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## Project 3 – User Manual

#####

# Python Script: "**Project3.py**" #

#####

**Python Version:** 2.7

**Author:** Sourav Samanta

**Python Packages Used:** re  
sys  
numpy

#####

### Execution Steps:

The Program "**Project3.py**" operates in 2 modes:

E:\My Stuff\A S U\CEN 598\Programming Assignments\3\Samanta\_Project3\Project3.py



-----  
Option 1: Batch Mode  
Option 2: Interactive Mode  
-----

Enter Option:

### Option 1: Batch Mode

The "**input.txt**" must be present in the current directory.

Local Disk (E:) > My Stuff > A S U > CEN 598 > Programming Assignments > 3 > Samanta\_Project3

Name	Date modified	Type	Size
 input.txt	11/14/2015 9:07 PM	TXT File	1 KB
 Project3.py	11/23/2015 12:54 ...	PY File	29 KB

### "input.txt"

```
input.txt x
1 F = a.b.d + a.c.d + b.c + b.f + c.f
2 G = a.d.f + b.f + c.f + e.f
3 H = a.d.e + b.c + c.e
```

### Console Output

-----  
Option 1: Batch Mode  
Option 2: Interactive Mode  
-----

Enter Option:1

-----  
Input SOP 1: a.b.d + a.c.d + c.b + c.f + b.f  
Unique Literals: ['a', 'b', 'c', 'd', 'f']  
Total Cubes: [['a', 'b', 'd'], ['a', 'c', 'd'], ['b', 'c'], ['c', 'f'], ['b', 'f']]  
.....  
Row 1: a.b.d

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Row 2: a.c.d  
Row 3: c.b  
Row 4: c.f  
Row 5: b.f

.....  
Column 1: a  
Column 2: b  
Column 3: c  
Column 4: d  
Column 5: f  
.....

CUBE LITERAL MATRIX:

```
[1 1 0 1 0]
[1 0 1 1 0]
[0 1 1 0 0]
[0 0 1 0 1]
[0 1 0 0 1]
```

=====  
#(Kernel-Cokernel combinations): 5

----- [KERNELS] & [CO-KERNELS] -----  
[a.c.d + c.f + a.b.d + c.b + b.f] & [1]  
[c + b] & [a.d]  
[a.d + f + c] & [b]  
[a.d + b + f] & [c]  
[b + c] & [f]

Global Loop Count: 35

\*\*\*\*\*

Input SOP 2: e.f + a.d.f + b.f + c.f  
Unique Literals: ['a', 'b', 'c', 'd', 'e', 'f']  
Total Cubes: [['e', 'f'], ['a', 'd', 'f'], ['b', 'f'], ['c', 'f']]

.....  
Row 1: e.f  
Row 2: a.d.f  
Row 3: b.f  
Row 4: c.f

.....  
Column 1: a  
Column 2: b  
Column 3: c  
Column 4: d  
Column 5: e  
Column 6: f  
.....

CUBE LITERAL MATRIX:

```
[0 0 0 0 1 1]
[1 0 0 1 0 1]
[0 1 0 0 0 1]
[0 0 1 0 0 1]
```

=====  
#(Kernel-Cokernel combinations): 1

----- [KERNELS] & [CO-KERNELS] -----  
[a.d + c + e + b] & [f]

Global Loop Count: 70

\*\*\*\*\*

Input SOP 3: c.e + a.e.d + c.b

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Unique Literals: ['a', 'b', 'c', 'd', 'e']  
Total Cubes: [['c', 'e'], ['a', 'd', 'e'], ['b', 'c']]

.....

Row 1: c.e  
Row 2: a.e.d  
Row 3: c.b

.....

Column 1: a  
Column 2: b  
Column 3: c  
Column 4: d  
Column 5: e

.....

CUBE LITERAL MATRIX:

```
[0 0 1 0 1]
[1 0 0 1 1]
[0 1 1 0 0]
```

=====

\$(Kernel-Cokernel combinations): 3

----- [KERNELS] & [CO-KERNELS] -----

[a.e.d + c.e + c.b] & [1]

[b + e] & [c]

[c + a.d] & [e]

Global Loop Count: 100

\*\*\*\*\*

----- RESULTS -----

SOPs:

Input SOP 1: a.b.d + a.c.d + c.b + c.f + b.f

1: a.b.d  
2: a.c.d  
3: c.b  
4: c.f  
5: b.f

-----

Input SOP 2: e.f + a.d.f + b.f + c.f

8: b.f  
9: c.f  
6: e.f  
7: a.d.f

-----

Input SOP 3: c.e + a.e.d + c.b

10: c.e  
11: a.e.d  
12: c.b

-----

.....

SOP: 1 Row 1:a.d

SOP: 1 Row 2:b

SOP: 1 Row 3:c

SOP: 1 Row 4:f

SOP: 2 Row 5:f

SOP: 3 Row 6:c

SOP: 3 Row 7:e

.....

