INDEX

Note: Italicized page numbers locate definitions of terms.

NUMBERS AND SYMBOLS

7×7 magic square, testing code for, 33
% (modulo) operator Euclid's algorithm, 21 Kurushima's algorithm, 27–28 RPM (Russian peasant multiplication), 19 rules, 32
[] (square brackets) using with list comprehension, 152 using with loc functionality, 19

A

acceleration estimating for thrown ball, 10 observing for thrown ball, 9 AI (artificial intelligence). See also decision trees; game trees; random forests adding enhancements, 199 drawing the board, 187–188 game trees and winning games, 190 - 199la pipopipette, 186–187 representing games, 188-189 scoring games, 189–190 algebra, 5 algorithmic approach Chapman's algorithm, 9–10 thinking with your neck, 6-9

algorithms, 13 adding theoretical precision, 63-64 alpha-beta pruning, 199 avoiding use of, 48-49 Babylonian, 90 Bowyer-Watson, 136 comparing to functions, 60-63 counting steps, 57-60 divide and conquer, 69 doing more with, 202–203 finding maximum, 42 gaining expertise, 209 measuring efficiency, 55-57 measuring time, 57 merging sorted lists, 67 minimax, 195-198 performing "by hand," 14-18, 20 - 21perturb search, 112 refraining from using, 48-49 solving problems with, 10–11 tax rates, 39 using big O notation, 64–65 within algorithms, 17 Al-Khwarizmi, 5, 10 alpha-beta pruning algorithm, 199 analytic approach Galilean model, 2–4 inner physicist, 5-6 solve-for-*x* strategy, 4–5 angle, tangent of, 8-9

annealing, process of, *117* antidiagonal of square matrix, 26–27 append() method, RPM (Russian peasant multiplication), 18 arguments, magic squares, 31–34 artificial intelligence (AI), *185–186* adding enhancements, 199 drawing the board, 187–188 game trees and winning games, 190–199 la pipopipette, 186–187 representing games, 188–189 scoring games, 189–190 asymptote, relationship to maximum, 39–40

B

Babylonian algorithm, 90 ball. See also the outfielder problem horizontal position of, 7 plotting trajectory of, 1–2, 4, 7 tangent calculation, 8–9 ball trajectory() function, 3-4 baseball, scientific features of, 6 bell curve, 95–96 between spaces variable, creating, 154 big O notation sleep sort's runtime, 72 using, 64-65 billiard balls and randomness, 91 binary branching process, using with decision trees, 166 - 167binary expansion, 17 binary search, 73–75 bisect, geometric terminology, 130 bits, string of, 97–98 board, drawing for dots and boxes game, 187–189 bootstrapping, 91 Bowyer-Watson algorithm, 136. See also DT (Delaunay triangulation); triangulation brain, "wetware" of, 5 branching process, using with decision trees, 166–167

brute force solution, using in TSP (traveling salesman problem), 107 Bush, Vannevar, 6

C

calculus, rules of, 38 centroid of triangle, finding, *131*–133 Chapman, Seville, 6 Chapman's algorithm, 9–11. See also the outfielder problem chatbot, building, 203-208 chess, solving eight queens puzzle, 209-212 Chesterton, G. K., 151 circles, drawing, 133 circumcenters finding for triangles, 131–133 plotting, 145 relationship to triangles, 134 circumcircles plotting, 145 relationship to triangles, 132, 134 combinatorial explosion, using in TSP (traveling salesman problem), 108 compound words, dealing with, 152–153. See also words constructive methods of Euclid, 20 continued fractions. See also fractions to radicals algorithm for generating, 82 - 85compressing and communicating Phi, 79–80 versus decimals, 86-88 overview, 78, 80-82 to radicals, 88 continued square roots, 88 corpus, 149, 160. See also imported corpus cosine similarity, 206-208 Counter() function, using with n + 1-gram, 161 counting steps, 57-60

D

decimals to continued fractions, 86-88 decision trees. See also AI (artificial intelligence) game trees; machine learning; random forests adding depth to, 175-177 building, 167 calculating happiness levels, 170 choosing split points, 182 choosing splitting variables, 173-175, 182 downloading datasets, 168 evaluating, 178-182 looking at data, 168–169 nodes, 167 out-of-sample observations, 180 overfitting, 181-182 overview, 165–166 prediction errors, 171–172 problem of overfitting, 179-181 pruning, 182, 199 in-sample observations, 180 simplifying, 181-182 split points, 171 splitting data, 169-173 test sets, 180 training sets, 180 underfitting, 181-182 using nested lists with, 176 Delaunay triangulation (DT). See also geometry generating, 136-139 implementing, 139–143 overview, 134-136 purpose of, 136 returning from points, 142 to Voronoi, 143-147 derivative, calculating, 38 Devlin, Keith, 5-6 dictionary object, creating for chatbot, 203 Diehard tests for randomness, 95-97 divide and conquer algorithm, 69

