

61A Lecture 18

Friday, March 6

Announcements

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB
 - Bonus point for early submission by Wednesday 3/11

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB
 - Bonus point for early submission by Wednesday 3/11
- Homework 6 due Monday 3/16 @ 11:59pm (not yet released)

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB
 - Bonus point for early submission by Wednesday 3/11
- Homework 6 due Monday 3/16 @ 11:59pm (not yet released)
- Midterm 2 is on Thursday 3/19 7pm–9pm

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB
 - Bonus point for early submission by Wednesday 3/11
- Homework 6 due Monday 3/16 @ 11:59pm (not yet released)
- Midterm 2 is on Thursday 3/19 7pm–9pm
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data

Announcements

- Project 3 due Thursday 3/12 @ 11:59pm (get started now!)
 - Project party on Tuesday 3/10 5pm–6:30pm in 2050 VLSB
 - Bonus point for early submission by Wednesday 3/11
- Homework 6 due Monday 3/16 @ 11:59pm (not yet released)
- Midterm 2 is on Thursday 3/19 7pm–9pm
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Fill out conflict form if you cannot attend due to a course conflict

Hog Contest Results

Hog Contest Results

Excellent participation!

51 qualified submissions

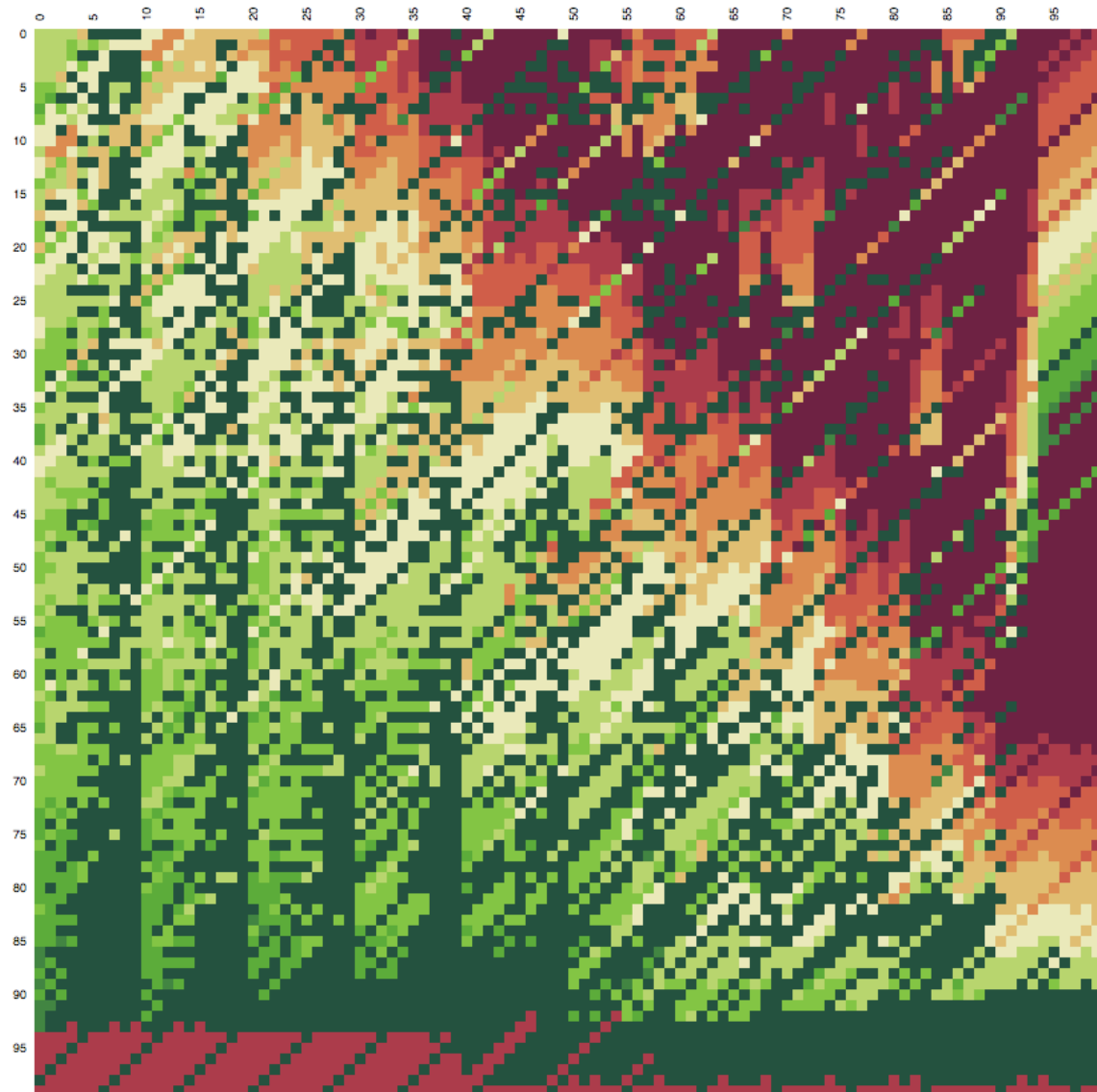
Lots of excellent ideas

Hog Contest Results

Excellent participation!

