

# Programming Abstractions

CS106B

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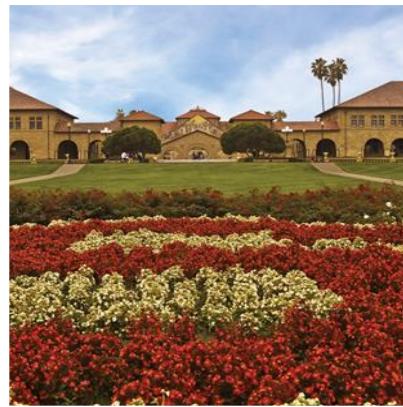
# Today's Topics

More ADTs!

- Map
  - › Code example: counting words in text
- Containers-within-containers
  - › Shallow copy vs. deep copy

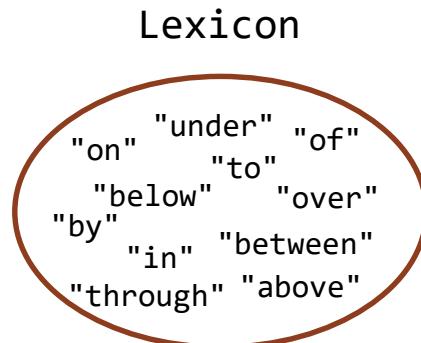
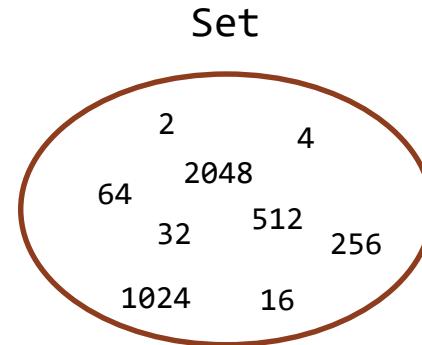
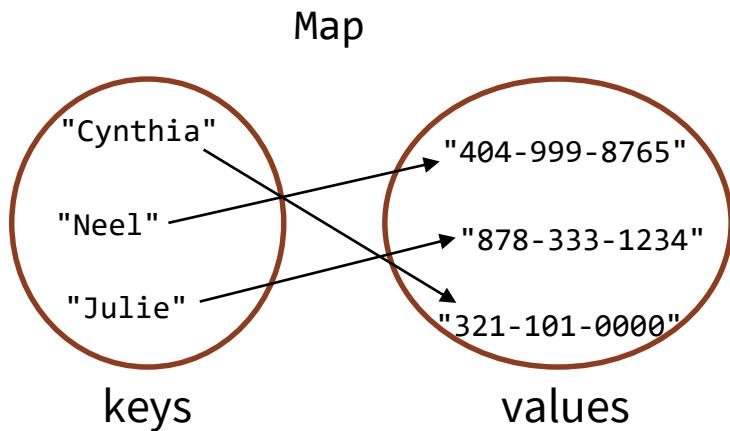
# Maps

(not like the driving  
directions kind of  
maps though)



# Associative containers

- Map
- Set
- Lexicon



## Not as concerned with order but with association

- Map: associates **keys** with **values** (each could be any type)
- Set: associates **keys** with **membership** (in or out)
  - › Lexicon: a set of strings, *with special internal optimizations for that*

# Stanford library Map (*selected member functions*)

```
void put(KeyType& key, ValueType& value);
bool containsKey(KeyType& key);
ValueType get(KeyType& key);
ValueType operator [](KeyType& key);

#include "map.h"

Map<string, string> phone;                      // Map takes two(!) template parameters

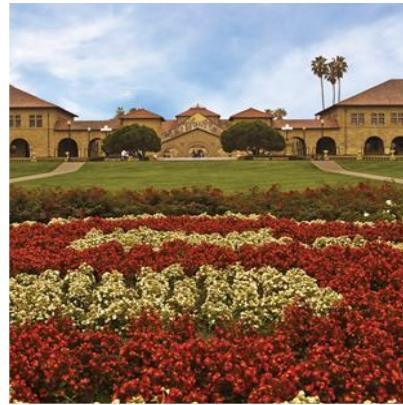
phone["Cynthia"] = "321-101-0000";                // two syntax options for adding new item
phone.put("Julie", "878-333-1234");

if (phone.containsKey("Cynthia") && phone.containsKey("Julie")) {
    cout << phone["Cynthia"] << endl;          // two syntax options for getting item
    cout << phone.get("Julie") << endl;
    cout << phone["MTL"] << endl;                // what would this do??
}
```



