

## Homework 1: Data Types, Functions and Conditionals

Due September 19, 11:59 pm

Worth 20 points

**Read this first.** A few things to bring to your attention:

1. **Start early!** If you run into trouble installing things or importing packages, it's best to find those problems well in advance, not the night before your assignment is due when we cannot help you!
2. **Make sure you back up your work!** I recommend, at a minimum, doing your work in a Dropbox folder or, better yet, using `git`, which is well worth your time and effort to learn.
3. **Be careful to follow directions!** Remember that Python is case sensitive. If we ask you to define a function called `my_function` and you define a function called `My_Function`, you will not receive full credit. You may want to copy-paste the function names below to make sure that the functions in your notebook match what we are expecting.

### Instructions on writing and submitting your homework.

*Failure to follow these instructions will result in lost points.* Your homework should be written in a jupyter notebook file. I have made a template available on Canvas, and on the course website at [http://www-personal.umich.edu/~klevin/teaching/Fall2019/STATS507/hw\\_template.ipynb](http://www-personal.umich.edu/~klevin/teaching/Fall2019/STATS507/hw_template.ipynb). You will submit, via Canvas, a `.zip` file called `yourUniqueName_hwX.zip`, where `X` is the homework number. So, if I were to hand in a file for this, homework 1, it would be called `klevin_hw1.zip`. `.zip` is the file extension for files compressed using the zip program; see [https://en.wikipedia.org/wiki/Zip\\_\(file\\_format\)](https://en.wikipedia.org/wiki/Zip_(file_format)). You can make `.zip` files using the program `zip` or `gzip` in UNIX-style operating systems (e.g., Linux and Mac OS), and can also be run in the Windows program `cygwin`, which emulates a UNIX command line. Alternatively, many graphical user interfaces (GUIs) exist for creating zip archives. Contact the instructor or your GSI if you have trouble creating such a file.

When I extract your compressed file, the result should be a directory, also called `yourUniqueName_hwX`. In that directory, at a minimum, should be a jupyter notebook file, called `yourUniqueName_hwX.ipynb`, where again `X` is the number of the current homework. You should feel free to define supplementary functions in other Python scripts, which you should include in your compressed directory. So, for example, if the code in your notebook file imports a function from a Python file called `supplementary.py`, then the file `supplementary.py` should be included in your submission. In short, I should be able to extract your archived file and run your notebook file on my own machine. Please include all of your code for all problems in the homework in a single Python notebook unless instructed otherwise, and please include in your notebook file a list of any and all people

with whom you discussed this homework assignment. Please also include an estimate of how many hours you spent on each of the sections of this homework assignment.

These instructions can also be found on the course web page at [http://www-personal.umich.edu/~klevin/teaching/Fall2019/STATS507/hw\\_instructions.html](http://www-personal.umich.edu/~klevin/teaching/Fall2019/STATS507/hw_instructions.html). Please direct any questions to either the instructor or your GSI.

## 1 Warm up: Defining Simple Functions (4 points)

In this problem, you will get practice defining simple functions in Python.

1. Define a function called `say_hi`, which takes no arguments and prints the string `Hello, world!` when called.
2. Define a function called `goat_pad`, which takes a string as its only argument, and prints that string, prepended and appended with the string `goat`. So, `goat_pad('bird')` should produce the output

`goatbirdgoat`

`goat_pad('_')` should produce the output

`goat_goat`

and so on. You may assume that the input is a string, so there is no need to perform any error checking in your function.

3. Define a function called `print_n`, which takes two arguments, a string `s` and an integer `n` (in that order), and prints the string `n` times, each on a separate line. You may assume that `s` is a string and that the integer `n` is non-negative.

## 2 Euclid's algorithm (3 points)

Euclid's algorithm ([https://en.wikipedia.org/wiki/Euclidean\\_algorithm](https://en.wikipedia.org/wiki/Euclidean_algorithm)) is a method for finding the greatest common divisor (GCD) of two numbers. Recall that the GCD of two numbers  $m$  and  $n$  is the largest number that divides both  $m$  and  $n$ .

1. The Wikipedia page above includes several pseudocode implementations of Euclid's algorithm. Choose one of these, and use it to implement a function `gcd`, which takes two integers as its arguments and returns their GCD. You may assume that both inputs are integers, so there is no need to include any error checking in your function. **Note:** this is one of the rare occasions where you have my explicit permission to look up your answer. Unless otherwise stated (e.g., as in this problem), looking up solutions on Wikipedia or in any other non-class resource will be considered cheating!
2. Use your function to evaluate the GCDs of the following pairs of numbers:
  - (a) 2019, 2020
  - (b) 1600, 400
  - (c) 5040, 60
3. What does your function do if one or both of its arguments are negative? Does this behavior make sense?

