

Trees (Class)

A `Tree` instance has two instance attributes:

- `label` is the value stored at the root of the tree.
- `branches` is a list of `Tree` instances that hold the labels in the rest of the tree.

The `Tree` class (with its `__repr__` and `__str__` methods omitted) is defined as:

```
class Tree:
    """
    >>> t = Tree(3, [Tree(2, [Tree(5)]), Tree(4)])
    >>> t.label
    3
    >>> t.branches[0].label
    2
    >>> t.branches[1].is_leaf()
    True
    """
    def __init__(self, label, branches=[]):
        for b in branches:
            assert isinstance(b, Tree)
        self.label = label
        self.branches = list(branches)

    def is_leaf(self):
        return not self.branches
```

To construct a `Tree` instance from a label `x` (any value) and a list of branches `bs` (a list of `Tree` instances) and give it the name `t`, write `t = Tree(x, bs)`.

For a tree `t`:

- Its root label can be any value, and `t.label` evaluates to it.
- Its branches are always `Tree` instances, and `t.branches` evaluates to the **list** of its branches.
- `t.is_leaf()` returns `True` if `t.branches` is empty and `False` otherwise.
- To construct a leaf with label `x`, write `Tree(x)`.

Displaying a tree `t`:

- `repr(t)` returns a Python expression that evaluates to an equivalent tree.
- `str(t)` returns one line for each label indented once more than its parent with children below their parents.

```

>>> t = Tree(3, [Tree(1, [Tree(4), Tree(1)]), Tree(5, [Tree(9)])])

>>> t          # displays the contents of repr(t)
Tree(3, [Tree(1, [Tree(4), Tree(1)]), Tree(5, [Tree(9)])])

>>> print(t)   # displays the contents of str(t)
3
  1
    4
    1
  5
    9

```

Changing (also known as mutating) a tree `t`:

- `t.label = y` changes the root label of `t` to `y` (any value).
- `t.branches = ns` changes the branches of `t` to `ns` (a list of `Tree` instances).
- Mutation of `t.branches` will change `t`. For example, `t.branches.append(Tree(y))` will add a leaf labeled `y` as the right-most branch.
- Mutation of any branch in `t` will change `t`. For example, `t.branches[0].label = y` will change the root label of the left-most branch to `y`.

```

>>> t.label = 3.0
>>> t.branches[1].label = 5.0
>>> t.branches.append(Tree(2, [Tree(6)]))
>>> print(t)
3.0
  1
    4
    1
  5.0
    9
  2
    6

```

Here is a summary of the differences between the tree data abstraction implemented as a functional abstraction vs. implemented as a class:

	Tree constructor and selector functions	Tree class
Constructing a tree	To construct a tree given a <code>label</code> and a list of <code>branches</code> , we call <code>tree(label, branches)</code>	To construct a tree object given a <code>label</code> and a list of <code>branches</code> , we call <code>Tree(label, branches)</code> (which calls the <code>Tree.__init__</code> method).

