

Week2

CS 61A 2021 Fall 官网: [CS 61A: Structure and Interpretation of Computer Programs](https://cs61a.org/)

翻译视频: [【计算机程序的构造和解释】精译【UC Berkeley 公开课-CS61A\(Spring 2021\)】-中英双语字幕](#)

github: [Maxwell2020152049/CS61A](https://github.com/Maxwell2020152049/CS61A)

Lecture #3: Recap of Function Evaluation; Control

Lab: [Lab 1: Variables & Functions, Control](#)

Slide: [03-Control full.pdf](#)

一个名字(name)总是被绑定(bound)到一个值(value)上。

表达式和子表达式都会在同一环境中求值, 现在本地环境帧(local environment frame)中寻找, 若找不到, 再递归地在父环境

(parent environment frame)中寻找。

eg1.:

```
# Create nested environment
x = 1
y = 12
def g1(x):
    def g2(x):
        # Stop here
        print(x)
    g2(x + 1)
g1(2)
```

输出:

```
3
```

在[pythontutor](https://pythontutor.com/)中运行结果如下:

Python 3.6
(known limitations)

```

1 # Create nested environment
2 x = 1
3 y = 12
4 def g1(x):
5     def g2(x):
6         # Stop here
7         print(x)
8         g2(x + 1)
9 g1(2)

```

[Edit this code](#)

→ line that just executed

→ next line to execute

<< First

< Prev

Next >

Last >>

Step 10 of 11

[Customize visualization](#)

Print output (drag lower right corner to resize)

3

Frames

Objects

Global frame

x | 1

y | 12

g1 |

f1: g1 [parent=Global]

x | 2

g2 |

f2: g2 [parent=f1]

x | 3

Return value | None

eg2.:

```

# Illustrate chain of calls.
def square(x): return x*x
def sum_square(x, y):
    return square(x)+square(y)
z = sum_square(3, 4)

```

在pythontutor中运行结果如下:

Python 3.6
(known limitations)

```

1 # Illustrate chain of calls.
2 def square(x): return x*x
3 def sum_square(x, y):
4     return square(x)+square(y)
5 z = sum_square(3, 4)

```

[Edit this code](#)

→ line that just executed

→ next line to execute

<< First

< Prev

Next >

Last >>

Step 12 of 12

[Customize visualization](#)

Frames

Objects

Global frame

square

sum_square

f1: sum_square [parent=Global]

x | 3

y | 4

Return value | 25

f2: square [parent=Global]

x | 3

Return value | 9

f3: square [parent=Global]

x | 4

Return value | 16

eg3.:

```

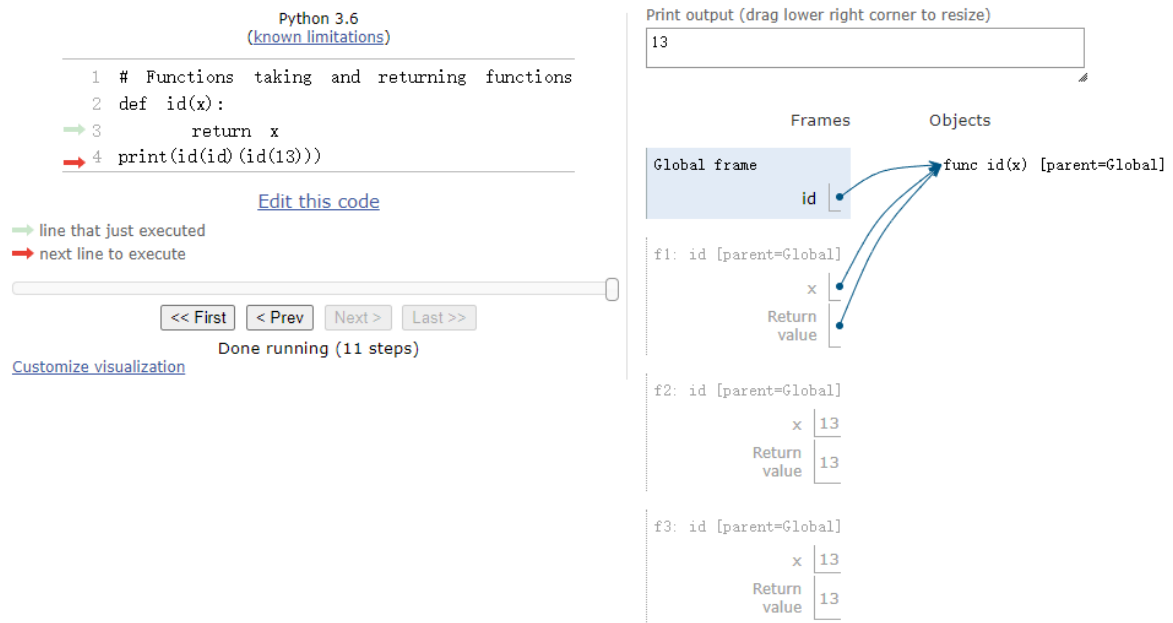
# Functions taking and returning functions
def id(x):
    return x
print(id(id)(id(13)))

