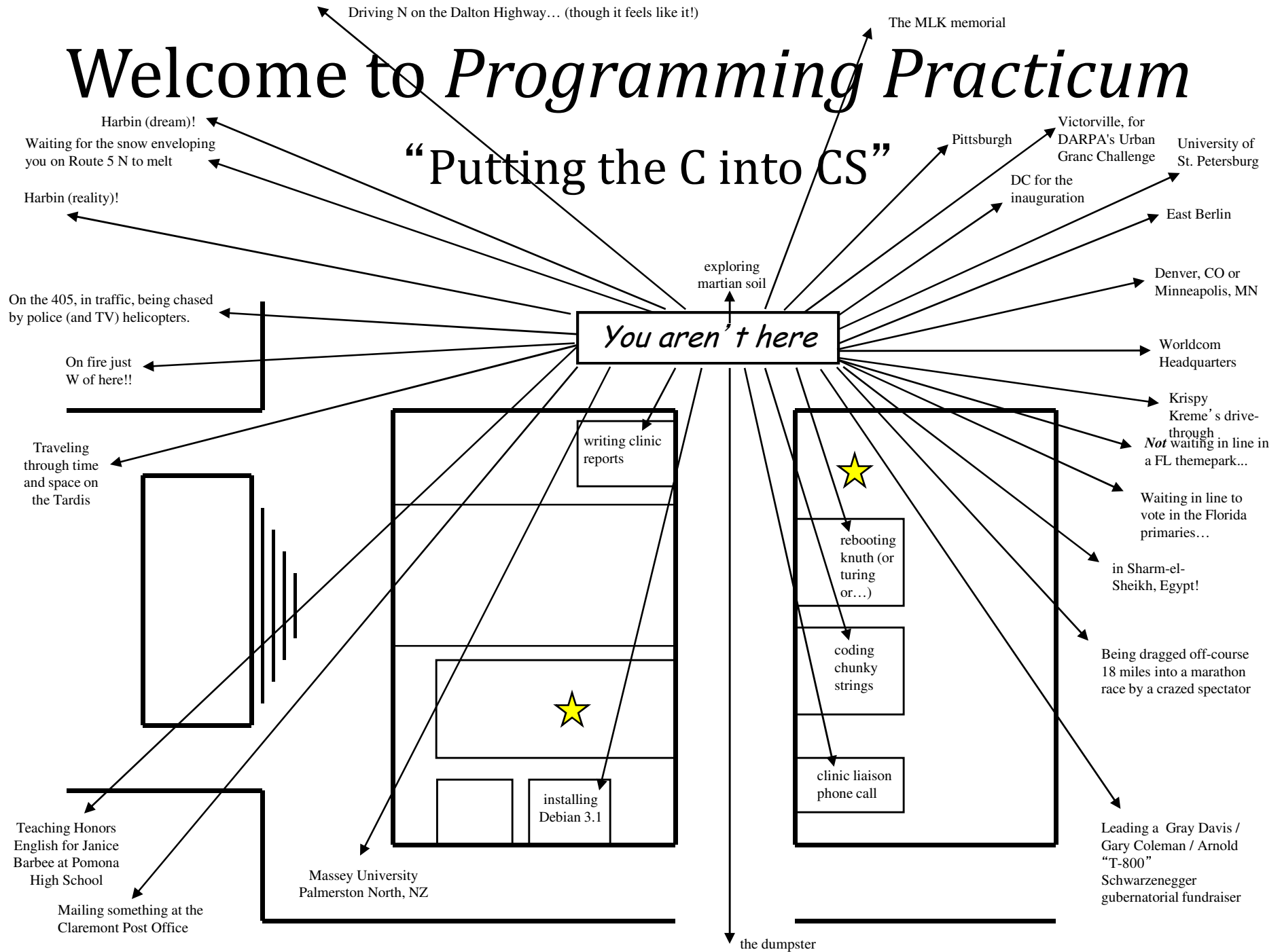


Welcome to *Programming Practicum*

“Putting the C into CS”

You aren't here



Introductions...!

Zach Dodds

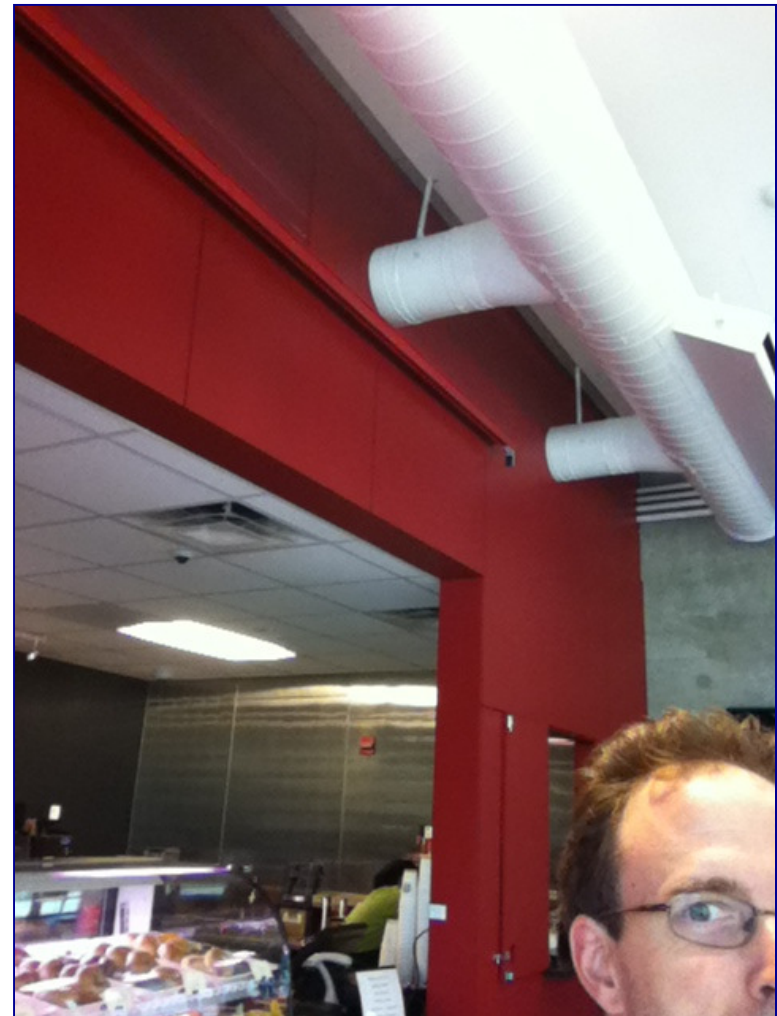
Office Olin B163

Email dodds@cs.hmc.edu



not afraid of stuffed animals!

fan of *low-level* AI
taker of *low-quality* photos
Starbucks triumph-er!



and not good at selfies...

Introductions...



Image size:
246 × 293

No other sizes of this image found.

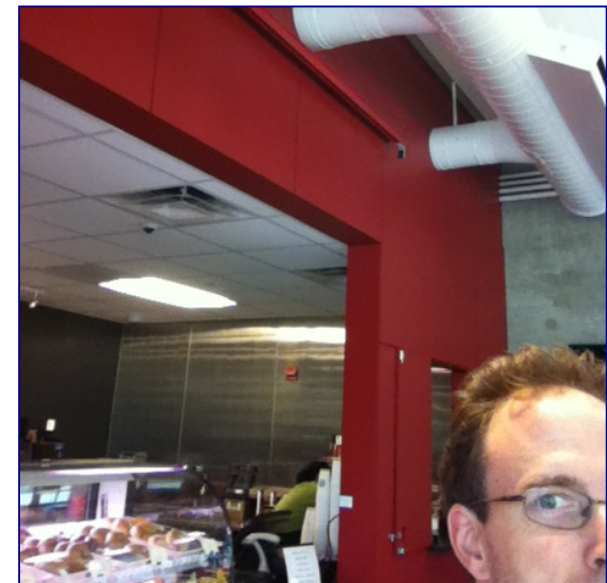
[Visually similar images](#) - Report images



Zach Dodds
Olin B163
dodds@cs.hmc.edu



fan of low-level AI
taker of low-quality pictures
consumer of high-quantity coffee!



and not talented at selfies, either...