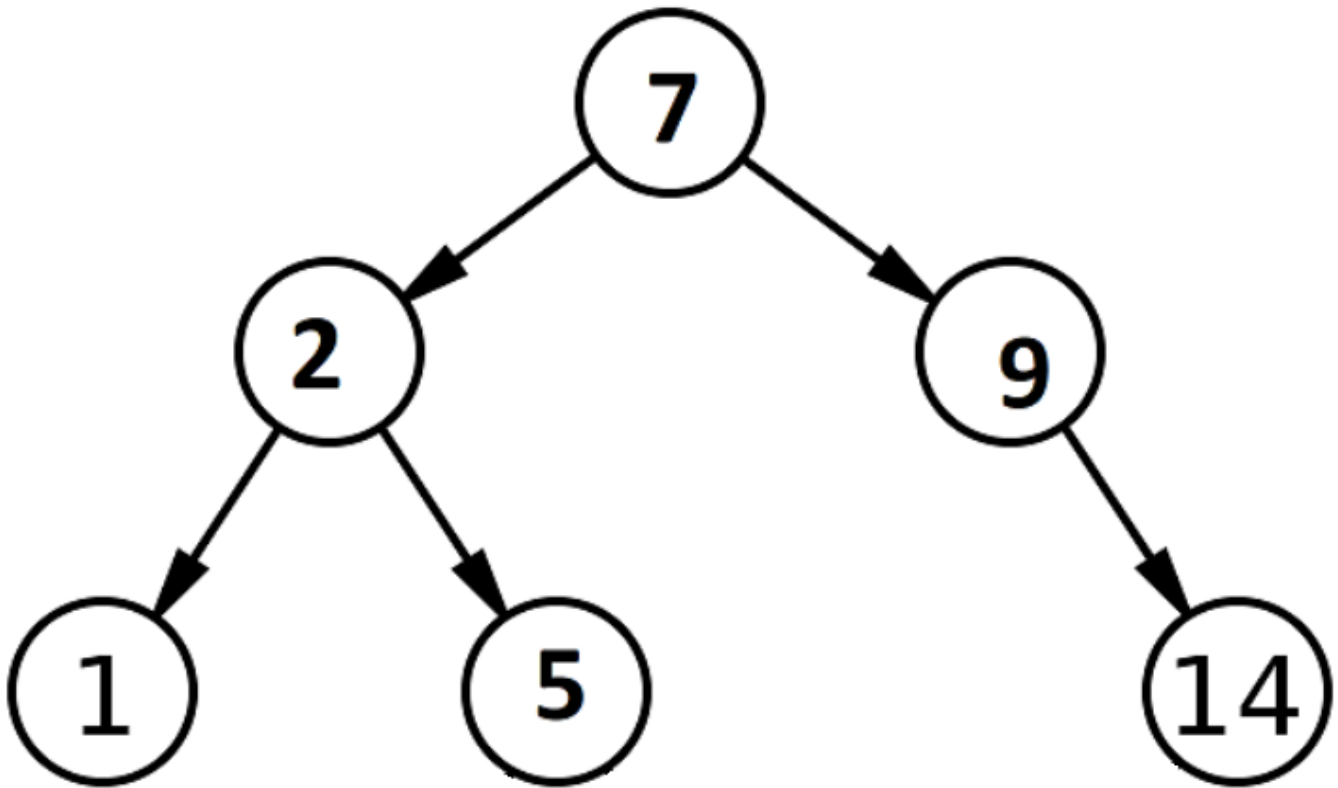
	Tree constructor and selector functions	Tree class
-		
Label and branches	To get the label or branches of a tree t , we call label(t) or branches(t) respectively	To get the label or branches of a tree t , we access the instance attributes t.label or t.branches respectively.
Mutability	The functional tree data abstraction is immutable (without violating its abstraction barrier) because we cannot assign values to call expressions	The label and branches attributes of a Tree instance can be reassigned, mutating the tree.
Checking if a tree is a leaf	To check whether a tree t is a leaf, we call the function is_leaf(t)	To check whether a tree t is a leaf, we call the method t.is_leaf() . This method can only be called on Tree objects.

Q1: Is BST

Write a function `is_bst`, which takes a Tree `t` and returns `True` if, and only if, `t` is a valid binary search tree, which means that:

- Each node has at most two children (a leaf is automatically a valid binary search tree)
- The children are valid binary search trees
- For every node, the entries in that node's left child are *less than or equal to* the label of the node
- For every node, the entries in that node's right child are *greater than* the label of the node

An example of a BST is:



`bst`

Note: If a node has only one child, that child could be considered *either* the left or right child. You should take this into consideration.

