
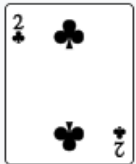
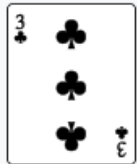
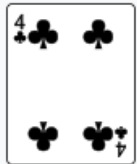
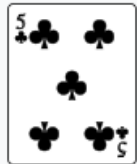
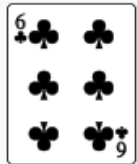
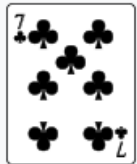
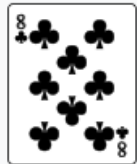
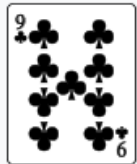
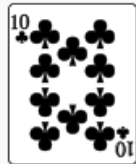



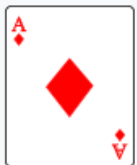
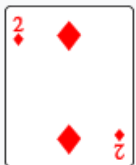
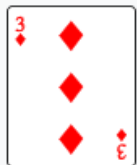
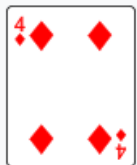

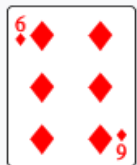








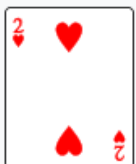
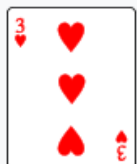
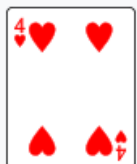

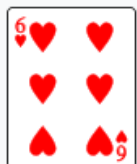
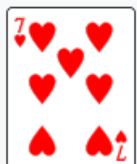

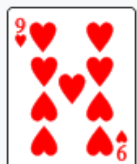






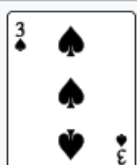


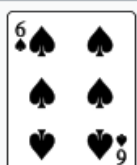
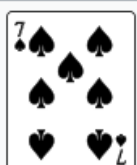

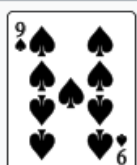






Recursion and iteration

- algorithm examples

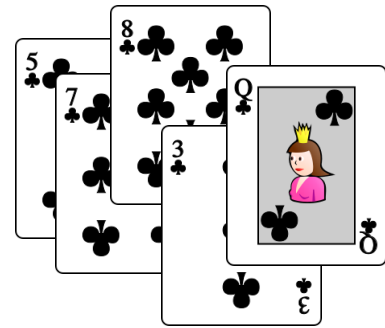
Standard 52-card deck

	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Clubs													
Diamonds													
Hearts													
Spades													

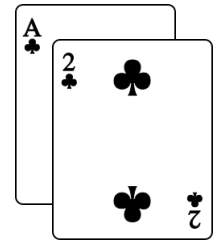
Selection sort

`selection_sort.py`

```
def selection_sort(L):  
    unsorted = L[:]  
    result = []  
  
    while unsorted:  
        e = min(unsorted)  
        unsorted.remove(e)  
        result.append(e)  
  
    return result
```