Introductions...



Image size:
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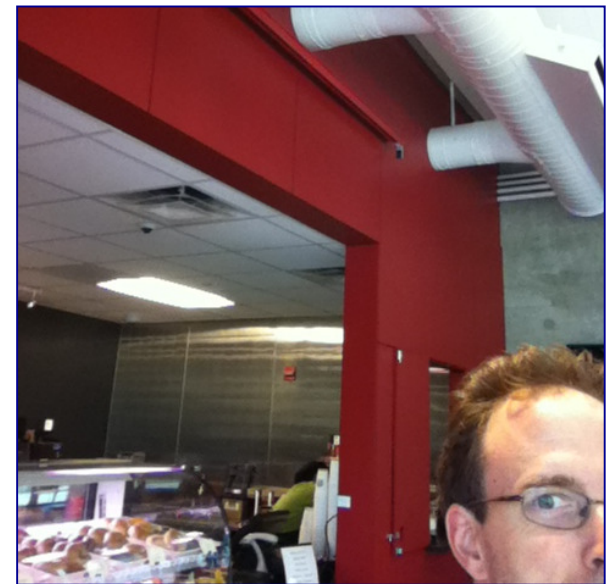
[Visually similar images](#) - Report images



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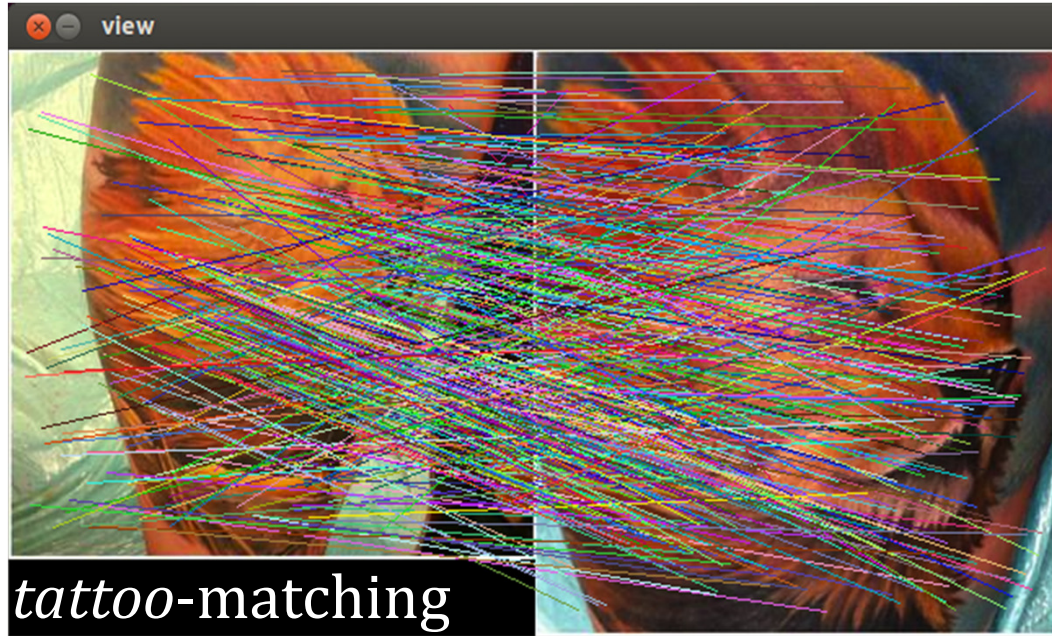


fan of low-level AI
taker of low-quality pictures
consumer of high-quantity coffee!



and not talented at selfies, either...

Winter break...



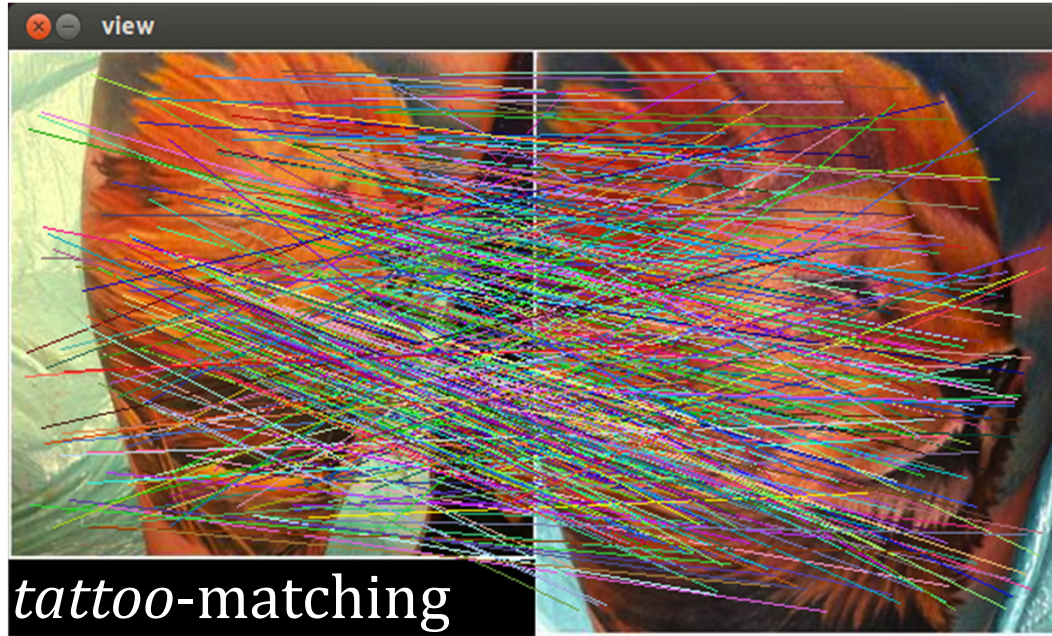
Zach Dodds
Olin B163
dodds@cs.hmc.edu

fan of low-level AI

taker of low-quality pictures

consumer of high-quantity coffee!
and Ethiopian cuisine...

Winter break...

