## 61A Lecture 22

Wednesday, October 19

A tuple can contain another tuple as an element.

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Pairs are sufficient to represent sequences.

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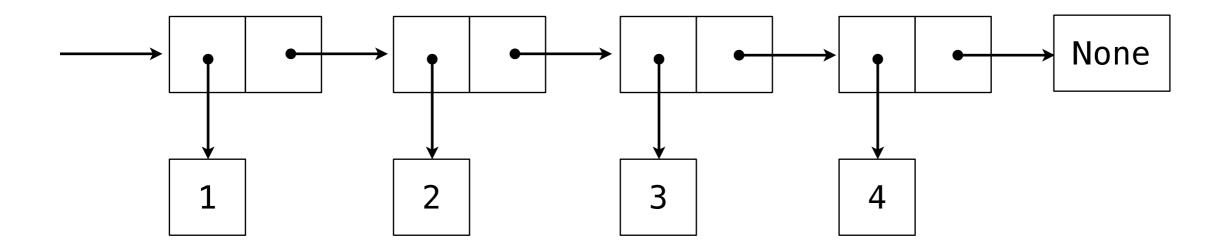
Pairs are sufficient to represent sequences.

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

A tuple can contain another tuple as an element.

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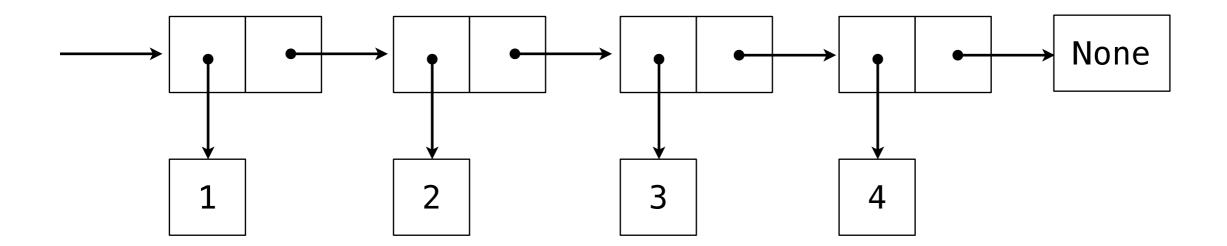
Recursive list representation of the sequence 1, 2, 3, 4:



A tuple can contain another tuple as an element.

Pairs are sufficient to represent sequences.

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



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

Methods can be recursive as well!

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class Rlist(object):

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

empty = EmptyList()
```

Methods can be recursive as well!

class Rlist(object):
 class EmptyList(object):
 def \_\_len\_\_(self):
 return 0

empty = EmptyList()

def \_\_init\_\_(self, first, rest=empty):
 self.first = first

self.rest = rest

Methods can be recursive as well!

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class Rlist(object):
    class EmptyList(object):
        def __len__(self):
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def __init__(self, first, rest=empty):
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Methods can be recursive as well!

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class Rlist(object):
    class EmptyList(object):
        def __len__(self):
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empty = EmptyList()

def __init__(self, first, rest=empty):
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        self.rest = rest

def __len__(self):
    return 1 + len(self.rest)
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Methods can be recursive as well!

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class Rlist(object):
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        def __len__(self):
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empty = EmptyList()

def __init__(self, first, rest=empty):
        self.first = first
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def __len__(self):
    return 1 + len(self.rest)
    is recursive
```

Methods can be recursive as well!

This part was all in Homework 6

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Methods can be recursive as well!

```
(class Rlist(object):
    class EmptyList(object):
        def len (self):
                              There's the
            return 0
                              base case!
    empty = EmptyList()
    def init (self, first, rest=empty):
        self.first = first
        self.rest = rest
    def len _(self):
                                      Yes, this call
        return 1 + len(self.rest);
                                       is recursive
    def __getitem__(self, i):
        if i == 0:
            return self.first
        return self.rest[i-1]
```

Methods can be recursive as well!

