualization, and the topics we will cover in this guide include:

- Matplotlib
- Pandas
- Time Series Visualization
- Seaborn
- Plotly & Dash

Matplotlib:

Matplotlib has established itself as the benchmark for data visualization, and is a robust and reliable tool. It is both easy to use for standard plots and flexible when it comes to more complex plots and customizations. In addition, it is tightly integrated with NumPy and the data structures that it provides. Matplotlib is modeled after MATLAB's plotting capabilities, and creates static image files of almost any plot type.

Two different Matplotlib are:

- Functional method
- Object-oriented method
- 1. Functional method:

```
[5] # functional method
plt.plot(x, y)
plt.xlabel('X Label')
plt.ylabel('Y Label'),
plt.title('Functional Method')

Functional Method

100

80

60

20

100

21

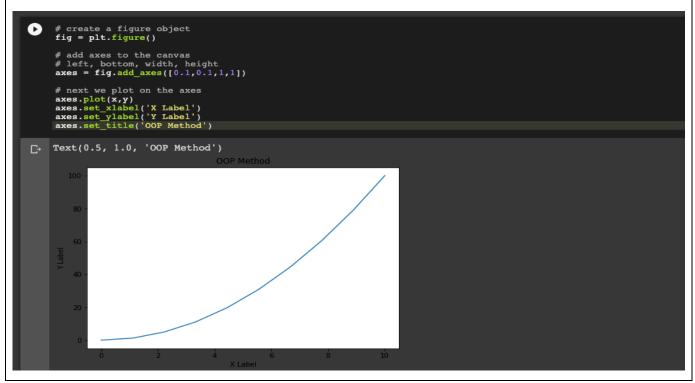
Au

20

X Label

X Label
```

2. Object-oriented method:

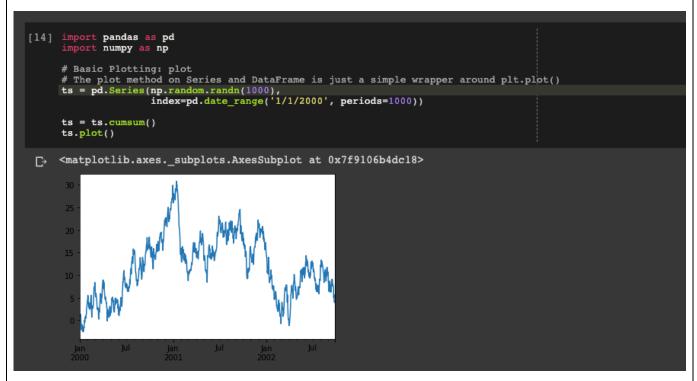


Pandas:

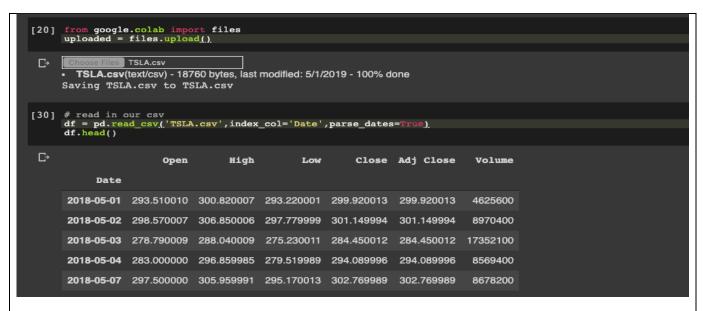
The main purpose of pandas is data analysis, but as we'll see pandas has amazing visualization capabilities.

If you set your Data Frame right you can create pretty much any visualization with a single line of code. Pandas uses matplotlib on the backend through simple. plot calls. The plot method on Series and Data Frame is just a simple wrapper around plt.plot().

Pandas does, however, have a limited scope of plot types, and they are all static.

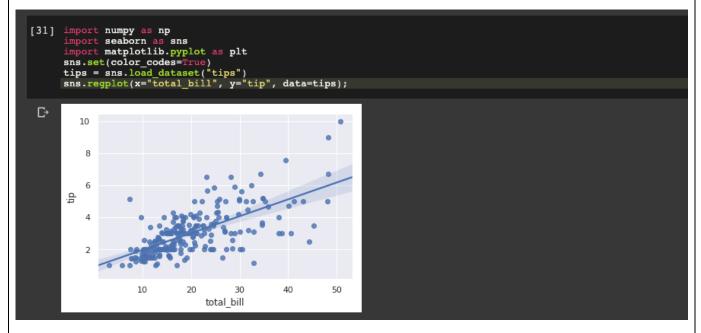


Time series visualization:



Seaborn:

Seaborn is a Python data visualization library based on matplotlib. It provides a high-level interface for drawing attractive and informative statistical graphics.



Plotly and dash:

All of the plots we've seen so far are static - that is, once you create them you can't interact with the plot in any way.

This is what Plotly solves.

Plotly is both a company and an open source library.

