

## 61A Lecture 21

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Friday, March 13

# Announcements

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- No lecture next Wednesday 3/18
- No discussion sections next Thursday 3/19 or Friday 3/20
- Lecture next Friday 3/20 is a video (but a great one)

# Sets



# Sets

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One more built-in Python container type

## Sets

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- Set literals are enclosed in braces

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>>> s = {3, 2, 1, 4, 4}
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>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
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```
>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
>>> 3 in s
True
```



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>>> s = {3, 2, 1, 4, 4}
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>>> len(s)
4
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>>> s = {3, 2, 1, 4, 4}
>>> s
{1, 2, 3, 4}
>>> 3 in s
True
>>> len(s)
4
>>> s.union({1, 5})
{1, 2, 3, 4, 5}
```

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>>> 3 in s
True
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4
>>> s.union({1, 5})
{1, 2, 3, 4, 5}
>>> s.intersection({6, 5, 4, 3})
{3, 4}
```

## Implementing Sets

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What we should be able to do with a set:

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---

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- **Membership testing:** Is a value an element of a set?

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- **Membership testing:** Is a value an element of a set?
- **Union:** Return a set with all elements in set1 or set2

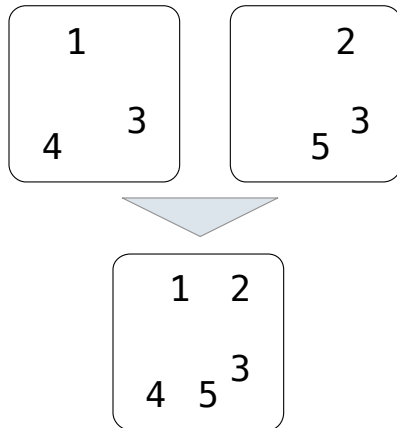
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**Union**





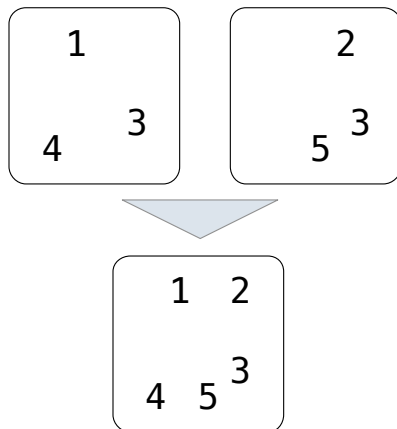
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- **Membership testing:** Is a value an element of a set?
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**Union**



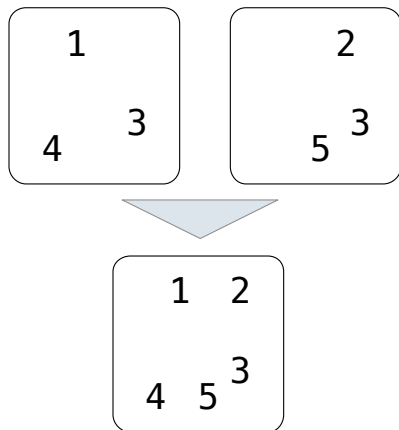
## Implementing Sets

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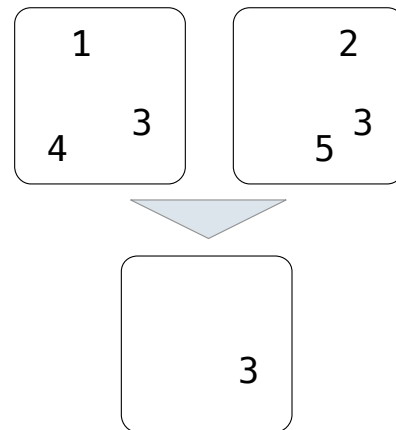
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**Intersection**

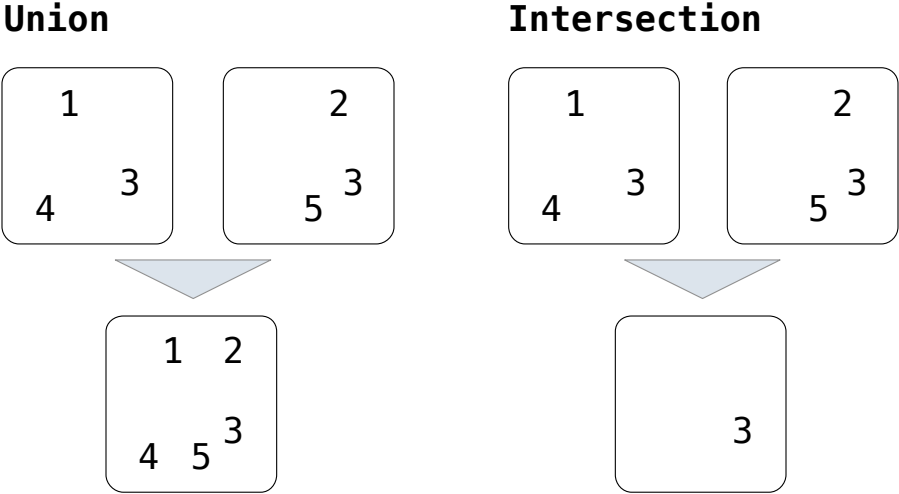


# Implementing Sets

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What we should be able to do with a set:

- **Membership testing:** Is a value an element of a set?
- **Union:** Return a set with all elements in set1 or set2
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- **Adjoin:** Return a set with all elements in s and a value v



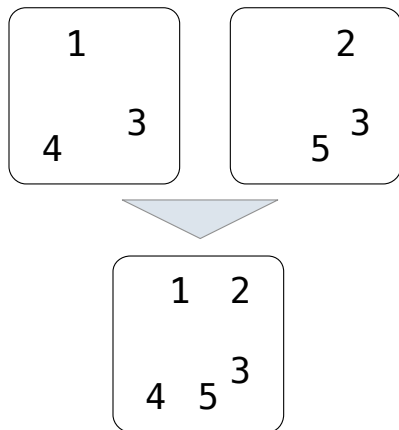
## Implementing Sets

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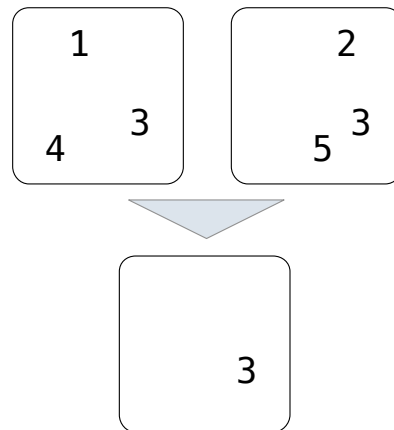
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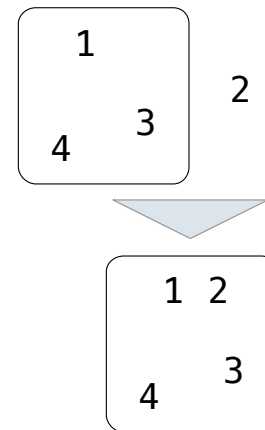
**Union**



**Intersection**



**Adjoin**



## Sets as Unordered Sequences

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```
def empty(s):  
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def set_contains(s, v):  
    """Return whether set s contains value v.  
  
    >>> s = Link(1, Link(2, Link(3)))  
    >>> set_contains(s, 2)  
    True  
    """
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**Time order of growth**

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$\Theta(1)$

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*Time depends on whether  
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*Assuming  $v$  either  
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(Demo)

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**Time order of growth**

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The size of the set

## Sets as Unordered Sequences

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```
def adjoin_set(s, v):
    if set_contains(s, v):
        return s
    else:
        return Link(v, s)

def intersect_set(set1, set2):
    in_set2 = lambda v: set_contains(set2, v)
    return keep_if(set1, in_set2)
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for Link instances

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If sets are  
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```
def union_set(set1, set2):  
    not_in_set2 = lambda v: not set_contains(set2, v)  
    set1_not_set2 = keep_if(set1, not_in_set2)  
    return extend(set1_not_set2, set2)
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**Time order of growth**

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The size of the set

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(Demo)

## Sets as Ordered Sequences

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---

**Proposal 2:** A set is represented by a linked list with unique elements that is *ordered from least to greatest*



## Sets as Ordered Sequences

---

**Proposal 2:** A set is represented by a linked list with unique elements that is *ordered from least to greatest*

Parts of the program that...

Assume that sets are...

Using...

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Implement set operations

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Use sets to contain values	Unordered collections	<code>empty</code> , <code>set_contains</code> , <code>adjoin_set</code> , <code>intersect_set</code> , <code>union_set</code>
Implement set operations	Ordered linked lists	

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*Different parts of a program may make different assumptions about data*

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        e1, e2 = set1.first, set2.first
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        e1, e2 = set1.first, set2.first
        if e1 == e2:
            return Link(e1, intersect_set(set1.rest, set2.rest))
```

