

```
In [1]: import matplotlib.pyplot as plt
import matplotlib.colors as col
from scipy.stats import linregress
from skimage.util.shape import view_as_blocks
import itertools
from matplotlib import cm
from matplotlib.animation import FuncAnimation, PillowWriter
from tqdm import trange
import numpy as np
import math
import random
colors = ["#0F0C21", "#F7FF00", "#00B6FF"]
cmap1 = col.LinearSegmentedColormap.from_list("mycmap", colors)
```

## Creando el patrón

```
In [2]: N=64
M=-np.ones((N,N),int)
```

```
In [3]: allmoves=[[-2,0],[2,0],[0,-2],[0,2],[-1,-1],[-1,1],[1,-1],[1,1]]
def CheckSecondNeigh(Ma,point):
    Candidates=np.array(point)+np.array(allmoves)
    Candidates = Candidates[((Candidates>=0)&(Candidates<len(Ma)))).all(axis=1)]

    Choices = np.array([choice for choice in Candidates if Ma[choice[0],choice[1]]>-1])
    if Choices.size !=0:
        return random.choice(Choices)
    else:
        return None

def Plot(Ma):
    plt.style.use('default')
    plt.figure(figsize = (8,8))
    plt.imshow(Ma,cmap=cmap1,vmin=-1,vmax=1 ,interpolation='nearest')
    plt.show()
```

```
In [60]: def GetNumbers(A,D,tol,N):
    if ((N & (N-1) == 0) and N != 0):
        s=int(math.log2(N//2))
        if (2**(s*D)<A) and (N*N*2**(s*(D-2))>A):
            Check=True
            while Check:
                Nu=[int(np.random.poisson(lam=A*2**(-i*D))) for i in range(s+1)]
                Nu[0]=A
                if (Nu[s]>1) and (Nu[s]<=4):
                    Check=False
                    NNU=[-math.log2(Nu[i]+(Nu[i]==0)) for i in range(len(Nu))]
                    Stats=linregress(np.linspace(0,s,s+1), NNU)
                    if abs(D-Stats[0])>tol:
                        Check=True
                    else:
                        Check=True
                for i in range(s):
                    if (Nu[i]<Nu[i+1]) or (Nu[i]>=4*Nu[i+1]):
                        Check=True
            return Nu,Stats[0]

        else:
            raise Exception("No se puede encontrar condición inicial para esa Área y Dimensión")
    else:
        raise Exception("El tamaño debe ser potencia de 2")

def MinMax(D,N):
    s=int(math.log2(N//2))
    print([2**(s*D),N*N*2**(s*(D-2))])

def Occupation(Ma,k,N):
    Lar=N//k
    Cant=N//(2*k)
    B = view_as_blocks(Ma, block_shape=(Cant, Cant))
    Ocup = [np.unique(B[i][j]) for i,j in itertools.product(range(len(B)), range(len(B)))]
    O = 0
    for i in range(len(Ocup)):
        if (not np.all(Ocup[i])):
            O=O+1
    return O

def Structurize(Ma,A,B,NuA,NuB,N):
    tries=1
    fila=0
    filb=0
    s=len(NuA)
    posibA = [np.array([x, y]) for x in range(N) for y in range(N)]
    posibB = [np.array([x, y]) for x in range(N) for y in range(N)]
    while (fila!=A or filb!=B):
        if (fila<A):
            ij=posibA.pop(random.randrange(len(posibA)-1))
            i=ij[0]
            j=ij[1]
```

