
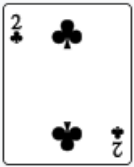
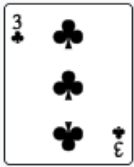
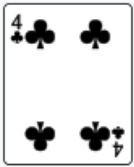
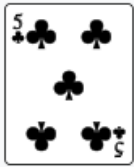
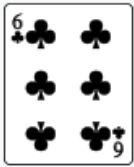
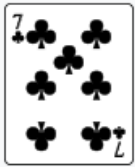
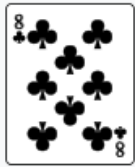
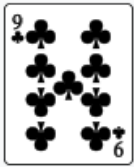
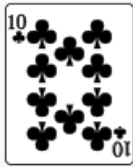
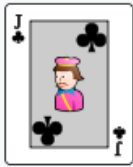



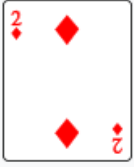
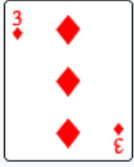
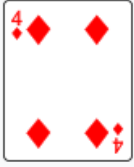

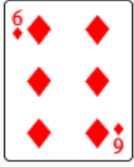








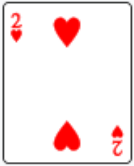
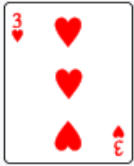
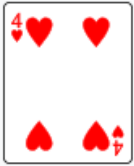

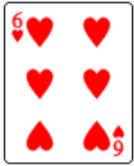
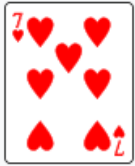

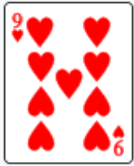
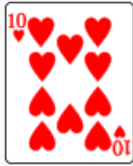




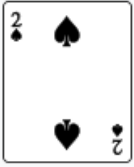
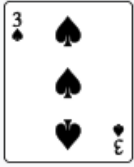












# Recursion and iteration

- algorithm examples

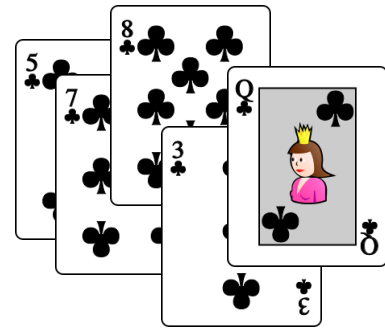
# Standard 52-card deck

	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Clubs													
Diamonds													
Hearts													
Spades													

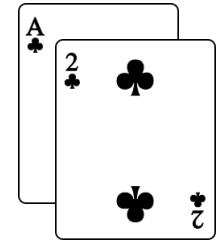
# Selection sort

**selection\_sort.py**

```
def selection_sort(L):  
    unsorted = L[:]  
    result = []  
  
    while unsorted:  
        e = min(unsorted)  
        unsorted.remove(e)  
        result.append(e)  
  
    return result
```