## Map Code Example

*Tabulating word  
counts*



# Map programming exercise

Write a program to count the number of occurrences of each unique word in a text file (e.g. *Poker* by Zora Neale Hurston). Then do two things with those counts:

- **Words that occur many times:**
  - › Print all words that appeared in the book at least 100 times, in alphabetical order
- **Query mode:**
  - › Give us a word and we report *how many times* that word appeared in the book (potentially call this function to query the counts many times)

# Map programming exercise

Write a program to count the number of occurrences of each unique word in a text file (e.g. *Poker* by Zora Neale Hurston).

- The user gives us a word and we report *how many times* that word appeared in the book (potentially many such queries).

## What would be a good design for this problem?

- A. `Map<int, string> wordCounts;`
- B. `Map<Vector<string>, Vector<int>> wordCounts;`
- C. `Map<Vector<int>, Vector<string>> wordCounts;`
- D. `Map<string, int> wordCounts;`
- E. `Map<string, Vector<int>> wordCounts;`
- F. Other/none/more

Write a program to count the number of occurrences of each unique word in a text file (e.g. *Poker* by Zora Neale Hurston).

## How can we record the count?

(In other words, what goes in the place marked “record count here” in the code at right?)

- A. `wordCounts[word] += word;`
- B. `wordCounts[word] += 1;`
- C. `wordCounts[word]++;`
- D. B and C are good, but you need to first detect new (never seen before) words so you can start at zero before you start adding +1
- E. Other/none/more

```
// We are given a vector that is just the
// the book, broken into pieces based on
// spaces between words. The type is:
// Vector<string> words;

Map<string, int> wordCounts;
for (string word : words) {
    // record count here
}
```

Write a program to count the number of occurrences of each unique word in a text file (e.g. *Poker* by Zora Neale Hurston).

- The user types a word and we report *how many times* that word appeared in the book (repeat in a loop until quit).

```
// userWord is a word the user typed into the console
cout << userWord << " appears " << wordCounts[userWord] << " times" << endl;
```

**What happens if queryWord is not a word in the book?**

- Will the program crash?
- What other issue(s) besides crash do you foresee?



Write a program to count the number of occurrences of each unique word in a text file (e.g. *Poker* by Zora Neale Hurston).

- Report all words that appeared in the book at least 100 times, in alphabetical order

```
for (string word : wordCounts) {  
    if (wordCounts[word] >= FREQUENCY_THRESHOLD) {  
        cout << word << "\t" << wordCounts[word] << endl;  
    }  
}
```

**Does this work for our alphabetical order requirement?**

- Yes!
- Stanford library Map returns its keys in sorted order

# How do we measure “faster” in Computer Science?

NOT AS SIMPLE AS YOU MIGHT  
THINK...



**Recall our discussion of performance with the Vector  
add vs. Insert...**

# Your turn: Vector performance

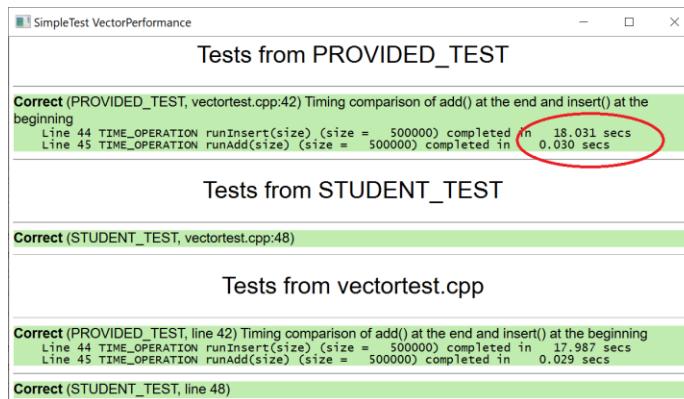
- **Answer: (D) Something else! (about 50x)**
  - In addition to analyzing the code and predicting numbers, time the code using our Stanford 106B test system.
  - **Check the code bundle for class today for runnable version**

