# 5: Lists

#### **Unbounded data**

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#### Unbounded data

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What if the number of values isn't known at the time the program is written?

Perhaps it is learned later, or computed during the running of the program.

Just as we used structures to represent unbounded numbers, we can use structures to represent unbounded data.

First, we give a mathematical definition.

We would like to represent a sequence of values, such as 3, 5, 7, 5, 4 (this will be our running example).

In this example, the values are all natural numbers, but in general we can mix different types of values.

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A sequence is either the empty sequence, or it is a value followed by a sequence.

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We adapt the definition of natural number: either 0 or n + 1, where n is a natural number.

A sequence is either the empty sequence, or it is a value followed by a sequence.

For simplicity, we will use sequences of integers as examples, though a sequence may mix elements of different types.

## The definition of a sequence

There is no agreed-upon mathematical symbol to represent the empty sequence.

We will use  $\epsilon$ , for "empty".

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A sequence S is either  $\epsilon$  or it is a value  $\nu$  followed by a sequence S'.

- In the case where S' is  $\epsilon$ , we write S as  $\nu$ .
- Otherwise, we write S as v, S'.

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- Otherwise, we write S as v, S'.

Our example 3, 5, 7, 5, 4 satisfies this definition:

- $\epsilon$ , the empty sequence, is a sequence.
- 4 is a sequence, because it is the value 4 followed by  $\epsilon.$
- 5,4 is a sequence, because it is the value 5 followed by the sequence 4.
- And so on.

# Representing a sequence using structures

We adapt our idea of representing natural numbers.

```
(define-struct Empty ())
(define-struct Cons (fst rst))
```

#### Data definition:

An **S-list** is either a (make-Empty) or it is (make-Cons v slist), where v is a Racket value and slist is an S-list.

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The S-list make-Empty represents the sequence  $\epsilon$ .

The S-list (make-Cons v slist) represents the sequence v, S where slist represents S.

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The S-list make-Empty represents the sequence  $\epsilon$ .

The S-list (make-Cons v slist) represents the sequence v, S where slist represents S.

The sequence 4 is represented by (make-Cons 4 (make-Empty)).

The sequence 5,4 is represented by (make-Cons 5 (make-Cons 4 (make-Empty))).

```
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```

## Our example as an S-list

The S-list representation of the sequence 3, 5, 7, 5, 4 is

If we give this value a name, we can work with it using the accessor functions for the structures we have defined.

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```
(define slst (make-Cons 3 (make-Cons 5 ...)))

(Cons-fst slist) \Rightarrow 3
(Cons-rst slist) \Rightarrow (make-Cons 5 ...)
```

Having defined the S-list representation of sequences, we now abandon it, because Racket has built-in support for a similar representation.

- Where we have used make-Empty, Racket uses the value '(). Racket also provides the name empty bound to this value.
- Where we have used make-Cons, Racket uses cons.

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The representations thus constructed are called **lists**.

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Racket enforces the restriction that the second argument to cons must be a list.

A list may contain values of different types (though in our examples we will stick with integers for now).

## Our example as a list

The list representation of the sequence 3, 5, 7, 5, 4 is

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To create a list in a more concise fashion, we can use the list function.

```
(list 3 5 7 5 4)
```

#### Accessors:

We access the first element of a nonempty S-list with Cons-fst.

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## Type Predicates:

The list equivalent of Empty? is empty?.

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### **Type Predicates:**

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The list equivalent of Cons? is cons?.

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What is the equivalent of list?, but for S-lists?

```
(define (List? v)
  (or (Empty? v) (Cons? v)))
```

We can develop a template from the data definition for lists in the same way that we did for Nats and natural numbers.

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#### Data definition:

A list 1st is either empty or it is (cons fst rst), where fst is a Racket value and rst is a list.

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A list 1st is either empty or it is (cons fst rst), where fst is a Racket value and rst is a list.

Given a nonempty list 1st, fst is (first 1st), and rst is (rest 1st).

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#### Data definition:

A list 1st is either empty or it is (cons fst rst), where fst is a Racket value and rst is a list.

Given a nonempty list 1st, fst is (first 1st), and rst is (rest 1st).

Let's write the function len that computes the length of a list.

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The built-in Racket function length does the same thing. It is good practice to work out the implementation of built-in functions where possible, so that they don't seem magical.

