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Cellular automaton Requirement specification



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1 Schedule

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2015-04-23	Code of modules
2015-04-30	version 0.98
2015-05-07	version 0.99
2015-05-14	version 1.00
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2015-06-11	Acceptation

2 Document metric

Document metric					
Project:	Cellular Automaton	Company: WUT			
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Author:	Jakub Ciecierski				
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Authorized by:	Wadysaw Homenda Lucjan Stapp	Last modification date:		2015-03-03	

3 History of changes

History of Changes			
Version	Date	Who	Description
0.1	2015-03-03	Jakub Ciecierski	Definition of the main purpose of the document

4 Glossary

• Pattern Recognition In broad terms, pattern recognition is science of making assumptions about data using various tools from statistics, machine learning and many others fields. Focuses on designing and building machines that can recognize patterns. Such patterns can be found in speech, fingerprint, optical characters etc.

Feature is defined as a quality or characteristic of an element. Such feature can be a symbolic measure (e.g. color) or numeric (e.g. width). Collection of d features is called a d-dimensional feature vector.

In classification a pattern can be represented by a pair (x, w) where x is the feature vector and w is label. A label tells the computer to which class a given element belongs to. Elements from the same class should have similar features, while elements belonging to different classes should have relatively different features.

- Alphabet Is a finite, non empty set of symbols, commonly denoted by Σ . Examples of common alphabets:
 - 1. $\Sigma = \{0,1\}$ binary alphabet.
 - 2. $\Sigma = \{a, b, ..., z\}$ small letters of latin alphabet.
- Word over Alphabet Also called a *string*, is a sequence of symbols over some alphabet Σ. Examples of words:
 - 1. A sequence '01010' is a word over binary alphabet $\Sigma = \{0, 1\}$.
 - 2. A word 'lorem' is a word over the latin alphabet $\Sigma = \{a, b, ..., z\}$.

An empty word is a word with no symbols. Commonly denoted by ε . Such word can be taken from any alphabet.

A set of all words over alphabet Σ is denoted by Σ^* , where

$$\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \cup \Sigma^3 \cup \dots \tag{1}$$

If $\Sigma=\{0,1\}$ then $\Sigma^0=\{\varepsilon\},\ \Sigma^1=\{0,1\}$, $\Sigma^2=\{00,01,10,11\},\ \Sigma^3=\{000,001,010,011,100,101,110,111\}$ and so on

It is important to note that, Σ^* is infinite countable set.

• Language Language over alphabet Σ will be denoted by L. Language L is a subset of all words Σ^* , $L \subseteq \Sigma^*$.

Examples of languages:

- 1. $L=\{\varepsilon,01,10,0011,0101,0110,\ldots\}$ a set of all binary words that have the same number of occurrences of 0's and 1's
- 2. $L = \emptyset$ language is an empty set, contains no words
- 3. $L = \{\varepsilon\}$ language containing only empty word.

• **Deterministic Finite Automaton (DFA)** Automaton is a very simply computability model. It can be thought of as a physical machine containing a *tape* with input word, a *head* reading a single symbol from the tape and finally a steering mechanism which can change its state during the computations based on current state and a symbol that is being read. DFA computes a word in order to check if a given word belongs to a language accepted by this machine.

Formally DFA is a system of five fields:

$$A = (Q, \Sigma, \delta, q_0, F) \tag{2}$$

where

Q - finite set of states.

 Σ - Finite input alphabet.

 δ - transition function. $\delta: Q \times \Sigma \to Q$

 q_0 - the initial state. $q_0 \in Q$

F - Set of accepting states. $F \subseteq Q$

The computations of DFA is a sequence of transitions based on transition function. Depending on a state q and symbol x read by the head the machine:

- 1. changes its state to $p \in Q$
- 2. moves the head one cell to the right.

Automaton finished computations when all symbols were read. It accepts input if computations end in accepting state, otherwise the input is rejected.

5 Goal

The main goal of this project is to deploy application, which will create an automaton for given input data. Produced automaton will be a an accurate classifier of objects represented by the input data. The program is dedicated to reasearch laboratory, hence it is lumbered with the following assuptions.

