

INHERITANCE AND ASYMPTOTICS 8

DATA C88C

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1 Inheritance

1.1 Introduction

Python classes can implement a useful abstraction technique known as **inheritance**. To illustrate this concept, consider the following `Dog` and `Cat` classes.

```
class Dog():  
    def __init__(self, name, owner):  
        self.is_alive = True  
        self.name = name  
        self.owner = owner  
    def eat(self, thing):  
        print(self.name + " ate a " + str(thing) + "!")  
    def talk(self):  
        print(self.name + " says woof!")  
  
class Cat():  
    def __init__(self, name, owner, lives=9):  
        self.is_alive = True  
        self.name = name  
        self.owner = owner  
        self.lives = lives  
    def eat(self, thing):  
        print(self.name + " ate a " + str(thing) + "!")  
    def talk(self):  
        print(self.name + " says meow!")
```

Notice that because dogs and cats share a lot of similar qualities, there is a lot of repeated code! To avoid redefining attributes and methods for similar classes, we can write a single **superclass** from which the similar classes **inherit**. For example, we can write a class called `Pet` and redefine `Dog` as a **subclass** of `Pet`:

```
class Pet():
    def __init__(self, name, owner):
        self.is_alive = True      # It's alive!!!
        self.name = name
        self.owner = owner
    def eat(self, thing):
        print(self.name + " ate a " + str(thing) + "!")
    def talk(self):
        print(self.name)

class Dog(Pet):
    def talk(self):
        print(self.name + ' says woof!')
```

Inheritance represents a hierarchical relationship between two or more classes where one class *is a* more specific version of the other, e.g. a dog *is a* pet. Because `Dog` inherits from `Pet`, we didn't have to redefine `__init__` or `eat`. However, since we want `Dog` to talk in a way that is unique to dogs, we did **override** the `talk` method.

1.2 Questions

1. Assume these commands are entered in order. What would Python output?

```
class Foo:
    def __init__(self, a):
        self.a = a
    def garply(self):
        return self.baz(self.a)

class Bar(Foo):
    a = 1
    def baz(self, val):
        return val

>>> f = Foo(4)
>>> b = Bar(3)
>>> f.a

>>> b.a

>>> f.garply()

>>> b.garply()

>>> b.a = 9
>>> b.garply()

>>> f.baz = lambda val: val * val
>>> f.garply()
```

2. Below is a skeleton for the `Cat` class, which inherits from the `Pet` class. To complete the implementation, override the `__init__` and `talk` methods and add a new `lose_life` method.

Hint: You can call the `__init__` method of `Pet` to set a cat's name and owner.

```
class Cat(Pet):
    def __init__(self, name, owner, lives=9):

    def talk(self):
        """ Print out a cat's greeting.
        >>> Cat('Thomas', 'Tammy').talk()
        Thomas says meow!
        """

    def lose_life(self):
        """Decrements a cat's life by 1. When lives reaches
        zero, 'is_alive' becomes False.
        """
```

3. More cats! Fill in this implementation of a class called `NoisyCat`, which is just like a normal `Cat`. However, `NoisyCat` talks a lot – twice as much as a regular `Cat`!

```
class _____: # Fill me in!
    """A Cat that repeats things twice."""
    def __init__(self, name, owner, lives=9):
        # Is this method necessary? Why or why not?

    def talk(self):
        """Talks twice as much as a regular cat.
        >>> NoisyCat('Magic', 'James').talk()
        Magic says meow!
        Magic says meow!
        """
```

2 Asymptotics

2.1 Introduction

When we talk about the efficiency of a function, we are often interested in the following: as the size of the input grows, how does the runtime of the function change? And what do we mean by “runtime”?

- `square(1)` requires one primitive operation: `*` (multiplication). `square(100)` also requires one. No matter what input `n` we pass into `square`, it always takes one operation.

input	function call	return value	number of operations
1	<code>square(1)</code>	$1 \cdot 1$	1
2	<code>square(2)</code>	$2 \cdot 2$	1
\vdots	\vdots	\vdots	\vdots
100	<code>square(100)</code>	$100 \cdot 100$	1
\vdots	\vdots	\vdots	\vdots
n	<code>square(n)</code>	$n \cdot n$	1

- `factorial(1)` requires one multiplication, but `factorial(100)` requires 100 multiplications. As we increase the input size of `n`, the runtime (number of operations) increases linearly proportional to the input.

input	function call	return value	number of operations
1	<code>factorial(1)</code>	$1 \cdot 1$	1
2	<code>factorial(2)</code>	$2 \cdot 1 \cdot 1$	2
\vdots	\vdots	\vdots	\vdots
100	<code>factorial(100)</code>	$100 \cdot 99 \cdots 1 \cdot 1$	100
\vdots	\vdots	\vdots	\vdots
n	<code>factorial(n)</code>	$n \cdot (n - 1) \cdots 1 \cdot 1$	n

2.2 Guidelines

Here are some general guidelines for finding the order of growth for the runtime of a function:

- If the function is recursive or iterative, you can subdivide the problem as seen above:
 - Count the number of recursive calls/iterations that will be made in terms of input size n .
 - Find how much work is done per recursive call or iteration in terms of input size n .

The answer is usually the product of the above two, but be sure to pay attention to control flow!

- If the function calls helper functions that are not constant-time, you need to take the runtime of the helper functions into consideration.
- We can ignore constant factors. For example, $\Theta(1000000n) = \Theta(n)$.
- We can also ignore lower-order terms. For example, $\Theta(n^3 + n^2 + 4n + 399) = \Theta(n^3)$. This is because the n^3 term dominates as n gets larger.

2.3 Questions

1. What is the runtime of the following function?

```
def one(n):  
    if 1 == 1:  
        return None  
    return n
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$

2. What is the runtime of the following function?

```
def two(n):  
    for i in range(n):  
        print(n)
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$

3. What is the runtime of the following function?

```
def three(n):  
    while n > 0:  
        n = n // 2
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$

4. What is the runtime of the following function?

```
def four(n):  
    for i in range(n):  
        for j in range(i):  
            print(str(i), str(j))
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$

5. What is the runtime of the following function?

```
def five(n):  
    if n <= 0:  
        return 1  
    return five(n - 1) + five(n - 2)
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$

6. What is the runtime of the following function?

```
def six(n):  
    if n <= 0:  
        return 1  
    return six(n//2) + six(n//2)
```

- a. $\Theta(1)$ b. $\Theta(\log n)$ c. $\Theta(n)$ d. $\Theta(n^2)$ e. $\Theta(2^n)$