dogs, catching Frisbees, 6 dots and boxes game. See also games drawing board for, 187-188 playing, 186–187 scoring, 190 doubling column, RPM (Russian peasant multiplication), 14 - 20down left, Kurushima's algorithm, 28 - 29drawgame() function, using with games, 188-189 drawing circles, 133 drawlattice() function, using with games, 188-189 DT (Delaunay triangulation). See also Bowyer-Watson algorithm; triangulation generating, 136-139 implementing, 139-143 overview, 134-136 purpose of, 136 returning from points, 142 to Voronoi, 143-147

E

education and lifetime income, 42–45 *Elements*, 20 equilateral, geometric terminology, *130* ESS (European Social Survey), using with decision trees, 168 Euclid's algorithm, *20*–22, 84–85 exclusive OR operation, *98* exponential function, *60*–61

F

False, Kurushima's algorithm, 27 feedback shift register, 98 file-sorting method, 52–54. *See also* sorted filing cabinets fillsquare() function, Kurushima's algorithm, 31–32 finding words, 151–152 finditer() function, using with words, 152 findnearest() function, using in TSP (traveling salesman problem), 109 float('nan') function, using with Kurushima's algorithm, 24 floor() function, using for binary search, 73-74 for loop, using with words and spaces, 157 fractions to radicals, 88. See also continued fractions Franklin, Benjamin, 126 Frisbee, trajectory vectors, 6 functions inverting, 75 recursion, 22

G

Galilean model, 2–5 game trees. See also AI (artificial intelligence); decision trees; random forests building, 192–195 and winning games, 190–192 games. See also dots and boxes game choosing moves, 195-198 minimax algorithm, 195–198 representing, 188-189 scoring, 189-190 winning, 195–198 Gaussian normal curve, 96 gen delaunay() function, passing xand y values to, 143 generate tree() function, using with games, 194 genlines function, using with triangles, 129 genlines function, TSP (traveling salesman problem), 104 geometry. See also DT (Delaunay triangulation) postmaster problem, 126–128 representing points, 128 tangent of angle, 8-9 terminology, 130 triangles, 128-134 get number() function, using with continued fractions, 85

get prediction() function, using with decision trees, 178-179 get split() function, using with decision trees, 174-176 get splitpoint() function, using with decision trees, 174 git bisect software, using for binary search, 75 global variables, defining for simulated annealing, 122 golden ratio, 78–79 gradient ascent, 35 climbing income hill, 44–45 implementing, 40-41 local extrema, 42-44 objections, 41-42 using, 49 gradient descent, 35, 47 Gravity's Rainbow, 3 greedy algorithms, TSP (traveling salesman problem), *112*–113 guided search, using in TSP (traveling salesman problem), 112

H

half_double dataframe, RPM (Russian peasant multiplication), 18 halving column, RPM (Russian peasant multiplication), 14–20 happiness levels, calculating with decision trees, 170 hill climbing, 47–48 howfull argument, Kurushima's algorithm, 31–32

if statement inserting pop() function into, 66–67 using with words and spaces, 151 imported corpus, using to check for valid words, 154–155. *See also* corpus inner physicist theory, 5-6in-sample observations, using with decision trees, 180 insert() function, using with bits, 98 insertion sort, 52-55 comparing to exponential function, 61 counting steps in, 63–64 step counter, 58 installing, matplotlib module, 3 integers, dividing to get quotient, 84 inverse_sin(0.9) function, using for binary search, 75 inverting functions, 75 irrational number, 79

J

Japanese magic squares. See also magic squares; squares Kurushima's algorithm in Python, 24–30 Luo Shu square in Python, 22–23

K

Kepler, Johannes, 78 k-means machine-learning method, 56 k-NN machine-learning method, 56 Kurushima's algorithm function, 30–31 rules, 25–28

L

la pipopipette, 186–187 language algorithms difficulty, 150 phrase completion, 159–163 space insertion, 150–158 lattice, using with la pipopipette, 186–187 LCGs (linear congruential generators), 92–93 left and right variables, Python, 66 Leibniz, Gottfried Wilhelm, 130–131 LFSRs (linear feedback shift registers), 97-99 lifetime income and education, 42 - 45lines of sight, plotting for thrown ball, 7-8 list comprehensions, 149, 156 list indexing syntax, Python, 68-69 lists, sorting, 153 loc functionality, RPM (Russian peasant multiplication), 19 local extrema, problem, 42–45 loops, RPM (Russian peasant multiplication), 18 lower bound, defining for binary search, 73 lower() method, using with chatbot, 203 Lucas, Édouard, 186 Luo Shu square, creating in Python, 22–23

