CSCI 112, Winter 2023, Lecture 1

January 12, 2023

Review Python

- Strings
- Lists
- Tuples
- Dictionaries
- Sets
- List comprehensions
- Functions, including lambda
- Classes
- Exception handling
- Unit tests

- All of these are reviewed in your textbook.
- Review the exercises at the end of the chapter.
- There are also many online Python tutorials.

Algorithms

Classic multiply

```
238
x 13
-----
714
238
-----
3094
```

Algorithms

Classic multiply

| | 238 | |
|-----|-----|--|
| X | 13 | |
| | | |
| | 714 | |
| 238 | | |
| | | |
| 3 | 094 | |

Peasant multiply

| 238 | 13 | > | 238 |
|------|----|---|------|
| 476 | 6 | | |
| 952 | 3 | > | 952 |
| 1904 | 1 | > | 1904 |
| | | | |
| | | | 3094 |

Programs

```
def classic_multiply(a, b):
    bdigits = reversed([int(x) for x in list(str(b))])
    sum = 0
    for i, digit in enumerate(bdigits):
        sum += digit * a * 10 ** i
    return sum
```

```
def peasant_multiply(a, b):
    sum = 0
    while b > 0:
        if b % 2 == 1:
            sum += a
        a, b = a*2, b//2
    return sum
```

Which is better? What does that even mean?

Algorithm vs Program

- An algorithm is an explicit, step-by-step procedure for solving a problem.
 - There can be many algorithms to solve the same problem.
 - There are problems for which there exists no algorithm!
- A program is an explicit, step-by-step set of instructions to a computer.
 - Usually, a program is an **implementation** of an algorithm.

Measuring runtime

```
1 | a = 5
^{2} b=6
3 c = 10
4 for i in range(n):
      for j in range(n):
5
6
        z = i * j
9 for k in range(n):
      w = a*k + 45
10
     v = b*b
12 d = 33
```

- We could time it.
- That would depend on processor, etc.
- Hard to compare this algorithm with another.

- Better to, e.g., count the number of assignments.
- There are 4 assignments outside the loops.
- There are 3 in the body of the first loop, which is done n² times.
- There are 2 in the body of the second loop, which is done n times.
- Total number of assignments: $3n^2 + 2n^2 + 4$



Measuring runtime

```
a=5
 b=6
 c = 10
4 for i in range(n):
   for j in range(n):
      x = i * i
6
      z = i * j
  for k in range(n):
     w = a*k + 45
10
    v = b*b
12 d = 33
```

- Total number of assignments: $3n^2 + 2n^2 + 4$
- As $n \to \infty$, this function is dominated by the $3n^2$ term.
- We don't care about constants, because that is just units.
- We say that this program is **order** n^2 , or

$$O(n^2)$$



A refresher on some basic math

Logarithms

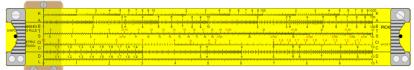
Logarithms, by shortening the labors, doubled the life of an astronomer.

