Compsci 101 Pancakes, While loops, Parallel Lists Part 1 of 3

Susan Rodger Nikki Washington February 25, 2021

```
while BOOL_CONDITION:
    LOOP_BODY
    # modify variables, affect expression
```

Chad Jenkins

- Professor at Univ of Michigan
- Ph.D at USC



- problems in interactive robotics and human-robot interaction
- Several committees such as CRA-WP

"For robots to be useful in the real world, anyone, not only technical specialists, must be able to easily train and control them"

"We're moving past treating robots as remotecontrol devices. We're helping them learn"

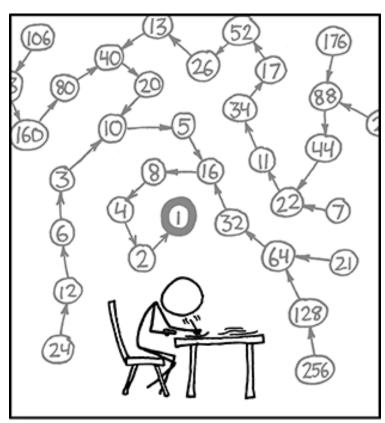


When is a game of chess over?

- If you were to write a program to play chess
 - how many rounds in a game?



https://xkcd.com/710/



THE COLLATZ CONJECTURE STATES THAT IF YOU PICK A NUMBER, AND IF IT'S EVEN DIVIDE IT BY TWO AND IF IT'S ODD MULTIPLY IT BY THREE AND ADD ONE, AND YOU REPEAT THIS PROCEDURE LONG ENOUGH, EVENTUALLY YOUR FRIENDS WILL STOP CALLING TO SEE IF YOU WANT TO HANG OUT.

Collatz Conjecture (Hailstone)

If number is even
Divide by 2
If number is odd
multiply by 3 and add 1

Why Solve This? In Python?

- https://en.wikipedia.org/wiki/Collatz_conjecture
- We want to illustrate an indefinite loop
 - One of many mathematical sequences, but
- There's an XKCD comic about it!
 - Not everyone enjoys XKCD, but ...
- Mathematics is foundational in computer science, but
 - Not everyone enjoys logic/math puzzles, but

Developing and Reasoning about While Loops

- Don't know: how many times loop executes
 - a priori knowledge, we'll know afterword

- Do know: condition that should be true after loop
 - Its negation is the expression for BOOL_CONDITION (loop guard)

```
while BOOL_CONDITION:
    LOOP_BODY
    # modify variables, affect expression
```

History: From while to for loops

```
while loop (sum list)
                           for loop (sum list)
lst = [4,1,8,9]
                            lst = [4,1,8,9]
s = 0
                            S = 0
i = 0
                            for n in lst:
while i < len(lst):
                                s += n
                            print(s)
    s += lst[i]
    i += 1
print(s)
```

Concrete Example: Collatz/Hailstone

- Don't know: how many times loop executes
 - some numbers: long sequences, others short

- Do know: condition that should be true after loop
 - It's negation is the expression for loop guard!
 - What is true after loop below finishes?

```
while value != 1:
   loop body
   # modify value somehow
```

Collatz Code

```
What is new in this
      def hailstone(start, printing=False):
6
                                                  code? What does
14
          steps = 0
                                                  that new stuff do?
15
          current = start
16
         while current != 1:
17
              if printing:
                 print("{:3d}\t{:6d}".format(steps,current))
18
19
             if current % 2 == 0:
20
                 current //= 2
                                                  What is this code
21
             else:
                                                  doing? What gets
22
                 current = current * 3 + 1
                                                updated? Is the loop
23
              steps += 1
24
                                                 guaranteed to stop?
25
          if printing:
26
             print("{:3d}\t{:6d}".format(steps,current))
27
          return steps
```

Collatz code

```
6
      def hailstone(start, printing=False):
14
          steps = 0
15
          current = start
          while current != 1:
16
17
               if printing:
18
                   print("{:3d}\t{:6d}".format(steps,current))
19
               if current % 2 == 0:
20
                   current //= 2
21
               else:
22
                   current = current * 3 + 1
23
               steps += 1
24
25
          if printing:
26
               print("{:3d}\t{:6d}".format(steps,current))
27
          return steps
```

