[220] Randomness

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Announcements

- PI3
 - Due Wednesday Dec 9th
 - No late days allowed
 - No resubmissions allowed (exempt: 0 score students)
- Peer mentor interest form (coming soon)
- Want more?
 - Direct follow up course: CS 320
 - Computer Sciences: CS 200, 300, 400
- Office Hours
 - Last day of TA office hours Wednesday Dec 9th.
 - Instructor hours information coming soon

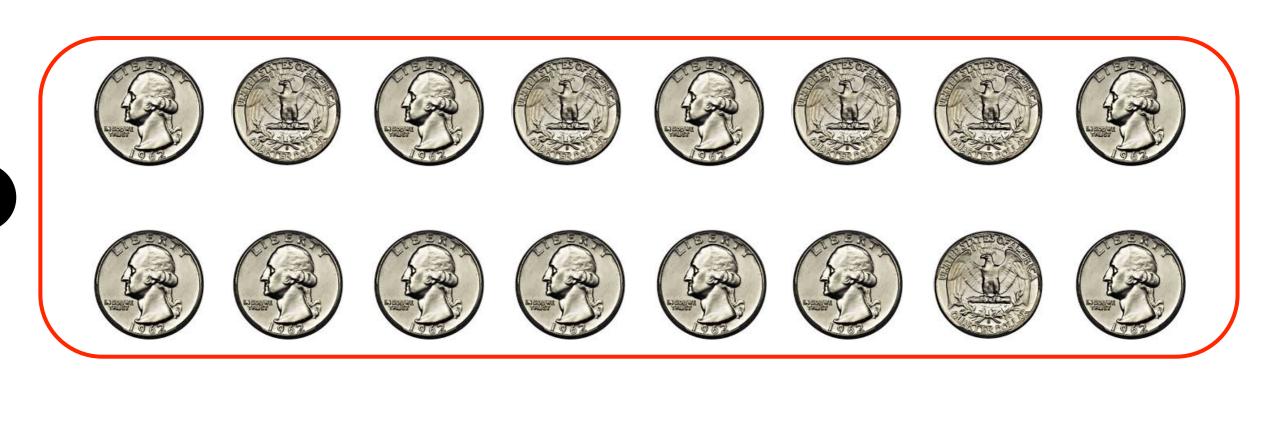
Final exam

- Recommended prep
 - make sure you understand all the worksheet problems
 - review the readings, slides, lecture demo code
 - review everything you got wrong on the midterms
 - review the code you wrote for the projects
 - prepare a note sheet (despite open material!)
- Live review session on Wednesday Dec 9th
 - optional Q/A BBC session
 - attend any session

Course evaluations

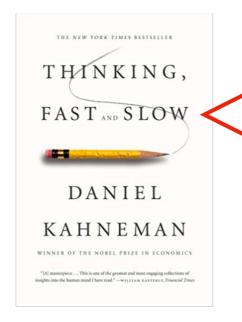
- We value student feedback greatly
- Please bring a smile to your instructors' face by spending a few minutes to fill out evals ©
 - CS220 SEC 001: https://aefis.wisc.edu/index.cfm/page/AefisCourseSection.home?courseSectionid=645838
 - CS220 SEC 002: https://aefis.wisc.edu/index.cfm/page/AefisCourseSection.home?courseSectionid=645837
 - CS220 SEC 003: Link to be updated soon
 - CS319 SEC 001: https://aefis.wisc.edu/index.cfm/page/AefisCourseSection.home?courseSectionid=661619
 - CS319 SEC 002: https://aefis.wisc.edu/index.cfm/page/AefisCourseSection.home?courseSectionid=661618
 - CS319 SEC 003: Link to be updated soon

Which series was randomly generated? Which did I pick by hand?

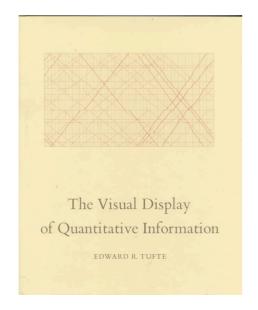


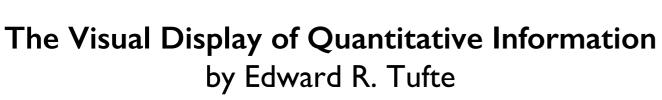


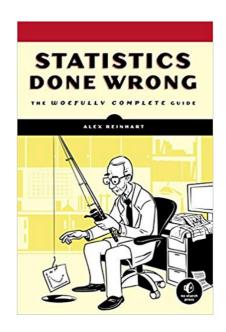
Recommended winter reading



Thinking, Fast and Slo by Daniel Kahnemar Misconceptions of chance. People expect that a sequence of events generated by a random process will represent the essential characteristics of that process even when the sequence is short. In considering tosses of a coin for heads or tails, for example, people regard the sequence H-T-H-T-T-H to be more likely than the sequence H-H-H-T-T-T, which does not appear random, and also more likely than the sequence H-H-H-H-T-H, which does not represent the fairness of the coin. 7 Thus,

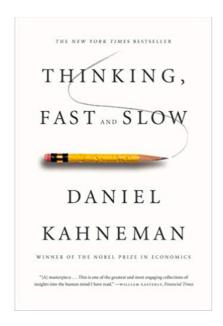




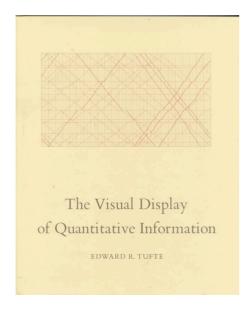


Statistics Done Wrong by Alex Reinhart

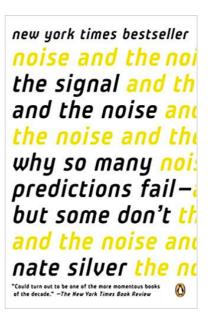
Recommended winter reading



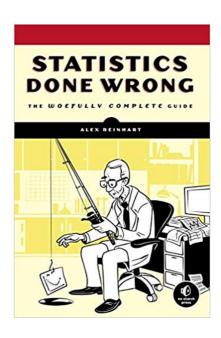
Thinking, Fast and Slow by Daniel Kahneman



The Visual Display of Quantitative Information by Edward R. Tufte

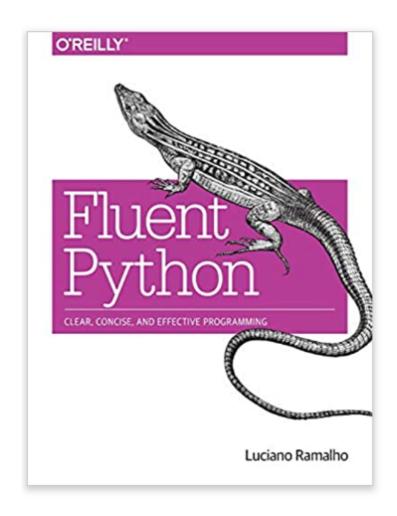


The Signal and the Noise by Nate Silver

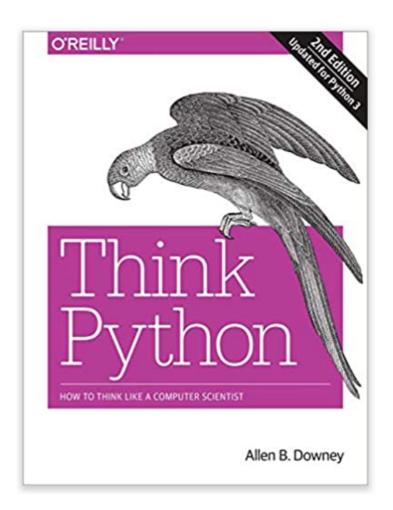


Statistics Done Wrong by Alex Reinhart

Recommended winter reading



Fluent Python: Clear, Concise, and Effective Programming by Luciano Ramalho



Think Python: How to Think Like a Computer Scientist by Allen B. Downey

Why Randomize?

