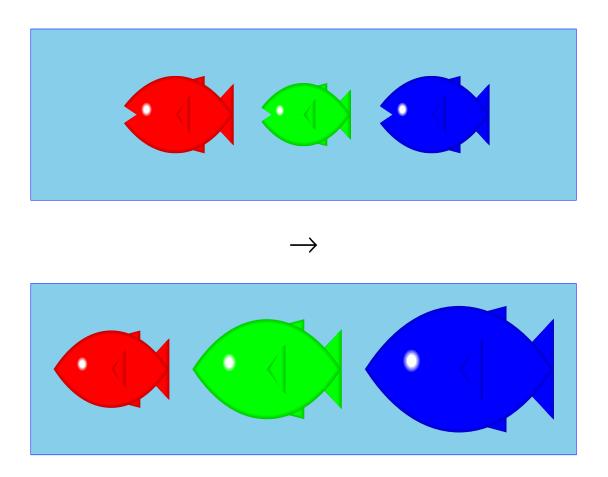
The Food Chain

• Implement the function **food-chain** which takes a list of fish and returns a list of fish where each has eaten all of the fish to the left



1

The Food Chain

• Implement the function **food-chain** which takes a list of fish and returns a list of fish where each has eaten all of the fish to the left

→ ′(3 5 8)

Implementing the Food Chain

Implementing the Food Chain

```
(define (food-chain 1)
             (cond
                [(empty? 1) ...]
                [else
                 ... (first 1)
                 ... (food-chain (rest 1)) ...]))
Is the result of (food-chain '(2 3)) useful for getting the result of
(food-chain '(3 2 3))?
            (food-chain '(3 2 3))
            \rightarrow ... 3 ... (food-chain '(2 3)) ...
            \rightarrow ... 3 ... '(25) ...
            \rightarrow \rightarrow '(3 5 8)
```

Implementing the Food Chain

Feed the first fish to the rest, then cons:

```
(define (food-chain 1)
  (cond
    [(empty? 1) empty]
    [else
     (cons (first 1)
           (feed-fish (food-chain (rest 1))
                       (first 1)))]))
(define (feed-fish 1 n)
  (cond
    [(empty? 1) empty]
    [else (cons (+ n (first 1))
                (feed-fish (rest 1) n))))
```

The Cost of the Food Chain

How long does (feed-fish 1) take when 1 has *n* fish?

The Cost of the Food Chain

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The Cost of the Food Chain

How long does (feed-fish 1) take when 1 has n fish?

```
(define (food-chain 1)
  (cond
    [(empty? 1) empty]
    [else
     (cons (first 1)
            (feed-fish (food-chain (rest 1))
                         (first 1))))))
             T(0) = k_1
              T(n) = k_2 + T(n-1) + S(n-1)
                        where S(n) is the cost of feed-fish
```

В

The Cost of the Food Chain with feed-fish

$$T(0) = k_1$$

 $T(n) = k_2 + T(n-1) + S(n-1)$

9

The Cost of the Food Chain with feed-fish

With 100 fish, our food-chain takes 10,000 steps to feed all the fish

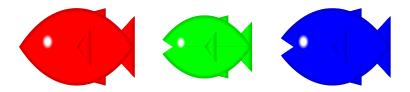
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Real fish are clearly more efficient!



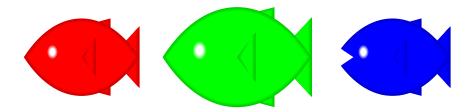
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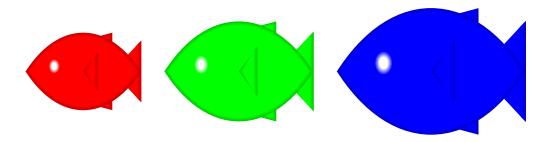
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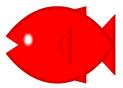
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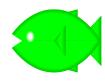
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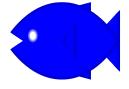


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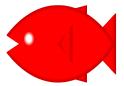


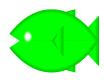


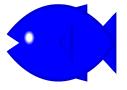


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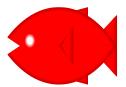


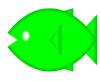


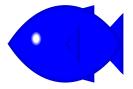


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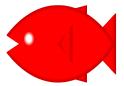


