

# Decomposition (Order of Growth & Linked List Practice)

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# Announcements

# Fast Doubling

## Double a List and a Linked List (Last Lecture)

```
double(      cycle(      5, 100000), 3): 302ms  
double_link(cycle_link(5, 100000), 3): 15ms
```

```
def double(s, v):  
    """Insert another v after each v.  
  
    >>> s = [2, 7, 1, 8, 2, 8]  
    >>> double(s, 8)  
    >>> s  
    [2, 7, 1, 8, 8, 2, 8, 8]  
    """  
  
    i = 0  
  
    while i < len(s):  
  
        if s[i] == v:  
            s.insert(i+1, v)  
            i += 2  
  
        else:  
            i += 1
```

Quadratic Growth

Shift over  
everything  
after i+1

```
def double_link(s, v):  
    """Insert another v after each v.  
  
    >>> end = Link(1, Link(8, Link(2, Link(8))))  
    >>> t = Link(2, Link(7,end))  
    >>> double_link(t, 8)  
    >>> print(t)  
    (2 7 1 8 8 2 8 8)  
    """  
  
while s is not Link.empty:  
  
    if s.first == v:  
        s.rest = Link(v, s.rest)  
        s = s.rest.rest  
  
    else:  
        s = s.rest
```

Linear Growth

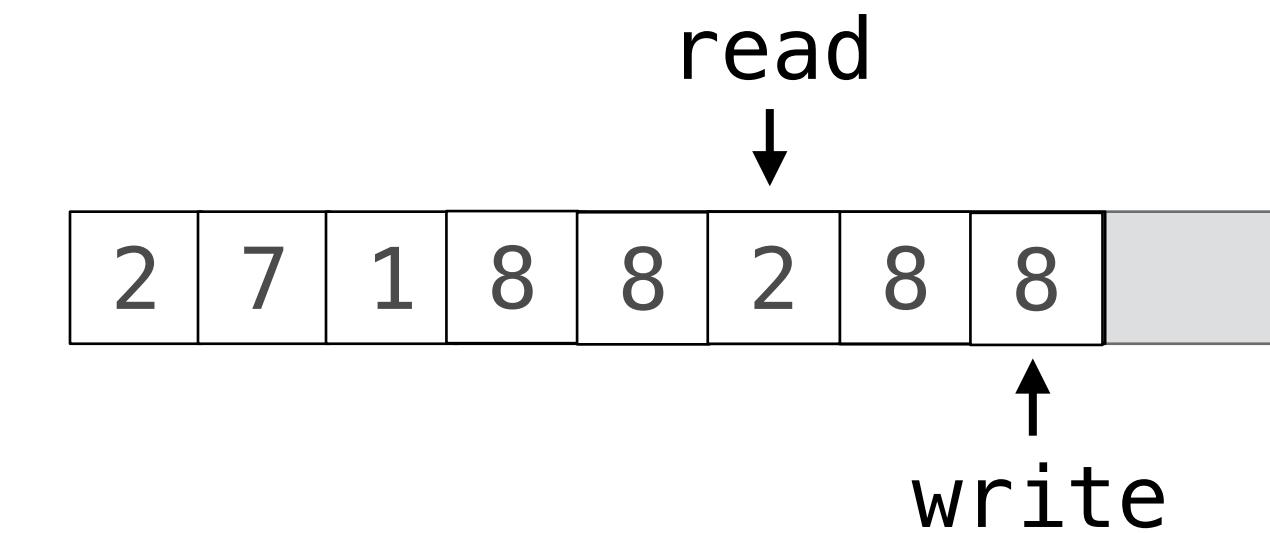
Make  
1 Link

## Double a List with Linear Growth

Could you insert another v after each v in a Python list s with linear growth?

```
def double_fast(s, v):
    """Insert another v after each v in s.

    >>> s = [2, 7, 1, 8, 2, 8]
    >>> double_fast(s, 8)
    >>> s
    [2, 7, 1, 8, 8, 2, 8, 8]
    """
    read = len(s) - 1
    vs = s.count(v)
    s.extend([0 for _ in range(vs)]) # Make space
    write = len(s) - 1
    while write > read:
        if s[read] == v:
            s[write] = v
            s[write - 1] = v
            write -= 2
        else:
            s[write] = s[read]
            write -= 1
    read -= 1
```



double( cycle( 5, 100000 ), 3 ): 302ms
double_link(cycle_link(5, 100000), 3): 15ms
double_fast(cycle( 5, 100000 ), 3): 8ms

