

61A Lecture 22

Friday, October 25

Announcements

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 - Includes content through Wednesday 10/23 (today is review & examples)
- No lab next Monday, Tuesday, & Wednesday
- Homework 7 is due Tuesday 11/5 @ 11:59pm (Two weeks)

Mutable Recursive Lists

Recursive Lists Can Change

Attribute assignment statements can change first and rest attributes of an Rlist.

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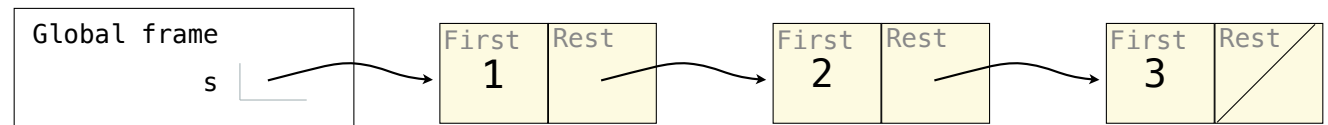
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>>> s = Rlist(1, Rlist(2, Rlist(3)))
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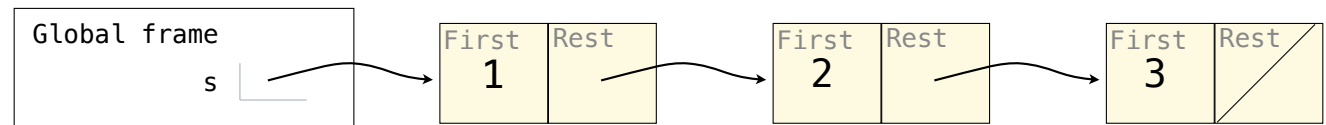


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Note: The actual environment diagram is much more complicated.

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>>> s = Rlist(1, Rlist(2, Rlist(3)))  
>>> s.first = 5
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>>> t = s.rest
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>>> t = s.rest
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>>> s.first
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>>> s.rest.rest.rest.rest.rest.first
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```

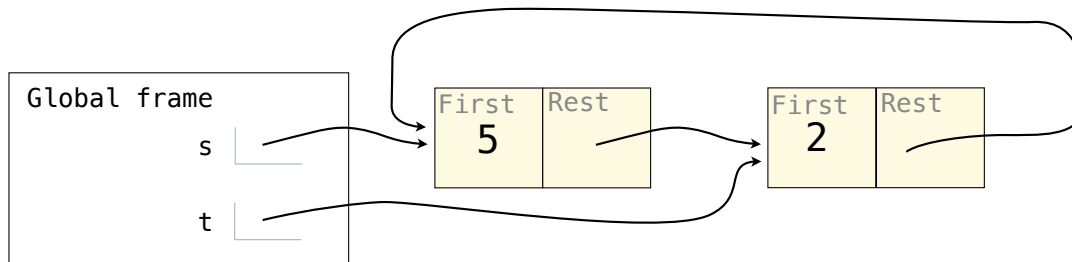
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Recursive Lists as Functions

Mutable Recursive Lists Using Functions

The object system is convenient, but it isn't necessary for designing data types!

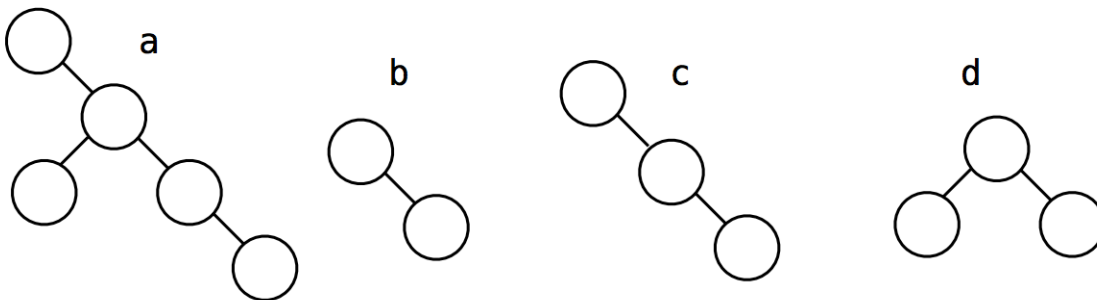
(Demo)

Trees

Pruned Trees

Consider the binary `Tree` class below, which has no entry attribute.

```
class Tree(object):  
    """A binary tree with no entries."""  
    def __init__(self, left=None, right=None):  
        self.left = left  
        self.right = right  
a = Tree(None, Tree(Tree(), Tree(None, Tree())))  
b = Tree(None, Tree())  
c = Tree(None, Tree(None, Tree()))  
d = Tree(Tree(), Tree())
```

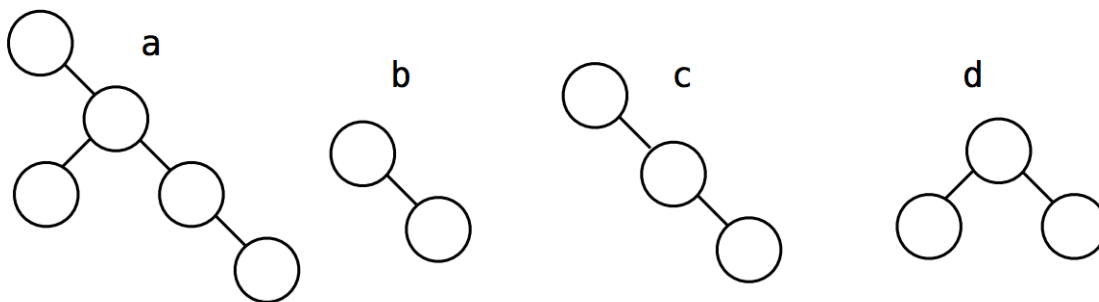


	(a,b)	(a,c)	(a,d)
pruned	True	True	False

Pruned Trees

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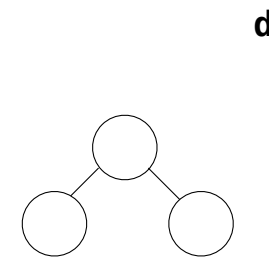
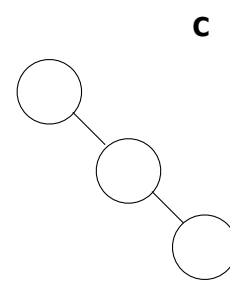
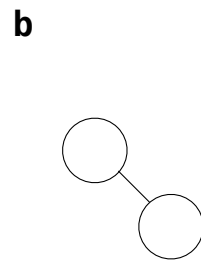
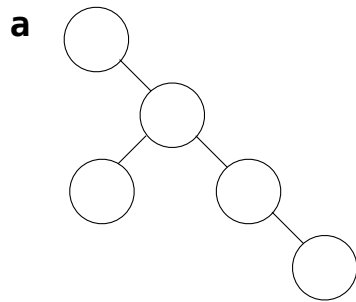
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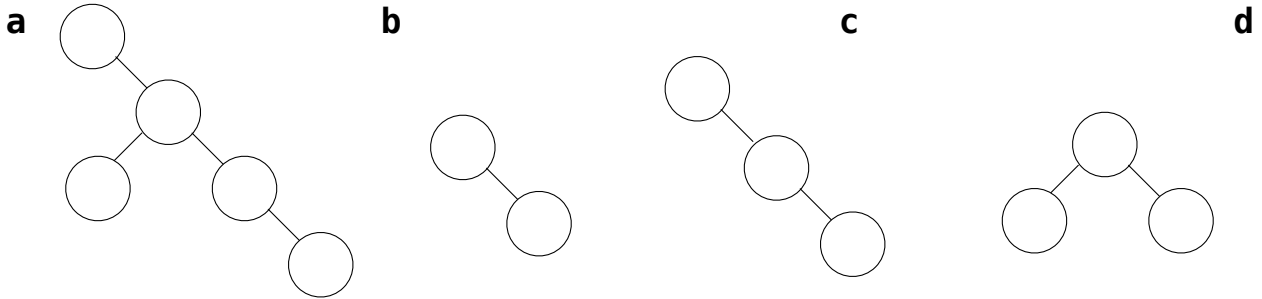
Write a function **pruned** that takes two `Tree` arguments `t1` and `t2` and returns whether `t2` is a pruned version of `t1`. `t2` is a pruned version of `t1` if all paths from the root of `t2` are also valid paths from the root of `t1`.

	(a,b)	(a,c)	(a,d)
pruned	True	True	False

Pruned Tree Examples



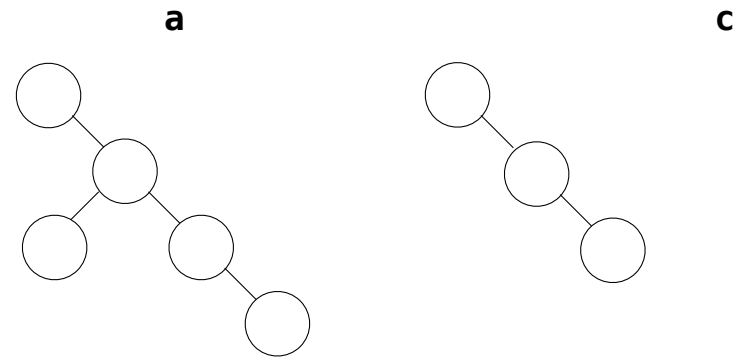
Pruned Tree Examples



(a,b) (a,c) (a,d)

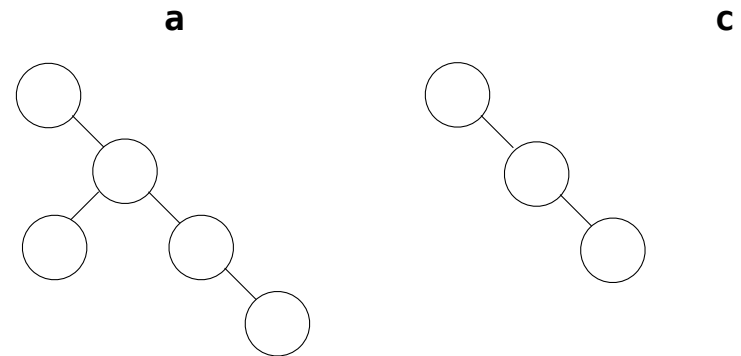
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Recursive Idea



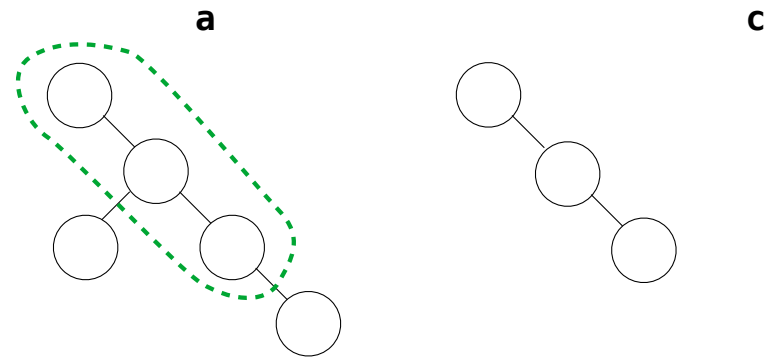
Recursive Idea

`pruned(a, c)`



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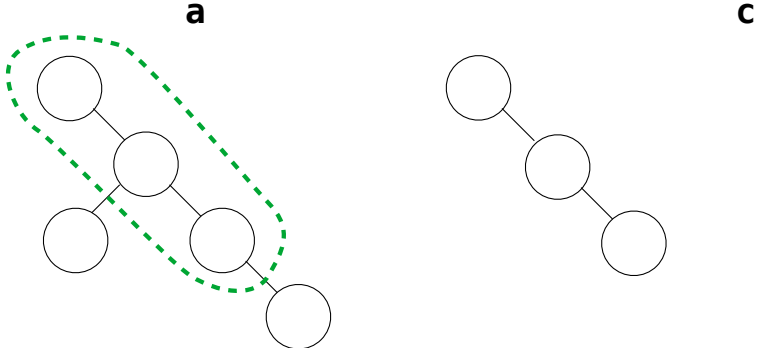
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Recursive Idea

`pruned(a, c)`

implies

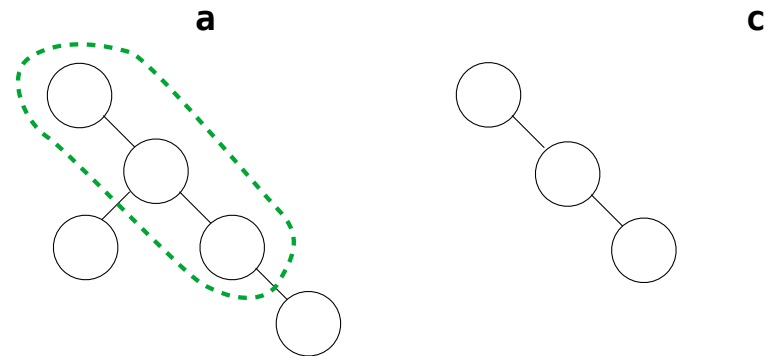


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`pruned(a, c)`

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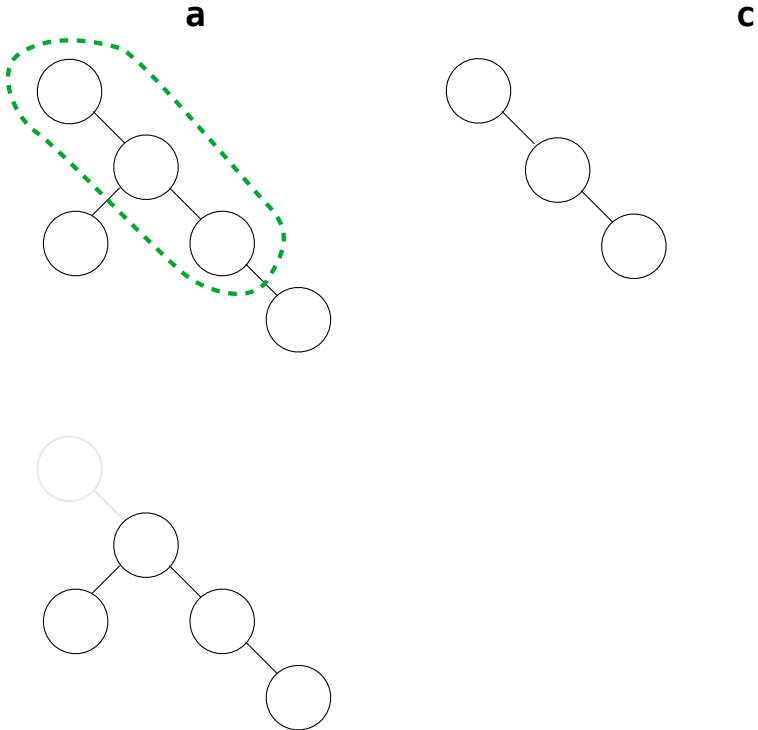


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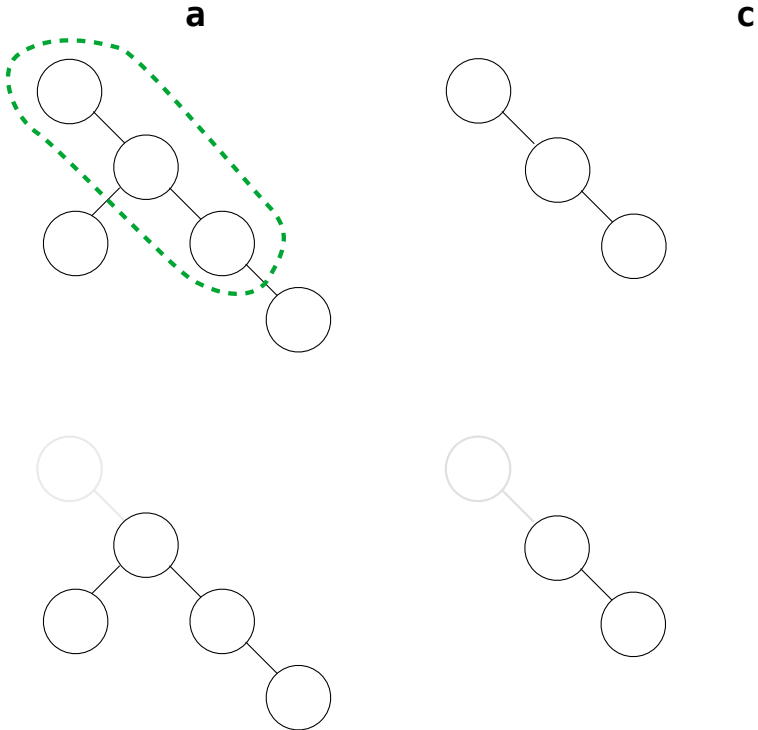


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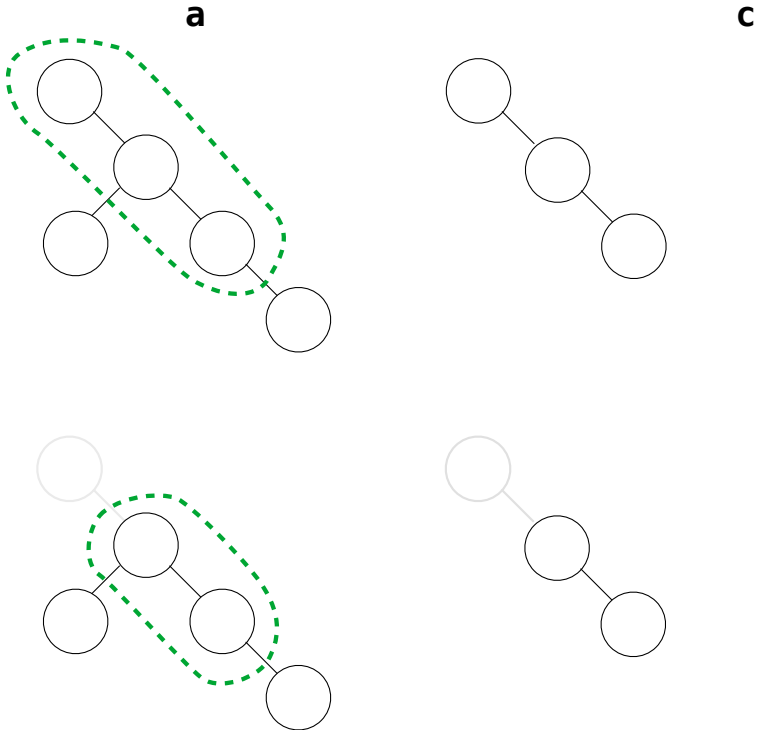