Games

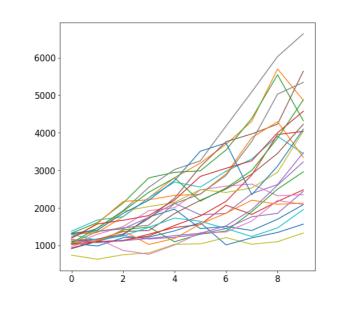




Security



Simulation



our focus

Outline

choice()

bugs and seeding

significance

histograms

normal()

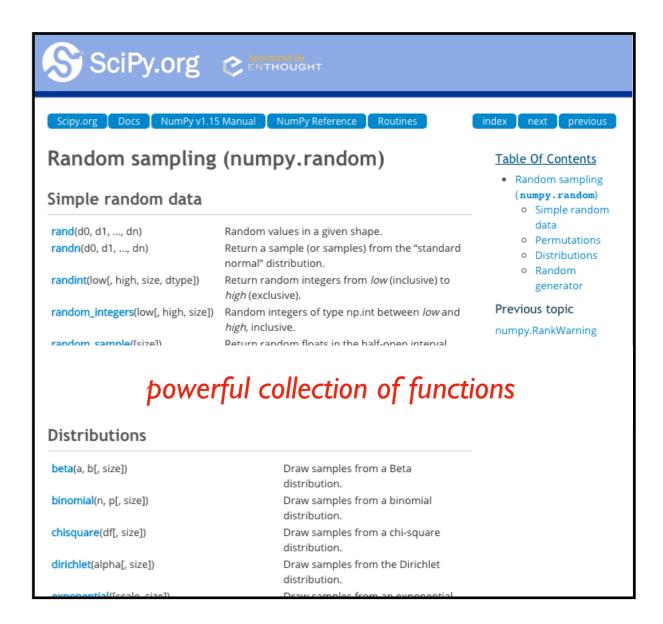
New Functions Today

numpy.random:

- powerful collection of functions
- Choice

Series.plot.hist:

- similar to bar plot
- visualize spread of random results



```
from numpy.random import choice
result = choice([<choice1, choice2, ...])

list of things to
    randomly choose from</pre>
```



 $\underline{https://www.securifera.com/blog/2015/09/09/mmactf-2015-rock-paper-scissors-rps/paper-$

```
from numpy.random import choice

result = choice(["rock", "paper", "scissors"])
print(result)
```



Output:

scissors			

```
from numpy.random import choice
result = choice(["rock", "paper", "scissors"])
print(result)
result = choice(["rock", "paper", "scissors"])
print(result)
                                      Output:
                                      scissors
                                      rock
                 each time choice is
               called, a value is randomly
             selected (will vary run to run)
```

```
from numpy.random import choice
choice(["rock", "paper", "scissors"], size=5)
```

for simulation, we'll often want to compute many random results

```
from numpy.random import choice
choice(["rock", "paper", "scissors"], size=5)
array(['rock', 'scissors', 'paper', 'rock', 'paper'], dtype='<U8')
it's list-like</pre>
```

Random values and Pandas

```
from numpy.random import choice

# random Series
Series(choice(["rock", "paper", "scissors"], size=5))
```

```
0 rock
1 rock
2 scissors
3 paper
4 scissors
dtype: object
```

Random values and Pandas

	0	1
0	paper	rock
1	scissors	rock
2	rock	rock
3	scissors	paper
4	rock	scissors

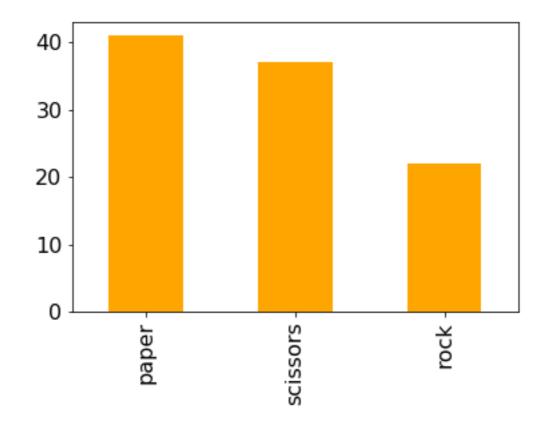
Demo: exploring bias

```
choice(["rock", "paper", "scissors"])
```

Question I: how can we make sure the randomization isn't biased?

Demo: exploring bias

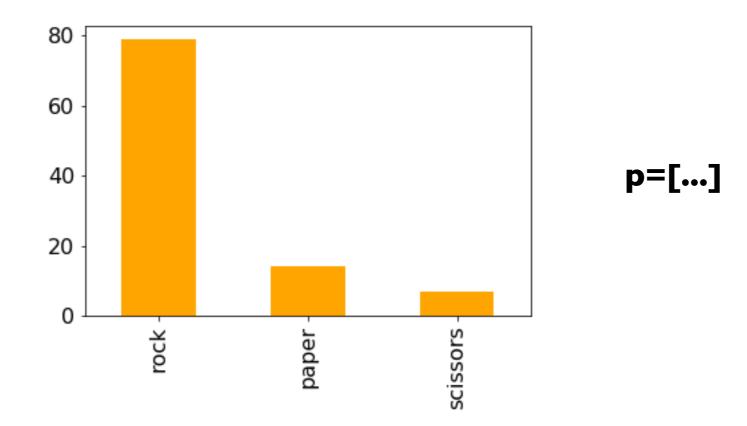
Question I: how can we make sure the randomization isn't biased?



Demo: exploring bias

Question I: how can we make sure the randomization isn't biased?

Question 2: how can we make it biased (if we want it to be)?



Random Strings vs. Random Ints

```
from numpy.random import choice, normal

# random string: rock, paper, or scissors
choice(["rock", "paper", "scissors"])

# random int: 0, 1, or 2
choice([0, 1, 2])
```

Random Strings vs. Random Ints

```
from numpy.random import choice, normal
# random string: rock, paper, or scissors
choice(["rock", "paper", "scissors"])
# random int: 0, 1, or 2
choice([0, 1, 2])
         same
# random int (approach 2): 0, 1, or 2
choice(3)
                random non-negative int
                 that is less than 3
```

Outline

choice()

bugs and seeding

significance

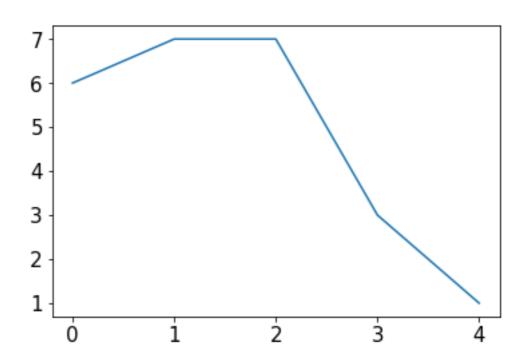
histograms

normal()

```
s = Series(choice(10, size=5))
```

```
0 6
1 7
2 7
3 3
4 1
dtype: int64
```

s.plot.line()



```
s = Series(choice(10, size=5))
                                       6
      6
0
                                        5
                                        4
                                        3
                                       2
dtype: int64
s.plot.line()
                                             20
percents = []
for i in range(1, len(s)):
                                              0
    diff = 100 * (s[i] / s[i-1] - 1)
                                            -20
    percents.append(diff)
Series(percents).plot.line()
                                            -40
                                            -60
    what are we computing for diff?
```

0.5

0.0

1.0

1.5

2.5

3.0

2.0

can you identify the bug in the code?

```
= Series(choice(10, size=5))
                                      6
0
                                      5
                                      4
                                      3
                                      2
dtype: int64
s.plot.line()
                                           20
percents = []
for i in range(1, len(s)):
                                            0
    diff = 100 * (s[i] / s[i-1] - 1)
                                          -20
    percents.append(diff)
Series(percents).plot.line()
                                          -40
```

-60

0.0

0.5

1.0

1.5

2.5

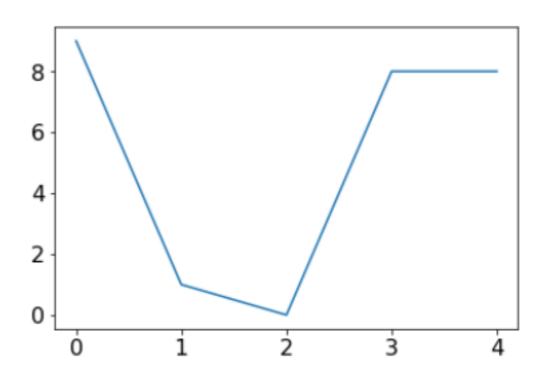
3.0

2.0

```
s = Series(choice(10, size=5))

0     9
1     1
2     0
3     8
4     8
dtype: int64

s.plot.line()
```



```
percents = []
for i in range(1, len(s)):
    diff = 100 * (s[i] / s[i-1] - 1)
    percents.append(diff)
Series(percents).plot.line()
/Library/France
python3.7/sit
```

/Library/Frameworks/Python.framework/Versions/3.7/lib/ python3.7/site-packages/ipykernel_launcher.py:3: Runti meWarning: divide by zero encountered in long_scalars This is separate from the ipykernel package so we can avoid doing imports until

can you identify the bug in the code?

scary bugs

non-deterministic



Igor Siwanowicz

"nice" bugs

deterministic (reproducible)





scary bugs

non-deterministic system related randomness



Igor Siwanowicz

"nice" bugs

deterministic (reproducible)





runtime

scary bugs

non-deterministic system related randomness

large data

semantic

Igor Siwanowicz

"nice" bugs

deterministic (reproducible)

