From practice to theory and back again

In theory there is no difference between theory and practice, but not in practice

- We’ve studied binary search: requires a sorted vector
  - Much faster than sequential search (how much)
  - Add elements in sorted order or sort vector after adding

- Many sorting algorithms have been well-studied
  - Slower ones are often “good enough” simple to implement
  - Some fast algorithms are better than others
    - Always fast, fast most-of-the-time
    - Good in practice even if flawed theoretically?

- New algorithms still discovered
  - Quick sort in 1960, revised and updated in 1997
Tools for algorithms and programs

- We can time different methods, but how to compare timings?
  - Different on different machines, what about “workload”?
  - Mathematical tools can help analyze/discuss algorithms

- We often want to sort by different criteria
  - Sort list of stocks by price, shares traded, volume traded
  - Sort directories/files by size, alphabetically, or by date
  - Object-oriented concepts can help in implementing sorts

- We often want to sort different kinds of vectors: string and int
  - Don’t want to duplicate the code, that leads to errors
  - Generic programming helps, in C++ we use templates
To code or not to code, that is the …

- Should you call an existing sorting routine or write your own?
  - If you can, don’t rewrite code written and accessible
  - Sometimes you don’t know what to call
  - Sometimes you can’t call the existing library routine

- In C++ there are standard sort functions that can be used with built-in arrays and with both vectors and tveectors
  - These are accessible via #include <algorithm>
  - These are robust and fast, call sort(...) or stable_sort(...)
    - Can’t study the code, it’s not legible
- We’ll use sorts in #include “sortall.h”
  - Work only with tvector, as efficient as standard sorts, but code is legible
On to sorting: Selection Sort

- Find smallest element, move into first array location
  - Find next smallest element, move into second location
  - Generalize and repeat

```cpp
void SelectSort(tvector<int> & a)
// precondition: a contains a.size() elements
// postcondition: elements of a are sorted
{
    int k, index, numElts = a.size();
    // invariant: a[0]..a[k-1] in final position
    for(k=0; k < numElts - 1; k+=1) {
        index = MinIndex(a,k,numElts - 1);  // find min element
        Swap(a[k],a[index]);
    }
}
```

- How many elements compared? Swapped?
  - Total number of elements examined? $N + (N-1) + \ldots + 1$
  - How many elements swapped?
  - This sort is easy to code, works fine for “small” vectors
Selection Sort: The Code (*selectsort2.cpp*)

```cpp
void SelectSort(tvector<int> & a)
// pre: a contains a.size() elements
// post: elements of a are sorted in non-decreasing order
{
    int j,k,temp,minIndex,numElts = a.size();
    // invariant: a[0]..a[k-1] in final position
    for(k=0; k < numElts - 1; k++)
    {
        minIndex = k;              // minimal element index
        for(j=k+1; j < numElts; j++)
        {
            if (a[j] < a[minIndex])
            {
                minIndex = j;      // new min, store index
            }
        }
        temp = a[k];      // swap min and k-th elements
        a[k] = a[minIndex];
        a[minIndex] = temp;
    }
}
```
What changes if we sort strings?

- The parameter changes, the definition of `temp` changes
  - Nothing else changes, code independent of type
    - We must be able to write `a[j] < a[k]` for vector `a`
    - We can use features of language to capture independence

- We can have different versions of function for different array types, with same name but different parameter lists
  - Overloaded function: parameters different so compiler can determine which function to call
  - Still problems, duplicated code, new algorithm means ...?

- With function templates we replace duplicated code maintained by programmer with compiler generated code
Creating a function template

template <class Type>
void SelectSort(tvector<Type> & a)
// pre: a contains a.size() elements
// post: elements of a are sorted in non-decreasing order
{
    int j,k,minIndex,numElts = a.size();
    Type temp;
    // invariant: a[0]..a[k-1] in final position
    for(k=0; k < numElts - 1; k++)
    {           // minimal element index
        minIndex = k;
        for(j=k+1; j < numElts; j++)
        {            // new min, store index
            if (a[j] < a[minIndex])
            {                // minIndex = j;
                minIndex = j;
            }
        }
        temp = a[k];       // swap min and k-th elements
        a[k] = a[minIndex];
        a[minIndex] = temp;
    }
}

● When the user calls this code, different versions are compiled
Some template details

- Function templates permit us to write once, use several times for several different types of vector
  - Template function “stamps out” real function
  - Maintenance is saved, code still large (why?)