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Order of growth?

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```

Order of growth?  $\Theta(n)$

## Sets as Binary Search Trees

# Binary Search Trees

---

## Binary Search Trees

---

**Proposal 3:** A set is represented as a Tree with two branches. Each entry is:

## Binary Search Trees

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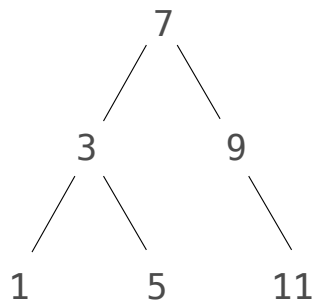


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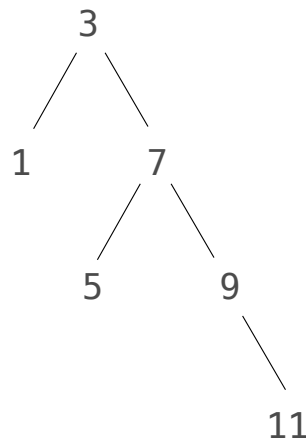
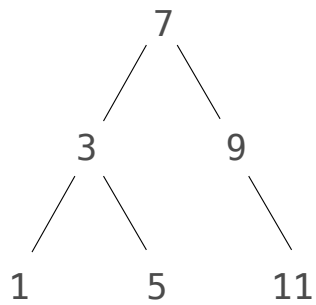


