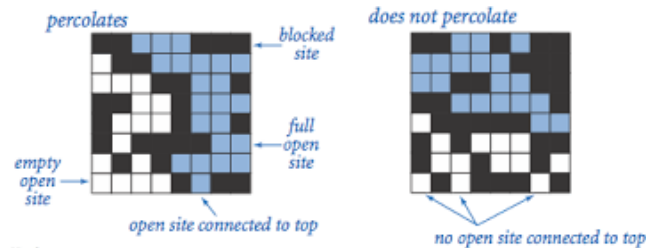


## Percolation Problem with Numpy

In this assignment, you will be modeling the process of percolation, the process of a fluid slowly traveling through a porous material.

Example: If a liquid is poured on top of a porous material, such as a porous rock or a layer of soil, will it reach the bottom of the material?



- We will create an  $n \times n$  square matrix (2D numpy array) to model the open and blocked sites of the porous material.
- Each site (or element of the array) has the same site vacancy  $p$ , or the probability of each site to be open. (For eg, if  $p = .7$  in a  $10 \times 10$  matrix, each site will have a 70% chance to be open and 30% to be closed when the matrix is randomly created)
- Your job is to create a program `percolation.py` that prompts the user to input:
  - 1)  $n$ : the dimension of the matrix (= #elements in one row or column)
  - 2) value of  $p$ : site vacancy probability
- The program will then randomly generate a  $n \times n$  matrix with site percolation  $p$ . It will print out three things:
  - 1) randomly generated  $n \times n$  matrix
  - 2) A statement about whether or not it percolates
  - 3) A fluid flow matrix or visual grid (your choice) depicting all full sites. (see below for example)

e.g.

1) Suppose I randomly generated the following matrix (1 for open, 0 for closed)

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

2) Then I would print out the fluid flow matrix (0 for closed, 1 for open and empty, 2 for open and full)

```
[[2 0 2 2 2 0 0]
 [0 1 0 2 2 2 0]
 [0 0 2 2 0 0 1]
 [2 2 2 2 2 2 2]
 [2 2 2 2 2 2 0]
 [2 0 2 2 0 2 0]
 [2 2 0 2 2 0 0]]
```

\*\* note that any **open and full site** can be reached from other open and full sites in the first row by a combination of steps going left, right, and down (diagonals don't count)

3. Then I see there are open and full sites in the last row which means the system percolates → print statement to user

**Final Goal:** Complete and submit the **percolation.py** file available on the course website. Do not modify the functions that are already there; those are the crucial parts of the program. You can add more functions as needed.

**Suggested step by step process** (Perhaps use different .py files for each step as you don't want to worry about errors in the other sections)

- 1) Hardcode any matrix of 0s and 1s of a certain size. Start small! Come up with an algorithm to create a fluid flow matrix. This is the essential part of the show\_flow function (hint: recursion worked for me; maybe there are other ways!)
- 2) In a separate .py file, code for an algorithm that creates a matrix of site vacancy p.
  - Note this does not mean that if there are 100 sites and  $p = .7$ , exactly 70 of them should be randomly assigned a 1.
  - Instead, each site should be individually, randomly determined as either a 1 (with probability p) or 0 (with probability 1-p).
  - There are many ways to do this! Consider using arithmetic operations or Boolean operations on the numpy arrays. Hint: something similar was seen during class (look at lecture notes!)
- 3) Put everything together on percolation.py. By now, you should be able to write the percolates function and main function.

**\*\*Tip:** When you test your code, the console will show you an abbreviated version of your matrix when it gets too large (over 6\*6). To avoid this and see the entire array, Write:

```
import numpy as np
np.set_printoptions(threshold=np.inf)
```

at the top of your code to make the entire array print.