

## 61A Lecture 4

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Wednesday, January 28

## Announcements

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- Project 1 due Thursday 2/5 at 11:59pm

## Iteration Example

## The Fibonacci Sequence

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## The Fibonacci Sequence

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## The Fibonacci Sequence

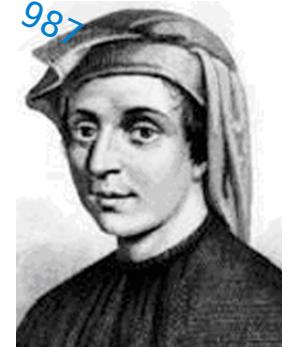
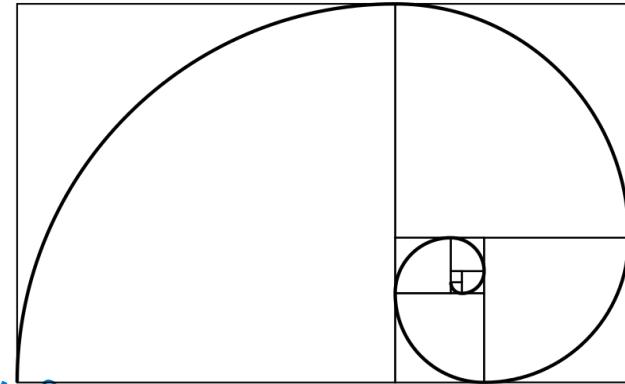
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0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987



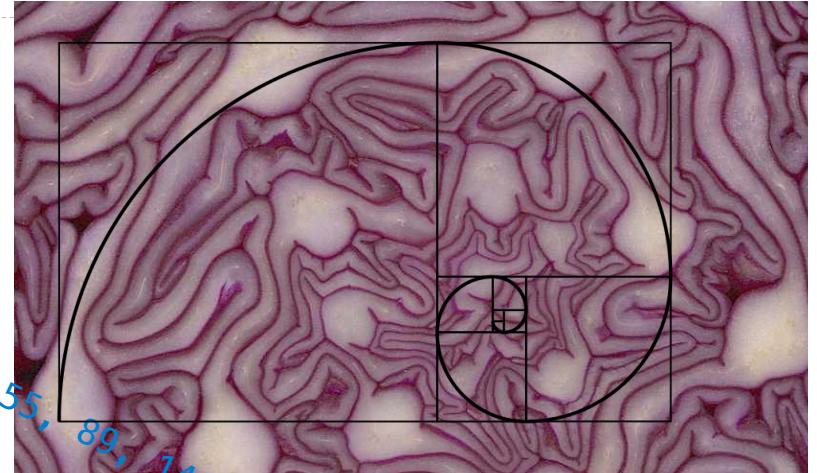
## The Fibonacci Sequence

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987



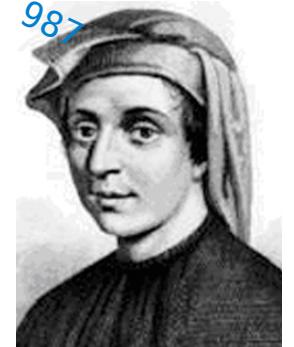
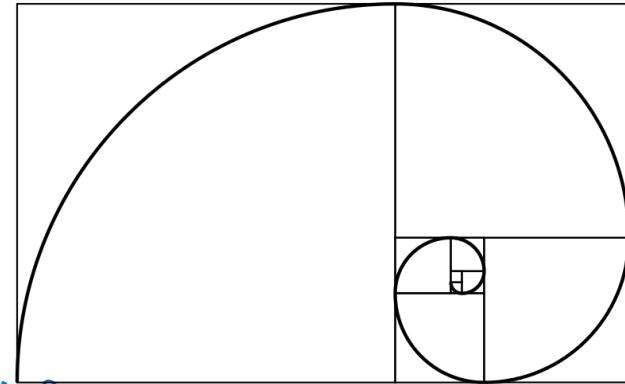
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## The Fibonacci Sequence

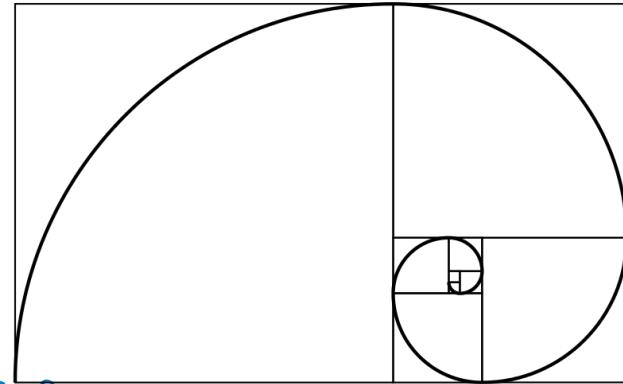
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## The Fibonacci Sequence

```
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
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    return curr
```

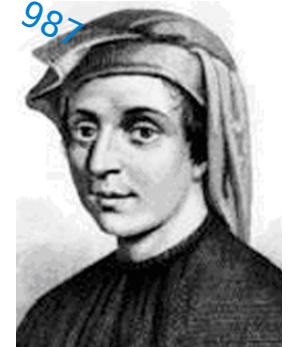
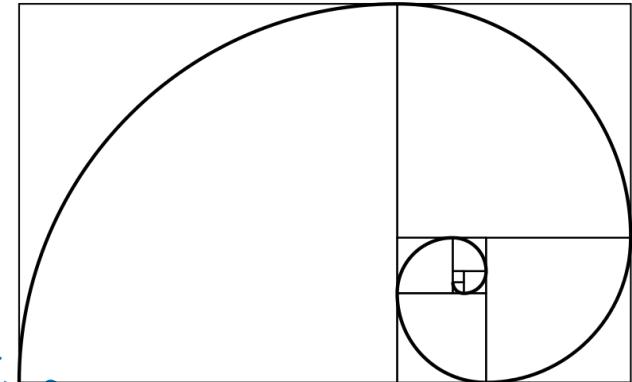
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```

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



## The Fibonacci Sequence

fib

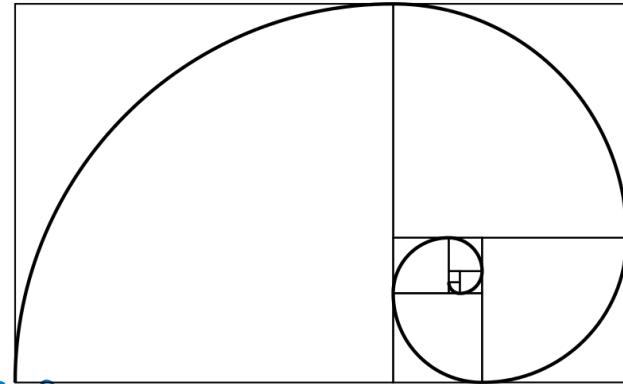
n

predecessor

current

k

$0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987$

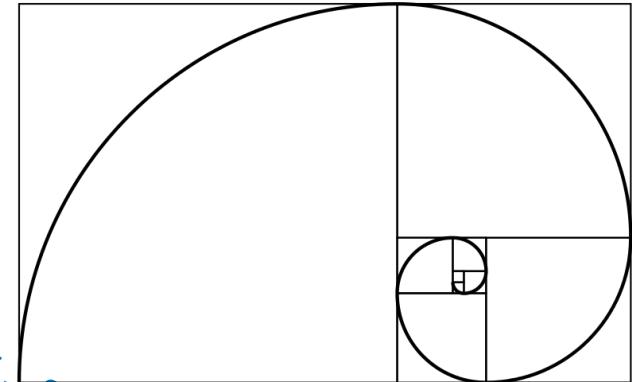
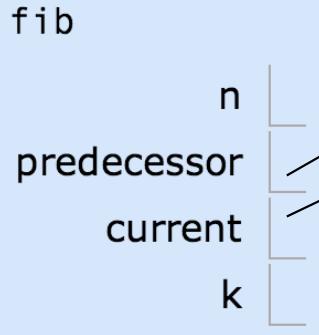


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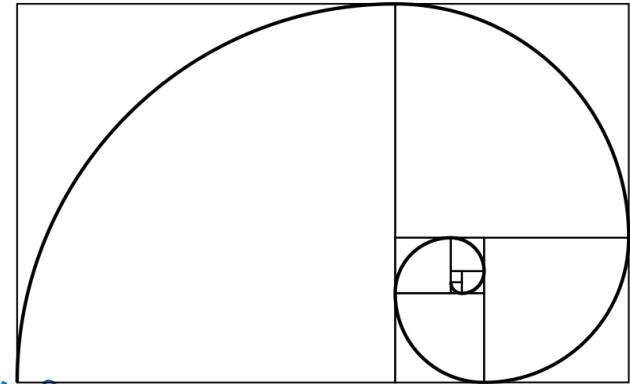
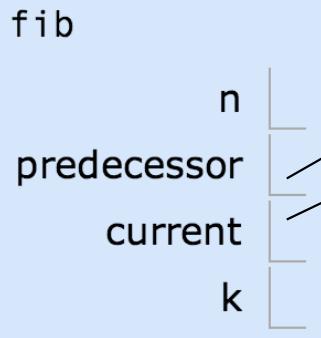


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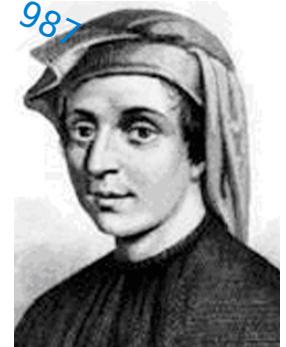


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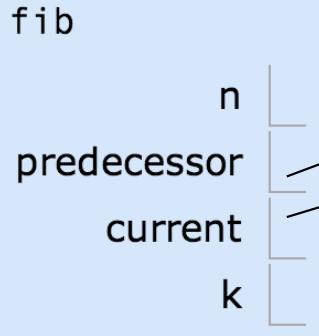


