## csc791sbse:hw4:Fu Oct 06, 14 17:44 Page 1/2 from \_\_future\_\_ import division import sys, random, math, datetime, time, re sys.dont\_write\_bytecode = True 5 rand= random.random class Options: #"Thanks for Peter Norvig's trick" **def** \_\_init\_\_(i, \*\*d): i.\_\_dict\_\_.update(d) Settings = Options(sa = Options(kmax = 1000, $score = {} {} {}$ , cooling = 0.6), mws = Options(threshold = 0.0001, 15 $\max tries = 20,$ max\_changes = 1000, prob = 0.25, score = {} other = Options(keep = 64, 20 baseline = 10000, era = 50, lives = 4, show = False. a12 = [0.56, 0.64, 0.71][0],25 repeats = 30)) def atom(x): try : return int(x) except ValueError: try : return float(x) except ValueError : return x **def** cmd(com="demo('-h')"): "Convert command line to a function call." if len(sys.argv) < 2: return com</pre> def strp(x): return isinstance(x,basestring) def wrap(x): return "'%s'"%x if strp(x) else str(x) words = map(wrap,map(atom,sys.argv[2:])) **return** sys.argv[1] + '(' + ','.join(words) + ')' def demo(f=None,cache=[]): def doc(d): return '#'+d.\_\_doc\_\_ if d.\_\_doc\_\_ else "" if $f \equiv '-h'$ : print '# sample demos' for n.d in enumerate(cache): print '%3s)' %(n+1),d.func\_name,doc(d) elif f: cache.append(f); else: s='|'+'='\*40 + ' n'for d in cache: print '\n==|',d.func\_name,s,doc(d),d() return f 55 def reseed(): seed = 1 return random.seed(seed) 60 **def** say(mark): sys.stdout.write(mark) sys.stdout.flush() def printlook(f): def wrapper(\*lst): #tricks from Dr.Menzies ShowDate = datetime.datetime.now().strftime print "\n###", f.\_\_name\_\_, "#" \* 50 print "#", ShowDate("%Y-%m-%d%H:%M:%S") beginTime = time.time() x = f(\*lst)70 endTime = time.time() print "\n" +("-"\*60) dump(Settings, f. name )

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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                               Page 2/2
       print "\n# Runtime: %.3f secs" % (endTime-beginTime)
       return x # return the searcher name and the results
     return wrapper
   def dump(d, searchname, lvl = 0): # tricks from Dr. Menzies
     d = d if isinstance(d, dict) else d.__dict__
     callableKey, line , gap = [], "", " *1vl
      for k in sorted(d.keys()):
       val= d[k]
       if isinstance(val, (dict, Options)):
          callableKey += [k]
        else:
          #if callable(val):
          # val = val.__name_
          line +=(" \{0\}:\{1\}".format(k, val))
     print gap + line
     for k in callableKey:
       if k \equiv \text{searchname} \vee k \equiv \text{"other"}:
          print gap + (":{0}{1}".format(k, "options"))
          dump(d[k], lvl+1)
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csc791sbse:hw4:Fu
Sep 30, 14 3:17
                                                                                                          Page 1/2
     from __future__ import division
     import sys, random, math
     from base import *
     from al2 import *
5 sys.dont_write_bytecode = True
     '''All these are based on Dr.Menzies' tricks A sample codes'''
10 class Log():
      def __init__(i, tolog = []):
i._cache, i.n, i._report = [], 0, None
       i.setup()
       map(i.__iadd__, tolog)
      def __iadd__(i, tolog):
       if tolog == None: return tolog
       i.n += 1
       updated = False
       if len(i._cache) < Settings.other.keep:
       i._cache +=[tolog]
20
        updated = True
       else:
        if rand() <= Settings.other.keep/i.n:
  i._cache[int(rand()*Settings.other.keep)] = tolog
          updated = True
       if updated:
        i._report = None
        i.updateLoHi(tolog)
       return i
      def has(i):
       if i._report == None:
        i._report = i.report()
       return i._report
    class Num(Log):
      def setup(i):
       i.lo = 10**5
       i.hi = -10**5
      def updateLoHi(i,x):
       i.lo = min (i.lo, x)
       i.hi = max(i.hi, x)
      def median(i):
       n = len(i\_cache)
       p = n//2
      if (n % 2) : return i._cache[p]
       q = p + 1
       q = max(0, min(q,n))
       return (i._cache[p] + i._cache[q])/2
      def better(new,old):
       "better if (1)less median or (2)same and less igr"
       t = Settings.other.a12
       betterIqr = new.has().iqr < old.has().iqr
       new.lessp = False
       if new.lessp:
        betterMed = new.has().median >= old.has().median
        same = a12(old._cache, new._cache) <= t
       else:
        betterMed = new.has().median <= old.has().median
        same = a12(new._cache, old._cache) <= t
       return betterMed, same, betterIqr
      def report(i):
       sortedCache = sorted(i._cache)
       n = len (sortedCache)
       return Options(
           median = i.median(),
65
           iqr = sortedCache[int(n*0.75) - int(n*0.5)],
           10 = i.10.
