

# Lecture 5: Definite iteration

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## ■ Previous lecture:

- Logical operators (&&, ||, ~) and “short-circuiting”
- Nested **if**-statements
- Top-down design

## ■ Today:

- Iteration using **for**
- (at home) Watch MatTV episode “Troubleshooting for-loops”

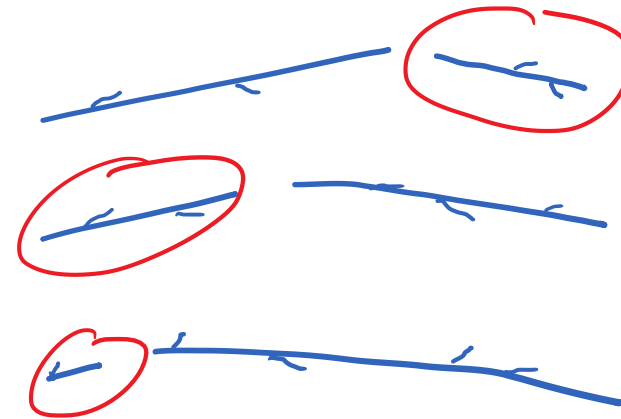
## ■ Announcements:

- P1 due tonight, 11pm EST
  - Late submissions accepted tomorrow with 5% penalty
- Read *Insight §2.2* (or MatTV episode on **while**-loop) and *Insight §3.2* before next lecture

# Question

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A 1 meter-long stick is split into two pieces. The breakpoint is randomly selected. On average, how long is the shorter piece?



Thought experiment? → analysis

Physical experiment?

Computational experiment! → simulation

} Need to repeat many trials!

# Question

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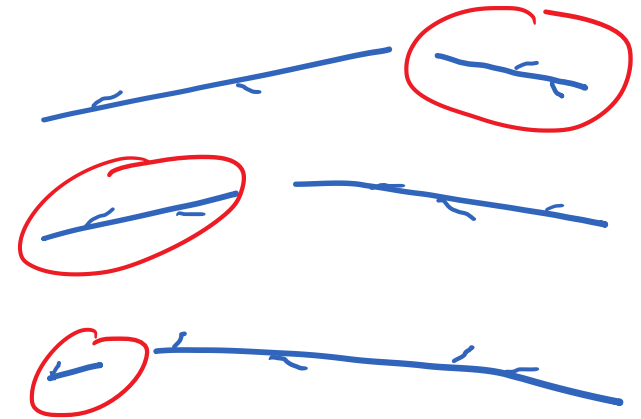
A 1 meter-long stick is split into two pieces. The breakpoint is randomly selected (equally likely anywhere along the stick). On average, how long is the *shorter* piece?

A:  $\frac{1}{4}$  m

B:  $\frac{1}{3}$  m

C:  $\frac{1}{2}$  m

D: other



Simulation:

use code to imitate the physical experiment

```
% one trial of the experiment
```

```
breakPt= rand();
```

```
if breakPt < 0.5
```

```
    shortPiece= breakPt;
```

```
else
```

```
    shortPiece= 1 - breakPt;
```

```
end
```

# More shortcuts: `min()`

---

`% one trial of the experiment`

```
breakPt= rand();
```

```
shortPiece= min(breakPt, 1-breakPt);
```

Want to do many trials, add up the lengths of the short pieces, and then divide by the number of trials to get the average length.

# Algorithm (bottom-up development)

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*Repeat many times:*

```
% one trial of the experiment  
breakPt= rand();  
shortPiece= min(breakPt, 1-breakPt);
```

*Take average*

*Print result*

*initialization* { `n= 10000;   % number of trials`  
`total= 0;   % accumulated length so far`

*loop* — `for k = 1:1:n   % Repeat many times`

*loop body* {

```
% one trial of the experiment
breakPt= rand();
shortPiece= min(breakPt, 1-breakPt);
total= total + shortPiece;
```

`end`

```
avgLength= total/n;   % Take average
fprintf('Average length is %f\n', ...
        avgLength)   % Print result
```

See `stickExp.m` , `showForLoop.m`

# Syntax of the **for** loop

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**for** <var>= <start value>:<incr>:<end bound>

*statements to be executed repeatedly*

**end**

*Loop body*



Loop header specifies all the values that the index variable will take on, one for each pass of the loop.