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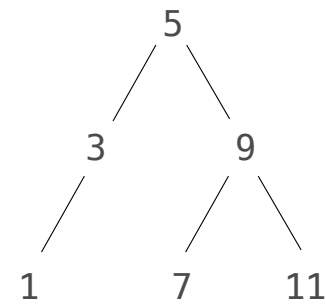
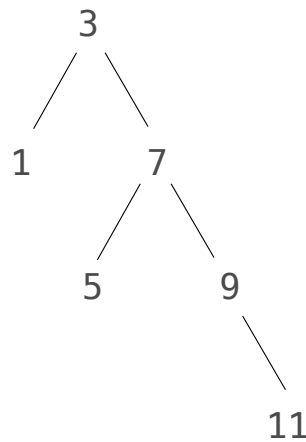
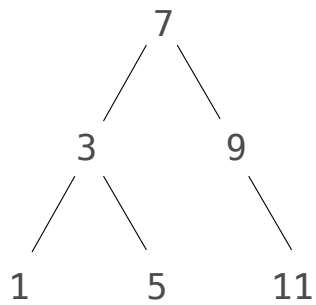


## Binary Search Trees

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## Binary Tree Class

---

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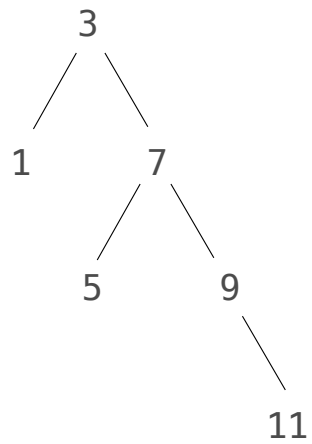
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A binary tree is a tree that has a left branch and a right branch

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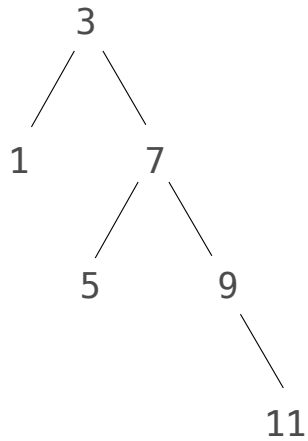


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**Idea:** Fill the place of a missing left branch with an empty tree

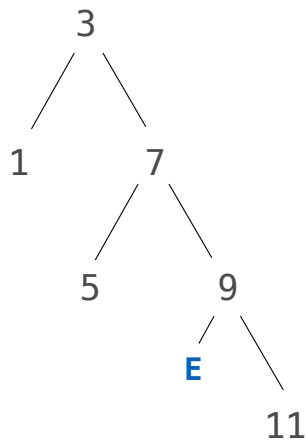


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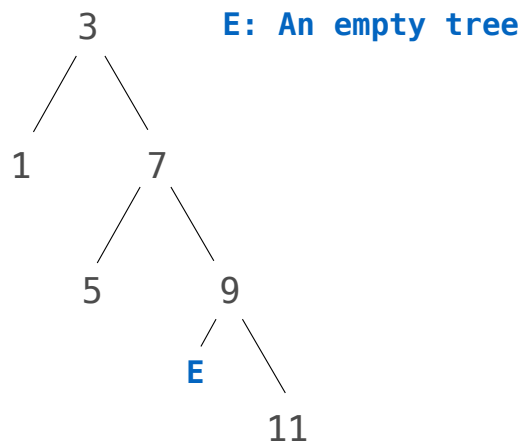


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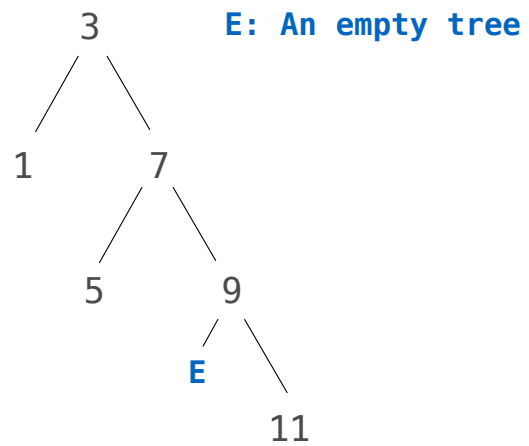
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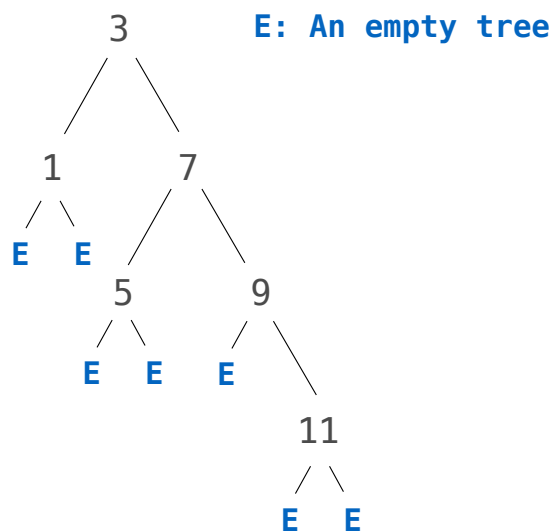
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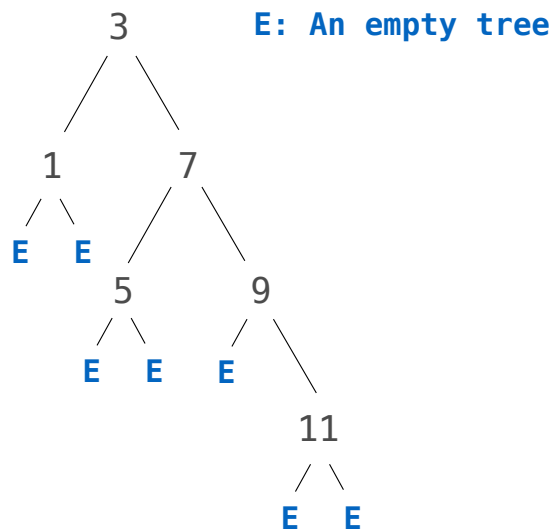
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## Binary Tree Class

