

Week 10 Studio

Searching and Sorting for Arrays,

Memoisation

CS1101S AY21/22 Semester 1

Studio 05E

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Admin

- Contact tracing (QR code + class photo)
- Reading Assessment 2 ON THIS FRIDAY!!!
 - Get and do past year papers from LumiNUS
 - Easier than RA1 (at least imo)
 - Environment model will be heavily tested upon, practice until it becomes second nature
- PID stop mission
- My workload getting super heavy these days... 🙄

Recap

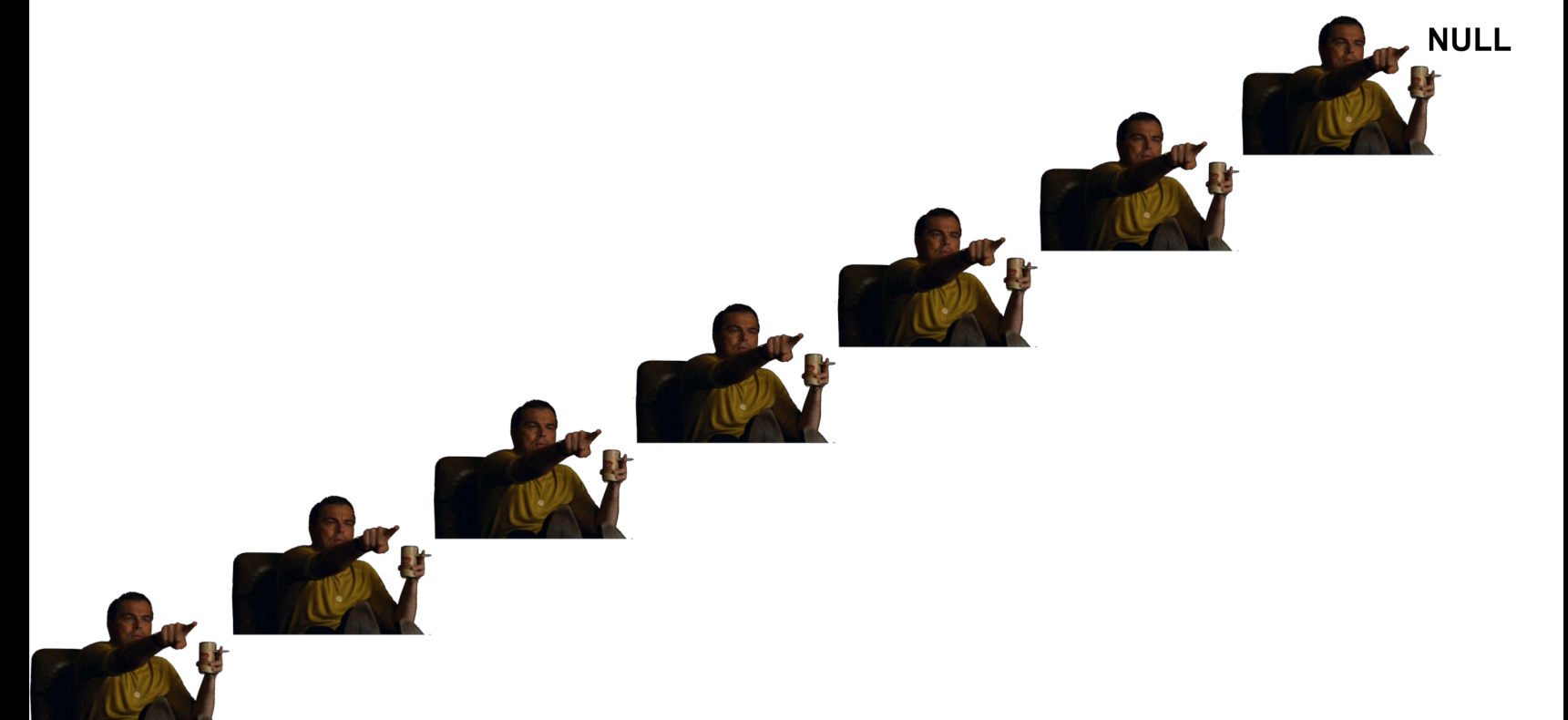
Searching and Sorting for Arrays

What Is It?

