

Lecture 25

# Designing Sequence Algorithms

# Announcements for This Lecture

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## Assignment & Lab

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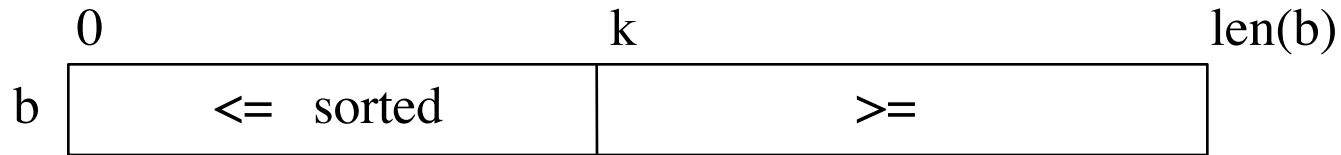
- A6 is not graded yet
  - Done early next week
  - Survey still open today
- A7 due **Tues, Dec. 4**
  - Some extensions possible
  - But only for major conflicts
- Lab Today: Office Hours
  - Get help on A7 aliens
  - Anyone can go to any lab

## Next Week

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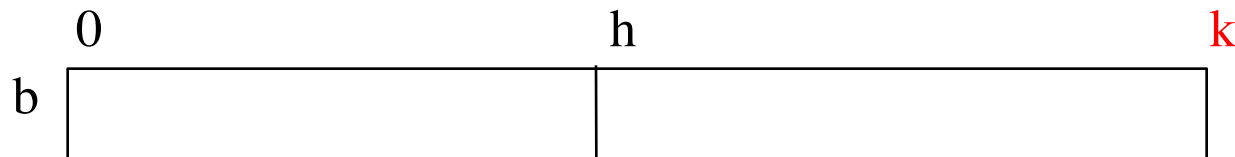
- Last week of new material
  - Finish sorting algorithms
- The last required lab
  - Material from today, Tues
  - Turn in during consulting
- Week after that is special
  - Last lecture about CS overall
  - Will also have exam details

# Horizontal Notation for Sequences



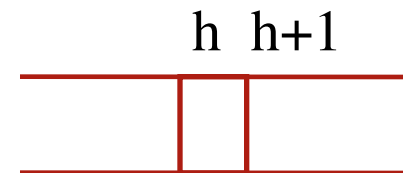
Example of an assertion about an sequence  $b$ . It asserts that:

1.  $b[0..k-1]$  is sorted (i.e. its values are in ascending order)
2. Everything in  $b[0..k-1]$  is  $\leq$  everything in  $b[k..\text{len}(b)-1]$



Given index  $h$  of the **first element** of a segment and index  $k$  of the **element that follows** that segment, the number of values in the segment is  $k - h$ .

$b[h .. k - 1]$  has  $k - h$  elements in it.



$$(h+1) - h = 1$$

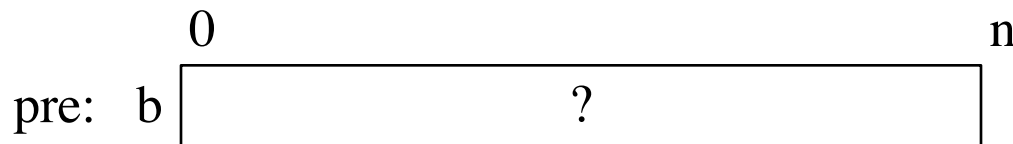
# Developing Algorithms on Sequences

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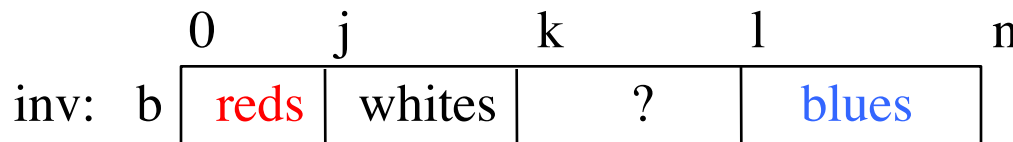
- Specify the algorithm by giving its **precondition** and **postcondition** as pictures.
- Draw the **invariant** by drawing another picture that “generalizes” the **precondition** and **postcondition**
  - The invariant is true at the beginning and at the end
- The four loop design questions
  1. How does loop start (how to make the invariant true)?
  2. How does it stop (is the postcondition true)?
  3. How does the body make progress toward termination?
  4. How does the body keep the invariant true?