```

输出:

13

在pythontutor中运行结果如下:

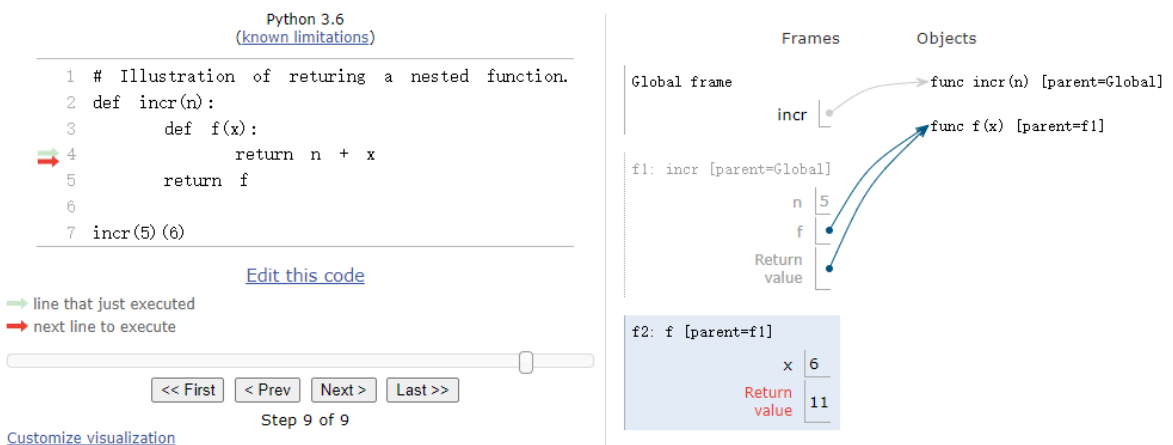


eg4.:

```
# Illustration of returning a nested function.
def incr(n):
    def f(x):
        return n + x
    return f

incr(5)(6)
```

在pythontutor中运行结果如下:



条件表达式 (conditional expressions)

True Part if Condition else False Part

对于上面的python语句, 先计算 Condition, 若结果为 True value, 就执行 True Part, 否则, 执行 False Part。

Example:

```
x = 2
y = 1 / x if x != 0 else 1
print(y)
```

输出：

0.5

Example：

```
x = 0
y = 1 / x if x != 0 else 1
print(y)
```

输出：

1

Example：

```
y = 13 if 0 else 5 == 13 if [] else 5 == 5
print(y)
```

输出：

True

如果有多个 if-else 语句在同一行中，从左到右计算。

在 python 中，以下值都是 False value：

- False
- None
- 0
- Empty strings, sets, lists, tuples, and directories

其他的值都是 True value。

短路求值 (short circuit evaluation)

Left and Right

如果 Left 是 True value，返回 Right 的结果，如果 Left 是 False value，返回 Left 的结果。

Left or Right

如果 Left 是 True value，返回 Left 的结果，如果 Left 是 False value，返回 Right 的结果。

条件语句 (conditional statements)

```
if Condition1:
    Statements1
elif Condition2:
    Statements2
...
else:
    Statementsn
```

如果 Condition1 为 真, 就执行 Statement1;

如果 Condition2 为 真, 就执行 Statement2;

.....

如果所有条件都为 假, 就执行 Statementn;

在 python 中, 使用 缩进 来控制语句块。

循环语句 (loop statements)

```
while Condition:
    Statements
```

如果 Condition 为 真, 就执行 Statement, 如果 Condition 为 假, 结束循环;

Lecture #4: Higher-Order Functions

Disc: [Discussion 1: Environment Diagrams, Control](#)

Project: [Project 1: The Game of Hog](#)

Slide: [04-Higher-Order Functions full.pdf](#)

课堂练习

上节课没讲完的程序, 使用 `python3 -m doctest {filename}` 可以运行程序注释中的测试样例, 以检测程序的正确性:

```
# Prime numbers

def is_prime(n):
    """Return True iff N is prime.
    >>> is_prime(1)
    False
    >>> is_prime(2)
    True
    >>> is_prime(8)
    False
    >>> is_prime(21)
    False
    >>> is_prime(23)
    True
    """

def smallest_factor(n):
    """Returns the smallest value k>1 that evenly divides N."""
    # The following can be speeded up a great deal!

def print_factors(n):
    """Print the prime factors of N.
    >>> print_factors(180)
    2
```

```
2
3
3
5
"""
```

我的实现:

```
# Prime numbers

def is_prime(n):
    """Return True iff N is prime.
    >>> is_prime(1)
    False
    >>> is_prime(2)
    True
    >>> is_prime(8)
    False
    >>> is_prime(21)
    False
    >>> is_prime(23)
    True
    """
    if (n == 1):    return False

    i = 2
    while i < n:
        if n % i == 0:
            return False
        i += 1

    return True

def smallest_factor(n):
    """Returns the smallest value k>1 that evenly divides N."""
    i = 2
    while i <= n:
        if n % i == 0:
            return i
        i += 1

def print_factors(n):
    """Print the prime factors of N.
    >>> print_factors(180)
    2
    2
    3
    3
    5
    """
    while n != 1:
        i = 2
```

```

while i <= n:
    if n % i == 0:
        print(i)
        n //= i
        break
    i += 1

