Review 3
Developing Loops
from Invariants

#### Outline

- Creating loops from invariants
- What is on the exam
- Common mistakes

Feel free to ask questions at any time

# **Developing a Loop on a Range of Integers**

- Given a range of integers a..b to process.
- Possible alternatives
  - Could use a for-loop: for x in range(a,b+1):
  - Or could use a while-loop: x = a; while a <= b:</p>
  - Which one you can use will be specified
- But does not remove the need for invariants
  - Invariants: properties of variables outside loop (as well as the loop counter x)
  - If body has any variables accessed outside of loop, you need an invariant

# **Developing an Integer Loop (a)**

Suppose you are trying to implement the command

Process a..b

Write the command as a postcondition:

### **Developing an Integer Loop (b)**

#### **Set-up using for:**

for k in range(a,b+1):
 # Process k
# post: a..b has been processed.

## **Developing an Integer Loop (b)**

#### **Set-up using while:**

while k <= b: # Process k k = k + 1

# **Developing an Integer Loop (c)**

#### Add the invariant (for):

# invariant: a..k-1 has been processed

for k in range(a,b+1):

# Process k

Note it is post condition with the loop variable

## **Developing an Integer Loop (c)**

Add the invariant (while):

# **Developing a For-Loop (d)**



# **Developing a For-Loop (d)**

Fix the initialization:

Has to handle the loop variable (and others)

init to make invariant true

# invariant: a..k-1 has been processed

```
while k <= b:
```

```
# Process k
```

```
\mathbf{k} = \mathbf{k} + \mathbf{1}
```

### **Developing a For-Loop (e)**

**Figure out how to "Process k":** init to make invariant true *#* invariant: a..k-1 has been processed for k in range(a,b+1): # Process k implementation of "Process k" # post: a..b has been processed.

## **Developing a For-Loop (e)**

```
Figure out how to "Process k":
     init to make invariant true
     # invariant: a..k-1 has been processed
     while k \leq b:
       # Process k
       implementation of "Process k"
       k = k + 1
```

#### Range

- Pay attention to range:
  - a..b or a+1..b or a...b-1 or ...
- This affects the loop condition!
  - Range a..b-1, has condition k < b</p>
  - Range a..b, has condition k <= b</p>
- Note that a..a-1 denotes an empty range
  - There are no values in it

# **Modified Question 3 from Spring 2008**

- A magic square is a square where each **row and column adds up to the same number** (often this also includes the diagonals, but for this problem, we will not). For example, in the following 5-by-5 square, each row and column add up to 70:
  - 182529162468151757142123111320224121926310





```
def are_magic_rows(square, value):
```

```
""Returns: True if all rows of square sum to value
Precondition: square is a 2d list of numbers"""
i = 0
# invariant: each row 0..i-1 sums to value
while i < len(square) :
  # Return False if row i does not sum to value
  rowsum = 0
  # invariant: elements 0..k-1 of square[i] sum to rowsum
  for k in range(len(square)): # rows == cols
     rowsum = rowsum + square[i][k]
  if rowsum != value:
     return False
   i = i + 1
# invariant: each row 0..len(square)-1 sums to value
return True
```

```
def are_magic_rows(square, value):
  ""Returns: True if all rows of square sum to value
  Precondition: square is a 2d list of numbers"""
  i = 0
  # invariant: each row 0..i-1 sums to value
                                                         Inner invariant was
  while i < len(square) :
                                                             not required
     # Return False if row i does not sum to value
     rowsum = 0
     # invariant: elements 0..k-1 of square[i] sum to rowsum
     for k in range(len(square)): # rows == cols
       rowsum = rowsum + square[i][k]
     if rowsum != value:
       return False
     i = i + 1
  # invariant: each row 0..len(square)-1 sums to value
  return True
```

#### **Invariants and the Exam**

- We will not ask you for an invariant without both giving you precondition/postcondition
  - So we will give you every extra variable other than the loop variables
  - You just need to reword with the loop variable
- We will try to keep it simple
  - Will only have one loop variable unless it is one of the five required algorithms
  - Only need box diagrams for required algorithms
  - If more complicated, will **give you the invariant**

# **Modified Question 4 from Spring 2007**

# Given lists b, c, d which with single digit elements

 $\# \operatorname{len}(b) = \operatorname{len}(c) \ge \operatorname{len}(d)$ 

# Want to 'add' c and d and put result in b

h = \_\_\_\_\_

k = \_\_\_\_\_

carry = \_\_\_\_\_

# invariant: b[h..] contains the sum of c[h..] and d[k..],

# except that the carry into position k-l is in 'carry'

while \_\_\_\_\_:

# postcondition: b contains the sum of c and d

# except that the carry contains the 0 or 1 at the beginning

о	1	0	0	
	4	8	1	
-	5	7	2	
	-	-	-	

# **Modified Question 4 from Spring 2007**

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# Want to 'add' c and d and put result in b

h = \_\_\_\_\_

k = \_\_\_\_\_

carry =

# invariant: b[h..] contains the sum of c[h..] and d[k..], # except that the carry into position k-l is in 'carry' while :



# postcondition: b contains the sum of c and d

# except that the carry contains the 0 or 1 at the beginning

# **Modified Question 4 from Spring 2007**

- h = len(c)
- k = len(d)

```
carry = 0
```

# invariant: b[h..] contains the sum of c[h..] and d[k..], # except that the carry into position k-1 is in 'carry' while h > 0:

```
h = h -1; k = k - 1 \# \text{ Easier if decrement first}
x = d[k] \text{ if } k \ge 0 \text{ else } 0
b[h] = c[h] + x + carry
if b[h] \ge 10:
| carry = 1; b[h] = b[h] - 10
else:
| carry = 0
```

# postcondition: b contains the sum of c and d

# except that the carry contains the 0 or 1 at the beginning



### **DOs and DON'Ts #1**

- DO use variables given in the invariant.
- **DON'T** use other variables.

# invariant: b[h..] contains the sum of c[h..] and d[k..],
# except that the carry into position k-l is in 'carry'
while \_\_\_\_\_:

# Okay to use b, c, d, h, k, and carry # Anything else should be 'local' to while Will cost you points

# **DOs and DON'Ts #2**

**DO** double check corner cases!

- h = len(c)
- while h > 0:
  - What will happen when h=1 and h=len(c)?
  - If you use h in c (e.g. c[x]) can you possibly get an error?

# invariant: b[h..] contains the sum of c[h..] and d[k..], # except that the carry into position k-l is in 'carry'

while h > 0:

Range is off by 1. How do you know?

# **Questions?**