# Generalizing Pre- and Postconditions

- Dutch national flag: tri-color
  - Sequence of  $0..n-1$  of red, white, blue "pixels"
  - Arrange to put reds first, then whites, then blues



(values in  $0..n-1$  are unknown)



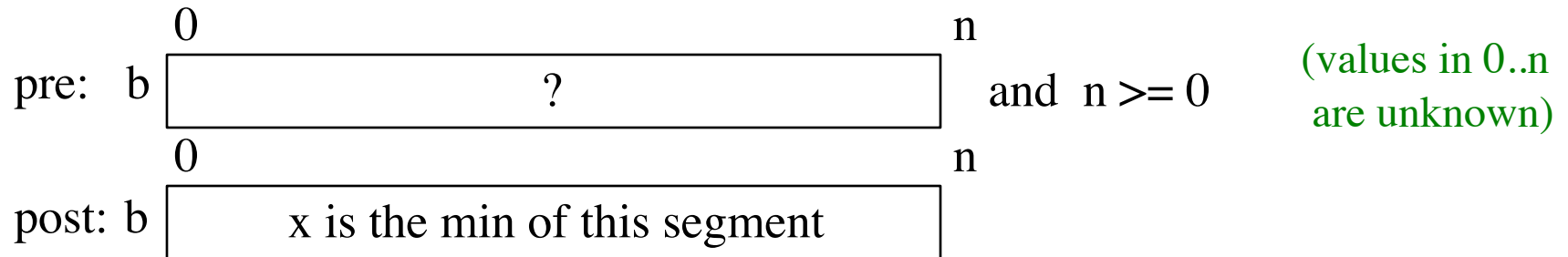
Make the **red**, **white**, **blue** sections initially **empty**:

- Range  $i..i-1$  has 0 elements
- Main reason for this trick

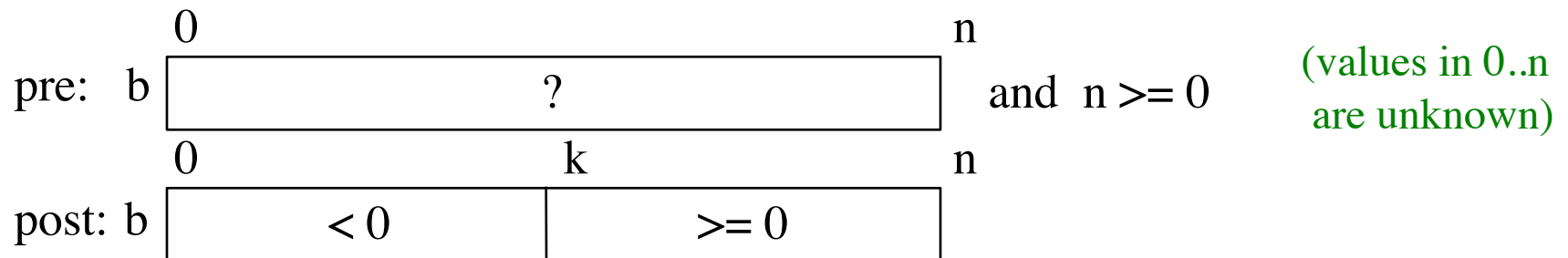
Changing loop variables turns invariant into postcondition.

# Generalizing Pre- and Postconditions

- Finding the minimum of a sequence.

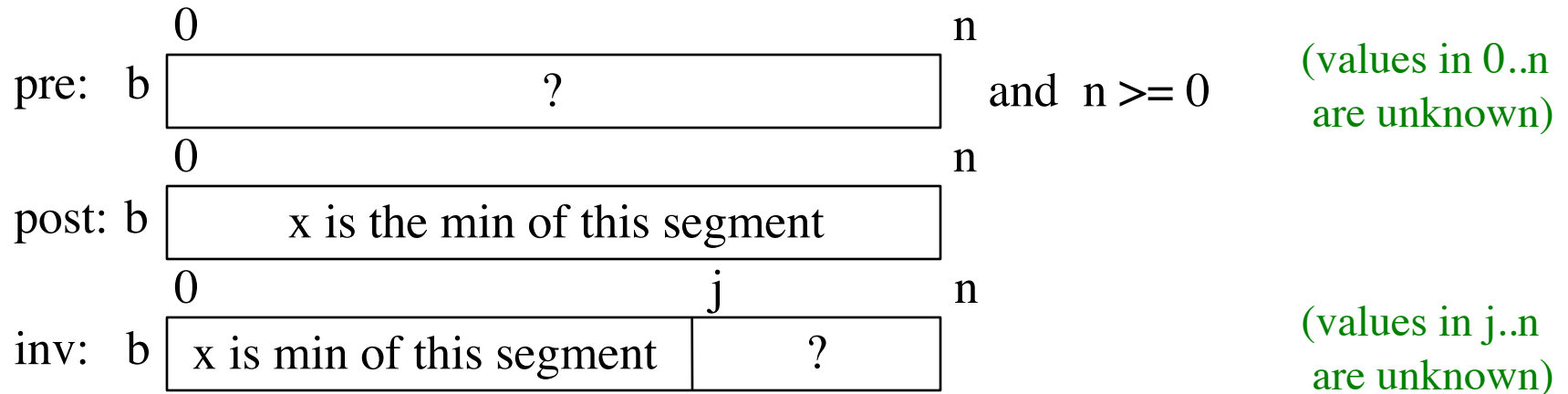


- Put negative values before nonnegative ones.

