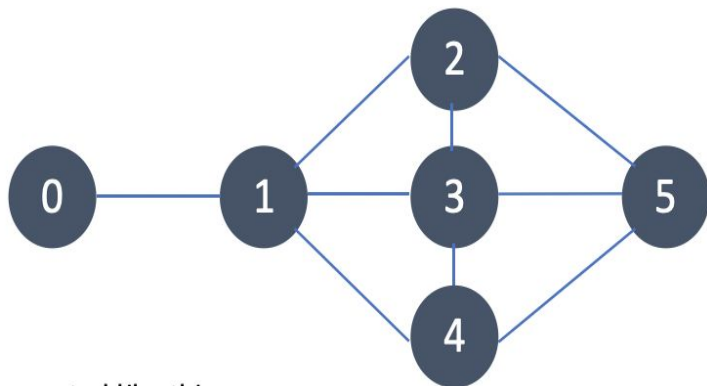


# SNOWPLOW SIMULATION

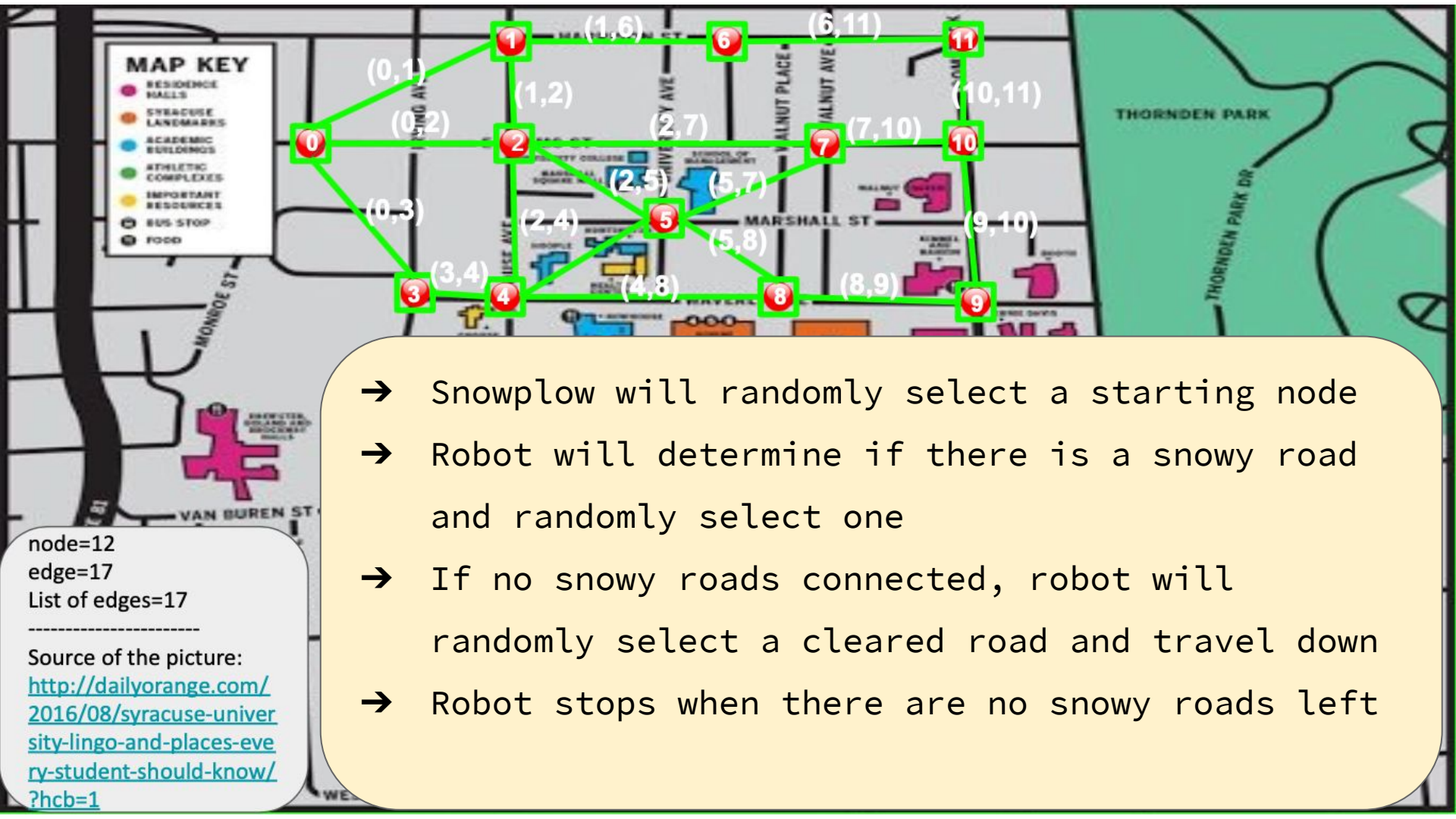
**By: Thomas, Jiayao, Yitao, Kezia**

# OVERVIEW



Sample Network

- ❖ Our plan of attack:
  - Create simulation program
  - Run 10,000 trials
  - Create histogram of average time and number of backtracks



node=12  
edge=17  
List of edges=17

Source of the picture:  
<http://dailyorange.com/2016/08/syracuse-university-lingo-and-places-every-student-should-know/?hcb=1>

- Snowplow will randomly select a starting node
- Robot will determine if there is a snowy road and randomly select one
- If no snowy roads connected, robot will randomly select a cleared road and travel down
- Robot stops when there are no snowy roads left

# IF STATEMENT ... CLEARING CONNECTED EDGES

```
def snowplow_program(num_nodes, num_edges, snowy_edges):  
    current_position = random.randint(0, num_nodes-1)  
    total_minutes = 0  
    back_tracks = 0  
    cleared_edges = []
```

```
    while(len(snowy_edges) > 0):  
        current_snowy_edges = get_snowy_edges(current_position, snowy_edges)  
  
        num_cse = len(current_snowy_edges)  
  
        if(num_cse > 0):  
            index = random.randint(0, num_cse-1)  
            selected_edge = current_snowy_edges[index]  
            cleared_edges.append(selected_edge)  
            current_position = find_other_node(selected_edge, current_position)  
            se_idx = snowy_edges.index(selected_edge)  
            snowy_edges = snowy_edges[:se_idx] + snowy_edges[se_idx+1:]  
            total_minutes += 1
```



Robot won't stop until all snowy edges are cleared



From the current node, generates a list of snowy edges



If there are any snowy edges the program will:



Randomly select an edge



Add edge to cleared edges



Calculate new node



Remove edge from snowy edges



Increment time by one

# ELSE STATEMENT...WHAT IF ALL THE EDGES ARE CLEARED?

```
else:
    connected_edges = []

    for edge in cleared_edges:
        if(edge[0] == current_position or edge[1] == current_position):
            connected_edges.append(edge)

    index = random.randint(0, len(connections)-1)
    selected_edge = connections[index]
    current_position = find_other_node(selected_edge, current_position)

    total_minutes +=1
    back_tracks +=1
```

