Week: 14 Date: 5/7/2021

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| 15-110 Recitation Week 14 |

# **Reminders for Students**

* HW 6 Full is due tomorrow Friday, 5/7, at 12 PM EST
  + Make sure to read the function instructions - most of the information you will need to correctly implement the function is in the writeup as well as important tips and details to help you!
  + Make sure you are testing your code before submitting to Gradescope
  + We have provided test cases for you in a separate file. All you need to do to run these cases is simply go to your main hw6 file and hit “run file as script”. This will import the test cases from the separate file and run the tests for you, which will display either an error or as successful in the shell. Make sure you are paying attention to the shell output and are using print statements to aid in debugging!
  + Make sure to look at TA comments on your Gradescope submissions for more targeted feedback
* Final Exam is Monday 5/10 from 8:30 to 11:30 AM EST (for most students)
  + This recitation will be a review recitation based on the topics you voted for, feel free to ask any other questions you have about the course material

# **Overview**

* Runtime/Big-O and Tractability
* Recursion
* Simulation - MVC and Monte Carlo
* Data Analysis
* Machine Learning and AI
* Search Algorithms

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| Problems |

**Big-O and Tractability**

What is the Big-O of the following mystery function? List the Big-O of each line in the function to help you find the overall runtime

def mystery(matrix): # matrix is an n by 10 2D list of integers

total += 0 # O(1)

for row in matrix: # O(n)

row.sort() # O(10log10) → O(1)

for elem in row[::2]: # O(5) → O(1)

total += elem # O(1)

return total # O(1)

Overall Runtime: O(n)

Consider the following function:

def roundOne(n): # n is an integer which has value n

newN = n\*\*2

result = []

for i in range(0, newN, n):

print(i \* n)

for j in range(i):

result.append(i \* j)

return result

**Note:** Students may not have seen the following runtime analysis of a function where you only analyze a piece of the function - try and explain how you would go about analyzing the number of times a specific action is executed.

What is the Big-O complexity of this function if we only count the **print statements**?

O(n), although the outer for loop is going from 0 to n^2, we step by n

What is the Big-O complexity of this function if we only count **appending to result**?

O(n^3), the inner for loop iterates from 0 to i, which is upper bounded by n^2, thus making the total Big-O n \* n^2 = n^3

**Some basic Tractability/P vs. NP questions:**

What are the Useful NP Problems?

This is a set of problems in NP such that if we find a tractable solution to one of these problems, then there is a tractable solution to all problems in NP. This leads us to the conclusion that P = NP.

If you try to solve the subset sum problem by finding the sum of all subsets of the input, is this tractable or intractable? Explain.

Intractable, as for an input list of size n, there are 2^n possible subsets (2 as you either include the element or don’t in a given subset), and for each subset we need to find the sum, which gives a total runtime of O(n2^n) → O(2^n) which is intractable.

If someone gives you a potential solution to the subset sum problem, is verifying whether the solution is correct tractable or intractable?

Tractable, as for a subset of size at most n, it would take O(n) to find the sum, which is tractable.

What complexity class is the subset sum problem in and why?

NP, we can verify the problem in polynomial time but cannot solve it in polynomial time.

**[10 min] Recursive Functions**

**Function 1:**

Write a recursive function that returns all capital letters in a string in reverse order of appearance

#reverseCaps("EnjoY a rEaLlY Long wintEr brEak") returns **"EELYLEYE"**

Code:

def reverseCaps(s):

if len(s)==0:

return ""

else:

first = s[0]

rest = s[1:]

if first.isupper()==True:

return reverseCaps(rest) + first

else:

return reverseCaps(rest)

**Function 2:**

Write a recursive function evaluate(numbers, operations) that takes in a list of numbers of size n and a list of operations of size n - 1 and recursively evaluates the expression numbers[0] operations[0] numbers[1] … operations[n-1] numbers[n].