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```
while BOOL_CONDITION:
    LOOP_BODY
    # modify variables, affect expression
```

Collatz Code

```
def hailstone(start, printing=False):
6
14
          steps = 0
15
          current = start
16
          while current != 1:
17
               if printing:
18
                   print("{:3d}\t{:6d}".format(steps,current))
19
               if current % 2 == 0:
20
                   current //= 2
21
               else:
22
                   current = current * 3 + 1
23
               steps += 1
24
25
          if printing:
               print("{:3d}\t{:6d}".format(steps,current))
26
27
          return steps
```

Collatz: New stuff

```
Default value, if
      def hailstone(start, printing=False):
6
                                                     no argument
14
          steps = 0
15
          current = start
16
          while current != 1:
17
              if printing:
18
                  print("{:3d}\t{:6d}".format(steps,current))
19
              if current % 2 == 0:
20
                  current //= 2
                                                    Syntax for nicer
21
              else:
                                                        formatting
22
                  current = current * 3 + 1
23
              steps += 1
24
25
          if printing:
26
              print("{:3d}\t{:6d}".format(steps,current))
27
          return steps
```

Collatz: Guaranteed to stop?

```
def hailstone(start, printing=False):
                                   current influences the
14
          steps = 0
15
          current = start
                                      stopping condition
16
         while current != 1:
17
              if printing:
18
                  print("{:3d}\t{:6d}".format(steps,current))
19
              if current % 2 == 0:
                                                   Since current is
20
                  current //= 2
                                                   always changed,
21
              else:
22
                  current = current * 3 + 1
                                                       this should
23
              steps += 1
                                                    eventually stop
24
25
          if printing:
26
              print("{:3d}\t{:6d}".format(steps,current))
27
          return steps
```

Collatz Data – Average no. of steps

- How do we gather data for numbers <= 10,000?
 - In general for numbers in range(low,high)?
 - Call function, store result, store 10,000 results?
- We'd like counts[k] to be length of sequence for k
 - How do we allocate 10,000 list elements?
 - Like there is "hello" * 3
 - There is [0] * 10000

Think: Analysis in Collatz.py

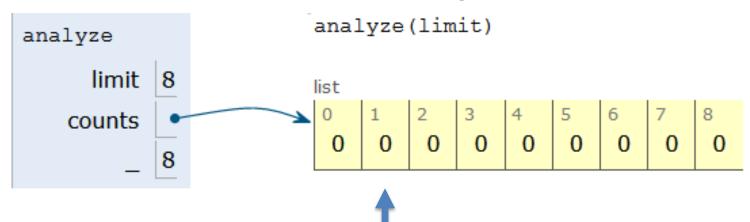
```
Why do both range
       def analyze(limit):
29
