

61A Lecture 21

Announcements

Sets

Sets

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One more built-in Python container type

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- Set literals are enclosed in braces

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```
>>> s = {3, 2, 1, 4, 4}
```

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- Set literals are enclosed in braces
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```
>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
```

Sets

One more built-in Python container type

- Set literals are enclosed in braces
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```
>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
>>> 3 in s
True
```

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>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
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True
>>> len(s)
4
```

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- Duplicate elements are removed on construction
- Sets are unordered, just like dictionary entries

```
>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
>>> 3 in s
True
>>> len(s)
4
>>> s.union({1, 5})
{1, 2, 3, 4, 5}
```

Sets

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- Set literals are enclosed in braces
- Duplicate elements are removed on construction
- Sets are unordered, just like dictionary entries

```
>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
>>> 3 in s
True
>>> len(s)
4
>>> s.union({1, 5})
{1, 2, 3, 4, 5}
>>> s.intersection({6, 5, 4, 3})
{3, 4}
```

Implementing Sets

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What we should be able to do with a set:

Implementing Sets

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- **Membership testing:** Is a value an element of a set?

Implementing Sets

What we should be able to do with a set:

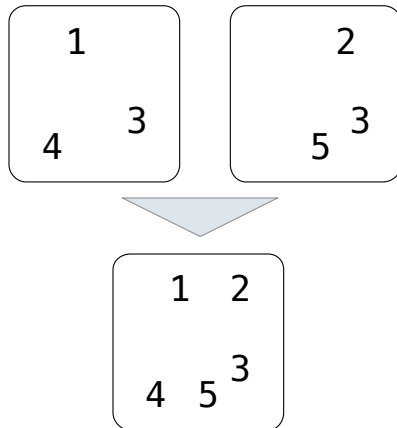
- **Membership testing:** Is a value an element of a set?
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Union

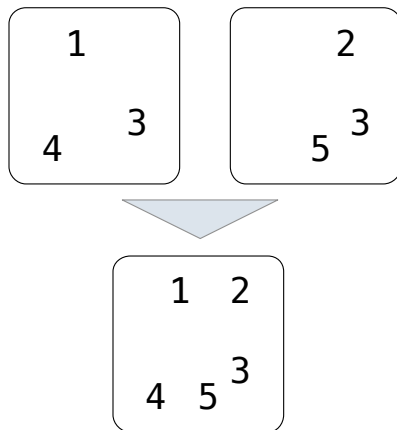


Implementing Sets

What we should be able to do with a set:

- **Membership testing:** Is a value an element of a set?
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Union

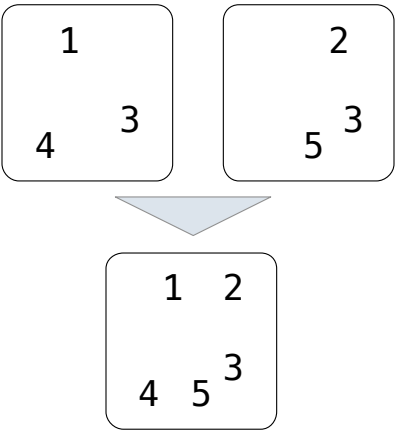


Implementing Sets

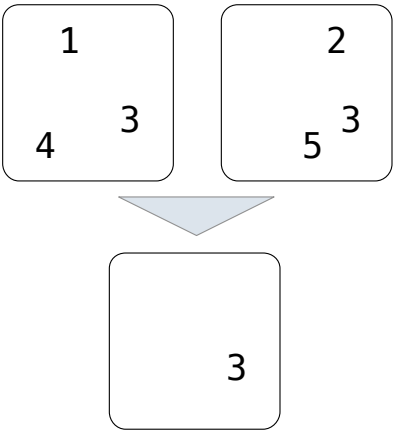
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Union



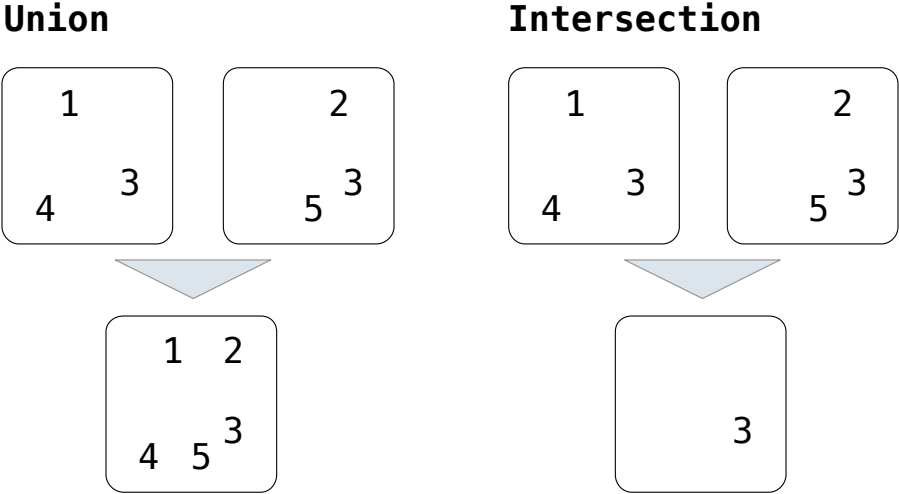
Intersection



Implementing Sets

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- **Membership testing:** Is a value an element of a set?
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- **Adjoin:** Return a set with all elements in s and a value v

