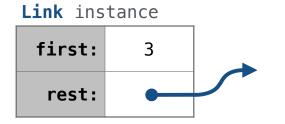
Composition

Announcements

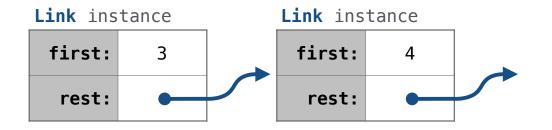
Linked Lists

A linked list is either empty **or** a first value and the rest of the linked list

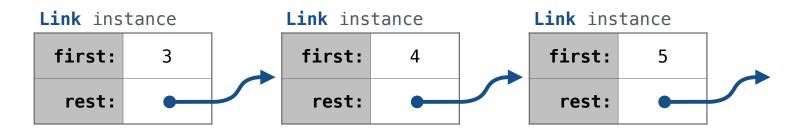
A linked list is either empty \mathbf{or} a first value and the rest of the linked list



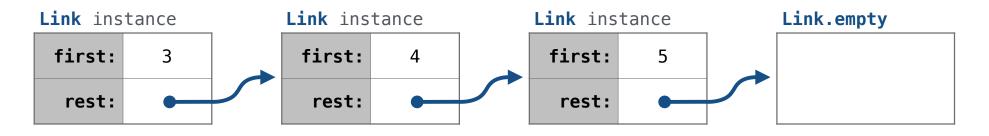
A linked list is either empty **or** a first value and the rest of the linked list

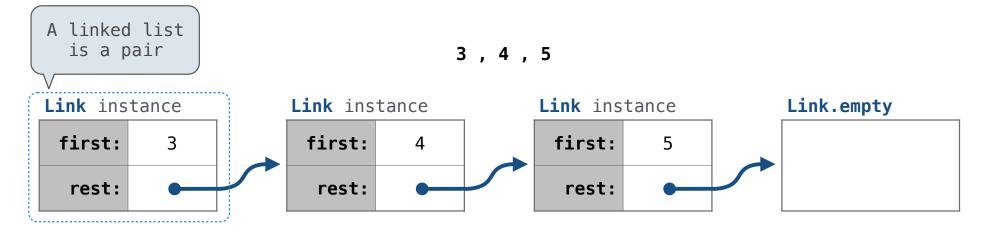


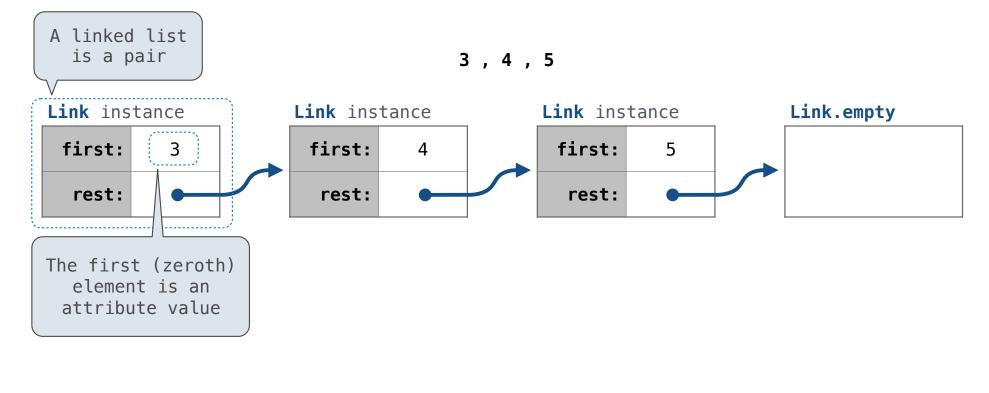
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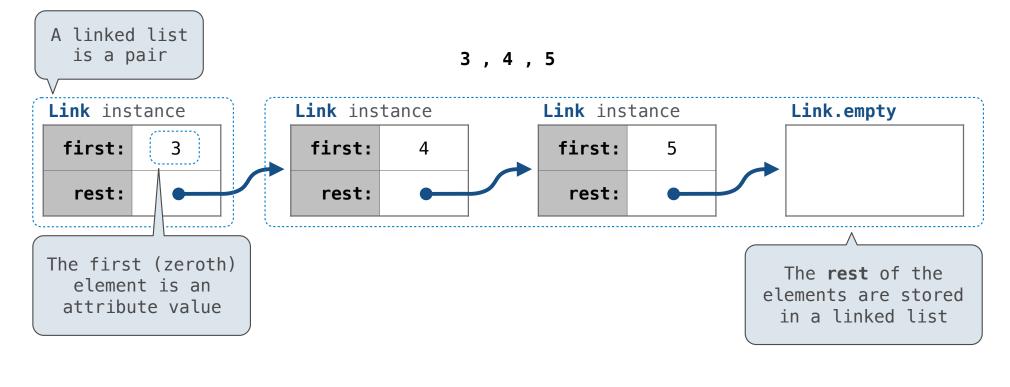


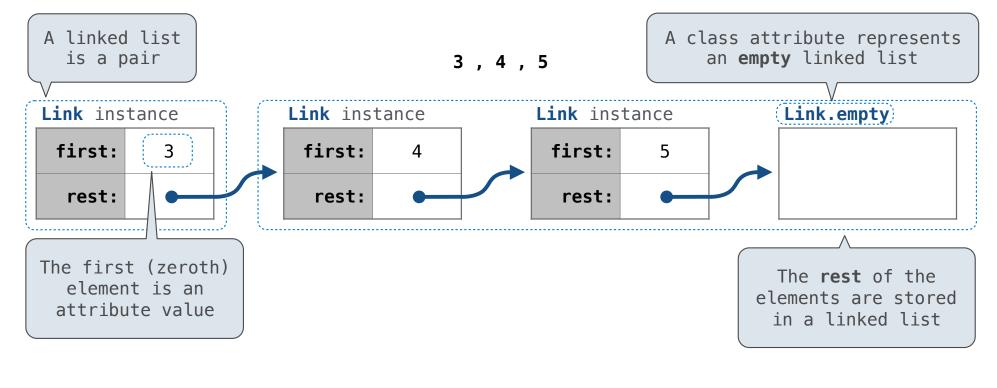
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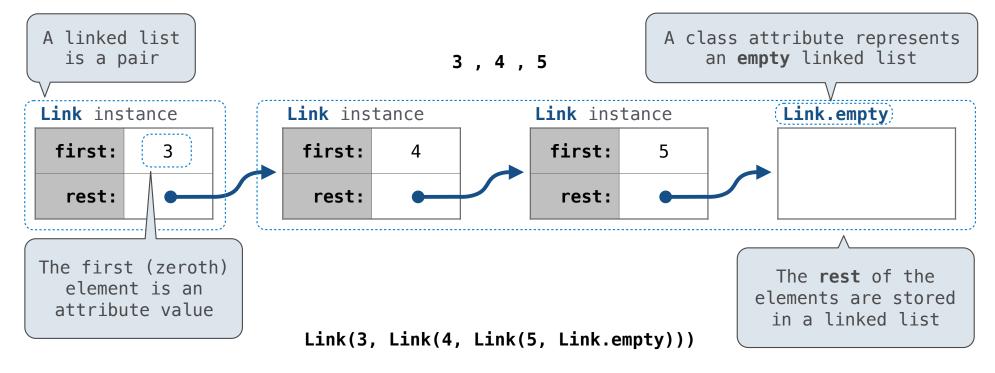






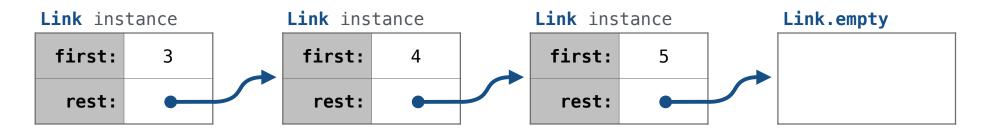






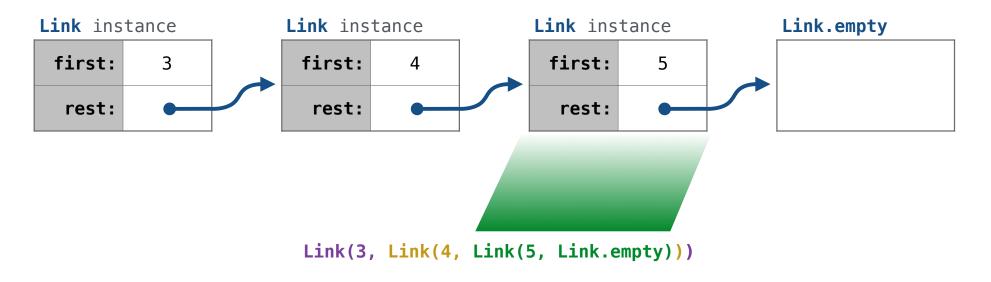
A linked list is either empty **or** a first value and the rest of the linked list

3,4,5

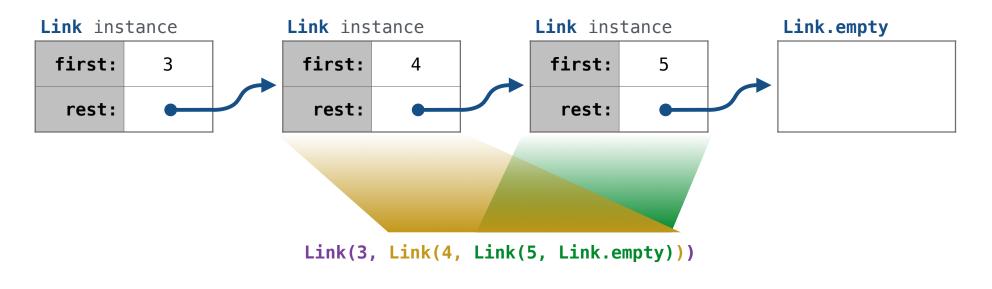


Link(3, Link(4, Link(5, Link.empty)))

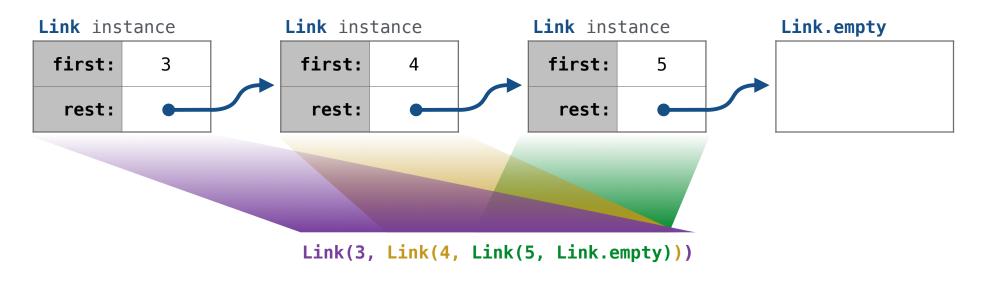
A linked list is either empty **or** a first value and the rest of the linked list



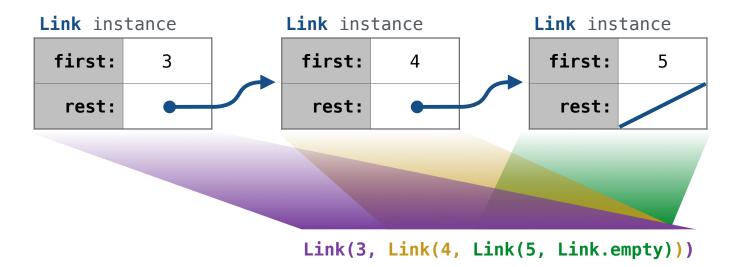
A linked list is either empty **or** a first value and the rest of the linked list