For example, if numbers = [5, 6, 4] and operations = [“+”, “-”] then evaluate(numbers, operations) will return 5 + 6 - 4 = 7. Note the only operations you will get are “+” and “-” so you don’t have to worry about order of operations. You can assume numbers will always be at least length 1 and operations will always be the length of numbers minus 1.

Code:

def evaluate(numbers, operations):

# BC: note you only need to check one or the other below

if len(numbers) == 1 and len(operations) == 0:

return number[0]

else:

if operations[0] == “+”:

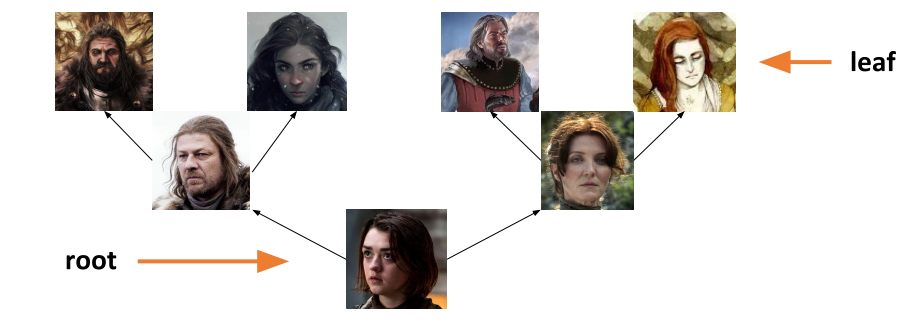
return numbers[0] + evaluate(number[1:], operations[1:])

else:

return numbers[0] - evaluate(number[1:], operations[1:])

**[10 min] Recursive Family Trees**

Write a recursive function getOldestAncestor(tree) that takes in a family tree and returns the name and age of the oldest ancestor of the person represented by the root node as a list. A family tree can be thought of as



where the root represents a child and the leaves represent their oldest ancestors. You are guaranteed that the oldest ancestor in a given tree will be in a leaf node. The “value” key for a given node stores a list where the 0th index is the name of the person and the 1st index is the age of the person.

Code:

def getOldestAncestor(tree):

if tree["left"] == None and tree["right"] == None:

return tree["value"]

else:

if tree["left"] != None and tree["right"] == None:

return getOldestAncestor(tree["left"])

if tree["right"] != None and tree["left"] == None:

return getOldestAncestor(tree["right"])

if tree["left"] != None and tree["right"] != None:

ancestor1 = getOldestAncestor(tree["left"])

ancestor2 = getOldestAncestor(tree["right"])

if ancestor1[1] >= ancestor2[1]:

return ancestor1

return ancestor2

**[12 min] Simulation - Model, View, Controller**

1. Imagine we have the following parts of a simulation:

Set the starting position and radius of a circle and drawn it in the center of the canvas.

What functions would we use for this?

makeModel - set up data values like the starting position and radius

makeView - call to canvas.create to actually draw the circle

The circle moves horizontally left and right across the canvas based on time (when it reaches one end it switches directions)

What functions do we need?

runRules - time loop/controller in which we update x and y coordinates stored in data

(be sure to also update makeModel to store a value keeping track of direction)

1. Now go to your starter file where we have provided this simulation! Let’s add the following elements

Inside keyPressed function:

* If we hit the return/enter key, we make the circle stop or start moving
* If we hit the up arrow key, we move the circle up the canvas by 10 pixels
* If we hit the down arrow key, we move the circle down the canvas by 10 pixels

Recall that in keyPressed(data, event) we can use event.keysym to get the "name" for characters we can’t show in strings

Enter/Return: event.keysym == "Return"

Up arrow key: event.keysym == “Up”

Down arrow key: event.keysym == “Down”

See code in starter/solution files!

**[10 min] Simulation - Monte Carlo**

Write a Monte Carlo Simulation to compute how long you have to listen to songs on your Spotify playlist until you hit “Headlines” by Drake. The runTrial function you write should take in a list of 2 element lists, where the 0th index of the inner list is the song name and the 1st index of the inner list is the length of the song in seconds. This 2D list of songs will be stored in a variable playlist in your getExpectedValue function. Remember that on each trial, the order of the songs in the playlist will be randomly shuffled. You can use the random.shuffle function to help you!

