Lecture 10: Data Representations & Trees

July 7th, 2021

Alex Kassil

Announcements

Announcements

- Hog Project is due Wednesday, July 7th
  - Submit 24 hours late for 75% of the points
- Homework 02 due Wednesday, July 7th
- Vitamin 4 due Thursday 8am
- Vitamin 5 due Thursday 8am
- Lab 04 due Thursday, July 8th
- Hog Contest due Thursday, July 8th
- Midterm on Thursday, July 15th 5-7pm
  - https://links.cs61a.org/midterm-alt if you cannot make it
  - https://links.cs61a.org/ultimate-study-guide great guide made by past TA on how to study for exams

Data Representations

What are Data?

- We need to guarantee that constructor and selector functions work together to specify the right behavior

- Behavior condition: If we construct rational number x from numerator n and denominator d, then numer(x)/denom(x) must equal n/d

- Data abstraction uses selectors and constructors to define behavior

- If behavior conditions are met, then the representation is valid

You can recognize an abstract data representation by its behavior

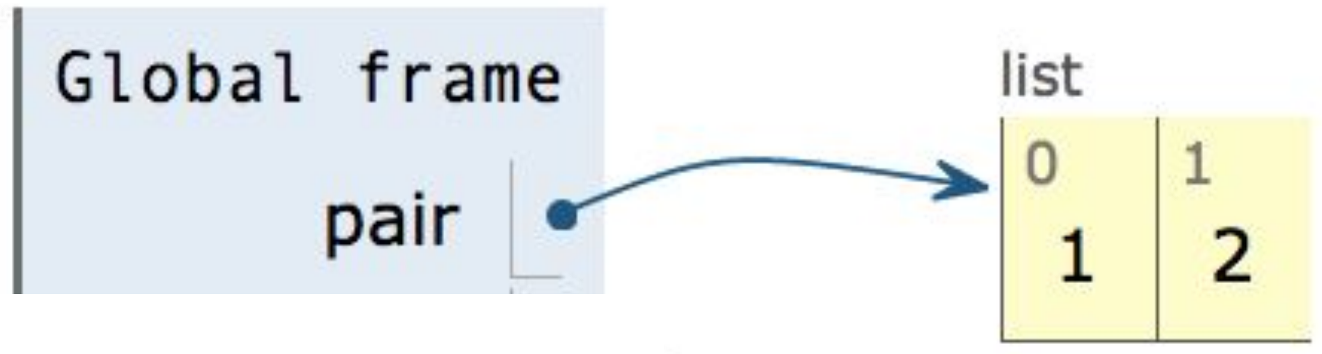
(Demo)

Box-and-Pointer Notation

Box-and-Pointer Notation in Environment Diagrams

Lists are represented as a row of index-labeled adjacent boxes, one per element

Each box either contains a primitive value or points to a compound value




```
pair = [1, 2]
```