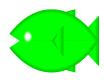


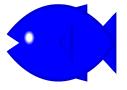


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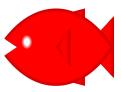


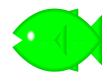


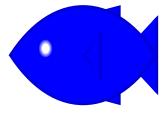


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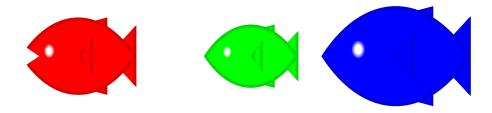






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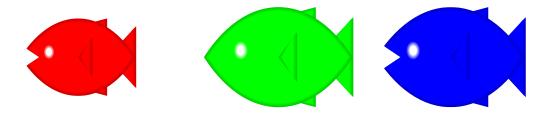
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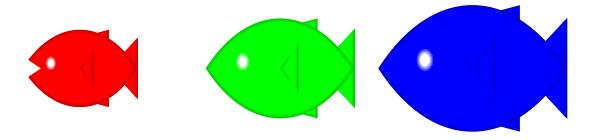
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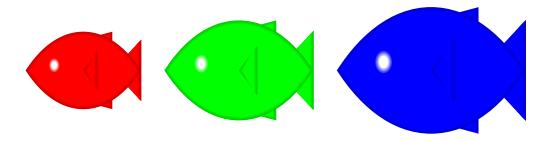
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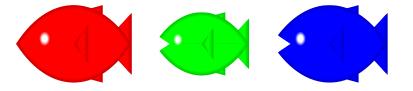
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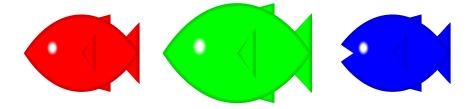
With real fish, eating *accumulates* a bigger fish while progressing up the chain:



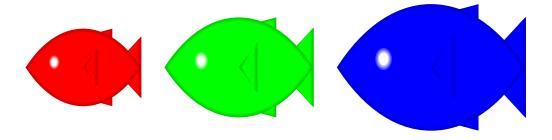
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With real fish, eating *accumulates* a bigger fish while progressing up the chain:

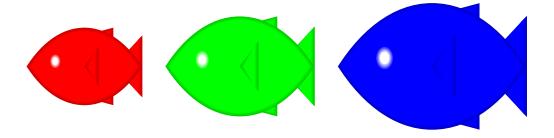


With real fish, eating *accumulates* a bigger fish while progressing up the chain:



With real fish, eating *accumulates* a bigger fish while progressing up the chain:

Real fish:



Let's imitate this in our function

```
; food-chain-on
; : list-of-num num -> list-of-num
; Feeds fish in 1 to each other,
; starting with the fish so-far
(define (food-chain-on 1 so-far) ...)
```

```
(define (food-chain-on 1 so-far)
  (cond
    [(empty? 1) empty]
    [else
     (cons (+ so-far (first 1))
           (food-chain-on
            (rest 1)
            (+ so-far (first 1))))))
(define (food-chain 1)
  (food-chain-on 1 0))
```

```
(define (food-chain-on 1 so-far)
           (cond
             [(empty? 1) empty]
             [else
              (cons (+ so-far (first 1))
                    (food-chain-on
                     (rest 1)
                     (+ so-far (first 1))))))
         (define (food-chain 1)
           (food-chain-on 1 0))
(food-chain '(3 2 3))
(food-chain-on '(3 2 3) 0)
```

```
(define (food-chain-on 1 so-far)
            (cond
              [(empty? 1) empty]
              [else
               (cons (+ so-far (first 1))
                      (food-chain-on
                       (rest 1)
                       (+ so-far (first 1))))))
          (define (food-chain 1)
            (food-chain-on 1 0))
(food-chain-on '(3 2 3) 0)
\rightarrow \rightarrow
(cons 3 (food-chain-on '(2 3) 3))
```

```
(define (food-chain-on 1 so-far)
            (cond
              [(empty? 1) empty]
              [else
               (cons (+ so-far (first 1))
                      (food-chain-on
                       (rest 1)
                       (+ so-far (first 1))))))
          (define (food-chain 1)
            (food-chain-on 1 0))
(cons 3 (food-chain-on '(2 3) 3))
\rightarrow \rightarrow
(cons 3 (cons 5 (food-chain-on '(3) 5)))
```

```
(define (food-chain-on 1 so-far)
            (cond
              [(empty? 1) empty]
              [else
               (cons (+ so-far (first 1))
                      (food-chain-on
                       (rest 1)
                       (+ so-far (first 1))))))
          (define (food-chain 1)
            (food-chain-on 1 0))
(cons 3 (cons 5 (cons 8 (food-chain-on empty 8))))
\rightarrow \rightarrow
(cons 3 (cons 5 (cons 8 empty)))
```