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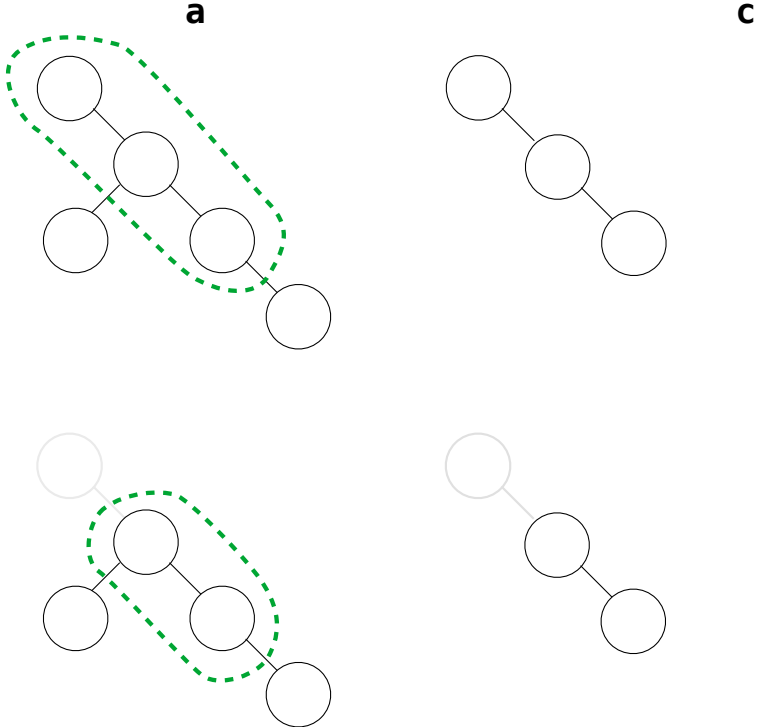


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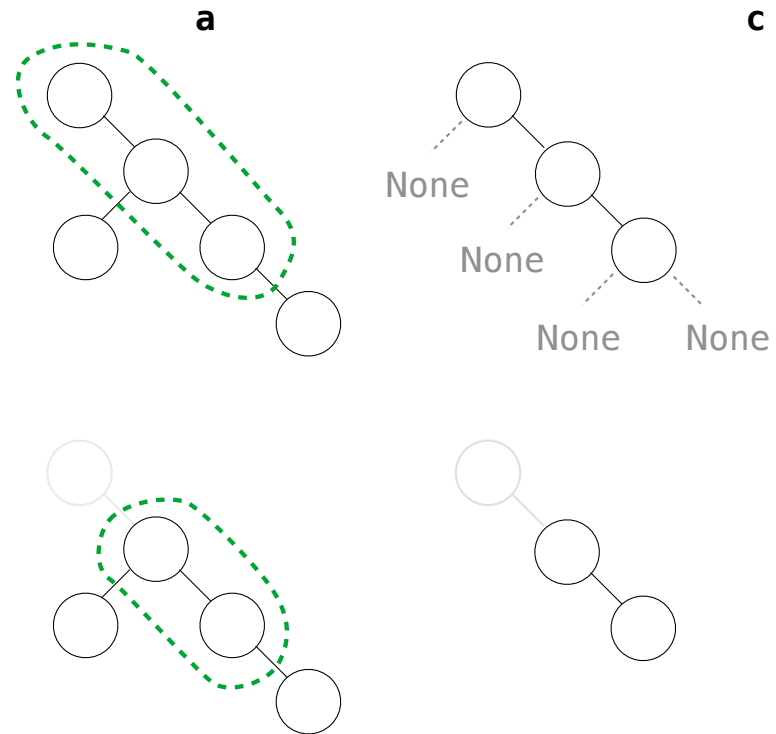


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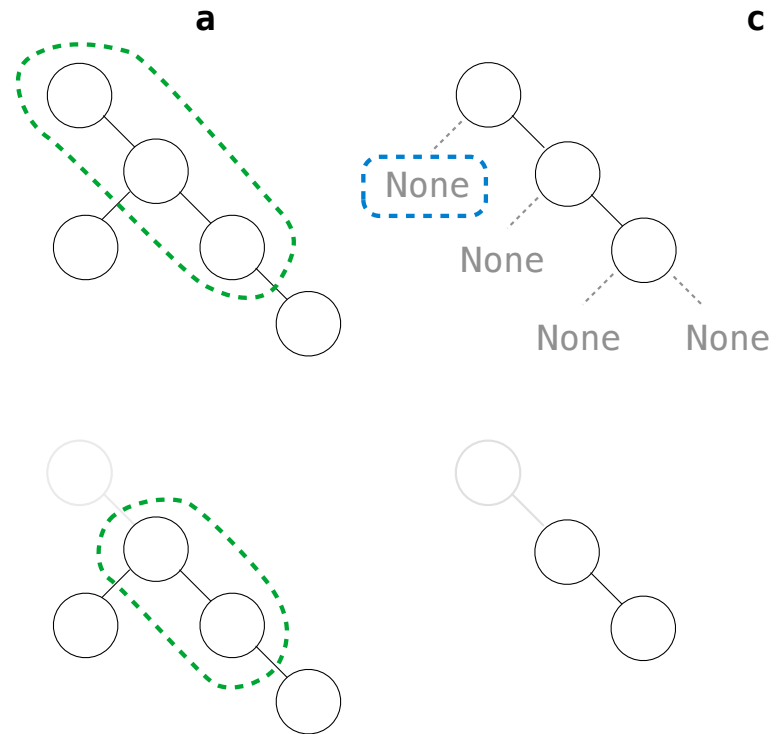
what about `c.left`?

Recursive Idea

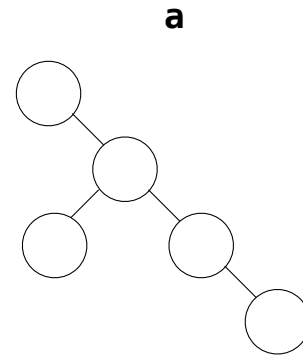
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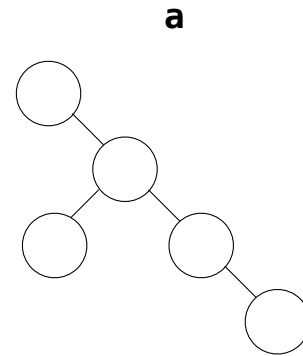


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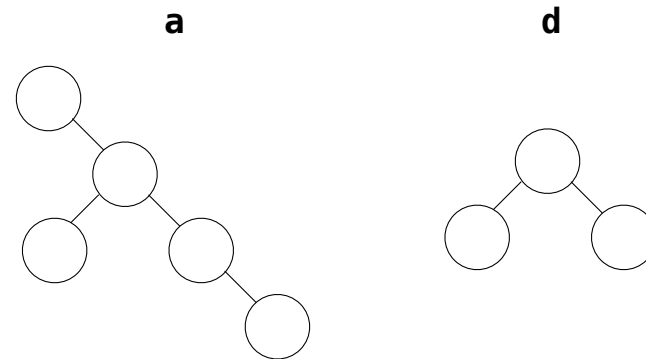
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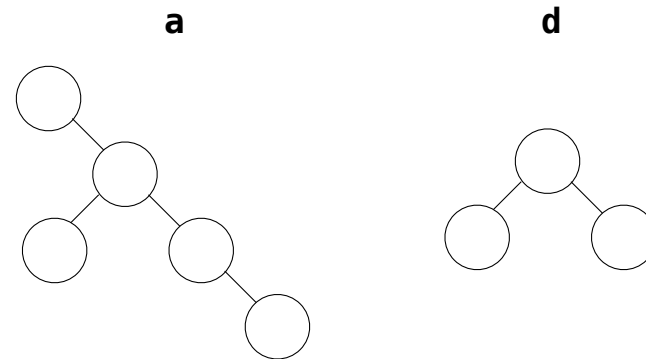
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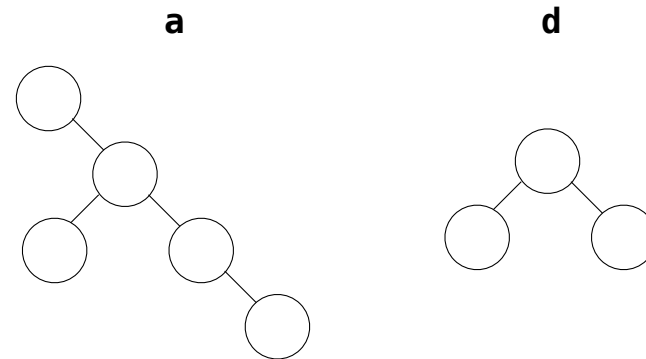


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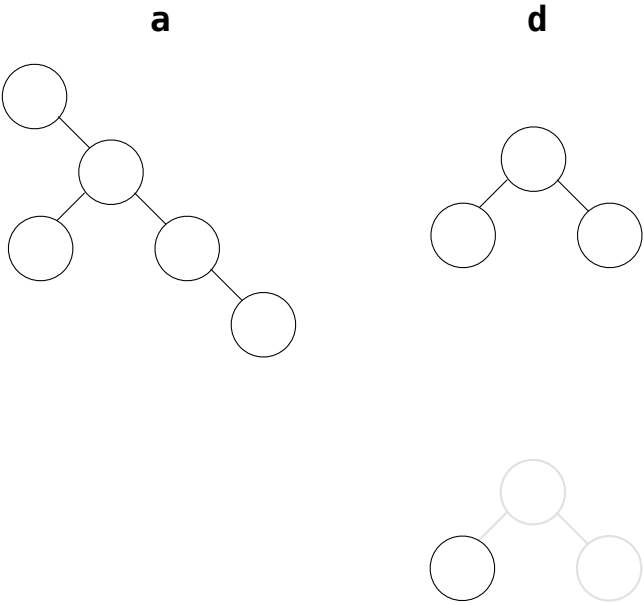


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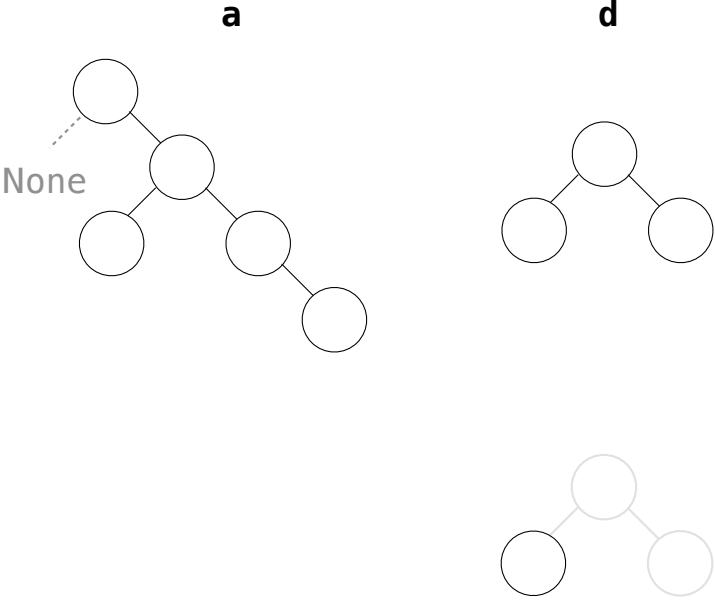


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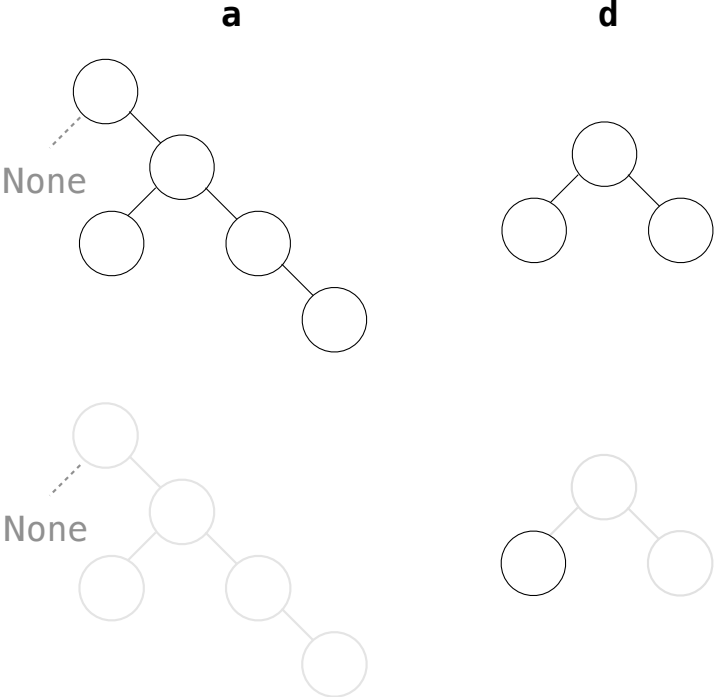


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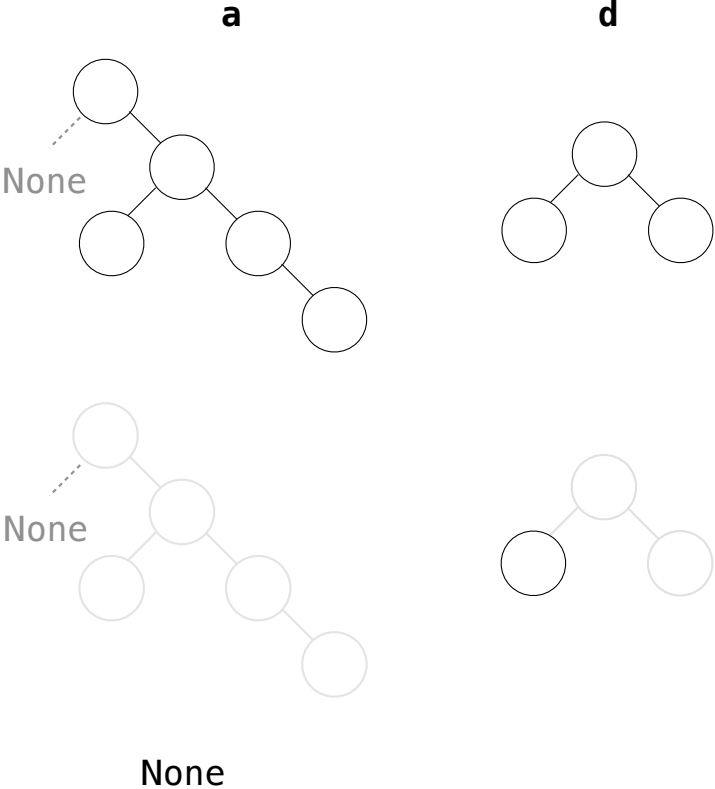


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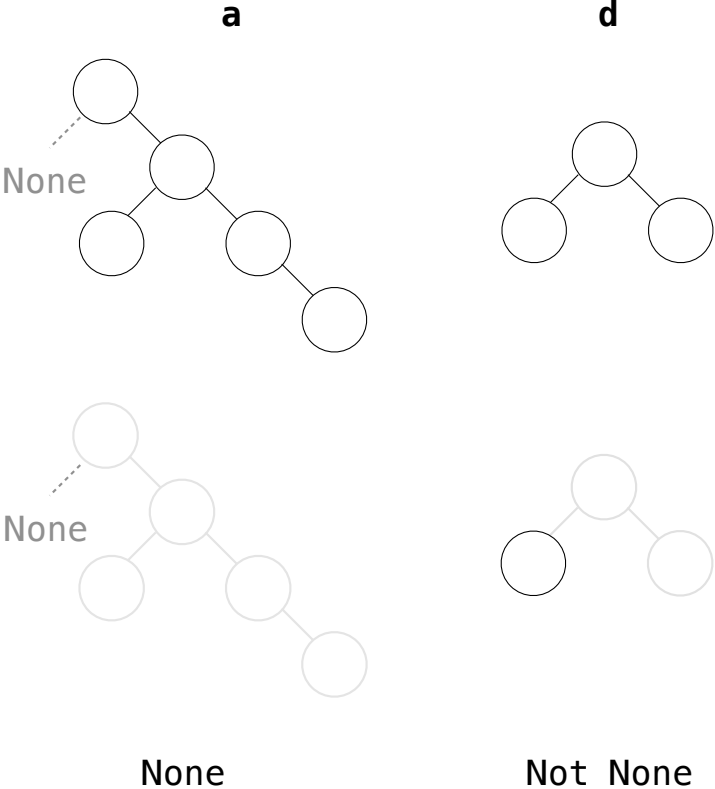


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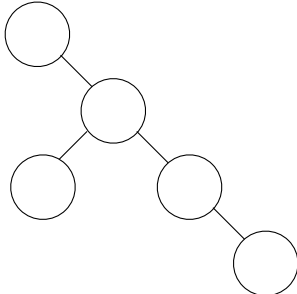
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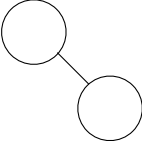


Recursive Implementation

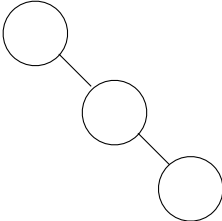
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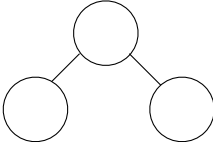
b



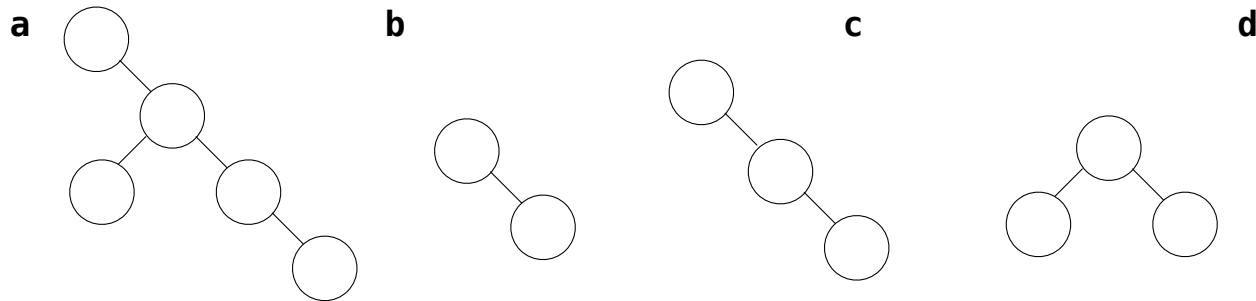
c



d

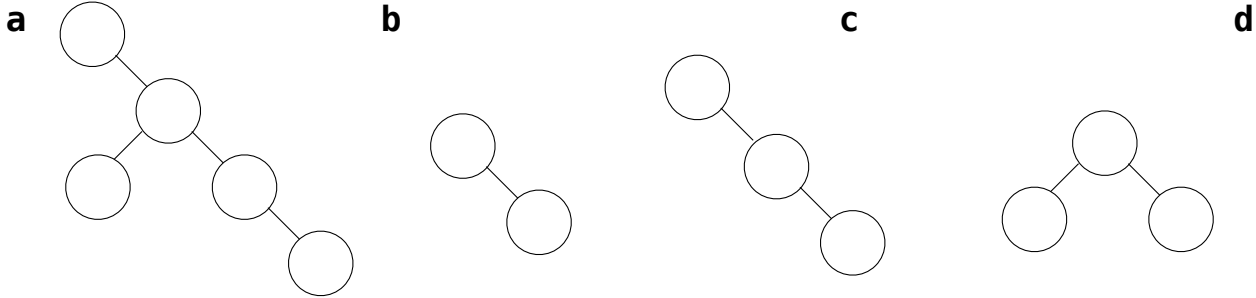


Recursive Implementation



Recursive call: Both the left and right are pruned, respectively

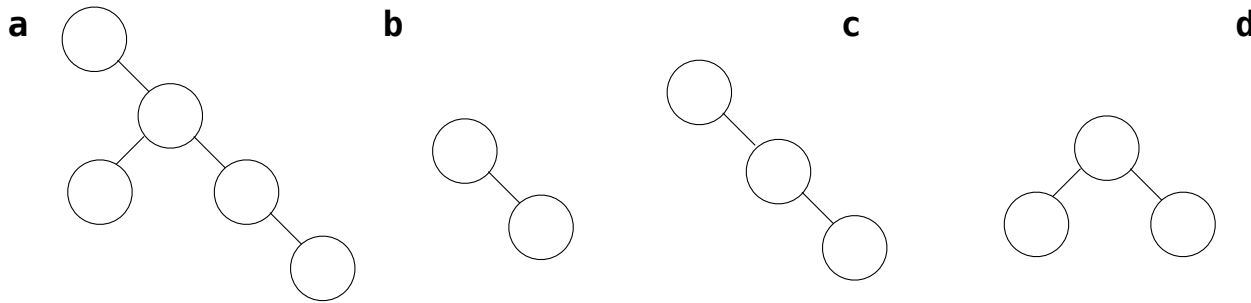
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Base cases: one (or more) of the trees is None