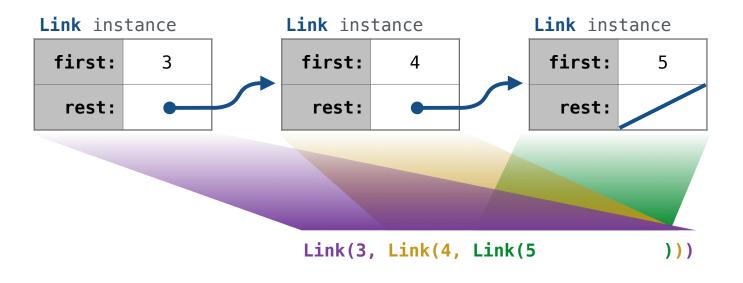
A linked list is either empty **or** a first value and the rest of the linked list



A linked list is either empty **or** a first value and the rest of the linked list



A linked list is either empty **or** a first value and the rest of the linked list



Link(3, Link(4, Link(5)))

6

Linked list class: attributes are passed to __init__

Link(3, Link(4, Link(5)))

6

Linked list class: attributes are passed to __init__

class Link:

Linked list class: attributes are passed to __init__

class Link:

def __init__(self, first, rest=empty):

Linked list class: attributes are passed to __init__

class Link:

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

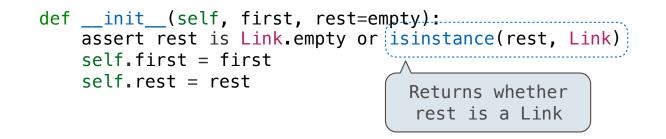
Linked list class: attributes are passed to __init__

class Link:

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

Linked list class: attributes are passed to __init__

class Link:



Linked list class: attributes are passed to __init__

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help(isinstance): Return whether an object is an instance of a class or of a subclass thereof.

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help(isinstance): Return whether an object is an instance of a class or of a subclass thereof.

Linked list class: attributes are passed to __init__ class Link: empty = () def __init__(self, first, rest=empty): assert rest is Link.empty or isinstance(rest, Link) self.first = first self.rest = rest Returns whether rest is a Link

help(isinstance): Return whether an object is an instance of a class or of a subclass thereof.

Link(3, Link(4, Link(5)))

(Demo)

```
>>> s = Link(3, Link(4, Link(5)))
```

```
>>> s = Link(3, Link(4, Link(5)))
>>> s.second
4
```

```
>>> s = Link(3, Link(4, Link(5)))
>>> s.second
4
>>> s.second = 6
```

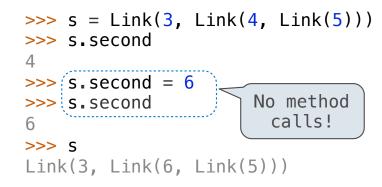
In some cases, we want the value of instance attributes to be computed on demand For example, if we want to access the second element of a linked list

```
>>> s = Link(3, Link(4, Link(5)))
>>> s.second
4
>>> s.second = 6
>>> s.second
6
```

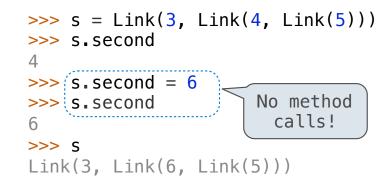
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```
>>> s = Link(3, Link(4, Link(5)))
>>> s.second
4
>>> s.second = 6
>>> s.second
6
>>> s
Link(3, Link(6, Link(5)))
```

In some cases, we want the value of instance attributes to be computed on demand For example, if we want to access the second element of a linked list

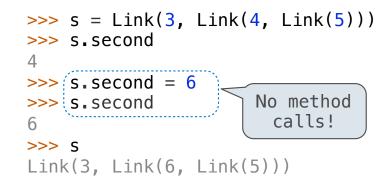


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The @property decorator on a method designates that it will be called whenever it is looked up on an instance

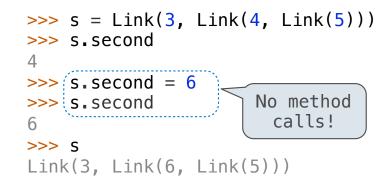
In some cases, we want the value of instance attributes to be computed on demand For example, if we want to access the second element of a linked list



The @property decorator on a method designates that it will be called whenever it is looked up on an instance

A @<attribute>.setter decorator on a method designates that it will be called whenever that attribute is assigned. <attribute> must be an existing property method.

In some cases, we want the value of instance attributes to be computed on demand For example, if we want to access the second element of a linked list



The @property decorator on a method designates that it will be called whenever it is looked up on an instance

A @<attribute>.setter decorator on a method designates that it will be called whenever that attribute is assigned. <attribute> must be an existing property method.

(Demo)

Tree Recursion Efficiency

Our first example of tree recursion:

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```
def fib(n):
    if n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return fib(n-2) + fib(n-1)
```

Our first example of tree recursion:

def fib(n):
 if n == 0:
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Our first example of tree recursion:

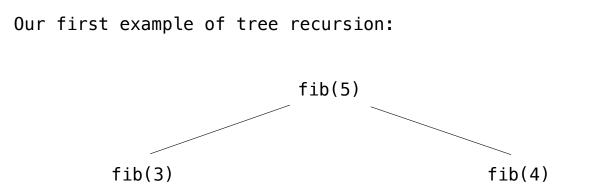
fib(5)

def fib(n):
 if n == 0:
 return 0
 elif n == 1:
 return 1
 else:
 return fib(n-2) + fib(n-1)



