CSC148 winter 2016

Test Wednesday — see webpage for rooms, surnames & ranges — previous test(s) on webpage
– NO aid sheet BUT API

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Outline

test

assignment #1

linked list queues
where we’ve been

- class design and implementation
- composition and inheritance
- stacks, sacks, containers
- linked lists

prose (text) → API (docstring + headers) → from API → implementation

Shape
   - Point
   - Turtle

Square is a

lab exercise: these good review is use only add, remove, is empty + see what you can build
where to look

- readings
  - lecture slides + annotations
  - exercises
- API only
- 3 instructors

class design: Week 1 course website examples, lab #1 (also solutions), course notes, How to think like a computer scientist.  

composition and inheritance: Week 2 course website examples, lab #2 (also solutions), course notes

stacks, sacks, containers: Week 3 course website examples, lab #3 (also solutions)

linked lists: Week 4 course website examples, lab #4, How to think like a computer scientist

API common document
how to study

► look at material from all three lecturers

► work on a handout, or incomplete code, before looking at solution

► study groups can challenge each other, critique solutions

► office hour Tuesday 2-4:30, BA7172
What is it?

- Assignment 1 is a ride-sharing simulation
  - Riders request drivers to pick them up at their current location and drop them off somewhere else
  - Drivers request riders
- A text file is used to set up the initial riders and drivers
- ... and then the simulation runs, and we see what happens!
  - Useful for answering questions about real-world events
  - “How long did riders wait for a pickup, on average?”
  - “How much distance is traveled by drivers, on average?”
Starting the World

- We start the world of the simulation by using a text file of events.
- The text file has only two types of events:
  - *RiderRequest*: rider requests a driver.
  - *DriverRequest*: driver requests a rider.
  - i.e. the word before *Request* is the type of person doing the requesting.
- Each rider has exactly one *RiderRequest* event in the file.
- Each driver has exactly one *DriverRequest* event in the file, but *Pickup* or *Dropoff* events may generate new *DriverRequest*
# At time 1, Dan exists
# Dan is at location 1,6, requests a driver, and is willing
# to wait 15 units of time for pickup before he cancels
# The 15 is the rider’s "patience"
1 RiderRequest Dan 1,1 6,6 15

# At time 10, Arnold exists
# Arnold is at location 3,3, requests a rider,
# and his car moves 2 units of distance per unit time
10 DriverRequest Arnold 3,3 2
Locations

- think of the riders and drivers existing on an x-y plane, so their locations are simplified compared to a real city

  start with this

- there is a `Location` object to represent these locations in the simulation

  to implement Manhattan or taxicab distance

- distance from one location to another is the vertical distance plus horizontal distance

- so, what is the distance from 1,1 to 6,6?
Other Events

besides RiderRequest and DriverRequest events, three other kinds of events can be generated during the simulation.

Cancellation: cancels a waiting rider if they wait for pickup beyond their patience

Pickup: occurs when a driver picks up a rider

Dropoff: occurs when a driver drops-off a rider
event priorities

- each event has a priority, which is its timestamp
- events with smaller timestamps have higher priorities
- a priority queue is used to manage pending events

```python
>>> pq = PriorityQueue()
>>> pq.add(Event(4))
>>> pq.add(Event(2))
>>> pq.add(Event(7))
>>> pq.remove().timestamp
2
```
Sample Text File: What Happens?

- What are all of the generated events?
- How long does Dan wait?
- What is Arnold’s total distance traveled?
- What is Arnold’s total distance traveled with a rider?
- Change Dan’s patience from 15 to 10 — now what happens?
Dispatcher

- The dispatcher knows about the available drivers and riders
- It is also used to request a driver for a rider, request a rider for a driver, or cancel a rider request
- ... but wait, don't events already do this kind of thing?
  - No — events don't do anything on their own
  - They ask the dispatcher to perform appropriate actions
  - Dispatcher is part of the "business logic" to make things happen

modelling of the real world
Monitor

- OK — so we have all of these events happening
- And we’re supposed to return statistics (average wait time of riders, etc.) when the simulation is over
- How?
  - We use the monitor!
  - The monitor is our bookkeeper, keeping track of relevant data from which we compute our stats

\[ \text{monitor.} \text{report\_returns at end of simulation} \]

\[ \text{notify... notify...} \]
Monitor...

- The monitor has two important methods
  - **notify**: events call this method to have the monitor record an activity
  - **report**: produces stats about the activities that the monitor has remembered
    - Each stat is computed by a separate private helper function
Events and Activities

- Why do we have both events and activities?
  - Events are used to move the simulation forward
    - They are active (cause things to happen)
  - Activities are used only in the monitor
    - They are passive (just used to record things)