```
In [1]: from keras.models import load_model, Sequential
    from keras.layers import Dense

Using TensorFlow backend.

In [15]: import h5py
    import numpy as np
```

### **Test Average Case**

```
In [11]: x = [[5,7,4,3,7,8,9,7,6,4]]
x = np.asarray(x)
a = model.predict(x)
a = np.rint(a)
a
Out[11]: array([[ 3.,  4.,  4.,  5.,  6.,  7.,  7.,  7.,  8.,  9.]], dtype=float32)
```

#### **Test Worst Case**

### Define the Network as 'model'

## Load the weights on the model

In [4]: model.load\_weights('version3.h5')

# Define an array 'z' with 100, 10 digit random arrays for testing

In [6]: z = np.random.randint(10, size =(100,10), dtype = 'int8')

```
In [7]: z
Out[7]: array([[5, 6, 9, 9, 8, 0, 6, 6, 7, 3],
                [5, 1, 5, 2, 6, 8, 2, 6, 7, 2],
                [7, 4, 5, 2, 9, 9, 1, 6, 2, 3],
                [9, 6, 0, 7, 0, 1, 6, 7, 8, 5],
                [7, 5, 6, 7, 0, 8, 4, 6, 2, 1],
                [5, 1, 1, 1, 6, 8, 5, 5, 6, 5],
                [2, 2, 7, 9, 5, 5, 8, 9, 5, 5],
                [8, 1, 3, 1, 5, 2, 8, 6, 3, 7],
                [1, 0, 4, 2, 0, 0, 2, 3, 7, 4],
                [4, 1, 7, 1, 5, 7, 5, 0, 0, 7],
                [1, 4, 0, 2, 8, 5, 1, 9, 2, 6],
                [6, 2, 7, 4, 9, 4, 1, 4, 1, 0],
                [5, 7, 4, 5, 8, 0, 9, 0, 8, 5],
                [5, 3, 2, 1, 7, 5, 4, 1, 9, 5],
                [7, 6, 8, 8, 0, 7, 0, 6, 7, 2],
                [3, 7, 7, 4, 0, 0, 8, 2, 2, 1],
                [4, 8, 5, 8, 2, 0, 9, 3, 4, 1],
                [4, 4, 3, 1, 6, 8, 7, 8, 2, 8],
                [5, 9, 7, 5, 7, 3, 8, 2, 9, 4],
                [4, 5, 8, 6, 0, 6, 7, 7, 4, 1],
                [5, 2, 9, 8, 9, 2, 2, 8, 4, 4],
                [1, 4, 6, 1, 1, 5, 3, 4, 7, 6],
                [3, 0, 6, 2, 6, 1, 2, 0, 3, 0],
                [1, 1, 0, 1, 2, 1, 8, 9, 6, 4],
                [2, 5, 2, 6, 2, 6, 1, 6, 1, 7],
                [3, 1, 9, 1, 2, 4, 5, 9, 8, 0],
                [8, 1, 6, 5, 9, 3, 8, 6, 8, 5],
                [7, 0, 2, 0, 9, 3, 5, 6, 4, 3],
                [3, 2, 1, 3, 5, 3, 8, 8, 4, 0],
                [1, 5, 5, 4, 0, 7, 1, 1, 4, 4],
                [9, 5, 6, 3, 5, 4, 0, 5, 6, 2],
                [7, 8, 6, 7, 2, 7, 1, 1, 8, 0],
                [6, 9, 8, 3, 0, 1, 7, 4, 2, 6],
                [3, 5, 0, 0, 9, 4, 6, 3, 4, 2],
                [8, 8, 8, 6, 6, 7, 9, 4, 6, 0],
                [2, 7, 3, 5, 4, 5, 9, 1, 3, 6],
                [0, 4, 7, 7, 1, 6, 2, 2, 3, 7],
                [0, 6, 6, 5, 7, 6, 9, 3, 1, 3],
                [5, 6, 5, 1, 3, 8, 3, 2, 5, 4],
                [5, 2, 3, 5, 8, 8, 4, 2, 2, 8],
                [8, 8, 7, 5, 1, 3, 2, 2, 3, 6],
                [5, 9, 1, 9, 5, 7, 1, 5, 3, 4],
                [1, 8, 1, 5, 9, 4, 1, 9, 6, 1],
                [9, 8, 0, 8, 8, 7, 2, 9, 5, 4],
                [3, 4, 2, 3, 7, 6, 1, 0, 8, 7],
                [2, 4, 3, 4, 8, 7, 2, 8, 5, 6],
                [3, 0, 8, 6, 0, 3, 7, 5, 2, 6],
                [6, 2, 6, 9, 5, 7, 7, 2, 4, 6],
                [4, 4, 5, 1, 3, 5, 9, 9, 0, 5],
                [2, 3, 1, 7, 9, 5, 3, 0, 5, 0],
                [9, 7, 1, 4, 9, 6, 9, 8, 7, 4],
                [8, 9, 3, 0, 2, 1, 6, 7, 8, 9],
                [2, 7, 9, 5, 4, 2, 8, 9, 5, 9],
                [1, 7, 5, 0, 1, 7, 5, 0, 7, 6],
                [7, 9, 0, 8, 8, 2, 9, 5, 3, 1],
```

