

Programming Assignment 1

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CSC-325

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Due: September 25, 2020

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Grade For a B

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`

```
def makeMessage(n):  
    return np.random.randint(2, size=(n, 1))
```

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

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

`encode` returns the encoded message x which is the result of a matrix multiply modulo 2.

Listing 2: `encode`

```
def encode(G,p):  
    return np.matmul(G,p) & 1
```

Sometimes we create an error (flip a bit) in p using the `makeError` function. We choose a random number between 0 and 1, like tossing a coin, and if the number is 1, we don't create an error in p , otherwise we do. When creating an error we choose a random bit in the message p and flip its bit with an *XOR* operation.

$$r = x = e_5 = \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

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 r by the parity-check matrix H to produce the syndrome vector z .

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

`ParityCheck` returns the syndrome vector z which is result of a matrix multiply modulo 2.

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-multiplying the encoded message r by a decoding matrix R .

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

decodeMessage returns the original message p which is the result of a matrix multiply modulo 2.

Listing 6: decodeMessage

```
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
        G=np.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], \
            [0,1,1,1,0,0,0,1,1,1,1], \
            [0,1,0,0,0,0,0,0,0,0,0], \
            [0,0,1,0,0,0,0,0,0,0,0], \
            [0,0,0,1,0,0,0,0,0,0,0], \
            [0,0,0,0,1,1,1,1,1,1,1], \
            [0,0,0,0,1,0,0,0,0,0,0], \
            [0,0,0,0,0,1,0,0,0,0,0], \
            [0,0,0,0,0,0,1,0,0,0,0], \
            [0,0,0,0,0,0,0,1,0,0,0], \
            [0,0,0,0,0,0,0,0,1,0,0], \
            [0,0,0,0,0,0,0,0,0,1,0], \
            [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], \
            [0,1,1,0,0,1,1,0,0,1,1,0,0,1,1], \
            [0,0,0,1,1,1,1,0,0,0,0,1,1,1,1], \
            [0,0,0,0,0,0,0,1,1,1,1,1,1,1,1], \
            ])
        R = np.array([ \
            [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], \
            [0,0,0,0,0,1,0,0,0,0,0,0,0,0,0], \
            [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], \
[0,0,0,0,0,0,0,0,0,1,0,0,0,0,0], \
[0,0,0,0,0,0,0,0,0,0,1,0,0,0,0], \
[0,0,0,0,0,0,0,0,0,0,0,1,0,0,0], \
[0,0,0,0,0,0,0,0,0,0,0,0,1,0,0], \
[0,0,0,0,0,0,0,0,0,0,0,0,0,1,0], \
[0,0,0,0,0,0,0,0,0,0,0,0,0,0,1]])
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]])
    R = np.array([ \
        [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)
print("Send_Vector_: "+str(x.transpose()[0]))

# modify the vector to simulate an error or not
r=makeError(x)
print("Received_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
```

Libraries Used

I used the Python 3 random, math, and numpy libraries.

Testing and Verification

I tested the program by running the program multiple times on the command line and manually checking whether the output was expected.

First-Person vs Third-Person

Earlier in this document I spoke in the third-person (we, our) because I was describing a mostly mathematical process. However, toward the end of this document I began speaking in the first person (I, my). At the possibility of any confusion, I wanted to clarify that I worked on this project independently. I'll work on being more consistent with my English in the future.