### A condensed trace of the len function

```
(define (len lst)
  (cond
    [(empty? lst) 0]
    [(cons? lst) (+ 1 (len (rest lst)))]))
(len (cons 3 (cons 5 (cons 7 (cons 5 (cons 4 empty))))))
\Rightarrow* (+ 1 (len (cons 5 (cons 7 (cons 5 (cons 4 empty))))))
\Rightarrow* (+ 1 (+ 1 (len (cons 7 (cons 5 (cons 4 empty))))))
\Rightarrow* (+ 1 (+ 1 (+ 1 (len (cons 5 (cons 4 empty))))))
\Rightarrow* (+ 1 (+ 1 (+ 1 (+ 1 (len (cons 4 empty))))))
\Rightarrow^* (+ 1 (+ 1 (+ 1 (+ 1 (len empty))))))
\Rightarrow^* (+ 1 (+ 1 (+ 1 (+ 1 (+ 1 0)))))
⇒* 5
```

#### A function producing a list

The function sqr-all consumes a list of numbers and produces a list of the same length, with each element being the square of the corresponding element of the argument list.

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```
(sqr-all (cons 4 (cons -2 (cons 3 empty))))
\Rightarrow (cons 16 (cons 4 (cons 9 empty)))
(define (my-list-fn lst)
  (cond
    [(empty? lst) ...]
    [(cons? lst) ... (first lst) ...
                  ... (my-list-fn (rest lst)) ...]))
(define (sqr-all 1st)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (first lst) ...
                  ... (sqr-all (rest lst)) ...]))
```

# Developing the sqr-all function

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```
(define (sqr-all lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (first lst) ...
                 ... (sqr-all (rest lst)) ...]))
(define (sqr-all lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (sqr (first lst)) ...
                 ... (sqr-all (rest lst)) ...]))
```

# Developing the sqr-all function

```
(define (sqr-all lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (first lst) ...
                 ... (sqr-all (rest lst)) ...]))
(define (sqr-all lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (sqr (first lst)) ...
                 ... (sqr-all (rest lst)) ...]))
(define (sqr-all lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) (cons (sqr (first lst))
                        (sqr-all (rest lst)))]))
```

### A condensed trace of the sqr-all function

How would we write the contract for len?

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len consumes a list of elements of any type and produces a number.

We could use the following notation:

```
; len: (Listof Any) -> Number
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We could use the following notation:

```
; len: (Listof Any) -> Number
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In general, for any type T, a list of elements of type T would have type (Listof T).

What is the contract for sqr-all?

#### Answer:

```
; sqr-all: (Listof Number) -> (Listof Number)
```

### Another function producing a list

The pos-elts function consumes a list of numbers and produces a list of the positive elements of the argument list in the same order.

```
(pos-elts (cons 4 (cons -2 (cons 3 empty)))) \Rightarrow* (cons 4 (cons 3 empty))
```

### Another function producing a list

The pos-elts function consumes a list of numbers and produces a list of the positive elements of the argument list in the same order.

```
(pos-elts (cons 4 (cons -2 (cons 3 empty))))
⇒* (cons 4 (cons 3 empty))
```

Once again, we use the template to guide development.

```
(define (pos-elts lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst) ... (first lst) ...
                 ... (pos-elts (rest lst)) ...]))
(define (pos-elts lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst)
       (cond
         [(positive? (first lst))
             ... (pos-elts (rest lst)) ...]
         [else
             ... (pos-elts (rest lst)) ...])]))
```

```
(define (pos-elts lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst)
       (cond
         [(positive? (first lst))
             ... (pos-elts (rest lst)) ...]
         [else
             ... (pos-elts (rest lst)) ...])]))
(define (pos-elts lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst)
       (cond
         [(positive? (first lst))
            (cons (first lst) (pos-elts (rest lst)))]
         [e]se
             (pos-elts (rest lst))])))
```

### A condensed trace of the pos-elts function

```
(define (pos-elts lst)
  (cond
    [(empty? lst) empty]
    [(cons? lst)
        (cond
          [(positive? (first lst))
             (cons (first lst) (pos-elts (rest lst)))]
          [else
              (pos-elts (rest lst))]))
(pos-elts (cons 4 (cons -2 (cons 3 empty))))
\Rightarrow* (cons 4 (pos-elts (cons -2 (cons 3 empty))))
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```

### A recursive function consuming two lists

We saw how to add a second parameter to the template for Nats. We can do the same thing for lists.

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The first example we will work out is the app function, which consumes two lists and produces the list with all of the elements of the first list followed by all of the elements of the second list.

#### A recursive function consuming two lists

We saw how to add a second parameter to the template for Nats. We can do the same thing for lists.

The first example we will work out is the app function, which consumes two lists and produces the list with all of the elements of the first list followed by all of the elements of the second list.

