Computing with Lists CMPT 145

Sorting a list

- Assume an unorganized list of numeric values
- Produce a new list with the values in ascending order

Sorting a list

Sorting a list

- Does the script work?
- Is it a good program?
- How can you answer these questions?

Counting Primes: Prime Numbers

- A prime number is a positive integer evenly divisible only by 1 and itself
 - e.g. 4, 6, 8, 9 are not prime
 - e.g. 2, 3, 5, 7 are prime
 - By definition, 0, 1 are not considered prime.
- Question: How many of the numbers 1,..., n are prime?

2

4

5

6

7

8

9

10

11

12 13

14

15 16

```
n = 100000 # end of range of numbers to check for primes
count = 0
for i in range (2, n + 1):
    no_factors_found = True # assume prime until disproven
    f = 2
    # check if i is prime by checking remainders
    while no_factors_found and f < i:
        if i % f == 0:
            no_factors_found = False
        f += 1
    if no_factors_found:
        count += 1
print("# Prime numbers between 2 and " + str(n) + ":", count)
```

- Does the script work?
- Is it a good program?

2

4 5

6 7

8

9

10 11

12

13 14

```
n = 100000 # end of range of numbers to check for primes
still_is_prime = (n+1)*[True] # assume prime until disproven
for i in range(2, n):
    if still_is_prime[i]:
        # mark multiples of i as not prime
        for j in range(2, n//i + 1):
            still_is_prime[i * j] = False
# now, every possible prime is a definite prime
count = sum([1 for v in still_is_prime[2:] if v])
print("# Prime numbers between 2 and " + str(n) + ":", count)
```

- Does the script work?
- Is it a good program?
- Is it a better program than Script 1?

The Gambler's Ruin Problem

- Game outcomes:
 - 50% chance to win, 50% chance to lose
 - Winning earns 1 dollar
 - Losing removes 1 dollar
- Gambler's state:
 - Stake: initial amount of money
 - Goal: target amount of money
- Gambler plays games until:
 - Success: Stake increased to goal
 - Failure: Stake reduced to zero.

The Gambler's Ruin Problem

- What is the probability of the gambler reaching their goal?
- What is the average number of bets placed before the gambler stops playing?

Exercise 1

Write a Python program to simulate the Gambler's Ruin:

- Complete a given number of trials.
- Each trial starts with a given stake and a given goal.
- Each game has win_prob chance of winning.

After the simulation is complete, display the:

- Win percentage
- Average number of bets made per trial

Hints

Break up the problem into two parts:

- A function gamble() to simulate one trial.
- A simple loop to call gamble() multiple times

The Coupon Collector Problem

- A collector is trying to collect *n* unique coupons
 - Obtains one random coupon at a time.
 - All coupons are equally likely.
 - Repeats are allowed!
- Question: How many coupons will the collector own by the time they collect one of each kind of coupon?

Exercise 2

Write a Python program to:

- Simulate the collection of coupons until all n coupons are obtained.
- Display the total number of coupons acquired.

Hint: Use a list of boolean values to keep track of which coupons have been collected already.

Self-Avoiding Random Walks

- A person in a room walks in random directions
 - Starts from middle of the room
 - Can step forward, backward, left, or right
 - Can't revisit locations goes another direction
 - Walks until they reach a wall or dead end (no more legal steps)
- Question: What is the probability of hitting a dead end?

Exercise 3

Write a Python program to simulate self-avoiding random walks:

- Complete given number of trials
- Each trial starts walker in the centre of an $n \times n$ room

After the simulation is complete, display the:

• Percentage of trials that end in dead ends

Hints

Break up the problem into two parts:

- A function SARW() to simulate one trial
- A simple loop to call SARW() multiple times