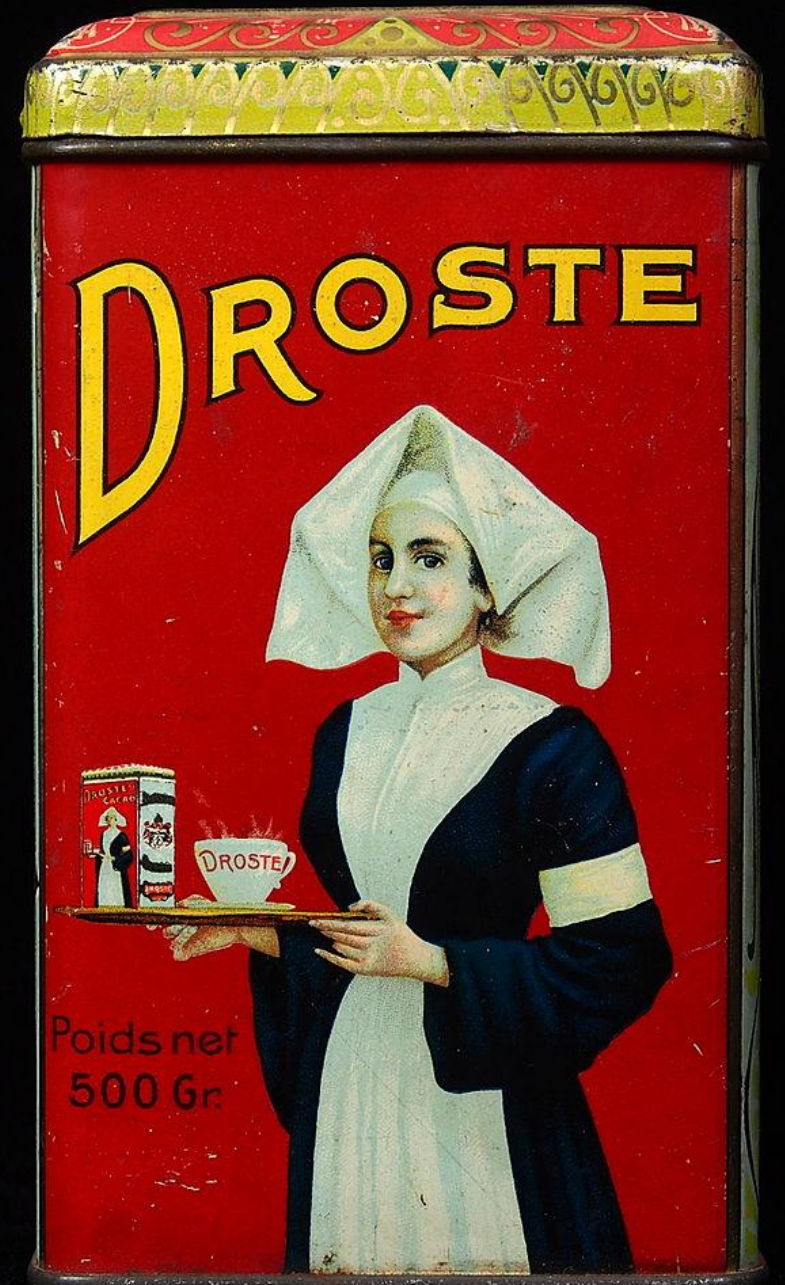
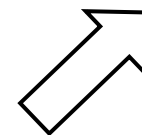


# Review: Lab03 & Hw03



# 今日实验课内容

这里有页码  
提问请指出第几页



- 作业题选讲：
  - lab03p5: Maximum Subsequence
  - hw03p2: Ping-pong
  - hw03p4: Count Change
  - hw03p6: Multiadder
  - hw03p8: All-Ys Has Been
- 一些学习方面的建议



不想听的话可以直接开搞lab04了

# lab03p5: Maximum Subsequence

- $\text{max\_subseq}(n, l)$ : 求 $n$ 的长度不超过 $l$ 子序列构成的最大的数

$$\text{max\_subseq}(20125, 3) = 225$$

- Base cases: ?