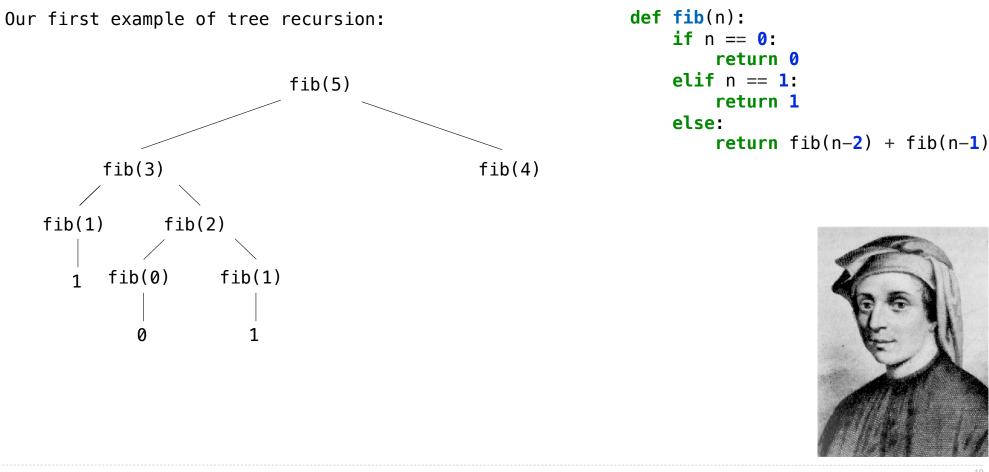


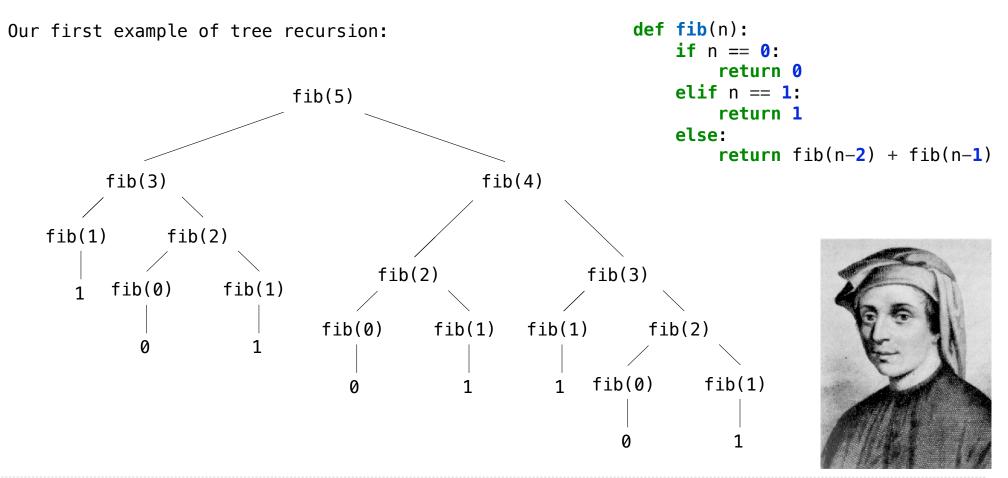


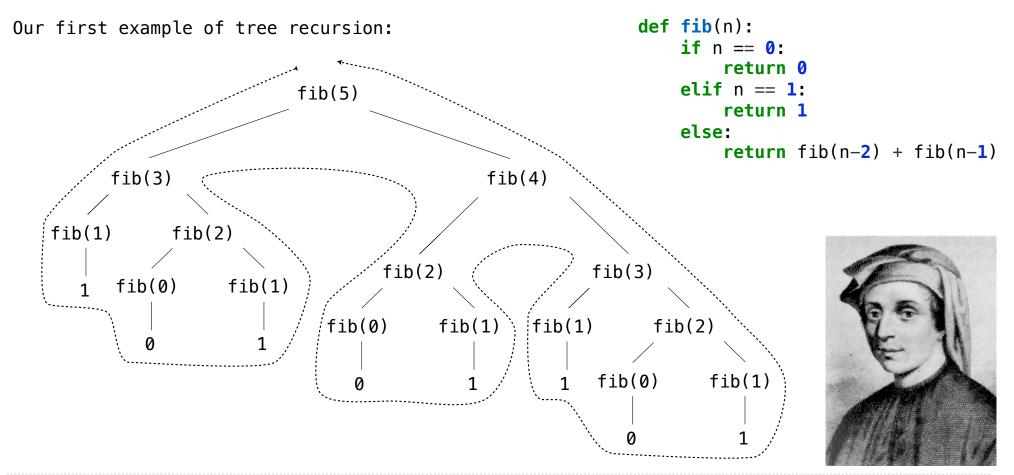


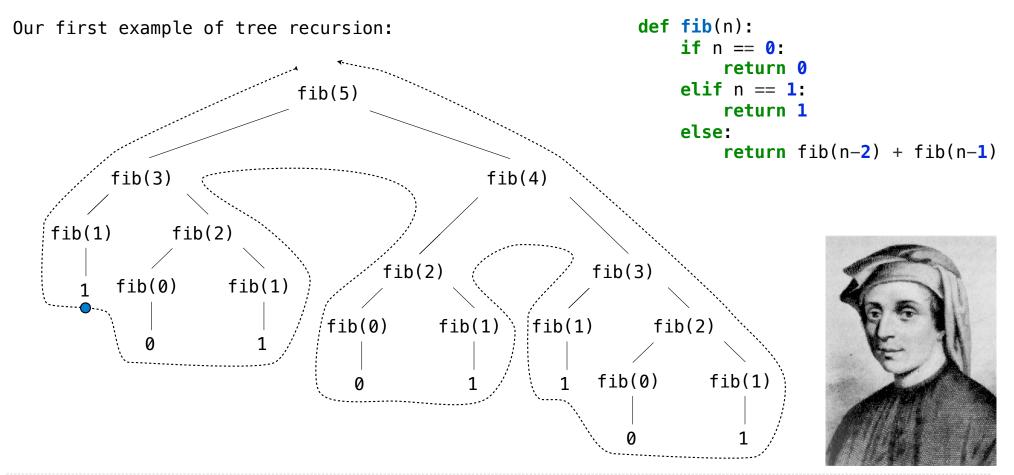
def fib(n):
 if n == 0:
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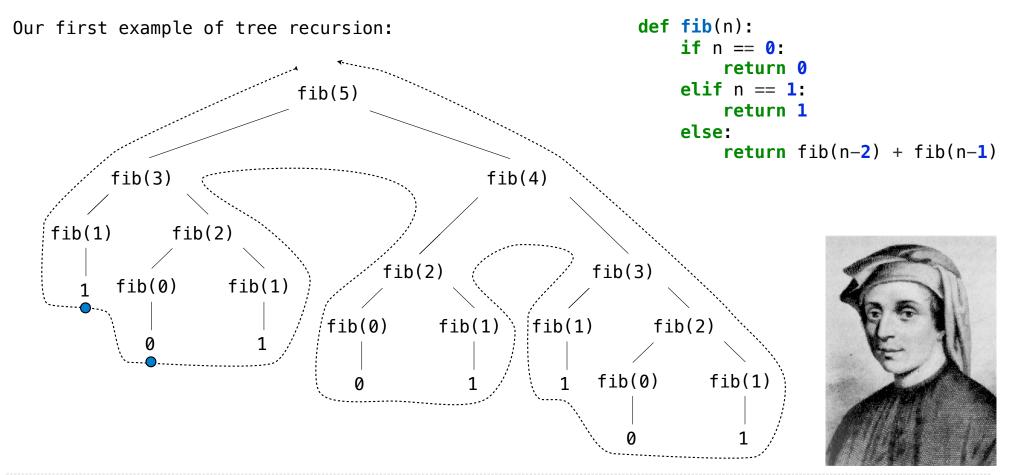


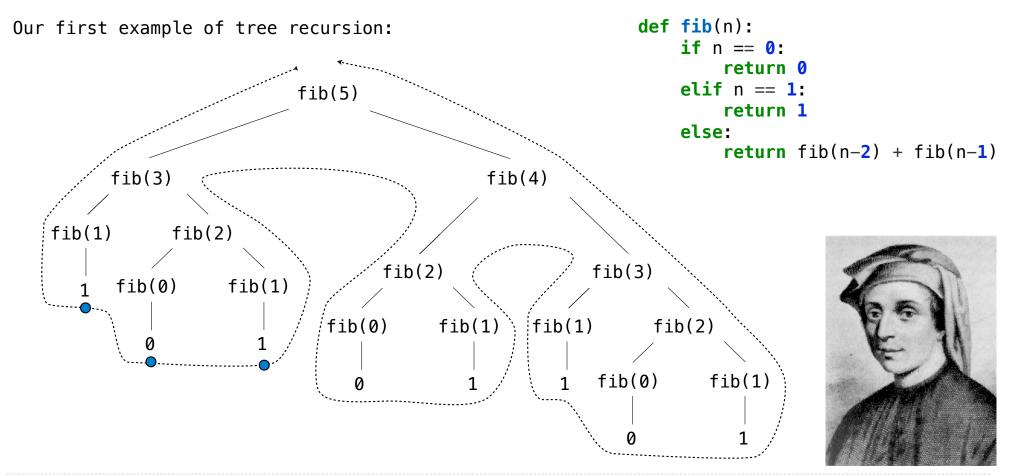


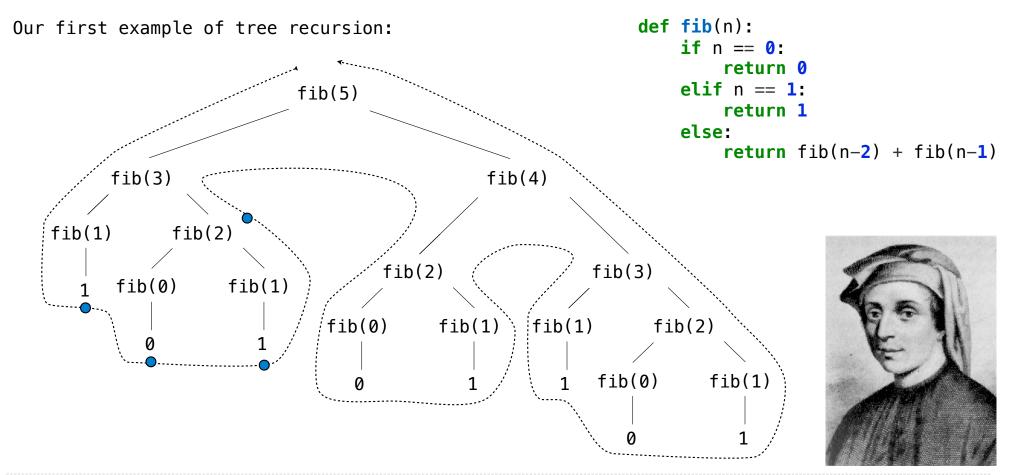




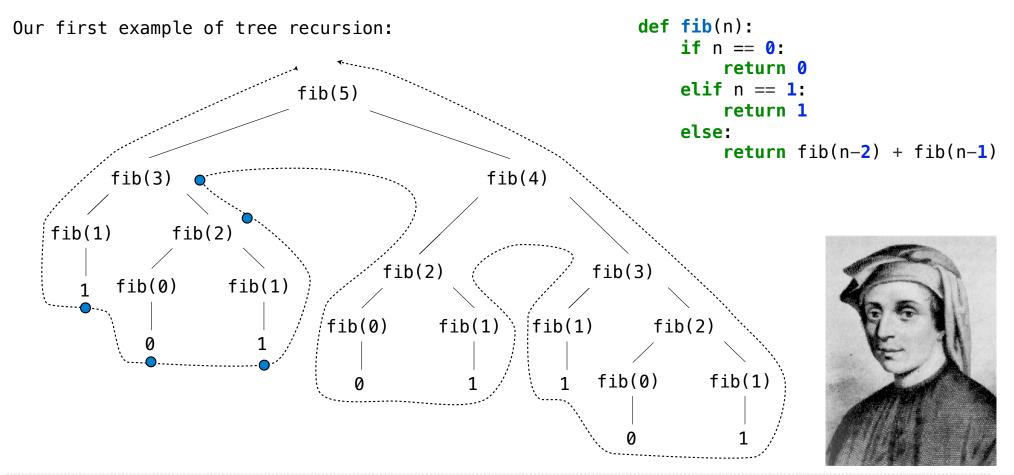




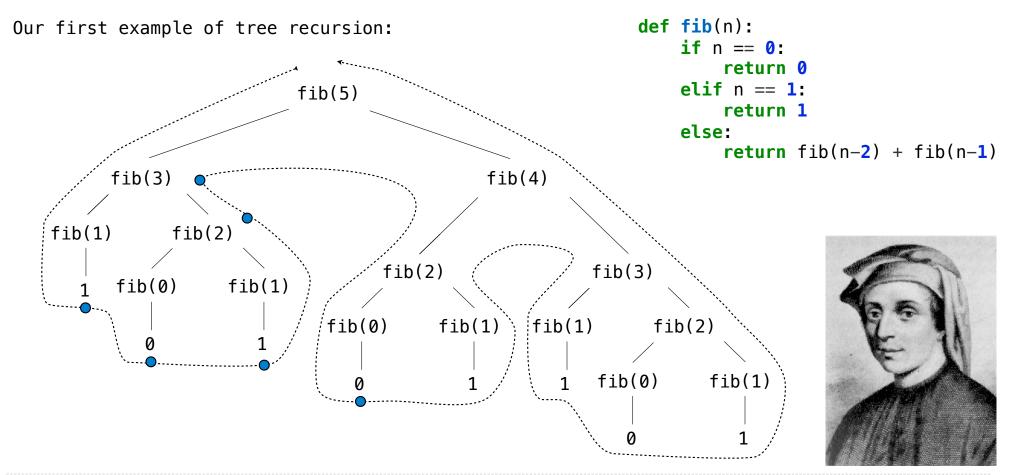


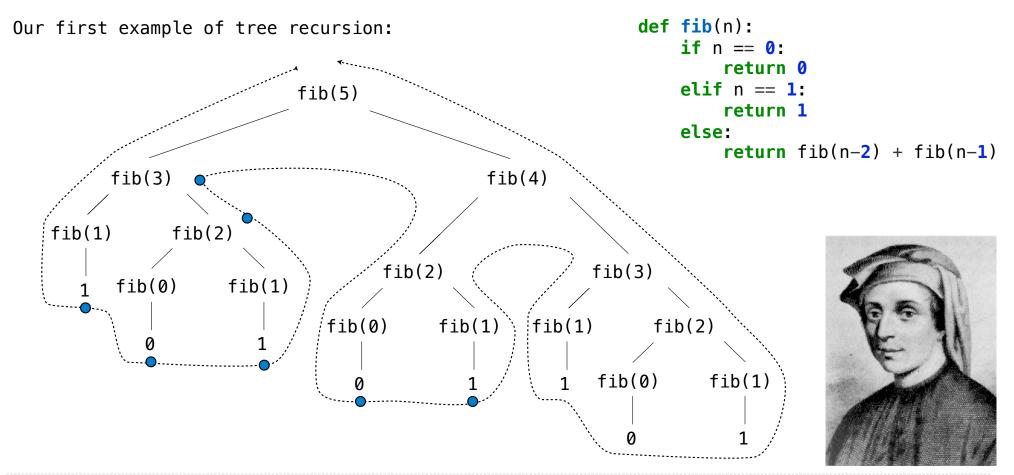


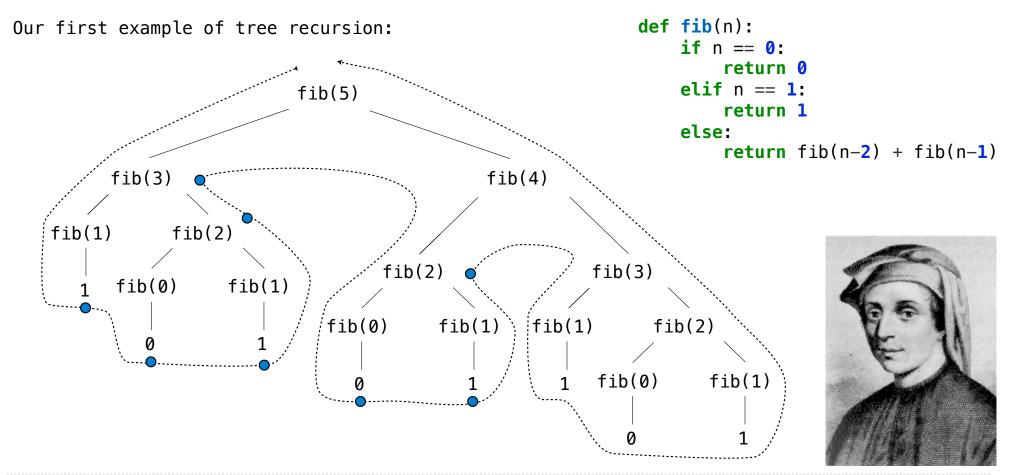
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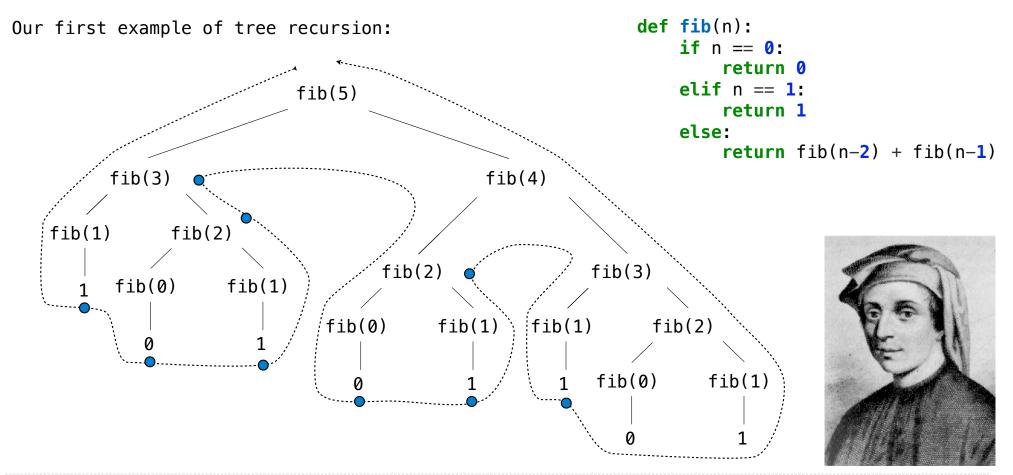


