

# Web/Python Programming

웹/파이썬 프로그래밍

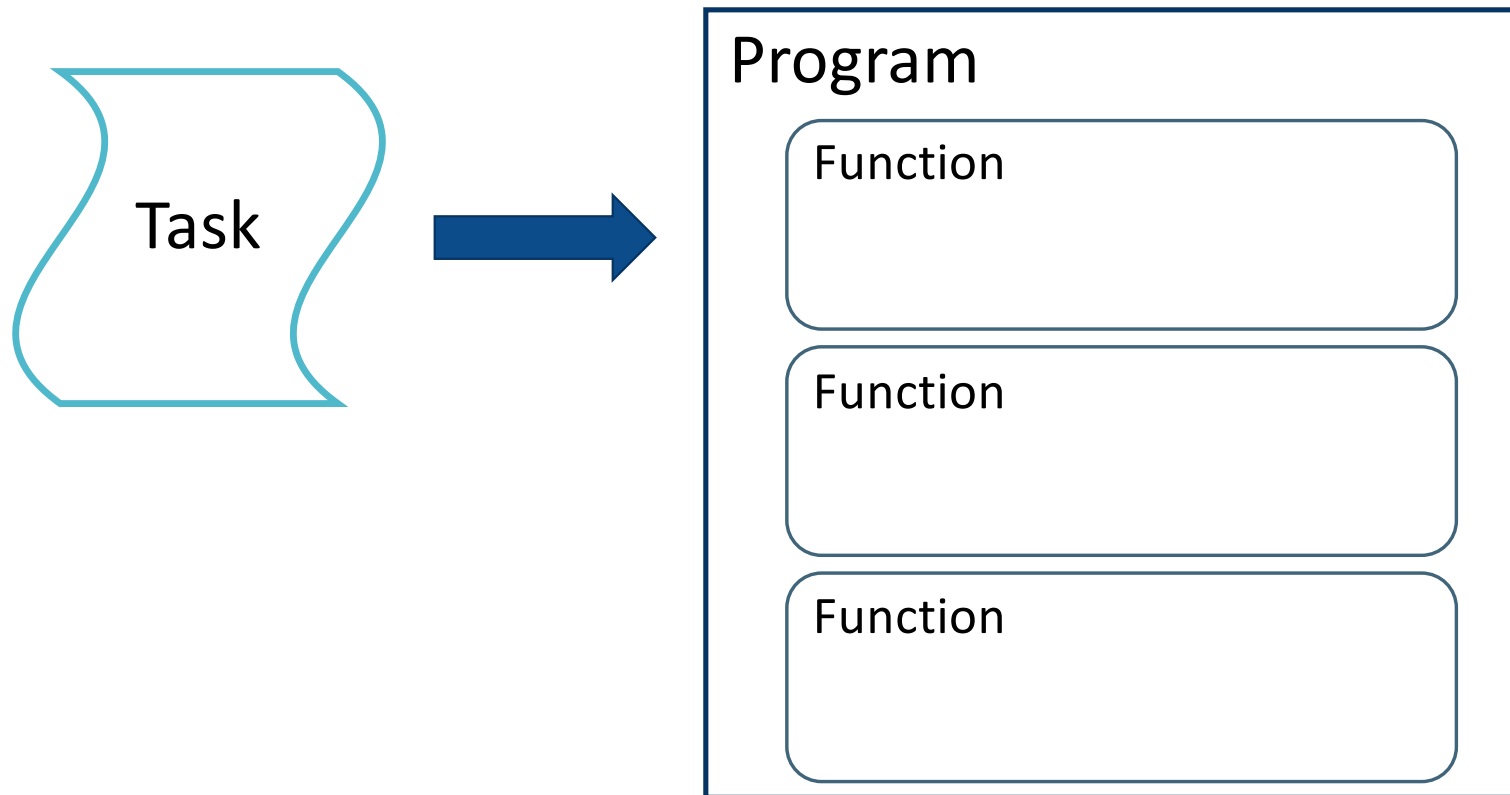
```
21 <?php language_attributes(); ?>
22 <?php bloginfo( 'charset' ); ?>
23 <?php wp_title( '|', true, 'right' ); ?>
24 <?php rel="profile" href="http://gmpg.org/xfn/11" ?>
25 <?php rel="pingback" href="http://gmpg.org/xfn/11" ?>
26 <?php fruitful_get_favicon(); ?>
27 <?php wp_head(); ?>
28 </head>
29 <?php body_class(); ?>
30 <div id="page-header" class="hfeed site">
31     $theme_options = fruitful_get_theme_options();
32     $logo_pos = $menu_pos = '';
33     if (isset($theme_options['logo_position']))
34         $logo_pos = esc_attr($theme_options['logo_position']);
35     if (isset($theme_options['menu_position']))
36         $menu_pos = esc_attr($theme_options['menu_position']);
37     $logo_pos_class = fruitful_get_class($logo_pos);
38     $menu_pos_class = fruitful_get_class($menu_pos);
39     $responsive_menu_type = fruitful_get_responsive_menu_type();
40     $responsive_menu_class = fruitful_get_class($responsive_menu_type);
```

# Today

- Designing algorithms
  - Searching for the smallest values
  - Timing the functions

# Algorithm

- An algorithm is a set of steps that accomplishes a task.