This part was all in Homework 6

```
(class Rlist(object):
    class EmptyList(object):
        def len (self):
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            return 0
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    empty = EmptyList()
    def init (self, first, rest=empty):
        self.first = first
        self.rest = rest
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        return 1 + len(self.rest);
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    def __getitem__(self, i):
        if i == 0:
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```

Demo

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

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

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>>> s = Rlist(1, Rlist(2, Rlist(3)))
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def extend_rlist(s1, s2):
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>>> s = Rlist(1, Rlist(2, Rlist(3)))
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def extend_rlist(s1, s2):
   if s1 is Rlist.empty:
```

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

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

```
>>> s = Rlist(1, Rlist(2, Rlist(3)))
>>> s.rest
Rlist(2, Rlist(3))
>>> extend rlist(s.rest, s)
Rlist(2, Rlist(3, Rlist(1, Rlist(2, Rlist(3)))))
def extend_rlist(s1, s2):
    if s1 is Rlist.empty:
        return s2
    return Rlist(s1.first, extend_rlist(s1.rest, s2))
```

We want operations on a whole list, not an element at a time.

5

```
>>> def map_rlist(s, fn):
```

```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
```

```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
```

```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
    return Rlist(fn(s.first), map_rlist(s.rest, fn))
```

```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
        return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
```

```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
    return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
    if s is Rlist.empty:
```

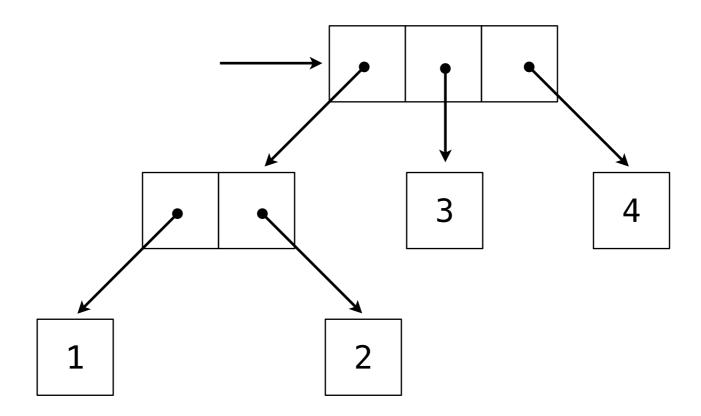
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>>> def map_rlist(s, fn):
    if s is Rlist.empty:
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>>> def filter_rlist(s, fn):
    if s is Rlist.empty:
        return s
```

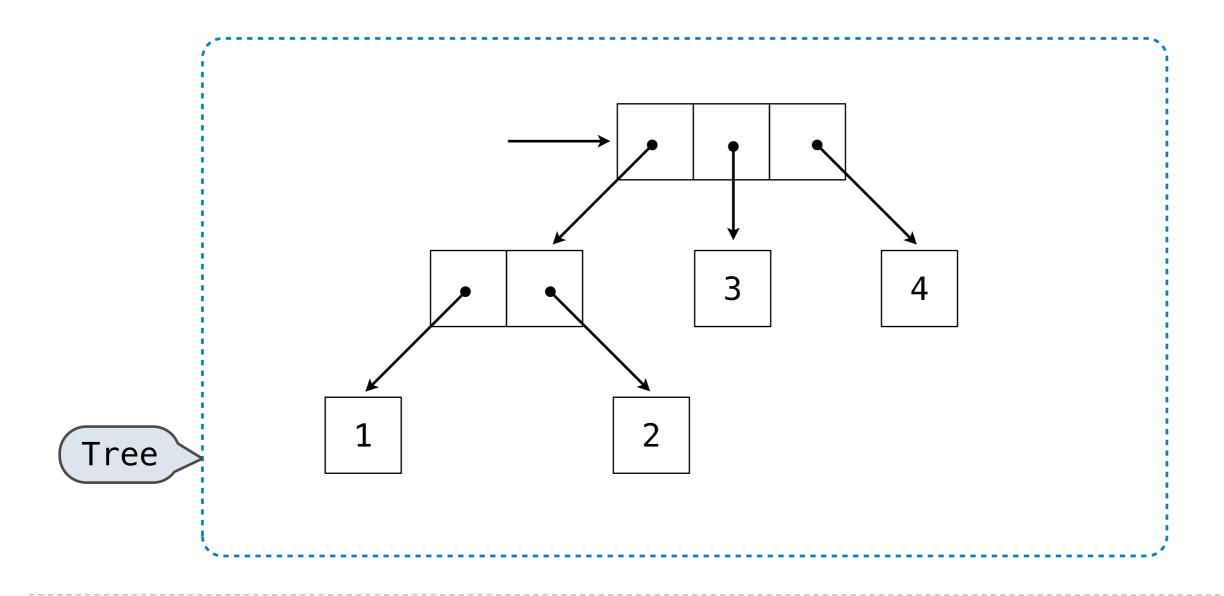
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>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
    return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
    if s is Rlist.empty:
        return s
    rest = filter_rlist(s.rest, fn)
```