Box-and-Pointer Notation in Environment Diagrams

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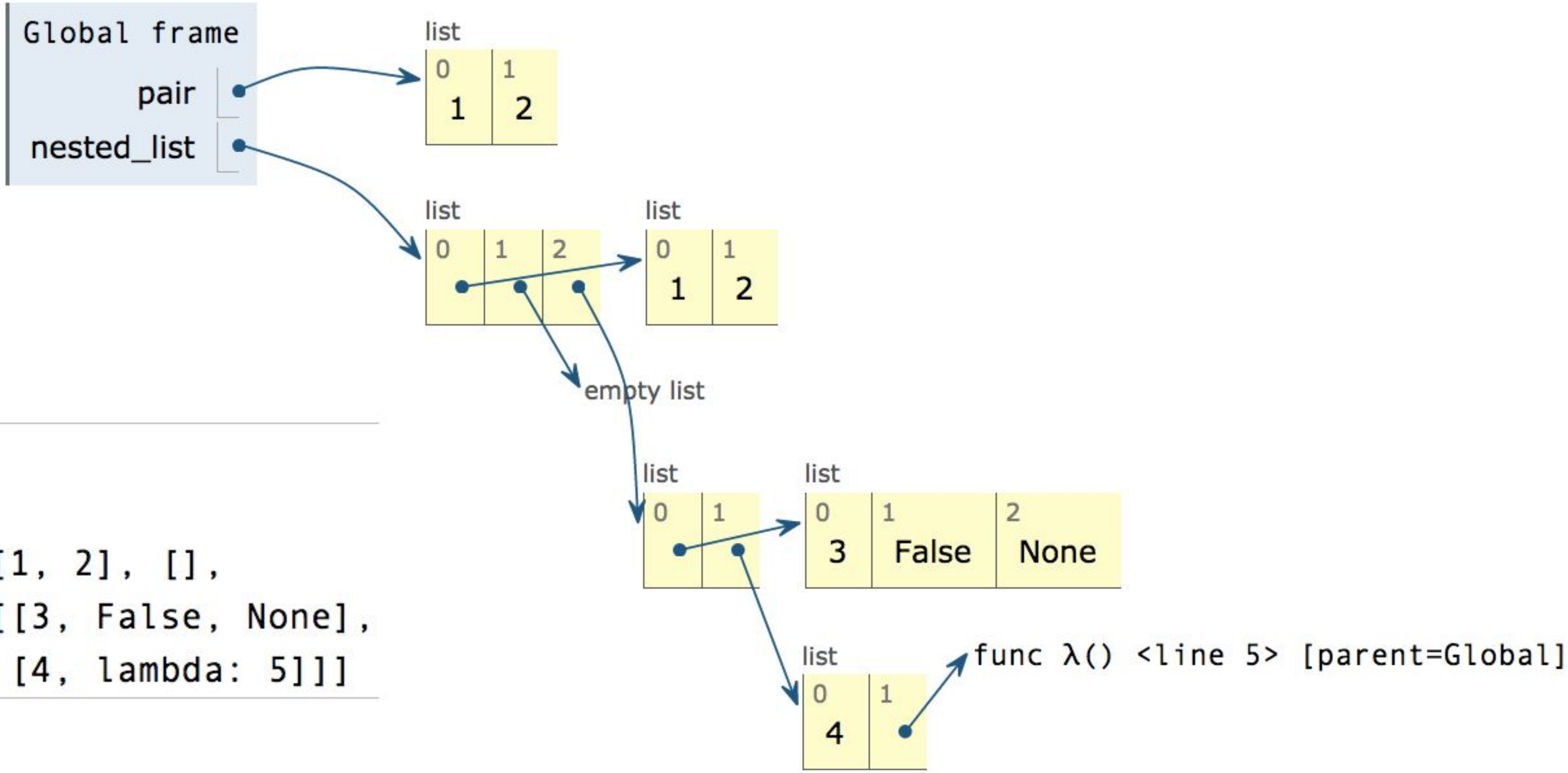



```python
pair = [1, 2]

nested_list = [[1, 2], [],
               [[3, False, None],
                [4, lambda: 5]]]
```

