

# CS61A Discussion 2: Environment Diagrams and Recursion

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# Agenda

1. Feedback!
2. Week in Review
3. Environment Diagrams
4. Lambdas (brief)
5. Recursion

# Feedback!

Thanks for your feedback! Some changes:

- Trying some minor format changes
  - **All lec first, then problems later**
- **Better clarity** on which problems will be covered  
(disc is too long to do all the questions!)

# Week In Review

**CSM sections for 61A are available for signup!**

Hog is due this Thursday!

- How many have **started/finished** with Hog?
- How many are **finished** with Hog?

How was lab 2? (Lambdas/HOFs, Recursion)

# Attendance

Form: [tinyurl.com/jerrydisc](http://tinyurl.com/jerrydisc)

Weekly question is the quiz.

*Optional: add what you think of last week's and this week's quiz.*

(Weekly question is **not judged based on correctness**)

# Environments

Q: What is an **environment**?

A: Environments represent a **context** for execution.

- Environments store things such as name-value bindings
- Visualize environments using **environment diagrams**

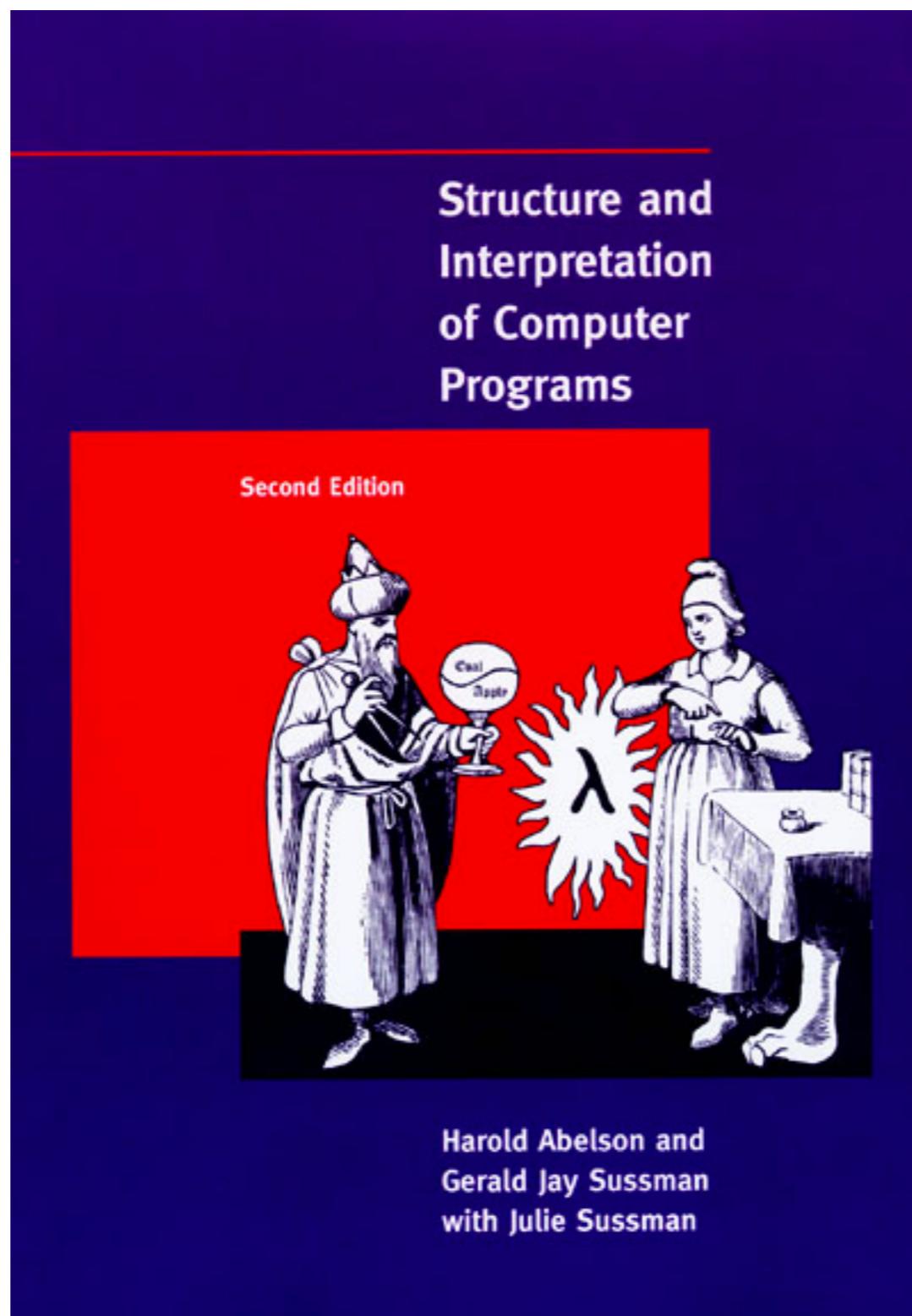
# Environment Diagrams

Consists of many frames that track program state

Some rules:

- **Function call: create and number new frame** ( $f_1, f_2$ , etc.)
  - always start in global frame
- **Assignment:** write variable name and expression value
- **Def statements:** record function name and bind function object. Remember parent frame!
- **Frames return values** upon completion (Global is special)