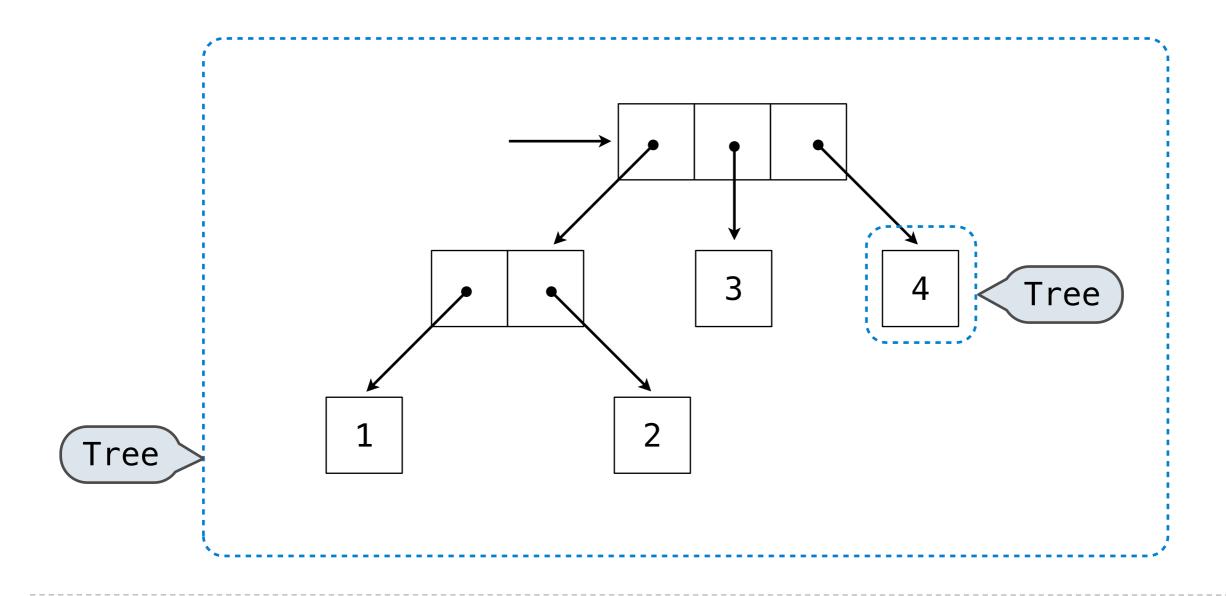
```
>>> def map_rlist(s, fn):
    if s is Rlist.empty:
        return s
    return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
    if s is Rlist.empty:
        return s
    rest = filter_rlist(s.rest, fn)
    if fn(s.first):
```