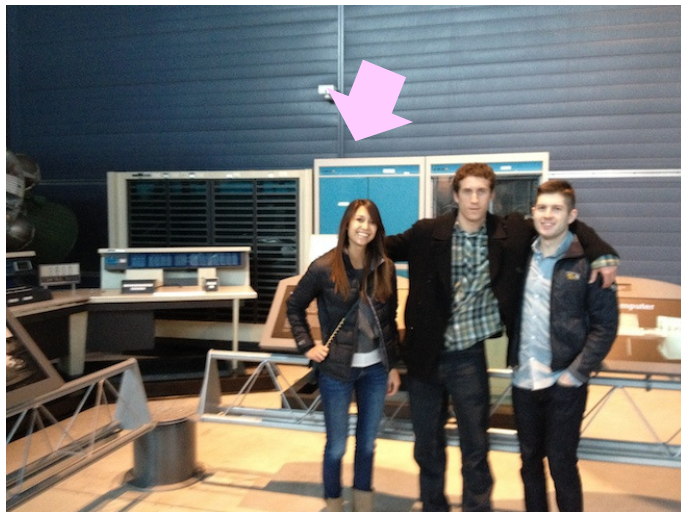


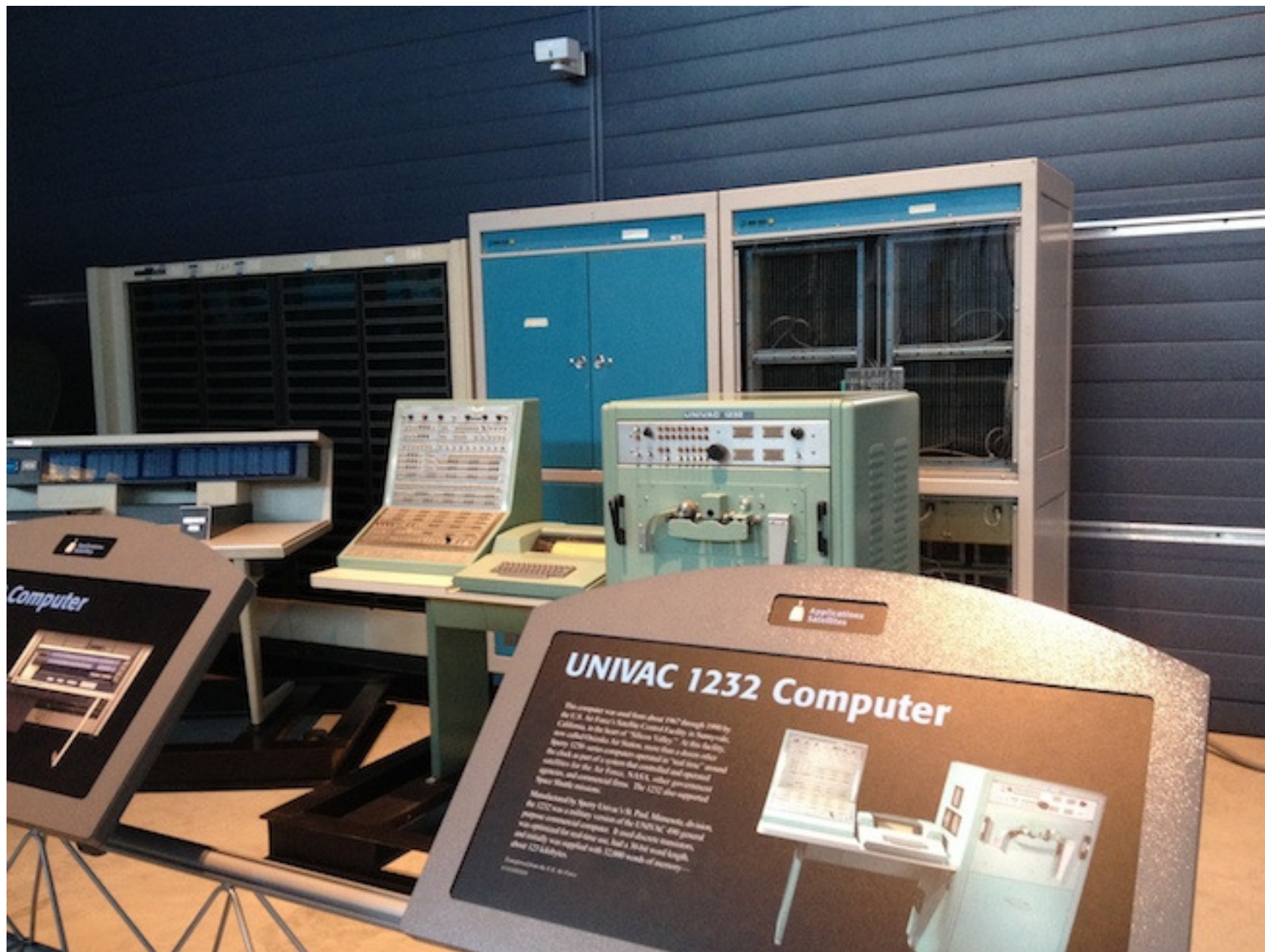
Zach Dodds
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Computer

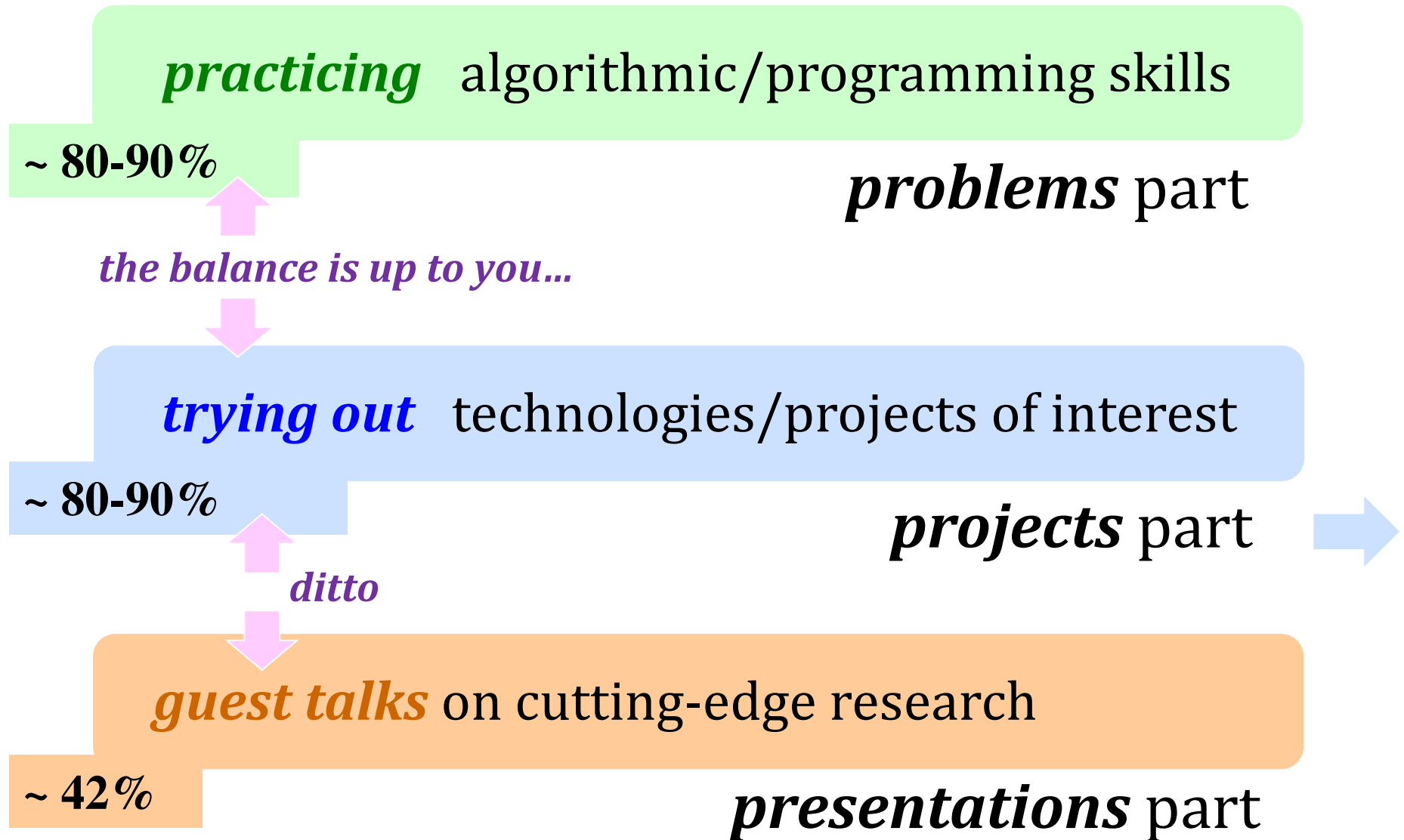
UNIVAC 1232 Computer

This computer was used from about 1967 through 1980 by the U.S. Air Force's Hamilton County Facility in Hamilton, California. While known as "Silicon Valley," it is this facility, known as the "Silicon Valley" Air Station, where there is a close relationship between the computer and the military. The UNIVAC 1232 was used as part of a system that controlled and operated missiles for the Air Force. NASA, other government agencies, and commercial firms. The 1232 also supported Navy missile systems.

