

# Assignment 01

Name: Yan Qinlin

SID: 12231096

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In [1]:

```
import random
from math import *
import matplotlib.pyplot as plt
import numpy as np
```

## 1. Flowchart

In [4]:

```
def Print_vallues(a, b, c):
    output = 0
    if (a>b):
        if (b>c):
            output = (a+b-10*c)
        else:
            if (a>c):
                output = (a+c-10*b)
            else:
                output = (c+a-10*b)
    else:
        if (b>c):
            if (a>c):
                output = (a+c-10*b)
            else:
                output = (c+a-10*b)
        else:
            output = (c+b-10*a)

    return (output)
```

In [3]:

```
a = 10
b = 5
c = 1
print(Print_vallues(a, b, c))
```

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**Ref:** The attached figure of this question was unclear (one arrow pointed to unknow). So I asked TA Li and Chen for a clear understanding.

## 2. Continuous celing function

In [2]:

```
def F(x): #使用递归的方法
    if (x == 1):
        return (x)
    else:
        return F(ceil(x/3))+2*x
```

In [3]:

```
list_input = [int(i) for i in input("Create a list seperated by a blank space:").split()]
N = len(list_input)
for x in range(N):
    print(F(list_input[x]))
```

Create a list seperated by a blank space:4 7

13

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## 3. Dice rolling

### 3.1

In [99]:

```
#概率
##x = 60 #
def Find_number_of_ways(x):
    # 初始化一些定值：骰子个数和面数
    face = 6
    dice = 10
    value = []
    count = []

    for i in range(1, dice+1):
        #把每次掷骰子之后所有可能性的sum都写在同一行
        value.append(list(range(i, (face)*i+1)))
        #把每次掷骰子之后所有可能性的方式都写在同一行，这里初始化全是0
        count.append(list(0 for j in range(i, (face)*i+1)))
    count[0] = [1, 1, 1, 1, 1, 1] #第一次掷骰子的可能性全是1

    for i in range(1, dice):
        mid = 0
        if (len(value[i])%2==0): #当前这次掷骰子可能的结果数为偶数
            mid = len(value[i])/2 + i #中位数较小的那个的值
        else: ##当前这次掷骰子可能的结果数为奇数
            mid = (len(value[i])-1)/2 +1+i #中位数较小的那个的值

        for j in range(len(value[i])): #当前位置为value[i][j], 本层要填充count[i][j]
            N = 0
            if (value[i][j] <= mid): #先计算对称的左半边
                for k in range(len(value[i-1])): #在上一次掷骰子的结果中
                    #当前骰子数比之前多次累计sum要大
                    if (value[i][j] - value[i-1][k] > 0 and value[i][j] - value[i-1][k] < 7):
                        N = N + count[i-1][k] #记录之前多次累计sum对应的count
                count[i][j] = N
            count[i][len(value[i])-1-j] = N

    #找到最终sum在列表count中的索引，再得到可能的次数
    index = value[dice-1].index(x)
    N = count[dice-1][index]
    return (N)
```

**Ref:** The ideas of odd-even sorting and dynamic programming were inspired by the blogs from *xiongxu3381* ([https://blog.csdn.net/xiongxu3381/article/details/74853554?spm=1001.2101.3001.6650.1&utm\\_medium=distribute.pc\\_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-1-74853554-blog-80068601.pc\\_relevant\\_3mothn\\_strategy\\_recovery&depth\\_1-utm\\_source=distribute.pc\\_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-1-74853554-blog-80068601.pc\\_relevant\\_3mothn\\_strategy\\_recovery&utm\\_relevant\\_index=2](https://blog.csdn.net/xiongxu3381/article/details/74853554?spm=1001.2101.3001.6650.1&utm_medium=distribute.pc_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-1-74853554-blog-80068601.pc_relevant_3mothn_strategy_recovery&depth_1-utm_source=distribute.pc_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-1-74853554-blog-80068601.pc_relevant_3mothn_strategy_recovery&utm_relevant_index=2)) and *CherryCheekAir* ([https://blog.csdn.net/u010342040/article/details/80068601?spm=1001.2101.3001.6650.13&utm\\_medium=distribute.pc\\_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-14-80068601-blog-108147269.pc\\_relevant\\_multi\\_platform\\_whitelistv4&depth\\_1-utm\\_source=distribute.pc\\_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-14-80068601-blog-108147269.pc\\_relevant\\_multi\\_platform\\_whitelistv4&utm\\_relevant\\_index=13](https://blog.csdn.net/u010342040/article/details/80068601?spm=1001.2101.3001.6650.13&utm_medium=distribute.pc_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-14-80068601-blog-108147269.pc_relevant_multi_platform_whitelistv4&depth_1-utm_source=distribute.pc_relevant.none-task-blog-2%7Edefault%7EBlogCommendFromBaidu%7ERate-14-80068601-blog-108147269.pc_relevant_multi_platform_whitelistv4&utm_relevant_index=13)) respectively.