- What properties must hold for vector elements?
  - Comparable using < operator
  - Elements can be assigned to each other

- Template functions capture property requirements in code
  - Part of generic programming
  - Some languages support this better than others
From practical to theoretical

- We want a notation for discussing differences between algorithms, avoid empirical details at first
  - Empirical studies needed in addition to theoretical studies
  - As we’ll see, theory hides some details, but still works

- Binary search: roughly 10 entries in a 1,000 element vector
  - What is exact relationship? How to capture “roughly”? 
  - Compared to sequential/linear search?

- We use O-notation, big-Oh, to capture properties but avoid details
  - \( N^2 \) is the same as \( 13N^2 \) is the same as \( 13N^2 + 23N \)
  - \( O(N^2) \), in the limit everything is the same
## Running times @ $10^6$ instructions/sec

<table>
<thead>
<tr>
<th>$N$</th>
<th>$O(\log N)$</th>
<th>$O(N)$</th>
<th>$O(N \log N)$</th>
<th>$O(N^2)$</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>0.000003</td>
<td>0.0001</td>
<td>0.000033</td>
<td>0.0001</td>
</tr>
<tr>
<td>100</td>
<td>0.000007</td>
<td>0.0010</td>
<td>0.000664</td>
<td>0.1000</td>
</tr>
<tr>
<td>1,000</td>
<td>0.000010</td>
<td>0.0010</td>
<td>0.010000</td>
<td>1.0</td>
</tr>
<tr>
<td>10,000</td>
<td>0.000013</td>
<td>0.0100</td>
<td>0.132900</td>
<td>1.7 min</td>
</tr>
<tr>
<td>100,000</td>
<td>0.000017</td>
<td>0.1000</td>
<td>1.661000</td>
<td>2.78 hr</td>
</tr>
<tr>
<td>1,000,000</td>
<td>0.000020</td>
<td>1.0</td>
<td>19.9</td>
<td>11.6 day</td>
</tr>
<tr>
<td>1,000,000,000</td>
<td>0.000030</td>
<td>16.7 min</td>
<td>18.3 hr</td>
<td>318 centuries</td>
</tr>
</tbody>
</table>
What does table show? Hide?

- Can we sort a million element vector with selection sort?
  - How can we do this, what’s missing in the table?
  - What are hidden constants, low-order terms?

- Can we sort a billion-element vector? Are there other sorts?
  - We’ll see quicksort, an efficient (most of the time) method
  - $O(N \log N)$, what does this mean?

- Sorting code for different algorithms in sortall.h/sortall.cpp
  - Template functions, prototypes in .h file, implementations in .cpp file, must have both (template isn’t code!!)
Templates and function objects

- In a templated sort function vector elements must have certain properties (as noted previously)
  - Comparable using `operator <`
  - Assignable using `operator =`
  - Ok for int, string, what about Date? ClockTime?
- What if we want to sort by a different criteria
  - Sort strings by length instead of lexicographically
  - Sort students by age, grade, name, ...
  - Sort stocks by price, shares traded, profit, ...
- We can’t change how `operator <` works
  - Alternative: write sort function that does NOT use `<`
  - Alternative: encapsulate comparison in parameter, pass it
Function object concept

- To encapsulate comparison (like operator <) in a parameter
  - Need convention for parameter: name and behavior
  - Other issues needed in the sort function, concentrate on being clients of the sort function rather than implementors

- Name convention: class/object has a method named compare
  - Two parameters, the vector elements being compared (might not be just vector elements, any two parameters)

- Behavior convention: compare returns an int
  - zero if elements equal
  - +1 (positive) if first > second
  - -1 (negative) if first < second


Function object example

class StrLenComp
{
    public:
        int compare(const string& a, const string& b) const
            // post: return -1/+1/0 as a.length() < b.length()
        {
            if (a.length() < b.length()) return -1;
            if (a.length() > b.length()) return 1;
            return 0;
        }
};
// to use this:
StrLenComp scomp;
if (scomp.compare("hello", "goodbye") < 0) …

- We can use this to sort, see strlensort.cpp
  - Call of sort: InsertSort(vec, vec.size(), scomp);
Another function object example

- Consider “directory.h” and the class DirEntry
  - DirEntry encapsulates file/directory
  - Methods: Name(), Size(), Path(), GetTime(), ...

