



哈爾濱工業大學 (深圳)
HARBIN INSTITUTE OF TECHNOLOGY

实验报告

开课学期: 2024 秋季
课程名称: 统计计算
实验名称: 实验一
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实验与创新实践教育中心制

2024 年 1 月

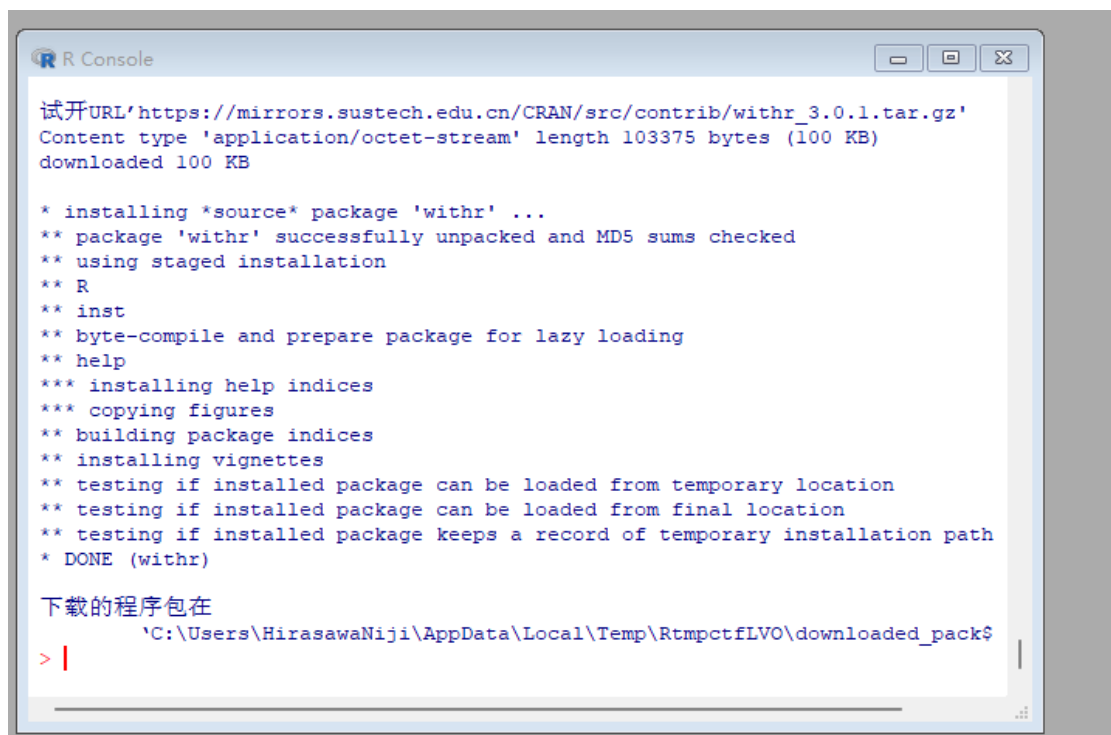
一、实验环境

操作系统: Windows11 23H2

环境: R 4.2.1、Python 3.11

二、实验内容

1、安装好 R (以及 Rstudio), 熟悉安装过程, 并尝试安装一个宏包, 并阅读其说明文档。

A screenshot of the R Console window. The title bar says 'R Console'. The console output shows the process of installing the 'withr' package from a source URL. It includes messages about downloading the package, unpacking it, checking MD5 sums, and installing it. The installation is successful, and the console shows the path where the package was downloaded.

```
R Console

试开URL'https://mirrors.sustech.edu.cn/CRAN/src/contrib/withr_3.0.1.tar.gz'
Content type 'application/octet-stream' length 103375 bytes (100 KB)
downloaded 100 KB

* installing *source* package 'withr' ...
** package 'withr' successfully unpacked and MD5 sums checked
** using staged installation
** R
** inst
** byte-compile and prepare package for lazy loading
** help
*** installing help indices
*** copying figures
** building package indices
** installing vignettes
** testing if installed package can be loaded from temporary location
** testing if installed package can be loaded from final location
** testing if installed package keeps a record of temporary installation path
* DONE (withr)

下载的程序包在
  'C:\Users\HirasawaNiji\AppData\Local\Temp\RtmpctfLVO\downloaded_pack$
> |
```

如图, 安装了 ggplot2 包

2、生成如下随机数并画其散点图和直方图

- (1) $U(0, 1)$ 随机数 10 个
- (2) $U(0, 1)$ 随机数 10000 个
- (3) $U(1, 10)$ 随机数 10 个
- (4) $N(0, 1)$ 随机数 10 个

