



COMP1002

Computational Thinking and Problem Solving

Lecture 3

Computation I



# Lecture 3

- › Computational Steps
  - Sequential
  - Iteration/Repetition
  - Conditional/Selection
- › Iterations
  - Definite and Indefinite
  - Nested Loops

# Random Number Generation Revisited

- › Generate a random list of unique numbers from 0 to 99:

Repeat

Generate first digit 0 to 9 using a 10-faced die

Generate second digit 0 to 9 using a 10-faced die

If number already exists, try again

If number does not exist, write it down on a piece of paper

Until all 100 numbers are generated

- › This is a piece of pseudo-code that solves a problem. It indicates the computation steps needed
- › Human can execute English-like pseudo-code
- › Computer can execute programs derived from pseudo-code

# Computational Steps

› How many “types” of steps can you find in this pseudo-code, i.e., “program” in English?

1. Step-after-step execution
  - › Sequential
2. Repeat...until loop
  - › Iteration/Repetition
3. If *number exists* test
  - › Conditional/Selection

Repeat

Generate first digit 0 to 9 using a 10-faced die

Generate second digit 0 to 9 using a 10-faced die

If number already exists, try again

If number does not exist, write it down on a piece of paper

Until all 100 numbers are generated

# Computational Steps

- › There are three types of computational steps:
  - **Sequential**: statements in a program are executed sequentially from top to bottom
    - › A statement may be an arithmetic expression
    - › A statement may be an input or output statement
  - **Conditional**: some conditions can be checked on the program state (indicated by variable or memory content) and actions would be taken if condition is true (or false)
  - **Iteration**: some part of the code will be repeated, also called a loop
    - › Definite iteration: you know before an iteration starts on how many times to repeat
    - › Indefinite iteration: you do not know in advance the number of times to repeat in an iteration

# Computational Steps

## › Definite iteration

```
set P = 1
for each number n in list L
    multiply P by n
return the product P
```

## › Indefinite iteration

```
Repeat
    Generate first digit 0 to 9 using a 10-faced die
    Generate second digit 0 to 9 using a 10-faced die
    If number already exists, try again
    If number does not exist, write it down on a piece of paper
Until all 100 numbers are generated
```

# Computational Steps

- › We say that these three types of computational steps are “functionally complete”
- › Example
  - sine and cosine are sufficient to express the other 4 trigonometric functions tangent, cotangent, secant and cosecant. Even cosine can be expressed using sine!
- › Other types of computational steps only exist to make program development easier and more convenient
  - For example,
    - › Function and Procedure

# Iterations

› Iterations are often called loops

› Examples

– Definite iteration: print 1 to 4

```
for i in [1...4] do  
  print i
```

– How many times are executed?

– Indefinite iteration: print 1 to 4

```
j = 1  
repeat  
  print j  
  j = j + 1  
until j > 4
```

– How many times are executed?

```
for i in range(1,5):  
  print(i)
```



# Iterations

- › Definite and indefinite iterations in code:
  - Definite iteration is easier, since you will know how many times it is executed, and the (loop) variable is well understood
  - Indefinite iteration is harder, since you need to make reasoning on number of times of execution, and the (loop) variable may change in various ways
  - How can you know that an indefinite iteration is correct?
    - › Total number of times executed
    - › Values produced in each iteration

# Iterations

- › We can unfold a loop to see behavior better
  - Definite loop

```
for i in [1...4] do  
  print i
```

```
i = 1  
print i  
i = 2  
print i  
i = 3  
print i  
i = 4  
print i
```

# Iterations

- › Unfolding an indefinite loop

```
j = 1
repeat
  print j
  j = j + 1
until j > 4
```

```
j = 1
print j
j = j + 1
if j > 4 then stop repeating
print j
j = j + 1
if j > 4 then stop repeating
print j
j = j + 1
if j > 4 then stop repeating
...
```

# Iterations

## › Indefinite iteration 1

```
j = 1
repeat
  print j
  j = j + 1
until j > 4
```

- › How many times are executed?
- › What are printed?

## › Indefinite iteration 2

```
j = 1
repeat
  print j
  j = j + 1
until j >= 4
```

- › How many times are executed?
- › What are printed?

# Iterations

## › Indefinite iteration 3

```
j = 0
repeat
  j = j + 1
  print j
until j > 4
```

- › How many times are executed?
- › What are printed?

## › Indefinite iteration 4

```
j = 0
repeat
  j = j + 1
  print j
until j >= 4
```

- › How many times are executed?
- › What are printed?