# A Lambda Detour



# A Lambda Detour

```
(lambda x, y: x + y * y)(4, 5)
```

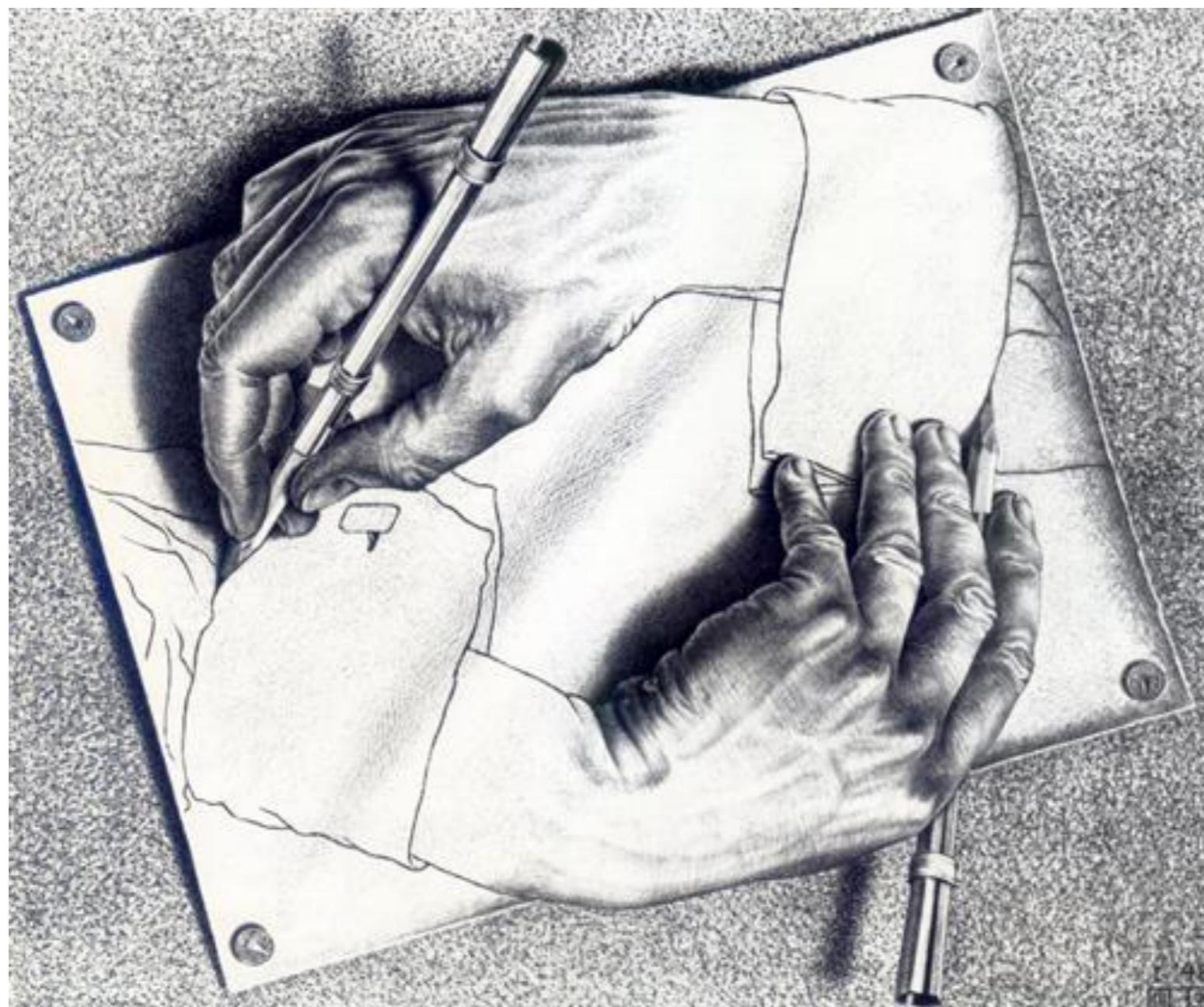
Lambda definition

Lambda call

Result (after currying):