Performance analysis  
technique 1:  
Benchmarking  
(actually run it, and  
time it)

```
void runInsert(int size)
{
    Vector<int> v;
    for (int i = 0; i < size; i++) {
        v.insert(0, i);
    }
}

void runAdd(int size)
{
    Vector<int> v;
    for (int i = 0; i < size; i++) {
        v.add(i);
    }
}
```

```
/* * * * * Test Cases * * * * */
PROVIDED_TEST("Timing comparison")
{
    int size = 500000;
    TIME_OPERATION(size, runInsert(size));
    TIME_OPERATION(size, runAdd(size));
}
```



# Your turn: Vector performance

- **Answer: (D) Something else! (about 50x)**

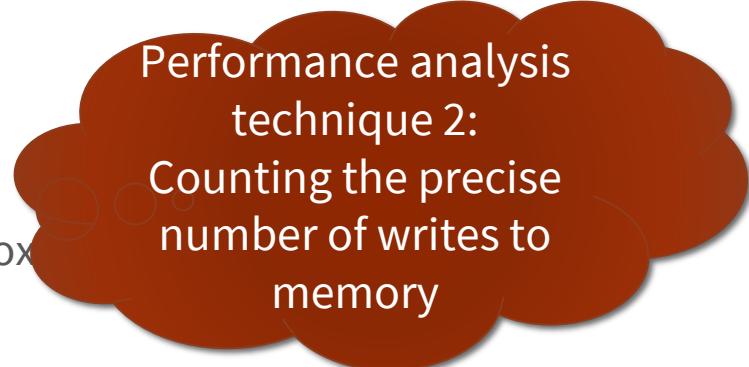
- Number of times a number is written in a box

- OPTION 1:

- First loop iteration: 1 write
      - Next loop iteration: 2 writes ... continued...
      - Formula for sum of numbers 1 to N =  $(N * (N + 1)) / 2$
      - *(don't worry if you don't know this formula, we only expected a ballpark estimate)*
      - $100 * (100 + 1) / 2 = 10,100 / 2 = \text{5,050}$

- OPTION 2:

- First loop iteration: 1 write
      - Next loop iteration: 1 write ... continued...
      - **100**



Performance analysis  
technique 2:  
Counting the precise  
number of writes to  
memory

# Big-O: our primary performance analysis technique

- Big-O analysis in computer science is a way of counting the number of “steps” needed to complete a task
  - › Doesn’t really consider how “big” each step is
  - › Doesn’t consider how fast the computer’s CPU or other hardware components are
  - › Doesn’t involve any actual measurement of the time elapsed for any real code in any way
- But despite all that, really useful for making broad comparisons between different approaches

# Efficiency as a virtue?

- In computer science, we tend to obsess about **efficiency**, but it's worth taking a step back and asking ourselves, is efficiency always a virtue?
  - › Racing to be first to the finish line, but with an answer that's wrong, isn't helpful!
  - › That might seem obvious, but it happens *\*all the time\** in real tech products

# Google image search

A grid of 20 portrait photographs of CEOs, primarily men in business attire, displayed on a Google search results page for the query "ceo stock photo". The images are arranged in five rows of four. Some images include watermarks for "gettyimages", "alamy stock photo", and "shutterstock". The photos show various CEOs in professional settings, such as offices and meetings.