- Already gone through the algos in studio 07 a few weeks ago
- Left as a challenge: implement all searching and sorting with arrays instead of lists!
 - “Ideal” searching and sorting
 - Data are usually presented in array form
 - Who uses linked lists? (actually a lot of use cases)

Nobody:

Linked Lists:



Searching and Sorting for Arrays

Let's Try to Implement!

- Searching
 - Linear search
 - **Binary search** (recursion & loop)
- Sorting
 - **Selection sort**
 - **Insertion sort** (shifting left & shifting right)
 - Merge sort

Merge Sort for Arrays

General Idea

- ```
function merge_sort(A) {
 merge_sort_helper(A, 0, array_length(A) - 1);
}
```
- ```
function merge_sort_helper(A, low, high) {  
    if (low < high) {  
        const mid = math_floor((low + high) / 2);  
        merge_sort_helper(A, low, mid);  
        merge_sort_helper(A, mid + 1, high);  
        merge(A, low, mid, high);  
    }  
}
```

Merge Sort for Arrays

merge Function

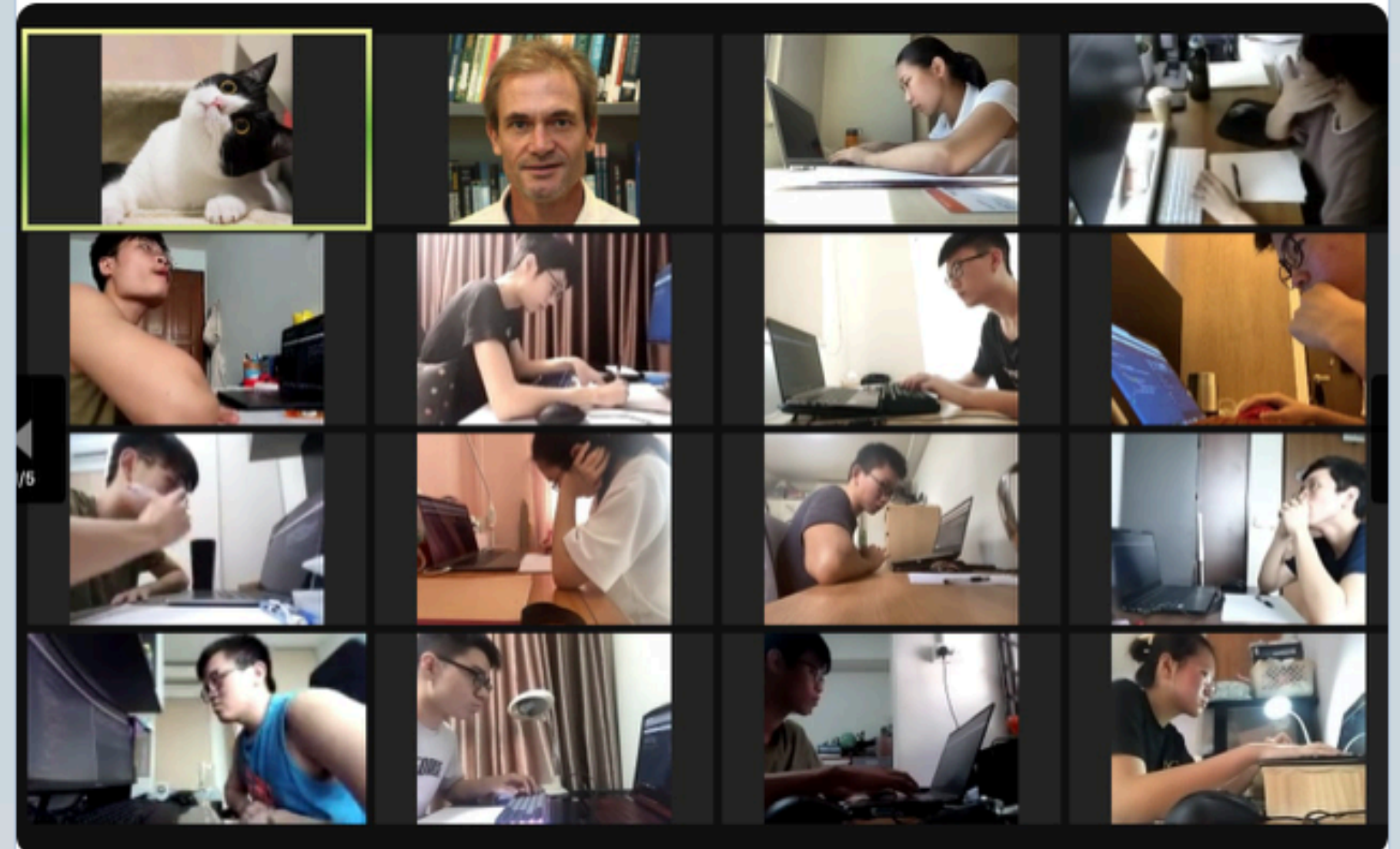
```
function merge(A, low, mid, high) {  
    const B = [];  
    let left = low;  
    let right = mid + 1;  
    let Bidx = 0;  
  
    while (left <= mid && right <= high) {  
        if (A[left] <= A[right]) {  
            B[Bidx] = A[left];  
            left = left + 1;  
        } else {  
            B[Bidx] = A[right];  
            right = right + 1;  
        }  
        Bidx = Bidx + 1;  
    }  
  
    while (left <= mid) {  
        B[Bidx] = A[left];  
        Bidx = Bidx + 1;  
        left = left + 1;  
    }  
  
    while (right <= high) {  
        B[Bidx] = A[right];  
        Bidx = Bidx + 1;  
        right = right + 1;  
    }  
  
    for (let k = 0; k < high - low + 1; k = k + 1)  
        A[low + k] = B[k];  
}
```