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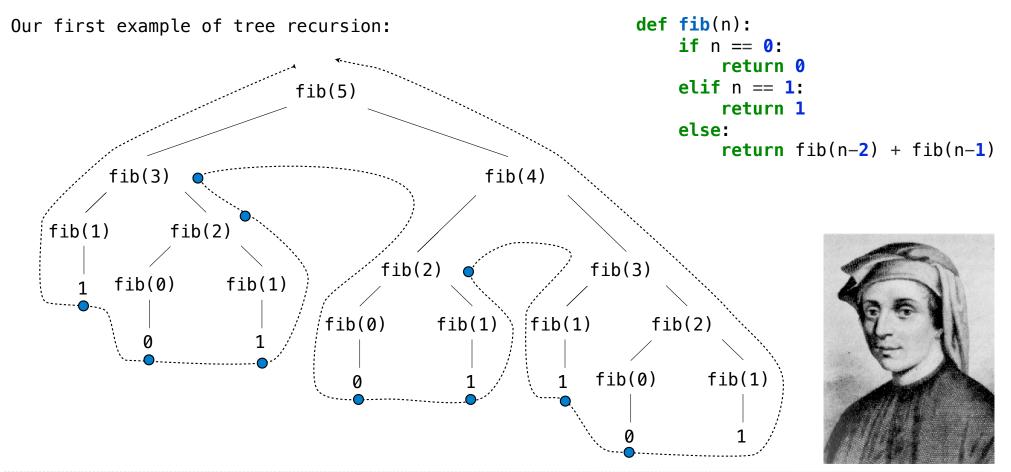




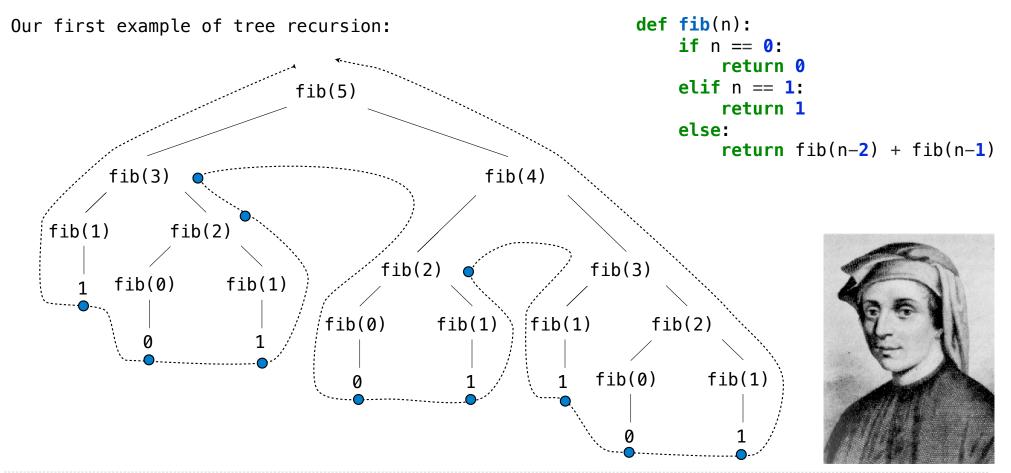


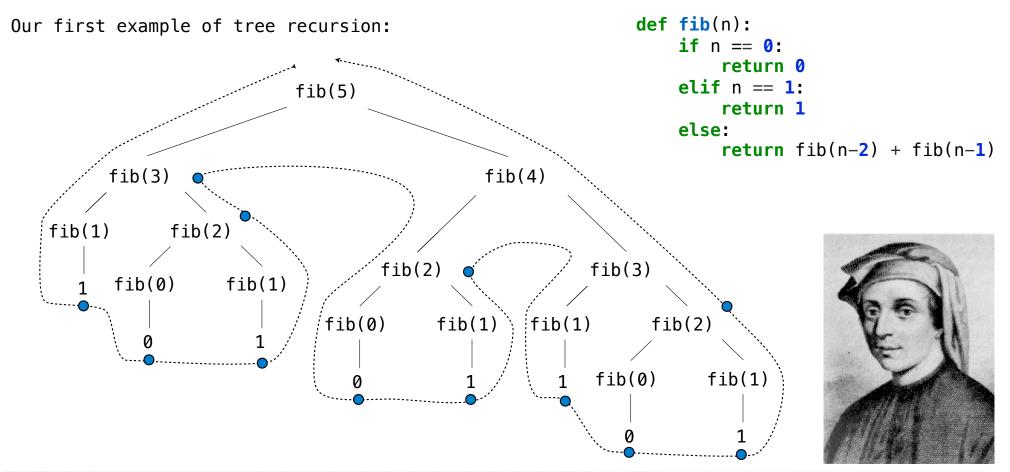


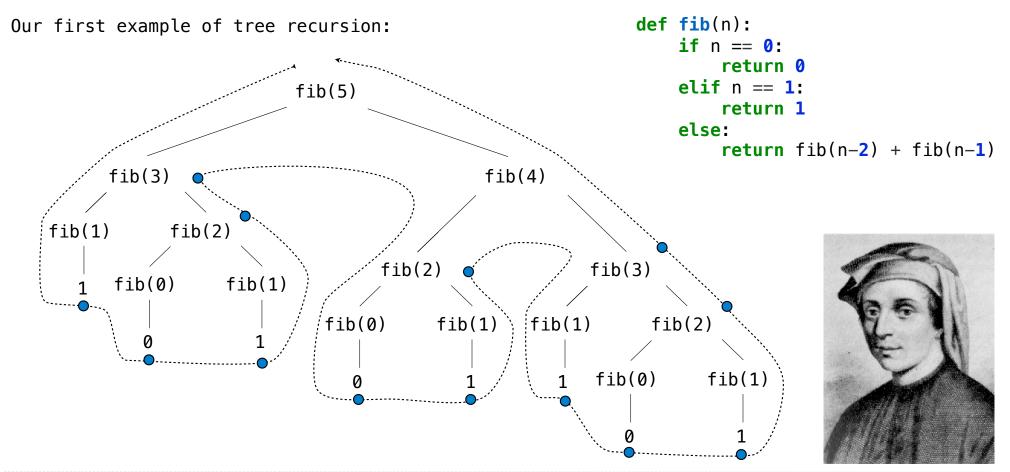
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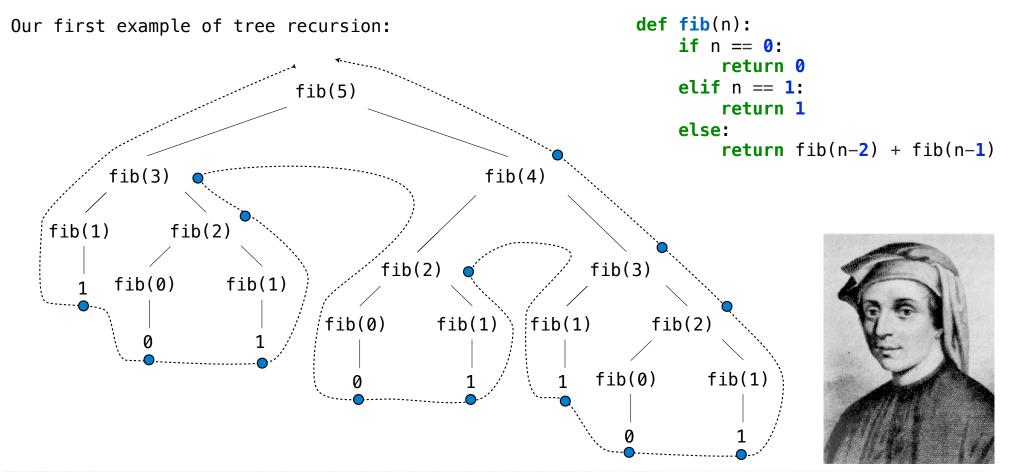


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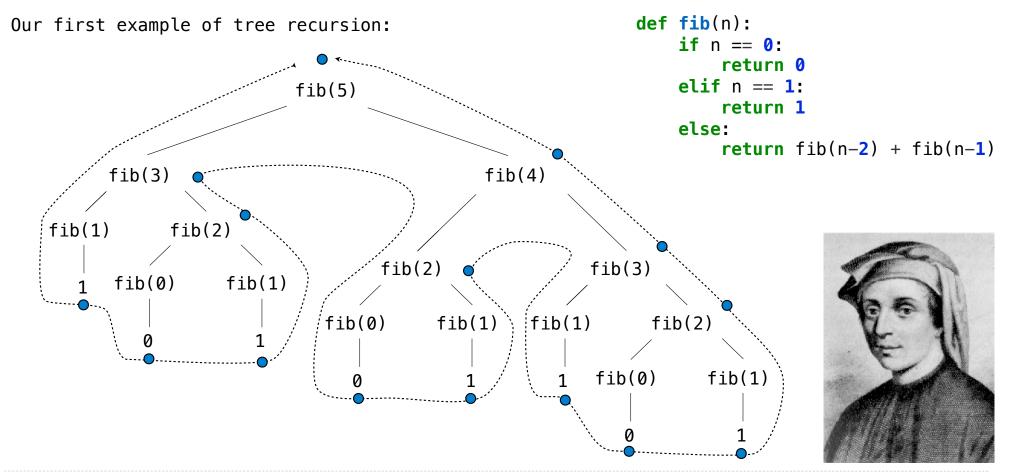