51 qualified submissions

Lots of excellent ideas



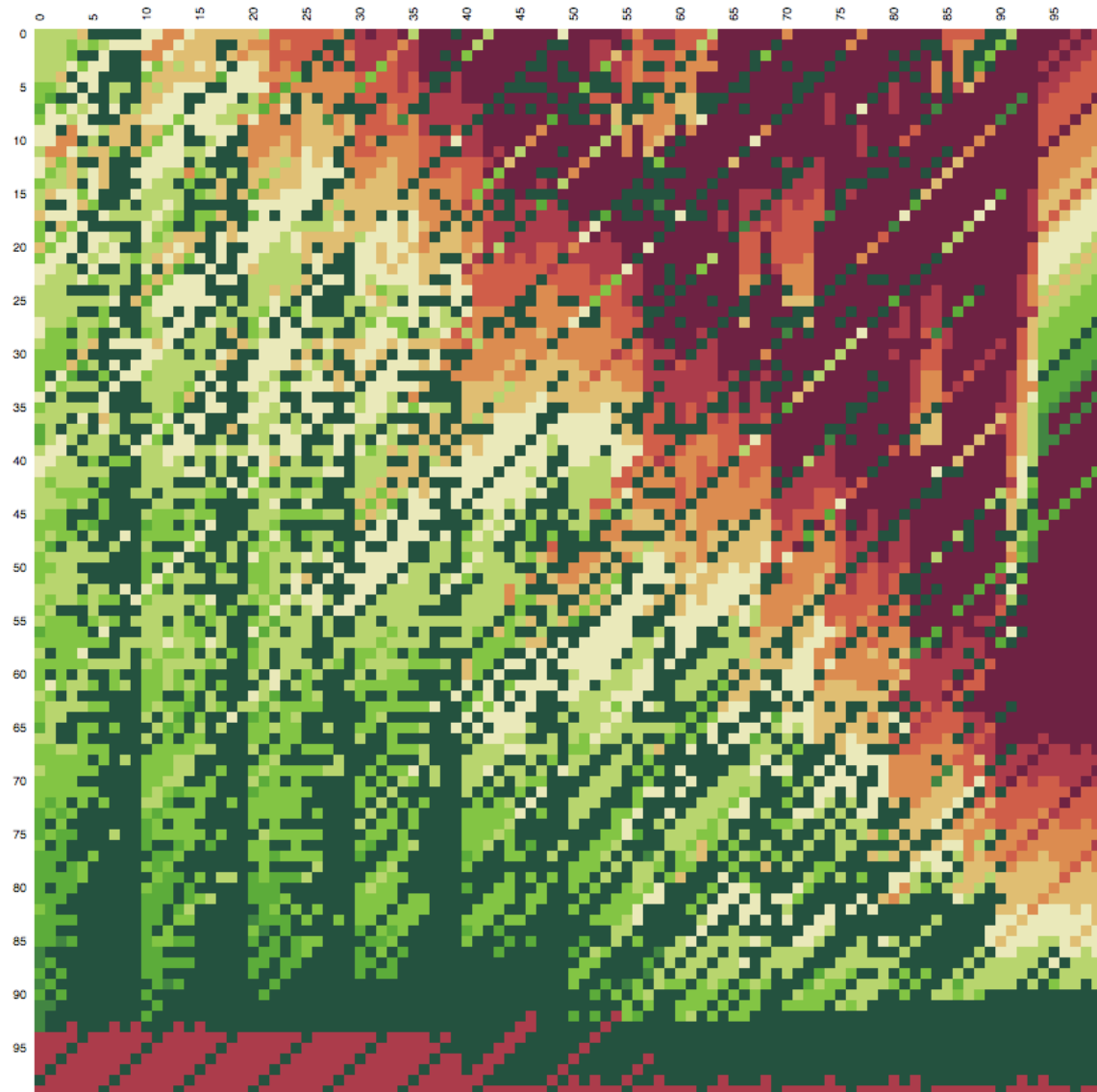
Hog Contest Results

Excellent participation!

51 qualified submissions

Lots of excellent ideas

(Results)



Type Coercion

Review: Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

Extensible: Any new numeric type can "install" itself into the existing system by adding new entries to the cross-type function dictionaries

Review: Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

Extensible: Any new numeric type can "install" itself into the existing system by adding new entries to the cross-type function dictionaries

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		

Coercion

Coercion

Idea: Some types can be converted into other types

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
def rational_to_complex(r):  
    """Return complex equal to rational."""  
    return ComplexRI(r.numer/r.denom, 0)
```

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
def rational_to_complex(r):  
    """Return complex equal to rational."""  
    return ComplexRI(r.numer/r.denom, 0)
```

Question: Can any numeric type be coerced into any other?

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
def rational_to_complex(r):  
    """Return complex equal to rational."""  
    return ComplexRI(r.numer/r.denom, 0)
```

Question: Can any numeric type be coerced into any other?

Question: Can any two numeric types be coerced into a common type?

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
def rational_to_complex(r):  
    """Return complex equal to rational."""  
    return ComplexRI(r.numer/r.denom, 0)
```

Question: Can any numeric type be coerced into any other?