           hi = i.hi
70 @demo
     def demoNum():
      for size in [16,32, 64,128, 256]:
       Settings.other.keep = size
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csc791sbse:hw4:Fu
Sep 30, 14 3:17
                                                                                         Page 2/2
      log = Num()
      for x in xrange(100000): log +=x
      print size, ":", log.has().median
80 if __name__ == "__main__": eval(cmd())
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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                            Page 1/4
    from __future__ import division
   from log import *
   import sys, random, math, datetime, time, re, pdb
   sys.dont write bytecode = True
   exp = math.e
   sgrt = math.sgrt
   sin = math.sin
10 pi = math.pi
   class Model:
     def name(i):
      return i.__class__.__name__
     def setup(i):
       i.min = 10**(5)
       i.max = -10**(5)
       i.xy = Options(x = [i.generate_x()], y = [i.f1, i.f2])
       i.log = Options(x = [ Num() for _ in range(i.n)], y = [ Num() for _ in range
   (i.fn)]) # hardcode 2
     i.history = {} # hold all logs for eras
def generate_x(i):
       x= [i.lo + (i.hi-i.lo)*random.random() for _ in range(i.n)]
       return x
     def getDepen(i, xlst):
    # y = [i.f1, i.f2]
       return sum([f(xlst) for f in i.xy.y])
     def getDepenlst(i, xlst):
       return [f(xlst) for f in i.xy.y]
     def cloneModel(i): # from Dr.Menzies'
       return i.__class__()
     def logxy(i, x):
       for val, log in zip(x, i.log.x): log += val
       y = i.getDepenlst(x)
       for val, log in zip(y, i.log.y): log += val
     def better(news,olds): # from Dr.Menzies'
       def worsed():
         return ((same
                           ∧ ¬ betterIqr) ∨
                   (¬ same ∧ ¬ betterMed))
       def bettered():
40
         return - same A betterMed
       for new,old in zip(news.log.y, olds.log.y):
         betterMed, same, betterIgr = new.better(old)
          # print betterMed, same, betterIgr
45
          # pdb.set_trace()
          if worsed() : return False # never any worsed
         if bettered(): out= out v True # at least one bettered
       return out
     def sa_neighbor(i, old):
       p = \overline{1}/i.n
       new = old[:]
       for j in range(len(old)):
         if random.random() < p:</pre>
            new_gen = i.generate_x()
55
           new[j] = new_gen[random.randint(0, i.n-1)]
       return new
     def mws_neighbor(i,solution):
       optimized_index = random.randint(0, len(solution)-1)
       increment = (i.hi - i.lo)/10
60
       temp_min = i.norm(i.getDepen(solution))
        temp_solution = solution[:]
        # print "old solution : %s" % solution
        # print "old norm energy : %s" % i.norm(i.getDepen(solution))
       for _ in range(10):
          temp_solution[optimized_index] = i.lo + increment
          temp = i.norm(i.getDepen(temp_solution))
          if temp < temp min:
            temp_min = temp
            solution = temp solution[:]
70
        # print "new solution : %s" % solution
        # print "new norm energy : %s" %i.norm(i.getDepen(solution))
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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                            Page 2/4
       return solution
     def baseline(i):
     # model = eval(model+"()")
       for _ in xrange(Settings.other.baseline):
         temp = i.getDepen(i.generate_x())
          if temp > i.max:
           i.max = temp
          if temp < i.min:
           i.min = temp
       return i.min, i.max
     def norm(i, x):
       e = (x - i.min)/(i.max - i.min)
       return max(0, min(e,1)) #avoid values <0 or >1
   class Control(object): # based on Dr.Menzies' codes
     def __init__(i, model, history = None):
       i.kmax = Settings.sa.kmax
       i.era = Settings.other.era
       i.lives = Settings.other.lives
       i.history = {} if history ≡ None else history
       i.logAll = \{\}
     i.model = model
def __call__(i, k):
       i.next(k)