Memoisation

What Is It?

- This is NOT a typo...
- Storing results of expensive function calls and returning the cached result when the same inputs occur again
- Also known as “tabling”
- Common strategy for dynamic programming! (CS2040S nightmares)

Forwarded from: [Martin Henz](#)



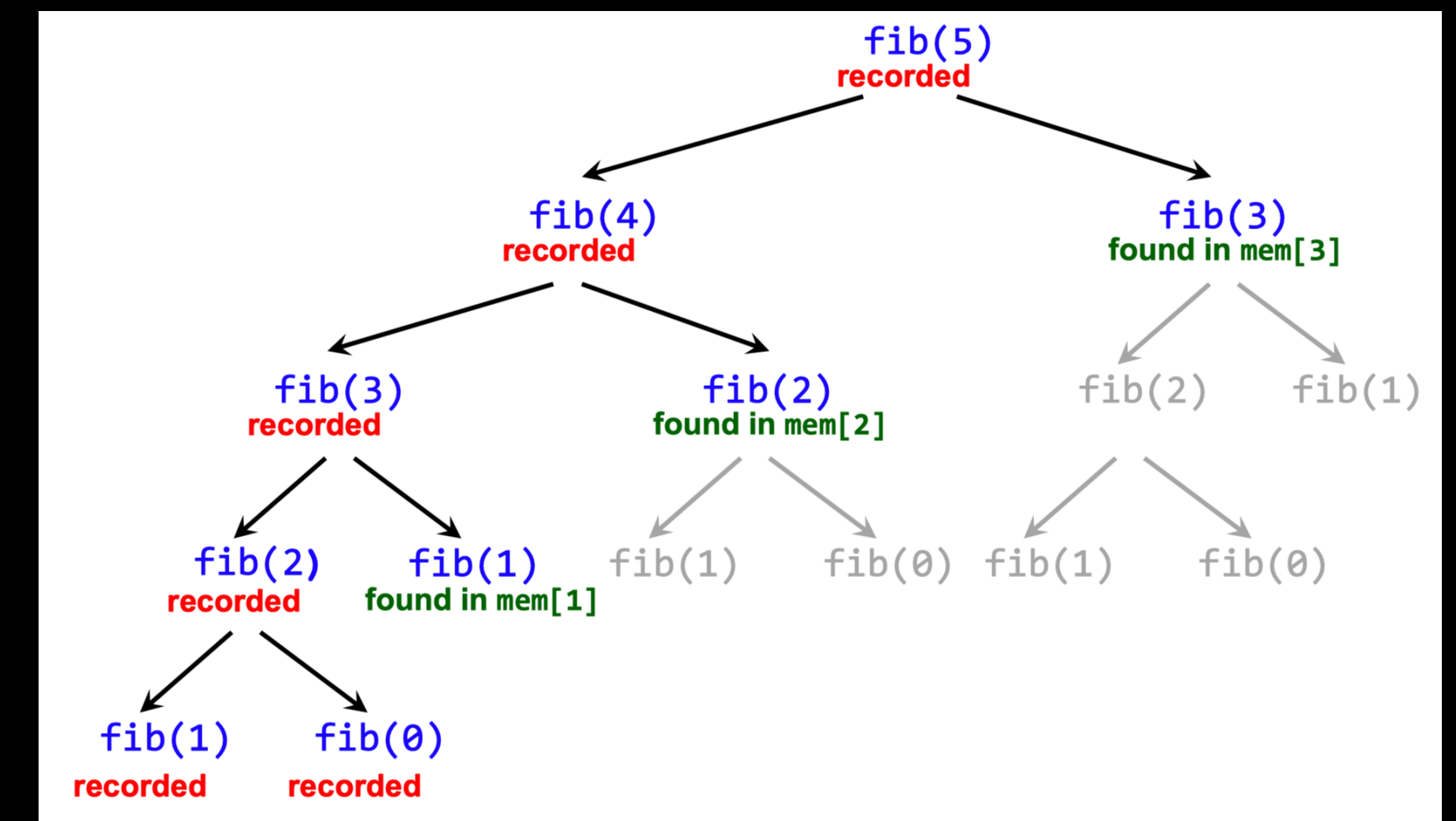
Spotted a new student attempting the PA this morning. Their specialty: memeowzation.

