

## Program Design

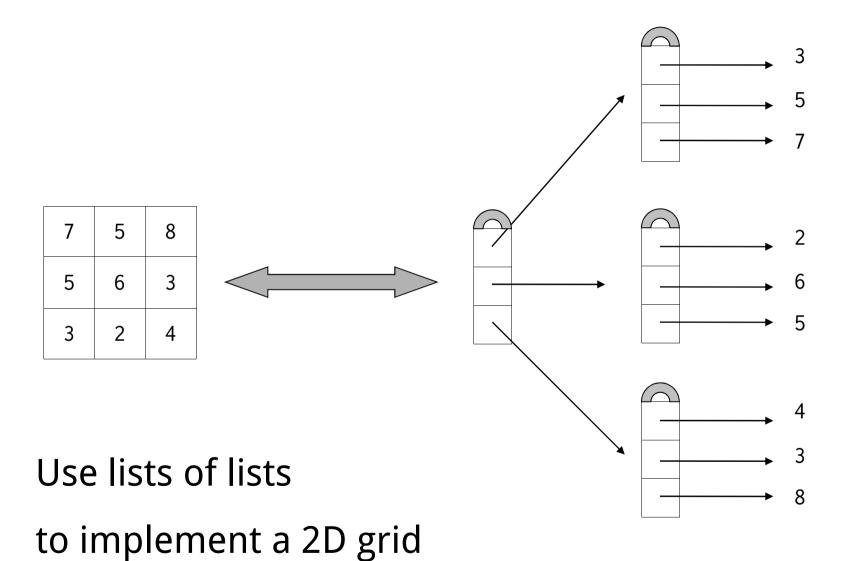
Invasion Percolation: Aliasing



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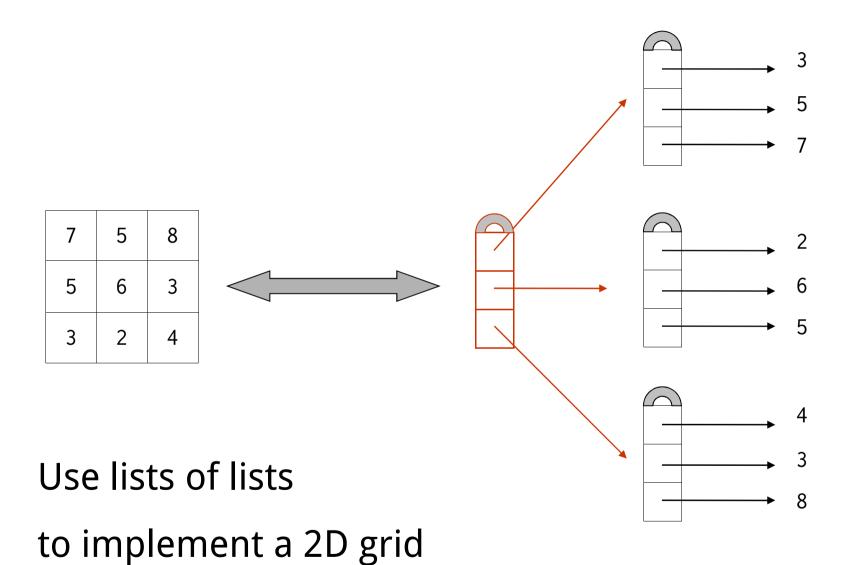
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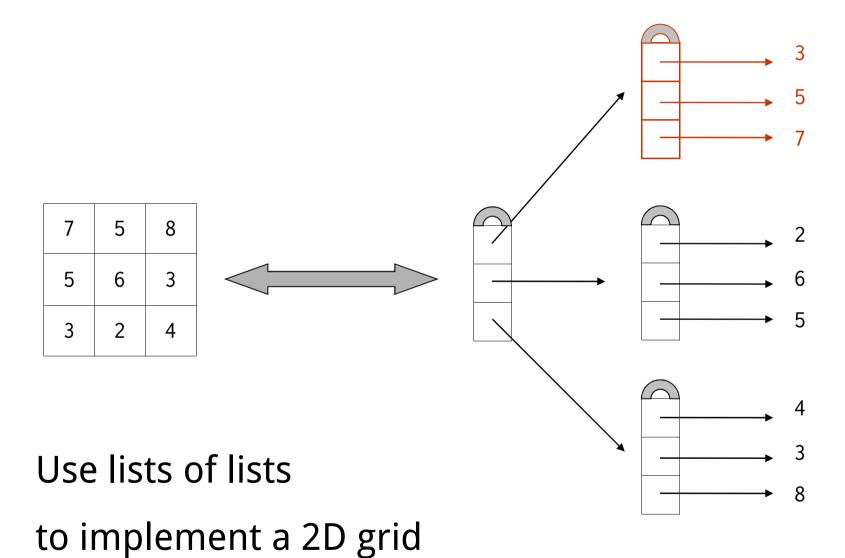


