

61A Lecture 4

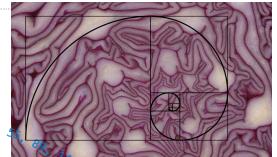
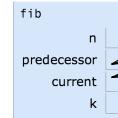
Wednesday, January 28

Announcements

- Homework 1 due Wednesday 1/28 at 11:59pm. Late homework is not accepted!
- Check your submission on ok.cs61a.org and submit again if it's not right
- Take-home quiz 1 released Wednesday 1/28, due Thursday 1/29 at 11:59pm
- Open-computer, open notes, closed friends
- Content Covered: Lectures through Monday 1/26 (same topics as Homework 1)
- If you receive 0/3, talk to your TA (or me) about how to approach the course
- Extra lectures: Earn 1 unit (pass/no pass) by learning about optional additional topics
- First extra lecture: Thursday 1/29 5-6:30pm in 2050 VLSB (Come there to learn more)
- Project 1 due Thursday 2/5 at 11:59pm

Iteration Example

The Fibonacci Sequence



```
def fib(n):
    """Compute the nth Fibonacci number, for N >= 1."""
    pred, curr = 0, 1 # Zeroth and first Fibonacci numbers
    k = 1 # curr is the kth Fibonacci number
    while k < n:
        pred, curr = curr, pred + curr
        k = k + 1
    return curr
```

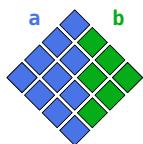
The next Fibonacci number is the sum of the current one and its predecessor

Discussion Question 1

- n^2
- $(n+1)^2$
- $2 \cdot (n+1)$
- $n^2 + 1$
- $n \cdot (n+1)$

What does pyramid compute?

```
def pyramid(n):
    a, b, total = 0, n, 0
    while b:
        a, b = a+1, b-1
        total = total + a + b
    return total
```



Designing Functions

Characteristics of Functions

```
def square(x):
    """Return X * X."""
A function's domain is the set of all inputs it might possibly take as arguments.
```

x is a real number

```
def fib(n):
    """Compute the nth Fibonacci number, for N >= 1."""
n is an integer greater than or equal to 1
```

A function's range is the set of output values it might possibly return.

returns a non-negative real number

returns a Fibonacci number

A pure function's behavior is the relationship it creates between input and output.

return value is the square of the input

return value is the nth Fibonacci number

A Guide to Designing Function

Give each function exactly one job.



not



Don't repeat yourself (DRY). Implement a process just once, but execute it many times.



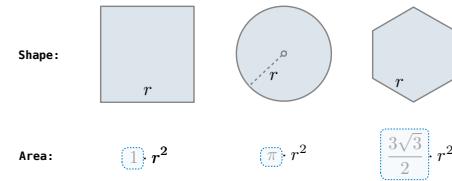
Define functions generally.



Generalization

Generalizing Patterns with Arguments

Regular geometric shapes relate length and area.



Finding common structure allows for shared implementation

(Demo)

Higher-Order Functions

Generalizing Over Computational Processes

The common structure among functions may be a computational process, rather than a number.

$$\sum_{k=1}^5 k = 1 + 2 + 3 + 4 + 5 = 15$$

$$\sum_{k=1}^5 k^3 = 1^3 + 2^3 + 3^3 + 4^3 + 5^3 = 225$$

$$\sum_{k=1}^5 \frac{8}{(4k-3) \cdot (4k-1)} = \frac{8}{3} + \frac{8}{35} + \frac{8}{99} + \frac{8}{195} + \frac{8}{323} = 3.04$$

(Demo)

Summation Example

```
def cube(k):
    return pow(k, 3)  # Function of a single argument
#(not called "term")
def summation(n, term):  # A formal parameter that will
    """Sum the first n terms of a sequence.
    be bound to a function
    """
    total, k = 0, 1
    while k <= n:
        total, k = total + term(k), k + 1
    return total
#(The cube function is passed
#as an argument value)
#(The function bound to term
#gets called here)
>>> summation(5, cube)
225
#(0 + 1 + 8 + 27 + 64 + 125)
```

Functions as Return Values

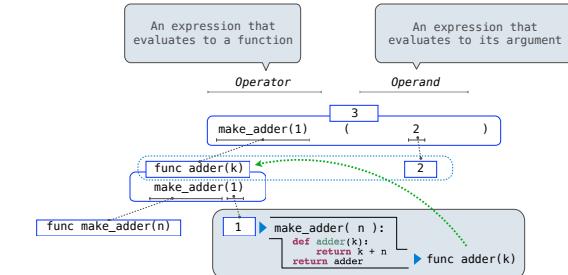
(Demo)

Locally Defined Functions

Functions defined within other function bodies are bound to names in a local frame

```
A function that
returns a function
def make_adder(n):
    """Return a function that takes one argument k and returns k + n.
    """
    def adder(k):
        return k + n
    #(A def statement within
    #another def statement)
    #(Can refer to names in the
    #enclosing function)
>>> add_three = make_adder(3)
>>> add_three(4)
7
#(The name add_three is bound
#to a function)
```

Call Expressions as Operator Expressions



Environments for Higher-Order Functions

Names can be Bound to Functional Arguments

```
1 def apply_twice(f, x):
2     return f(f(x))
3
4 def square(x):
5     return x * x
6
7 result = apply_twice(square, 2)
```

Global frame
apply_twice → func apply_twice(f, x) [parent=Global]
square → func square(x) [parent=Global]

Applying a user-defined function:

- Create a new frame
- Bind formal parameters (f & x) to arguments
- Execute the body:
return f(f(x))

```
1 def apply_twice(f, x):
2     return f(f(x))
3
4 def square(x):
5     return x * x
6
7 result = apply_twice(square, 2)
```

Global frame
apply_twice → func apply_twice(f, x) [parent=Global]
square → func square(x) [parent=Global]

f1: apply_twice [parent=Global]

[Interactive Diagram](#)

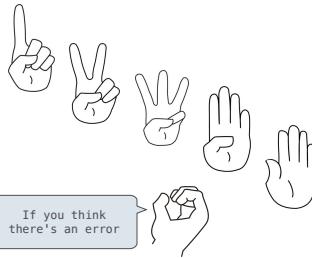
Discussion Question

What is the value of the final expression below? (Demo)

```
def repeat(f, x):
    while f(x) != x:
        x = f(x)
    return x

def g(y):
    return (y + 5) // 3

result = repeat(g, 5)
```



If you think
there's an error

[Interactive Diagram](#)