

Final Examples

Announcements

Trees

Tree-Structured Data

```
def tree(label, branches=[]):
    return [label] + list(branches)

def label(t):
    return t[0]

def branches(t):
    return t[1:]

def is_leaf(t):
    return not branches(t)

class Tree:
    def __init__(self, label, branches=[]):
        self.label = label
        self.branches = list(branches)

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

A tree can contain other trees:

```
[5, [6, 7], 8, [[9], 10]]
(+ 5 (- 6 7) 8 (* (- 9) 10))
```

```
(S
 (NP (JJ Short) (NNS cuts))
 (VP (VBP make)
      (NP (JJ long) (NNS delays)))
 (. .))
```


Midterm 1
Midterm 2

Tree processing often involves recursive calls on subtrees

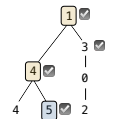
Tree Processing

Solving Tree Problems

Implement `biggs`, which takes a `Tree` instance `t` containing integer labels. It returns the number of nodes in `t` whose labels are larger than all labels of their ancestor nodes.

```
def biggs(t):
    """Return the number of nodes in t that are larger than all their ancestors.

    >>> a = Tree(1, [Tree(4, [Tree(4), Tree(5)]), Tree(3, [Tree(0, [Tree(2)])])]
    >>> biggs(a)
    4
    """
```



The root label is always larger than all of its ancestors

```
if t.is_leaf():
    return 1
else:
    return 1 + sum([biggs(b) for b in t.branches])
```

Somehow track a list of ancestors

Somehow increment the total count

if node.label > max(ancestors):

Somehow track the largest ancestor

if node.label > max_ancestors:

Solving Tree Problems

Implement `biggs`, which takes a `Tree` instance `t` containing integer labels. It returns the number of nodes in `t` whose labels are larger than any labels of their ancestor nodes.

```
def biggs(t):
    """Return the number of nodes in t that are larger than all their ancestors.

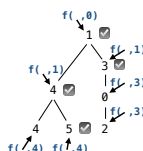
    >>> a = Tree(1, [Tree(4, [Tree(4), Tree(5)]), Tree(3, [Tree(0, [Tree(2)])])]
    >>> biggs(a)
    4
    """
    def f(a, x):
        """A node in t is biggs if a.label > x"""
        if a.label > x:
            return 1 + sum([f(b, a.label) for b in a.branches])
        else:
            return sum([f(b, x) for b in a.branches])
    return f(t, t.label - 1)
```

Somehow track the largest ancestor

Somehow increment the total count

Root label is always larger than its ancestors

Some initial value for the largest ancestor so far...



Recursive Accumulation

Solving Tree Problems

Implement `biggs`, which takes a `Tree` instance `t` containing integer labels. It returns the number of nodes in `t` whose labels are larger than any labels of their ancestor nodes.

```
def biggs(t):  
    """Return the number of nodes in t that are larger than all their ancestors."""  
    n = 0  
    def f(a, x):  
        nonlocal n  
        if a.label > x:  
            n += 1  
        for b in a.branches:  
            f(b, max(a.label, x))  
    f(t, t.label - 1)  
    return n
```

Annotations:

- Somehow track the largest ancestor (points to `x`)
- node.label > max_ancestors (points to `a.label > x`)
- Somehow increment the total count (points to `n += 1`)
- Root label is always larger than its ancestors (points to `t, t.label - 1`)

Designing Functions

How to Design Programs

From Problem Analysis to Data Definitions

Identify the information that must be represented and how it is represented in the chosen programming language. Formulate data definitions and illustrate them with `examples`.

Signature, Purpose Statement, Header

State what kind of data the desired function consumes and produces. Formulate a concise answer to the question *what* the function computes. Define a stub that lives up to the signature.

Functional Examples

Work through `examples` that illustrate the function's purpose.

Function Template

Translate the data definitions into an outline of the function.

Function Definition

Fill in the gaps in the function template. Exploit the purpose statement and the `examples`.

Testing

Articulate the `examples` as tests and ensure that the function passes all. Doing so discovers mistakes. Tests also supplement examples in that they help others read and understand the definition when the need arises—and it will arise for any serious program.

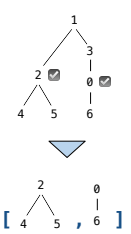
<https://htdp.org/2018-01-06/Book/>

Applying the Design Process

Designing a Function

Implement `smalls`, which takes a `Tree` instance `t` containing integer labels. It returns the non-leaf nodes in `t` whose labels are smaller than any labels of their descendant nodes.

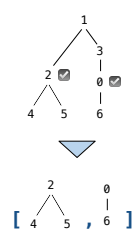
```
def smalls(t):  
    """Return the non-leaf nodes in t that are smaller than all their descendants.  
    Signature: Tree -> List of Trees  
    """  
    >>> a = Tree(1, [Tree(2, [Tree(4), Tree(5)]), Tree(3, [Tree(0, [Tree(6)])])])  
    >>> sorted([t.label for t in smalls(a)])  
    [0, 2]  
    Signature: Tree -> number  
    def process(t):  
        """Find smallest label in t & maybe add t to result"""  
        if t.is_leaf():  
            return t.label  
        else:  
            result = []  
            return min(...)  
            process(t)  
            return result
```



Designing a Function

Implement `smalls`, which takes a `Tree` instance `t` containing integer labels. It returns the non-leaf nodes in `t` whose labels are smaller than any labels of their descendant nodes.

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    >>> sorted([t.label for t in smalls(a)])  
    [0, 2]  
    Signature: Tree -> number  
    def process(t):  
        """Find smallest label in t & maybe add t to result"""  
        if t.is_leaf():  
            return t.label  
        else:  
            smallest = min([process(b) for b in t.branches])  
            if t.label < smallest:  
                result.append(t)  
            return min(smallest, t.label)  
        process(t)  
        return result
```