     def logxy(i, results):
       both = [i.history, i.logAll, i.model.history]
       for log in both:
         if ¬ i.era in log:
100
           log[i.era] = i.model.cloneModel()
        for log in both:
         log[i.era].logxy(results)
     def checkimprove(i):
         if len(i.logAll) ≥ 2:
           current = i.era
           before = i.era - Settings.other.era
           currentLog = i.logAll[current]
           beforeLog = i.logAll[before]
           # pdb.set_trace()
           if ¬ currentLog.better(beforeLog):
             pass
           else:
             i.lives += 1
     def next(i, k):
       if k > i.era:
          i.checkimprove()
          i.era +=Settings.other.era
          if i.lives \equiv 0:
           return True
120
          else:
           i.lives -=1
           return False
125
   '' Schaffer''
   class Schaffer(Model):
     def __init__(i):
       i.10 = -5
       i.hi = 5
       i.n = 1
       i.fn = 2
       i.setup()
     def f1(i, x):
       return x[0] * x[0]
     def f2(i, x):
       return (x[0]-2) ** 2
140 ''' Fonseca'''
   class Fonseca(Model):
     def ___init___(i):
       i.lo = -4
       i.hi = 4
       i.n = 3
```

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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                         Page 3/4
       i.fn = 2
       i.setup()
     # def f1(i, xlst):
       return (1 - \exp^*(-1 * \operatorname{sum}([(x]\operatorname{st}[k] - 1/\operatorname{sqrt}(i.n)))))) for k in xrange(i.n
   )])))
    # def f2(i, xlst):
     )1)))
     def f1(i, xlst):
       def f1_sum(x_list, n):
         value = []
155
         for item in x_list:
          value.append((item - 1/math.sgrt(n))**2)
         return sum(value)
       return 1 - math.e ** (-1* f1 sum(xlst, i.n))
     def f2(i,xlst):
       def f2 sum(x list, n):
         value = []
         for item in x_list:
          value.append((item + 1/math.sqrt(n))**2)
         return sum(value)
       return 1 - math.e ** (-1* f2_sum(xlst, i.n))
   ''' Kusarvs'''
   class Kursawe(Model):
     def ___init___(i):
      i.lo = -5
       i.hi = 5
       i n = 3
       i.fn = 2
       i.setup()
     def f1(i, xlst):
       return sum([-10*exp**(-0.2 * sqrt(xlst[k])**2 + xlst[k+1]**2)) for k in xrang
   e(i.n -1)
     def f2(i, xlst):
       a = 0.8
       b = 3
       return sum([abs(x)**a + 5*sin(x)**b for x in xlst])
   '''ZDT1'''
   class ZDT1(Model):
     def __init__(i):
      i.lo = 0
       i.hi = 1
       i.n = 30
       i fn = 2
       i.setup()
     def f1(i, xlst):
       return xlst[0]
     def f2(i, xlst):
       return (1 + 9 * (sum(xlst[1:]))/(i.n-1))
     # def f2(i,xlst):
195
    # g1 = i.g(xlst)
     # return g1*(1-sqrt(xlst[0]/g1))
   '''ZDT3'''
   class ZDT3(Model):
     def __init__(i):
       i.\overline{lo} = 0
       i.hi = 1
       i.n = 30
       i.fn = 2
       i.setup()
     def f1(i, xlst):
      return xlst[0]
     def g(i, xlst):
      return (1 + (9/(i.n-1)) * sum(xlst[1:]))
     def h(i,f1,g):
      return (1 - sqrt(f1/g) - f1/g) * sin(10 * pi * f1)
     def f2(i, xlst):
       return i.g(xlst) * i.h(i.f1(xlst),i.g(xlst))
215 ''' Viennet3'''
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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                         Page 4/4
   class Viennet3(Model):
     def ___init___(i):
       i.lo = -3
       i.hi = 3
       i.n = 2
       i.fn = 3
       i.setup1()
     def setup1(i):
       i.min = 10**(5)
       i.max = -10**(5)
       i.xy = Options(x = [i.generate_x()], y = [i.f1, i.f2, i.f3])
       i.log = Options(x = [ Num() for _ in range(i.n)], y = [ Num() for _ in range
   (i.fn)]) # hardcode 2
       i.history = {} # hold all logs for eras
     def fl(i, xlst):
       xy2 = xlst[0]**2 + xlst[1]**2
       return 0.5* (xy2) + sin(xy2)
     def f2(i, xlst):
       x = xlst[0]
       y = xlst[1]
       return ((3*x -2*y +4)**2/8 + (x-y+1)**2/27 + 15)
     def f3(i, xlst):
       xy2 = xlst[0]**2 + xlst[1]**2
       return (1/(xy2+1) - 1.1* exp**(-xy2))
