

#### Conditionals

The INFDEV Team @ HR

Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

### Conditionals

### The INFDEV Team @ HR

Hogeschool Rotterdam Rotterdam, Netherlands



### Introduction

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### Lecture topics

- Making choices
- if-then-else statements
- Reasoning about if-then-else



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- Often need to make a choice
- Based on some condition, we do something rather than something else



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- If the sun is shining
- Then take a walk
- Otherwise go to work



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- If the engine is too warm and the RPM's are high enough
- Then reduce the RPM
- Otherwise do nothing



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- Of course conditions like this can be combined
- This means that we can cascade decisions
- This is the building block of intelligent decisions in our programs



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- If the engine is too warm
- Then
  - If the RPM's are high enough
  - Then reduce the RPM
  - Otherwise light up the temperature lamp
- Otherwise do nothing



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- Python offers built-in facilities for decision-making
- if-then-else statement
- We can make decisions about which block of code is executed



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- ullet The general form is if CONDITION: THEN-BLOCK else ELSE-BLOCK  $(if_{CTE})$
- If the condition is true, then we jump to the beginning of THEN-BLOCK, otherwise we jump to the beginning of ELSE-BLOCK

```
 \begin{cases} (PC,S) \overset{if_{CTE}}{\rightarrow} (firstLine(T),S) & when & (PC,S) \overset{C}{\rightarrow} TRUE \\ (PC,S) \overset{if_{CTE}}{\rightarrow} (firstLine(E),S) & when & (PC,S) \overset{C}{\rightarrow} FALSE \end{cases}
```



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- Python is indentation-based
- White-spaces go at the beginning of some lines
- A more indented line is within a less indented line above



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- Indentation specifies where the then-block and the else-block begin and end
- The general form of an if-then-else is thus:
  - if COND:
  - newline
  - indentation
  - code of then
  - de-indentation
  - else:
  - newline
  - indentation
  - code of then
  - de-indentation



## A correct example

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```
if temp > 350.0:
   if throttle > 2500:
     throttle = throttle - 1500
   else:
     warning = True
else:
   print("everything is 0K")
```



### An incorrect example

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```
if temp > 350.0:
if throttle > 2500:
throttle = throttle - 1500
else:
warning = True
else:
print("everything is 0K")
```



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- if-then-else statements eventually terminate
- after the then (or else) block is finished, we jump to the first line right after the whole if-then-else



### After an if-then-else

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```
Using if's
```

```
if temp > 350.0:
  if throttle > 2500:
    throttle = throttle - 1500
  else:
    warning = True
else:
  print("everything is OK")
print(throttle, temp, warning)
```



### After an if-then-else?

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### Without indentation, this:

```
if temp > 350.0:
if throttle > 2500:
throttle = throttle - 1500
else:
warning = True
else:
print("everything_is_OK")
print(throttle, temp, warning)
```

### would be indistinguishable from both:

```
if temp > 350.0:
                                     if temp > 350.0:
 if throttle > 2500:
                                       if throttle > 2500:
                                         throttle = throttle - 1500
    throttle = throttle - 1500
  else:
                                       else:
    warning = True
                                         warning = True
else:
                                     else:
 print("everything..is..OK")
                                       print("everything..is..OK")
 print(throttle, temp, warning)
                                     print(throttle, temp, warning)
```



## Reasoning about if-then-else

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- if-then-else effectively forks the code
- Until run-time, we are not really sure what path the code will take



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```
x = 0
y = 0
op = "none"
input = sys.stdin.readline()
                                      if op == "+":
if input == "*\n":
                                        z = x + y
  x = int(svs.stdin.readline())
                                      else:
  v = int(sys.stdin.readline())
                                        if op == "*":
  op = "*"
                                          z = x * v
else:
                                        else:
  if input == "+\n":
                                          raise
    x = int(sys.stdin.readline())
                                      print(str(x) + "_ " + op + " " +
    y = int(sys.stdin.readline())
                                               str(y) + "_{||}is_{||}" + str(z))
    op = "+"
  else:
    x = int(sys.stdin.readline())
    y = 2
    op = "*"
```



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### Which path will be taken?

```
y = 0
y = 0
z = 0
op = "none"
input = sys.stdin.readline()
if input == "*\n":
  x = int(svs.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```



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### Which path will be taken?