- Pierre-Simon, marquis de Laplace

$$\log_b(a) = c \Leftrightarrow b^c = a$$

$$\log_b(ac) = \log_b(a) + \log_b(c)$$





https://www.sliderules.org/

Logarithm refresher

 $\log_b(a) = c \Leftrightarrow b^c = a$

$$b^{\log_b(a)} = a$$

$$\log_b(ac) = \log_b(a) + \log_b(c)$$

$$\log_b(a) = \frac{\log_d(a)}{\log_d(b)} \qquad \frac{a}{b} = \frac{a/d}{b/d}$$

$$\log_d(b)\log_b(a) = \log_d(a) \qquad \frac{b}{d}\frac{a}{b} = \frac{a}{d}$$

$$\log_b(a) = \frac{1}{\log_a(b)}$$

$$\log_b(a) = k\log_d(a) \qquad \log_{10}(1203248) \approx 6$$

 $\log_2(1203248) \approx 20$

Summation rules

$$\sum_{i=m}^{n} c = (n-m+1)c$$

$$\sum_{i=m}^{n} ca_i = c \sum_{i=m}^{n} a_i$$

$$\sum_{i=m}^{n} (a_i + b_i) = \sum_{i=m}^{n} a_i + \sum_{i=m}^{n} + b_i$$

Summation rules

$$\sum_{i=m}^{n} a_{i+k} = \sum_{i=m+k}^{n+k} a_i$$

$$\sum_{i=m}^{n} a_i x^{i+k} = x^k \sum_{i=m}^{n} a_i x^i$$

$$\sum_{i=m}^{n} (a_i - a_{i-1}) = a_n - a_{m-1}$$

https://tutorial.math.lamar.edu/classes/calci/summationnotation.aspx https://www.math.brown.edu/johsilve/MA0075/SummationTutorial.html

Sum of constant

$$\sum_{i=1}^{n} 1 = 1 + 1 + 1 \dots + 1$$
$$= n$$

$$\sum_{i=1}^{n} c = c + c + c \dots + c$$
$$= cn$$

Sum of i

$$\Rightarrow \sum_{i=1}^{n} i = \frac{n(n+1)}{2}$$

Sum of i, another way

$$n^{2} = \sum_{i=1}^{n} (i^{2} - (i-1)^{2})$$

$$= \sum_{i=1}^{n} (2i-1)$$

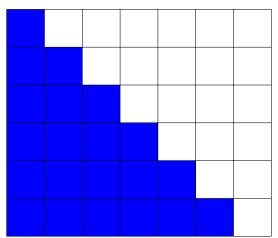
$$= 2 \sum_{i=1}^{n} i - \sum_{i=1}^{n} 1$$

$$= 2 \sum_{i=1}^{n} i - n$$

$$\Rightarrow \sum_{i=1}^{n} i = \frac{n^{2} + n}{2}$$

Sum of *i*, easiest way

$$\sum_{i=1}^{n} i = \frac{n(n+1)}{2}$$



Sum of Odd Numbers

$$1+3+\ldots+(2n+1) = \sum_{i=0}^{n} (2i+1)$$

$$= \sum_{i=0}^{n} 2i + \sum_{i=0}^{n} 1$$

$$= 2\sum_{i=0}^{n} i + (n+1)$$

$$= 2n(n+1)/2 + (n+1)$$

$$= (n+1)^{2}$$

Geometric Sum

$$S_n = \sum_{i=0}^n a^i$$

$$= 1 + a + a^2 + \dots + a^n$$

$$S_{n+1} = (1 + a + a^2 + \dots + a^n) + a^{n+1}$$

$$= S_n + a^{n+1}$$

$$S_{n+1} = 1 + (a + a^2 + \dots + a^n + a^{n+1})$$

$$= 1 + a(1 + a + a^2 + \dots + a^n)$$

$$= 1 + aS_n$$

$$S_n + a^{n+1} = 1 + aS_n$$

$$\Rightarrow$$

$$S_n = \frac{a^{n+1} - 1}{a - 1}$$

$$= \sum_{i=0}^{n} a^i$$

Geometric sum, another way

$$(a-1)\sum_{i=0}^{n} a^{i} = \sum_{i=0}^{n} (a^{i+1} - a^{i})$$

$$= \sum_{i=1}^{n+1} (a^{i} - a^{i-1})$$

$$= a^{n+1} - a^{0}$$

$$= a^{n+1} - 1$$

$$\sum_{i=0}^{n} a^{i} = \frac{a^{n+1} - 1}{a - 1}$$

Geometric Sum

$$\sum_{i=0}^{n} a^{i} = \frac{a^{n+1} - 1}{a - 1}$$

If a > 1 and n is large, then

$$a^{n+1}-1\approx a^{n+1}$$

Therefore

$$1 + a + a^{2} + \dots + a^{n} = \frac{a^{n+1} - 1}{a - 1}$$

$$\approx \left(\frac{a}{a - 1}\right) a^{n}$$

$$= ka^{n}$$

$$1 < k \le 2$$

Memorizing the Geometric Sum

$$\sum_{i=0}^{n} a^{i} = 1 + a + a^{2} + \dots + a^{n}$$

$$\approx a^{n}$$

$$= \frac{a^{n+1}}{a}$$

$$\approx \frac{a^{n+1} - 1}{a - 1} = \sum_{i=0}^{n} a^{i}$$

- We want to study the runtime of programs. How long does it take to solve a problem with the computer?
- Constants don't matter, since it is just a change in units. Two minutes or 120 seconds? Units are arbitrary.
- We also don't care about machine speed, programming language, etc. A computer that is twice as fast will just add a constant factor of 1/2, anyway.