Recursive Implementation

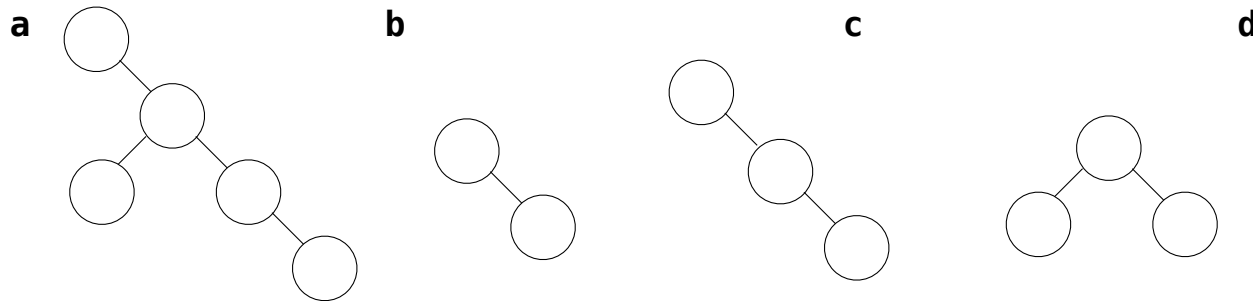


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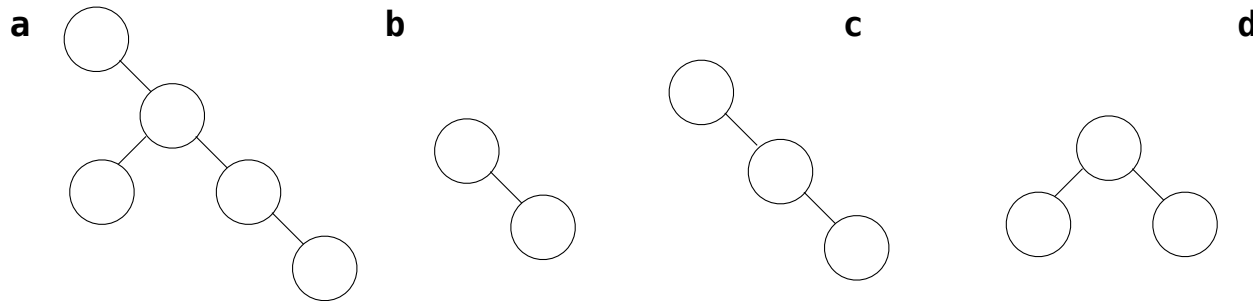


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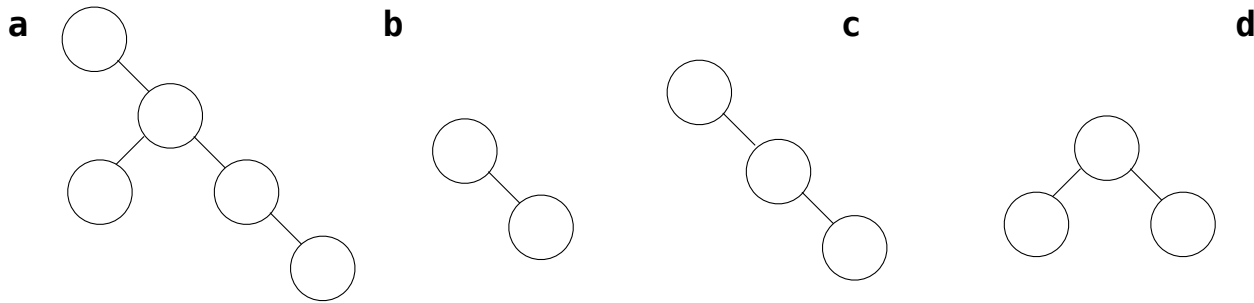


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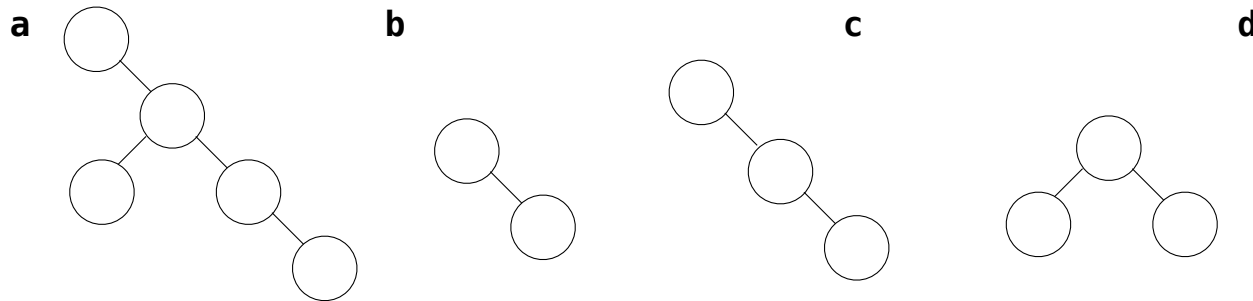


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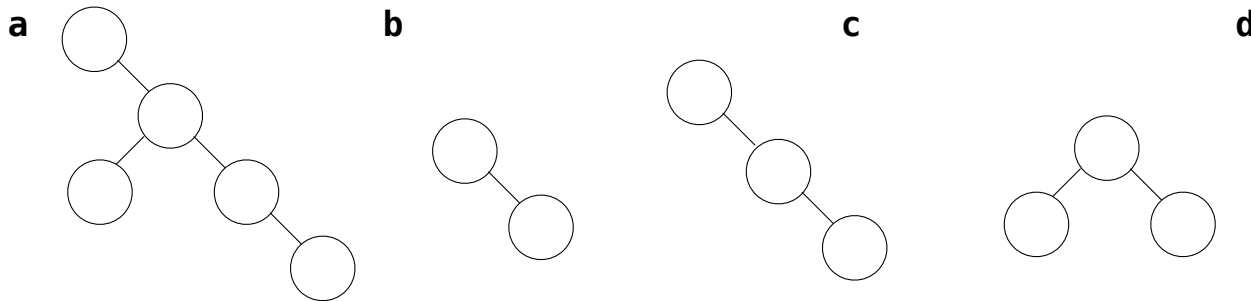


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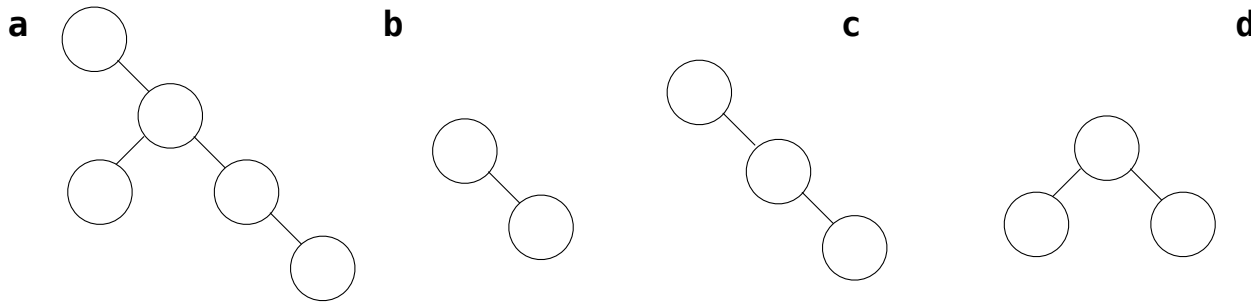


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Recursive call: Both the left and right are pruned, respectively

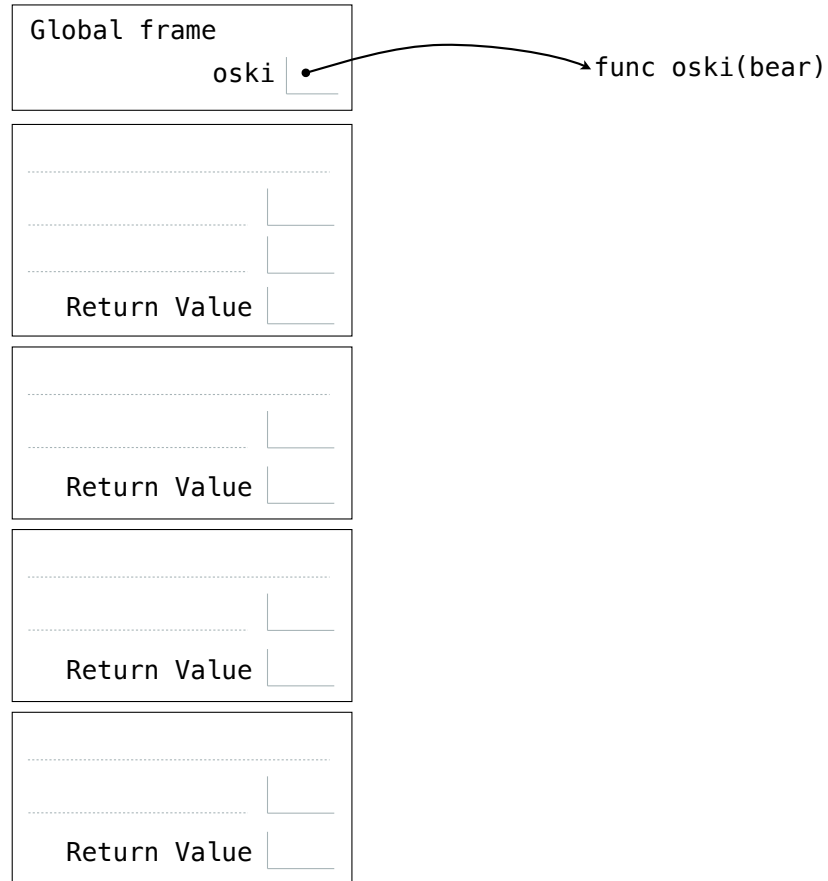
Base cases: one (or more) of the trees is None

```
def pruned(t1, t2):  
    if t2 is None:  
        return True  
    elif t1 is None:  
        return False  
    else:  
        return pruned(t1.left, t2.left) and pruned(t1.right, t2.right)
```

Non-Local Assignment

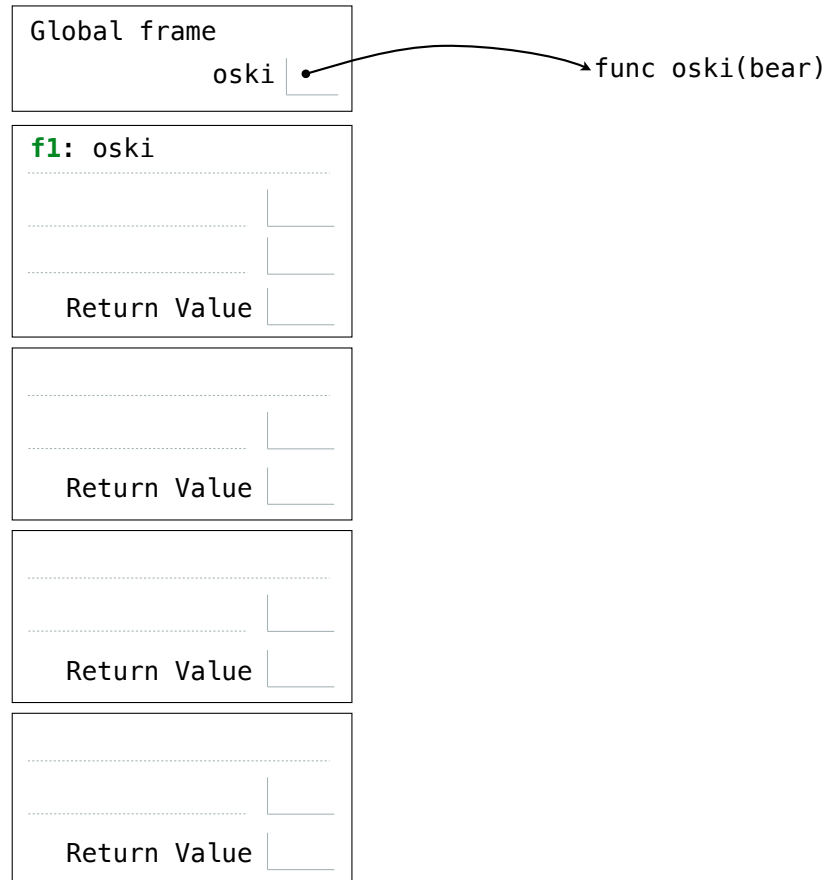
Go Bears!

```
def oski(bear):  
    def cal(berk):  
        nonlocal bear  
        if bear(berk) == 0:  
            return (berk+1, berk-1)  
        bear = lambda ley: berk-ley  
        return (berk, cal(berk))  
    return cal(2)  
oski(abs)
```



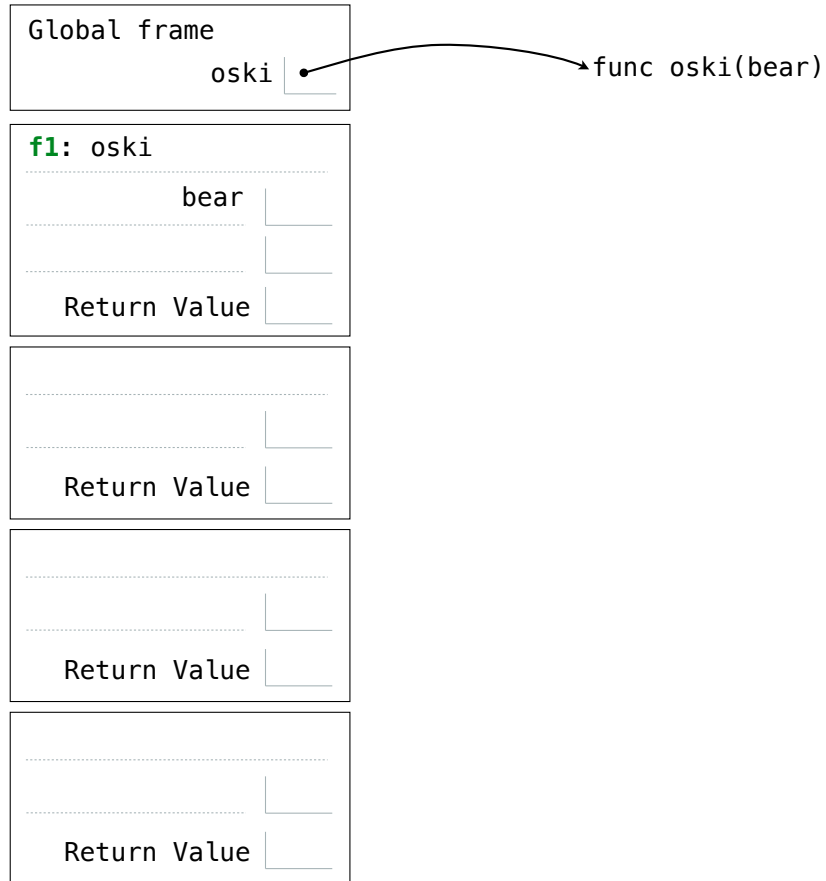
Go Bears!