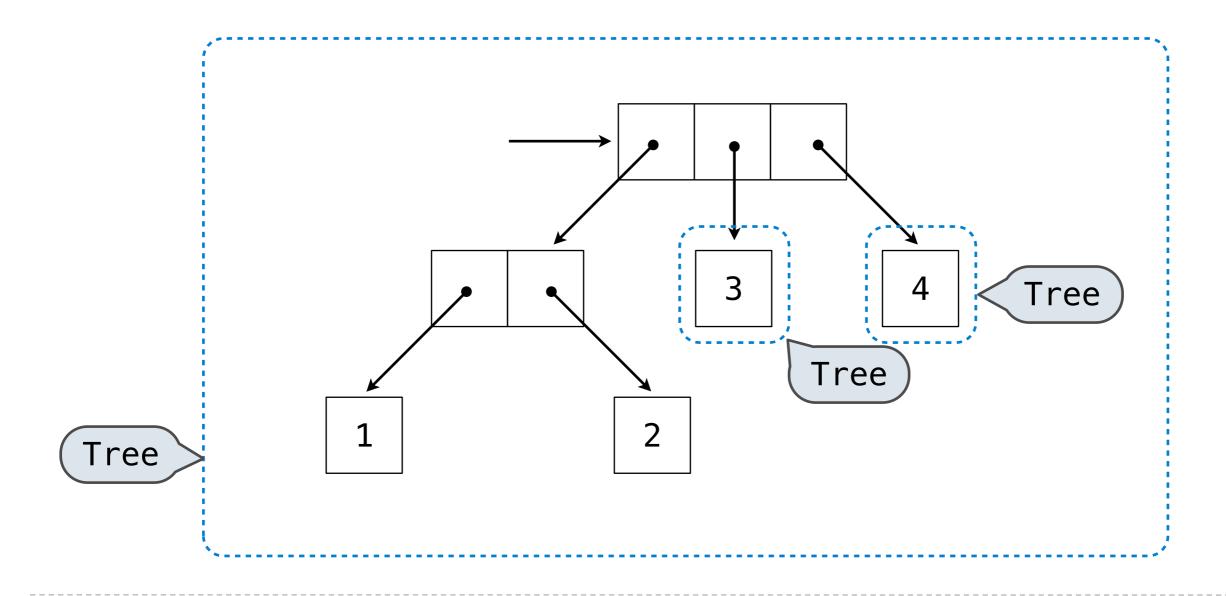
```
>>> def map rlist(s, fn):
        if s is Rlist.empty:
            return s
        return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
        if s is Rlist.empty:
            return s
        rest = filter_rlist(s.rest, fn)
        if fn(s.first):
            return Rlist(s.first, rest)
```