**unsorted**

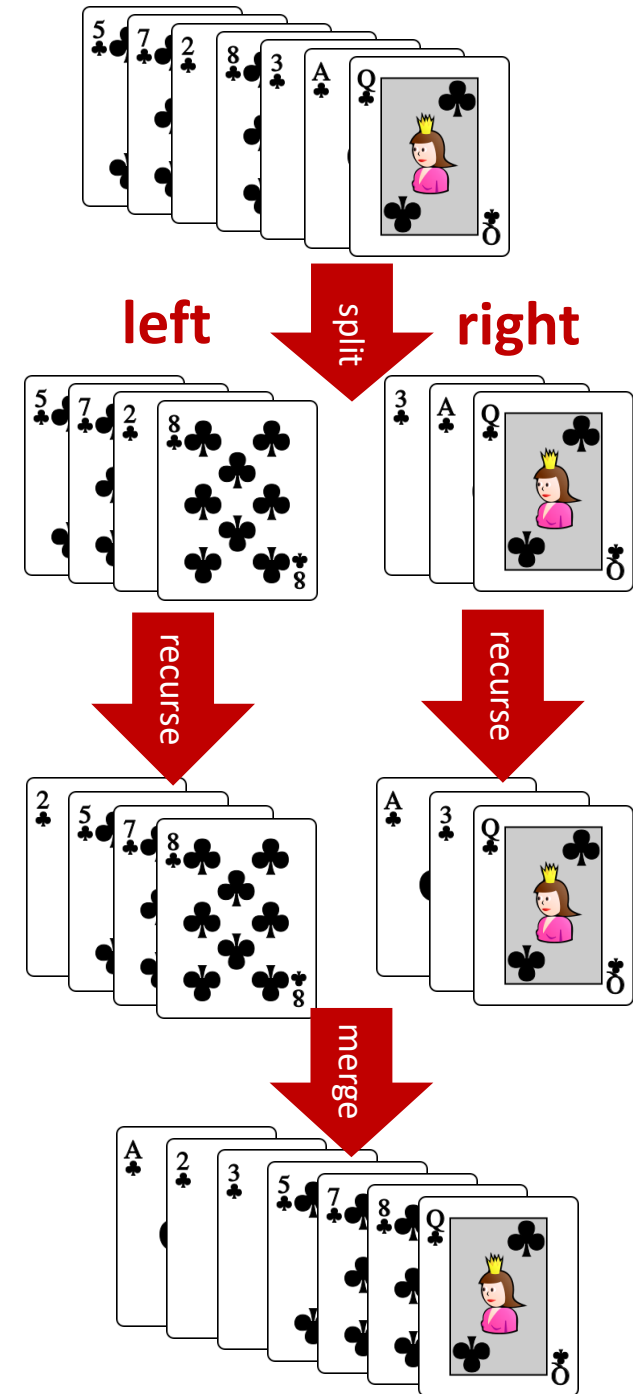


**sorted  
result**

- `min` and `.remove` scan the remaining `unsorted` list for each element moved to `result`
- order  $|L|^2$  comparisons

# Sorting a pile of cards (Merge sort)

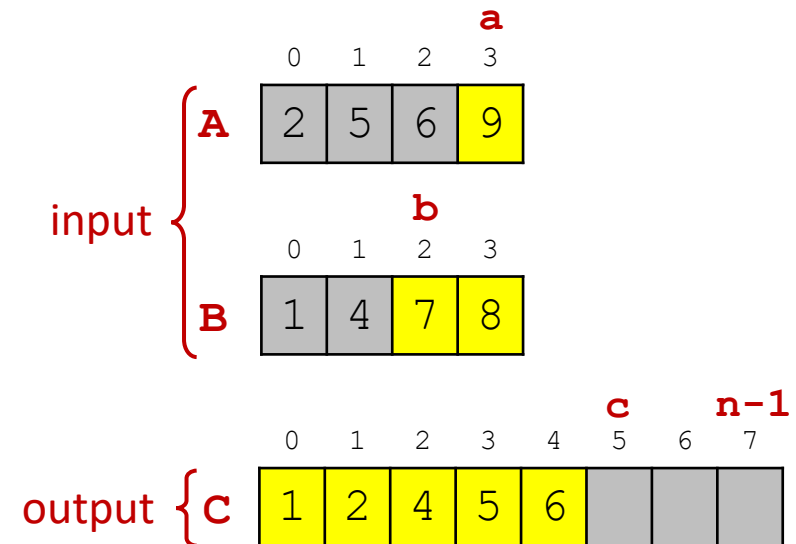
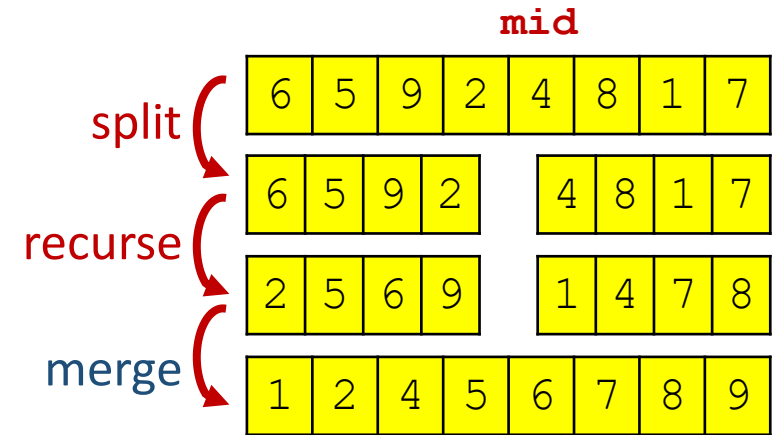
- If one card in pile, i.e. pile is sorted
- Otherwise
  - 1) Split pile into two piles, **left** and **right**, of approximately same size
  - 2) Sort **left** and **right** recursively (independently)
  - 3) Merge **left** and **right** (which are sorted)



## merge\_sort.py

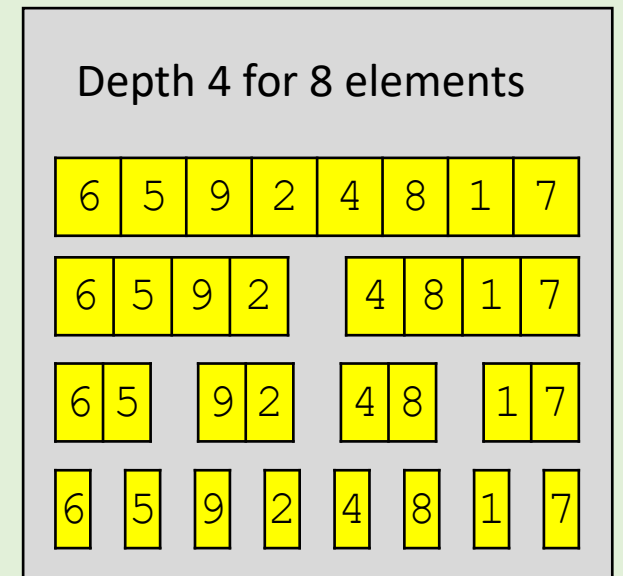
```
def merge_sort(L):  
    n = len(L)  
    if n <= 1:  
        return L[:]  
    mid = n // 2  
    left, right = L[:mid], L[mid:]  
    return merge(merge_sort(left), merge_sort(right))
```

```
def merge(A, B):  
    n = len(A) + len(B)  
    C = n * [None]  
    a, b = 0, 0  
    for c in range(n):  
        if a < len(A) and (b == len(B) or A[a] < B[b]):  
            C[c] = A[a]  
            a = a + 1  
        else:  
            C[c] = B[b]  
            b = b + 1  
    return C
```



