Biostatistics 615 - Statistical Computing

Lecture 6 More on C++ Basics

Jian Kang

September 24, 2015

Basics of Arrays and Strings

Array

```
int A[] = {3,6,8}; // A[] can be replaced with A[3]
std::cout << "A[0] = " << A[0] << std::endl; // prints 3
std::cout << "A[1] = " << A[1] << std::endl; // prints 6
std::cout << "A[2] = " << A[2] << std::endl; // prints 8
```

String as an array of characters

```
char s[] = "Hello, world"; // or equivalently, char* s = "Hello, world"
std::cout << "s[0] = " << s[0] << std::endl; // prints 'H'
std::cout << "s[5] = " << s[5] << std::endl; // prints ','
std::cout << "s = " << s << std::endl; // prints "Hello, world"
```

Pointers

s = 0x3fb5

Address	0x3fb5	0x3fb6	0x3fb7	0x3fb8	0x3fb9	0x3fba
Value	‘H’	‘E’	‘L’	‘L’	‘O’	‘\0’

```
char* s = "HELLO"; // array of {'H','E','L','L','O','\0'}
while ( *s != '\0' ) {  // *s access the character value pointed by s
  std::cout << *s << std::endl; // prints 'H','E','L','L','O' at each line
  ++s; // advancing the pointer by one; points to the next element
}
```

Pointers and Loops

while loop

```
char* s = "HELLO"; // array of {'H','E','L','L','O','\0'}
while ( *s != '\0' ) {
  std::cout << *s << std::endl; // prints 'H','E','L','L','O' at each line
  ++s; // advancing the pointer by one
}
```

for loop

```
// initialize array within for loop
for(char* s = "HELLO"; *s != '\0'; ++s) {
  std::cout << *s << std::endl; // prints 'H','E','L','L','O' at each line
}
```

Pointers are tricky, but powerful

```
int A[] = {3,6,8}; // A is a pointer to a constant address
```

A is considered as a pointer , save the address of the 1st element

```
int* p = A;         // p and A are containing the same address
std::cout << p[0] << std::endl;   // prints 3 because p[0] == A[0] == 3
std::cout << *p << std::endl;   // prints 3 because *p == p[0]
std::cout << p[2] << std::endl; // prints 8 because p[2] == A[2] == 8
```

equals to *(A+2)

```
std::cout << *(p+2) << std::endl;   // prints 8 because *(p+2) == p[2]
int b = 3;      // regular integer value
```

q point to the address of b

```
int* q = &b;   // the value of q is the address of b
b = 4;         // the value of b is changed
std::cout << *q << std::endl;  // *q == b == 4

char s[] = "Hello";
char* t = s;
```

t is char type pointer, without * ,it will print out the whole string; if t is int type pointer, it will print out the address

```
std::cout << t << std::endl; // prints "Hello"
char* u = &s[3]; // &s[3] is equivalent to s + 3
std::cout << u << std::endl; // prints "lo"
```

Pointers and References

```
int a = 2;
int& ra = a;   // reference to a
int* pa = &a;  // pointer to a
int b = a;     // copy of a
++a;  // increment a
std::cout << a << std::endl;  // prints 3
std::cout << ra << std::endl; // prints 3
std::cout << *pa << std::endl; // prints 3
std::cout << b << std::endl; // prints 2
int* pb;        // valid, but what pb points to is undefined
int* pc = NULL; // valid, pc points to nothing
std::cout << *pc << std::endl; // Run-time error : pc cannot be dereferenced.
int& rb;        // invalid. reference must refer to something
int& rb = 2;    // invalid. reference must refer to a variable.
```

* &a dereference

Functions

Core element of function

Type	Type of return values
Arguments	List of comma separated input arguments
Body	Body of function with "return [value]" at the end

Functions

Core element of function

Type	Type of return values
Arguments	List of comma separated input arguments
Body	Body of function with "return [value]" at the end

Defining functions

```
int square(int a) {
  return (a*a);
}
```

Functions

Core element of function

- **Type** Type of return values
- **Arguments** List of comma separated input arguments
- **Body** Body of function with "return [value]" at the end

Defining functions

```
int square(int a) {
  return (a*a);
}
```

Calling functions

```
int x = 5;
std::cout << square(x) << std::endl; // prints 25
```

Handling command line arguments

argConv.cpp - convert arguments in different format

```
#include <iostream>
#include <cstdlib>  // needed for using atoi and atof functions
                                equals to  *argv[ ]
int main(int argc, char** argv) {
  for(int i=1; i < argc; ++i) {
    std::cout << argv[i] << "\t" << atoi(argv[i])
              << "\t" << atof(argv[i]) << std::endl;
  }
  return 0;
}
```