## Top-down design: An algorithm writing technique

- Programmers often write algorithms in English + mathematics, and then translate it into Python.
- In mathematics, the first versions of “proofs” often handle common cases well, but fail for odd cases: mathematicians look for counterexamples.
- An implementation may look reasonable, but will contain bugs: Programmers test their code as they write it.

## Searching for the smallest values

- How to find the index of the smallest items in an unsorted list
  - Find, remove, find
  - Sort, identify minimums, get indices
  - Walk through the list
- Suppose we have data showing number of humpback whales sighted off the coast of British Columbia over the past ten years:

```
>>> counts = [809,834,477,478,307,122,96,102,324,476]
>>> min(counts)
96
>>> low = min(counts)
>>> min_index = counts.index(low)
>>> print(min_index)
6
>>> counts.index(min(counts))
6
```

## Find, remove, find

```
>>> counts = [809,834,477,478,307,122,96,102,324,476]
```

- Find the indices of the two smallest values?
- Find the index of the minimum, and save the first index.
- Remove that item from the list.
- Find the index of the new minimum item in the list, and save the second index.
- Put back the value we removed and adjust the second index to account for that reinsertion.

## Sort, identify minimums, get indices

```
>>> counts = [809,834,477,478,307,122,96,102,324,476]
```

- Find the indices of the two smallest values?
- Sort the list, and get the two smallest numbers.
- Find their indices in the original list.

## Walk through the list

```
>>> counts = [809,834,477,478,307,122,96,102,324,476]
```

- Find the indices of the two smallest values?
- Examine each value in the list in order
- Keep track of the two smallest values found so far
- Update these two values when a new smaller value is found



## Find, remove, find

```
def find_two_smallest(L):  
    """ (list of float) -> tuple of (int, int)  
    Return a tuple of the indices of the two smallest values in list L.  
    >>> find_two_smallest([809, 834, 477, 478, 307, 122, 96, 102, 324, 476])  
    (6, 7)  
    """  
  
    # Get the minimum item in L  
    # Find the index of that minimum item  
    # Remove that item from the list  
    # Find the index of the new minimum item in the list  
    # Put the smallest item back in the list  
    # If necessary, adjust the second index  
    # Return the two indices
```

## Sort, identify minimums, get indices

```
def find_two_smallest(L):  
    """ (list of float) -> tuple of (int, int)  
    Return a tuple of the indices of the two smallest values in list L.  
    >>> find_two_smallest([809, 834, 477, 478, 307, 122, 96, 102, 324, 476])  
    (6, 7)  
    """  
  
    # Sort a copy of L  
    # Get the two smallest numbers  
    # Find their indices in the original list L  
    # Return the two indices
```

## Walk through the list

```
def find_two_smallest(L):  
    """ (list of float) -> tuple of (int, int)  
    Return a tuple of the indices of the two smallest values in list L.  
    >>> find_two_smallest([809, 834, 477, 478, 307, 122, 96, 102, 324, 476])  
    (6, 7)  
    """  
  
    # Examine each value in the list in order  
    # Keep track of the indices of the two smallest values found so far  
    # Update these values when a new smaller value is found  
    # Return the two indices
```

## Walk through the list

```
def find_two_smallest(L):  
    """ (list of float) -> tuple of (int, int)  
    Return a tuple of the indices of the two smallest values in list L.  
    >>> find_two_smallest([809, 834, 477, 478, 307, 122, 96, 102, 324, 476])  
    (6, 7)  
    """  
  
    # Set min1 and min2 to the indices of the smallest and next-smallest  
    # values at the beginning of L  
    # Examine each value in the list in order  
    #     Update these values when a new smaller value is found  
    # Return the two indices
```

## Timing the functions

- Profiling a program
  - Time: how long it takes to run
  - Space: how much memory it uses
- Fast programs are more useful than slow ones
- Programs that need less memory are more useful than ones that need more memory
- One way to time how long code takes to run

## Timing the functions: example

- Three `find_two_smallest` functions
- We will use those functions to find the two lowest values in a list on 1400 monthly readings of air pressure in Darwin, Australia, from 1882 to 1998.
- Module `time` contains `perf_counter` function, which returns a time in seconds. We call it before and after the code we want to time and take the difference to find out how many seconds have elapsed.

```
>>> import time
>>> t1 = time.perf_counter()
>>> # Some code runs here
>>> t2 = time.perf_counter()
```

```
>>> t1
87.2160792833727
>>> t2
97.14511065977857
>>> print("{:.2f} sec".format(t2-t1))
9.93 sec
```

## Timing the functions: example

```
find_remove_find took 0.00 seconds.  
sort_identify took 0.00 seconds.  
walk_through took 0.00 seconds.
```

```
find_remove_find took 0.27 ms.  
sort_identify took 1.06 ms.  
walk_through took 1.11 ms.
```

- Not much difference!!
- Simplicity or clarity > speed
- But what if we want to process millions of values instead of 1400?

## Summary

- The most effective way to design algorithms is to use top-down design, in which goals are broken down into subgoals until the steps are small enough to be translated directly into a programming language.
- Almost all problems have more than one correct solution. Choosing between them often involves a trade-off between simplicity and performance.
- The performance of a program can be characterized by how much time and memory it uses. This can be determined experimentally by profiling its execution. One way to profile time is with function `perf_counter` from module `time`.