                                                calls have +1?
           counts = []
30
31
           # max index into count is limit, but start at 1
           for _ in range(limit+1):
32
33
               counts.append(0)
                                                    Why no
34
                                                 printing when
35
           for n in range(1, limit+1):
                                                 this is called?
               counts[n] = hailstone(n)
36
37
           avg = sum(counts)/len(counts)-1 # ignore index 0
38
           mx = max(counts)
39
           dex = counts.index(mx)
40
           print("average",avg)
41
           print("max is %d at %d" % (mx,dex))
42
```

Analysis in Collatz.py

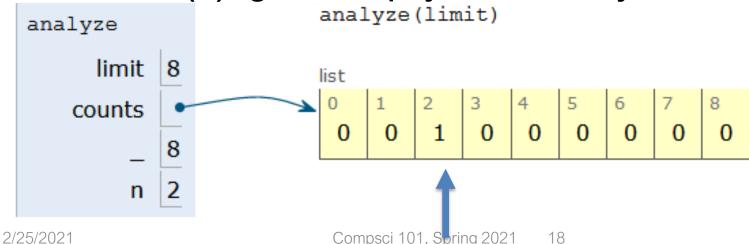
```
def analyze(limit):
29
30
           counts = []
           # max index into count is limit, but start at 1
31
           for _ in range(limit+1):
32
               counts.append(0)
33
34
           for n in range(1, limit+1):
35
               counts[n] = hailstone(n)
36
37
           avg = sum(counts)/len(counts)-1 # ignore index 0
38
           mx = max(counts)
39
           dex = counts.index(mx)
40
           print("average",avg)
41
           print("max is %d at %d" % (mx,dex))
42
```

counts list when limit is 8?

Counts is of size 8+1, we ignore slot 0



- hailstone(1), get 0
- hailstone(2), get 1 step, just divide by 2

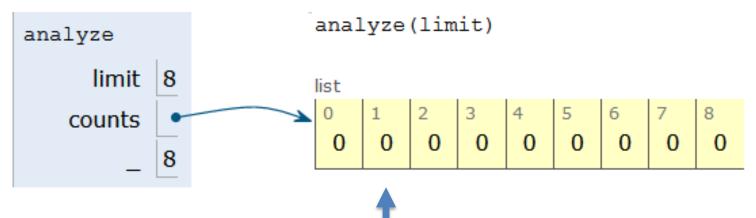


counts list when limit is 8?

Store

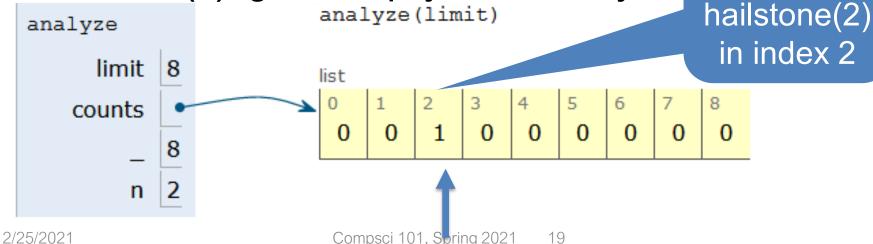
answer for

Counts is of size 8+1, we ignore slot 0



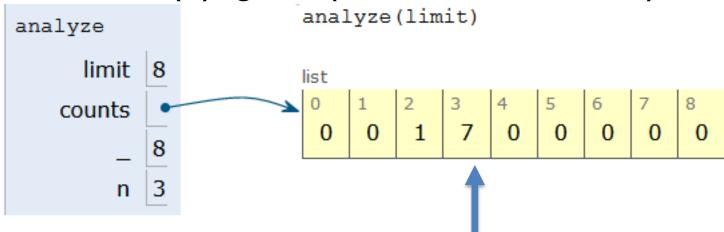
hailstone(1), get 0

hailstone(2), get 1 step, just divide by 2

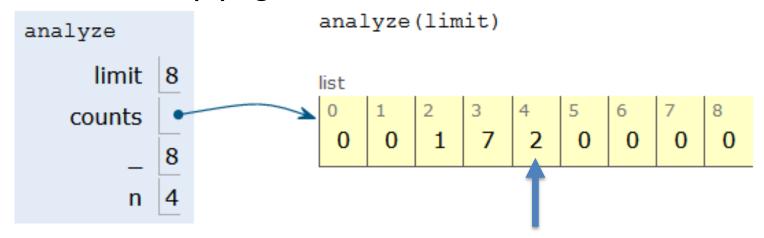


counts list when limit is 8?

hailstone(3), get 7 (10, 5, 16, 8, 4, 2, 1)



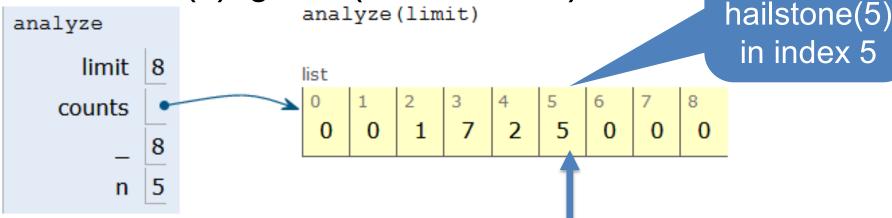
hailstone(4), get 2



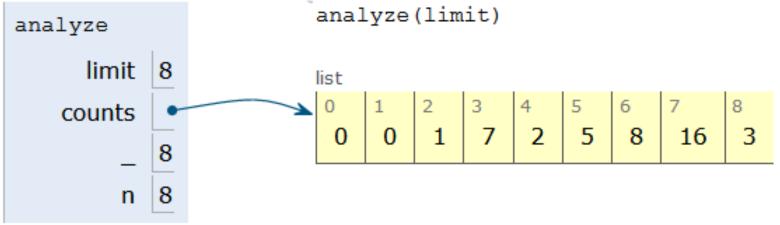
counts list when limit is 87 Store answer for hailstone(3), get 7 hailstone(3) analyze(limit) analyze in index 3 limit list counts 0 0 8 n Store answer for hailstone(4), get 2 hailstone(4) analyze(limit) analyze in index 4 limit list counts 0 8 4 n

counts list when limit is 87

hailstone(5), get 5 (16, 8, 4, 2, 1)



- And so on.....
- Hailstone(6) is 8, hailstone(7) is 16, hailstone(8) is 3



Store

answer for

in index 5

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Parallel Lists

- Case Study: FileFrequency.py
- We'd like to analyze word occurrences
 - Google N-Gram, it's easy to do, but ...
 - What about occurrences of "cgat" in genome?
 - What about Rotten Tomatoes?
- This code is built using the tools that we have
 - In the future, learn of more efficient structures
- We'll use an API for opening files

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

