

AU 332 ARTIFICIAL INTELLIGENCE: PRINCIPLES AND TECHNIQUES

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HW#: 0

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I. INTRODUCTION

A. Purpose

Homework 0 is about python, which is a popular language for data science. This homework guides us through basics of Python for the Deep Learning course and provides some useful references. Python enjoys a large number of useful add-on packages developed by its active community. For this tutorial, we will use the following packages:

- NumPy: provides multi-dimensional arrays to store and manipulate data;
- SciPy: built on top of NumPy that provides a large number of functions operating on Numpy arrays and useful for scientific applications;
- Pandas: built on top of NumPy that provides additional higher level data manipulation tools that make working with tabular data even more convenient;
- Scikit-learn: provides the off-the-shelf implementation of various machine learning algorithms;
- Matplotlib and Seaborn: provides various plotting functions for data and model visualization;
- Tensorflow: for deep learning.

B. Equipment

There is a minimal amount of equipment to be used in this homework. The few requirements are listed below:

- Python 3.6
- Sublime Text
- Anaconda

C. Procedure

1. Revise Scientific Python in homework
2. Start Sublime Text
3. Accomplish the homework 0 according to guide

II. HOMEWORK DESCRIPTION

The homework is focused on basic Python programming. Its description is as below:

Question 1: Addition

Open `addition.py` and look at the definition of `add`:

```
def add(a, b):  
    "Return the sum of a and b"  
    "*** YOUR CODE HERE ***"  
    return 0
```

Please modify this definition to return the sum of `a` and `b`.

(a) Homework 1's description

Question 2: `buyLotsOfFruit` function

Add a `buyLotsOfFruit(orderList)` function to `buyLotsOfFruit.py` which takes a list of `(fruit, pound)` tuples and returns the cost of your list. If there is some `fruit` in the list which doesn't appear in `fruitPrices` it should print an error message and return `None`. Please do not change the `fruitPrices` variable.

(b) Homework 2's description

Question 3: `shopSmart` function

Fill in the function `shopSmart(orders, shops)` in `shopSmart.py`, which takes an `orderList` (like the kind passed in to `FruitShop.getPriceOfOrder`) and a list of `FruitShop` and returns the `FruitShop` where your order costs the least amount in total. Don't change the file name or variable names, please. Note that we will provide the `shop.py` implementation as a "support" file, so you don't need to submit yours.

(c) Homework 3's description

FIG. 1: The homework's description.

III. HOMEWORK'S RESULT

This section will consist of the final result of each homework.

A. Homework 1

```
1 # addition.py
2 #
3 # Licensing Information: You are free to use or extend these projects for
4 # educational purposes provided that (1) you do not distribute or publish
5 # solutions, (2) you retain this notice, and (3) you provide clear
6 # attribution to UC Berkeley, including a link to http://ai.berkeley.edu.
7 #
8 # Attribution Information: The Pacman AI projects were developed at UC Berkeley.
9 # The core projects and autograders were primarily created by John DeNero
10 # (denero@cs.berkeley.edu) and Dan Klein (klein@cs.berkeley.edu).
11 # Student side autograding was added by Brad Miller, Nick Hay, and
12 # Pieter Abbeel (pabbeel@cs.berkeley.edu).
13
14
15 def add(a, b):
16     "print_the_sum_of_a_and_b"
17     print(a + b)          #calculate a + b
18     return 0
```

B. Homework 2

```
1 # buyLotsOfFruit.py
2 #
3 # Licensing Information: You are free to use or extend these projects for
4 # educational purposes provided that (1) you do not distribute or publish
5 # solutions, (2) you retain this notice, and (3) you provide clear
6 # attribution to UC Berkeley, including a link to http://ai.berkeley.edu.
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11 # Student side autograding was added by Brad Miller, Nick Hay, and
12 # Pieter Abbeel (pabbeel@cs.berkeley.edu).
13
14 """
15 To_run_this_script,_type
16
17 __python__buyLotsOfFruit.py
18
19 Once_you_have_correctly_implemented_the_buyLotsOfFruit_function,
20 the_script_should_produce_the_output:
21
22 Cost_of_(['apples',-2.0),-('pears',-3.0),-('limes',-4.0)]_is_12.25
23 """
24
25 fruitPrices = {'apples':2.00, 'oranges': 1.50, 'pears': 1.75,
26                'limes':0.75, 'strawberries':1.00}
27
28 def buyLotsOfFruit(orderList):
29     """
30     -----orderList:_List_of_(fruit,_numPounds)_tuples
31     -----Returns_cost_of_order
32     -----"""
33     totalCost = 0.0          #to initialize
34     for fruit in orderList:  #count the cost
35         if fruit[0] in fruitPrices:
36             totalCost += fruit[1] * fruitPrices[fruit[0]]
37         else:
38             return None
39     return totalCost          #return the cost
40
41
42
43 # Main Method
44 if __name__ == '__main__':
45     "This_code_runs_when_you_invoke_the_script_from_the_command_line"
46     orderList = [ ('apples', 2.0), ('pears', 3.0), ('limes', 4.0) ]
47     print('Cost_of', orderList, 'is', buyLotsOfFruit(orderList))
```

C. Homework 3

```
# shopSmart.py
2 # -----
3 # Licensing Information: You are free to use or extend these projects for
4 # educational purposes provided that (1) you do not distribute or publish
5 # solutions, (2) you retain this notice, and (3) you provide clear
6 # attribution to UC Berkeley, including a link to http://ai.berkeley.edu.
7 #
8 # Attribution Information: The Pacman AI projects were developed at UC Berkeley.
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12 # Pieter Abbeel (pabbeel@cs.berkeley.edu).
13
14 """
15 Here's the intended output of this script, once you fill it in:
16
17 Welcome to shop1 fruit shop
18 Welcome to shop2 fruit shop
19 For orders: [('apples', 1.0), ('oranges', 3.0)] best shop is shop1
20 For orders: [('apples', 3.0)] best shop is shop2
21 """
22
23 import shop
24
25 def shopSmart(orderList, fruitShops):
26     """
27     -----orderList: List of (fruit, numPound) tuples
28     -----fruitShops: List of FruitShops
29     """
30     cost1 = cost2 = 0.0          #initialize each cost
31
32     for fruit in orderList:
33         #to judge the cost of each shop
34         cost1 += fruit[1] * dir1[fruit[0]]
35         cost2 += fruit[1] * dir2[fruit[0]]
36
37     if cost1 < cost2:
38         #to make the decision based on each cost
39         return shop1
40     else:
41         return shop2
42
43 if __name__ == '__main__':
44     "This code runs when you invoke the script from the command-line"
45     orders = [('apples', 1.0), ('oranges', 3.0)]
46     dir1 = {'apples': 2.0, 'oranges': 1.0}
47     shop1 = shop.FruitShop('shop1', dir1)
48     dir2 = {'apples': 1.0, 'oranges': 5.0}
49     shop2 = shop.FruitShop('shop2', dir2)
50     shops = [shop1, shop2]
51     print("For orders:", orders, ", the best shop is", shopSmart(orders, shops).getName())
52     orders = [('apples', 3.0)]
53     print("For orders:", orders, ", the best shop is", shopSmart(orders, shops).getName())
```

IV. DISCUSSION & CONCLUSION

The goal of this homework was to revise and get familiar with Python programming. Since I had a long time not using Python, I get to realize that I have forgot lots of grammatical principles and techniques. Therefore, I still need some time to revise it and keep learning along the way.

Thanks for teacher and assistant's help.

Fighting!