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Programming Assignment #2: BigNumber

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gistfile1.py

Python

```
1  from random import randint
2  from time import time
3
4  class LinkedList(object):
5      maxSize = 9
6      maxInt = 10**maxSize
7
8      def __init__(self, data=None):
9          try:
10             self.data = int(data)
11         except TypeError:
12             self.data = data
13
14         self.nextIndex = None
15
16     def append(self, data):
17         if data == 0:
18             return
19
20         if self.data == None:
21             self.data = int(data)
22
23         elif self.nextIndex == None:
24             self.nextIndex = LinkedList(data)
25
26         else:
27             self.nextIndex.append(data)
28
29     def __str__(self):
30         if self.nextIndex != None:
31             return ( str(self.nextIndex) + "".join(["0" for i in range(self.maxSize-len(str(self.data)))]) + str(self.data) )
32         else:
33             return ( "".join(["0" for i in range(self.maxSize-len(str(self.data)))]) + str(self.data) ).rstrip("0")
34
35     def __add__(self, other):
36         return self.recurAdd(other)
37
38     def recurAdd(self, other, newList=None, carry_one=0):
39         if newList == None:
40             newList = LinkedList()
41
42         listSlot = self.data + other.data + carry_one
43
44         if listSlot >= self.maxInt:
45             newList.append(listSlot%self.maxInt)
46             carry_one = 1
47
48         else:
49             newList.append(listSlot)
50             carry_one = 0
51
52         if self.nextIndex == None and other.nextIndex == None:
53             newList.append(carry_one)
54             return newList
55         elif self.nextIndex == None:
56             newList.append_dump(other.nextIndex, carry_one)
57             return newList
58         elif other.nextIndex == None:
59             newList.append_dump(self.nextIndex, carry_one)
60             return newList
61         else:
62             return self.nextIndex.recurAdd(other.nextIndex, newList, carry_one)
63
64     def append_dump(self, dumpingList, leftOverData=0):
65         if dumpingList != None:
66             self.data = self.data + dumpingList.data + leftOverData
67             leftOverData = dumpingList.nextIndex
68             return self
69         else:
70             return self
```

```
self.append(dumpingList.data+leftOverData)
```

```
if dumpingList.nextIndex != None:
    self.append_dump(dumpingList.nextIndex)
```

```
def shift_left(self):
```

```
    takenOff = self.data // 10**(self.maxSize-1)
    self.data = self.data % 10**(self.maxSize-1) * 10
    if self.nextIndex != None:
        self.nextIndex.shift_left_recur(takenOff)
    elif self.nextIndex == None and takenOff > 0:
        self.nextIndex.append(takenOff)
```

```
def shift_left_recur(self, addTo):
```

```
    takenOff = self.data // 10**(self.maxSize-1)
    self.data = ( self.data % 10**(self.maxSize-1) * 10 ) + addTo
    if self.nextIndex != None:
        self.nextIndex.shift_left_recur(takenOff)
    else:
        self.append(takenOff)
```

```
def shift_right(self):
```

```
    if self.nextIndex != None:
        takenOff = self.data % 10
        self.data = (self.data // 10) + (10**(self.maxSize-1))*self.nextIndex.shift_right()
        return takenOff
    else:
        takenOff = self.data % 10
        self.data = self.data // 10
        return takenOff
```

```
class BigNumber(object):
```

```
    maxSize = -1
```

```
    def __init__(self, s):
```

```
        if type(s) == LinkedList:
            self.list = s
            self.maxSize = self.list.maxSize
```

```
        else:
```

```
            self.list = LinkedList()
```

```
            self.maxSize = self.list.maxSize
```

```
            if s == "":
```

```
                s = "0"
```

```
            if len(s) % self.maxSize == 0:
```

```
                for i in range(len(s)/self.maxSize, 0, -1):
                    self.list.append(s[self.maxSize*(i-1):self.maxSize*(i)])
```

```
            else:
```

```
                leftOver = len(s) % self.maxSize
```

```
                for i in range((len(s)-leftOver)/self.maxSize, 0, -1):
                    self.list.append(s[(self.maxSize*(i-1))+leftOver:(self.maxSize*(i))+leftOver])
```

```
                self.list.append(s[:leftOver])
```

```
    def __str__(self):
```

```
        return str(self.list)
```

```
    def __add__(self, other):
```

```
        if self.list.data == 0 and other.list.data == 0:
```

```
            result = 0
```

```
        elif (self.list.data != None and other.list.data != None):
```

```
            result = self.list + other.list
```

```
        elif self.list.data != None:
```

```
            result = str(self.list)
```

```
        elif other.list.data != None:
```

```
            result = str(other.list)
```

```
        else:
```

```
            result = 0
```

```
        return BigNumber(result)
```

```

143     def shift_left(self):
144         return self.list.shift_left()
145
146     def shift_right(self):
147         return self.list.shift_right()
148
149
150 def main():
151     numStr1 = "".join([str(randint(0,9)) for x in range(randint(0,50))])
152     numStr2 = "".join([str(randint(0,9)) for x in range(randint(0,50))])
153
154     #numStr1 = "5489641854681"
155     #numStr2 = "841584138515"
156
157     #print "          |%s|" % numStr1
158     #print "          |%s|" % numStr2
159
160
161     BN1 = BigNumber(numStr1)
162
163     print "\nStart: %s" % BN1
164
165     BN1.shift_right()
166     BN1.shift_left()
167     BN1.shift_right()
168
169
170     print "End: %s" % BN1
171     print "Wanted:%s" % numStr1[:-1]
172
173     BN2 = BigNumber(numStr2)
174
175     print "\nStart: %s" % BN2
176
177     BN2.shift_left()
178
179     print "End: %s" % BN2
180     print "Wanted:%s" % (numStr2+"0")
181
182     n = 1000000
183
184     iTime = time()
185     for i in range(n):
186         BN3 = BN1 + BN2
187     print "\nTime for %i additions of BigNumber: " %n, time() - iTime
188
189     L1 = long(numStr1)
190     L2 = long(numStr2)
191
192     iTime = time()
193     for i in range(n):
194         L3 = L1 + L2
195     print "Time for %i additions of Long: " %n, time() - iTime
196
197     if len(numStr1) == 0:
198         numStr1 = "0"
199     if len(numStr2) == 0:
200         numStr2 = "0"
201
202     print "\nGot: %19s" % (BN1 + BN2)
203     print "Wanted: %19s" % (int(numStr1[:-1]) + int(numStr2+"0"))
204
205     if str(BN1 + BN2) == str(int(numStr1[:-1]) + int(numStr2+"0")):
206         print "\nSuccess.\n"
207     else:
208         print "\n\nNOPE.\n\n"
209
210
211
212 if __name__ == '__main__':
213     main()

