

アルゴリズムとデータ構造入門

2. データによる抽象の構築

2.2 階層データ構造と閉包性

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<http://winnie.kuis.kyoto-u.ac.jp/~okuno/Lecture/06/IntroAlgDs/>

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- 12月5日は中間試験
- 範囲は11月28日までの講義 & 教科書

11月21日・本日のメニュー

データによる抽象化

- 2.2. Hierarchical Data and the Closure Property (階層データ構造と閉包性)
- 2.2.1 Representing Sequences (並び)
- 2.2.2 Hierarchical Structures
- 2.2.3 Sequences as Conventional Interfaces



「具体から抽象へは行けるが、
抽象から具体へは行けない」
(畑村洋太郎『直観でわかる数学』岩波書店)

失敗学会

<http://shippai.org/shippai/html/>



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The road to wisdom?

Don Knuth

<http://www-cs-faculty.stanford.edu/~knuth/graphics.html>

訂正・補足

- **Power Set of A: 2^A**
- TUS-Scheme (TUS) の時間測定
 - (time <form>)
 - (time (factorial 1000))
 - (time (null? (factorial 10000)))
- TUS-Scheme (TUS) の乱数 (random) はない.
 - <http://winnie.kuis.kyoto-u.ac.jp/~okuno/Lecture/05/IntroAlgDs/random.lsp>
 - tus2, tustk2 ではありません.
- cygwin上のTUS: 改行が nl ($\backslash n$) でないといけない
 - ファイルの改行が "cr nl" か "nl" だけかをチェック

2.2 Hierarchical Data and the Closure Property (階層データ構造と閉包性)

- 基本データ構造: Pair (cell) 対 (セル) (cons a b)
- Box-and-pointer notation

| | |
|---|---|
| a | b |
|---|---|

- List structure (Backus-Naur Form, BNF 記法)
 - ::= は定義
 - | は代替
 - $\langle list \rangle ::= \langle null \rangle | (\langle element \rangle . \langle element \rangle)$
 - $\langle element \rangle ::= \langle name \rangle | \langle number \rangle \langle list \rangle$
- Closure property (閉包性) of cons \Rightarrow リスト

2.2.1 Representing Sequences(表現)

- Sequence (列・並び) 1, 2, 3, 4
(1 2 3 4)

- (cons 1
 (cons 2
 (cons 3
 (cons 4 nil)
))
))

構築子を使うと

入出力による表現

- (1 . (2 . (3 . (4 . nil))))
- (list 1 2 3 4)

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Sequences表現の簡略化

- Sequence (列・並び) の表現の簡略化
(1 2 3 4 . 5)

1. (xxx . nil) ⇒ (xxx)
2. (xxx . (yyy ...)) ⇒ (xxx yyy ...)

(1 . (2 . (3 . (4 . 5))))
⇒ (1 2 . (3 . (4 . 5)))
⇒ (1 2 3 . (4 . 5))
⇒ (1 2 3 4 . 5)

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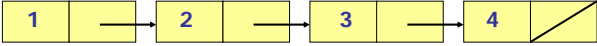
2.2.1 List operations(リスト演算)

- (define (list-ref items n) ...)
 - (list-ref (list 0 1 2) 0)
 - 0
 - (list-ref (list 0 1 2) 2)
 - 2
 - (list-ref (list 0 1 2) 5)
 - ()
- (define (length items) ...)
 - (length ())
 - 0
 - (length (list 1 2 3))
 - 3

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List-ref by **cdring down**

- `(list-ref items n)`
 if `n=0`, list-ref is `car`
 otherwise, `(n-1)`st item of the rest (`cdr`)

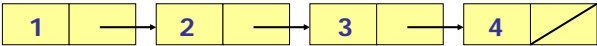


- `(define (list-ref items n)`
 (if (= n 0)
 (car items)
 (list-ref (cdr items) (- n 1))))
- **cdring down** the list (**cdr down**)
- Tail recursion に注意 (自動的に iteration に変換)

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Length by **cdring down**

- `(length items)`
 if `items` is `null?`, length is 0
 otherwise, 1 + length of the rest (`cdr`)



- `(define (length items)`
 (if (null? items)
 0
 (+ 1 (length (cdr items))))
- `(+ (length (cdr items)) 1)` との違い!

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length: recursion and iteration versions

- `(define (length items)`
 (if (null? items)
 0
 (+ 1 (length (cdr items))))
- `(define (length items)`
 (define (iter a count)
 (if (null? a)
 count
 (iter (cdr a) (+ 1 count))))
 (iter items 0))

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Lisp/Scheme Programming十戒

The First Commandment
Always ask `null?` as the first question
in expressing any function.

