61A Lecture 17

Monday, October 14

•Homework 5 is due Tuesday 10/15 @ 11:59pm

•Homework 5 is due Tuesday 10/15 @ 11:59pm

• Project 3 is due Thursday 10/24 @ 11:59pm

- •Homework 5 is due Tuesday 10/15 @ 11:59pm
- Project 3 is due Thursday 10/24 @ 11:59pm
- •Midterm 2 is on Monday 10/28 7pm-9pm

Special Method Names

Certain names are special (or "magic") because they have built-in behavior.

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__init__

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___init___ Method invoked automatically when an object is constructed.

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__init___ Method invoked automatically when an object is constructed. __len__

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__init___ Method invoked automatically when an object is constructed.
__len__ Method invoked by the built-in len function.

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init	Method invoked automatically when an object is constructed.
len	Method invoked by the built-in len function.

>>> s = (3, 4, 5) >>> s = (3, 4, 5)

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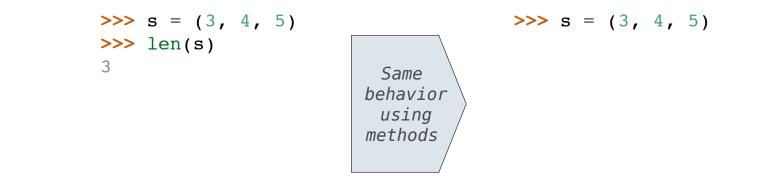
init	Method invoked automatically when an object is constructed.
len	Method invoked by the built-in len function.

>>> s = (3, 4, 5)
>>> s = (3, 4, 5)
>>> len(s)
3

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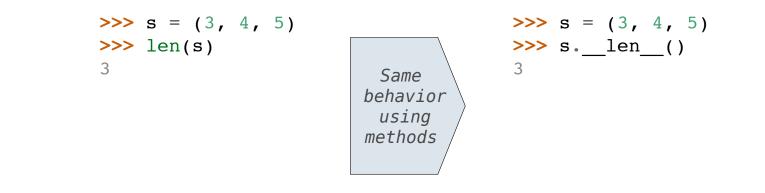
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init	Method invoked automatically when an object is constructed.
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getitem	

>>> $s = (3, 4, 5)$		>>> $s = (3, 4, 5)$
>>> len(s)		>>> slen()
3	Same behavior using methods	3

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>>> s = (3, 4, 5)>>> s = (3, 4, 5)>>> len(s) >>> s.__len__() 3 3 Same >>> s[2] behavior using 5 methods

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init	Method invoked automatically when an object is constructed.
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getitem	Method invoked for element selection: sequence[index]
repr	

>>> $s = (3, 4, 5)$		>>> s = (3, 4, 5)
>>> len(s)		>>> slen()
3	Same	3
>>> s[2]	behavior \	>>> sgetitem(2)
5	using /	5
	methods /	

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init	Method invoked automatically when an object is constructed.
len	Method invoked by the built-in len function.
getitem	Method invoked for element selection: sequence[index]
repr	Method invoked to display an object as a string.

>>> s = (3, 4, 5)		>>> $s = (3, 4, 5)$
>>> len(s)		>>> slen()
3	Same	3
>>> s[2]	behavior \	<pre>>>> sgetitem(2)</pre>
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>>> s	methods /	
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>>> $s = (3, 4, 5)$		>>> $s = (3, 4, 5)$
>>> len(s)		>>> slen()
3	Same	3
>>> s[2]	behavior	<pre>>>> sgetitem(2)</pre>
5	using /	5
>>> s	methods /	<pre>>>> print(srepr())</pre>
(3, 4, 5)		(3, 4, 5)

Recursive List Class

A tuple can contain another tuple as an element.

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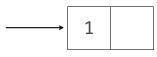
Pairs are sufficient to represent sequences of arbitrary length.

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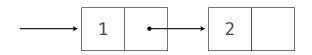
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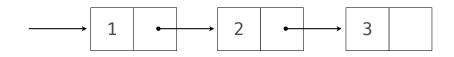
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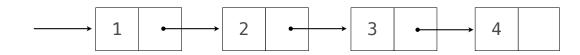
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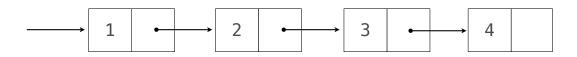
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Recursive list representation of the sequence 1, 2, 3, 4:



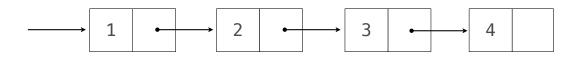
Recursive lists are recursive: the rest of the list is a list.