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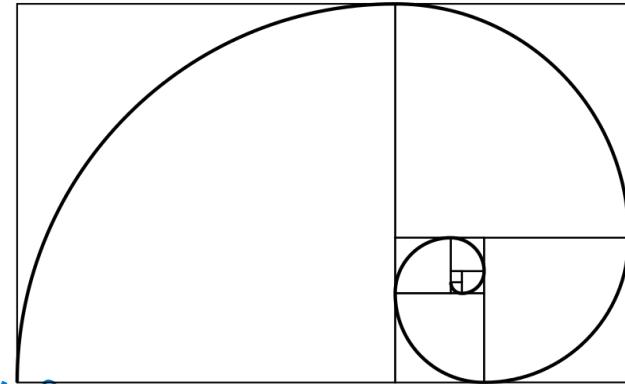
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predecessor

current

k

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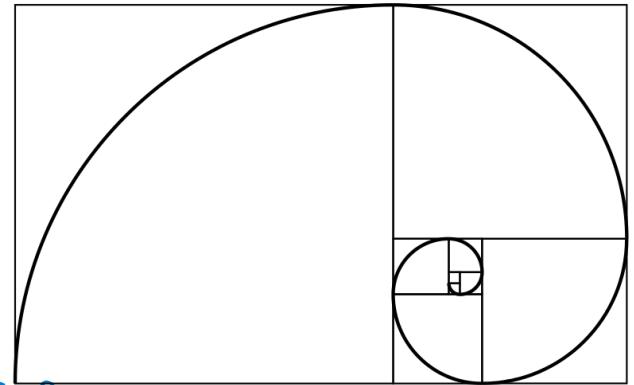
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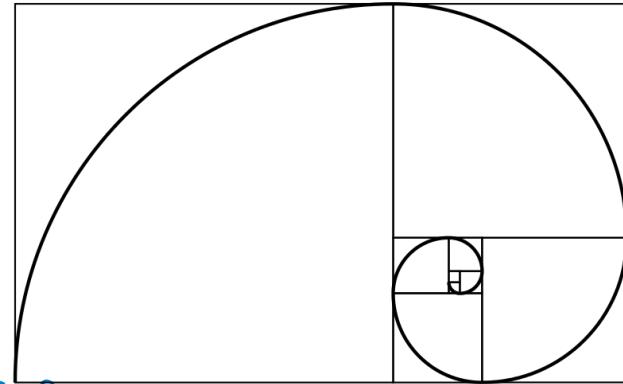
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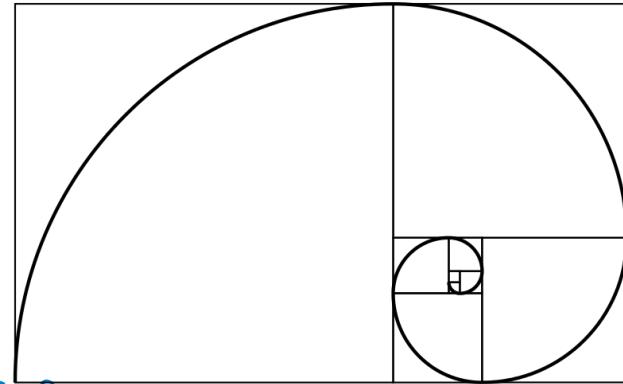


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## Discussion Question 1

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$$n^2$$

What does pyramid compute?



$$(n + 1)^2$$

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def pyramid(n):
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$$2 \cdot (n + 1)$$



$$n^2 + 1$$



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a

b



## Discussion Question 1



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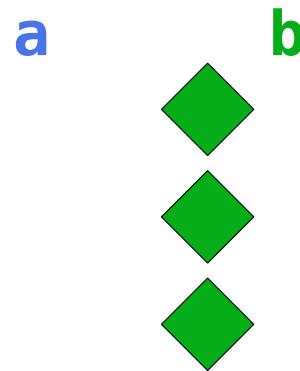
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a                    b



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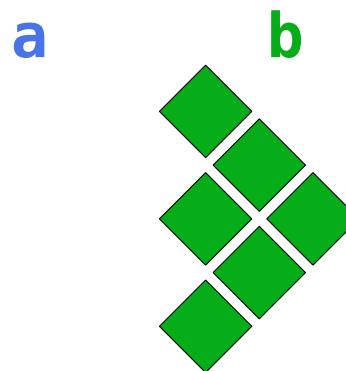
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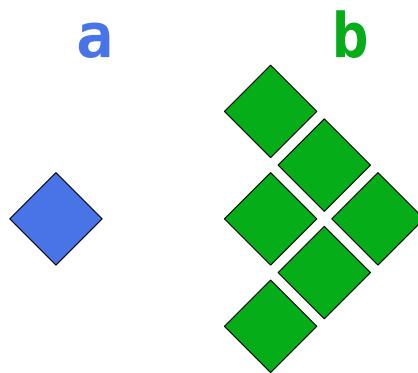
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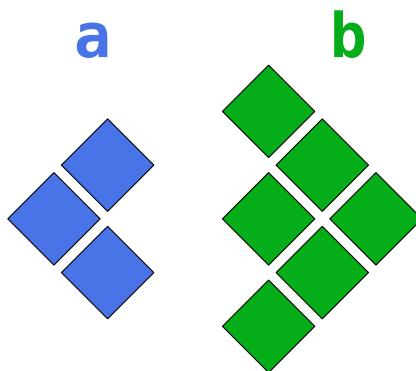
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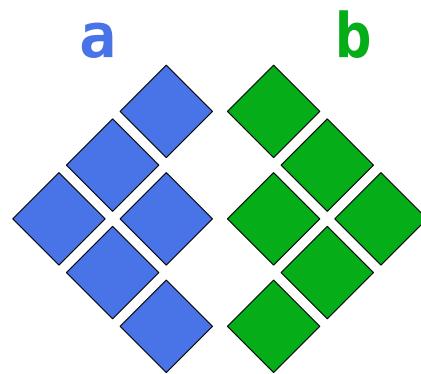
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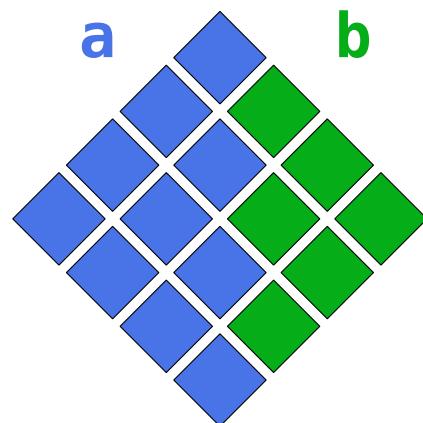
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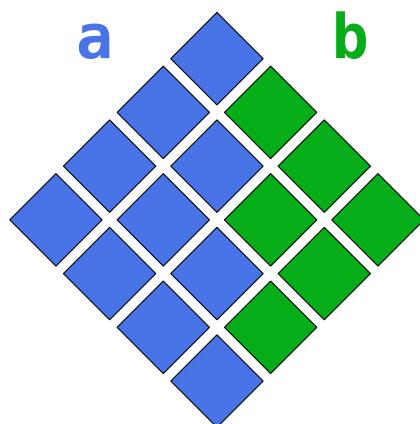
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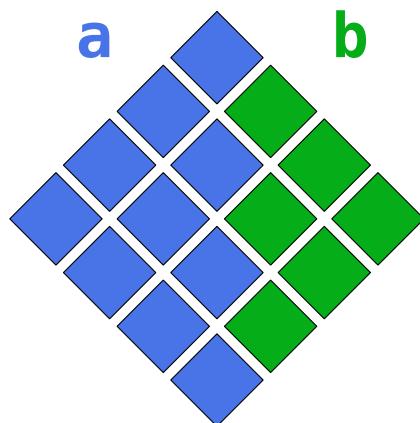
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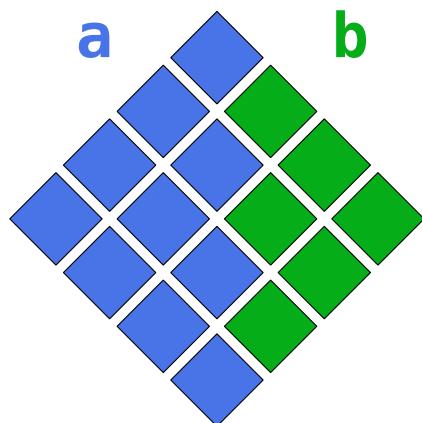
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I'm still here



## Designing Functions

## Characteristics of Functions

---

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A function's domain is the set of all inputs it might possibly take as arguments.

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

## Characteristics of Functions

```
def square(x):
    """Return X * X."""
```

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## Characteristics of Functions

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def square(x):
    """Return X * X."""
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```
def fib(n):
    """Compute the nth Fibonacci number, for N >= 1."""
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*returns a non-negative  
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A function's domain is the set of all inputs it might possibly take as arguments.

*returns a non-negative  
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*return value is the  
square of the input*

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

## Characteristics of Functions

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def square(x):
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def fib(n):
    """Compute the nth Fibonacci number, for N >= 1."""
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A function's domain is the set of all inputs it might possibly take as arguments.

*x is a real number*

*n is an integer greater than or equal to 1*

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

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*return value is the  
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*return value is the nth Fibonacci number*

## A Guide to Designing Function

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---

Give each function exactly one job.

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

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## Generalization

## Generalizing Patterns with Arguments

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## Generalizing Patterns with Arguments

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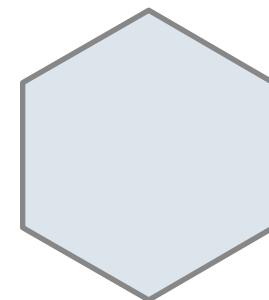
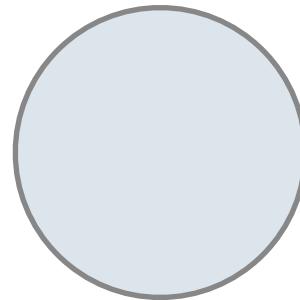
Regular geometric shapes relate length and area.

