

CompSci 101

Introduction to Computer Science

Key	Value
"O _ O _"	"OBOE", "ODOR"
"_ O O _"	"NOON", "ROOM", "HOOP"
" _ O _O"	"SOLO" "GOTO"
"_ _ _ O"	"TRIO"
"O _ _ _"	"OATH", "OXEN"
"_ _ _ _"	"PICK", "FRAT"

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November 10, 2016

Prof. Rodger

Be in the know....
ACM, compsci mailing lists

- Association of Computing Machinery (ACM)
 - Professional organization for computer science
 - Duke Student ACM Chapter – join for free
- Join duke email lists to find out info on **jobs**, **events** for compsci students
 - lists.duke.edu – join lists:
 - compsci – info from compsci dept
 - dukeacm – info from student chapter



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Announcements

- Assign 6 due extended one day
 - Assign 7 out today, due Nov 29
- APT 9 due Tuesday (No extensions)
- Next week – No lab, Exam Thursday
- Practice exams – work on for next class

- Today:
 - Why are dictionaries so fast?
 - More problem solving with dictionaries

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Dictionary Song problem
bit.ly/101f16-1110-1

*songs = ["Hey Jude:Let it be:Day Tripper",
"Let it be:Drive my car:Hey Jude",
"I want to hold your hand:Day Tripper:Help!",
"Born to run:Thunder road:She's the one",
"Hungry heart:The river:Born to run",
"The river:Thunder road:Drive my car",
"Angie:Start me up:Ruby Tuesday",
"Born to run:Angie:Drive my car"]*

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APT EmailsCourse

bit.ly/101f16-1110-2

You are given a list of strings of course information, where each string is in the format "coursename:person:email". Your task is to determine the course with the most people and to return the emails of those people in the largest course. The emails should be returned as a string with the emails in alphabetical order. If there is more than one largest course, return the emails of such course that comes first in alphabetical order.

```
["CompSci 100:Fred Jack Smith:fjs@duke.edu",
 "History 117:Fred Jack Smith:fjs@duke.edu",
 "CompSci 102:Arielle Marie Johnson:amj@duke.edu",
 "CompSci 100:Arielle Marie Johnson:amj@duke.edu",
 "CompSci 006:Bertha White:bw@duke.edu",
 "Econ 051:Bertha White:bw@duke.edu",
 "English 112:Harry Potter:hp@duke.edu",
 "CompSci 100:Harry Potter:hp@duke.edu"]
```

Returns "amj@duke.edu fjs@duke.edu hp@duke.edu"

Linear search through list o' lists

- Maintain list of [string,count] pairs
 - List of lists, why can't we have list of tuples?

```
[ ['dog', 2], ['cat', 1], ['bug', 4], ['ant', 5] ]
```

- If we read string 'cat', search and update

```
[ ['dog', 2], ['cat', 2], ['bug', 4], ['ant', 5] ]
```

- If we read string 'frog', search and update

```
[ ['dog', 2], ['cat', 2], ['bug', 4], ['ant', 5], ['frog', 1] ]
```

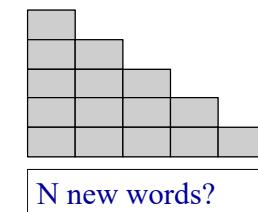
DictionaryTimings.py

Problem: (word, count of words)

- Updating (key,value) pairs in structures
- Three different ways:
 - Search through unordered list
 - Search through ordered list
 - Use dictionary
- Why is searching through ordered list fast?
 - Guess a number from 1 to 1000, first guess?
 - What is 2^{10} ? Why is this relevant? 2^{20} ?
 - Dictionary is faster! But not ordered

See DictionaryTimings.py

```
def linear(words):
    data = []
    for w in words:
        found = False
        for elt in data:
            if elt[0] == w:
                elt[1] += 1
                found = True
                break
        if not found:
            data.append([w,1])
    return data
```



```

1. A
2. A
3. E
4. E
5. C
6. D
7. E
8. F
9. C
10. F
11. J
12. K
13. N
14. Munson
15. Narten
16. C
17. P
18. R
19. R
20. S
21. T
22. V
23. V
24. Y

```

Binary Search

Find Narten

FOUND!

How many times
divide in half?