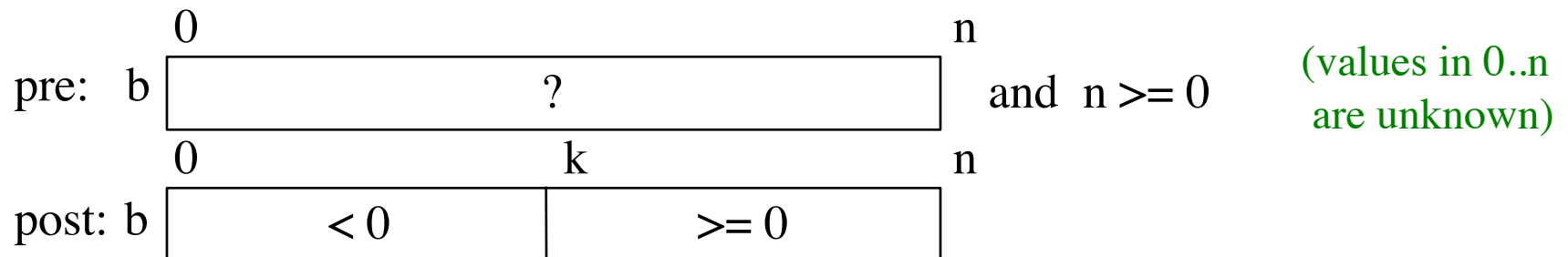


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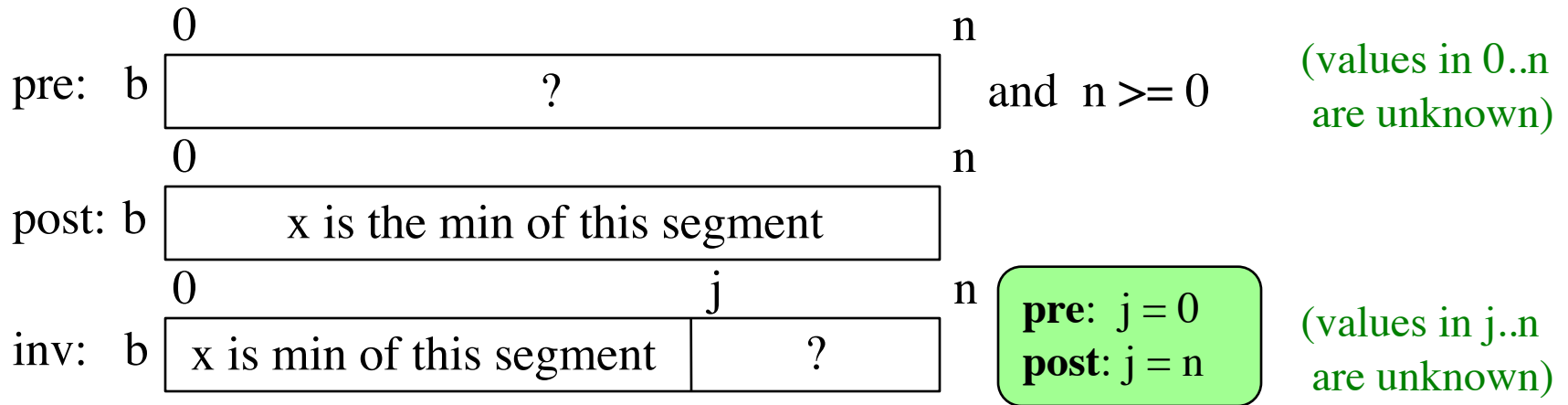


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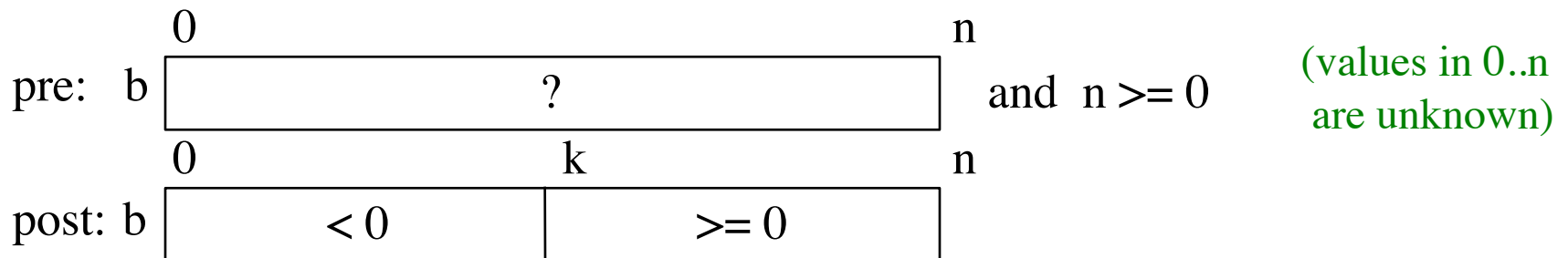