- (5) $N(0, 1)$ 随机数 10000 个
- (6) $N(1, 5)$ 随机数 10000 个
- (7) $\text{Binomial}(1, 0.5)$ 随机数 10 个
- (8) $\text{Binomial}(1, 0.9)$ 随机数 10 个
- (9) $\text{Binomial}(10, 0.5)$ 随机数 10 个
- (10) $\text{Binomial}(10, 0.9)$ 随机数 10 个

以下是 R 语言的代码：

```
# 加载绘图包
library(ggplot2)

# 设置随机数种子
set.seed(111)

# U(0,1) 随机数 10 个
u_01_10 <- runif(10, 0, 1)
# U(0,1) 随机数 10000 个
u_01_10000 <- runif(10000, 0, 1)
# U(1,10) 随机数 10 个
u_1_10_10 <- runif(10, 1, 10)
# N(0,1) 随机数 10 个
n_01_10 <- rnorm(10, 0, 1)
# N(0,1) 随机数 10000 个
n_01_10000 <- rnorm(10000, 0, 1)
# N(1, 5) 随机数 10000 个
n_15_10000 <- rnorm(10000, 1, 5)
# Binomial(1, 0.5) 随机数 10 个
binom_1_05_10 <- rbinom(10, 1, 0.5)
# Binomial(1, 0.9) 随机数 10 个
binom_1_09_10 <- rbinom(10, 1, 0.9)
# Binomial(10, 0.5) 随机数 10 个
binom_10_05_10 <- rbinom(10, 10, 0.5)
# Binomial(10, 0.9) 随机数 10 个
binom_10_09_10 <- rbinom(10, 10, 0.9)
```

```
# 生成散点图和直方图函数
plot_random <- function(data, title) {
  par(mfrow=c(1, 2)) # 设置一行两列
  plot(data, main=paste(title, "Scatter Plot"), pch=19)
  hist(data, main=paste(title, "Histogram"), col="lightblue")
}

# 画图
par(mfrow=c(5, 4)) # 设置布局

plot_random(u_01_10, "U(0,1) 10")
plot_random(u_01_10000, "U(0,1) 10000")
plot_random(u_1_10_10, "U(1,10) 10")
plot_random(n_01_10, "N(0,1) 10")
plot_random(n_01_10000, "N(0,1) 10000")
plot_random(n_15_10000, "N(1,5) 10000")
plot_random(binom_1_05_10, "Binom(1,0.5) 10")
plot_random(binom_1_09_10, "Binom(1,0.9) 10")
plot_random(binom_10_05_10, "Binom(10,0.5) 10")
plot_random(binom_10_09_10, "Binom(10,0.9) 10")
```