$\log_2(N)$ for N element list

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Binary search through list o' lists

- Maintain list of [string, count] pairs **in order**

`[['ant', 4], ['frog', 2]]`

– If we read string 'cat', search and update

`[['ant', 4], ['cat', 1], ['frog', 2]]`

– If we read string 'dog' twice, search and update

`[['ant', 4], ['cat', 1], ['dog', 1], ['frog', 2]]`

`[['ant', 4], ['cat', 1], ['dog', 2], ['frog', 2]]`

See DictionaryTimings.py
bit.ly/101f16-1110-3

```

def binary(words):
    data = []
    for w in words:
        elt = [w,1]
        index = bisect.bisect_left(data, elt)
        if index == len(data):
            data.append(elt)
        elif data[index][0] != w:
            data.insert(index,elt)
        else:
            data[index][1] += 1
    return data

```

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Search via Dictionary

- In linear search we looked through all pairs
- In binary search we looked at log pairs
 - But have to shift lots if new element!!
- In dictionary search we look at one pair
 - Compare: one billion, 30, 1, for example
 - Note that $2^{10} = 1024$, $2^{20} = \text{million}$, $2^{30} = \text{billion}$
- Dictionary converts key to number, finds it
 - Need far more locations than keys
 - Lots of details to get good performance

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See DictionaryTimings.py

```
def dictionary(words):
    d = {}
    for w in words:
        if w not in d:
            d[w] = 1
        else:
            d[w] += 1
    return [[w,d[w]] for w in d]
```

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Running times @ 10^9 instructions/sec

N	$O(\log N)$	$O(N)$	$O(N \log N)$	$O(N^2)$
10^2	0.0	0.0	0.0	0.00001
10^3	0.0	0.0000001	0.00001	
10^6	0.0	0.001	0.02	
10^9	0.0	1.0	29.9	
10^{12}	9.9 secs	16.7 min	11.07 hr	

This is a real focus in CompSci 201

linear is N^2 , binary is $N \log N$, dictionary N

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Running times @ 10^9 instructions/sec

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10^6	0.0	0.001	0.02	16.7 min
10^9	0.0	1.0	29.9	31.7 years
10^{12}	9.9 secs	16.7 min	11.07 hr	

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Running times @ 10^9 instructions/sec

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10^6	0.0	0.001	0.02	16.7 min
10^9	0.0	1.0	29.9	31.7 years
10^{12}	9.9 secs	16.7 min	11.07 hr	31.7 million years

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What's the best and worst case?
Bit.ly/101f16-1110-4

- If every word is the same
 - Does linear differ from dictionary? Why?
- If every word is different in alphabetical ...
 - Does binary differ from linear? Why?
- When would dictionary be bad?



Next Assignment –
Clever, Snarky, Evil, Frustrating Hangman

- Computer changes secret word every time player guesses to make it "hard" to guess
 - Must be consistent with all previous guesses
 - Idea: the more words there are, harder it is
 - Not always true!
- Example of greedy algorithm
 - Locally optimal decision leads to best solution
 - More words to choose from means more likely to be hung

Canonical Greedy Algorithm

- How do you give change with fewest number of coins?
 - Pay \$1.00 for something that costs \$0.43
 - Pick the largest coin you need, repeat



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Greedy not always optimal

- What if you have no nickels?
 - Give \$0.31 in change
 - Algorithms exist for this problem too, not greedy!



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Clever Hangman

- When you guess a letter, you're really guessing a category (secret word "salty")
_____ and user guesses 'a'
 - "gates", "cakes", "false" are all *the same*
 - "flats", "aorta", "straw", "spoon" are all *different*
- How can we help ensure player always has many words to distinguish between?

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Debugging Output

number of misses left: 8
secret so far: _____
(word is catalyst)
possible words: 7070
guess a letter: a
a a a 1
...
a _____ 587
aa _____ 1
...
a _____ 498
 3475
a _____ 406
...
 a _____ 396

keys = 48

number of misses left: 7
letters not yet guessed:
bcdefghijklmnopqrstuvwxyz
...
(word is designed)
possible words: 3475
guess a letter:

Debugging Output and Game Play

- Sometimes we want to see debugging output, and sometimes we don't
 - While using microsoft word, don't want to see the programmer's debugging statements
 - Release code and development code
- You'll approximate release/development using a global variable DEBUG
 - Initialize to False, set to True when debugging
 - Ship with DEBUG = False

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Look at howto and categorizing words

- Play a game with a list of possible words
 - Initially this is all words
 - List of possible words changes after each guess
- Given template "____", list of all words, and a letter, choose a secret word
 - Choose all equivalent secret words, not just one
 - Greedy algorithm, choose largest category

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Computing the Categories

- Loop over every string in words, each of which is consistent with guess (template)
 - This is important, also letter *cannot* be in guess
 - Put letter in template according to word
 - ___ a _ t might become ___ a n t
- Build a dictionary of templates with that letter to all words that fit in that template.
- How to create key in dictionary?

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Dictionary to help solve...

- Example: Four letter word, guess o

Key	Value
"O _ O _"	"OBOE", "ODOR"
"_ O O _"	"NOON", "ROOM", "HOOP"
"_ O _O"	"SOLO" "GOTO"
"_ _ _ O"	"TRIO"
"O _ _ _"	"OATH", "OXEN"
"_ _ _ _"	"PICK", "FRAT"

- Key is string, value is list of strings that fit

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Keys can't be lists

- [“O”, “_”, “O”, “_”] need to convert to a string to be the key representing this list:

“O_O_”