unsorted

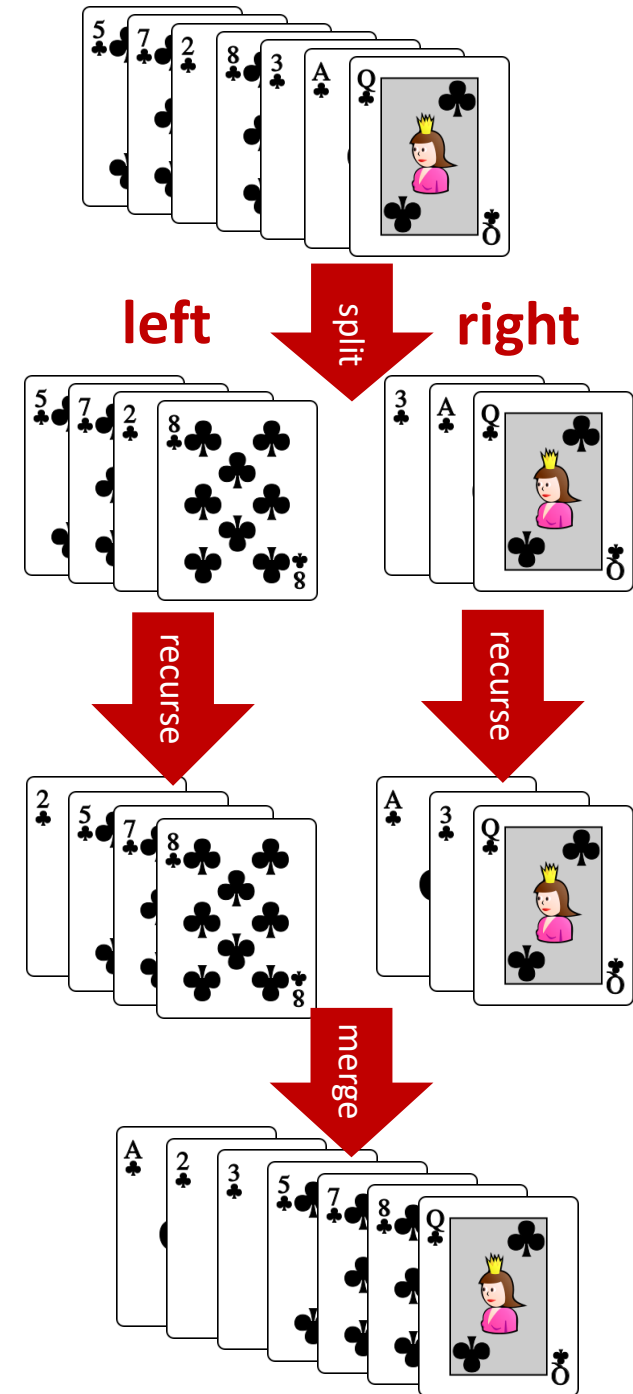


**sorted
result**

- `min` and `.remove` scan the remaining `unsorted` list for each element moved to `result`
- order $|L|^2$ comparisons

Sorting a pile of cards (Merge sort)

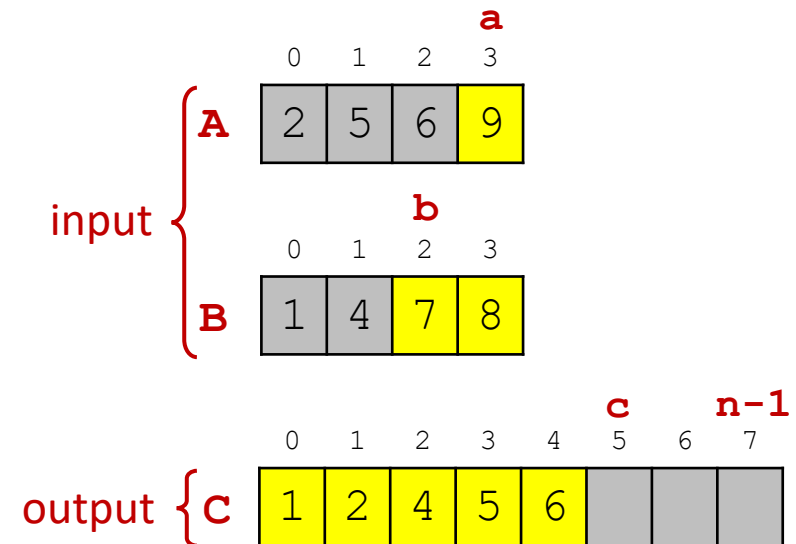
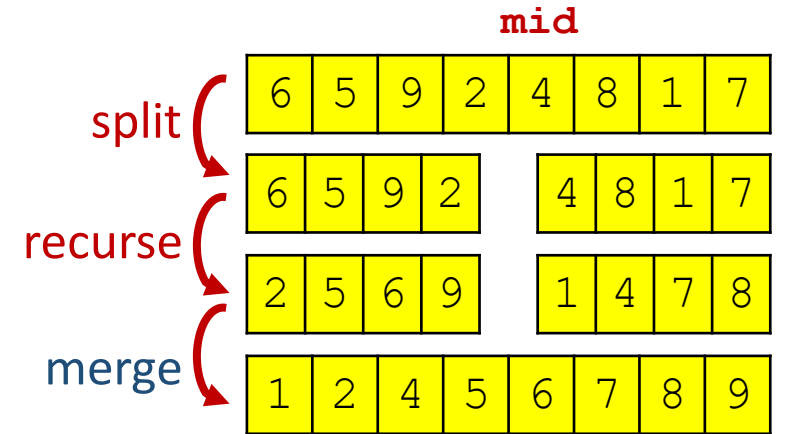
- If one card in pile, i.e. pile is sorted
- Otherwise
 - 1) Split pile into two piles, **left** and **right**, of approximately same size
 - 2) Sort **left** and **right** recursively (independently)
 - 3) Merge **left** and **right** (which are sorted)