下面是 Python 的代码：

```
import numpy as np
import matplotlib.pyplot as plt

# U(0,1) random numbers
u_01_10 = np.random.uniform(0, 1, 10)
u_01_10000 = np.random.uniform(0, 1, 10000)

# U(1,10) random numbers
u_1_10_10 = np.random.uniform(1, 10, 10)

# N(0,1) random numbers
n_01_10 = np.random.normal(0, 1, 10)
n_01_10000 = np.random.normal(0, 1, 10000)

# N(1, 5) random numbers
n_15_10000 = np.random.normal(1, 5, 10000)
```

```
# Binomial random numbers
binom_1_05_10 = np.random.binomial(1, 0.5, 10)
binom_1_09_10 = np.random.binomial(1, 0.9, 10)
binom_10_05_10 = np.random.binomial(10, 0.5, 10)
binom_10_09_10 = np.random.binomial(10, 0.9, 10)

# Plotting
fig, axs = plt.subplots(5, 4, figsize=(16, 16))
fig.suptitle('Random Number Generation and Plots', fontsize=16)

# U(0,1) random numbers 10
axs[0, 0].scatter(range(10), u_01_10)
axs[0, 0].set_title('U(0,1) 10 Scatter')
axs[0, 1].hist(u_01_10, bins=5)
axs[0, 1].set_title('U(0,1) 10 Histogram')

# U(0,1) random numbers 10000
axs[0, 2].scatter(range(10000), u_01_10000, s=1)
axs[0, 2].set_title('U(0,1) 10000 Scatter')
axs[0, 3].hist(u_01_10000, bins=50)
axs[0, 3].set_title('U(0,1) 10000 Histogram')

# U(1,10) random numbers 10
axs[1, 0].scatter(range(10), u_1_10_10)
axs[1, 0].set_title('U(1,10) 10 Scatter')
axs[1, 1].hist(u_1_10_10, bins=5)
axs[1, 1].set_title('U(1,10) 10 Histogram')

# N(0,1) random numbers 10
axs[1, 2].scatter(range(10), n_01_10)
axs[1, 2].set_title('N(0,1) 10 Scatter')
axs[1, 3].hist(n_01_10, bins=5)
axs[1, 3].set_title('N(0,1) 10 Histogram')

# N(0,1) random numbers 10000
axs[2, 0].scatter(range(10000), n_01_10000, s=1)
axs[2, 0].set_title('N(0,1) 10000 Scatter')
axs[2, 1].hist(n_01_10000, bins=50)
axs[2, 1].set_title('N(0,1) 10000 Histogram')

# N(1,5) random numbers 10000
axs[2, 2].scatter(range(10000), n_15_10000, s=1)
axs[2, 2].set_title('N(1,5) 10000 Scatter')
axs[2, 3].hist(n_15_10000, bins=50)
```

```
axs[2, 3].set_title('N(1,5) 10000 Histogram')

# Binomial(1, 0.5) random numbers 10
axs[3, 0].scatter(range(10), binom_1_05_10)
axs[3, 0].set_title('Binomial(1,0.5) 10 Scatter')
axs[3, 1].hist(binom_1_05_10, bins=2)
axs[3, 1].set_title('Binomial(1,0.5) 10 Histogram')

# Binomial(1, 0.9) random numbers 10
axs[3, 2].scatter(range(10), binom_1_09_10)
axs[3, 2].set_title('Binomial(1,0.9) 10 Scatter')
axs[3, 3].hist(binom_1_09_10, bins=2)
axs[3, 3].set_title('Binomial(1,0.9) 10 Histogram')

# Binomial(10,0.5) random numbers 10
axs[4, 0].scatter(range(10), binom_10_05_10)
axs[4, 0].set_title('Binomial(10,0.5) 10 Scatter')
axs[4, 1].hist(binom_10_05_10, bins=10)
axs[4, 1].set_title('Binomial(10,0.5) 10 Histogram')

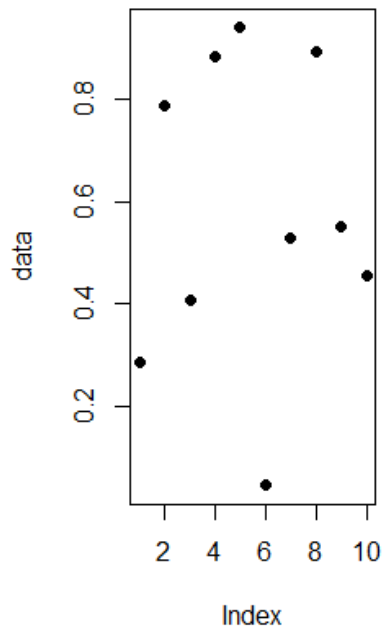
# Binomial(10,0.9) random numbers 10
axs[4, 2].scatter(range(10), binom_10_09_10)
axs[4, 2].set_title('Binomial(10,0.9) 10 Scatter')
axs[4, 3].hist(binom_10_09_10, bins=10)
axs[4, 3].set_title('Binomial(10,0.9) 10 Histogram')

plt.tight_layout(rect=[0, 0.03, 1, 0.95])
plt.show()
```