Society

Privacy Policies and Laws

Mark Zuckerberg in San Francisco, January 8, 2010

"People have really gotten comfortable not only sharing more information and different kinds, but more openly and with more people. That social norm is just something that has evolved over time."

Tim Cook in Brussels, October 24, 2018

"We at Apple are in full support of a comprehensive federal privacy law in the United States. There, and everywhere, it should be rooted in four essential rights:

- First, the right to have **personal data minimized**. Companies should challenge themselves to de-identify customer data, or not to collect it in the first place.
- Second, the **right to knowledge**. Users should always know what data is being collected and what it is being collected for. This is the only way to empower users to decide what collection is legitimate and what isn't. Anything less is a sham.
- Third, the **right to access**. Companies should recognize that data belongs to users, and we should all make it easy for users to get a copy of, correct, and delete their personal data.
- And fourth, the **right to security**. Security is foundational to trust and all other privacy rights."

Perils of Sharing

A persistent source of privacy breaches: sending a message to an unintended recipient

Grandmas keep accidentally tagging themselves as Grandmaster Flash on Facebook



Grandmaster Flash was mentioned in a post

Doris Smetekop
July 5 · 4h

Happy birthday Cassie and Jessie. It is hard to believe 20 years have gone by so fast. Wish we could be their. Love Grandpa and Grandmaster Flash

Share

3 people like this.

Grandmaster Flash was mentioned in a post

Evelyn Shoemaker
July 5 · 4h

Happy bdat Jaden. Have a great day. Your card has been mailed. Love you. Grandmaster Flash

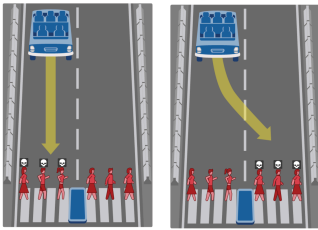
Share

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Software

Automated Decision Making

What should the self-driving car do?



Self Driving Vehicle (SDV) Overview

Key features include:

- 360-degree sensor suite for 360° awareness
- High-resolution camera and radar for object detection and classification
- High-resolution lidar for 3D perception of the vehicle's surroundings
- High-resolution lidar for 3D perception of the vehicle's surroundings

Advanced driving camera and radar suite can be used for both monitoring for traffic and detecting pedestrians, cyclists, and other vehicles.

SDV is a self-driving car that can drive itself without the need for a human driver. It is designed to be used in a variety of environments, including urban and suburban areas.

Self-Driving System Sensors

- 360-degree camera** for 360° awareness
- 360-degree radar** for 360° awareness
- 360-degree lidar** for 3D perception of the vehicle's surroundings
- 360-degree lidar** for 3D perception of the vehicle's surroundings

SDV is a self-driving car that can drive itself without the need for a human driver. It is designed to be used in a variety of environments, including urban and suburban areas.

Life