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

## Predict the sorted output from the model

[2, 5, 0, 8, 6, 8, 8, 1, 4, 6]], dtype=int8)

## (np.rint is used to round up the results of the sorted array predicted)

```
In [30]: predicted output = model.predict(z)
         predicted_output = np.rint(predicted_output)
         predicted output = predicted output.astype('int8')
         predicted output
Out[30]: array([[0, 3, 5, 6, 6, 6, 7, 8, 9, 9],
                 [1, 2, 2, 3, 5, 5, 6, 6, 7, 8],
                 [1, 2, 2, 3, 4, 5, 6, 7, 9, 9],
                 [0, 0, 2, 4, 6, 6, 7, 7, 8, 9],
                 [0, 1, 2, 4, 5, 6, 6, 7, 7, 8],
                 [1, 1, 1, 4, 6, 5, 5, 6, 6, 8],
                 [2, 2, 4, 5, 5, 6, 7, 8, 9, 9],
                 [1, 1, 2, 3, 3, 5, 6, 7, 8, 8],
                 [0, 0, 0, 1, 2, 2, 3, 4, 4, 7],
                 [0, 0, 0, 2, 4, 5, 5, 6, 7, 7],
                 [0, 1, 1, 2, 2, 4, 5, 6, 8, 9],
                           2, 3, 4, 5, 6, 7, 9],
                 [0, 1, 1,
                 [0, 0, 4, 5, 5, 6, 7, 8, 8, 9],
                 [1, 1, 2, 3, 4, 5, 5, 6, 7, 9],
                 [0, 0, 2, 5, 7, 7, 7, 7, 8, 8],
                 [0, 0, 1, 2, 2, 3, 4, 7, 7, 8],
                          3, 4, 4, 5, 8, 8, 9],
                       2,
                 [0, 1,
                 [1, 2, 3, 4, 4, 6, 7, 8, 8, 8],
                 [2, 3, 4, 5, 5, 7, 7, 8, 9, 9],
                 [0, 1, 4, 5, 5, 6, 6, 7, 7, 8],
                 [2, 2, 3, 4, 4, 5, 7, 9, 9, 9],
                 [1, 1, 1, 1,
                          3, 4, 4, 5, 6, 6, 7],
                 [0, 0, 0, 1, 2, 2, 2, 3, 6, 6],
                           1, 1, 2, 4, 6, 8, 9],
                 [0, 1, 1,
                 [1, 1, 2, 2, 2, 5, 6, 6, 7, 7],
                          2, 3, 4, 5, 8, 9, 9],
                 [0, 1, 1,
                 [1, 3, 5,
                          5, 6, 6, 8, 8, 8, 9],
                 [0, 0, 2, 3, 3, 4, 5, 6, 7, 9],
                        2, 3, 3, 4, 4, 5, 8,
                 [0, 1,
                 [0, 1, 1, 2, 3, 4, 4, 4, 5, 7],
                 [0, 2, 3, 4, 5, 5, 5, 6, 6, 9],
                 [0, 1, 1,
                          2, 5, 7, 7, 7, 8, 8],
                 [0, 1, 2, 3, 4, 6, 6, 7, 8, 9],
                       2, 3, 3, 4, 4, 5, 6,
                 [0, 4, 5, 5, 7, 7, 8, 8, 8, 9],