- We are also especially interested in how well programs scale to larger and larger problems. If the problem is ten times bigger, will it take ten times as long to solve? More? Less?
- This is the essence of what we want to measure. The growth rate of a program's execution time as the problem gets larger.
- We generally measure the number of times something is done. This will be a positive integer independent of units.

Big O notation

- We assume all our functions are positive integers (they measure number of times something is done).
- We say that a function f(x) is Big-O g(x),

$$f(x) = O(g(x))$$

if there is some constant, C, such that $f(x) \leq Cg(x)$ for x big enough.

• Example, let $f(x) = 3x^2 + 10x + 2$. Then $f(x) = O(x^2)$ because

$$f(x) = 3x^{2} + 10x + 2$$

$$\leq 3x^{2} + 10x^{2} + 2x^{2}$$
 if $x \geq 1$

$$= 15x^{2}$$

Big O notation

• Note that $f(x) = 3x^2 + 10x + 2$ is also $O(x^3)$, since

$$f(x) = 3x^{2} + 10x + 2$$

$$\leq 3x^{3} + 10x^{3} + 2x^{3}$$
 if $x \geq 1$

$$= 15x^{3}$$

• However, $f(x) \neq O(x)$, because, let C be any constant, then

$$Cx < x^2$$
 if $x > C$
 $< 3x^2 + 10x + 2$ if $x > max(1, C)$
 $= f(x)$

- So it is not possible to find C such that $f(x) \le Cx$ for large x.
- If C is large, say $C = 10^{1000000}$, then $f(x) \le Cx$ for quite a few values of x. But, eventually, ...



Summing up

$$f(x) = 3x^{2} + 10x + 2$$

$$f(x) = O(x^{3})$$

$$f(x) = O(x^{2})$$

$$f(x) \neq O(x)$$

$$f(x) \neq O(1)$$

- We say $O(x^2)$ is a **tight** bound.
- $O(x^3)$ is a **loose** bound.
- Generally we prefer to find bounds as tight as possible.

Alternate method for showing Big-O

If f(x) and g(x) are continuous, then

$$\lim_{x\to\infty}\frac{f(x)}{g(x)}<\infty$$

implies

$$f(x) = O(g(x))$$

For example:

$$\lim_{x \to \infty} \frac{3x^2 + 10x + 2}{x^2} = 3$$

And so
$$3x^2 + 10x + 2 = O(x^2)$$

We can also use l'Hopital's rule!



Big O Hierarchy

```
O(1)
O(\log(\log(n)))
O(\log n)
O(\sqrt{n})
O(n)
O(n \log n)
O(n^2)
O(n^2 \log n)
O(n^3)
O(2^{n})
O(3^{n})
O(n!)
```

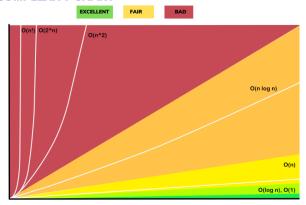
- Each function is Big-O of all the functions below it.
- No function is Big-O of any function above it.
- Since log to one base is a constant multiple of log to a different base:

$$\log_a n = O(\log_b n)$$

for any bases a and b.

