

# New Gadget Code Description

Vadim Korotkikh

November 2017

## Abstract

This document contains the medium level detail description of the python code for generating 36k Adinkras and New Gadget values. Brief intro simple paragraph at the beginning of the document.

This document write up contains the description of the software code algorithm that is used to calculate the New Gadget for the entire BC4 Coxeter group space of 36,864 Adinkras and how it is written and executed using Python 3. Specific Python version used in calculation was Python 3.5, but the code is also compatible with Python 2.7. Software wise the code builds upon earlier developments/works by the author but with changes to the code that pertains to the final gadget calculation. To speed up Gadget calculation, multiprocessing feature has been added and is utilized within the code. The code also now produces a text output of the results which can be zip compressed for distribution/sharing of results.

Utilizing the BC4 Coxeter group space, the `adinkra_nxn_constructor.py` code creates the 384 L sign permutation matrices. These L sign matrices serve as the building blocks of all Adinkras, given that any two of them satisfy conditions of a set Garden algebra equations. Once the 384 L matrices are created, for each L matrix the script builds a list of compatible matrices that satisfy Garden Algebra conditions. For 384 L matrices, counting all possible matrix position permutations, there is a grand total of 36,864 Adinkras with  $N=4$  or four color, four open node and four close node.

For calculating the Fermionic Holoraumy matrices the `fx_vij_holoraumy.py` script is used. This script takes the input of 36,864 Adinkras and for each Adinkra generates a set of six V Holoraumy matrices. This script can generate the  $\tilde{V}$  Fermionic Holoraumy matrices and the V Bosonic Holoraumy

matrices as well as calculate the  $\ell$  coefficients for  $\tilde{V}$  matrices. This depends on the calculation configuration/setting used in `run_adinkra_calc.py` script. Within `fx_vij_holoraumy.py` there are three functions responsible for handling these tasks. The `fermionic_holomats` function calculates a set of six  $\tilde{V}$  matrices for a given Adinkra. The `bosonic_holomats` function calculates the set of six  $V$  matrices. The `calc_vij_alphabeta` function uses the six  $\tilde{V}$  matrices and alpha beta matrices to calculate the corresponding  $\tilde{\ell}$  coefficient values which are used later in the calculation of Adinkra x Adinkra Gadget values. Once the calculation is finished executing the `fx_vij_holoraumy.py` script returns an array (list in Python) of calculated Holoraumy matrices or  $\tilde{\ell}$  coefficients.

The New Gadget value calculation is done by `fx_mpgadgets.py` script. This script utilizes the multiprocessing features available in Python and this is reflected as 'mp' in the script name. The task of calculating Adinkra Gadget values is cumbersome because each Gadget calculation takes two Adinkras (they can be the same) this means there is a total of 1.36 billion possible Gadget calculations. Therefore multiprocessing was used as a way to significantly speed up Adinkra calculations over the BC4 space.