

Algorithmic Approaches for Biological Data, Lecture #13

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- Recap: Lists and Arrays



Outline



- Recap: Lists and Arrays
- Sorting:



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- Sorting:
 - ▶ Insertion



- Recap: Lists and Arrays
- Sorting:
 - ▶ Insertion
 - ▶ Bubble



- Recap: Lists and Arrays
- Sorting:
 - ▶ Insertion
 - ▶ Bubble
 - ▶ Merge Sorts



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- *Break*



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- Analyzing sorts by running time on varying data sets (sorted, almost sorted, and random data)



- Recap: Lists and Arrays
- Sorting:
 - ▶ Insertion
 - ▶ Bubble
 - ▶ Merge Sorts
- *Break*
- Analyzing sorts by running time on varying data sets (sorted, almost sorted, and random data)
- Recursion: functions that call themselves

Recap: Lists



Creating lists: `a = []`

Recap: Lists



Creating lists:

```
a = []
```

```
b = ["hello", 3, 5]
```

Recap: Lists



Creating lists:

```
a = []  
b = ["hello", 3, 5]  
c = range(-10,11,2)
```

Recap: Lists



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Adding to lists:

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d = a+b
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a = []  
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d = a+b  
a.append("new")
```

Recap: Lists



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```
b[2]
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b[2]  
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Deleting elements:

```
del a[1]
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Accessing elements:

```
b[2]  
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```

Deleting elements:

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del a[1]  
del c[4:6]
```

Recap: Arrays

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Assumes: `import numpy as np`

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```
a = np.zeros(10)
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c = np.arange(-10, 11, 2)
d = np.arange([3.4, 5.555])
```



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Adding to lists: `f = a+b`
`a.append("new")`

Accessing elements: `b[2]`
`c[-3:-1]`

Deleting elements: *np arrays are immutable,*
but can do:
`newA = np.delete(a, 4)`

In Pairs

In pairs/triples, work out (and then try at the shell or pythonTutor):

- 1 What does the following code do?

```
a = [12,3,1,50,18,6,15,34]
print a, a[::-3]
print max(a), max(a[::-3])
```
- 2 What does the following code do?

```
def mystery(a):
    for i in range(1,len(a)):
        if a[i-1] > a[i]:
            a[i-1], a[i] = a[i], a[i-1]
a = [11,34,1,20,18,6,5,3]
print a
mystery(a)
print a
mystery(a)
print a
```
- 3 Describe how to find the largest card in a hand.
- 4 Describe how to sort a hand of cards.

- 5 What does the following code do?

```
def mystery2(a,b):
    c = []
    ai = 0
    bi = 0
    while ai < len(a) and bi < len(b):
        if a[ai] < b[bi]:
            c.append(a[ai])
            ai += 1
        else:
            c.append(b[bi])
            bi += 1
    if ai < len(a):
        c = c + a[ai:]
    if bi < len(b):
        c = c + b[bi:]
    return c
x = [1,3,5,6,7,9]
y = [2,4,8,10,12,15]
z = mystery2(x,y)
print z
```

Sorting

- How do you sort a hand of cards?



Sorting

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- Some common approaches:



Sorting



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 - ▶ Take the largest card and move to the end. Repeat with next largest...

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 - ▶ Divide the cards in half. Sort each half and merge sorted results together....

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- All need to compare values and re-order in some way

Sorting



- How do you sort a hand of cards?
- Some common approaches:
 - ▶ Take the largest card and move to the end. Repeat with next largest... [BubbleSort](#)
 - ▶ Start a new list and insert each card into it to keep in order...[InsertionSort](#)
 - ▶ Divide the cards in half. Sort each half and merge sorted results together....[MergeSort](#)
- All need to compare values and re-order in some way

BubbleSort

- Take the largest card and move to the end. Repeat with next largest...



BubbleSort



- Take the largest card and move to the end. Repeat with next largest...
- ```
def mystery(a):
 for i in range(1,len(a)):
 if a[i-1] > a[i]:
 a[i-1], a[i] = a[i], a[i-1]
```

# BubbleSort



- Take the largest card and move to the end. Repeat with next largest...
- ```
def mystery(a):  
    for i in range(1,len(a)):  
        if a[i-1] > a[i]:  
            a[i-1], a[i] = a[i], a[i-1]
```
- Add an outer loop to repeat:

```
def bubbleSort(a):  
    for j in range(1,len(a)):  
        for i in range(1,len(a)):  
            if a[i-1] > a[i]:  
                a[i-1], a[i] = a[i], a[i-1]
```


BubbleSort



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- ```
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```
- *Python Tutor demo*

# Insertion Sort

- Start a new list and insert each card into it to keep in order...



# Insertion Sort

- Start a new list and insert each card into it to keep in order...
  - ▶ Start with the first element.



# Insertion Sort



- Start a new list and insert each card into it to keep in order...
  - ▶ Start with the first element.
  - ▶ Compare the second one to it. If smaller, swap.

# Insertion Sort



- Start a new list and insert each card into it to keep in order...
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  - ▶ Add the third element to the list, checking it against the first two.

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- When adding a new element to the sublist, start at the top and move elements to make room.

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- When adding a new element to the sublist, start at the top and move elements to make room.
- *wiki demo*



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```
def insertionSort(a):
 for i in range(1,len(a)):
 j = i
 while j > 0 and a[j-1] > a[j]:
 a[j], a[j-1] = a[j-1], a[j]
 j = j-1
```

# Insertion Sort



- Start a new list and insert each card into it to keep in order...
- When adding a new element to the sublist, start at the top and move elements to make room.
- `def insertionSort(a):`  
    for `i in range(1,len(a)):`  
        `j = i`  
        while `j > 0 and a[j-1] > a[j]:`  
            `a[j], a[j-1] = a[j-1], a[j]`  
            `j = j-1`
- *PythonTutor demo*

# In Pairs

In pairs/triples, work through

- 1 *Problem Solving with Algorithms and Data Structures*, BubbleSort chapter (link on webpage)
- 2 *Problem Solving with Algorithms and Data Structures*, InsertionSort chapter (link on webpage)
- 3 If time, *Problem Solving with Algorithms and Data Structures*, MergeSort chapter (link on webpage)

# MergeSort

- Divide the cards in half. Sort each half and merge sorted results together....



# MergeSort



- Divide the cards in half. Sort each half and merge sorted results together....
- Idea:

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- Divide the cards in half. Sort each half and merge sorted results together....
- Idea:  
`mergeSort(a) :`



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mergeSort(a):
  1. If  $\text{len}(a) > 1$ , then

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mergeSort(a):
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- Divide the cards in half. Sort each half and merge sorted results together....
- Idea:  
mergeSort(a):
  1. If  $\text{len}(a) > 1$ , then
  2.  $\text{mid} = \text{len}(a)/2$
  3. mergeSort(a[:mid])

# MergeSort



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  1. If  $\text{len}(a) > 1$ , then
  2.  $\text{mid} = \text{len}(a)/2$
  3. `mergeSort(a[:mid])`
  4. `mergeSort(a[mid:])`

# MergeSort



- Divide the cards in half. Sort each half and merge sorted results together....
- Idea:  
`mergeSort(a):`
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  2.  $\text{mid} = \text{len}(a)/2$
  3. `mergeSort(a[:mid])`
  4. `mergeSort(a[mid:])`
  5. merge lists together
- We did the “merge” in pairs.
- *ProblemSolving book's demo*

# Break



# Comparing Algorithms



- Measure the size of the problem, usually called  $n$ .



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# Comparing Algorithms



- Measure the size of the problem, usually called  $n$ .
- Example: for sorting cards,  $n$  is the number of cards.
- Different approaches can take different amounts of time.
- How long does the algorithm take proportional to  $n$ ?
- *Sorting Algorithms demo*

Not in demo is the built-in Python sort: `timSort` (invented by Tim Peters in 2002) that is hybrid of merge sort and insertion sort.

# Analysis of Algorithms



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def bubbleSort(a): #Let n be # of elements in a.
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- The lines in the if statement take constant time, but are performed  $n \cdot n$  time.

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- Upper bound on running time is  $O(c \cdot n \cdot n) = O(n^2)$ .

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- The lines in the if statement take constant time, but are performed  $n \cdot n$  time.
- Upper bound on running time is  $O(c \cdot n \cdot n) = O(n^2)$ .  
(For big-Oh notation, drop constants and keep only largest terms.)

# Recursion



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# Recursion



- In many programming languages, functions can call themselves.
- This is called **recursion** (versus **iteration**).
- Can be a bit confusing to trace through, but Python treats like any other function call.



# In Pairs

In pairs/triples, work out (and then try at the shell, `nested.py` on webpage):

- 1 What does the following do:

```
def nested(t, k):
 for i in range(3):
 t.left(120)
 t.forward(k)
 if k > 10:
 nested(t, k/2)
tess = turtle.Turtle()
tess.shape("turtle")
nested(tess, 320)
```

- 2 Modify the program to draw nested squares.

- 3 What does the following do:

```
def nested2(t, k):
 for i in range(3):
 t.left(120)
 t.forward(k)
 if k > 10:
 nested2(t, k/2)
tess = turtle.Turtle()
tess.shape("turtle")
nested2(tess, 320)
```

- 4 Modify the program to draw nested squares.

# Recap



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- Challenges available at [rosalind.info](http://rosalind.info)