Big O Chart

BIG O COMPLEXITY CHART



>hackr.io

How many assignment statements are made?

```
for i in range(n):
    x = i + f(x)
```

How many assignment statements are made?

```
for i in range(n):
    x = i + f(x)
```

$$\sum_{i=0}^{n-1} (1+1) = \sum_{i=0}^{n-1} 2$$
= 2n

• This program is O(n)

How many assignment statements are made?

```
for i in range(n):
    for j in range(n):
       x = i + j + f(x)
```

• This program is $O(n^2)$

How many assignment statements are made?

$$\sum_{i=0}^{1} {1 + \sum_{j=0}^{n-1} {1 + j \choose j}} = \sum_{i=0}^{n-1} {1 \choose j}$$
for i in range(n):
$$\sum_{j=0}^{n-1} {1 \choose j}$$

$$= \sum_{i=0}^{n-1} {1 \choose j}$$

$$= \sum_{i=0}^{n-1} {1 \choose i}$$

• This program is $O(n^2)$

$$\sum_{i=0}^{n-1} \left(1 + \sum_{j=0}^{n-1} (1+1) \right) = \sum_{i=0}^{n-1} \left(1 + \sum_{j=0}^{n-1} 2 \right)$$

$$= \sum_{i=0}^{n-1} (1+2n)$$

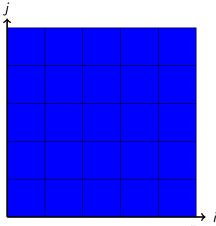
$$= \sum_{i=0}^{n-1} 1 + \sum_{i=0}^{n-1} 2n$$

$$= n+2\sum_{i=0}^{n-1} n$$

$$= 2n^2 + n$$

Visualizing nested for loops

```
for i in range(n):
    for j in range(n):
       x = i + j + f(x)
O(n<sup>2</sup>)
```



How many assignment statements are made?

```
for i in range(n):
    for j in range(i):
        x = x + f(x) + j
```

How many assignment statements are made?

```
for i in range(n):
    for j in range(i):
       x = x + f(x) + j
```

$$\sum_{i=0}^{n-1} \left(1 + \sum_{j=0}^{i-1} (1+1) \right) = \sum_{i=0}^{n-1} \left(1 + \sum_{j=0}^{i-1} 2 \right)$$

$$= \sum_{i=0}^{n-1} (1+2i)$$

$$= \sum_{i=0}^{n-1} 1 + 2 \sum_{i=0}^{n-1} i$$

$$= n + n(n+1)$$

$$= n^2 + 2n$$

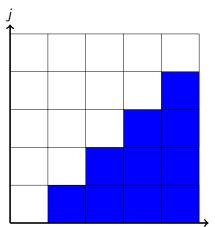
• This function is also $O(n^2)$



Visualizing nested for loops

```
for i in range(n):
   for j in range(i):
       x = x + f(x) + j
```

$$\frac{n(n-1)}{2}=O(n^2)$$



How many lines does doodle draw?

```
def doodle(n, m):
    if n > 0:
        line(n, n, m, m)
        line(n, m, m, n)
        doodle(n-1, m)
```

How many lines does doodle draw?

```
def doodle(n, m):
    if n > 0:
        line(n, n, m, m)
        line(n, m, m, n)
        doodle(n-1, m)
• O(n)
```

$$f(0) = 0$$

$$f(n) = f(n-1) + 2$$

$$= (f(n-2) + 2) + 2$$

$$= ((f(n-3) + 2) + 2) + 2)$$

$$= f(n-k) + 2k$$

$$= ...$$

$$= f(n-n) + 2n$$

$$= 2n$$

How many additions does quibble make?

```
def quibble(n):
   if n == 0:
     return 1
   else:
     return quibble(n-1) + quibble(n-1)
```

$$f(0) = 0$$

$$f(n) = 2f(n-1) + 1$$

$$= 2(2f(n-2) + 1) + 1$$

$$= 2^{2}f(n-2) + 2 + 1$$

$$= 2^{3}f(n-3) + 4 + 2 + 1$$

$$= 2^{4}f(n-4) + 8 + 4 + 2 + 1$$

How many additions does quibble make?

```
def quibble(n):
   if n == 0:
     return 1
   else:
     return quibble(n-1) + quibble(n-1)
```

