

Homework 3

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Date: 2026-01-27

Problem 1: logic with numpy

(a)

```
In [1]: import numpy as np
```

```
In [2]: def square_max (x):  
        if not np.iterable(x):  
            return x**2  
  
        y = None  
        for i in x:  
            if y is None or i > y:  
                y = i  
        return y**2
```

```
In [4]: print(square_max(5))  
        print(square_max([1,2,3,4,5,6,7,8,9,10]))  
        print(square_max(np.array([1,114,2,4,2])))
```

```
25  
100  
12996
```

(b)

```
In [5]: def shape(a, b, c):  
        a = np.asarray(a)  
        b = np.asarray(b)  
        c = np.asarray(c)  
  
        d = a + b  
        e = np.logical_and(d > c, d < 2*(c**2))  
        return np.where(e, d, -c)
```

```
In [6]: A1 = np.array([1, 2, 3, 4])  
        B1 = np.array([1, 1, 1, 1])  
        C1 = np.array([1, 2, 2, 10])  
  
        print(shape(A1, B1, C1))
```

```
[-1  3  4 -10]
```

```
In [7]: A2 = np.array([[0, 2],  
                        [5, 1]])  
        B2 = np.array([[3, 1],  
                        [1, 4]])  
        C2 = np.array([[2, 1],
```

```
[2, 2]])  
  
print(shape(A2, B2, C2))
```

```
[[ 3 -1]  
 [ 6  5]]
```

Problem 2: Random Numbers

(a)

In []:

```
In [13]: def coin(p):  
         r = np.random.rand()  
         if r < p:  
             return 'Head'  
         return 'Tail'
```

```
In [9]: print(coin(0.5))  
        print(coin(0.7))
```

```
Tail  
Head
```

```
In [12]: for i in range(10):  
         print(coin(0.5))
```

```
Tail  
Tail  
Head  
Tail  
Tail  
Head  
Head  
Head  
Tail  
Tail
```

(b)

```
In [16]: def coin_array(p, n):  
         r = np.empty(n)  
         for i in range(n):  
             if coin(p) == 'Head':  
                 r[i] = 1  
             else:  
                 r[i] = -1  
         return r
```

```
In [17]: print(coin_array(0.5, 10))  
        print(coin_array(0.7, 10))
```

```
[-1.  1.  1. -1.  1.  1. -1.  1.  1. -1.]  
[ 1. -1. -1.  1. -1.  1. -1.  1.  1.  1.]
```

(c)

```
In [23]: def game(p):  
        m = 50  
        flip = 0  
  
        while m > 0 and m < 150:  
            if coin(p) == 'Head':  
                m += 1  
            else:  
                m -= 1  
            flip += 1  
  
        return flip
```

```
In [25]: for i in range (10):  
        print(game(0.45))
```

308
496
278
372
592
674
294
722
502
682

```
In [26]: for i in range (10):  
        print(game(0.5))
```

5712
10168
3858
13234
1098
1052
1760
3842
7662
5242

```
In [ ]:
```