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        prev=Ma[i][j]
        if (prev==1):
            Ma[i][j]=0
            che=[Occupation(Ma,1+k,N)>NuA[s-k-1] for k in range(s-1)]
            if np.any(che):
                Ma[i][j]=prev
            else:
                fila=fila+1
        if (filb<B):
            ij=posibB.pop(random.randrange(len(posibB)-1))
            i=ij[0]
            j=ij[1]
            prev=Ma[i][j]
            if (prev==1):
                Ma[i][j]=1
                che=[Occupation(Ma-1,1+k,N)>NuB[s-k-1] for k in range(s-1)]
                if np.any(che):
                    Ma[i][j]=prev
                else:
                    filb=filb+1
            if (len(posibA)<5) or (len(posibB)<5):
                for i in range(N):
                    for j in range(N):
                        Ma[i][j]=-1
            fila=0
            filb=0
            posibA = [np.array([x, y]) for x in range(N) for y in range(N)]
            posibB = [np.array([x, y]) for x in range(N) for y in range(N)]
            tries=tries+1
        return tries

def Count2(Ma):
    Celestes=0
    Amarillos=0
    Apaticos=0
    for i in range(len(Ma)):
        for j in range(len(Ma)):
            if Ma[i,j]!=-1:
                if Ma[i,j]==0:
                    Amarillos+=1
                if Ma[i,j]==1:
                    Celestes+=1
            else:
                Apaticos+=1
    print("Cel=",Celestes,"Ama=",Amarillos,"Apatics=",Apaticos,"Counted=",Celestes+Amarillos+Apaticos,"L*L=",len(Ma)*len(Ma))

```

In [61]: MinMax(1.75,N)  
NuA,dim = GetNumbers(614,1.75,0.02,N)  
dim

[430.5389646099018, 1722.1558584396073]  
Out[61]: 1.7364564972974263

In [62]: NuA

Out[62]: [614, 171, 43, 11, 3, 2]

In [63]: MinMax(1.48,N)  
NuB,dim = GetNumbers(614,1.48,0.02,N)  
dim

[168.89701257893051, 675.5880503157218]  
Out[63]: 1.4698624305453432

In [64]: NuB

Out[64]: [614, 202, 70, 22, 9, 4]

In [65]: %%time  
M=-np.ones((N,N),int)  
tries = Structurize(M,NuA[0],NuB[0],NuA,NuB,N)  
tries

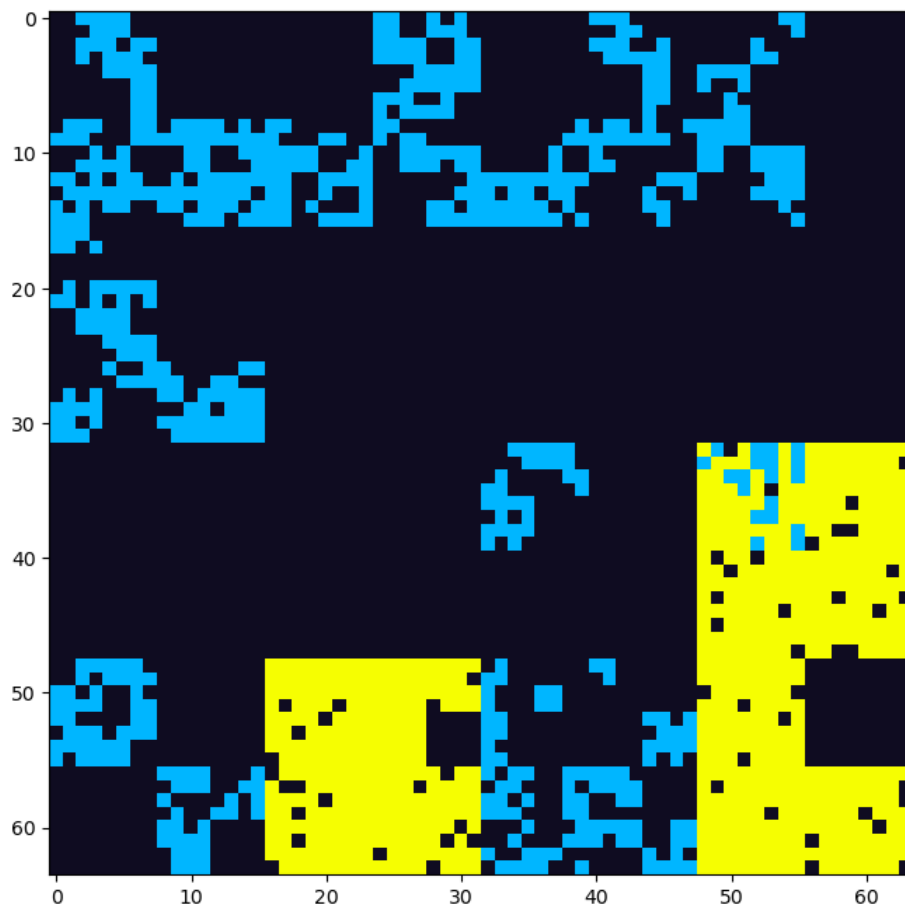
CPU times: total: 1min 18s  
Wall time: 1min 22s

Out[65]: 1

In [66]: Occupation(M-1,5,N)

Out[66]: 202

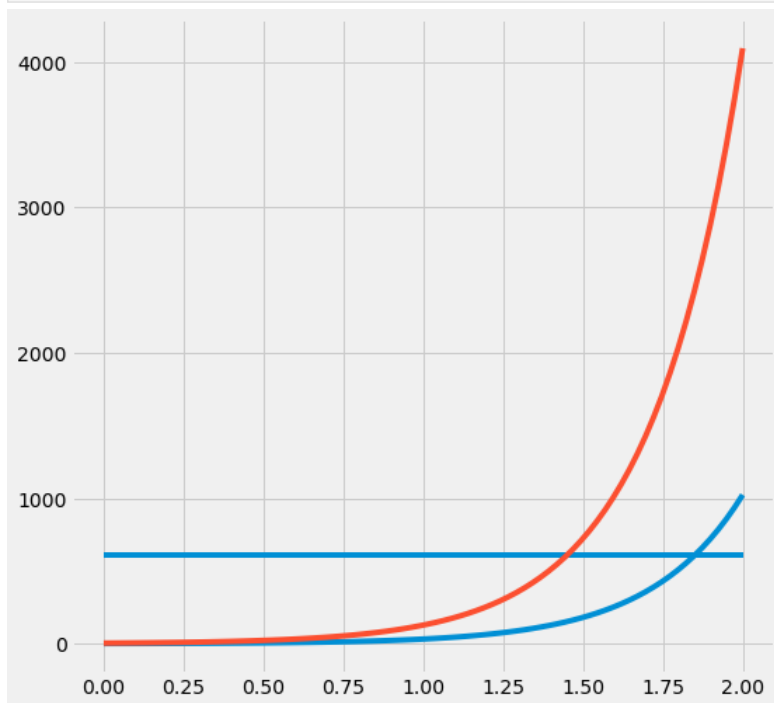
In [67]: Plot(M)



In [68]: Count2(M)

Cell= 614 Ama= 614 Apathics= 2868 Counted= 4096 L\*L= 4096

