

## 6 Algorithmic Journeys with Concepts

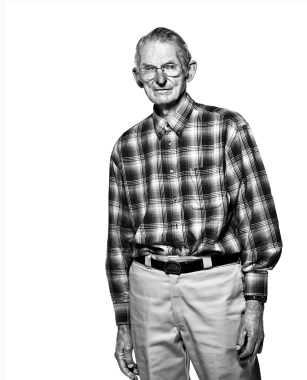
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Taras Shevchenko

Rails Reactor / Giphy

# The Software Industry is Not Industrialized

Software components (routines), to be widely applicable to different machines and users, should be available in families arranged according to precision, robustness, generality and time-space performance.



## A Familiar Example. Douglas McIlroy about sin

Dimensions along which we wish to have variability:

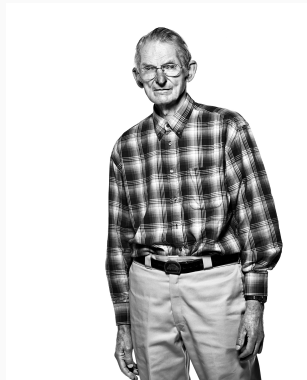
1. precision, for which perhaps ten different approximating functions might suffice
2. floating vs fixed computation
3. argument ranges  $[0, \pi/2]$ ,  $[0, 2\pi]$ , also  $[-\pi/2, \pi/2]$ ,  $[-\pi, \pi]$ ,  $[-big, +big]$
4. robustness - ranging from no argument validation through signaling of complete loss of significance, to signaling of specified range violations

## 1. Choices

- 1.1 precision
- 1.2 robustness
- 1.3 generality
- 1.4 generality
- 1.5 algorithm
- 1.6 interfaces and error-handling

## 2. Application Areas

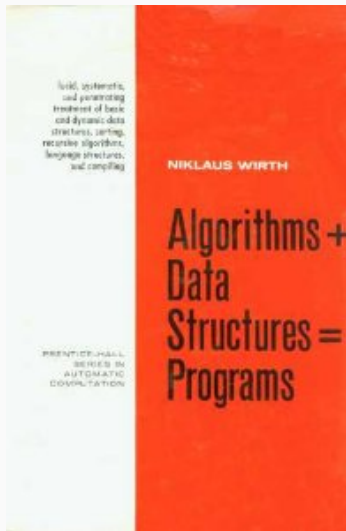
- 2.1 numerical approximation
- 2.2 I/O
- 2.3 2d and 3d geometry
- 2.4 text processing
- 2.5 storage management



# Donald Knuth

1. Fundamental Algorithms
2. Seminumerical Algorithms
3. Sorting and Searching
4. Combinatorial Algorithms
5. Syntactic Algorithms
6. The Theory of Context-free Languages
7. Compiler Techniques





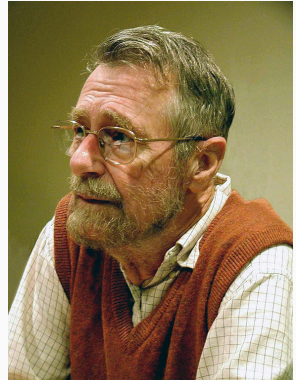
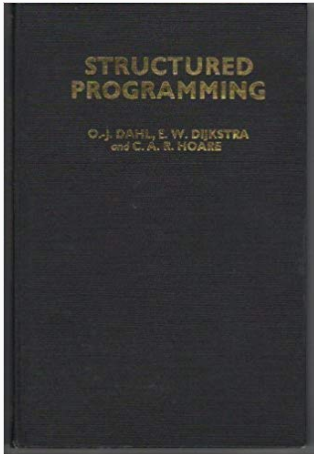


Figure 1: We need structured programming

## 1977 ACM Turing Award Lecture

The 1977 ACM Turing Award was presented to John Backus at the ACM Annual Conference in Seattle, October 27. In introducing the recipient, Jon E. Bussert, Chairman of the Awards Committee, made the following comments and read a portion of the final citation. The full announcement is in the September 1977 issue of *Communications*, page 651.

Probably there is nobody in the room who has not heard of Fortran and most of you have probably read at least once, or at least looked over the shoulder of someone who was writing a Fortran program. There are probably about as many people who have heard the letters BNF but don't necessarily know what they stand for. Well, it is for Backus, and the other letters are explained in the formal citation. These two contributions, in my opinion, are among the half dozen most important technical contributions to the computer field and both were made by John Backus (which in the Fortran case also involved some colleagues). It is for these contributions that he is receiving this year's Turing Award.

The short form of his citation is for "pioneering, influential, and lasting contributions to the design of practical high-level programming systems, notably through his work on Fortran, and for seminal publications of formal procedures for the specification of programming languages."

The most significant part of the full citation is as follows:

Backus headed a small IBM group in New York City during the early 1950s. The earliest product of this group's efforts was a high-level language for scientific and technical com-

putations called Fortran. This team group designed the first system to translate Fortran programs into machine language. They employed novel optimizing techniques to generate fast machine-language programs. Many other compilers for the language were developed, first on IBM machines, and later on virtually every make of computer. Fortran was adopted as a U.S. standard in 1960.