Hint: It may be helpful to write helper functions `bst_min` and `bst_max` that return the minimum and maximum, respectively, of a Tree if it is a valid binary search tree.

```

def is_bst(t):
    """Returns True if the Tree t has the structure of a valid BST.

    >>> t1 = Tree(6, [Tree(2, [Tree(1), Tree(4)]), Tree(7, [Tree(7), Tree(8)])])
    >>> is_bst(t1)
    True
    >>> t2 = Tree(8, [Tree(2, [Tree(9), Tree(1)]), Tree(3, [Tree(6)]), Tree(5)])
    >>> is_bst(t2)
    False
    >>> t3 = Tree(6, [Tree(2, [Tree(4), Tree(1)]), Tree(7, [Tree(7), Tree(8)])])
    >>> is_bst(t3)
    False
    >>> t4 = Tree(1, [Tree(2, [Tree(3, [Tree(4)])])])
    >>> is_bst(t4)
    True
    >>> t5 = Tree(1, [Tree(0, [Tree(-1, [Tree(-2)])])])
    >>> is_bst(t5)
    True
    >>> t6 = Tree(1, [Tree(4, [Tree(2, [Tree(3)])])])
    >>> is_bst(t6)
    True
    >>> t7 = Tree(2, [Tree(1, [Tree(5)]), Tree(4)])
    >>> is_bst(t7)
    False
    """
    "*** YOUR CODE HERE ***"

```

Q2: Prune Small

Complete the function `prune_small` that takes in a `Tree t` and a number `n` and prunes `t` mutatively. If `t` or any of its branches has more than `n` branches, the `n` branches with the smallest labels should be kept and any other branches should be *pruned*, or removed, from the tree.

```
def prune_small(t, n):
    """Prune the tree mutatively, keeping only the n branches
    of each node with the smallest labels.

    >>> t1 = Tree(6)
    >>> prune_small(t1, 2)
    >>> t1
    Tree(6)
    >>> t2 = Tree(6, [Tree(3), Tree(4)])
    >>> prune_small(t2, 1)
    >>> t2
    Tree(6, [Tree(3)])
    >>> t3 = Tree(6, [Tree(1), Tree(3, [Tree(1), Tree(2), Tree(3)]), Tree(5, [Tree(3),
    Tree(4)])])
    >>> prune_small(t3, 2)
    >>> t3
    Tree(6, [Tree(1), Tree(3, [Tree(1), Tree(2)])])
    """
    while _____:
        largest = max(_____, key=_____)
        _____
    for __ in _____:
        _____
```

Linked Lists

A linked list is a data structure for storing a sequence of values. It is more efficient than a regular built-in list for certain operations, such as inserting a value in the middle of a long list. Linked lists are not built in, and so we define a class called `Link` to represent them. A linked list is either a `Link` instance or `Link.empty` (which represents an empty linked list).

A instance of `Link` has two instance attributes, `first` and `rest`.

The `rest` attribute of a `Link` instance should always be a linked list: either another `Link` instance or `Link.empty`. It SHOULD NEVER be `None`.

To check if a linked list is empty, compare it to `Link.empty`. Since there is only ever one empty list, we can use `is` to compare, but `==` would work too.

```
def is_empty(s):
    """Return whether linked list s is empty."""
    return s is Link.empty:
```

You can mutate a `Link` object `s` in two ways: - Change the first element with `s.first = ...` - Change the rest of the elements with `s.rest = ...`

You can make a new `Link` object by calling `Link`: - `Link(4)` makes a linked list of length 1 containing 4. - `Link(4, s)` makes a linked list that starts with 4 followed by the elements of linked list `s`.

Here is the implementation of the `Link` class:

```

class Link:
    """A linked list is either a Link object or Link.empty

    >>> s = Link(3, Link(4, Link(5)))
    >>> s.rest
    Link(4, Link(5))
    >>> s.rest.rest.rest is Link.empty
    True
    >>> s.rest.first * 2
    8
    >>> print(s)
    <3 4 5>
    """
    empty = ()

    def __init__(self, first, rest=empty):
        assert rest is Link.empty or isinstance(rest, Link)
        self.first = first
        self.rest = rest

    def __repr__(self):
        if self.rest:
            rest_repr = ', ' + repr(self.rest)
        else:
            rest_repr = ''
        return 'Link(' + repr(self.first) + rest_repr + ')'

    def __str__(self):
        string = '<'
        while self.rest is not Link.empty:
            string += str(self.first) + ' '
            self = self.rest
        return string + str(self.first) + '>'