Manufactured by Sperry Univac, Inc. Phil. Minnesota division, the 1232 was a military version of the UNIVAC 440 general purpose commercial computer. It used discrete transistors, was optimized for real-time use, had a 30-MHz word length, and initially was supplied with 12,000 words of memory—about 124 kilobytes.

Produced by U.S. Air Force
Hamilton County Facility

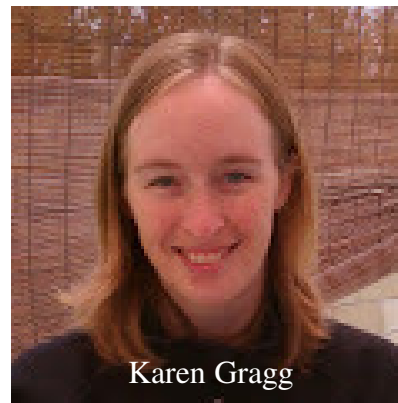
What is this course about?



trying out technologies/projects of interest

after early November, *if you'd like*

Alums: What do you feel you *didn't get* @ HMC CS?



trying out technologies/projects of interest

Alums: What do you feel you *didn't get* @ HMC CS?

the code check-in process



Paul Scott

don't try to teach web stuff

web things



Josh Ehrlich

parallelizing/distributing large computations



Moira Tagle



Josh Klontz

cmake and build systems

web technologies (just for terminology...)



Karen Gragg

web frameworks



Will Scott

Optional open-ended project

- worth up to +10 problems ~ also, an opportunity...
- ... to try out / get familiar with / learn about a *technology, domain, library, or project*

that might be one of your answers to the question,
What do you feel you didn't learn @ HMC?

Optional open-ended project

- worth up to +10 problems ~ also, an opportunity...
- ... to try out / get familiar with / learn about a *technology, domain, library, or project*

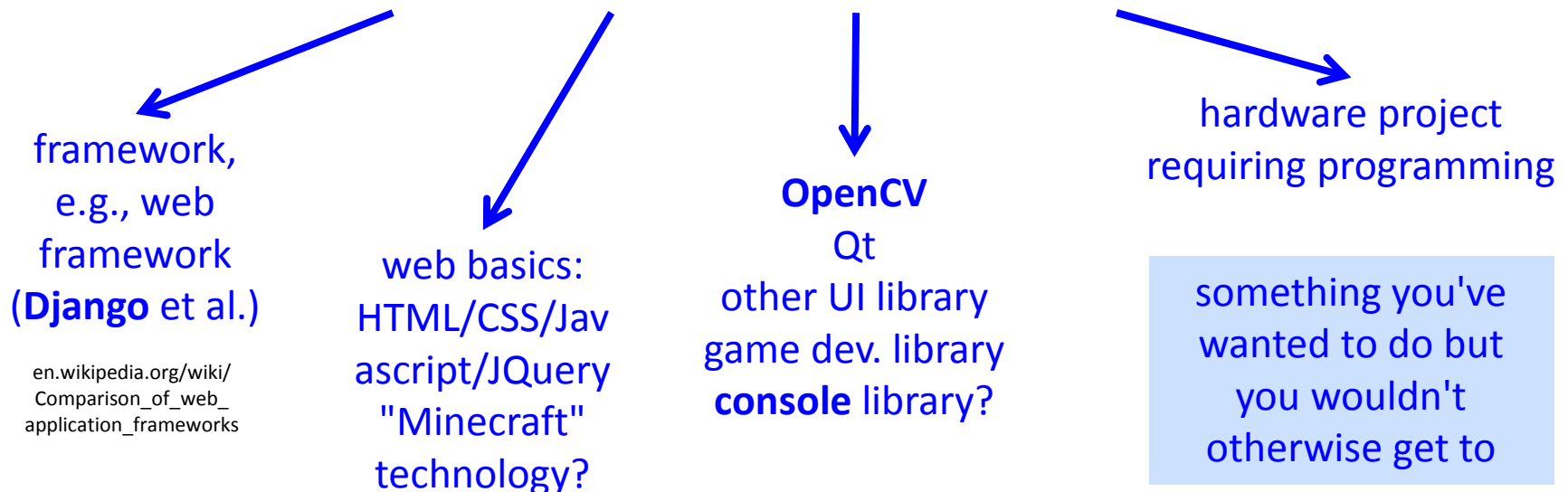
Plan:

- (0) decide what you'd like to learn...
- (1) find a reasonable resource for it...
- (2) create a project and a write-up...
- (3) time expectation: 3 hours per week

that might be one of your answers to the question,
What do you feel you didn't learn @ HMC?

Optional open-ended project

- worth up to +10 problems ~ also, an opportunity...
- ... to try out / get familiar with / learn about a ***technology, domain, library, or project***



that might be one of your answers to the question,
What do you feel you didn't learn @ HMC?

Drawbacks?

- specific technologies should be avoided in the CS curriculum

I agree. Yet this one-unit course is too small to shift that balance...

- there's not enough support to make it work

True! I'm no expert at what you're working on, but here the goal's not expertise, but the "working on" ...

- too much time is required...!

3 good-faith hours per week + write-up == 12 problems

Drawbacks?

- specific technologies should be avoided in the CS curriculum

I agree. Yet this one-unit course is too small to shift that balance...

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True! I'm no expert at what you're working on, but here the goal's not expertise, but the "working on" ...

- too much time is required...!
3 good-faith hours per week + write-up == 12 problems

Benefits?

- it never hurts to have an on-line portfolio of one or more of your projects...

John Grasel, Cris Cecka

- curricular support vs. expertise support

- helps the limitations of **DWIC** letters, because it's *unique + personalized*

"did well in class"

- sometimes the benefits *don't outweigh* the drawbacks

one unit!

Interested? To do by **Feb. 3**...

project proposal due
2-3 paragraphs:

- (0) Use the CS wiki (at least as a starting link)
- (1) Describe your overall project idea(s)
- (2) Describe your plan/resources
 - online tutorial or course?
 - do you have a "Hello, World!" version?
- (3) Document your time-spent
- (4) Check-in with me on Feb. 3 (or before...)

First project deliverable/demo:

Due Tuesday, March 4.

then we'll repeat
the process...

Project Grading

Projects are graded in units of "problems" ...

You can earn up to **10 problems** for each project

Here is the breakdown:

4 problems	good-faith 3 hrs/week	1-3 if less time or more intermittent
-------------------	-----------------------	--

3 problems	weekly progress log, e.g., on CS wiki	1-2 if more sporadic
-------------------	---------------------------------------	-----------------------------

3 problems	results! ~ a reasonable deliverable	1-2 if it didn't come together
-------------------	-------------------------------------	---------------------------------------

...exceptional results are welcome & recognized!

Examples from last term....

https://www.cs.hmc.edu/twiki/bin/view/Robotics/ProjectsPageForCS189Fall2013

Apps home cs5 cs60 ACM RGBtoHSV RPSLS Summer2013 MyCS RecDraw ArrowEvader PyVis DataNitro importIO Other bookmarks