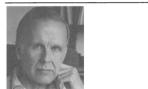
During the latter part of the 1950s, Backus served on the international committees which developed Algol 58 and a later revision, Algol 60. The language Algol, and its distinctive computer, received broad acceptance in Europe as a means for describing programs and as a formal means of publishing the algorithms on which the programs are based.

In 1959, Backus presented a paper at the UNESCO conference in Paris on the syntax and semantics of a proposed international algebraic language. In this paper, he was the first to employ a formal technique for specifying the syntax of programming languages. The formal notation became known as BNF—standing for "Backus Normal Form," or "Backus Naur Form"—to recognize the further contributions by Peter Naur of Denmark.

Thus, Backus has contributed strongly both to the pragmatic world of problem-solving on computers and to the theoretical world of defining the interface between artificial languages and computational linguistics. Fortran reminds one of the most widely used programming languages in the world. Almost all programming languages are now described with some type of formal syntactic definition.<sup>1,2</sup>

## Can Programming Be Liberated from the von Neumann Style? A Functional Style and Its Algebra of Programs

John Backus  
IBM Research Laboratory, San Jose



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653

Conventional programming languages are growing ever more numerous, but not stronger. Inherent defects at the most basic level cause them to be both fat and weak: their primitive word-at-a-time style of programming inherited from their common ancestor—the von Neumann computer, their close coupling of semantics to state transitions, their division of programming into a world of expressions and a world of statements, their inability to effectively use powerful combining forms for building new programs from existing ones, and their lack of useful mathematical properties for reasoning about programs.

An alternative functional style of programming is founded on the use of combining forms for creating programs. Functional programs deal with structured data, are often nonrecursive and nonsequential, are hierarchically constructed, do not name their arguments, and do not require the complex machinery of procedure declarations to become generally applicable. Combining forms can use high level programs to build still higher level ones in a style not possible in conventional languages.

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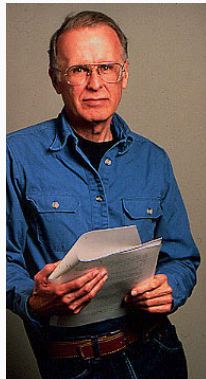


Figure 2: We need a few functional forms



# Dmitri Mendeleev

# ПЕРИОДИЧЕСКАЯ СИСТЕМА ЭЛЕМЕНТОВ Д. И. МЕНДЕЛЕЕВА

1 H водород																	2 He гелий		
3 Li литий	4 Be бериллий									5 B бор	6 C углерод	7 N азот	8 O кислород	9 F фтор	10 Ne неон				
11 Na натрий	12 Mg магний									13 Al алюминий	14 Si кремний	15 P фосфор	16 S сера	17 Cl хлор	18 Ar аргон				
19 K калий	20 Ca кальций	21 Sc скандий	22 Ti титан	23 V ванадий	24 Cr хром	25 Mn марганец	26 Fe железо	27 Co кобальт	28 Ni никель						29 Cu медь	30 Zn цинк			
37 Rb рубидий	38 Sr стронций	39 Y иттрий	40 Zr зирконий	41 Nb ниобий	42 Mo молибден	43 Tc технеций	44 Ru рутений	45 Rh родий	46 Pd палладий						51 Sb сурьма	52 Te теллур			
47 Ag серебро	48 Cd кадмий	49 In индий	50 Sn олово	51 Sb сурьма	52 Te теллур	53 I йод	54 Xe ксенон												
55 Cs цезий	56 Ba барий	57 La лантан	58 Ce церий	59 Pr прометий	60 Nd неодим	61 Pm прометий	62 Sm самарий	63 Eu европий	64 Gd гадолиний	65 Tb тербий	66 Dy диurio	67 Ho holmий	68 Er эрбий	69 Tm тeмий	70 Yb ytterbium				
73 Fr франций	74 Ra радий	75 Ac актиний	76 Ku куриум													83 Bi висмут	84 Po полоний	85 At астат	86 Rn радон
ЛАНТАНОИДЫ																			
77 Ce церий	78 Pr прометий	79 Nd неодим	80 Pm прометий	81 Sm самарий	82 Eu европий	83 Gd гадолиний	84 Tb тербий	85 Dy диurio	86 Ho holmий	87 Er эрбий	88 Tm тeмий	89 Yb ytterbium	90 Lu лютеций						
АКТИНОИДЫ																			

— элемент — радиоактивен

— элемент — искусственный

— элемент — предположительный

— элемент — гипотетический

— элемент — неопределенный

— элемент — неопределенный

— элемент — неопределенный

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— элемент — неопределенный

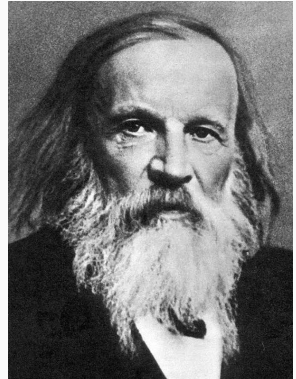


Figure 3: A Russian periodic table based on Dmitri Mendeleev's original table of 1869.