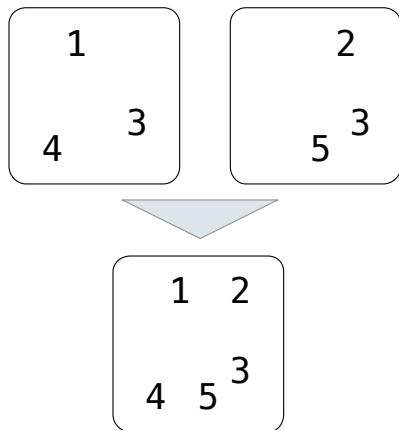


Implementing Sets

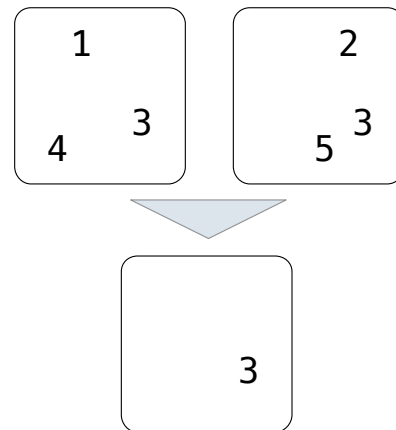
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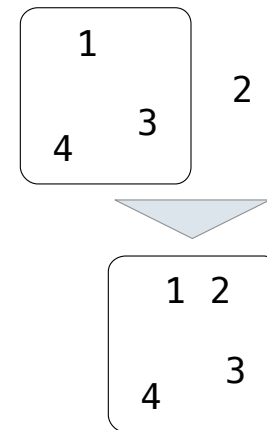
Union



Intersection



Adjoin



Sets as Unordered Sequences

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def set_contains(s, v):
    """Return whether set s contains value v.

    >>> s = Link(1, Link(2, Link(3)))
    >>> set_contains(s, 2)
    True
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*Assuming v either
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(Demo)

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def adjoin_set(s, v):  
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Time order of growth

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The size of the set

Sets as Unordered Sequences

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def adjoin_set(s, v):
    if set_contains(s, v):
        return s
    else:
        return Link(v, s)

def intersect_set(set1, set2):
    in_set2 = lambda v: set_contains(set2, v)
    return filter_link(in_set2, set1)
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Time order of growth

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def intersect_set(set1, set2):  
    in_set2 = lambda v: set_contains(set2, v)  
    return filter_link(in_set2, set1)
```

```
def union_set(set1, set2):  
    not_in_set2 = lambda v: not set_contains(set2, v)  
    set1_not_set2 = filter_link(not_in_set2, set1)  
    return extend_link(set1_not_set2, set2)
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(Demo)

Sets as Ordered Sequences

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Proposal 2: A set is represented by a linked list with unique elements that is *ordered from least to greatest*

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Assume that sets are...

Using...

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Use sets to contain values

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`empty, set_contains, adjoin_set,
intersect_set, union_set`

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Implement set operations

Sets as Ordered Sequences

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Use sets to contain values	Unordered collections	<code>empty, set_contains, adjoin_set, intersect_set, union_set</code>
Implement set operations	Ordered linked lists	

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Different parts of a program may make different assumptions about data