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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                            Page 1/4
   from __future__ import division
   import sys, random, math
   from models import *
   from sk import *
5 from base import *
   import numpy as np
   from xtile import *
   sys.dont write bytecode = True
   @printlook
10 def sa(model):
     def P(old, new, t):
       prob = math.e^{**}((old - new)/(t+0.00001))
       return prob
     history = {}
     eb = 0.0
     for _ in xrange(Settings.other.repeats):
       #reseed()
       min_energy, max_energy = model.baseline()
       s = model.generate_x()
       e = model.norm(model.getDepen(s))
20
       sb = s[:]
       eb = e
       k = 1
       icontrol = Control(model, history)
25
       while k < Settings.sa.kmax:</pre>
         stopsign = icontrol.next(k) #true ---stop
         if stopsign:
           break
         sn = model.sa_neighbor(s)
         en = model.norm(model.getDepen(sn))
30
         icontrol.logxy(sn)
         temp = (k/Settings.sa.kmax) ** Settings.sa.cooling
         if en < eb:
           sb = sn[:] ###!!!!! can't do sb = sn for lists, because
           eb = en
35
           if Settings.other.show: say('!')
         if en < e:</pre>
           s = sn[:]
           e = en
            if Settings.other.show:say('+')
         elif P(e, en, temp) < random.random():</pre>
           s = sn[:]
           if Settings.other.show:say('?')
         if Settings.other.show:say('.')
45
         k = k + 1
          if k % 30 \equiv 0:
           if Settings.other.show:print "\n"
            if Settings.other.show:say(str(round(eb,3)))
     if Settings.other.show:
       printReport(model, history)
     print "\n"
     if Settings.other.show:
       printSumReport(model, history)
     # print "\n----\n:Normalized Sum of Objectives : ",str(round(eb,3)),"\n:Solu
   tion",sb
     lohi=printRange(model, history)
     return eb, lohi
   @printlook
60 def mws(model):
     norm_energy = 0
     eraScore = []
     control = Control(model)
     optimalsign = False
     eb = 0.0
     norm\_energy = 10
     history = {}
     for _ in xrange(Settings.other.repeats):
       min_energy, max_energy = model.baseline()
       control = Control(model, history)
70
       total_changes = 0
       total tries = 0
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## csc791sbse:hw4:Fu Oct 06, 14 17:44 Page 2/4 for k in xrange(Settings.mws.max\_tries): if control.lives ≡0: break solution = model.generate x() total\_tries += 1 for in range(Settings.mws.max changes): stopsign = control.next(total\_changes) #true ---stop 80 break norm\_energy = model.norm(model.getDepen(solution)) if norm\_energy < Settings.mws.threshold:</pre> optimalsign = True break if random.random()<Settings.mws.prob:</pre> solution[random.randint(0, model.n-1)] = model.generate x()[random.rand int(0,model.n-1)| control.logxy(solution) if Settings.other.show:say("+") solution = model.mws\_neighbor(solution) control.logxy(solution) if Settings.other.show:say("!") if Settings.other.show:say(".") **if** total\_changes $% 30 \equiv 0$ : if Settings.other.show:print "\n" if Settings.other.show:say(str(round(model.norm(model.getDepen(solutio n)), 3))) total changes +=1 # if optimalsign or k == Settings.mws.max\_tries-1: if Settings.other.show: sav("\n") say(str(round(model.norm(model.getDepen(solution)), 3))) print "\n" # print "total tries: %s" % total\_tries # print "total changes: %s" % total\_changes # print "min\_energy:{0}, max\_energy:{1}".format(min\_energy, max\_energy) # print "min\_energy\_obtained: %s" % model.getDepen(solution) printReport(model, history) print "\n" printSumReport(model, history) lohi =printRange(model, history) # print "\n----\n:Normalized Sum of Objectives: ",str(round(norm\_energy,3)), "\n:Solution", solution, "\n" return norm\_energy, lohi def printReport(m, history): for i, f in enumerate(m.log.y): **print** "\n <f%s" %i for era in sorted(history.keys()): # pdb.set\_trace() log = history[era].log.y[i] print str(era).rjust(7), xtile(log.\_cache, width = 33, show = "%5.2f", lo = 0, hi = 1)125 def printSumReport(m, history): # for i, f in enumerate(m.log.y): print "\n Objective Value" for era in sorted(history.keys()): # pdb.set\_trace() log = [history[era].log.y[k] for k in range (len(m.log.y))] ss = [] ss.extend([log[s].\_cache for s in range(len(log))]) logsum = map(sum, zip(\*ss)) minvalue = min(logsum) maxvalue = max(logsum) normlog = [(x - minvalue)/(maxvalue - minvalue +0.00001) for x in logsum] print str(era).rjust(7), xtile(normlog, width = 33, show = "%5.2f", lo = 0, hi = 1def printRange(m, history): lo = []