# lab03p5: Maximum Subsequence

- $\text{max\_subseq}(n, l)$ : 求 $n$ 的长度不超过 $l$ 子序列构成的最大的数


$$\text{max\_subseq}(20125, 3) = 225$$

- **Base cases:**
  - $n == 0$ : 数字是0, 结果只可能是0
  - $l == 0$ : 长度为0的子序列只可能是0
- 注意: 不要选 $n < 10$ 或者 $l == 1$ 作为base case, 会变得很复杂

# lab03p5: Maximum Subsequence

- `max_subseq(n, l)`: 求`n`的长度不超过`l`子序列构成的最大的数

$$\text{max\_subseq}(20125, 3) = 225$$

- `n > 0 and l > 0`?
  - 只需要考虑末尾一位在不在答案里就够了
  - 不在答案: `return max_subseq(n // 10, l)`
  - 在答案里: 

# lab03p5: Maximum Subsequence

- $\text{max\_subseq}(n, l)$ : 求 $n$ 的长度不超过 $l$ 子序列构成的最大的数

$$\text{max\_subseq}(20125, 3) = 225$$

- $n > 0$  and  $l > 0$ ?
  - 只需要考虑末尾一位在不在答案里就够了
  - 不在答案:  $\text{return max\_subseq}(n // 10, l)$
  - 在答案里:  $\text{return max\_subseq}(n // 10, l - 1) * 10 + (n \% 10)$

## lab03p5: Maximum Subsequence

- `max_subseq(n, l)`: 求`n`的长度不超过`l`子序列构成的最大的数

$$\text{max\_subseq}(20125, 3) = 225$$

- `n > 0` and `l > 0`?

```
return max(max_subseq(n // 10, l),  
           max_subseq(n // 10, l - 1) * 10 + (n % 10))
```


# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 用while写: SO EASY!
- 用递归写:





# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 一种错误的想法：
  - Base case:  $n == 1 \Rightarrow 1$
  - Recursion:  $\text{pingpong}(n) = \text{pingpong}(n-1) + 1/-1$
- 整了半天，做不出来，或者程序跑得贼慢 

# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 换个思路：先写while的做法，然后改成递归（由莉莉丝提供代码）

```
1 def pingpong(n):
2     curr, result, direct = 1, 1, 1
3     while curr != n:
4         if curr % 6 == 0 or number_of_six(curr) > 0:
5             result = result - direct
6             direct = -direct
7         else:
8             result = result + direct
9             # direct = direct
10        curr = curr + 1
11    return result
```

# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 换个思路：先写while的做法，然后改成递归（由莉莉丝提供代码）

```
1 def pingpong(n):
2     def helper(curr, result, direct):
3         if curr == n:
4             return result
5         if curr % 6 == 0 or number_of_six(curr) > 0:
6             return helper(curr + 1, result - direct, -direct)
7         return helper(curr + 1, result + direct, direct)
8     return helper(1, 1, 1)
```

# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路:


先确定n的时候的方向  
然后递归求解  
(由莉莉丝提供代码)

```
1 def pingpong(n):
2     def ping_pong(k, f):
3         if k <= 6:
4             return k
5         elif k % 6 == 0 or number_of_six(k) > 0:
6             return ping_pong(k - 1, -f) - f
7         else:
8             return ping_pong(k - 1, f) + f
9     def add_or_sub(k):
10        if k < 6:
11            return 1
12        elif k % 6 == 0 or number_of_six(k) > 0:
13            return -1 * add_or_sub(k - 1)
14        else:
15            return add_or_sub(k - 1)
16    return ping_pong(n, add_or_sub(n))
```


## hw03p2: Ping-pong

- 求Pingpong数列的第 $n$ 项
- 再换个思路:  $\text{pingpong}(k)$ 和 $\text{pingpong}(n)$ 相差多少呢?

## hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路: pingpong(k)和pingpong(n)相差多少呢?
  - Base case:  $k == n \Rightarrow$  

## hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路: pingpong(k)和pingpong(n)相差多少呢?
  - Base case:  $k == n \Rightarrow 0$
  - Recursion:  $\text{diff}(k) =$  

## hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路: pingpong(k)和pingpong(n)相差多少呢?
  - Base case:  $k == n \Rightarrow 0$
  - Recursion: 
$$\begin{aligned} \text{diff}(k) &= \text{pingpong}(n) - \text{pingpong}(k) \\ &= \text{pingpong}(n) - (\text{pingpong}(k+1) - (1/-1)) \\ &= \text{diff}(k + 1) + (1/-1) \end{aligned}$$



# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路: pingpong(k)和pingpong(n)相差多少呢?
  - Base case:  $k == n \Rightarrow 0$
  - Recursion:  $\text{diff}(k) = \text{diff}(k + 1) + (1/-1)$



加1还是-1怎么算?