# Carl Linnaeus

Species Plantarum lists every species of plant known at the time, classified into genera. It is the first work to consistently apply binomial names and was the starting point for the naming of plants.



1. Definitions
2. Postulates
3. Common notions



# Common Notions

1. Things which are equal to the same thing are also equal to one other.
2. If equals be added to equals, the wholes are equal.
3. If equals be subructed from equals, the remainders are equal.
4. Things which coincide with one another are equal to one another.
5. The whole is greater than the part.

# Basic idea

The essence of generic programming lies in the idea of concepts. A concept is a way of describing a family of related object types.

Natural Science	Mathematics	Programming	Programming Examples
genus	theory	concept	Integral, Character
species	model	type or class	uint8_t, char
individual	element	instance	01000001(65, 'A')

# Definitions

1. Datum
2. Value
3. Value type
4. Object
5. Object type

## Definition

A **datum** is a sequence of bits.

## Example

01000001 is an example of a datum.

## Definition

A **value** is a **datum** together with its interpretation.

## Example

The **datum** 01000001 might have the interpretation of the integer 65, or the character “A”.

## Explanation

Every **value** must be associated with a **datum** in memory; there is no way to refer to disembodied **values** in modern programming languages.



## Definition

A **value type** is a set of values sharing a common interpretation.

## Definition

An **object** is a collection of bits in memory that contain a **value** of a given **value type**.

## Explanation

An **object** is immutable if the value never changes, and mutable otherwise. An object is unrestricted if it can contain any **value** of its **value type**.

## Definition

An **object type** is a uniform method of storing and retrieving **values** of a given **value type** from a particular **object** when given its address.

# Journey

---

# How algorithms were selected?

1. useful
2. generic
3. fits into 1 slide

## Operation

1. Copy construction
2. Assignment
3. Destruction

## Semantic

$$\forall a \forall b \forall c : T \ a(b) \implies (b = c \implies a = c)$$

$$\forall a \forall b \forall c : a \leftarrow b \implies (b = c \implies a = c)$$

$$\forall f \in \text{RegularFunction} : a = b \implies f(a) = f(b)$$

# Semiregular

```
template<typename T>
concept semiregular = std::is_default_constructible<T>::value &&
                     std::is_copy_constructible<T>::value &&
                     std::is_copy_assignable<T>::value &&
                     std::is_destructible<T>::value
```

## Operation

1. Copy construction
2. Assignment
3. Equality
4. Destruction

## Semantic

$$\forall a \forall b \forall c : T \ a(b) \implies (b = c \implies a = c)$$

$$\forall a \forall b \forall c : a \leftarrow b \implies (b = c \implies a = c)$$

$$\forall f \in \text{RegularFunction} : a = b \implies f(a) = f(b)$$



```
template<typename T>  
concept semiregular = semiregular<T> && is_equality_comparable<T>::value;
```

# Relation

*FunctionalProcedure(F)  $\triangleq$  F is a regular procedure defined on regular types : replacing its inputs with equal objects results in equal output objects.*

*UnaryFunction(F)  $\triangleq$  FunctionalProcedure(F)  $\wedge$  Arity(F) = 1  
 $\wedge$  Domain : UnaryFunction  $\rightarrow$  Regular  
 $F \mapsto \text{InputType}(F, 0)$*

*HomogeneousFunction(F)  $\triangleq$  FunctionalProcedure(F)  $\wedge$  Arity(F) > 0  
 $\wedge (\forall i, j \in \mathbb{N})(i, j < \text{Arity}(F)) \implies (\text{InputType}(F, i) = \text{InputType}(F, j))$   
 $\wedge$  Domain : HomogeneousFunction  $\rightarrow$  Regular  
 $F \implies \text{InputType}(F, 0)$*

```
template<typename F, typename... T>  
concept functional_procedure = (regular<typename std::invoke_result<F, T  
...>::type> || std::is_same<typename std::invoke_result<F, T...>::  
type, void>::value) && is_regular<T...>::value;
```

```
template<typename F, typename T>  
concept unary_function = functional_procedure<F, T> && regular<T>;
```

```
template<typename F, typename... T>  
concept homogeneous_function = functional_procedure<F, T...> && sizeof  
...(T) > 0 && all_same<T...>::value && all_regular<T>;
```

$$\text{Predicate}(P) \triangleq \text{FunctionalProcedure}(F) \wedge \text{Codomain}(P) = \text{bool}$$

$$\text{HomogeneousPredicate}(P) \triangleq \text{Predicate}(P) \wedge \text{HomogeneousFunction}(P)$$

$$\text{Relation}(R) \triangleq \text{HomogeneousPredicate}(R) \wedge \text{Arity}(R) = 2$$

```
template<typename F, typename... T>  
concept predicate = functional_procedure<F, T...> && std::is_same<  
    codomain_t<F, T...>, bool>::value;
```

```
template<typename F, typename... T>  
concept homogeneous_predicate = predicate<F, T...> &&  
    homogeneous_function<F, T...>;
```

```
template<typename R, typename T>  
concept relation = predicate<R, T, T>;
```