versity

## Another example...

A Google search results page for the query "professor". The top navigation bar shows "All", "Images" (which is selected and highlighted in blue), "News", "Videos", "Books", and "More". Below the search bar are several filter buttons: "hot female", "android", "male", "baby", "african american", "indian", "chinese", "japanese", "university", "college", "classroom", "lab", "concord hospital", and "cartoon". The main content area displays a grid of 15 images. The images include: 1. A man with a beard and glasses in a suit, standing in front of a chalkboard with geometric diagrams. 2. A man in a suit and tie, gesturing while standing in front of a chalkboard with mathematical equations. 3. A man in a blue shirt, pointing upwards while standing in front of a chalkboard with geometric diagrams. 4. A man in a suit and tie, standing in front of a chalkboard with mathematical equations. 5. A man with a beard and glasses in a suit, standing in front of a chalkboard with geometric diagrams. 6. A man in a suit and tie, holding a stack of books and standing in front of a chalkboard with mathematical equations. 7. A cartoon character of a professor with glasses and a pipe, holding a pointer. 8. A man in a suit and tie, holding a folder and looking at the camera. 9. A cartoon character of a professor with glasses and a pipe, holding a pointer. 10. A woman in a vest and white shirt, holding a folder and smiling. 11. A man in a suit and tie, standing in front of a chalkboard with handwritten text. 12. A man in a tuxedo and bow tie, sitting at a desk in front of a chalkboard. 13. A man in a suit and tie, looking directly at the camera. 14. A man in a white lab coat and glasses, holding a book and pointing. 15. A cartoon character of a professor with glasses and a pipe, holding a pointer.

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# The danger of a cheap solution: Twitter cropping

In the summer of 2020, Twitter users noticed something strange about Twitter's new photo cropping algorithm that is supposed to choose the most important/interesting part of the image

Given a too-tall image, it selects which part to show

It picked the Senator McConnell (the white man), not President Obama

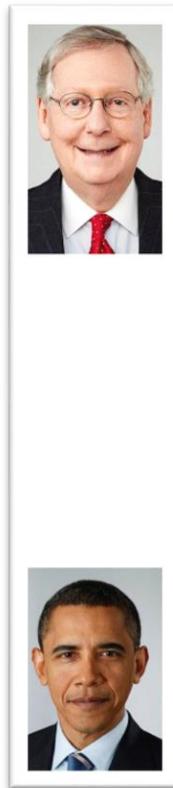


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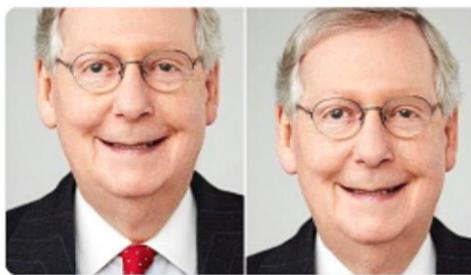
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Twitter post by Tony "Abolish ICE" Arcieri (@bascule):

Trying a horrible experiment...

Which will the Twitter algorithm pick: Mitch McConnell or Barack Obama?

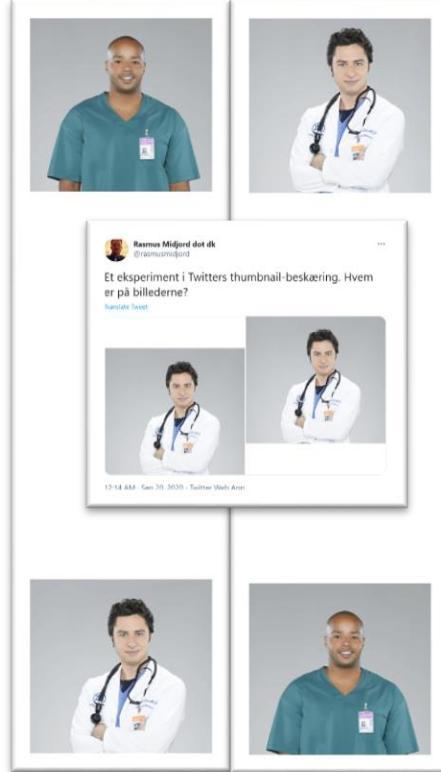


3:05 PM · Sep 19, 2020 · Twitter Web App



Nope! It still picks McConnell when Obama is on top!





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# Efficiency as a virtue?

- In each of these cases, companies chose an algorithm that would reach the desired product outcome in a way that is the most *efficient*, for some business and/or computer science definition of efficient, but came up with answers that were “wrong” (problematic) in ways that are significant for society
- How can we balance cost (which is what efficiency is really about in capitalism) with correctness and justice for society?
- **Reflect on this in your Assignment 2!**