Lecture 9

deta Tree a = Tip 1 Node (Tree a) a (Tree a)

Tip: Tree a -> a -> Tree a -> Tree a

foldTree :: b > (b + a -> b + b) > Tree a > b
foldTree tip node Tip = tip
foldTree tip node (Node l x r) =
node (foldTree tip node l)

Goldher tip rule +)

santher : Tree Int -> Int.

sumTree = foldTree tip node where tip :: Int

tip = 0

node: lut + lut + lat + lat

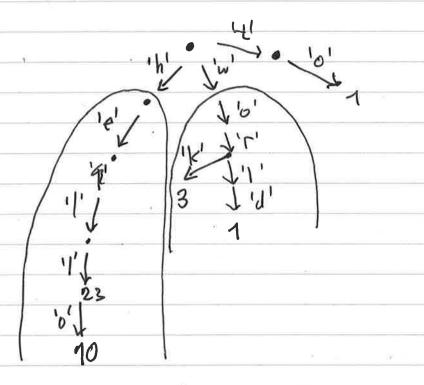
node lx r = l+x+r

lazione traces height: Tree a -> lint height = foldtree tip node where tip :: Int. tiv = 0 node :: Int -> a + Int -> Int node lxr = 1+ max l r Perfect tree:

perfect: Tree a -> Bool perfect = foldhar tip node where tip : Bool tip = True note: Bool - a -> Bool -> Bool MALXX -= fol :: (a,6) -a and :: (a, b) > b Try again: perfect :: There a -> (Bool, Int) perfect % = feldTrue tip node tip: (Bool, lut) tip = (Ince, O) node: (Bool, Int) + a + (Bool, Int) + (Bool, Int) note & x r = (fither fit red smal==snlr , 1+ max & (snll) (snlr)

Trie Structures

"hello"



Mag	, a	
mo= empty	Ø :: Map Char luf	
my= lasert 'h' 3 e	empty. 'h' > 3 : May C	الما مسا.
M2 = insert L 20 n	my 120 my Char 'w' (->20)	lat
mouber :: a -> M	apkv -> Bool	
member 'l' ma member 'j' ma	== True	
(1) :: Mapk V		
$M_{2}! 'w' = 2$ $M_{2}! '9' = 4r$		
ma ! 191 - 20	ירור.	

data Trie a = Trie Int (Map a (Trieal)

emptrie :: Trie a empty

count: [a] > Trie a > Int

count [] (Trie n kus) = n

count (k:ks) (Trie n kvs)

| member k kvs = count ks (kus!k)

| otherwise = 0

tally :: [a] > Trie a > Trie a tally [] trie n levs) = Trie (n+1) levs tally (le:les) (Trie n kvs). | Member le kvs = Trie n (insert le (telly les (kvs! le) hvs) | otherwise = Trie n (insert le (telly les empline) leve)