# Order of Growth Practice

## Match each function to its order of growth

**Exponential growth.** E.g., recursive fib

Incrementing  $n$  multiplies time by a constant

**Quadratic growth.**

Incrementing  $n$  increases time by  $n$  times a constant

**Linear growth.**

Incrementing  $n$  increases time by a constant

**Logarithmic growth.**

Doubling  $n$  only increments time by a constant

**Constant growth.** Increasing  $n$  doesn't affect time

**Definition.** A *prefix sum* of a sequence of numbers is the sum of the first  $n$  elements for some positive length  $n$ .

(1 pt) What is the order of growth of the time to run prefix(s) in terms of the length of  $s$ ? Assume append and + take one step.

```
def prefix(s):
    """Return a list of all prefix
    sums of list s.
    """
    t = 0
    result = []
    for x in s:
        t = t + x
        result.append(t)
    return result
```

# Match each function to its order of growth

**Exponential growth.** E.g., recursive `fib`

Incrementing  $n$  multiplies *time* by a constant

**Quadratic growth.**

Incrementing  $n$  increases *time* by  $n$  times a constant

**Linear growth.**

Incrementing  $n$  increases *time* by a constant

**Logarithmic growth.**

Doubling  $n$  only increments *time* by a constant

**Constant growth.** Increasing  $n$  doesn't affect *time*

```
def max_sum(s):
    """Return the largest sum of a contiguous
    subsequence of s.
    >>> max_sum([3, 5, -12, 2, -4, 4, -1, 4, 2, 2])
    11
    """
    largest = 0
    for i in range(len(s)):
        total = 0
        for j in range(i, len(s)):
            total += s[j]
            largest = max(largest, total)
    return largest
```

	0	1	2	3	4	5	6
0							
1							
2							
3							
4							
5							
6							

## Match each function to its order of growth

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Doubling  $n$  only increments time by a constant

**Constant growth.** Increasing  $n$  doesn't affect time

```
def count_tree(n):
    """Return a count tree with n leaves.
    >>> print(count_tree(10))
    10
      5
        2
          1
          1
        3
          2
            1
            1
      5
        2
          1
          1
        3
          2
            1
            1
      1
    """
    if n == 1:
        return Tree(1)
    left = count_tree(n//2)
    if n % 2 == 0:
        right = left
    else:
        right = Tree(left.label + 1, [left, Tree(1)])
    return Tree(left.label+right.label, [left,right])
```

**Definition.** A *count tree* is a tree whose labels are counts of the leaves below each node

(1 pt) What is the order of growth of the time to run `count_tree(n)` in terms of  $n$ ?

[pollev.com/cs61a](http://pollev.com/cs61a)

## Match each function to its order of growth

**Exponential growth.** E.g., recursive `fib`

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**Logarithmic growth.**

Doubling  $n$  only increments *time* by a constant

**Constant growth.** Increasing  $n$  doesn't affect *time*

(1 pt) What is the order of growth of the time to run `duplicate(s)` in terms of the length of list  $s$ ?