## Generalizing Patterns with Arguments

---

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**Shape:**

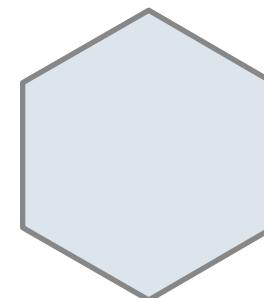
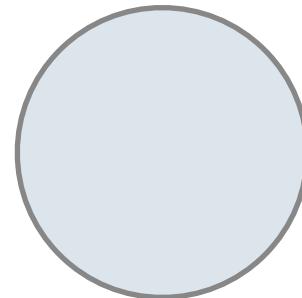
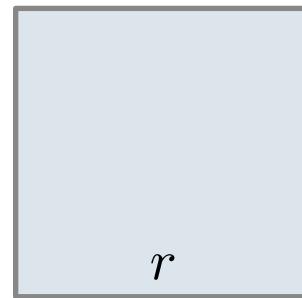


## Generalizing Patterns with Arguments

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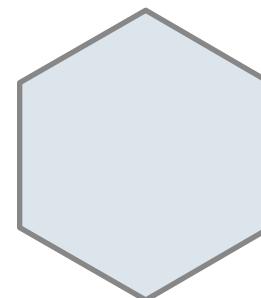
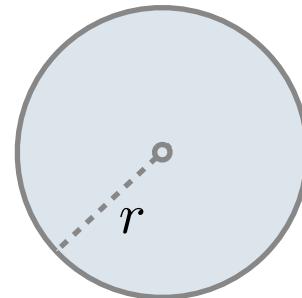
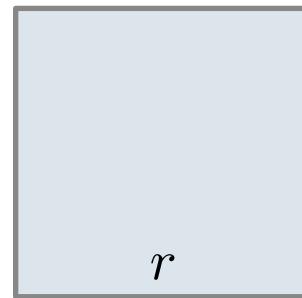


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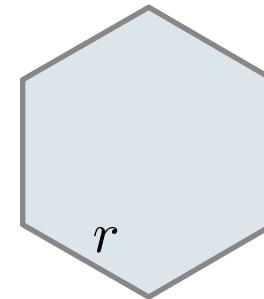
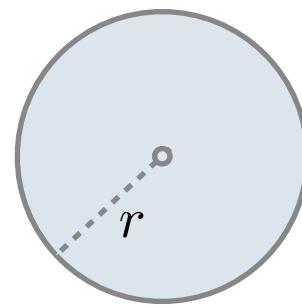
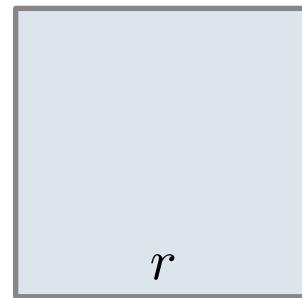


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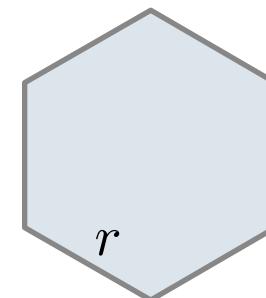
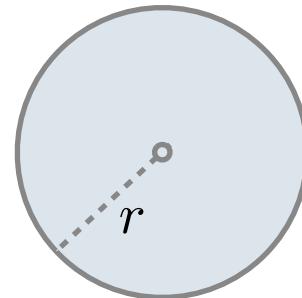
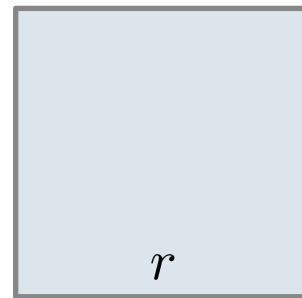


## Generalizing Patterns with Arguments

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**Shape:**



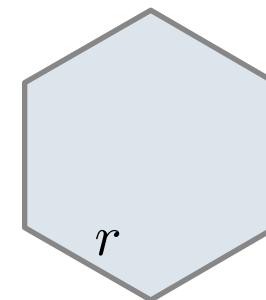
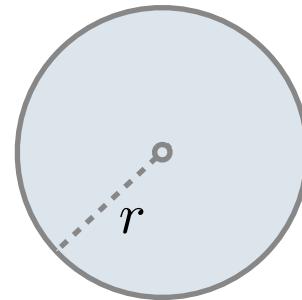
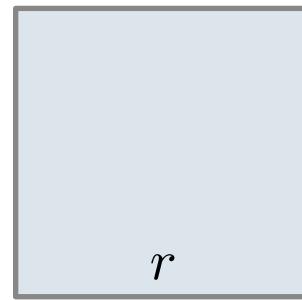
**Area:**

## Generalizing Patterns with Arguments

---

Regular geometric shapes relate length and area.

**Shape:**



**Area:**

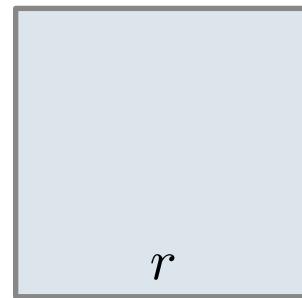
$$r^2$$

## Generalizing Patterns with Arguments

---

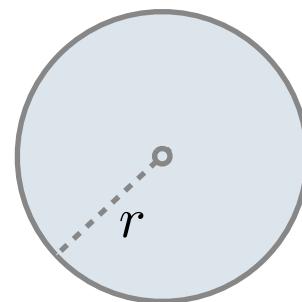
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**Shape:**

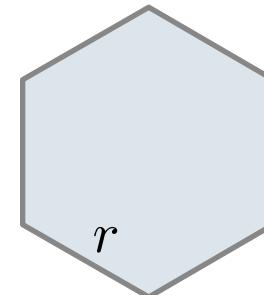


**Area:**

$$r^2$$



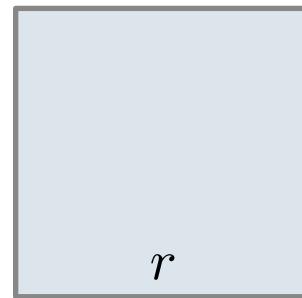
$$\pi \cdot r^2$$



## Generalizing Patterns with Arguments

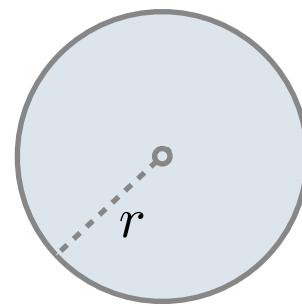
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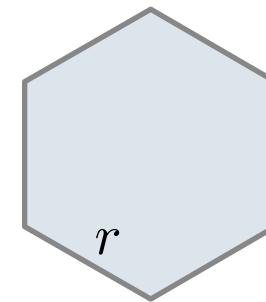


**Area:**

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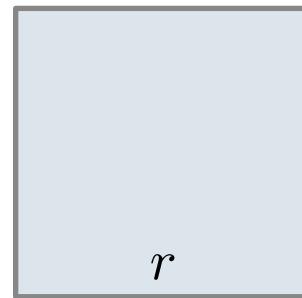


$$\frac{3\sqrt{3}}{2} \cdot r^2$$

## Generalizing Patterns with Arguments

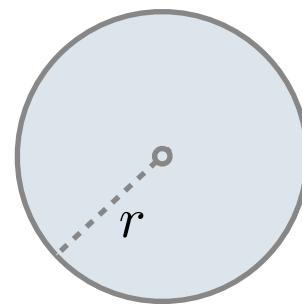
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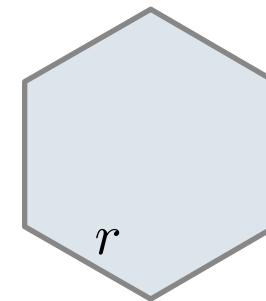


**Area:**

$$1 \cdot r^2$$



$$\pi \cdot r^2$$

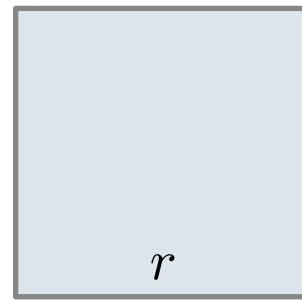


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## Generalizing Patterns with Arguments

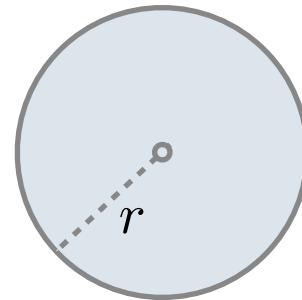
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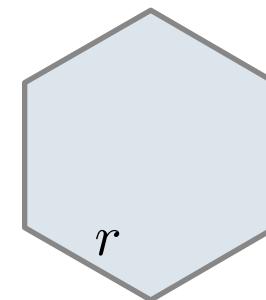


**Area:**

$$\boxed{1} \cdot r^2$$



$$\pi \cdot r^2$$

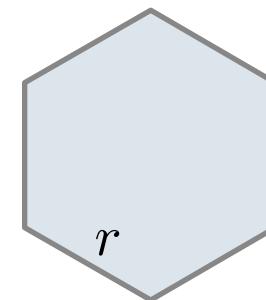
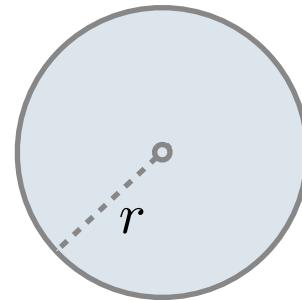
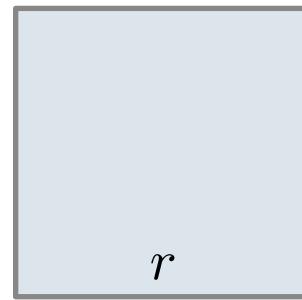


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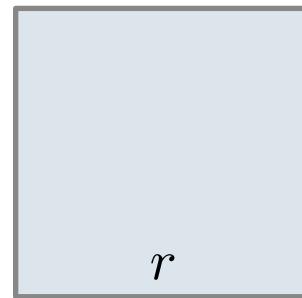
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## Generalizing Patterns with Arguments

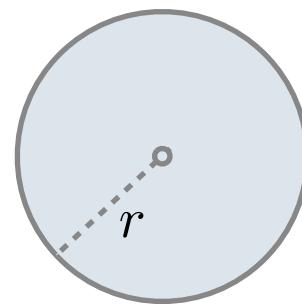
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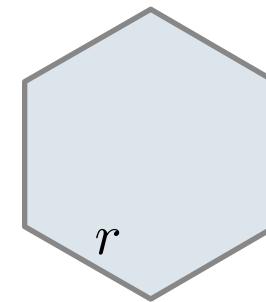


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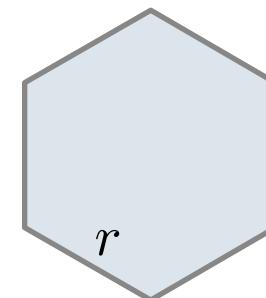
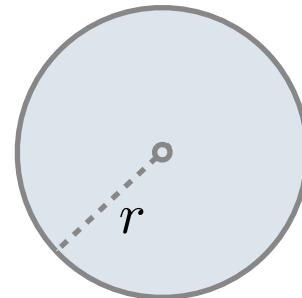
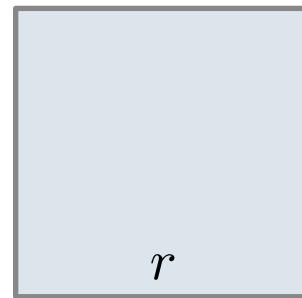


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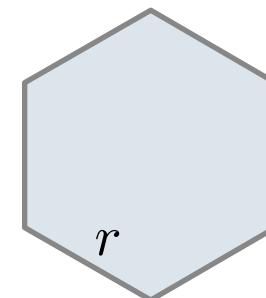
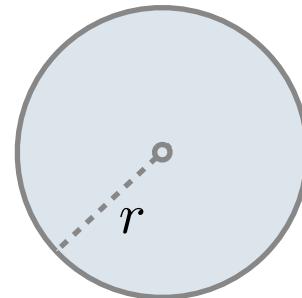
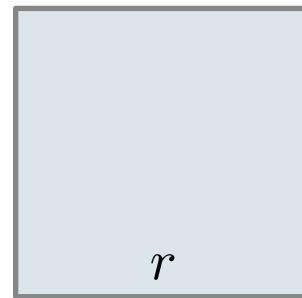
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Finding common structure allows for shared implementation

## Generalizing Patterns with Arguments

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**Shape:**



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$$\boxed{1} \cdot r^2$$

$$\boxed{\pi} \cdot r^2$$

$$\boxed{\frac{3\sqrt{3}}{2}} \cdot r^2$$

Finding common structure allows for shared implementation

(Demo)

## Higher-Order Functions

## Generalizing Over Computational Processes

---

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---

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

## Generalizing Over Computational Processes

---

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

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

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

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

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(Demo)

## Summation Example

---

```
def cube(k):
    return pow(k, 3)

def summation(n, term):
    """Sum the first n terms of a sequence.

>>> summation(5, cube)
225
"""
    total, k = 0, 1
    while k <= n:
        total, k = total + term(k), k + 1
    return total
```

## Summation Example

```
def cube(k):  
    return pow(k, 3)
```

Function of a single argument  
*(not called "term")*

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A formal parameter that will  
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return total
```

0 + 1 + 8 + 27 + 64 + 125

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## Functions as Return Values

(Demo)

## Locally Defined Functions

---

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---

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

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---

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

```
def make_adder(n):
    """Return a function that takes one argument k and returns k + n.