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def intersect_set(set1, set2):
    if empty(set1) or empty(set2):
        return Link.empty
    else:
        e1, e2 = set1.first, set2.first
```

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def intersect_set(set1, set2):
    if empty(set1) or empty(set2):
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    else:
        e1, e2 = set1.first, set2.first
        if e1 == e2:
            return Link(e1, intersect_set(set1.rest, set2.rest))
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        elif e1 < e2:
            return intersect_set(set1.rest, set2)
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Order of growth?

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Order of growth? $\Theta(n)$

Sets as Binary Search Trees

Binary Search Trees

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Proposal 3: A set is represented as a Tree with two branches. Each entry is:

Binary Search Trees

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Binary Search Trees

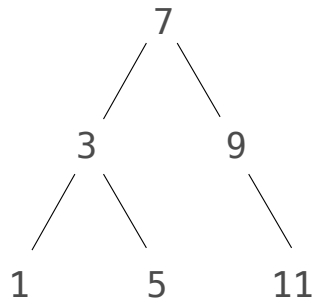
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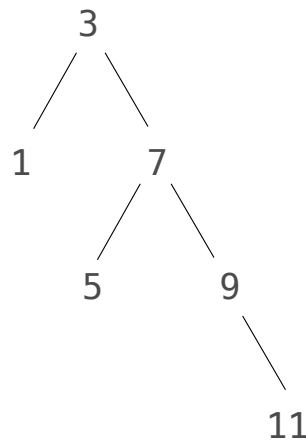
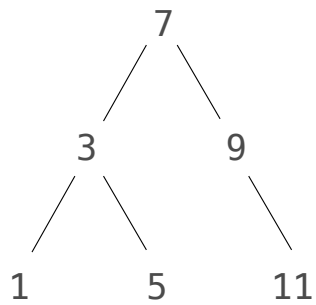
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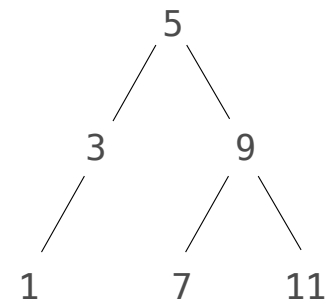
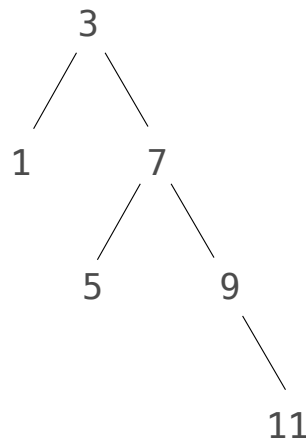
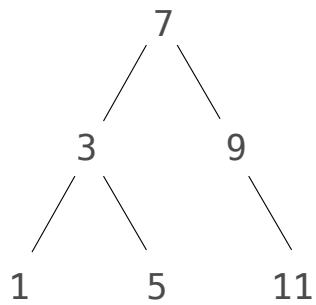
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- Larger than all entries in its left branch and
- Smaller than all entries in its right branch



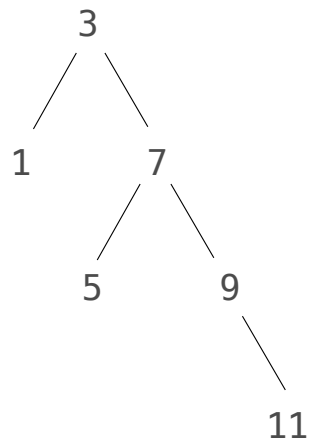
Binary Tree Class

Binary Tree Class

A binary tree is a tree that has a left branch and a right branch

Binary Tree Class

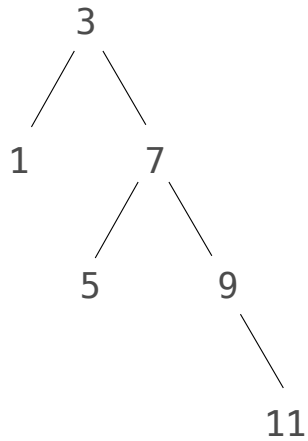
A binary tree is a tree that has a left branch and a right branch



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A binary tree is a tree that has a left branch and a right branch

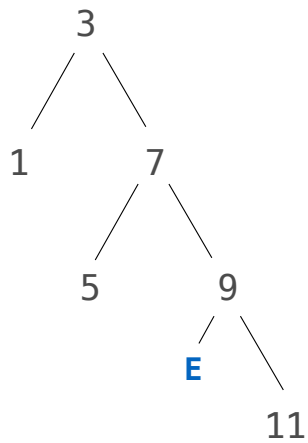
Idea: Fill the place of a missing left branch with an empty tree



Binary Tree Class

A binary tree is a tree that has a left branch and a right branch

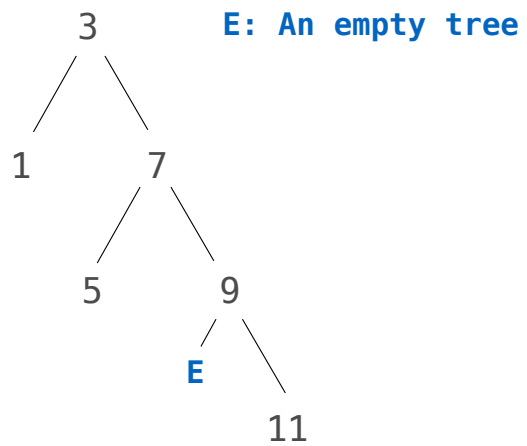
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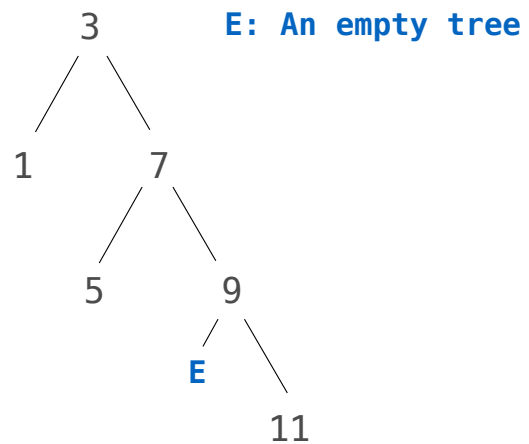


Binary Tree Class

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Idea: Fill the place of a missing left branch with an empty tree

Idea 2: An instance of BinaryTree always has *exactly* two branches

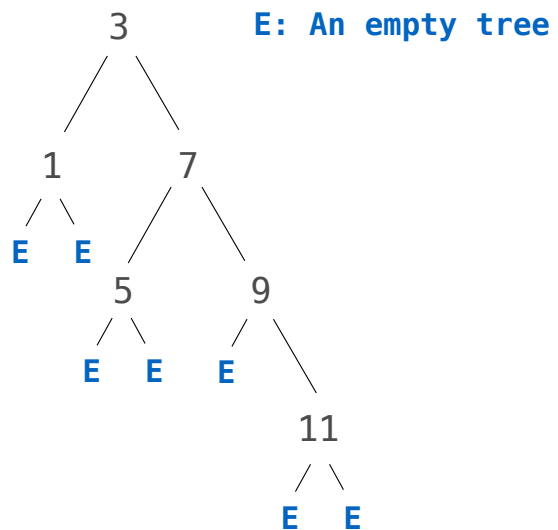


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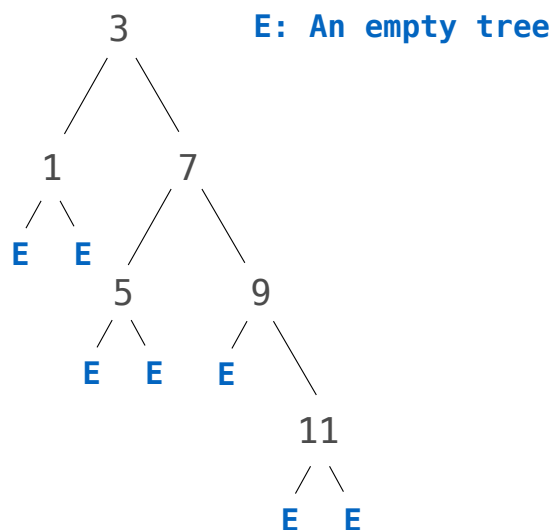


Binary Tree Class

A binary tree is a tree that has a left branch and a right branch

Idea: Fill the place of a missing left branch with an empty tree

Idea 2: An instance of BinaryTree always has exactly two branches



