61A Lecture 2

Friday, January 23, 2015

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Thursday, January 22, 2015

Announcements	

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- You need to register a class account (Lab 0); that's how we track assignments
 - •Please register even if you're on the waitlist or applying for concurrent enrollment

Names, Assignment, and User-Defined Functions

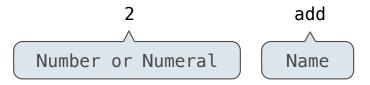
(Demo)

Primitive expressions:

Primitive expressions:

Number or Numeral

Primitive expressions:



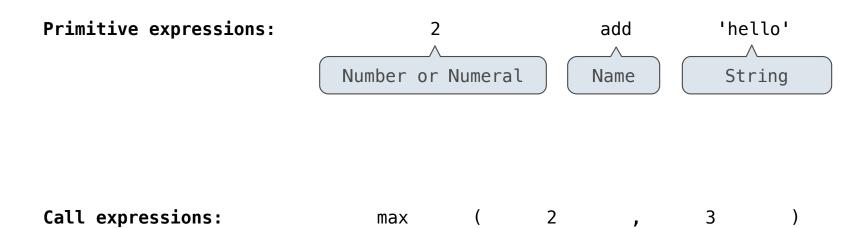
Primitive expressions: 2 add 'hello' Number or Numeral Name String

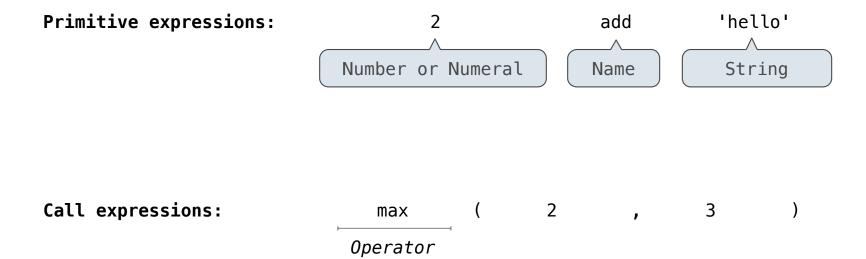
Primitive expressions:

2 add 'hello'

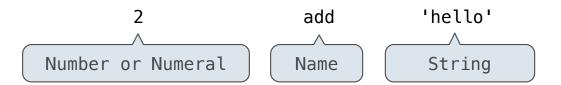
Number or Numeral Name String

Call expressions:

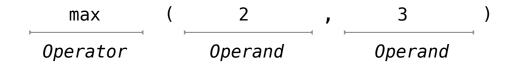




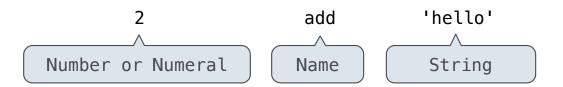
Primitive expressions:



Call expressions:



Primitive expressions:



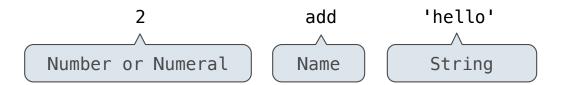
Call expressions:

$$max$$
 (2 , 3)

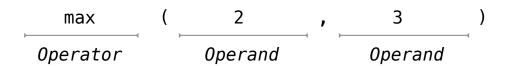
Operator Operand Operand

$$\max(\min(pow(3, 5), -4), \min(1, -2))$$

Primitive expressions:

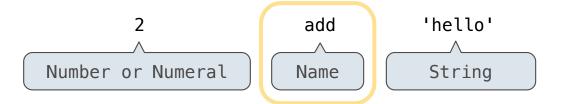


Call expressions:



An operand can also $\max(\min(pow(3, 5), -4), \min(1, -2))$ be a call expression

Primitive expressions:



Call expressions:



An operand can also be a call expression

$$\max(\min(pow(3, 5), -4), \min(1, -2))$$

final expression

$$>>> g$$
, h = min, max

$$>>> g$$
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$$>>> max = g$$

```
>>> f = min

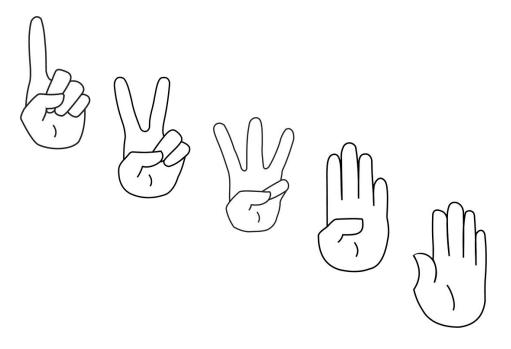
>>> f = max

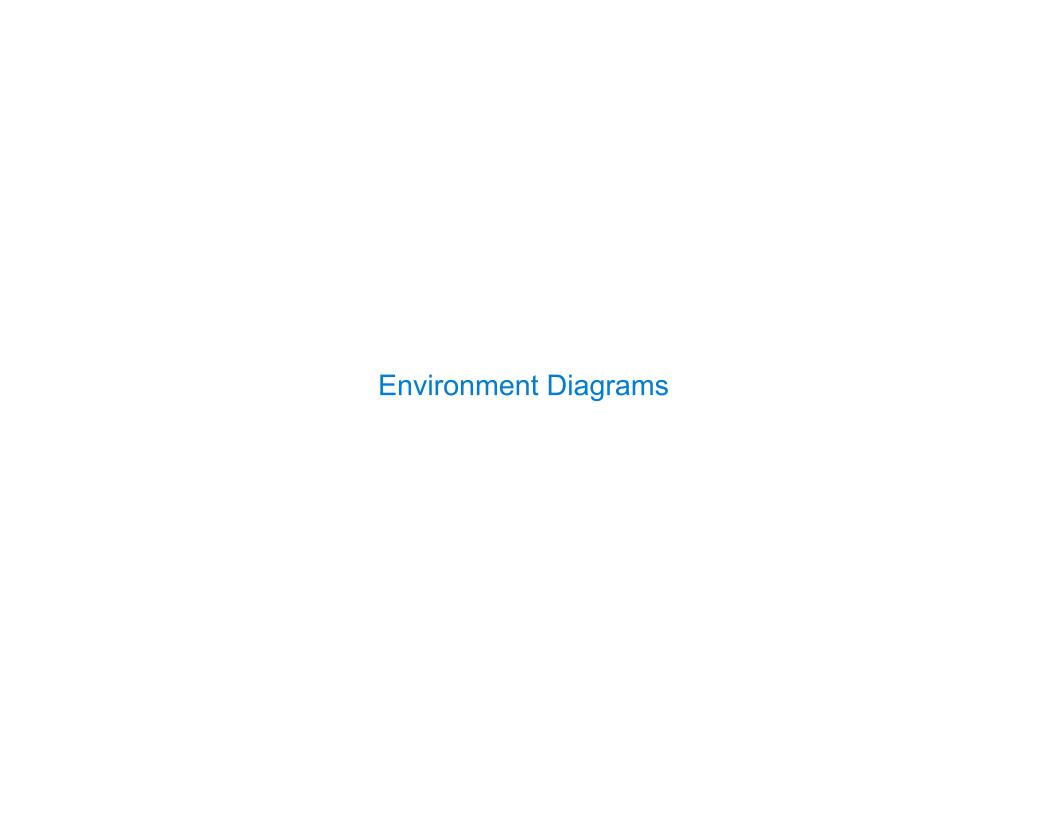
>>> g, h = min, max

>>> max = g

>>> max(f(2, g(h(1, 5), 3)), 4)
```







Environment Diagrams	
Environment diagrams visualize the interpreter's process.	
<u>Interactive Diagram</u>	7

Environment diagrams visualize the interpreter's process.

- \rightarrow 1 from math import pi
- → 2 tau = 2 * pi

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Global frame pi 3.1416

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Code (left):

Frames (right):

Environment diagrams visualize the interpreter's process.

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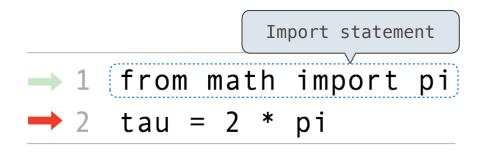
Global frame pi 3.1416

Code (left):

Frames (right):

Statements and expressions

Environment diagrams visualize the interpreter's process.

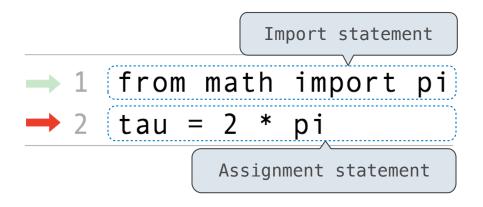


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Frames (right):

Statements and expressions

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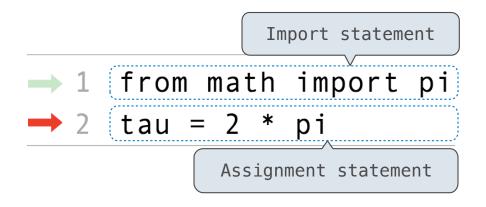
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Global frame pi 3.1416

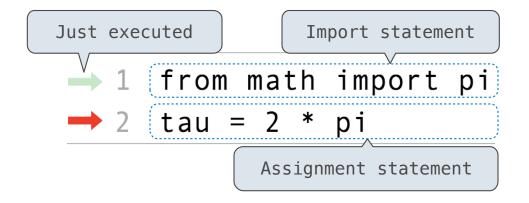
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Global frame
pi 3.1416

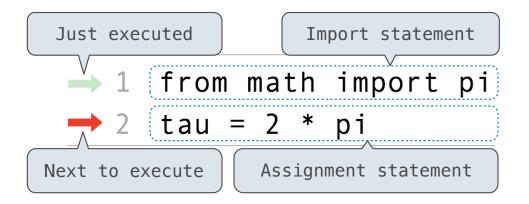
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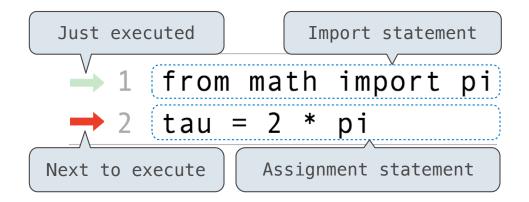
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Global frame
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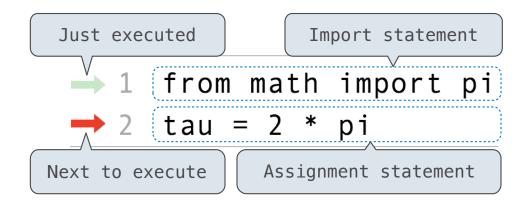
Arrows indicate evaluation order

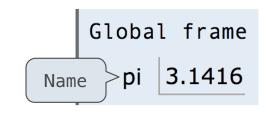
Statements and expressions

Frames (right):

Each name is bound to a value

Environment diagrams visualize the interpreter's process.





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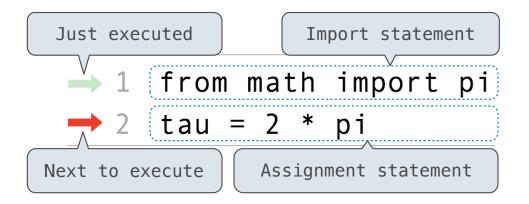
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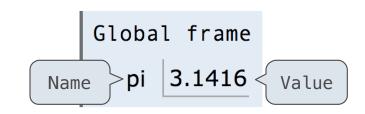
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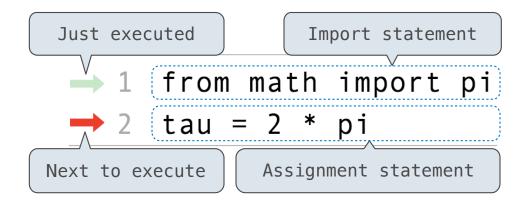
Statements and expressions

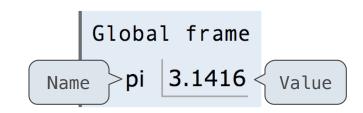
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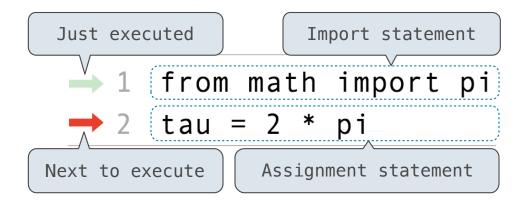
Arrows indicate evaluation order

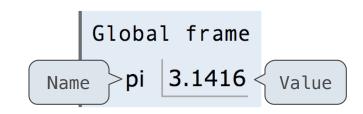
Frames (right):

Each name is bound to a value

Within a frame, a name cannot be repeated

Environment diagrams visualize the interpreter's process.