# Question – Depth of recursion for 52 elements

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5
- f) 6
- g) 7
- h) 8
- i) 9
- j) 10
- k) Don't know



# Question – Order of comparisons by Merge sort ?

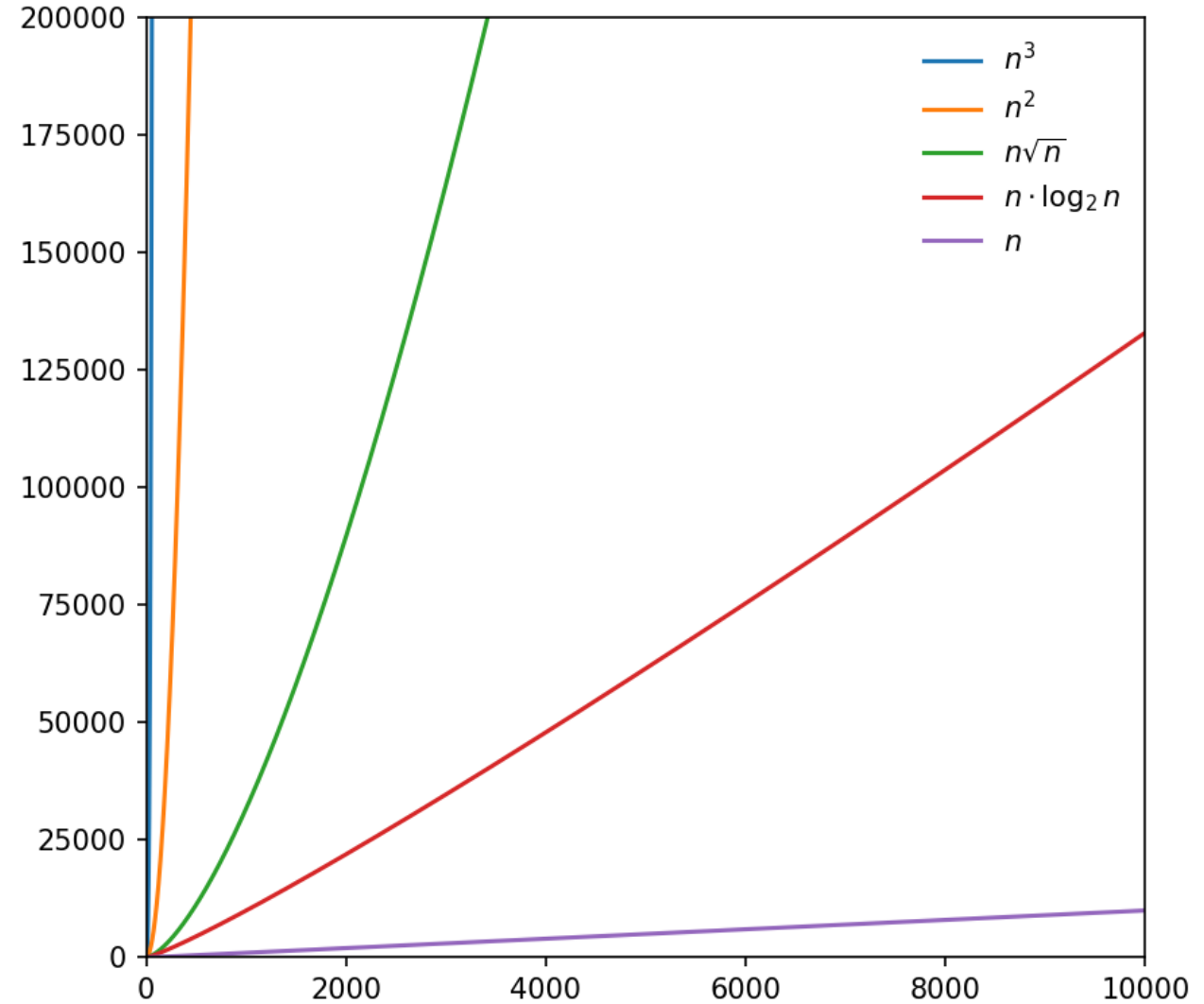
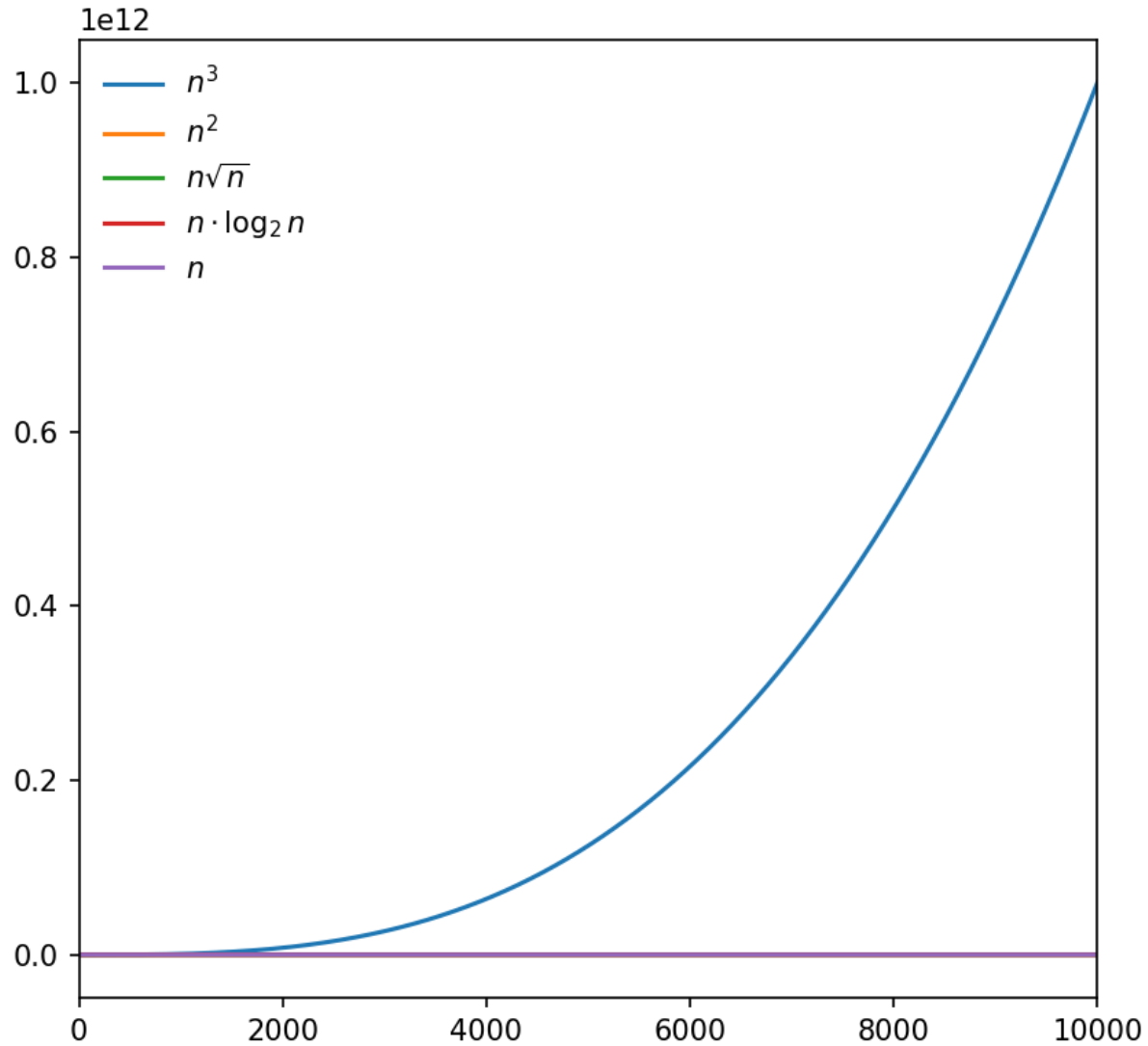
- a)  $\sim n$
- b)  $\sim n\sqrt{n}$
- c)  $\sim n \log_2 n$
- d)  $\sim n^2$
- e)  $\sim n^3$
- f) Don't know

merge\_sort.py

```
def merge_sort(L):
    n = len(L)
    if n <= 1:
        return L[:]
    else:
        mid = n // 2
        left, right = L[:mid], L[mid:]
        return merge(merge_sort(left), merge_sort(right))

def merge(A, B):
    n = len(A) + len(B)
    C = n * [None]
    a, b = 0, 0
    for c in range(n):
        if a < len(A) and (b == len(B) or A[a] < B[b]):
            C[c] = A[a]
            a = a + 1
        else:
            C[c] = B[b]
            b = b + 1
    return C
```