```

Output From Main():

Start: 7730438739270344733104881
End: 773043873927034473310488
Wanted: 773043873927034473310488

Start: 8518427422264668723
End: 85184274222646687230
Wanted: 85184274222646687230

Time for 1000000 additions of BigInteger: 12.5720000267
Time for 1000000 additions of Long: 0.171999931335

Got: 773129058201257119997718
Wanted: 773129058201257119997718

Success.

Explorations:

1. I implemented a class as a new abstract data type, my envisioning of a LinkedList in this context. The LinkedList is far from modular as most of the functionality of the BigInteger is built in rather than performed thereon. The BigInteger class itself is simply used for a constructor, case-catcher and minimal functionality, with most of the method calls being passed on to the interior LinkedList. I chose this method of storage because, with my LinkedLists being recursive in nature with the next index inside of the previous, I can store an unlimitedly large number in my BigInteger class, with the only limitation being memory space. This is as opposed to a BigInteger class which has a set number of variables to store any incoming data, and therefore can only go so big.
2. Possible Future Limitations:
 - a. When considering subtraction there needs to be an easy method of determining which value is larger and whether that will cause the result to be negative. As our BigInteger class was only built to store nonnegative integers, such subtraction would be severely limited. This could be implemented as easily as any of the other operators, with the simple addition of the method for determining relative size.
 - b. Implementing multiplication would be completely possible but not nearly as easy as either addition or subtraction. That's not to say it would be insanely complicated either, since with the current setup (especially with the inclusion of left_shift()) we have some

of the tools needed already. It is also easy to run into overflow errors when multiplying two numbers together large enough to warrant the use of a BigNumber class.

- c. Division would also be possible with many of the same considerations as multiplication, excluding overflow concerns. I believe that with the current methods, division would be more of a challenge than multiplication but also implementable with the current setup.
- 3. The largest number possibly stored in my BigNumber class is in the ballpark of 10^{1782} , and is limited by the maximum recursion depth of Python rather than memory restrictions as I had predicted. (I cannot show the output of that main() version, but the class call was:
`BigNumber("".join([str(randint(0,9)) for x in range(1782)]))` and the output began:
`795506433491403391056264...`)
- 4. The time to compute the addition of BigNumbers and longs both are too short for python to display for one run, but for 1 million additions the numbers become a bit more clear: ~12.5 seconds vs. ~.18 seconds. The default long implementation is about 73 times quicker than my created BigNumber class, which is to be expected as many people have spent much time writing and rewriting the code behind everything that Python gives by default. The algorithm behind the long type has been perfected to the extent required for it to no longer be practical to refine it, whereas my implementation is a simple, intuitive approach to the problem.