```
(app (cons 3 (cons 5 empty))
        (cons 7 (cons 5 (cons 4 empty))))
⇒* (cons 3 (cons 5 (cons 7 (cons 5 (cons 4 empty)))))
```

#### The app function

### The app function

```
(define (my-list-fn lst1 lst2)
  (cond
    [(empty? lst1) ... lst2 ...]
    [(cons? lst1) ... (first lst1) ... lst2 ...
                  ... (my-list-fn (rest lst1) lst2) ...]))
(define (app lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1) ... (first lst1) ... lst2 ...
                  ... (app (rest lst1) lst2) ...]))
```

## The app function

```
(define (my-list-fn lst1 lst2)
  (cond
    [(empty? lst1) ... lst2 ...]
    [(cons? lst1) ... (first lst1) ... lst2 ...
                  ... (my-list-fn (rest lst1) lst2) ...]))
(define (app lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1) ... (first lst1) ... lst2 ...
                  ... (app (rest lst1) lst2) ...]))
(define (app lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1)
       (cons (first lst1) (app (rest lst1) lst2))]))
```

### A condensed trace of app

Sets resemble sequences, but no repetition of values is allowed, and the order in which values appear is unimportant.

 $\{4,2,3\}$  is the same set as  $\{2,3,4\}$ . We often write sets with their values in order, but this is just for the convenience of the reader.

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Let's briefly review some concepts and notation for sets.

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Let's briefly review some concepts and notation for sets.

The statement "4 is an element of  $\{2,3,4\}$  is written  $4 \in \{2,3,4\}$ ."

 $5 \notin \{2,3,4\}$  means "5 is not an element of  $\{2,3,4\}$ ".

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A set S is a subset of a set T if every element of S is an element of T. We write  $S \subseteq T$ .

$$\{2,4\} \subseteq \{2,3,4\}$$

 $\{3,5\} \nsubseteq \{2,3,4\}$  means  $\{3,5\}$  is not a subset of  $\{2,3,4\}$ .

### Operations on sets

#### **Definition**

The **union** of two sets S and T, written  $S \cup T$ , contains all elements that are in either set.

$$S \cup T = \{e \mid e \in S \text{ or } e \in T\}$$

**Example:**  $\{3,5\} \cup \{2,5\} = \{2,3,5\}.$ 

#### **Definition**

The **intersection** of two sets S and T, written  $S \cap T$ , contains all elements that are in both sets.

$$S \cap T = \{e \mid e \in S \text{ and } e \in T\}$$

**Example:**  $\{3,5\} \cap \{2,5\} = \{5\}.$ 

We will discuss two different representations of sets.

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Our first representation will store the elements of the set in a list. For example, the set  $\{2,3,4\}$  might be represented by the list (cons 4 (cons 2 (cons 3 empty))).

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The representation is not unique. The same set could be represented by the list (cons 2 (cons 3 (cons 4 empty))).

We can develop Racket functions implementing the various set predicates and operations we have discussed, using the template for list functions.

### Developing the elem-of function

The elem-of function consumes a value v and a list lst representing a set, and produces true if the value is in the set; otherwise, it produces false.

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# Developing the elem-of function (continued)

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```
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst) ... (first lst) ... v
                 ... (elem-of v (rest lst)) ...]))
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst)
       (cond
         [(equal? (first lst) v) ...]
         [else ... (elem-of v (rest lst)) ...])]))
```

# Developing the elem-of function (continued)

```
(define (elem-of v lst)
 (cond
    [(empty? lst) false]
    [(cons? lst)
       (cond
         [(equal? (first lst) v) ...]
         [else ... (elem-of v (rest lst)) ...])])
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst)
       (cond
         [(equal? (first lst) v) true]
         [else (elem-of v (rest lst))])))
```

## Simplifying the elem-of function

```
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst)
       (cond
         [(equal? (first lst) v) true]
         [else (elem-of v (rest lst))])))
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst)
       (or (equal? (first lst) v)
           (elem-of v (rest lst)))))
```

# Simplifying the elem-of function (continued)

```
(define (elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst)
       (or (equal? (first lst) v)
           (elem-of v (rest lst)))))
(define (elem-of v lst)
  (and (not (empty? lst))
       (or
         (equal? (first lst) v)
         (elem-of v (rest lst)))))
```

#### The subset function

The subset function consumes two lists 1st1 and 1st2 representing sets, and produces true if and only if the first set is a subset of the second set.