```
In [4]: x=np.linspace(0,2,80)
plt.style.use('fivethirtyeight')
fig,ax = plt.subplots(figsize = (8,8))
ax.plot(x,2**(5*x))
ax.plot(x,64*64*2**(5*(x-2)))
ax.hlines(614,0,2)
#plt.yscale("log")
plt.show()
```



## Implementando Sznajd

```
In [13]: def Randomize(Ma,btyr,apathy):
if btyr<0.0 or btyr>1.0:
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    raise Exception("La razon de celestes a amarillos es un número entre cero y uno.")
if apathy<0.0 or apathy>1.0:
    raise Exception("La apatia es un número entre cero y uno.")
for i in range(len(Ma)):
    for j in range(len(Ma)):
        a=np.random.rand(1)
        if a>apathy:
            r=np.random.rand(1)
            Ma[i,j]=1 if r<btyr else 0
        else:
            Ma[i,j]=-1

def SznajdStep(Ma):
    #elegir un punto al azar que no sea apático
    choice=np.array([np.random.randint(len(Ma)),np.random.randint(len(Ma))])
    while Ma[choice[0],choice[1]]==-1:
        choice=np.array([np.random.randint(len(Ma)),np.random.randint(len(Ma))])
    #elegir un segundo vecino al azar
    neig=CheckSecondNeigh(Ma,choice)
    #Lo igualo
    if not neig is None:
        Ma[neig[0],neig[1]]=Ma[choice[0],choice[1]]

def isgreen(Ma,i,j):
    apa=0
    Test=[Ma[i+1,j]!=Ma[i,j],Ma[i,j+1]!=Ma[i,j],Ma[i-1,j]!=Ma[i,j],Ma[i,j-1]!=Ma[i,j],(Ma[i-1,j-1]==Ma[i,j] or Ma[i-1,j-1]==-1)
    if Ma[i+1,j+1]==-1:
        apa+=1
    if Ma[i+1,j]==-1:
        apa+=1
    if Ma[i,j+1]==-1:
        apa+=1
    if Ma[i-1,j]==-1:
        apa+=1
    if Ma[i,j-1]==-1:
        apa+=1
    if Ma[i-1,j-1]==-1:
        apa+=1
    if Ma[i-1,j+1]==-1:
        apa+=1
    if Ma[i+1,j-1]==-1:
        apa+=1
    if apa<4:
        #si tengo 3 o menos vecinos apaticos
        if sum(Test)>6: #y los vecinos son como deben o a lo sumo uno falla
            return True
        else:
            return False
    else: return False

def isgreen2(Ma,i,j):
    apa=0
    Test=[Ma[i+1,j]!=Ma[i,j],Ma[i,j+1]!=Ma[i,j],Ma[i-1,j]!=Ma[i,j],Ma[i,j-1]!=Ma[i,j]]
    if Ma[i+1,j]==-1:
        apa+=1
    if Ma[i,j+1]==-1:
        apa+=1
    if Ma[i-1,j]==-1:
        apa+=1
    if Ma[i,j-1]==-1:
        apa+=1
    if apa<3:
        #si tengo 2 o menos vecinos apaticos
        if sum(Test)>3: #y los vecinos son como deben
            return True
        else:
            return False
    else: return False

def Count(Ma):
    Verdes=0
    Celestes=0
    Amarillos=0
    Apaticos=0
    for i in range(1,len(Ma)-1):
        for j in range(1,len(Ma)-1):
            if Ma[i,j]!=-1:
                if isgreen2(Ma,i,j):
                    Verdes+=1
                else:
                    if Ma[i,j]==0:
                        Amarillos+=1
                    if Ma[i,j]==1:
                        Celestes+=1
            else:
                Apaticos+=1
    for i in range(len(Ma)):
        if Ma[i,0]!=-1:
            if Ma[i,0]==0:
                Amarillos+=1
            if Ma[i,0]==1:

```

```

        Celestes+=1
    else:
        Apaticos+=1
    if Ma[i,len(Ma)-1]!=-1:
        if Ma[i,len(Ma)-1]==0:
            Amarillos+=1
        if Ma[i,len(Ma)-1]==1:
            Celestes+=1
    else:
        Apaticos+=1
for j in range(1,len(Ma)-1):
    if Ma[0,j]!=-1:
        if Ma[0,j]==0:
            Amarillos+=1
        if Ma[0,j]==1:
            Celestes+=1
    else:
        Apaticos+=1
    if Ma[len(Ma)-1,j]!=-1:
        if Ma[len(Ma)-1,j]==0:
            Amarillos+=1
        if Ma[len(Ma)-1,j]==1:
            Celestes+=1
    else:
        Apaticos+=1
return [Verdes,Celestes,Amarillos,Apaticos,Verdes+Celestes+Amarillos+Apaticos,len(Ma)*len(Ma)]