$$f(0) = 0 = 2^{k} f(n-k) + \sum_{i=0}^{n-1} 2^{i}$$

$$f(n) = 2f(n-1) + 1$$

$$= 2(2f(n-2) + 1) + 1$$

$$= 2^{2} f(n-2) + 2 + 1$$

$$= 2^{3} f(n-3) + 4 + 2 + 1$$

$$= 2^{4} f(n-4) + 8 + 4 + 2 + 1$$

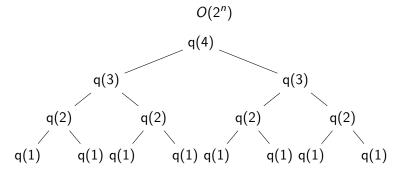
$$= 2^{n} f(0) + \frac{2^{n} - 1}{2 - 1}$$

$$= 2^{n} f(0) + \frac{2^{n} - 1}{2 - 1}$$

$$= 2^{n} f(0) + \frac{2^{n} - 1}{2 - 1}$$

Visualizing recursion

```
def quibble(n):
    if n == 0:
        return 1
    else:
        return quibble(n-1) + quibble(n-1)
```



Fibonacci

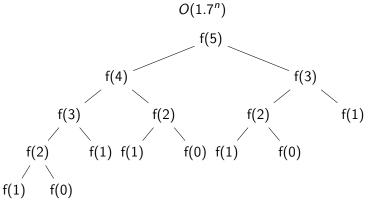
```
def fibonacci(n):
   if n < 2:
      return n
   else:
      return fibonacci(n-1) + fibonacci(n-2)</pre>
```

The mathematics is difficult, but the result is similar to quibble:

$$O(1.7)^n$$

Visualizing Fibonacci

```
def fibonacci(n):
    if n < 2:
        return n
    else:
        return fibonacci(n-1) + fibonacci(n-2)</pre>
```



How many times can you divide an integer in half?

$$30 \to 15 \to 7 \to 3 \to 1:4$$

$$32 \to 16 \to 8 \to 4 \to 2 \to 1:5$$

$$40 \to 20 \to 10 \to 5 \to 2 \to 1:5$$

$$50 \to 25 \to 12 \to 6 \to 3 \to 1:5$$

$$64 \to 32 \to 16 \to 8 \to 4 \to 2 \to 1:6$$

$$70 \to 35 \to 17 \to 8 \to 4 \to 2 \to 1:6$$

$$128 \to 64 \to 32 \to 16 \to 8 \to 4 \to 2 \to 1:7$$

$$200 \to 100 \to 50 \to 25 \to 12 \to 6 \to 3 \to 1:7$$

$$256 \to 128 \to 64 \to 32 \to 16 \to 8 \to 4 \to 2 \to 1:8$$

How many times can you divide an integer in half?

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$$200 \to 100 \to 50 \to 25 \to 12 \to 6 \to 3 \to 1:7$$

$$256 \to 128 \to 64 \to 32 \to 16 \to 8 \to 4 \to 2 \to 1:8$$

$$\lfloor \log_2(n) \rfloor \leq \log_2(n)$$

How many additions does shoop make at a maximum?

```
def shoop(n):
    if n == 1:
        return 7
    else:
        return shoop(n//2) + 3
```

$$f(1) = 0$$

$$f(n) = f(n/2) + 1$$

$$= (f(n/4) + 1) + 1$$

$$= ((f(n/8) + 1) + 1) + 1$$

$$= f(n/2^k) + k$$

$$= f(n/2^{\log_2(n)}) + \log_2(n)$$

$$= f(n/n) + \log_2(n)$$

$$= \log_2(n) = O(\log n)$$

How many additions does snarfle make at a maximum?

```
def snarfle(n):
    if n == 1:
        return 7
    else:
        return snarfle(n//2) + snarfle(n//2)
```

$$f(1) = 0$$

$$f(n) = 2f(n/2) + 1$$

$$= 2(2f(n/4) + 1) + 1$$

$$= 2^{2}f(n/2^{2}) + 2 + 1$$

$$= 2^{3}f(n/2^{3}) + 4 + 2 + 1$$

$$= 2^{k}f(n/2^{k}) + \sum_{i=1}^{k-1} 2^{i}$$

How many additions does snarfle make at a maximum?