# Iterations

- › Indefinite iteration 5

```
j = 1
while j <= 4 do
  print j
  j = j + 1
```

- › How many times are executed?
- › What are printed?

- › Indefinite iteration 6

```
j = 1
while j < 4 do
  print j
  j = j + 1
```

- › How many times are executed?
- › What are printed?

# Iterations

- › Indefinite iteration 7

```
j = 0
while j <= 4 do
  j = j + 1
  print j
```

- › How many times are executed?
- › What are printed?

- › Indefinite iteration 8

```
j = 0
while j < 4 do
  j = j + 1
  print j
```

- › How many times are executed?
- › What are printed?

# Iterations

› How about this one?

```
j = 0
while j > 4 do
  j = j + 1
  print j
```



# Iterations

- › Points to notice for indefinite loops:
  - Initial loop variable value
  - Loop termination conditions:  $<$  vs  $\leq$  or  $>$  vs  $\geq$  (perhaps  $\neq$  vs  $=$  in some rare cases)
  - Moment loop variable value is changed
- › When debugging, write the variables down on a piece of paper
  - Of course, in the future, a program, called *debugger*, can help

# Iterations

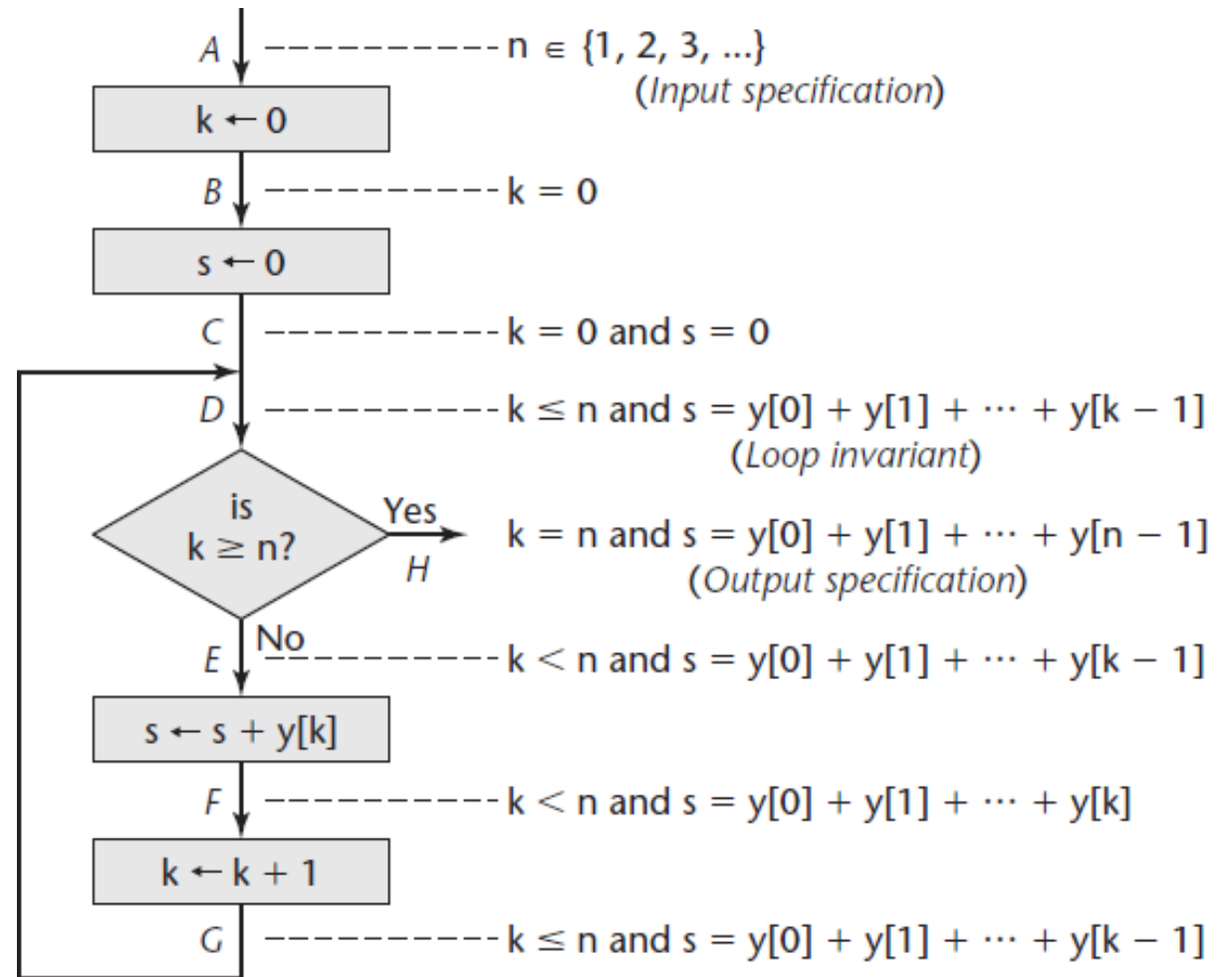
- › Human are not good at remembering a lot of data/values at the same time
- › Always write down the values or use the program's *print* facility
- › If you realize there is a problem of your program, **do not just run the program (and for many many times)!**
  - Insert some *print* statements to help you know the values of various variables at a particular moment of execution