# Totally Ordered

*property*(*R* : *Relation*)

*transitive* : *R*

$r \mapsto (\forall a, b, c \in \text{Domain}(R))(r(a, b) \wedge r(b, c) \implies r(a, c))$

*property*(*R* : *Relation*)

*total\_ordering* : *R*

$r \mapsto \text{transitive}(r) \wedge (\forall a, b \in \text{Domain}(R)) \text{ exactly one of following holds :}$

$r(a, b), r(b, a), \text{ or } a = b$

$\text{TotallyOrdered}(T) \triangleq \text{Regular}(T) \wedge <: T \times T \rightarrow \text{bool} \wedge \text{total\_ordering}(<)$

# Totally Ordered

```
template<typename T>  
concept totally_ordered = regular<T> && is_less_than_comprable<T>::value;
```

# Journey 1

1. min
2. max



# Journey #1

```
int min(int x, int y) {  
    if (y < x) {  
        return y;  
    }  
    return x;  
}
```

# Journey #1

```
int min(int x, int y) {  
    if (y < x) {  
        return y;  
    }  
    return x;  
}
```

```
double min(double x, double y) {  
    if (y < x) {  
        return y;  
    }  
    return x;  
}
```

# Journey #1

```
template<typename T>
T min(T x, T y) {
    if (y < x) {
        return y;
    }
    return x;
}
```

## Dealing with large objects

```
template<typename T>
const T& min(const T& x, const T& y) {
    if (y < x) {
        return y;
    }
    return x;
}
```

# Journey #1

```
template<typename T, typename P>
const T& min(const T& x, const T& y, P pred) {
    if (pred(y, x)) {
        return y;
    }
    return x;
}
```

# Journey #1

```
struct employee {  
    std::string full_name;  
    int64_t salary;  
};  
  
void usage() {  
    employee e0{"Bjarne Stroustrup", 9999999ll};  
    employee e1{"Alex Stepanov", 9999999ll};  
    min(e0, e1, [](const auto& x, const auto& y) {  
        return x.salary < y.salary;  
    }).salary += 10000ll;  
}
```

# Journey #1

```
template<typename T, typename P>
T& min(T& x, T& y, P pred) {
    if (pred(y, x)) {
        return y;
    }
    return x;
}
```

# Journey #1

```
template<totally_ordered T>
const T& min(const T& x, const T& y) {
    if (y < x) {
        return y;
    }
    return x;
}
```

```
template<totally_ordered T>
T& min(T& x, T& y) {
    if (y < x) {
        return y;
    }
    return x;
}
```



# Journey #1

```
template<typename T, weak_strict_ordering<T> R>
const T& min(const T& x, const T& y, R r) {
    if (r(y, x)) {
        return y;
    }
    return x;
}
```

```
template<typename T, weak_strict_ordering<T> R>
T& min(T& x, T& y, R r) {
    if (r(y, x)) {
        return y;
    }
    return x;
}
```

# Journey #1

```
template<typename T, unary_function<T> Projection>  
requires totally_ordered<codomain_t<Projection, T>>  
const T& min(const T& x, const T& y, Projection projection) {  
    if (projection(y) < projection(x)) {  
        return y;  
    }  
    return x;  
}
```

```
template<typename T, unary_function<T> Projection>  
requires totally_ordered<codomain_t<Projection, T>>  
T& min(T& x, T& y, Projection projection) {  
    if (projection(y) < projection(x)) {  
        return y;  
    }  
    return x;  
}
```

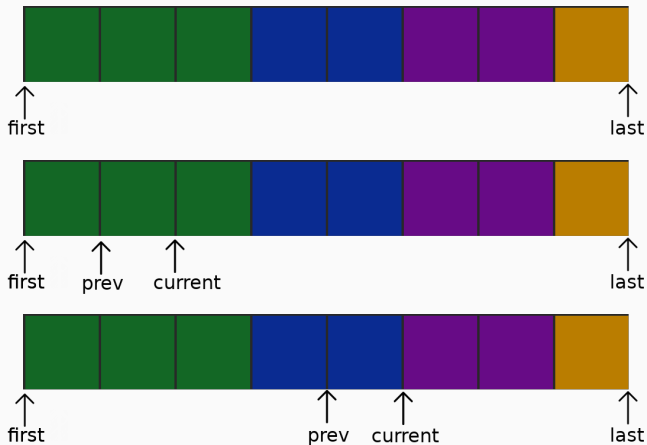
# Journey #1

```
template<totally_ordered T>
const T& max(const T& x, const T& y) {
    if (y < x) {
        return x;
    }
    return y;
}
```