- To sort using Name() use class below, what about Size()?

```cpp
class DirNameComp
{
    public:
        int compare(const DirEntry& a, const DirEntry& b) const
        // post: return -1/+1/0 as a.length() < b.length()
        {
            if (a.Name() < b.Name()) return -1;
            if (a.Name() > b.Name()) return 1;
            return 0;
        }
}
```
From smarter code to algorithm

- **We’ve seen selection sort, other $O(N^2)$ sorts include**
  - Insertion sort: better on nearly sorted data, fewer comparisons, potentially more data movements (selection)
  - Bubble sort: dog, dog, dog, don’t use it

- **Efficient sorts are trickier to code, but not too complicated**
  - Often recursive as we’ll see, use *divide and conquer*
  - Quicksort and Mergesort are two standard examples

- **Mergesort divide and conquer**
  - Divide vector in two, sort both halves, merge together
  - Merging is easier because subvectors sorted, why?
Quicksort, an efficient sorting algorithm

- Step one, partition the vector, moving smaller elements left, larger elements right
  - Formally: choose a pivot element, all elements less than pivot moved to the left (of pivot), greater moved right
  - After partition/pivot, sort left half and sort right half

original | partition on 14 | partition on 10
---|---|---
14 12 15 6 3 10 17 | 12 6 10 3 14 15 17 | 3 6 10 12 14 15 17
void Quick(tvector<string> & a, int first, int last)  
// pre: first <= last  
// piv: a[first] <= ... <= a[list]  
{  
    int piv;  
    if (first < last)  
    {  
        piv = Pivot(a, first, last);  
        Quick(a, first, piv-1);  
        Quick(a, piv+1, last);  
    }  
}  
// original call is Quick(a, 0, a.size()-1);  

● How do we make progress towards basecase? What’s a good pivot versus a bad pivot? What changes?  
  ➢ What about the code for Pivot?  
  ➢ What about type of element in vector?
How is Pivot similar to RemoveBozos?

```c
int Pivot(tvector<string> & a, int first, int last)
// post: returns piv so: k in [first..piv], a[k] <= a[piv]
//       k in (piv,last[piv, a[piv] < a[k]
{
    int k, p = first;
    string piv = a[first];
    for (k = first + 1; k <= last; k++)
    {
        if (a[k] <= piv) <= 0)
        {
            p++;
            Swap(a[k], a[p]);
        }
    }
    Swap(a[p], a[first]);
    return p;
}
```

- Partition around a[first], can change this later, why is p initially first?
  - What is invariant?
What is complexity?

- We’ve used O-notation, (big-Oh) to describe algorithms
  - Binary search is $O(\log n)$
  - Sequential search is $O(n)$
  - Selection sort is $O(n^2)$
  - Quicksort is $O(n \log n)$

- What do these measures tell us about “real” performance?
  - When is selection sort better than quicksort?
  - What are the advantages of sequential search?

- Describing the complexity of algorithms rather than implementations is important and essential
  - Empirical validation of theory is important too
Do it fast, do it slow, can we do it at all?

- Some problems can be solved quickly using a computer
  - Searching a sorted list
- Some problems can be solved, but it takes a long time
  - Towers of Hanoi
- Some problems can be solved, we don’t know how quickly
  - Traveling salesperson, optimal class scheduling
- Some problems can’t be solved at all using a computer
  - The halting problem, first shown by Alan Turing

- The halting problem: can we write one program used to determine if an arbitrary program (any program) stops?
  - One program that reads other programs, must work for every program being checked, *computability*
The halting problem: writing `DoesHalt`

```cpp
bool DoesHalt(const string& progrname,
              const string& s)
// post: returns true if progrname halts given s
//       as input, false otherwise

int main()
{
    string f = PromptString("enter filename ");
    string s = PromptString("input for "+filename);
    if (DoesHalt(f,s)) cout << "does halt" << endl;
    else               cout << "does not halt" << endl;
}
```

- A compiler is a program that reads other programs as input
  - Can a word counting program count its own words?
- The `DoesHalt` function might simulate, analyze, ...
  - One program/function that works for *any* program/input
Consider the program `confuse.cpp`

```cpp
#include "halt.h"
int main()
{
    string f = PrompString("enter filename ");
    if (DoesHalt(f,f))
    {
        while (true)
        {
            // do nothing forever
        }
    }
    return 0;
}
```

- **We want to show writing `DoesHalt` is impossible**
  - Proof by contradiction:
    - Assume possible, show impossible situation results
What is computer science?

- **What is a computation?**
  - Can formulate this precisely using mathematics
  - Can say “anything a computer can compute”
  - Study both theoretical and empirical formulations, build machines as well as theoretical models

- **How do we build machines and the software that runs them?**
  - Hardware: gates, circuits, chips, cache, memory, disk, ...
  - Software: operating systems, applications, programs

- **Art, Science, Engineering**
  - How do we get better at programming and dealing with abstractions
  - What is hard about programming?
Shafi Goldwasser

- RCS professor of computer science at MIT
  - Co-inventor of zero-knowledge proof protocols

How do you convince someone that you know something without revealing “something”

- Consider card readers for dorms
  - Access without tracking

Work on what you like, what feels right, I now of no other way to end up doing creative work