The Second Commandment
Use `cons` to build lists.

The Third Commandment
When building a list, describe the first typical
element,
and then `cons` it onto the natural recursion.

(Friedman, et al. "The Little Schemer", MIT Press)

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Ex2.19 `cc` change of coins

```

■ (define us-coins (list 50 25 10 5 1))
■ (define uk-coins (list 100 50 20 10 5 2 1 0.5))
■ (define (cc amount coin-values)
  (cond ((= amount 0) 1)
        ((or (< amount 0) (no-more? coin-values))
         0)
        (else
         (+ (cc amount
                (except-first-denomination coin-values))
            (cc (- amount
                  (first-denomination coin-values) )
                coin-values )))))
■ (define (except-first-denomination coins)
  (cdr coins) )
■ (define (first-denomination coins)
  (car coins) )
■ (define (no-more? coins)
  (null? coins) )

```

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11月21日・本日のメニュー

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- 2.2. Hierarchical Data and the Closure Property
- **2.2.1 Representing Sequences**
- **2.3.1 Quote**
- 2.2.2 Hierarchical Structures
- 2.2.3 Sequences as Conventional Interfaces

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2.3.1 Quotation

- 定数データの表現: quote (引用) '
 - (define foo (list 'a 'b))
 - ⇒ (a b)
 - (define foo '(a b)) とほぼ同じ

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2.2.1 リスト演算の例での quote

- (define (list-ref items n) ...)
 - (list-ref (list 0 1 2) 0)
 - (list-ref '(0 1 2) 0)
 - 0
 - (list-ref (list 0 1 2) 1)
 - (list-ref '(0 1 2) 1)
 - 1
 - (list-ref (list 0 1 2) 5)
 - (list-ref '(0 1 2) 5)
 - ()
- (define (length items) ...)
 - (length (list 1 2 3))
 - (length '(1 2 3))
 - 3

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cons up while cdring down

- (define (append list1 list2) ...)
 - 例 (append () (list 1 2 3))
 - (1 2 3)
 - 例 (append () (list 'a 'b 'c))
 - (a b c)
 - 例 (append '(1 2) '(a b c))
 - (1 2 a b c)
- (define (reverse items) ...)
 - 例 (reverse ())
 - ()
 - 例 (reverse '(1 2 3 4 5))
 - (5 4 3 2 1)

' は quote

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append と reverse の例

- `(append (list 1 2 3) ())` **(123)**
- `(append (quote (1 2 3)) ())` **(123)**
- `(append '(1 2 3) ())` **(123)**
- `(append '(1 2 3) '(5 6 7))` **(123567)**
- `(append () '(a b c))` **(a b c)**

- `(reverse '(1 2 3 4 5))` **(54321)**
- `(reverse '(ni ku i shi ku tsu u))`
(u tsu ku shi i ku ni)
- `(reverse '(にくいし くつう))`
(うつくしいくに)

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append by consing up while cdring down

- `(append list1 list2)`
if list1 is null?, append is list2
otherwise, cons the 1st item of list1 and
append of the rest of list1 and list2
- `(define (append list1 list2)`
 `(if (null? list1)`
 `list2`
 `(cons (car list1)`
 `(append (cdr list1) list2))`
 `))`

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reverse by consing up while cdring down

- `(reverse items)`
if items is null?, reverse is nil
otherwise, append reverse of the rest of
items and list of the 1st item of items
- `(define (reverse items)`
 `(if (null? items)`
 `nil`
 `(append (reverse (cdr items))`
 `(list (car items)))`
 `))`

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Ex2.27 deep-reverse

- `(reverse '(1 (2 3) 4 ((5 6) 7)))`
`((5 6) 7) 4 (2 3) 1`
- `(deep-reverse '(1 (2 3) 4 ((5 6) 7)))`
`((7 (6 5)) 4 (3 2) 1)`
- `(define (deep-reverse tree)`
 `(cond ((null? tree) nil)`
 `((not (pair? tree)) tree)`
 `(t (append`
 `(deep-reverse (cdr tree))`
 `(list (deep-reverse`
 `(car tree))))`
 `)))`

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Ex2.28 fringe

- `(fringe '(1 (2 3) 4 ((5 6) 7)))`
`(1 2 3 4 5 6 7)`
- `(define (fringe tree)`
 `(cond ((null? tree) nil)`
 `((not (pair? tree))`
 `(list tree))`
 `(t (append`
 `(fringe (car tree))`
 `(fringe (cdr tree)))`
 `))`