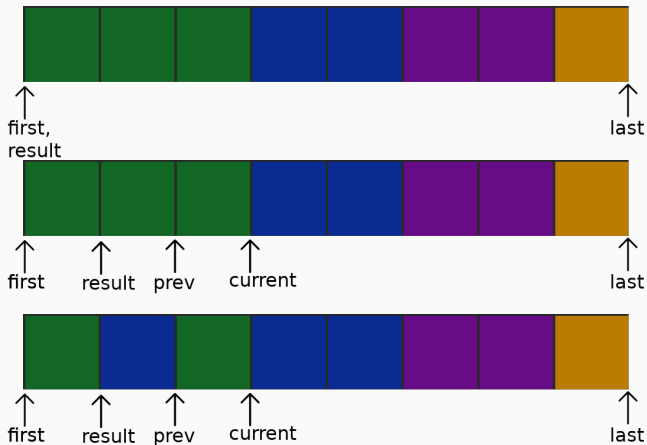
```
template<totally_ordered T>
T& max(T& x, T& y) {
    if (y < x) {
        return x;
    }
    return y;
}
```

1. `unique_count`
2. `unique_copy`
3. `unique`

## Journey #2. Intuition behind unique\_count and unique\_copy



## Journey #2. Intuition behind unique



$Iterator(T) \triangleq Regular(T) \wedge$   
 $DistanceType : Iterator \rightarrow Integer \wedge$   
 $successor : T \rightarrow T \wedge$   
*successor is not necessarily – regular*

$ForwardIterator(T) \triangleq Iterator(T) \wedge regular\_unary\_function(successor)$

# Concepts

```
template<typename I>
concept iterator = std::is_same<std::forward_iterator_tag, typename std::
    iterator_traits<I>::iterator_category>::value ||
    std::is_same<std::input_iterator_tag, typename std::
        iterator_traits<I>::iterator_category>::value ||
    std::is_same<std::output_iterator_tag, typename std::
        iterator_traits<I>::iterator_category>::value ||
    std::is_same<std::bidirectional_iterator_tag, typename
        std::iterator_traits<I>::iterator_category>::
        value ||
    std::is_same<std::random_access_iterator_tag, typename
        std::iterator_traits<I>::iterator_category>::
        value;
```

```
template<typename I>
concept forward_iterator = iterator<I> && std::is_base_of<std::
    forward_iterator_tag, typename std::iterator_traits<I>::
    iterator_category>::value;
```



$BidirectionalIterator(T) \triangleq ForwardIterator(T) \wedge$   
 $predecessor : T \rightarrow T \wedge$   
 $predecessor \text{ takes constant type } \wedge$   
 $(\forall i \in T) successor(i) \text{ is defined } \implies$   
 $predecessor(successor(i)) \text{ is defined}$   
 $\text{and equals to } i \wedge$   
 $(\forall i \in T) predecessor(i) \text{ is defined } \implies$   
 $successor(predecessor(i)) \text{ is defined}$   
 $\text{and equals to } i$

## Concepts. Bidirectional Iterator

```
template<typename I>
concept bidirectional_iterator = iterator<I> && std::is_base_of<std::
    bidirectional_iterator_tag, typename std::iterator_traits<I>::
    iterator_category>::value;
```

$\text{IndexedIterator}(T) \triangleq \text{ForwardIterator}(T) \wedge$   
 $\quad + : T \times \text{DifferenceType}(T) \rightarrow T \wedge$   
 $\quad - : T \times T \rightarrow \text{DifferenceType}(T) \wedge$   
 $\quad + \text{ takes constant time}$   
 $\quad - \text{ takes constant time}$

## Concepts. Random Access Iterator

$\text{RandomAccessIterator}(T) \triangleq \text{BidirectionalIterator}(T) \wedge$

$\text{IndexedIterator}(T) \wedge$

$\text{TotallyOrdered}(T) \wedge$

$(\forall i, j \in T) i < j \iff i \prec j \wedge$

$\text{DifferenceType} :$

$\text{RandomAccessIterator} \rightarrow \text{Integer} \wedge$

$++ : T \times \text{DifferenceType}(T) \rightarrow T \wedge$

$-- : T \times \text{DifferenceType}(T) \rightarrow T \wedge$

$- : T \times T \rightarrow \text{DifferenceType}(T) \wedge$

$<$  takes constant time  $\wedge$

$-$  between and iterator and an integer  
takes constant time

# Concepts. Random Access Iterator

```
template<typename I>
concept random_access_iterator= iterator<I> && std::is_base_of<std::
    random_access_iterator_tag, typename std::iterator_traits<I>::
    iterator_category >::value;
```

$$\begin{aligned} \text{Readable}(T) &\triangleq \text{Regular}(T) \wedge \\ &\quad \text{ValueType} : \text{Readable} \rightarrow \text{Regular} \wedge \\ &\quad \text{source} : T \rightarrow \text{ValueType}(T) \end{aligned}$$

```
template<typename T>
concept readable = std::is_same<decltype(*std::declval<T>()),
    value_type_t<T>&>::value || std::is_same<decltype(*std::declval<T>()),
    const value_type_t<T>&>::value;
```

$$\begin{aligned} \text{Writable}(T) \triangleq & \text{ValueType} : \text{Writable} \rightarrow \text{Regular} \wedge \\ & (\forall x \in T)(\forall v \in \text{ValueType}(T)) \text{ sink}(x) \leftarrow v \\ & \text{is a well - formed statement} \end{aligned}$$