```
y = 0
y = 0
z = 0
op = "none"
input = svs.stdin.readline()
if input == "*\n":
  x = int(svs.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```

### We do not know!



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### What values will x, y, op, input have?

```
y = 0
y = 0
z = 0
op = "none"
input = svs.stdin.readline()
if input == "*\n":
  x = int(svs.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```



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What values will x, y, op, input have?

```
y = 0
y = 0
z = 0
op = "none"
input = svs.stdin.readline()
if input == "*\n":
  x = int(svs.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```

We do not know!



### Reasoning about if-then-else

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Using if's

- The paths are influenced by the value of the input variable
  - One path for "\*\n"
  - Another for "+\n"
  - Another for all other possible values
- We analyze our code based on all possible outcomes



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```
x y z op input
0 0 0 "none" "*\n"
```

```
if input == "*\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
    op = "*"
else:
...
```

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```
input
X
   У
       z
           op
                     "*\n"
   0
           "none"
```

```
if input == "*\n":
  x = int(sys.stdin.readline())
  v = int(sys.stdin.readline())
  op = "*"
else:
```

| Х   | у   | z | ор  | input |
|-----|-----|---|-----|-------|
| in2 | in3 | 0 | "*" | "*\n" |



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```
x y z op input
0 0 0 "none" "+\n"
```

```
if input == "*\n":
    ...
else:
    if input == "+\n":
        x = int(sys.stdin.readline())
        y = int(sys.stdin.readline())
        op = "+"
    else:
    ...
```

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```
x y z op input
0 0 0 "none" "+\n"
```

```
if input == "*\n":
    ...
else:
    if input == "+\n":
        x = int(sys.stdin.readline())
        y = int(sys.stdin.readline())
        op = "+"
    else:
    ...
```

| Х   | у   | Z | ор  | input |
|-----|-----|---|-----|-------|
| in2 | in3 | 0 | "+" | "+\n" |



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```
xyzopinput000"none""anything else"
```

```
if input == "*\n":
    ...
else:
    if input == "+\n":
        ...
else:
    x = int(sys.stdin.readline())
    y = 2
    op = "*"
```

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if-then-else

```
input
X
   У
       Z
          op
          "none"
                    "anything else"
       0
```

```
if input == "*\n":
else:
  if input == "+\n":
  else:
    x = int(sys.stdin.readline())
    y = 2
    op = "*"
```

| Х   | у | Z | ор  | input           |
|-----|---|---|-----|-----------------|
| in2 | 2 | 0 | "*" | "anything else" |



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We can now merge the various possible outcomes (ignoring input as we do not use it anymore):

| X   | у   | z | ор  | input           |
|-----|-----|---|-----|-----------------|
| in2 | in3 | 0 | "*" | "*\n"           |
| in2 | in3 | 0 | "+" | "+\n"           |
| in2 | 2   | 0 | "*" | "anything else" |

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Using if's

We can now merge the various possible outcomes (ignoring input as we do not use it anymore):

| X   | у   | z | ор  | input           |
|-----|-----|---|-----|-----------------|
| in2 | in3 | 0 | "*" | "*\n"           |
| in2 | in3 | 0 | "+" | "+\n"           |
| in2 | 2   | 0 | "*" | "anything else" |

| X   | у       | Z | ор        |
|-----|---------|---|-----------|
| in2 | in3 ∨ 2 | 0 | "*" ∨ "+" |



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```
x y z op
in2 in3 \( \text{2} \) 0 "*" \( \text{"+"} \)
```

```
if op == "+":
   z = x + y
else:
   if op == "*":
    z = x * y
else:
    raise
```

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```
x y z op
in2 in3 \( \text{2} \) 0 "*" \( \text{"+"}
```

