```
In [1]:
```

```
def Print_values(a, b, c):
    if (a>b):
         if (b > c):
              x, y, z=a, b, c
         elif (a > c):
              x, y, z=a, c, b
         else:
              x, y, z=c, a, b
    elif (b>c):
         if (a > c):
             x, y, z=a, c, b
         else:
              x, y, z=c, a, b
    else:
         x, y, z=c, b, a
    print ('[x, y, z]:', [x, y, z], '\n', 'x+y-10*z:', x+y-10*z)
Print_values (10, 5, 1)
```

```
[x, y, z]: [10, 5, 1]
x+y-10*z: 5
```

## In [2]:

```
def Fun(x):
    import math
    xx=[x]
F=[1]
n=0
#将x迭代需要算的F得到即xx
while x>3:
    x=math.ceil(x/3)
    xx.append(x)
#从xx最小开始往上迭代得到最后结果
for j in reversed(xx):
    F.append(F[n]+2*j)
    n=n+1
return F[n]
#验证
print('验证F(5): ',Fun(5))
```

验证F(5): 15

```
#本函数存储空间小(最大数组仅52个整数即最终3.2需要的列表),计算速度较快(一点就出全部所需数据,可针
def Find_number_of_ways(x):
   import math
   import numpy as np
   #先定义了两个骰子时候10-20的对应的方法数
   f=np. array([0, 1, 2, 3, 4, 5, 6, 5, 4, 3, 2, 1])
   #用fun与f不断交替存储不同骰子对应方法数
   fun=np.array([0])
   #添加骰子数
   for i in range (3, 11):
       #骰子和的情况为骰子数*1-骰子数*6,对中心对称,因此只需要算一半后对称得到全部
       for j in range (1, \text{ math. floor } (3.5*i)-i+2):
          if j<6:
              fun=np. append (fun, sum (f[1:j+1]))
          else:
              fun=np. append (fun, sum (f [j-5:j+1]))
       #最高数有可能对应1个或者两个,进行分情况
       if i\%2==0:
           fun1=np. delete(fun, [-1])
       else:
           fun1=fun
       fun=np. append (fun, np. flip (fun1))
       f=fun
       fun=np. array([0])
   f = np. delete(f, [0, -1])
   print ("the number of ways to get sum x:", f[x-10], '\n', "Number_of_ways:", f. tolist(), '\n', "The x y
#输入总数和x,得到第一个为对于方法数,第二个为10-60的各个情况,第三个是最高数对应的骰子和
Find number of ways (30)
```

the number of ways to get sum x: 2930455
Number\_of\_ways: [1, 10, 55, 220, 715, 2002, 4995, 11340, 23760, 46420, 85228, 14794 0, 243925, 383470, 576565, 831204, 1151370, 1535040, 1972630, 2446300, 2930455, 3393 610, 3801535, 4121260, 4325310, 4395456, 4325310, 4121260, 3801535, 3393610, 293045 5, 2446300, 1972630, 1535040, 1151370, 831204, 576565, 383470, 243925, 147940, 8522 8, 46420, 23760, 11340, 4995, 2002, 715, 220, 55, 10, 1]
The x yields the maximum of Number of ways: 35

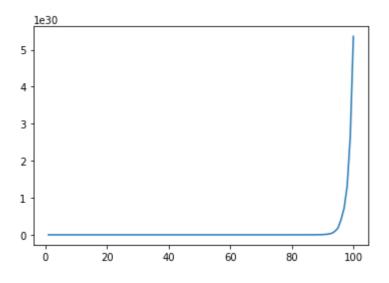
## In [4]:

```
import math
import numpy as np
import matplotlib.pyplot as plt
#problem4.1
def Random integer (N):
   return (np. random. randint (0, 10, N))
#problem4.2
def ssum(x):
   val1=0
   #先算所有单个数的子集平均值和即自己的和
   val=sum(x)
   #针对不同元素个数的子集进行(不包括个数为1)
   for j in range (1, len(x)):
       #下面几步是对j+1个元素平均的情况,每个元素都会出现m次
       val1=sum(x)/(j+1)
       m=math. factorial (len(x)-1) / math. factorial (len(x)-1-j) / math. factorial (j)
       val1=val1*m
       val=val1+val
   return (val)
#4.2的验证
print('验证[1, 2, 3]: ', ssum([1, 2, 3]))
#problem4.3
y=np. zeros (100)
n=np. zeros (100)
for N in range (100):
   x=Random_integer(N+1)
   y[N] = ssum(x)
   n[N]=N+1
plt. plot (n, y)
#图像上升剧烈,随着数组大小N的增加上升越陡
```

验证[1, 2, 3]: 14.0

## Out [4]:

[<matplotlib.lines.Line2D at 0x2037c335400>]



```
In [5]:
```

In [ ]:

```
import numpy as np
#problem5.1
def creat (N, M):
    x=np. random. randint(0, 2, size=(N, M))
    x[0][0]=1
    x[N-1][M-1]=1
    return(x)
#验证
print('验证生成5*5矩阵:', creat(5,5))
#problem5.2
def Count path(x):
    #出发点坐标为(0,0),后面不断更新坐标
    xy=np. array([[0,0],[0,0]])
    xy1=np. array([[0, 0]])
   N=x. shape [0]
   M=x. shape [1]
    #从左上角到右下角必定走行数-1加列数-1
    for j in range (N+M-2):
       #遍历第j+1步的点
       for i in range (xy. shape [0]-1):
           i=i+1
           #如果该点对应的是1则说明这条路可能可以走故保存它的右侧及下侧点坐标
           if x[int(xy[i, 0]), int(xy[i, 1])] == 1:
               #判断是否超出最右边和最下边
               if xy[i, 0]+1 \le N:
                   xy1=np. append(xy1, [[xy[i, 0]+1, xy[i, 1]]], axis=0)
               if xy[i, 1]+1 \le M:
                   xy1=np. append(xy1, [[xy[i, 0], xy[i, 1]+1]], axis=0)
       xy=xy1
       xy1=np. array([[0, 0]])
    return (xy. shape [0]-1)
#验证
x=np. array([[1,0,0,1,0],[1,1,1,1,1],[1,0,1,1,1],[1,0,0,0,1],[0,1,0,1,1]])
print('验证5.2函数可行为3:',Count_path(x))
#problem5.3
val=0
for i in range (1000):
   #创建矩阵
    x = creat (10, 8)
    #求矩阵满足要求的路径和
    val = Count path(x) + val
print('1000次均值:', val/1000)
验证生成5*5矩阵: [[1 1 0 0 1]
 [1 \ 1 \ 1 \ 0 \ 1]
 [1 \ 1 \ 1 \ 1 \ 0]
 [1 \ 1 \ 1 \ 0 \ 1]
 [1 \ 0 \ 1 \ 0 \ 1]]
验证5.2函数可行为3: 3
1000次均值: 0.159
```