## Concept: writable

```
template<typename T, typename U = ValueType(T)>  
concept writable = requires(T it, U x) { *it = x; };
```

## Concept: writable

```
template<typename T>  
concept additive_semigroup = regular<T> && std::is_same<decltype(T() + T  
    ()), T>::value;
```

```
template<typename T>  
concept additive_monoid = additive_semigroup<T>; // 0 \in T,  
    identity_element(T);
```

# unique\_count

```
N unique_count(It first, It last, N n, R r) {  
    if (first == last) { return n; }  
    // some algorithm  
    return n;  
}
```

# unique\_count

```
N unique_count(It first, It last, N n, R r) {  
    if (first == last) { return n; }  
    It previous = first;  
    ++first;  
    // some algorithm  
    return n;  
}
```

# unique\_count

```
N unique_count(It first, It last, N n, R r) {  
    if (first == last) { return n; }  
    It previous = first;  
    ++first;  
    ++n;  
  
    if (!r(*previous, *first)) {  
        ++n;  
    }  
  
    return n;  
}
```

# unique\_count

```
N unique_count(It first, It last, N n, R r) {  
    if (first == last) { return n; }  
    It previous = first;  
    ++first;  
    while (first != last) {  
        if (!r(*previous, *first)) {  
            ++n;  
        }  
        ++previous;  
        ++first;  
    }  
    ++n;  
    return n;  
}
```

# unique\_count

```
template<forward_iterator It, additive_monoid N, relation<value_type_t<It
    >> R>
N unique_count(It first, It last, N n, R r) {
    if (first == last) { return n; }
    It previous = first;
    ++first;
    while (first != last) {
        if (!r(*previous, *first)) {
            ++n;
        }
        ++previous;
        ++first;
    }
    ++n;
    return n;
}
```

```
template<forward_iterator It, additive_monoid N>  
requires(readable<It>)  
N unique_count(It first, It last, N n) {  
    return unique_count(first, last, n, std::equal_to<value_type_t<It, It  
        >());  
}
```



# unique\_copy

```
template<forward_iterator It, output_iterator Out, relation<value_type_t<
    It>> R>
requires readable<It> && writable<Out, value_type_t<It>>
Out unique_copy(It first, It last, Out out, R r) {
    if (first == last) { return out; }
    *out = *first;
    ++out;
    It previous = first; ++first;
    while (first != last) {
        if (!r(*previous, *first)) {
            *out = *first;
            ++out;
        }
        ++first;
        ++previous;
    }
    return out;
}
```

```
template<forward_iterator It, output_iterator Out>
requires readable<It> && writable<Out, value_type_t<It>>
Out unique_copy(It first, It last, Out out) {
    return cppcon::unique_copy(first, last, out, std::equal_to<
        value_type_t<It>>());
}
```

# unique

```
template<forward_iterator It, relation<value_type_t<It>> R>
requires readable<It> && writable<It>
It unique(It first, It last, R r) {
    if (first == last) { return last; }
    It result = first; ++first;
    while (first != last) {
        if (r(*result, *first)) {
            ++first;
        } else {
            ++result;
            *result = *first;
            ++first;
        }
    }
    ++result;
    return result;
}
```

## Journey #2. unique

```
template<forward_iterator It>
requires(regular<value_type_t<It>> && readable<It> && writable<It>)
It unique(It first, It last) {
    return cppcon::unique(first, last, std::equal_to<value_type_t<It>
        >>());
}
```

1. frequencies
2. transform\_subgroups
3. squash\_subgroups

## Journey #3. frequencies

```
template<forward_iterator It, output_iterator Out>
requires readable<It> && writable<Out, std::pair<value_type_t<It>, size_t
    >>
Out frequencies(It f, It l, Out out) {
    typedef size_t N;
    while (f != l) {
        It it = f;
        N n = 1;
        ++f;
        auto r = find_not(f, l, *it, n);
        f = r.first;
        *out = { *it, r.second };
        ++out;
    }
    return out;
}
```

## Journey #3. frequencies

```
template<forward_iterator It, output_iterator Out, relation<value_type_t<
    It>> R>
requires readable<It> && writable<Out, std::pair<value_type_t<It>, size_t
    >>
Out frequencies(It f, It l, Out out, R r) {
    typedef size_t N;
    while (f != l) {
        It start = f;
        N n = 1;
        ++f;
        auto r = find_if_not(f, l, *start, r, n);
        f = r.first;
        *out = { *start, r.second };
        ++out;
    }
    return out;
}
```