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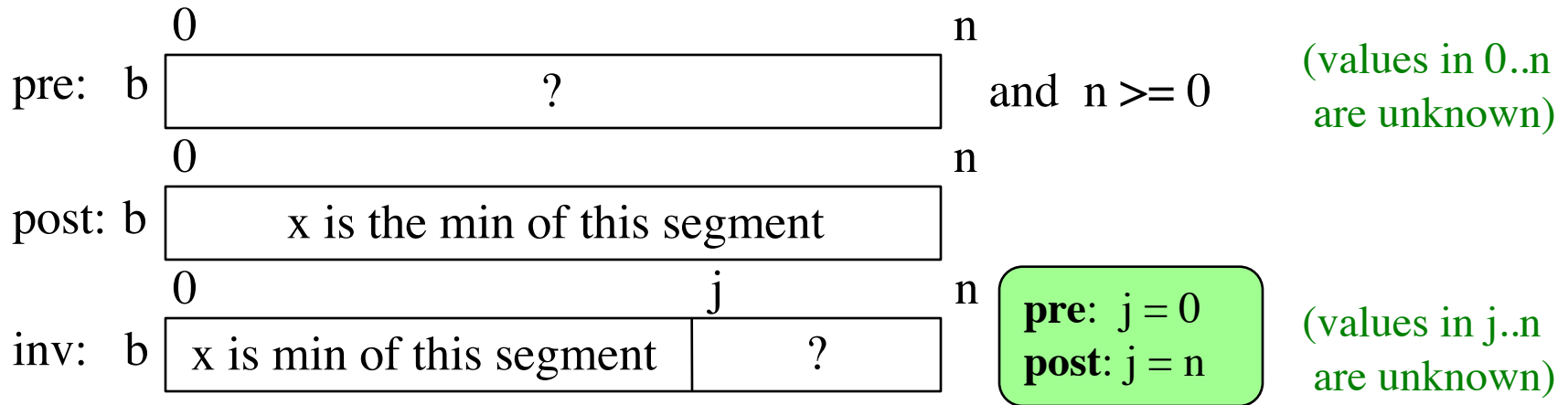
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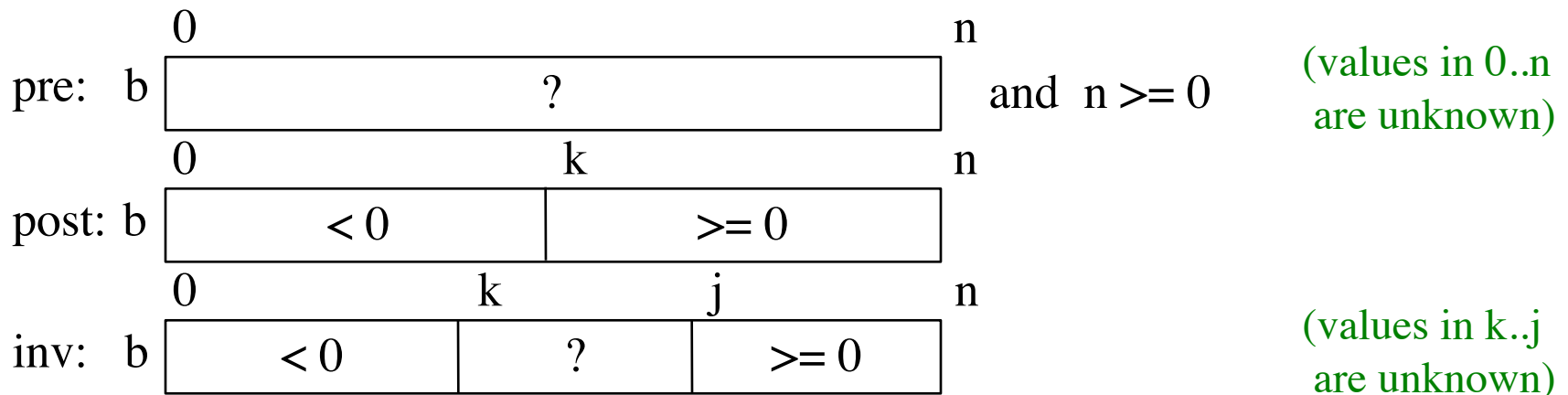


