

# STRING MANIPULATION, GUESS-and-CHECK, APPROXIMATIONS, BISECTION

(download slides and .py files      'follow along!')

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6.0001 LECTURE 3

# LAST TIME

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- strings
- branching – if/elif/else
- while loops
- for loops

# TODAY

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- string manipulation
- guess and check algorithms
- approximate solutions
- bisection method

# STRINGS

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- think of as a **sequence** of case sensitive characters
- can compare strings with `==`, `>`, `<` etc.
- `len()` is a function used to retrieve the **length** of the string in the parentheses

```
s = "abc"
```

```
len(s) → evaluates to 3
```

# STRINGS

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- square brackets used to perform **indexing** into a string to get the value at a certain index/position

```
s = "abc"
```

index: 0 1 2 ← indexing always starts at 0

index: -3 -2 -1 ← last element always at index -1

s[0] → evaluates to "a"

s[1] → evaluates to "b"

s[2] → evaluates to "c"

s[3] → trying to index out of bounds, error

s[-1] → evaluates to "c"

s[-2] → evaluates to "b"

s[-3] → evaluates to "a"

# STRINGS

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- can **slice** strings using `[start:stop:step]`
- if give two numbers, `[start:stop]`, `step=1` by default
- you can also omit numbers and leave just colons

```
s = "abcdefgh"
```

```
s[3:6] → evaluates to "def", same as s[3:6:1]
```

```
s[3:6:2] → evaluates to "df"
```

```
s[::] → evaluates to "abcdefgh", same as s[0:len(s):1]
```

```
s[::-1] → evaluates to "hgfedcba", same as s[-1:-len(s):-1]
```

```
s[4:1:-2] → evaluates to "ec"
```

*If unsure what some command does, try it out in your console!*

# STRINGS

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- strings are “**immutable**” – cannot be modified

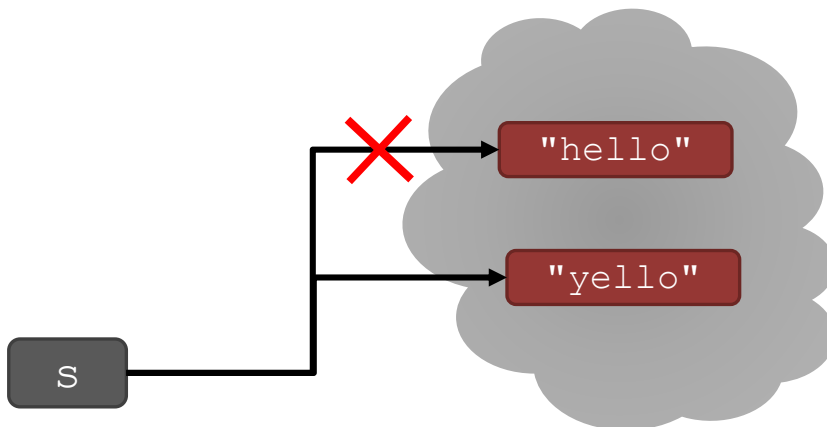
```
s = "hello"
```

```
s[0] = 'y'
```

```
s = 'y'+s[1:len(s)]
```

→ gives an error

→ is allowed,  
s bound to new object







# STRINGS AND LOOPS

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- these two code snippets do the same thing
- bottom one is more “pythonic”

```
s = "abcdefgh"
```

```
for index in range(len(s)):
```

```
    if s[index] == 'i' or s[index] == 'u':
```

```
        print("There is an i or u")
```

```
for char in s:
```

```
    if char == 'i' or char == 'u':
```

```
        print("There is an i or u")
```

# CODE EXAMPLE: ROBOT CHEERLEADERS

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```
an_letters = "aefhilmnorsxAEFHILMNORSX"
```

```
word = input("I will cheer for you! Enter a word: ")  
times = int(input("Enthusiasm level (1-10): "))
```

```
i = 0  
while i < len(word):  
    char = word[i]  
    if char in an_letters:  
        print("Give me an " + char + "! " + char)  
    else:  
        print("Give me a " + char + "! " + char)  
    i += 1  
print("What does that spell?")  
for i in range(times):  
    print(word, "!!!")
```

for char in word: ✓

# EXERCISE

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```
s1 = "mit u rock"  
s2 = "i rule mit"  
if len(s1) == len(s2):  
    for char1 in s1:  
        for char2 in s2:  
            if char1 == char2:  
                print("common letter")  
                break
```

# GUESS-AND-CHECK

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- the process below also called **exhaustive enumeration**
- given a problem...
- you are able to **guess a value** for solution
- you are able to **check if the solution is correct**
- keep guessing until find solution or guessed all values

# GUESS-AND-CHECK

## – cube root

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```
cube = 8
```

```
for guess in range(cube+1):
```

```
    if guess**3 == cube:
```

```
        print("Cube root of", cube, "is", guess)
```

# GUESS-AND-CHECK

## – cube root

---

