

CS61A Lecture 26

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Announcements



- □ HW9 out tonight, due 4/3
- ☐ Ants extra credit due 4/3
 - ☐ See Piazza for submission instructions

Data Structure Applications



The data structures we cover in 61A are used everywhere in CS

More about data structures in 61B

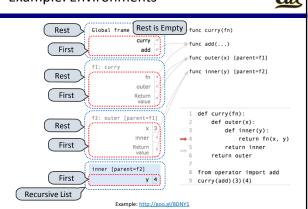
Example: recursive lists (also called linked lists)

- Operating systems
- Interpreters and compilers
- Anything that uses a queue

The Scheme programming language, which we will learn soon, uses recursive lists as its primary data structure

Example: Environments





Trees with Internal Node Values



Trees can have values at internal nodes as well as their leaves.

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

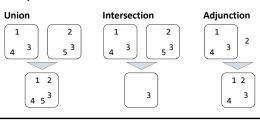
def fib_tree(n):
    if n == 1:
        return Tree(0)
    if n == 2:
        return Tree(1)
    left = fib_tree(n - 2)
    right = fib_tree(n - 1)
    return Tree(left.entry + right.entry, left, right)
```

Implementing Sets



What we should be able to do with a set:

- Membership testing: Is a value an element of a set?
- Union: Return a set with all elements in set1 or set2
- Intersection: Return a set with any elements in set1 and set2
- Adjunction: Return a set with all elements in s and a value v



Sets as Unordered Sequences



Proposal 1: A set is represented by a recursive list that contains no duplicate items

This is how we implemented dictionaries

```
def empty(s):
    return s is Rlist.empty
def set_contains(s, v):
    if empty(s):
        return False
    elif s.first == v:
       return True
    return set contains(s.rest, v)
```

Sets as Unordered Sequences



```
Time order of growth
def adjoin_set(s, v):
                                                    \Theta(n)
   if set_contains(s, v):
                                              The size of
        return s
    return Rlist(v, s)
                                                the set
def intersect_set(set1, set2):
                                                   \Theta(n^2)
    f = lambda v: set contains(set2, v)
                                              Assume sets are
    return filter_rlist(set1, f)
                                               the same size
                                                   \Theta(n^2)
def union_set(set1, set2):
    f = lambda v: not set_contains(set2, v)
    set1_not_set2 = filter_rlist(set1, f)
    return extend_rlist(set1_not_set2, set2)
```

Sets as Ordered Sequences



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

```
def set_contains2(s, v):
    if empty(s) or s.first > v:
        return False
    elif s.first == v:
        return True
    return set_contains(s.rest, v)
```

Order of growth? $\Theta(n)$

Set Intersection Using Ordered Sequences



This algorithm assumes that elements are in order.