Now, we can implement the same behavior using a class called Rlist:

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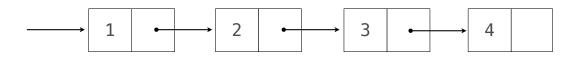
Abstract data type (old):

Closure Property of Data

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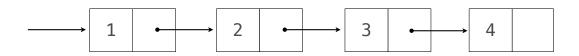
Abstract data type (old): rlist(1, rlist(2, rlist(3, rlist(4, empty_rlist))))

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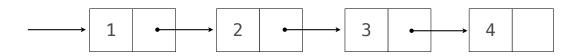
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Rlist class (new): Rlist(1, Rlist(2, Rlist(3, Rlist(4))))

class Rlist:

```
class Rlist:
    class EmptyList:
    def __len__(self):
        return 0
    empty = EmptyList()
```

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class Rlist:
    class EmptyList:
        def __len__(self):
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    empty = EmptyList()
    def __init__(self, first, rest=empty):
        assert type(rest) is Rlist or rest is Rlist.empty
        self.first = first
        self.first = first
        self.rest = rest
```

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    def __getitem (self, index):
```

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        if index == 0:
```

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    def __getitem__(self, index):
        if index == 0:
            return self.first
```

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    def __getitem__(self, index):
        if index == 0:
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        else:
            return self.first
        else:
            return self.rest[index-1]
```

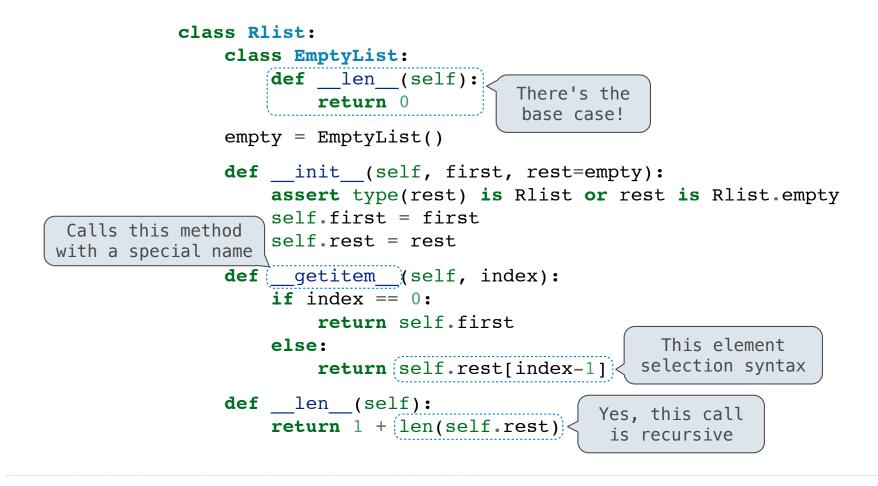
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        self.rest = rest
    def getitem (self, index):
        if index == 0:
            return self.first
                                          This element
        else:
            return (self.rest[index-1])
                                        selection syntax
```

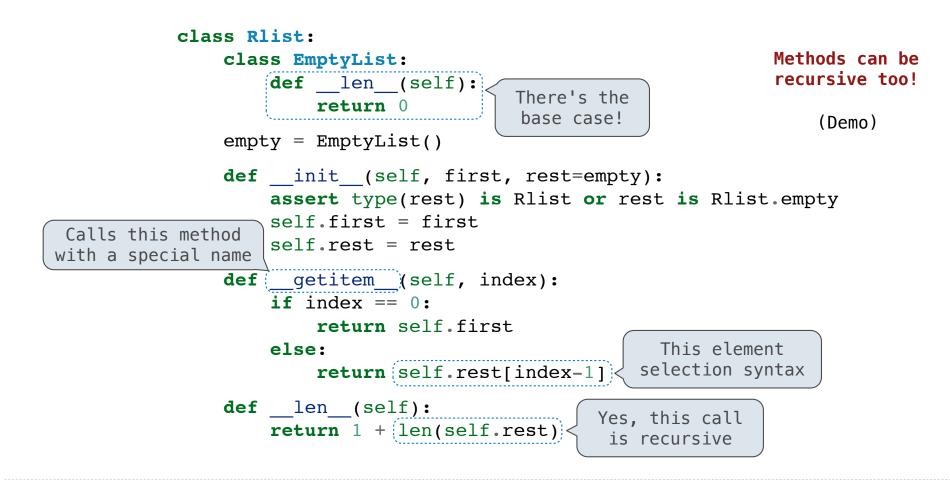
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with a special name
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               def len (self):
                   return 1 + len(self.rest)
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                   self.rest = rest
with a special name
                   __getitem__(self, index):
               def
                   if index == 0:
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                                                      This element
                   else:
                                                    selection syntax
                       return self.rest[index-1]
               def len (self):
                                                Yes, this call
                   return 1 + len(self.rest)
                                                 is recursive
```





Recursive List Processing