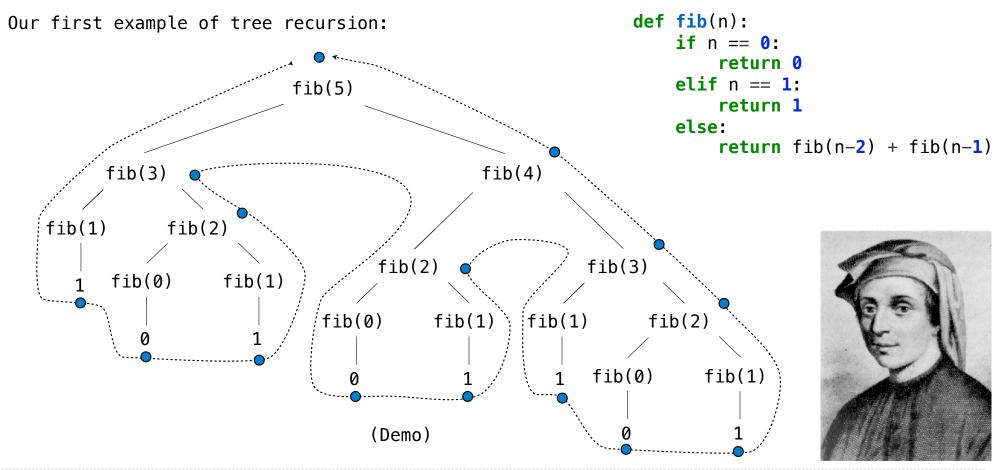




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Idea: Remember the results that have been computed before

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```
def memo(f):
```

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def memo(f):
 cache = {}

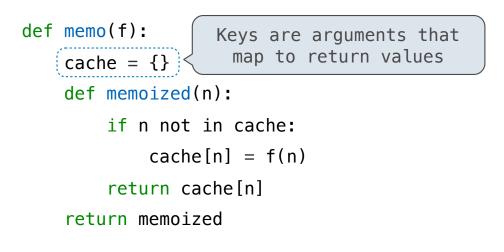
```
def memo(f):
    cache = {}
    def memoized(n):
```

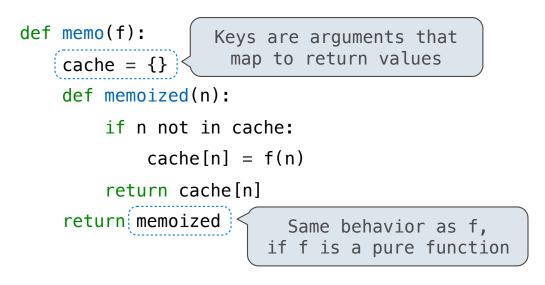
```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
```

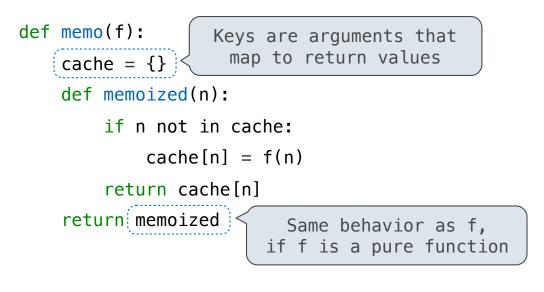
```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
```