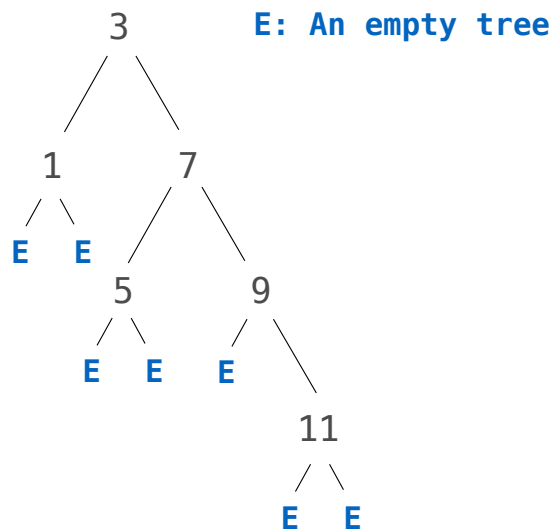
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## Binary Tree Class

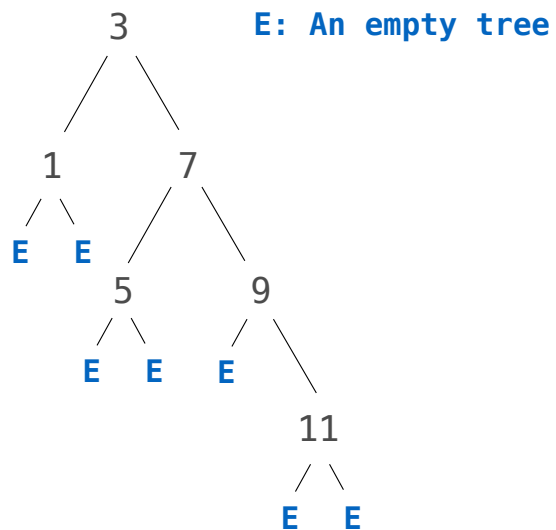
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        Tree.__init__(self, entry, (left, right))  
        self.is_empty = False
```



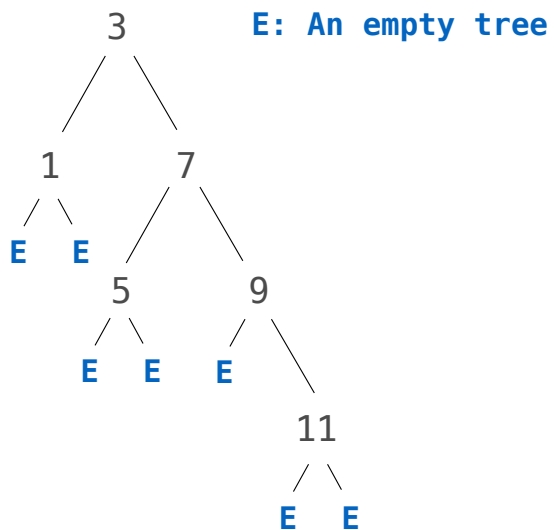
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    @property
    def left(self):
        return self.branches[0]
```

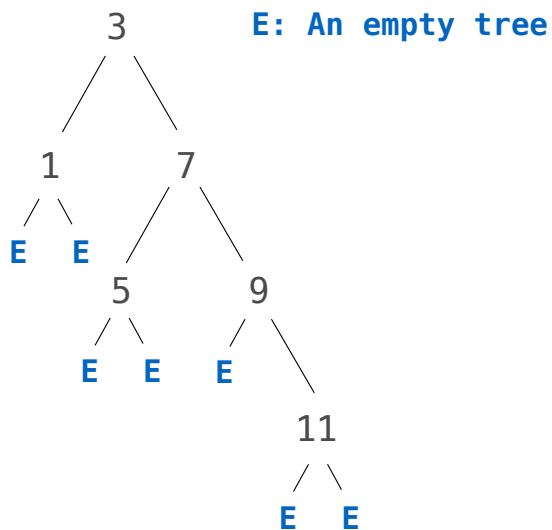
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    def left(self):
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    @property
    def right(self):
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```