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Formal parameterの指定

- `(define (f x y . z) <body>)`
- 例 `(f 1 2 3 4 5 6)`
- $x \leftarrow 1, y \leftarrow 2, z \leftarrow (3\ 4\ 5\ 6)$
- `(define (g . w) <body>)`
- 例 `(g 1 2 3 4 5 6)`
- $w \leftarrow (1\ 2\ 3\ 4\ 5\ 6)$

- `(define f (lambda (x y . z) <body>))`
- `(define g (lambda w <body>))`

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Arguments with dotted-tail notation

- `(define (f x y . z) <body>)`

- `(define (sum . items) (define (iter items result) (if (null? items) result (iter (cdr items) (+ result (car items)))) (iter items 0))` **iterative procedure**

- `(define (sum . items) (define (recur items) (if (null? items) 0 (+ (car items) (recur (cdr items)))) (recur items))` **recursive procedure**

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Apply transformation to each element

- `(define (scale-list items factor) (if (null? items) nil (cons (* (car items) factor) (scale-list (cdr items) factor))))`
↓
- `(define (map proc items) (if (null? items) nil (cons (proc (car items)) (map proc (cdr items)))))`
- `(map abs (list -10 2.5 -11.6 17))`
⇒ `(10 2.5 11.6 17)`
- `(define (scale-list items factor) (map (lambda (x) (* x factor)) items))`

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Apply transformation to each element

- 本当の map はもっと強力！

```
(map (lambda (x y) (+ x (* 2 y)))
     (list 1 2 3)
     (list 4 5 6) )
⇒ (9 12 15)
```

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11月21日・本日のメニュー

データによる抽象化

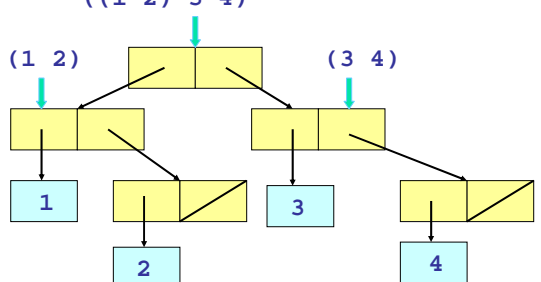
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2.2.2 Hierarchical Structures

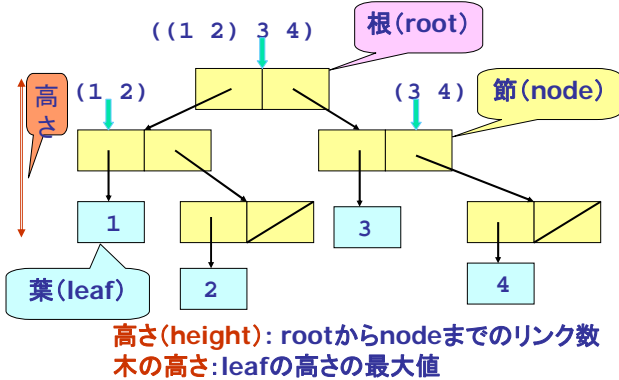
- Tree (木) と捉えると

```
(cons (list 1 2) (list 3 4))
((1 2) 3 4)
```



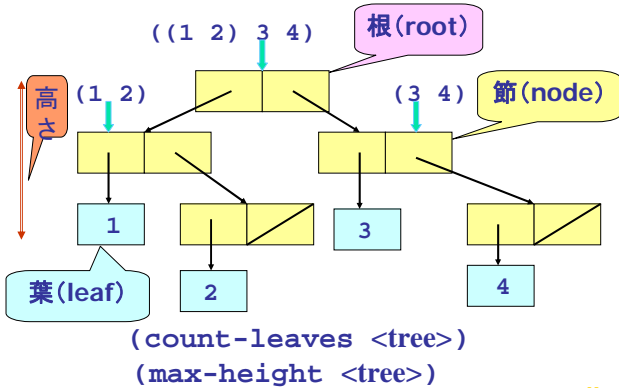
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木の定義



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木とその上での演算



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count-leaves

(count-leaves x)
If x is null?, count-leaves is 0
else if x is a leaf (not pair?), count-leaves is 1
otherwise add count-leaves of the car of x and
count-leaves of the cdr of x

```
(define (count-leaves x)
  (cond ((null? x) 0)
        ((not (pair? x)) 1)
        (else (+ (count-leaves (car x))
                  (count-leaves (cdr x))
                  ))))
```

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max-height

```
(max-height x)
If x is null?, max-height is 0
else if x is a leaf (not pair?), max-height is 1
otherwise add 1 to max of
    max-height of the car of x and
    max-height of the cdr of x

(define (max-height x)
  (cond ((null? x) 0)
        ((not (pair? x)) 1)
        (else
         (+ 1 (max (max-height (car x))
                   (max-height (cdr x)))
          )
        )))
```