Question: Can any two numeric types be coerced into a common type?

Question: Is coercion exact?

Applying Operators with Coercion

Applying Operators with Coercion

```
class Number:
```

Applying Operators with Coercion

```
class Number:  
    def __add__(self, other):  
        x, y = self.coerce(other)  
        return x.add(y)
```

Applying Operators with Coercion

```
class Number:  
    def __add__(self, other):  
        x, y = self.coerce(other)  
        return x.add(y)
```

Always defer to
add method

Applying Operators with Coercion

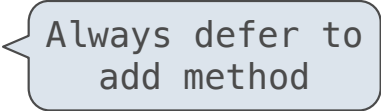
```
class Number:  
    def __add__(self, other):  
        x, y = self.coerce(other)  
        return x.add(y)  
  
    def coerce(self, other):
```

Always defer to
add method

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
```



Applying Operators with Coercion

```
class Number:
```

```
    def __add__(self, other):
```

```
        x, y = self.coerce(other)
        return x.add(y)
```

Always defer to
add method

```
    def coerce(self, other):
```

```
        if self.type_tag == other.type_tag:
            return self, other
```

Same interface:
no change required

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
```

Always defer to add method

Same interface: no change required

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
```

Always defer to
add method

Same interface:
no change required

```
coercions = {('rat', 'com'): rational_to_complex}
```


Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
            return (self.coerce_to(other.type_tag), other)
```

Always defer to add method

Same interface: no change required

```
coercions = {('rat', 'com'): rational_to_complex}
```

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
            return (self.coerce_to(other.type_tag), other)

    def coerce_to(self, other_tag):
        coercion_fn = self.coercions[(self.type_tag, other_tag)]
        return coercion_fn(self)

coercions = {('rat', 'com'): rational_to_complex}
```

Always defer to
add method

Same interface:
no change required

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
            return (self.coerce_to(other.type_tag), other)
        elif (other.type_tag, self.type_tag) in self.coercions:
            return (self, other.coerce_to(self.type_tag))

    def coerce_to(self, other_tag):
        coercion_fn = self.coercions[(self.type_tag, other_tag)]
        return coercion_fn(self)

coercions = {('rat', 'com'): rational_to_complex}
```

Always defer to
add method

Same interface:
no change required

Applying Operators with Coercion

```
class Number:
    def __add__(self, other):
        x, y = self.coerce(other)
        return x.add(y)

    def coerce(self, other):
        if self.type_tag == other.type_tag:
            return self, other
        elif (self.type_tag, other.type_tag) in self.coercions:
            return (self.coerce_to(other.type_tag), other)
        elif (other.type_tag, self.type_tag) in self.coercions:
            return (self, other.coerce_to(self.type_tag))

    def coerce_to(self, other_tag):
        coercion_fn = self.coercions[(self.type_tag, other_tag)]
        return coercion_fn(self)

coercions = {('rat', 'com'): rational_to_complex}
```

Always defer to
add method

Same interface:
no change required

(Demo)

Coercion Analysis

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Requires that all types can be coerced into a common type

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Requires that all types can be coerced into a common type

More sharing: All operators use the same coercion scheme

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Requires that all types can be coerced into a common type

More sharing: All operators use the same coercion scheme

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Requires that all types can be coerced into a common type