Robotics Web
Robotics Web Home
Changes
Index
Search

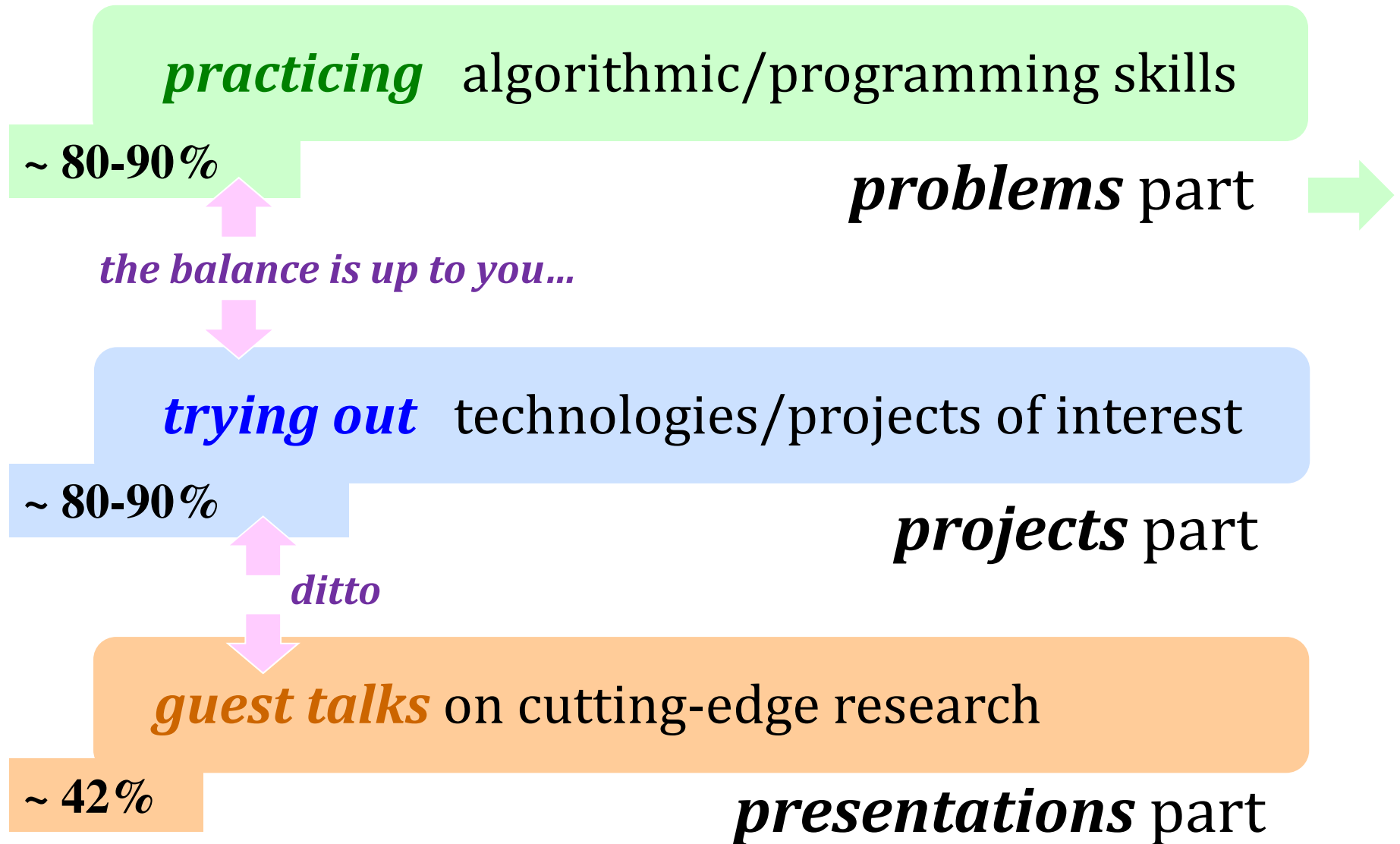
You are here: [TWiki](#) > [Robotics Web](#) > [LinksToCheckInOn](#) > [ProjectsPageForCS189Fall2013](#) r14 - 11 Dec 2013 - 10:22:19 - EmmaDavis

Projects: CS189 Fall 2013

- Jean Sung: Django + create web application
 - [LinkToJeansProjectPageFall2013](#)
- May Lynn Forssen: Latex classes and packages
 - [LinkToMayLynnsProjectPageFall2013](#)
- Sidra Hussain: Evolve!
 - [SidrasProjectPageFall2013](#)
- Justin Lim and Michael Fox : Machine Learning on Yelp Data set challenge
 - [JlimMfoxProjectPageFall2013](#)
- Alex Melville : Socialite Web App
 - [AMelvilleProjectPageFall2013](#)
- Kevin Choi
 - [Project Page](#)
- Mari Bennett: Apertium and Helsinki Finite-State Transducer Exploration/Extension
 - [MBennettProjectPageFall2013](#)
- Cory Pruce: Secure Multi-Party Computation
 - <http://www.cs.hmc.edu/~cpruce/pp/projproposal.pdf>
- Andrew Michaud: OpenGL platformer demo
 - <https://github.com/andrewmichaud/bugfree-dubstep/wiki>
- Andy Russell, Renan Greca and Mauricio Molina:
 - [Project Page](#)
- Wai Sing Wong : Reddit Bot
 - [WaiSingRedditBot2013](#)
- Jacob Bandes-Storch: Music practice application
 - [JBandesStorchProjectPageFall2013](#)
- Emma Davis: Image Identification Game
 - [EmmaDavisProjectPageFall2013](#)

[Edit](#) | [Attach](#) | [Printable](#) | [Raw View](#) | Backlinks: [Web](#), [All Webs](#) | History: r14 < r13 < r12 < r11 < r10 | [More topic actions](#)

What is this course about?



Problems!

practicing algorithmic/programming skills



Bessie!

Cows are the **global** theme of CS189's problems.

The cowqueue problem

Input

ABACB

AABC

Cow label sequence #1 (s1)

Cow label sequence #2 (s2)

Output

3

The number of the *longest common subsequence* between s1 and s2.

In this case, the longest common subsequence is **ABC** or **AAB** though the problem doesn't require knowing these.

LCS problem

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

Output

LCS(i1, i2) = length of longest common subsequence
of **s1 up to i1** and **s2 up to i2**

Strategy

- (1) Write a solution recursively.
- (2) Then, don't make any call more than once!

LCS problem

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

LCS(i1, i2):

length of longest common subsequence
of **s1** up to **i1** and **s2** up to **i2**

if **s1[i1] == s2[i2]**: return **1 + LCS(i1-1, i2-1)**

if the same character, count it!

else: return max(**LCS(i1-1, i2)**, **LCS(i1, i2-1)**)

otherwise, lose both ends and take the better result

LCS code

s1 = "ABACB"

Input

s2 = "AABC"

↑
i1

↑
i2

```
cowqueue_recursive.py - /Users/zdodds/Desktop/cowqueue_recursive.py
import sys
sys.setrecursionlimit(100000)

def LCS( i1, i2 ):
    """ classic LCS """

    if i1 < 0 or i2 < 0: return 0

    if s1[i1] == s2[i2]:
        return 1 + LCS(i1 - 1, i2 - 1)
    else:
        return max(LCS(i1 - 1, i2), LCS(i1, i2 - 1))

if __name__ == "__main__":

    s1 = raw_input(); L1 = len(s1)
    s2 = raw_input(); L2 = len(s2)

    result = LCS( L1-1, L2-1 )

    print result
```

practicing algorithmic/programming skills

What

Algorithm analysis and insight
Program design and implementation

} optimizing ***coding*** time,
as well as ***running*** time

Why

ACM programming contest

Hands-on practice with algorithms and techniques

Familiarizing with your ^{reasonable} choice of language/libraries

Research/prototype programming

Technical interview questions...