# hw03p2: Ping-pong

- 求Pingpong数列的第n项
- 再换个思路: pingpong(k)和pingpong(n)相差多少呢?
  - Base case:  $k == n \Rightarrow 0$
  - Recursion:  $\text{diff}(k, d) = \text{diff}(k + 1, -d \text{ if } \dots \text{ else } d) + d$
  - Answer:  $\text{pingpong}(n) = \text{diff}(0, 1)$

# hw03p4: Count Change

- `count_change(total, next_money)`: 求找零的方法数量
- Base case:
  - `total < 0`  $\Rightarrow$
  - `total == 0`  $\Rightarrow$
  - `money is None`  $\Rightarrow$



# hw03p4: Count Change

- `count_change(total, next_money)`: 求找零的方法数量
- Base case:
  - `total < 0`  $\Rightarrow 0$
  - `total == 0`  $\Rightarrow 1$
  - `money is None`  $\Rightarrow 0$
- Recursion:
  - 多用一张当前的钱: `count(total - money, money)`
  - 用下个更大的面额: `count(total, next_money(money))`

## hw03p6: Multiadder


- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数



## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用`n`次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`

## hw03p6: Multiadder


- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`
- Base case: 

## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`
- Base case: `n == 1 => lambda x: x`



## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`
- Base case: `n == 1 => lambda x: x`
- Recursion: 

# hw03p6: Multiadder

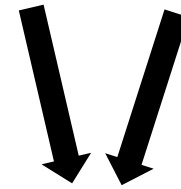
- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`



`lambda x12: lambda x3: ...: lambda xn: x12 + x3 + ... + xn`

# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`



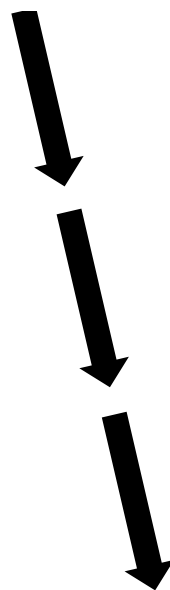
`lambda x12: lambda x3: ...: lambda xn: x12 + x3 + ... + xn`



`lambda x123: lambda x4: ...: lambda xn: x123 + x4 + ... + xn`

## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- `lambda x123: lambda x4: ...: lambda xn: x123 + x4 + ... + xn`

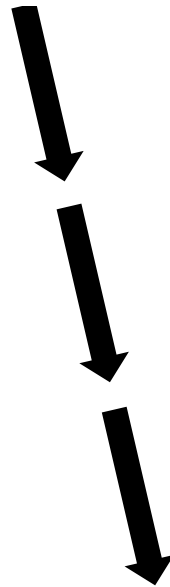


好像哪里见过?

`lambda x12345678...: x12345678...`

## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用`n`次的求和函数
- `lambda x123: lambda x4: ...: lambda xn: x123 + x4 + ... + xn`



`lambda x: x`

`lambda x12345678...: x12345678...`

# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`

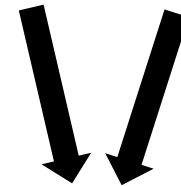


`lambda x12: lambda x3: ...: lambda xn: x12 + x3 + ... + xn`



# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`



`lambda x12: lambda x3: ...: lambda xn: x12 + x3 + ... + xn`

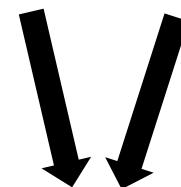
`multiadder(n - 1)`



!

# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn:  $x1 + x2 + \dots + xn$`



lambda x12: lambda x3: ...: lambda xn:  $x12 + x3 + \dots + xn$


`multiadder(n - 1)(x1 + x2)`



!!!!!!



## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`
- Base case: `n == 1 => lambda x: x`
- Recursion: 

# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用 $n$ 次的求和函数
- 实现 `lambda x1: lambda x2: ...: lambda xn: x1 + x2 + ... + xn`
- Base case: `n == 1 => lambda x: x`
- Recursion: `lambda x: lambda y: multiadder(n - 1)(x + y)`



## hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用`n`次的求和函数
- 换个思路: E.g. `multiadder(5)(1)(2)`
  - 总共有5个数要求和, 已经运算了2个数
  - 还要加3个数, 已有的数的和为3
  - `multiadder`的参数不够保存这些信息, 需要我们定义新的函数

# hw03p6: Multiadder

- `multiadder(n)`: 返回一个可以连续调用`n`次的求和函数
- 换个思路: (由莉莉丝提供代码)

```
1 def multiadder(n):
2     def helper(n, curr_sum):
3         def inner(x):
4             if n == 1:
5                 return curr_sum + x
6             return helper(n - 1, curr_sum + x)
7         return inner
8     return helper(n, 0)
```

# hw03p8: All-Ys Has Been



# hw03p8: All-Ys Has Been



Y是个什么玩意?

- 函数的不动点(**fix-point**)

$$\{ x \mid f(x) = x \}$$

# hw03p8: All-Ys Has Been



Y是个什么玩意?

- 函数的不动点(fix-point)

$$\{ x \mid f(x) = x \}$$

- 不动点组合子(fix-point combinator)

$$\forall f, Y(f) = f(Y(f))$$

对于任意函数, Y可以找到他的不动点!

# hw03p8: All-Ys Has Been



Y是个什么玩意?

- Y组合子(Y combinator)

$$Y = \lambda f. (\lambda x. f(x x))(\lambda x. f(x x))$$

**Haskell Brooks Curry** was an American mathematician and logician. Curry is best known for his work in combinatory logic. While the initial concept of combinatory logic was based on a single paper by Moses Schönfinkel, Curry did much of the development. Curry is a





# hw03p8: All-Ys Has Been

这是hw03p7的一种答案

- $\Theta$ 组合子( $\Theta$  combinator)

$$\Theta = (\lambda x. \lambda y. y(x x y))(\lambda x. \lambda y. y(x x y))$$

**Alan Mathison Turing** was an English mathematician, computer scientist, logician, cryptanalyst, philosopher, and theoretical biologist. Turing was highly influential in the development of theoretical computer science, providing a formalisation of the concept



# hw03p8: All-Ys Has Been

- 已知  $Y \text{ fib} = \text{fib} (Y \text{ fib})$
- **fib**应该填什么能得到斐波那契数列?




# hw03p8: All-Ys Has Been

- 已知  $Y \text{ fib} = \text{fib} (Y \text{ fib})$
- **fib**应该填什么能得到斐波那契数列?
- $\text{fib} = \text{lambda } f: \text{lambda } r: 1 \text{ if } r \leq 1 \text{ else } f(r - 1) + f(r - 2)$



瞎猜的怎么就对了?


# hw03p8: All-Ys Has Been

- 已知  $Y \text{ fib} = \text{fib} (Y \text{ fib})$
- $\text{fib}$  应该填什么能得到斐波那契数列?
- $\text{fib} = \text{lambda } f: \text{lambda } r: 1 \text{ if } r \leq 1 \text{ else } f(r - 1) + f(r - 2)$
- $Y \text{ fib} = \text{fib} (Y \text{ fib})$   
 $= \text{lambda } r: 1 \text{ if } r \leq 1 \text{ else } (Y \text{ fib})(r - 1) + (Y \text{ fib})(r - 2)$
- $Y \text{ fib} =$  

# hw03p8: All-Ys Has Been

What Would Python Display?

```
>>> Y = lambda f: (lambda x: f(x(x)))(lambda x: f(x(x)))
```

```
>>> Y(fib)(3) 
```

# hw03p8: All-Ys Has Been

What Would Python Display?

```
>>> Y = lambda f: (lambda x: f(x(x)))(lambda x: f(x(x)))
```

```
>>> Y(fib)(3)
```

fibonacci(3) =            ?

