

# CS1010S Tutorial 5

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# Today's Agenda

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  - Standard solutions
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  - Discussion
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# Recap - Tuple

Why do you use tuple?

- Allow for multiple storage
- Immutable
- Allow for nested tuple

# Recap - List

Why do you use list?

- Mutable
- `list1 + list2`
- `list.append(element)` → also touch on **list comprehension**
- `list.extend(element)`
- `del a[index]`
- `len`, `min`, `max`, `in`, `*` scalar (sequence operations)
- `list.copy()` → **shallow copy**, often tested in finals
- `list.insert(position, element)`
- `list.pop(position)`
- `list.remove(element)`
- `list.clear()`
- `list.reverse()`

# Recap - Box and pointer diagram

- Most important when you are using lists than tuples
- Below is a screenshot of your lecture notes
- Why is it so? Explain using box and pointer diagram

```
lst = [1, 2, 3]
```

```
lst2 = lst
```

```
lst == lst2      → True
```

```
lst is lst2      → True
```

```
lst += [4, 5, 6]
```

```
lst              → [1, 2, 3, 4, 5, 6]
```

```
lst2             → [1, 2, 3, 4, 5, 6]
```

```
lst == lst2      → True
```

```
lst is lst2      → True
```

# Recap - Searching

- Linear search
  - Time:  $O(n)$
- Binary search
  - only when array is sorted
  - Time:  $O(\log n)$

# Recap - Sorting

- Selection sort
  - Time:  $O(n^2)$
  - Stable
- Merge sort
  - Time:  $O(n \log n)$
  - Space:  $O(n)$
  - Stable
- `list.sort(key = lambda x: f(x), reverse = True)`
  - Sort based on the value of  $f(x)$
  - Sort to be in reverse order
- Other sorting methods and many more ...
  - Bubble sort
  - Quick sort
  - Shell sort
  - Bucket sort
  - Heap sort

# Question 1

Draw box-and-pointer diagrams for the values of the following tuples.

$((1, 2, (3,)), (4, 5), (6, 7))$

$(1, (2, 3, (4,)))$

$(1, (2, (3, (4, 5))))$

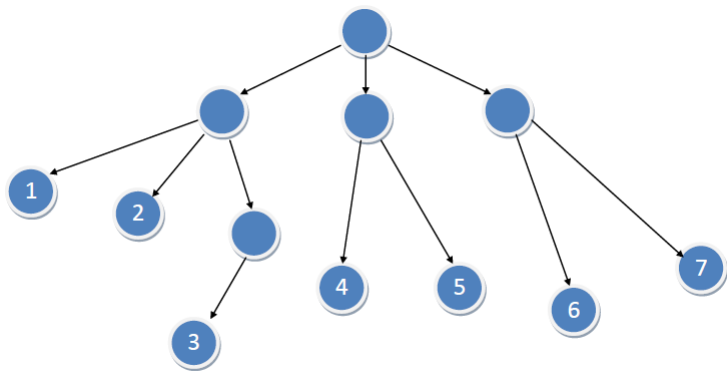


# Question 1 Discussion

- How important is your box-and-pointer diagram?
- You will never be asked to draw them.
- But, you will need to draw them for solving other problems.
- Especially some problems of Question 1 of Final Exam
- There is no fixed form that you need to follow
- As long as you understand what you draw

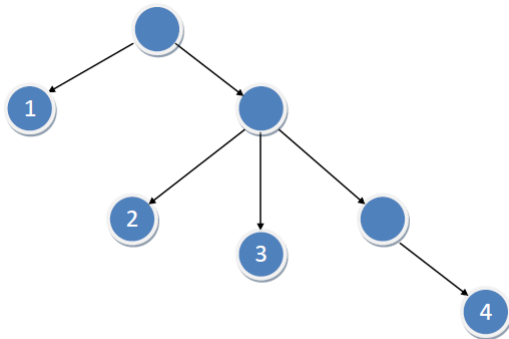
# Question 1 Zexin's solution

$((1, 2, (3,)), (4, 5), (6, 7))$



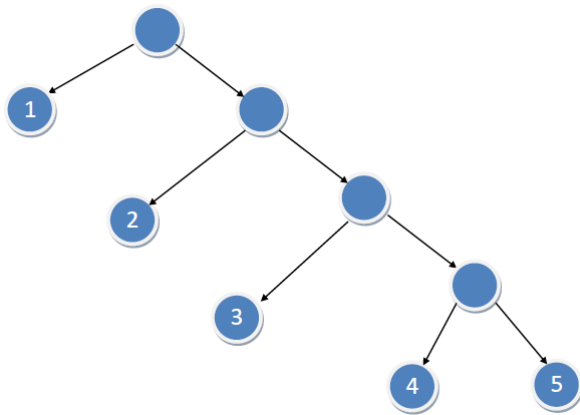
## Question 1 Zexin's solution

(1, (2, 3, (4,)))