small data

syntax





https://owlcation.com/stem/5-Badass-Bugs-That-You-Should-Have-Nightmares-About

runtime

scary bugs

non-deterministic system related randomness

large data

semantic



Igor Siwanowicz

"nice" bugs

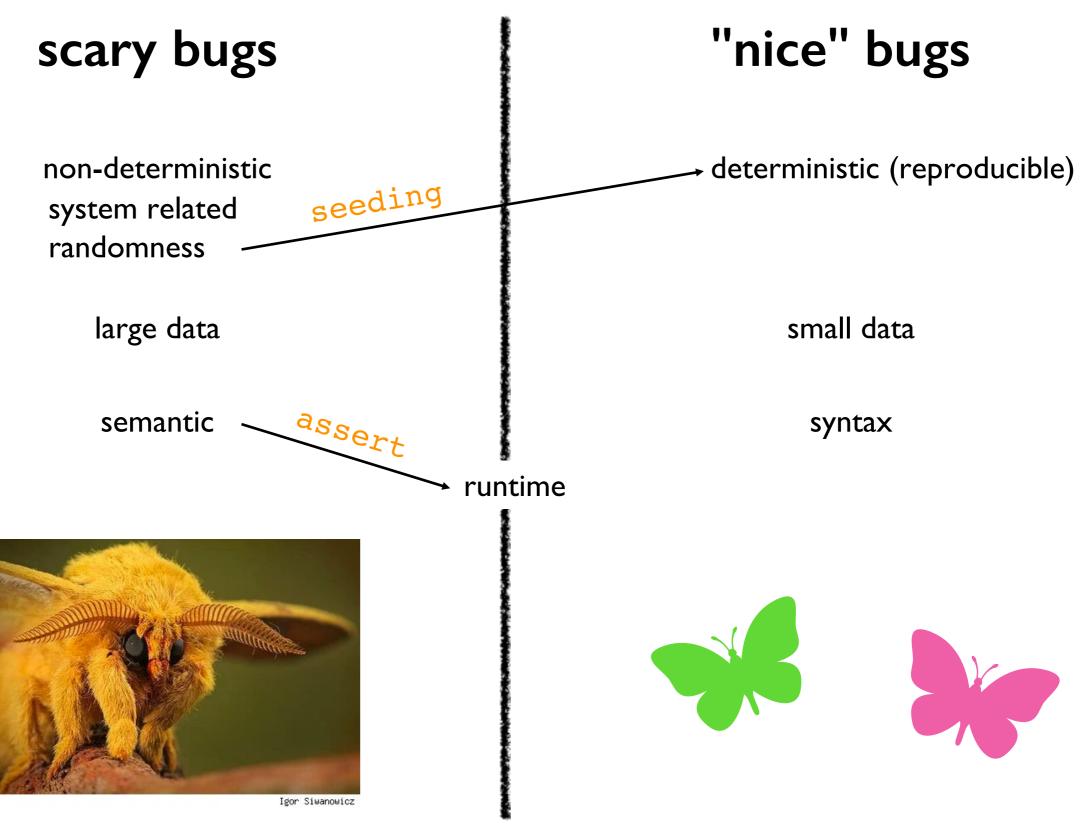
deterministic (reproducible)