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Statements and expressions

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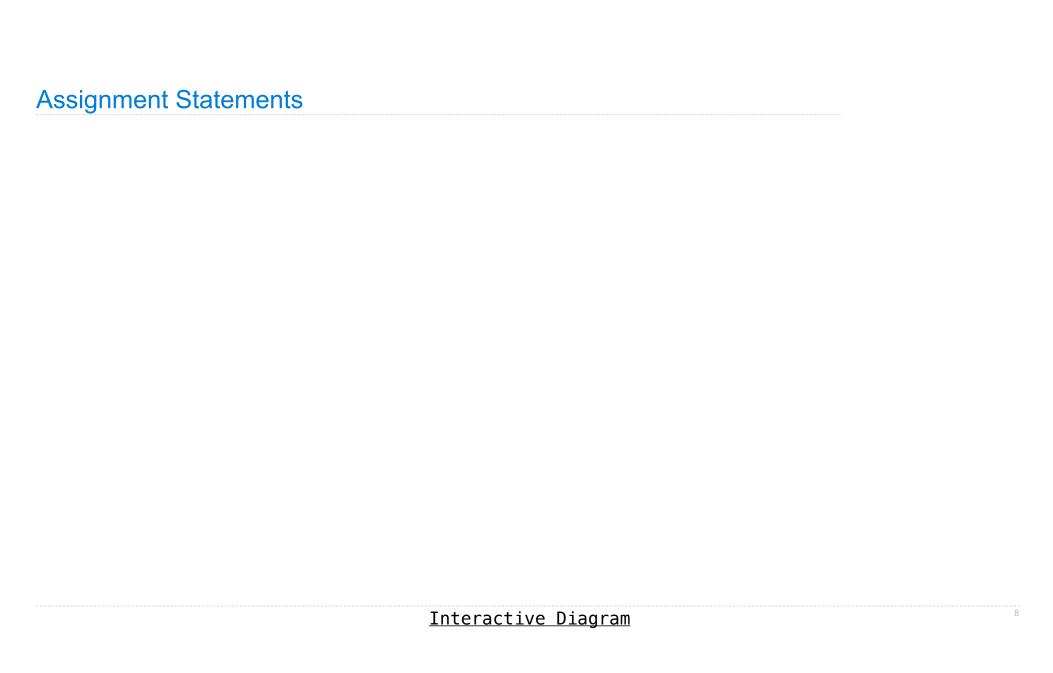
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(Demo)

<u>Interactive Diagram</u>



$$1 \quad a = 1$$

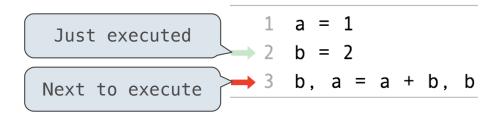
$$2 \quad b = 2$$

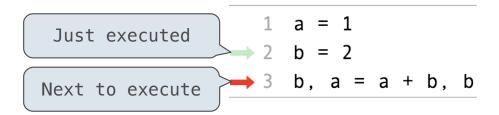
$$3 \quad b, \quad a = a + b, \quad b$$

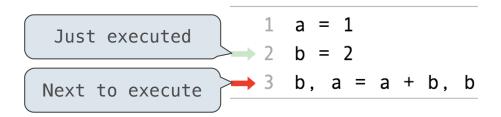
$$1 \quad a = 1$$

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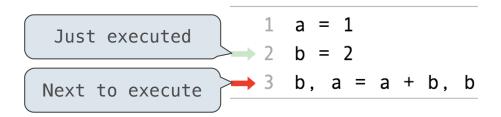