                 [1, 2, 3, 3, 4, 5, 5, 6, 7, 9],
                 [0, 1, 2, 2, 3, 4, 6, 7, 7, 7],
                 [0, 1, 2, 4, 5, 6, 6, 6, 7, 9],
                    2, 3, 3, 4, 4, 5, 5, 6, 8],
                 [2, 2, 2, 3, 4, 4, 6, 7, 8, 8],
                          3,
                 [1, 2,
                             3, 5, 6, 7, 8, 8],
                 [1, 1, 3, 4, 4, 5, 5, 7, 9, 9],
                 [1, 1, 1, 2, 4, 5, 6, 8, 9, 9],
                 [0, 2, 3, 5, 7, 8, 8, 8, 9, 9],
                 [0, 1, 2, 3, 3, 4, 6, 7, 7, 8],
                 [2, 2, 3, 4, 4, 5, 6, 7, 8, 8],
                 [0, 0, 2, 3, 3, 5, 6, 6, 7, 8],
                 [2, 2, 4, 5, 6, 6, 7, 7, 7, 9],
                 [0, 1, 3, 4, 5, 5, 4, 5, 9, 9],
```

```
[0, 0, 1, 2, 3, 3, 5, 6, 7, 9],
         5, 7, 7, 8, 9, 9, 9],
[0, 1, 2, 3, 6, 7, 8, 8, 9, 9],
[0, 0, 0, 2, 4, 5, 6, 7, 7,
      2, 3, 5, 7, 8, 8,
[0, 2, 3, 4, 5, 6, 6, 7, 8,
[0, 2, 3, 3, 4, 4, 5, 7, 8, 9],
[0, 1, 2, 2, 3, 4, 4, 5, 6, 8],
[0, 1, 3, 5, 6, 7, 7, 7, 8,
[1, 3, 4, 4, 4, 5, 6, 8, 8,
[0, 0, 1, 2, 4, 5, 5, 5, 8, 9],
[0, 1, 1,
         2, 3, 4, 4, 4, 7, 8],
[0, 0, 1, 2, 2, 4, 4, 5, 6, 6],
[1, 0, 2, 4, 5, 6, 8, 9, 9, 9],
[0, 4, 5, 6, 6, 6, 7, 8, 8,
         4, 5, 6, 7, 8, 8, 9],
          2, 3, 5, 6, 6, 7,
[1, 3, 4, 5, 6, 6, 7, 7, 8, 9],
[0, 1, 3, 4, 5, 6, 7, 8, 8, 9],
         3, 4, 4, 5, 6, 8,
         5, 6, 7, 7, 8, 8,
         2, 2, 3, 4, 6, 8,
[0, 1, 3, 5, 6, 6, 6, 8, 9, 9],
[0, 2, 3, 4, 5, 5, 6, 7, 8,
[1, 1, 1, 1, 2, 6, 8, 9, 9, 9],
         6, 6, 7, 8, 8, 9, 9],
         3, 3, 4, 6, 7, 8,
[0, 0, 1, 2, 3, 3, 5, 6, 7,
      3, 3, 3, 4, 7, 8, 8,
[0, 2,
[0, 0, 0, 2, 4, 4, 4, 5, 7, 8],
[0, 1, 2,
         2, 2, 2, 4, 6, 7,
         3, 4, 5, 6, 7, 8,
[1, 1, 2, 3, 5, 5, 6, 6, 8, 8],
         1, 1, 2, 3, 4, 4,
      1,
         2, 2, 2, 3, 4, 6, 7],
         3, 4, 6, 6, 7, 9, 9],
[1, 1,
[0, 0, 0, 0, 1, 2, 4, 5, 6, 8],
[0, 0, 3, 4, 4, 5, 5, 7, 9, 9],
[0, 0, 4, 6, 5, 5, 6, 6,
[0, 0, 1, 1, 2, 3, 4, 5, 9, 9],
[2, 3, 4, 5, 5, 6, 7, 8, 8, 8],
[0, 1, 2, 3, 5, 6, 7, 8, 8, 9],
[0, 0, 3, 5, 5, 7, 8, 8, 9, 9],
[2, 3, 3, 4, 4, 6, 6, 6, 6, 9],
[1, 2, 3, 4, 5, 6, 7, 7, 7, 8],
         6, 6, 6, 6, 7, 9,
[0, 2, 4, 4, 4, 5, 6, 7, 8, 9],
[0, 0, 1, 3, 3, 4, 5, 6, 7, 9],
[0, 1, 1, 2, 3, 4, 5, 6, 7, 7],
[0, 1, 2, 4, 5, 6, 6, 7, 8, 8]], dtype=int8)
```