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oski(abs)
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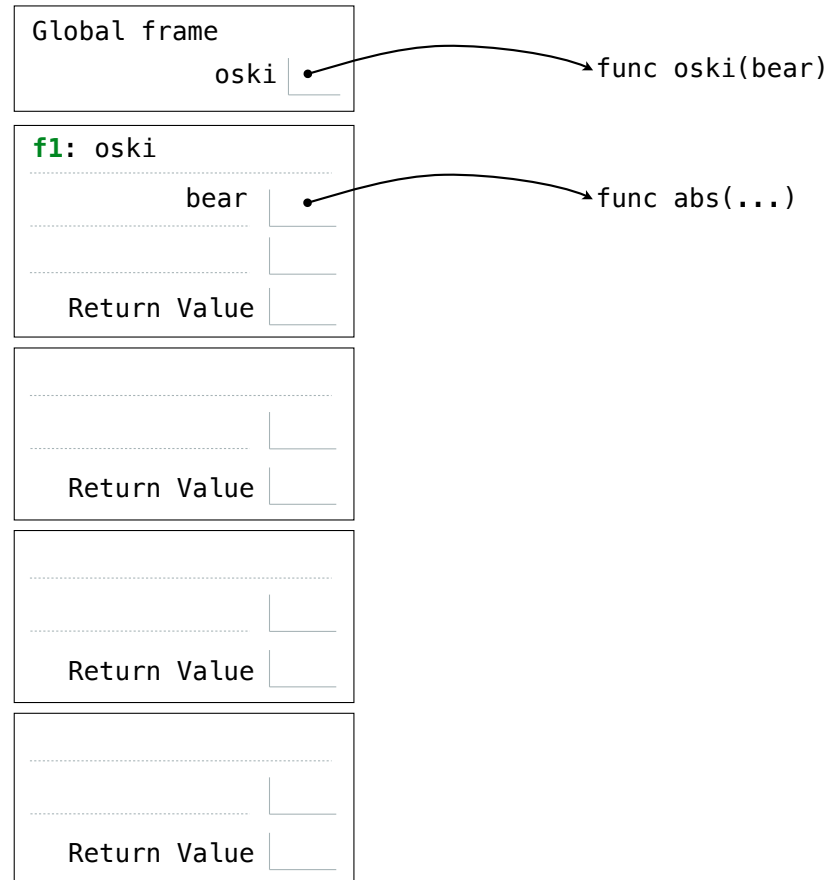
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oski(abs)
```



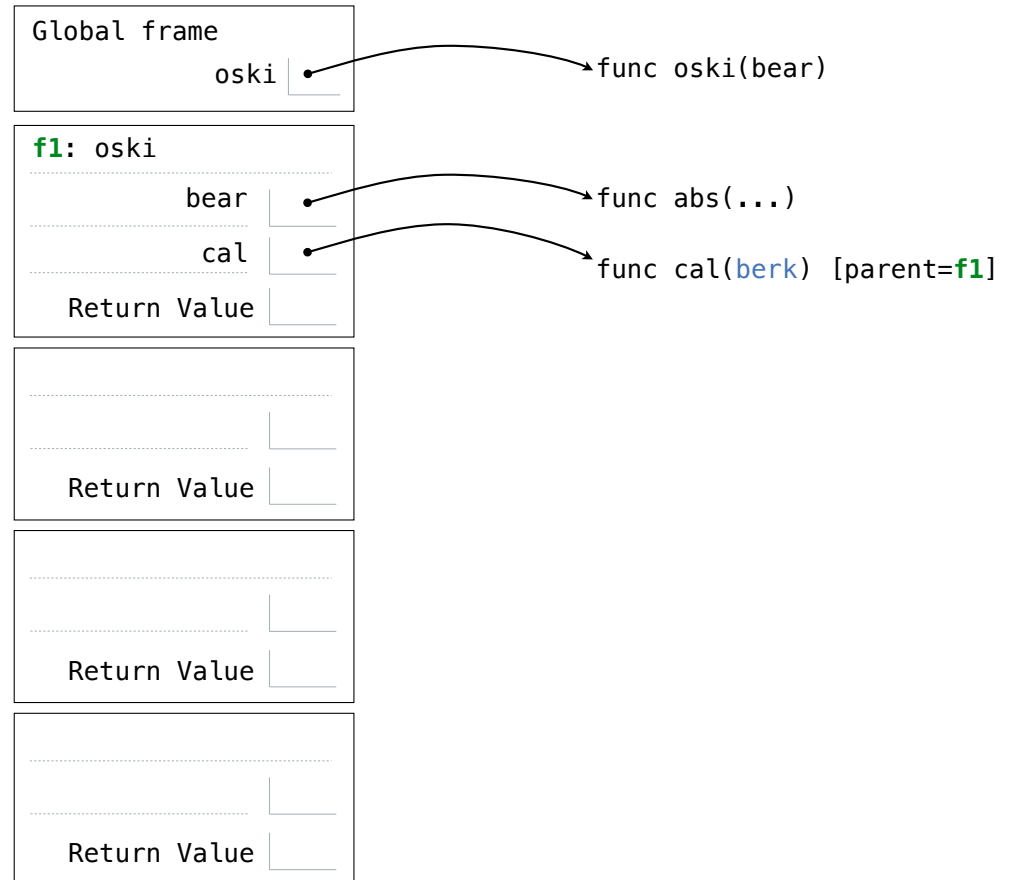
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    return cal(2)  
oski(abs)
```



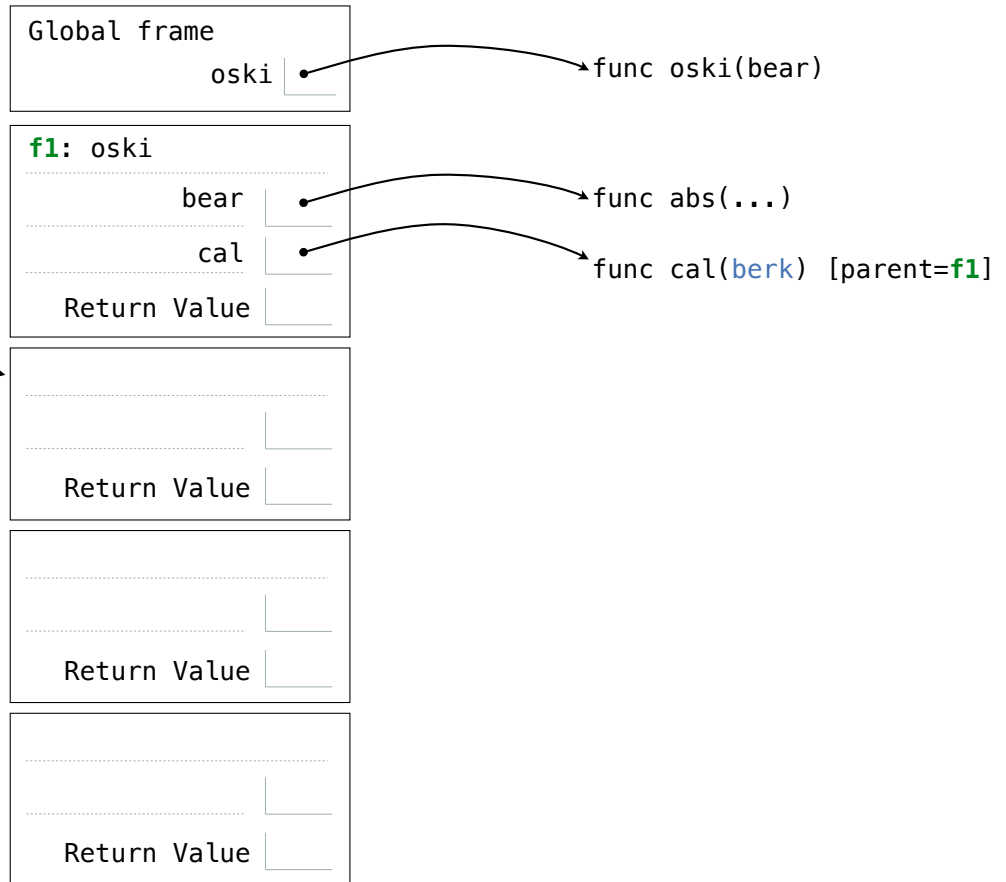
Go Bears!

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    def cal(berk):  
        nonlocal bear  
        if bear(berk) == 0:  
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        bear = lambda ley: berk-ley  
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```



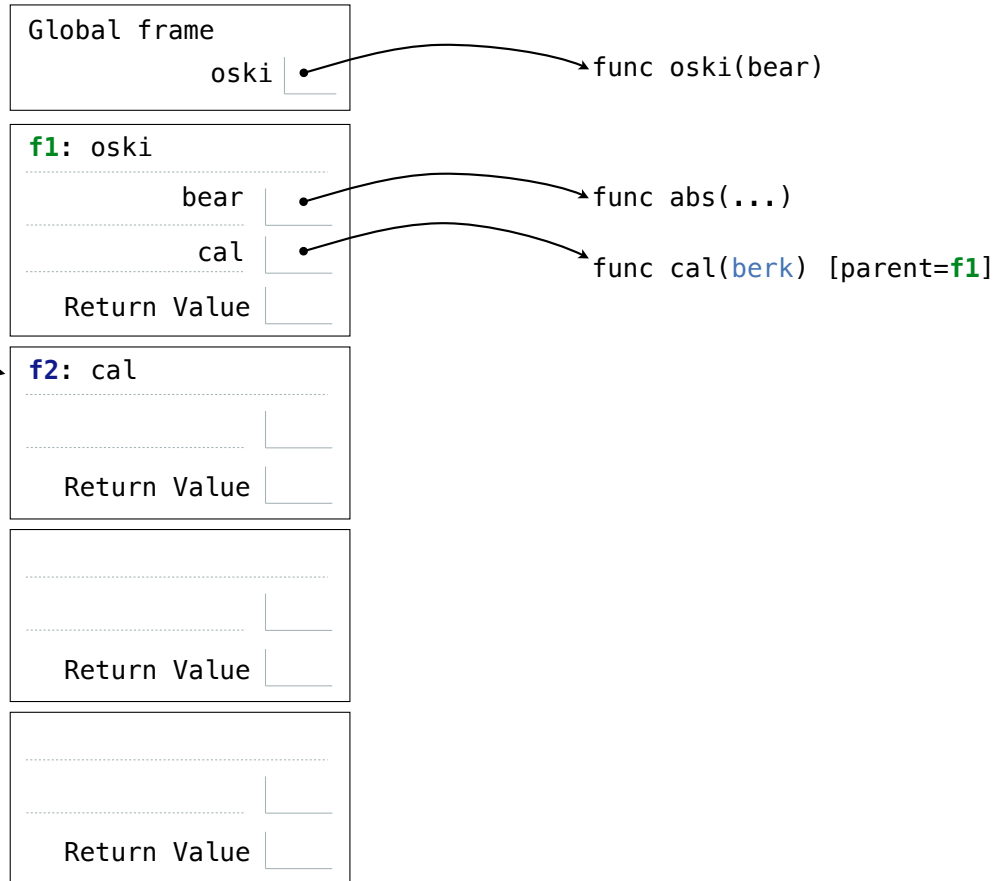
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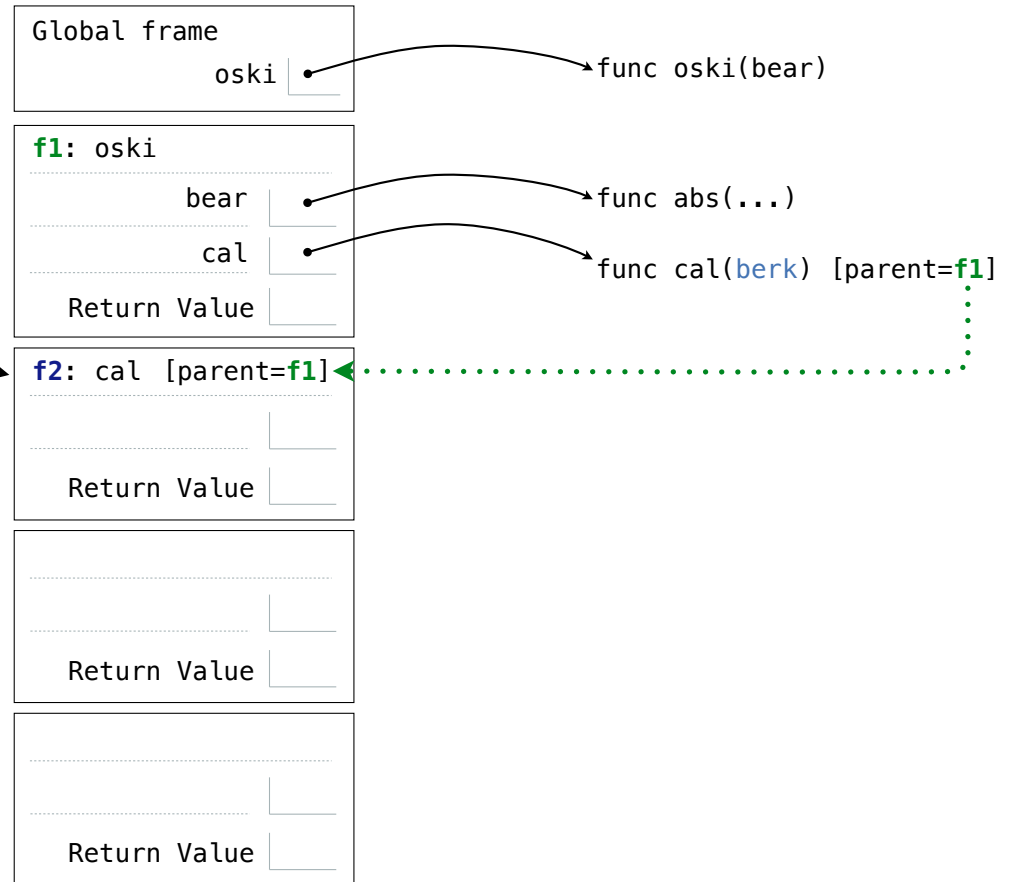
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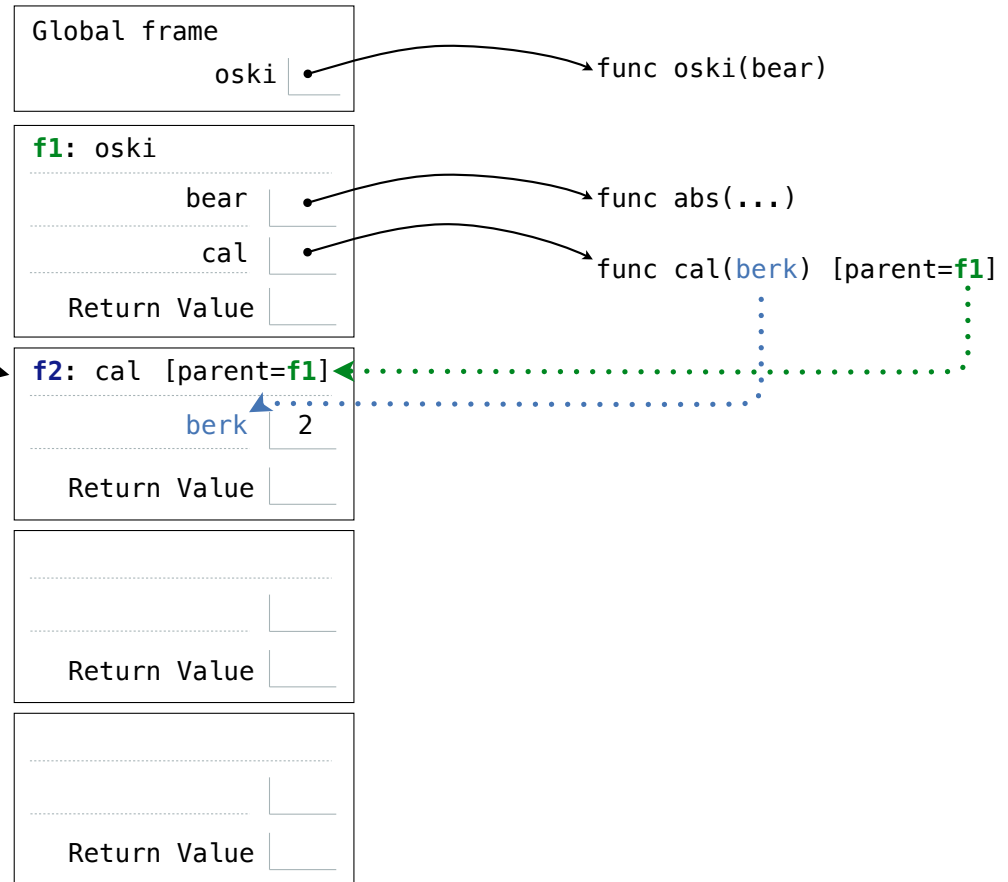
Go Bears!

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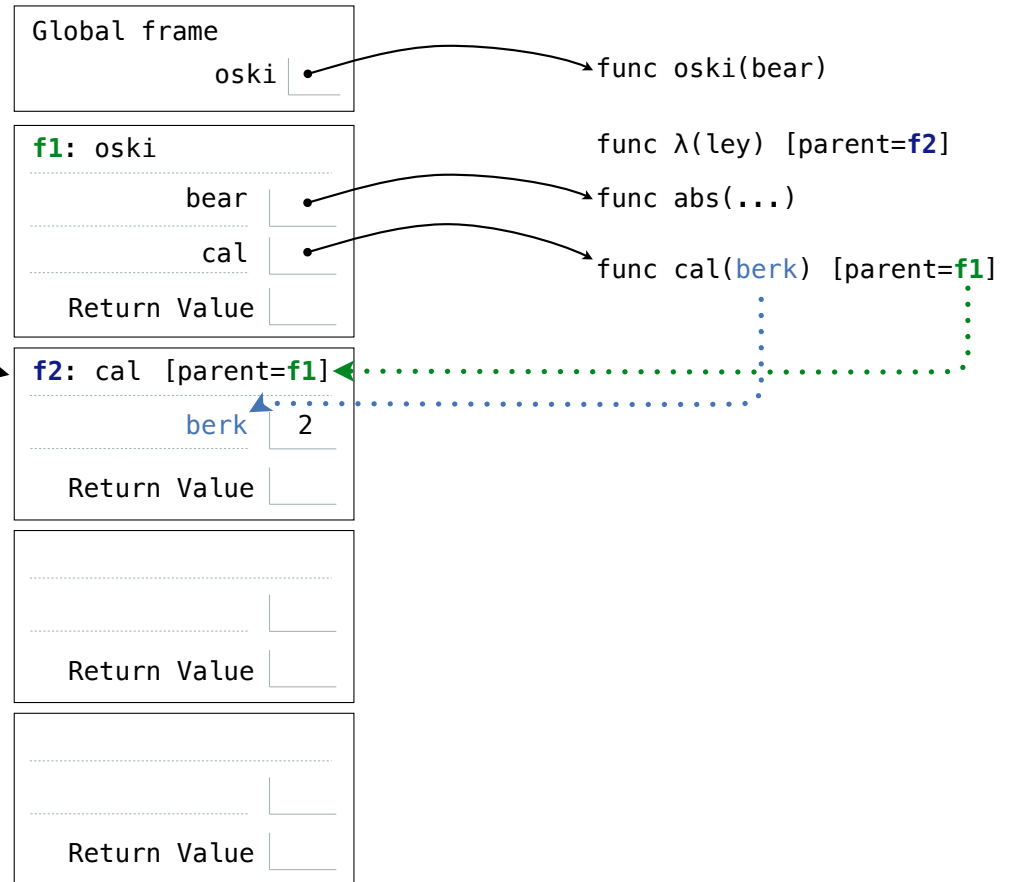
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```