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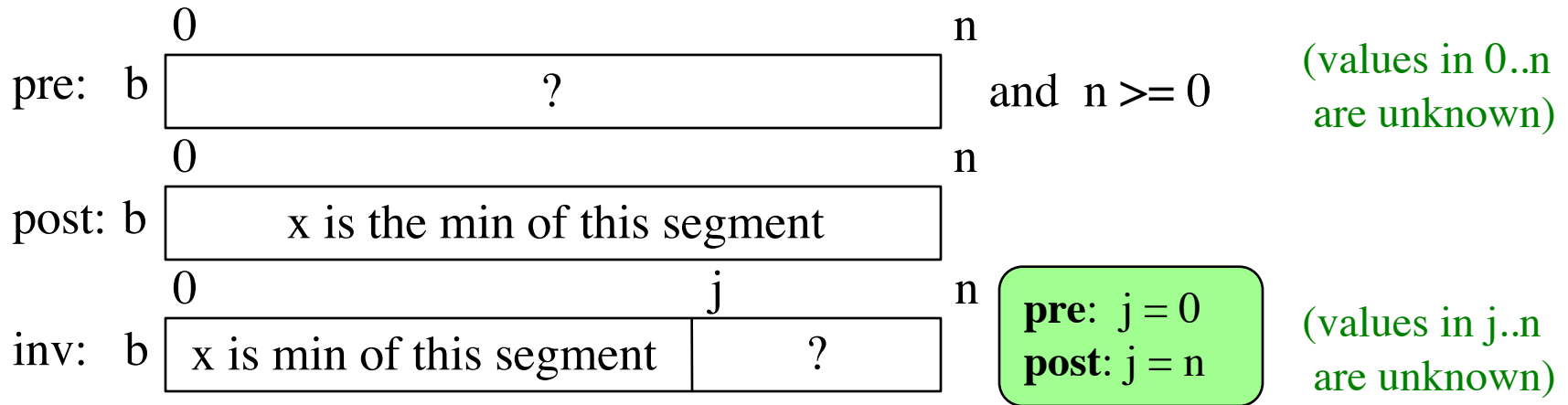


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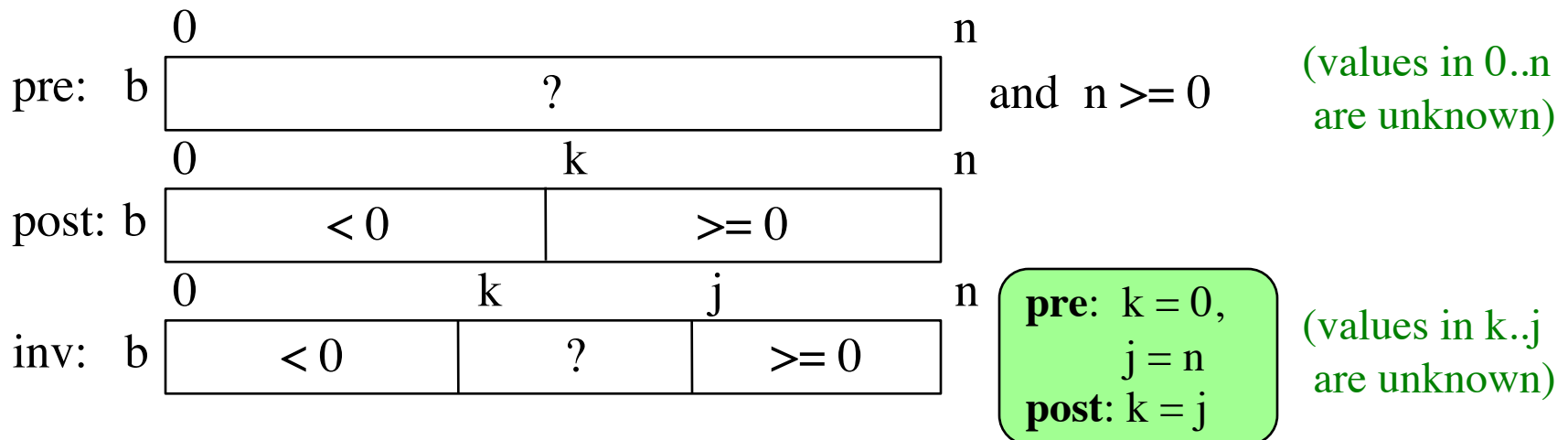


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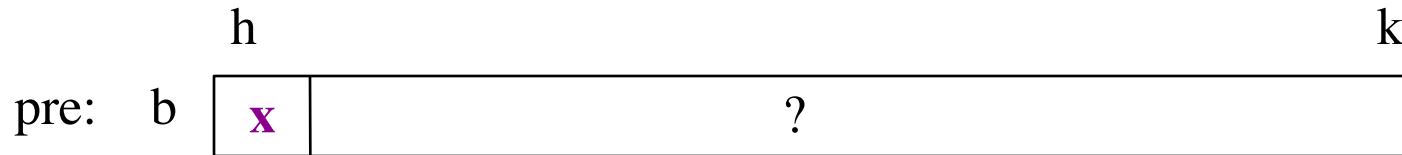