Compiling and running argConv.cpp

```
user@host:~/$ ./argConv 1 1.5 hello 2/3
1       1       1
1.5     1       1.5       (atoi recognize only integer)
hello   0       0         (non-numeric portion will be recognized as zero)
2/3     2       2         (only recognize up to numeric portion)
```

Call by value vs. Call by reference

callByValRef.cpp

```cpp
#include <iostream>
```

make a copy if don’t want to change values

```cpp
int foo(int a) {   // a is an independent copy of x when foo(x) is called
  a = a + 1;
  return a;
}
```

call by reference; the value of y will be changed

```cpp
int bar(int& a) {  // a is an alias of y when bar(y) is called
```

别名

```cpp
  a = a + 1;
  return a;
}
int main(int argc, char** argv) {
  int x = 1, y = 1;
  std::cout << foo(x) << std::endl; // prints 2
  std::cout << x << std::endl;      // prints 1
  std::cout << bar(y) << std::endl; // prints 2
  std::cout << y << std::endl;      // prints 2
  return 0;
}
```

Call by value vs. Call by reference

Call-by-value is useful

- If you want to avoid unwanted changes in the caller's variables by the callee
- If you want to abstract the callee as a function only between inputs and outputs.

Call-by-reference is useful

- If you want to update the caller's variables by invoking the function.
- If you want to avoid copying an object consuming large memory to reduce memory consumption and computational time for copying the object.
  - As an extreme example, passing an 1GB object using call-by-value consumes additional 1GB of memory, but call-by-reference requires almost zero additional memory.

Let's implement Fisher's exact Test

	Treatment	Placebo	Total
Cured	a	b	a+b
Not cured	c	d	c+d
Total	a+c	b+d	n

Let's implement Fisher's exact Test

	Treatment	Placebo	Total
Cured	a	b	a+b
Not cured	c	d	c+d
Total	a+c	b+d	n

Desired Program Interface and Results

```
user@host:~/$ ./fishersExactTest 1 2 3 0
Two-sided p-value is 0.4
user@host:~/$ ./fishersExactTest 2 7 8 2
Two-sided p-value is 0.0230141
user@host:~/$ ./fishersExactTest 20 70 80 20
Two-sided p-value is 5.90393e-16
```

Possible 2×2 tables

在2*2列联表中，四格表周边和（即边际分布）计数固定不变的条件下，计算表内4个实际频数变动时的各种组合之概率P

	Treatment	Placebo	Total
Cured	x	a+b-x	a+b
Not cured	a+c-x	d-a+x	c+d
Total	a+c	b+d	n

超几何分布

Hypergeometric distribution Given $a+b, c+d, a+c, b+d$ and $n = a+b+c+d$,

(C(a+b)(x)+C(c+d)(a+c-x)) /C(n)(a+c)

$$\Pr(x) = \frac{(a+b)!(c+d)!(a+c)!(b+d)!}{x!(a+b-x)!(a+c-x)!(d-a+x)!n!}$$

n times of tests
(a+b) was cured
c+d was not cured
there are a+c treament tests
what's the prob of curing because of treatment
=(the prob that x treatment tests are cured among a+c treatment tests)

Fishers's Exact Test (2-sided)

$$p_{FET}(a,b,c,d) = \sum_x \Pr(x) I[\Pr(x) \le \Pr(a)]$$

上式计算Pr(x)<=P(a)的概率和
左侧检验，加约束条件 x< a

```
#include <iostream>
double hypergeometricProb(int a, int b, int c, int d); // defined later
int main(int argc, char** argv) {
  // read input arguments
  int a = atoi(argv[1]), b = atoi(argv[2]);
  int c = atoi(argv[3]), d = atoi(argv[4]);
  int n = a + b + c + d;
  // find cutoff probability
  double pCutoff = hypergeometricProb(a,b,c,d);
  double pValue = 0;
  // sum over probability smaller than the cutoff
  for(int x=0; x <= n; ++x) { // among all possible x
    if ( a+b-x >= 0 && a+c-x >= 0 && d-a+x >=0 ) { // consider valid x
      double p = hypergeometricProb(x,a+b-x,a+c-x,d-a+x);
      if ( p <= pCutoff ) pValue += p;
    }
  }
  std::cout << "Two-sided p-value is " << pValue << std::endl;
  return 0;
}
```

intFishersExactTest.cpp

hypergeometricProb() function

```
int fac(int n) { // calculates factorial
  int ret;
  for(ret=1; n > 0; --n) { ret *= n; }
  return ret;
}
double hypergeometricProb(int a, int b, int c, int d) {
  int num = fac(a+b) * fac(c+d) * fac(a+c) * fac(b+d);
  int den = fac(a) * fac(b) * fac(c) * fac(d) * fac(a+b+c+d);
  return (double)num/(double)den;
}
```