```


Q3: Sum Two Ways

Implement both `sum_rec` and `sum_iter`. Each one takes a linked list of numbers `s` and returns the sum of its elements. Use recursion to implement `sum_rec`. Don't use recursion to implement `sum_iter`; use a `while` loop instead.

```
def sum_rec(s):
    """
    Returns the sum of the elements in s.

    >>> a = Link(1, Link(6, Link(7)))
    >>> sum_rec(a)
    14
    >>> sum_rec(Link.empty)
    0
    """
    # Use a recursive call to sum_rec
    "*** YOUR CODE HERE ***"

def sum_iter(s):
    """
    Returns the sum of the elements in s.

    >>> a = Link(1, Link(6, Link(7)))
    >>> sum_iter(a)
    14
    >>> sum_iter(Link.empty)
    0
    """
    # Don't call sum_rec or sum_iter
    "*** YOUR CODE HERE ***"
```

Add `s.first` to the sum of the elements in `s.rest`. Your base case condition should be `s is Link.empty` so that you're checking whether `s` is empty before ever evaluating `s.first` or `s.rest`.

Introduce a new name, such as `total`, then repeatedly (in a `while` loop) add `s.first` to `total` and set `s = s.rest` to advance through the linked list, as long as `s is not Link.empty`.

Discussion time: When adding up numbers, the intermediate sums depend on the order.

$(1 + 3) + 5$ and $1 + (3 + 5)$ both equal 9, but the first one makes 4 along the way while the second makes 8 along the way. For the same linked list, will `sum_rec` and `sum_iter` both make the same intermediate sums along the way?

Q4: Overlap

Implement `overlap`, which takes two linked lists of numbers called `s` and `t` that are sorted in increasing order and have no repeated elements within each list. It returns the count of how many numbers appear in both lists.

This can be done in *linear* time in the combined length of `s` and `t` by always advancing forward in the linked list whose first element is smallest until both first elements are equal (add one to the count and advance both) or one list is empty (time to return). Here's a [lecture video clip](#) about this (but the video uses Python lists instead of linked lists).

Take a vote to decide whether to use recursion or iteration. Either way works (and the solutions are about the same complexity/difficulty).

```
def overlap(s, t):
    """For increasing s and t, count the numbers that appear in both.

    >>> a = Link(3, Link(4, Link(6, Link(7, Link(9, Link(10)))))
    >>> b = Link(1, Link(3, Link(5, Link(7, Link(8)))))
    >>> overlap(a, b) # 3 and 7
    2
    >>> overlap(a.rest, b) # just 7
    1
    >>> overlap(Link(0, a), Link(0, b))
    3
    """
    """*** YOUR CODE HERE ***"""
```

```
def overlap_iterative(s, t):
    """For increasing s and t, count the numbers that appear in both.

    >>> a = Link(3, Link(4, Link(6, Link(7, Link(9, Link(10)))))
    >>> b = Link(1, Link(3, Link(5, Link(7, Link(8)))))
    >>> overlap(a, b) # 3 and 7
    2
    >>> overlap(a.rest, b) # just 7
    1
    >>> overlap(Link(0, a), Link(0, b))
    3
    """
    """*** YOUR CODE HERE ***"""
```

```

if s is Link.empty or t is Link.empty:
    return 0
if s.first == t.first:
    return -----
elif s.first < t.first:
    return -----
elif s.first > t.first:
    return -----

```

```

k = 0
while s is not Link.empty and t is not Link.empty:
    if s.first == t.first:
        -----
    elif s.first < t.first:
        -----
    elif s.first > t.first:
        -----
return k

```

Q5: Duplicate Link

Write a function `duplicate_link` that takes in a linked list `s` and a `value`. `duplicate_link` will mutate `s` such that if there is a linked list node that has a `first` equal to `value`, that node will be duplicated. **Note that** you should be mutating the original linked list `s`; you will need to create new `Links`, but you should not be returning a new linked list.

Note: In order to insert a link into a linked list, you need to modify the `.rest` of certain links. We encourage you to draw out a doctest to visualize!

```
def duplicate_link(s, val):
    """Mutates s so that each element equal to val is followed by another val.

    >>> x = Link(5, Link(4, Link(5)))
    >>> duplicate_link(x, 5)
    >>> x
    Link(5, Link(5, Link(4, Link(5, Link(5)))))
    >>> y = Link(2, Link(4, Link(6, Link(8))))
    >>> duplicate_link(y, 10)
    >>> y
    Link(2, Link(4, Link(6, Link(8))))
    >>> z = Link(1, Link(2, (Link(2, Link(3)))))
    >>> duplicate_link(z, 2) # ensures that back to back links with val are both
    duplicated
    >>> z
    Link(1, Link(2, Link(2, Link(2, Link(2, Link(2, Link(3)))))
    """
    """*** YOUR CODE HERE ***"
```

Submit Attendance

You're done! Excellent work this week. Please be sure to ask your section TA for the attendance form link and fill it out for credit. (one submission per person per section).

Extra Challenge

This last question is similar in complexity to an A+ question on an exam. Feel free to skip it, but it's a fun one, so try it if you have time.

Q6: Decimal Expansion

Definition. The *decimal expansion* of a fraction n/d with $n < d$ is an infinite sequence of digits starting with the 0 before the decimal point and followed by digits that represent the tenths, hundredths, and thousands place (and so on) of the number n/d . E.g., the decimal expansion of $2/3$ is a zero followed by an infinite sequence of 6's: 0.666666....

Implement `divide`, which takes positive integers n and d with $n < d$. It returns a linked list with a cycle containing the digits of the infinite decimal expansion of n/d . The provided `display` function prints the first k digits after the decimal point.

For example, $1/22$ would be represented as `x` below:

```
>>> 1/22
0.045454545454545456
>>> x = Link(0, Link(0, Link(4, Link(5))))
>>> x.rest.rest.rest.rest = x.rest.rest
>>> display(x, 20)
0.045454545454545454...
```

```

def display(s, k=10):
    """Print the first k digits of infinite linked list s as a decimal.

    >>> s = Link(0, Link(8, Link(3)))
    >>> s.rest.rest.rest = s.rest.rest
    >>> display(s)
    0.8333333333...
    """
    assert s.first == 0, f'{s.first} is not 0'
    digits = f'{s.first}.'
    s = s.rest
    for _ in range(k):
        assert s.first >= 0 and s.first < 10, f'{s.first} is not a digit'
        digits += str(s.first)
        s = s.rest
    print(digits + '...')

def divide(n, d):
    """Return a linked list with a cycle containing the digits of n/d.

    >>> display(divide(5, 6))
    0.8333333333...
    >>> display(divide(2, 7))
    0.2857142857...
    >>> display(divide(1, 2500))
    0.0004000000...
    >>> display(divide(3, 11))
    0.2727272727...
    >>> display(divide(3, 99))
    0.0303030303...
    >>> display(divide(2, 31), 50)
    0.06451612903225806451612903225806451612903225806451...
    """
    assert n > 0 and n < d
    result = Link(0) # The zero before the decimal point
    """*** YOUR CODE HERE ***"""

```

Place the division pattern from the example above in a `while` statement:

```
>>> q, r = 10 * n // d, 10 * n % d
>>> tail.rest = Link(q)
>>> tail = tail.rest
>>> n = r
```

While constructing the decimal expansion, store the `tail` for each `n` in a dictionary keyed by `n`. When some `n` appears a second time, instead of constructing a new `Link`, set its original link as the rest of the previous link. That will form a cycle of the appropriate length.