# Use np.sort to sort the same array 'z' using the numpy library

```
In [31]: expected output = np.sort(z)
         expected output
Out[31]: array([[0, 3, 5, 6, 6, 6, 7, 8, 9, 9],
                 [1, 2, 2, 2, 5, 5, 6, 6, 7, 8],
                 [1, 2, 2, 3, 4, 5, 6, 7, 9, 9],
                 [0, 0, 1, 5, 6, 6, 7, 7, 8, 9],
                 [0, 1, 2, 4, 5, 6, 6, 7, 7, 8],
                 [1, 1, 1, 5, 5, 5, 5, 6, 6, 8],
                       5, 5, 5, 5, 7, 8, 9, 9],
                 [2, 2,
                 [1, 1, 2, 3, 3, 5, 6, 7, 8, 8],
                 [0, 0, 0, 1, 2, 2, 3, 4, 4, 7],
                 [0, 0, 1, 1, 4, 5, 5, 7, 7, 7],
                 [0, 1, 1, 2, 2, 4, 5, 6, 8, 9],
                 [0, 1, 1, 2, 4, 4, 4, 6, 7, 9],
                 [0, 0, 4, 5, 5, 5, 7, 8, 8, 9],
                 [1, 1, 2, 3, 4, 5, 5, 5, 7, 9],
                 [0, 0, 2, 6, 6, 7, 7, 7, 8, 8],
                 [0, 0, 1, 2, 2, 3, 4, 7, 7, 8],
                 [0, 1, 2, 3, 4, 4, 5, 8, 8, 9],
                 [1, 2, 3, 4, 4, 6, 7, 8, 8, 8],
                 [2, 3, 4, 5, 5, 7, 7, 8, 9, 9],
                 [0, 1, 4, 4, 5, 6, 6, 7, 7, 8],
                 [2, 2, 2, 4, 4, 5, 8, 8, 9, 9],
                 [1, 1, 1, 3, 4, 4, 5, 6, 6, 7],
                 [0, 0, 0, 1, 2, 2, 3, 3, 6, 6],
                 [0, 1, 1, 1, 1, 2, 4, 6, 8, 9],
                 [1, 1, 2, 2, 2, 5, 6, 6, 6, 7],
                 [0, 1, 1, 2, 3, 4, 5, 8, 9, 9],
                 [1, 3, 5, 5, 6, 6, 8, 8, 8, 9],
                 [0, 0, 2, 3, 3, 4, 5, 6, 7, 9],
                 [0, 1, 2, 3, 3, 3, 4, 5, 8, 8],
                 [0, 1, 1, 1, 4, 4, 4, 5, 5, 7],
                 [0, 2, 3, 4, 5, 5, 5, 6, 6, 9],
                 [0, 1, 1, 2, 6, 7, 7, 7, 8, 8],
                 [0, 1, 2, 3, 4, 6, 6, 7, 8, 9],
                 [0, 0, 2, 3, 3, 4, 4, 5, 6, 9],
                 [0, 4, 6, 6, 6, 7, 8, 8, 8, 9],
                 [1, 2, 3, 3, 4, 5, 5, 6, 7, 9],
                 [0, 1, 2, 2, 3, 4, 6, 7, 7, 7],
                 [0, 1, 3, 3, 5, 6, 6, 6, 7, 9],
                 [1, 2, 3, 3, 4, 5, 5, 5, 6, 8],
                 [2, 2, 2, 3, 4, 5, 5, 8, 8, 8],
                 [1, 2, 2, 3, 3, 5, 6, 7, 8, 8],
                 [1, 1, 3, 4, 5, 5, 5, 7, 9, 9],
                 [1, 1, 1, 1, 4, 5, 6, 8, 9, 9],
                 [0, 2, 4, 5, 7, 8, 8, 8, 9, 9],
                 [0, 1, 2, 3, 3, 4, 6, 7, 7, 8],
                 [2, 2, 3, 4, 4, 5, 6, 7, 8, 8],
                 [0, 0, 2, 3, 3, 5, 6, 6, 7, 8],
                 [2, 2, 4, 5, 6, 6, 6, 7, 7, 9],
                 [0, 1, 3, 4, 4, 5, 5, 5, 9, 9],
                 [0, 0, 1, 2, 3, 3, 5, 5, 7, 9],
                 [1, 4, 4, 6, 7, 7, 8, 9, 9, 9],
                 [0, 1, 2, 3, 6, 7, 8, 8, 9, 9],
                 [2, 2, 4, 5, 5, 7, 8, 9, 9, 9],
```