More sharing: All operators use the same coercion scheme

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		



From	To	Coerce
Complex	Rational	
Rational	Complex	

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary

Requires that all types can be coerced into a common type

More sharing: All operators use the same coercion scheme

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		



From	To	Coerce
Complex	Rational	
Rational	Complex	

Type	Add	Multiply
Complex		
Rational		

Linked Lists

Linked List Structure

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

Linked List Structure

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

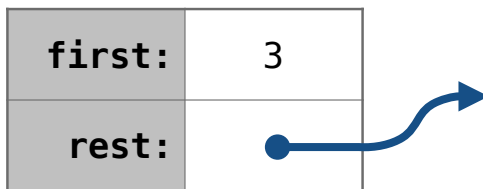
3 , 4 , 5

Linked List Structure

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

3 , 4 , 5

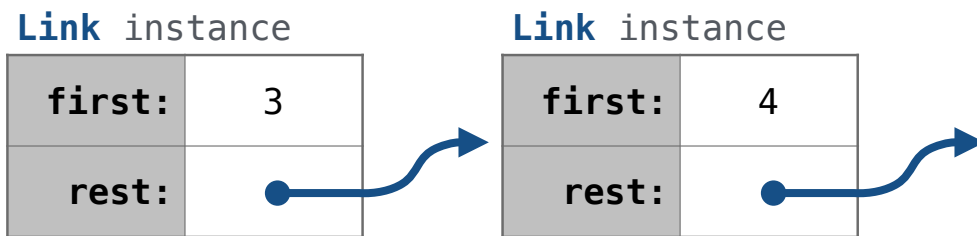
Link instance



Linked List Structure

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

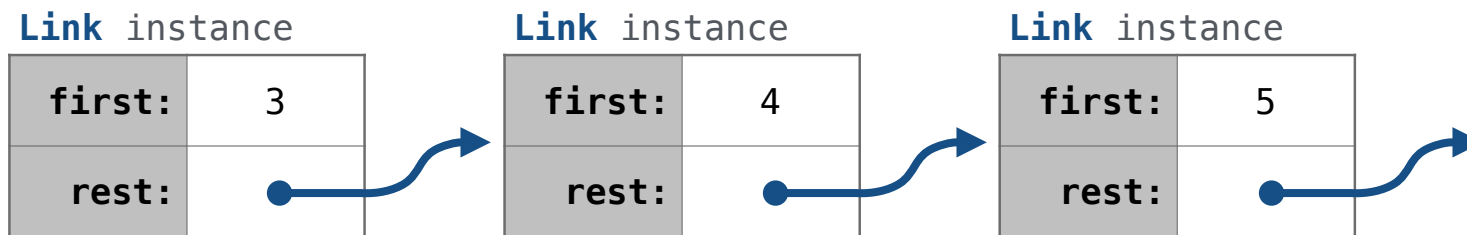
3 , 4 , 5



Linked List Structure

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

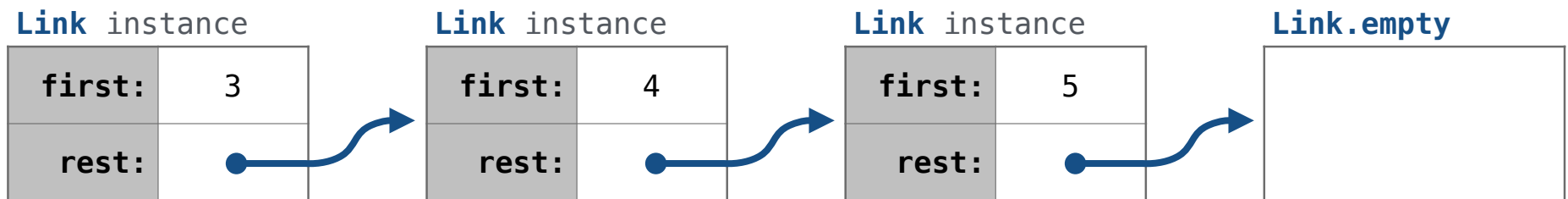
3 , 4 , 5



Linked List Structure

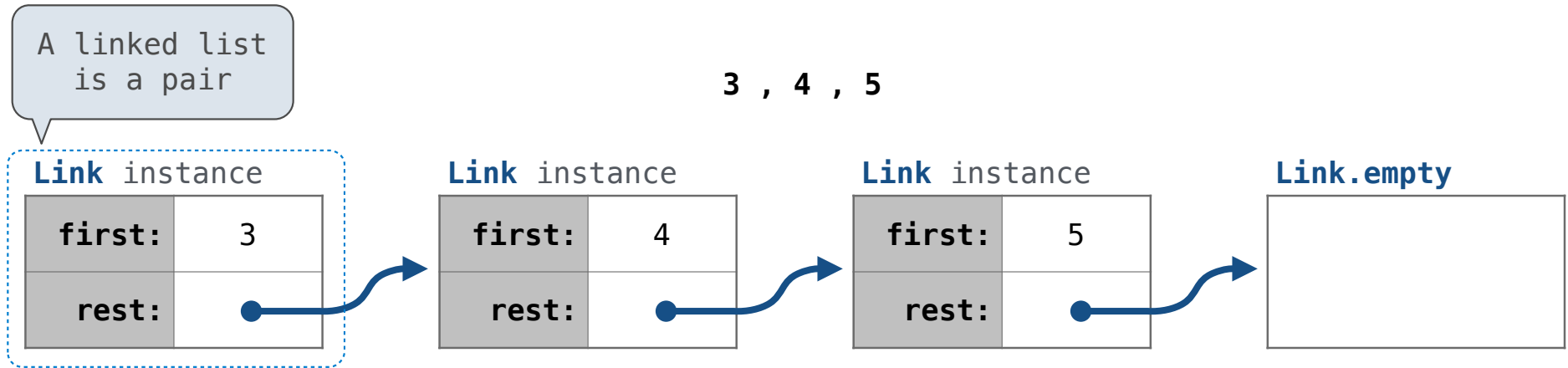
A linked list is either empty **or** a first value and the rest of the linked list