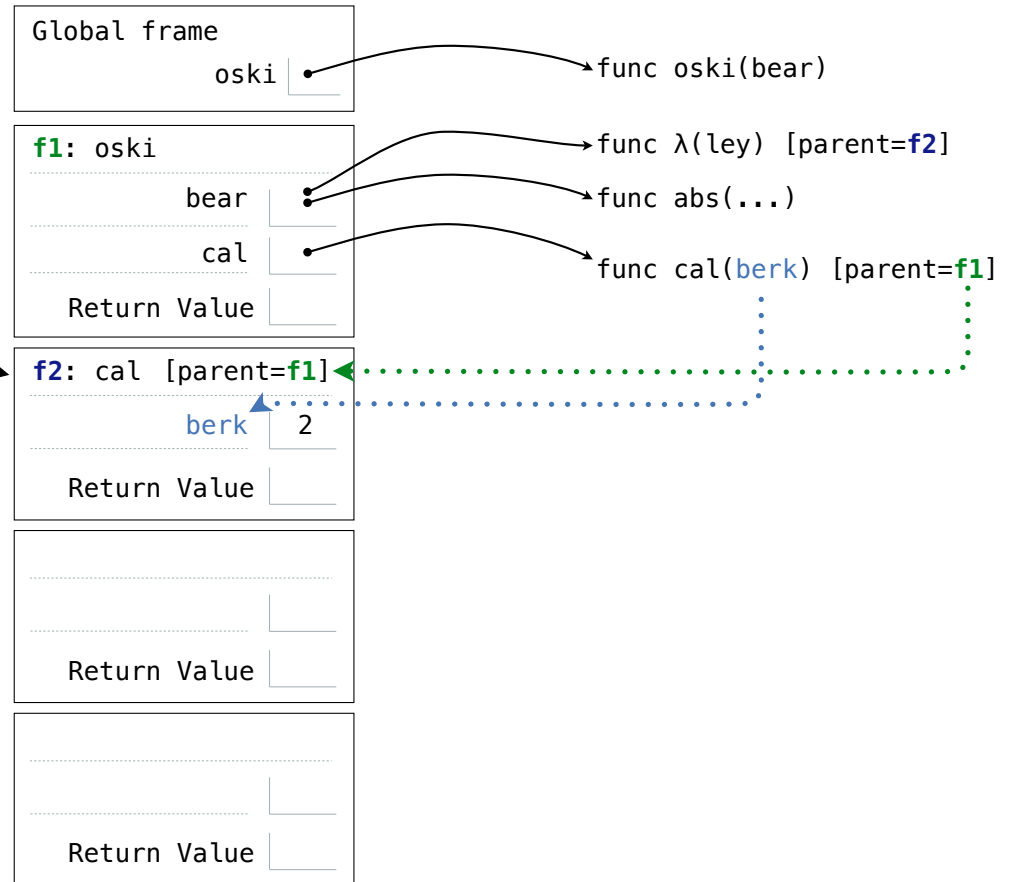
Go Bears!

```
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        nonlocal bear  
        if bear(berk) == 0:  
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        bear = lambda ley: berk-ley  
        return (berk, cal(berk))  
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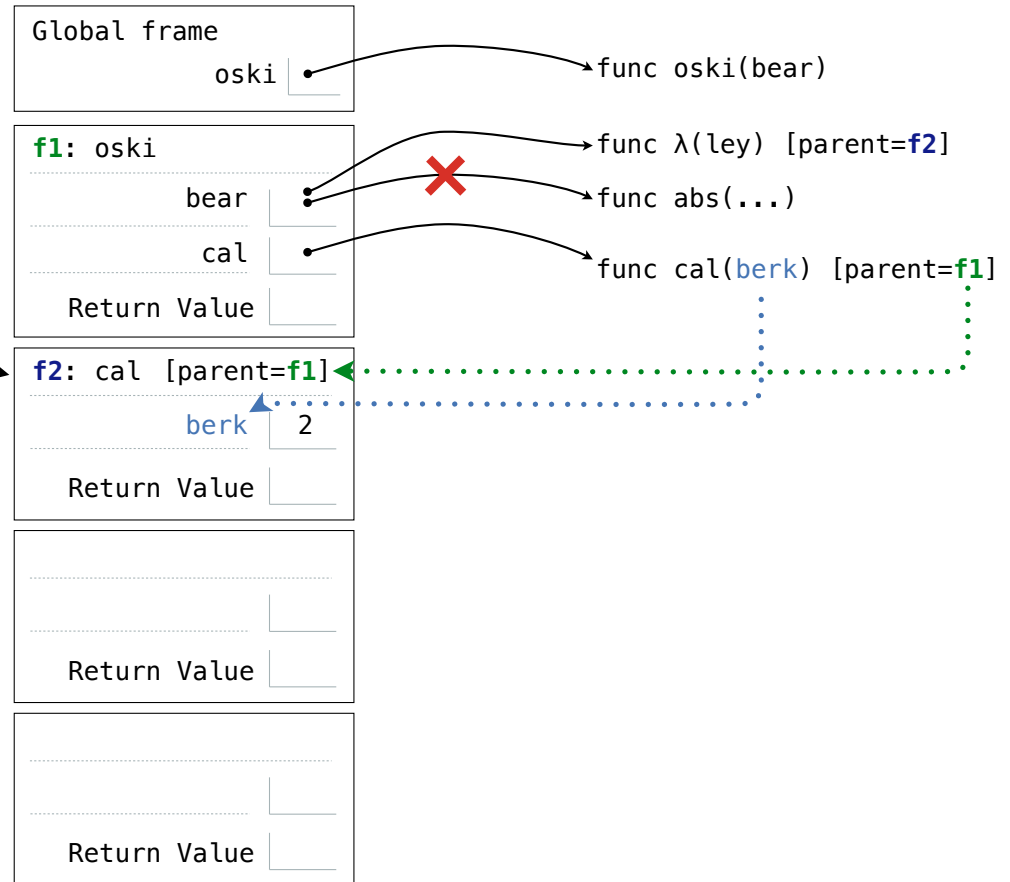
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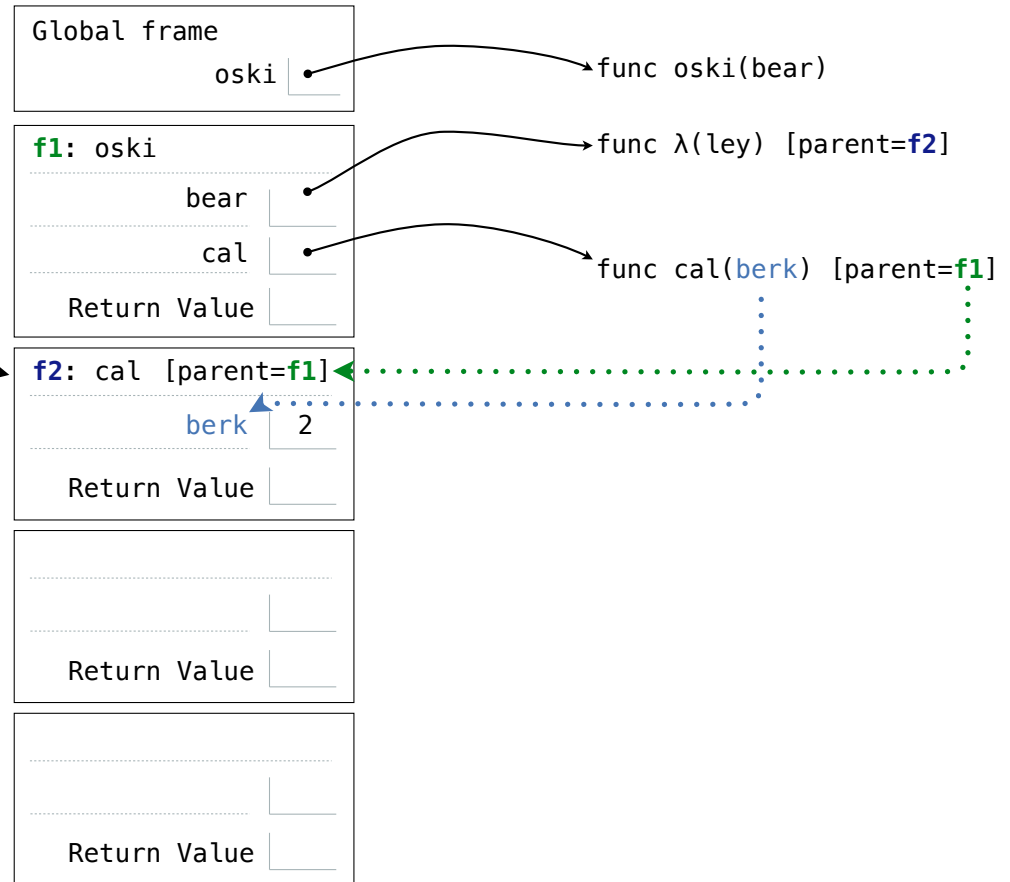
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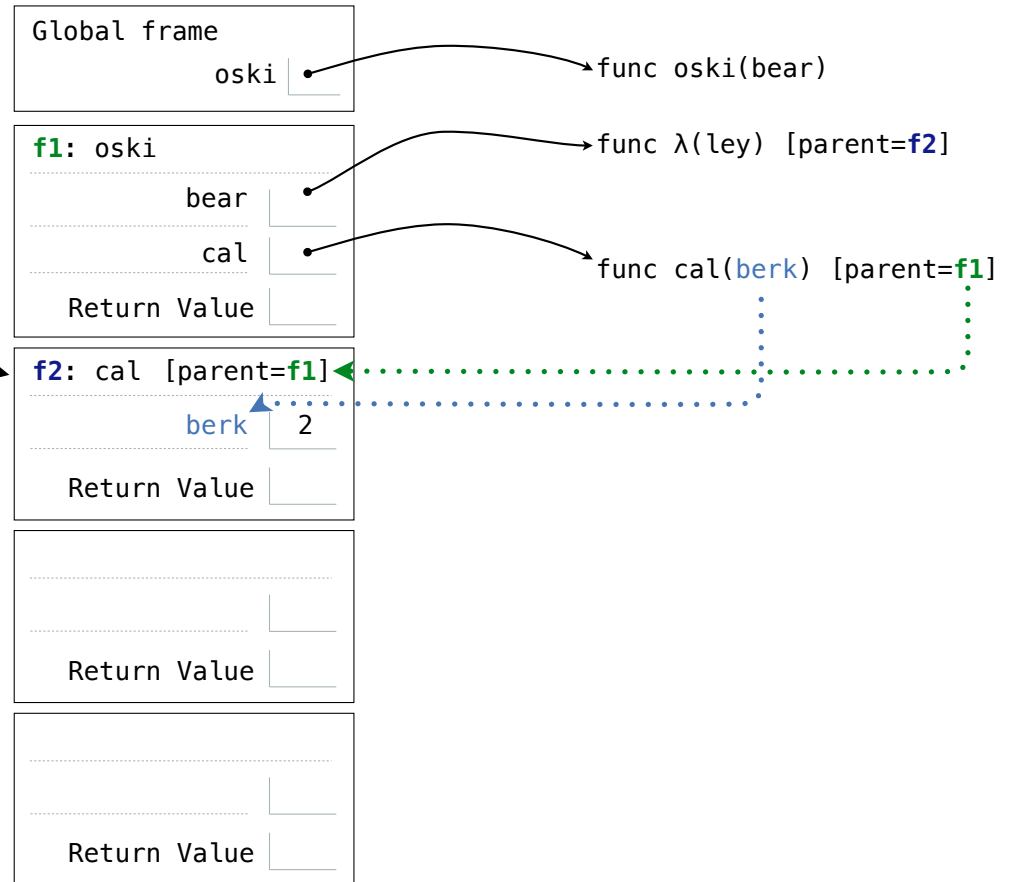
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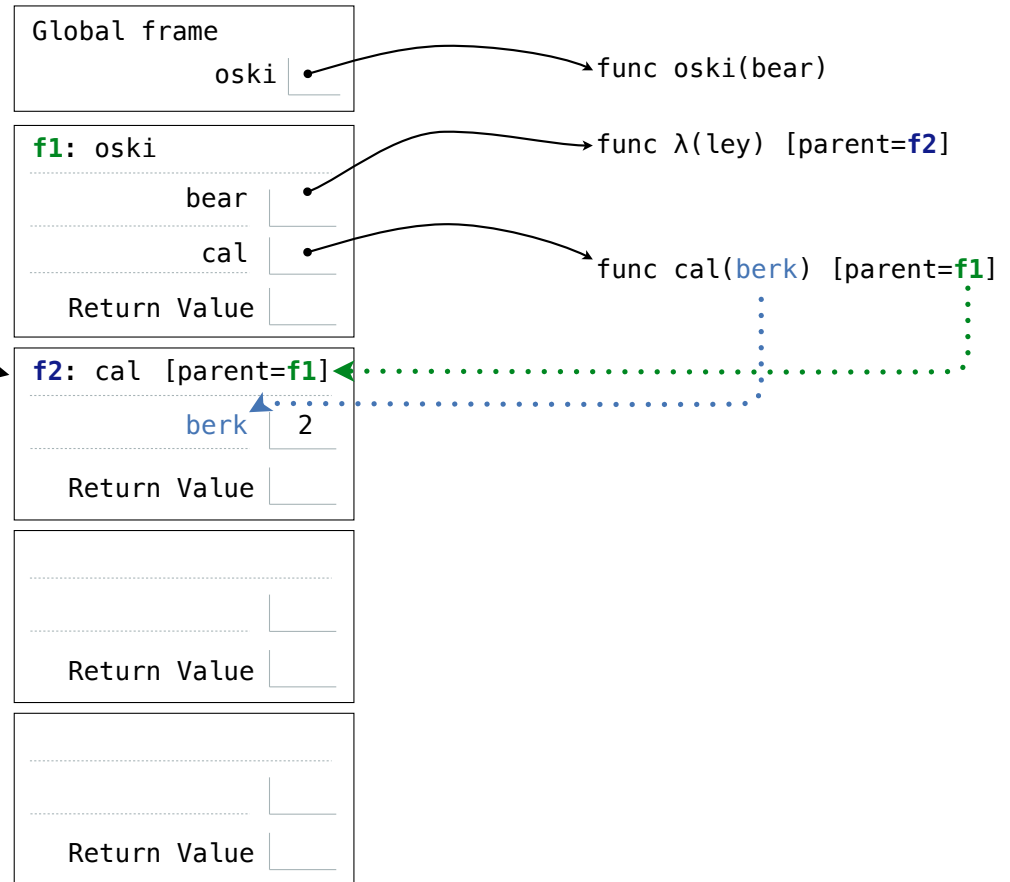
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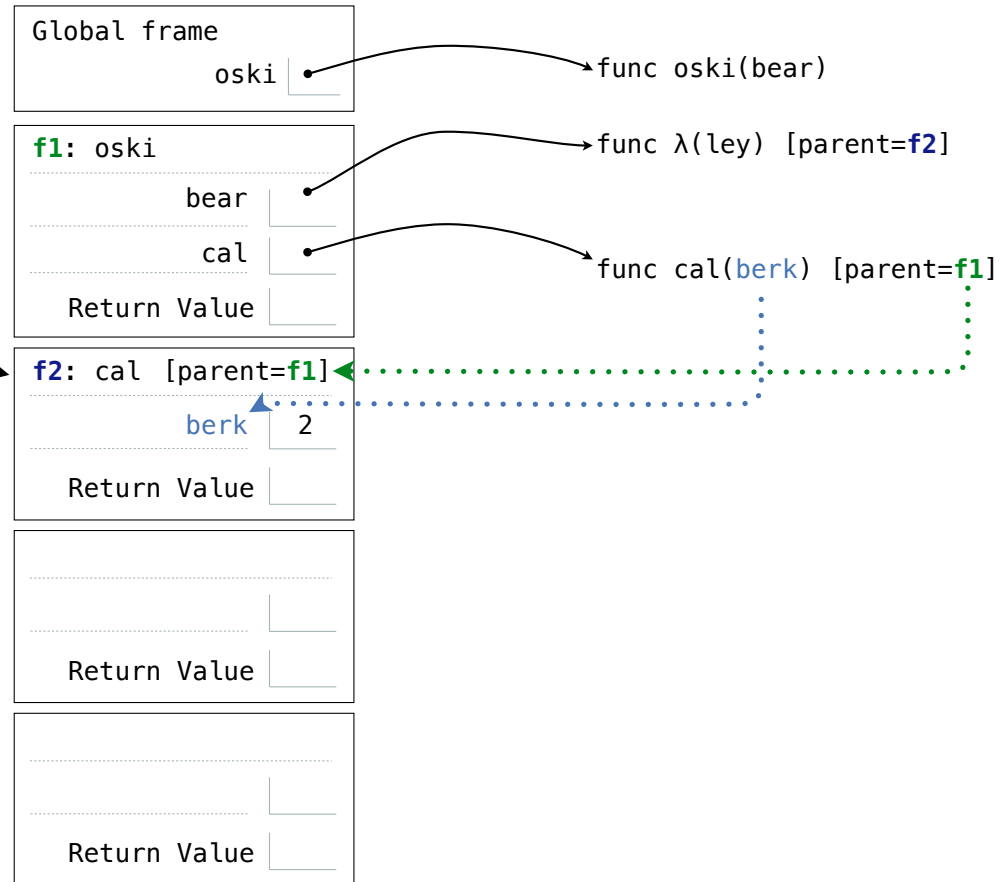
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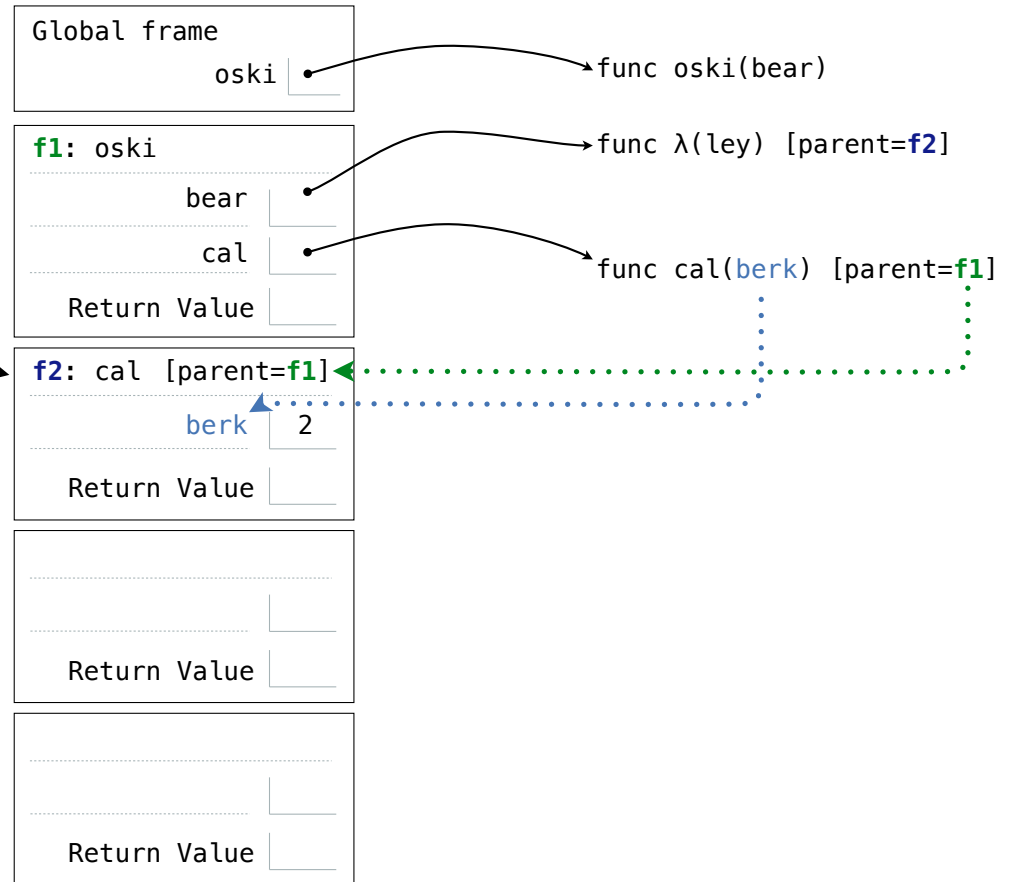