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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                              Page 3/4
     lohi = []
     # print sorted(m.historv.kevs())
      for i, f in enumerate(m.log.y):
        tlo=10**5
        thi=-10**5
145
        for era in sorted(history.keys()):
          # pdb.set_trace()
          if history[era].log.y[i].lo < tlo:</pre>
            tlo= history[era].log.y[i].lo
          if history[era].log.y[i].hi > tlo:
            thi= history[era].log.y[i].hi
        lohi.append(tlo)
       lohi.append(thi)
     return lohi
        # print "\n the range of f%s is %s to %s " % (i, str(tlo), str(thi))
   @demo
   def start(): #part 5 with part 3 and part4
     rlohi=[] # stupid codes here, to be fixed
     f1lo = []
     flhi = []
     f0lo = []
     f0hi =[]
     f2lo =[]
     f2hi =[]
     for klass in [Schaffer, Fonseca, Kursawe, ZDT1, ZDT3, Viennet3]:
     # for klass in [Kursawe]:
        print "\n!!!!", klass.__name_
        for searcher in [sa, mws]:
170
          name = klass.__name__
          n = 0.0
          reseed()
          # scorelist = []
          for _ in range(r):
175
            x, lohi=searcher(klass()) # lohi is a list containing [lo,hi] paris of f
   1&f2
           #=====part 5======
           rlohi.append(lohi)
          for i in range(0, r):
            f0lo.append(rlohi[i][0])
180
            f0hi.append(rlohi[i][1])
            fllo.append(rlohi[i][2])
            flhi.append(rlohi[i][3])
            if name \equiv "Viennet3": # f1, f2, f3
              f2lo.append(rlohi[i][4])
185
              f2hi.append(rlohi[i][5])
          print "# The range of f0 during %s repeats is from %s to %s " \
                 % (Settings.other.repeats, str(round(sorted(f0lo)[0], 3)), str( rou
   nd(sorted(f0hi)[-1])))
          print "# The range of f1 during %s repeats is from %s to %s " \
                 % (Settings.other.repeats, str(round(sorted(f1lo)[0],3)), str(round
190
    (sorted(f1hi)[-1])))
          if name ≡"Viennet3":
            print "# The range of f2 during %s repeats is from %s to %s " \
                 % (Settings.other.repeats, str(round(sorted(f2lo)[0],3)), str(round
    (sorted(f2hi)[-1])))
          rlohi = []
          #====part 5 ends======
195
          #the following codes for hw3
          \# n += float(x)
          # scorelist +=[float(x)]
          # print xtile(scorelist, lo=0, hi=1.0, width = 25)
200
          # print "# {0}:{1}".format(name, n/r)
   @demo
   def part6():
     r = 20
     searchcount = 0
     Settings.other.repeats = 1
     for klass in [ZDT1]:
       print "\n!!!!", klass.__name__
        for variant in range(5):
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csc791sbse:hw4:Fu
Oct 06, 14 17:44
                                                                           Page 4/4
          Settings.sa.cooling = rand() # get variants of sa, mws
          Settings.mws.prob = rand()
          Settings.mws.max_changes = int(1000*rand())
         allEB = []
          for searcher in [sa, mws]:
215
           lastera = []
           reseed()
           for in range(r):
             model = klass()
             x, lohi = searcher(model)
             lastera += [x]
220
            searchername = "mws" if searchcount else "sa"
           label = searchername + str(variant)
           lastera.insert(0,label)
           allEB.append(lastera)
225
           rdivDemo(allEB)