3 , 4 , 5



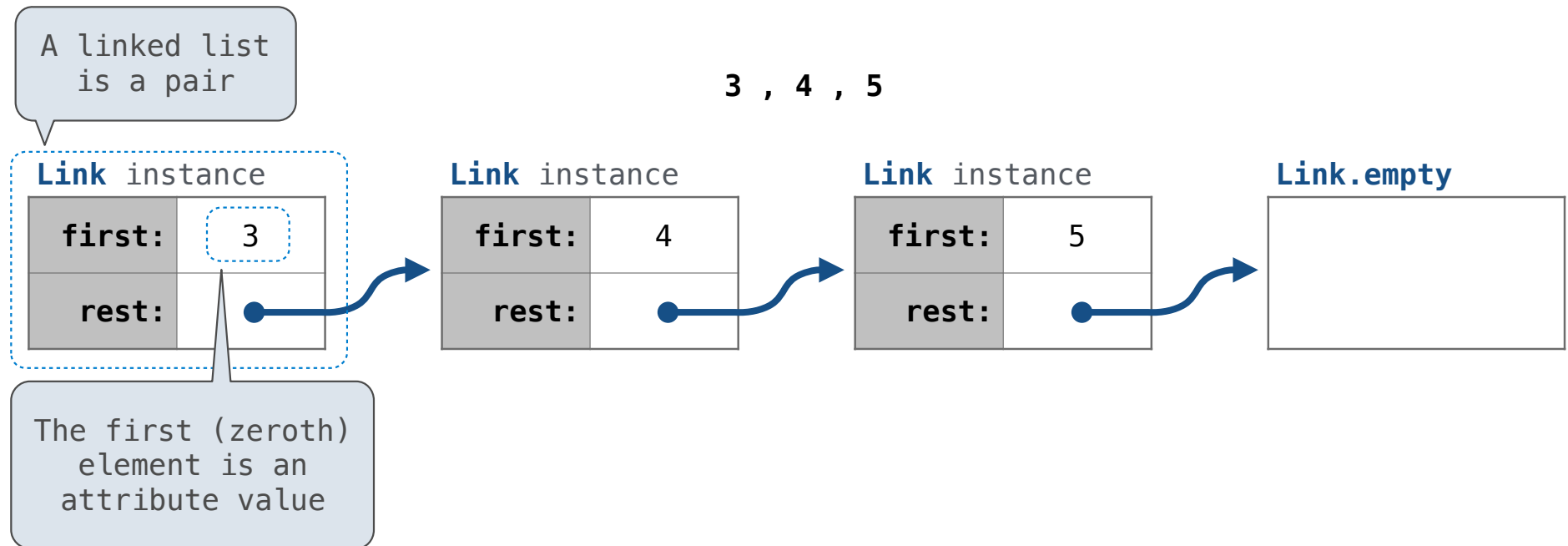
Linked List Structure

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



Linked List Structure

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

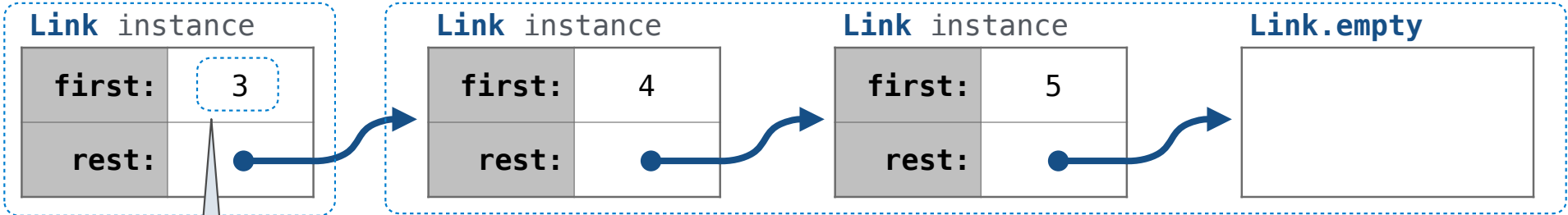


Linked List Structure

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

3 , 4 , 5

A linked list is a pair

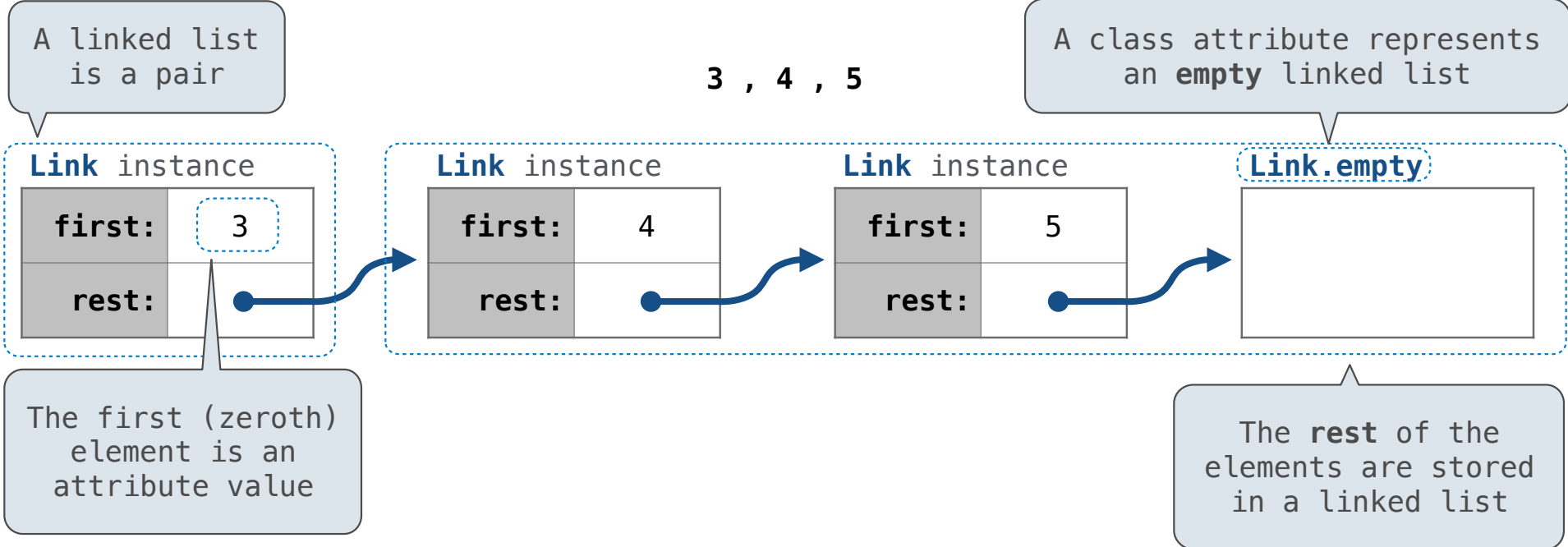


