

Lecture #2: Functions, Expressions

Administrative

- Reader with discussion and other materials available at Vick Copy (Euclid and Hearst).
- Sign yourself up on Piazza. See course web page:
`http://inst.cs.berkeley.edu/~cs61a`
- Be sure to get an account form next week in lab, and provide registration data.

Announcement: We're trying to hire a new lecturer. There will be two candidates coming Jan. 27-28 (Josh Hug) and Feb. 3-4 (John DeNero), and you can help evaluate them! For both days:

- Mon 01:00pm-02:00pm "Big ideas" talk (in Woz)
- Tue 11:45am-12:45pm Undergrad student lunch on northside (meet in 777 Soda)
- Tue 01:00pm-02:00pm Demo Class talk (in 380 Soda for Josh, Woz for John)
- UG Tue 02:00pm-02:45pm Open Session after demo class (same rooms)

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 1

Recap

- From last lecture: *Values* are data we want to manipulate and in particular,
- *Functions* are values that perform computations on values.
- *Expressions* denote computations that produce values.
- Today, we'll look at them in some detail at how functions operate on data values and how expressions denote these operations.
- As usual, although our concrete examples all involve Python, the actual concepts apply almost universally to programming languages.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 2

Functions

- Something like *abs* denotes or evaluates to a function.
- To depict the denoted function values, we sometimes use this notation:

`abs(x):` `add(a, b)`

- Idea: The opening on the left takes in values and one on the right to delivers results.
- The (green) *formal parameter names*—such as *x*, *a*, *b*—show the number of parameters (inputs) to the function.
- The list of formal parameter names gives us the function's *signature*—in Python, this is the number of arguments.
- For our purposes, the blue name is simply a helpful comment to suggest what the function does.
- (Python actually maintains this *intrinsic name* and the parameter names internally, but this is not a universal feature of programming languages, and, as you'll see, can be confusing.)

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 3

Functions: Lambda

- I'm often going to use a more venerable notation for function values:

`λ x: << | x | >>` `λ a, b: << the sum of a and b >>`

- Formal parameters go to the left of the colon.
- The part to the right of the colon is an expression that indicates what value is produced.
- I'll use `<< ... >>` expressions to indicate non-Python descriptions of values or computations.
- In Python, you can *denote* simple function values like this:

`lambda a, b : << the sum of a and b >>`

which evaluates to

`λ a, b: << the sum of a and b >>`

- (Well, OK: the `<< ... >>` isn't really Python, but I'll use it as a placeholder for some computation I'm not prepared to write.)

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 4

Calling Functions (I)

- The fundamental operation on function values is to *call* or *invoke* them, which means giving them one value for each formal parameter and having them produce the result of their computation on these values:

`-5 > abs(number):` `> 5`

`(29, 13) > add(left, right)` `> 42`

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 5

Call Expressions

- A call expression denotes the operation of calling a function.
- Consider `add(2, 3)`:

`add` `(2 , 3)`
Operator *Operand 0* *Operand 1*

- The operator and the operands are all themselves expressions (recursion again).
- To evaluate this call expression:
 - Evaluate the operator (let's call the value *C*). It must evaluate to a function.
 - Evaluate the operands (or *actual parameters* in the order they appear (let's call these values *P*₀ and *P*₁))
 - Call *C* with parameters *P*₀ and *P*₁.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 6

Calling a Function (I): Substitution

- Once we have the values for the operator and operands, we must still actually evaluate the call.
- A simple way to understand this (which will work for simple expressions) is to think of the process as *substitution*.
- Once you have a value:
 $\lambda a, b: \ll \text{sum of } a \text{ and } b \gg$
- and values for the operands (let's say 2 and 3),
- substitute* the operand values for the formal parameters, replacing the whole call with
 $\ll \text{sum of 2 and 3} \gg$
- which in turn evaluates to 5.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 7

Side Trip: Values versus Denotations

- Expressions such as 2 in a programming language are called *literals*.
- To evaluate them, we replace them with whatever values they are supposed to stand for.
- This is confusing:
 - Q: What is the value of the literal 2?
 - A: 2.
- ...and then you get into long, technical explanations about how the second "2" is really in a different language than the first, and actually is just another notation for some mystical Platonic "2" that is floating off somewhere.
- I'll just try to be practical and distinguish values from literals by surrounding values in a boxes: the value of 2 is 2.
- One way to see the distinction between literals and values: the literals 0x10 and 16 are obviously different, but both denote the same value: 16.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 8

Example: From Expression to Value

Let's evaluate the expression `mul(add(2, mul(0x4, 0x6)), add(0x3, 005))`.
 In the following sequence, values are shown in boxes.
 Everything outside a box is an expression.

- `mul(add(2, mul(0x4, 0x6)), add(0x3, 005))`
- $\lambda a, b: \ll a \times b \gg$ (`add(2, mul(0x4, 0x6)), add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ ($\lambda a, b: \ll a + b \gg$ (2), $\lambda a, b: \ll a \times b \gg$ (4, 6)), `add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ ($\lambda a, b: \ll a + b \gg$ (2), $\ll 4 \times 6 \gg$, `add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ ($\lambda a, b: \ll a + b \gg$ (2), 24), `add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ ($\ll 2 + 24 \gg$, `add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ (26, `add(0x3, 005)`)
- $\lambda a, b: \ll a \times b \gg$ (26, $\lambda a, b: \ll a + b \gg$ (3, 5))
- ... $\lambda a, b: \ll a \times b \gg$ (26, 8)
- ... 208.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 9

Puzzle I

Evaluate

`(lambda a: lambda b: a + b)(1)(3)`

- First, must understand how it's grouped:

$(\lambda a: \lambda b: a + b)(1)(3)$

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 10

Puzzle I (contd.)

- `(lambda a: lambda b: a + b)(1)(3)`
- $\lambda a: \lambda b: a + b$ (1)(3)
- $\lambda b: \lambda a: a + b$ (1 + b)(3)
- $\lambda b: \lambda a: a + b$ (1 + 3)
- 1 + 3
- 4

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 11

Impure Functions

- The functions so far have been *pure*: their output depends only on their input parameters' values, and they do nothing in response to a call but compute a value.
- Functions may do additional things when called besides returning a value.
- We call such things *side effects*.
- Example: the built-in `print` function:

```
-5 > print('• • •')
      > None
      display text '-5'
```

- Displaying text is `print`'s side effect. It's value, in fact, is generally useless (always the null value).
- For this lecture (at least), I'll use $\lambda!$ ("lambda bang") to denote function values with side effects.

Last modified: Mon Mar 3 01:54:57 2014

CS61A: Lecture #2 12

Example: Print

What about an expression with side effects?

1. `print(print(1), print(2))`
2. `λ! x: << print x >> (λ! x: << print x >> (1), print(2))`
3. `λ! x: << print x >> (None, print(2))`
and print '1'.
4. `λ! x: << print x >> (None, λ! x: << print x >> (2))`
5. `λ! x: << print x >> (None, None))`
and print '2'.
6. `None`
and print 'None None'.