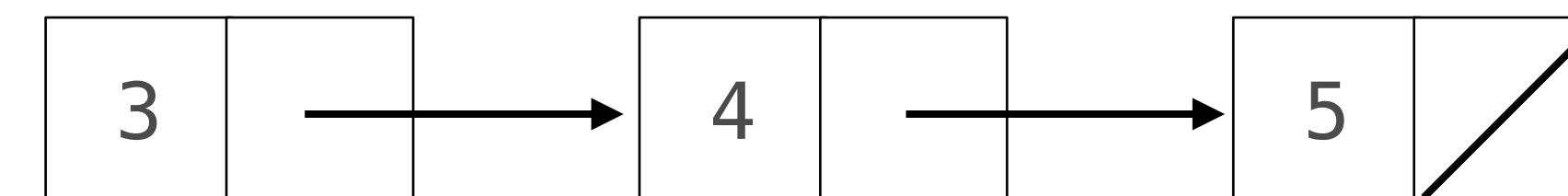
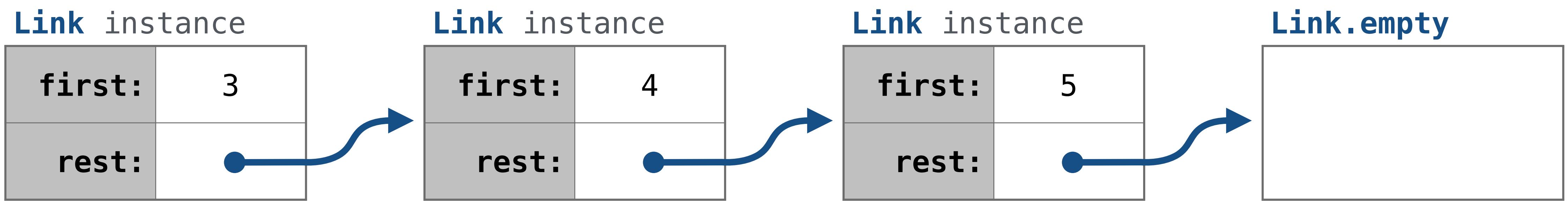
```
def duplicate(s):
    """Return a list containing the list s twice.

    >>> duplicate([2, 5, 8, 11, 14, 17])
    [[2, 5, 8, 11, 14, 17], [2, 5, 8, 11, 14, 17]]
    """
    return [s, s]
```

# Linked Lists Practice

# Linked List Notation

`s = Link(3, Link(4, Link(5)))`



## Nested Linked Lists

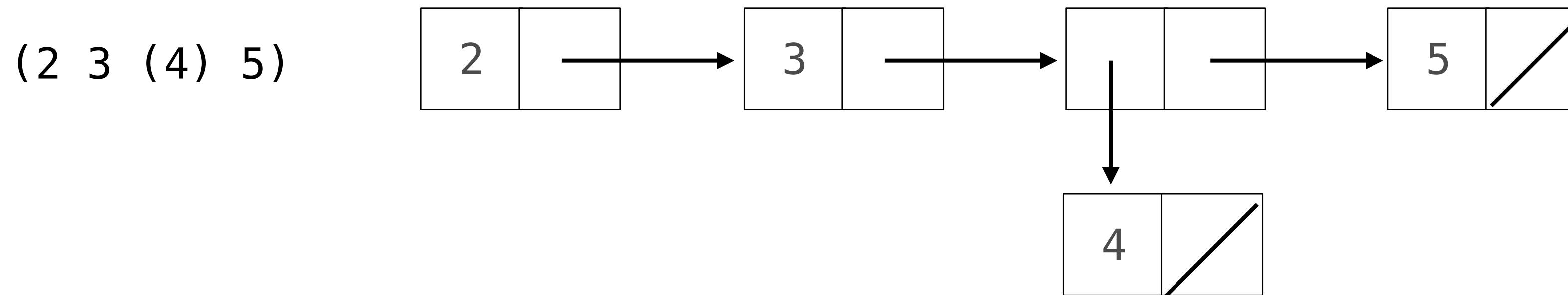
```
>>> s = Link(2, Link(3, Link( 4 , Link(5))))
```

```
>>> t = Link(2, Link(3, Link( Link(4) , Link(5))))
```

```
>>> print(s)
```

