

### Conditionals

Dr. Giuseppe Maggiore

Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

## Conditionals

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## Introduction

### Conditionals

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## Lecture topics

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



### Conditionals

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- Sometimes we 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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Using if's

- 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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Using if's

- 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-then-else Using if's

```
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_OK")
```



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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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if-then-else

```
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("everythinguisuOK")
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 = 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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### 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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```
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:
    ...
```

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:
    ...
```

X	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

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

```
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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Using if's

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

Х	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"

Х	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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```
х
      У
                  z
                      op
                       "*" \/ "+"
      in3 \vee 2
                  0
in2
```

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

Х	у	z	ор
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 nested conditionals, the more possible resulting execution paths
- But how many?

## Nested 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's

2 execution paths



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```
if C1:
   if C11:
    A11
   else:
    B11
else:
   if C12:
   A12
else:
   B12
```



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```
if C1:
    if C11:
        A11
    else:
        B11
else:
    if C12:
    A12
else:
    B12
```

### **2** if's

4 execution paths



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```
if C1:
  if C11:
    if C111:
       A111
    else:
       B111
  else:
    if C112:
       A112
    else:
       B112
else:
  if C12:
    if C121:
       A121
    else:
       R121
  else:
    if C122:
       A122
    else:
       B122
```



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```
if C1:
  if C11:
    if C111:
      A111
    else:
      B111
  else:
    if C112:
      A112
    else:
      B112
else:
  if C12:
    if C121:
      A121
    else:
      R121
  else:
    if C122:
      A122
    else:
      B122
```

**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



# Reasoning about if-then-else

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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 nested the if
- The more complex its conditions
- The harder it is to reason about it!

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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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```
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!