```
if op == "+":
   z = x + y
else:
   if op == "*":
    z = x * y
else:
   raise
```

|   | X   | у       | z   | ор        |
|---|-----|---------|---|-----------|
| i | in2 | in3 ∨ 2 | $in2+in3 \lor in2\times in3 \lor in2\times 2$ | "*" ∨ "+" |



### Reasoning about if-then-else

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### Exponential explosion of potential control-paths

- in2+in3 ∨ in2×in3 ∨ in2×2 is a long formula
- It is simply saying that there are three possible outcomes:
  - One outcome is in2+in3
  - One outcome is in2×in3
  - One outcome is in2×2



### Reasoning about if-then-else

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### Exponential explosion of potential control-paths

- The more sequential conditionals, the more possible resulting execution paths
- But how many?



# Sequential if's

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How many if's? How many execution paths?

```
if C1:
    A1
else:
    B1
```



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How many if's? How many execution paths?

```
if C1:
    A1
else:
    B1
```

**1** if

2 execution paths



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```
if C1:
    A1
    else:
    B1

if C2:
    A2
    else:
    B2
```



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```
if C1:
    A1
else:
    B1

if C2:
    A2
else:
    B2
```

- 2 if's
- 4 execution paths



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```
if C1:
    A1
    else:
    B1

if C2:
    A2
    else:
    B2

if C3:
    A3
    else:
    B3
```



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if-then-els

Using if's

```
if C1:
    A1
else:
    B1

if C2:
    A2
else:
    B2

if C3:
    A3
else:
    B3
```

**3** if's

8 execution paths



## Reasoning about if-then-else

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### Exponential explosion of potential control-paths

- ullet In general, for n if's
- $2^n$  possible execution paths



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### Exponential explosion of potential control-paths

- Each path can alter the state in a different way
- After an if with 8 possible paths
  - We have 8 possible resulting states
  - Variables can be one of possible 8 different values



### Reasoning about if-then-else

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### Exponential explosion of potential control-paths

- The more if's
- The more complex its conditions
- The harder it is to reason about your program!

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### Rules of thumb

- Logical, short condition
- Good: (temp > 350 & throttle > 2500)
- Bad: (temp > 350 & throttle > 2500 & op == "+")

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### Rules of thumb

- Few levels of nesting
- Good: between one and three
- Bad: beyond three



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### Rules of thumb

- Semantically connected then and else
- Good: both then and else perform similar operations on the same variables
- Bad: then and else perform unrelated operations or on different variables



## A disastrous example

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Using if's

```
if (temp > 350 & throttle > 2500) | op == "+":
   if op == "+":
      z = x + y
   else:
      z = x * y
      throttle = throttle - 1000
else:
   if op == "*":
      z = x * y
```

### What went wrong?



## A disastrous example

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```
if (temp > 350 & throttle > 2500) | op == "+":
    if op == "+":
    z = x + y
    else:
    z = x * y
    throttle = throttle - 1000
else:
    if op == "*":
    z = x * y
```

### What went wrong?

- The condition is very hard to reason about
- The condition involves unrelated quantities
- The various then's and else's are partially unrelated
- There is repetition



# Bringing order

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```
if temp > 350 & throttle > 2500:
    throttle = throttle - 1000

if op == "+":
    z = x + y
else:
    z = x * y
```

### What went right?



# Bringing order

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```
if temp > 350 & throttle > 2500:
   throttle = throttle - 1000

if op == "+":
   z = x + y
else:
   z = x * y
```

### What went right?

- The conditions are simple to reason about
- The conditions are all tight (no unrelated variables)
- The various then's and else's are all strongly related
- Separate if's for separate tasks
- There is no repetition



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### The value of reasoning

- Always keep in mind:
- You have the power to make your own life a living Hell...



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### The value of reasoning

- Always keep in mind:
- You have the power to make your own life a living Hell...
- ...unless you reason first and then structure code logically

### This is it!

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The best of luck, and thanks for the attention!