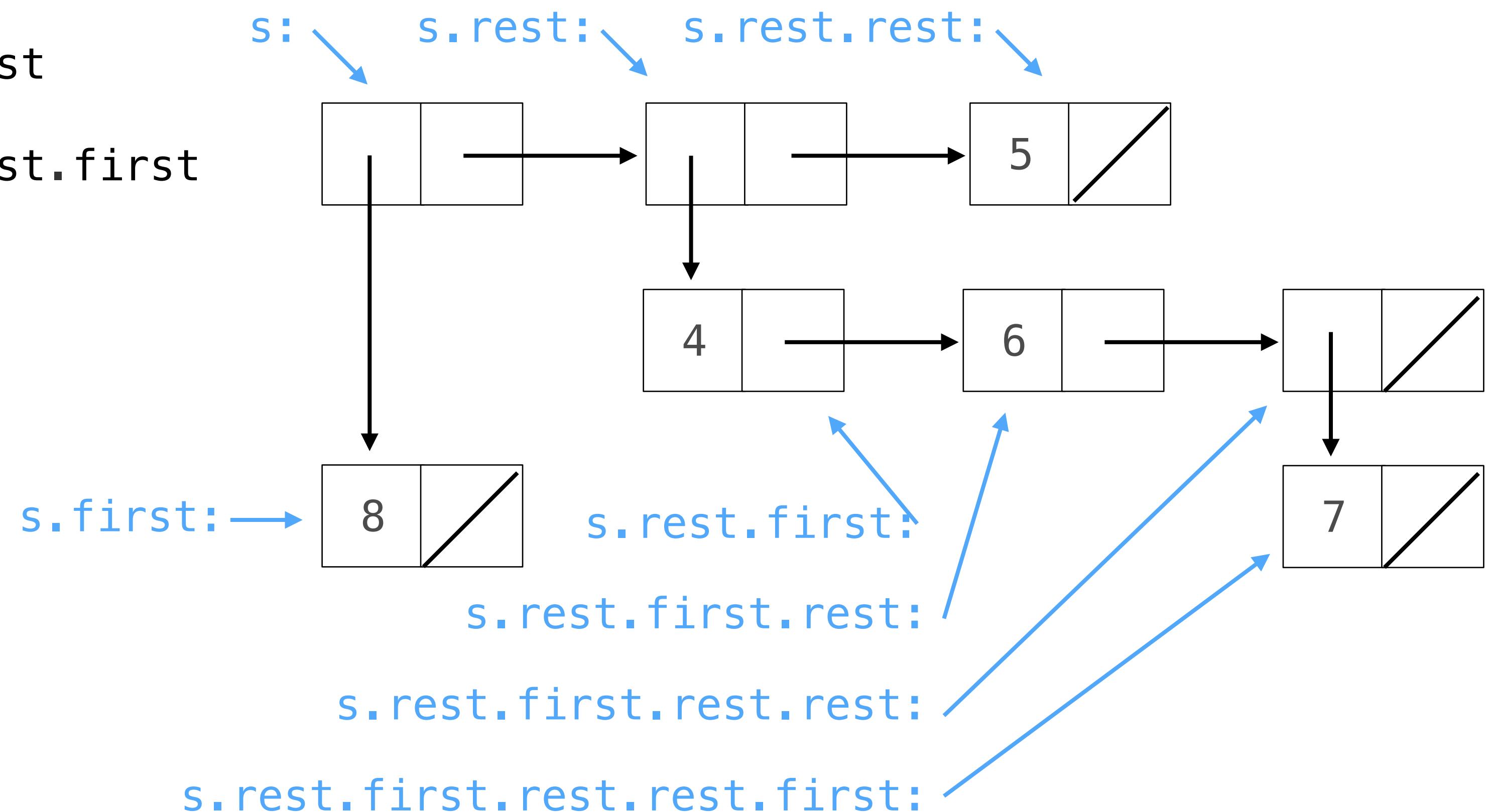


```
>>> print(t)
```



# Nested Linked Lists

```
>>> s = Link(Link(8), Link(Link(4, Link(6, Link(Link(7)))), Link(5)))
>>> print(s)
((8) (4 6 (7)) 5)
>>> s.first.first
8
>>> s.rest.first.rest.rest.first
Link(7)
>>> s.rest.first.rest.rest.first.first
7
```



# Recursion and Iteration

Many linked list processing functions can be written both iteratively and recursively

Recursive approach:

- What recursive call do you make?
- What does this recursive call do/return?
- How is this result useful in solving the problem?

```
def length(s):
    """The number of elements in s.

>>> length(Link(3, Link(4, Link(5))))
3
.....
if s is Link.empty:
    return 0
else:
    return 1 + length(s.rest)
```

Iterative approach:

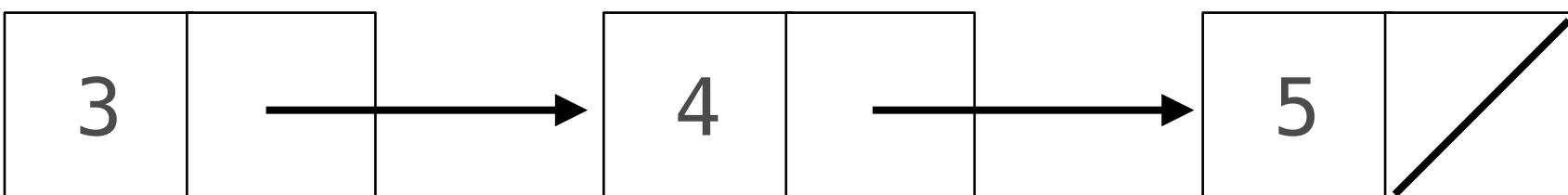
- Describe a process that solves the problem.
- Figure out what additional names you need to carry out this process.
- Implement the process using those names.

```
def length(s):
    """The number of elements in s.

>>> length(Link(3, Link(4, Link(5))))
3
.....
k = 0
while s is not Link.empty:
    s, k = s.rest, k + 1
return k
```

## Constructing a Linked List

Build the rest of the linked list, then combine it with the first element.



```
s = Link.empty  
s = Link(5, s)  
s = Link(4, s)  
s = Link(3, s)
```

```
def range_link(start, end):  
    """Return a Link containing consecutive  
    integers from start up to end.  
  
    >>> range_link(3, 6)  
    Link(3, Link(4, Link(5)))  
    """  
  
    if start >= end:  
        return Link.empty  
    else:  
        return Link(start, range_link(start + 1, end))
```

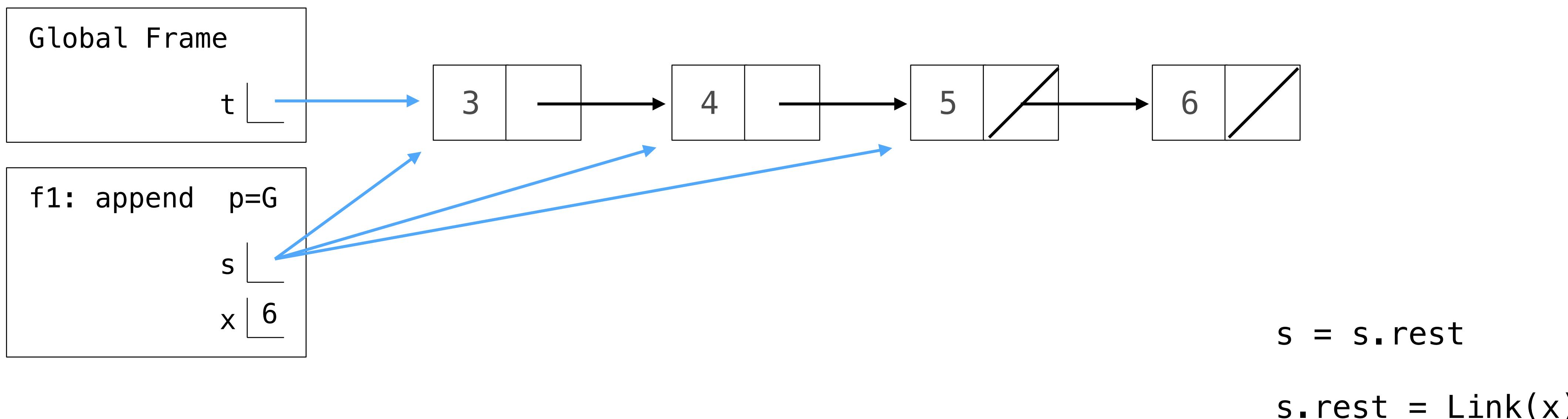
```
def range_link(start, end):  
    """Return a Link containing consecutive  
    integers from start to end.  
  
    >>> range_link(3, 6)  
    Link(3, Link(4, Link(5)))  
    """  
  
    s = Link.empty  
    k = end - 1  
    while k >= start:  
        s = Link(k, s)  
        k = k - 1  
    return s
```