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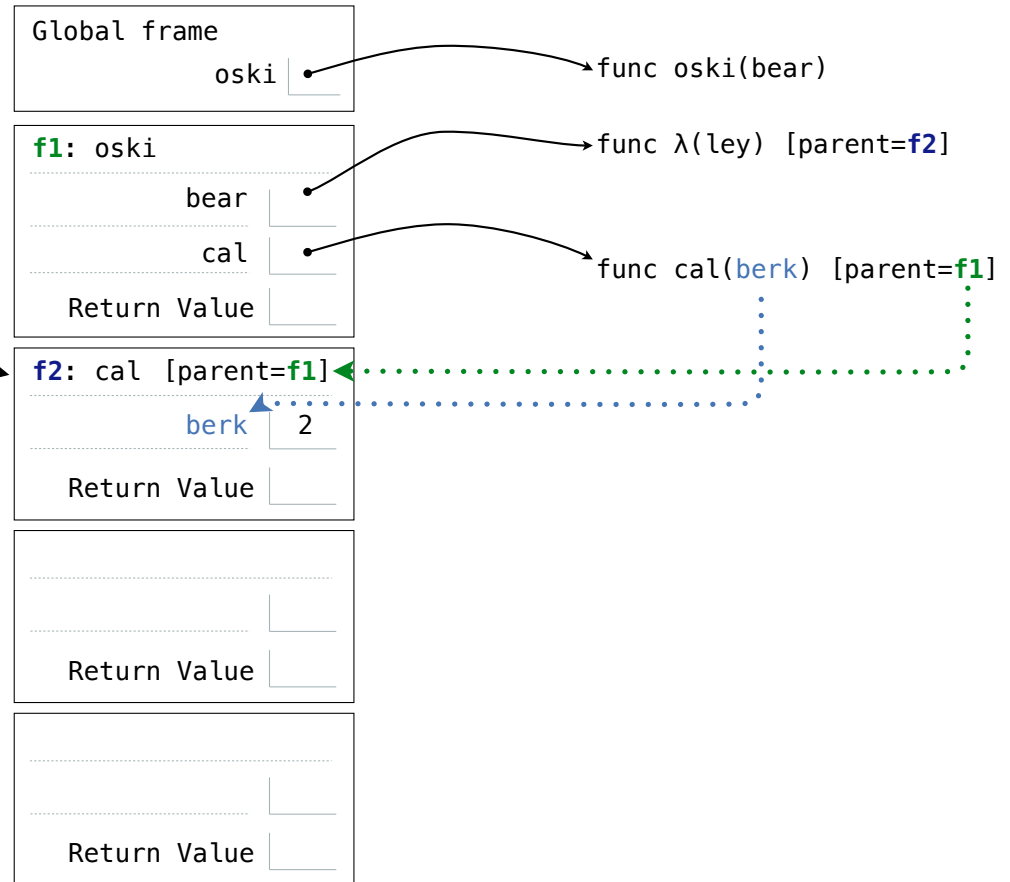
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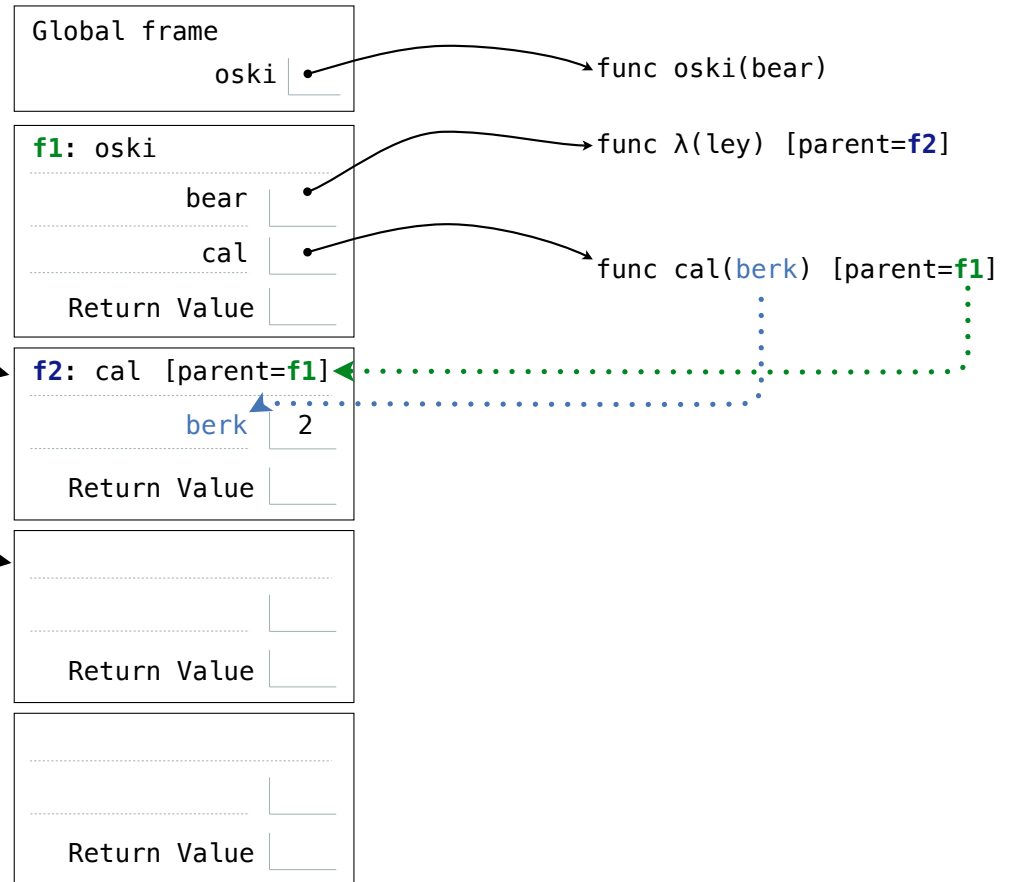
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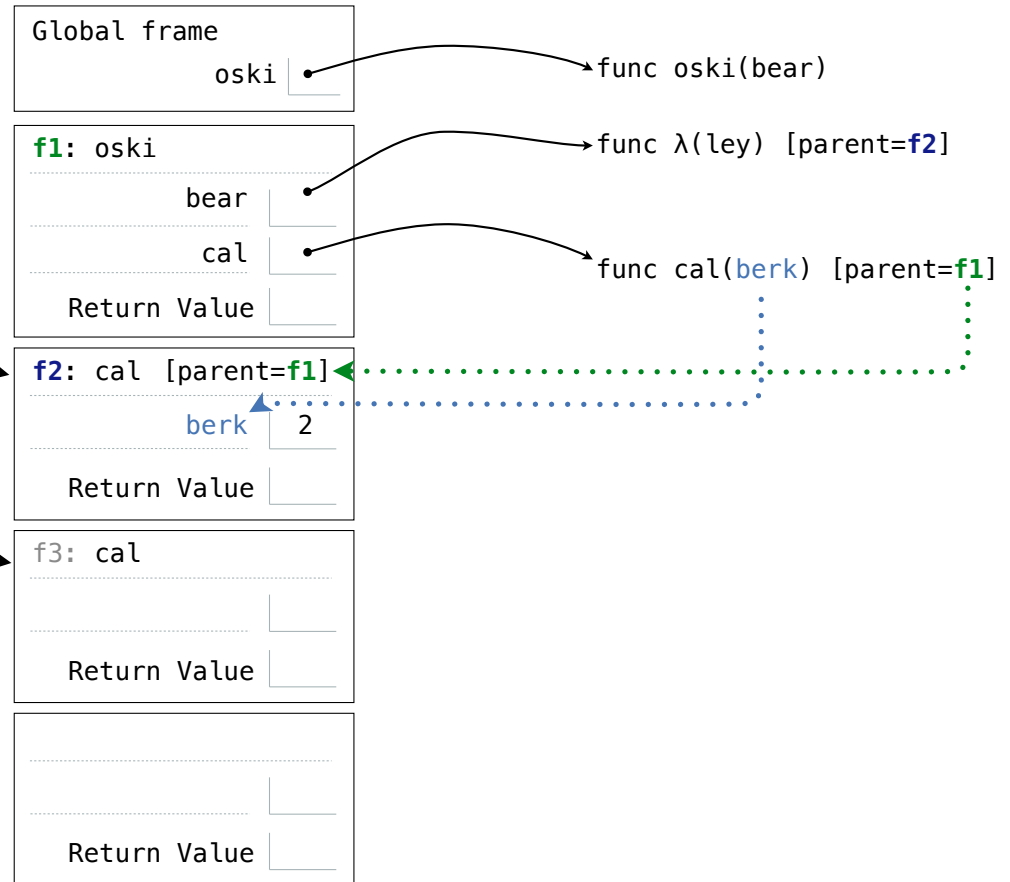
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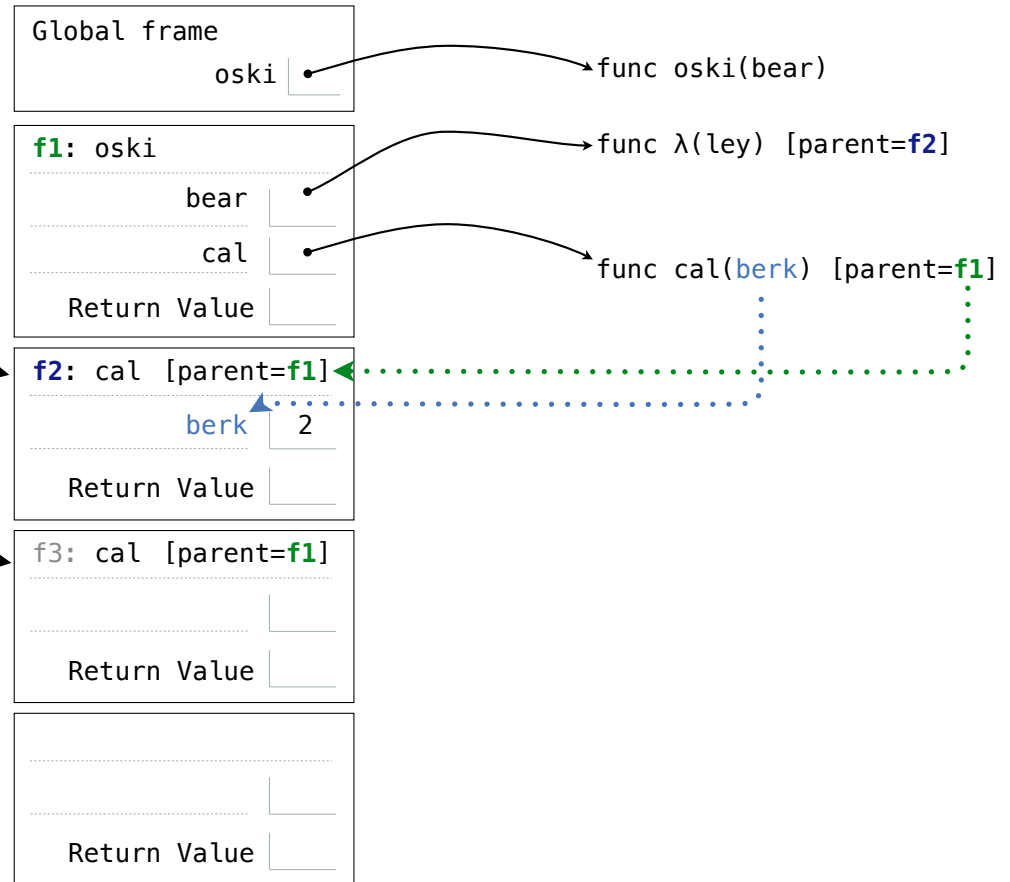
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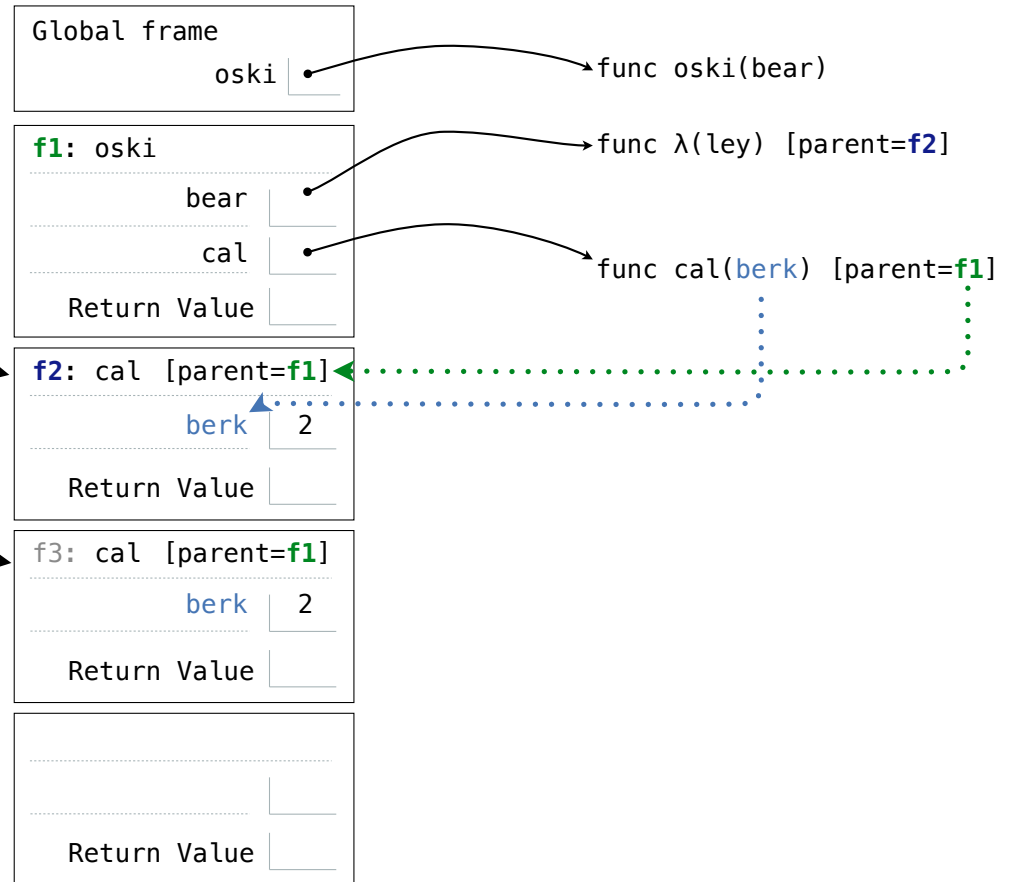
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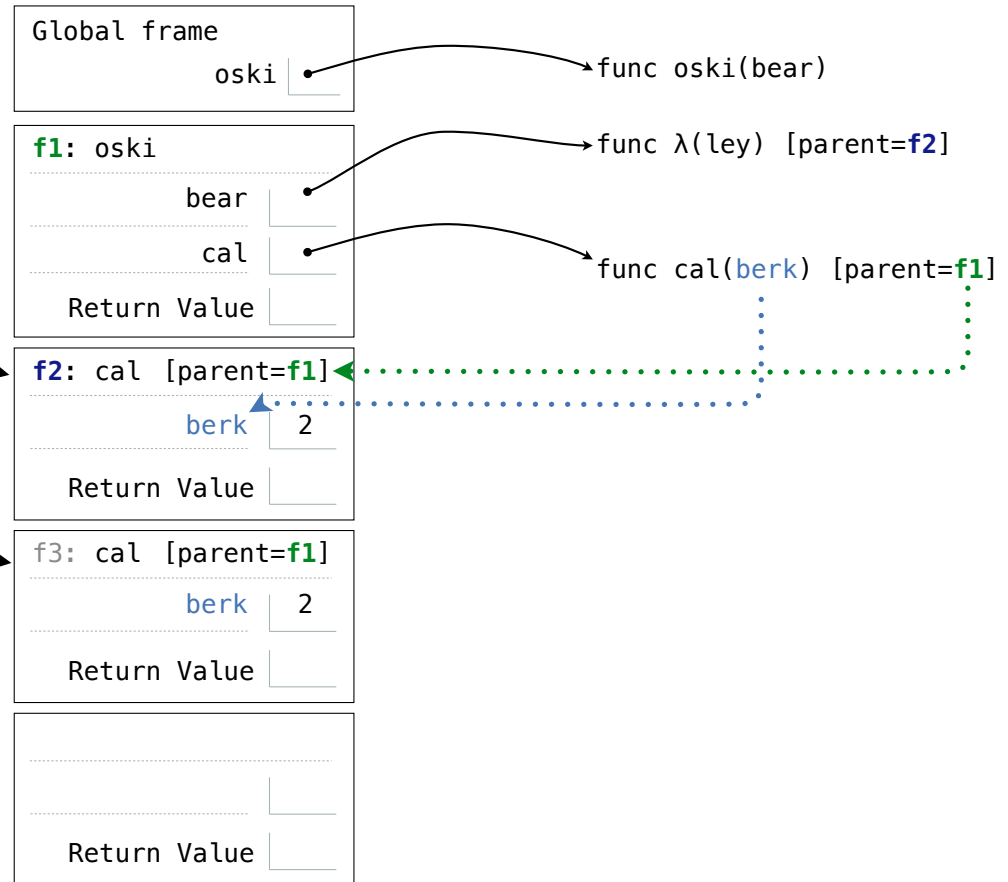
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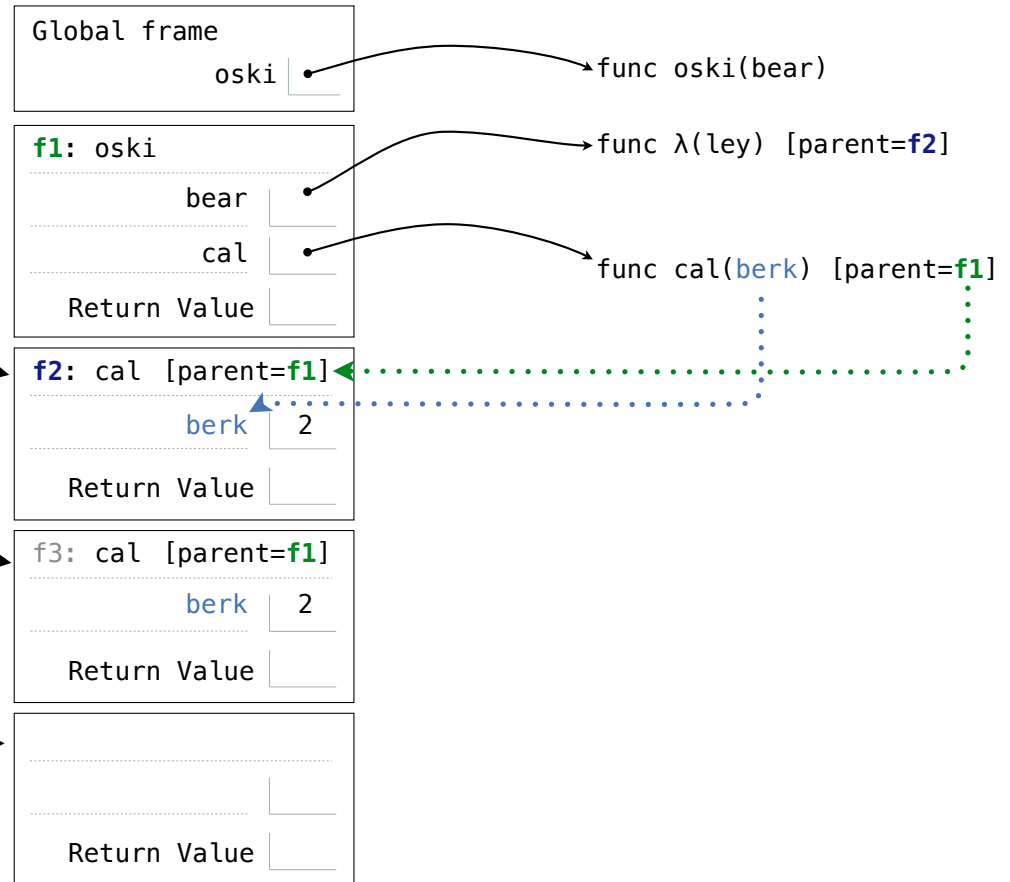
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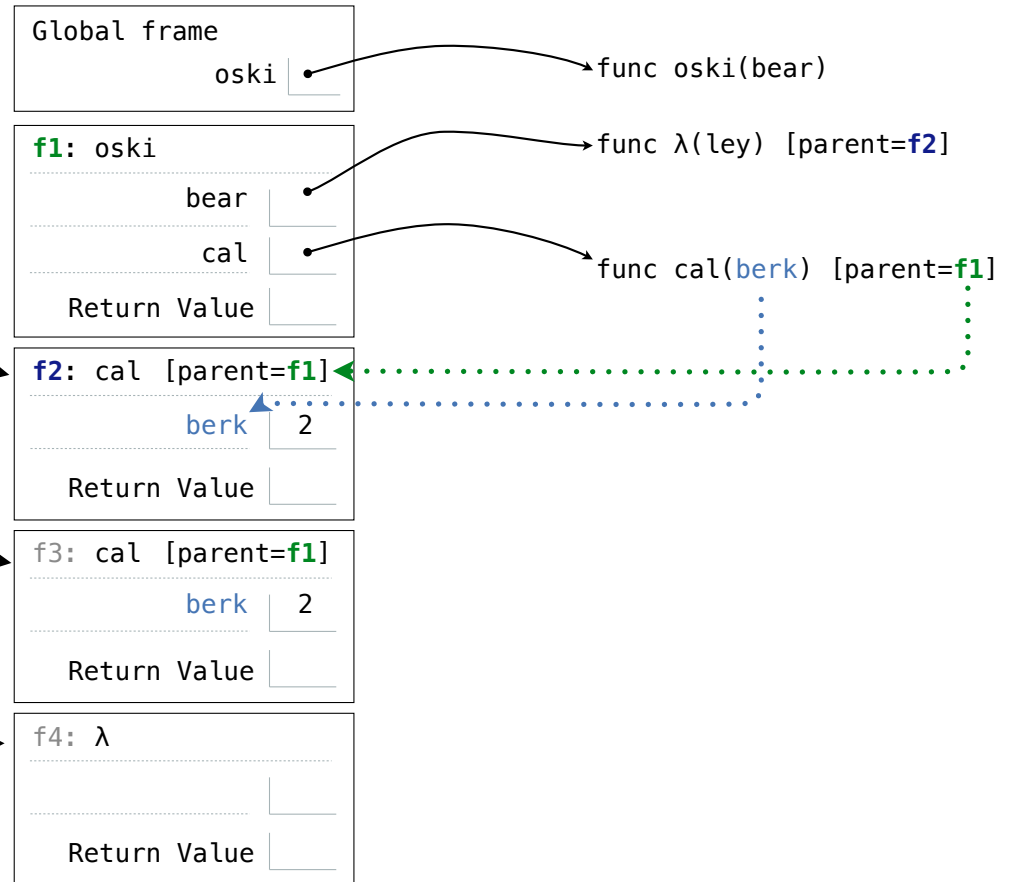
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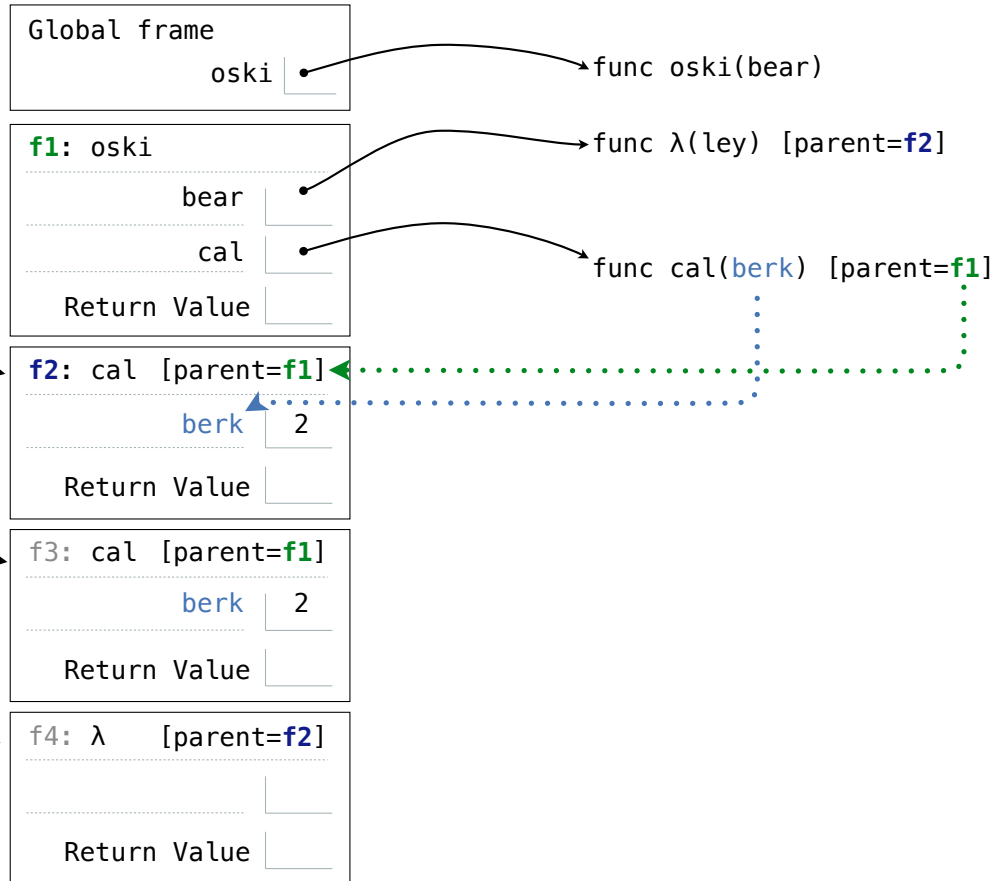