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count-leaves · max-height

```
(define (count-leaves x)
  (cond ((null? x) 0)
        ((not (pair? x)) 1)
        (else (+ (count-leaves (car x))
                  (count-leaves (cdr x)) )
        ))

(define (max-height x)
  (cond ((null? x) 0)
        ((not (pair? x)) 1)
        (else
         (+ 1 (max (max-height (car x))
                   (max-height (cdr x)))
          )
        )))
```

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木の写像(leafに倍数をかける)

```
(define (scale-tree tree factor)
  (cond ((null? tree) nil)
        ((not (pair? tree)) (* tree factor))
        (else
         (cons (scale-tree (car tree) factor)
               (scale-tree (cdr tree) factor)
          )
        )))
```

木をたどって手続きを適用するmapを使用すると:

```
(define (scale-tree tree factor)
  (map
   (lambda (sub-tree)
     (if (pair? sub-tree)
         (scale-tree sub-tree factor)
         (* sub-tree factor)
        )
    tree
   )))
```

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Ex2.32 powerset

```

■ A = (1 2 3)
■ 2A = (() (3) (2) (2 3) (1) (1 3) (1 2)
        (1 2 3) )
(define (powerset a)
  (if (null? a)
      (list nil)
      (let ((rest (powerset (cdr a))))
        (append
         rest
         (map
          (lambda (x)
            (append (list (car a)) x))
          rest )))))

```

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- データによる抽象化
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 - **Intermission**
 - 2.2.3 Sequences as Conventional Interfaces

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Safety factor is *six times*.

- Suspension bridgesの設計の例
- John Roebling designed the Brooklyn Bridge which was built from 1869 to 1883.
- He designed the stiffness of the truss on the Brooklyn Bridge roadway to be *six times* what a normal calculation based on known static and dynamic load would have called for.
- *Galloping Gertie* of the Tacoma Narrows Bridge which tore itself apart in a windstorm in 1940, due to the nonlinearities in aerodynamic lift on suspension bridges modeled by the eddy spectrum.



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seq: 慣用インタフェース

- 処理間のインタフェース
- API (Application Program Interface)
- Parameterでの受け渡し
- データ構造をインタフェースに使う。
- sequence を活用
- 例: 素数を求めるための The Sieve of Eratosthenes (エラステネスの篩)



2 3 4 5 6 7 8 9 10 11



3 5 7 9 11



5 7 11

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奇数の葉だけ2乗して和を取る

```
(define (count-leaves tree)
  (cond ((null? tree) 0)
        ((not (pair? tree)) 1)
        (else (+ (count-leaves (car tree))
                  (count-leaves (cdr tree)) ))))
```

を基に、奇数の葉だけ2乗して和を取る

```
(define (sum-odd-squares tree)
  (cond ((null? tree) 0)
        ((not (pair? tree))
         (if (odd? tree) (square tree) 0) )
        (else (+ (sum-odd-squares (car tree))
                  (sum-odd-squares (cdr tree)) ))))
```

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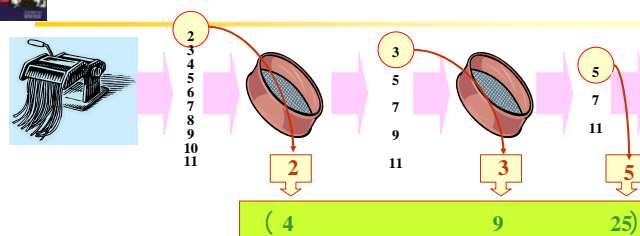
even-fibs 偶数のFibのリスト

```
(define (even-fibs n)
  (define (next k)
    (if (> k n)
        nil
        (let ((f (fib k)))
          (if (even? f)
              (cons f (next (+ k 1)))
              (next (+ k 1)) ))))
  (next 0) )
```

2つの手続きの
共通点は？

```
(define (sum-odd-squares tree)
  (cond ((null? tree) 0)
        ((not (pair? tree))
         (if (odd? tree) (square tree) 0) )
        (else (+ (sum-odd-squares (car tree))
                  (sum-odd-squares (cdr tree)) ))))
```

共通性の視点: 素数の2乗を求める



共通点を見る4つの基本手続き

- 数え上げ (enumerate)
- フィルタ (filter)
- 写像 (map)
- 集約 (accumulate)

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祝
京都大學
11月祭

- 宿題は、ありません.
- よく遊び, よく学べ.