

IMPERIAL COLLEGE LONDON

EXAMINATIONS 2022-2023  
(MOCK)

MSc Artificial Intelligence  
MRes Artificial Intelligence and Machine Learning  
for Internal Students of the Imperial College of Science, Technology and Medicine

PAPER COMP70053=COMP97123

PYTHON PROGRAMMING

Thursday 1st December 2022, 16:30  
Writing time: 70 minutes  
Planning time: 5 minutes

*Answer ALL questions*

Paper contains 4 questions

## Instructions

- There are 4 questions in the lab test.
- You may answer the questions in any order. The difficulty increases with each question.
- You may use only the Python Standard Library for this lab test. External libraries such as `numpy`, `matplotlib`, `scikit-learn` and `pandas` are not allowed.
- The examiner will manually mark your code, guided by the results of some automated internal tests. Partial marks may be awarded for any attempts that are not correctly implemented or that do not pass the internal tests.

## Logging In and Logging Out

- Use your username as both the username AND password to log in.
- Log out at the end of the lab test. **DO NOT SHUT DOWN THE MACHINE.**

## Provided files

- All the files you will need for the lab test are provided in your special home directory (`~`).
- Click on `~/doc/index.html` (or the shortcut on the Desktop) to launch the Python Standard Library documentation.
- 10 minutes after the lab test starts, the skeleton files will appear in `~/code/`.
- The skeleton files for each question are provided under its own subdirectory `~/code/qN/`.
- You can assume that the scripts will be executed from inside each subdirectory `qN/`.
- Please keep the directory structure as given.
- You are provided with files to aid you with testing (these are named `test_qN.py`). You may freely edit these for your own testing purposes. These will not be assessed.
- You may create as many new files as you wish in each subdirectory `qN/`.

## Tips

- Please read all questions before you start and plan your time accordingly. Use the first 5 minutes wisely!
- Please make sure that your scripts run without any syntax errors. The examiner may penalise you otherwise.
- Think before you code!

## Question 1 (5 marks)

In `q1/q1.py`, please complete the function `odd_even_swap(word)` to convert a `str` such that each character at an odd-numbered position  $n$  is swapped with the next even numbered character at position  $n + 1$ . If the string is of an odd length, the last character will remain where it is.

The function should return a `str` where the characters in `word` have been swapped as described.

### Sample input and output

word	returns
"abcdefghi"	"badcfehgi"
"Python Programming"	"yPhtnoP orrgmaimgn"

## Question 2 (10 marks)

In `q2/q2.py`, please complete the function `closest_pair(coord_list)` which takes a set of coordinates in  $K$ -dimensional space and returns the pair of points that are closest to each other as measured using Euclidean distance.

`coord_list` is a list of tuples, where each tuple represents the coordinate of a point in  $K$ -dimensional space. Assume  $K \geq 1$ .

The function should return a set of two tuples, representing the pair of closest points.

The Euclidean distance  $D$  of two points  $a$  and  $b$  in  $K$ -dimensional space is defined as  $D(a, b) = \sqrt{\sum_k^K (x_{a,k} - x_{b,k})^2}$ .

### Sample input and output

<code>coord_list</code>	<code>returns</code>
<pre>[   (1, 2),   (3, 5),   (5, 4),   (2, 1),   (5, 2) ]</pre>	<pre>{   (1, 2),   (2, 1) }</pre>
<pre>[   (1, 1, 1),   (2, 3, 1),   (3, 3, 2),   (1, 3, 3),   (4, 1, 1) ]</pre>	<pre>{   (2, 3, 1),   (3, 3, 2) }</pre>

## Question 3 (15 marks)

In `q3/q3.py`, please complete the function `top5_bigram_frequency(filename)` to return a dictionary containing the frequency count of the top 5 bigrams in `filename`.

An bigram is a sequence of two consecutive words. For example, in the sentence "my term was very intense", the set of valid bigrams are "my term", "term was", "was very", "very intense".

Your function should:

- first convert the text contained in the file `filename` to be all **lowercase**.
- then return a `dict` of the top 5 most frequent bigrams and their frequency.

You can assume that each word in the file is separated by a space.

You may also assume that each line in `filename` is independent; there is no need to consider the last word from the previous line to be part of the bigram. For example, for the following two lines, "buns one" is not a bigram.

Line 1: hot cross buns hot cross buns

Line 2: one a penny two a penny hot cross buns

### Sample input and output

Using "baby.txt" provided in `q3/`, `top5_bigram_frequency("baby.txt")` should return:

```
{'baby baby': 36,  
 'like baby': 14,  
 'yeah yeah': 12,  
 'baby oh': 9,  
 'i 'm': 9}
```

Using "frankenstein.txt", `top5_bigram_frequency("frankenstein.txt")` should return:

```
{'of the': 527,  
 'of my': 272,  
 'in the': 263,  
 'i was': 228,  
 'i had': 218}
```

## Question 4 (20 marks)

In `q4/q4.py`, please complete the function `get_winner(board)` to compute the winner of a game of Tic-Tac-Toe given the state of a board.

`board` is a two-dimensional list representing an  $N \times N$  grid, where  $N$  can be an arbitrary number between 3 and 50 (both inclusive). Each cell can be filled with either "x", "o" or " " (a blank space).

The function returns one of the following: "x", "o", "draw" or None.

The winner of the game is where either "x" or "o" has occupied  $N$  consecutive grid cells in a single row, column or diagonal. If all cells are occupied without a winner, return "draw". Otherwise, return None to indicate that the game has not yet finished.

### Sample input and output

```
board = [
    ['x', 'o', ' ', 'o', 'x'],
    ['x', 'x', 'o', ' ', ' '],
    ['o', 'o', 'x', ' ', ' '],
    [' ', 'o', 'o', 'x', 'o'],
    [' ', ' ', ' ', ' ', 'x']
]
```

**Output:** "x"

```
board = [
    ['o', 'x', 'o', 'x'],
    ['o', 'o', 'o', 'x'],
    ['x', 'x', 'x', 'o'],
    ['x', 'o', 'x', 'o']
]
```

**Output:** "draw"

```
board = [
    [' ', 'x', ' '],
    ['o', 'o', 'o'],
    ['x', 'x', ' ']
]
```

**Output:** "o"

```
board = [
    [' ', ' ', ' ', 'o', ' ', ' ', ' ', 'o'],
    [' ', ' ', ' ', ' ', ' ', ' ', ' ', ' '],
    [' ', ' ', ' ', ' ', ' ', ' ', ' ', ' '],
    ['x', ' ', 'x', 'x', ' ', ' ', ' ', ' '],
    [' ', ' ', ' ', ' ', ' ', ' ', ' ', ' '],
    [' ', ' ', ' ', ' ', ' ', ' ', ' ', ' '],
    ['x', ' ', ' ', ' ', ' ', ' ', ' ', 'o']
]
```

**Output:** None