merge_sort.py

```
def merge_sort(L):  
    n = len(L)  
    if n <= 1:  
        return L[:]  
    mid = n // 2  
    left, right = L[:mid], L[mid:]  
    return merge(merge_sort(left), merge_sort(right))
```

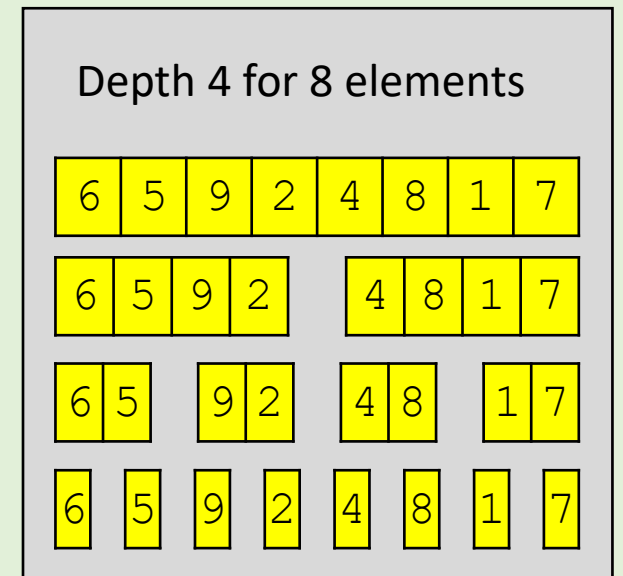
```
def merge(A, B):  
    n = len(A) + len(B)  
    C = n * [None]  
    a, b = 0, 0  
    for c in range(n):  
        if a < len(A) and (b == len(B) or A[a] < B[b]):  
            C[c] = A[a]  
            a = a + 1  
        else:  
            C[c] = B[b]  
            b = b + 1  
    return C
```




Question – Depth of recursion for 52 elements

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5
- f) 6
-  g) 7
- h) 8
- i) 9
- j) 10
- k) Don't know

Max recursive subproblem size
 $52 \rightarrow 26 \rightarrow 13 \rightarrow 7 \rightarrow 4 \rightarrow 2 \rightarrow 1$



Question – Order of comparisons by Merge sort ?