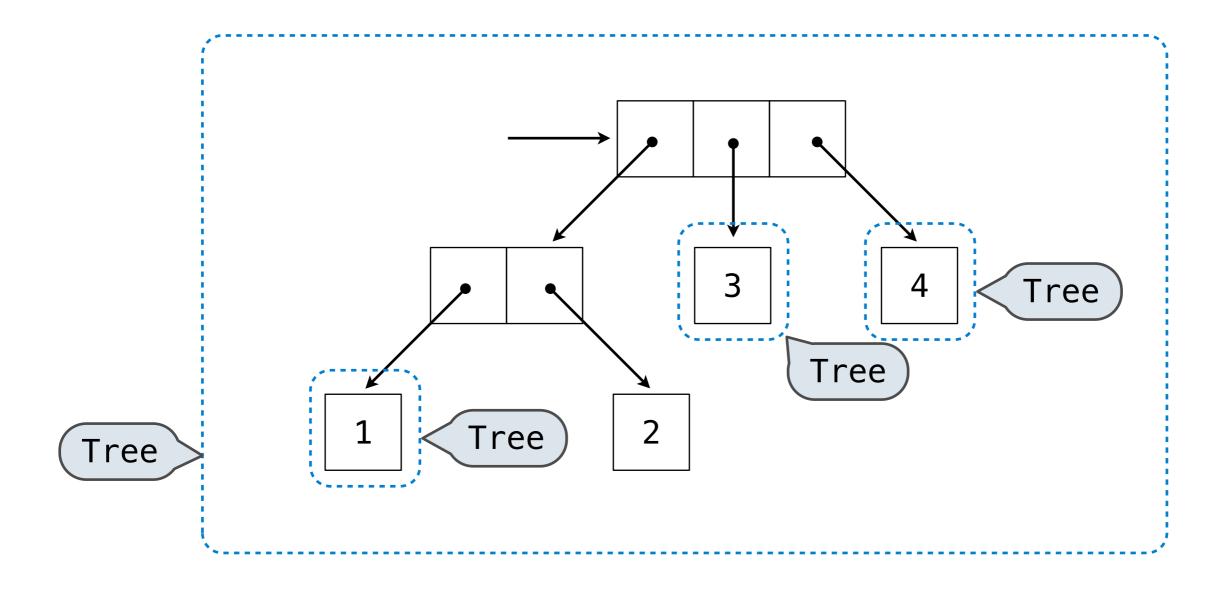
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        if s is Rlist.empty:
            return s
        return Rlist(fn(s.first), map_rlist(s.rest, fn))
>>> def filter_rlist(s, fn):
        if s is Rlist.empty:
            return s
        rest = filter_rlist(s.rest, fn)