See code in starter/solution files!

**[20 min] Data Analysis**

Given the following types of data, name the best visualization method to display that data:

1. Numerical ✕ Ordinal
2. Numerical
3. Ordinal ✕ Ordinal
4. Categorical
5. Numerical ✕ Numerical ✕ Numerical

Answers:

1. Box-and-Whisker Plot
2. Histogram
3. Trick question! Use a table
4. Pie Chart
5. Bubble Plot / Scatter Plot Matrix

Write a function geneExpression(filename, sample) that takes in a text filename and a sample number and creates a bar plot visualization of the gene expression levels for the corresponding sample. First, read the file corresponding to the filename passed in. This file is several lines (“\n”) of percent expression levels separated by tab characters (“\t”). For each string percentage in a line, convert the string percentage into a float and add it to a temporary list. Then for each line, add the temporary list to an overall list, creating a 2D list of gene expression percentages. Each row will correspond to a specific gene and each column will correspond to a specific sample. Then, plot the expression level for each gene for the input sample using the matplotlib bar plot function. On the x-axis, set the values to the string “Gene *x*” for every index *x* and on the y-axis, let the values be the expression percentage for each gene for the given sample.

See code in starter/solution files!

**[10 min] Machine Learning and Artificial Intelligence**

Why do we use validation data in the model creation process?

Answer: Validation data is used to fine tune the model parameters and reduce problems such as overfitting

What is an advantage and a disadvantage of using a heuristic?

Advantage: Much faster/more efficient than a brute force algorithm

Disadvantage: Lose optimality of answer

Categorize each of the following as either a classification, regression, or clustering problem:

1. Based on a set of symptoms, determine what illness a patient has.
2. Group a set of pictures into three groups, with similar pictures being in the same group
3. Using the number of people who show up to a movie premiere to predict how much money the movie will make

Answers:

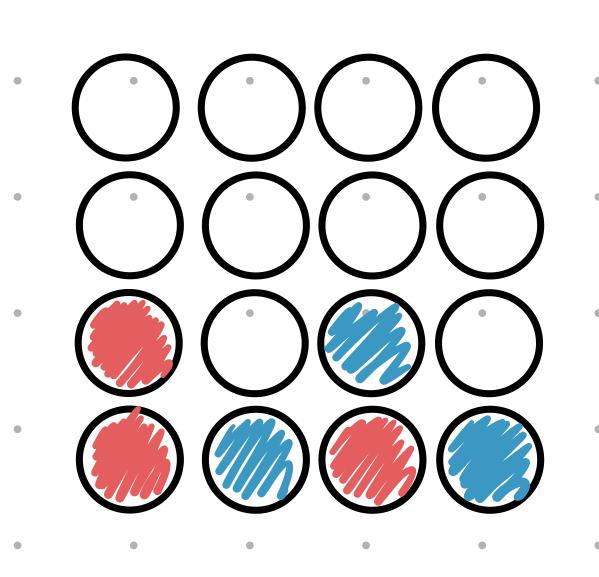
1: Classification

2: Clustering

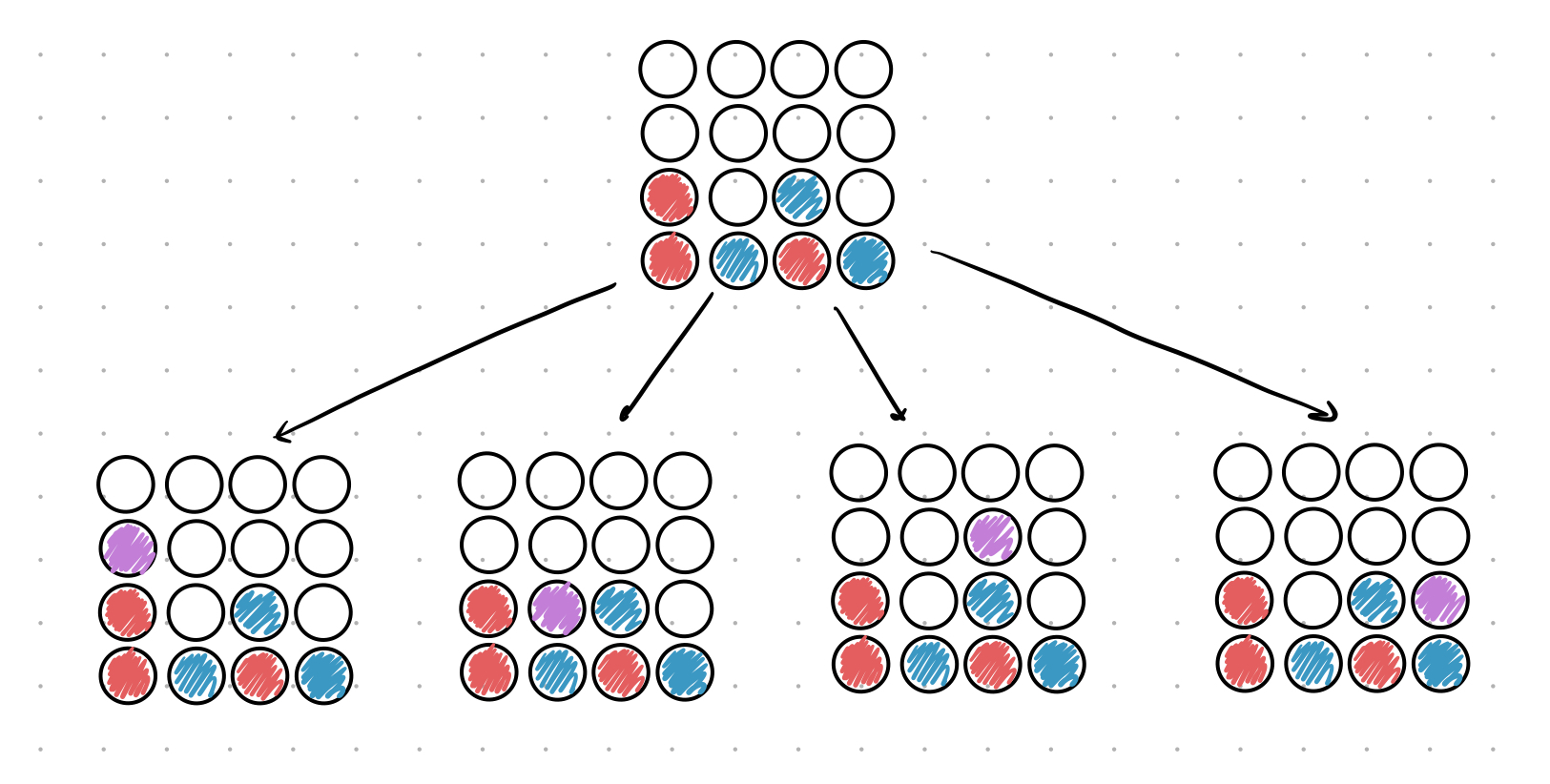
3: Regression

From this connect-four board, draw the next level of the game tree for the red player.

(If you aren’t familiar with connect-four, you can read about it here! <http://www.ludoteka.com/connect-4.html#:~:text=The%20aim%20for%20both%20players,be%20vertical%2C%20horizontal%20or%20diagonal.&text=Before%20starting%2C%20players%20decide%20randomly,made%20alternatively%2C%20one%20by%20turn>)



Answer: Represent the next potential move with a different color



**[10 min] Search Algorithms**

Note: Feel free to only go over the parts of this problem that your recitation wants to go over



