Adventures in Iterations

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Fun With Iterations

- Doing something repetatively
- Simple operations like shuffling of a deck
- Series calculations
- Pressing cos key on calculator repetatively
- Doing some tricks with digits of a number
- Doing some gemetric changes in a figure

Riffle Shuffle

deck	part1	part2	out-shuffle	in-shuffle
				D.1
A1	A1		A1	B1
A2		B1	B1	A1
A3	A2		A 2	B2
A4		B2	===> B2	A2
B1	A3		A3	В3
B2		В3	В3	A3
B3	A4		A4	B4
B4		B4	B4	A4

Four Number Game

- Lets begin with a = 10, b=25, c=15, d=5
- Iteratively do following operation
 - a => |a-b| = |10-25| = 10
 - -b => |b-c| = |25-15| = 10
 - -c = |c-d| = |15-5| = 10
 - d => |d-a| = |5-10| = 5
- Obeserve what happens to a,b,c,d

Sum Of Squares(SSQ)

- Begin with a number a = 1234
- Find sum of squares of its digits (1 + 4 + 9 + 16 = 30)
- Let this SSQ be new vale of a
- Repeat above procedure observe what happens to a

Kaprekar Iteration

Rearrage digits of a four digit number to form max and min number.

Difference of max and max and min becomes new max and max and max and min becomes new max and max and max and min becomes new max and max

a	max	min	new a
3927	9732	2379	7353
7353	7533	3357	6174
6174	7641	1467	6174

Iterations in Python

- Lists indexing, slicing
- Iteration Protocol next()
- for loops
- List comprehensions
- Iteration patterns

Lets riffle-shuffle!

```
def riffle_shuffle(deck):
    n = len(deck)
    part1 = deck[:n//2]
    part2 = deck[n//2:]

s = []
    for x,y in zip(part1, part2):
        s.extend([x,y])

if n%2==1: # in case we have odd number of items in deck!
        s.append(part2[-1]) #last item from second list

return s
```

out/in

- 0 Python Conference 2018
- 1 Peyrtehnocne C2o0n1f8
- 2 Pee y rCt2eoh0nno1cfn8
- 3 Poehe0 nyn or1Cctf2ne8
- 4 Poore1hCec0t fn2ynne 8
- 5 Pto ofrne21yhnCneec 08

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- 7 Peyrtehnocne C2o0n1f8
- 8 Pee y rCt2eoh0nno1cfn8
- 9 Poehe0 nyn or1Cctf2ne8
- 10 Poore1hCec0t fn2ynne 8

- 1 ePryetnhcoen 2C0o1n8f
- 2 ne P r2yCe0ton1hnc8ofe
- 3 tnoen 1Ph nrc28yoCfee0
- 4 rtcn2o8eyno C1fPehe On
- 5 rCt1cfnP2eoh8ee y0nno
- 6 o hr8Cete1 cyf0nnPn2oe
- 7 coy fh0rn8nCPent2eo1e
- 8 CcPoeyn tf2he0or1ne8 n
- 9 hCec0Poore1ynne 8t fn2
- 10 yhnCneec 08Pto ofrne21

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12 ePryetnhcoen 2C0o1n8f

Four Number Game

```
def four number game(a,b,c,d, n= 10):
    for i in range(n):
        a, b, c, d = abs(a-b), abs(b-c), abs(c-d), abs(d-a)
        print(a,b,c,d)
    return a, b, c, d
four number game(19, 49, 73, 7)
30 24 66 12
6 42 54 18
36 12 36 12
24 24 24 24
0 0 0 0
0 0 0 0
```

SSQ

```
def SSQ(n):
    digits = [int(s) for s in str(n)]
    return sum([d*d for d in digits])

a = 42
for i in range(20):
    a = SSQ(a)
    print(a,end=",")
```

20,4,16,37,58,89,145,42,20,4,16,37,58,89,145,42,20,4,16,37,

Functions, First Class Objects

```
def repeat(func, n, arg, end="\n"):
    for i in range(n):
        arg = func(arg)
        print(arg, end=end)
    return arg

SSQi = lambda a : repeat(SSQ, 50, 17, end=",")
```