```
class BinaryTree(Tree):
    empty = Tree(None)
    empty.is_empty = True

    def __init__(self, entry, left=empty, right=empty):
        Tree.__init__(self, entry, (left, right))
        self.is_empty = False

    @property
    def left(self):
        return self.branches[0]

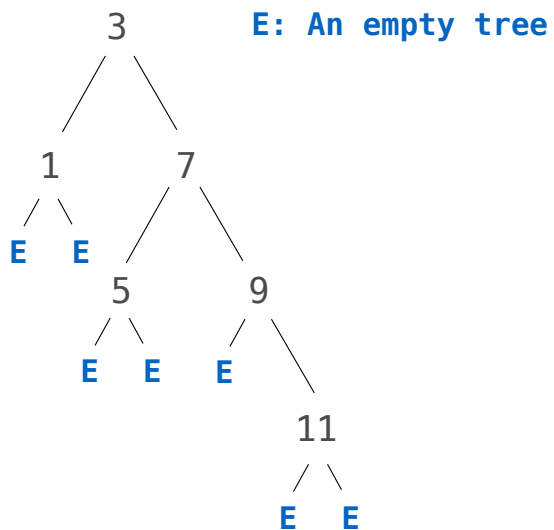
    @property
    def right(self):
        return self.branches[1]
```

Binary Tree Class

A binary tree is a tree that has a left branch and a right branch

Idea: Fill the place of a missing left branch with an empty tree

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class BinaryTree(Tree):
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    def left(self):
        return self.branches[0]

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    def right(self):
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```

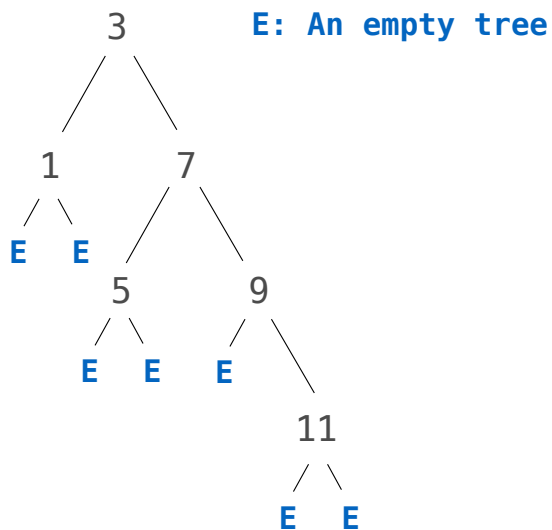
Bin = BinaryTree

Binary Tree Class

A binary tree is a tree that has a left branch and a right branch

Idea: Fill the place of a missing left branch with an empty tree

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```

