

# 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 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);
}
```

## 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 fibspeed.s  
$ 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 <stdio>

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