Unofficial course name: CS -70

part – but only *part* – of the motivation for CS 189:

ACM programming contest



Southern California Region

acm International Collegiate Programming Contest

IBM | event sponsor

TERADATA | additional support

IC2NET | additional support

2013 Contest: 09-Nov at Riverside Community College
Registration opens 12-Sep-2013.

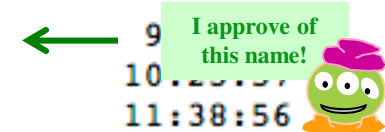
Scoreboard SoCal 2013 Contest

final standings

#	TEAM	SCORE	PENALTIES	1 	2 	3 	4 	5 	6 	7 	8 	9 	10 
1	USC Trojans	8 19:40:07	1	1 (00:27:25)	1 (03:13:40)	0	1 (02:26:11)	1 (01:11:15)	2 (04:50:02 + 00:20:00)	1 (04:38:29)	1 (01:48:00)	0	1 (00:45:05)
2	UCI constructors	7 16:22:17	1	1 (00:43:36)	0	0	1 (01:37:46)	1 (00:56:43)	1 (03:32:50)	1 (03:09:14)	1 (02:44:40)	0	2 (03:17:28 + 00:20:00)
3	Caltech A	6 09:54:23	1	1 (00:18:25)	1	0	1 (00:50:10)	1 (01:30:57)	5	2 (03:51:22 + 00:20:00)	1 (01:11:33)	0	1 (01:51:56)
4	Caltech B	6 13:13:25	3	1 (00:25:20)	1	0	1 (02:28:28)	1 (01:34:11)	2 (01:38:16 + 00:20:00)	1	1 (02:09:09)	0	3 (03:58:01 + 00:40:00)
5	CPSLO - The NULL Terminators	6 17:29:06	2	1 (02:11:34)	0	0	1 (00:54:31)	1 (01:02:29)	3 (04:27:51 + 00:40:00)	1 (04:43:29)	0	0	1 (03:29:12)
6	UCLA Bruins	5 07:19:42	0	1 (02:06:22)	0	0	1 (01:08:30)	1 (00:37:04)	1 (02:39:49)	0	1	0	1 (00:47:57)
7	USC Cardinal	5 09:01:56	2	1 (01:11:44)	0	0	1 (00:25:23)	1 (01:09:48)	3 (04:17:21 + 00:40:00)	0	1	0	1 (01:17:40)
8	UCSD - Load, Spin, Pull	5 09:52:08	1	1 (02:06:50)	0	0	1 (00:52:11)	1 (01:11:15)	0	2 (04:54:43 + 00:20:00)	0	0	1 (00:27:09)
9	HMC Escher 	5 10:25:49	0	1 (02:47:54)	0	0	1 (01:01:56)	1 (00:50:06)	0	1	1 (03:21:52)	0	1 (02:24:01)
10	HMC Hayden	5 11:06:09	2	1 (02:16:54)	0	0	1 (00:37:02)	1 (01:09:38)	3 (03:46:47 + 00:40:00)	0	1	0	1 (02:35:48)
11	UCLA Gold	4 06:06:13	1	2 (00:50:33 + 00:20:00)	0	0	1 (01:38:46)	1 (02:06:20)	2	0	1	0	1 (01:10:34)
12	Pomona 47 	4 07:57:36	2	1 (01:06:45)	0	0	1 (00:52:49)	3 (02:51:40 + 00:40:00)	0	0	0	0	1 (02:26:22)
13	UCSD - scissors	4 08:14:54	0	1 (02:41:37)	0	0	1 (01:22:46)	1 (01:44:18)	0	0	1	0	1 (02:26:13)
14	SBCC One	4 09:17:46	1	1 (00:56:40)	0	0	1 (01:01:08)	1 (03:25:27)	1	0	2	0	2 (03:34:31 + 00:20:00)
15	UCSB - Alpha	4 09:18:05	1	1 (00:47:35)	0	0	1 (01:24:05)	1 (02:07:21)	1	1	2	0	2 (04:39:04 + 00:20:00)
16	Caltech C	4 10:43:46	2	1 (02:19:00)	2	0	1 (01:25:08)	1 (02:02:30)	0	0	0	0	3 (04:17:08 + 00:40:00)
17	HMC Hammer 	4 11:13:16	0	1 (01:38:38)	0	0	1 (02:16:10)	2	1 (03:28:49)	0	0	0	1 (03:49:39)
18	USC Gold	4 11:27:02	2	1 (00:27:02)	0	0	1 (04:54:31)	1 (01:21:19)	0	0	0	0	3 (04:04:10 + 00:40:00)

2012-13 Final Standings

Rank	Team ID	Team Name	Solved	Penalties	Score
1	acml70	USC Trojans	9	11	24:59:34
2	acml07	Caltech A	8	3	17:25:48
3	acml51	UCLA Flyaway	6	2	7:23:47
4	acml22	UCSD Load, Spin, Pull	6	0	10:31:29
5	acml24	UCSD kamehb	6	5	11:49:16
6	acml21	HMC Squared	5	0	9:23:57
7	acml68	USC Cardinal	5	2	10:23:57
8	acml52	UCLA HeroesIII	5	2	11:38:56
9	acml57	UCI constructors	5	3	11:54:00
10	acml23	UCSD bumaga	4	1	5:20:39
11	acml09	Caltech D	4	3	7:43:22
12	acml19	HMC J	4	4	8:02:39
13	acml54	UCSB alpha	4	2	8:47:20
14	acml06	Caltech l	4	3	9:05:09
15	acml58	UCI instances	4	2	9:27:40
16	acml11	CSUF-B	4	1	9:40:47
17	acml17	CSULB Undeclared Identifiers	4	2	10:22:22
18	acml08	Caltech C	4	3	10:39:47
19	acml18	HMC Escher	4	1	10:46:15
20	acml29	UCR Raphael	4	0	11:37:09



USC advanced to the finals in 2011, 2012, and 2013...



Fluxx...



*active
watching!*



*active
watching!*



*active
watching!*

Course webpage

A few references

Reference Links [HMC ACM Page](#) [C++ & STL](#) [Java 1.6 API](#)

Congratulations! to the HMC teams in the 2018 Southern California regionals. The standings out of 78 participating teams:

- 4th place -- *HMC Hammer* -- Ryan Brewster, Richard Porczak, and Jackson Newhouse
- 8th place -- *HMC Squared* -- Andrew Carter, Daniel Lubarov, and Kevin Black
- 10th place -- *HMC 42* -- Emily Myers-Stanhope, Eric Aleshire, and Benson Khau
- 21st place -- *HMC Escher* -- Fiona Tay, Jacob Bandes-Storch, and Tum Chaturapruek

Problems and progress

problem statements and sample data

NAMES \ problems	0-solder	0-forgot	0-cowqueue	0-cowalphabet	0-cowcheck	0-bfire	Total	Name
dodds	Not Yet	Not Yet	1 Sep 9 20:31:09 .py	Not Yet	Not Yet	Not Yet	1.0	dodds

total!

problems you've solved

Lecture Slides and Starting Code...

slides, code, administrative info

- [Lecture 1, Fall 2012 materials \(zip\)](#)

Details

Problems are worth 150% if

you can work in teams
of up to 3 people ~ must
share the work equally

- You solve them during the week they are assigned
 - ... which extends to the start of the next ACM class
-

Language Choice?

Any *reasonable* language is OK; keep
in mind that the ACM competition
allows only Java, C, and C++.

Other "standard" languages for CS189 (so far):

C#, Python, Ruby, Perl, PHP, Haskell, Lua, Clojure, Lisp

additions will also be considered...

Grading

CS 189 is graded by default ... (it's possible to take it P/F, too)

though not for CS elective credit...

Coding Guidelines

- problems can be done *any time* during the semester; projects have deadlines...
- discussion of algorithms always OK
- coding should be *within teams of 1-3*
- you may use any references *except* others' solutions or partial solutions...
- use [/cs/ACM/acmSubmit <file>](#) to submit on **knuth**

# Solved (out of 42)	Assessment
43+	pretty much impossible!
28-42	A
23-27	A-
20-22	B+
17-19	B
14-16	B-
9-13	C range
≤ 9	< D range or less



Max, Max, and Carl ~
dynamic programmers

Dynamic Programming

Many problems can be solved recursively...

... but with lots of ***repeated*** recursive calls!

These problems can be solved ***quickly*** with

(1) **Memoization**, or

(2) **Dynamic programming**

Idea: *just don't repeat the repeated calls!*

The cowqueue problem

Input

ABACB

AABC

Cow label sequence #1 (s1)

Cow label sequence #2 (s2)

Output

3

The number of the *longest common subsequence* between s1 and s2.

In this case, the longest common subsequence is **ABC** or **AAB** though the problem doesn't require knowing these.

