

1 2024-06-07 / Reading Comprehension / English for Software Development

2

### 3 Chapter 13. A Matter of Interpretation

4

#### 5 [Rewriting History; first to third paragraphs]

6 An algorithm as a tool for solving problem is of interest only if it can solve a number of related problems.  
7 If a specific algorithm could solve only one problem, such as finding the shortest route from your home  
8 to work, you could execute the algorithm once and then remember the route and forget the algorithm.  
9 If, [redacted], the algorithm is parameterized and can find shortest routes between different  
10 places of interest, it becomes very useful, since it is [redacted] in many situations.

11 When an algorithm is executed, the resulting computation works on input values that are [redacted]  
12 [redacted] the parameters. The getting-up algorithm in Chapter 2 consists of the instructions “Wake up at  
13 *wake-up-time*.” To execute that algorithm, a concrete time value such as 6:30 AM must be applied (for  
14 example, by setting the alarm), and so the instruction becomes “Wake up at 6:30 AM”, obtained by  
15 substituting the value 6:30 AM [redacted] the parameter *wake-up-time* in the algorithm.

16 The substitution mechanism applies to all algorithms and their parameters [redacted] cups of water for making  
17 coffee, pebbles for finding a path, weather conditions for weather reports, and so on. Of course,  
18 parameter substitution also applies to recursive algorithms. For example, quicksort and mergesort  
19 require the list that is to be sorted as input; binary search has two parameters, the item to [redacted]  
20 and the data structure (tree or array) to [redacted] the search in; and the algorithm *Count* takes the list  
21 to be counted as input for its parameter.

22

#### 23 [A Smaller Footprint; first and last paragraph]

24 Substitution is a simple mechanism for producing a trace of a computation, which is basically a  
25 sequence of snapshots of intermediate results or states. It works for nonrecursive and recursive  
26 algorithms [redacted], but it is particularly useful for recursive algorithms because it eliminates self-  
27 reference and systematically turns a descriptive recursion [redacted] a corresponding unfolded one. When  
28 we are only interested in the result of a computation and not in the intermediate steps, substitution is  
29 doing more than is needed, but the value of a substitution trace [redacted] its ability to provide an  
30 explanation of the computation that has taken place. [...]

31 Substitution and interpretation are two methods to understand the execution of algorithms, in  
32 particular, of recursive algorithms. Substitution is simpler, since it only works with a trace that is  
33 rewritten step-by-step, [redacted] interpretation employs an auxiliary stack. Substitution mixes code  
34 and data, whereas interpretation keeps them cleanly separated, which simplifies the extraction of  
35 simple traces. In the case of unbounded recursion, substitution produces [redacted] useful, whereas  
36 interpretation does not terminate.

37

#### 38 [Doppelgängers Get More Done; last paragraph]

39 It's actually fun to execute quicksort and mergesort with the help of a group of people. To execute  
40 quicksort, all people line up in a queue, and the first person starts sorting by applying the second  
41 equation and splitting the list of all elements [redacted] two sublists depending on whether they are smaller  
42 than the first element. She keeps the first element and [redacted] each sublist to a new person from the

43 queue who performs quicksort on the list handed to him and possibly also recruits new people from  
44 the queue for the sorting of sublists. A person who is handed an empty list is  done and  
45 can return that empty list, following the definition of the first equation. Once a person has finished  
46 sorting her list, she hands the sorted list back to the person who gave her the list. And everyone who  
47 receives a sorted sublist as a result creates his own sorted list by placing the list with the smaller  
48 elements before  $x$  and the list with the larger elements after  $x$ . If we stop the recursion when lists  
49 have only one element, then we need as many people to sort the list as the list contains elements,  
50 because each person hands on to only one element. This strategy may seem a  of resources  
51 for simply sorting a list, but with ever-decreasing computing costs and increasing computing power, it  
52 illustrates the power of divide-and-conquer and shows that many hands make light work.