E.g, `k= 3:1:7` means `k` will take on the values 3, 4, 5, 6, 7, **one at a time**.



## for loop examples

```
for k = 2:0.5:3
    disp(k)
end
for k = 1:4
    disp(k)
end
for k = 0:-2:-6
    disp(k)
end
for k = 0:-2:-7
    disp(k)
end
for k = 5:2:1
    disp(k)
end
```

**k** takes on the values 2, 2.5, 3

Non-integer increment is OK

**k** takes on the values 1, 2, 3, 4

Default increment is 1

**k** takes on the values 0, -2, -4, -6

“Increment” may be negative

**k** takes on the values 0, -2, -4, -6

Colon expression specifies *bounds*

The set of values for **k** is the empty set:  
the loop body won't execute

# Pattern for doing something $n$ times

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```
n= _____  
for k= 1:n  
  
    % code to do  
    % that something  
  
end
```

Definite iteration

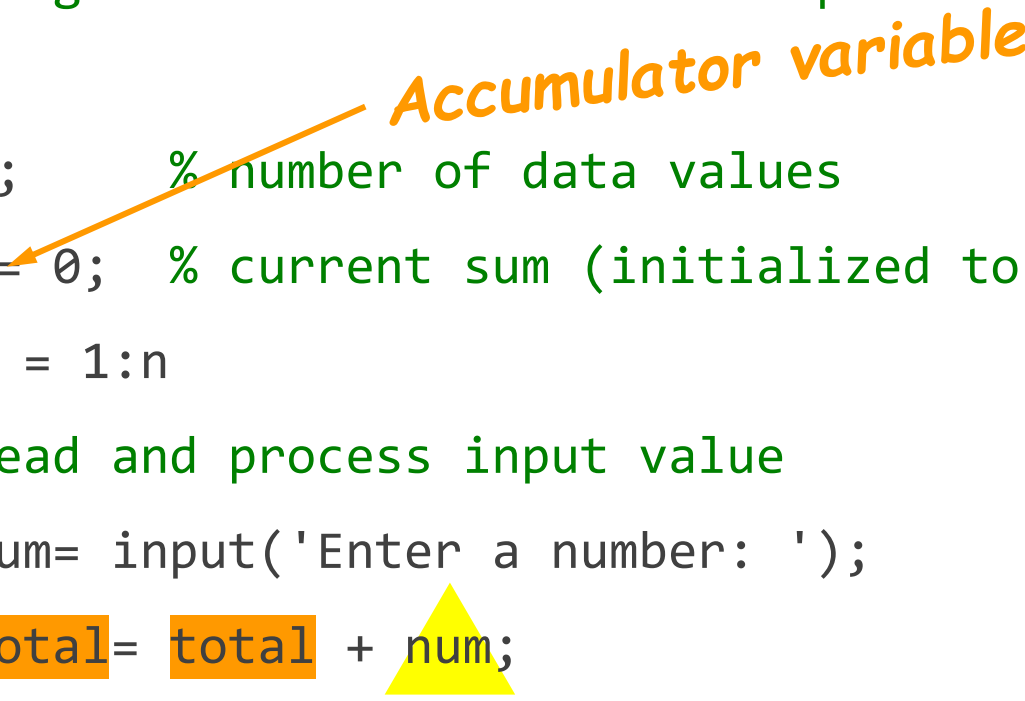
# Accumulation Pattern

---

% Average 10 numbers from user input

