

## 09-15-Questions

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# Chapter 1 Introduction

T0001–连续抛硬币

T0002–三点画弧



# Chapter 2    Geometry

**Question 2.1.** 给定 3 个点, 绘制圆弧  $\alpha, \beta, \gamma$

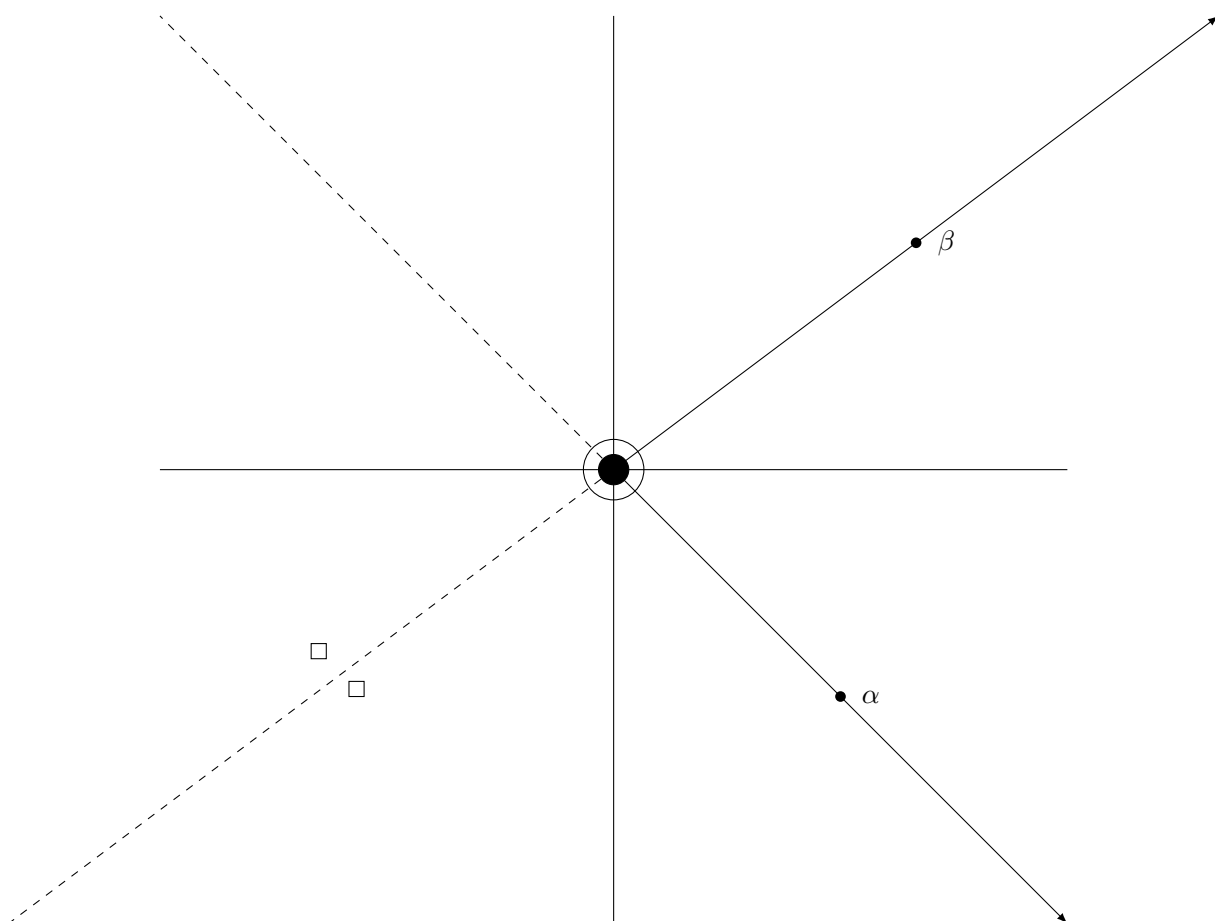


Figure 2.1: 【number of solution】

**S1** *solution 1* 作为一维问题, use *algorithm1*.

**S2** *solution 2*

升高一个维度, 不利用极坐标表示, 避免  $0 = 2\pi$  的问题。We test the of the point  $\beta$  of the line  $\vec{O\alpha}$ , noted as  $S_{\beta\alpha} = \vec{OZ} \times \vec{O\alpha} \cdot \vec{O\beta}$ , and for  $t > 0$ , the left side, means anticlockwise; for

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**Algorithm 1:** JudgeAlphaBeta

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**Input:**  $\alpha, \beta$   
**Output:** + for anticlockwise, - for clockwise, 0 for invalid

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1 if  $\beta > \alpha$  then
2   if  $\beta - \alpha > \pi$  then
3     return JudgeAlphaBeta( $\alpha, \beta - 2\pi$ );
4   return +1 or  $\beta - \alpha$ ;
5 else if  $\alpha > \beta$  then
6   if  $\alpha - \beta > \pi$  then
7     return JudgeAlphaBeta( $\alpha - 2\pi, \beta$ );
8   return -1 or  $\beta - \alpha > \pi$ ;
9 end
10 return 0;
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$t < 0$ , the right side, means clockwise;

If the sign  $S_{\gamma\alpha}, S_{\beta\alpha}$  is the same, and the sign  $S_{\gamma\beta}, S_{\alpha\beta}$  is the same, means that the  $\gamma$  is between  $\alpha, \beta$ . And  $S_{\beta\alpha} > 0$ , means the arrow of the point  $\alpha$  is anticlockwise.

