

Lecture 1: Setting the scene and overview

- in this module we will be using C++ as the programming language and we will be covering algorithms and data structures
- split into two terms, this term we will be covering
 - C++, pointers, dynamic memory
 - lists, stacks, queues, trees, sets, graphs
- next term higher level algorithms are covered

Example code

- will be placed on git hub and code will be formatted according to the GNU coding standard
- <https://github.com/gaiusm/examples>
- to obtain all these examples, open up a terminal and type:
- ```
$ git clone https://github.com/gaiusm/examples
$ cd examples/c++
```

## Data structures

- will be covered and implemented in C++
- will be adopting a functional programming approach (where it is practical)
  - using Dijkstra's pre and post conditions where possible
  - recursion will be exploited to derive simple almost provable solutions

## Example: Fibonacci sequence

- is a sequence of numbers: 1, 1, 2, 3, 5, 8, 13, 21, etc
  - the next value is the sum of the previous two
- could express this in pseudo code as:
- ```
if n<=2 then fib(n) = 1
else fib(n) = fib(n-1) + fib(n-2)
```

C++ implementation of the Fibonacci function

c++/fib/fib.cc

```
#include <cstdio>

static const int terms = 12;

/*
 * fibonacci - generate nth term in the classical sequence
 * precondition : n > 0
 * postcondition: returns the nth term
 */

static int fibonacci (int n)
{
    if (n <= 2)
        return 1;
    else
        return fibonacci (n-1) + fibonacci (n-2);
}
```

C++ implementation of the Fibonacci function

c++/fib/fib.cc

```
/*
 * main - first user function executed.
 * precondition : none.
 * postcondition: returns 0 (silently).
 */

int main (int argc, char *argv[])
{
    printf ("Fibonacci numbers for the first %d are: ", terms);
    for (int i = 1; i <= terms; i++)
        printf ("%d ", fibonacci (i));
    printf ("\n");
}
```

Implementation notes

- notice that we can use `printf` within C++
- we can also declare `int i` within the `for` loop
- declare `term` as a `const int`. `static` means local to this file only.
- the rest looks like C

Compile the source file

- compile the single source file into an executable

```
$ g++ -O0 -g -Wall fib.cpp
```

- run the executable

```
$ gdb ./a.out
(gdb) run
(gdb) quit
```

- and again using `valgrind`

```
$ valgrind ./a.out
```

Functional coding style

- notice the functional coding use of recursion
- a criticism of this style is that it is slow
- however, this is not always true as compiler technology will often convert a recursive solution into an iterative one
 - particularly tail recursive algorithms and small functions
 - many of the algorithms we will look at during this term fit this pattern

Example performance test

c++/fib/fibspeed.cc

```

#include <cstdio>

static const int terms = 45;

/*
 * fibonacci - generate nth term in the classical sequen
 *             precondition : n > 0
 *             postcondition: returns the nth term
 */

static int fibonacci (int n)
{
    if (n <= 2)
        return 1;
    else
        return fibonacci (n-1) + fibonacci (n-2);
}

```

Example performance test

c++/fib/fibspeed.cc

```

/*
 * main - first user function executed.
 *       precondition : none.
 *       postcondition: returns 0 (silently).
 */

int main (int argc, char *argv[])
{
    printf ("Fibonacci value for the first %d are: ", terms);
    printf ("... %d\n", fibonacci (terms));
}

```

After compiling and testing our program

```

$ g++ -O0 -Wall -g fibspeed.cpp
$ time ./a.out
Fibonacci value for the first 45 are: ... 1134903170
real 0m15.466s
user 0m15.461s
sys 0m0.000s

```

- see if we can make it run faster

```
$ g++ -O2 -Wall -g fibspeed.cpp
```

After compiling and testing our program

- check runtime speed

```
$ time ./a.out
Fibonacci value for the first 45 are: ... 1134903170
real 0m3.143s
user 0m3.140s
sys 0m0.000s
```

- much better, but still too slow, why?

After compiling and testing our program

- examine the code generated by the compiler

```
$ g++ -Wall -S -fverbose-asm -g -O2 fibspeed.cpp -o fibsp
$ as -alhnd fibspeed.s > fibspeed.lst
```

- open up fibspeed.lst and search for call
- which areas of code use calls?

After compiling and testing our program

- we observe that the compiler has removed one recursive call to fibonacci (n-2) but not the other call to fibonacci (n-1) in the sequence

```

c++/fib/fibspeed.cc
static int fibonacci (int n)
{
    if (n <= 2)
        return 1;
    else
        return fibonacci (n-1) + fibonacci (n-2);
}
```

Tutorial

- try compiling the fibonacci algorithm using the -O3 option, what difference does it make?
 - how many calls are made?
- rewrite the fibonacci algorithm to use at most one call to itself and see if the compiler will transform it into a purely iterative solution
 - or rewrite it to use no calls at all

Consider the function Sum

- $x = \sum_{i=1}^n i$

- pseudo code

```
sum (lower, upper)
  if lower <= upper then return lower
  else return lower + sum (lower+1, upper)
```

Consider the function Sum

c++/sum/sum.cc

```
#include <cstdio>

static const int low = 1;
static const int high = 1000000;

/*
 * sum - generate the sum of terms lower..upper.
 * precondition : lower <= upper.
 * postcondition: returns the sum of lower..upper
 */

static int sum (int lower, int upper)
{
  if (lower == upper)
    return lower;
  else
    return lower + sum (lower + 1, upper);
}
```

Consider the function Sum

c++/sum/sum.cc

```
/*
 * main - first user function executed.
 * precondition : none.
 * postcondition: returns 0 (silently).
 */

int main (int argc, char *argv[])
{
  printf ("Sum of numbers from %d..%d is: ", low, high);
  printf ("%d\n", sum (low, high));
}
```

Consider the function Sum

- compile and debug this via:

```
$ g++ -g -O0 sum.cpp
$ gdb ./a.out
(gdb) run
segmentation violation
(gdb) quit
```

- the stack is being exceeded, when processing the recursive calls

Consider the function Sum

- let us try compiling with `-O3`

```
$ g++ -g -O3 sum.cpp
$ gdb ./a.out
(gdb) run
(gdb) quit
Sum of numbers from 1..1000000 is: 1784293664
```

Consider the function Sum

- check the assembly language as before

```
$ g++ -Wall -S -fverbose-asm -g -O3 sum.cpp -o sum.s
$ as -alhnd sum.s > sum.lst
```

- observe `sum.lst` and see the compiler has transformed the recursive algorithm into a very tight iterative loop!

Conclusion

- we have seen that a functional approach can be adopted
- sometimes the compiler is able to transform a recursive algorithm into an iterative solution (when tail recursion is used)
- other times it cannot - we need to be aware of these limitations and profile code accordingly