```
@property
def left(self):
    return self.branches[0]
```

```
@property
def right(self):
    return self.branches[1]
```

```
Bin = BinaryTree
t = Bin(3, Bin(1),
        Bin(7, Bin(5),
            Bin(9, Bin.empty,
                Bin(11))))
```

Membership in Binary Search Trees

Membership in Binary Search Trees

`set_contains` traverses the tree

Membership in Binary Search Trees

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- If the element is not the entry, it can only be in either the left or right branch

Membership in Binary Search Trees

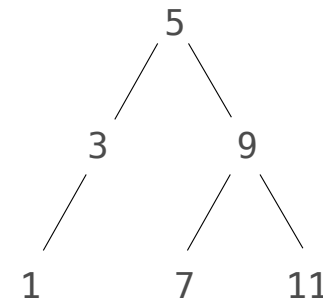
`set_contains` traverses the tree

- If the element is not the entry, it can only be in either the left or right branch
- By focusing on one branch, we reduce the set by about half with each recursive call

Membership in Binary Search Trees

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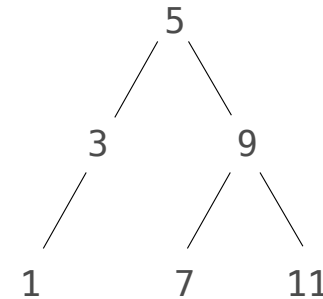
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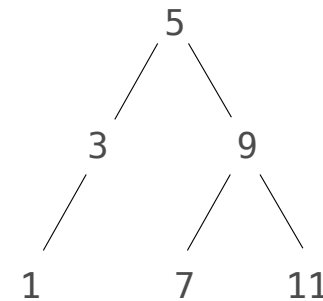
9

Membership in Binary Search Trees

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```
def set_contains(s, v):
```



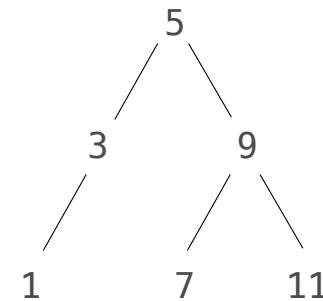
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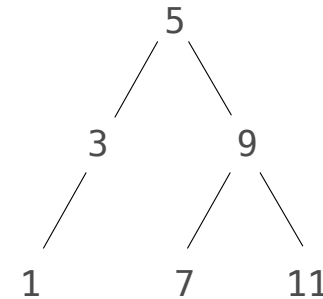
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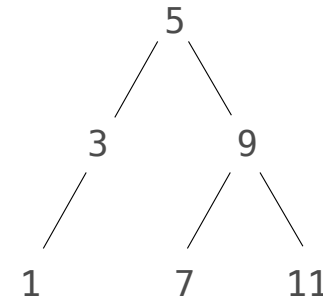


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    elif s.entry < v:  
        return set_contains(s.right, v)
```



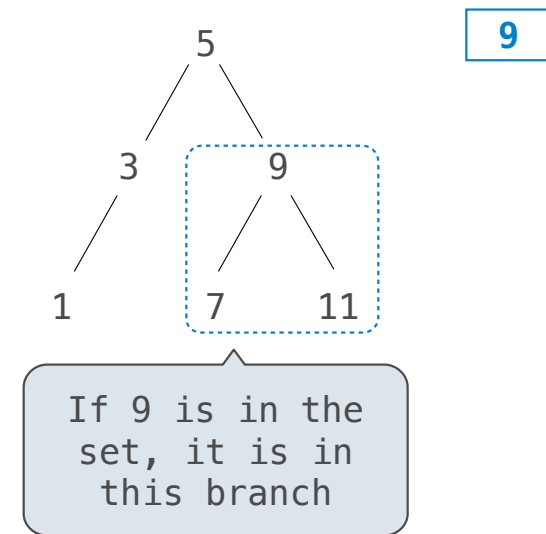
9

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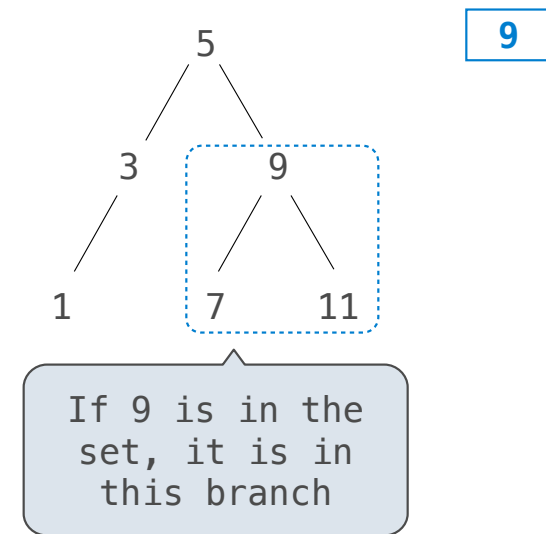


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        return set_contains(s.right, v)  
    elif s.entry > v:  
        return set_contains(s.left, v)
```