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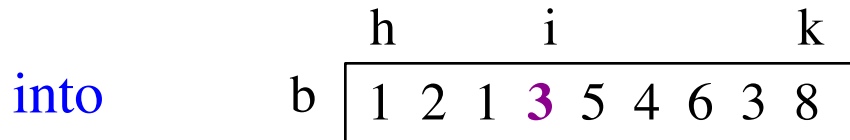
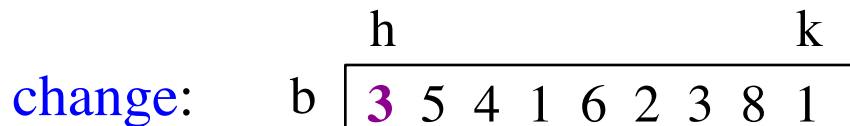
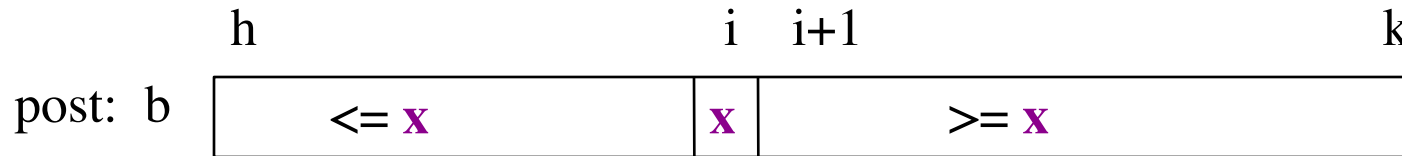


# Partition Algorithm

- Given a sequence  $b[h..k]$  with some value  $x$  in  $b[h]$ :



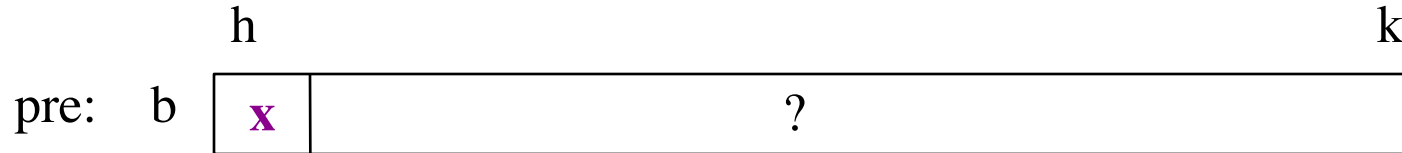
- Swap elements of  $b[h..k]$  and store in  $j$  to truthify post:



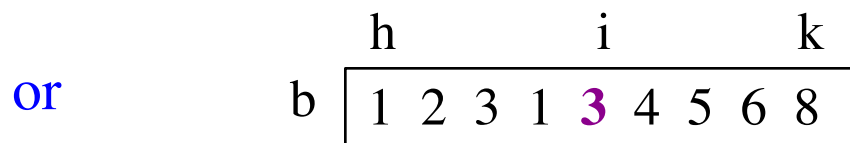
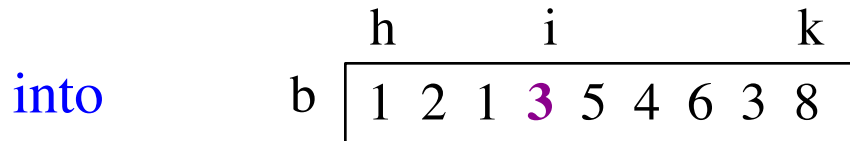
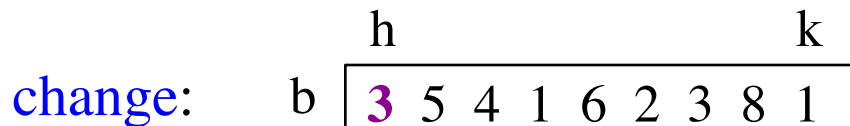
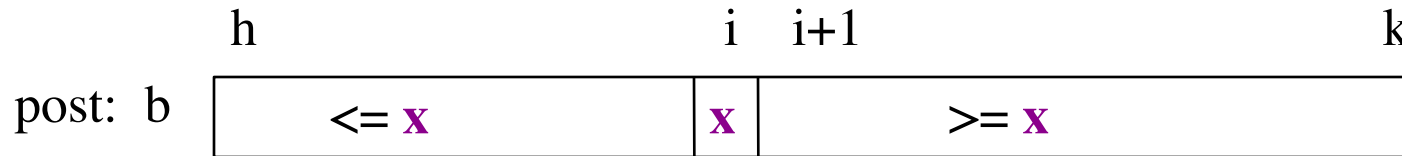
- $x$  is called the **pivot value**
  - $x$  is not a program variable
  - denotes value initially in  $b[h]$

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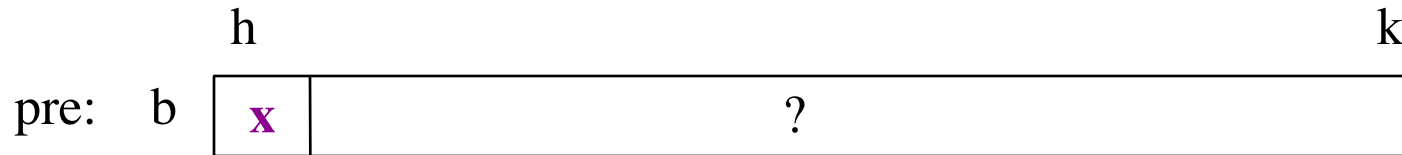