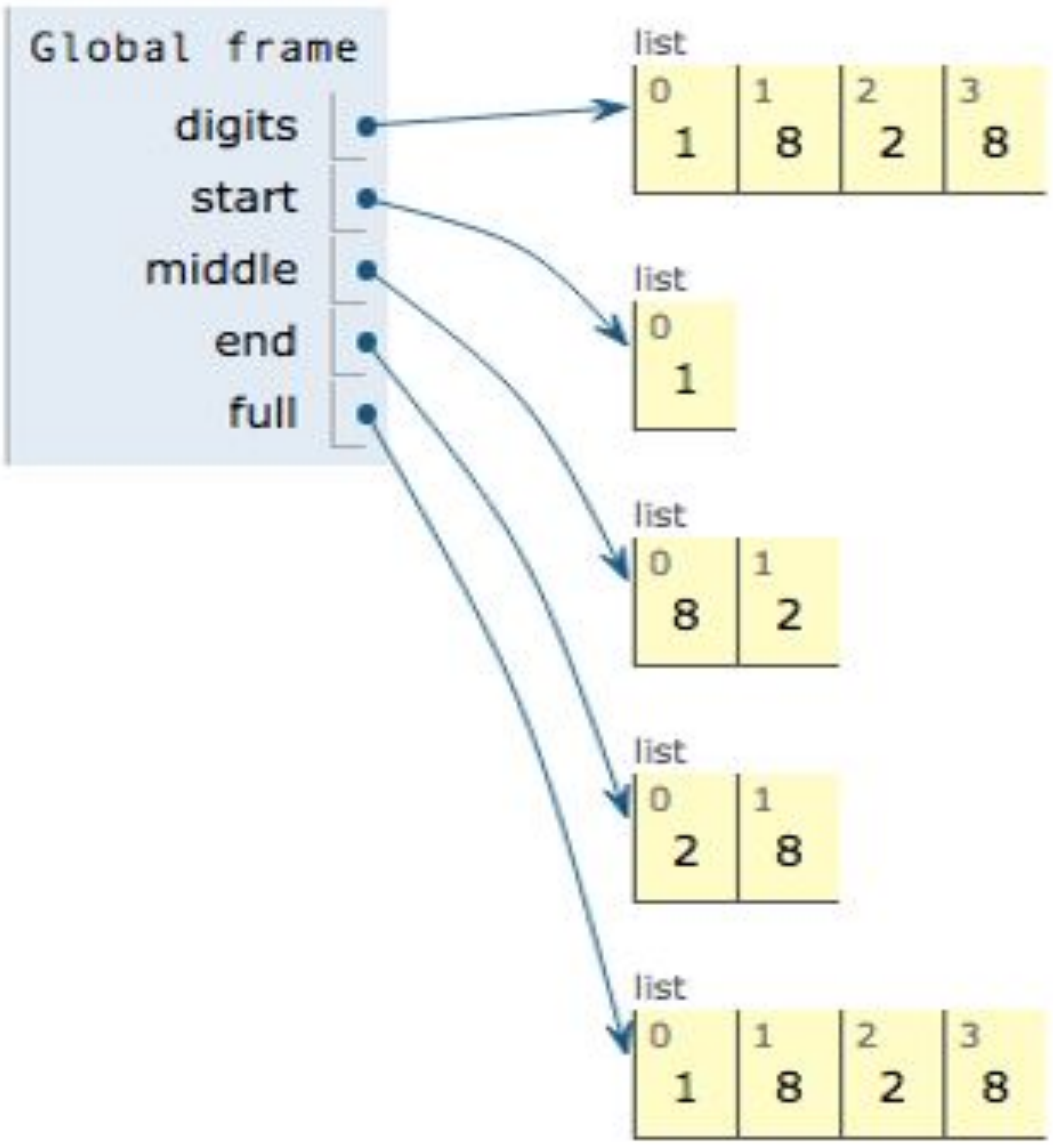
http://pythontutor.com/composingprograms.html#code=pair%20%3D%20%5B1,%202%5D%0A%0Anested_list%20%3D%20%5B%5B1,%202%5D,%20%5B%5D,%20%0A%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%5B%5B3,%20False,%20None%5D,%0A%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%5B4,%20lambda%3A%205%5D%5D%5D&cumulative=true&curInstr=4&mode=display&origin=composingprograms.js&py=3&rawInputLstJSON=%5B%5D

Slicing

(Demo)

Slicing Creates New Values

```
digits = [1, 8, 2, 8]
start = digits[:1]
middle = digits[1:3]
end = digits[2:]
full = digits[:]
```



http://pythontutor.com/composingprograms.html#code=digits%20%3D%20[1,%208,%202,%208]%0Astart%20%3D%20digits[%3A1]%0Amiddle%20%3D%20digits[1%3A3]%0Aend%20%3D%20digits[2%3A]%0Afull%20%3D%20digits[%3A]&cumulative%3Dtrue&curInstr%3D5&mode=display&origin=composingprograms.js&py=3&rawInputLstJSON=[]

Processing Container Values

Sequence Aggregation

Several built-in functions take iterable arguments and aggregate them into a value

- **sum**(iterable[, start]) -> value

  Return the sum of a 'start' value (default: 0) plus an iterable of numbers (NOT strings). If iterable is empty, return start

- **max**(iterable[, key=func]) -> value
  max(a, b, c, ...[, key=func]) -> value

  With a single iterable argument, return its largest item.
  With two or more arguments, return the largest argument.