- a) $\sim n$
- b) $\sim n\sqrt{n}$
-  c) $\sim n \log_2 n$
- d) $\sim n^2$
- e) $\sim n^3$
- f) Don't know

merge_sort.py

```
def merge_sort(L):
    n = len(L)
    if n <= 1:
        return L[:]
    else:
        mid = n // 2
        left, right = L[:mid], L[mid:]
        return merge(merge_sort(left), merge_sort(right))


def merge(A, B):
    n = len(A) + len(B)
    C = n * [None]
    a, b = 0, 0
    for c in range(n):
        if a < len(A) and (b == len(B) or A[a] < B[b]):
            C[c] = A[a]
            a = a + 1
        else:
            C[c] = B[b]
            b = b + 1
    return C
```

Merge sort without recursion

- Start with piles of size one
- Repeatedly merge two smallest piles

`merge_sort.py`

```
def merge_sort_iterative(L):  
    Q = [[x] for x in L]  
    while len(Q) > 1:  
        Q.insert(0, merge(Q.pop(), Q.pop()))  
    return Q[0]
```

 insert at front of list inefficient

deques are a generalization of lists with efficient updates at both ends

```
from collections import deque
```

```
def merge_sort_deque(L):  
    Q = deque([[x] for x in L])  
    while len(Q) > 1:  
        Q.appendleft(merge(Q.pop(), Q.pop()))  
    return Q[0]
```

```
merge_sort_iterative([7,1,9,3,-2,5])
```


Values of Q in while-loop

```
[[7], [1], [9], [3], [-2], [5]]  
[[-2, 5], [7], [1], [9], [3]]  
[[3, 9], [-2, 5], [7], [1]]  
[[1, 7], [3, 9], [-2, 5]]  
[[-2, 3, 5, 9], [1, 7]]  
[[-2, 1, 3, 5, 7, 9]]
```

Note: Lists in Q appear in non-increasing length order, where longest $\leq 2 \cdot$ shortest

Question – Number of iterations of while-loop ?

```
merge_sort_iterative([7, 1, 9, 3, -2, 5])
```

- a) 1
- b) 2
- c) 3
- d) 4
-  e) 5
- f) 6
- g) 7
- h) Don't know

merge_sort.py

```
def merge_sort_iterative(L):  
    Q = [[x] for x in L]  
    while len(Q) > 1:  
        Q.insert(0, merge(Q.pop(), Q.pop()))  
    return Q[0]
```

Quicksort (randomized)

`quicksort.py`

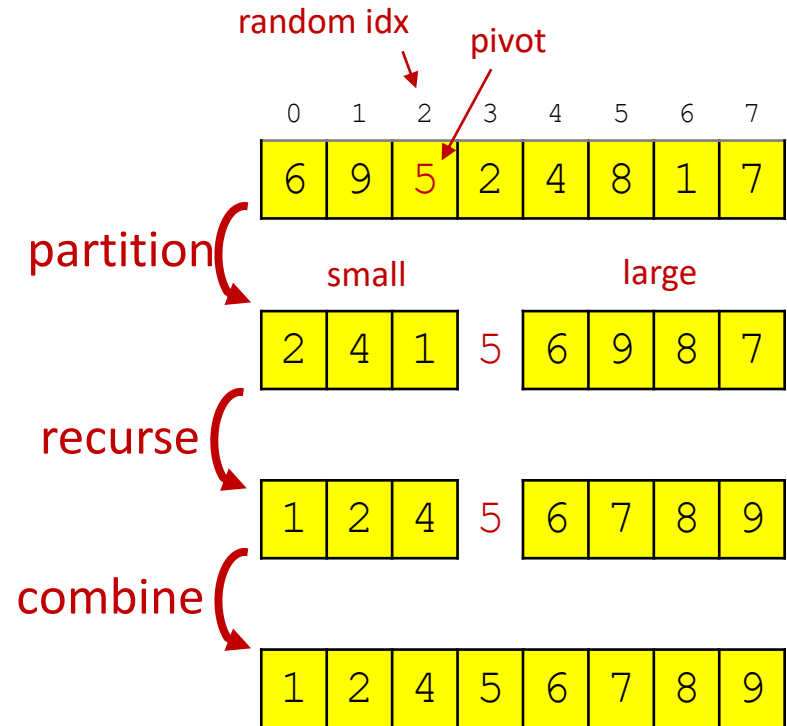
```
import random

def quicksort(L):
    if len(L) <= 1:
        return L[:]

    idx = random.randint(0, len(L) - 1)
    pivot = L[idx]
    other = L[:idx] + L[idx + 1:]

    small = [e for e in other if e < pivot]
    large = [e for e in other if e >= pivot]

    return quicksort(small) + [pivot] + quicksort(large)
```