```
n= 10;      % number of data values
total= 0;    % current sum (initialized to zero)
for k = 1:n
    % read and process input value
    num= input('Enter a number: ');
    total= total + num;
end
avg= total/n; % average of n numbers
fprintf('Average is %f\n', avg)
```

*Accumulator variable*



# Example: “Accumulate” a solution

---

```
% Average 10 numbers from user input
```

```
clear      % clear workspace
```

```
n= 10;     % number of data values
```

```
for k = 1:n
```

```
    % read and process input value
```

```
        num= input('Enter a number: ');
```

```
        total= total + num;
```

```
end
```

```
avg= total/n;  % average of n numbers
```

```
fprintf('Average is %f\n', avg)
```

How many passes  
through the loop will  
be completed?

A: 0
B: 1
C: 9
D: 10
E: 11

# Remember to initialize

---

% Average 10 numbers from user input

```
n= 10;      % number of data values
```

```
total= 0;   % current sum (initialized to zero)
```

```
for k = 1:n
```

```
    % read and process input value
```

```
    num= input('Enter a number: ');
```

```
    total= total + num;
```

```
end
```

```
avg= total/n;  % average of n numbers
```

```
fprintf('Average is %f\n', avg)
```

# Important Features of Iteration

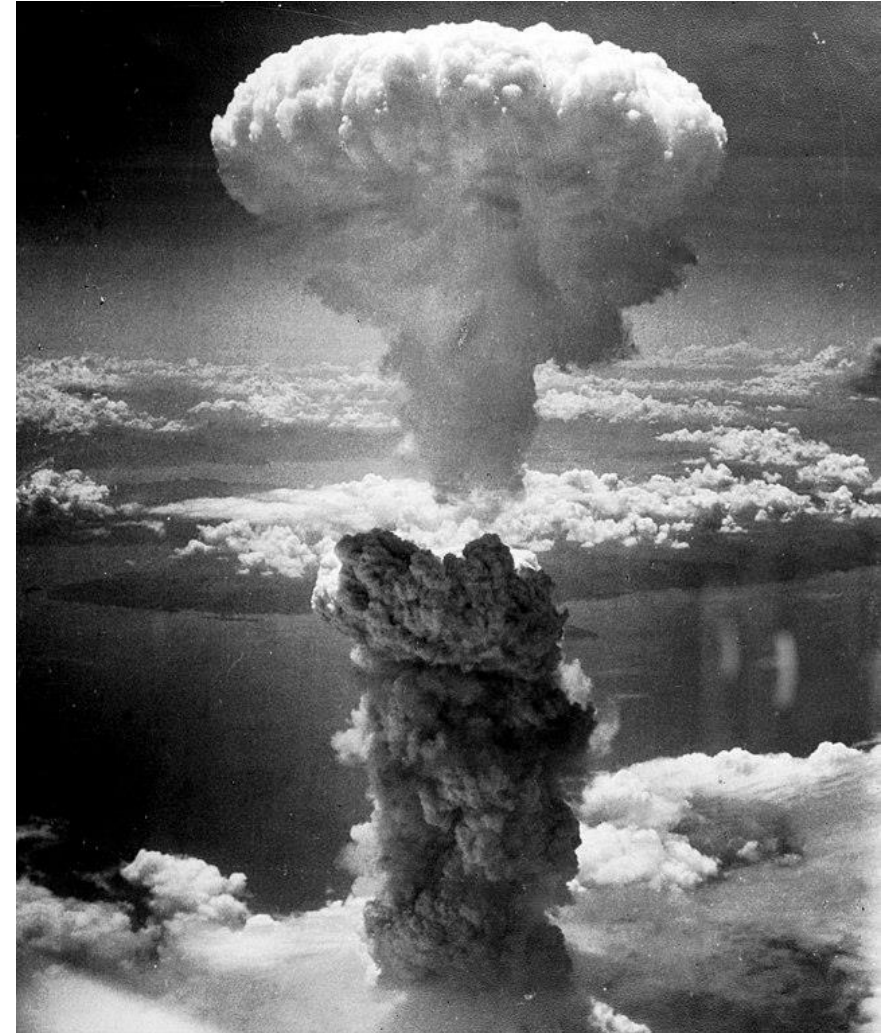