# hw03p8: All-Ys Has Been

What Would Python Display?

```
>>> Y = lambda f: (lambda x: f(x(x)))(lambda x: f(x(x)))
```

```
>>> Y(fib)(3)
```

Runtime Error: maximum recursion depth exceeded



# hw03p8: All-Ys Has Been

What Would Python Display?

```
>>> Y = lambda f: (lambda x: f(x(x)))(lambda x: f(x(x)))
```

```
>>> Y(fib)(3)
```

Runtime Error: maximum recursion depth exceeded

$$\begin{aligned} Y(f) &= (\lambda x: f(x(x)))(\lambda x: f(x(x))) \\ &= f((\lambda x: f(x(x)))(\lambda x: f(x(x)))) \\ &= f(Y f) \end{aligned}$$



# hw03p8: All-Ys Has Been

What Would Python Display?

```
>>> Y = lambda f: (lambda x: f(x(x)))(lambda x: f(x(x)))
```

```
>>> Y(fib)(3)
```

Runtime Error: maximum recursion depth exceeded

$$Y(f) = (\lambda x: f(x(x)))(\lambda x: f(x(x)))$$

$$= f((\lambda x: f(x(x)))(\lambda x: f(x(x))))$$

$$= f(Y f) = f(f(Y f)) = f(f(f(Y f))) = f(f(f(f(Y f))))$$

$$= \dots \Rightarrow \text{Runtime Error}$$

hw03p8: All-~~Ys~~<sup>Zs</sup> Has Been

- Z组合子(Z combinator)

$$Z = \lambda f. (\lambda x. f(\lambda z. x x z))(\lambda x. f(\lambda z. x x z))$$

$$\forall f, Z(f)(z) = f(Z(f))(z)$$

hw03p8: All-~~Ys~~<sup>Zs</sup> Has Been

- Z组合子(Z combinator)

$$Z = \lambda f. (\lambda x. f(\lambda z. x x z))(\lambda x. f(\lambda z. x x z))$$

$$\forall f, Z(f)(z) = f(Z(f))(z)$$

通过添加变量 $z$ ，巧妙地避免了Y组合子求值时的无穷递归

$$Z(f) = (\lambda x: f(\lambda z: x(x)(z)))(\lambda x: f(\lambda z: x(x)(z)))$$

$$= f(\lambda z: (\lambda x: f(\lambda w: x(x)(w)))(\lambda x: f(\lambda w: x(x)(w)))(z))$$

$$= f(\lambda z: Z(f)(z))$$

# hw03p8: All-~~Y~~<sup>Z</sup>s Has Been

- Z组合子(Z combinator)

$$Z = \lambda f. (\lambda x. f(\lambda z. x x z))(\lambda x. f(\lambda z. x x z))$$


$$\forall f, Z(f)(z) = f(Z(f))(z)$$

通过添加变量 $z$ ，巧妙地避免了 $Y$ 组合子求值时的无穷递归

$$Z(f) = (\lambda x: f(\lambda z: x(x)(z)))(\lambda x: f(\lambda z: x(x)(z)))$$

$$= f(\lambda z: (\lambda x: f(\lambda w: x(x)(w)))(\lambda x: f(\lambda w: x(x)(w)))(z))$$

$$= f(\lambda z: Z(f)(z))$$

这和 $Y(f)$ 有什么区别 

hw03p8: All-~~Ys~~<sup>Zs</sup> Has Been

- Z组合子(Z combinator)

$$Z = \lambda f. (\lambda x. f(\lambda z. x x z))(\lambda x. f(\lambda z. x x z))$$

$$\forall f, Z(f)(z) = f(Z(f))(z)$$

通过添加变量 $z$ ，巧妙地避免了Y组合子求值时的无穷递归

$$Z(f) = f(\lambda z: Z(f)(z))$$

$$Z \text{ fib} = \lambda r: 1 \text{ if } r \leq 1 \text{ else } (\lambda z: Z(\text{fib})(z))(r - 1) + (\lambda z: Z(\text{fib})(z))(r - 2)$$

hw03p8: All-~~Ys~~<sup>Zs</sup> Has Been

- Z组合子(Z combinator)

$$Z = \lambda f. (\lambda x. f(\lambda z. x x z))(\lambda x. f(\lambda z. x x z))$$

$$\forall f, Z(f)(z) = f(Z(f))(z)$$

通过添加变量 $z$ ，巧妙地避免了Y组合子求值时的无穷递归

$$Z(f) = f(\lambda z: Z(f)(z))$$

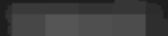
$$Z \text{ fib} = \lambda r: 1 \text{ if } r \leq 1 \text{ else } (Z \text{ fib})(r - 1) + (Z \text{ fib})(r - 2)$$