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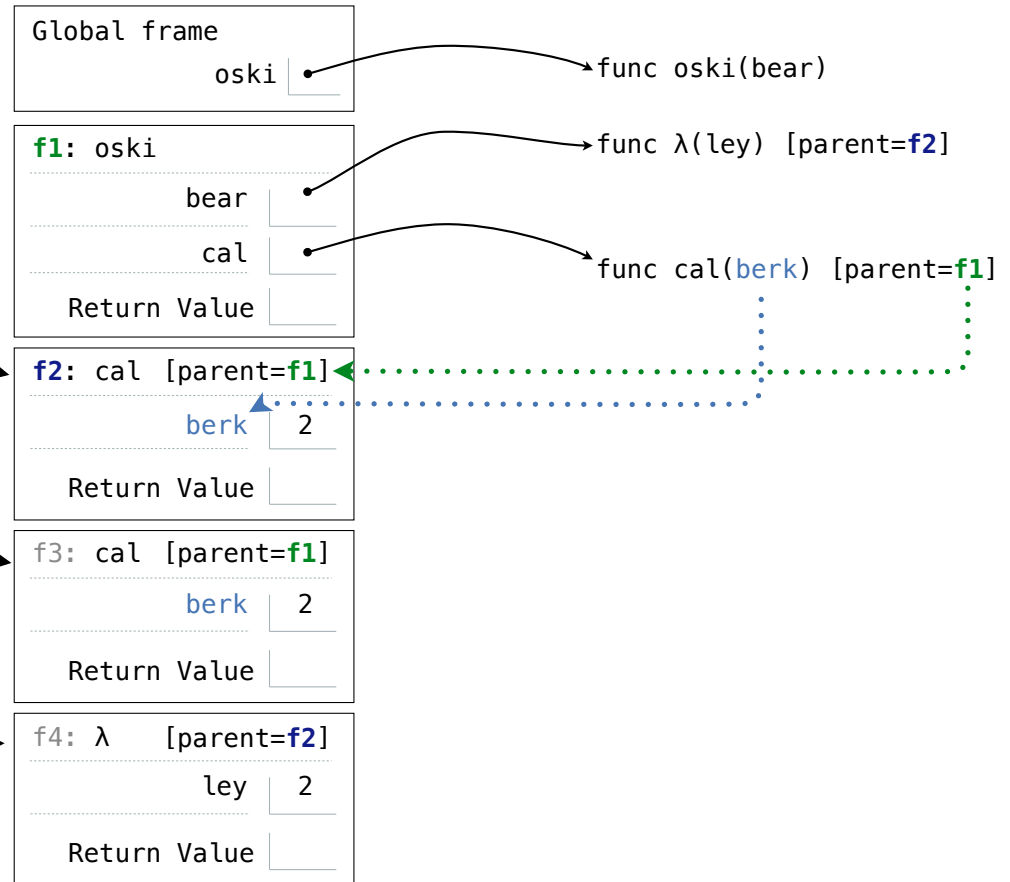
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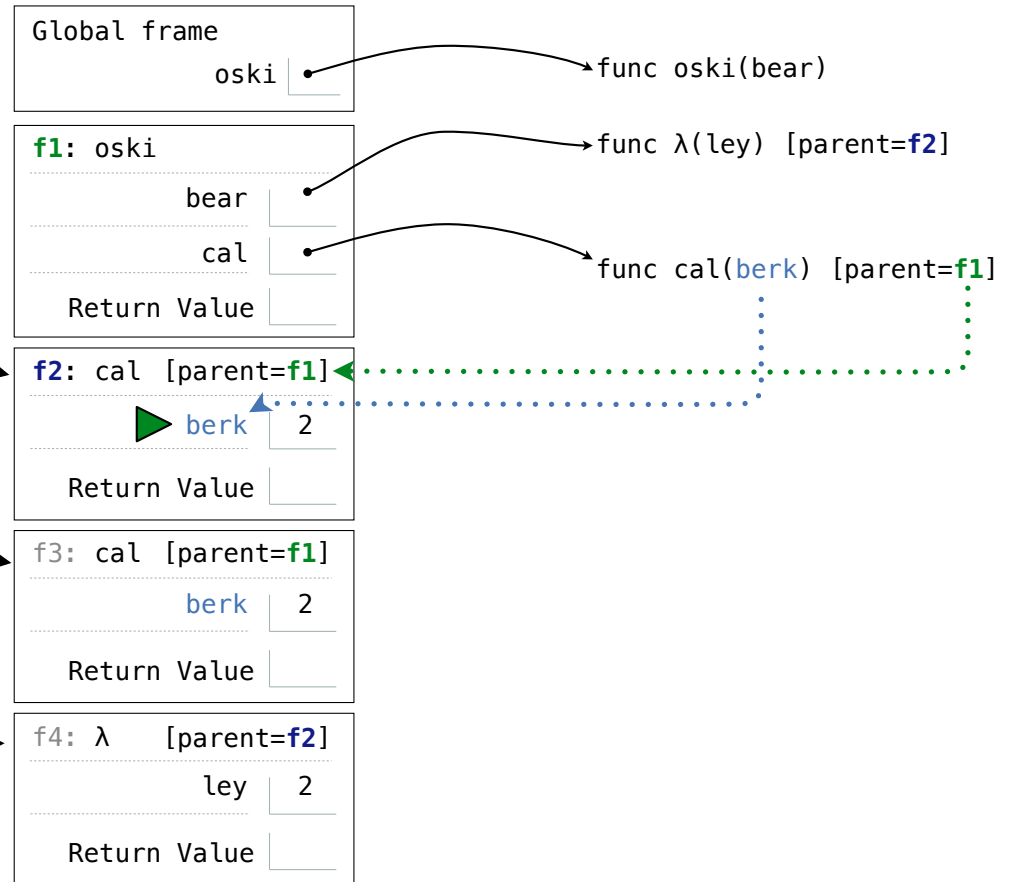
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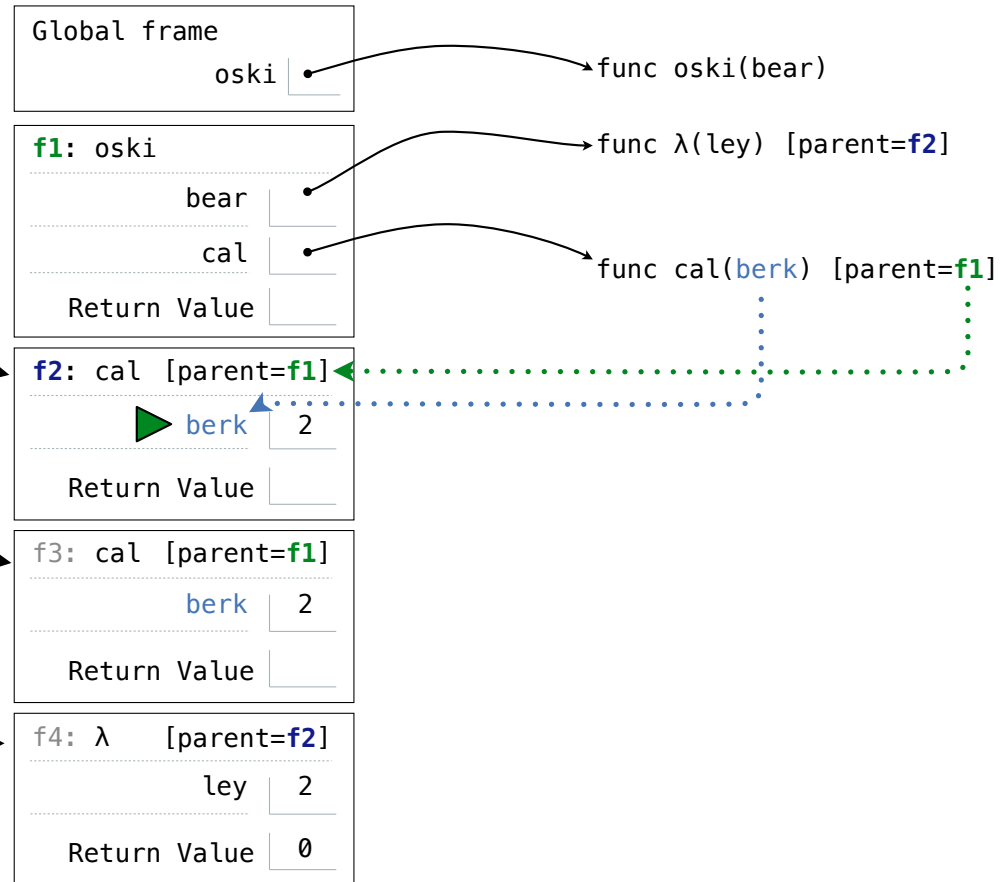
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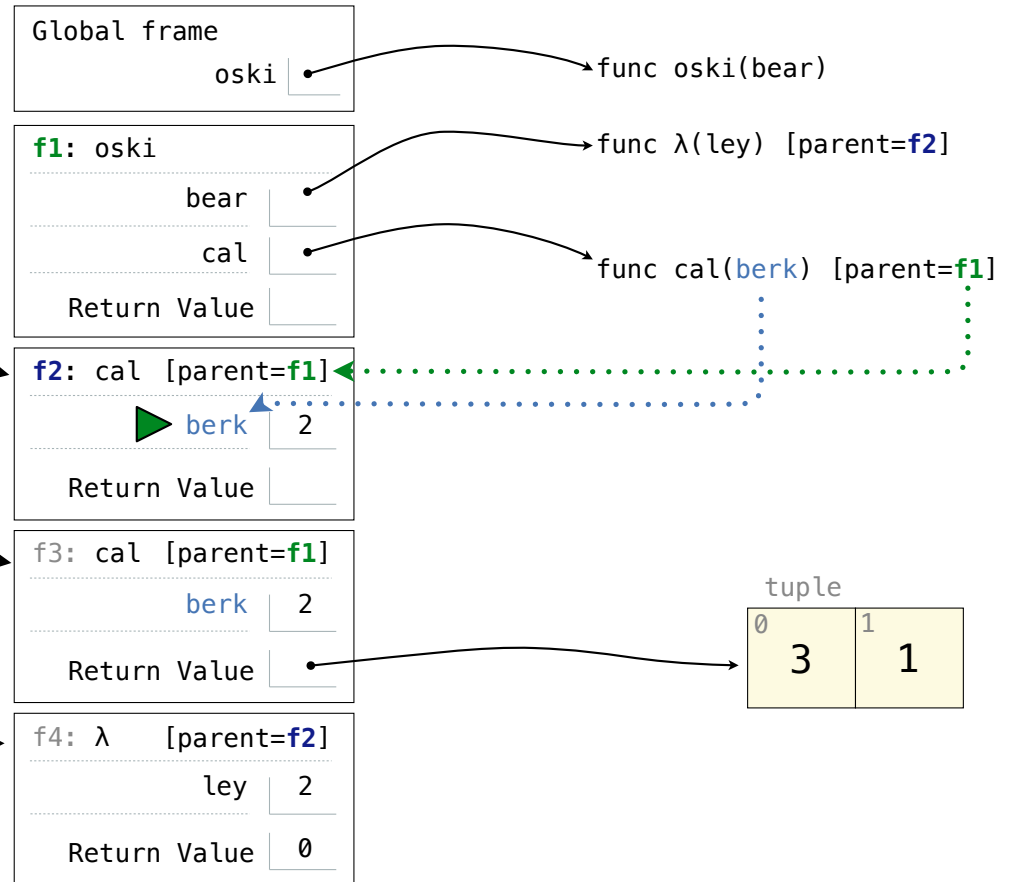
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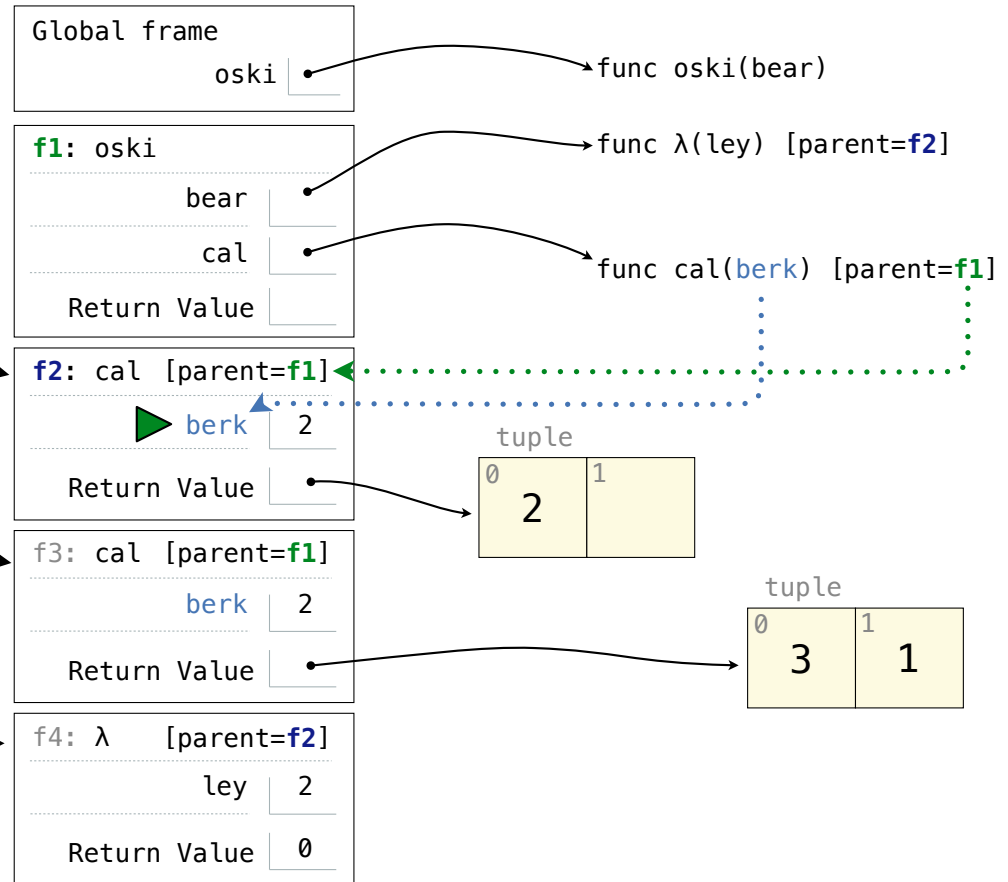
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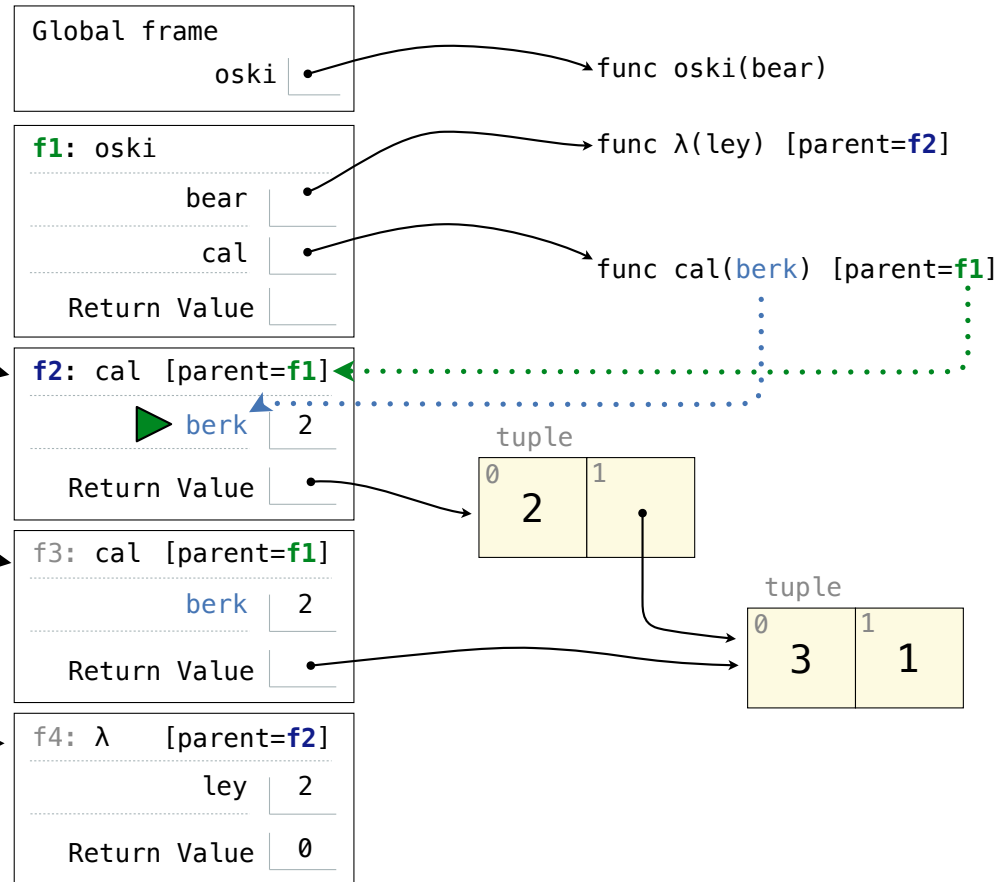
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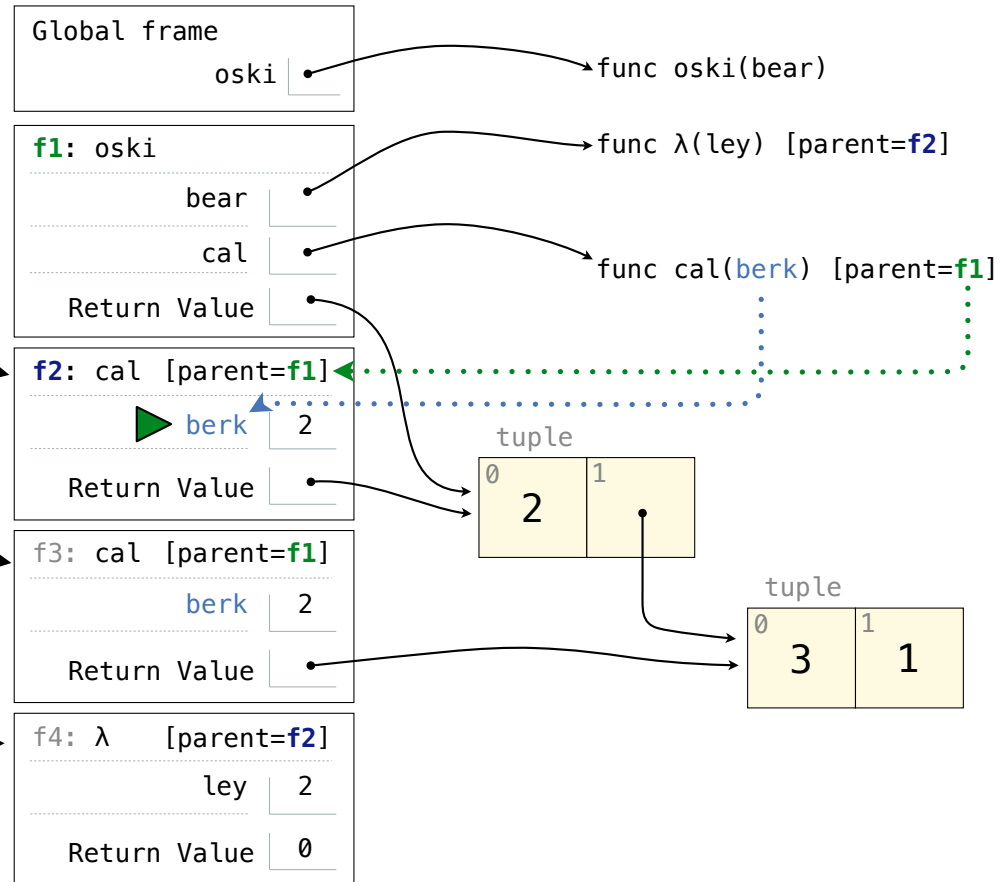
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Go Bears!

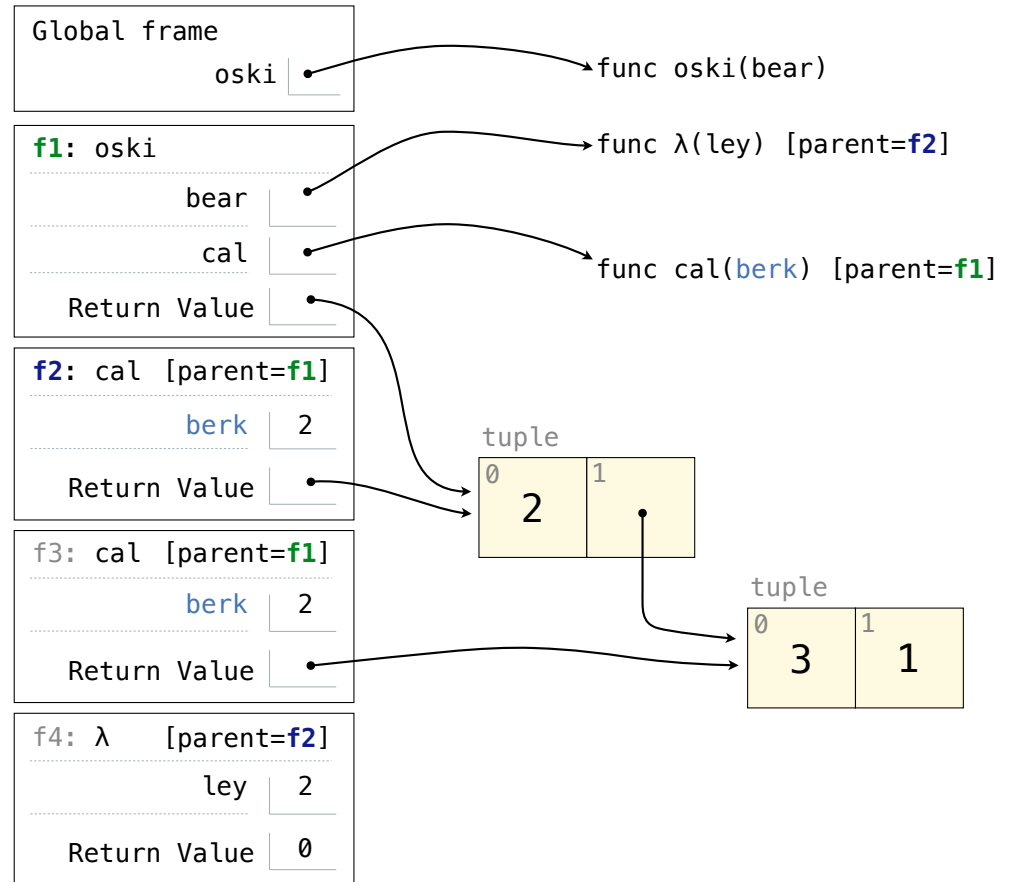
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```



Non-Local Assignment Variants