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def snarfle(n):
    if n == 1:
        return 7
    else:
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```

$$f(1) = 0$$

$$f(n) = 2f(n/2) + 1$$

$$= 2(2f(n/4) + 1) + 1$$

$$= 2^{2}f(n/2^{2}) + 2 + 1$$

$$= 2^{3}f(n/2^{3}) + 4 + 2 + 1$$

$$= 2^{k}f(n/2^{k}) + \sum_{i=0}^{k-1} 2^{i}$$

$$= (1) = 0$$

$$= 2^{\log_{2}(n)}f(n/2^{\log_{2}(n)}) + \sum_{i=0}^{\log_{2}(n)-1} 2^{i}$$

$$= 0 + (2^{\log_{2}(n)-1+1} - 1)/(2 - 1)$$

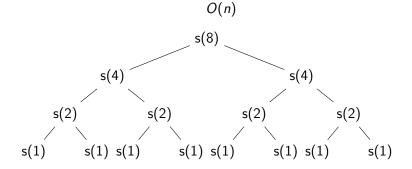
$$= 2^{\log_{2}(n)} - 1$$

$$= n - 1 = O(n)$$

4 D > 4 B > 4 B > 4 B > 9 Q P

Visualizing snarfle

```
def snarfle(n):
    if n == 1:
        return 7
    else:
        return snarfle(n//2) + snarfle(n//2)
```



What is the runtime of our multiplication algorithms?

Classic multiply

| | 238 | |
|-----|-----|--|
| х | 13 | |
| | | |
| 714 | | |
| 238 | | |
| | | |

3094

Peasant multiply

| 238 | 13 | > | 238 |
|------|----|---|------|
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| | | | |
| | | | 3094 |

Two algorithms for power

```
a^b = a(a^{b-1}) vs. a^b = (a^{b/2})^2

def powlinear(a, b):
    if b == 0:
        return 1
    else:
        return a * powlinear(a, b-1)
```

```
def powlog(a, b):
    if b == 0:
        return 1
    elif b % 2 == 1:
        return a * powlog(a, b-1)
    else:
        x = powlog(a, b//2)
        return x * x
```

What are their running times?

```
def fibonacci(n):
   if n < 2:
      return n
   else:
      return fibonacci(n-1) + fibonacci(n-2)</pre>
```

Running time?

```
def fibonacci(n):
    if n < 2:
        return n
    else:
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```

Running time?

 $O(1.7^n)$

```
def fibonacci(n):
   a,b = 0,1
   while n > 0:
       n,a,b = n-1, b, a+b
   return a
```

Runining time?

```
def fibonacci(n):
    if n < 2:
        return n
    else:
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```

Running time?

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   return a
```

Runining time?

O(n)

```
def fibonacci(n):
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Running time?

$O(1.7^n)$

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def fibonacci(n):
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   while n > 0:
        n,a,b = n-1, b, a+b
   return a
```

Runining time?

$$1.7^{100} > 10^{23} \gg 100$$

```
def fibonacci(n):
    if n < 2:
        return n
    else:
        return fibonacci(n-1) + fibonacci(n-2)</pre>
```

Running time?

$O(1.7^n)$

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def fibonacci(n):
   a,b = 0,1
   while n > 0:
       n,a,b = n-1, b, a+b
   return a
```

Runining time?

O(n)

 $1.7^{100} > 10^{23} \gg 100$

Can we do better?

$$(a,b) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} = (b,a+b)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} = (1,1)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^{2} = (1,2)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^{3} = (2,3)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^{4} = (3,5)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^{5} = (5,8)$$

$$(a,b)\begin{bmatrix}0&1\\1&1\end{bmatrix}=(b,a+b)$$

$$(0,1)\left[egin{array}{cc} 0 & 1 \ 1 & 1 \end{array}
ight]=(1,1)$$

$$(0,1)\left[\begin{array}{cc}0&1\\1&1\end{array}\right]^2=(1,2)$$

$$(0,1)\begin{bmatrix}0&1\\1&1\end{bmatrix}^3=(2,3)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^4 = (3,5)$$

$$(0,1) \left[\begin{array}{cc} 0 & 1 \\ 1 & 1 \end{array} \right]^5 = (5,8)$$

Does this give you an idea?