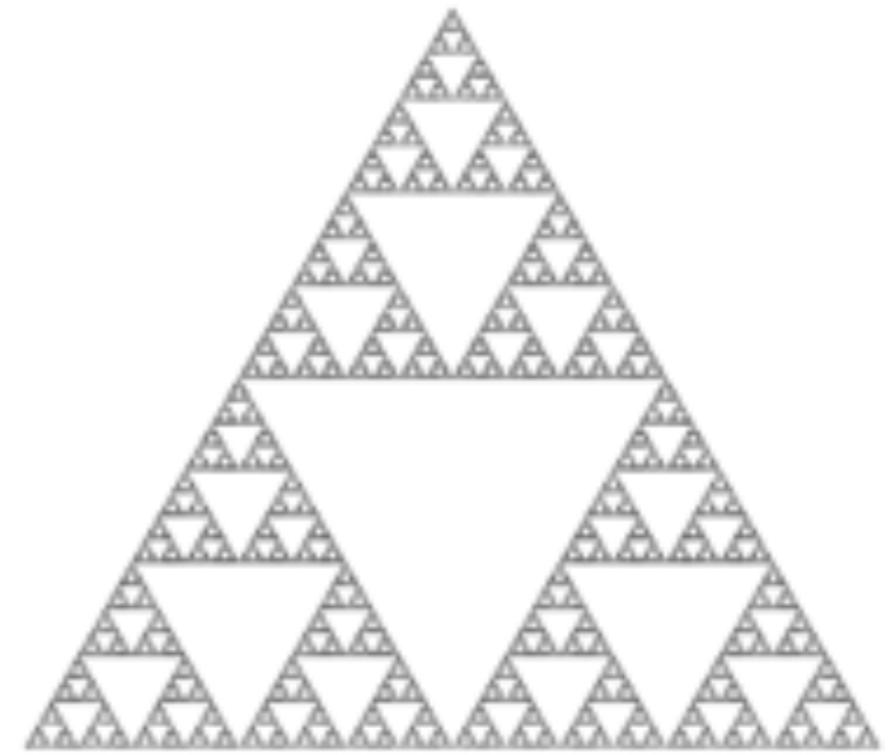
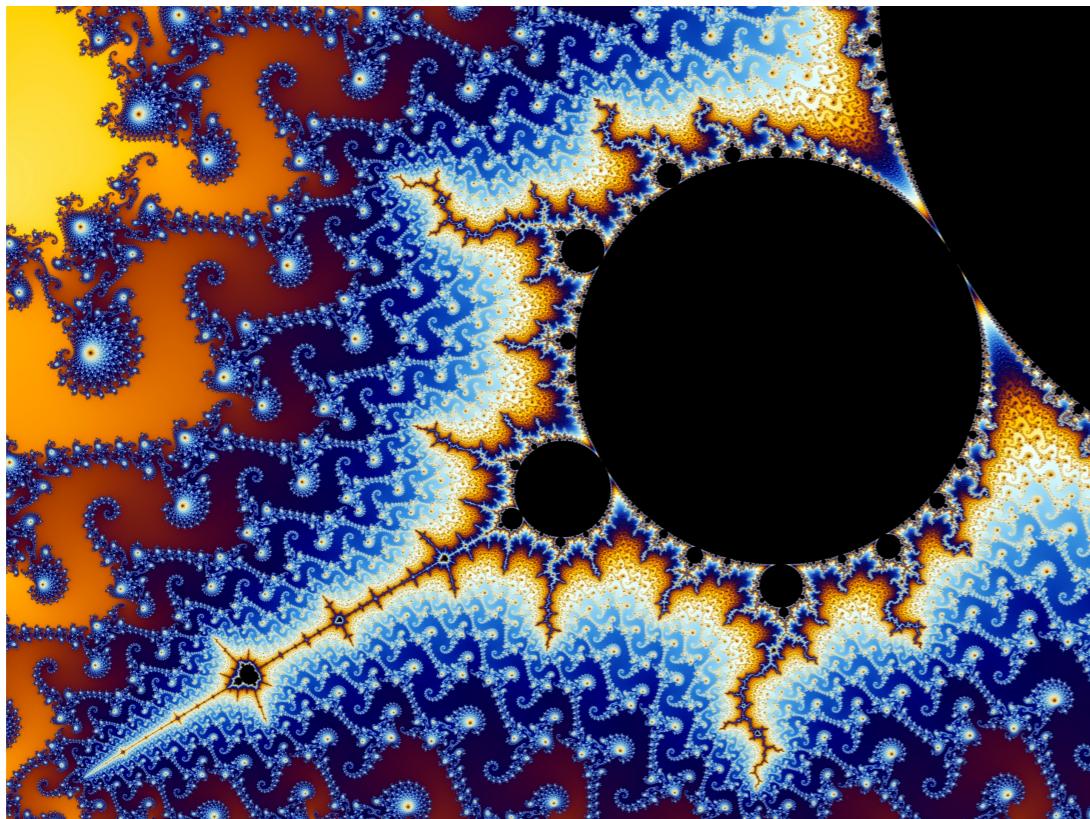
```
(lambda x = 4, y = 5: x + y * y)
```

# Recursion



*Drawing Hands* by M. C. Escher

# Recursion



Fractals: Mandelbrot Set and Sierpinski Triangle

# Recursion



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Did you mean: ***recursion***

# Recursion

A recursive function can call itself,

which can call itself,

which can call itself,

...

# Recursion

Components of a recursive function

- **Base case:** some simple stopping condition
- **Recursive calls:** call ourself

Must be **simpler** than the original problem

**Leap of faith:** assume our recursive function solves any simpler version of the problem

# Recursion

Exponentiation example from lab:

```
def exp(b, n):  
    if n == 0:  
        return 1  
    if n % 2 == 0:  
        return exp(b ** 2, n / 2)  
    else:  
        return b * exp(b, n - 1)
```

# Tree Recursion

Recursive functions can sometimes require more than one call!

$$\text{Fib}(n) = \text{Fib}(n - 1) + \text{Fib}(n - 2)$$

Very powerful, but also potentially very slow (why?)