Tracking Rumors

Suppose that we want to track gossip in a rumor mill
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Seiichi
Tracking Rumors

Suppose that we want to track gossip in a rumor mill

Seiichi

Mike

Lindsey
Tracking Rumors

Suppose that we want to track gossip in a rumor mill

Seiichi

Mike

Lindsey

Amir

Derrick
Tracking Rumors

Suppose that we want to track gossip in a rumor mill
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Simplifying assumption: each person tells at most two others
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Representing Rumor Mills

Is a rumor mill simply a list of people?
Is a rumor mill simply a list of people?
No, because there are relationships among people.
Representing Rumor Mills

How about this?:

; A person is
; (make-person image person person)
Representing Rumor Mills

How about this?:

; A person is
; (make-person image person person)

No, because some people don’t gossip to anyone else—or they gossip to an empty rumor mill...
How about this?:

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)
(define-struct gossip (who next1 next2))
Representing Rumor Mills

How about this?:

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)
(define-struct gossip (who next1 next2))

This looks promising...
Example Rumor Mills

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)

empty
Example Rumor Mills

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)

(make-gossip empty empty)

Joseph
Example Rumor Mills

; A rumor-mill is either
; - empty
; - (make-gossip image rumor-mill rumor-mill)

(make-gossip
empty

(make-gossip
empty empty))

Amir

Joseph
Example Rumor Mills

; A rumor-mill is either
;  - empty
;  - (make-gossip image rumor-mill rumor-mill)

(make-gossip [Mike Seiichi Amir Joseph Lindsey Derrick]
  (make-gossip [empty empty]
    (make-gossip [empty]
      (make-gossip [empty empty]
        (make-gossip [empty empty]))
      (make-gossip [empty empty]))))
Example Using Constants

(define joseph-mill
  (make-gossip empty empty))

(define amir-mill
  (make-gossip empty joseph-mill))

(define derrick-mill
  (make-gossip empty empty))

(define lindsey-mill
  (make-gossip amir-mill derrick-mill))

(define mike-mill
  (make-gossip empty empty))

(define seiichi-mill
  (make-gossip mike-mill lindsey-mill))
Programming with Rumors

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)
Programming with Rumors

; A rumor-mill is either
;  - empty
;  - (make-gossip image rumor-mill rumor-mill)
Programming with Rumors

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)

(define (func-for-rumor-mill rm)
  (cond
    [(empty? rm) ...]
    [(gossip? rm)
      ... (gossip-who rm)
      ... (func-for-rumor-mill (gossip-next1 rm))
      ... (func-for-rumor-mill (gossip-next2 rm)) ...]])
Programming with Rumors

; A rumor-mill is either
;   - empty
;   - (make-gossip image rumor-mill rumor-mill)

(define (func-for-rumor-mill rm)
  (cond
   [(empty? rm) ...]
   [(gossip? rm)
    ... (gossip-who rm)
    ... (func-for-rumor-mill (gossip-next1 rm))
    ... (func-for-rumor-mill (gossip-next2 rm)) ...]))
Rumor Program Examples

Implement the function `informed?` which takes a person image and a rumor mill and determines whether the person is part of the rumor mill.

Implement `rumor-delay` which takes a rumor mill and determines the maximum number of days required for a rumor to reach everyone, assuming that each person waits a day before passing on a rumor.

Implement `add-gossip` which takes a rumor mill and two person images—one new and one old—and adds the new person to the rumor mill, receiving rumors from the old person; the old person must not already have two next persons.

Implement `rumor-chain` which takes a person image and a rumor mill and returns a list of person images representing everyone who must pass on the rumor for it to reach the given person; return `false` if the given person is never informed.
More Pipes

A pipeline has faucets (opened or closed), straight parts (copper or lead), and branches
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A pipeline has faucets (opened or closed), straight parts (copper or lead), and branches

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)
(define-struct straight (kind next))
(define-struct branch (next1 next2))
Example Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

false

![Image of a faucet](image-url)
Example Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

true
Example Pipelines

; A pipeline is either
; - bool
; - (make-straight sym pipeline)
; - (make-branch pipeline pipeline)

(make-straight 'copper false)
Example Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

(make-straight 'copper
  (make-straight 'lead false))
Example Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

(make-branch
  (make-branch (make-straight 'copper true) false)
  (make-branch false false))
Programming with Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)
Programming with Pipelines

; A pipeline is either
;   - bool
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;   - (make-branch pipeline pipeline)
Programming with Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

(define (func-for-pipeline pl)
  (cond
    [(boolean? pl) ...]
    [(straight? pl)
     ... (straight-kind pl)
     ... (func-for-pipeline (straight-next pl)) ...]
    [(branch? pl)
     ... (func-for-pipeline (branch-next1 pl))
     ... (func-for-pipeline (branch-next2 pl)) ...])))
Programming with Pipelines

; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)

(define (func-for-pipeline pl)
  (cond
   [(boolean? pl) ...]
   [(straight? pl)
     ... (straight-kind pl)
     ... (func-for-pipeline (straight-next pl)) ...]
   [(branch? pl)
     ... (func-for-pipeline (branch-next1 pl))
     ... (func-for-pipeline (branch-next2 pl)) ...])))
Pipeline Examples

Implement the function `water-running?` which takes a pipeline and determines whether any faucets are open.

Implement the function `modernize` which takes a pipeline and converts all `lead` straight pipes to `copper`.

Implement the function `off` which takes a pipeline and turns off all the faucets.

Implement the function `twice-as-long` which takes a pipeline and inserts a `copper` straight pipe before every existing piece of the pipeline.