small data

syntax

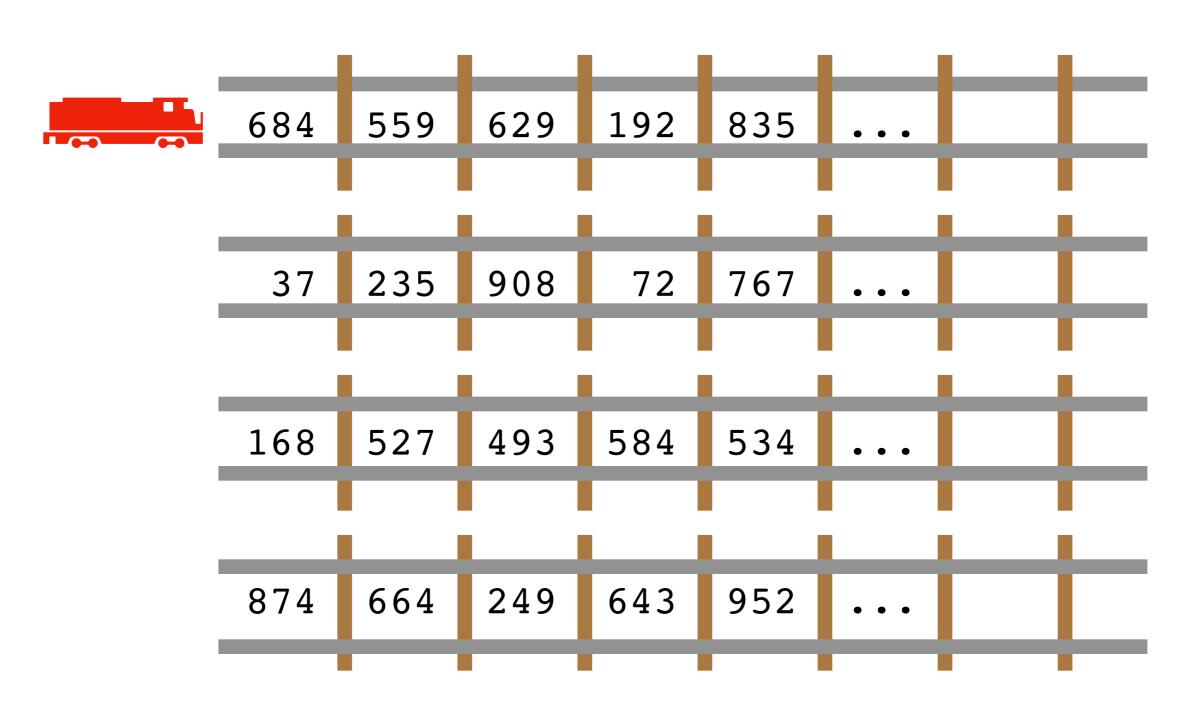






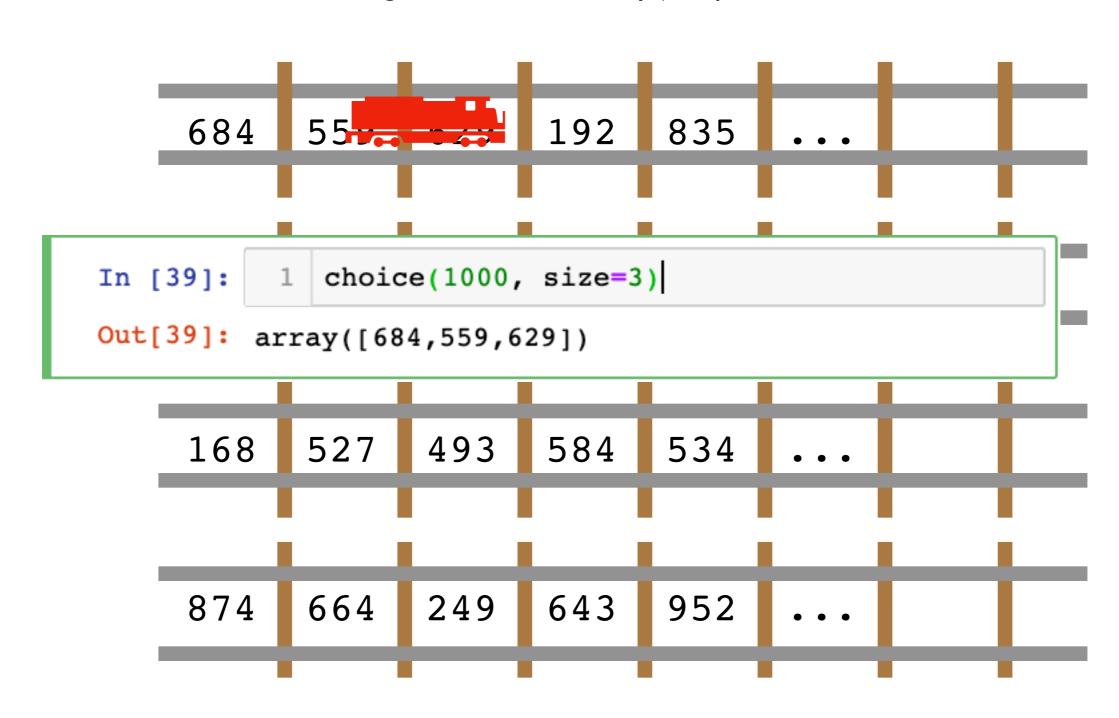
Pseudorandom Generators

"Random" generators are really just pseudorandom



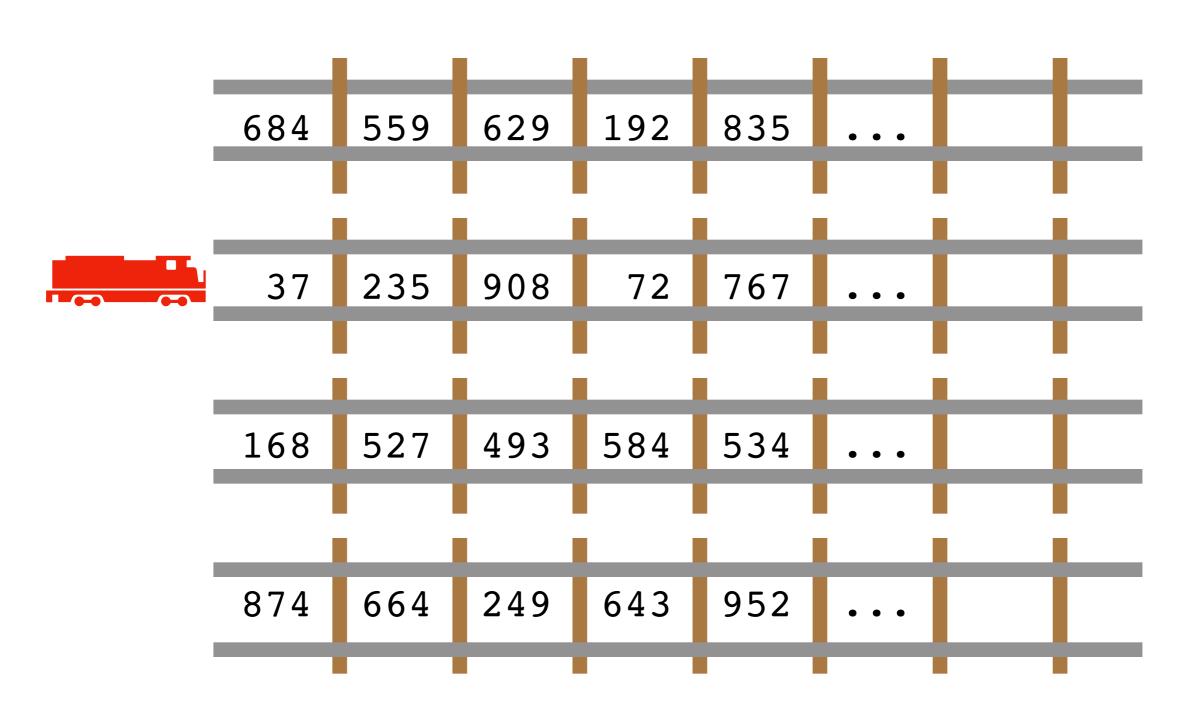
Pseudorandom Generators

"Random" generators are really just pseudorandom



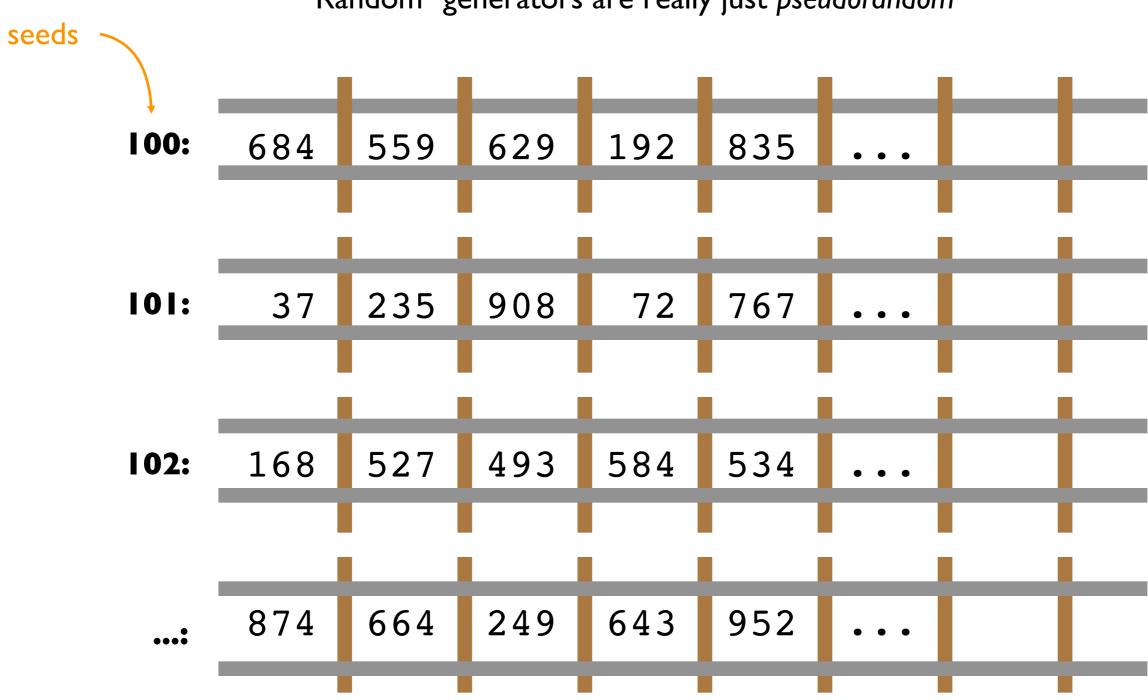
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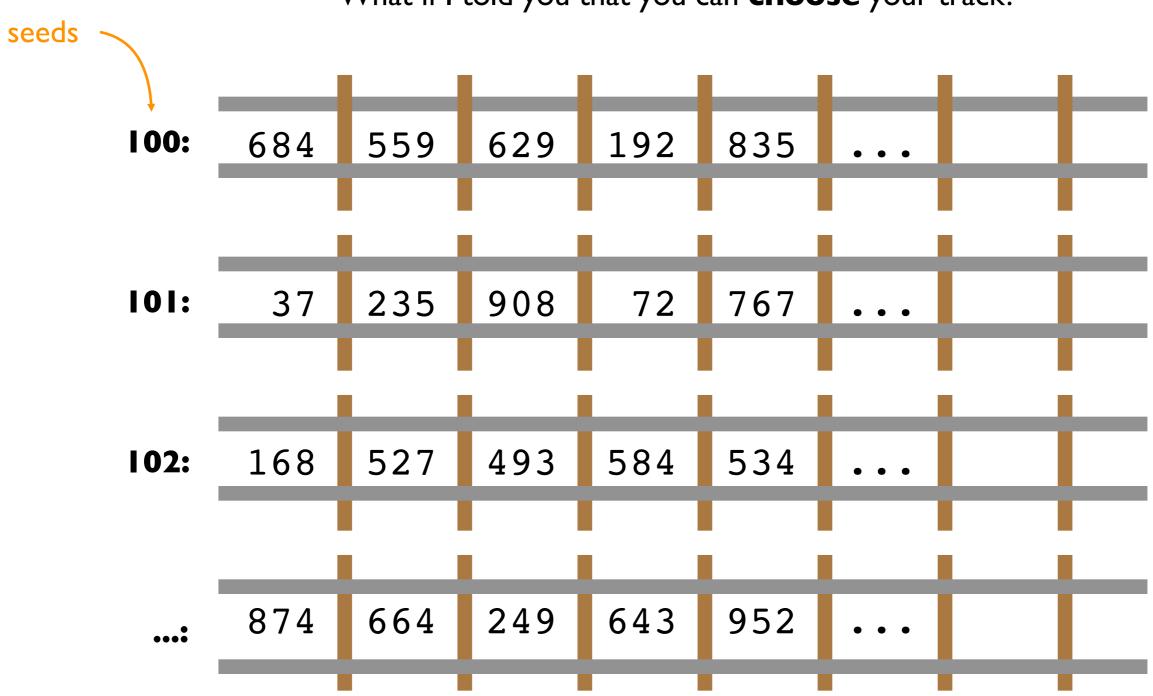
Pseudorandom Generators

"Random" generators are really just pseudorandom



Pseudorandom Generators

What if I told you that you can **choose** your track?



Seeding

What if I told you that you can **choose** your track?

```
In [2]:
        1 np.random.seed(220)
         2 choice(1000, size = 3)
Out[2]: array([883, 732, 15])
In [3]: 1 np.random.seed(220)
         2 choice(1000, size = 3)
Out[3]: array([883, 732, 15])
In [4]: 1 np.random.seed(220)
         2 choice(1000, size = 3)
Out[4]: array([883, 732, 15])
```

Seeding

Common approach for simulations:

- I. seed using current time
- 2. print seed
- 3. use the seed for reproducing bugs, as necessary

Outline

choice()

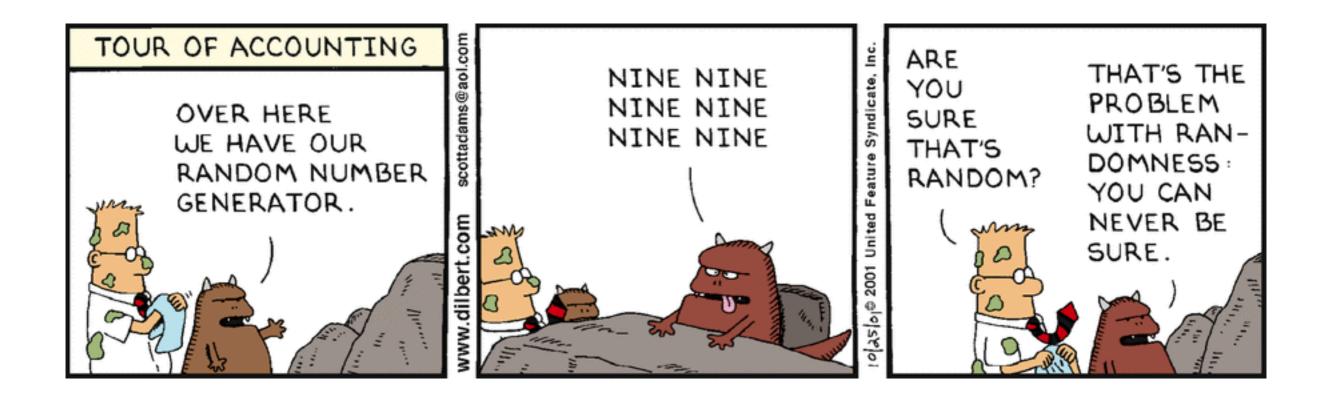
bugs and seeding

significance

histograms

normal()

In a noisy world, what is noteworthy?





Call shenanigans?

a statistician might say we're trying to decide if the evidence that the coin isn't fair is statistically significant

whoever has the coin cheated (it's not 50/50 heads/tails)



Call shenanigans? No.



Call shenanigans? No.

Call shenanigans?