The first (zeroth) element is an attribute value

The rest of the elements are stored in a linked list

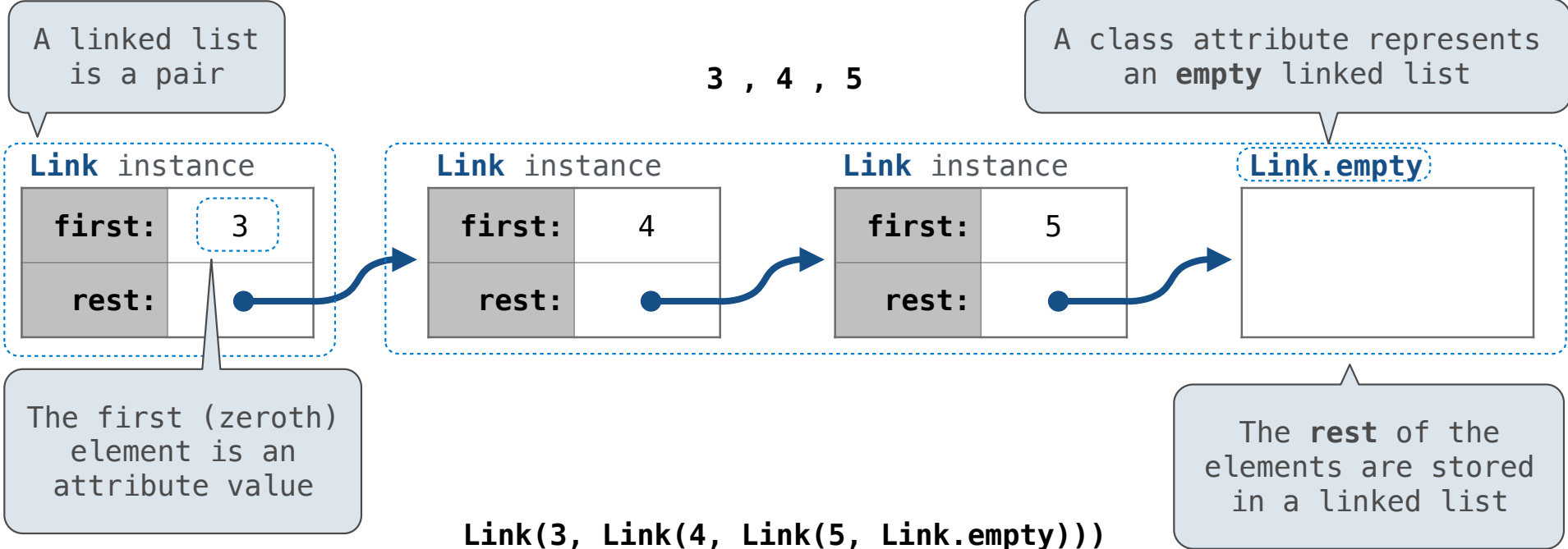
Linked List Structure

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



Linked List Structure

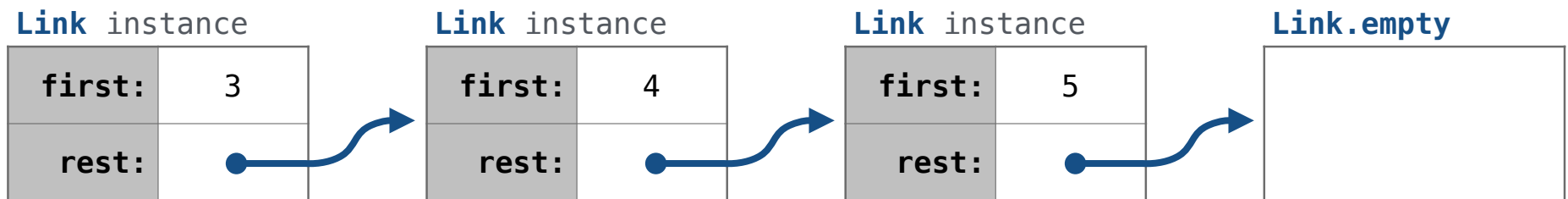
A linked list is either empty or a first value and the rest of the linked list