Accumulators

The so-far argument of food-chain-on code is an accumulator

The Direction of Information

With structural recusion, information from deeper in the structure is returned to computation shallower in the structure

```
(define (fun-for-loX 1)
  (cond
    [(empty? 1) ...]
  [else
    ... (first 1)
    ... (fun-for-loX (rest 1)) ...]))
```

The Direction of Information

An accumulator sends information the other way — from shallower in the structure to deeper

Another Example: Reversing a List

• Implement reverse-list which takes a list and returns a new list with the same items in reverse order

Pretend that reverse isn't built in

Another Example: Reversing a List

• Implement reverse-list which takes a list and returns a new list with the same items in reverse order

Pretend that reverse isn't built in

```
; reverse-list : list-of-X -> list-of-X
(reverse-list empty) "should be" empty
(reverse-list '(a b c)) "should be" '(c b a)
```

Using the template:

Using the template:

Using the template:

```
(define (reverse-list 1)
           (cond
             [(empty? 1) empty]
             [else
              ... (first 1) ...
              ... (reverse-list (rest 1)) ...]))
Is (reverse-list '(b c)) useful for computing
(reverse-list '(a b c))?
                   Yes: just add 'a to the end
```

```
(define (reverse-list 1)
  (cond
    [(empty? 1) empty]
    [else
     (snoc (first 1)
           (reverse-list (rest 1)))]))
(define (snoc a 1)
  (cond
    [(empty? 1) (list a)]
    [else
     (cons (first 1)
           (snoc a (rest 1)))]))
(snoc 'a '(c b)) "should be" '(c b a)
```

The Cost of Reversing

How long does (reverse 1) take when 1 has *n* items?

The Cost of Reversing

How long does (reverse 1) take when 1 has *n* items?

The Cost of Reversing

How long does (reverse 1) take when 1 has *n* items? (define (reverse-list 1) (cond [(empty? 1) empty] [else (snoc (first 1) (reverse-list (rest 1)))])) This is just like the old food-chain—

it takes time proportional to n^2

```
(reverse-list '(a b c))

→ →
(snoc 'a (reverse-list '(b c)))

→ →
(snoc 'a '(c b))
...
```

We could avoid the expensive **snoc** step if only we knew to start the result of (**reverse-list** '(c b)) with '(a) instead of **empty**

```
(reverse-list '(a b c))

→ →
(reverse-onto '(b c) '(a))
...
```

It looks like we'll just run into the same problem with 'b next time around...

```
(reverse-list '(a b c))
  → →
(reverse-onto '(b c) '(a))
  → →
(snoc 'b (reverse-onto '(c) '(a)))
???
```

But this isn't right anyway: 'b is supposed to go before 'a

Really we should reverse '(c) onto '(b a)

```
(reverse-list '(a b c))
  → →
(reverse-onto '(b c) '(a))
  → →
(reverse-onto '(c) '(b a))
...
```

And the starting point is that we reverse onto empty...

```
(reverse-list '(a b c))
\rightarrow
(reverse-onto '(a b c) empty)
\rightarrow \rightarrow
(reverse-onto '(b c) '(a))
\rightarrow \rightarrow
(reverse-onto '(c) '(b a))
\rightarrow \rightarrow
(reverse-onto empty '(c b a))
\rightarrow \rightarrow
'(c b a)
```

The second argument to reverse-onto accumulates the answer

Accumulator-Style Reverse

```
: reverse-onto :
   list-of-X list-of-X -> list-of-X
(define (reverse-onto 1 base)
  (cond
    [(empty? 1) base]
    [else (reverse-onto (rest 1)
                         (cons (first 1)
                               base))]))
(define (reverse-list 1)
  (reverse-onto 1 empty))
```

FoldI

Remember **foldr**, which is an abstraction of the template?

The pure accumulator version is **fold1**: