

Class 19 April 4 2024

① append & reverse

; append — a primitive

```
(define (myappend l m)
  (cond ((null? l) m)
        (else (cons (car l) (myappend (cdr l) m)))))
```

*l, m are both lists \**

example:  $(\text{myappend } (1\ 2) (3\ 4\ 5)) = (1\ 2\ 3\ 4\ 5)$

algebraically:  $(1)$  is the zero — ie —

$\text{myappend } (1) (3\ 4\ 5) =$

$\text{myappend } (3\ 4\ 5) (1) = (3\ 4\ 5)$

not set union — look in A&S ch 2 for discussion of representing sets as lists without duplicates. — and then observe  $\text{append } (1) (1\ 2) = (1\ 1\ 2)$ .

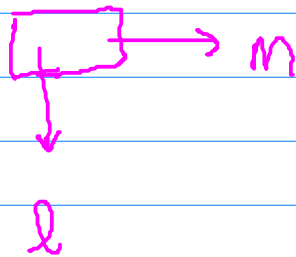
observe:  $\text{cdr}$ s down first list, does nothing with the second list.

\* weirdness: in fact, the second argument can be any scheme object — not required even to be a pair.

Runtime: linear in the length of the first argument  
Can the efficiency be improved? — eg — by selecting the shorter list for  $\text{cdring}$  down. Possibly — depending

on the data set, might it be worth incurring the cost of computing (length  $l$ ) and (length  $m$ )?

Let's think about how this might work - noting that the result we want is not



we might try to build a solution using snoc:

*"cons", backwards*

*element list*

```
(define (snoc e l)
  (cond ((null? l) (list e))
        (else (cons (car l)
                      (snoc e (cdr l))))))
```

Clearly, we can compute (append  $l$   $m$ ) by "snocing each element of  $m$  down  $l$ ". But could this ever be more efficient than the design we gave first, regardless of the relative lengths of  $l$  and  $m$ ? I'll leave this for you to think about.

We sketch an induction proof for append ...

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What about an iterative append?

```
(define (append-iter l m)
```

```
  (define (iter remaining so-far)
```

```
    (cond ((null? remaining) so-far)
```

```
          (else (iter (cdr remaining)
```

```
                      (cons (car remaining) so-far))))
```

```
  (iter (reverse l) m))
```

GI:  $(\text{append } L \ M) =$

$(\text{append } (\text{reverse remaining}) \ \text{so-far})$

math  
functions

Finally, for append, we note

algebraically — append is NOT commutative —  
 $(\text{append } l \ m) \neq (\text{append } m \ l)$

algebraically — append IS associative

; reverse — another primitive in R5RS

Recursive:

```
(define (myreverse l)
  (cond ((null? l) l)
        (else (append (myreverse (cdr l)) (list (car l))))))
```

work out the pf!  
IH: rec. call  
returns the reverse  
of (cdr l)

math functions

reverse (L) =  
append (reverse (cdr L),  
list (car L))

observe

Feel free to use the math functions of the same names  
as your scheme functions in your writeups!

; quadratic time, and we wonder whether we can do better

└ does everyone see this? If  $|l| = n$ , then  
The first call to append needs time  $(n-1)$ ,  
the second needs time  $(n-2)$ , and so on.  
You recall  $\sum_{i=1}^n i = \Theta(n^2)$

```
(define (myreverse l)
  (define (iter l result)
    (cond ((null? l) result)
          (else (iter (cdr l) (cons (car l) result)))))
  (iter l '()))
```

; linear time, so better

again: math functions

GI:  $\text{reverse}(L) = \text{append}(\text{reverse}(\text{cdr } L), \text{result})$

• This GI is of the form

$\text{total work} = \text{work remaining} + \text{work done}.$

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but note that the R5RS map primitive  
; map — a primitive, is more powerful than mymap-  
function, compatible with elts of the list  $l$

```
(define (mymap f l)
  (cond ((null? l) l)
        (else (cons (f (car l)) (mymap f (cdr l))))))
```

```
(define (square x) (* x x))
```

; examples ...

look up  
map-reduce

$(\text{mymap square } (1\ 2\ 3\ 4)) =$

$(\text{square } 1) (\text{square } 2) (\text{square } 3) (\text{square } 4) =$   
 $(1\ 4\ 9\ 16)$

observe: (a)  $|\text{mymap } f\ l| = |l|$  map does not  
change length

(b) order is preserved — i.e. — the  $i^{\text{th}}$   
element of the returned list is  
 $(f\ l_i)$ , where  $l_i$  is  $i^{\text{th}}$  elt of the  
input list.

(c) linear time if  $f$  works in constant time —  
more generally, if  $(f\ l_i)$  is constant  
for each  $l_i$ , then the time needed is  
 $\text{time}_{(f\ l_i)} * |l|$ .

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; accumulate

```
(define (accumulate op init seq)
  (cond ((null? seq) init)
        (else (op (car seq) (accumulate op init (cdr seq))))))
```

; accumulate is also known by the name foldr (fold-right)

; examples ...

(accumulate + 0 '(1 2 3 4)) =

(+ 1 (accumulate + 0 '(2 3 4)))

returns (+ 2 (+ 3 (+ 4 0)))

returns

(+ 1 (+ 2 (+ 3 (+ 4 0))))

(accumulate \* 1 '(1 2 3 4)) =

$$\frac{4}{11} i$$

$i=1$

note that the initial values are (and need to be) different.

```
(accumulate cons '() '(1 2 3 4)) =
(1 2 3 4)
```

(accumulate append '() seq) ... →

what type is seq?

got to be a list of elements compatible with append —  
ie — a list of lists.

(accumulate append '() '(1 2 3) (4 5) (6))

(1 2 3 4 5 6)

We say that the input list has been  
flattened.

Try: (accumulate append '(a b c) '(1 2 3) (4 5)))  
↳ we've changed mit

Try: (accumulate append '()  
'((1 2 3)) ((4 5)) (6))

if (define (flatten list-of-lists)  
(accumulate append '() list-of-lists))

you'll see that flatten "promotes" each sublist by  
1 level (think of trees)



Note That accumulate does not necessarily preserve the length (etc) of the input list. It's not even required to return a list.

; examples ...

```
(define (mymap f l)
  (accumulate (lambda (x y) (cons (f x) y)) '() l))
```

;; illuminating

```
(define (leftmost lst)
  (foldr (lambda (x y) x) '() lst))
```

```
op: (lambda (x y)
      (cons (f x) y))
```

```
init: '()
```

```
seq: l
```

ie, accumulate

can you apply  
the same reasoning to  
explain why this  
is called  
leftmost?

To understand why this implements map, you need only realize that in all of the examples above, the second argument to op is the result of the recursive call — of accumulate on (cdr seq)

← Try computing

```
(accumulate (lambda (x y) (+ x y)) 0 '(1 2 3 4))
```

This is just the binary specialization of +

(same as

```
(accumulate + 0 '(1 2 3 4)))
```

## Sibling function to foldr:

; accumulate-left, or foldl

```
(define (accumulate-left op init seq)
```

```
  (define (iter acc rest)
```

```
    (if (null? rest)
```

```
        acc
```

```
        (iter (op acc (car rest))
```

```
                (cdr rest))))
```

```
  (iter init seq))
```

eg, the accumulated sum

the first of the remaining addends  
in (accumulate-left

+ 0 '(1 2 3 4))

; examples ...

```
(define (elem e l)
```

```
  (accumulate-left
```

```
    (lambda (acc first) (or acc (eq? first e)))
```

```
    #f
```

```
    l))
```

ie,  $e \in l$   
when  $eq?$  is  
the right test

use  $equal?$   
for a more  
general  
version.

at a typical  
intermediate point, acc  
might be 1+2

1 2 3 4

↑ and next  
we add 3.

```
(elem 3 '(1 2 3 4 5))
```

```
(elem 6 '(1 2 3 4 5))
```

