Solving Problems: Anagrams/Jumbles

- How do humans solve puzzles like that at www.jumble.com
  - Is it important to get computers to solve similar puzzles? Reasons?
  - Should computers mimic humans in puzzle-solving, game playing, etc.? Lessons from chess?
- nelir, nelri, neir, neril, nerli, nelir, nleri, nlier, nlire, nlrei, nlrie, nieor, nierl, niler, niler, nilre, nirel, ... lenir, lenri, leirn, leirn, leri, lernen, lernin
  - What's the problem here?

Brute force? SillyAnagrams.java

```java
public String[] allAnagrams(String s) {
    int anaCount = factorial(s.length());
    Set anagrams = new TreeSet();
    ArrayList list = new ArrayList();
    for (int k=0; k < s.length(); k++) {
        list.add(s.substring(k,k+1));
    }
    while (anagrams.size() != anaCount) {
        Collections.shuffle(list);
        anagrams.add(listToString(list));
    }
    return (String[]) anagrams.toArray(new String[0]);
}
```

Quantifying brute force for anagrams

- All anagrams of "compute" takes average of 1 second over 20 trials. How long will "computer" take? Why?
  - What is worst case time?
  - What is best case time?
- We're willing to do some pre-processing to make the time to find anagrams quicker
  - Often find that some initialization/up-front time or cost (investment?) saves in the long run
  - What properties do words share that are anagrams?

Toward a faster anagram finder

- Words that are anagrams have the same letters; use a letter fingerprint or signature/histogram to help find anagrams
  - Count how many times each letter occurs:
    - "teacher" 1 0 1 0 2 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 0
    - "cheater" 1 0 1 0 2 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 0
- Store words, but use fingerprint for comparison when searching for an anagram
  - How to compare fingerprints using .equals()
  - How to compare fingerprints using .compareTo()
- How do we make client programmers unaware of fingerprints? Should we do this?
Another anagram method

- Instead of fingerprint/histogram idea, use sorted form of word
  - “gable” and “bagel” both yield “abegl”
  - Anagrams share same sorted form
- Similarities/differences to histogram/fingerprint idea?
  - Both use canonical or normal/normalized form
  - Normalized form used for comparison, but not for printing
  - When should this normal form be created?
- When is one method preferred over the other?
  - Big words, little words? Different alphabets? DNA vs English?

OO and Java

- We’ll use an adapter or wrapper class called Anaword instead of String
  - Clients can treat Anaword objects like strings, but the objects are better suited for finding anagrams than strings
  - The Anaword for “bear” prints as “bear” but compares to other Anaword objects as 110010000000000100000000
- In Java change behavior with .toString() and .equals()
  - No overloaded operators as in C++
    - Exception is +, this works for strings, but can’t change it
  - When string needed, automatically call toString()

Understandable, extensible?

- The code does things simply, but isn’t very OO. Why is simple sometimes better? Why is it worse?

```java
void printAll(Anaword[] list, Anaword target)
{
    System.out.print("anagrams of "+target+": ");
    for(int k=0
        if (target.equals(list[k])) {
            System.out.print(list[k]);
        }
    System.out.println();
    for(k=0; k<list.length; k++){}
}
```

Find all anagrams in dictionary

- If we sort the dictionary what will happen to the anagrams?
  - capitol optical topical
  - danger gander garden ranged
  - lameness maleness nameless salesmen
- How can we overload .equals()?
  - Look at "danger" or 1001101000000100010….
- How can we sort with Collections.sort or Arrays.sort
  - Elements sorted must be comparable/sortable
  - Must implement the java.lang.Comparable interface
    - Return negative, zero, positive number depending on less than, equal to, or greater than
  - What is method signature?
Anaword objects with options

- Can we use different canonical forms in different contexts?
  - Could have Anaword, FingerPrintAnaword, SortAnaword
  - What possible issues arise? What behavior is different in subclasses?
    - If there’s no difference in behavior, don’t have subclasses

- Alternative, make canonical/normalize method a class
  - Turn a function/idea into a class, then let the class vary to encapsulate different methods
  - Normalization done at construction time or later
  - Where is normalizer object created? When?

Anagram: Using Normalizers

- How can we normalize an Anaword object differently?
  - Call normalize explicitly on all Anaword objects
  - Have Anaword objects normalize themselves
  - Advantages? Disadvantages?

- If Anaword objects normalize themselves, how can we experiment with different normalization techniques?
  - Cut and paste. Problems? Versions? Saved code?
  - What about using save-as and several .java files?
  - What about deciding at runtime on normalization?

- We need inheritance!

Normalizer hierarchy

- Anaword objects normalize themselves
  - Where does the normalizer come from?
    - Passed in at construction time
    - Obtained from normalizer factory
    - Other approaches?

- How is Normalizer used?

- Normalizer is conceptually an interface
  - Different implementations of the interface have different behavior (guts) but same skin (sort of)