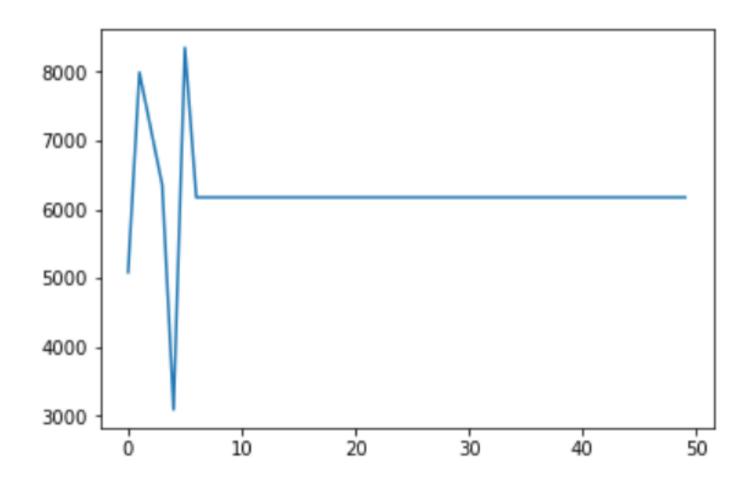
Sequences

```
def SSQi (n):
    while True:
        n = SSQ(n)
        yield n
def take(seq, n):
    takes first n elements from a sequence
    11 11 11
    return [next(seq) for i in range(n)]
```

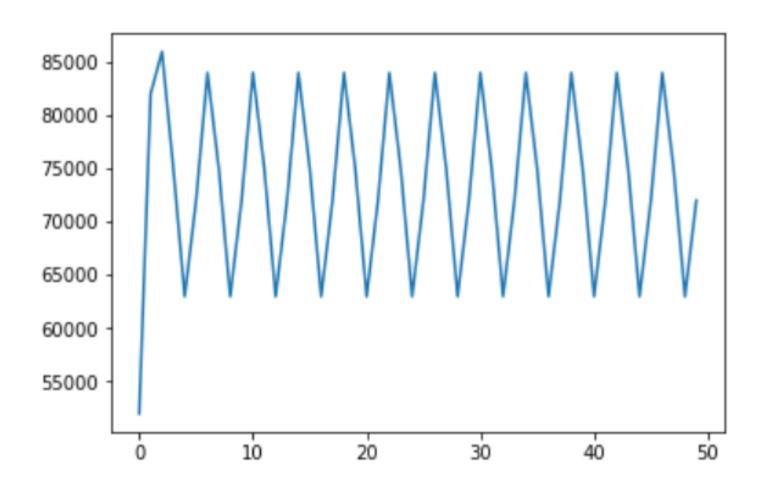
Kaprekar Iteration

```
def rearrangemax(n, digits):
    strn = str(n).zfill(digits)
    return int("".join(sorted(strn, reverse=True)))
def rearrangemin(n, digits):
    strn = str(n).zfill(digits)
    return int("".join(sorted(strn)))
def kaprekar(n):
    digits = len(str(n))
   while True:
        min = rearrangemin(n, digits)
        max = rearrangemax(n, digits)
        n = max - min
        yield n
```

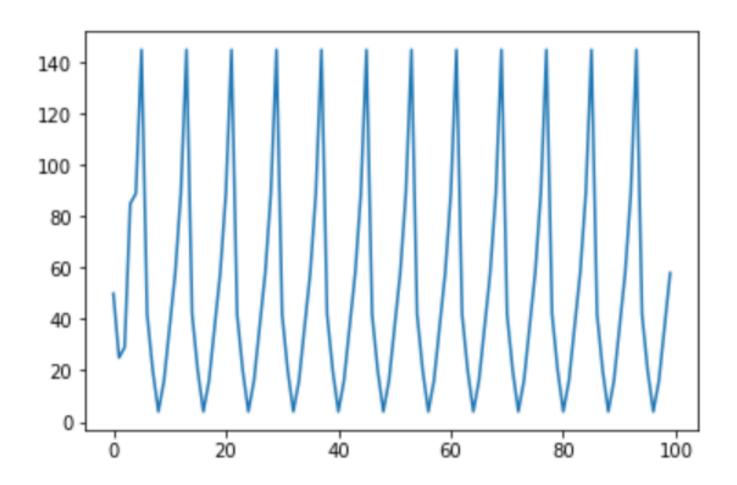
Kaprekar Iteration 4 digits



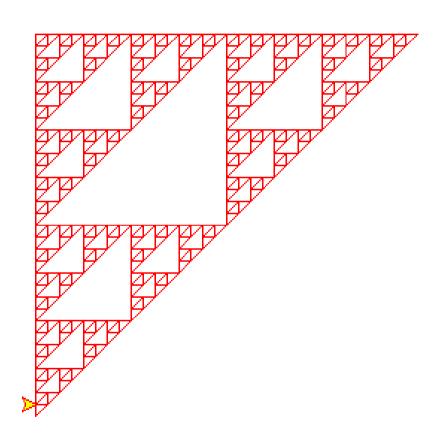
Kaprekar Itearation 5 digits



SSQ



Geometric Iterations



References

- Adventures In Iterations by Shailesh Shirali
- Jupyter notebook covering code from this talk is available at

https://github.com/vikipedia/pythontrainings/blob/master/foundation/Adventures %20In%20Iterations.ipynb