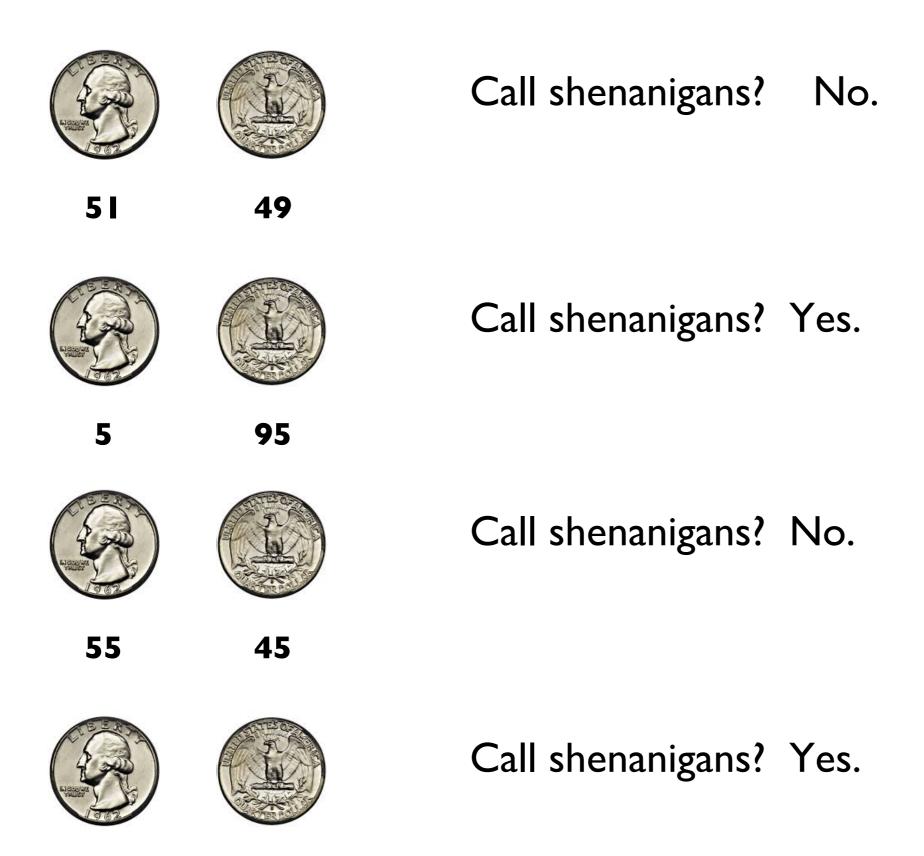
Call shenanigans? No.

Call shenanigans? Yes.

Note: there is a non-zero probability that a fair coin will do this, but the odds are slim

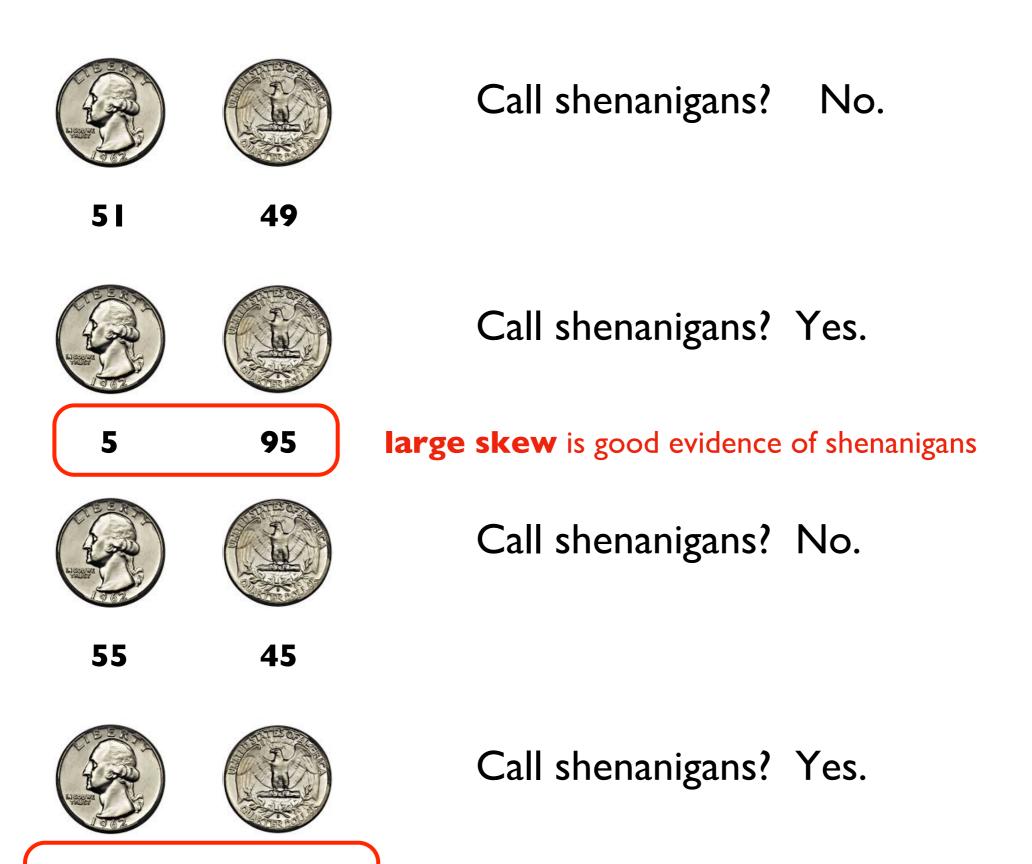


55 million 45 million



55 million 45 million

55 million 45 million



small skew over large samples is good evidence

Demo: CoinSim





Call shenanigans?

60 40

Strategy: simulate a fair coin

- I. "flip" it 100 times using numpy.random.choice
- 2. count heads
- 3. repeat above 10K times

[50, 61, 51, 44, 39, 43, 51, 49, 49, 38, ...]

Demo: CoinSim





Call shenanigans?

60

40

we got 10 more heads than we expect on average how common is this?

Strategy: simulate a fair coin

- I. "flip" it 100 times using numpy.random.choice
- 2. count heads
- 3. repeat above 10K times

[50, 61, 51, 44, 39, 43, 51, 49, 49, 38, ...]

Demo: CoinSim



60

Call shenanigans?

we got 10 more heads than we expect on average how common is this?

Strategy: simulate a fair coin

- I. "flip" it 100 times using numpy.random.choice
- 2. count heads
- 3. repeat above 10K times

40

```
[50, 61, 51, 44, 39, 43, 51, 49, 49, 38, ...]

Il more

I2 less
```

Outline

choice()

bugs and seeding

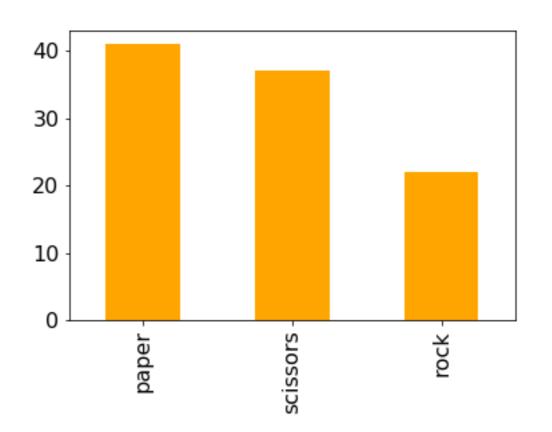
significance

histograms

normal()

Frequencies across categories

bars are a good way to view frequencies across categories



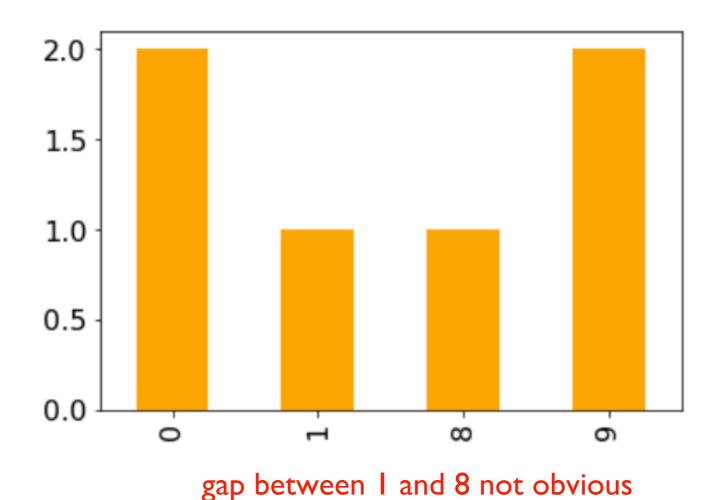
bars are a bad way to view frequencies across numbers

```
s = Series([0, 0, 1, 8, 9, 9])
s.value_counts().plot.bar(color="orange")
```



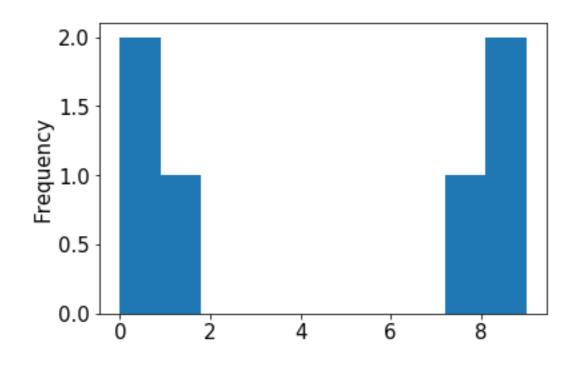
bars are a bad way to view frequencies across numbers

```
s = Series([0, 0, 1, 8, 9, 9])
s.value counts().sort index().plot.bar(color="orange")
```