### 3.2 count the number and the x yielding the maximum ways

In [102]:

```
Number_of_ways = []
res_index = []
for x in range(10, 61):
    Number_of_ways.append(Find_number_of_ways(x))
    res_index.append(x)
x_yield_max = res_index[res.index(max(Number_of_ways))]
print(x_yield_max)
```

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## 4. Dynamic programming

### 4.1

In [5]:

```
def Random_integer(N):  
    lst = []  
    for i in range(N):  
        lst.append(int(round(random.random()*10)))  
    return(lst)
```

In [6]:

```
print(Random_integer(100))
```

```
[7, 3, 6, 5, 8, 3, 7, 0, 0, 3, 0, 6, 7, 7, 8, 4, 0, 4, 1, 1, 9, 6, 2, 2, 1, 2, 5,  
3, 3, 2, 5, 7, 3, 4, 0, 4, 7, 1, 2, 5, 8, 4, 7, 1, 7, 3, 2, 1, 10, 10, 1, 7, 9, 8,  
2, 10, 1, 4, 4, 3, 1, 8, 5, 9, 10, 5, 5, 0, 8, 1, 1, 9, 6, 0, 6, 9, 2, 5, 6, 2, 7,  
0, 9, 2, 5, 3, 4, 3, 9, 1, 8, 9, 5, 8, 4, 9, 1, 6, 8, 10]
```

## 4.2

In [7]:

```
def Sum_averages(n):  
    lst = Random_integer(n)  
    subset = [[]] #用一个空[]初始化二维列表  
  
    for i in lst:  
        #单元素子集+之间出现过的元素=构成新的子集  
        subset = subset + [[i] + j for j in subset]  
  
    del(subset[0]) #去掉第一个元素（一个空[]）  
    avrg_lst = [] #求均值  
    for n in subset:  
        avrg_lst.append(sum(n)/len(n))  
    return(sum(avrg_lst))  
Sum_averages(4) # 函数调用
```

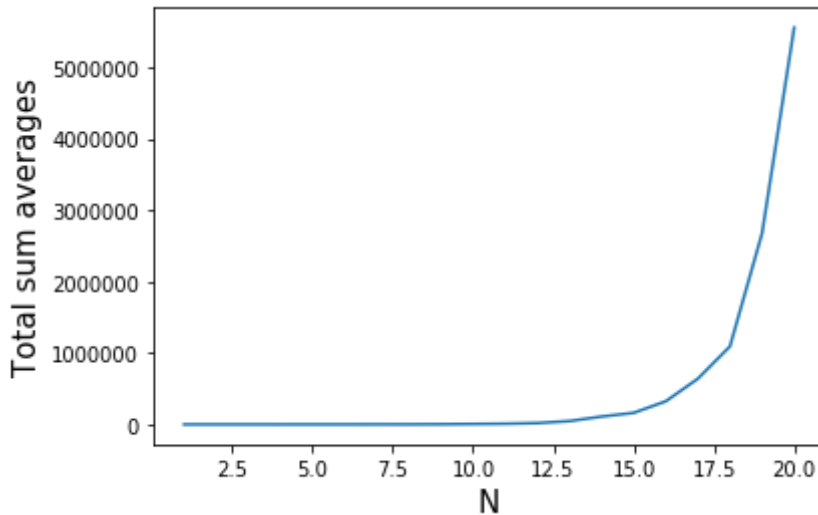
Out[7]:

