Programming Assignment 1

Author: Gabriel Hofer

CSC-325

Instructor: Dr. Karlsson

Due: September 25, 2020

Computer Science and Engineering South Dakota School of Mines and Technology

We randomly create vector p containing either 4 or 11 data bits by calling makeMessage.

$$p = \begin{pmatrix} d_1 \\ d_2 \\ d_3 \\ d_4 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \end{pmatrix}$$

Listing 1: makeMessage

```
 \begin{array}{c} \textbf{def} \;\; makeMessage\,(n\,): \\ \textbf{return} \;\; np.\, random\,.\, randint\,(2\,, \;\; siz\, e = \! (n\,, \;\; 1)) \end{array}
```

Then we encode p by pre-multiplying p by G modulo 2 in the encode function.

$$x = Gp = \begin{pmatrix} 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \\ 1 \\ 2 \\ 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \end{pmatrix}$$

Listing 2: encode

```
\begin{array}{c} \textbf{def} \ \operatorname{encode}\left(G,p\right)\colon \\ \textbf{return} \ \operatorname{np.matmul}\left(G,p\right) \ \& \ 1 \end{array}
```

We sometimes create an error (flip a bit) in p using the makeError function.

Listing 3: makeError

```
def makeError(p):
   if random.randint(0,1): return p
   rdm=random.randint(0,p.shape[0]-1)
   p[rdm,0]=p[rdm,0]^1;
   return p
```

We check to see where errors occurred by pre-multiplying x by the parity-check matrix, H. This is done in parity-Check function.

$$z = Hr = \begin{pmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 2 \\ 4 \\ 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Listing 4: parityCheck

```
def parityCheck(H,r):
  return np.matmul(H,r) & 1
```

Correct the error by flipping the bit that was incorrect according to the syndrome vector z.

Listing 5: correctError

```
def correctError(z,r):
    loc=0
    for i in range(0,z.shape[0]):
        loc+=z[i,0]*pow(2,i)
    if loc==0: return r
    r[loc-1,0]=r[loc-1,0]^1;
    return r
```

Finally, we decode the message by pre-multiply the encoded message by a decoding matrix R.

$$p_r = Rr = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 1 \\ 1 \end{pmatrix}$$

```
def decodeMessage(R, r):
   return np.matmul(R, r)
```

Below is our main function. We hardcoded G, H, and R according to which mode was entered by the user. Then these three matrices are passed to functions encode, parityCheck, and decode, respectively. I created the (15,11) matrices by looking at the bit patterns in the table in the writeup.

Listing 7: main

```
def main():
  \# enter mode: either (7,4) or (15,11)
  mode=input ("Enter_mode: _")
  if mode="H1511":
    pLen=11
    Genp. array ([
      [1,1,0,1,1,0,1,0,1,0,1]
      [1,0,1,1,0,1,1,0,0,1,1],
       [1,0,0,0,0,0,0,0,0,0,0,0]
      [0,1,1,1,1,0,0,0,1,1,1,1]
      [0,1,0,0,0,0,0,0,0,0,0]
      [0,0,1,0,0,0,0,0,0,0,0]
      [0,0,0,0,1,0,0,0,0,0,0,0],
      [0,0,0,0,0,1,1,1,1,1,1,1,1]
      [0,0,0,0,1,0,0,0,0,0,0]
      [0,0,0,0,0,0,1,0,0,0,0,0]
       [0,0,0,0,0,0,0,1,0,0,0,0]
      [0,0,0,0,0,0,0,0,1,0,0,0]
      [0,0,0,0,0,0,0,0,0,1,0,0],
      [0,0,0,0,0,0,0,0,0,0,1,0]
      [0,0,0,0,0,0,0,0,0,0,0,1]]
   H = np.array( | \
      [1,0,1,0,1,0,1,0,1,0,1,0,1,0,1]
      [0,1,1,0,0,1,1,0,0,1,1,0,0,1,1]
      [0,0,0,1,1,1,1,0,0,0,0,1,1,1,1]
      [0,0,0,0,0,0,0,0,1,1,1,1,1,1,1,1]
```

```
[0,0,1,0,0,0,0,0,0,0,0,0,0,0],
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,1,0,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,0]
   [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]]
else:
  pLen=4
 G=np.array([
    [1,1,0,1]
    [1,0,1,1],
    [1,0,0,0]
    [0,1,1,1]
    [0,1,0,0]
    [0,0,1,0],
    [0,0,0,1]
 H = np.array( | \
    [1,0,1,0,1,0,1]
    [0,1,1,0,0,1,1],
    [0,0,0,1,1,1,1]
 [0,0,1,0,0,0,0]
    [0,0,0,0,1,0,0]
    [0,0,0,0,0,1,0],
    [0,0,0,0,0,0,1]]
\# generate random message vector, p, of length 4 or 11
p=makeMessage(pLen);
print ("Message ____: _"+str(p.transpose()[0]))
# encode (make send vector)
x = encode(G, p)
\mathbf{print} ("Send_Vector___:_"+\mathbf{str}(x.transpose()[0]))
```

```
# modify the vector to simulate an error or not
r=makeError(x)
print("Recieved_Message_:_"+str(r.transpose()[0]))

# Parity Check
z=parityCheck(H,r)
print("Parity_Check____:_"+str(z.transpose()[0]));

# Error Correction
corrected=correctError(z,r)
print("Corrected_Message:_"+str(corrected.transpose()[0]))

# Decode Message
pr=decodeMessage(R,x)
print("Decoded_Message:_"+str(pr.transpose()[0]));
```

Usage:

Hamming.py can be run in Ubuntu using the python3 command in the terminal.

Listing 8: main

```
$ python3 Hamming.py
```