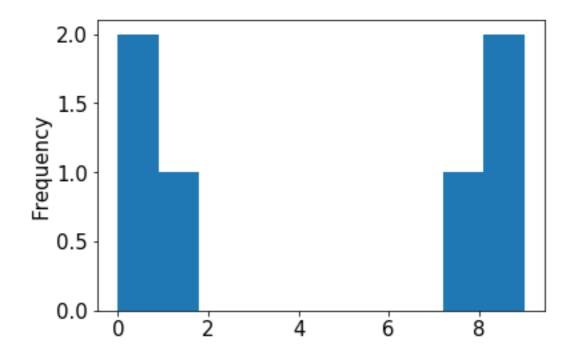


bars are a bad way to view frequencies across numbers

```
s = Series([0, 0, 1, 8, 9, 9])
s.value_counts().sort_index().plot.bar()
s.plot.hist()
```



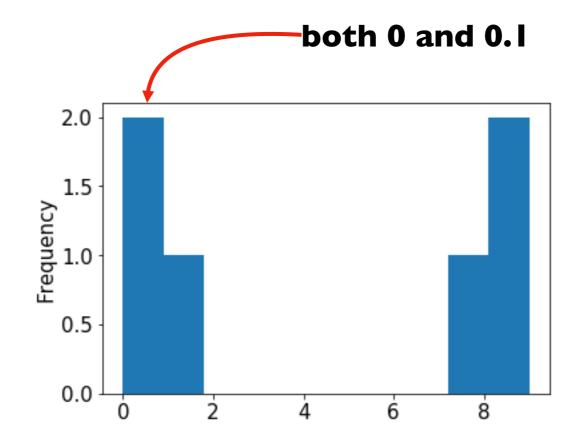
```
s = Series([0, 0, 1, 8, 9, 9])
s.value_counts().sort_index().plot.bar()
s.plot.hist()
```



this kind of plot is called a histogram

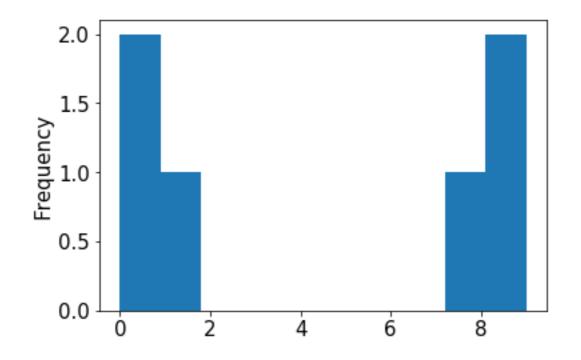
histograms are a good way to view frequencies across numbers

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist()
```



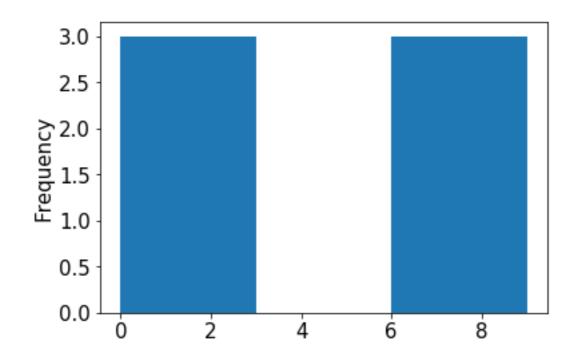
a histogram "bins" nearby numbers to create discrete bars

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=10)
```



we can control the number of bins

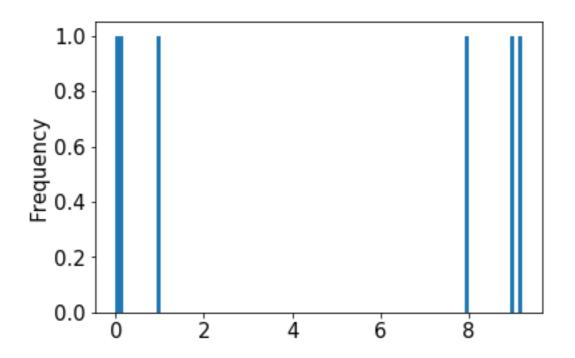
```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=3)
```



too few bins provides too little detail

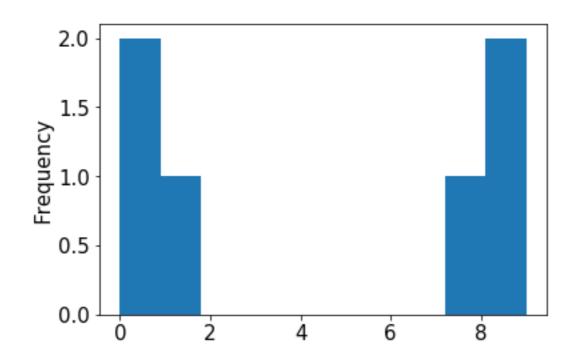
histograms are a good way to view frequencies across numbers

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=100)
```



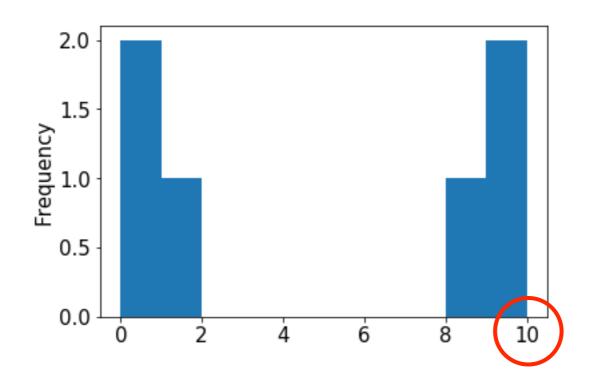
too many bins provides too much detail (equally bad)

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=10)
```



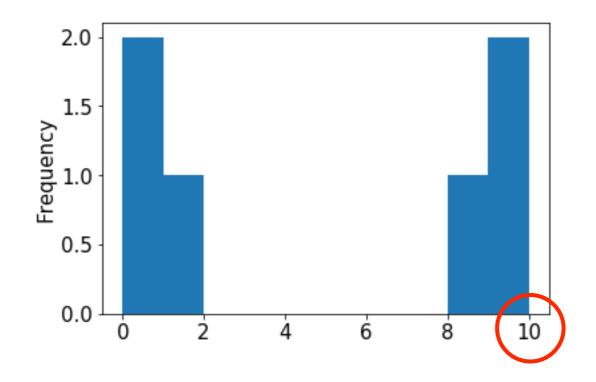
pandas chooses the default bin boundaries

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=[0,1,2,3,4,5,6,7,8,9,10])
```

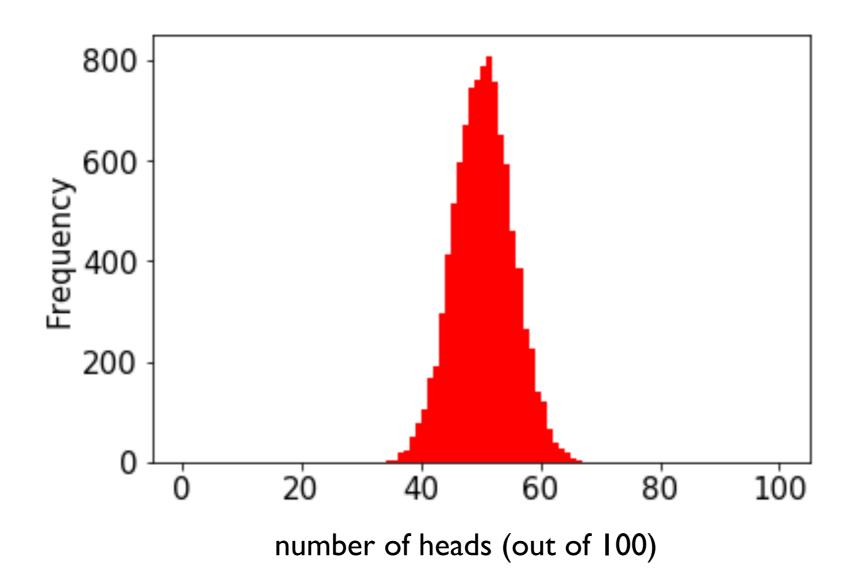


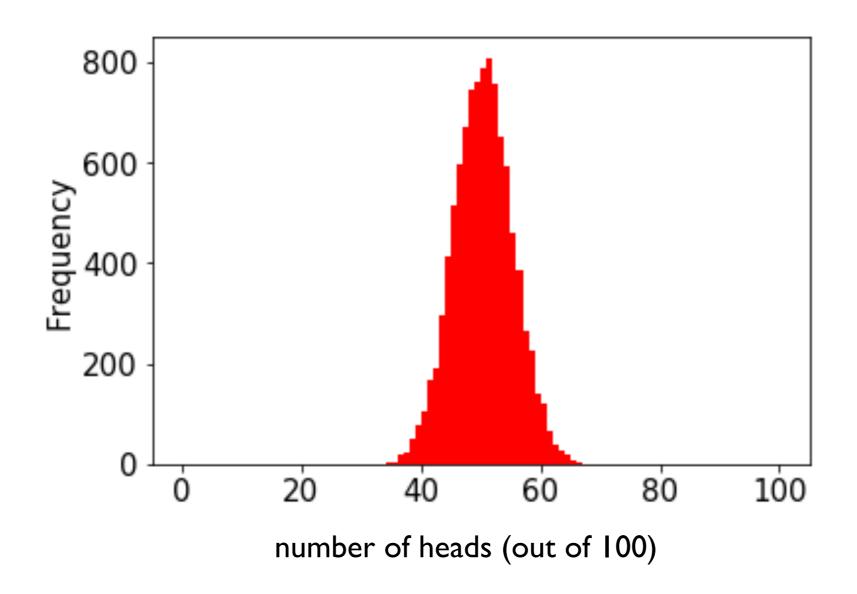
we can override the defaults