- **all**(iterable) -> bool

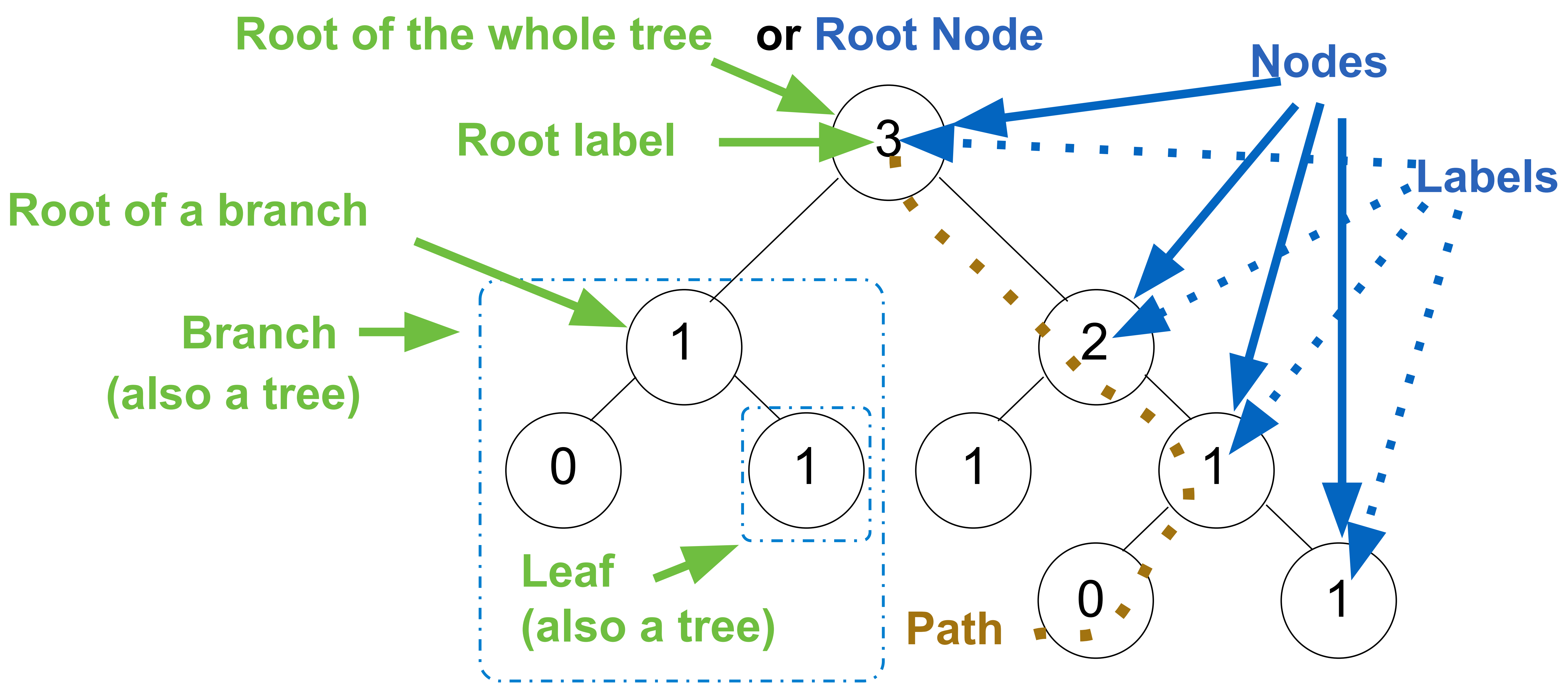
  Return True if bool(x) is True for all values x in the iterable.
  If the iterable is empty, return True.

- **any**(iterable) -> bool

  Return True if bool(x) is True for any values x in the iterable.
  If the iterable is empty, return False.

Trees

Tree Abstraction



Recursive description (wooden trees):

A **tree** has a **root label** and a list of **branches**

Each **branch** is a **tree**

A **tree** with zero **branches** is called a **leaf**

A **tree** starts at the **root**

Relative description (family trees):