75.0

## 4.3

In [15]:

```
Total_sum_averages=[]
for N in range(1,21):
    Total_sum_averages.append(Sum_averages(N))
x = np.linspace(1,20,20)
plt.plot(x,Total_sum_averages)
plt.xlabel('N',size=15)
plt.ylabel('Total sum averages',size=15)
plt.show()
```



Due to the insufficient memory of disk C, this chunk call Sum\_averages with N increasing from 1 to 20. As shown in the figure above, the total sum averages of the subsets rise with the increase of N (the length of the original integer list). Besides, the longer the original list, the larger slope the curve will have.

**Ref:** This was inspired by the blogs from 校夏与猫

([https://blog.csdn.net/qq\\_28790663/article/details/118085473?](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E)

[ops\\_request\\_misc=&request\\_id=&biz\\_id=102&utm\\_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E)  
[task-blog-2~blog~sobaiduweb~default-0-118085473.article\\_score\\_rank\\_blog&spm=1018.2226.3001.4450](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E)

([https://blog.csdn.net/qq\\_28790663/article/details/118085473?](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E)

[ops\\_request\\_misc=&request\\_id=&biz\\_id=102&utm\\_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E)  
[task-blog-2~blog~sobaiduweb~default-0-118085473.article\\_score\\_rank\\_blog&spm=1018.2226.3001.4450](https://blog.csdn.net/qq_28790663/article/details/118085473?ops_request_misc=&request_id=&biz_id=102&utm_term=python%E6%B1%82%E4%BB%BB%E6%84%8F%E))).

## 5. Path counting

### 5.1

In [119]:

```
matrixx = np.ones((M,N))

for i in range(M):
    for j in range(N):
        if ((i == 0 and j == 0) or (i == (M-1) and j == (N-1))):
            break
        else:
            matrixx[i][j] = round(random.random())

print(matrixx)
```

```
[[1.  1.  1.  1.  1.  1.  1.  1.  1.  1.]
 [0.  1.  0.  1.  1.  1.  1.  0.  1.  0.]
 [1.  0.  0.  1.  1.  1.  1.  0.  1.  0.]
 [0.  0.  1.  1.  1.  0.  1.  1.  0.  1.]
 [1.  0.  1.  0.  1.  0.  1.  1.  1.  1.]
 [1.  1.  1.  1.  1.  0.  1.  1.  0.  0.]
 [0.  0.  0.  1.  1.  0.  0.  1.  0.  0.]
 [0.  1.  1.  1.  1.  0.  0.  0.  1.  1.]]
```

## 5.2

In [2]:

```
def Count_path(m):    #深度优先搜索+栈
    stack = []
    stack.append([1,1])
    i=1
    j=1
    ways = 0
    #fork记录岔路口所在节点位置, [i, j, 第几次回到岔路口]
    #第几次回到岔路口=0为第一次来, =1是曾经回溯到此一次
    fork = []
    if(ways>3100): return(ways)
    while True:
        if(ways>3100): return(ways)
        if (i==8 and j==10): #判断是否到出口, 是的话路径+1
            ways +=1
            temp = 0

        while (len(stack)>1): #当栈里还有元素时, 一直回溯到上一个岔路口
            stack.pop()
            i = stack[-1][0]; j = stack[-1][1]
            if(len(fork)!=0 and i==fork[-1][0] and j==fork[-1][1] and fork[-1][2]==0):
                temp=1
                break #当第一次回溯到最远的岔路口
            #当第二次回溯到最远的岔路口
            elif(len(fork)!=0 and i==fork[-1][0] and j==fork[-1][1] and fork[-1][2]==1):
                fork.pop()
                if(len(fork)==0):return(ways)
                temp=1
                continue

        #temp=0代表: 最后一种走法被记录后回溯到起点, 直接出大循环
        if(temp==0):return(ways)

    if (m[i][j+1]==0 and m[i+1][j]==0): #[1,0][0, ] 一共四种情况
        if(len(stack)==0):break#一出来就没路, 直接无了
        while (len(stack)>1): #一直回溯到上一个fork
            stack.pop()
            i = stack[-1][0]; j = stack[-1][1]
            #当第一次回溯到最远的岔路口
            if(len(fork)!=0 and i==fork[-1][0] and j==fork[-1][1] and fork[-1][2]==0):break

        #当第二次回溯到最远的岔路口
        elif(len(fork)!=0 and i==fork[-1][0] and j==fork[-1][1] and fork[-1][2]==1):
            fork.pop()
            if(len(fork)==0):return(ways)
            continue

    elif (m[i][j+1]==1 and m[i+1][j]==0): #[1,1][0, ]
        stack.append([i, j+1])
        j+=1
    elif (m[i][j+1]==0 and m[i+1][j]==1): #[1,0][1, ]
        stack.append([i+1, j])
        i+=1
    elif (m[i][j+1]==1 and m[i+1][j]==1): #[1,1][1, ] 优先向右

    if(len(fork)==0): #此前没有岔路口且第一次遇到岔路口, 则优先向右
        fork.append([i, j, 0]) #记录此处为岔路口fork
```



```

        stack.append([i, j+1])
        j+=1

    elif(list(fork[-1])==[i, j, 0]): #第一次退回到此, 则选择向下走
        fork[-1]=[i, j, 1] #标记此岔路口回溯过一次
        stack.append([i+1, j]) #向下走
        i+=1
    elif(list(fork[-1])==[i, j, 1]):#这是第二次退回到此, 则继续回溯
        fork.pop()
        stack.pop()

        if(len(stack)==0):break #已经回溯到起点了, 且起点本身就是一个岔路口
    while True:#确保一直回溯到上一个岔路口
        #回溯到上个岔路口作为当前, 出循环
        if(stack[-1]==[fork[-1][0], fork[-1][1]]):
            i = stack[-1][0]; j = stack[-1][1];fork[-1]==[i, j, 0];break
        stack.pop()

    else: #此前有岔路口但第一次到这里, 则优先选择向右走
        #如果岔路口列表没有此点 (区分回溯)
        if (fork[-1][0]!=i or fork[-1][1]!=j):
            fork.append([i, j, 0]) #记录此处为岔路口fork
            stack.append([i, j+1])
            j+=1

    return (ways)

```

## 5.3

In [3]:

```

def create_matrix(M,N): #生成要求的矩阵, 并且四周加一圈0以避免溢出
    matrixx = np.ones((M,N))

    for i in range(M):
        for j in range(N):
            if ((i == 0 and j == 0) or (i == (M-1) and j == (N-1))):
                break
            else:
                matrixx[i][j] = round(random.random())
    col = np.zeros(M) #行
    matrixx = np.c_[col,matrixx,col] #左右两边额外加一列0
    row=[]
    for i in range(N+2): row.append(0)
    matrixx = np.append(matrixx, [row], axis=0)
    matrixx = np.insert(matrixx,0,[row],axis=0)#上下两边额外加一行0
    return (matrixx)

```

```
path = []
for i in range(1000):
    ma_tmp = create_matrix(8,10)
    path.append(Count_path(ma_tmp))
print(path)
print(np.mean(path)) #1000次计算结果的均值
```

The average of total number of paths from the 1000 runs is a small value (1.431 in this run). That is because most of the results turned to be 0.

([https://blog.csdn.net/weixin\\_39529914/article/details/113992567](https://blog.csdn.net/weixin_39529914/article/details/113992567)). And the realization of stack in python referred to the website called *geek-docs* (<https://geek-docs.com/python/python-examples/python-stack-lifo.html> (<https://geek-docs.com/python/python-examples/python-stack-lifo.html>)).