## Question 1 Zexin's solution

(1, (2, (3, (4, 5))))



## Question 2

Write expressions using index notation that will return the value 1 when the identifier `tup` is bound to the following values:  $(7, (6, 5, 4), 3, (2, 1))$   
 $((7), (6, 5, 4), (3, 2), 1)$   $(7, (6,), (5, (4,)), (3, (2, (1,))))$   $(7, ((6, 5), (4,)), 3, 2), ((1,))$

## Question 2 Discussion

Your task now is to:

- Draw the box-and-pointer diagram in your head
- And identify which element you are going to visit
- Count the index of the element and put it down

## Question 2 Zexin's solution

Denote the element which you are going to visit by bolding it

- (7, (6, 5, 4), 3, (2, **1**))
- (7, (6, 5, 4), 3, (**2**, **1**))
- (**7**, (**6**, **5**, **4**), **3**, (**2**, **1**))

If we go backwards, the indices we are going to record down are: 3 and 1  
Hence the answer is `tup[3][1]`

## Question 2 Zexin's solution

Denote the element which you are going to visit by bolding it

- $((7), (6, 5, 4), (3, 2), 1)$
- $((\mathbf{7}), (\mathbf{6}, \mathbf{5}, \mathbf{4}), (\mathbf{3}, \mathbf{2}), \mathbf{1})$
- Problem now is: what is (7)?
- Is this really a problem?

If we go backwards, the indices we are going to record down is: 3  
Hence the answer is `tup[3]`



## Question 2 Zexin's solution

Denote the element which you are going to visit by bolding it

- (7, (6,), (5, (4,)), (3, (2, (**1**,))))
- (7, (6,), (5, (4,)), (3, (2, (**1**,))))
- (7, (6,), (5, (4,)), (3, (**2**, (**1**,))))
- (7, (6,), (5, (4,)), (**3**, (**2**, (**1**,))))
- (**7**, (**6**,), (**5**, (**4**,)), (**3**, (**2**, (**1**,))))

If we go backwards, the indices we are going to record down are: 3, 1, 1, 0

Hence the answer is `tup[3][1][1][0]`

## Question 2 Zexin's solution

Denote the element which you are going to visit by bolding it

- (7, ((6, 5), (4,), 3, 2), ((**1**,),))
- (7, ((6, 5), (4,), 3, 2), ((**1**,),))
- (7, ((6, 5), (4,), 3, 2), ((**1**,),))
- (**7**, ((**6**, **5**), (**4**,), **3**, **2**), ((**1**,),))

If we go backwards, the indices we are going to record down are: 2, 0, 0

Hence the answer is `tup[2][0][0]`

## Question 2 Zexin's solution

```
tup = (7, (6, 5, 4), 3, (2, 1))
print(tup[3][1])
tup = ((7), (6, 5, 4), (3, 2), 1)
print(tup[3])
tup = (7, (6, ), (5, (4, )), (3, (2, (1, ))))
print(tup[3][1][1][0])
tup = (7, ((6, 5), (4, )), 3, 2), ((1, ), )
print(tup[2][0][0])
```

- Order of growth for time complexity is?
- Order of growth for space complexity is?

## Question 3

Write a Python function called *even\_rank* that takes in a tuple as its only argument and returns a tuple containing all the elements of even rank (i.e. every second element from the left) from the input tuple.

Test input: `even_rank(('a', 'x', 'b', 'y', 'c', 'x', 'd', 'p', 'q'))`

Test output: `('x', 'y', 'x', 'p')`

# Question 3 Discussion

- Iteration
  - Relatively more intuitive to do
  - Do you need to deal with the last element?
- Iteration
  - In fact easier to do
  - Transform the corner case that tup has len smaller than 2 into the base case!

## Question 3 Zexin's solutions

```
def even_rank(tup):  
    l = len(tup)  
    newTup = tuple()  
    for i in range(1 // 2):  
        newTup = newTup + (tup[i*2+1],)  
    return newTup  
  
def even_rank(tup):  
    if len(tup) < 2:  
        return ()  
    else:  
        return (tup[1],) + even_rank(tup[2:])
```

- Order of growth for time complexity is ?
- Order of growth for space complexity is ?

## Question 4

Write a function called *odd\_even\_sums* that takes in a tuple of numbers as its only argument and returns a tuple of two elements: the first is the sum of all odd-ranked numbers in the input tuple, whereas the second element is the sum of all even-ranked elements in the input.