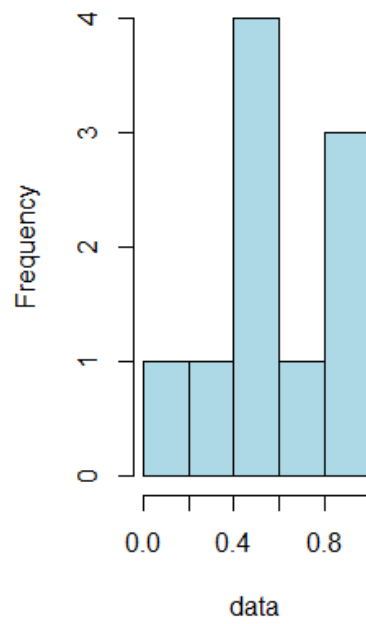
第一题运行结果：

R 语言：

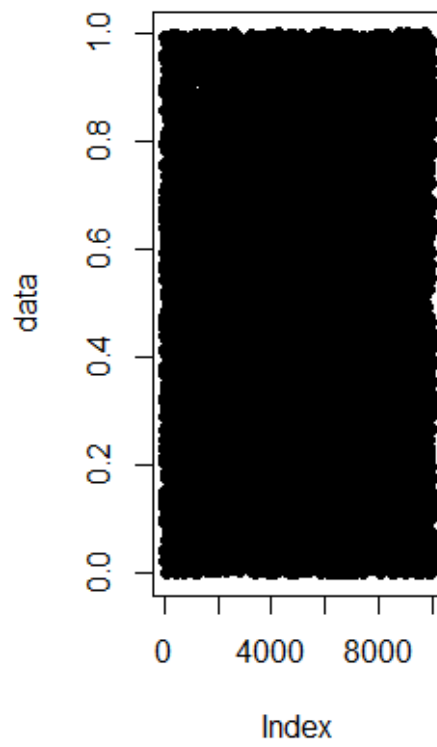
U(0,1) 10 Scatter Plot



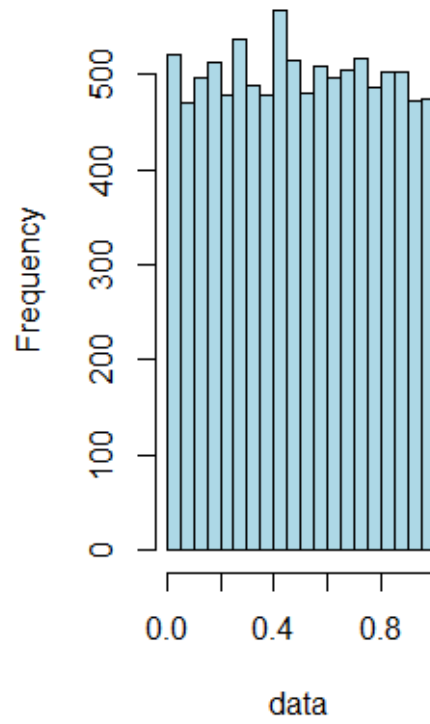
U(0,1) 10 Histogram



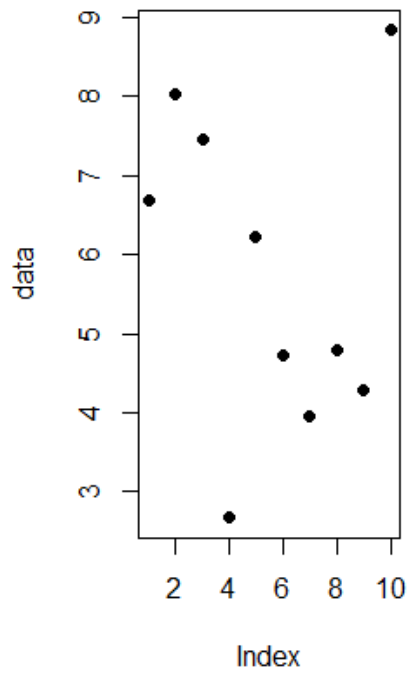
U(0,1) 10000 Scatter Plot



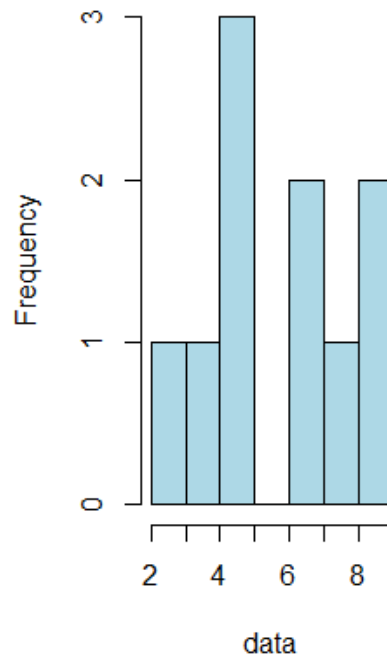
U(0,1) 10000 Histogram



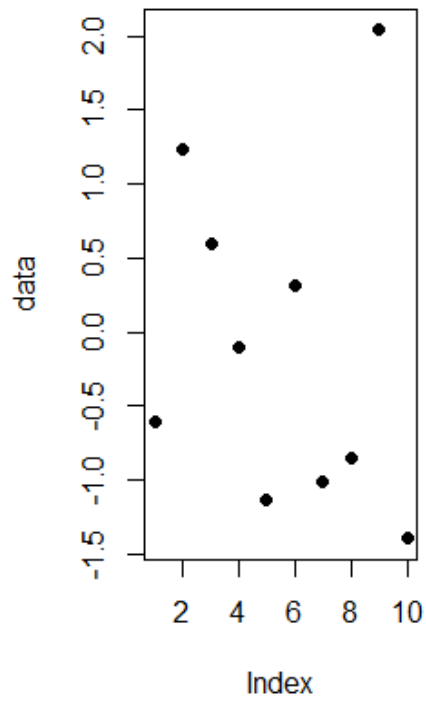
U(1,10) 10 Scatter Plot



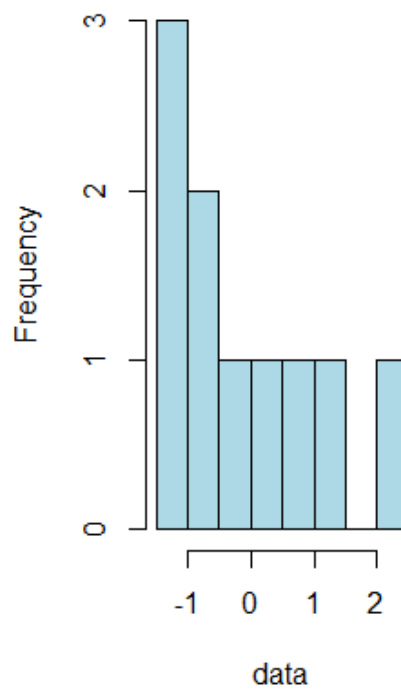
U(1,10) 10 Histogram



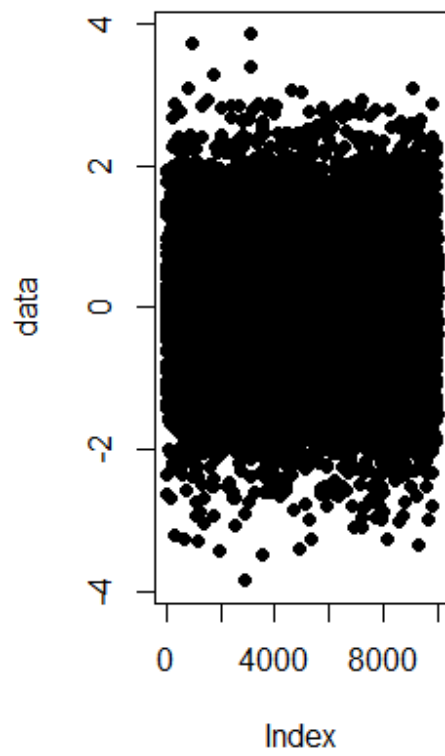