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- A task can be accomplished if some steps are repeated; these steps form the **loop body**
- Need a **starting point**
- Need to know **when to stop**
- Need to keep track of (and measure) progress—**update**

# Monte Carlo methods

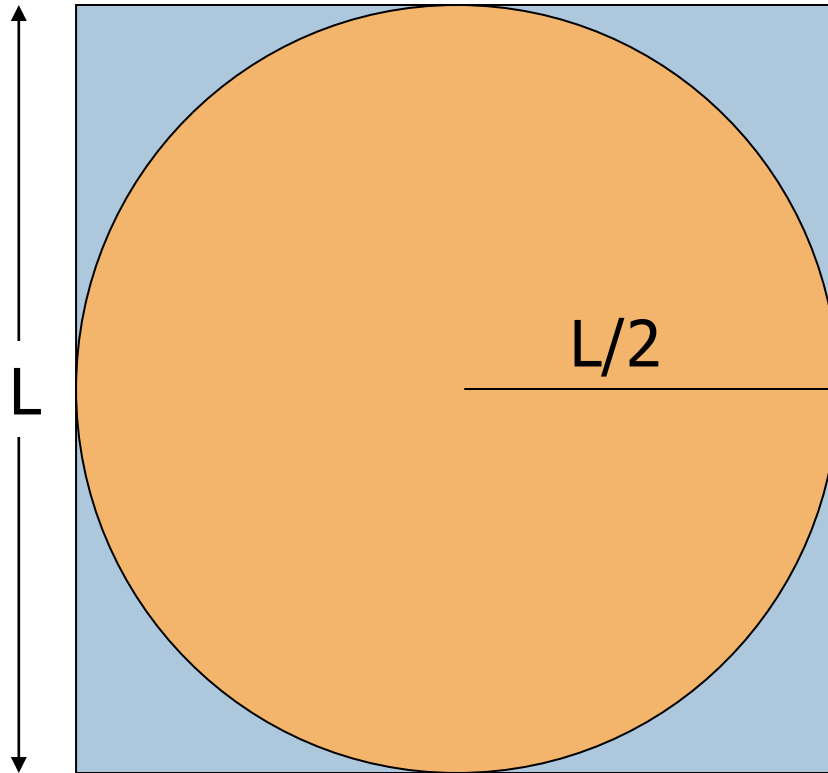
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1. Derive a relationship between some *desired quantity* and a *probability*
2. Use simulation to estimate the probability
  - Computer-generated random numbers
3. Approximate desired quantity based on prob. estimate



# Monte Carlo Approximation of $\pi$

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Throw  $N$  darts

$$\text{Sq. area} = L \times L$$

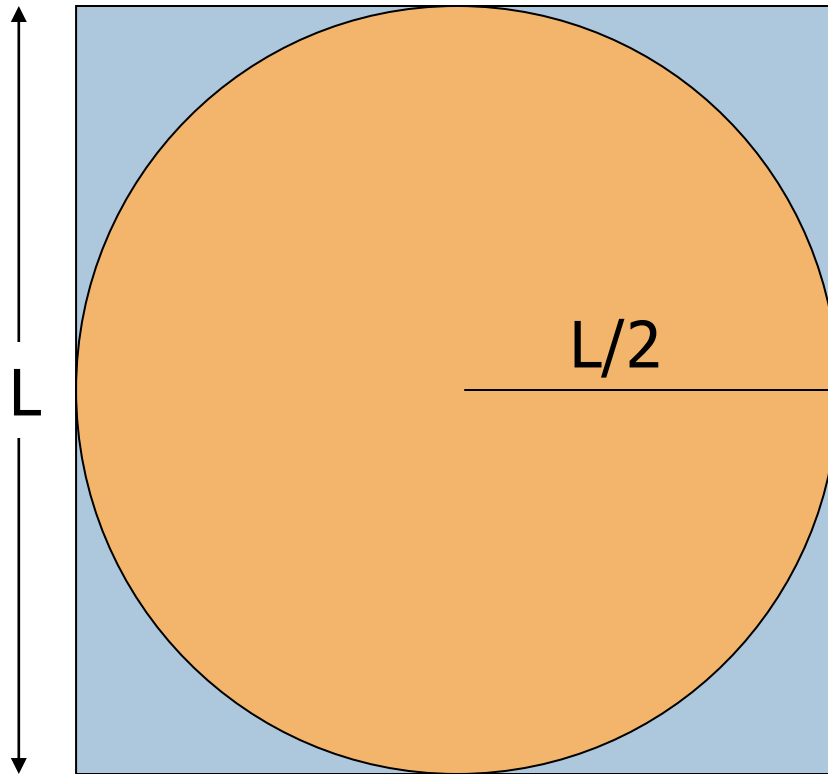
$$\text{Circle area} = \pi L^2 / 4$$

$$\begin{aligned} \text{Prob. landing in circle} &= (\text{circle area}) / (\text{sq. area}) \\ &= \pi / 4 \\ &\cong N_{in} / N \end{aligned}$$



# Monte Carlo Approximation of $\pi$

---



Throw  $N$  darts

$$\pi \cong 4 N_{in} / N$$

# Monte Carlo Approximation of $\pi$

---

For each of  $N$  trials

Throw a dart

If it lands in circle

add 1 to total # of hits

$\pi$  is  $4 \cdot \text{hits} / N$

## Monte Carlo Approximation of $\pi$ with N darts on L-by-L board

---

N=\_\_\_;

for k = 1:N

end

myPi= 4\*hits/N;

# Monte Carlo Approximation of $\pi$ with N darts on L-by-L board

---