$$(a,b)$$
 $\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} = (b,a+b)$
 $(0,1)$ $\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} = (1,1)$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^2 = (1,2)$$

$$(0,1)\begin{bmatrix}0&1\\1&1\end{bmatrix}^3=(2,3)$$

$$(0,1) \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^4 = (3,5)$$

$$(0,1)\begin{bmatrix}0&1\\1&1\end{bmatrix}^5=(5,8)$$

- Does this give you an idea?
- Can you write a O(log n) fibonacci?

Lab: $O(\log n)$ fibonacci

- Develop a Matrix class that will handle matrices of any dimension.
- Your matrix class will handle matrix multiplication and matrix power by overloading the __mul__ and __pow__ methods.
- Also develop a __str__ method.
- An example interaction is at the right. The initializing parameters for a matrix object are the number of rows, the number of columns, and a list of all the elements.
- Use this class to develop a $O(\log n)$ fibonacci function.
- Time and compare the three fibonacci's: exponential, linear, and log. To get meaningful results, compare exponential and linear in one comparison, and linear and log in another comparison.

Performance of log fibonacci

```
m = Matrix(2,2,[0,1,1,1])
>>>
      for i in range(4,7):
>>>
         print(m ** i)
    3 51
       51
         81
    5 8
        13 l
```

Time in nanoseconds for finding the 1000000th Fibonacci number:

```
Linear: 8093750000
Log: 203125000
```

Anagram problem

• Determine if two strings are anagrams:

```
inch chin
study dusty
stressed desserts
cried cider
```

• What are some algorithms?

Anagram algorithm 1: checking off

```
def anagramSolution1(s1,s2):
      stillOK = True
2
      if len(s1) != len(s2):
3
           stillOK = False
4
      alist = list(s2)
5
      pos1 = 0
6
      while pos1 < len(s1) and stillOK:
7
           pos2 = 0
8
           found = False
9
           while pos2 < len(alist) and not found:
10
               if s1[pos1] == alist[pos2]:
                   found = True
12
               else:
13
                    pos2 = pos2 + 1
14
           if found:
15
               alist[pos2] = None
16
           else:
17
               stillOK = False
18
           pos1 = pos1 + 1
19
      return stillOK
20
```

Anagram algorithm 2: sort and compare

```
def anagramSolution2(s1,s2):
      alist1 = list(s1)
2
      alist2 = list(s2)
3
4
      alist1.sort()
5
      alist2.sort()
6
7
      pos = 0
8
      matches = True
9
      while pos < len(s1) and matches:
11
           if alist1[pos] == alist2[pos]:
12
               pos = pos + 1
13
           else:
14
               matches = False
15
16
      return matches
17
```

Anagram algorithm 3: brute force

```
def anagramSolution3(s1, s2):
      return s1 in all_permutations(s2)
2
3
  def all_permutations(s):
      if len(s) == 1:
5
          return [s]
6
7
      else:
           shorts = all_permutations(s[1:])
8
          longs = []
9
          for short in shorts:
10
11
               longs = longs + all_positions(s[0], short)
12
          return longs
13
  def all_positions(c, s):
      strings = []
15
      for i in range(len(s)+1):
16
           strings.append(s[0:i] + c + s[i:])
17
      return strings
```

Anagram algorithm 4: count and compare

```
c1 = [0]*26
1
      c2 = [0]*26
2
3
      for i in range(len(s1)):
4
           pos = ord(s1[i]) - ord('a')
5
           c1[pos] = c1[pos] + 1
6
7
8
      for i in range(len(s2)):
           pos = ord(s2[i]) - ord('a')
9
           c2[pos] = c2[pos] + 1
10
      i = 0
12
      stillOK = True
13
      while j<26 and stillOK:
14
           if c1[j]==c2[j]:
15
                j = j + 1
16
           else:
17
                stillOK = False
18
19
      return stillOK
20
```

Runtime of Builtin Python Data Structures

• See text.