N(0,1) 10 Scatter Plot



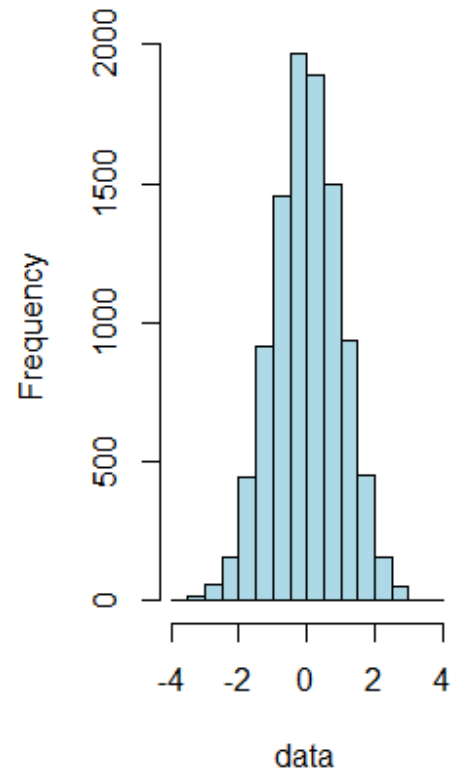
N(0,1) 10 Histogram



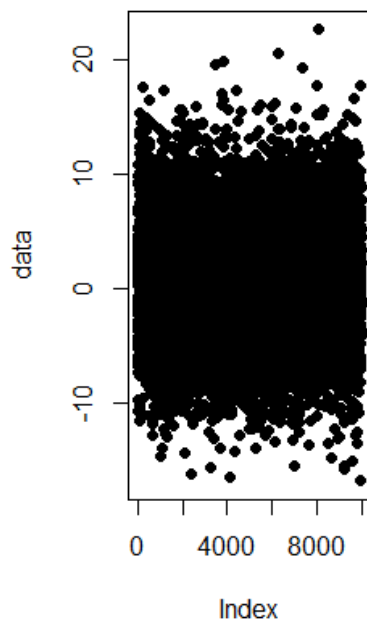
N(0,1) 10000 Scatter Plot



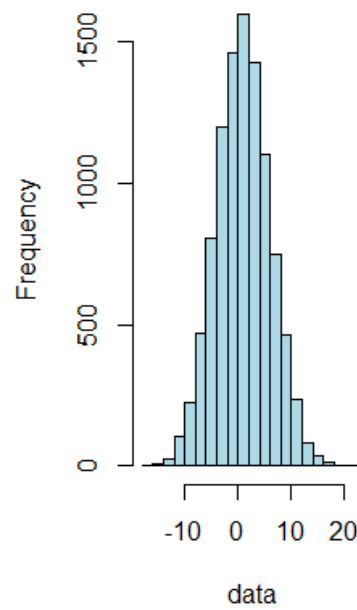
N(0,1) 10000 Histogram



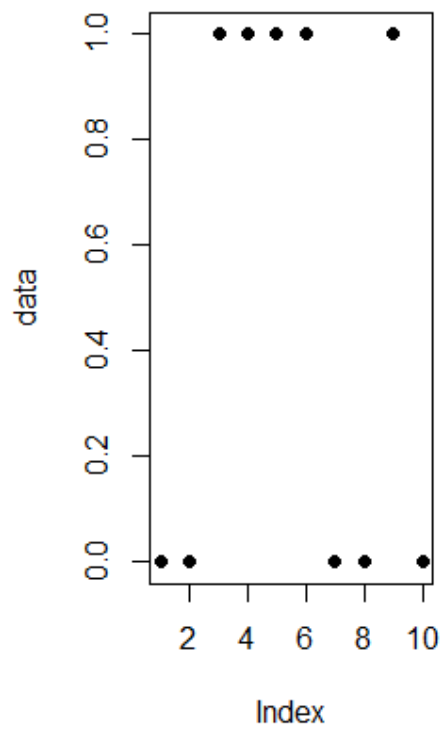
N(1,5) 10000 Scatter Plot



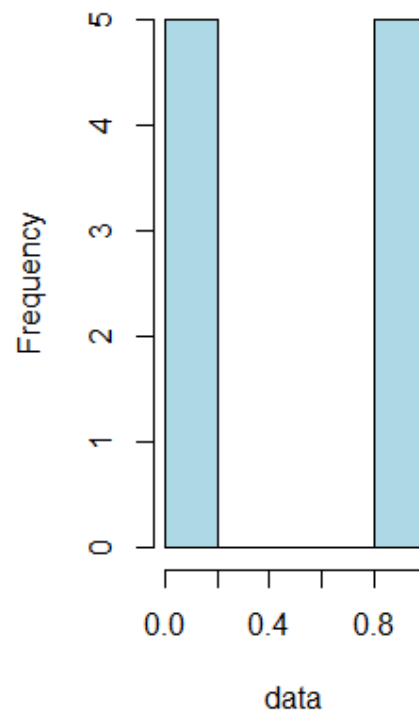
N(1,5) 10000 Histogram



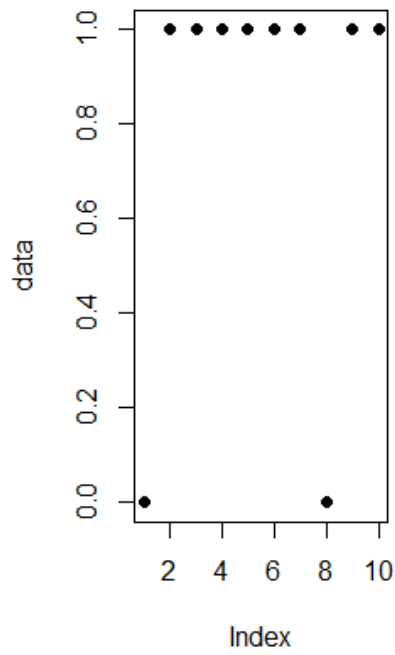
Binom(1,0.5) 10 Scatter Plc



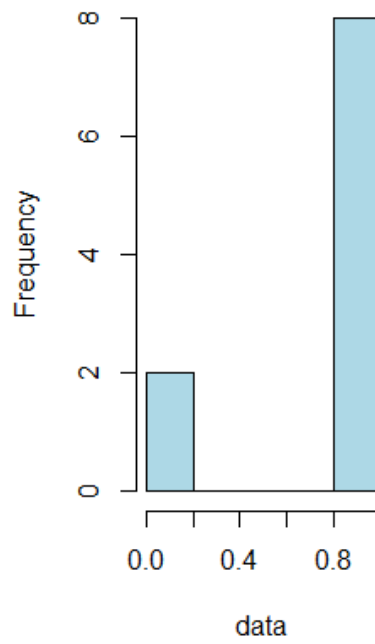
Binom(1,0.5) 10 Histogram