## Journey #3. Frequencies

```
template<forward_iterator It, output_iterator Out0, output_iterator Out1>
requires readable<It> && writable<Out0, value_type_t<It>> && writable<
    Out1, size_t>
std::pair<Out0, Out1> frequencies(It f, It l, Out0 out0, Out1 out1) {
    typedef size_t N;

    while (f != l) {
        It start = f;
        N n = 1;
        ++f;
        auto r = find_not(f, l, *start, n);

        *out0 = *start;
        ++out0;

        *out1 = r.second;
        ++out1;

        f = r.first;
    }
    return {out0, out1};
}
```



## Journey # 3. Frequencies

```
template<forward_iterator It, output_iterator Out0, forward_iterator Out1
>
requires readable<It> && writable<Out0> && writable<Out1>
std::pair<Out0, Out1> frequencies(It f, It l, Out0 out0, Out1 out1) {
    typedef value_type_t<Out1> N;

    while (f != l) {
        It it = f;
        N n = 1;
        ++f;
        It r = find_not(f, l, *it, n);

        *out0 = *it;
        ++out0;

        *out1 = r.second;
        ++out1;

        f = r.first;
    }
    return {out0, out1};
}
```

## Journey # 3. Transform subgroups

```
template<forward_iterator It,
        output_iterator Out,
        relation<value_type_t<It>> P,
        functional_procedure<It, It> F>
requires readable<It> && writable<Out, codomain_t<F, It, It>>
Out transform_subgroups(It first, It last, Out out, P pred, F function) {
    if (first == last) { return out; }
    It previous = first;
    It fast = previous;
    ++fast;
    while (fast != last) {
        if (!pred(*previous, *fast)) {
            *out = function(first, fast);
            ++out;
            first = fast;
        }
        ++previous; ++fast;
    }
    *out = function(first, fast);
    return ++out;
}
```

## Journey #3. Transform subgroups

```
template<forward_iterator It,
        output_iterator Out,
        relation<value_type_t<It>> P,
        functional_procedure<It, distance_type_t<It>> F>
requires readable<It> && writable<Out, codomain_t<F, It, distance_type_t<
    It>> >
Out transform_subgroups(It first, It last, Out out, P pred, F function) {
    if (first == last) { return out; }
    It previous = first;
    It fast = previous;
    ++fast;
    distance_type_t<It> n = 0;
    while (fast != last) {
        if (!pred(*previous, *fast)) {
            *out = function(first, n);
            n = 0;
            ++out;
            first = fast;
        }
        ++n;
        ++previous; ++fast;
    }
    *out = function(first, n);
    return ++out;
}
```

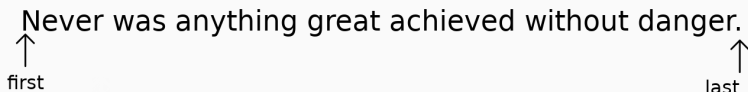
## Journey # 3. Squash subgroups

```
template<forward_iterator It,
        output_iterator Out,
        relation<value_type_t<It>> Predicate,
        functional_procedure<It, It> F>
requires readable<It> && writable<Out, codomain_t<F, It, distance_type_t<
    It>>>
Out squash_subgroups(It first, It last, Predicate pred, F function) {
    return transform_subgroups(first, last, first, pred, function);
}
```

1. split
2. transform\_splits

## Journey #4. Intuition behind efficient split

Never was anything great achieved without danger.

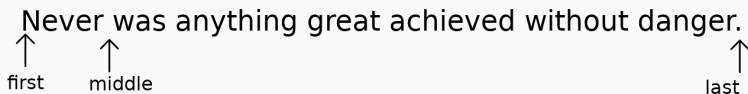


↑ first

↑ last

This diagram illustrates a split in the sentence "Never was anything great achieved without danger." at the first character, 'N'. An upward arrow labeled "first" points to the 'N', and another upward arrow labeled "last" points to the period at the end of the sentence.

Never was anything great achieved without danger.

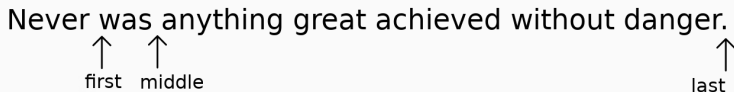


↑ first    ↑ middle

↑ last

This diagram illustrates a split in the sentence at the first character 'N' and at the middle of the sentence, between the words "great" and "achieved". Upward arrows labeled "first", "middle", and "last" point to their respective positions in the text.

Never was anything great achieved without danger.



↑ first    ↑ middle

↑ last

This diagram illustrates a split in the sentence at the first character 'N', at the middle of the sentence between "great" and "achieved", and at the last character, the period. Upward arrows labeled "first", "middle", and "last" point to their respective positions.