```
s = Series([0.1, 0, 1, 8, 9, 9.2])
s.value_counts().sort_index().plot.bar()
s.plot.hist(bins=range(11))
```

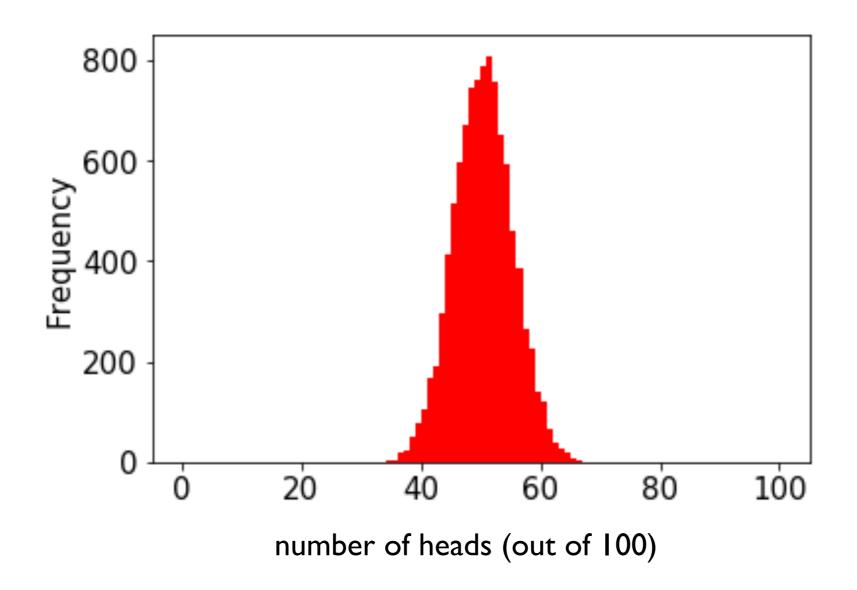


this is easily done with range



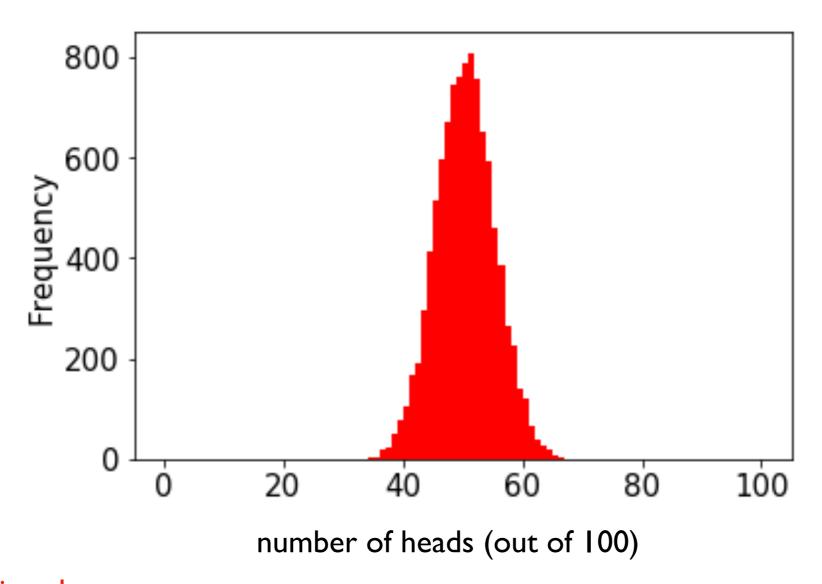


this shape resembles what we often call a normal distribution or a "bell curve"



this shape resembles what we often call a normal distribution or a "bell curve"

in general, if we take large samples enough times, the sample averages will look like this (we won't discuss exceptions here)



numpy can directly generate random numbers fitting a normal distribution

this shape resembles what we often call a normal distribution or a "bell curve"

in general, if we take large samples enough times, the sample averages will look like this (we won't discuss exceptions here)

Outline

choice()

bugs and seeding

significance

histograms

normal()

```
from numpy.random import choice, normal
import numpy as np

for i in range(10):
    print(normal())
```

```
from numpy.random import choice, normal
import numpy as np
for i in range(10):
    print(normal())
                                    Output:
                                     -0.18638553993371157
                                     0.02888452916769247
             average is 0 (over many calls)
                                     1.2474561113726423
                                     -0.5388224399358179
             numbers closer to 0 more likely
                                     -0.45143322136388525
                      -x just as likely as x
                                     -1.4001861112018241
                                     0.28119371511868047
                                     0.2608861898556597
```

-0.19246288728955144

0.2979572961710292

```
from numpy.random import choice, normal
import numpy as np

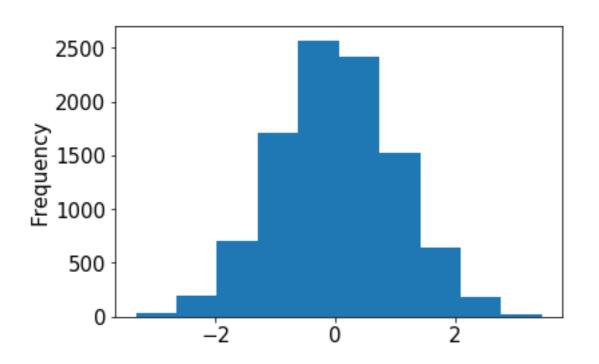
s = Series(normal(size=10000))
```

```
from numpy.random import choice, normal
import numpy as np

s = Series(normal(size=10000))
s.plot.hist()
```

```
from numpy.random import choice, normal
import numpy as np

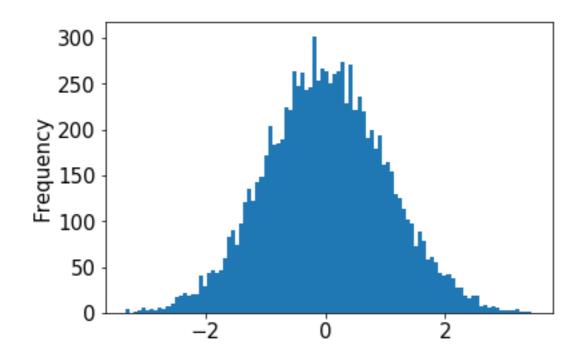
s = Series(normal(size=10000))
s.plot.hist()
```



```
from numpy.random import choice, normal
import numpy as np

s = Series(normal(size=10000))

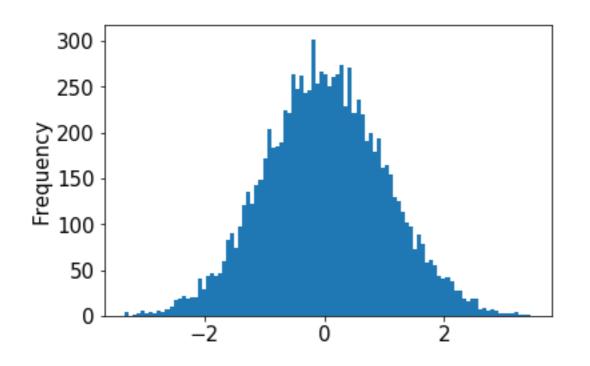
s.plot.hist(bins=100)
```



```
from numpy.random import choice, normal
import numpy as np

s = Series(normal(size=10000))