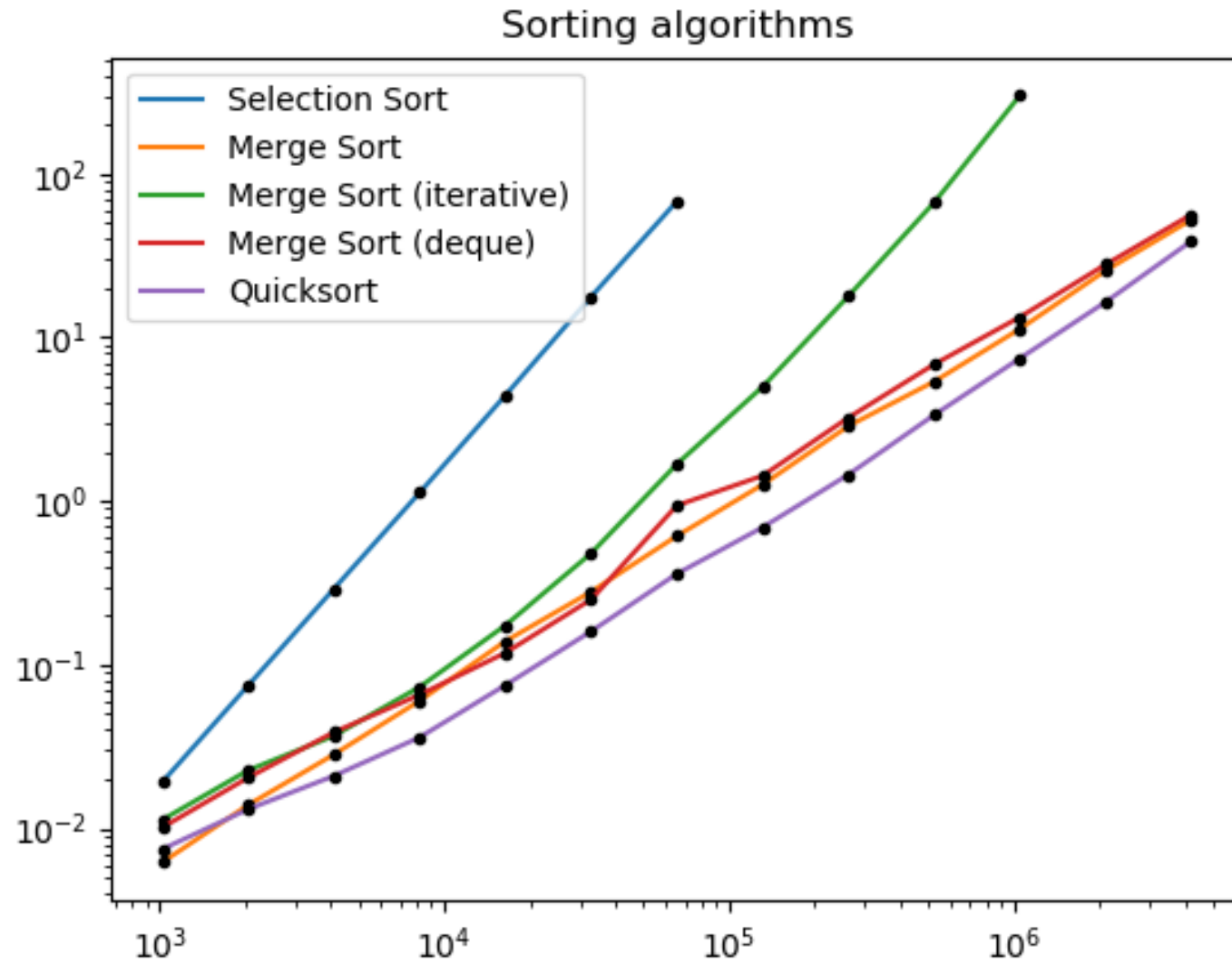


order $|L| \cdot \log_2 |L|$ comparisons, expected

Sorting comparison (single run)

