2.2 Libraries and Clients
Libraries

**Library.** A module whose methods are primarily intended for use by many other programs.

**Client.** Program that calls a library.

**API.** Contract between client and implementation.

**Implementation.** Program that implements the methods in an API.
Random Numbers

“The generation of random numbers is far too important to leave to chance. Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin.”

Jon von Neumann (left), ENIAC (right)
Standard Random

**Standard random.** Our library to generate pseudo-random numbers.

```java
public class StdRandom
{
    int uniform(int N)  // integer between 0 and N-1
    double uniform(double lo, double hi)  // real between lo and hi
    boolean bernoulli(double p)  // true with probability p
    double gaussian()  // normal, mean 0, standard deviation 1
    double gaussian(double m, double s)  // normal, mean m, standard deviation s
    int discrete(double[] a)  // i with probability a[i]
    void shuffle(double[] a)  // randomly shuffle the array a[]
}
```

```java
int getRandomNumber()
{
    return 4;  // chosen by fair dice roll.
    // guaranteed to be random.
}
```
public class StdRandom {

    // between a and b
    public static double uniform(double a, double b) {
        return a + Math.random() * (b-a);
    }

    // between 0 and N-1
    public static int uniform(int N) {
        return (int) (Math.random() * N);
    }

    // true with probability p
    public static boolean bernoulli(double p) {
        return Math.random() < p;
    }

    // gaussian with mean = 0, stddev = 1
    public static double gaussian() {
        // recall Assignment 0
    }

    // gaussian with given mean and stddev
    public static double gaussian(double mean, double stddev) {
        return mean + (stddev * gaussian());
    }

    ...
}

Standard Random
Unit Testing

Unit test. Include `main()` to test each library.

```java
public class StdRandom {

    ...

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double[] t = { .5, .3, .1, .1 };
        for (int i = 0; i < N; i++) {
            StdOut.printf(" %2d ", uniform(100));
            StdOut.printf("%8.5f ", uniform(10.0, 99.0));
            StdOut.printf("%5b ", bernoulli(.5));
            StdOut.printf("%7.5f ", gaussian(9.0,.2));
            StdOut.printf("%2d ", discrete(t));
            StdOut.println();
        }
    }
}
```

```
% java StdRandom 5
61 21.76541  true 9.30910  0
57 43.64327  false 9.42369  3
31 30.86201  true 9.06366  0
92 39.59314  true 9.00896  0
36 28.27256  false 8.66800  1
```
public class RandomPoints {
    public static void main(String args[]) {
        int N = Integer.parseInt(args[0]);
        for (int i = 0; i < N; i++) {
            double x = StdRandom.gaussian(0.5, 0.2);
            double y = StdRandom.gaussian(0.5, 0.2);
            StdDraw.point(x, y);
        }
    }
}

% javac RandomPoints.java
% java RandomPoints 10000
Statistics
Standard Statistics

**Ex.** Library to compute statistics on an array of real numbers.

```java
public class StdStats {
    double max(double[] a) {
        return largest value;
    }
    double min(double[] a) {
        return smallest value;
    }
    double mean(double[] a) {
        return average;
    }
    double var(double[] a) {
        return sample variance;
    }
    double stddev(double[] a) {
        return sample standard deviation;
    }
    double median(double[] a) {
        return median;
    }
    void plotPoints(double[] a) {
        plot points at (i, a[i]);
    }
    void plotLines(double[] a) {
        plot lines connecting points at (i, a[i]);
    }
    void plotBars(double[] a) {
        plot bars to points at (i, a[i]);
    }
}
```

\[
\mu = \frac{a_0 + a_1 + \cdots + a_{n-1}}{n}, \quad \sigma^2 = \frac{(a_0 - \mu)^2 + (a_1 - \mu)^2 + \cdots + (a_{n-1} - \mu)^2}{n-1}
\]

mean \quad \text{sample variance}
Standard Statistics

Ex. Library to compute statistics on an array of real numbers.

```java
public class StdStats {
    public static double max(double[] a) {
        double max = Double.NEGATIVE_INFINITY;
        for (int i = 0; i < a.length; i++)
            if (a[i] > max) max = a[i];
        return max;
    }

    public static double mean(double[] a) {
        double sum = 0.0;
        for (int i = 0; i < a.length; i++)
            sum = sum + a[i];
        return sum / a.length;
    }

    public static double stddev(double[] a)
        // see text
}
```
Modular Programming
Modular Programming

Modular programming.

- Divide program into self-contained pieces.
- Test each piece individually.
- Combine pieces to make program.

Ex. Flip N coins. How many heads?

- Read arguments from user.
- Flip one fair coin.
- Flip N fair coins and count number of heads.
- Repeat simulation, counting number of times each outcome occurs.
- Plot histogram of empirical results.
- Compare with theoretical predictions.

```java
% java Bernoulli 20 100000
```
public class Bernoulli {
    public static int binomial(int N) {
        int heads = 0;
        for (int j = 0; j < N; j++)
            if (StdRandom.bernoulli(0.5)) heads++;
        return heads;
    }

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        int T = Integer.parseInt(args[1]);

        int[] freq = new int[N+1];
        for (int i = 0; i < T; i++)
            freq[binomial(N)]++;

        double[] normalized = new double[N+1];
        for (int i = 0; i <= N; i++)
            normalized[i] = (double) freq[i] / T;
        StdStats.plotBars(normalized);

        double mean = N / 2.0, stddev = Math.sqrt(N) / 2.0;
        double[] phi = new double[N+1];
        for (int i = 0; i <= N; i++)
            phi[i] = Gaussian.phi(i, mean, stddev);
        StdStats.plotLines(phi);
    }
}
Modular programming. Build relatively complicated program by combining several small, independent, modules.
Why use libraries?

- Makes code easier to understand.
- Makes code easier to debug.
- Makes code easier to maintain and improve.
- Makes code easier to reuse.
Extra Slides
Discrete Distribution

Discrete distribution. Given an array of weights (that sum to 1), choose an index at random with probability equal to its weight.

\[ p = \{ 0, .1, .1, .1, .1, .1, .5 \} \]

```java
public static int discrete(double[] p) {
    // check that weights are nonnegative and sum to 1
    double r = Math.random();
    double sum = 0.0;
    for (int i = 0; i < p.length; i++) {
        sum = sum + p[i];
        if (sum >= r) return i;
    }
    return -1;
}
```

something went wrong