Linked List Structure

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

3 , 4 , 5

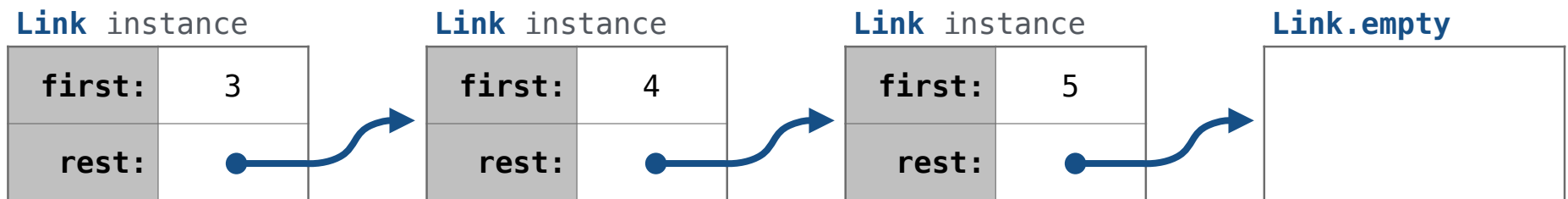


```
Link(3, Link(4, Link(5, Link.empty)))
```


Linked List Structure

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

3 , 4 , 5

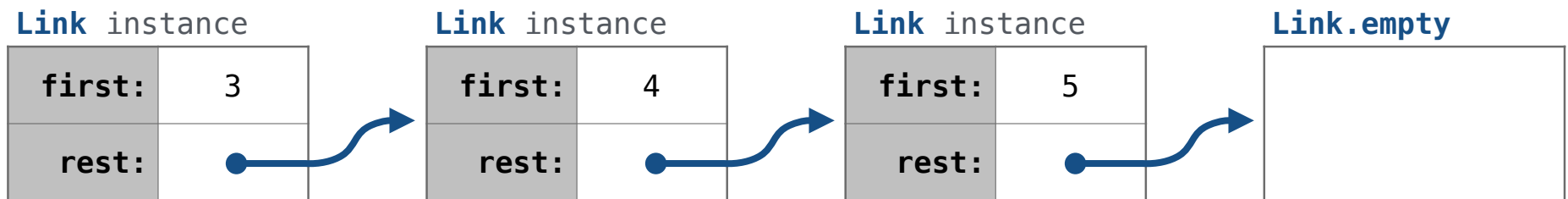


```
Link(3, Link(4, Link(5, Link.empty)))
```

Linked List Structure

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

3 , 4 , 5

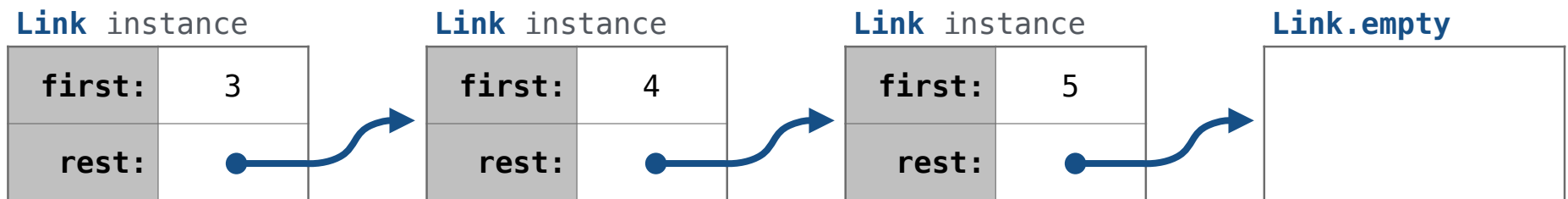


`Link(3, Link(4, Link(5, Link.empty)))`

Linked List Structure

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

3 , 4 , 5

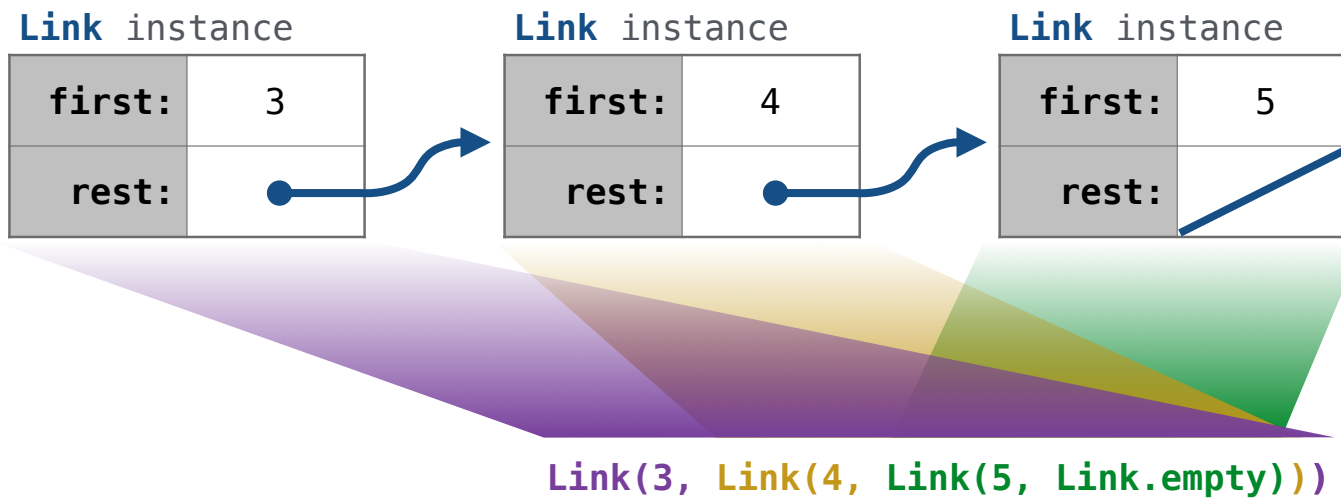


```
Link(3, Link(4, Link(5, Link.empty)))
```