```
N=___;
```

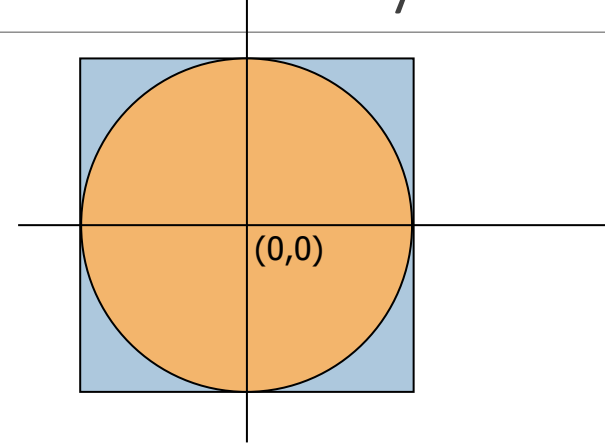
```
for k = 1:N
```

```
    % Throw kth dart
```

```
    % Count it if it is in the circle
```

```
end
```

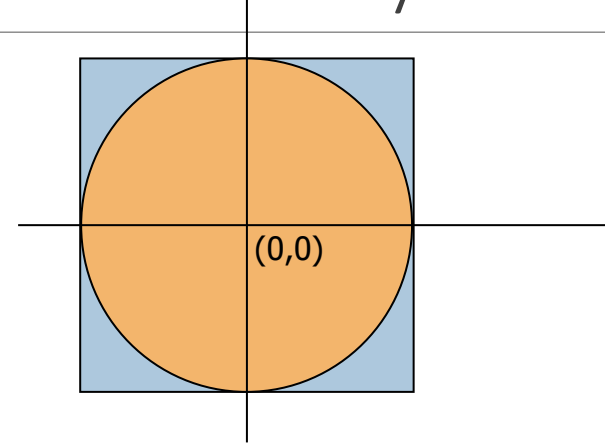
```
myPi = 4*hits/N;
```



See `mcPi.m`

# Monte Carlo Approximation of $\pi$ with N darts on L-by-L board