## Linked List Mutation

To change the contents of a linked list, assign to first and rest attributes

Example: Append x to the end of non-empty s

```
>>> t = Link(3, Link(4, Link(5)))
>>> append(t, 6)
>>> t
Link(3, Link(4, Link(5, Link(6))))
```



# Recursion and Iteration

Many linked list processing functions can be written both iteratively and recursively

Recursive approach:

- What recursive call do you make?
- What does this recursive call do/return?
- How is this result useful in solving the problem?

```
def append(s, x):  
    """Append x to the end of non-empty s.  
    >>> append(s, 6) # returns None!  
    >>> print(s)  
    (3 4 5 6)  
    """  
  
    if s.rest is not Link.empty :  
        append(s.rest, x)  
    else:  
        s.rest = Link(x)
```

Iterative approach:

- Describe a process that solves the problem.
- Figure out what additional names you need to carry out this process.
- Implement the process using those names.

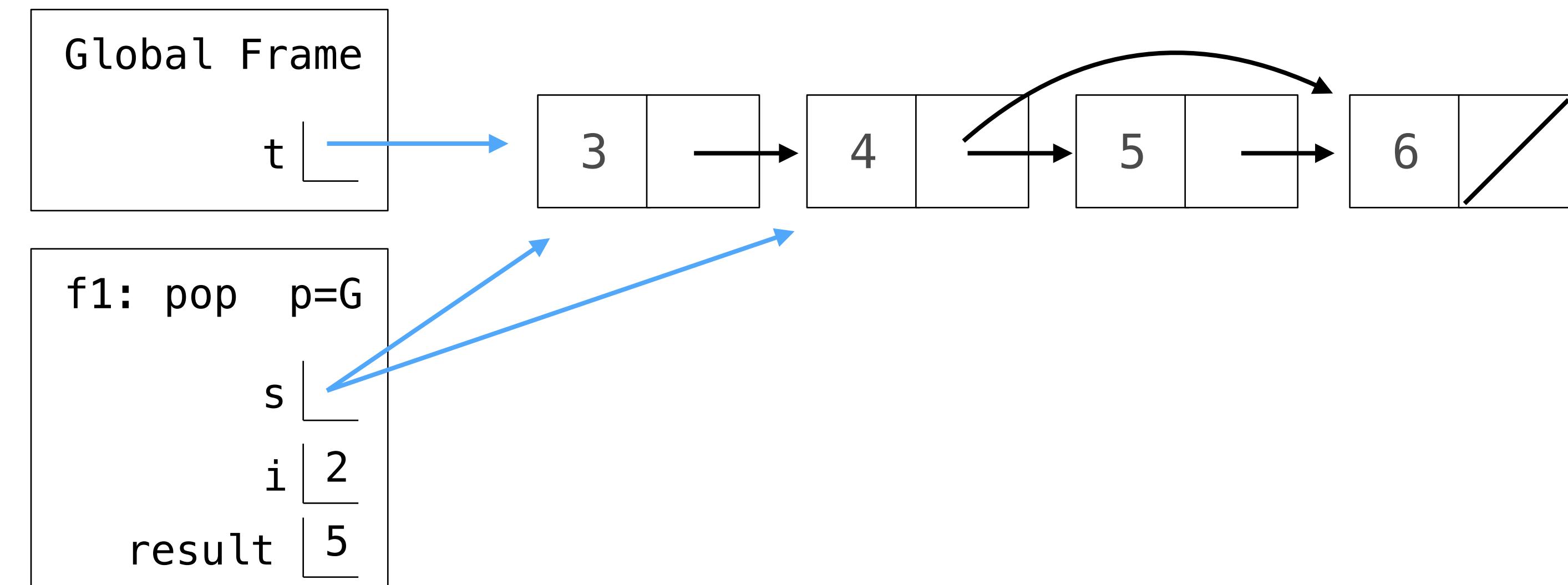
```
def append(s, x):  
    """Append x to the end of non-empty s.  
    >>> append(s, 6) # returns None!  
    >>> print(s)  
    (3 4 5 6)  
    """  
  
    while s.rest is not Link.empty :  
        s = s.rest  
    s.rest = Link(x)
```