$ L $	Selection sort	Merge sort Recursive	Merge sort Iterative	Merge sort Deque	Quicksort
2^{10}	0.02	0.00	0.01	0.00	0.00
2^{11}	0.08	0.01	0.02	0.02	0.01
2^{12}	0.29	0.03	0.05	0.04	0.02
2^{13}	1.17	0.07	0.13	0.06	0.04
2^{14}	4.62	0.14	0.28	0.14	0.08
2^{15}	18.78	0.29	0.54	0.28	0.20
2^{16}	74.27	0.64	1.92	0.89	0.33
2^{17}		1.48	5.74	1.62	0.69
2^{18}		3.11	20.85	3.66	1.49
2^{19}		6.41	79.05	7.91	3.52
2^{20}		13.52		15.08	7.83
2^{21}		28.30		31.32	17.38
2^{22}		59.60		63.52	40.80

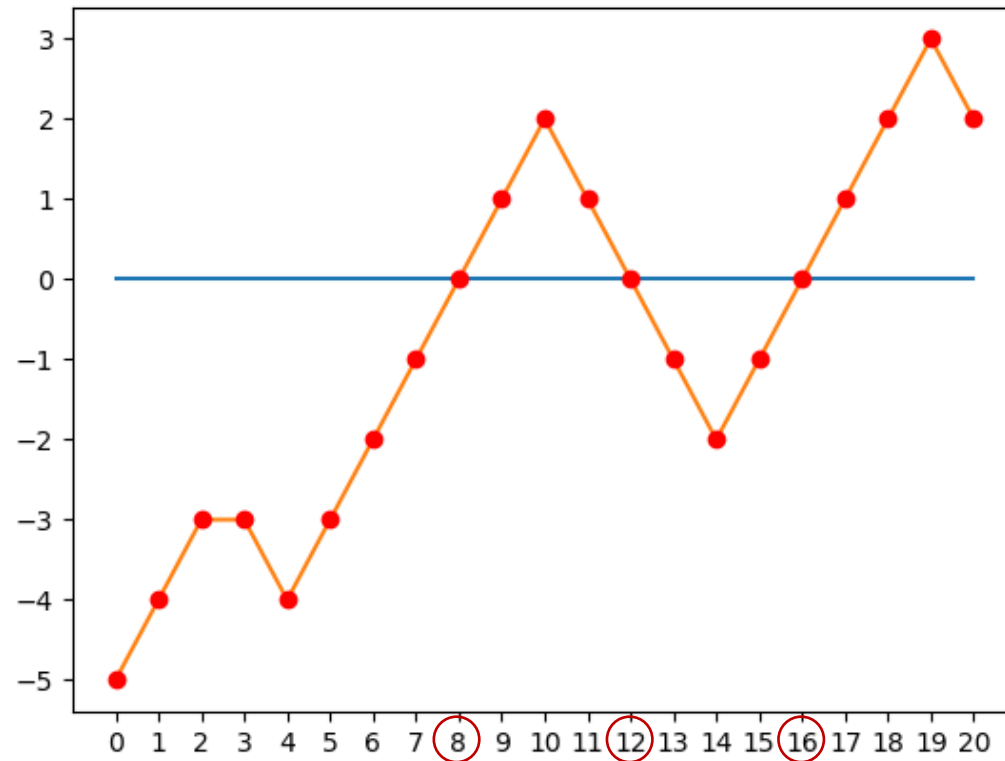
Sorting comparison



Find zero

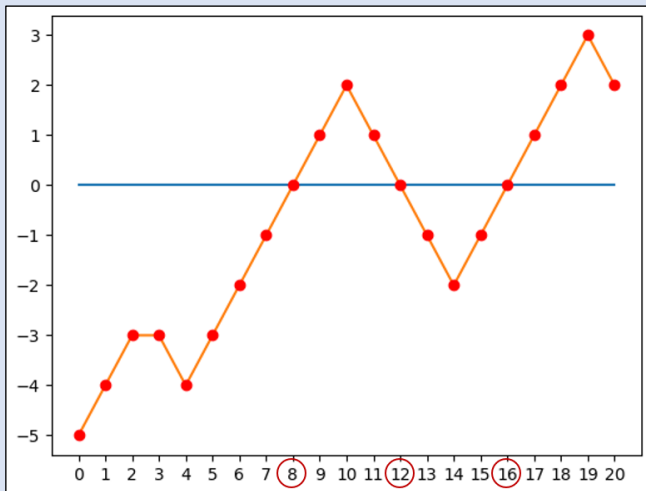
- Given a list L of integers starting with a negative and ending with a positive integer, and where $|L[i+1] - L[i]| \leq 1$, find the position of a zero in L.

L = [-5, -4, -3, -3, -4, -3, -2, -1, 0, 1, 2, 1, 0, -1, -2, -1, 0, 1, 2, 3, 2]



find_zero.py

```
def find_zero_loop(L):  
    i = 0  
    while L[i] != 0:  
        i += 1  
    return i  
  
def find_zero_enumerate(L):  
    for i, e in enumerate(L):  
        if e == 0:  
            return i  
  
def find_zero_index(L):  
    return L.index(0)
```



```
def find_zero_binary_search(L):  
    low = 0  
    high = len(L) - 1  
    while True: # L[low] < 0 < L[high]  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            low = mid  
        else:  
            high = mid  
  
def find_zero_recursive(L):  
    def search(low, high):  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            return search(mid, high)  
        else:  
            return search(low, mid)  
  