М

machine learning. See also decision trees overview. 165 random forests, 182-183 machine-learning methods, k-means clustering and k-NN, 56 magic eye, 147 magic squares, 22–23. See also Japanese magic squares; squares arguments, 31-34 Kurushima's algorithm, 30–31 of odd dimension, 24 patterns, 34 "walk" through, 28 The Math Instinct: Why You're a Mathematical Genius (Along with Lobsters, Birds, Cats, and Dogs), 5–6 *math* library, Python, 73–74 mathematical physics, interpretation of, 92 math.floor(), RPM (Russian peasant multiplication), 18

matplotlib module setting tax rates, 36-37 using with dots and boxes game, 187–188 matplotlib module, installing, 3 max() function, using with numpy, 162 maxima and minima, 35 maximization and minimization, 45 - 48maximum and asymptote approach, 39 - 40education and lifetime income, 44 - 45and minimum of step values, 60 - 61revenue, 39 solving first-order conditions, 42 taxation/revenue curve, 41–42 maxitin argument, adding, 122 merging to sorting, 65, 68–70. See also sorting Mersenne Twister PRNG, 99 metaheuristics, metaphor based, 117 - 118Mikami, Yoshio, 22 Millennium Prize Problems, 212 minimax algorithm using to make decisions, 199 using to win games, 195-198 minimax() function, calling, 198 modulo (%) operator Euclid's algorithm, 21 Kurushima's algorithm, 27–28 **RPM** (Russian peasant multiplication), 19 rules. 32 Monte Carlo methods, 199 mystery number and continued fraction, 81

N

n + 1-grams, finding, 161–163 n queens completion problem, solving for chess, 210–211 nan entries, filling in, 25–28, 30–31 Navier-Stokes equations, 5 nearest neighbor algorithm, TSP (traveling salesman problem), 108–110 nested lists, using with decision trees. 176 nested radicals. 88 next random() function, 93 n-gram, tokenizing and getting, 159-160 Norvig, Peter, 160 NP (nondeterministic polynomial) complexity class, 212-213 numbered file, inserting, 54 numpy module importing, 60 using to select phrases, 162 using with decision trees, 180 - 181

0

optimization, 101–102. See also simulated annealing; TSP (traveling salesman problem) the outfielder problem, 1–2, 6–9. See also ball; Chapman's algorithm out-of-sample observations, using with decision trees, 180 overfitting decision trees, 181–182 overlapping sums test, 95–96

P

P complexity class of problems, 212–213 pandas module, using in Python, 19 percentile, using with decision trees, 172–173 perpendicular, geometric terminology, 130 perturb() function modifying, 116 showing end of, 121 updating, 119 using for simulated annealing, 123 using in TSP (traveling salesman problem), 111–112 perturb search algorithm, 112. See also simulated annealing phi compressing and communicating, 79–80 and golden ratio, 78 phrase completion, 159–163 plot() function, using with dots and boxes game, 187-188 plot triangle() function defining, 129 improving, 133–134 plotitinerary() function, using in TSP (traveling salesman problem), 105 plotting capabilities, Galilean model, 3 .png file, saving to, 129-130 points, representing, 128-130 points to triangle() function defining, 128 using in triangulation, 134 polynomial, Galilean model, 3 polynomial time, verifying solutions in, 212 pop() method inserting into if statements, 66 - 67using with bits, 98 pop() method, sorting via insertion, 55 postmaster problem, 126-128 potential words. See also words checking for, 153-154 finding halves of, 156–158 prediction errors, decision trees, 171 - 172print(cities) function, TSP (traveling salesman problem), 103 print(lines) function, TSP (traveling salesman problem), 104 print(square) function, using with Kurushima's algorithm, 24 - 25PRNGs (pseudorandom number generators), 92-99

problems, solving with algorithms, 10 - 11Project Gutenberg, 160 pruning decision trees, 182, 199 pseudorandomness, 92–93 Pynchon, Thomas, 3 Pythagorean theorem using, 105 using with triangles, 130 using in TSP (traveling salesman problem), 108 - 109Python creating Luo Shu square, 22-23 Euclid's algorithm, 20–22 feedback shift register, 98 Galilean model, 3 implementing RPM (Russian peasant multiplication), 18 - 20Kurushima's algorithm, 24 left and right variables, 66 list indexing syntax, 68 math library, 73–74 ordered pairs in, 152 overlapping sums test, 95-96 pandas module, 19 random module, 58-59 random.choice() function, 28 rules for Kurushima's algorithm, 27–28, 30–31 square roots in, 90-91 timeit module, 57 using tuples with words and spaces, 152