>>> add_three = make_adder(3)
>>> add_three(4)
7
"""
def adder(k):
    return k + n
return adder
```

## 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):
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>>> add_three = make_adder(3)
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A def statement within another def statement

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return adder
```

The name `add_three` is bound to a function

A def statement within another def statement

Can refer to names in the enclosing function

## Call Expressions as Operator Expressions

---

## Call Expressions as Operator Expressions

---

```
make_adder(1)      (      2      )
```

## Call Expressions as Operator Expressions

---

*Operator*

```
make_adder(1) ( 2 )
```

## Call Expressions as Operator Expressions

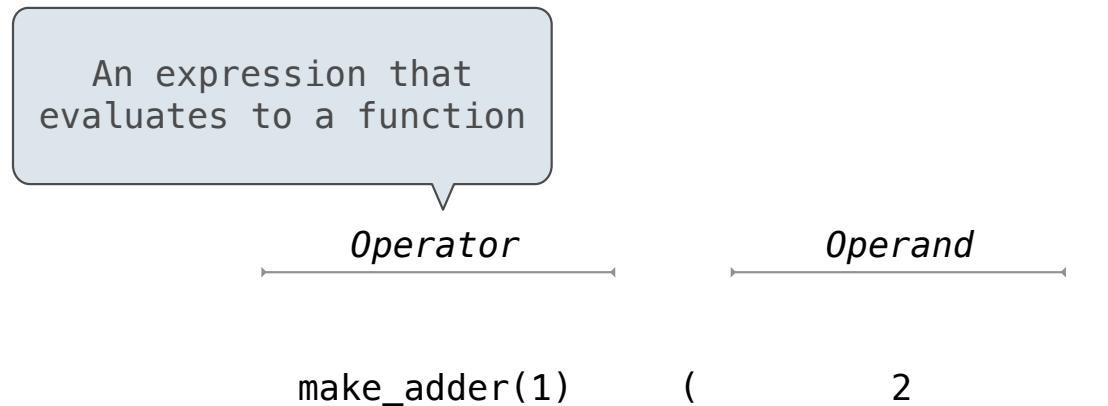
---

*Operator*                    *Operand*

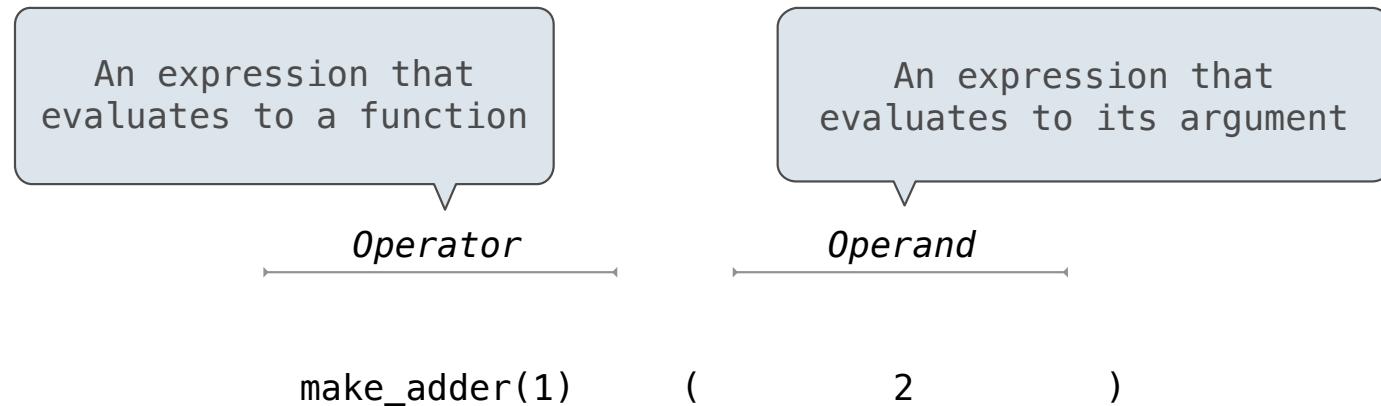
The diagram illustrates the structure of a call expression. It consists of two horizontal arrows pointing from labels to specific parts of the expression. The first arrow, labeled "Operator", points to the function name "make\_adder". The second arrow, labeled "Operand", points to the argument "2".

```
make_adder(1)      ( 2 )
```

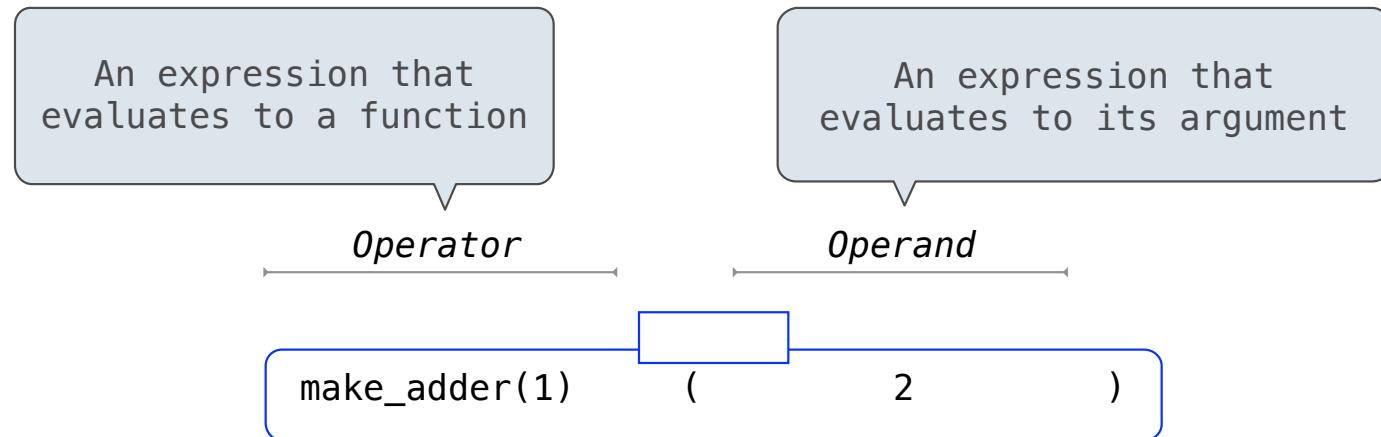
## Call Expressions as Operator Expressions



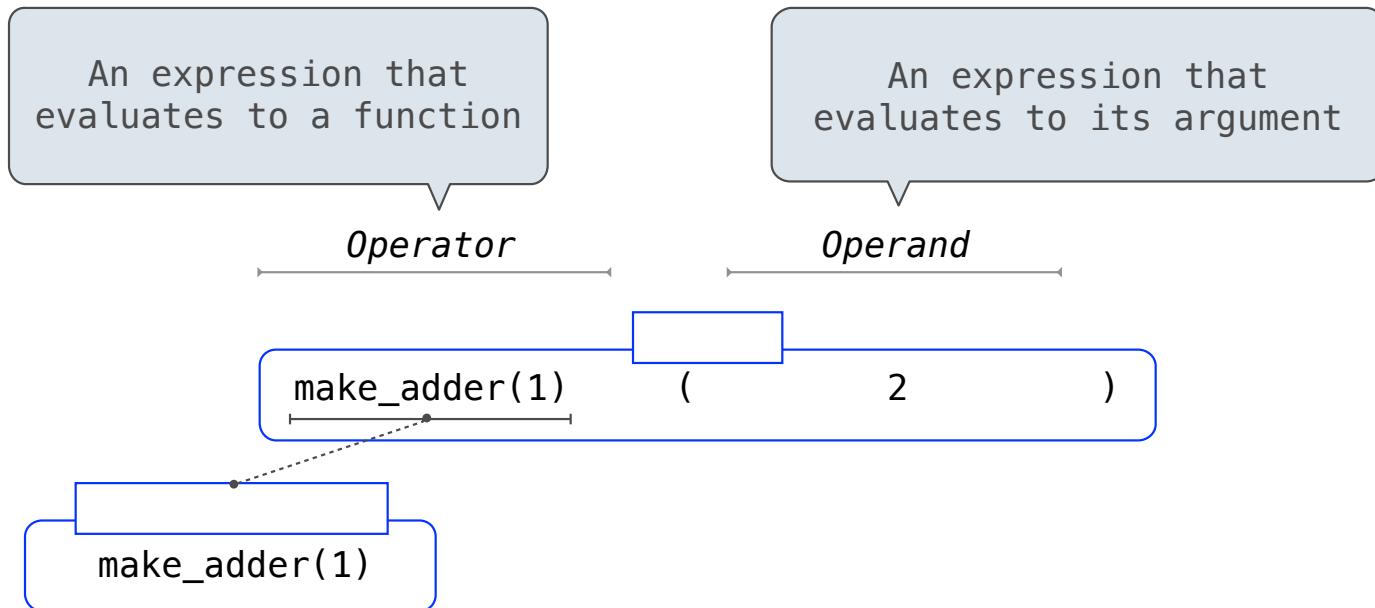
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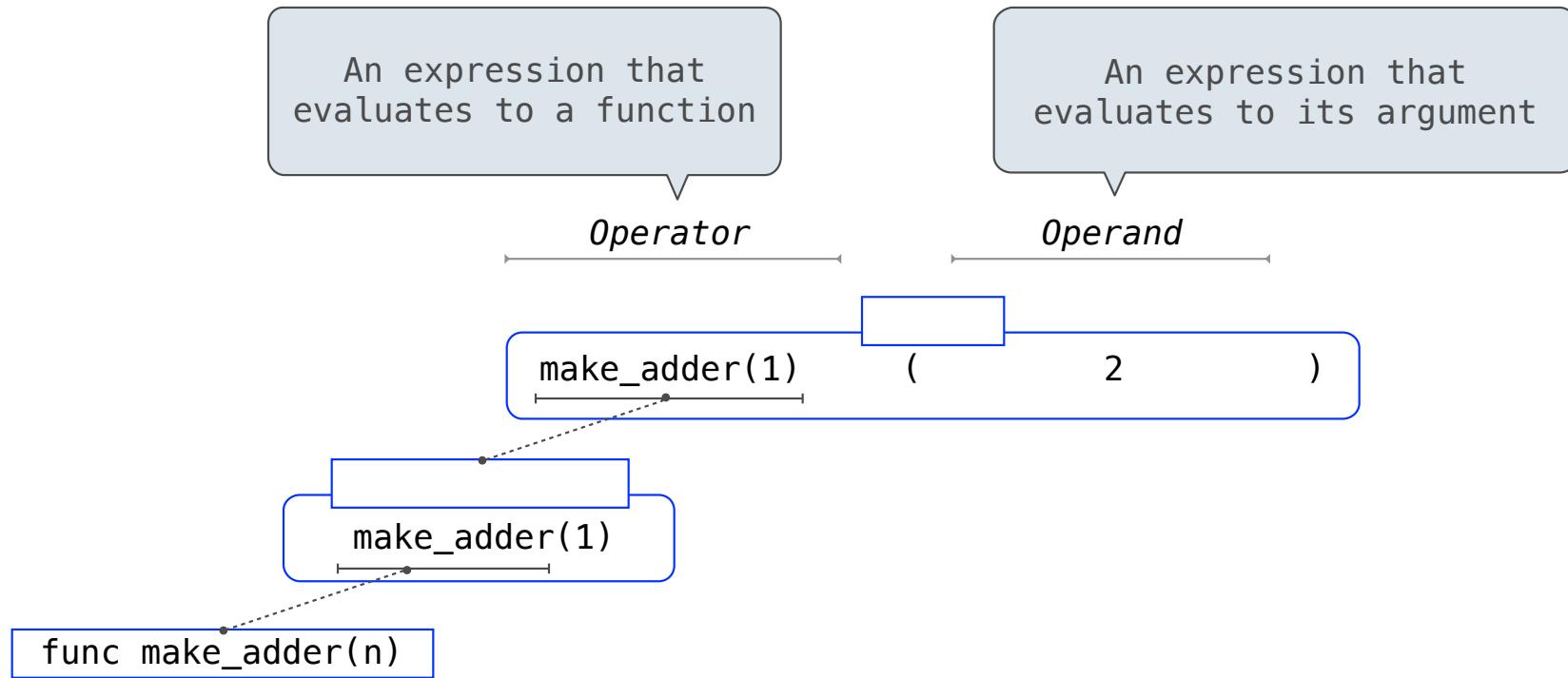
## Call Expressions as Operator Expressions