Running Examples

```
user@host:~/$ ./intFishersExactTest 1 2 3 0
Two-sided p-value is 0.4      // correct
user@host:~/$ ./intFishersExactTest 2 7 8 2
Two-sided p-value is 4.41018  // INCORRECT
```

Considering Precision Carefully

factorial.cpp

```cpp
int fac(int n) { // calculates factorial
  int ret;
  for(ret=1; n > 0; --n) { ret *= n; }
  return ret;
}
int main(int argc, char** argv) {
  int n = atoi(argv[1]);
  std::cout << n << "! = " << fac(n) << std::endl;
}
```

Running Examples

```
user@host:~/$ ./factorial 10
10! = 362880     // correct
user@host:~/$ ./factorial 12
12! = 479001600  // correct
user@host:~/$ ./factorial 13
13! = 1932053504 // INCORRECT
```

doubleFishersExactTest.cpp

new hypergeometricProb() function

```cpp
double fac(int n) { // main() function remains the same
  double ret; // use double instead of int
  for(ret=1.; n > 0; --n) { ret *= n; }
  return ret;
}
double hypergeometricProb(int a, int b, int c, int d) {
  double num = fac(a+b) * fac(c+d) * fac(a+c) * fac(b+d);
  double den = fac(a) * fac(b) * fac(c) * fac(d) * fac(a+b+c+d);
  return num/den; // use double to calculate factorials
}
```

Running Examples

```
user@host:~/$ ./doubleFishersExactTest 2 7 8 2
Two-sided p-value is 0.023041
user@host:~/$ ./doubleFishersExactTest 20 70 80 20
Two-sided p-value is 0 (fac(190) > 1e308 - beyond double precision)
```

Problem - Limited Precision

- `int` handles only up to fac(12)
- `double` handles only up to fac(170)

Solution - Calculate in logarithmic scale

$$\log \Pr(x) = \log(a+b)! + \log(c+d)! + \log(a+c)! + \log(b+d)! - \log x! - \log(a+b-x)! - \log(a+c-x)! - \log(d-a+x)! - \log n!$$

$$\log(p_{FET}) = \log \left[\sum_x \Pr(x) I(\Pr(x) \leq \Pr(a)) \right]$$

true 1

=log[Pr(a)(sigma)(Pr(x)/Pr(a)I(Pr(x)<=Pr(a)))

log function base: e

$$= \log \Pr(a) + \log \left[\sum_x \exp(\log \Pr(x) - \log \Pr(a)) I(\log \Pr(x) \leq \log \Pr(a$$

logFishersExactTest.cpp - main() function

```
#include <iostream>
#include <cmath> // for calculating log() and exp()
double logHypergeometricProb(int a, int b, int c, int d); // defined later
int main(int argc, char** argv) {
  int a = atoi(argv[1]), b = atoi(argv[2]), c = atoi(argv[3]), d = atoi(argv[4
  int n = a + b + c + d;
  double logpCutoff = logHypergeometricProb(a,b,c,d);
  double pFraction = 0;  pfraction is sigma (exp...)
  for(int x=0; x <= n; ++x) { // among all possible x
    if ( a+b-x >= 0 && a+c-x >= 0 && d-a+x >=0 ) { // consider valid x
      double l = logHypergeometricProb(x,a+b-x,a+c-x,d-a+x);
      if ( l <= logpCutoff ) pFraction += exp(l - logpCutoff);
    }
  }
  double logpValue = logpCutoff + log(pFraction);
  std::cout << "Two-sided log10-p-value is " << logpValue/log(10.) << std::end
  std::cout << "Two-sided p-value is " << exp(logpValue) << std::endl;
  return 0;
}
```

Filling the rest

logHypergeometricProb()

```
double logFac(int n) {
  double ret;
  for(ret=0.; n > 0; --n) { ret += log((double)n); }
  return ret;
}
double logHypergeometricProb(int a, int b, int c, int d) {
  return logFac(a+b) + logFac(c+d) + logFac(a+c) + logFac(b+d) - logFac(a)
      - logFac(b) - logFac(c) - logFac(d) - logFac(a+b+c+d);
}
```