```
>>> s = Rlist(1, Rlist(2, Rlist(3)))
```

Recursive list processing almost always involves a recursive call on the rest of the list.

```
>>> s = Rlist(1, Rlist(2, Rlist(3)))
```

>>> s.rest

```
>>> s = Rlist(1, Rlist(2, Rlist(3)))
>>> s.rest
Rlist(2, Rlist(3))
```

```
>>> s = Rlist(1, Rlist(2, Rlist(3)))
>>> s.rest
Rlist(2, Rlist(3))
>>> extend_rlist(s.rest, s)
```

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Rlist(2, Rlist(3, Rlist(1, Rlist(2, Rlist(3)))))
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Recursive list processing almost always involves a recursive call on the rest of the list.

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def extend_rlist(s1, s2):

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Rlist(2, Rlist(3, Rlist(1, Rlist(2, Rlist(3)))))
def extend_rlist(s1, s2):
```

if s1 is Rlist.empty:

```
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def extend_rlist(s1, s2):
    if s1 is Rlist.empty:
        return s2
```

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Rlist(2, Rlist(3, Rlist(1, Rlist(2, Rlist(3)))))

def extend_rlist(s1, s2):
    if s1 is Rlist.empty:
        return s2
    else:
        return Rlist(s1.first, extend_rlist(s1.rest, s2))
```

We want operations on all elements of a list, not just an element at a time.

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double_rlist(s)

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map_rlist(s, fn)

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<pre>double_rlist(s)</pre>	<pre>Double s.first, then double_rlist(s.rest)</pre>
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<pre>filter_rlist(s, fn)</pre>	

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In all of these functions, the base case is the empty list.

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In all of these functions, the base case is the empty list.

(Demo)

10

Trees

Nested sequences form hierarchical structures: tree-structured data

((1, 2), (3, 4), 5)

Nested sequences form hierarchical structures: tree-structured data

((1, 2), (3, 4), 5)

12

Nested sequences form hierarchical structures: tree-structured data

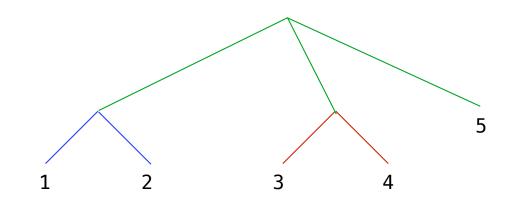
((1, 2), (3, 4), 5)

In every tree, a vast forest

12

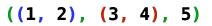