    return search(0, len(L) - 1)
```

find_zero.py

```
def find_zero_loop(L):  
    i = 0  
    while L[i] != 0:  
        i += 1  
    return i  
  
def find_zero_enumerate(L):  
    for i, e in enumerate(L):  
        if e == 0:  
            return i  
  
def find_zero_index(L):  
    return L.index(0)
```

Function (L = 10 ⁶)	Time, sec
find_zero_loop	0.13
find_zero_enumerate	0.10
find_zero_index	0.015
find_zero_binary_search	0.000015
find_zero_recursive	0.000088

```
def find_zero_binary_search(L):  
    low = 0  
    high = len(L) - 1  
    while True: # L[low] < 0 < L[high]  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            low = mid  
        else:  
            high = mid  
  
def find_zero_recursive(L):  
    def search(low, high):  
        mid = (low + high) // 2  
        if L[mid] == 0:  
            return mid  
        elif L[mid] < 0:  
            return search(mid, high)  
        else:  
            return search(low, mid)  
  
    return search(0, len(L) - 1)
```

Greatest Common Divisor (GCD)

Notation $x \uparrow y$ denotes y is divisible by x , e.g. $3 \uparrow 12$
i.e. $y = a \cdot x$ for some integer a

Definition $\text{gcd}(m, n) = \max \{ x \mid x \uparrow m \text{ and } x \uparrow n \}$

Fact if $x \uparrow y$ and $x \uparrow z$ then $x \uparrow (y + z)$ and $x \uparrow (y - z)$

Observation
(recursive definition)

$$\text{gcd}(m, n) = \begin{cases} m & \text{if } m = n \\ \text{gcd}(m, n - m) & \text{if } m < n \\ \text{gcd}(m - n, n) & \text{if } m > n \end{cases}$$