Column 1: f

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Column 2: e  
Column 3: a.d  
Column 4: c  
Column 5: b

.....  
CO-KERNEL CUBE MATRIX:

```
[ [ 0  0  0  2  1 ]
  [ 5  0  1  3  0 ]
  [ 4  0  2  0  3 ]
  [ 0  0  0  4  5 ]
  [ 0  6  7  9  8 ]
  [ 0 10  0  0 12 ]
  [ 0  0 11 10  0 ]]
```

BINARY CO-KERNEL CUBE MATRIX:

```
[ [0 0 0 1 1]
  [1 0 1 1 0]
  [1 0 1 0 1]
  [0 0 0 1 1]
  [0 1 1 1 1]
  [0 1 0 0 1]
  [0 0 1 1 0]]
```

### Option 2: Interactive Mode

-----  
Option 1: Batch Mode  
Option 2: Interactive Mode  
-----

Enter Option: 2  
-----

-----  
Sample SOP format: c.b.d + a.b + ~b.c  
Enter SOP 1: a.b.d + a.c.d + b.c + b.f + c.f  
=====

Do you want to continue (Y/N)? y  
=====

Enter SOP 2: a.d.f + b.f + c.f + e.f  
=====

Do you want to continue (Y/N)? n  
|=====

### Console Output

=====

```
Input SOP 1: a.b.d + a.c.d + c.b + c.f + b.f
Unique Literals: ['a', 'b', 'c', 'd', 'f']
Total Cubes: [['a', 'b', 'd'], ['a', 'c', 'd'], ['b', 'c'], ['c', 'f'], ['b', 'f']]
```

.....  
Row 1: a.b.d  
Row 2: a.c.d  
Row 3: c.b  
Row 4: c.f  
Row 5: b.f

.....  
Column 1: a  
Column 2: b  
Column 3: c  
Column 4: d  
Column 5: f  
.....

CUBE LITERAL MATRIX:

```

[[1 1 0 1 0]
 [1 0 1 1 0]
 [0 1 1 0 0]
 [0 0 1 0 1]
 [0 1 0 0 1]]

```

=====

#(Kernel-Cokernel combinations): 5

----- [KERNELS] &amp; [CO-KERNELS] -----

[a.c.d + c.f + a.b.d + c.b + b.f] &amp; [1]

[c + b] &amp; [a.d]

[a.d + f + c] &amp; [b]

[a.d + b + f] &amp; [c]

[b + c] &amp; [f]

Global Loop Count: 35

\*\*\*\*\*

Input SOP 2: e.f + a.d.f + b.f + c.f

Unique Literals: ['a', 'b', 'c', 'd', 'e', 'f']

Total Cubes: [['e', 'f'], ['a', 'd', 'f'], ['b', 'f'], ['c', 'f']]

.....

Row 1: e.f

Row 2: a.d.f

Row 3: b.f

Row 4: c.f

.....

Column 1: a

Column 2: b

Column 3: c

Column 4: d

Column 5: e

Column 6: f

.....

CUBE LITERAL MATRIX:

```

[[0 0 0 0 1 1]
 [1 0 0 1 0 1]
 [0 1 0 0 0 1]
 [0 0 1 0 0 1]]

```

=====

#(Kernel-Cokernel combinations): 1

----- [KERNELS] &amp; [CO-KERNELS] -----

[a.d + c + e + b] &amp; [f]

Global Loop Count: 70

\*\*\*\*\*

----- RESULTS -----

SOPs:

Input SOP 1: a.b.d + a.c.d + c.b + c.f + b.f

1: a.b.d

2: a.c.d

3: c.b

4: c.f

5: b.f

-----

Input SOP 2: e.f + a.d.f + b.f + c.f

```

8:      b.f
9:      c.f
6:      e.f
7:      a.d.f
-----

```

```

.....
SOP: 1 Row 1:a.d
SOP: 1 Row 2:b
SOP: 1 Row 3:c
SOP: 1 Row 4:f
SOP: 2 Row 5:f
.....

```

```

Column 1:  f
Column 2:  e
Column 3:  a.d
Column 4:  c
Column 5:  b
.....

```

CO-KERNEL CUBE MATRIX:

```

[[0 0 0 2 1]
 [5 0 1 3 0]
 [4 0 2 0 3]
 [0 0 0 4 5]
 [0 6 7 9 8]]

```

BINARY CO-KERNEL CUBE MATRIX:

```

[[0 0 0 1 1]
 [1 0 1 1 0]
 [1 0 1 0 1]
 [0 0 0 1 1]
 [0 1 1 1 1]]

```

### **KERNEL COMPUTATION LOGIC**

The Kernel computation approach although recursive in nature has been modified suitably so that the same kernel doesn't get computed again.

The high level logic is described below:

The **Row** and **Column** array combination corresponding to the computed **Kernel** is stored in a list. Each time the function to calculate the kernel is called, the input row and column array combination is checked for its uniqueness. If the values are not unique, it implies that the kernel has already been calculated for that combination of row and column. So, they need not be re-calculated and thus computation is reduced.

