

Informatik II

Übung 4

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Program Today

- 1 Feedback of last exercise
- 2 Repetition Lectures
- 3 Next Exercise

Sums

Given a data vector of length $n \in \mathbb{N}$: $(y_i)_{i=1\dots n} \in \mathbb{R}^n$

Sum $m_n := \sum_{i=1}^n y_i$

Sum of Squares $s_n := \sum_{i=1}^n y_i^2$

New data point ($n \rightarrow n + 1$):

$$m_{n+1} = m_n + y_{n+1}$$

$$s_{n+1} = s_n + y_{n+1}^2$$

Provisional Means

Mean $\mu_n := m_n/n$

$$\begin{aligned}\mu_{n+1} &= \frac{1}{n+1} \sum_{i=1}^{n+1} y_i \\ &= \frac{1}{n+1} (n \cdot \mu_n + y_{n+1}) \\ &= \frac{1}{n+1} ((n+1)\mu_n + y_{n+1} - \mu_n) \\ &= \mu_n + \frac{y_{n+1} - \mu_n}{n+1}.\end{aligned}$$

Mean Squared Error

$$\sigma_n^2 := \sum_{i=1}^n (y_i - \mu_n)^2 = \sum_{i=1}^n y_i^2 - 2\mu_n y_i + \mu_n^2 = s_n - n \cdot \mu_n^2$$

$$\begin{aligned}\sigma_{n+1}^2 &= s_{n+1} - (n+1) \cdot \mu_{n+1}^2 \\ &= s_n + y_{n+1}^2 - (n+1) \left(\mu_n + \frac{y_{n+1} - \mu_n}{n+1} \right)^2 \\ &= \sigma_n^2 + (y_{n+1} - \mu_n) \cdot (y_{n+1} - \mu_{n+1})\end{aligned}$$

Result

```
public void addValue(double x){
    ++n;
    if (n == 1){
        mean = x;
        ssq = 0;
    } else {
        double oldMean = mean;
        mean = mean + (x - mean) / n;
        ssq = ssq + (x - oldMean) * (x - mean);
    }
}
```

Example: Reading from the Scanner

```
Scanner scanner = new Scanner(System.in);
int number;
while (scanner.hasNextInt()) {
    number = scanner.nextInt();
    ...
}
```

Example: Reading from a File

```
try ( FileReader fr = new FileReader(filename);  
      BufferedReader bufr = new BufferedReader(fr); ) {  
    ...  
    String line;  
    // read line by line  
    while ((line = br.readLine()) != null){  
        // do something with line  
    }  
    ...  
} catch (IOException e){  
    // do some recovery handling  
}
```

Generic Sorting with Java

```
public class Fruit {  
    private String name;           // Attributes  
    private int taste;  
    private int calories;  
    Fruit(String name, int taste, int calories) {  
        this.name = name;        // Constructor  
        this.taste = taste;  
        this.calories = calories;  
    }  
    public String getName() {      // Name Getter  
        return name;  
    }  
    public int getTaste() {        // Taste Getter  
        return taste;  
    }  
    ...  
}
```

Generic Sorting with Java

```
import java.util.ArrayList;
import java.util.List;
import java.util.Collections;
public class Main {
    public static void main(String[] args) {
        List<Fruit> fruits = new ArrayList<Fruit>();
        fruits.add(new Fruit("apple", 5, 52));
        fruits.add(new Fruit("pear", 5, 57));
        fruits.add(new Fruit("banana", 6, 89));
        fruits.add(new Fruit("kiwi", 6, 61));
        Collections.sort(fruits);
        for (Fruit fruit : fruits)
            System.out.println(fruit.getName());
    }
}
```

Generic Sorting with Java

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public class Main {
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        fruits.add(new Fruit("banana", 6, 89));
        fruits.add(new Fruit("kiwi", 6, 61));
        Sort criteria? → Collections.sort(fruits);
        for (Fruit fruit : fruits)
            System.out.println(fruit.getName());
    }
}
```

Generic Sorting: Comparable Interface

```
public class Fruit implements Comparable<Fruit> {  
    private String name;           // Attributes  
    private int taste;  
    private int calories;  
    Fruit(String name, int taste, int calories) {  
        this.name = name;         // Constructor  
        this.taste = taste;  
        this.calories = calories;  
    }  
    public String getName() {      // Name Getter  
        return name;  
    }  
    public int getTaste() {        // Taste Getter  
        return taste;  
    }  
    ...  
}
```

Generic Sorting: Comparison Method

```
// Comparison Method for Comparable Interface:  
public int compareTo(Fruit that) {  
    int BEFORE = -1; int EQUAL = 0; int AFTER = 1;  
    // Check if same fruit  
    if (this == that)  
        return EQUAL;  
    // DESCENDING by Taste  
    if (this.getTaste() > that.getTaste())  
        return BEFORE;  
    else if (this.getTaste() < that.getTaste())  
        return AFTER;  
    else // Same Taste -> ASCENDING by Calories  
        return this.getCalories() - that.getCalories();  
}
```

Generic Sorting: Comparison Method

```
// Comparison Method for Comparable Interface:  
public int compareTo(Fruit that) {  
    int BEFORE = -1; int EQUAL = 0; int AFTER = 1;  
    // Check if same fruit  
    if (this == that)  
        return EQUAL;  
    // DESCENDING by Taste  
    if (this.getTaste() > that.getTaste())  
        return BEFORE;  
    else if (this.getTaste() < that.getTaste())  
        return AFTER;  
    else // Same Taste -> ASCENDING by Calories  
        return this.getCalories() - that.getCalories();  
}
```

negative value
⇔ "this < that"

positive value
⇔ "this > that"

Questions / Suggestions?