```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
        return cache[n]
```

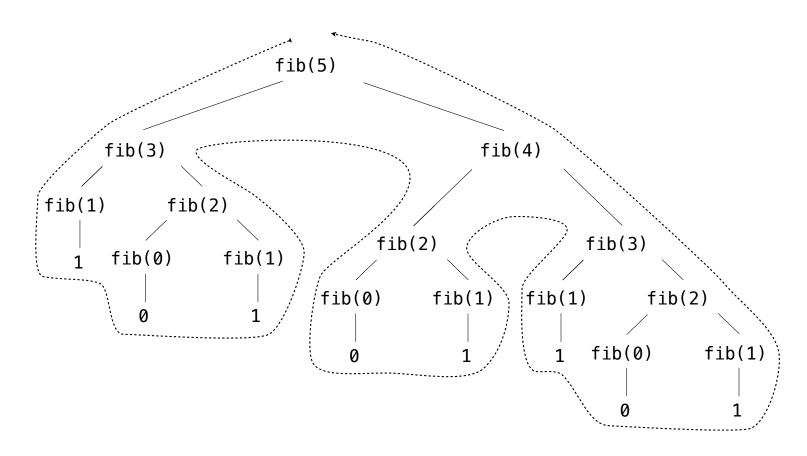
```
def memo(f):
    cache = {}
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
        return cache[n]
    return memoized
```

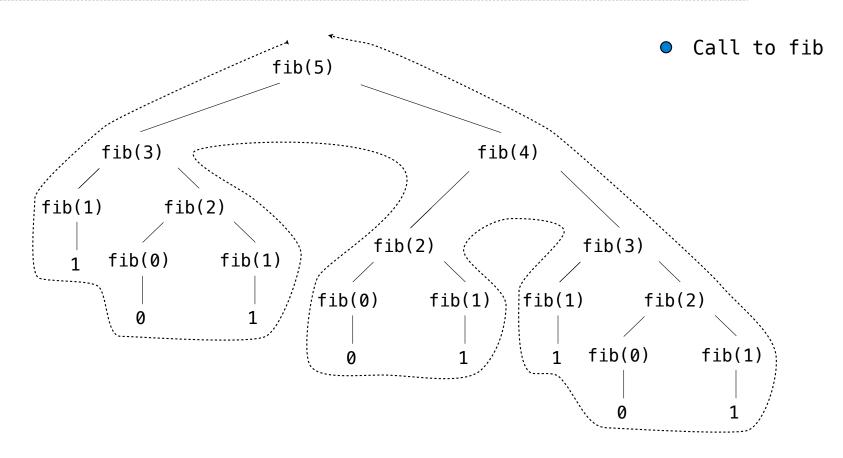


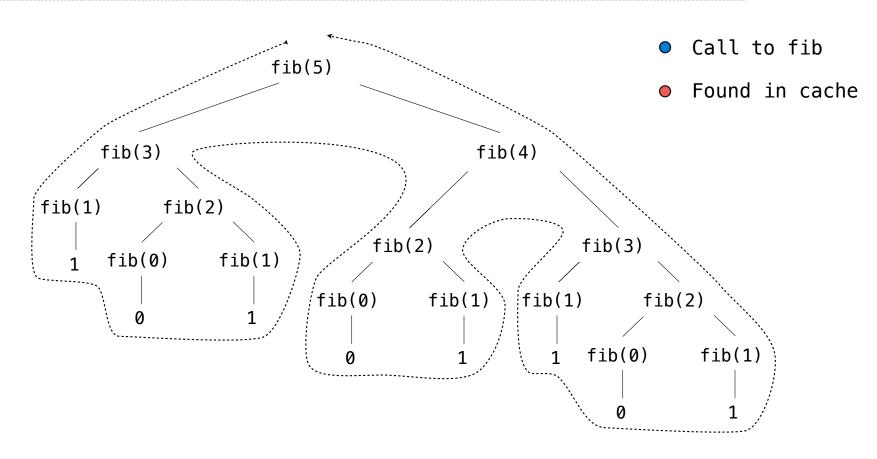


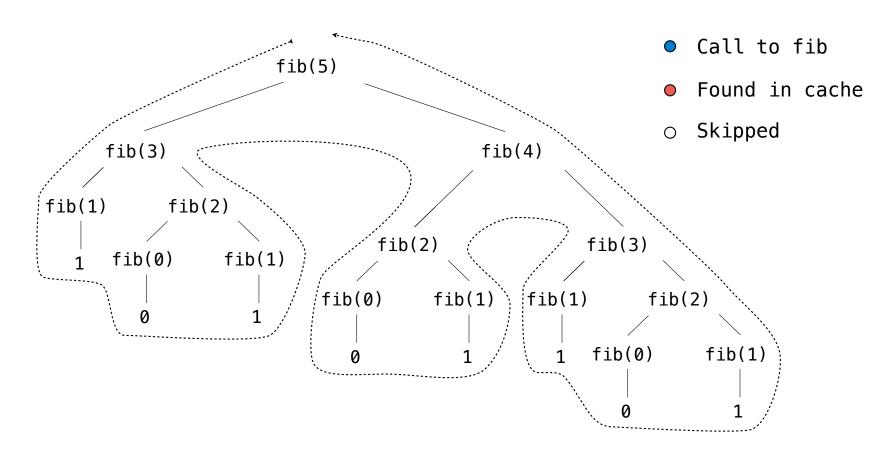


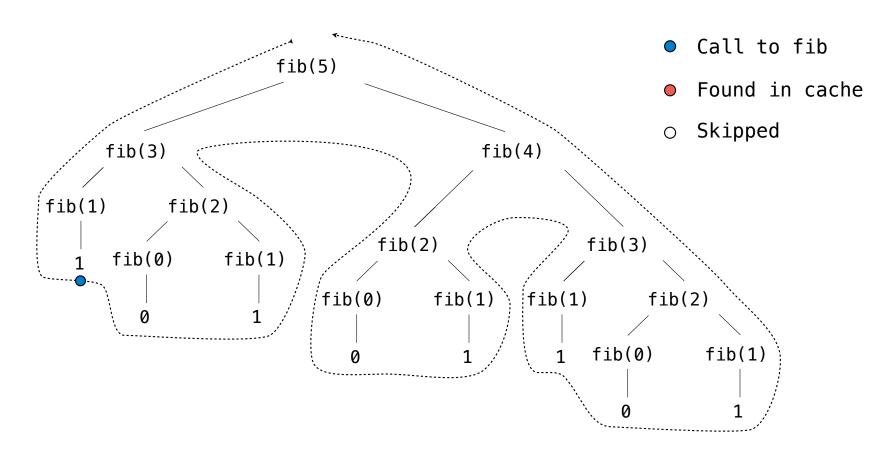
(Demo)

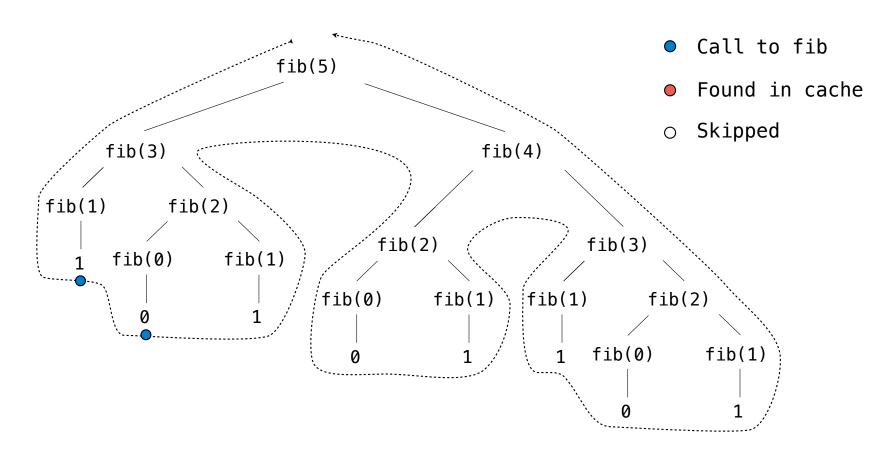


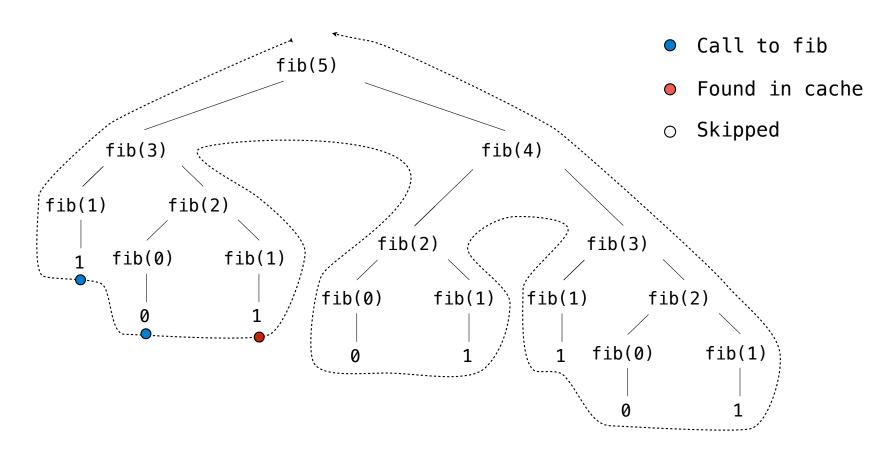


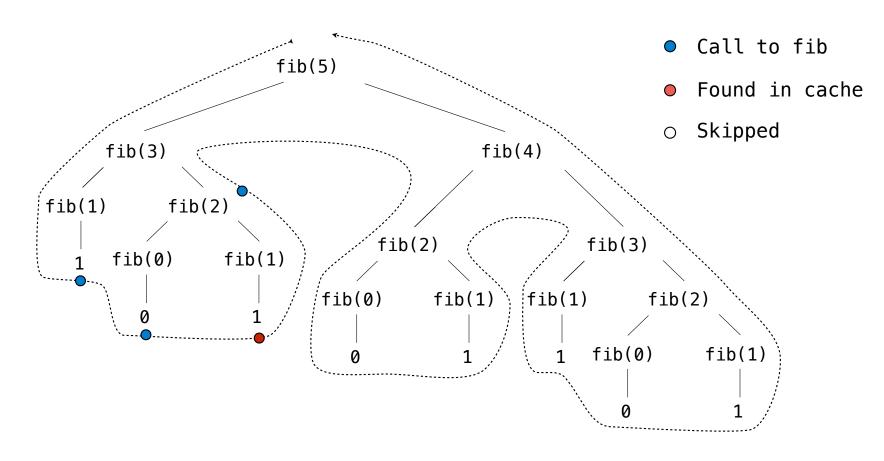


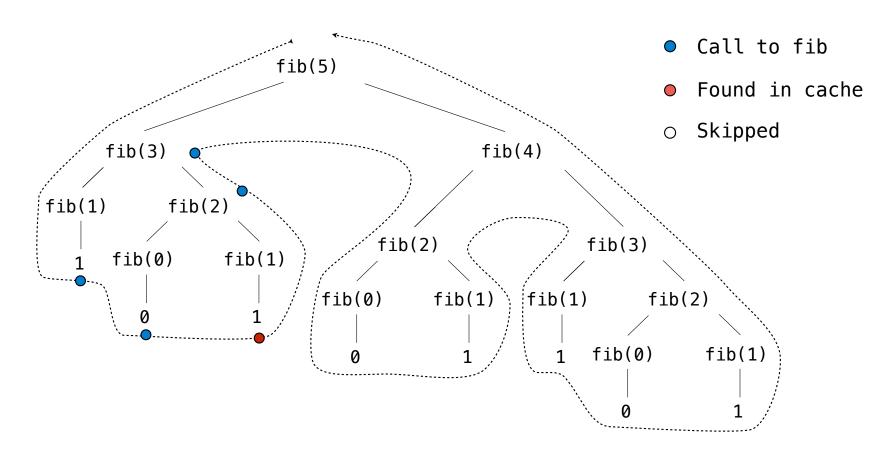


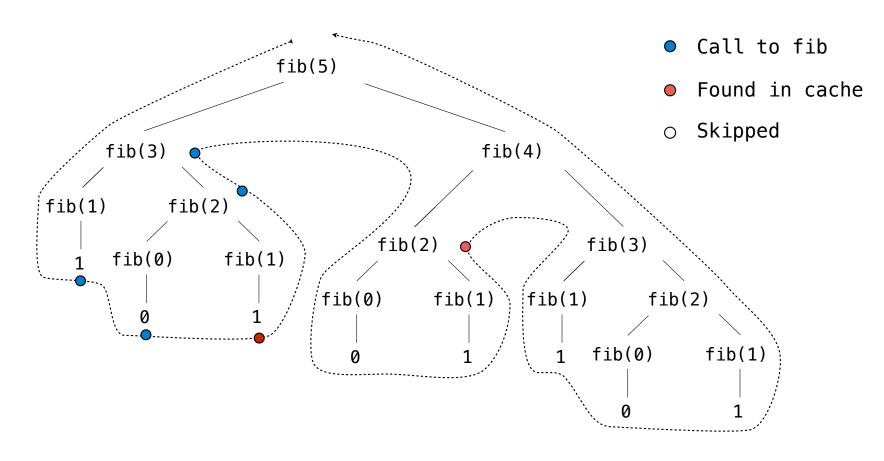


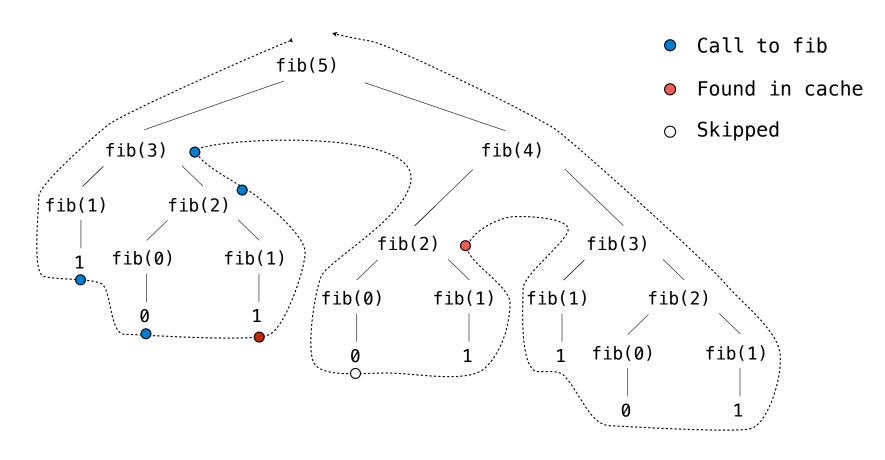


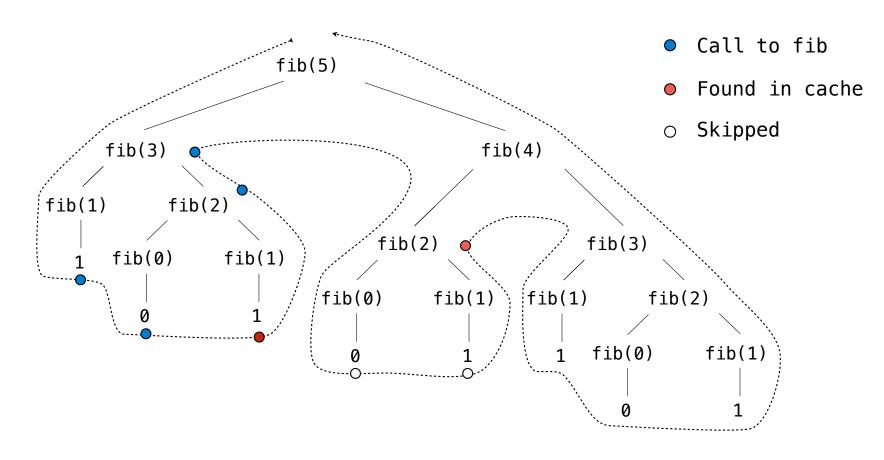


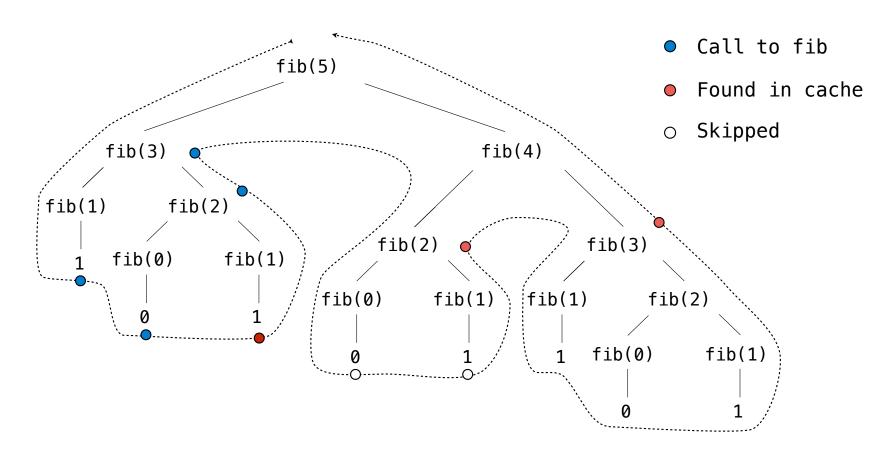


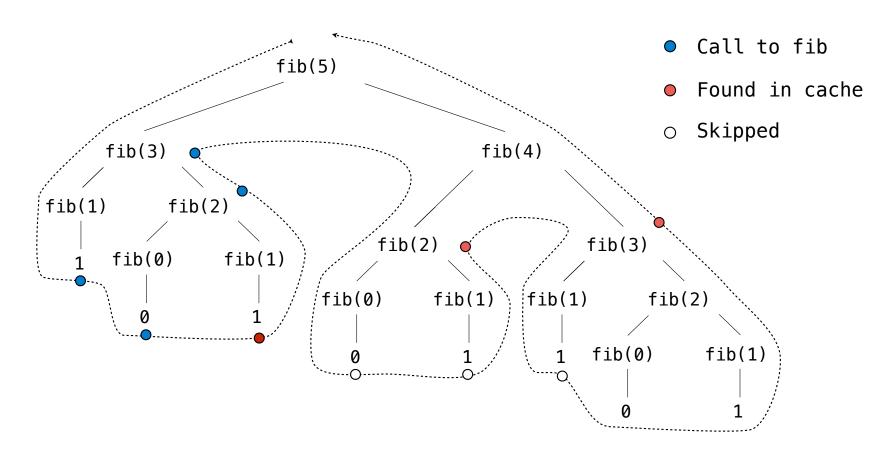


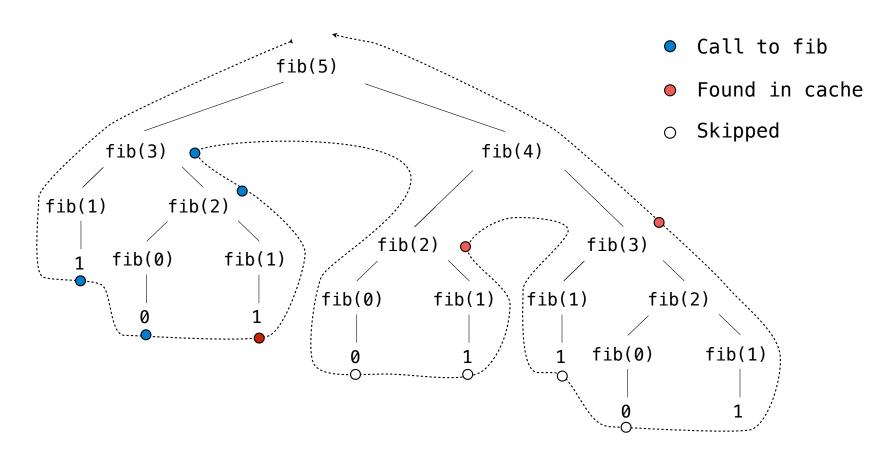


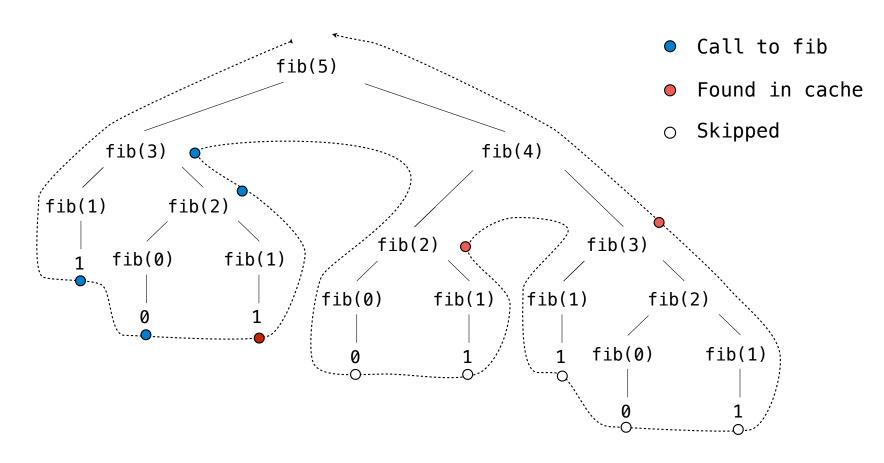


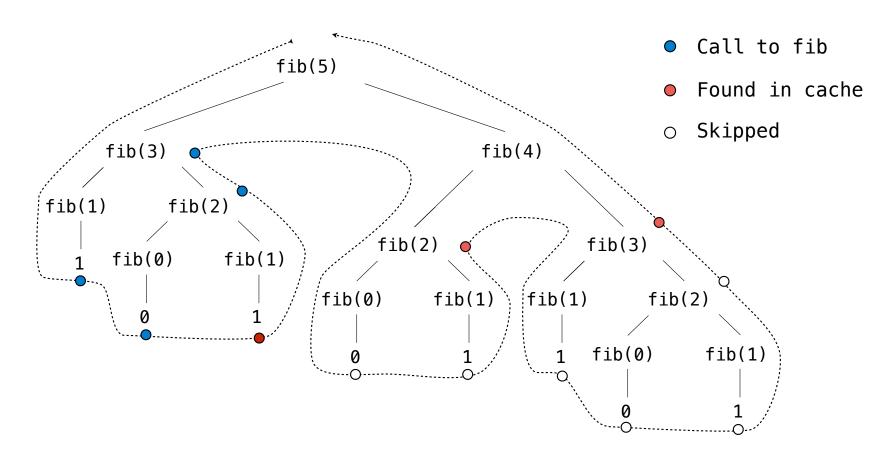




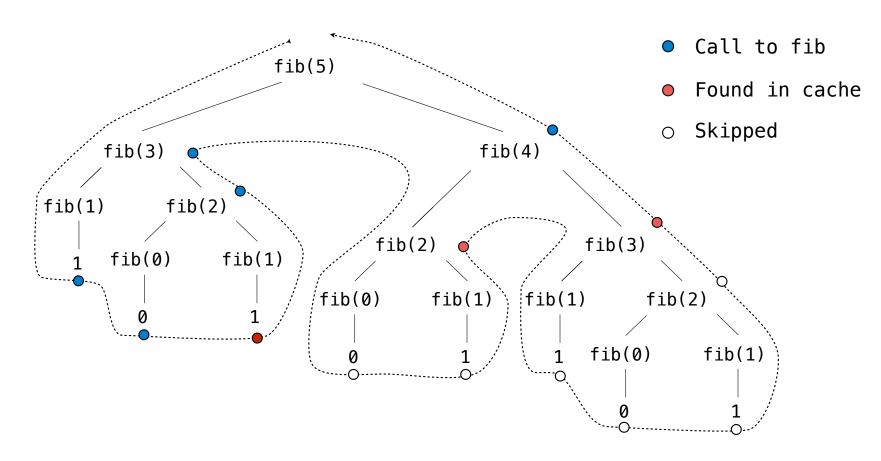


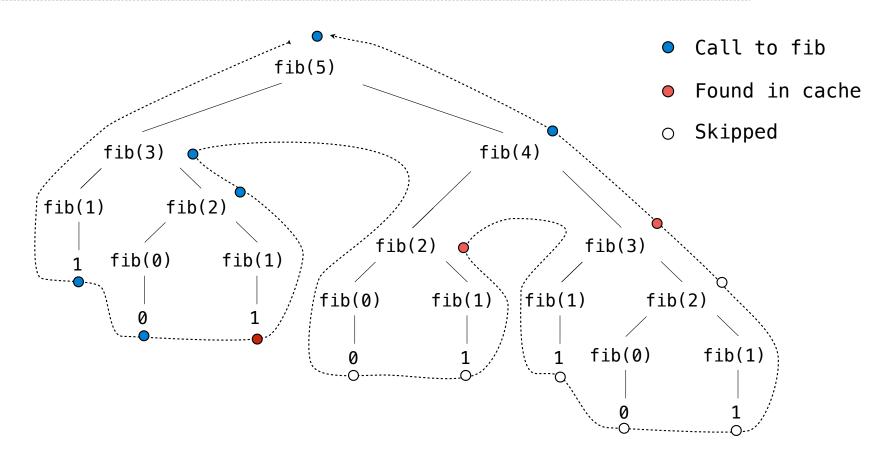




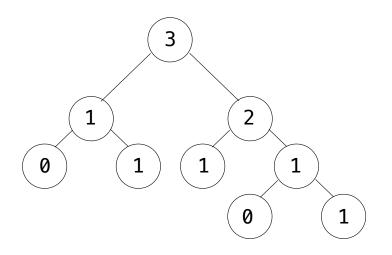


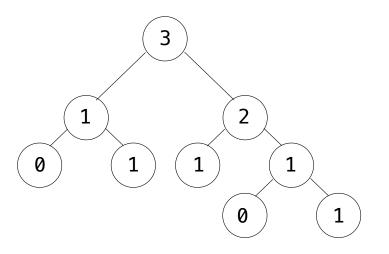






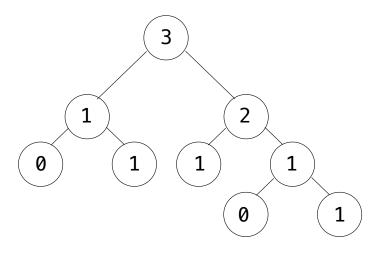
Tree Class



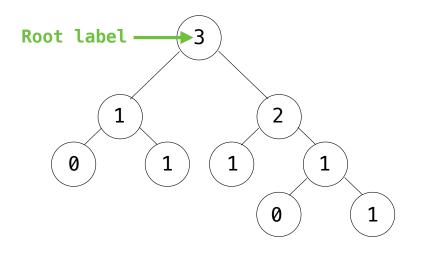


Recursive description (wooden trees):

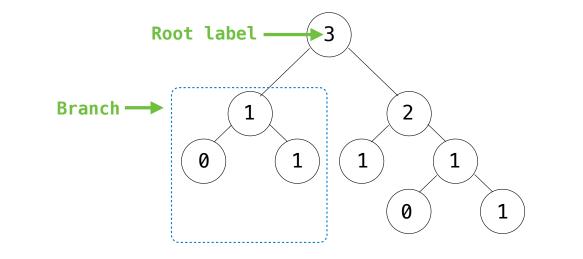
Relative description (family trees):



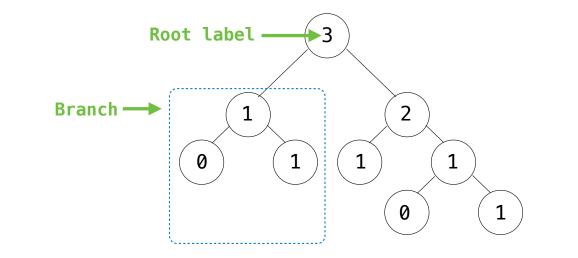
Recursive description (wooden trees):Relative description (family trees):A tree has a root label and a list of branches



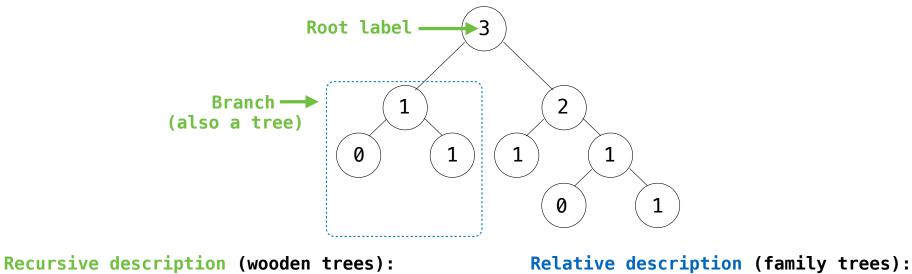
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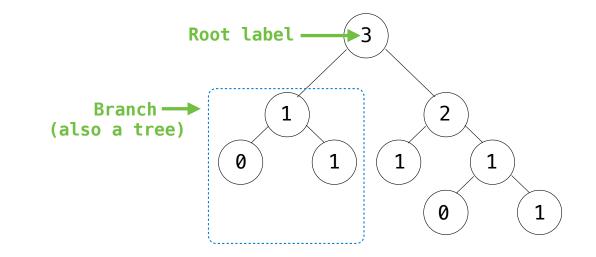
Recursive description (wooden trees):Relative description (family trees):A tree has a root label and a list of branches



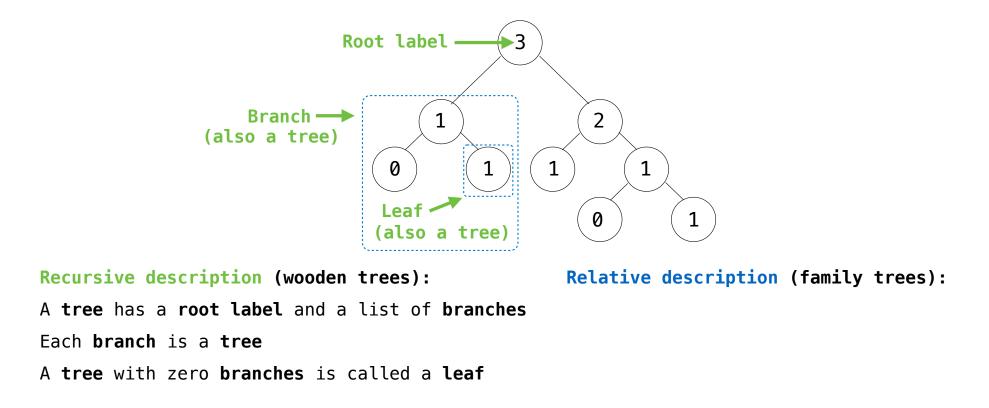
Recursive description (wooden trees):Relative description (family trees):A tree has a root label and a list of branchesEach branch is a tree

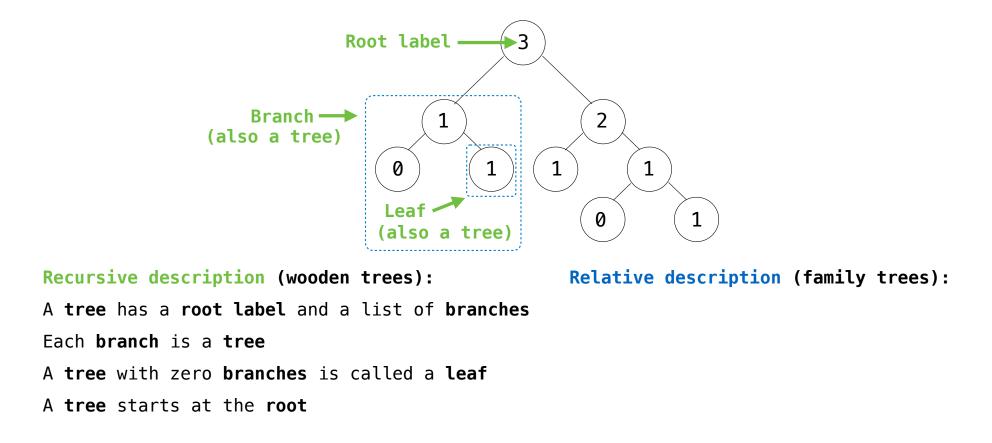


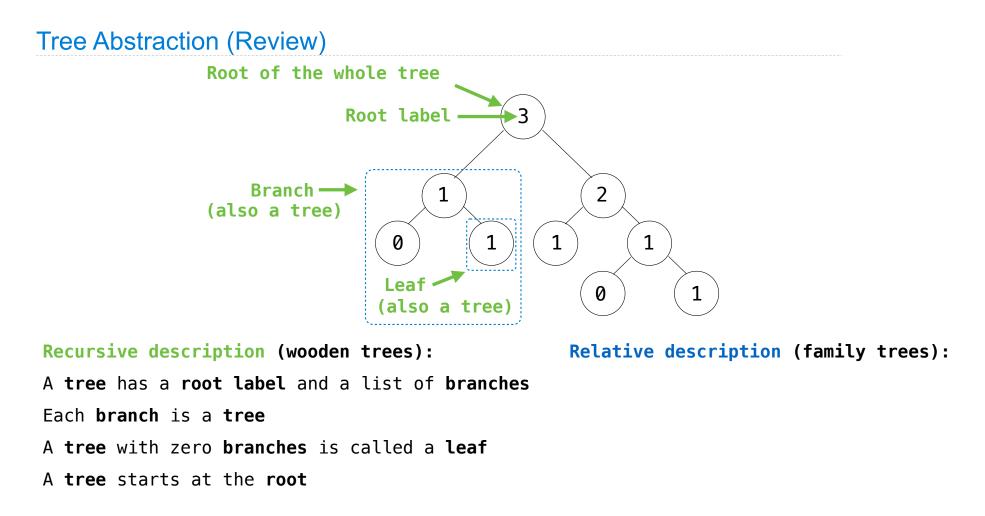
A **tree** has a **root label** and a list of **branches** Each **branch** is a **tree**

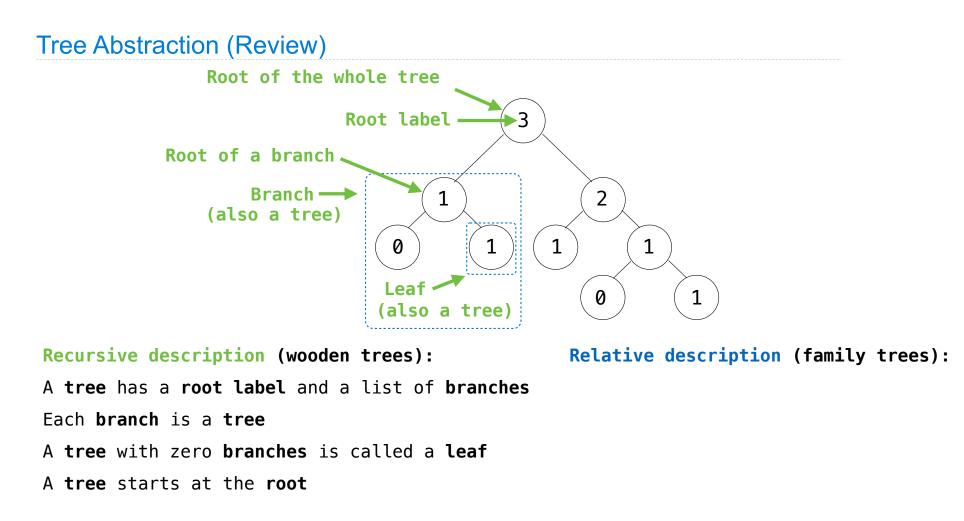


Recursive description (wooden trees):Relative description (family trees):A tree has a root label and a list of branchesEach branch is a treeA tree with zero branches is called a leaf

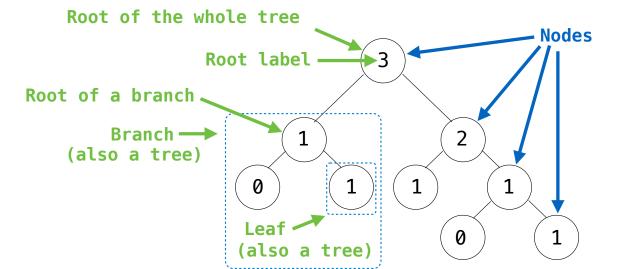




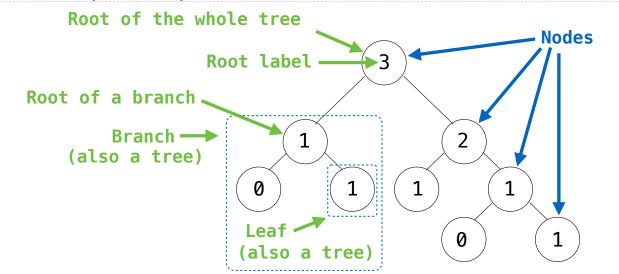




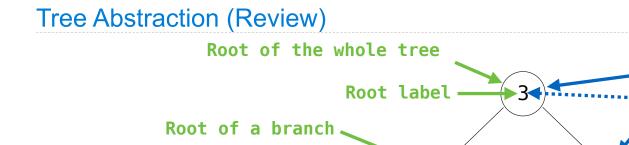




Recursive description (wooden trees): A tree has a root label and a list of branches Each branch is a tree A tree with zero branches is called a leaf A tree starts at the root Relative description (family trees): Each location in a tree is called a node



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



Branch ---->

(also a tree)

1

(also a tree

1

0

Leaf

Relative description (family trees):
S Each location in a tree is called a node
Each node has a label that can be any value

abels

Nodes

1

2

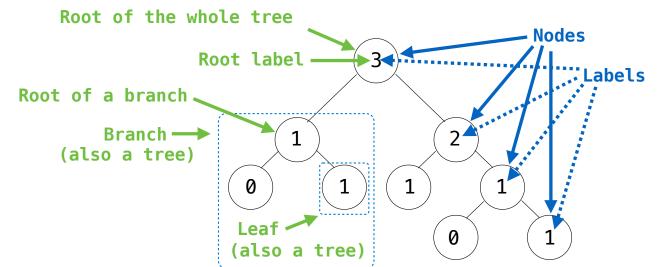
0

1

1

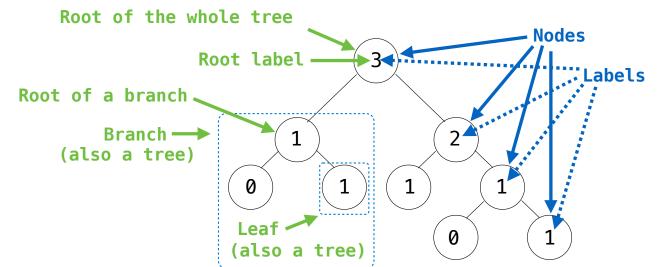
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A tree has a root label and a list of branches
Each branch is a tree
A tree with zero branches is called a leaf
A tree starts at the root



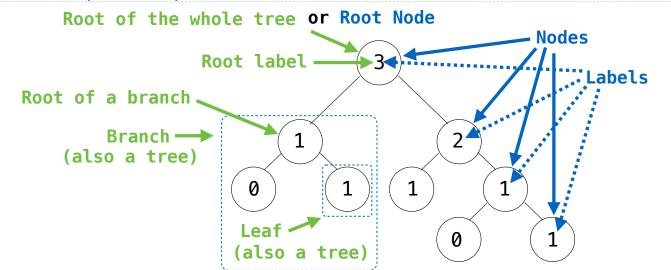


Recursive description (wooden trees): A tree has a root label and a list of branches Each branch is a tree A tree with zero branches is called a leaf A tree starts at the root Relative description (family trees): Each location in a tree is called a node Each node has a label that can be any value One node can be the parent/child of another

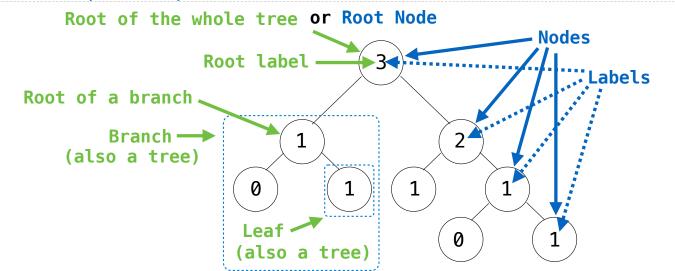




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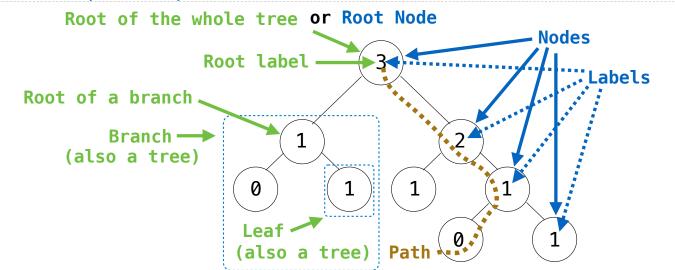


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People often refer to labels by their locations: "each parent is the sum of its children"



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A Tree has a label and a list of branches; each branch is a Tree

A Tree has a label and a list of branches; each branch is a Tree class Tree:

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A Tree has a label and a list of branches; each branch is a Tree
class Tree:
    def __init__(self, label, branches=[]):
