

P2_fr

April 17, 2020

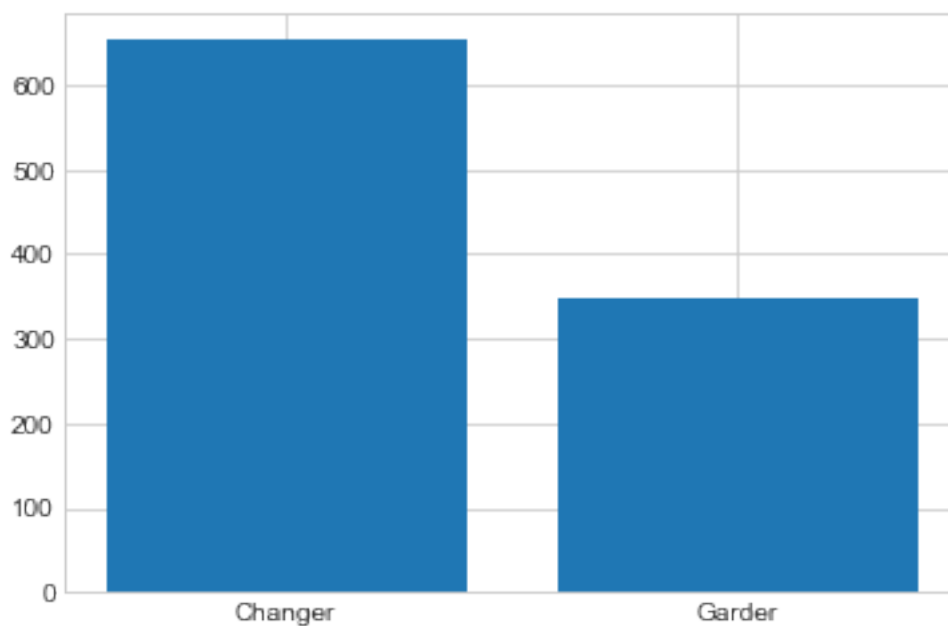
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[1]: import numpy as np
      %matplotlib inline
      import matplotlib.pyplot as plt
      plt.style.use('seaborn-whitegrid')

[2]: N_TRIALS = 1000

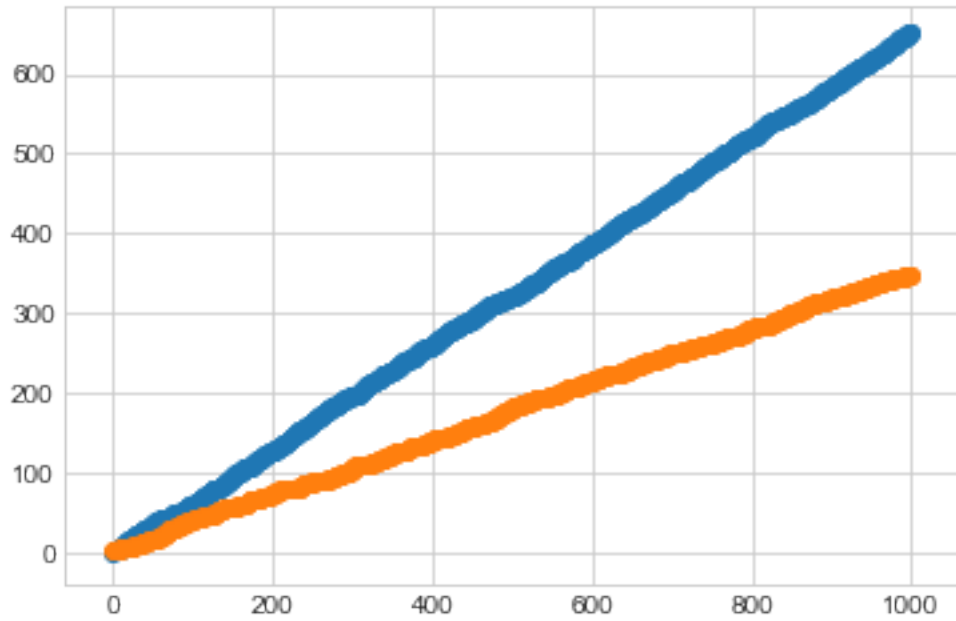
      prizes = np.random.randint(0,3, size=(N_TRIALS)) # Attention, 3
      # pour numpy, et non pas 2
      first_choices = np.random.randint(0,3, size=(N_TRIALS))

      # Si le joueur change de porte, il ne gagne que si son
      # premier choix n'était pas le bon
      switching_player_gains = (prizes!=first_choices).astype(int)
      keeping_player_gains = (prizes==first_choices).astype(int)

[3]: plot = plt.bar([1,2],[switching_player_gains.sum(),
                           keeping_player_gains.sum()],
                    tick_label=["Changer","Garder"])
```



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[4]: figure = plt.figure()
plot = plt.scatter(range(N_TRIALS), switching_player_gains.cumsum())
plot = plt.scatter(range(N_TRIALS), keeping_player_gains.cumsum())
```



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[ ]:
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