Plotly the company focuses on data visualization for business intelligence, and the open source library is a general data visualization library that specializes in interactive visualizations.

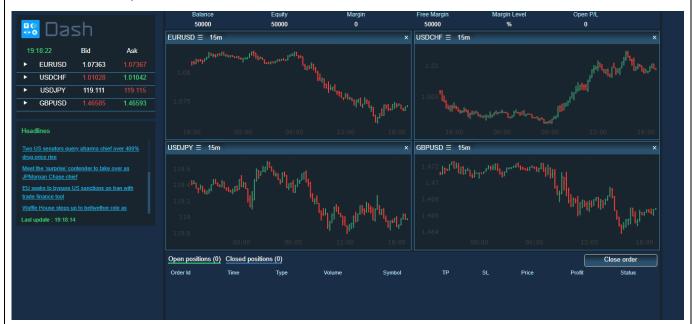
Plotly has libraries for JavaScript, React, R, and Python - but we'll stick with Python in this guide.

Using the plotly python library creates interactive plots as .html files.

Users can interact with these plots (zoom in, select, hover, etc) - but one of the limitations is that these plots can't be connected to changing data sources.

Once the plot is generated, the data is essentially locked-in at that time, and in order to regenerate a plot to see updates you need to re-run the .py script.

This is where Plotly's Dash comes in.

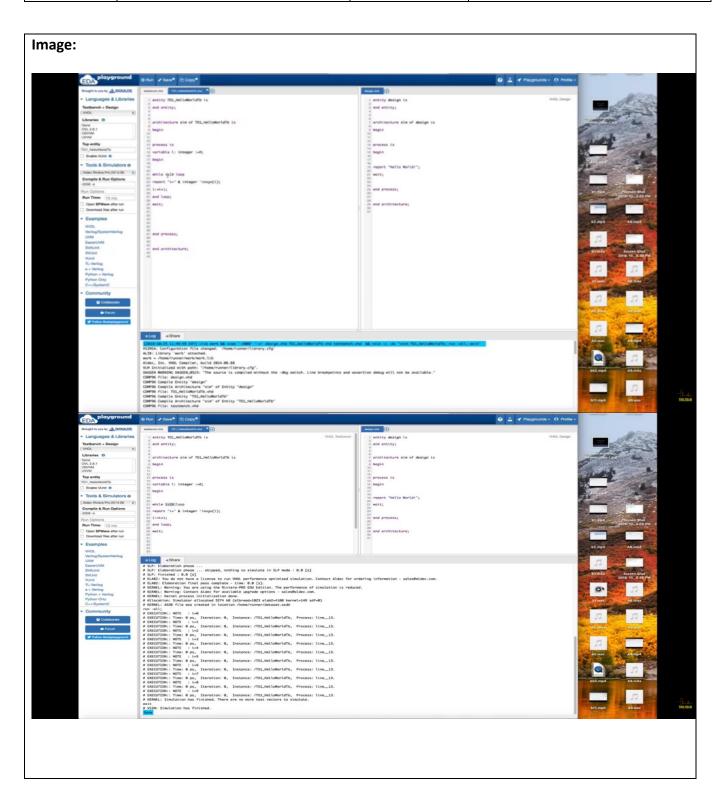


Conclusion:

As we've seen, Python has many data visualization libraries including Matplotlib, Pandas, Seaborn, and Plotly.

Most of these are static visualization libraries, but open-source library Plotly lets you create interactive images, and Dash lets you create dashboard web applications.

| Date: | 3 rd June 2020 | Name: | Soundarya NA |
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| Course: | Digital Design using HDL | USN: | 4AL16EC077 |
| Topic: | Hands on EDA tool | Semester & | 8 th - B |
| | | Section: | |



```
Report:
EDA playground:
Design:
 svunitOnSwitch
 The API is defined but that's pretty much it! Use
 the unit tests to help fill the proper implementation.
*/
interface svunitOnSwitch (
 output logic on
);
 initial on = 'hx;
function logic true();
 // no implementation yet
 endfunction
function logic false();
 // no implementation yet
 endfunction
 function int return43();
 // no implementation yet
 endfunction
 function void turn_on();
  // no implementation yet
 endfunction
function void turn_off();
 // no implementation yet
 endfunction
endinterface
Test bench:
```

SVUnit DEMO INSTRUCTIONS

Time to learn the basics of unit testing with SVUnit! Here's a simple set of unit tests for an interface called svunitOnSwitch. The purpose of the design is to offer a few utility functions as well as to operate an on/off output.

