Outline

- Simulation
 - Monte Carlo methods
 - random numbers
- Repeat Until
 - binary expansion
 - break statement
- Double For Loops
 - lists of lists to represent matrices
 - searching a list of lists
- Summary + Assignments

MCS 260 Lecture 12 Introduction to Computer Science Jan Verschelde, 8 February 2016

Simulation

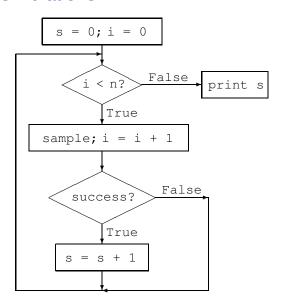
Monte Carlo methods

- In a mathematical model with uncertainties, events occur with assigned probabilities.
- Simulation consists in the repeated drawing of samples according to a probability distribution.
 We count the number of successful samples.
- The Law of Large Numbers states that the arithmetic average of the observed successes converges to the expected value or mean of the experiment, as the number of experiments increases.
- Monte Carlo methods are listed among the Top Ten Algorithms of the 20th century.

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flowchart for simulations



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Random Numbers

as available in Python

Random number generators are in the module random.

Three things we need to know:

- import random loads the module into a session. Afterwards, help(random) shows a description of the definitions and functions offered by the module.
- random.seed()
 Giving a fixed number as argument results in the same sequence of random numbers.
- r = random.uniform(a,b)
 r is a randomly generated number, drawn from a uniform
 distribution over the interval [a,b).

using random numbers

A sample program randuse.py:

Estimating Areas and Volumes

high dimensional integrals

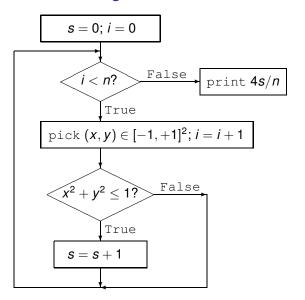
- Expected values are expressed as integrals.
 When many parameters are involved, the integration is high dimensional and only estimation is possible.
- The area of the unit disk is π .



Generate random uniformly distributed points with coordinates $(x, y) \in [-1, +1] \times [-1, +1]$.

We count a success when $x^2 + y^2 \le 1$.

Flowchart for Estimating π



estimating π with the script mc4pi.py

```
11 11 11
We count the number of samples (x, y)
that lie in the unit disk.
11 11 11
from random import uniform as u
print('Monte Carlo simulation for Pi')
NBR = int(input('Give number of runs : '))
INDISK = 0
for i in range (NBR):
    (X, Y) = (u(-1, 1), u(-1, 1))
    if X**2 + Y**2 <= 1:
        INDISK = INDISK + 1
print('After %d runs : %f' % (NBR, 4*INDISK/NBR))
```

Why multiply by 4? 4 is the area of $[-1, +1]^2$.

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Converting Numbers

Converting 123, from decimal into binary format:

n	<i>n</i> /2	<i>n</i> mod 2	
123	61	1	$123 = 61 \times 2 + 1$
61	30	1	$61 = 30 \times 2 + 1$
30	15	0	$30=15\times 2+0$
15	7	1	$15=\ 7\times 2+1$
7	3	1	$7=\ 3\times 2+1$
3	1	1	$3=\ 1\times 2+1$
1	0	1	$1=\ 0\times 2+1$

123 =
$$1 + 2 \times 61 = 1 + 2 \times (1 + 2 \times 30)$$

= $1 + 2 \times (1 + 2 \times (0 + 2 \times 15))$
= $1 + 2 \times (1 + 2 \times (0 + 2 \times (1 + 2 \times 7)))$
= ... = $1111011 = 7B$.

The table shows the progression of the values of the variables in the loop, each row is one iteration.

Binary Expansions: repeat until loops

The bits of a number are the remainders of division by 2. divmod() is an intrinsic operation:

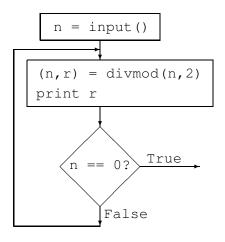
```
>>> divmod(9,2)
(4, 1)
Use as (n,r) = divmod(n,2)
to obtain remainder n%2 in r and to replace n by n/2.
```

Pseudocode to compute the binary expansion:

```
n = input()
repeat
     (n,r) = divmod(n,2)
     print r
until (n == 0).
```

Flowchart of Binary Expansion

picture of repeat until



a first Python solution

```
11 11 11
This first version prints the bits
in the order as they are computed.
We use divmod(), an intrinsic operation
on numeric types.
.. .. ..
print('computing the binary expansion')
NBR = int(input('Give a number : '))
(NBR, REST) = divmod(NBR, 2)
print (REST)
while NBR > 0:
    (NBR, REST) = divmod(NBR, 2)
    print (REST)
```

avoid duplication of code

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The break Statement: repeat until as while true break

To exit a loop inside the body of a loop, the statement break occurs usually within an if statement.

is realized in Python as

The while True starts an infinite loop, terminated when < condition > becomes True.

binary expansions with break: a better solution

The program below avoids the duplication of code:

```
11 11 11
Use of break for repeat until.
The script also shows how to avoid a line break
when printing the bits in the expansion.
11 11 11
print('computing the binary expansion')
NBR = int(input('Give a number : '))
while True:
    (NBR, REST) = divmod(NBR, 2)
    print(REST, end=' ') # no line break
    if NBR == 0.
        break
```

Exercise: how to print bits in correct order?