Each location in a tree is called a **node**

Each **node** has a **label** that can be any value

One node can be the **parent/child** of another

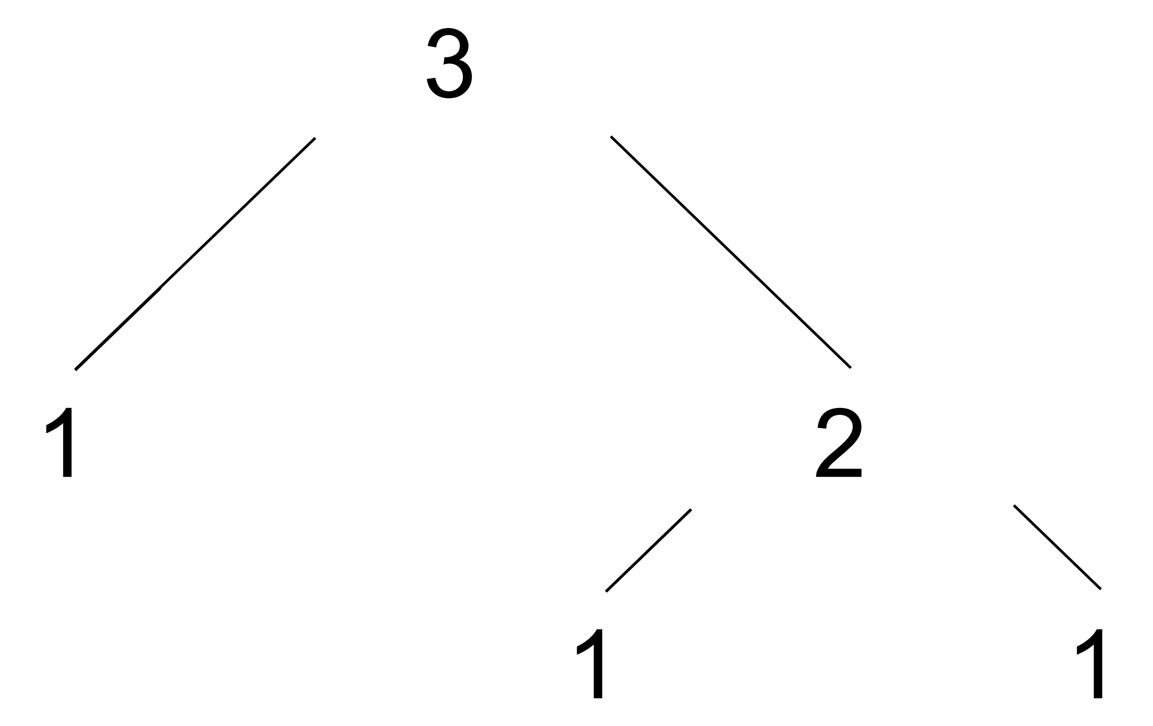
The top node is the **root node**

People often refer to labels by their locations: "each parent is the sum of its children"

Implementing the Tree Abstraction

```
def tree(label, branches=[]):
   return [label] + branches

def label(tree):
    return tree[0]

def branches(tree):
    return tree[1:]
```

- A **tree** has a root **label** and a list of **branches**
- Each branch is a tree




```
>>> tree(3, [tree(1),
...          tree(2, [tree(1),
...                   tree(1)])])
[3, [1], [2, [1], [1]]]
```