### 3 Approximating Euler's number $e$ (8 points)

The base of the natural logarithm,  $e$ , is typically defined as the infinite sum

$$e = \sum_{k=0}^{\infty} \frac{1}{k!} = 1 + 1 + \frac{1}{2} + \frac{1}{6} + \frac{1}{24} + \dots, \quad (1)$$

where  $k!$  denotes the factorial of  $k$ ,

$$k! = k \cdot (k-1) \cdot (k-2) \cdot \dots \cdot 3 \cdot 2 \cdot 1,$$

where we define  $0! = 1$  by convention. For more on Euler's number, see [https://en.wikipedia.org/wiki/E\\_\(mathematical\\_constant\)](https://en.wikipedia.org/wiki/E_(mathematical_constant)). In this problem, we will explore different approaches to approximating this number.

1. An early characterization of Euler's number, due to Jacob Bernoulli, was as the limit of

$$\left(1 + \frac{1}{x}\right)^x \quad (2)$$

as  $x \rightarrow \infty$ . Define a function called `euler_limit` that takes as an argument an integer  $n$ , and returns a float that approximates  $e$  by taking  $x = n$  in Equation (2). You may assume that the input to your function will be a positive integer (of course, your function will still run just fine if  $n$  is, say, a positive float, but we will only use integer values in what follows).

2. What happens when you call `euler_limit(n)` for really huge values of  $n$  (say,  $10^{16}$  or  $10^{18}$ )? Why does this happen? **Hint:** the answer has to do with floating point arithmetic. Think about how  $1/n$  is represented on your computer when  $n$  is big.
3. Define a function called `euler_sum` that takes a single non-negative integer argument  $n$ , and returns an approximation to  $e$  based on the first  $n$  terms of the sum in Equation (1). Your function should return a float. You may assume that the input will be a non-negative integer, so you do not need to include error checking in your function. As an example, `euler_sum(4)` should return the sum of the first four terms in Equation 1, so that `euler_sum(4)` returns  $1 + 1 + 1/2 + 1/6 \approx 2.667$ . **Note:** the sum in Equation 1 starts counting with  $k = 0$  (i.e., it is “0-indexed”), while our function starts counting with  $n = 1$  (i.e., it is “1-indexed”). `euler_sum(1)` should use *one* term from Equation (1), so that `euler_sum(1)` returns 1. Similarly, `euler_sum(0)` should return 0, since by convention an empty sum is equal to zero. **Note:** you may use the `math.factorial` function to compute  $k!$ , but I recommend, for the sake of practice, implementing the factorial function yourself, as it is a nice example of a problem that is easily solved with recursion.
4. Define a function called `euler_approx` that takes a single argument, a positive float `epsilon`, and uses the sum in (1) to obtain an approximation of  $e$  that is within `epsilon` of the true value of  $e$ . **Hint:** use a while-loop. **Note:** you can use the Python `math` module to get the true value of  $e$  (up to floating point accuracy): `math.exp(1)`.
5. Define functions called `print_euler_sum_table` and `print_euler_lim_table` that each takes a single positive integer  $n$  as an argument and prints the error between

the approximation given by, respectively, `euler_sum(k)` or `euler_limit(k)` and the true value of  $e$  as `k` ranges from 1 to `n`, one per line. That is, the result should be a list of the the approximation error for different choices of  $k$ .

6. Which of these two approximations is better?

## 4 Testing Properties of an Integer (5 points)

In this problem, you'll get a bit more practice working with conditionals, and a first exposure to the kind of thinking that is required in a typical “coding interview” question. A positive integer  $n$  is a *power of 2* if  $n = 2^p$  for some integer  $p \geq 0$ .

1. Write a function `is_power_of_2` that takes a positive integer as its only argument and returns a Boolean indicating whether or not the input is a power of 2. You may assume that the input is a positive integer. You **may not** use the built-in `math.sqrt` function in your solution. You should need only the division and modulus (%) operations. **Hint:** the simplest solution to this problem makes use of recursion, though recursion is not necessary.
2. Generalize your previous solution to a function `is_power` that takes two positive integers as its arguments, `b` and `n`, in that order, and returns a Boolean. `is_power(b,n)` should return `True` if `n` is a power of `b` and `False` otherwise.