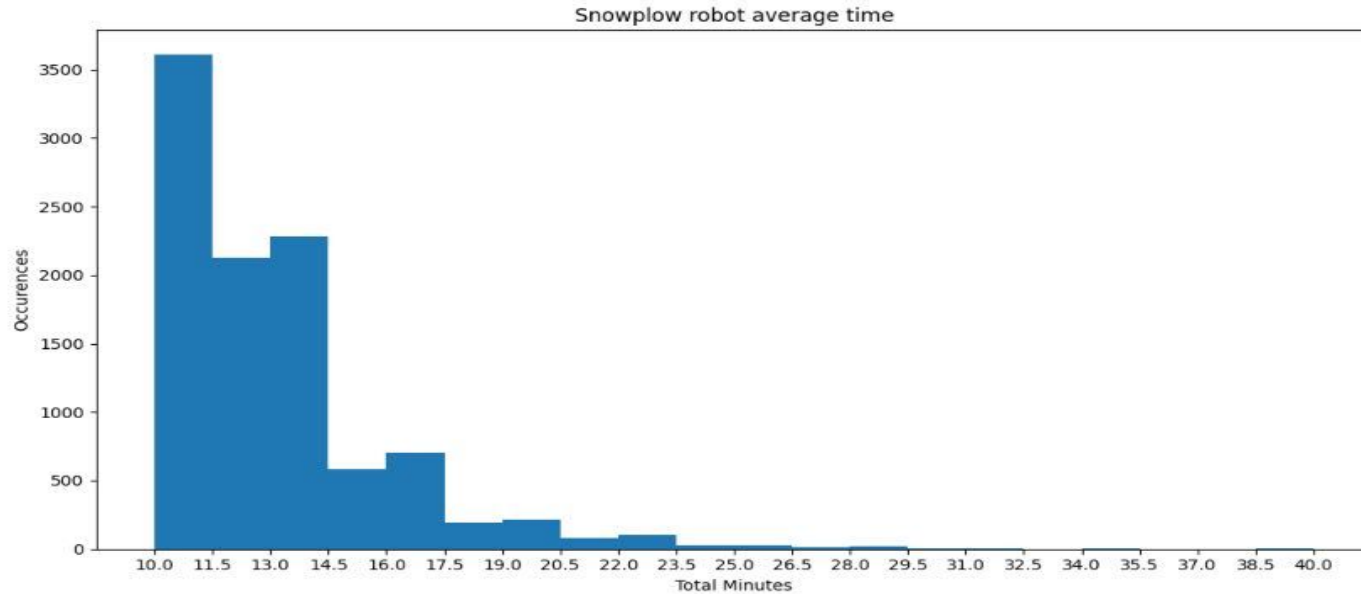
- ❑ If there is no snowy edges the program will:
- ❑ Generate a list of connected edges
- ❑ Randomly select an edge
- ❑ Calculate new node
- ❑ Increment time and backtracks by one

# SIMULATION PLOTTING

```
for i in range(0,10000):  
    result = snowplow_program(12,18,syracuse_edges)  
    total_minutes.append(result[0])  
    back_tracks.append(result[1])  
  
counts, bins, patches = plt.hist(total_minutes, density=False, bins = 20)  
plt.ylabel('Occurences')  
plt.xlabel('Total Minutes')  
plt.title('Snowplow robot average time')  
ax.set_xticks(bins)  
plt.show()  
plt.close()
```

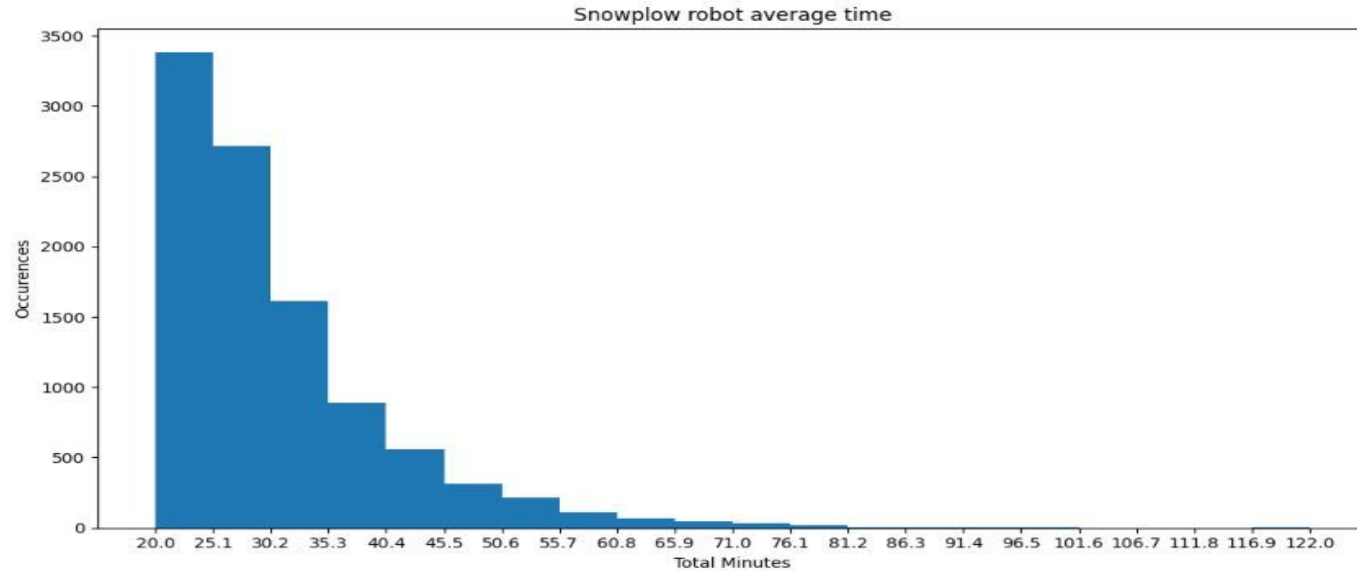
- ❑ Run 10,000 trials and record minutes and backtracks
- ❑ Graph histogram of total minutes