Running Examples

```
user@host:~/$ ./logFishersExactTest 2 7 8 2
Two-sided log10-p-value is -1.63801, p-value is 0.0230141
user@host:~/$ ./logFishersExactTest 20 70 80 20
Two-sided log10-p-value is -15.2289, p-value is 5.90393e-16
user@host:~/$ ./logFishersExactTest 200 700 800 200
Two-sided log10-p-value is -147.563, p-value is 2.73559e-148
```

Even faster

Computational speed for large dataset

```
time ./logFishersExactTest 1982 3018 2056 2944
Two-sided log10-p-value is -0.863914, p-value is 0.1368
0:10.17 elapsed ...

time ./fastFishersExactTest 1982 3018 2056 2944
Two-sided log10-p-value is -0.863914, p-value is 0.1368
0:00.00 elapsed,
```

Even faster

Computational speed for large dataset

```
time ./logFishersExactTest 1982 3018 2056 2944
Two-sided log10-p-value is -0.863914, p-value is 0.1368
0:10.17 elapsed ...

time ./fastFishersExactTest 1982 3018 2056 2944
Two-sided log10-p-value is -0.863914, p-value is 0.1368
0:00.00 elapsed,
```

How to make it faster?

- Most time consuming part is the repetitive computation of factorial
  - # of `logHypergeometricProbs` calls is $\leq a+b+c+d=n$
  - # of `logFac` call $\leq 9n$
  - # of `log` calls $\leq 9n^2$ - could be billions in the example above
- Key Idea is to store `logFac` values to avoid repetitive computation

newFac.cpp : new operator for dynamic memory allocation

```
#include <iostream>
#include <cstdlib>
int main(int argc, char** argv) {
  int n = atoi(argv[1]); // takes an integer argument
  double* facs = new double[n+1]; // allocate variable-sized array
  facs[0] = 1;
  for(int i=1; i <= n; ++i) {
    facs[i] = facs[i-1] * i; // calculate factorial
  }
  for(int i=n; i >= 0; --i) { // prints factorial values from n! to 0!
    std::cout << i << "! = " << facs[i] << std::endl;
  }
  delete [] facs;  // if allocated by new[], must be freed by delete[]
  return 0;
}
```

Preambles and Function Declarations

```cpp
#include <iostream>
#include <cmath>
#include <cstdlib>

// *** defined previously
double logHypergeometricProb(double* logFacs, int a, int b, int c, int d);

// *** New function ***
void initLogFacs(double* logFacs, int n);

int main(int argc, char** argv);
```

fastFishersExactTest.cpp - main() function

```
int main(int argc, char** argv) {
  int a = atoi(argv[1]), b = atoi(argv[2]), c = atoi(argv[3]), d = atoi(argv[4]);
  int n = a + b + c + d;
  double* logFacs = new double[n+1]; // *** dynamically allocate memory logFacs[0..n] *
  initLogFacs(logFacs, n);           // *** initialize logFacs array ***
  double logpCutoff = logHypergeometricProb(logFacs,a,b,c,d); // *** logFacs added
  double pFraction = 0;
  for(int x=0; x <= n; ++x) {
    if ( a+b-x >= 0 && a+c-x >= 0 && d-a+x >=0 ) {
      double l = logHypergeometricProb(logFacs,x,a+b-x,a+c-x,d-a+x);
      if ( l <= logpCutoff ) pFraction += exp(l - logpCutoff);
    }
  }
  double logpValue = logpCutoff + log(pFraction);
  std::cout << "Two-sided log10-p-value is " << logpValue/log(10.) << std::endl;
  std::cout << "Two-sided p-value is " << exp(logpValue) << std::endl;
  delete [] logFacs;
  return 0;
}
```

fastFishersExactTest.cpp - other functions

function initLogFacs()

```
void initLogFacs(double* logFacs, int n) {
  logFacs[0] = 0;
  for(int i=1; i < n+1; ++i) {
    logFacs[i] = logFacs[i-1] + log((double)i); // only n times of log() calls
  }
}
```

function logHyperGeometricProb()

```
double logHypergeometricProb(double* logFacs, int a, int b, int c, int d) {
  return logFacs[a+b] + logFacs[c+d] + logFacs[a+c] + logFacs[b+d]
    - logFacs[a] - logFacs[b] - logFacs[c] - logFacs[d] - logFacs[a+b+c+d];
}
```