LCS problem

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

Output

LCS(i1, i2) = length of longest common subsequence
of **s1 up to i1** and **s2 up to i2**

Strategy

- (1) Write a solution recursively.
- (2) Then, don't make any call more than once!

LCS problem

s1 = "ABACB"

↑
i1

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↑
i2

LCS(i1, i2):

length of longest common subsequence
of s1 up to i1 and s2 up to i2

if s1[i1] == s2[i2]: return 1 + LCS(i1-1, i2-1)

if the same character, count it!

else: return max(LCS(i1-1, i2), LCS(i1, i2-1))

otherwise, lose both ends and take the better result

LCS code

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Input

s2 = "AABC"

↑
i1

↑
i2

```
cowqueue_recursive.py - /Users/zdodds/Desktop/cowqueue_recursive.py
import sys
sys.setrecursionlimit(100000)

def LCS( i1, i2 ):
    """ classic LCS """

    if i1 < 0 or i2 < 0: return 0

    if s1[i1] == s2[i2]:
        return 1 + LCS(i1 - 1, i2 - 1)
    else:
        return max(LCS(i1 - 1, i2), LCS(i1, i2 - 1))

if __name__ == "__main__":

    s1 = raw_input(); L1 = len(s1)
    s2 = raw_input(); L2 = len(s2)

    result = LCS( L1-1, L2-1 )

    print result
```

LCS idea

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

		string2 s2[:i2]				
		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙					
	A					
	AB					
	ABA					
	ABAC					
	ABACB					LCS(4,3)

LCS idea

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

		string2 s2[:i2]				
		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙					
	A					
	AB					
	ABA					
	ABAC					LCS(3,3)
	ABACB				LCS(4,2) ←	↑ LCS(4,3)

LCS idea

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2



		string2 s2[:i2]				
		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙					
	A					
	AB					
	ABA				LCS(2,2)	
	ABAC			LCS(3,1)		LCS(3,3)
	ABACB				LCS(4,2)	LCS(4,3)

LCS idea

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2



string2 s2[:i2]

	⊙	A	AA	AAB	AABC
⊙					
A					
AB				LCS(1,2)	
ABA			LCS(2,1) ←	↑ LCS(2,2)	
ABAC		LCS(3,0) ←	↑ LCS(3,1)	↖ ↖	LCS(3,3)
ABACB			↖ ↖	↖ LCS(4,2) ←	↑ LCS(4,3)

string1 s1[:i1]

LCS idea

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2



		string2 s2[:i2]				
		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙	LCS(-1,-1)	LCS(-1,0)			
	A		LCS(0,0)	LCS(0,1)		
	AB	LCS(1,-1)	LCS(1,0)		LCS(1,2)	
	ABA		LCS(2,0)	LCS(2,1)	LCS(2,2)	
	ABAC	LCS(3,-1)	LCS(3,0)	LCS(3,1)		LCS(3,3)
	ABACB				LCS(4,2)	LCS(4,3)

LCS idea

$s1 = \text{"ABACB"}$

Input

$s2 = \text{"AABC"}$

$\uparrow$
 $i1$

$\uparrow$
 $i2$



string2 $s2[:i2]$

	$\emptyset$	A	AA	AAB	AABC
$\emptyset$	$LCS(-1,-1)$	$LCS(-1,0)$			
A		$LCS(0,0)$	$LCS(0,1)$		
AB	$LCS(1,-1)$	$LCS(1,0)$	$LCS(1,1)$	$LCS(1,2)$	
ABA		$LCS(2,0)$	$LCS(2,1)$	$LCS(2,2)$	
ABAC	$LCS(3,-1)$	$LCS(3,0)$	$LCS(3,1)$		$LCS(3,3)$
ABACB				$LCS(4,2)$	$LCS(4,3)$

string1 $s1[:i1]$

Collisions!

LCS, memoized

Put results in a dictionary.
Look up instead of recomputing.

```
# This is the "memoizing" dictionary of all distinct calls.  
# Each distinct call is made only once and stored here.
```

```
D = {}
```

```
def LCS( i1, i2 ):  
    """ classic LCS """
```

```
    if i1 < 0 or i2 < 0: return 0          # base cases
```

```
    if (i1,i2) in D: return D[ (i1,i2) ]  # already done!
```

```
    if s1[i1] == s2[i2]:  
        result = 1 + LCS(i1-1, i2-1)  
    else:  
        result = max( LCS(i1-1, i2), LCS(i1, i2-1) )
```

```
    D[ (i1,i2) ] = result                  # memo-ize it!
```

```
    return result                          # before returning
```

```
if __name__ == "__main__":
```

```
    s1 = raw_input(); L1 = len(s1)  
    s2 = raw_input(); L2 = len(s2)
```

```
    result = LCS( L1-1, L2-1 )
```

```
    print result
```

Python *function decorators*

```
import sys; sys.setrecursionlimit(100000)

class memoize:
    def __init__(self, function):
        self.function = function
        self.memoized = {}

    def __call__(self, *args):
        try:
            return self.memoized[args]
        except KeyError:
            self.memoized[args] = self.function(*args)
            return self.memoized[args]
```

@memoize

```
def LCS( i1, i2 ):    # slow, recursive f'n here
```

Python's "function decorator" syntax!

LCS, DP'ed

Compute the table of results, bottom-up!

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

		string2 s2[:i2]				
		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙					
	A					
	AB					
	ABA					
	ABAC					
	ABACB					

LCS, DP'ed

Compute the table of results, bottom-up!

s1 = "ABACB"

↑
i1

Input

s2 = "AABC"

↑
i2

string2 s2[:i2]

		⊙	A	AA	AAB	AABC
string1 s1[:i1]	⊙	<pre>if __name__ == "__main__": s1 = raw_input(); L1 = len(s1) s2 = raw_input(); L2 = len(s2) DP = [[0]*(L2+2) for i1 in range(L1+2)] for i1 in range(L1): for i2 in range(L2): if s1[i1] == s2[i2]: DP[i1][i2] = 1 + DP[i1-1][i2-1] else: DP[i1][i2] = max(DP[i1][i2-1], DP[i1-1][i2]) result = DP[L1-1][L2-1] #for row in DP: # print row print result</pre>				
	A					
	AB					
	ABA					
	ABAC					
	ABACB					

This week's problems

Notes, starting code, slides, etc. ...

- [Lecture 1, cowqueue code examples \(zip\)](#)

Problems and progress

NAMES \ problems	0-smount	0-lazy	0-elevator	0-cowqueue	0-cowcash	0-ave	Total	Name
dodds	Not Yet	Not Yet	Not Yet	1.5 Sep 9 16:19:24 -py	Not Yet	Not Yet	1.5	dodds