```

本课程给出的参考答案很巧妙，`is_prime` 和 `print_factors` 的实现都使用了 `smallest_factor`：

```

# Prime numbers

def is_prime(n):
    """Return True iff N is prime.
    >>> is_prime(1)
    False
    >>> is_prime(2)
    True
    >>> is_prime(8)
    False
    >>> is_prime(21)
    False
    >>> is_prime(23)
    True
    """
    return n > 1 and smallest_factor(n) == n

def smallest_factor(n):
    """Returns the smallest value k>1 that evenly divides N."""
    # The following can be speeded up a great deal!
    k = 2
    while k <= n:
        if n % k == 0:
            return k
        k += 1

def print_factors(n):
    """Print the prime factors of N.
    >>> print_factors(180)
    2
    2
    3
    3
    5
    """
    k = 2
    while n > 1:
        d = smallest_factor(n)
        print(d)
        n = n // d      # or n //= d

```

重构函数引发的思考

实现一个函数，判断参数 a 和 b 是否有相同位数：

```
# Designing Functions

def same_length(a, b):
    """Return true iff positive integers A and B have the same
    number of digits when written in decimal.

    >>> same_length(50, 70)
    True
    >>> same_length(50, 100)
    False
    >>> same_length(1000, 100000)
    False
    """
    a_count = 1
    while a >= 10:
        a_count += 1
        a //= 10

    # The next section looks the same as the first. Yuch!
    b_count = 1
    while b >= 10:
        b_count += 1
        b //= 10

    return a_count == b_count
```

将重复的代码段用函数实现：

```
# So, we refactor into two functions
def same_length2(a, b):
    """Return true iff positive integers A and B have the same
    number of digits when written in decimal.

    >>> same_length2(50, 70)
    True
    >>> same_length2(50, 100)
    False
    >>> same_length2(1000, 100000)
    False
    """
    return digits2(a) == digits2(b)

def digits2(x):
    """Return the number of decimal digits in the positive integer x."""
    x_count = 1
    while x >= 10:
        x_count += 1
        x //= 10
    return x_count

# Now let's generalize even further!
```


进一步重构函数，使其适用性更强：

```
# Now let's generalize even further!

def same_length3(a, b, base=10):
    """Return true iff positive integers A and B have the same
    number of digits when written in radix BASE.

    >>> same_length3(50, 70)
    True
    >>> same_length3(20, 100)
    False
    >>> same_length3(50, 100)
    False
    >>> same_length3(1000, 100000)
    False
    >>> same_length3(50, 100, 16)
    True
    """
    return digits3(a, base) == digits3(b, base)

def digits3(x, base=10):
    """Return the number of radix BASE digits in the positive integer X."""
    x_count = 1
    while x >= base:
        x_count += 1
        x //= base
    return x_count
```

函数注释 (comments on functions in general terminology)

domain：定义域，函数合法的参数的集合

range：值域，函数合法的返回值的集合

codomain：上域，函数合法的返回值的超集

在 python 中，可以使用 `""" """` 在函数开头编写注释文档，作用如下：

- 文档注释可以提供足够的信息给程序员，使其不需要阅读函数体，就能明白如何使用该函数；
- 文档注释明确什么输入是合法的，以及什么情况下程序员可以使用该函数，这叫做 **前置条件**；
- 文档注释明确函数接收合法输入时的输出和副作用，这叫做 **后置条件**；
- 总之，这就是函数的 **行为** 和 **语义**。

原文在本课的 ppt 的第4页：

- Ideally, a **documentation comment** for a function provides enough information so that a programmer can use the function properly and understand what it does **without** having to read its body.
- It should make clear what inputs are valid or under what conditions the function may be called. This is the **precondition**.
- Likewise, it should make clear what the resulting output or effect of the function will be for correct inputs. This is the **postcondition**.
- Together, these are the **behavior** or **semantics** (meaning) of the function.

设计函数的两条原则 (Two Design Principles)

设计函数应当遵循以下原则：

- 函数是良定义 (well-defined) 的，即函数应该简洁清晰；
- 不要重复，但程序出现很多重复的语句块时，就要进行重构 (refactor)；
- 编写可用性更强的函数。

原文在本课的 ppt 的第5页：

- Functions should do one well-defined thing (a complicated documentation comment might suggest your function does too much).
- DRY (Don't Repeat Yourself).
 - Multiple segments of code that look really similar to each other cry out for refactoring...
 - That is, for replacing the segments with simple calls to a single general function that states their shared structure just once, with parameters used to specialize to the various cases.

Lecture #5: Exercising Environments

Exam Prep : [Exam Prep 1: Control, Higher-Order Functions](#)

Lost : [Lost 01: Control, Environment Diagrams](#)

Homework : [Homework 2: Higher Order Functions](#)

Slide : [05-Environments full.pdf](#)

这节课主要讲了很多关于环境(environment)的习题，具体请看本节课的slide。