; check out the symmetry - compare leftmost, above

```
(define (rightmost lst)
```

```
  (accumulate-left (lambda (x y) y) '() lst))
```

init is used first  
and not last

acc initially #f, so first: (or #f (eq? 3 1))

so on the second call to iter,  $acc = (or \#f \#f) = \#f$

and on the third call,  $acc = (or \#f (eq? 3 2)) = \#f$

and on the fourth call,  $acc = (or \#f (eq? 3 3)) = \#t$

and once acc is #t, its value does not change  
(even though we don't have early exit)

why bother with the folds? Their importance and  
usefulness are hard to overstate: virtually all  
functions which process lists element-by-element  
can be realized as folds.

#### ④ Filter

; filter

```
(define (filter pred seq)
  (cond ((null? seq) seq)
        ((pred (car seq)) (cons (car seq) (filter pred (cdr seq))))
        (else (filter pred (cdr seq)))))
```

; examples...

`(filter odd? '(1 2 3 4)) = (1 3)`

iterative or recursive?

Recursive, because the stack might be used.

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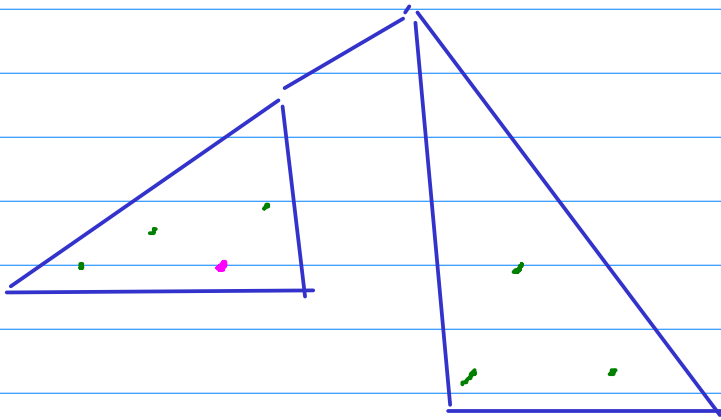
suggested for memorization

- accumulate
- filter

you need these at your fingertips  
if they are to be useful in  
conceptualizing problem  
solutions.

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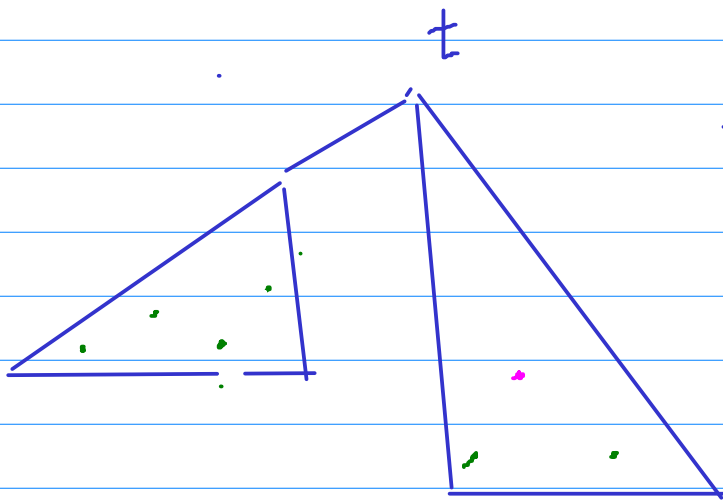
## Brief comment on The replace-<sup>n<sup>th</sup></sup>-occurrence problem (of old by new)



Two cases - either  
occurs in the car or  
occurs in the cdr.



cdr is the interesting case, since there is no way for the recursive call on the car to communicate to the recursive call on the cdr the number of olds which were found in the car



The 6<sup>th</sup> occurrence of old in t is the 2<sup>nd</sup> occurrence of old in (cdr t)

If we had assignment to a mutually visible global variable, this would be trivial!

eg) Hint: count the number of occurrences of old in the car (in a separate tree traversal) - and adjust the replacement index for the cdr call accordingly.