        if fn(s.first):
            return Rlist(s.first, rest)
        return rest
```

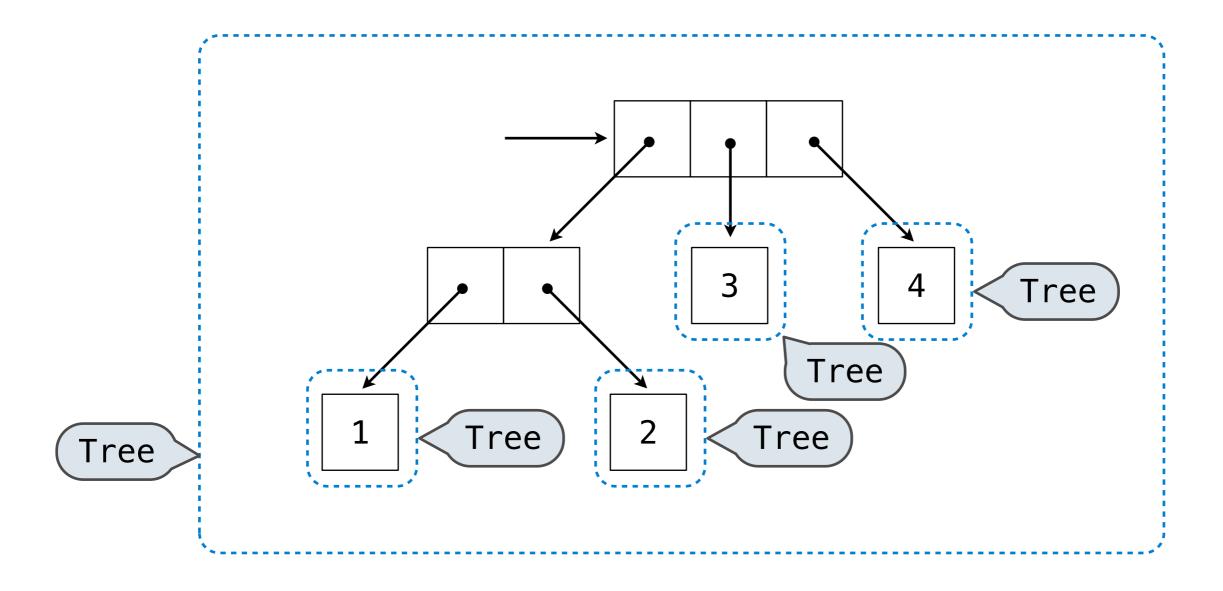


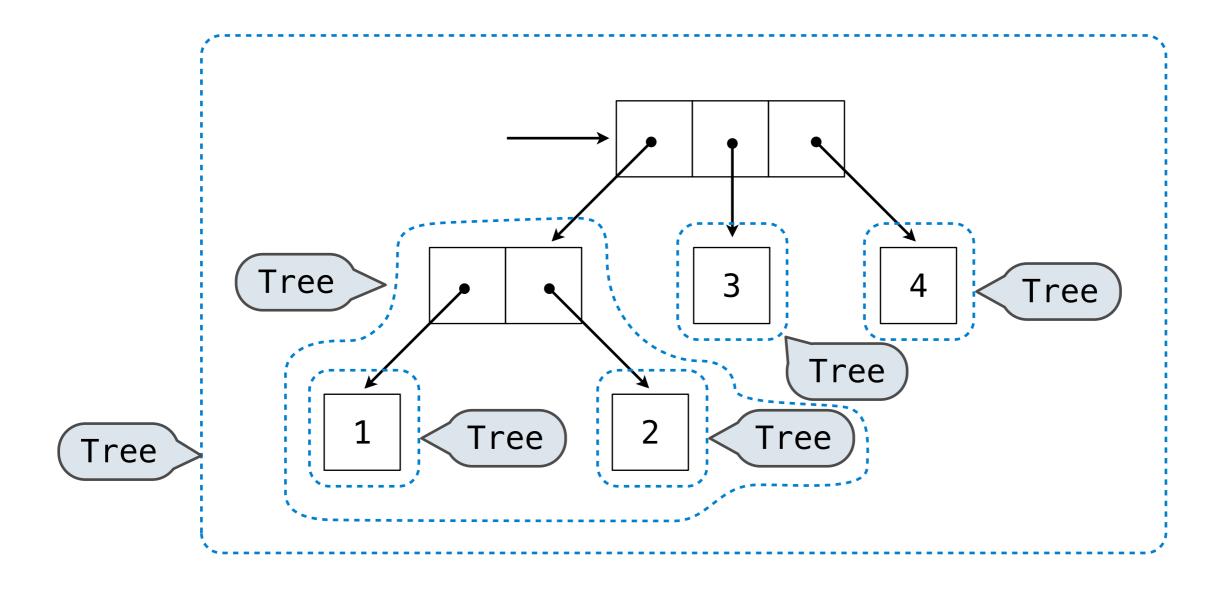












Tree operations typically make recursive calls on branches

def count\_leaves(tree):

Tree operations typically make recursive calls on branches