## Journey # 4. Split

```
template<forward_iterator It0, forward_iterator It1, functional_procedure
    <It0, It0> F>
requires readable<It0> && readable<It1>
void split(It0 first0, It0 last0, It1 first1, It1 last1, F f) {
    while (first0 != last0) {
        It0 middle = std::search(first0, last0, first1, last1);
        f(first0, middle);
        first0 = middle;
        if (first0 != last0) {
            ++first0;
        }
    }
}
```

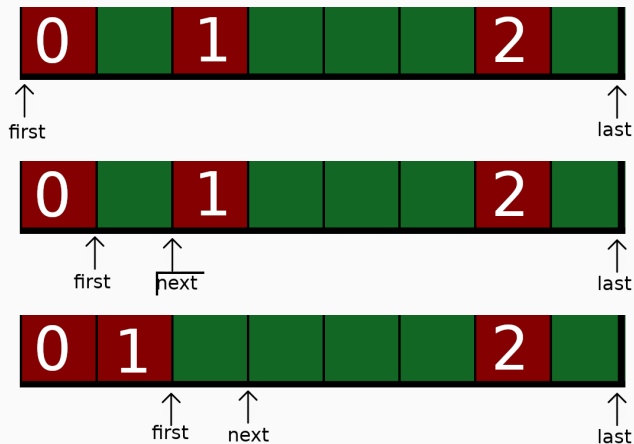
## Journey # 4. Transform split

```
template<forward_iterator It0, output_iterator Out, forward_iterator It1,
        functional_procedure<It0, It0> F>
requires readable<It0> && readable<It1> && writable<Out, codomain_t<F,
        It0, It0>>
Out transform_split(It0 first0, It0 last0, Out out, It1 first1, It1 last1
, F f) {
    auto step_size = std::distance(first1, last1);
    while (first0 != last0) {
        It0 middle = std::search(first0, last0, first1, last1);
        *out = f(first0, middle);
        ++out;
        first0 = middle;
        if (first0 != last0) {
            std::advance(first0, step_size);
        }
    }
    return out;
}
```



1. remove
2. remove\_if
3. partition\_semistable

## Journey #5. Intuition behind the scene



## Journey # 5. Remove

```
template<forward_iterator It>
requires readable<It> && writable<It>
It remove(It first, It last, const value_type_t<It>& value) {
    first = std::find(first, last, value);
    if (first == last) { return last; }
    It fast = first; ++fast;
    while (fast != last) {
        if (*fast == value) {
            ++fast;
        } else {
            *first = std::move(*fast);
            ++first; ++fast;
        }
    }
    return first;
}
```

## Journey # 5. Remove if

```
template<forward_iterator It, unary_predicate<value_type_t<It>> P>
requires readable<It> && writable<It>
It remove_if(It first, It last, P pred) {
    first = std::find_if(first, last, pred);
    if (first == last) { return last; }
    It fast = first; ++fast;
    while (fast != last) {
        if (pred(*fast)) {
            ++fast;
        } else {
            *first = std::move(*fast);
            ++first; ++fast;
        }
    }
    return first;
}
```

## Journey # 5. Semistable Partition

```
template<forward_iterator It, unary_predicate<value_type_t<It>> P>
requires readable<It> && writable<It>
It semistable_partition(It first, It last, P pred) {
    first = std::find_if(first, last, pred);
    if (first == last) { return last; }
    It fast = first; ++fast;
    while (fast != last) {
        if (pred(*fast)) {
            ++fast;
        } else {
            std::swap(*first, *fast);
            ++first; ++fast;
        }
    }
    return first;
}
```

## Journey # 5. Semistable Partition

```
template<forward_iterator It0, forward_iterator It1, binary_predicate<
    value_type_t<It0>, value_type_t<It1>> P>
requires (readable<It0> && writable<It0>) && (readable<It1> && writable<
    It1>)
std::pair<It0, It1> semistable_partition(It0 first0, It0 last0, It1
    first1, P pred) {
    std::pair<It0, It1> r = find_if(first0, last0, first1, pred);
    first0 = r.first; first1 = r.second;
    if (first0 == last0) { return {first0, first1}; }
    It0 fast0 = first0; ++fast0;
    It1 fast1 = first1; ++fast1;
    while (fast0 != last0) {
        if (pred(*fast0, *fast1)) {
            ++fast0; ++fast1;
        } else {
            std::swap(*first0, *fast0);
            ++first0; ++fast0;
            std::swap(*first1, *fast1);
            ++first1; ++fast1;
        }
    }
    return {first0, first1};
}
```

## Conclusion

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# Conclusion

1. Concepts are mathematical. They are not specific to C++.
2. Know as many algorithms as you can.
3. Algorithms come in groups.
4. Transform complicated loops into well-defined algorithms.
5. Use mathematics for everything you do.
6. Don't obey mathematical conventions in programming.
7. Prefer fast concrete algorithms to more general where concreteness gives you better performance.
8. Have a little Euclid, Knuth, Dijkstra in your mind and let them argue.
9. It is good to organise your code.



```
while (first != last) {  
    // write good code  
}
```