Program Design

**Invasion Percolation** 

Aliasing







```
# Correct code
assert N > 0, "Grid size must be positive"
assert N%2 == 1, "Grid size must be odd"
grid = []
for x in range(N):
    grid.append([])
    for y in range(N):
        grid[-1].append(1)
```



```
# Incorrect code
assert N > 0, "Grid size must be positive"
assert N%2 == 1, "Grid size must be odd"
grid = []
EMPTY = []
for x in range(N):
  grid.append(EMPTY)
  for y in range(N):
    grid[-1].append(1)
```



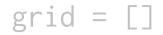
```
# Incorrect code
assert N > 0, "Grid size must be positive"
assert N%2 == 1, "Grid size must be odd"
grid = []
EMPTY = []
for x in range(N):
  grid.append(EMPTY)
  for y in range(N):
    grid[-1].append(1)
```



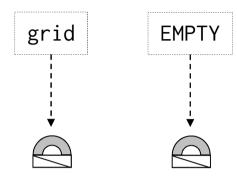
```
# Incorrect code
assert N > 0, "Grid size must be positive"
assert N%2 == 1, "Grid size must be odd"
grid = []
EMPTY = []
                                  "Aren't meaningful
for x in range(N):
                                  variable names
  grid.append(EMPTY)
  for y in range(N):
                                  supposed to be
    grid[-1].append(1)
                                  a good thing?"
```



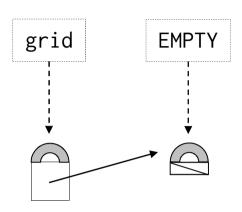




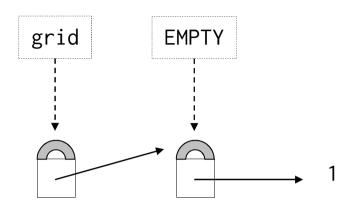
$$EMPTY = []$$





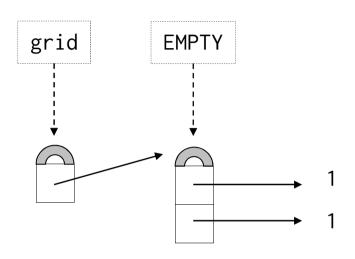






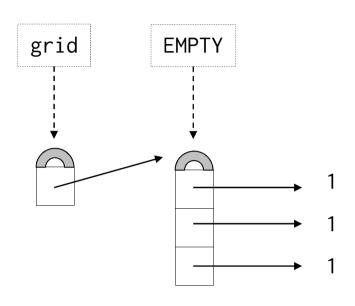
```
grid = []
EMPTY = []
for x in range(N): # x == 0
  grid.append(EMPTY)
  for y in range(N): # y == 0
    grid[-1].append(1)
```





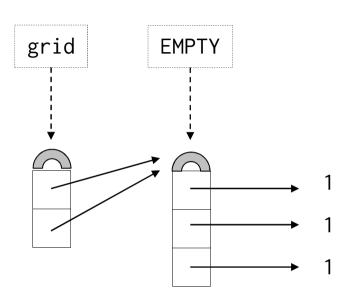
```
grid = []
EMPTY = []
for x in range(N): # x == 0
  grid.append(EMPTY)
  for y in range(N): # y == 1
    grid[-1].append(1)
```





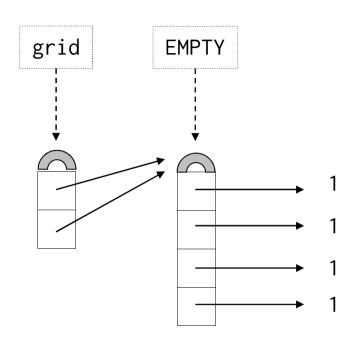
```
grid = []
EMPTY = []
for x in range(N): # x == 0
  grid.append(EMPTY)
  for y in range(N): # y == 2
    grid[-1].append(1)
```





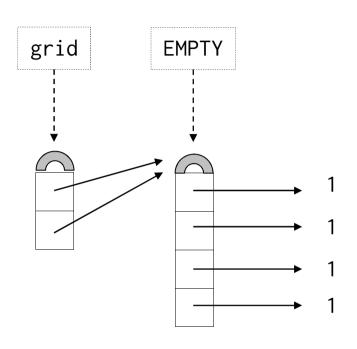
```
grid = []
EMPTY = []
for x in range(N): # x == 1
  grid.append(EMPTY)
```





```
grid = []
EMPTY = []
for x in range(N): # x == 1
  grid.append(EMPTY)
  for y in range(N): # y == 0
    grid[-1].append(1)
```





```
grid = []
EMPTY = []
for x in range(N): # x == 1
  grid.append(EMPTY)
  for y in range(N): # y == 0
    grid[-1].append(1)
```

You see the problem...





Aliasing can be useful



Aliasing can be useful

(In fact, sometimes it's indispensible)



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(In fact, sometimes it's indispensible)

But it's also a rich source of bugs



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When in doubt, draw a picture!



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Tools that do this automatically exist...



Aliasing can be useful

(In fact, sometimes it's indispensible)

But it's also a rich source of bugs

When in doubt, draw a picture!

Tools that do this automatically exist...

...but none has really taken off (yet)



created by

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May 2010



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