```
def count_leaves(tree):
    if type(tree) != tuple:
```

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
```

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
    return sum(map(count_leaves, tree))
```

Tree operations typically make recursive calls on branches

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
    return sum(map(count_leaves, tree))

def map_tree(tree, fn):
```

```
def count_leaves(tree):
    if type(tree) != tuple:
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    return sum(map(count_leaves, tree))

def map_tree(tree, fn):
    if type(tree) != tuple:
```

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
    return sum(map(count_leaves, tree))

def map_tree(tree, fn):
    if type(tree) != tuple:
        return fn(tree)
```

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
    return sum(map(count_leaves, tree))

def map_tree(tree, fn):
    if type(tree) != tuple:
        return fn(tree)
    return tuple(map_tree(branch, fn) for branch in tree)
```

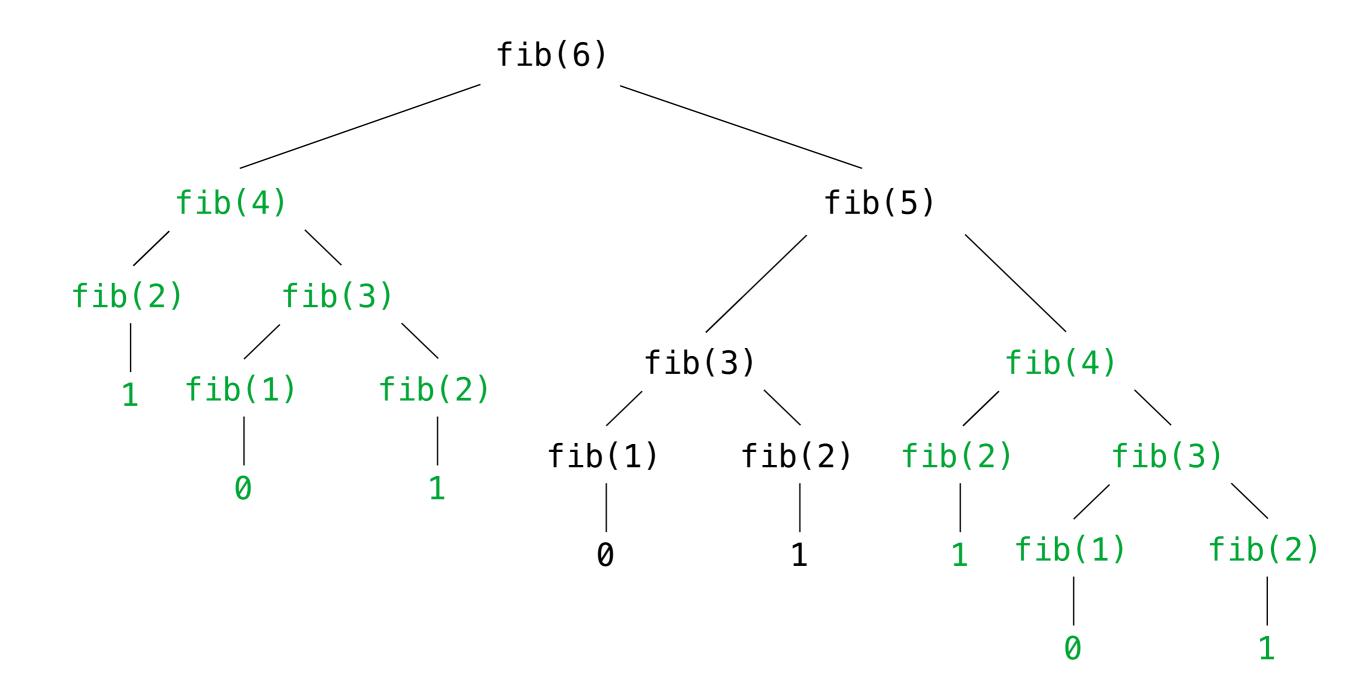
Tree operations typically make recursive calls on branches

```
def count_leaves(tree):
    if type(tree) != tuple:
        return 1
    return sum(map(count_leaves, tree))

def map_tree(tree, fn):
    if type(tree) != tuple:
        return fn(tree)
    return tuple(map_tree(branch, fn) for branch in tree)
```

Demo

Trees need not only have values at their leaves.



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class Tree(object):

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

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

Trees need not only have values at their leaves.

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

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

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

def fib_tree(n):
```

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

def fib_tree(n):
    if n == 1:
```

Trees need not only have values at their leaves.

```
class Tree(object):
    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)
```

Trees need not only have values at their leaves.

```
class Tree(object):
    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(object):
    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(object):
    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)
```

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class Tree(object):
    def ___init___(self, entry, left=None, right=None):
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def fib_tree(n):
    if n == 1:
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    left = fib_tree(n-2)
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```

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    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 need not only have values at their leaves.

class Tree(object):
 def \_\_init\_\_(self, entry, left=None, right=None):
 self.entry = entry
 self.left = left
 self.right = right

Demo

def fib tree(n):

```
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)
```

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}
```

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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}

>>> 3 in s
True
```

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

>>> len(s)
4
```

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

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

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

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Demo