# SAMPLE NETWORK AVERAGE TIME



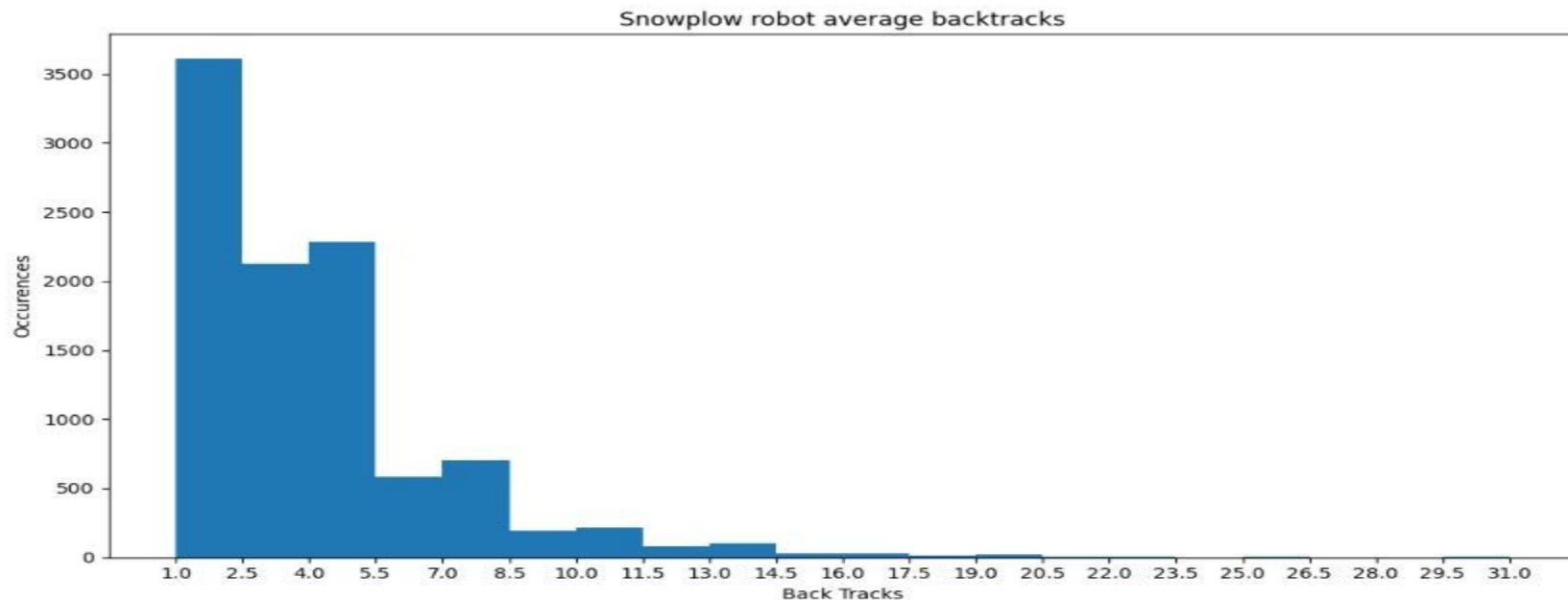
# SYRACUSE NETWORK AVERAGE TIME

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# SAMPLE NETWORK AVERAGE BACKTRACKS



# SYRACUSE NETWORK AVERAGE BACKTRACKS