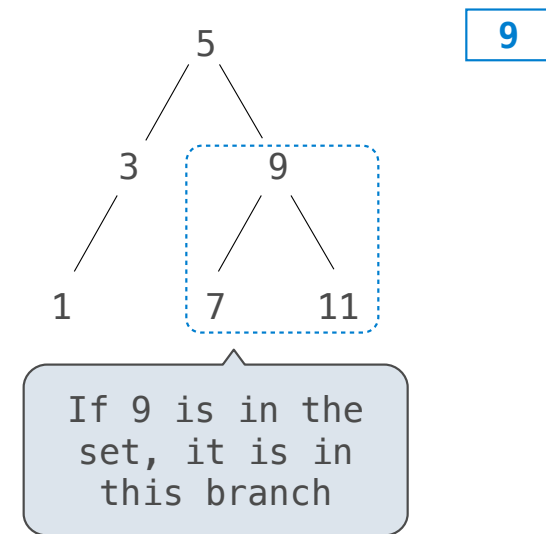


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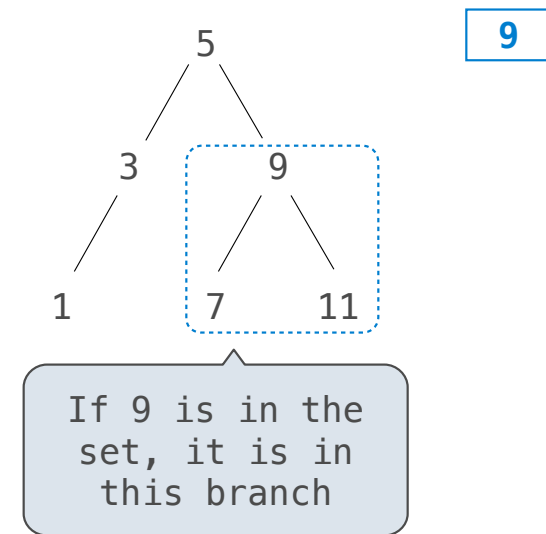
Order of growth?

Membership in Binary Search Trees

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```



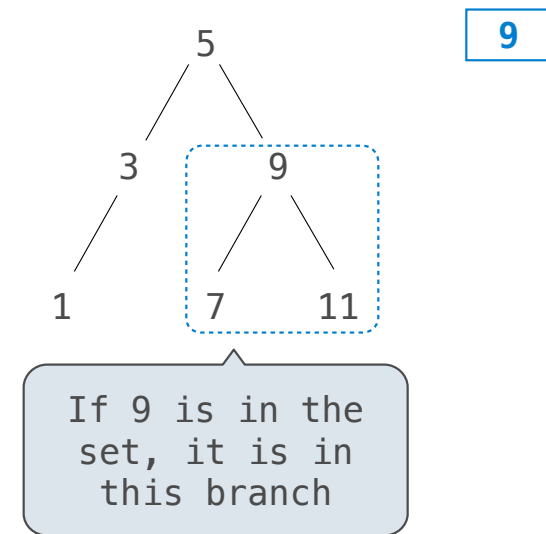
Order of growth? $\Theta(h)$ on average

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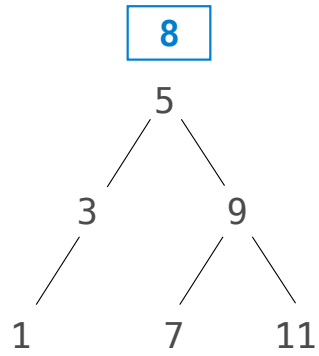


Order of growth? $\Theta(h)$ on average

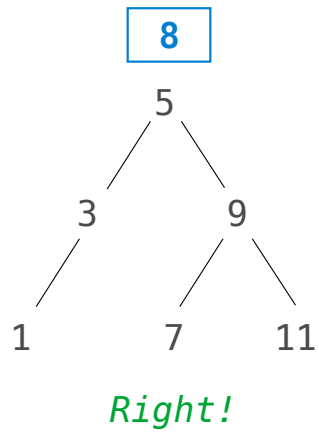
$\Theta(\log n)$ on average for a balanced tree

Adjoining to a Tree Set

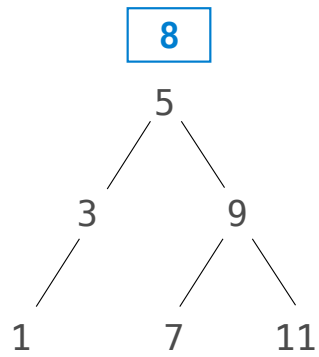
Adjoining to a Tree Set



Adjoining to a Tree Set

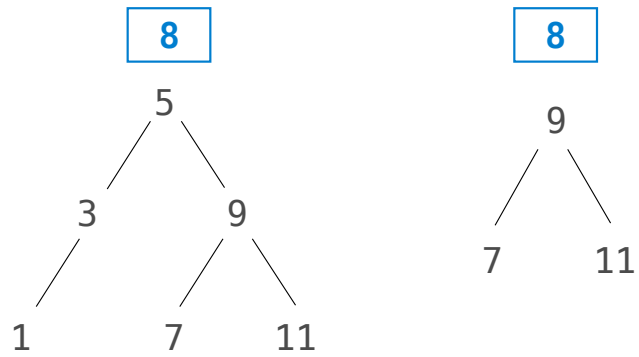


Adjoining to a Tree Set



Right!