Two Loops, Two Breaks - scope of a break

As long as the number typed in by the user is nonnegative, the loop continues.

```
11 11 11
A break only effects one loop.
11 11 11
print ('computing the binary expansion')
while True:
    NBR = int(input('Give a number (< 0 to exit) : '))</pre>
    if NBR < 0:
         break
    while True:
         (NBR, REST) = divmod(NBR, 2)
         print (REST)
         if NBR == 0:
             break
```

A break only effects the one loop it is in.

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accessing lists by entry or by index

```
>>> L = list(range(3, 10))
>>> L
[3, 4, 5, 6, 7, 8, 9]
```

We can go over the elements of L by entry:

```
>>> for x in L: print(x, end=' ')
...
3 4 5 6 7 8 9 >>>
```

Or we can go over the elements of ${\tt L}$ by index:

```
>>> for k in range(len(L)): print(L[k], end='')
...
3 4 5 6 7 8 9 >>>
```

matrices as lists of lists

We view a matrix as a list of rows.

Generating a random matrix ${\tt A}$ of ${\tt N}$ rows and ${\tt M}$ columns:

```
from random import randint
MAT = []
for i in range(N):
    ROW = []
    for j in range(M):
        ROW.append(randint(10, 99))
    MAT.append(ROW)
```

A typical double loop:

- i runs over all the rows, from 0 to N-1, and
- j runs over all the columns, from 0 to M-1.

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searching a list of lists

Problem statement:

Input: A is a matrix of n rows and m columns,

x is some number.

Output: if A[i][j] equals x, then print [i][j],

else print x does not occur in A.

We develop an interactive program:

- The user provides n and m, and
- the computer generates an n-by-m matrix A of random integer numbers in the interval [10, +99].
- The program prompts the user for x, and
- searches A for x and prints search result.

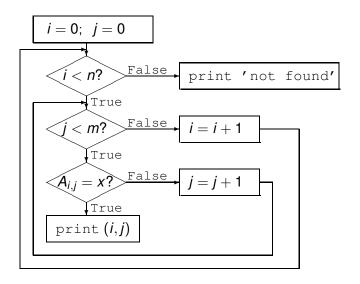
running the code at the command prompt

```
$ python findelem.py
give the number of rows : 3
give the number of columns : 5
random 3-by-5 matrix :
[90, 47, 93, 98, 95]
[55, 70, 51, 71, 50]
[31, 41, 23, 43, 59]
give a number : 41
found 41 at [2][1]
```

If the given number does not occur, then

'%d does not occur in matrix' is printed.

Flowchart



start of findelem.py

```
11 11 11
Illustration of a double for loop to find
an element in a two dimensional matrix.
11 11 11
# first we make a random matrix
from random import randint
ROWS = int(input('give the number of rows : '))
COLS = int(input('give the number of columns : '))
MAT = []
for i in range (ROWS):
    MAT.append([randint(10, 99) for in range(COLS)])
print('random %d-by-%d matrix :' % (ROWS, COLS))
for row in MAT:
    print (row)
```

the double for loop

Search an *n*-by-*m* matrix *A* for *x*:

```
# then we ask for a number and search
NBR = int(input('give a number : '))
FOUND = False
for i in range (0, ROWS):
    for j in range (0, COLS):
        if MAT[i][j] == NBR:
            FOUND = True
            (ROW, COL) = (i, j)
            break
    if FOUND:
        break
```

reporting the result

```
# we report the result
if FOUND:
    print('found %d at [%d][%d]' % (NBR, ROW, COL))
else:
    print('%d does not occur in the matrix' % NBR)
```

Assignments

- Use a stack to store the bits in the binary expansion to print the bits after the loop in the correct order.
- ② Given a list of numbers between 0 and 100, define the algorithm to assign a letter grade to each number: ≥ 90: A, ∈ [80, 89]: B, ∈ [70, 79]: C, etc.
 Report at the end how many As, Bs, Cs, etc.
- Write the algorithm in words and draw a flowchart.
- Implement exercise 2 in Python.
- Write a Python program that generates n numbers uniformly distributed in [0, 1] and counts how many numbers are < 0.5.
- Use turtle graphics to visualize the Monte Carlo method to estimate π . Represent the unit circle by a circle of radius equal to half of the width of the turtle window. Mark samples inside the disk by green circles of radius equal to 2 pixels, centered at the sample point. Use red circles for the points outside the disk.

Summary

We covered more of

- section 2.6 of Python Programming in Context,
- section 5.4 in Computer Science, an overview.