Implementing the Tree Abstraction

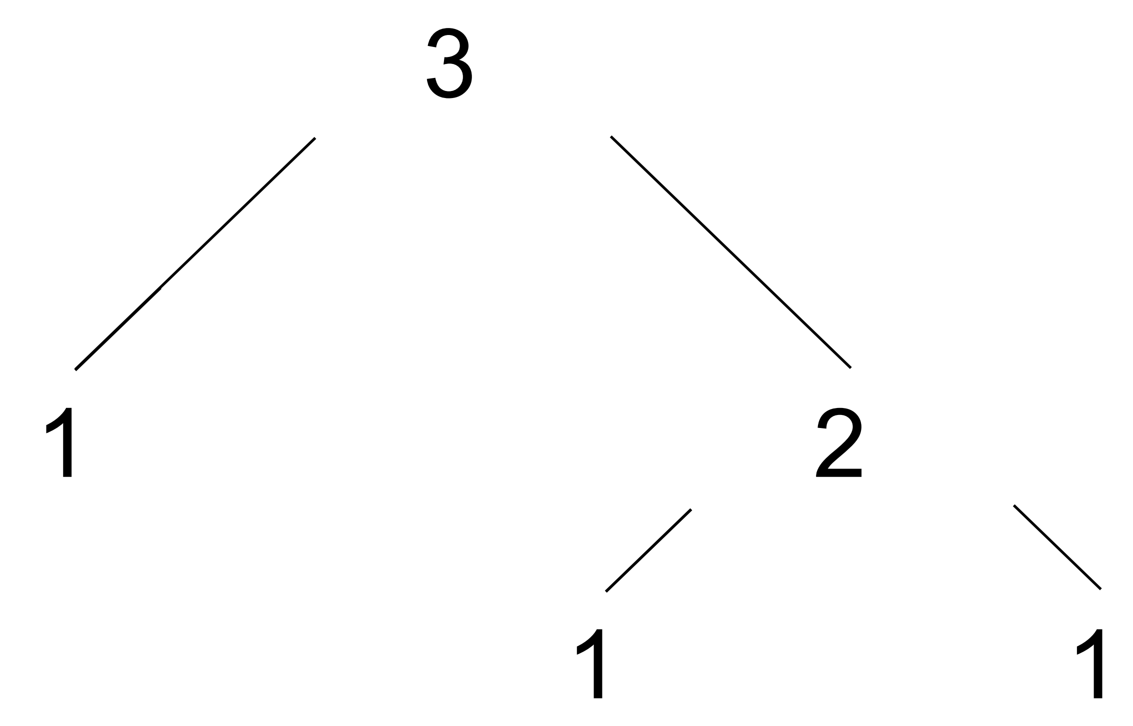
```
def tree(label, branches=[]):
    for branch in branches:
        assert is_tree(branch)
    return [label] + list(branches)

def label(tree):
    return tree[0]

def branches(tree):
    return tree[1:]

def is_tree(tree):
    if type(tree) != list or len(tree) < 1:
        return False
    for branch in branches(tree):
        if not is_tree(branch):
            return False
    return True
```

Verifies the tree definition

Creates a list from a sequence of branches

Verifies that tree is bound to a list of length >= 1

- A **tree** has a root **label** and a list of **branches**
- Each branch is a tree




```
>>> tree(3, [tree(1),
...          tree(2, [tree(1),
...                   tree(1)])])
[3, [1], [2, [1], [1]]]
```

```
def is_leaf(tree):
    return not branches(tree)
```

(Demo)

Tree Processing

(Demo)

Tree Processing Uses Recursion

Processing a leaf is often the base case of a tree processing function

The recursive case typically makes a recursive call on each branch, then aggregates

```
def count_leaves(t):
    """Count the leaves of a tree."""
    if is_leaf(t):
        return 1
    else:
        branch_counts = [count_leaves(b) for b in branches(t)]
        return sum(branch_counts)
```

(Demo)

Discussion Question

Implement leaves, which returns a list of the leaf labels of a tree

Hint: If you sum a list of lists, you get a list containing the elements of those lists

```
>>> sum([ [1], [2, 3], [4] ], [])
[1, 2, 3, 4]
>>> sum([ [1] ], [])
[1]
>>> sum([ [[1]], [2] ], [])
[[1], 2]
```

```
def leaves(tree):
    """Return a list containing the leaf labels of tree.
    >>> leaves(fib_tree(5))
    [1, 0, 1, 0, 1, 1, 0, 1]
    """
    if is_leaf(tree):
        return [label(tree)]
    else:
        return sum(______________________________, [])
                   List of leaf labels for each branch
```

branches(tree)

leaves(tree)

[branches(b) for b in branches(tree)]

==[leaves(b) for b in branches(tree)]==

[b for b in branches(tree)]

[s for s in leaves(tree)]

[branches(s) for s in leaves(tree)]

[leaves(s) for s in leaves(tree)]

Creating Trees

A function that creates a tree from another tree is typically also recursive

```
def increment_leaves(t):
    """Return a tree like t but with leaf labels incremented."""
    if is_leaf(t):
        return tree(label(t) + 1)
    else:
        bs = [increment_leaves(b) for b in branches(t)]
        return tree(label(t), bs)
def increment(t):
    """Return a tree like t but with all labels incremented."""
    return tree(label(t) + 1, [increment(b) for b in branches(t)])
```

Example: Printing Trees

(Demo)

Example: Summing Paths

(Demo)