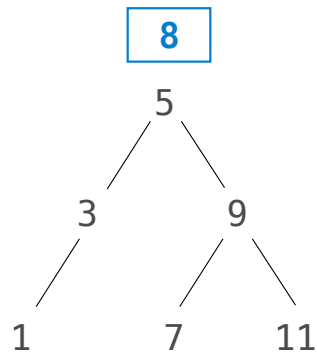
Adjoining to a Tree Set



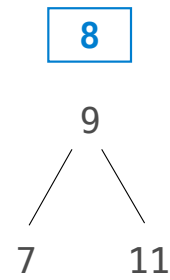
Right!



Adjoining to a Tree Set



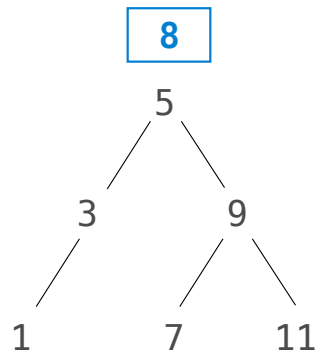
Right!



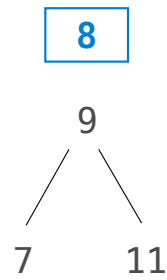
Left!



Adjoining to a Tree Set



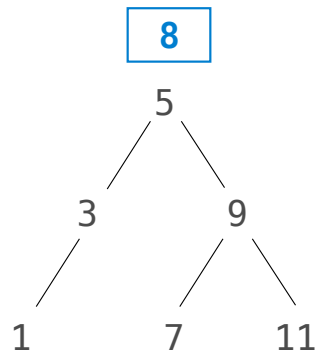
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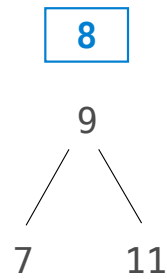
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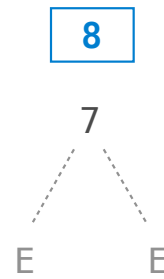
Adjoining to a Tree Set



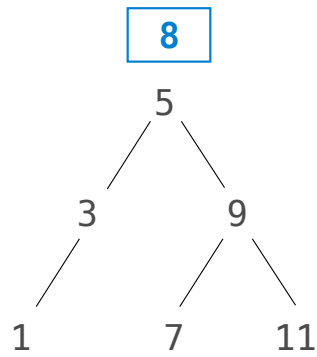
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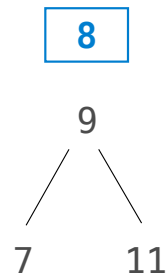
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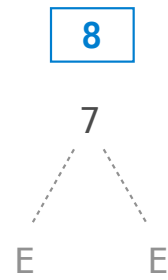
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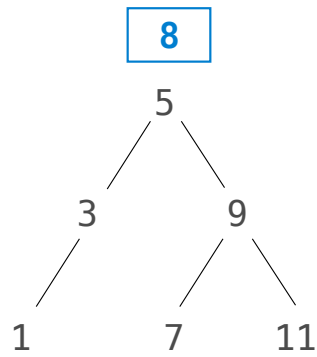
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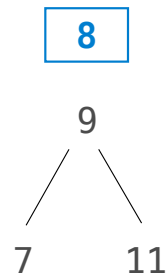
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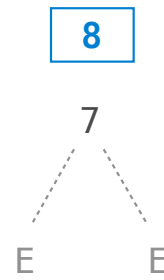
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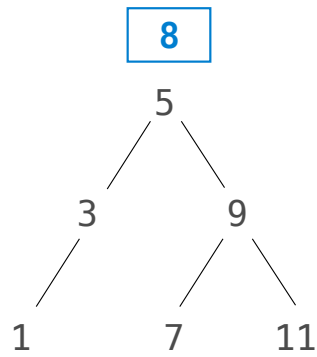
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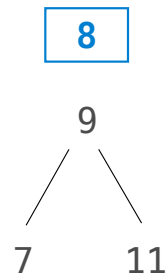
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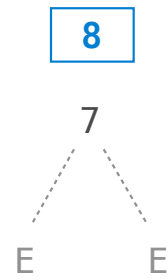
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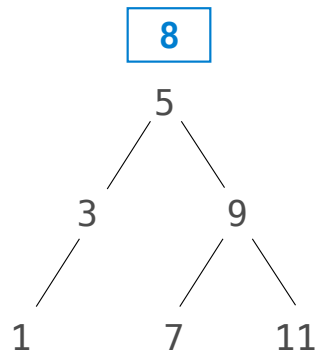
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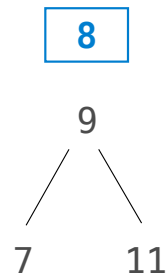
Stop!