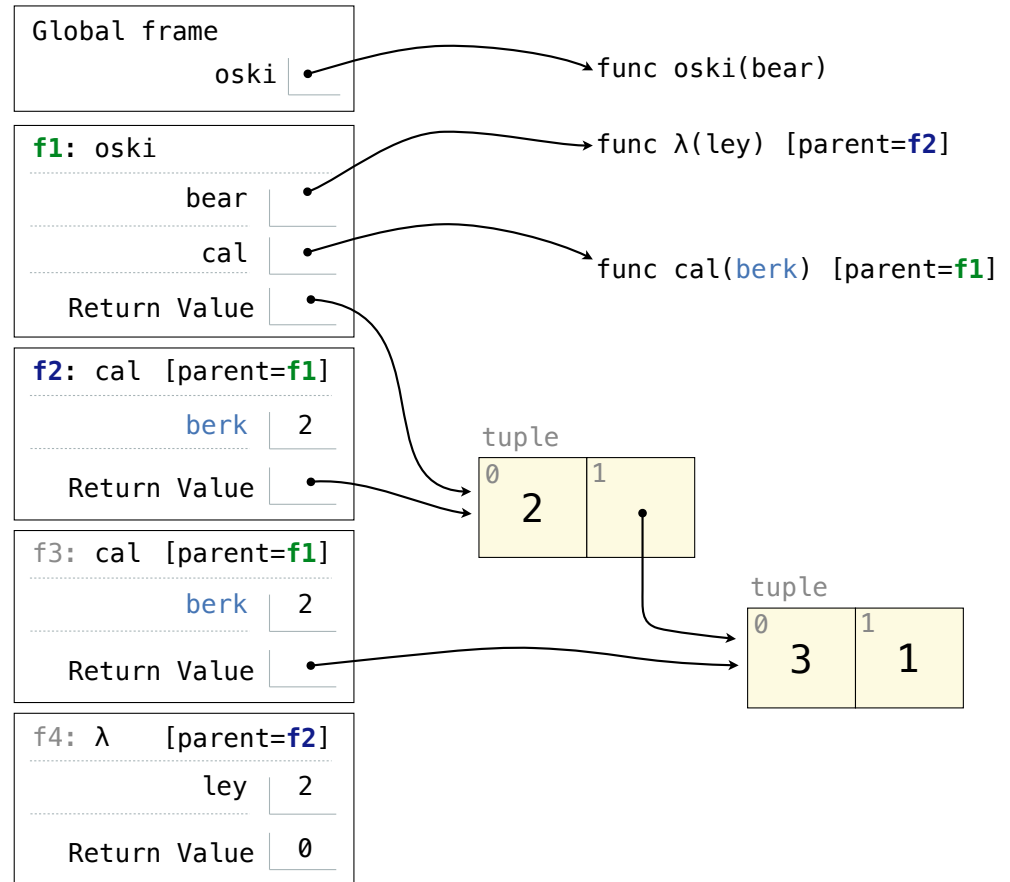
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        bear = lambda ley: berk-ley  
        return (berk, cal(berk))  
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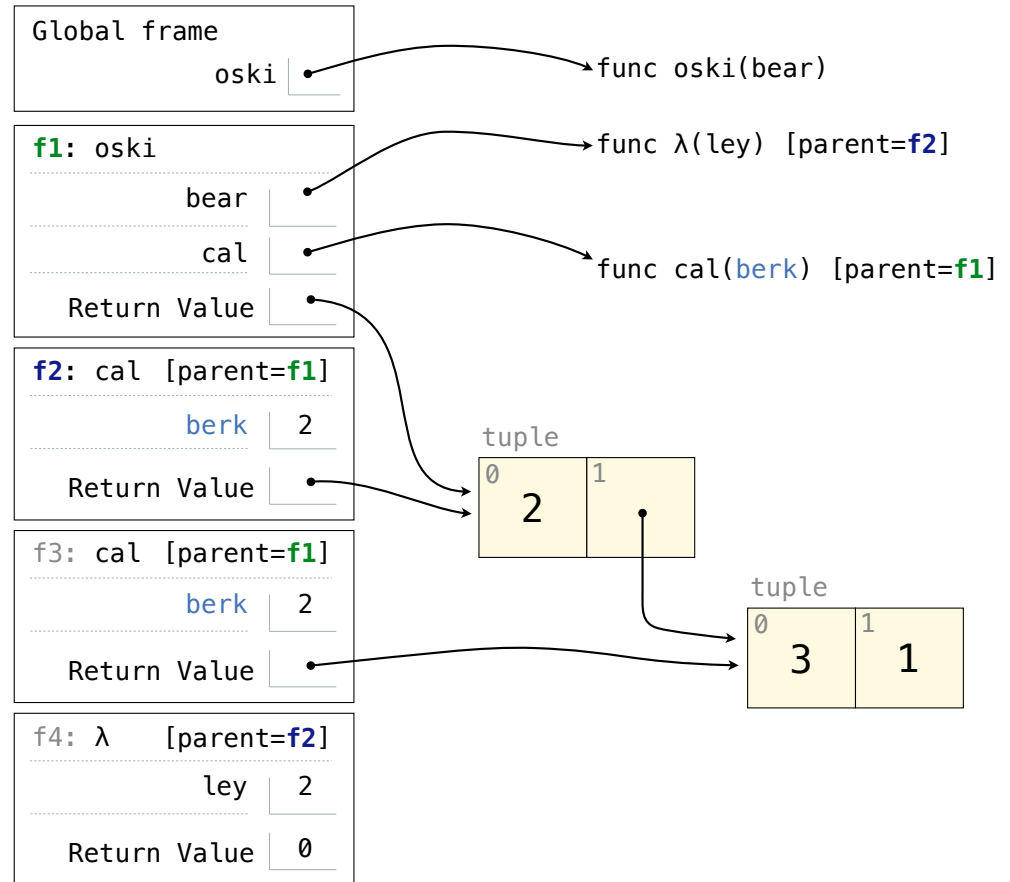
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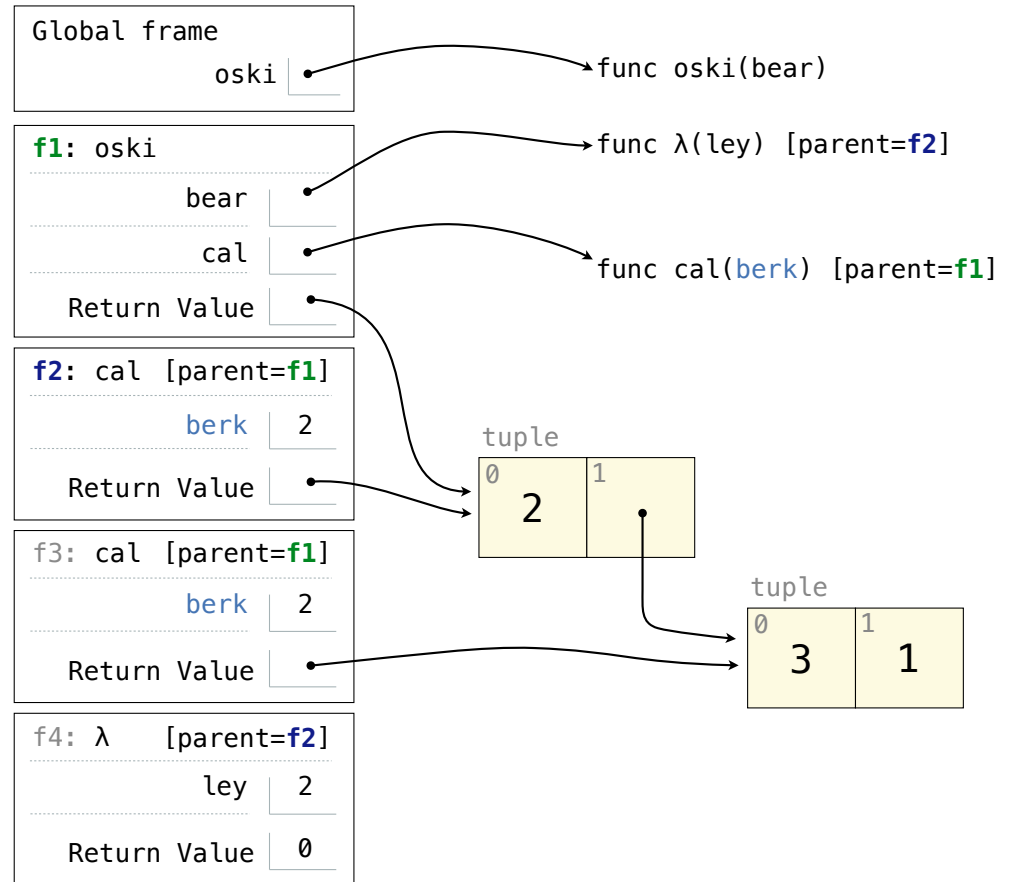
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Go Bears!

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        bear = lambda ley: berk-ley  
        return (berk, cal(berk))  
    return cal(2)  
oski(abs)
```



Go Bears!

```
def oski(bear):  
    def cal(berk):  
        nonlocal bear  
        if bear(berk) == 0:  
            abs(2) return (berk+1, berk-1)  
            boar  
            berk = lambda ley: berk-ley  
        return (berk, cal(berk))  
    return cal(2)  
oski(abs)
```