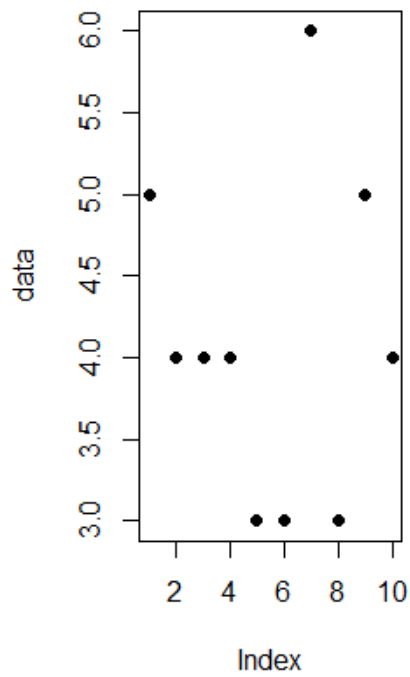
Binom(1,0.9) 10 Scatter Plc



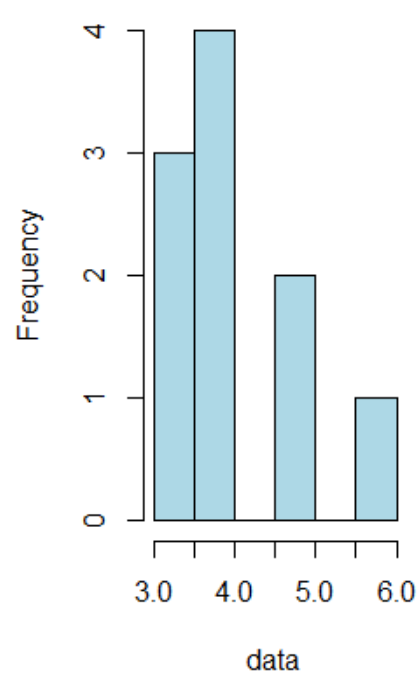
Binom(1,0.9) 10 Histogram



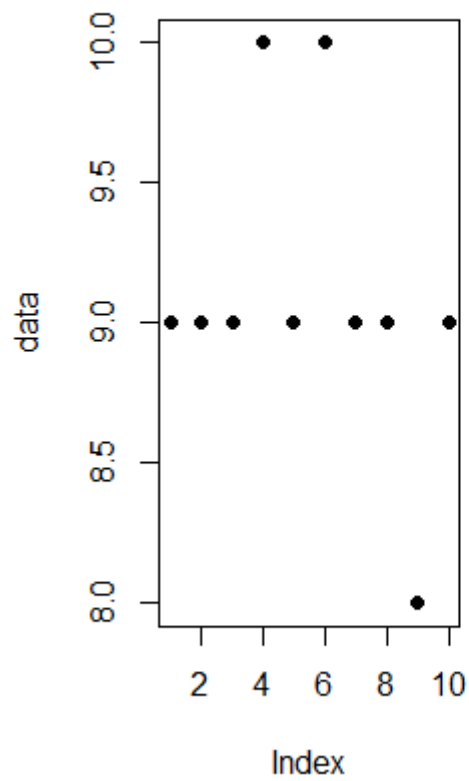
Binom(10,0.5) 10 Scatter Plot



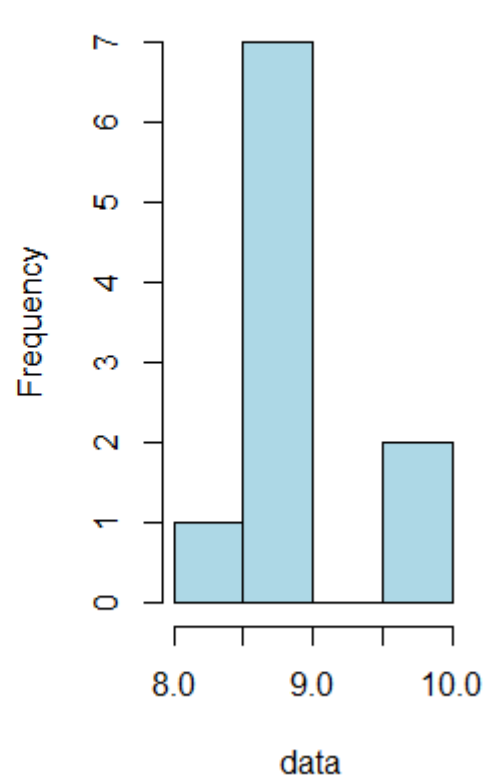
Binom(10,0.5) 10 Histogram



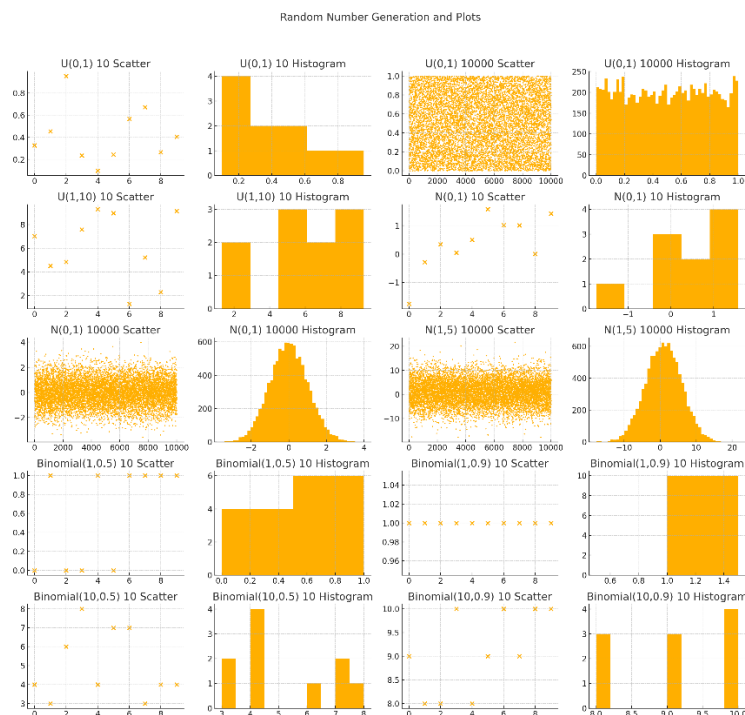
Binom(10,0.9) 10 Scatter Plot



Binom(10,0.9) 10 Histogram



Python（可放大查看）：



3、在飞行棋游戏中，每名玩家有 4 架飞机棋子，飞机棋子起飞规则如下：（1）当玩家（抛骰子）抛 6 点的点数，飞机才能准备起飞。