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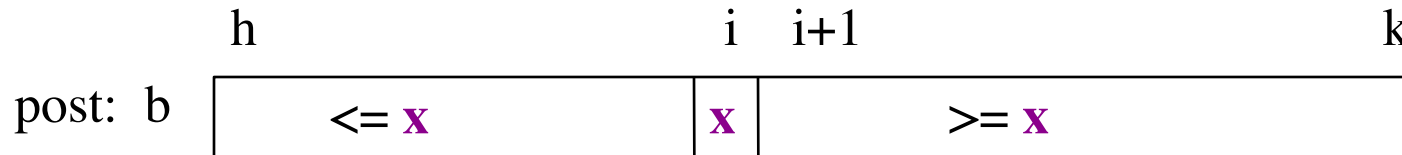
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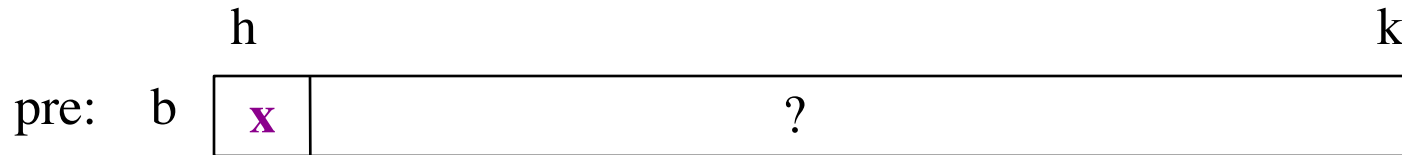


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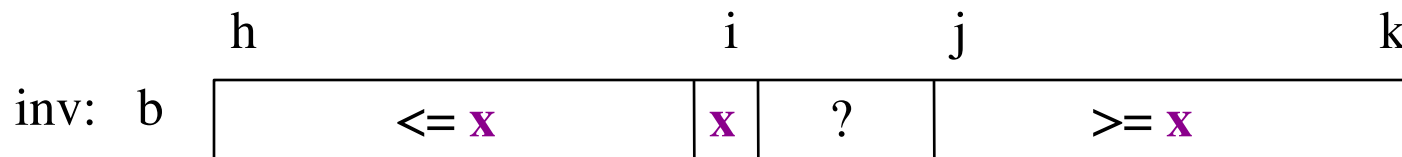
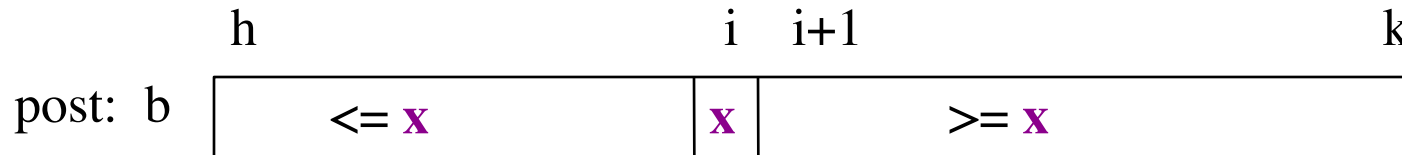


# Partition Algorithm

- Given a sequence  $b[h..k]$  with some value  $x$  in  $b[h]$ :



- Swap elements of  $b[h..k]$  and store in  $j$  to truthify post:



- Agrees with precondition when  $i = h, j = k+1$
- Agrees with postcondition when  $j = i+1$

# Partition Algorithm Implementation

```
def partition(b, h, k):  
    """Partition list b[h..k] around a pivot x = b[h]"""  
    i = h; j = k+1; x = b[h]  
    # invariant: b[h..i-1] < x, b[i] = x, b[j..k] >= x  
    while i < j-1:  
        if b[i+1] >= x:  
            # Move to end of block.  
            _swap(b,i+1,j-1)  
            j = j - 1  
        else: # b[i+1] < x  
            _swap(b,i,i+1)  
            i = i + 1  
    # post: b[h..i-1] < x, b[i] is x, and b[i+1..k] >= x  
    return i
```

**partition(b,h,k), not partition(b[h:k+1])**  
Remember, slicing always copies the list!  
We want to partition the **original** list

# Partition Algorithm Implementation

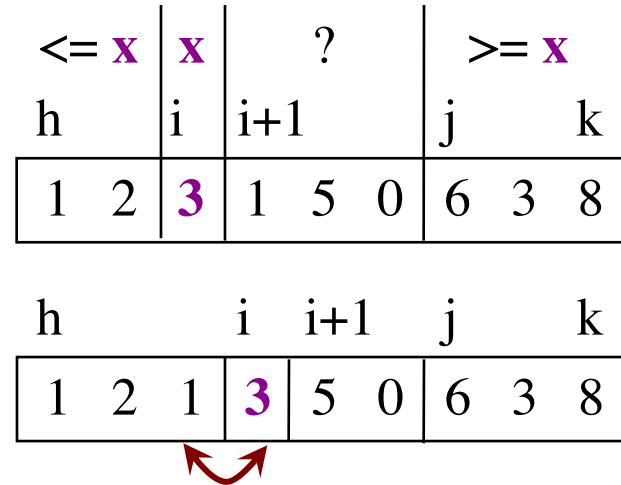
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```