# Growth of some functions





# Merge sort without recursion

- Start with piles of size one
- Repeatedly merge two smallest piles

merge\_sort.py

```
def merge_sort_iterative(L):  
    Q = [[x] for x in L]  
    while len(Q) > 1:  
        Q.insert(0, merge(Q.pop(), Q.pop()))  
    return Q[0]
```



insert at front of  
list inefficient

```
from collections import deque
```

deques are a  
generalization of lists  
with efficient updates  
at both ends

```
def merge_sort_deque(L):  
    Q = deque([x] for x in L)  
    while len(Q) > 1:  
        Q.appendleft(merge(Q.pop(), Q.pop()))  
    return Q[0]
```

```
merge_sort_iterative([7,1,9,3,-2,5])
```

## Values of Q in while-loop

```
[[7], [1], [9], [3], [-2], [5]]  
[[-2, 5], [7], [1], [9], [3]]  
[[3, 9], [-2, 5], [7], [1]]  
[[1, 7], [3, 9], [-2, 5]]  
[[-2, 3, 5, 9], [1, 7]]  
[[-2, 1, 3, 5, 7, 9]]
```

**Note:** Lists in Q appear in non-increasing length order,  
where longest  $\leq 2 \cdot$  shortest

# Question – Number of iterations of while-loop ?

```
merge_sort_iterative([7, 1, 9, 3, -2, 5])
```

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5
- f) 6
- g) 7
- h) Don't know

**merge\_sort.py**

```
def merge_sort_iterative(L):  
    Q = [[x] for x in L]  
    while len(Q) > 1:  
        Q.insert(0, merge(Q.pop(), Q.pop()))  
    return Q[0]
```

# Quicksort (randomized)

**quicksort.py**

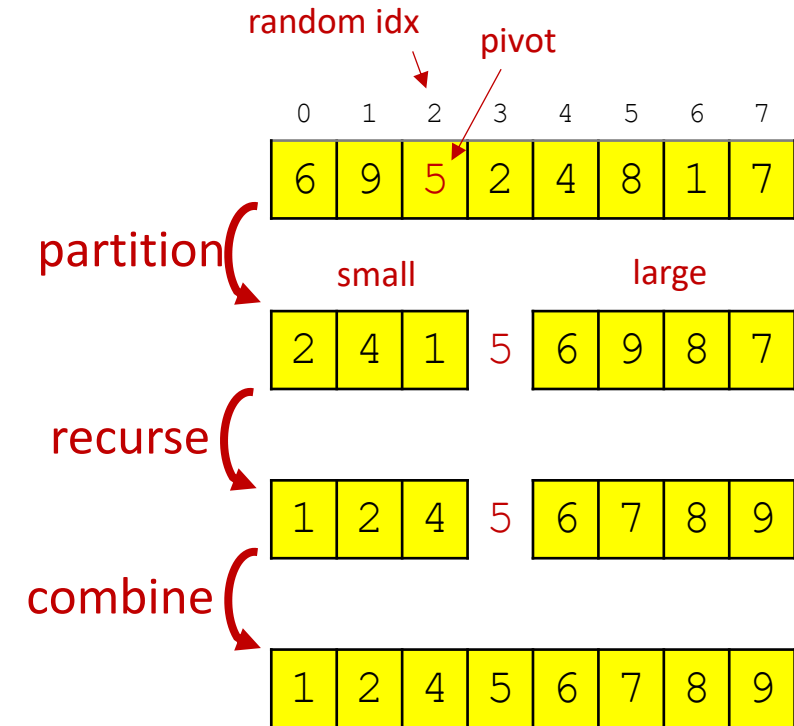
```
import random

def quicksort(L):
    if len(L) <= 1:
        return L[:]

    idx = random.randrange(len(L))
    pivot = L[idx]
    other = L[:idx] + L[idx + 1:]

    small = [e for e in other if e < pivot]
    large = [e for e in other if e >= pivot]

    return quicksort(small) + [pivot] + quicksort(large)
```



order  $|L| \cdot \log_2 |L|$  comparisons, expected

# Sorting comparison (single run)

tuned merge-sort (Tim-sort)  
implementation in C



L	Selection sort	Merge sort Recursive	Merge sort Iterative	Merge sort Deque	Quicksort	sorted (Python builtin)
$2^{10}$	0.006	0.002	0.003	0.002	0.002	0.00004
$2^{11}$	0.02	0.004	0.006	0.000	0.003	0.0001
$2^{12}$	0.09	0.008	0.01	0.008	0.007	0.0003
$2^{13}$	0.37	0.02	0.04	0.03	0.02	0.0007
$2^{14}$	1.50	0.04	0.10	0.06	0.03	0.002
$2^{15}$	6.19	0.08	0.26	0.13	0.07	0.003
$2^{16}$	25.67	0.18	0.81	0.26	0.14	0.008
$2^{17}$	104.20	0.38	2.96	0.61	0.29	0.02
$2^{18}$		0.81	10.78	1.29	0.62	0.04
$2^{19}$		1.69	41.71	2.58	1.48	0.09
$2^{20}$		3.65	167.31	5.15	3.30	0.20
$2^{21}$		7.85		9.68	7.53	0.45
$2^{22}$		16.69		19.09	17.6	1.00