## Consider iteration 5:

```
j = 1
while j <= 4 do
    print j
    j = j + 1
```

# Iterations

- › Formal approach
  - program correctness verification, by means of loop-invariant analysis



# Iterations

- › Comparing the use of  $<$  and  $\leq$  in the conditions used in while and repeat loops
  - It seems that using  $\leq$  would have the loop executed one more time
  - Is that true?

	1	2	7	8
Pseudo-code	<pre>j = 1 repeat   print j   j = j + 1 until j &gt; 4</pre>	<pre>j = 1 repeat   print j   j = j + 1 until j &gt;= 4</pre>	<pre>j = 0 while j &lt;= 4 do   j = j + 1   print j</pre>	<pre>j = 0 while j &lt; 4 do   j = j + 1   print j</pre>
Output	1 2 3 4	1 2 3	1 2 3 4 5	1 2 3 4

# Iterations

› Besides counting up, we often need to count down

› Examples

– Definite iteration: print 4 to 1 (reversed)

```
for i in [4...1] do  
  print i
```

```
for i in range(4,0,-1):  
  print(i)
```

– How many times are executed?

– Indefinite iteration: print 4 to 1 (reversed)

```
j = 4  
repeat  
  print j  
  j = j - 1  
until j < 1
```

– How many times are executed?

# Exercises

	1	2	3	4
Pseudo-code	<pre> j = 4 repeat     print j     j = j - 1 until j &gt; 1                     </pre>	<pre> j = 4 repeat     j = j - 1     print j until j &gt; 1                     </pre>	<pre> j = 4 repeat     print j     j = j + 1 until j &lt; 1                     </pre>	<pre> j = 4 repeat     j = j + 1     print j until j &lt; 1                     </pre>
Output				

	5	6	7	8
Pseudo-code	<pre> j = 4 while j &lt;= 1 do     print j     j = j - 1                     </pre>	<pre> j = 4 while j &lt;= 1 do     j = j - 1     print j                     </pre>	<pre> j = 4 while j &gt;= 1 do     print j     j = j + 1                     </pre>	<pre> j = 4 while j &gt;= 1 do     j = j + 1     print j                     </pre>
Output				

# Iterations

- › Iterations can be nested:

```
for i in [1...3] do  
  for j in [1...3] do  
    print i, j
```

- › Here, j is the inner loop and i is the outer loop
  - Inner loop (j) will be completed once for each value of the outer loop (i), for three times here
- › Can you unfold it?

# Iterations

```
for i in [1...3] do
  for j in [1...3] do
    print i, j
```

- › That will give you all combinations of i and j values (3 x 3 = 9 pairs), but what order?

- 1 1 / 1 2 / 1 3 / 2 1 / 2 2 / 2 3 / 3 1 / 3 2 / 3 3
- 1 1 / 2 1 / 3 1 / 1 2 / 2 2 / 3 2 / 1 3 / 2 3 / 3 3

$$\begin{matrix} & & & & a_{i,j} \\ & & & & \\ i & & \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} & & \\ & & & & \\ & & j & & \end{matrix}$$

- › Row major order
  - i x j matrix



# Iterations

- › Iterations can be further nested:

```
for i in [1..3] do  
  for j in [1..3] do  
    for k in [1..2] do  
      print i, j, k
```

- › That will give you all combinations of i, j and k values (3 x 3 x 2 = 18 tuples).
- › What is the output?

# Summary

- › Computational Steps
  - Sequential
  - Iteration/Repetition
  - Conditional/Selection
- › Iterations
  - Definite and Indefinite
  - Nested Loops