

Lab: Randomness and Simulation

Summary: In this laboratory, we explore Scheme's `random` procedure and its use in some simple simulations.

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Exercises

Exercise 1: Testing `random`

- a. Evaluate the expression `(random 10)` twenty times. What values do you get?
- b. What values do you expect to get if you call `random` with 1 as a parameter? Check your hypothesis experimentally.
- c. What do you expect to happen if you call `random` with 0 or -1 as a parameter? Check your hypothesis experimentally.
- d. Try calling `random` with other parameters. What effect does the parameter seem to have?
- e. What is the largest integer you can provide as a parameter to `random`?

Exercise 2: Rolling Dice

- a. Copy the `roll-a-die` and `roll-dice` procedures from the reading. You can also find them at the end of this lab.

- b. Using `roll-dice`, roll ten dice.
- c. Using `roll-dice`, roll ten dice. (Yes, this instruction is the same as the previous instruction. You should do it twice.)
- d. Did you get the same list of values each time?
- e. What other procedures have you encountered that may return different values each time you call them with the same parameters?

Exercise 3: Counting Dice

Write a procedure, `(count-odd-rolls n)` that counts the number of odd numbers that come up when rolling n six-sided dice.

```
> (count-odd-rolls 10)
7
> (count-odd-rolls 10)
2
> (count-odd-rolls 10)
6
> (count-odd-rolls 10)
5
```

Exercise 4: Testing `roll-dice`

Discuss with your partner how you might write a test suite for `roll-dice`. Be prepared to share your answer with the class.

Exercise 5: Flipping Coins

- a. Write a zero-parameter procedure, `(heads?)` that simulates the flipping of a coin. Heads should return `#t` (which represents "the coin came up heads") half the time and `#f` (which represents "the coin came up tail") about half the time.

```
> (heads?)
#f
> (heads?)
#f
> (heads?)
#t
> (heads?)
#t
> (heads?)
#f
```

- b. Write a procedure, `(count-heads n)` that simulates the flipping of n coins (using `heads?` to simulate each coin) and returns the number of times the coin is tails.

c. Use `count-heads` to test `heads?` by counting the number of heads you get in 1000 flips.

Exercise 6: Searching for Paradise

a. Write a procedure, `(pair-a-dice)`, that simulates the rolling of two six-sided dice and prints out a pair of the results.

b. Write a procedure, `(sum-a-dice)`, that simulates the rolling of two six-sided dice and then computes their sum.

c. Write a procedure, `(count-sevens n)` that simulates the rolling of n pairs of dice and counts the number of times the value 7 appears.

Exercise 7: Sevens or Elevens

Consider the problem of rolling a pair of dice n times and counting the number of times that either a 7 or an 11 comes up.

a. What is wrong with the following procedure to accomplish this task?

```
(define seven-or-11
  (lambda (n)
    (cond ((<= n 0) 0)
          ((or (= (sum-of-dice) 7) (= (sum-of-dice) 11))
           (+ 1 (seven-or-11 (- n 1))))
          (else (seven-or-11 (- n 1))))))
```

Hint: Try adding a `display` to `sum-of-dice` so that you can see how many times `sum-of-dice` is called. (If you still cannot figure it out after trying that, read the the notes on this problem.)

b. Write a correct procedure to solve this problem.

Exercise 8: ... or Doubles

Extend your procedure from the previous exercise to count the number of times 7, 11, or “doubles” (two dice with the same value) come up in n rolls.

Exercise 9: Choosing Names

a. Write a procedure, `(random-student)`, that randomly selects the name of a student from this class.

b. Write a procedure, `(random-pair)`, that randomly makes a list of two students from the students of this class.

c. What is the potential problem with me using `(random-pair)` to select partners from this class?

Notes

Notes on Exercise 2

Just in case you don't have the reading handy, here's the code again.

```
;;; Procedure:
;;;   roll-a-die
;;; Parameters:
;;;   None
;;; Purpose:
;;;   To simulate the rolling of one six-sided die.
;;; Produces:
;;;   An integer between 1 and 6, inclusive.
;;; Preconditions:
;;;   None.
;;; Postconditions:
;;;   Returns an integer between 1 and 6, inclusive.
;;;   It should be difficult (or impossible) to predict which
;;;   number is produced.
(define roll-a-die
  (lambda ()
    (let ((tmp (random 6))) ; tmp is in the range [0 .. 5]
      (+ 1 tmp)))         ; result is in the range [1 .. 6]

;;; Procedure:
;;;   roll-dice
;;; Parameters:
;;;   n, an integer (the number of dice to roll)
;;; Purpose:
;;;   Roll n dice.
;;; Produces:
;;;   A list of integers, each between 1 and 6 (inclusive).
;;; Preconditions:
;;;   n >= 1.
;;; Postconditions:
;;;   Returns a list of length n.
;;;   Each element of the list is between 1 and 6 (inclusive).
;;;   The elements of the list are difficult (or impossible) to predict.
(define roll-dice
  (lambda (n)
    ; If there are no dice left to roll, ...
    (if (<= n 0)
        ; then give an empty list of rolls
        null
        ; Otherwise, roll once and then roll n-1 more times.
        (cons (roll-a-die) (roll-dice (- n 1))))))
```

Notes on Problem 7

a. You may note that the following line involves two calls to the `sum-of-dice` procedure.

```
((or (= (sum-of-dice) 7) (= (sum-of-dice) 11)))
```

Since each call to `sum-of-dice` involves a roll of the dice, this code says, in effect, “roll the dice and check if the value is seven; if not roll them again and check if the value is eleven”. However, we really want only *one* roll.

b. The solution is to use a `let` clause.

```
(let ((roll (sum-of-dice)))  
    ...  
    ((or (= roll 7) (= roll 11)))
```

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