The API of the svunitOnSwitch is as follows:

```
output logic on;
function logic true();
function logic false();
function int return43();
turn_on();
```

turn off();

The syunitOnSwitch is defined over there ----->

The SVTESTs below are the acceptance unit tests that verify the functionality of the svunitOnSwitch. If you push run (in the top left corner) you'll see all the tests fail b/c none of the svunitOnSwitch functionality is implemented. Your job is to build a complete svunitOnSwitch, 1 requirement at a time, by:

- * examining the requirement defined in the unit test (HINT: a unit test is marked by the `SVTEST macro)
- * implementing the corresponding code in the svunitOnSwitch (HINT: watch for the "no implementation yet" comment)
- * running the test suite to make sure your implementation satisfies the unit test

When you've gone through all the tests and your entire test suite passes, you're done! You've verified the svunitOnSwitch and learned the basics of SVUnit! The unit tests start a few lines down so scroll down to get started.

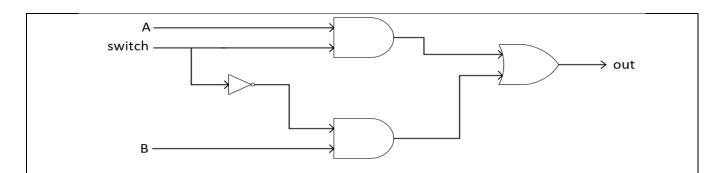
Ready... set... go!

You can do a lot more than test a simple svunitOnSwith with SVUnit. When you're ready to test your own design and testbench IP visit:

testbench if visit:
www.AgileSoC.com/svunit
"svunit_defines.svh"
import svunit_pkg::*;
module svunitDemo_unit_test;
string name = "svunitDemo_ut";
`SVUNIT_TESTS_BEGIN
`SVTEST(true_returns_1)
`FAIL_UNLESS(uut.true() === 1);

```
`SVTEST_END
 `SVTEST(false_returns_0)
  `FAIL UNLESS(uut.false() === 0);
 `SVTEST END
 `SVTEST(return43)
  `FAIL_UNLESS(uut.return43() === 43);
 `SVTEST END
 `SVTEST(turn_on)
  uut.turn on();
  `FAIL UNLESS(uut.on === 1);
 `SVTEST END
 `SVTEST(turn_off)
  uut.turn off();
  `FAIL UNLESS(uut.on === 0);
 `SVTEST_END
  For more SVUnit, Remember to visit:
    www.AgileSoC.com/svunit
  And try the other SVUnit examples at:
     www.edaplayground.com
 `SVUNIT_TESTS_END
 svunit testcase svunit ut;
 svunitOnSwitch uut();
 function void build();
  svunit ut = new(name);
 endfunction
 task setup();
  svunit ut.setup();
 endtask
 task teardown();
  svunit ut.teardown();
endtask
endmodule
```

Implement 4 to 1 mux using two 2 to 1 mux using structural modelling style:



Verilog code for 2*1 MUX:

module mux2x1(out,a,b,s);

input a,b,s;

wire and _1, and _2, s_c;

output out;

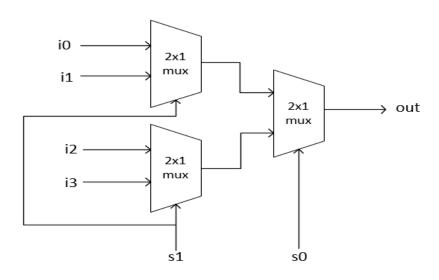
not (s_c,s);

and (and_1,a,s_c);

and (and_2,b,s);

or (out,and_1,and_2);

endmodule



Verilog code for 4*1 mux:

module mux4x2(out,i0,i1,i2,i3,s1,s0);

input i0,i1,i2,i3,s1,s0;

output out;

```
wire mux1,mux2;
mux2x1 mux 1(mux1,i0,i1,s1);
mux2x1 mux_2(mux2,i2,i3,s1);
mux2x1 mux_3(out,mux1,mux2,s0);
endmodule
Testbench:
timescale 1ns/1ns
module mux4x2_tb;
wire t_out;
reg t_a, t_b, t_c, t_d, t_s1, t_s0;
mux4x2 my_4x2_mux( .i0(t_a), .i1(t_b), .i2(t_c), .i3(t_d), .s1(t_s1), .s0(t_s0), .out(t_out) );
initial
begin
// 1
t_a = 1'b1;
t_b = 1'b0;
t c = 1'b1;
t_d = 1'b1;
t_s0 = 1'b0;
t s1 = 1'b1;
#5 //2
t_a = 1'b0;
t b = 1'b1;
t c = 1'b0;
t_d = 1'b0;
t_s0 = 1'b0;
t s1 = 1'b1;
#5 //3
t_a = 1'b0;
```

```
t_b = 1'b0;
t_c = 1'b1;
t_d = 1'b0;
t_s0 = 1'b1;
t_s1 = 1'b0;
#5 //4
t_a = 1'b0;
t_b = 1'b0;
t_c = 1'b0;
t_d = 1'b1;
t_s0 = 1'b1;
t_s1 = 1'b1;
#5 //5
t_a = 1'b1;
t_b = 1'b0;
t_c = 1'b0;
t_d = 1'b0;
t_s0 = 1'b0;
t_s1 = 1'b0;
end
endmodule
```

Simulated waveform:

