

Assignment 1: Exercises for Monte Carlo Methods

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Exercise 1

设圆半径为r，则：

$$\frac{\text{4分圆面积}}{\text{正方形面积}} = \frac{\frac{1}{4}\pi r^2}{r^2} = \frac{\pi}{4} = \frac{\text{落在4分圆的点数}}{\text{落在正方形点数}}$$

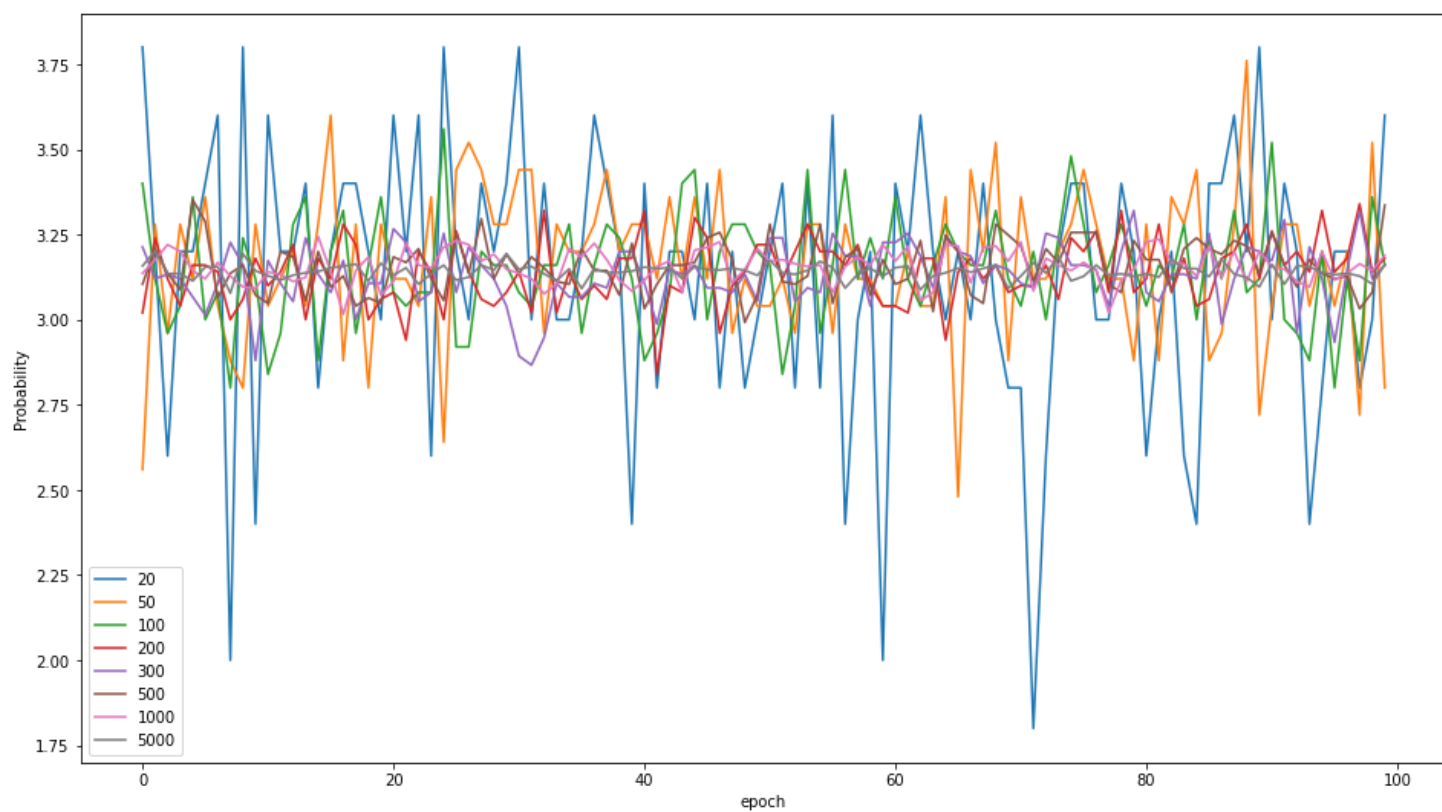
即：

$$\pi = \frac{4 * \text{落在4分圆的点数}}{\text{落在正方形点数}}$$

实验结果如下：

	采用数目	均值	方差
0	20	3.126000	0.155724
1	50	3.162400	0.050490
2	100	3.145600	0.026417
3	200	3.138800	0.008959
4	300	3.130933	0.008247
5	500	3.156960	0.005747
6	1000	3.155960	0.002403
7	5000	3.140648	0.000517

以下为个采样100个点的分布情况：



代码如下：

```

# ex1

def calculatePi(n: int):
    circle_count = 0

    for i in range(n):
        x = random.random()
        y = random.random()
        len_r = np.sqrt(np.power(x, 2) + np.power(y, 2))
        if len_r <= 1:
            circle_count += 1

    pi = circle_count * 4 / n
    return pi

def ex1():
    samples_list = [20, 50, 100, 200, 300, 500, 1000, 5000]
    categories = [str(x) for x in samples_list]
    epochs = 100
    result_dict = {}
    plt.figure(figsize=(16, 9))
    for index, n in enumerate(samples_list):
        result_list = []
        for c in range(epochs):
            result_list.append(calculatePi(n))
        result_dict[categories[index]] = result_list
        plt.plot(range(epochs), result_list)

    plt.legend(categories)
    plt.ylabel('Probability')
    plt.xlabel('epoch')
    plt.show()

    mean_list = [np.mean(v) for k, v in result_dict.items()]
    std_list = [np.var(v) for k, v in result_dict.items()]
    table = pd.DataFrame({'采用数目': samples_list, '均值': mean_list, '方差': std_list})
    print(table)

ex1()

```

Exercise 2

概率约为**25.24%**

代码如下：

```
# ex2
```

```
def canMoveTo(x: int, y: int, grid: np.array):
    result = True
    mid = (grid.shape[0] // 2, grid.shape[0] // 2)
    if (x, y) == mid:
        if grid[(x, y)] >= 2:
            result = False
    else:
        if grid[(x, y)] >= 1:
            result = False
    return result

def didMoveToDesintation():
    size = 7
    mid = (size // 2, size // 2)

    grid = np.zeros((size, size), dtype=np.int32)
    current = (0, 0)
    grid[current] = 1
    path = [current]

    result = False

    while True:
        p = random.random()

        x = current[0]
        y = current[1]
        if current == (0, 0):
            if not canMoveTo(x + 1, y, grid) and not canMoveTo(x, y + 1, grid):
                # 绝路
                break
            else:
                if p < 0.5:
                    x += 1 # 纵走
                else:
                    y += 1 # 横走
        elif current == (0, size - 1):
            if not canMoveTo(x + 1, y, grid) and not canMoveTo(x, y - 1, grid):
                # 绝路
                break
            else:
                if p < 0.5:
                    x += 1
                else:
                    y -= 1
        elif current == (size - 1, 0):
            if not canMoveTo(x - 1, y, grid) and not canMoveTo(x, y + 1, grid):
```

```

        # 绝路
        break
    else:
        if p < 0.5:
            x -= 1
        else:
            y += 1
elif current == (size - 1, size - 1):
    # 到达, 结束!
    result = True
    break
else:
    if x == 0:
        if not canMoveTo(x, y - 1, grid) and not canMoveTo(x, y + 1, grid) and not canMoveTo(x,
            # 绝路
            break
        else:
            if p < 0.3333:
                y -= 1
            elif 0.3333 <= p < 0.6667:
                y += 1
            else:
                x += 1
    elif x == size - 1:
        if not canMoveTo(x, y - 1, grid) and not canMoveTo(x, y + 1, grid) and not canMoveTo(x,
            # 绝路
            break
        else:
            if p < 0.3333:
                y -= 1
            elif 0.3333 <= p < 0.6667:
                y += 1
            else:
                x -= 1
    elif y == 0:
        if not canMoveTo(x - 1, y, grid) and not canMoveTo(x + 1, y, grid) and not canMoveTo(x,
            # 绝路
            break
        else:
            if p < 0.3333:
                x -= 1
            elif 0.3333 <= p < 0.6667:
                x += 1
            else:
                y += 1
    elif y == size - 1:
        if not canMoveTo(x - 1, y, grid) and not canMoveTo(x + 1, y, grid) and not canMoveTo(x,
            # 绝路
            break
        else:
            if p < 0.3333:

```

```

        x -= 1
    elif 0.3333 <= p < 0.6667:
        x += 1
    else:
        y -= 1
else:
    if not canMoveTo(x - 1, y, grid) and not canMoveTo(x + 1, y, grid) and not canMoveTo(x,
        # 绝路
        break
    else:
        if p < 0.25:
            x -= 1
        elif 0.25 <= p < 0.5:
            x += 1
        elif 0.5 <= p < 0.75:
            y -= 1
        else:
            y += 1

    if canMoveTo(x, y, grid):
        path.append((x, y))
        current = (x, y)
        grid[current] += 1

#     print('grid: \n', grid)
#     print('path: ', path)
return result

def ex2():
    total_count = 20000
    succeed_count = 0
    size = 7
    for i in range(total_count):
        if didMoveToDesintation():
            succeed_count += 1

    print('p = ', succeed_count / total_count)

ex2()

```

Exercise 3

验证得概率约为**97.73%**，符合理论计算。

代码如下：

```
# ex3
```

```
def isASucceed():  
    result = False  
    p = random.random()  
    if p <= 0.85:  
        result = True  
    return result
```

```
def isBCSucceed():  
    result = False  
    p1 = random.random()  
    if p1 <= 0.95:  
        p2 = random.random()  
        if p2 <= 0.9:  
            result = True  
    return result
```

```
def ex3():  
    total_count = 60000  
    fail_count = 0  
    for i in range(total_count):  
        if not isASucceed() and not isBCSucceed():  
            fail_count += 1  
  
    print(1 - fail_count / total_count)
```

```
ex3()
```