



# Recursive Data 2

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Mutually Recursive Data Definitions  
(*HTDP* sec 15.1)



# Previously: Family Trees

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- Specifically, *ancestor family trees*

A family-tree-node is either

- empty, or

- (make-child *fa mo da na ey*)

where *na* and *ey* are symbols

and *da* is a number

and *fa* and *mo* are family-tree-nodes

- A self-referential data type of our own invention



# A function on ancestor family tree nodes

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```
;; blue-eyed-ancestor? : ftn -> boolean
```

```
(define (blue-eyed-ancestor? a-ftree)
  (cond
    [(empty? a-ftree) false]
    [(symbol=? (child-eyes a-ftree) 'blue) true]
    [else (or
            (blue-eyed-ancestor? (child-father a-ftree))
            (blue-eyed-ancestor?
             (child-mother a-ftree))))]))
```

- The colored portions come directly from the template for ancestor family trees



# A new data type: *descendant family trees*

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- Like ancestor f.t.'s, with one key difference
  - each node now knows about its children, instead of its parents
- Ancestor trees were easy to represent
  - You can have at most two parents!
- Descendant trees will be harder
  - How do you encapsulate potentially many children in a structure?



# Lists inside structures

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- Sure, why not? Let's write the data definition for a node:
  - (we'll call it "parent" since each node may have potentially many children)

```
; a parent is (make-parent loc n d e)
```

```
; where n, e are symbols
```

```
; and d is a number
```

```
; and loc is a list of children → ?
```

- Now we have a problem. What's a "list of children"?

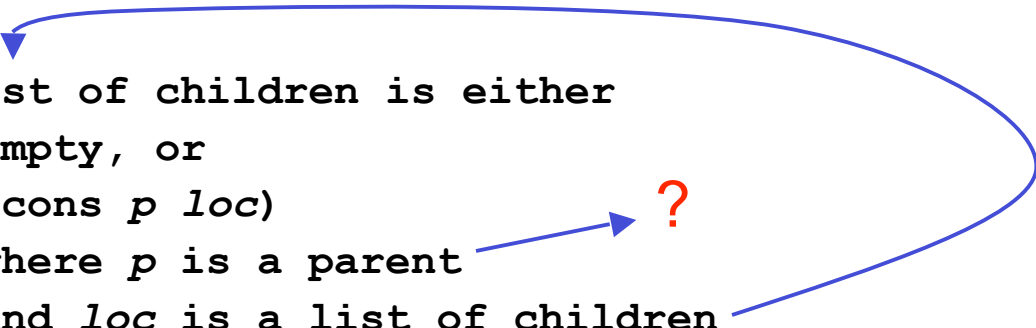


## Lists inside structures (take 2)

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- Let's try again, starting with the data definition for a *list of children*:

```
; a list of children is either  
; - empty, or  
; - (cons p loc)  
;   where p is a parent  
;   and loc is a list of children
```



- We're still stuck. Now we know what a list of children is, but “parent” is undefined.

# Mutually Referential Data Definitions

- The point is, you need *both* parts of the data definition for it to be complete and legal

```
; a parent is (make-parent loc n d e)
; where n, e are symbols
; and d is a number
; and loc is a list of children
;
; a list of children is either
; - empty, or
; - (cons p loc)
;   where p is a parent
;   and loc is a list of children
```



# Examples

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```
(define-struct parent (children name date eyes))
```

```
(define Violet
```

```
  (make-parent empty 'VioletParr 1990 'brown))
```

```
(define Dash
```

```
  (make-parent empty 'DashiellParr 1995 'blue))
```

```
(define JackJack
```

```
  (make-parent empty 'JackParr 2002 'blue))
```

```
(define Elastigirl
```

```
  (make-parent
```

```
    (list Violet Dash JackJack) 'HelenParr 1962 'brown))
```

```
(define MrIncredible
```

```
  (make-parent
```

```
    (list Violet Dash JackJack) 'BobParr 1958 'blue))
```





# Templates for M.R.D.D.

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- The template should match the data definition
  - Because the d.d. has two parts, so must the template

```
; template for functions on descendant tree nodes
```

```
; dtn-func : parent -> ???
```

```
(define (dtn-func p)
```

```
  ... (loc-func (parent-children p))
```

```
  ... (parent-name p)
```

```
  ... (parent-date p)
```

```
  ... (parent-eyes p) ... )
```

```
; template for functions on lists of children
```

```
; loc-func : list of children -> ???
```

```
(define (loc-func loc)
```

```
  (cond
```

```
    [(empty? loc) ... ]
```

```
    [else ... (dtn-func (first loc)) ... (loc-func (rest loc)) ... ]))
```

- (Does the second one look familiar? It should—it's just the template for lists, with an extra recursive call.)



# Example function: blue-eyed-descendant?

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- Unlike `blue-eyed-ancestor?`, `blue-eyed-descendant?` must follow this *two-part* template.
  - (once again, colored portions come from the template)

```
;; blue-eyed-descendant? : parent -> boolean
;; to determine whether a-parent any of the descendants (children,
;; grandchildren, and so on) have 'blue in the eyes field
(define (blue-eyed-descendant? a-parent)
  (cond
    [(symbol=? (parent-eyes a-parent) 'blue) true]
    [else (blue-eyed-children? (parent-children a-parent))]))

;; blue-eyed-children? : list-of-children -> boolean
;; to determine whether any of the structures in aloc is blue-eyed
;; or has any blue-eyed descendant
(define (blue-eyed-children? aloc)
  (cond
    [(empty? aloc) false]
    [(blue-eyed-descendant? (first aloc)) true]
    [else (blue-eyed-children? (rest aloc))]))
```