

HoP101: Session 3

Getting started with building

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In [55]: # A B C D E
         # 0 -> susceptible
          # 1 -> infected
          # 2 -> recovered
          \# T = 0
          # LOUSY WAY TO STORE DATA: (We will see why)
          \# a = 0
          # b = 0
          \# c = 0
          \# d = 1
          # e = 0
          # Better way using lists:
          state = [0, 0, 0, 1, 0]
          #
                 a b c d e
In [56]: # T = 1
          # If you are susceptible, and have a infected neighbour, you have a 50% chance of l
          k = 0.5 # chance of infection
          import random
          # LOUSY WAY TO CODE: (What if we had a thousand agents!?)
          #
          # a new = a
          \# b_{new} = b
          \# c_{new} = c
          \# d new = d
          # e_new = e
          # if a == 0:
          # if b == 1:
          #
                  if random.random() < k:</pre>
```

```
#
                        a_new = 1
          #
                    else:
          #
                        a new = 0
          # if e == 0:
               if e == 1:
          #
          #
                    if random.random() < k:</pre>
          #
                        e_new = 1
          #
                    else:
          #
                        e_new = 0
          # if b == 0:
               prob = 1 - (1 - k * (a == 1)) * (1 - k * (c == 1)) # probability of being in
          #
          #
                if random.random() < prob:</pre>
          #
                    b_{new} = 1
          # if c == 0:
              prob = 1 - (1 - k * (b == 1)) * (1 - k * (d == 1)) # probability of being inj
          #
          #
               if random.random() < prob:</pre>
          #
                    c_{new} = 1
          # if d == 0:
              prob = 1 - (1 - k * (c == 1)) * (1 - k * (e == 1)) # probability of being inj
          #
               if random.random() < prob:</pre>
          #
                    d_{new} = 1
          #
          # Better way to code using lists and loops:
          new state = state.copy()
          if state[0] == 0:
              if state[1] == 1:
                  # probability?
                  new_state[0] = 1
          if state[len(state) - 1] == 0:
              if state[len(state) - 2] == 1:
                  # probability?
                  new_state[len(state) - 1] = 1
          i = 1
          while i < len(state) - 1:</pre>
              if state[i] == 0:
                  prob = 1 - (1 - k * (state[i-1] == 1)) * (1 - k * (state[i + 1] == 1)) # p
                  if random.random() < prob:</pre>
                      new state[i] = 1
              i = i + 1
          # TODO: DEAL WITH RECOVERY
          state = new_state.copy()
          print(state)
          [0, 0, 0, 1, 1]
In [47]: # Demo on Lists:
          my_list = ["a", "b", "c"]
          # i = 0
```

```
# while i < 3:
# print(my_List[i])
# i = i + 1
my_list[1] = "X"
my_list.append("P")
for x in my_list:
    print(x)
print(len(my_list))
a
X
c
```

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