50001 - Algorithm Analysis and Design - Lecture  $17\,$ 

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Lecture Recording
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Lecture recording is available here

## Mutable Nub

This can be useful for the **nub** function (removes duplicates from a list) by using a bucket based hashmap of items from the list to determine duplication.

```
import Control. Monad (when)
1
    import Data. Array. ST
    ( getElems, newListArray, readArray, writeArray, STArray ) import Control.Monad.ST ( ST, runST )
3
 4
 6
7
      - immutable version:
    nub :: Eq a \Rightarrow [a] \rightarrow [a]
    nub = reverse . foldl nubHelper []
9
10
11
        nubHelper :: Eq a \Rightarrow [a] \rightarrow a \rightarrow [a]
12
         nubHelper ns c
             c 'elem' ns = ns
13
           otherwise = c:ns
14
15
16
     - mutable version, create a hash table of characters to track which have
       already been seen.
17
18
    nubMut :: (Hashable a, Eq a) \Rightarrow [a] \rightarrow [a]
    nubMut xs = concat $ runST $ do
19
20
      axss <- newListArray (0, n - 1) (replicate 256 [ ]) :: ST s (STArray s Int [a])
      sequence [do {
21
22
         let hx = hash x 'mod' (n - 1)
         ys <- readArray axss hx
23
         unless (x 'elem' ys) $ do writeArray axss hx (x : ys)}
25
       | x <- xs]
      getElems axss
26
27
          - number of buckets in the hash table
28
29
```

## Quicksort

We can also implement quicksort, which can be done in place in an array (saved memory and time as accesses are constant time).

By using mutable data structures we can swap elements when reordering by reading and writing from the array.

```
8
        \operatorname{read} \operatorname{Array} \ \operatorname{axs} \ j >>= \operatorname{write} \operatorname{Array} \ \operatorname{axs} \ i
 9
        writeArray axs j temp
10
     \begin{array}{lll} qsort & :: & Ord & a \implies [\,a\,] & -> & [\,a\,] \\ qsort & xs = runST ~\$ & do \end{array}
11
12
        axs <\!\!- newListArray \ (0\,,n) \ xs
13
        aqsort axs 0 n
14
15
        getElems axs
16
        where
17
          n = length xs - 1
18
19
     Partition around a pivot (k) (all smaller to left, larger to right
     (unsorted)), then recur on these partitions Index: 0 (k-1) k (k+1) n Contents: [..<= x ...][x][...>x ...]
21
22
24
     aqsort :: Ord a => STArray s Int a -> Int -> Int -> ST s ()
25
26
     aqsort axs i j
27
        | i >= j = return ()
28
        otherwise = do
29
            k \leftarrow apartition axs i j
30
             agsort axs i (k-1)
31
             aqsort axs (k + 1) j
32
33
     apartition :: Ord a => STArray s Int a -> Int -> Int -> ST s Int
34
     apartition asx p q = do
       x <- readArray axs p
35
       let loop i j
36
37
          | i \rangle j = do
38
             swap axs p j
             return j
39
40
           | otherwise = do
41
             u \leftarrow readArray axs i
             if u < x
42
                then do loop (i + 1) j
43
44
                else do
45
                  swap axs i j
46
                  loop i (j-1)
        loop (p+1) q
```