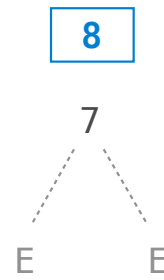
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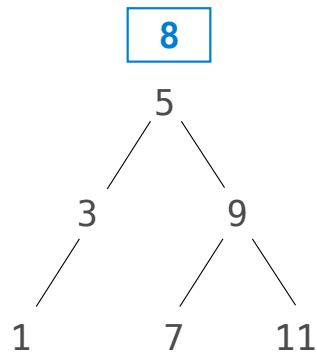
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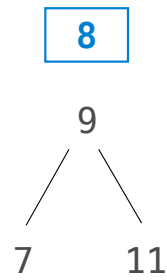
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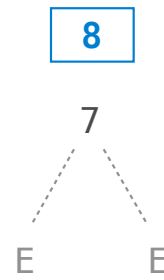
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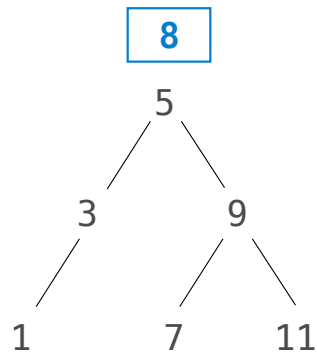


Stop!

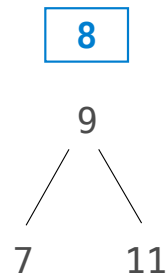


8

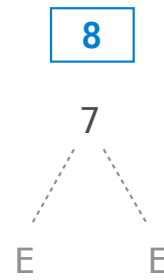
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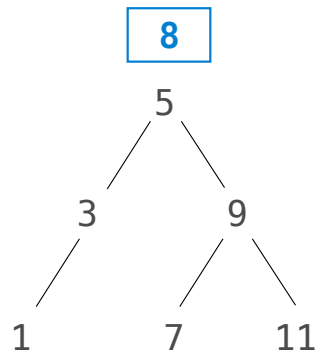
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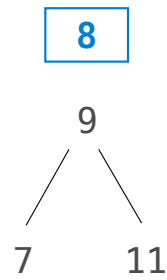
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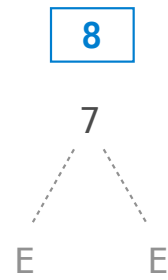
Adjoining to a Tree Set



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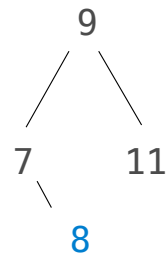
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Right!

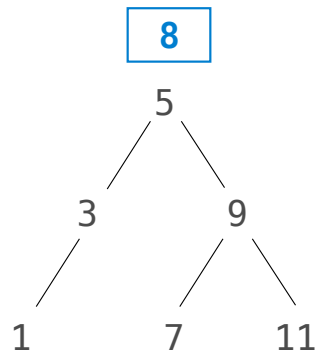


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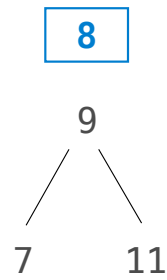


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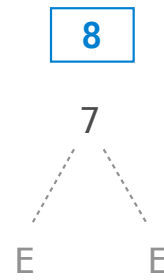
Adjoining to a Tree Set



Right!



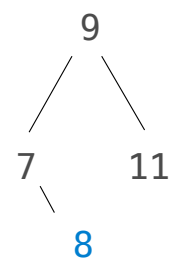
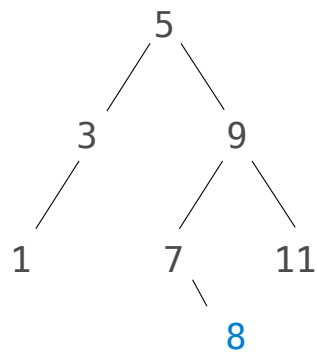
Left!



Right!

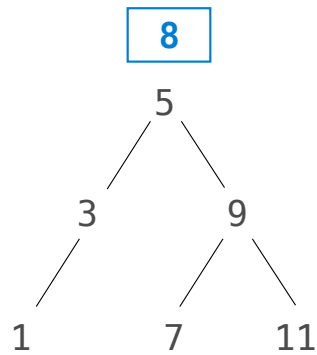


Stop!

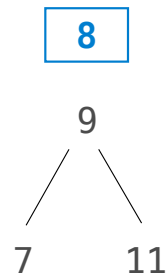


8

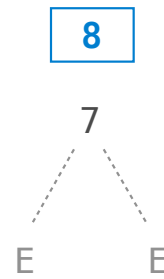
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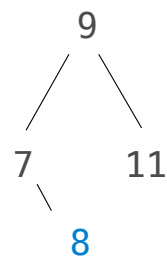
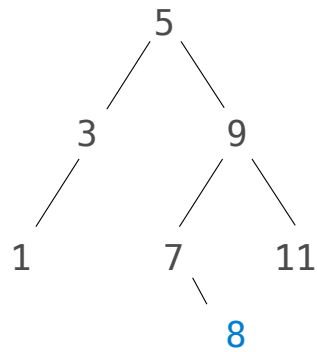
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Right!



Stop!



(Demo)



8