```
N=__; L=__; hits= ???  
for k = 1:N  
    % Throw kth dart  
    x= rand()*L - L/2;  
    y= rand()*L - L/2;  
    % Count it if it is in the circle  
    if sqrt(x^2 + y^2) <= L/2  
        hits= hits + 1;  
    end  
end  
myPi= 4*hits/N;
```

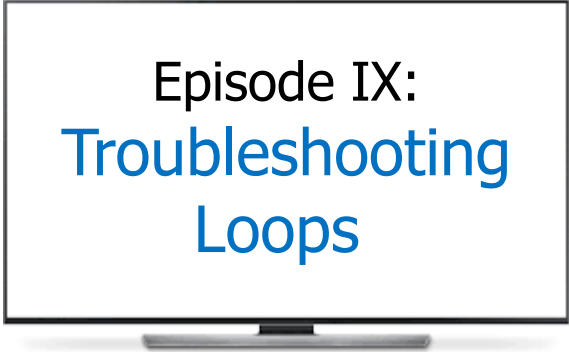


What will be displayed when you run the following script?

---

```
for k = 4:6  
    disp(k)  
    k= 9;  
    disp(k)  
end
```

Watch MatTV to find out!



Episode IX:  
Troubleshooting  
Loops

# Wrap-up review

---

% What will be printed?

```
for k= 1:2:6
    fprintf('%d ', k)
end
printf('\n')
```

A: 1 2 3 4 5 6

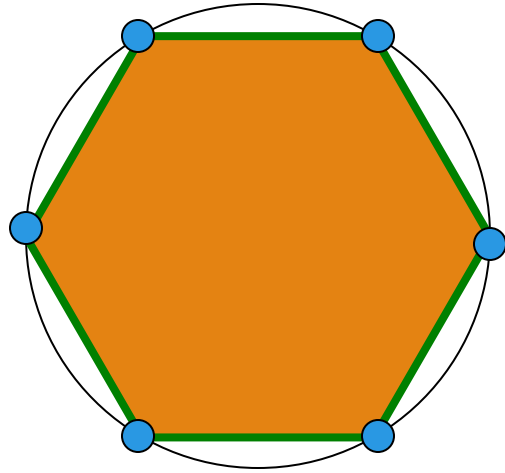
B: 1 3 5 6

C: 1 3 5

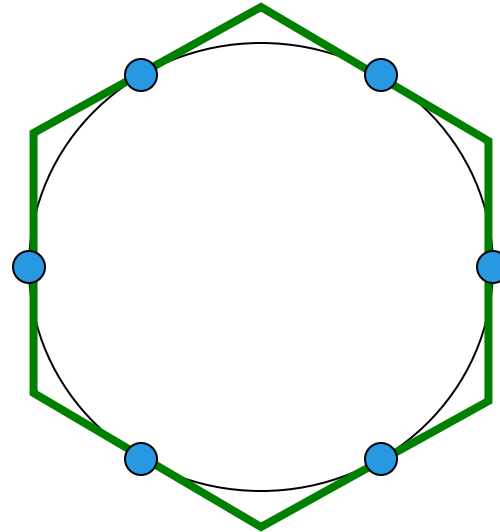
D: *error*  
(*incorrect bounds*)

# Example: $n$ -gon $\rightarrow$ circle

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Inscribed hexagon  
 $(n/2) \sin(2\pi/n)$



Circumscribed hexagon  
 $n \tan(\pi/n)$

As  $n$  approaches infinity, the inscribed and circumscribed areas approach the area of a circle.

When will  $|\text{OuterA} - \text{InnerA}| \leq .000001$ ?