x 4

x 4

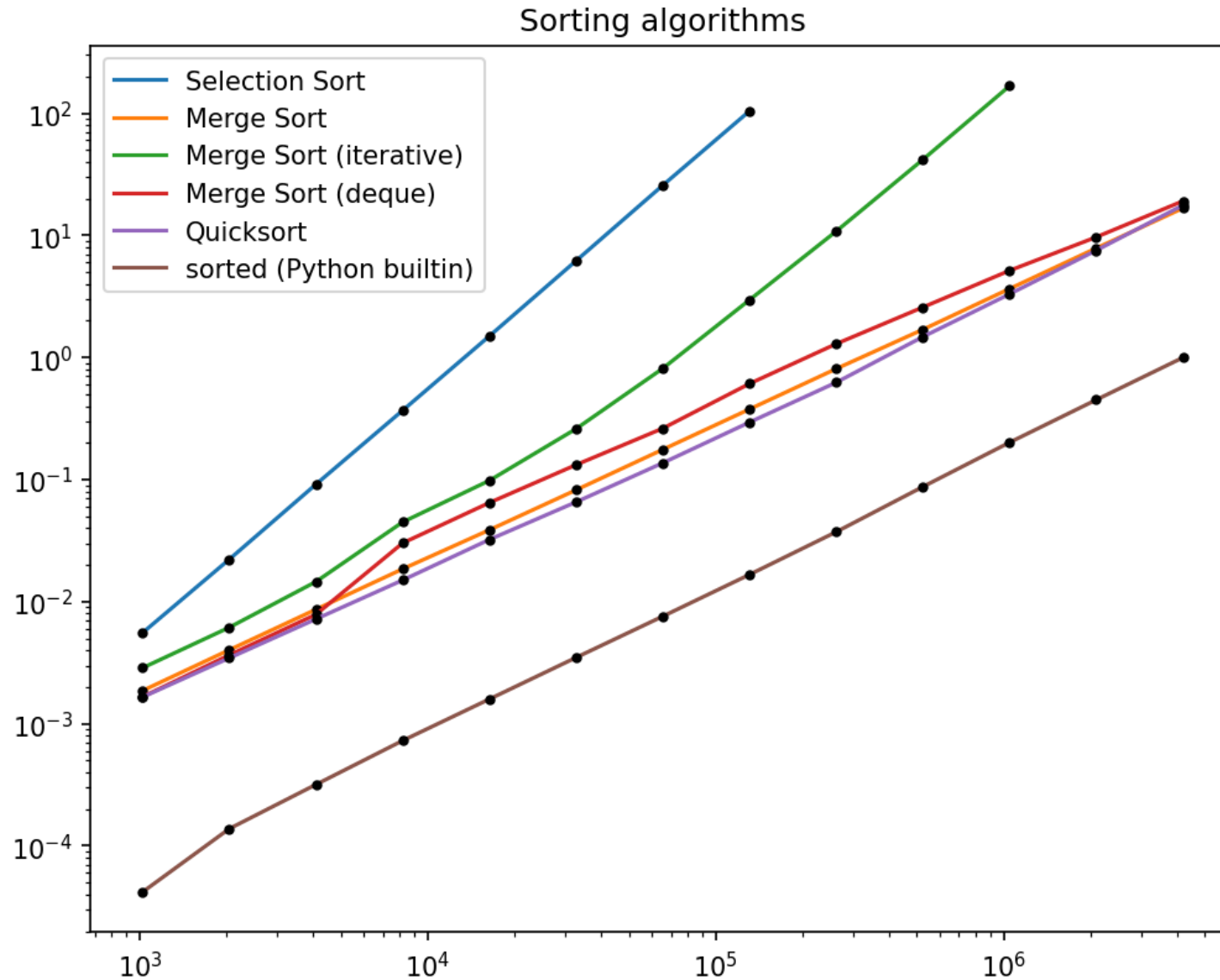
x 2

x 2

x 2

x 2

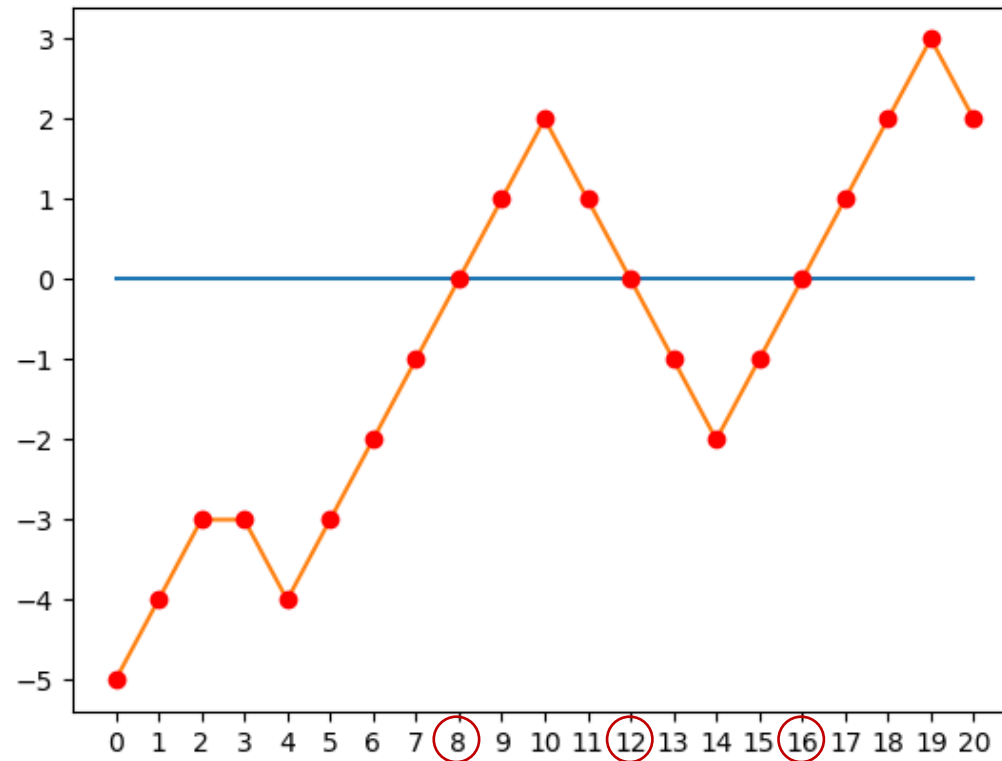
# Sorting comparison



# Find zero

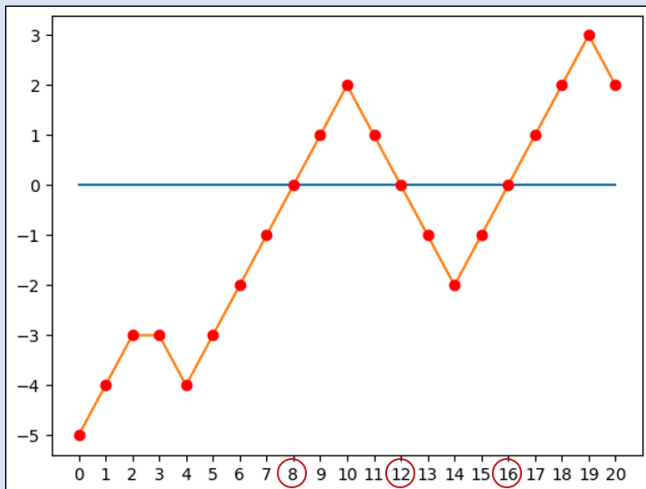
- Given a list L of integers starting with a negative and ending with a positive integer, and where  $|L[i+1] - L[i]| \leq 1$ , find the position of a zero in L.

$L = [-5, -4, -3, -3, -4, -3, -2, -1, 0, 1, 2, 1, 0, -1, -2, -1, 0, 1, 2, 3, 2]$



## find\_zero.py

```
def find_zero_loop(L):  
    i = 0  
    while L[i] != 0:  
        i += 1  
    return i  
  
def find_zero_enumerate(L):  
    for i, e in enumerate(L):  
        if e == 0:  
            return i  
  
def find_zero_index(L):  
    return L.index(0)
```



```
def find_zero_binary_search(L):  
    low = 0  
    high = len(L) - 1  
    while True: # L[low] < 0 < L[high]  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            low = mid  
        else:  
            high = mid  
  
def find_zero_recursive(L):  
    def search(low, high):  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            return search(mid, high)  
        else:  
            return search(low, mid)  
  
    return search(0, len(L) - 1)
```

## find\_zero.py

```
def find_zero_loop(L):  
    i = 0  
    while L[i] != 0:  
        i += 1  
    return i  
  
def find_zero_enumerate(L):  
    for i, e in enumerate(L):  
        if e == 0:  
            return i  
  
def find_zero_index(L):  
    return L.index(0)
```

Function ( $ L  = 10^6$ )	Time, sec
find_zero_loop	0.13
find_zero_enumerate	0.10
find_zero_index	0.015
find_zero_binary_search	0.000015
find_zero_recursive	0.000088

```
def find_zero_binary_search(L):  
    low = 0  
    high = len(L) - 1  
    while True: # L[low] < 0 < L[high]  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            low = mid  
        else:  
            high = mid  
  
def find_zero_recursive(L):  
    def search(low, high):  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            return search(mid, high)  
        else:  
            return search(low, mid)  
  
    return search(0, len(L) - 1)
```