First of all, all users will be scientists, so precision of calculations and reliability is vital. We want to be sure about results given by the application to such an extent, that they will be publishable. It is also carrying need for specific format of the output - by default latex tables and .xls files. Similarly input is in form of .xls files.

Next thing that we want to stress out is platform and design. As for target system, linux is unquestionable choice. All work stations are running Arch Linux and we want the program to be operable on all of them. Although most of the researchers work inside the laboratory, some of us are using SSH protocol to communicate. This causes the need for plain console application - configurable using flags or simple question/answer scheme.

But we do not want to limit ourselves only to this approach - finally vast majority of us use computers via the standard X Window System and want to benefit from it. For those who does, we want to present simple GUI based program to configure, run and monitor the process of calculating automata. It will have all functionalites of console part, but will be more easy on the eye and simpler to use for non computer scientist.

Last but not least, we will tackle resources consuption and critical situation handling. On this point let us be clear: we want accurate results - neither time nor memory are important. The assumtion of course holds to some reasonable extent - we do not want to wait a month for program's output, but we are rather used to wait for couple of days. Great solution in this case would be ability to adjust complexity of calculations and, what follows, time needed to complete. With such an estimation, we could easily schedule our work.

6 User stories

6.0.1 GUI

As a user I want to:

- load data using file explorer.
- load data using drag and drop procedure.
- adjust computation precision and see estimated time to complete.
- select output format as .xls file.
- select output format as latex table.
- ullet select destination folder of the output
- decide if test should be rerun in case of failure/interruption.
- start computation for loaded data.
- stop specific computation.
- stop all computations.
- monitor number of currently running computations
- monitor estimated time of all computations
- monitor progress of single computation.
- close application at any time
- minimize application at any time.
- resize application window.

7 Functional Requirements

In all tables of the following section we assume that priority can take following values:

- $\bullet\,$ 1 must be implemented
- ullet 2 can be implemented optionally
- $\bullet\,$ 3 is a nice addition, but not needed.

7.1 GUI

ID	Requirement	Comments	Priority
1	The system provides op-		1
	tion to load data file using		
	buttun 'Load data' and		
	some window explorer to		
	choose a file		
1.1	The system provides area		1
	over which one can drag		
	and drop data file. Follow-		
	ing action will have simi-		
	lar results to requirement		
	of id 1.		
2	When new data is loaded,		1
	one can adjust compu-		
	tation precision via var-		
	ious checkboxes, sliders		
	etc. Implementation of		
	this part will depend on		
	used algorithm.		
2.1	Time estimation indica-		1
	tor, dynamically updated		
	during usage of items from		
	requirement of id 2		
3	Application will have ex-		1
	panded list with possible		
	output files. Choosing one		
	will affect a way of saving		
	result.		
3.1	Option of .xls file on list		1
	described in 3		
3.2	Option of latex table on		1
	list described in 3		

4 System will provide 1	
'Choose Output Folder'	
button which will open	
window explorer and ask	
user to choose folder to	
save result from a test.	
4.1 Label with path to the	
output folder, chosen in	
requirement number 4.	
5 Opportunity to choose be- 1	
haviour after crashing of a	
particular test - rerun or	
not	
6 Button 'Start Computa- 1	
tion', which will begin	
computing automaton for	
a loaded data.	
7 'Stop Computation' but- 1	
ton, for each currently	
running computation. It	
will cause particular com-	
putation to break what-	
ever it is doing right now.	
8 'Stop All Computations' 1	
button. All computations	
break whatever they are	
doing right now.	
9 System will provide a way 1	
of monitoring number of	
currently running compu-	
tations. It can be in form	
of a label or some bar.	
9.1 System will provide a way 1	
of monitoring estimated	
time of all currently run-	
ning computations. It can	
be in form of a label or	
some bar.	
9.2 System will provide a way 1	
of monitoring estimated	
time of a particular com-	
putation. It can be in	
form of a label or some	
bar.	

10	By clicking some superior	1
	button (like e.g. 'X') user	
	will be able to immedi-	
	ately close the application	
	and terminate all compu-	
	tations.	
10.1	By clicking some superior	2
	button user will be able to	
	minimize the program.	
10.2	By grabbing edges user	3
	will be able to resize ap-	
	plication window.	

7.2 Console

8 Non Functional Requirements