2 ↩ 3:14 PM

Memoisation

How Does It Work?

- Arrays can be accessed in constant time
 - (Although lists work for memoisation as well)
- When function is called:
 - Called and stored before: return stored value
 - Not called before: calculate and store the value
- Classic examples: Fibonacci, n choose k



Memoisation

Abstraction for Memoisation

- ```
function memoize(f) {
 const mem = [];
 function mf(x) {
 if (mem[x] !== undefined) {
 return mem[x];
 } else {
 const result = f(x);
 mem[x] = result;
 return result;
 }
 }
 return mf;
}
```

# Memoisation

## What to Memoise?

- Choose only the parameters that are useful for calculation!
- 1 parameter:  $O(n)$  space
- 2 parameters:  $O(n^2)$  space
- $k$  parameters:  $O(n^k)$  space!!! 🙄🙄

|         | $k = 0$ | $k = 1$ | $k = 2$ | $k = 3$ | $k = 4$ |
|---------|---------|---------|---------|---------|---------|
| $n = 0$ |         |         |         |         |         |
| $n = 1$ | 5       | 4       |         |         |         |
| $n = 2$ | 10      | 6       | 3       |         |         |
| $n = 3$ | 15      | 11      | 7       | 2       |         |
| $n = 4$ |         | 16      | 12      | 8       | 1       |
| $n = 5$ |         |         | 17      | 13      | 9       |
| $n = 6$ |         |         |         | 18      | 14      |
| $n = 7$ |         |         |         |         | 19      |

# Memoisation

## What to Memoise?

- ```
function f(x, y, z) {  
  return y === 0  
    ? x  
    : y + z + f(x, y - 1, z) + f(x, y - 1, z + 1);  
}
```
- ```
function f(x) {
 return x === 0
 ? 1
 : x * f(x - 1);
}
```

# Environment Model

## Empty Frames

- No empty frames!!!
  - No frame for application of nullary functions
  - No frames for blocks (function or if/else) if it does not directly declare names
  - Global environment is the same as program environment if the program itself does not directly declare any names

# Environment Model

## Primitive and Predeclared Functions

- Global environment as their environment (eyeball on the right)
- If program involves predeclared functions, bodies of functions will be given during exam
- Applications of primitive functions immediately return the result without any need for an environment

# Environment Model

## Compound values

- Arrays drawn like pairs but with multiple cells
- Empty array as a very thin box
- Values in pairs/arrays
  - Primitive values written inside the frames
  - `null`: slash instead of word
  - Direction “ / | | \ ” does not matter



**Any Questions?**