Q

quotient, getting by dividing integers, 84

R

radicals and fractions, 88 radius, returning for triangle, 132–133 Ramanujan, Srinivasa, 88 random forests, 182–183. *See also* decision trees; game trees

random model, Python, 58-59 random number generators judging PRNGs (pseudorandom number generators), 93-95 LCDs (linear congruential generators), 92–93 LFSRs (linear feedback shift registers), 97-99 overview, 91 random.choice() function, Python, 28 randomness Diehard tests for, 95–97 possibility of, 91–92 random.seed() function, 59 recursion of functions, 22 implementing merge sort with, 69 using with Euclid's algorithm, 85 re.finditer() function, using with words, 152 reindex() method, using with decision trees, 181 remove() function, using with words and spaces, 155 replace() function, using with words and spaces, 155 resetthresh variable, adding, 122 revenue maximum, 39 showing for tax rates, 36–37 right and left variables, Python, 66 **RPM** (Russian peasant multiplication), 13-20 rules, applying with Kurushima's algorithm, 27, 30-31

S

science, laws of, 130–131 scoring games, 189–190 search suggestions, strategy for generating, 160, 162–163 searching versus sorting, 72–75 Shakespeare's works, accessing, 160–161, 163 siman() function, using for simulated annealing, 122–123 Simmons, Joseph, 179 simulated annealing, 115–124. See also optimization; perturb search; TSP (traveling salesman problem) sleep sort, 70–72. See also sorting Smith, David Eugene, 22 solve-for-*x* strategy, *4*–5, 10–11 sorted filing cabinets, merging, 62, 64–65. See also file-sorting method sorting. See also merging to sorting; sleep sort lists, 153 via insertion, 54-55 to searching, 72–75 space insertion checking for potential words, 153-154 checking for valid words, 154 - 156dealing with compound words, 152 - 153defining word lists, 151–152 finding halves of potential words, 156-158 finding words, 151–152 overview, 150-151 spaces getting substrings between, 153 - 154inserting into texts, 158 words ending with, 156 split points, choosing for decision trees, 171, 182 splitting variables, choosing for decision trees, 182 square brackets ([]) using with list comprehension, 152 using with loc functionality, 19 square matrix, antidiagonal of, 26–27 square roots, 89–91 squares, filling in, 30–34. See also Japanese magic squares; magic squares start() function, using with words, 153

statistical methods, bootstrapping as, 91 steps counting in insertion sort, 57-60, 63-64exponential growth, 60-61 stochastic gradient ascent, 45 strings, splitting into words, 159-160substrings, getting between spaces, 153-154sudoku puzzles, solving, 211-212

T

tangent of angle, 8-9 tax rates, setting, 36-41 taxation/revenue curve, gradient ascent, 41 tax/revenue curve, flipping, 46–47 temperature function, TSP (traveling salesman problem), 113–115 test sets, using with decision trees, 180 text normalization, using with chatbot. 203 text vectorization, 204-206 **TFIDF** (term frequency-inverse document frequency) method, 204-205, 207-208 theta, applying to thrown ball, 8-9 thinking with your neck, 6–9 time, measuring precisely, 57 timeit module, Python, 57 *Titanic* lifeboat example, using sleep sort with, 71–72 tokenization, performing with chatbot, 204 tokenizing n-grams, 159-160 training sets, using with decision trees, 180 translate() method, using with chatbot, 203-204 triage and decision trees, 166 triangles centroid, 131-133 creating for postmaster problem, 128-134

finding circumcenter of, 131 - 133plotting, 129, 145-146 replacing, 140–143 triangulation. See also Bowyer-Watson algorithm; DT (Delaunay triangulation) defined, 134 of seven points, 135 True, Kurushima's algorithm, 27 TSP (traveling salesman problem). See also optimization; simulated annealing greedy algorithms, 112–113 improving, 110–112 nearest neighbor algorithm, 108-110 overview, 102–103 versus postmaster problem, 127 setting up, 103-108 temperature function, 113–115 tuples, using with words and spaces, 152

U

underfitting decision trees, *181*–182 up_right, Kurushima's algorithm, 28–29 upper bound, defining for binary search, 73

V

vector similarity, determining, 206–208 vertex, geometric terminology, *130* Voronoi diagram generating, 143–147 for postmaster problem, 128

W

while loop, Kurushima's algorithm, 31 while loop using for binary search, 74 using with bits, 99 using with continued fractions, 85 using with merge sort, 67 using with square roots, 90–91 while loop, RPM (Russian peasant multiplication), 18 winning games, 195–198 word list, defining, 151–152 words. *See also* compound words; potential words checking validity with imported corpus, 154–156 ending with spaces, 156 finding, 151–152 tokenizing, *159*–160

X

XOR operation, 98