$\text{gcd}(90, 24)$

m	n
90	24
66	24
42	24
18	24
18	6
12	6
6	6

Greatest Common Divisor (GCD)

gcd_slow.py

```
def gcd(m, n):  
    while m != n:  
        if n > m:  
            n = n - m  
        else:  
            m = m - n  
    return m
```

gcd_slow_recursive.py

```
def gcd(m, n):  
    if m == n:  
        return m  
    elif m > n:  
        return gcd(m - n, n)  
    else:  
        return gcd(m, n - m)
```

gcd.py

```
def gcd(m, n):  
    while n != 0:  
        m, n = n, m % n  
    return m
```

gcd_recursive.py

```
def gcd(m, n):  
    if n == 0:  
        return m  
    else:  
        return gcd(n, m % n)
```

gcd_recursive_one_line.py

```
def gcd(m, n):  
    return m if n == 0 else gcd(n, m % n)
```

Permutations

- Generate a list L of all permutations of a tuple

Python shell

```
> permutations(('a', 'b', 'c'))  
| [('a', 'b', 'c'), ('b', 'a', 'c'), ('b', 'c', 'a'),  
  ('a', 'c', 'b'), ('c', 'a', 'b'), ('c', 'b', 'a')]
```

permutations.py

```
def permutations(L):  
    if len(L) == 0:  
        return [L[:]] # empty tuple (ensures same type as L)  
    else:  
        P = permutations(L[1:])  
        return [p[:i] + L[:1] + p[i:] for p in P for i in range(len(L))]
```

- An implementation of "permutations" exists in the "itertools" library

Maze solver

Input

- First line #rows and #columns
- Following #rows lines contain strings containing #column characters
- There are exactly one 'A' and one 'B'
- '.' are free cells and '#' are blocked cells

Output

- Print whether there is a path from 'A' to 'B' or not

```
maze input
11 19
#####A#####
#.....#.....#...#
#...#...#...#...#...#
#...#.....#.#...#...#
#.#...#...#...#...#...#
#.#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#####B###
```

Maze solver (recursive)

maze_solver.py

```
def explore(i, j):
    global solution, visited

    if (0 <= i < n and 0 <= j < m and
        maze[i][j] != "#" and not visited[i][j]):

        visited[i][j] = True

        if maze[i][j] == 'B':
            solution = True

        explore(i - 1, j)
        explore(i + 1, j)
        explore(i, j - 1)
        explore(i, j + 1)
```

maze input

```
11 19
#####A#####
#.....#.....#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
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#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#...#...#...#...#...#
#####B###
```

```
def find(symbol):
    for i in range(n):
        j = maze[i].find(symbol)
        if j >= 0:
            return (i, j)

n, m = [int(x) for x in input().split()]
maze = [input() for i in range(n)]

solution = False
visited = [m*[False] for i in range(n)]

explore(*find('A'))

if solution:
    print("path from A to B exists")
else:
    print("no path")
```

Maze solver (iterative)

maze_solver_iterative.py

```
def explore(i, j):
    global solution, visited

    Q = [(i, j)] # cells to visit

    while Q:
        i, j = Q.pop()
        if (0 <= i < n and 0 <= j < m and
            maze[i][j] != '#' and not visited[i][j]):

            visited[i][j] = True

            if maze[i][j] == 'B':
                solution = True

            Q.append((i - 1, j))
            Q.append((i + 1, j))
            Q.append((i, j - 1))
            Q.append((i, j + 1))
```

```
def find(symbol):
    for i in range(n):
        j = maze[i].find(symbol)
        if j >= 0:
            return (i, j)

n, m = [int(x) for x in input().split()]
maze = [input() for i in range(n)]

solution = False
visited = [m*[False] for i in range(n)]

explore(*find('A'))

if solution:
    print("path from A to B exists")
else:
    print("no path")
```