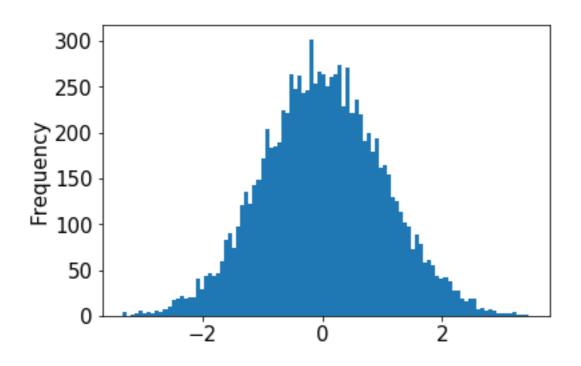
s.plot.hist(bins=100, loc=), scale=);
```



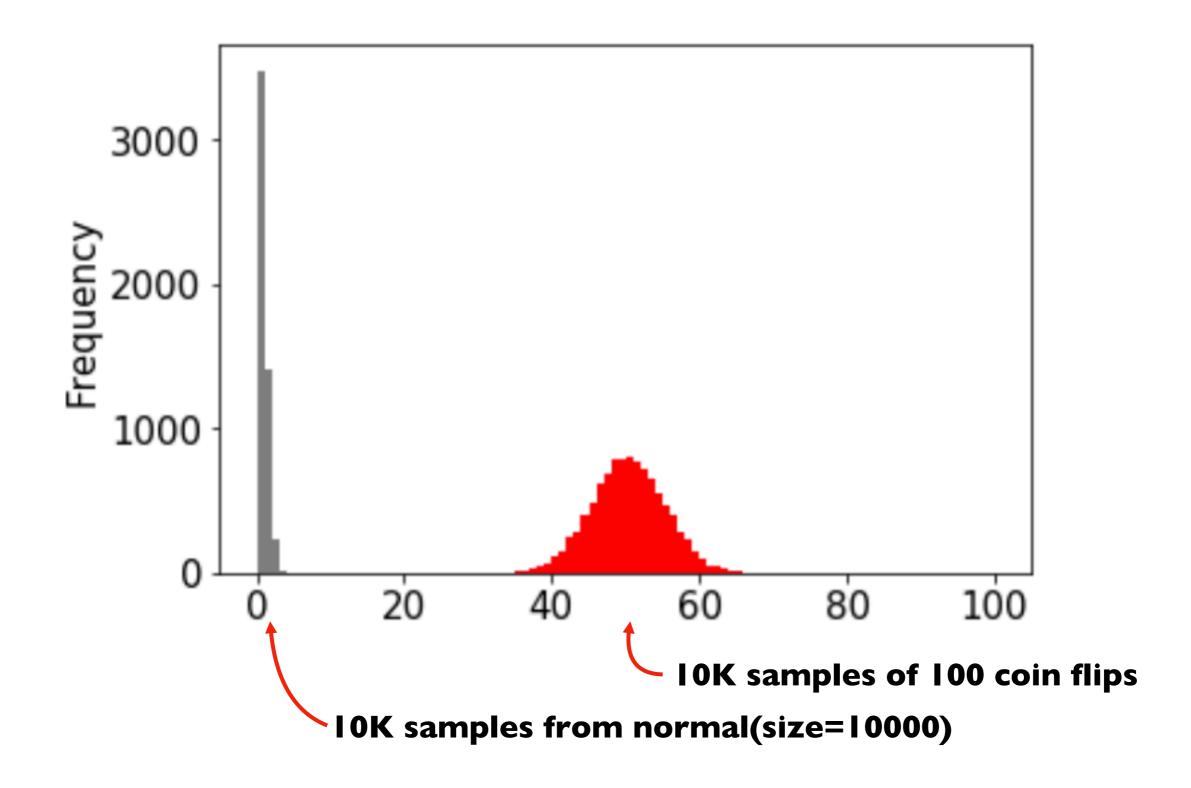
```
from numpy.random import choice, normal import numpy as np
```

```
s = Series(normal(size=10000))
```

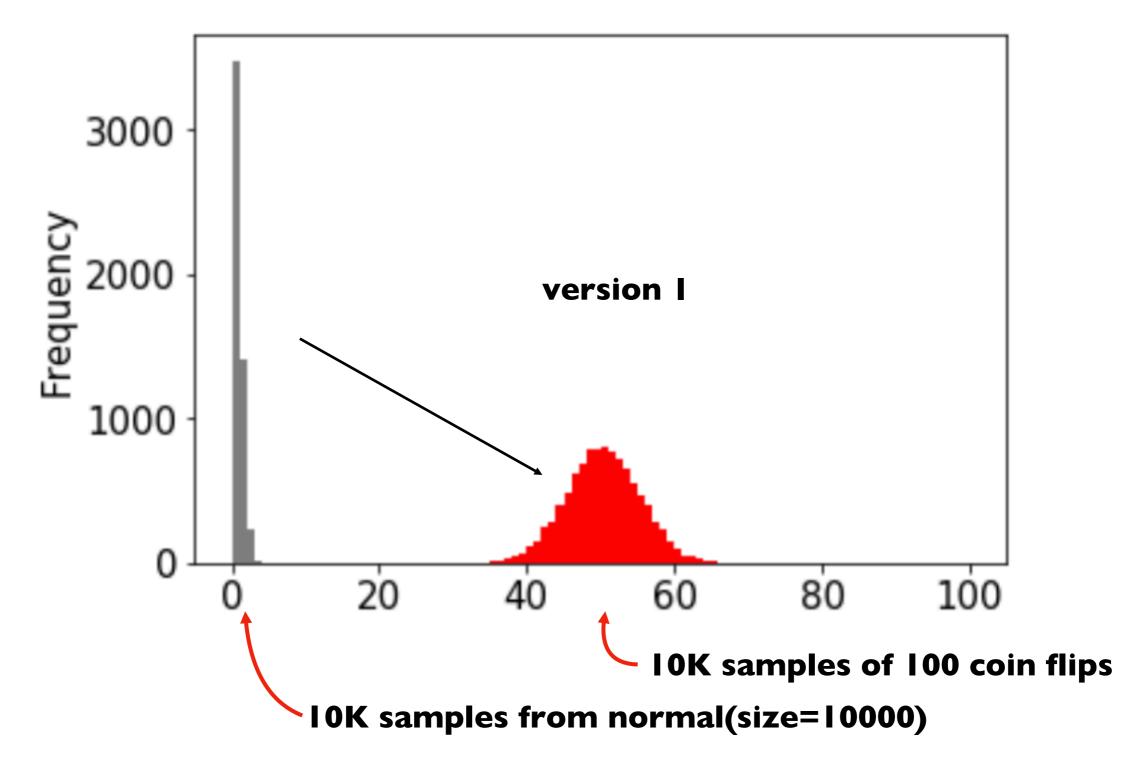
try plugging in different values (defaults are 0 and 1, respectively)



Demo: plot overlay

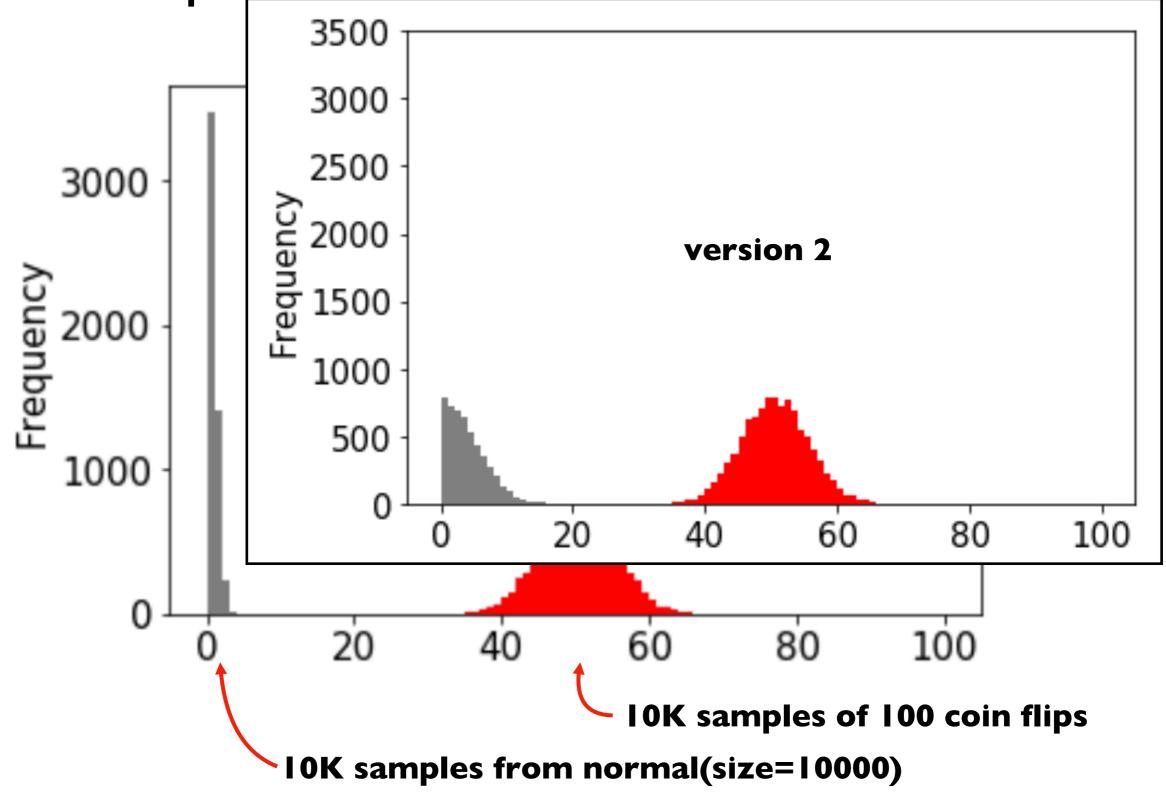


Demo: plot overlay



goal: play with loc and scale arguments to normal until gray overlaps red

Demo: plot overlay



goal: play with loc and scale arguments to normal until gray overlaps red

Demo: plot overlay Frequenc) Frequency version 3 **10K** samples of 100 coin flips

goal: play with loc and scale arguments to normal until gray overlaps red

IOK samples from normal(size=10000)