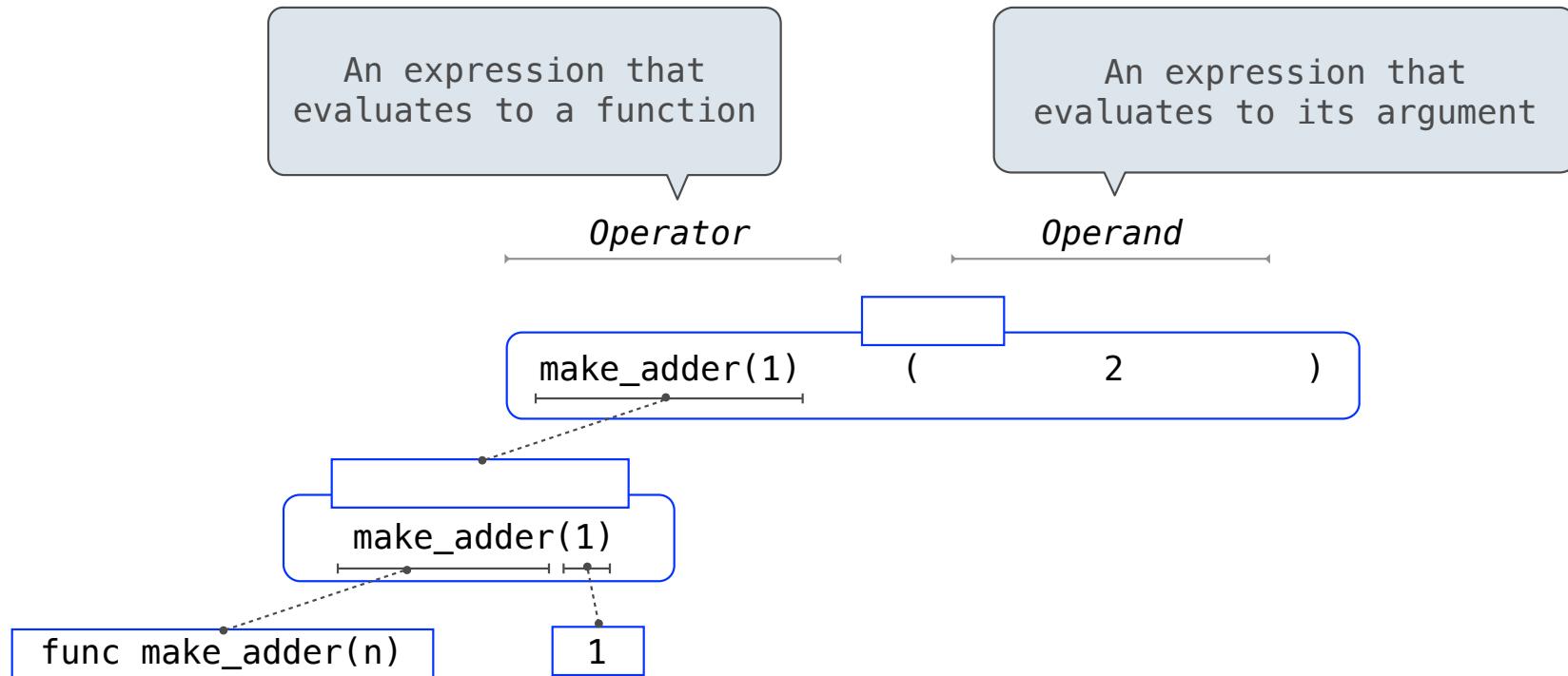
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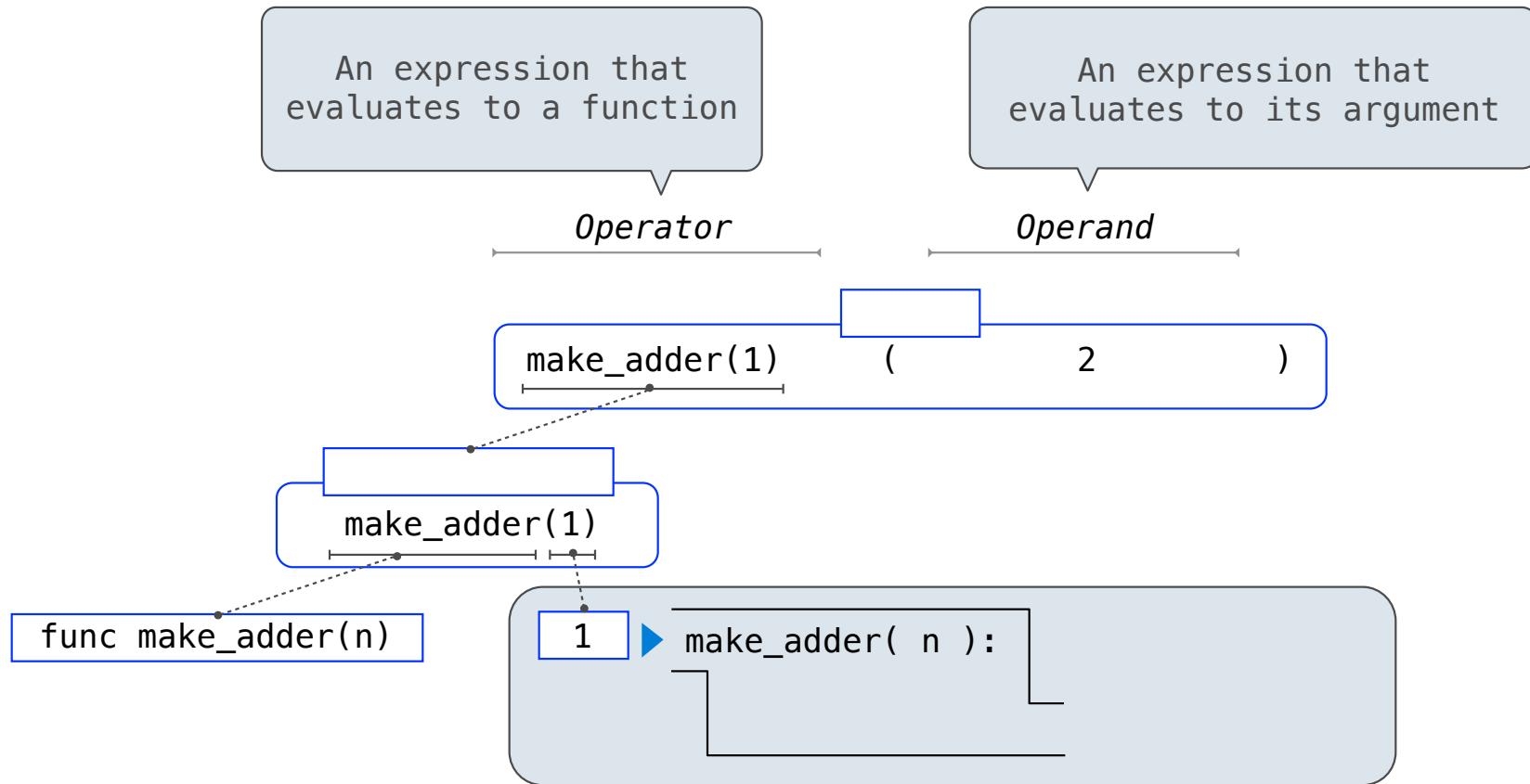
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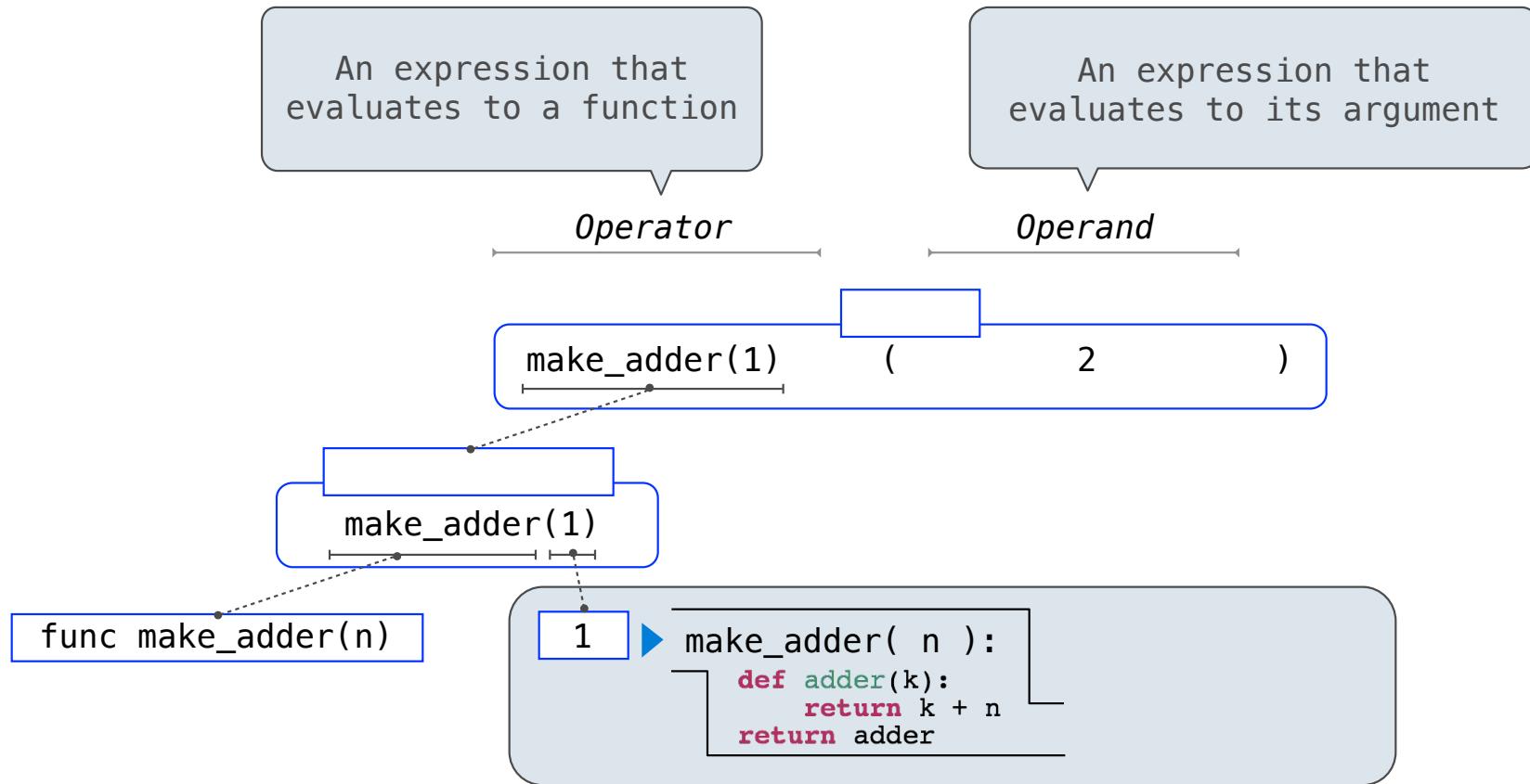
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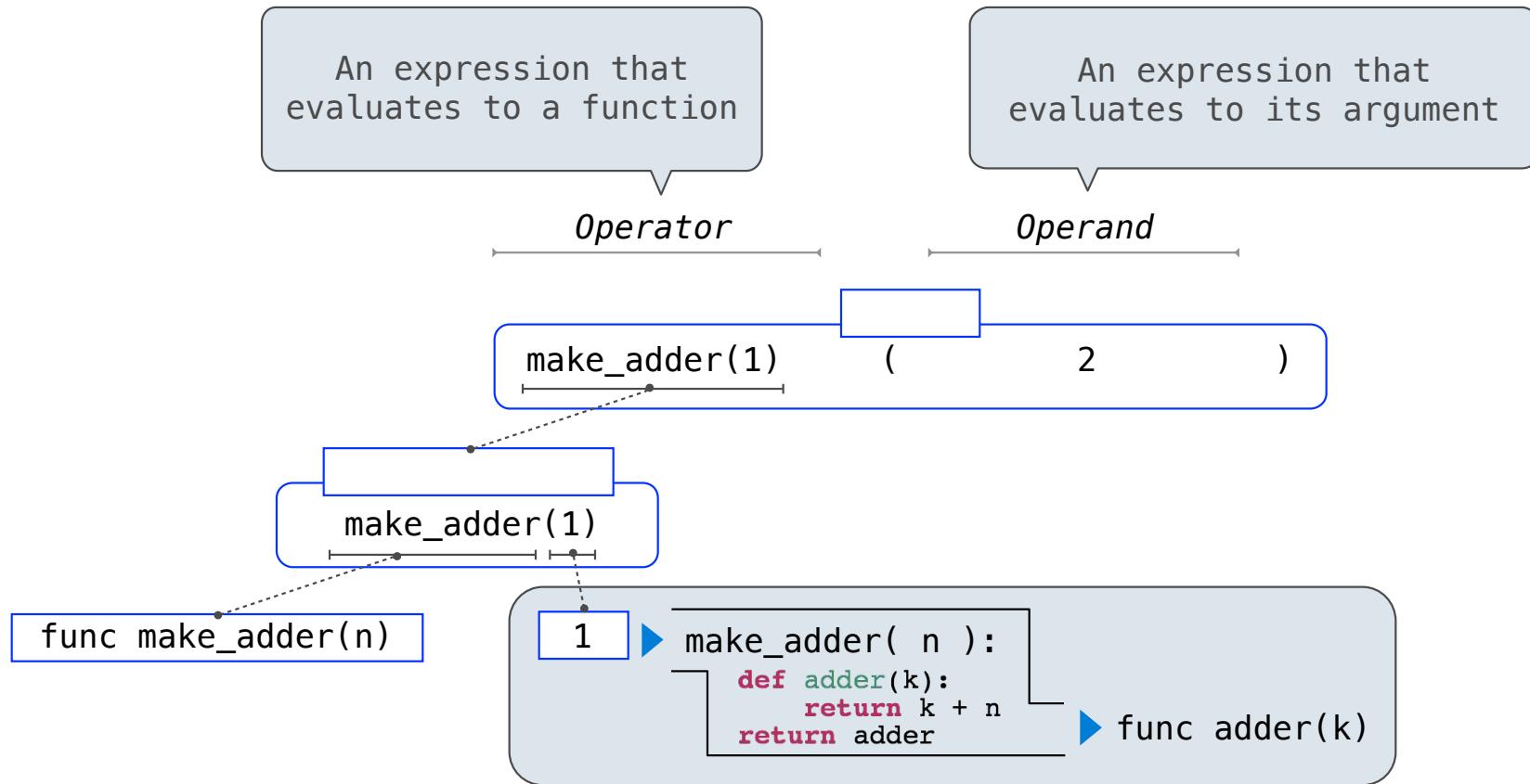
## Call Expressions as Operator Expressions



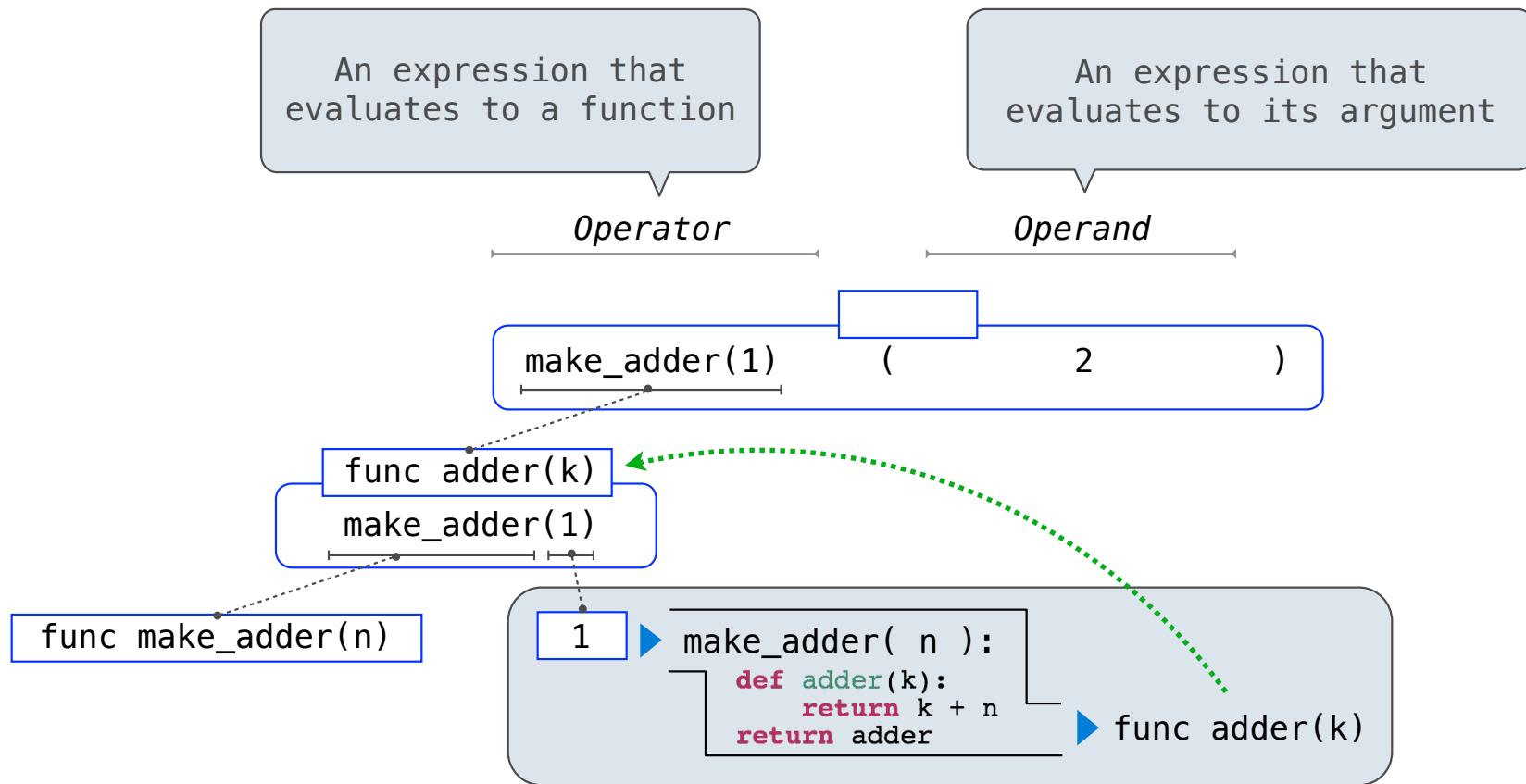
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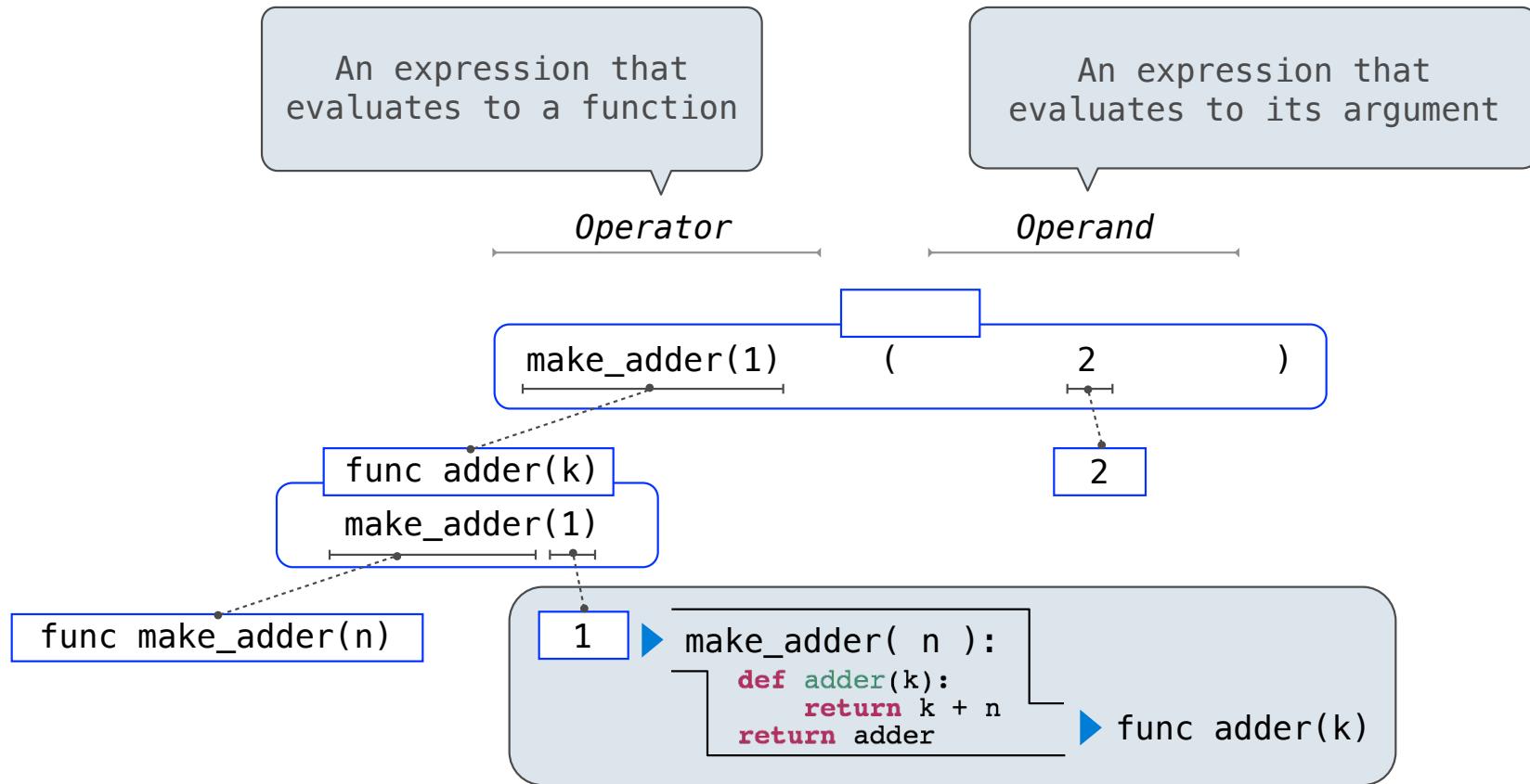
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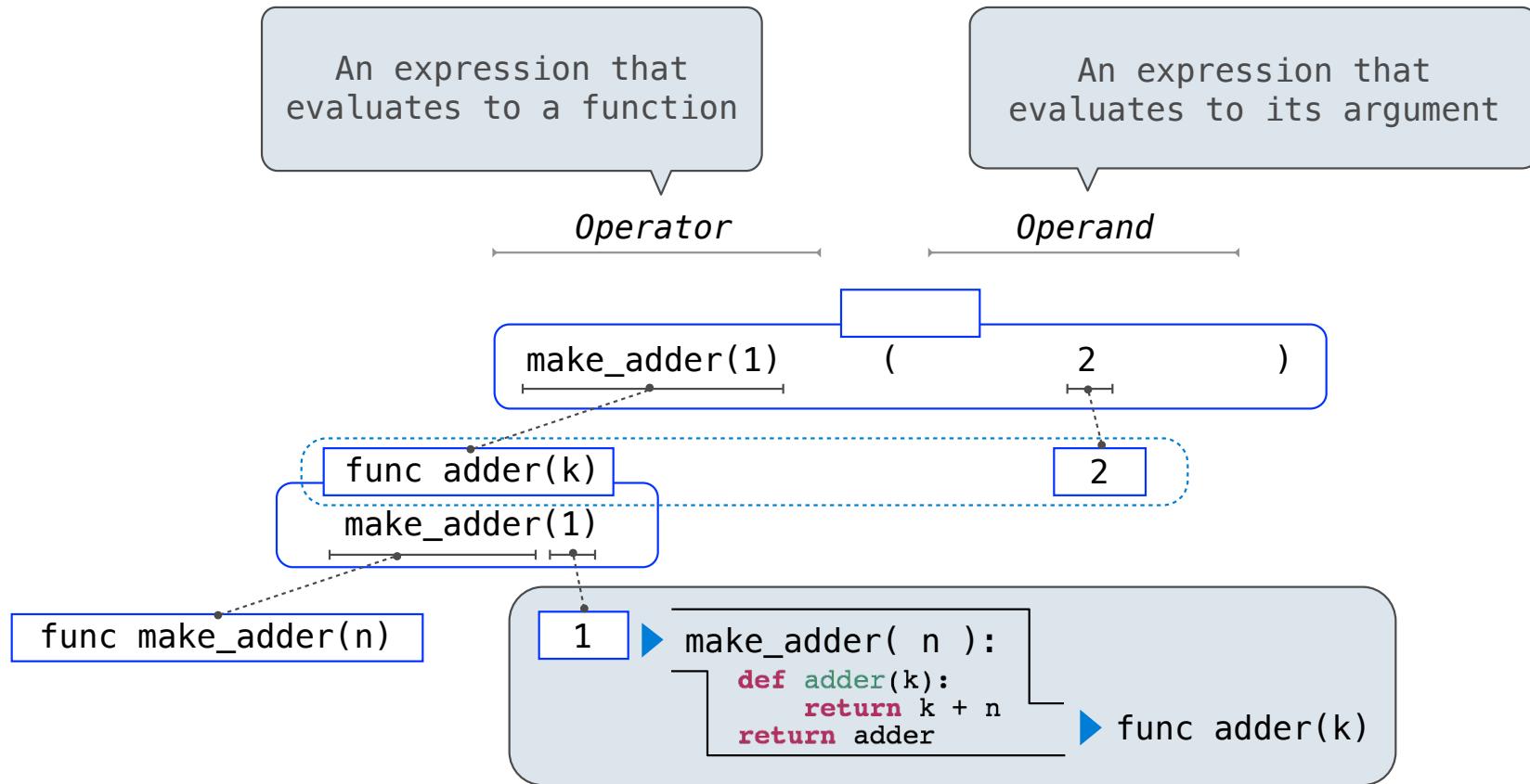
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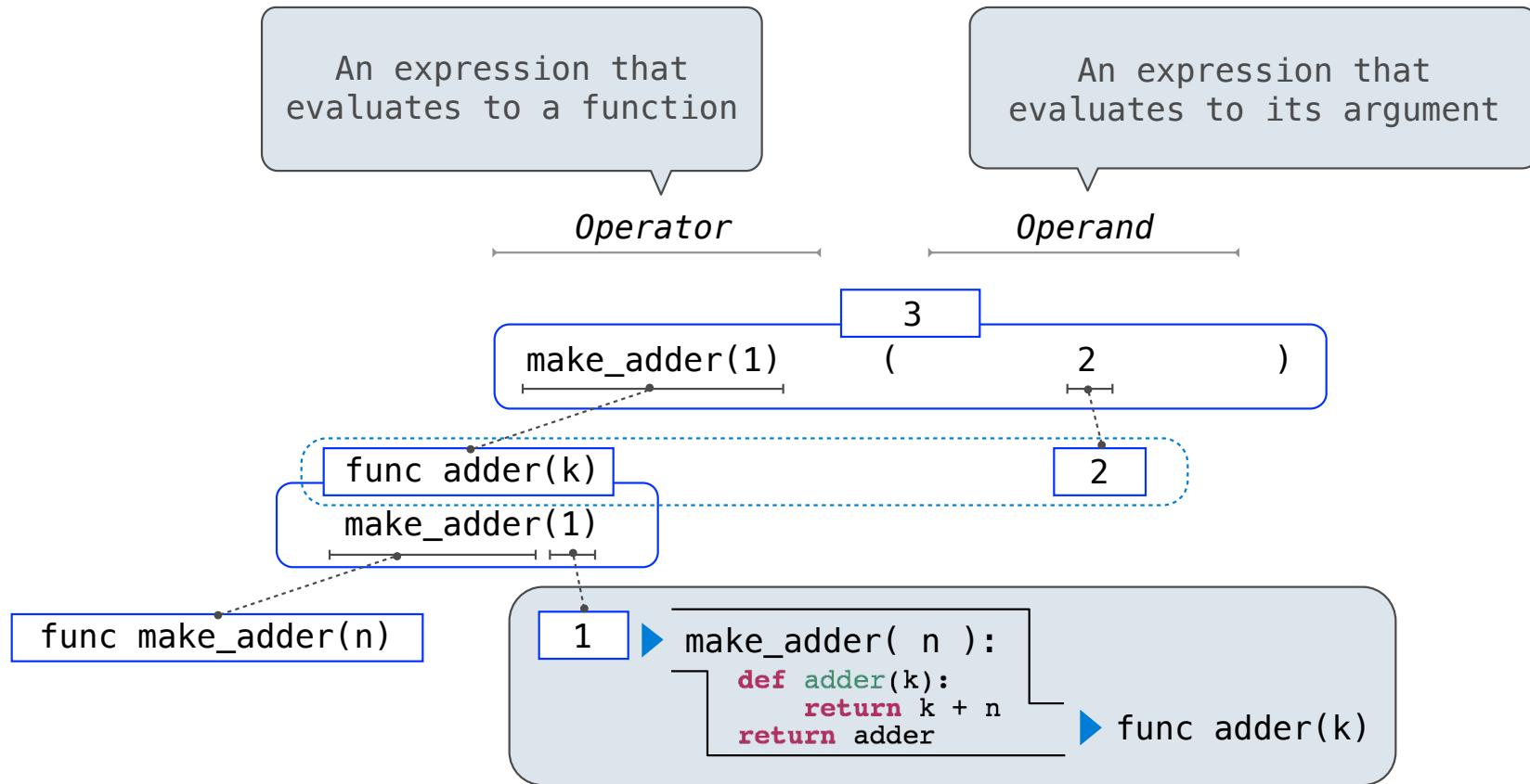
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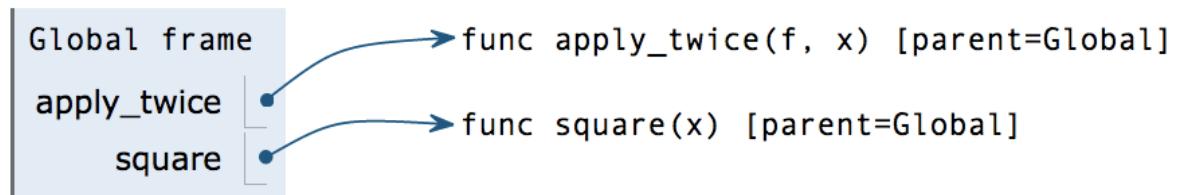
## Call Expressions as Operator Expressions



## Environments for Higher-Order Functions

## Names can be Bound to Functional Arguments

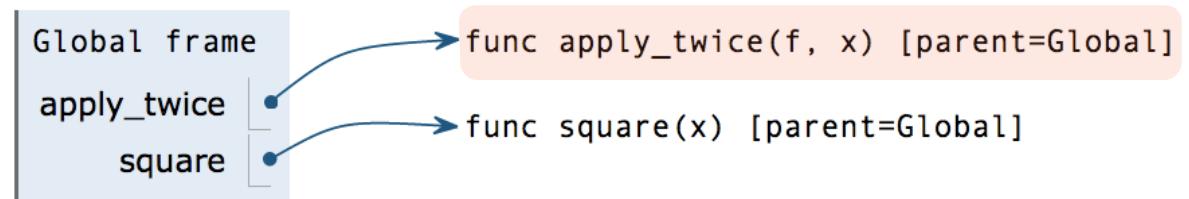
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1 def apply_twice(f, x):  
2     return f(f(x))  
3  
→ 4 def square(x):  
5     return x * x  
6  
→ 7 result = apply_twice(square, 2)
```



[Interactive Diagram](#)

## Names can be Bound to Functional Arguments

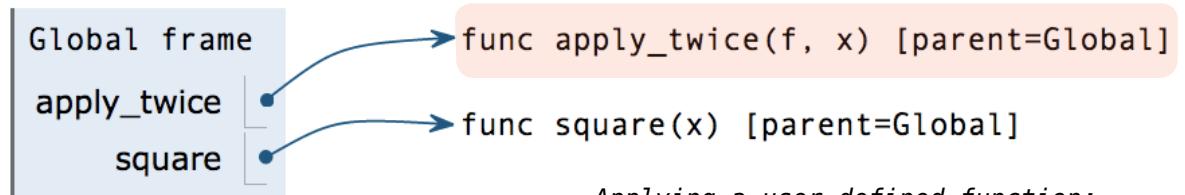
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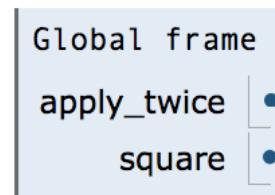


*Applying a user-defined function:*

- Create a new frame
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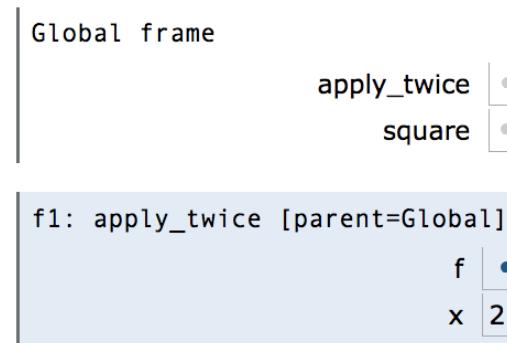
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f1: apply\_twice [parent=Global]

f

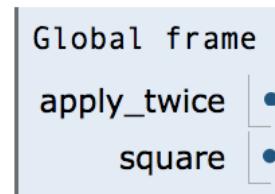
x

2

Interactive Diagram

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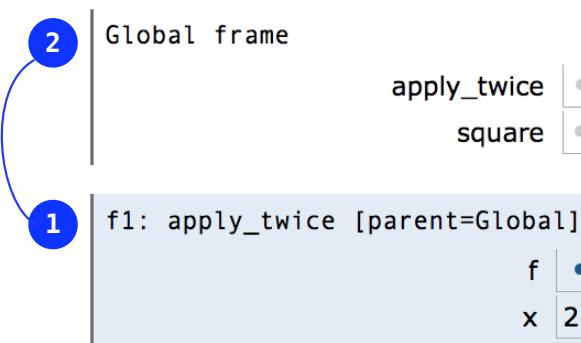
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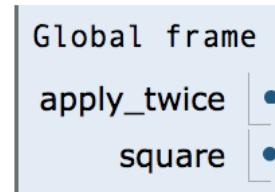
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Interactive Diagram

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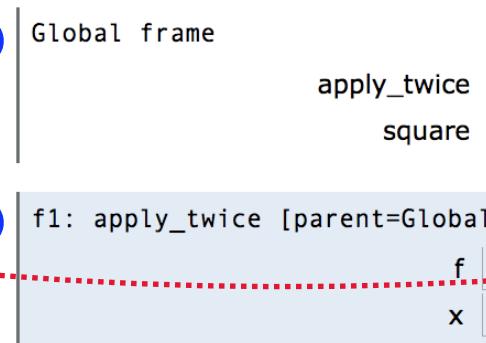
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[Interactive Diagram](#)

## Discussion Question

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

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

result = repeat(g, 5)
```

---

[Interactive Diagram](#)

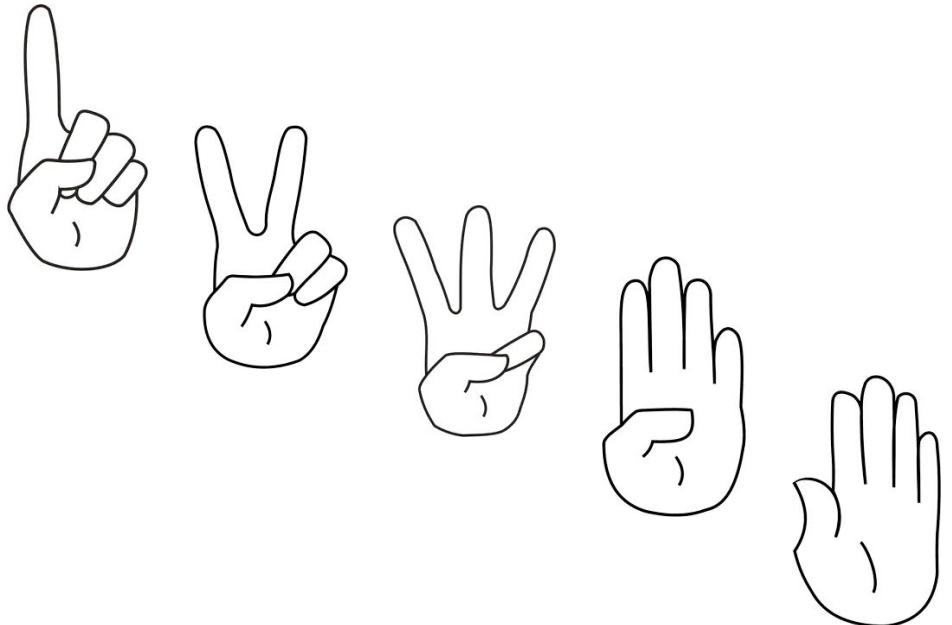
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[Interactive Diagram](#)

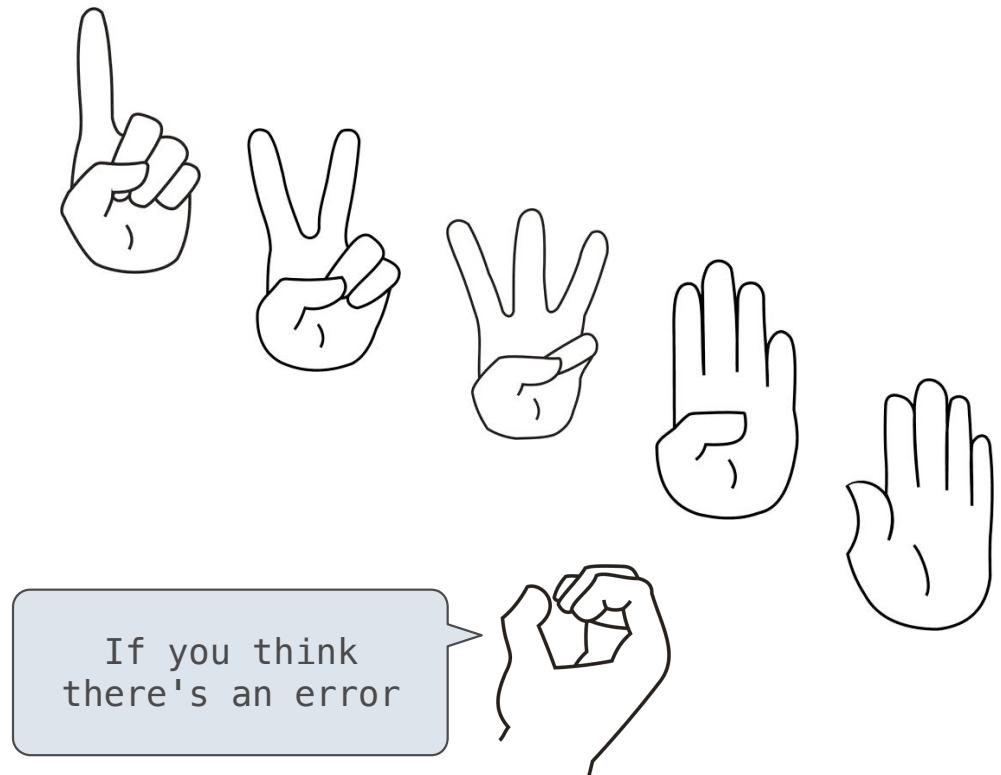
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[Interactive Diagram](#)