[0, 0, 1, 1, 5, 5, 6, 7, 7, 7],

```
[0, 1, 2, 3, 5, 7, 8, 8, 9, 9],
[0, 2, 3, 4, 5, 6, 6, 7, 8, 9],
[0, 2, 2, 3, 4, 4, 6, 6, 8, 9],
[0, 1, 2, 2, 3, 4, 4, 5, 6, 8],
[0, 1, 3, 5, 6, 7, 7, 7, 8, 9],
[1, 3, 4, 4, 5, 5, 6, 8, 8,
[0, 0, 0, 3, 4, 5, 5, 5, 8, 9],
      1, 2, 3, 4, 4, 4, 7, 8],
[0, 0, 1, 2, 2, 4, 4, 5, 6,
[1, 1, 1, 5, 5, 6, 8, 9, 9, 9],
[0, 4, 5, 6, 6, 6, 7, 7, 8,
[2, 2, 2, 4, 5, 6, 7, 8, 8, 9],
[1, 1, 2, 2, 3, 5, 6, 6, 7, 9],
[1, 4, 4, 5, 6, 6, 7, 7, 8, 9],
[0, 1, 3, 4, 5, 6, 6, 8, 8, 9],
[0, 0, 1, 3, 4, 4, 5, 6, 8, 8],
[0, 4, 4, 5, 6, 7, 7, 8, 8, 9],
[0, 1, 2, 2, 2, 3, 4, 6, 8, 9],
[0, 1, 3, 5, 6, 6, 6, 8, 9, 9],
[0, 2, 3, 4, 5, 5, 6, 7, 8, 9],
[1, 1, 1, 1, 2, 6, 8, 8, 9, 9],
[1, 2, 4, 6, 6, 7, 8, 8, 9, 9],
[0, 0, 1, 3, 3, 4, 6, 7, 8,
[0, 0, 1, 2, 3, 4, 4, 7, 7, 9],
[0, 2, 3, 3, 3, 4, 7, 8, 8,
[0, 0, 0, 2, 4, 4, 4, 5, 7, 8],
[0, 1, 2, 2, 2, 3, 3, 6, 7,
[1, 2, 2, 3, 4, 5, 6, 7, 8,
[1, 1, 2, 3, 5, 5, 6, 6, 8, 8],
[0, 1, 1, 1, 1, 2, 3, 4, 4,
[0, 1, 1, 2, 2, 2, 3, 4, 6, 7],
[1, 1, 2, 3, 4, 6, 6, 7, 9, 9],
[0, 0, 0, 0, 0, 2, 4, 5, 6, 8],
[0, 0, 3, 4, 4, 5, 5, 7, 9, 9],
[0, 0, 4, 5, 5, 5, 6, 6, 7,
[0, 0, 1, 1, 2, 3, 4, 5, 9, 9],
[2, 4, 4, 5, 5, 6, 7, 8, 8, 8],
[0, 1, 2, 3, 5, 6, 6, 8, 8, 9],
[0, 0, 4, 4, 5, 7, 7, 8, 9, 9],
[2, 2, 3, 4, 4, 6, 6, 6, 6,
[1, 2, 3, 4, 5, 6, 7, 7, 7, 8],
[1, 1, 5, 5, 6, 6, 7, 7, 9, 9],
[0, 2, 4, 4, 4, 5, 6, 7, 8, 9],
[0, 0, 2, 2, 4, 4, 4, 6, 7, 9],
[0, 1, 1, 2, 3, 4, 5, 6, 7, 7],
[0, 1, 2, 4, 5, 6, 6, 8, 8, 8]], dtype=int8)
```