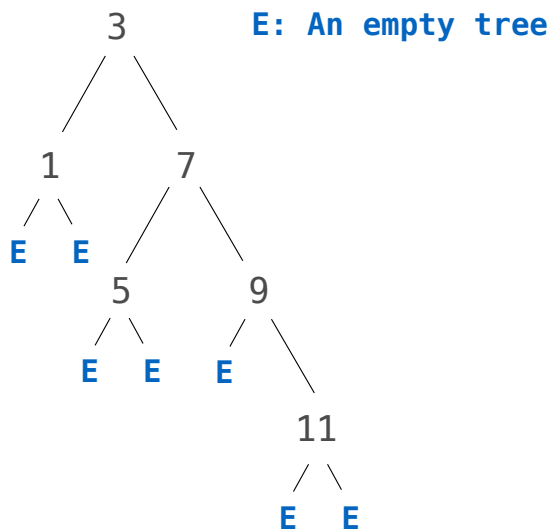
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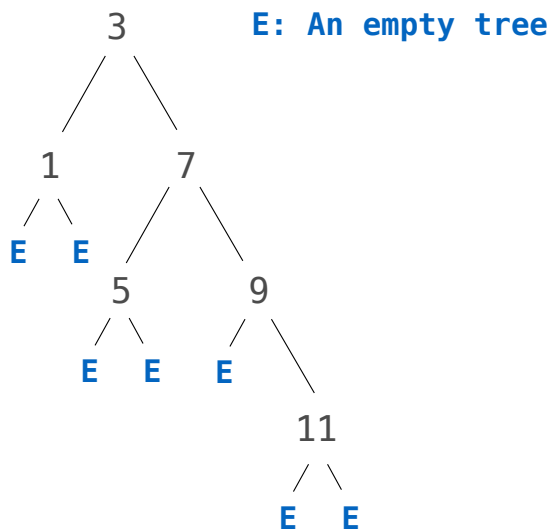
Bin = BinaryTree

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```

```
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```

```
Bin = BinaryTree
t = Bin(3, Bin(1),
        Bin(7, Bin(5),
            Bin(9, Bin.empty,
                Bin(11))))
```

## Membership in Binary Search Trees

---

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`set_contains` traverses the tree

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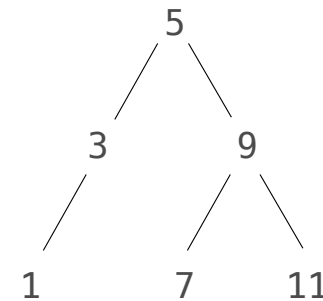
- If the element is not the entry, it can only be in either the left or right branch
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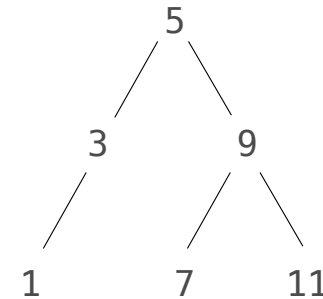


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9



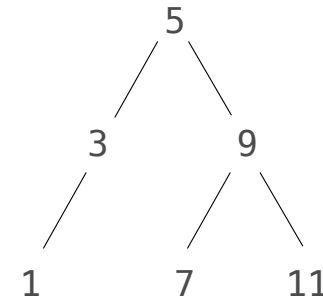
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def set_contains(s, v):
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9

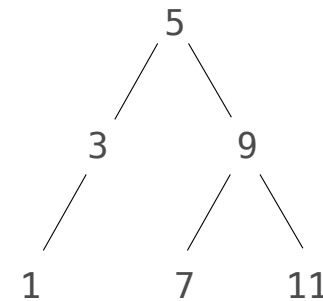
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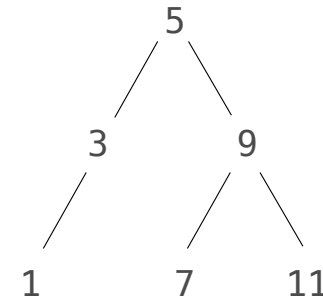
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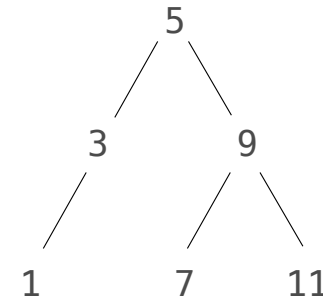
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def set_contains(s, v):  
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    elif s.entry == v:  
        return True  
    elif s.entry < v:  
        return set_contains(s.right, v)
```