Linked List Structure

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

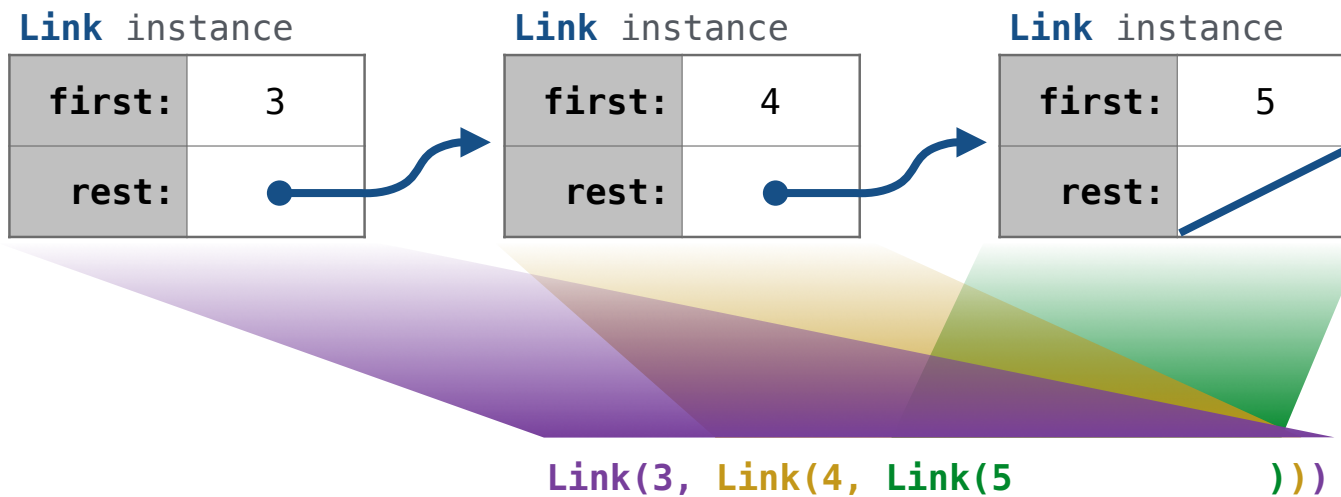
3 , 4 , 5



Linked List Structure

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

3 , 4 , 5



Linked List Class

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

Linked List Class

Linked list class: attributes are passed to `__init__`

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

Linked List Class

Linked list class: attributes are passed to `__init__`

```
class Link:
```

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


Linked List Class

Linked list class: attributes are passed to `__init__`

```
class Link:
```

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

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

Linked List Class

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)
```

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

Linked List Class

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
```

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

Linked List Class

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
```

Returns whether
rest is a Link

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

Linked List Class

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
```

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)))
```

Linked List Class

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)))
```

Linked List Class

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
```

Some zero-length sequence

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)))
```

Linked List Class

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
```

Some zero-length sequence

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)

Sequence Operations

Linked List Class

More special method names:

`__getitem__` Element selection []
`__len__` Built-in len function

Linked List Class

Linked lists are sequences

More special method names:

`__getitem__` Element selection []

`__len__` Built-in len function

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

    def __init__(self, first, rest=empty):
        assert ...
        self.first = first
        self.rest = rest
```

More special method names:

<code>__getitem__</code>	Element selection []
<code>__len__</code>	Built-in len function

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]
```

More special method names:

<code>__getitem__</code>	Element selection []
<code>__len__</code>	Built-in len function

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]
```

More special method names:

<code>__getitem__</code>	Element selection []
<code>__len__</code>	Built-in len function

This element selection syntax

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]
```

Calls this method

This element
selection syntax

More special method names:

`__getitem__` Element selection []

`__len__` Built-in len function

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]

    def __len__(self):
        return 1 + len(self.rest)
```

More special method names:

<code>__getitem__</code>	Element selection []
<code>__len__</code>	Built-in len function

Calls this method

This element selection syntax

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]

    def __len__(self):
        return 1 + len(self.rest)
```

More special method names:

<code>__getitem__</code>	Element selection []
<code>__len__</code>	Built-in len function

Calls this method

This element selection syntax

Recursive call to `__len__`

Linked List Class

Linked lists are sequences

```
class Link:
    empty = ()

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

    def __getitem__(self, i):
        if i == 0:
            return self.first
        else:
            return self.rest[i-1]

    def __len__(self):
        return 1 + len(self.rest)
```

Calls this method

This element
selection syntax

Recursive call
to __len__

More special method names:

`__getitem__` Element selection []

`__len__` Built-in len function

**Methods can be
recursive too!**

(Demo)

Linked List Processing

(Demo)