# Compute 'Error' between the 'expected\_output' and the 'predicted\_output'

```
In [33]: error = expected output - predicted output
         error = error**2
         error
Out[33]: array([[0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 1, 1, 0, 0, 0, 0, 0],
                [0, 0, 1, 0, 0, 1, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 1, 0, 0, 0, 1, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 1, 0, 1, 0, 0, 0],
                [0, 0, 0, 0, 0, 1, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 1, 0, 0],
                [0, 0, 0, 1, 1, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 0, 0, 0, 1, 1, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 1, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 1, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 1, 0, 0, 0, 0],
                [0, 0, 0, 1, 1, 0, 0, 1, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 1, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 1, 1, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 1, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 1, 1, 1, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 1, 0, 0, 0, 0, 0],
                [0, 0, 0, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 1, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 1, 0, 0, 0],
                [0, 0, 0, 0, 1, 0, 1, 0, 0, 0],
                [0, 0, 0, 0, 0, 0, 0, 1, 0, 0],
                [0, 0, 0, 1, 0, 0, 0, 0, 0, 0],
```

```
[0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         1, 1, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 1,
         0, 0, 0, 1, 1,
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0,
         0, 1, 0, 0, 0, 0, 0],
         1, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0,
         0, 0, 0, 0, 0, 0, 0],
         1, 0, 0, 0, 0, 0, 0],
[0, 1,
      1,
         0, 0, 0, 0, 1, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0,
[0, 1, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 1, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 1, 1,
[0, 0, 0,
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 1, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 1, 1, 1, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 1, 1, 0, 0, 0],
[0, 0, 0,
[0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0,
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0,
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0,
[0, 0, 0,
[0, 0, 0, 0, 1, 0, 0, 0, 0, 0],
[0, 0, 0,
         0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 1, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0],
         0, 0, 0, 0, 0, 0, 0],
[0, 1, 0,
         0, 0, 0, 1, 0, 0, 0],
[0, 0, 1,
         1, 0, 0, 1, 0, 0, 0],
[0, 1, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0,
         1, 0, 0, 1, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 1, 1, 1, 0, 1, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
[0, 0, 0, 0, 0, 0, 1, 0, 0]], dtype=int8)
```

Out[34]: 82

Out of 1000 numbers in the expected (correct) sort, 82 are erroneous by a margin of 1.

However, this could also be because of 'rint' not rounding numbers perfectly.

т. Г 1.	
TU   1:	