（2）当玩家没有（抛骰子）到 6 点，则飞机不能起飞直到抛到 6 点。假设玩家 1 独自练习，规则为：只要抛出一次 6 点，就记一次准备起飞，反复抛一枚骰子 10 次，记 10 次中累计准备起飞次数为 X 。模拟玩家 1 练习过程 1000 次，画出 X 的直方图。（提示：产生多项分布随机数，计数，并重复）

R 语言代码：

```
# 模拟玩家 1 抛骰子并统计准备起飞次数
simulate_game <- function() {
```

```
    return(sum(rbinom(10, 1, 1/6)))
}

# 进行 1000 次模拟
simulations <- replicate(1000, simulate_game())

# 画出直方图
hist(simulations, breaks=0:10, right=FALSE, col="lightblue",
      main="飞行棋起飞准备模拟 1000 次的结果", xlab="准备起飞次数 (X)",
      ylab="频率")
```

Python 代码:

```
def simulate_game():
    return np.sum(np.random.binomial(1, 1/6, 10))

# Simulate the process 1000 times
simulations = [simulate_game() for _ in range(1000)]

# Plot the histogram of preparations to fly
plt.hist(simulations, bins=range(12), align='left', rwidth=0.8)
plt.title('Flying Chess Game: Preparations to Fly in 10 Rolls (Simulated 1000 Times)')
plt.xlabel('Number of Preparations to Fly (X)')
plt.ylabel('Frequency')
plt.xticks(range(11))
plt.show()
```

结果展示（上为 R 语言运行结果下为 Python 运行结果）:

飞行棋起飞准备模拟1000次的