#### **Code Snippet**

```

446 # Step-3: Recursive call to make cube free
447 # With recursive check
448 if R2C2List not in self.kernel:
449     self.computeKernel(R2, C2)
450

```

The "**loopCount**" variable keeps track of the number of iterations.

Comparison of results of the number of iterations with and without recursive check:

There is a significant reduction in the number of "**Global Loop Count**" value when the recursive check is in place as compared to the recursive check being absent. (say: 31 vs 124 as shown in the below example.)

**With recursive check:** Lines 444 disabled but lines **448** and **449** enabled

```

444 # self.computeKernel(R2, C2) # Without the check
445
446 # Step-3: Recursive call to make cube free and divide by other literals one at a time
447 # With recursive check
448 if R2C2List not in self.kernel:
449     self.computeKernel(R2, C2)
450

```

-----

Option 1: Batch Mode

Option 2: Interactive Mode

-----

Enter Option:2

-----

Sample SOP format: c.b.d + a.b + ~b.c

Enter SOP 1: c.b.d + a.b + ~b.c

=====

Do you want to continue (Y/N)? n

=====

Input SOP 1: c.b.d + a.b + ~b.c

Unique Literals: ['a', 'b', 'c', 'd', '~b']

Total Cubes: [['b', 'c', 'd'], ['a', 'b'], ['c', '~b']]

.....

Row 1: c.b.d

Row 2: a.b

Row 3: c.~b

.....

Column 1: a

Column 2: b

Column 3: c

Column 4: d

Column 5: ~b

.....

CUBE LITERAL MATRIX:

[[0 1 1 1 0]

[1 1 0 0 0]

[0 0 1 0 1]]

=====

#(Kernel-Cokernel combinations): 3

-----

----- [KERNELS] & [CO-KERNELS] -----

[c.~b + a.b + c.b.d] & [1]

[a + c.d] & [b]

[~b + b.d] & [c]

Global Loop Count: 31

\*\*\*\*\*

Without recursive check: Lines 444 enabled but lines 448 and 449 disabled

```

444 self.computeKernel(R2, C2) # Without the check
445
446 # Step-3: Recursive call to make cube free and divide by other literals one at a time
447 # With recursive check
448 # if R2C2List not in self.kernel:
449 # self.computeKernel(R2, C2)
450

```

-----

Option 1: Batch Mode

Option 2: Interactive Mode

-----

Enter Option:2

-----  
 Sample SOP format:  $c.b.d + a.b + \sim b.c$

Enter SOP 1:  $c.b.d + a.b + \sim b.c$

=====

Do you want to continue (Y/N)? n

=====

Input SOP 1:  $c.b.d + a.b + \sim b.c$

Unique Literals: ['a', 'b', 'c', 'd', '~b']

Total Cubes: [['b', 'c', 'd'], ['a', 'b'], ['c', '~b']]

.....

Row 1:  $c.b.d$

Row 2:  $a.b$

Row 3:  $c.\sim b$

.....

Column 1: a

Column 2: b

Column 3: c

Column 4: d

Column 5: ~b

.....

CUBE LITERAL MATRIX:

$\begin{bmatrix} 0 & 1 & 1 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{bmatrix}$

$\begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{bmatrix}$

=====

#(Kernel-Cokernel combinations): 3

----- [KERNELS] & [CO-KERNELS] -----

$[c.\sim b + a.b + c.b.d] \& [1]$

$[a + c.d] \& [b]$

$[\sim b + b.d] \& [c]$

Global Loop Count: 124

\*\*\*\*\*

## TEST CASES

1. "input.txt" is missing

-----

Option 1: Batch Mode

Option 2: Interactive Mode

-----

Enter Option: 1

|-----

=====

ERROR: 'input.txt' file was missing.

2. The SOPs in "input.txt" has invalid characters

input.txt

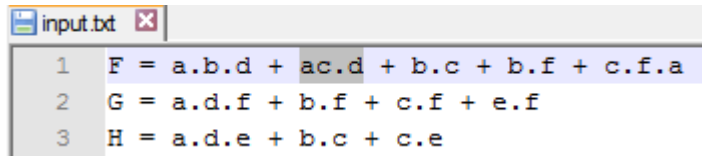
```

1 F = a.b.d + a.c.d + b.c + b.f + c.f. & .a
2 G = a.d.f + b.f + c.f + e.f
3 H = a.d.e + b.c + c.e
  
```



```
<terminated> E:\My Stuff\A S U\CEN 598\Programming /
-----
Option 1:      Batch Mode
Option 2:      Interactive Mode
-----
Enter Option:  1
|-----
Only a-z A-Z + . ~ 0 1 allowed.
```

3. The SOP is not represented in the correct format.



```
input.txt
1 F = a.b.d + ac.d + b.c + b.f + c.f.a
2 G = a.d.f + b.f + c.f + e.f
3 H = a.d.e + b.c + c.e
```

```
<terminated> E:\My Stuff\A S U\CEN 598\Programming /
-----
Option 1:      Batch Mode
Option 2:      Interactive Mode
-----
Enter Option:  1
|-----
'ac' is an Invalid Input!!!
```