def Elect(Ma):
    [Verdes,Celestes,Amarillos,Apaticos,Suma,SumaReal]=Count(Ma)
    if Verdes>Celestes and Verdes>Amarillos:
        return [1,0,0],SumaReal-Apaticos,np.amax([Verdes-Celestes,Verdes-Amarillos])
    elif Celestes>Verdes and Celestes>Amarillos:
        return [0,1,0],SumaReal-Apaticos,np.amax([Celestes-Verdes,Celestes-Amarillos])
    elif Amarillos>Verdes and Celestes<Amarillos:
        return [0,0,1],SumaReal-Apaticos,np.amax([Amarillos-Celestes,Amarillos-Verdes])
    else:
        return [0,0,0],SumaReal-Apaticos,0

def RunSznajd(Ma,changetol,checkevery):
    #Paro la ejecucion si hubieron menos de 'changetol' cambios en los ultimos 'checkevery' pasos.
    i=1
    change=1000
    M0=Ma.copy()
    while change>changetol:
        SznajdStep(Ma)
        if i%checkevery==0:
            change=np.sum(abs(M0-Ma))
            M0=Ma.copy()
        i+=1
    return Ma,i

def SznajdStepforHighApathy(Ma,List):
    #elegir un punto al azar que no sea apático
    choice=random.choice(List)
    #elegir un segundo vecino al azar
    neig=CheckSecondNeigh(Ma,choice)
    #Lo igualo
    if not neig is None:
        Ma[neig[0],neig[1]]=Ma[choice[0],choice[1]]

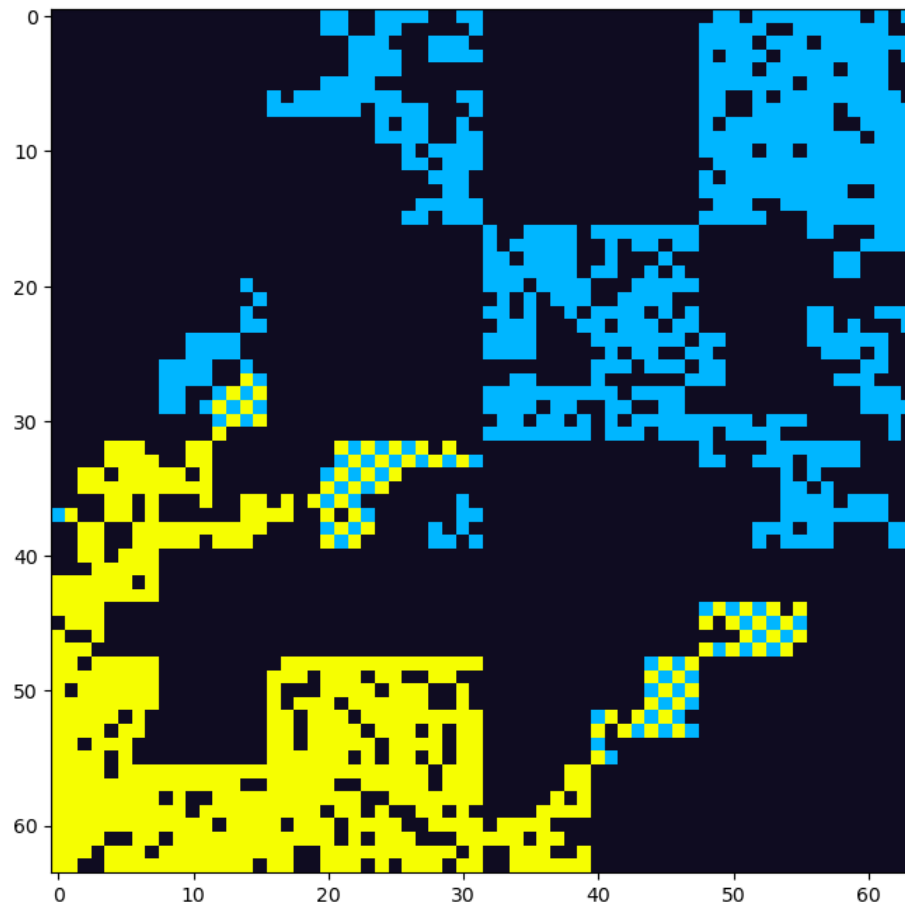
def RunSznajdStruc(Ma,N,MinIters,changetol,checkevery):
    #creo la lista de activos
    List=[]
    for i in range(N):
        for j in range(N):
            if Ma[i][j]!=-1:
                List.append([i,j])
    #si o si hago un minimo de iteraciones
    for _ in range(MinIters):
        SznajdStepforHighApathy(Ma,List)
    #Paro la ejecucion si hubieron menos de 'changetol' cambios en los ultimos 'checkevery' pasos.
    i=1
    change=1000
    M0=Ma.copy()
    while change>changetol:
        SznajdStepforHighApathy(Ma,List)
        if i%checkevery==0:
            change=np.sum(abs(M0-Ma))
            M0=Ma.copy()
        i+=1
    return Ma,i+MinIters

```