```
def intersect_set2(set1, set2):
    if empty(set1) or empty(set2):
       return Rlist.empty
    e1, e2 = set1.first, set2.first
    if e1 == e2:
        rest = intersect_set2(set1.rest, set2.rest)
        return Rlist(e1, rest)
    elif e1 < e2:
        return intersect_set2(set1.rest, set2)
    elif e2 < e1:
        return intersect set2(set1, set2.rest)
                                Order of growth? \Theta(n)
```

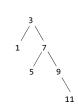
Tree Sets



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

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







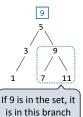
Membership in Tree Sets



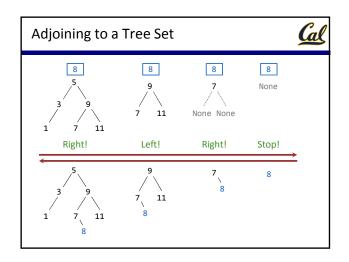
Set membership tests traverse the tree

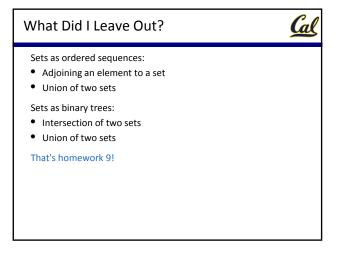
- The element is either in the left or right sub-branch
- By focusing on one branch, we reduce the set by about half

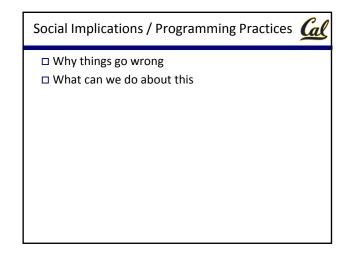
```
def set_contains3(s, v):
    if s is None:
        return False
    elif s.entry == v
        return True
    elif s.entry < v:</pre>
        return set_contains3(s.right, v)
    elif s.entry > v:
        return set_contains3(s.left, v)
```

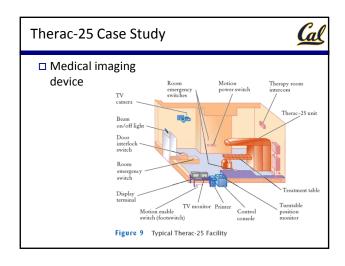


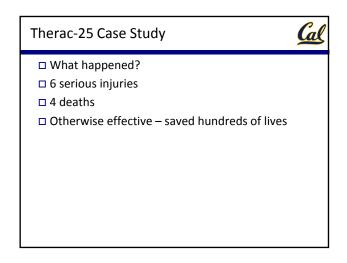
Order of growth?

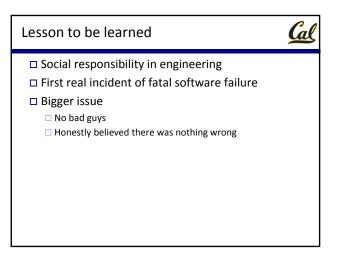


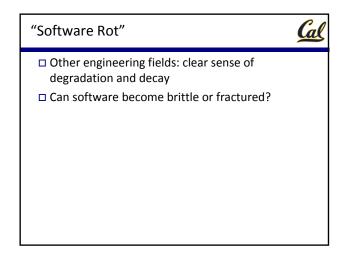


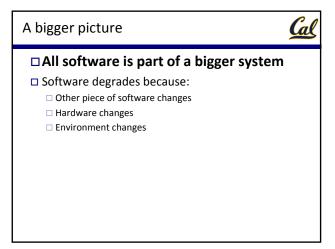


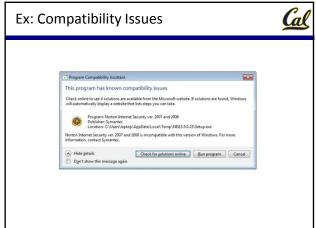


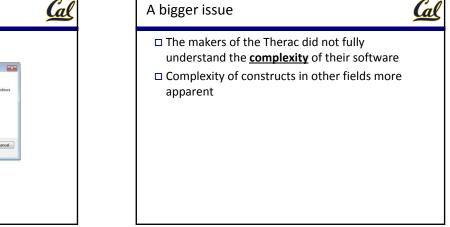


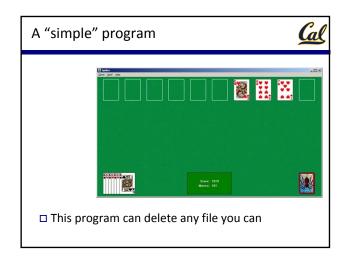


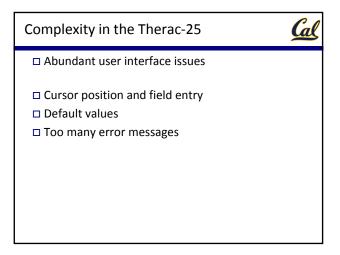






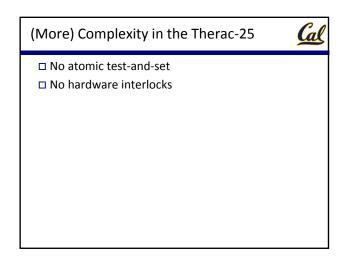


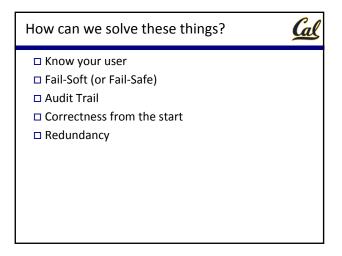


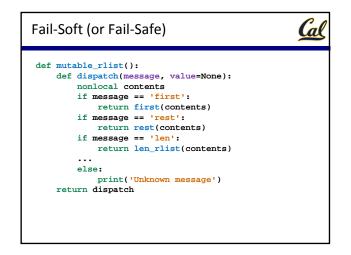


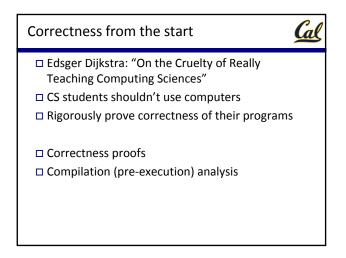












On debugging Black box debugging Glass box debugging Don't break what works Golden rule of debugging...

Golden rule of debugging	<u>Cal</u>
□"Debug by subtraction, not be addition" □ Prof. Brian Harvey	oy