9

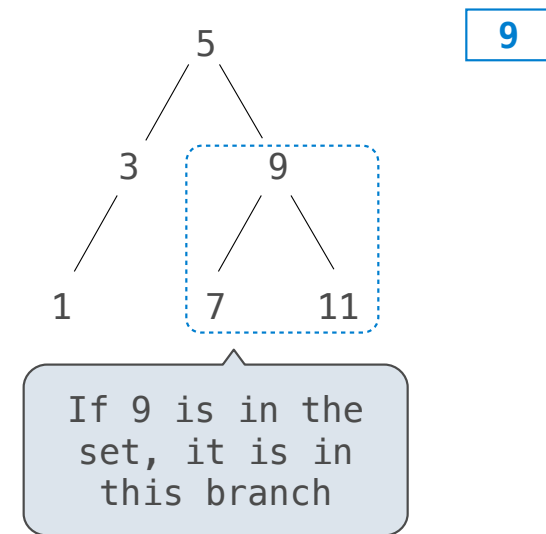
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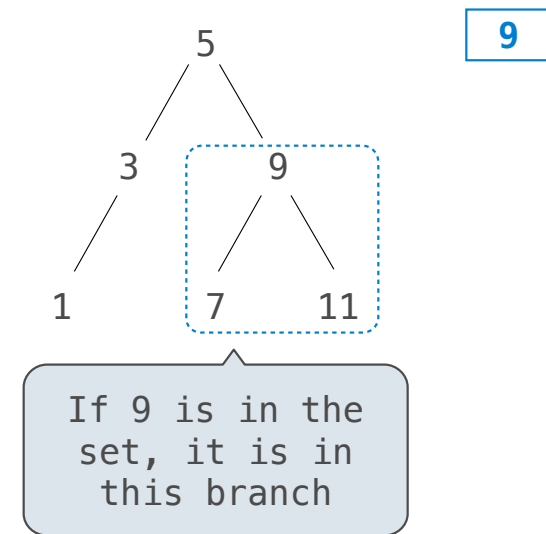
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    elif s.entry > v:  
        return set_contains(s.left, v)
```



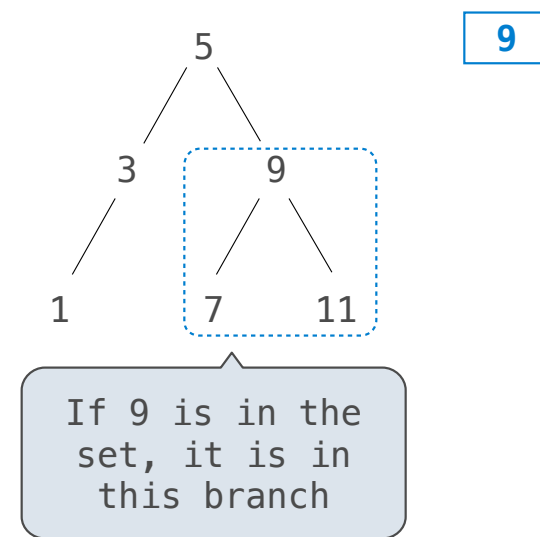
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Order of growth?

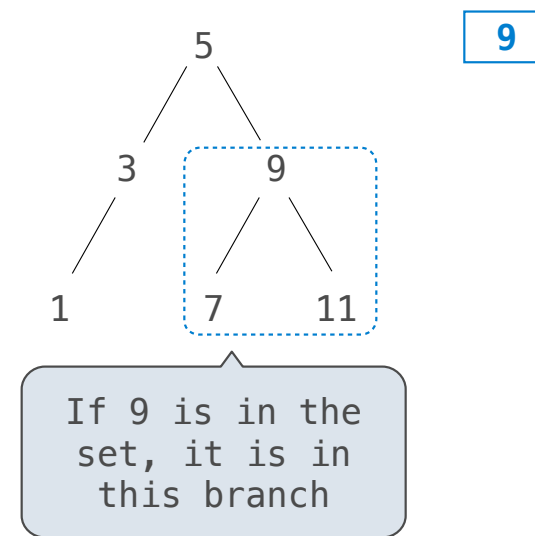
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Order of growth?  $\Theta(h)$  on average

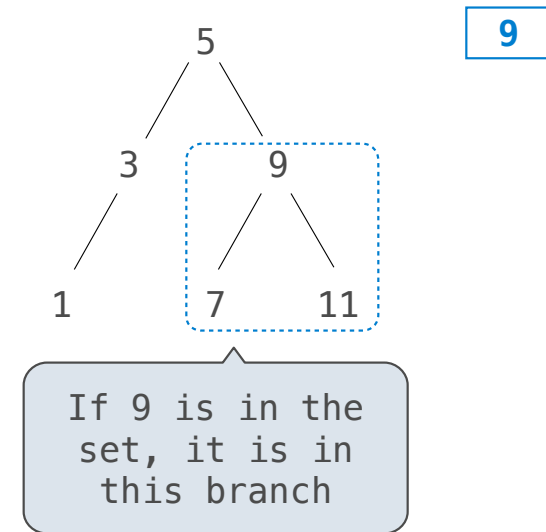


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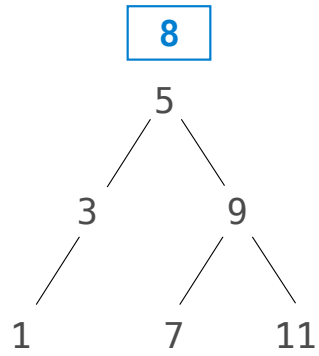
$\Theta(\log n)$  on average for a balanced tree

## Adjoining to a Tree Set

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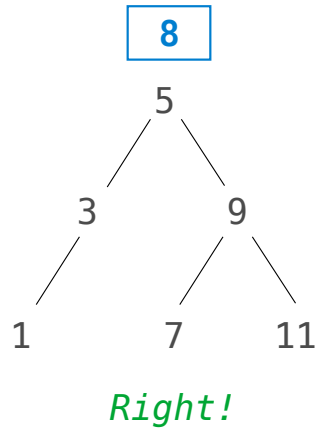
## Adjoining to a Tree Set

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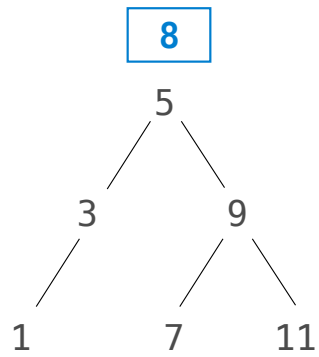
## Adjoining to a Tree Set

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## Adjoining to a Tree Set

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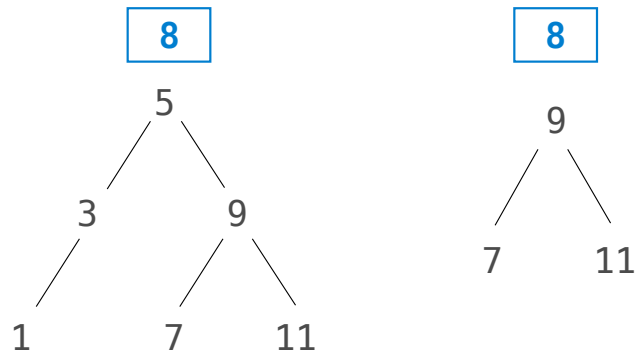


*Right!*

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## Adjoining to a Tree Set

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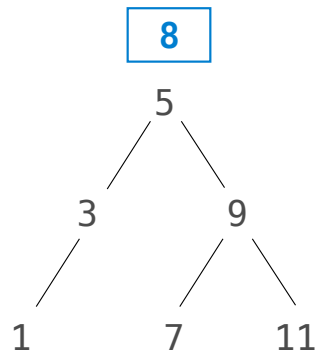


*Right!*

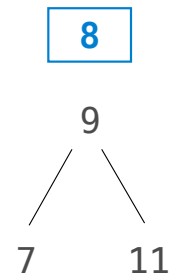