Nested sequences form hierarchical structures: tree-structured data

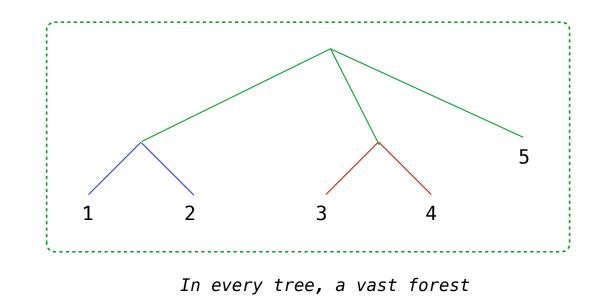
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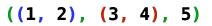
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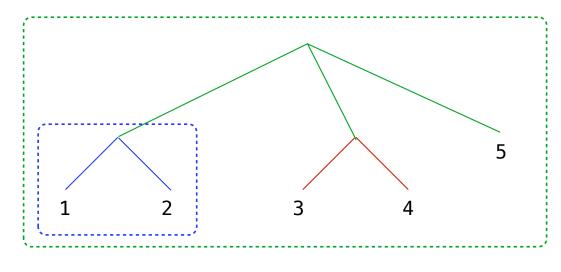
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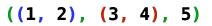


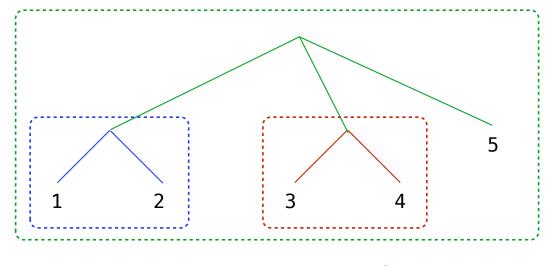
12



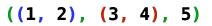


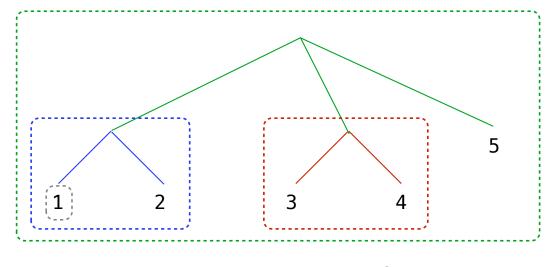
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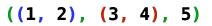


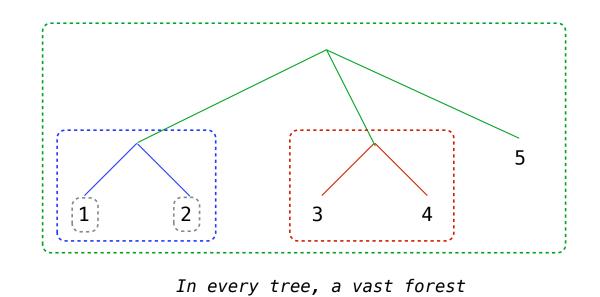
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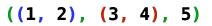


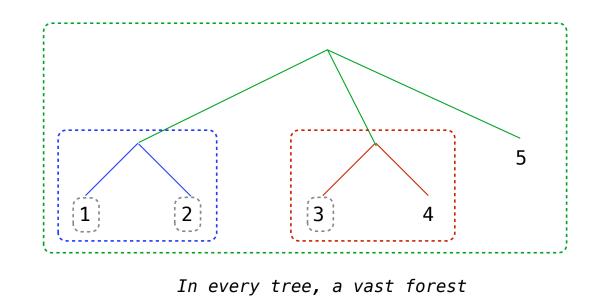


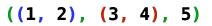
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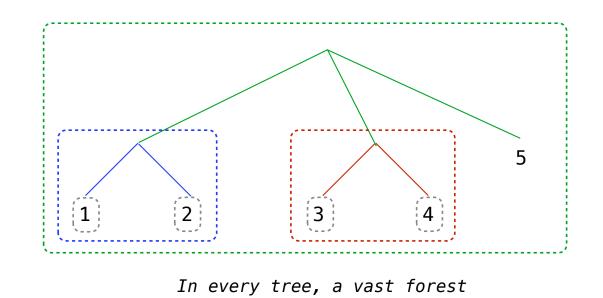






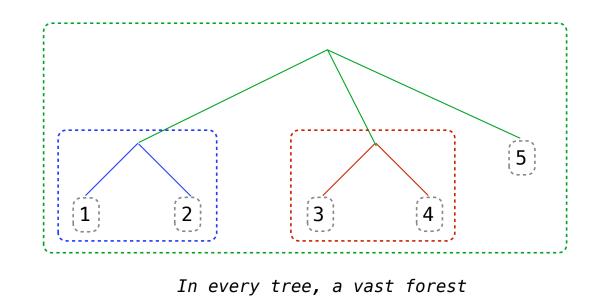






Nested sequences form hierarchical structures: tree-structured data





12

Tree operations typically make recursive calls on branches.

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count_leaves(t)

Tree operations typically make recursive calls on branches.

count_leaves(t) 1 if t is a leaf, otherwise sum count_leaves(branch)

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map_tree(t, fn)

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<pre>count_leaves(t)</pre>	<pre>1 if t is a leaf, otherwise sum count_leaves(branch)</pre>
<pre>map_tree(t, fn)</pre>	<pre>fn(t) if t is a leaf, otherwise combine map_tree(branch, fn)</pre>

Tree operations typically make recursive calls on branches.

count_leaves(t) 1 if t is a leaf, otherwise sum count_leaves(branch)

map_tree(t, fn) fn(t) if t is a leaf, otherwise combine map_tree(branch, fn)

In these functions, the base case is a leaf.

Tree operations typically make recursive calls on branches.

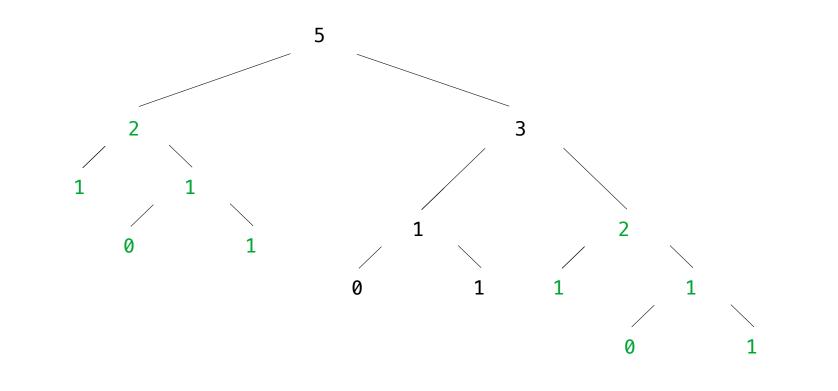
count_leaves(t) 1 if t is a leaf, otherwise sum count_leaves(branch)

map_tree(t, fn) fn(t) if t is a leaf, otherwise combine map_tree(branch, fn)

In these functions, the base case is a leaf.

(Demo)

13



Trees can have values at their roots as well as their leaves.

class Tree:

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class Tree:

```
def __init__(self, entry, left=None, right=None):
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
```

```
def fib_tree(n):
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
        if n == 1:
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
        if n == 1:
            return Tree(0)
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
        if n == 1:
            return Tree(0)
        if n == 2:
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
    if n == 1:
        return Tree(0)
    if n == 2:
        return Tree(1)
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
    if n == 1:
        return Tree(0)
    if n == 2:
        return Tree(1)
    left = fib_tree(n-2)
```

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
    if n == 1:
        return Tree(0)
    if n == 2:
        return Tree(1)
    left = fib_tree(n-2)
    right = fib_tree(n-1)
```

Trees can have values at their roots as well as their leaves.

```
class Tree:
    def __init__(self, entry, left=None, right=None):
        self.entry = entry
        self.left = left
        self.right = right
def fib_tree(n):
    if n == 1:
        return Tree(0)
    if n == 2:
        return Tree(1)
    left = fib_tree(n-2)
    right = fib_tree(n-1)
    return Tree(left.entry + right.entry, left, right)
```

```
Trees can have values at their roots as well as their leaves.
     class Tree:
         def init (self, entry, left=None, right=None):
             self.entry = entry
             self.left = left
             self.right = right
                                                                                 (Demo)
     def fib tree(n):
         if n == 1:
             return Tree(0)
         if n == 2:
             return Tree(1)
         left = fib_tree(n-2)
         right = fib_tree(n-1)
         return Tree(left.entry + right.entry, left, right)
```

Idea: Remember the results that have been computed before

def memo(f):

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def memo(f):
 cache = {}

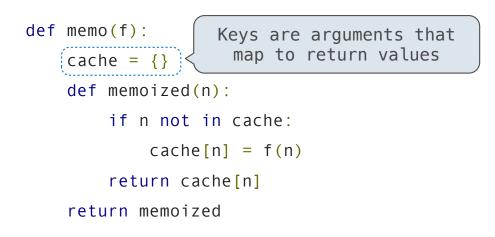
```
def memo(f):
    cache = {}
    def memoized(n):
```

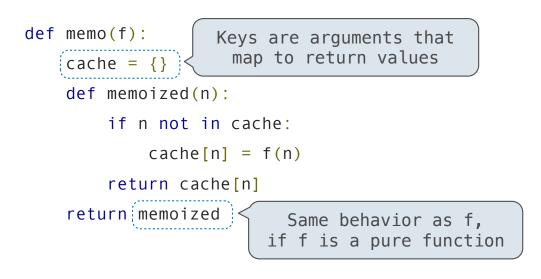
```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
```

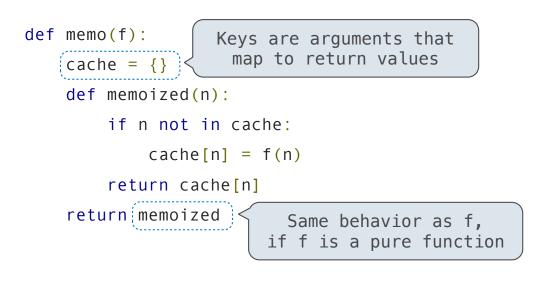
```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
```

```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
        return cache[n]
```

```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
        return cache[n]
    return memoized
```







(Demo)