## More Linked List Practice

## Pop

Implement `pop`, which takes a linked list `s` and positive integer `i`. It removes and returns the element at index `i` of `s` (assuming `s.first` has index 0).

```
def pop(s, i):
    """Remove and return element i from linked list s for positive i.
    >>> t = Link(3, Link(4, Link(5, Link(6))))
    >>> pop(t, 2)
    5
    >>> pop(t, 2)
    6
    >>> pop(t, 1)
    4
    >>> t
    Link(3)
    """
    assert i > 0 and i < length(s)
    for x in range(i - 1):
        s = s.rest
    result = s.rest.first
    s.rest = s.rest.rest
    return result
```

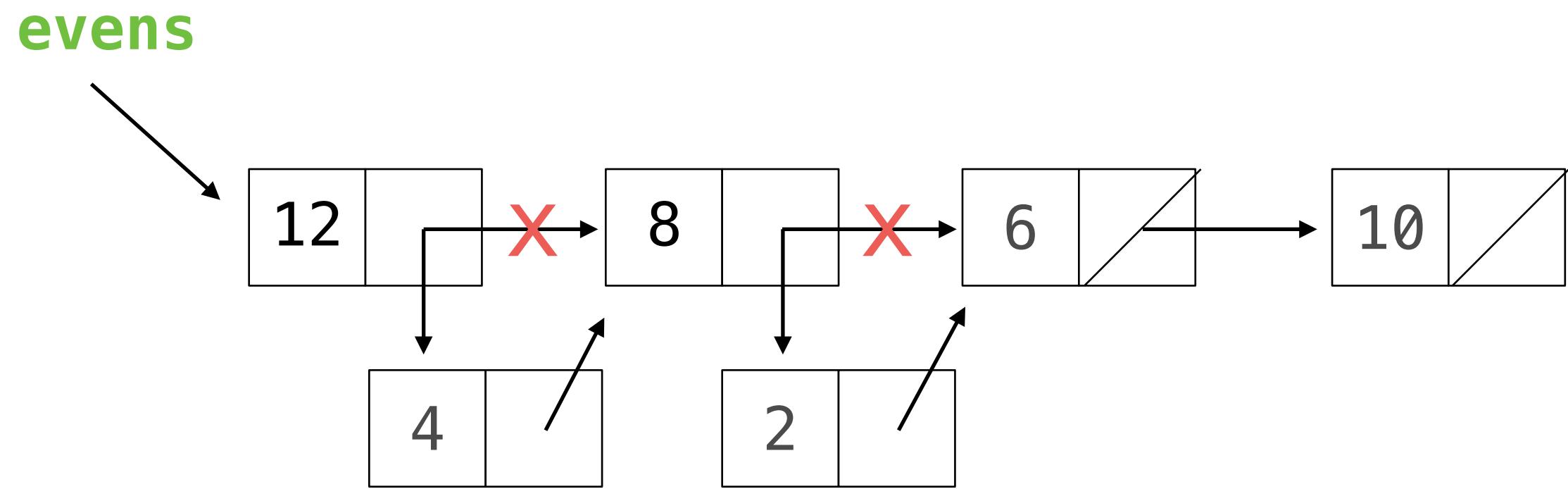


## Inserting into a Linked List

```
def insert_link(s, x, i):
    """Insert x into linked list s at index i.

    >>> evens = Link(4, Link(2, Link(6)))
    >>> insert_link(evens, 8, 1)
    >>> insert_link(evens, 10, 4)
    >>> insert_link(evens, 12, 0)
    >>> insert_link(evens, 14, 10)
    Index out of range
    >>> print(evens)
    (12 4 8 2 6 10)
    .....

    if s is Link.empty:
        print('Index out of range')
    elif i == 0:
        second = Link(s.first, s.rest)
        s.first = _____x_____
        s.rest = second
    elif i == 1 and s.rest is Link.empty :
        s.rest = Link(x)
    else:
        insert_link(s.rest, x, i-1)
```