## Adjoining to a Tree Set

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*Right!*

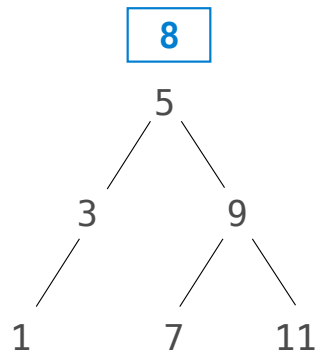


*Left!*

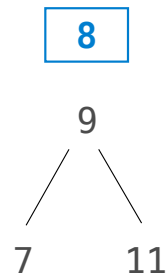


## Adjoining to a Tree Set

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*Right!*



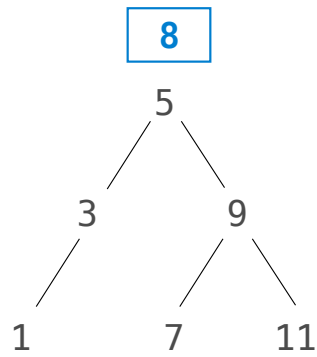
*Left!*



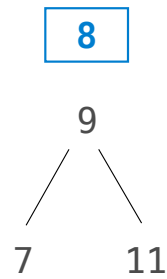


## Adjoining to a Tree Set

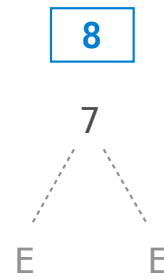
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*Right!*

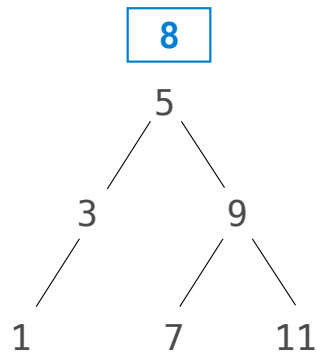


*Left!*

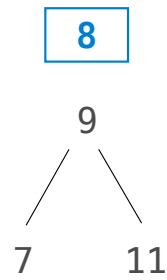


## Adjoining to a Tree Set

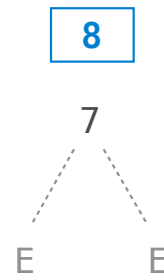
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*Right!*



*Left!*

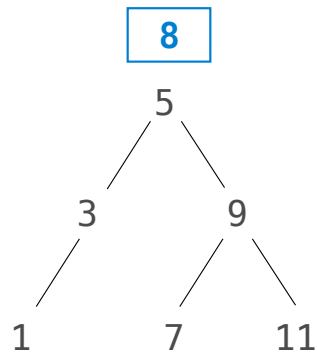


*Right!*

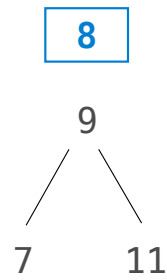


## Adjoining to a Tree Set

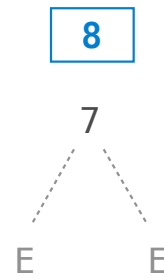
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*Right!*



*Left!*

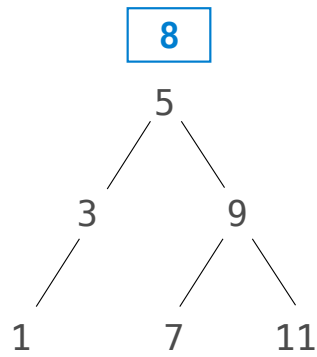


*Right!*

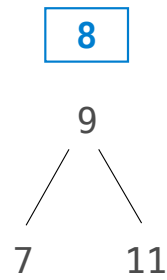


## Adjoining to a Tree Set

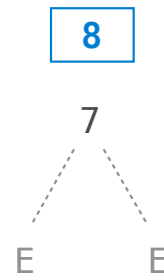
---



*Right!*



*Left!*



*Right!*

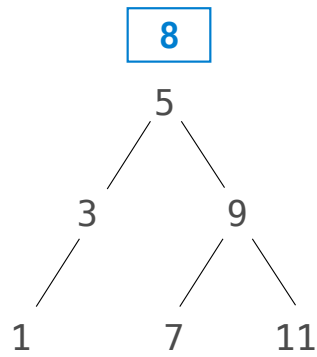


*Stop!*

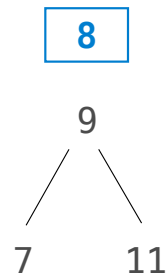


## Adjoining to a Tree Set

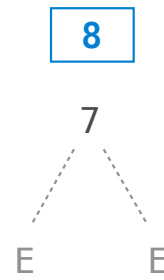
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*Right!*