## **Developing the subset function**

```
(define (subset 1st1 1st2)
 (cond
    [(empty? lst1) ... lst2 ..]
    [(cons? lst1) ... (first lst1) ... lst2
                  ... (subset (rest lst1) lst2) ...]))
(define (subset 1st1 1st2)
  (cond
    [(empty? lst1) true]
    [(cons? lst1) ... (first lst1) ... lst2
                  ... (subset (rest 1st1) 1st2) ...]))
```

# **Developing the subset function (continued)**

```
(define (subset 1st1 1st2)
  (cond
    [(empty? lst1) true]
    [(cons? lst1) ... (first lst1) ... lst2
                  ... (subset (rest lst1) lst2) ...]))
(define (subset 1st1 1st2)
  (cond
    [(empty? lst1) true]
    [(cons? lst1)
       (cond
         [(elem-of (first lst1) lst2)
            (subset (rest 1st1) 1st2)]
         [else false])]))
```

# Simplifying the subset function (continued)

```
(define (subset 1st1 1st2)
 (cond
    [(empty? lst1) true]
    [(cons? lst1)
       (cond
         [(elem-of (first lst1) lst2)
             (subset (rest 1st1) 1st2)]
         [else false])]))
(define (subset 1st1 1st2)
  (cond
    [(empty? lst1) true]
    [(elem-of (first lst1) lst2)
       (subset (rest 1st1) 1st2)]
    [else false]))
```

#### The union function

The union function consumes two lists 1st1 and 1st2 representing sets, and produces a list representing the union of the two sets.

# Developing the union function

```
(define (union lst1 lst2)
  (cond
    [(empty? lst1) ... lst2 ...]
    [(cons? lst1) ... (first lst1) ... lst2
                  ... (union (rest lst1) lst2) ...]))
(define (union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1)
       (cond
         [(elem-of (first lst1) lst2)
                   (union (rest lst1) lst2)]
         [else ...])]))
```

# Developing the union function

```
(define (union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    \lceil (cons? 1st1) \rceil
       (cond
         [(elem-of (first lst1) lst2)
                    (union (rest 1st1) 1st2)]
         [else ...])]))
(define (union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1)
       (cond
         [(elem-of (first lst1) lst2)
                    (union (rest lst1) lst2)]
         [else (cons (first lst1)
                      (union (rest 1st1) 1st2))])))
```

#### **Efficiency considerations**

The implementation we have developed seems inefficient. Consider the computation of the elem-of function when the value does not appear in the set.

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Now consider the computation of the union function when the two sets do not share any values.

The number of recursive applications of union is the size of the set represented by lst1.

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Each application of elem-of in union results in a number of recursive applications of elem-of that is the size of the set represented by 1st2.

The work done is at least the product of the sizes of the two sets. Can we do better?

# Another implementation: using ordered lists

It is more natural for humans to see  $\{2,3,4\}$  instead of  $\{4,2,3\}$ .

Suppose we decide that the set  $\{4,2,3\}$  must be represented by (list 2 3 4) and not (list 4 2 3).

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It doesn't matter to the computer, but can this representation be more efficient? We start, as before, with the elem-of function.

To avoid confusion, we will prefix the names of functions using the new representation with o-, as in o-elem-of.

#### The o-elem-of function for ordered lists

```
(define (o-elem-of v lst)
  (cond
    [(empty? lst) false]
    [(cons? lst) ... (first lst) ... v ...
                 ... (o-elem-of v (rest lst)) ...]))
 (define (o-elem-of v lst)
   (cond
      [(empty? lst) false]
      [(cons? lst)
         (cond
           [(< (first lst) v) ...
            (o-elem-of v (rest lst)) ...]
           [(= (first lst) v) ...
            (o-elem-of v (rest lst)) ...]
           [(> (first lst) v) ...
            (o-elem-of v (rest lst)) ...])))
```

#### Consider the computations

```
(elem-of 1 (list 2 3 4 5 6 7 8 9))
(o-elem-of 1 (list 2 3 4 5 6 7 8 9))
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The first one recursively applies elem-of nine times, but the second one does no recursive applications.

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(elem-of 10 (list 2 3 4 5 6 7 8 9))
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The first one recursively applies elem-of nine times, but the second one does no recursive applications.

On the other hand, we can describe two other computations such that each function does nine recursive applications.