```
["apple", "fox", "vacuum", "lime"] [5,2,25,15]
```

What happens when we read a word?

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

```
["apple", "fox", "vacuum", "lime"] [6,2,25,15]
```

What happens when we read a word?

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

```
["apple", "fox", "vacuum", "lime"] [6,2,25,15]
```

What happens when we read a word?

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

```
["apple", "fox", "vacuum", "lime", "banana"]

[6,2,25,15]

Add into words
```

What happens when we read a word?

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

What happens when we read a word?

- We will use parallel lists to track data
 - Each word is stored in a list named words
 - Word's count is stored in a list named counts
 - # occurrences of words[k] is in counts[k]

```
["apple", "fox", "vacuum", "lime", "banana"]
[6,2,25,15,1] Add one
```

What happens when we read a word?

Pseudo-code for getFileData

Let user choose a file to open

Step 3 of 7 steps: Generalize

- Read each line of the file
 - Process each word on the line
 - If word never seen before? Add to words and counts
 - Update # occurrences using .index and location

 Think: What would we do for each color when doing step 5 (translate to code) of the 7 steps?

Pseudo-code for getFileData

Let user choose a file to open

Read each line of the file

- Process each word on the line
 - SPLIT. FOR LOOP
 - If word never seen before? Add to words and counts
 - Update # occurrences using .index and location

Pseudo-code for getFileData

- Let user choose a file to open
 - SOME KIND OF CODE CHOOSES A FILE
- Read each line of the file
 - FOR LOOP
 - Process each word on the line
 - SPLIT, FOR LOOP
 - If word never seen before? Add to words and counts
 - IF STATEMENT, UPDATE LIST
 - Update # occurrences using .index and location
 - UPDATE LIST, USE INDEX FUNCTION

From Pseudo to Code

```
Process line in file
             for line in f:
 30
                 data = line.strip().split()
  31
                                            Process
                                           word in line
                  for word in data:
 33
                      word = word.lower()
  34
                      if word not in words:
  35
                                                 Update
       Add if not
                           words.append(word)
 36
                                                  count
      seen before
                           counts.append(0)
                      location = words.index(word)
What is guaranteed
                      counts[location] += 1
 about words and
     counts?
```

Comparing Two Approaches

- Why do we have a loop in a loop?
 - Code mirrors structure:
 - file has lines, lines have words
- Notice:
 - .strip
 - .split
 - .lower
 - not in
 - append
 - .index
 - +=

Outer loop

```
for line in f:
    data = line.strip().split()

    for word in data:
        word = word.lower()
        if word not in words:
            words.append(word)
            counts.append(0)
        location = words.index(word)
        counts[location] += 1
```

Comparing Two Approaches

- Why do we have only one loop?
 - Code mirrors structure, which is better?
 - File is a sequence of characters!!

```
for word in f.read().lower().split():
    if word not in words:
        words.append(word)
        counts.append(0)
    location = words.index(word)
    counts[location] += 1
```

Comparing Two Approaches

- Why do we have only one loop?
 - Code mirrors structure, which is better?
 - File is a sequence of characters!!

Same in both

```
for word in f.read().lower().split():
    if word not in words:
        words.append(word)
        counts.append(0)
    location = words.index(word)
    counts[location] += 1
```