*Left!*



*Right!*

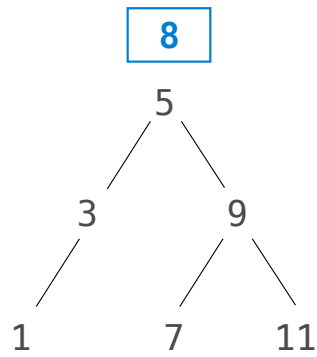


*Stop!*

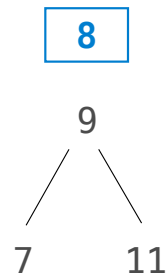


## Adjoining to a Tree Set

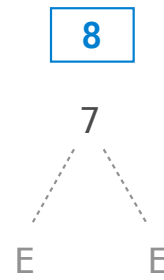
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*Right!*



*Left!*



*Right!*



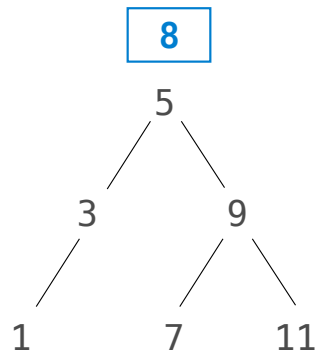
*Stop!*



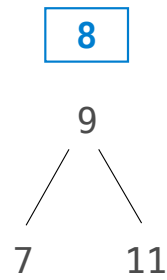
8

## Adjoining to a Tree Set

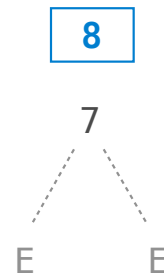
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*Right!*



*Left!*



*Right!*

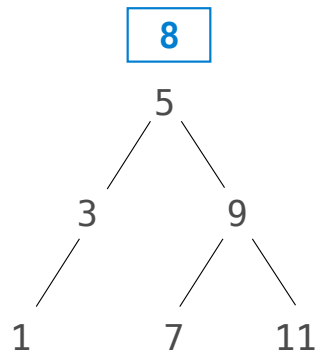


*Stop!*

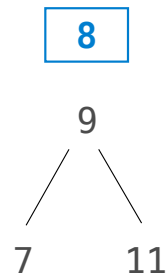


## Adjoining to a Tree Set

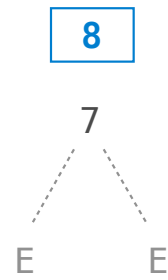
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*Right!*



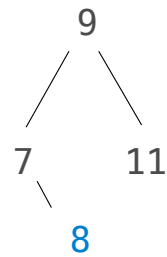
*Left!*



*Right!*



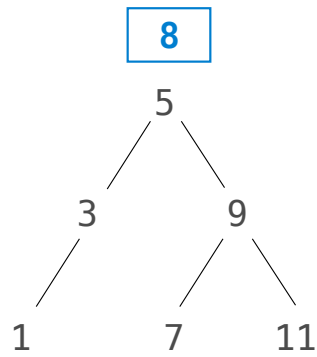
*Stop!*



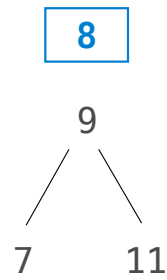
8



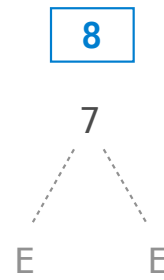
# Adjoining to a Tree Set



*Right!*



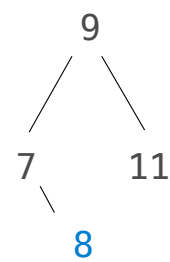
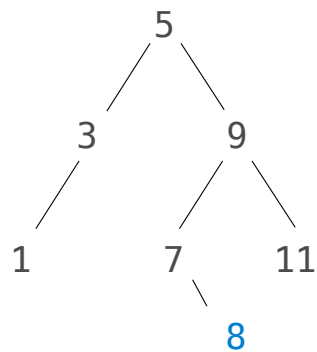
*Left!*



*Right!*

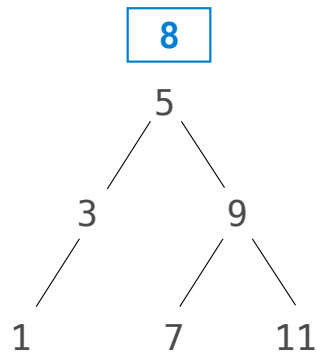


*Stop!*

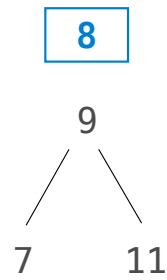


8

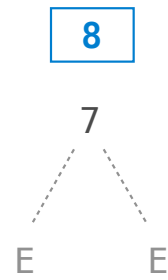
# Adjoining to a Tree Set



*Right!*



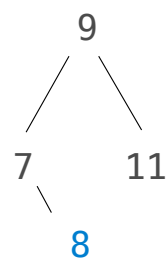
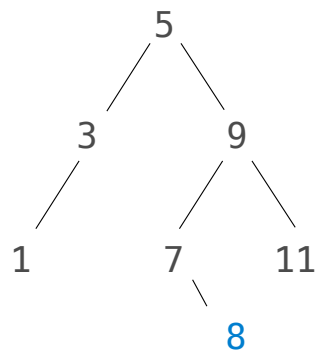
*Left!*



*Right!*



*Stop!*



(Demo)



8