For calculate the nearest point of  $\gamma$ , we can use algorithm 1, test with  $\min |JudgeAlphaBeta(\gamma, \alpha)|, |JudgeAlphaBeta(\gamma, \beta)|$ .



# Chapter 3 Probability Theory

## 3.1 状态空间

### 3.1.1 T0001-连续抛硬币

Q1: with a random sequence of 0, 1, when comes a subset 1, 0, 0 A wins, when comes a subset 1, 1, 0 B wins, otherwise the game keeps. The probability of A wins.

S1 solution 1

We draw the state-transfer graph, and calculate the probability A wins of each state as the initial state.

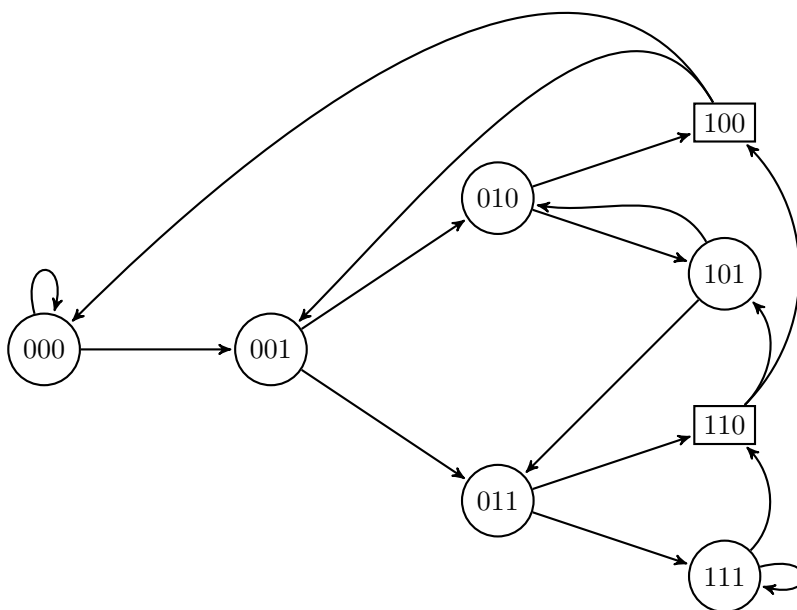


Figure 3.1: 【number of solution】

We calculate the probability of the machines stops at state 100.

$$\begin{aligned}
P_{100} : & 1 \\
P_{010} : & \frac{1}{2} + \frac{1}{4} \times \left[ \frac{1}{2} + \frac{1}{4} \times \left[ \frac{1}{2} + \frac{1}{4} \times [\dots] \right] \right] \\
& = \lim_{n \rightarrow \infty} \sum_{i=0}^{i=n} \frac{1}{2} \times \left( \frac{1}{4} \right)^i = a_1 \frac{1 - q^n}{1 - q} = \frac{2}{3} \\
P_{001} : & \frac{1}{2} \times P_{010} = \frac{1}{3} \\
P_{000} : & \left( 1 - \lim_{i \rightarrow \infty} \left( \frac{1}{2} \right)^i \right) \times P_{001} = \frac{1}{3} \quad (3.1) \\
P_{011} : & 0 \\
P_{110} : & 0 \\
P_{111} : & 0 \\
P_{101} : & \frac{1}{2} \times P_{010} = \frac{1}{3} \\
\therefore P_A = \frac{1}{8} \times \left( 1 + \frac{2}{3} + 1 \right) = \frac{1}{3}
\end{aligned}$$

## S2 solution 2

we write the squence, which step has two possibilities.

$$\begin{bmatrix} \dots & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ \dots & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & \dots \end{bmatrix} \longrightarrow \begin{bmatrix} & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \dots \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & \dots \end{bmatrix} \quad (3.2)$$

It is easily to find that, when we focus to locate the sequence of 1, 0, 0, we find that the start index of the sequence is 0, 2, 4, 6, 8,  $\dots$ , because the index 1 (which means 1, 1, 0, 0, and that means B wins.), we can also Analysis the index 3, 5 as the same. While the start index of the sequence is 0, 1, 2, 3,  $\dots$ , therefore the probability of B wins is two times of A wins.