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class Tree:
    def __init__(self, label, branches=[]):
        self.label = label
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            assert isinstance(branch, Tree)
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A Tree has a label and a list of branches; each branch is a Tree
class Tree:
    def __init__(self, label, branches=[]):
        def tree(label, branches=[]):
        self.label = label
        for branch in branches:
            assert isinstance(branch, Tree)
        self.branches = list(branches)
    def ltree(label, branches=[]):
        for branch in branches:
            assert isinstance(branch, Tree)
        self.branches = list(branches)
    def ltree(label, branches=[]):
        for branch in branches:
            assert isinstance(branch, Tree)
        self.branches = list(branches)
    def ltree(label, branches=[]):
        for branch in branches:
            assert is_tree(branch)
        return [label] + list(branches)
        def ltree(label, branches=[]):
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        def ltree(label, branches=[]):
        assert is_tree(branch)
        return [label] + list(branches)
        def ltree(label, branches]
        for branch in branches
        assert is_tree(branch)
        return tree[0]
```

```
def branches(tree):
```

```
return tree[1:]
```

```
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class Tree:
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        for branch in branches:
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                                                    def label(tree):
        self.branches = list(branches)
                                                        return tree[0]
                                                    def branches(tree):
                                                        return tree[1:]
def fib_tree(n):
    if n == 0 or n == 1:
        return Tree(n)
    else:
        left = fib tree(n-2)
        right = fib_tree(n-1)
        fib n = left.label + right.label
        return Tree(fib_n, [left, right])
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(Demo)