```

In [47]: %%time
M, iters=RunSznajdStruc(M,N,50000,1,20000)
Plot(M)
print(iters)

```



3090001  
 CPU times: total: 1min 35s  
 Wall time: 1min 37s

In [48]: Count(M)

Out[48]: [106, 623, 499, 2868, 4096, 4096]

In [49]: Winner, Actives, Winby = Elect(M)  
 print(Winner, Actives, Winby)

[0, 1, 0] 1228 517

## Haciendo Estadística

In [15]: MinMax(1.48, N)

[168.89701257893051, 675.5880503157218]

```

In [70]: %%time
runs=200
points=1
Area=int(N*N*0.15)
Apathy=2*Area/N*N
Winners=[0,0,0] #[[0,0,0] for i in range(points)]
Winby=0 #np.zeros(points)
Time=0 #np.zeros(points)
MeanTries=0 #np.zeros(points)
#for k in trange(points):
#    DA=1.6+0.15*k/(points-1)
#    DC=DA-0.1
#    #for i in range(runs):
#        #    NuA,dimA = GetNumbers(Area,DA,0.02,N)
#        #    NuC,dimC = GetNumbers(Area,DC,0.02,N)
#        #    M=-np.ones((N,N),int)
#        #    tries = Structurize(M,NuA[0],NuC[0],NuA,NuC,N)
#        #    M, iters=RunSznajdStruc(M,N,50000,1,20000)
#        #    Winner, Actives, Winby = Elect(M)
#        #    Winners[k]=np.add(Winners[k], Winner)
#        #    Winby[k]=Winby[k]+Winby
#        #    Time[k]=Time[k]+iters
#        #    MeanTries[k]=MeanTries[k]+tries
for i in trange(runs):
    DA=1.75
    DC=1.48
    NuA,dimA = GetNumbers(Area,DA,0.02,N)
    NuC,dimC = GetNumbers(Area,DC,0.02,N)
    M=-np.ones((N,N),int)
    tries = Structurize(M,NuA[0],NuC[0],NuA,NuC,N)

```

```
M, iters=RunSznajdStruc(M,N,50000,1,20000)
Winner, Actives, Winby = Elect(M)
Winners=np.add(Winners,Winner)
Winbyy=Winby+Winby
Time=Time+iters
MeanTries=MeanTries+tries

Winners=np.array(Winners)/runs
Winbyy=Winbyy/runs
Time=Time/runs
MeanTries=MeanTries/runs
print(Winners,Winbyy,Time,MeanTries)
```

100%|██| 200/200 [11:06:49<00:00, 200.05s/it]

[0.315 0.31 0.375] 616.29 1774901.0 1.8

CPU times: total: 10h 58min 16s

Wall time: 11h 6min 49s

## Obtengo:

Probabilidad de ganar del verde = 31.5% Probabilidad de ganar del celeste = 31% Probabilidad de ganar del amarillo = 37.5%