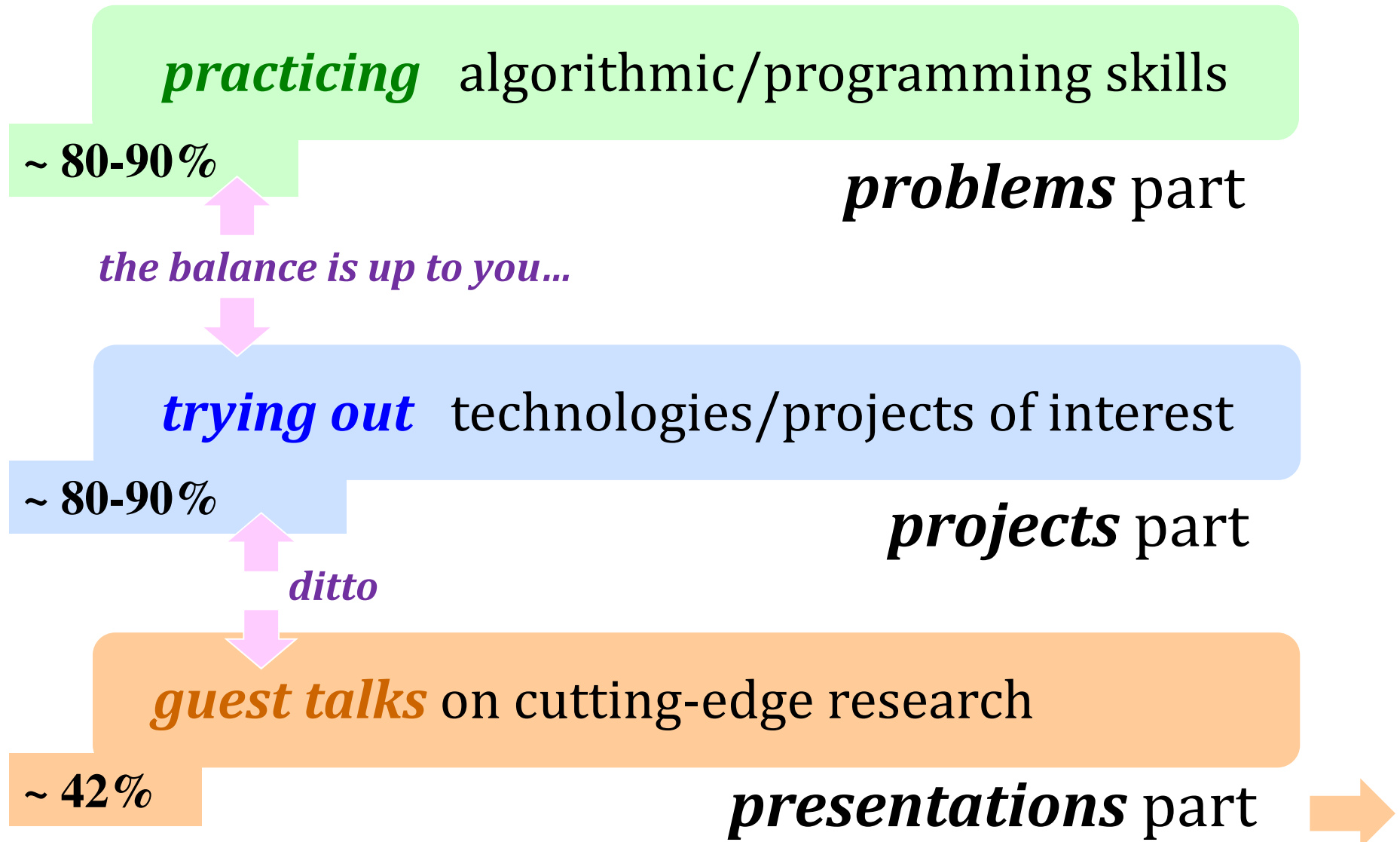
New to CS189? Start with this problem!



Part of the challenge is deciding *which* problem to tackle...

Some of this week's problems have a "dynamic programming" theme...

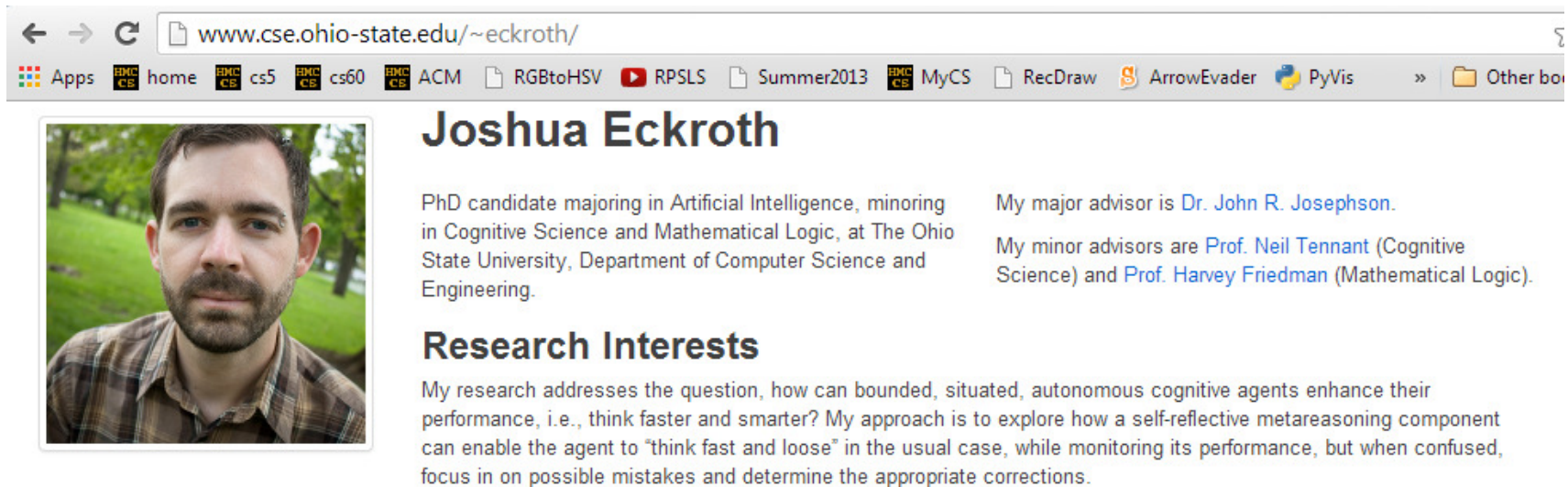
What is this course about?



Guest lectures...

count as 1.5 problems

many job
candidates...



The screenshot shows a web browser window with the address bar displaying `www.cse.ohio-state.edu/~eckroth/`. The browser's toolbar includes icons for 'Apps', 'home', 'cs5', 'cs60', 'ACM', 'RGBtoHSV', 'RPSLS', 'Summer2013', 'MyCS', 'RecDraw', 'ArrowEvader', 'PyVis', and 'Other bo...'. The website content features a portrait of Joshua Eckroth on the left. To the right of the portrait, his name 'Joshua Eckroth' is displayed in a large, bold font. Below his name, a paragraph describes him as a PhD candidate majoring in Artificial Intelligence, minoring in Cognitive Science and Mathematical Logic, at The Ohio State University, Department of Computer Science and Engineering. To the right of this paragraph, it states his major advisor is Dr. John R. Josephson, and his minor advisors are Prof. Neil Tennant (Cognitive Science) and Prof. Harvey Friedman (Mathematical Logic). Below the bio, a section titled 'Research Interests' contains a paragraph about his research on bounded, situated, autonomous cognitive agents and their performance enhancement through self-reflective metareasoning.

← → ↻ `www.cse.ohio-state.edu/~eckroth/`

Apps home cs5 cs60 ACM RGBtoHSV RPSLS Summer2013 MyCS RecDraw ArrowEvader PyVis » Other bo...



Joshua Eckroth

PhD candidate majoring in Artificial Intelligence, minoring in Cognitive Science and Mathematical Logic, at The Ohio State University, Department of Computer Science and Engineering.

My major advisor is [Dr. John R. Josephson](#).

My minor advisors are [Prof. Neil Tennant](#) (Cognitive Science) and [Prof. Harvey Friedman](#) (Mathematical Logic).

Research Interests

My research addresses the question, how can bounded, situated, autonomous cognitive agents enhance their performance, i.e., think faster and smarter? My approach is to explore how a self-reflective metareasoning component can enable the agent to "think fast and loose" in the usual case, while monitoring its performance, but when confused, focus in on possible mistakes and determine the appropriate corrections.

We have a guest lecture next week by Joshua Eckroth of Ohio State. Join in & sign in!

Many weeks we will
have a guest speaker ...

Jotto!

A word-guessing game
similar to mastermind...

Sophs

diner ?

JRs

diner ?

SRs

diner ?

POM-CMC-
SCR-PTZ

diner ?

other



diner 2

This term's first class to guess another's word earns 1 problem...
This term's last class to have its word guessed earns 1 problem...