```
cube = 8
for guess in range(abs(cube)+1):
    if guess**3 >= abs(cube):
        break
if guess**3 != abs(cube):
    print(cube, 'is not a perfect cube')
else:
    if cube < 0:
        guess = -guess
    print('Cube root of '+str(cube)+' is '+str(guess))
```

# APPROXIMATE SOLUTIONS

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- **good enough** solution
- start with a guess and increment by some **small value**
- keep guessing if  $|guess^3 - cube| \geq \epsilon$  for some **small epsilon**
  
- decreasing increment size  $\rightarrow$  slower program
- increasing epsilon  $\rightarrow$  less accurate answer

# APPROXIMATE SOLUTION

## – cube root

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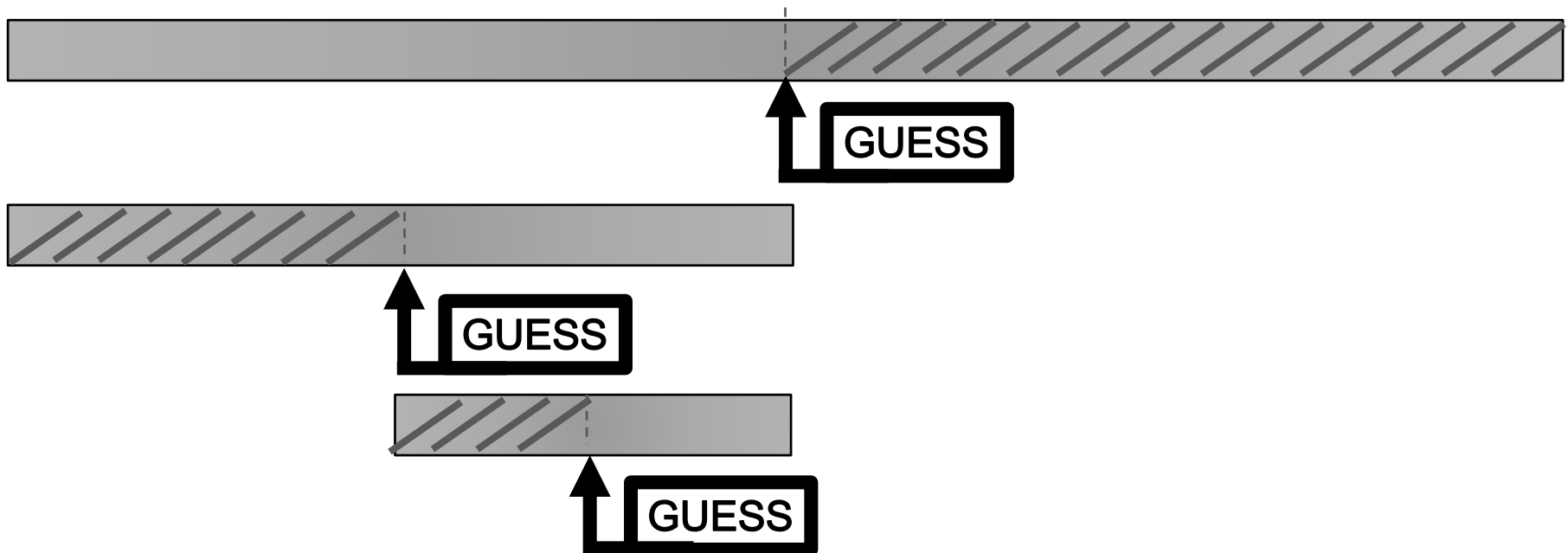
```
cube = 27
epsilon = 0.01
guess = 0.0
increment = 0.0001
num_guesses = 0
while abs(guess**3 - cube) >= epsilon and guess <= cube :
    guess += increment
    num_guesses += 1
print('num_guesses =', num_guesses)
if abs(guess**3 - cube) >= epsilon:
    print('Failed on cube root of', cube)
else:
    print(guess, 'is close to the cube root of', cube)
```



# BISECTION SEARCH

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- half interval each iteration
- new guess is halfway in between
- to illustrate, let's play a game!



# BISECTION SEARCH

## – cube root

---

```
cube = 27
epsilon = 0.01
num_guesses = 0
low = 0
high = cube
guess = (high + low)/2.0
while abs(guess**3 - cube) >= epsilon:
    if guess**3 < cube :
        low = guess
    else:
        high = guess
    guess = (high + low)/2.0
    num_guesses += 1
print 'num_guesses =', num_guesses
print guess, 'is close to the cube root of', cube
```

# BISECTION SEARCH CONVERGENCE

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- search space
  - first guess:  $N/2$
  - second guess:  $N/4$
  - kth guess:  $N/2^k$
- guess converges on the order of  $\log_2 N$  steps
- bisection search works when value of function varies monotonically with input
- code as shown only works for positive cubes  $> 1$  – why?
- challenges
  - modify to work with negative cubes!
  - modify to work with  $x < 1$ !

$$x < 1$$

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- if  $x < 1$ , search space is 0 to  $x$  but cube root is greater than  $x$  and less than 1
- modify the code to choose the search space depending on value of  $x$

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6.0001 Introduction to Computer Science and Programming in Python  
Fall 2016

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