# 一些学习建议

不要找助教私聊问问题（聊天、心态崩了除外）

- 群里人多，并且大概率有人已经问过了
- 你的问题可能过于弱智，助教也不知道如何回答是好
- 为什么不是满分 → **亲亲，您的代码有bug哦~**
- 报错是怎么回事 → 看不懂英语的话可以买一本词典

遇到问题:

```
Traceback (most recent call last):  
  return   
         ^  
SyntaxError: invalid syntax
```



遇到问题：

```
Traceback (most recent call last):
  return           
      ^
SyntaxError: invalid syntax
```

invalid 在英语-中文 (繁体) 词典中的翻译



# invalid

adjective

UK /ɪnˈvæɪl.ɪd/ US /ɪnˈvæɪl.ɪd/



An invalid document, ticket, law, etc. is not legally or officially acceptable.

(文件、票、法律等) 無效的，不合法的，官方不承認的

syntax 在英语-中文 (繁体) 词典中的翻译



# syntax

noun [U] • LANGUAGE • specialized

UK /ˈsɪn.tæks/ US /ˈsɪn.tæks/



the grammatical arrangement of words in a sentence

句法；句子結構

←查字典：0元，还能学英语

遇到问题：

```
Traceback (most recent call last):
  return ██████████
      ^
SyntaxError: invalid syntax
```

invalid 在英语-中文 (繁体) 词典中的翻译



# invalid

adjective

UK /ɪnˈvæl.ɪd/ US /ɪnˈvæl.ɪd/



An invalid document, ticket, law, etc. is not legally or officially acceptable.

(文件、票、法律等) 無效的，不合法的，官方不承認的

syntax 在英语-中文 (繁体) 词典中的翻译



# syntax

noun [U] • LANGUAGE • specialized

UK /ˈsɪn.tæks/ US /ˈsɪn.tæks/



the grammatical arrangement of words in a sentence

句法；句子結構

←查字典：0元，还能学英语

↓群内提问：建议收费500元  
知识付费 明码标价不坑人

The image shows a Java error message on the left and a service advertisement on the right. The error message includes a table of system properties:

IP ADDRESS	BAD
GATEWAY	N/A
DNS(LAN)	N/A
NUMBER OF HOP	N/A
LINE TYPE	N/A
DNS(WAN)	N/A
ALLNet AUTHENTICATION	N/A
AIMO SERVER	N/A
TITLE SERVER	N/A

The advertisement features a man in a red shirt and a price table:

价格表	
问题描述 < 5字	500RMB
问题描述 < 10字	300RMB
问题描述 < 20字	200RMB
问题描述 > 20字 + 截图	80RMB
问题描述 > 30字 + 截图 + 日志	50RMB

Additional text in the ad includes: "性感群员，在线解答" (Sexy group members, online answers) and "可能会免费帮助解决" (May be helped for free).

# 一些学习建议

## 不要死磕某一道题

- 做不出就是做不出，可能是思路不对，可能是你没学会
- 一个小时都做不出的话，建议**呼吸一下新鲜空气**
- 再**仔细阅读一遍题目**、再看一遍ppt、录屏
- 找会做的同学/舍友**问问他们的思路**（如何提问.pdf）
- 放弃这道题，不要因为某一题影响整门课和其他课的学习

# Questions?

201220195 叶恒迪 2021/10/25 1:12:31

恭喜你变得更强了👍

201220098 杨林 2021/10/25 1:12:19

恭喜你变得更强了👍

201870214 沈珺妍 2021/10/25 1:05:56

恭喜你变得更强了👍

211220184 蒋知睿 2021/10/25 1:03:52

恭喜你变得更强了👍

211108100-王一安 2021/10/25 1:03:38

恭喜你变得更强了👍

215220005 翁邱一洪 2021/10/25 0:56:40

恭喜你变得更强了👍

211220177 郑恒彬🤗 2021/10/25 0:55:04

恭喜你变得更强了👍

201220195 叶恒迪 2021/10/25 0:53:55

恭喜你变的更强了👍

201870214 沈珺妍 2021/10/25 0:53:34

恭喜你变得更强了👍