



UC Berkeley EECS
Lecturer
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The Beauty and Joy of Computing

Lecture #2 : Functions

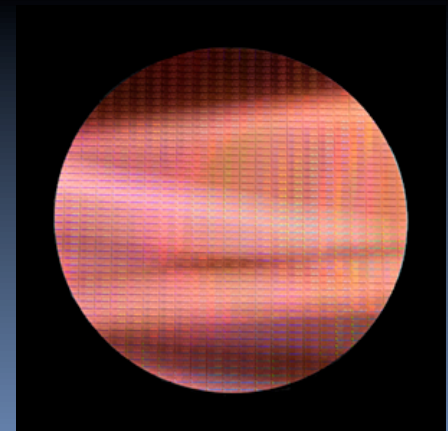


Get iClickers in Lab

Reading Quiz in first lab

**INTEL BUILDS SPECIALIZED CHIPS FOR
MOBILE SPEECH RECOGNITION**

[http://www.technologyreview.com/news/530491/
hello-computer-intels-new-mobile-chips-are-always-
listening/](http://www.technologyreview.com/news/530491/hello-computer-intels-new-mobile-chips-are-always-listening/)





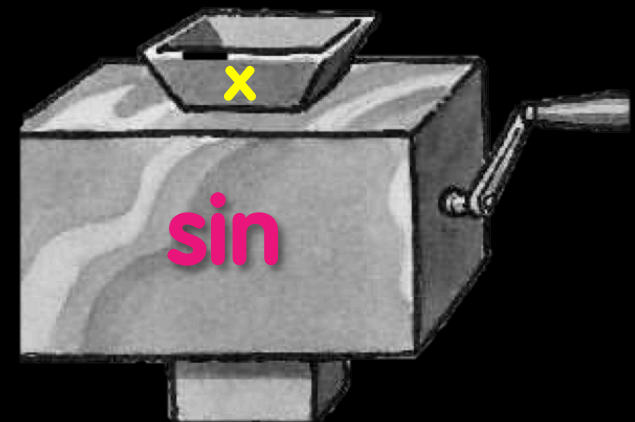
Abstraction (in CS10)

REVIEW

- You are going to learn to write functions, like in math class:

$$y = \sin(x)$$

- \sin is the function
- x is the input
- It returns a single value, a number



"Function machine" from *Simply Scheme*
(Harvey)





Dan's kid's 2nd grade HW!

HOME LINK
2-11

"What's My Rule?"



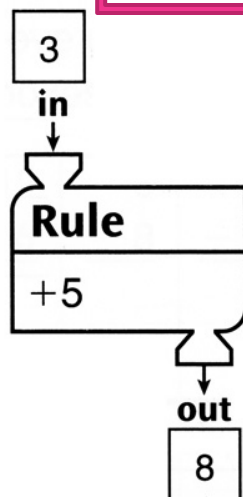
Family Note

Today your child learned about a kind of problem you may not have seen before. We call it "What's My Rule?" Please ask your child to explain it to you.

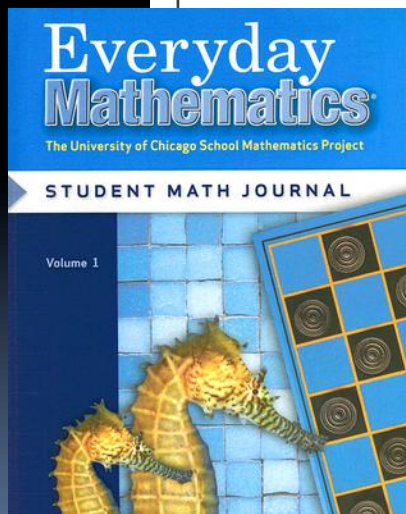
Here is a little background information: Imagine a machine with a funnel at the top and a tube coming out of the bottom. The machine can be programmed so that if a number is dropped into the funnel, the machine does something to the number, and a new number comes out of the tube. For example, the machine could be programmed to add 5 to any number that is dropped in. If you put in 3, 8 would come out. If you put in 7, 12 would come out.

We call this device a *function machine*.

You can show the results of the rule "+5" in a table:



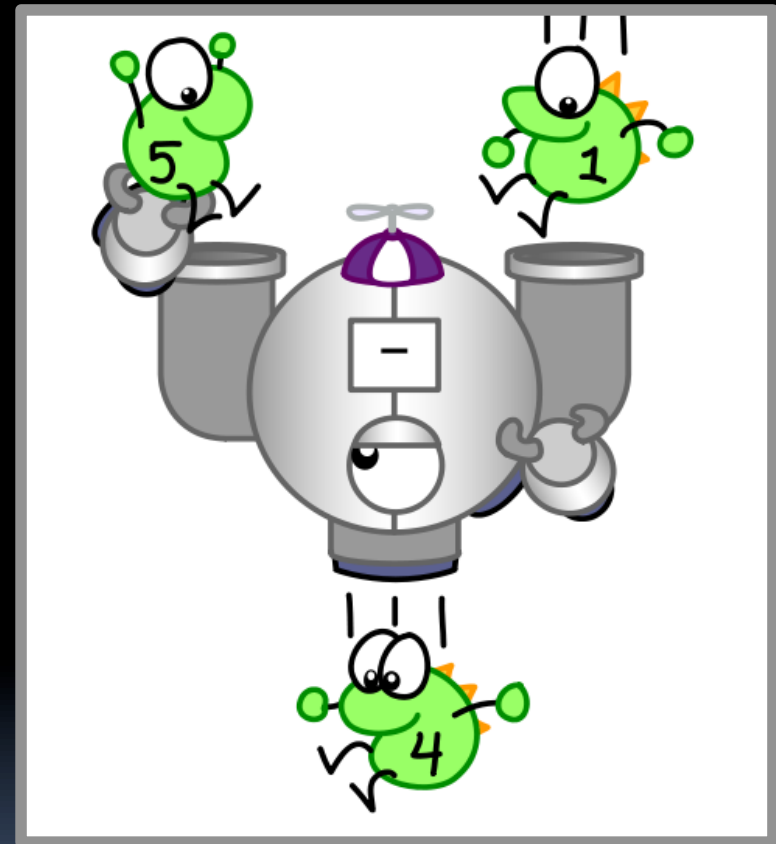
in	out
3	8
7	12
15	20





Function basics

- Functions take in **0 or more inputs** and return **exactly 1 output**
- The same inputs **MUST** yield same outputs.
 - Output function of input only
- Other rules of functions
 - No **state** (prior history)
 - No **mutation** (no variables get modified)
 - No **side effects** (nothing else happens)



CS Illustrated function metaphor





Which is NOT a function?

a) pick random to

b) <

c) length of

d) sqrt of

e) true





More Terminology (from Math)

- **Domain**

- The “class” of input a function accepts

- **Examples**

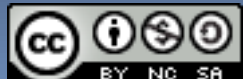
- Sqrt of
 - Positive numbers
- Length of
 - Sentence, word, number
- $_ < _$
 - Both: Sentence, word, number
- $_ \text{ and } _$
 - Booleans
- Letter $_ \text{ of } _$
 - Number from 1 to input length
 - Sentence, word, number

- **Range**

- All the possible return values of a function

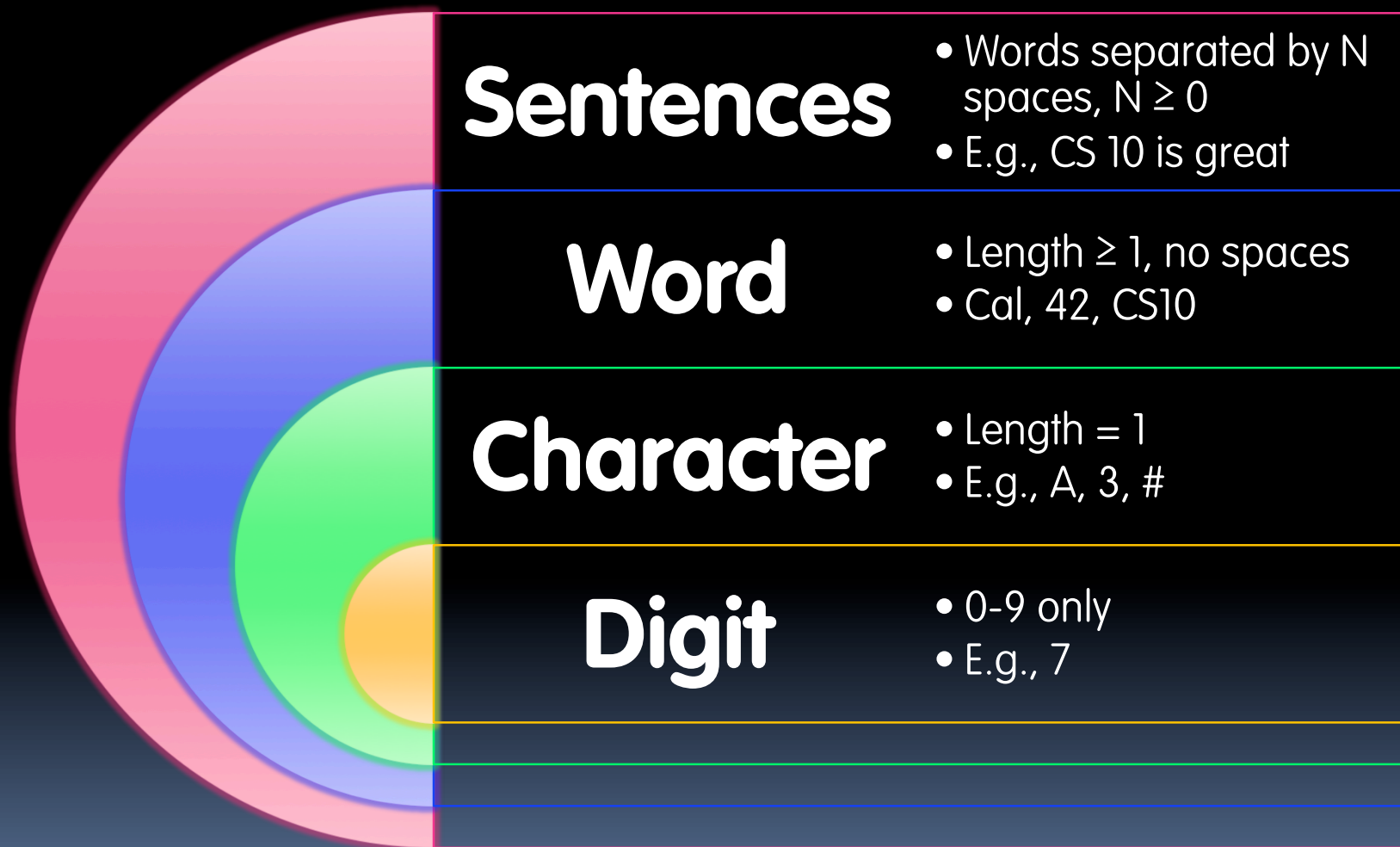
- **Examples**

- Sqrt of
 - Non-negative numbers
- Length of
 - Non-negative integer
- $_ < _$
 - Boolean (true or false)
- $_ \text{ and } _$
 - Boolean (true or false)
- Letter $_ \text{ of } _$
 - Letter





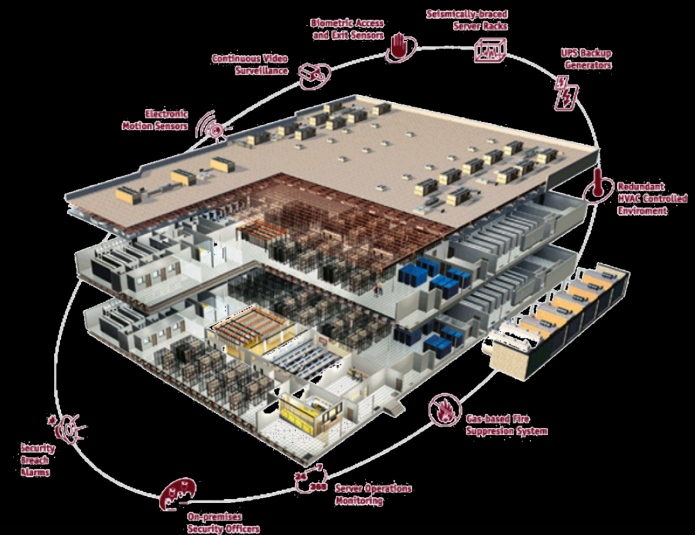
Types of input (there are more)





Why functions are great!

- If a function only depends on the information it gets as input, then nothing else can affect the output.
 - It can run on any computer and get the same answer.
- This makes it incredibly easy to parallelize functions.
 - **Functional programming** is a great model for writing software that runs on multiple systems at the same time.



Datacenter





Scratch → BYOB (Build Your Own Blocks)



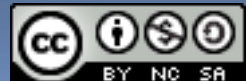
■ Scratch

- Invented @ MIT
- Maintained by MIT
- Huge community
- Sharing via Website
- No functions ☹️
- Scratch 2.0 in Flash
 - No iOS devices. ☹️
- scratch.mit.edu



■ BYOB (and *SNAP!*)

- Based on Scratch code
- Maintained by jens & Cal
- Growing community
- No sharing (yet) ☹️
- Functions! 😊 ... **"Blocks"**
- Snap! Is in HTML5
 - All devices 😊
- snap.berkeley.edu/run





Why use functions? (1)

```
pen down
repeat 4
  move 25 steps
  turn 90 degrees
pen up
```

```
pen down
repeat 4
  move 100 steps
  turn 90 degrees
pen up
```

```
pen down
repeat 4
  move 396 steps
  turn 90 degrees
pen up
```



```
Draw Square of Side length
pen down
repeat 4
  move length steps
  turn 90 degrees
pen up
```

The power of **generalization**!





Why use functions? (2)

They can be **composed** together to make even more magnificent things.

They are literally the **building blocks of almost everything** that we create when we program.

We call the process of breaking big problems down into smaller tasks **functional decomposition**





Types of Blocks

- **Command**
 - No outputs, meant for side-effects
 - Not a function...
- **Reporter (Function)**
 - Any type of output
- **Predicate (Function)**
 - Boolean output
 - (true or false)

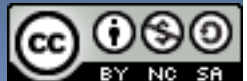




Quick Preview: Python

```
def absolute_value(n):  
    if n < 0:  
        n = -n  
    return n  
  
a = 23  
b = -23  
  
if absolute_value(a) == absolute_value(b):  
    print "The absolute values of", a, "and", b, "are equal"  
else:  
    print "The absolute values of", a, "and", b, "are different"
```

The absolute values of 23 and 23 are equal



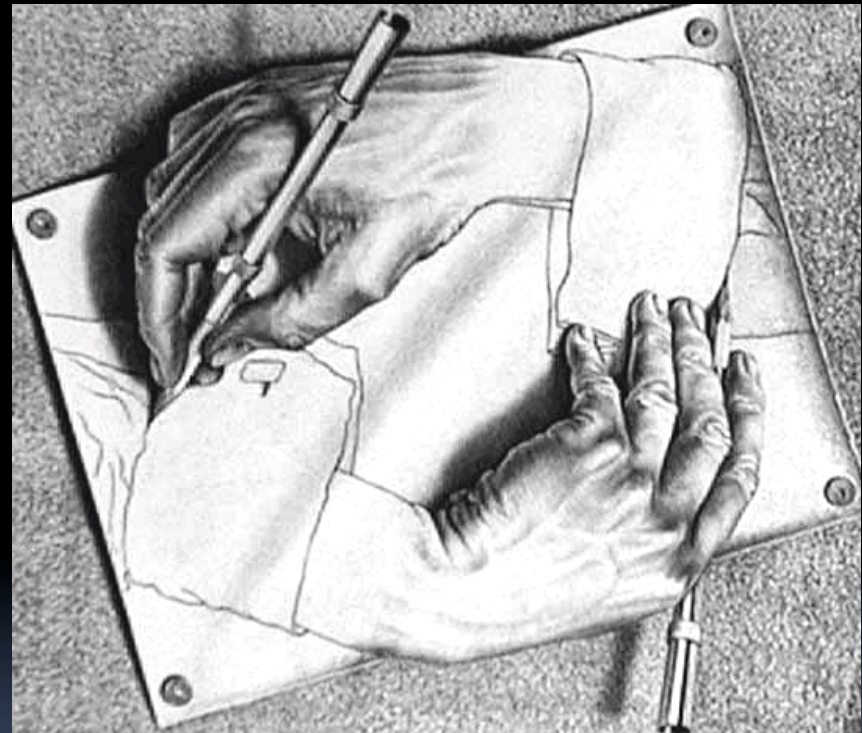


Quick Preview: Recursion

Recursion is a technique for defining functions that use **themselves** to complete their own definition.

We will spend a lot of time on this.

M. C. Escher : *Drawing Hands*





Functions Summary

- Computation is the evaluation of **functions**
 - Plugging pipes together
 - Each pipe, or function, has exactly 1 output
 - Functions can be input!
- Features
 - No state
 - E.g., variable assignments
 - No mutation
 - E.g., changing variable values
 - No side effects
- Need BYOB/Snap!, and not Scratch 1.x

$$f(x) = (x+3) * \sqrt{x}$$