Test input: `odd_even_sums((1, 3, 2, 4, 5))`

Test output: `(8, 7)`

Test input: `odd_even_sums((1,))`

Test output: `(1, 0)`

Test input: `odd_even_sums(())`

Test output: `(0, 0)`

# Question 4 Discussion

- Iteration
  - Relatively more intuitive to implement?
  - This time we will have to deal with the last element
- Recursion
  - Easier to implement?
  - The base case is never so simple
  - Adding numbers to elements of the resultant tuple can be troublesome!



## Question 4 Zexin's iterative solution

```
def odd_even_sums(tup):  
    l = len(tup)  
    oddSum = 0  
    evenSum = 0  
    for i in range(1 // 2):  
        oddSum += tup[i*2]  
        evenSum += tup[i*2+1]  
    if l % 2:  
        oddSum += tup[-1]  
    return (oddSum, evenSum)
```

- Order of growth for time complexity is ?
- Order of growth for space complexity is ?

## Question 4 Zexin's recursive solution

```
def odd_even_sums(tup):  
    if len(tup) == 0:  
        return (0, 0)  
    elif len(tup) == 1:  
        return (tup[0], 0)  
    else:  
        result = odd_even_sums(tup[2:])  
        return (result[0]+tup[0], result[1]+tup[1])
```

- Order of growth for time complexity is ?
- Order of growth for space complexity is ?

## Question 5

Write a function called **hanoi** that takes in 4 parameters:

- number of disks
- source pole
- destination pole
- auxiliary pole

Test input: `hanoi(1, 1, 2, 3)`

Test output: `((1, 2),)`

Test input: `hanoi(1, 1, 3, 2)`

Test output: `((1, 3),)`

Test input: `hanoi(3, 1, 2, 3)`

Test output: `((1, 2), (1, 3), (2, 3), (1, 2), (3, 1), (3, 2), (1, 2))`

# Question 5 Discussion

- Iteration
  - Please do not use iteration to implement hanoi.
  - There is a way called backtracking if you are **really** bored.
- Recursion
  - Easier to implement? Of course
  - The base case is very simple
  - If there is only one disk, just move it from source to destination
  - The recurrence relation is as follows:
  - If there are more than one disks,
    - move the most upper  $(n-1)$  disks from source to auxiliary
    - move the most lower one from source to destination
    - move the most upper  $(n-1)$  disks from auxiliary to destination

## Question 5 Zexin's solution

```
def hanoi(numDisks, source, destination, auxiliary):  
    if numDisks == 1:  
        return ((source, destination), )  
    else:  
        return hanoi(numDisks - 1, source, auxiliary, destination) \  
            + ((source, destination),) \  
            + hanoi(numDisks - 1, auxiliary, destination, source)
```

- Order of growth for time complexity is ?
- Order of growth for space complexity is ?

# Extra stuff: your midterm question

If time permits, we will go through this.

```
def grill_on_flame(kebab, flame, at):  
    <PRE>  
    return tail(<T1>,  
                <T2>,  
                <T3>)
```

```
def tail(f, a, n):  
    if n == 0:  
        return a  
    else:  
        return tail(f, f(n, a), n-1)
```

- This is the first problem of your midterm question 3.
- We think this is quite hard.
- Going through this is more for the benefits of those going for remidterm.

## Extra stuff: your midterm question

More details about the grill\_on\_flame here

```
def grill_on_flame(kebab, flame, at):  
    if flame == "":  
        return kebab  
    else:  
        kebab = grill_piece(kebab, at, int(flame[0]))  
        return grill_on_flame(kebab, flame[1:], at + 1)
```

If you are wondering where is the definition for grill\_piece,  
do we really need the definition of that?

- Difficulty lies in the fact that we have to start from the middle.
- The pieces to grill and the times for grilling all depend on *flame* only.
- Now we need to define something to extract those information out.

## Extra stuff: your midterm question

- *tail* gives you the ability to repeat certain function  $n$  times on the same object.
- So the function we define should be grilling the piece at index  $at + n$ .
- And the function should be grilling that piece with time  $flame[n - 1]$ .

So here is what we should put in the <PRE> part.

```
def grill_piece_at(n, kebab):  
    return grill_piece(kebab, at + n - 1, int(flame[n-1]))
```



## Extra stuff: your midterm question

So here are the answers:

The <PRE> part is

```
def grill_piece_at(n, kebab):  
    return grill_piece(kebab, at + n - 1, int(flame[n-1]))
```

- The <T1> part is: *grill\_piece\_at*
- The <T2> part is: *kebab*
- The <T3> part is: *len(flame)*

- Slides + relevant material available at:

`https://github.com/wangzexin/Teaching`

- After the tutorial, if you have further questions:

`wang.zexin@u.nus.edu`

# Thank You

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