           searchcount += 1
         searchcount = 0
              \# temp = []
230
              # hi =sorted(model.history.keys())[-1]
              # log = [model.history[hi].log.y[k] for k in range (len(model.log.y))]
              # ss = []
              # ss.extend([log[s]._cache for s in range(len(log))])
              # logsum = map(sum, zip(*ss))
              # temp = [ float(i) for i in logsum]
235
              # lastera+=temp
              # for i, f in enumerate(model.log.y):
                 temp = []
                  searchername = "mws" if searchcount else "sa"
                 label = searchername + str(k) +"f%s" %i
240
                 temp = (model.history[sorted(model.history.keys())[-1]].log.y[i]._
   cache)
                 temp = [ float(i) for i in temp]
                 temp.insert(0,str(label))
                 lastera.append(temp)
           # searchername = "mws" if searchcount else "sa"
           # label = searchername + str(variant)
           # lastera.insert(0,str(label))
           # rdivDemo(lastera)
           # searchcount +=1
250
           # lastera = []
   @demo
   def testmodel():
     # model = ZDT3()
     model = Schaffer()
     depen = model.getDepen(model.generate_x())
     print depen
   if __name__ = "__main__": eval(cmd())
```

```
csc791sbse:hw4:Fu
Sep 30, 14 3:17
                                                                               Page 1/1
    from __future__ import division
    import sys, random, math, datetime, time, re, pdb
    sys.dont_write_bytecode = True
    def pairs(lst):
      last=lst[0]
      for i in lst[1:]:
       vield last,i
        last = i
    def xtile(lst,lo=0,hi=0.0001, width = 50,
                 chops=[0.1 ,0.3,0.5,0.7,0.9],
                 marks=["-" ," "," ","-"," "],
bar="|",star="*",show="%3s"):
15
      " " "The function _xtile_ takes a list of (possibly)
    unsorted numbers and presents them as a horizontal
    xtile chart (in ascii format). The default is a
    contracted _quintile_ that shows the
    10,30,50,70,90 breaks in the data (but this can be
    changed- see the optional flags of the function).
      # ordered_list = sorted(lst) # Dr.Menzies tricks
     # lo = min(lo, ordered_list[0])
     # hi = max(hi, ordered_list[-1])
      # showNumbers = [ ordered_list[int(percent * len(lst))] for percent in chops]
      # # print showNumbers
      # showMarks = [" "] * width
      # def find_index (x):
     # return int(width*float((x-lo))/(hi-lo))
      # markIndex = [find_index(i) for i in showNumbers]
      # for i in range(width):
      # if i in range(markIndex[0],markIndex[1]+1) or i in range(markIndex[-2],mar
   kIndex[-1]+1):
            showMarks[i] = "-"
      # #print showMarks
      # showMarks[int(width * 0.5)] = "|"
      # showMarks[find_index(ordered_list[int(len(lst)*0.5)])] = "*"
      # return " ".join(showMarks) + ", ".join([show %str(round(i,3)) for i in showN
    umbers])
      def pos(p)
                  : return ordered[int(len(lst)*p)]
     def place(x) :
       return int(width*float((x - lo))/(hi - lo+0.00001))
      def pretty(lst) :
     return ','.join([show % x for x in lst])
ordered = sorted(lst)
            = min(lo,ordered[0])
     hi
             = max(hi,ordered[-1])
      what
             = [pos(p) for p in chops]
     where = [place(n) for n in what]
             = [""] * width
     for one, two in pairs (where):
        for i in range(one, two):
          out[i] = marks[0]
        marks = marks[1:]
      out[int(width/2)]
                            = bar
     out[place(pos(0.5))] = star
      return ''.join(out) + "," + pretty(what)
60 def Demo():
      import random
      random.seed(1)
      # nums = [random.random()**2 for _ in range(100)]
      \#nums = [0.011, 0.01, 0.01, 0.01, 0.01, 0.01, 0.01, 0.01, 0.01]
     nums = [0,0.1,0.1,0.6,0.4,0.1,0.9,0.1,0.1,3]
      line = ' '*26+'='*23
      print ('%29s, %3s, %3s, %3s, %3s' % ('10%', '30%', '50%', '70%', '90%'))+'\n'+line
      print xtile(nums, lo=0, hi=1.0, width=25,)
    if name = " main ": Demo()
```