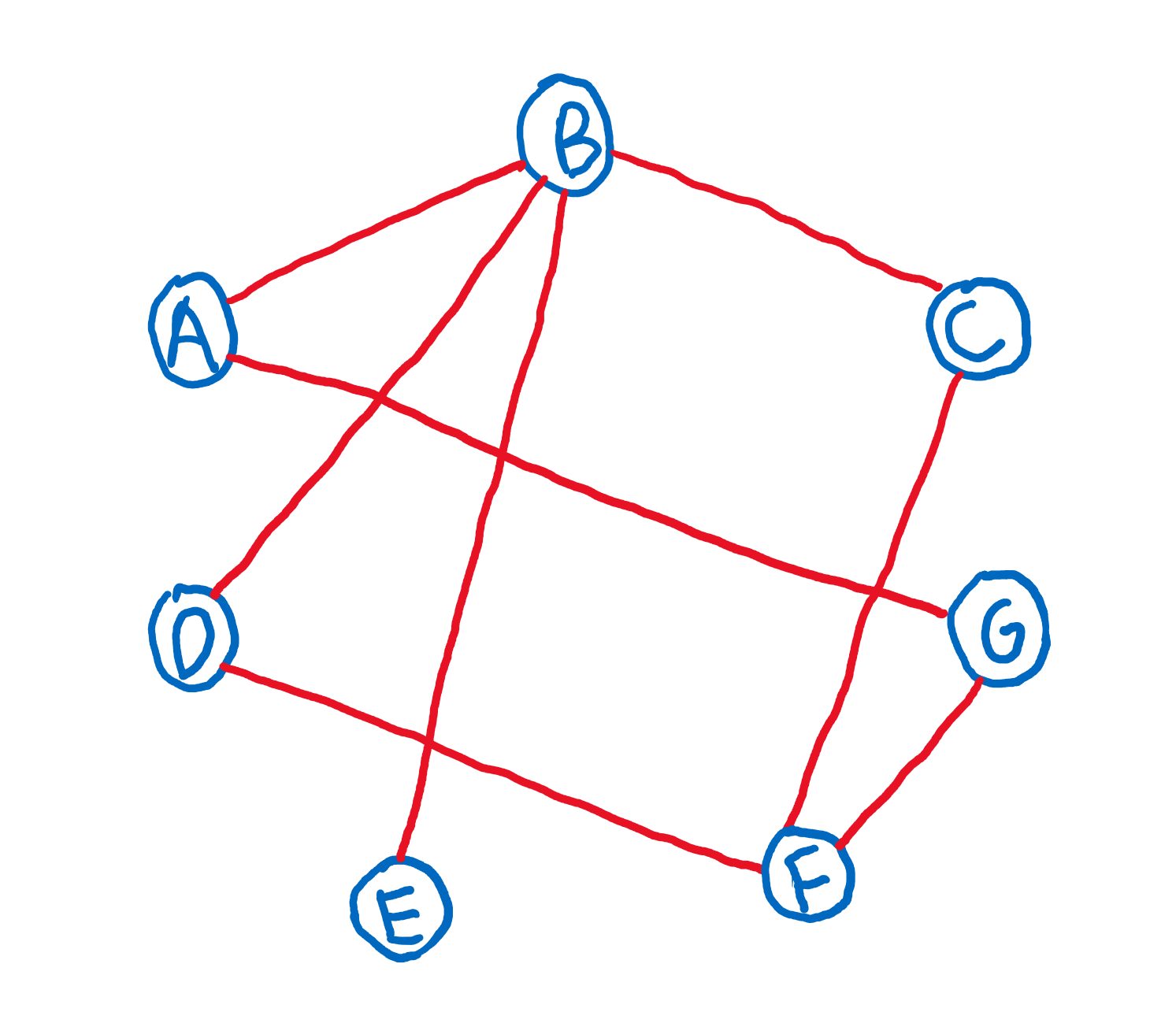
Perform binary search looking for the following elements in the BST. Write down all elements that are searched until the element in question is found or not.

15: 12, 16, 13, 15

4: 12, 8, 4

18: 12, 16, 21, 19

9: 12, 8, 10



Now run both a BFS and DFS on the above graph starting from node A. Visit nodes in lexicographic order.

BFS: ABGCDEF

DFS: ABCFDGE