# Greatest Common Divisor (GCD)

**Notation**  $x \uparrow y$  denotes  $y$  is divisible by  $x$ , e.g.  $3 \uparrow 12$   
i.e.  $y = a \cdot x$  for some integer  $a$

**Definition**  $\text{gcd}(m, n) = \max \{ x \mid x \uparrow m \text{ and } x \uparrow n \}$

**Fact** if  $x \uparrow y$  and  $x \uparrow z$  then  $x \uparrow (y + z)$  and  $x \uparrow (y - z)$

**Observation**  
(recursive definition)

$$\text{gcd}(m, n) = \begin{cases} m & \text{if } m = n \\ \text{gcd}(m, n - m) & \text{if } m < n \\ \text{gcd}(m - n, n) & \text{if } m > n \end{cases}$$

$\text{gcd}(90, 24)$

m	n
90	24
66	24
42	24
18	24
18	6
12	6
6	6

# Greatest Common Divisor (GCD)

## gcd\_slow.py

```
def gcd(m, n):  
    while m != n:  
        if n > m:  
            n = n - m  
        else:  
            m = m - n  
    return m
```

## gcd\_slow\_recursive.py

```
def gcd(m, n):  
    if m == n:  
        return m  
    elif m > n:  
        return gcd(m - n, n)  
    else:  
        return gcd(m, n - m)
```

## gcd.py

```
def gcd(m, n):  
    while n != 0:  
        m, n = n, m % n  
    return m
```

## gcd\_recursive.py

```
def gcd(m, n):  
    if n == 0:  
        return m  
    else:  
        return gcd(n, m % n)
```

## gcd\_recursive\_one\_line.py

```
def gcd(m, n):  
    return m if n == 0 else gcd(n, m % n)
```

# Permutations

- Generate a list L of all permutations of a tuple

## Python shell

```
> permutations(('a', 'b', 'c'))  
| [('a', 'b', 'c'), ('b', 'a', 'c'), ('b', 'c', 'a'),  
  ('a', 'c', 'b'), ('c', 'a', 'b'), ('c', 'b', 'a')]
```

## permutations.py

```
def permutations(L):  
    if len(L) == 0:  
        return [L[:]] # empty tuple (ensures same type as L)  
    else:  
        P = permutations(L[1:])  
        return [p[:i] + L[:1] + p[i:] for p in P for i in range(len(L))]
```

- An implementation of `permutations` exists in the `itertools` module

# Maze solver

## Input

- First line #rows and #columns
- Following #rows lines contain strings containing #column characters
- There are exactly one 'A' and one 'B'
- '.' are free cells and '#' are blocked cells

## Output

- Print whether there is a path from 'A' to 'B' or not

### maze input

11 19

```
#####A#####  
#.....#.....#...#  
#.###.###...#.#.#.#  
#...#.....#.#...#.#  
#.#.####.#.#.#.###.#  
#.#.....#...#.#...#  
#.#####.###.###.#  
#.#.#.....#...#.#.#  
#.#.#####.#####.#  
#.....#.....#.#.#  
#####B####
```

# Maze solver (recursive)

maze\_solver.py

```
def explore(i, j):
    global solution, visited

    if (0 <= i < n and 0 <= j < m and
        maze[i][j] != '#' and not visited[i][j]):

        visited[i][j] = True

        if maze[i][j] == 'B':
            solution = True

        explore(i - 1, j)
        explore(i + 1, j)
        explore(i, j - 1)
        explore(i, j + 1)
```

maze input

```
11 19
#####A#####
#.....#.....#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#...#...#...#...#
#####B###
```

```
def find(symbol):
    for i, row in enumerate(maze):
        j = row.find(symbol)
        if j >= 0:
            return (i, j)

n, m = [int(x) for x in input().split()]
maze = [input() for i in range(n)]

solution = False
visited = [m * [False] for i in range(n)]

explore(*find('A'))

if solution:
    print('path from A to B exists')
else:
    print('no path')
```

# Maze solver (iterative)

maze\_solver\_iterative.py

```
def explore(i, j):
    global solution, visited

    Q = [(i, j)] # cells to visit

    while Q:
        i, j = Q.pop()
        if (0 <= i < n and 0 <= j < m and
            maze[i][j] != '#' and not visited[i][j]):

            visited[i][j] = True

            if maze[i][j] == 'B':
                solution = True

            Q.append((i - 1, j))
            Q.append((i + 1, j))
            Q.append((i, j - 1))
            Q.append((i, j + 1))
```

```
def find(symbol):
    for i, row in enumerate(maze):
        j = row.find(symbol)
        if j >= 0:
            return (i, j)

n, m = [int(x) for x in input().split()]
maze = [input() for i in range(n)]

solution = False
visited = [m*[False] for i in range(n)]

explore(*find('A'))

if solution:
    print("path from A to B exists")
else:
    print("no path")
```