
CS3:

Introduction to Symbolic Programming

Lecture 10:
Miniproject #3
Tree recursion
Midterm 2

Fall 2007

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Schedule

9	Oct 22-26	Lecture: Advanced HOF Lab: Difference between Dates, Tic Tac Toe Miniproject #3 is introduced
10	Oct 29 – Nov 2	Lecture: Tree Recursion, Midterm review Lab: Tree recursions Finish Miniproject #3 Be sure to finish the Survey Reading: “Counting Change” case study
11	Nov 5–9	Lecture: <i>Midterm #2</i> Lab: Introduction to Lists
12	Nov 12–16	Lecture: Lists, Sequential Programming Lab: Advanced Lists, Sequential Programming Find partners for the Big Project
13	Nov 19–23	Lecture: Introduction to the Big Project Lab: Work on the Big Project: checkoff #1

Midterm #2

- **Next Week (Nov 5th)**
 - Next week, 90 minutes (4:10-5:40).
 - Note: daylight savings time starts that week!
 - Room **Genetics and Plant Bio 100**
 - Open book, open notes, etc.
 - Check for practice exams and solution on the course portal and in the reader.

- **Midterm 2 review session**
 - Saturday, 2-4 pm
 - 306 Soda (as last time)

What does midterm #2 cover?

- **Advanced recursion (accumulating, multiple arguments, etc.).**
- **Tree-recursion (from this week)**
- **All of higher order functions**
- **Those "big" homeworks (bowling, compress, and occurs-in)**
- **Elections and number-name miniprojects**
- **Reading and programs:**
 - **Change making, Roman numerals**
 - **Difference between dates #3 (HOF),**
 - **Tic-tac-toe**
- **SS chapters 14, 15, 7, 8, 9, 10**
- **Everything before the first Midterm (although, this won't be the focus of a question)**

Testing in miniproject #3

- **There is a bit of contradiction in the instructions:**
 - Put all of your testing in `winner-tests.scm`, rather than above each function in `winner.scm`
 - You still need to test each helper procedure!
- **Use “send region” in emacs to test many things at once.**
- **Write some procedures to help you test...**

The last of Advanced HOF

every containing every

- You can mimic 2-stage recursion, applying a function to each letter of each word.
- You can get combinatoric effects:

```
(define (pair-all sent)
  (every (lambda (one)
          (every (lambda (two)
                  (word one two))
              sent))
      sent))
```

```
(pair-all '(a b c)) → ???
```


every containing every containing...

```
(make-kindergarten-words '(s t) '(a o))
```

```
→ (sas sat sos sot tas tat tos tot)
```

```
(make-kindergarten-words '(l n k t s) '(a e i o u))
```

```
→ 225 words!
```

```
(define (make-kindergarten-words consonants vowels)
```

```
  (every (lambda (c)
```

```
    (every (lambda (v)
```



```
      vowels))
```

```
    consonants))
```

Tree Recursion

What will happen?

- **What will `countem` return for `n=1, 2, ...`?**

```
(define (countem n)
  (if (= n 0)
      '()
      (se (countem (- n 1))
          n
          (countem (- n 1))))))
```

Tree recursion

A recursive technique in which more than one recursive call is made within a recursive case.

Pascal's triangle

		columns (C)						
		0	1	2	3	4	5	...
r o w s (R)	0	1						...
	1	1	1					...
	2	1	2	1				...
	3	1	3	3	1			...
	4	1	4	6	4	1		...
	5	1	5	10	10	5	1	...

Pascal's Triangle

- How many ways can you choose C things from R choices?
- Coefficients of the $(x+y)^R$: look in row R
- etc.

```
(define (pascal C R)
  (cond
    ((= C 0) 1)      ;base case
    ((= C R) 1)     ;base case
    (else            ;tree recurse
     (+ (pascal C (- R 1))
        (pascal (- C 1) (- R 1))
       )))
  )))
```

> (pascal 2 5)

(pascal 2 5)

(+

(pascal 2 4)

(+

(pascal 2 3)

(+ (pascal 2 2) → 1

(pascal 1 2) (+ (pascal 1 1) → 1
(pascal 0 1) → 1

(pascal 1 3)

(pascal 1 2) (+ (pascal 1 1) → 1
(pascal 0 1) → 1

(pascal 0 2) → 1

(pascal 1 4)

(+

(pascal 1 3)

(pascal 1 2) (+ (pascal 1 1) → 1
(pascal 0 1) → 1

(pascal 0 2) → 1

(pascal 0 3)

→ 1

Chips and Drinks

**"I have some bags of chips and some drinks.
How many different ways can I finish all of
these snacks if I eat one at a time?"**

(snack 1 2) → 3

- **This includes (chip, drink, drink), (drink, chip, drink), and (drink, drink, chip).**

(snack 2 2) → 6

- **(c c d d), (c d c d), (c d d c)
(d c c d), (d c d c), (d d c c)**

A variable number of recursive calls...

- **Consider “Joe numbers”:**
 - The n^{th} joe-number is the sum of all the joe-numbers under it (i.e., joe $^{n-1}$ to joe 1).
 - Joe 1 is simply 1.
- **Write a procedure to calculate Joe n .**
 - A procedure `down-from` that, given n , returns a sentence of numbers from n to 1 should be useful. And easy to write!
 - `(down-from 6) → (6 5 4 3 2 1)`

Problems

binary

- **Write `binary`, a procedure to generate the possible binary numbers given `n` bits.**

(`binary 1`) → (0 1)

(`binary 2`) → (00 01 10 11)

(`binary 3`) → (000 001 010 011 100 101 110 111)