```
(elem-of 10 (list 2 3 4 5 6 7 8 9))
(o-elem-of 10 (list 2 3 4 5 6 7 8 9))
```

So there is a possible saving, but it is not guaranteed. However, for some of the other operations, we are guaranteed to do much better.

#### The o-union function for ordered lists

```
(define (o-union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(cons? lst1) ... (first lst1)
                  ... (first lst2) ... (rest lst2) ...
                  ... (o-union (rest 1st1) 1st2) ...]))
(define (o-union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(empty? lst2) lst1]
    [(cons? lst1) ... (first lst1)
                  ... (first lst2) ... (rest lst2) ...
                  ... (o-union (rest lst1) lst2) ...]))
```

```
(define (o-union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
    [(empty? lst2) lst1]
    [(cons? lst1) ... (first lst1)
                  ... (first lst2) ... (rest lst2) ...
                  ... (o-union (rest lst1) lst2) ...]))
(define (o-union lst1 lst2)
  (cond
    [(empty? lst1) lst2]
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                  ... (o-union (rest lst1) (rest lst2)) ...]))
```

```
(define (o-union 1st1 1st2)
  (cond
    [(empty? lst1) lst2]
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    [(cons? lst1) ... (first lst1) ... (first lst2) ...
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    [(cons? lst1)
       (cond
         [(< (first lst1) (first lst2))</pre>
            ... (o-union (rest 1st1) 1st2) ...
            ... (o-union lst1 (rest lst2)) ...
            ... (o-union (rest lst1) (rest lst2)) ...]
         [(= (first lst1) (first lst2)) ...]
         [(> (first 1st1) (first 1st2)) ...])]))
```

```
(define (o-union 1st1 1st2)
  (cond
    [(empty? lst1) lst2]
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       (cond
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  (cond
    [(empty? lst1) lst2]
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    [(cons? lst1)
       (cond
         [(< (first lst1) (first lst2))
            (cons (first lst1) (o-union (rest lst1) lst2))]
         [(= (first lst1) (first lst2))
            (cons (first lst1) (o-union (rest lst1) (rest lst2)))]
         [(> (first lst1) (first lst2))
            (cons (first 1st2) (o-union 1st1 (rest 1st2)))])))
```

In each recursive application, at least one of the lists is smaller.

The total number of recursive applications is bounded above by the sum of the sizes of the sets.

Using ordered lists to represent sets is more efficient.

## The template for structural recursion on two lists

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We can develop similar templates for functions that do structural recursion on a list and a natural number, or on two natural numbers.

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Lexicographic order:

$$(x_1, y_1) < (x_2, y_2)$$
 if and only if  $x_1 < x_2$ , or  $x_1 = x_2$  and  $y_1 < y_2$ .

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We can extend this idea to other structures, lists, and mixtures of types.

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(cons 1 (cons 2 (cons 3 empty))) is abbreviated by (list 1 2 3).
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We use <u>list</u> to construct a list of fixed size (whose length is known when we write the program).

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```
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```

Note that cons and list have different results and different purposes.

We use <u>list</u> to construct a list of fixed size (whose length is known when we write the program).

We use cons to construct a list from one new element (the first) and a list of arbitrary size (whose length is known only when the second argument to cons is evaluated during the running of the program).

### Abbreviations for list accessors

Beginning Student With List Abbreviations also provides some shortcuts for accessing specific elements of lists.

```
(second my-list) is an abbreviation for (first (rest my-list)). third, fourth, and so on up to eighth are also defined.
```

Use these **sparingly** to improve readability.

### **Quoting lists**

Putting a quote in front of something that looks like an identifier makes it into a symbol: red becomes 'red.

Numbers quote to themselves: '4 is just 4.

We've already seen '(), the value of the empty list.

Putting a quote in front of several items enclosed in parentheses makes a list that contains each item quoted.

```
'(red 4 blue) is the same as (list 'red 4 'blue).
```

### **Lists containing lists**

These three two-element lists are all the same. Each element is itself a two-element list.

Quote notation really starts to pay off when dealing with lists containing lists.

### **Exercise**

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It is '(1 2), or '(list 1 2), or (cons 1 (cons 2 empty)).

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What is (rest '((1 2) (3 4)))?

#### **Exercise**

What is (first '((1 2) (3 4)))?

#### **Exercise Solution**

It is '(1 2), or '(list 1 2), or (cons 1 (cons 2 empty)).

#### **Exercise**

What is (rest '((1 2) (3 4)))?

#### **Exercise Solution**

It is '((3 4)), or (list (list 3 4)), or
(cons (cons 3 (cons 4 empty)) empty).

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What is the difference, if any, between '(1 (+ 1 2) 5) and (list 1 (+ 1 2) 5)?

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#### **Exercise Solution**

```
'(1 (+ 1 2) 5) is (list 1 (list '+ 1 2) 5).
(list 1 (+ 1 2) 5) is (list 1 3 5).
```

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- 2. You should be able to use the template for functions that do structural recursion on one list (possibly with additional parameters) and the template for functions that do structural recursion on two lists.
- You should be able to create different Racket data representations for the same mathematical concept, and to informally discuss their relative efficiencies.
- 4. You should be able to use list abbreviations in your programs, and to understand list values expressed using quote notation.