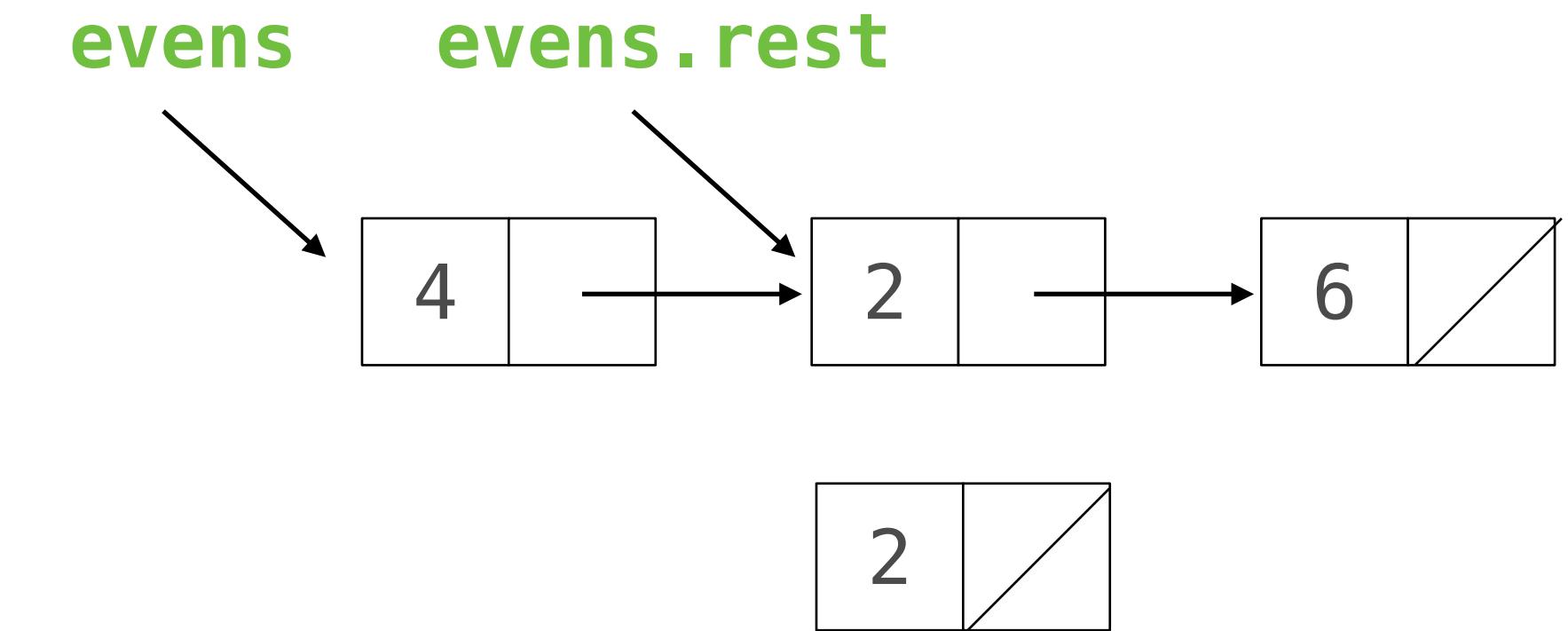


## Slicing a Linked List

Normal slice notation (such as `s[1:3]`) doesn't work if `s` is a linked list.

```
def slice_link(s, i, j):
    """Return a linked list containing elements from i:j.
```

```
>>> evens = Link(4, Link(2, Link(6)))
>>> slice_link(evens, 1, 100)
Link(2, Link(6))
>>> slice_link(evens, 1, 2)
Link(2)
>>> slice_link(evens, 0, 2)
Link(4, Link(2))
>>> slice_link(evens, 1, 1) is Link.empty
True
.....
assert i >= 0 and j >= 0
if j == 0 or s is Link.empty:
    return Link.empty
elif i == 0:
    return Link(s.first, slice_link(s.rest, i, j-1))
else:
    return slice_link(s.rest, i-1, j-1 )
```



`slice_link(evens, 1, 2)` returns  
`slice_link(evens.rest, 0, 1)` links 2 to  
`slice_link(evens.rest.rest, 0, 0)` returns `Link.empty`