$\leq x$		$x$	?			$\geq x$		
h		i	i+1			j		k
1	2	3	1	5	0	6	3	8



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```

<= x		x	?		>= x	
h		i	i+1		j	k
1	2	3	1 5 0		6 3 8	

h		i	i+1	j	k
1	2	1	3	5 0	6 3 8



h		i		j	k
1	2	1	3	0	5 6 3 8



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1	2	3	1	5	0	6	3	8	

h		i			i+1		j		k
1	2	1	3	5	0	6	3	8	



h		i			j		k	
1	2	1	3	0	5	6	3	8



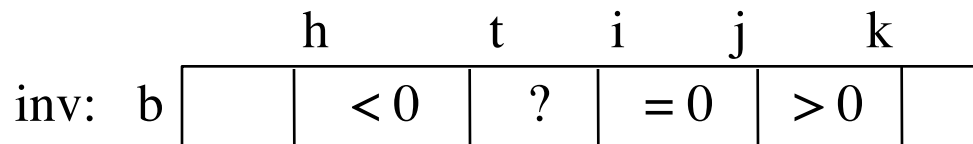
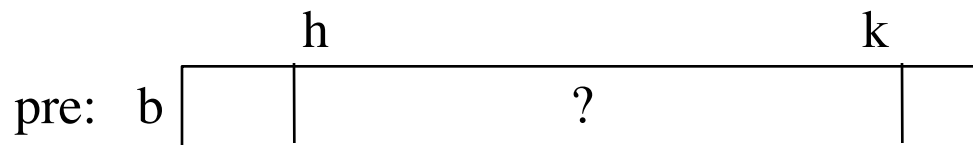
h		i			j		k	
1	2	1	0	3	5	6	3	8



# Dutch National Flag Variant

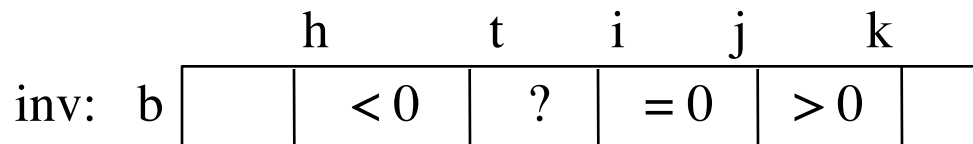
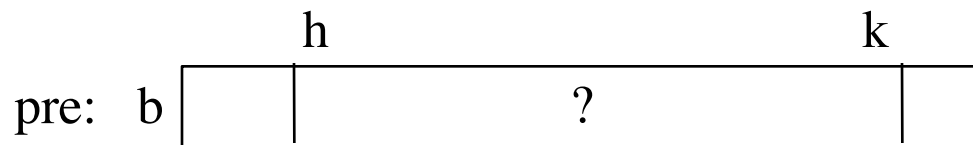
---

- Sequence of integer values
  - ‘red’ = negatives, ‘white’ = 0, ‘blues’ = positive
  - Only rearrange part of the list, not all



# Dutch National Flag Variant

- Sequence of integer values
  - 'red' = negatives, 'white' = 0, 'blues' = positive
  - Only rearrange part of the list, not all



**pre:**  $t = h,$   
 $i = k + 1,$   
 $j = k$   
**post:**  $t = i$

# Dutch National Flag Algorithm

```
def dnf(b, h, k):
```

```
    """Returns: partition points as a tuple (i,j)"""
```

```
    t = h; i = k+1, j = k;
```

```
    # inv: b[h..t-1] < 0, b[t..i-1] ?, b[i..j] = 0, b[j+1..k] > 0
```

```
    while t < i:
```

```
        if b[i-1] < 0:
```

```
            swap(b,i-1,t)
```

```
            t = t+1
```

```
        elif b[i-1] == 0:
```

```
            i = i-1
```

```
        else:
```

```
            swap(b,i-1,j)
```

```
            i = i-1; j = j-1
```

```
    # post: b[h..i-1] < 0, b[i..j] = 0, b[j+1..k] > 0
```

```
    return (i, j)
```

< 0		?			= 0		> 0	
h		t			i	j		k
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```
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            t = t+1
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```
        else:
```

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            i = i-1; j = j-1
```

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< 0		?			= 0		> 0	
h		t			i	j		k
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h		t		i		j		k
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←

h			t	i		j		k
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< 0		?			= 0		> 0	
h		t			i	j		k
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h		t		i		j		k
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←

h			t	i		j		k
-1	-2	-1	3	0	0	0	6	3



h			t		j		k	
-1	-2	-1	0	0	0	3	6	3



**Will Finish This Next Week**