Classes and user-defined data type

C++ Class

- A user-defined data type with
  - Member variables
  - Member functions

An example C++ Class

```
class Point {  // definition of a class as a data type
public:        // making member variables/functions accessible outside the cla
   double x;  // member variable
   double y;  // another member variable
};
Point p;  // A class object as an instance of a data type
p.x = 3.; // assign values to member variables
p.y = 4.;
```

Adding member functions

```
#include <iostream>
#include <cmath>
class Point {
public:
   double x;
   double y;
   double distanceFromOrigin() { // member function
     return sqrt( x*x + y*y );
   }
};
int main(int argc, char** argv) {
  Point p;
  p.x = 3.;
  p.y = 4.;
  std::cout << p.distanceFromOrigin() << std::endl; // prints 5
  return 0;
}
```

Constructor - A better way to initialize an object

```
#include <iostream>
#include <cmath>
class Point {
public:
   double x;
   double y;
   Point(double px, double py) { // constructor defines here
     x = px;
     y = py;
   }
   // equivalent to -- Point(double px, double py) : x(px), y(py) {}
   double distanceFromOrigin() { return sqrt( x*x + y*y );}
};
int main(int argc, char** argv) {
  Point p(3,4) // calls constructor with two arguments
  std::cout << p.distanceFromOrigin() << std::endl; // prints 5
  return 0;
}
```

Constructors and more member functions

```
#include <iostream>
#include <cmath>
class Point {
public:
   double x, y;  // member variables
   Point(double px, double py) { x = px; y = py; } // constructor
   double distanceFromOrigin() { return sqrt( x*x + y*y ); }
   double distance(Point& p) { // distance to another point
     return sqrt( (x-p.x)*(x-p.x) + (y-p.y)*(y-p.y) );
   }  since p is referenced, if change the value of p.x the value in p will be changed
   void print() { // print the content of the point
     std::cout << "(" << x << "," << y << ")" << std::endl;
   }
};
int main(int argc, char** argv) {
  Point p1(3,4), p2(15,9);   // constructor is called
  p1.print();                                       // prints (3,4)
  std::cout << p1.distance(p2) << std::endl; // prints 13
  return 0;
}
```

More class examples - pointRect.cpp

```
class Point { ... }; // same Point class as last slide
class Rectangle { // Rectangle
public:
  Point p1, p2; // rectangle defined by two points
  // Constructor 1 : initialize by calling constructors of member variables
```

formal parameters 形式参数

```
  Rectangle(double x1, double y1, double x2, double y2) : p1(x1,y1), p2(x2,y2)
  // Constructor 2 : from two existing points
  // Passing user-defined data types by reference avoid the overhead of creati
```

consider "point" as a data type

```
  Rectangle(Point& a, Point& b) : p1(a), p2(b) {}
```

use reference to make copy of a, b,

which type is "point&"

```
  double area() { // area covered by a rectangle
```

directly copy will make inaccuracy

```
    return (p1.x-p2.x)*(p1.y-p2.y);
  }
};
```

Initializing objects with different constructors

```
int main(int argc, char** argv) {
  Point p1(3,4), p2(15,9); // initialize points
  Rectangle r1(3,4,15,9);  // constructor 1 is called
  Rectangle r2(p1,p2);     // constructor 2 is called
  std::cout << r1.area() << std::endl; // prints 60
  std::cout << r2.area() << std::endl; // prints 60
  r1.p2.print();                       // prints (15,9)
  return 0;
}
```

Pointers to an object : objectPointers.cpp

```
#include <iostream>
#include <cmath>
class Point { ... }; // same as defined before
int main(int argc, char** argv) {
  // allocation to "stack" : p1 is alive within the function
  Point p1(3,4);
  // allocation to "heap" : *pp2 is alive until delete is called
  Point* pp2 = new Point(5,12);
  Point* pp3 = &p1; // pp3 is simply the address of p1 object
  p1.print();   // Member function access - prints (3,4)
  pp2->print(); // Member function access via pointer - prints (5,12)
  pp3->print(); // Member function access via pointer - prints (3,4)
  std::cout << "p1.x = " << p1.x << std::endl;          // prints 3
  std::cout << "pp2->x = " << pp2->x << std::endl;      // prints 5
  std::cout << "(*pp2).x = " << (*pp2).x << std::endl; // same to pp2->x
  delete pp2;  // allocated memory must be deleted
  return 0;
}
```

- Class is an abstract data type
- A class object may contain member variables and functions
- Constructor is a special class for initializing a class object
  - There are also destructors, but not explained today
  - The concepts of default constructor and copy constructor are also skipped
- `new` and `delete` operators to dynamic allocate the memory in the heap space.