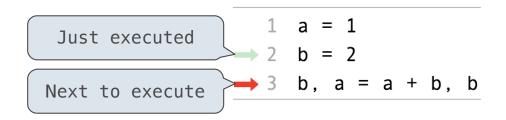


Execution rule for assignment statements:

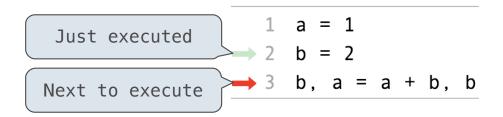
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Global frame a 2 b 3

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- 2. Bind all names to the left of = to those resulting values in the current frame.

Discussion Question 1 Solution (Demo) <u>Interactive Diagram</u>

```
1  f = min
2  f = max
3  g, h = min, max

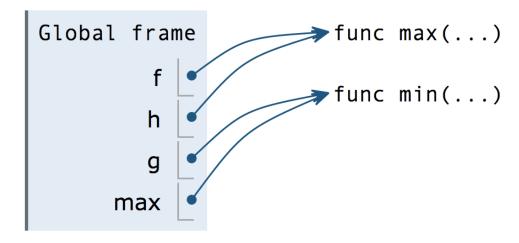
→ 4  max = g

→ 5  max(f(2, g(h(1, 5), 3)), 4)
```

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1  f = min
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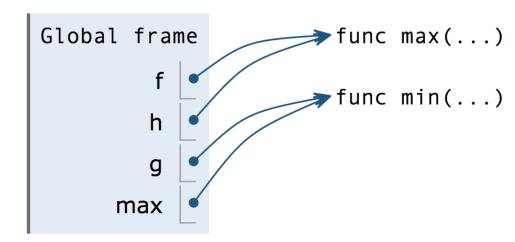
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func min(...)
```

```
Global frame

func max(...)

f

func min(...)

h

g

max
```

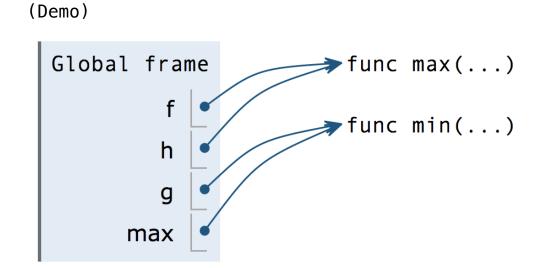
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func min(...)

f(2, g(h(1, 5), 3))
```



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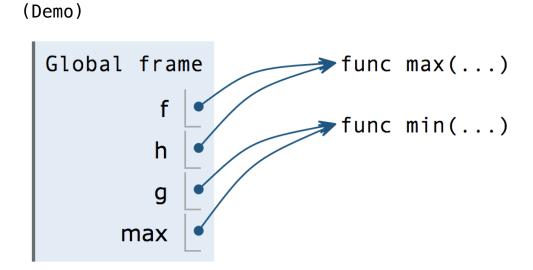
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func max(...)
2
```



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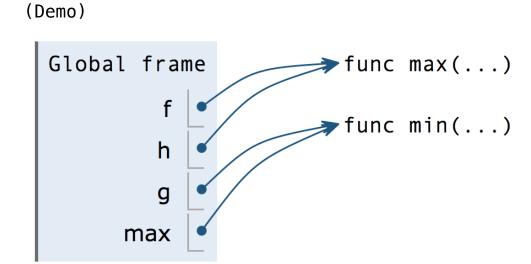
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Global frame

f func max(...)

h g

max

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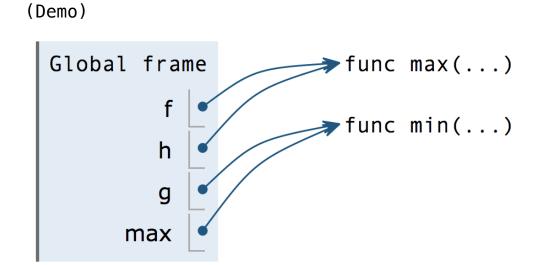
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                       h(1, 5)
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Global frame

func max(...)

f

func min(...)

f

g

max

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f

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Global frame

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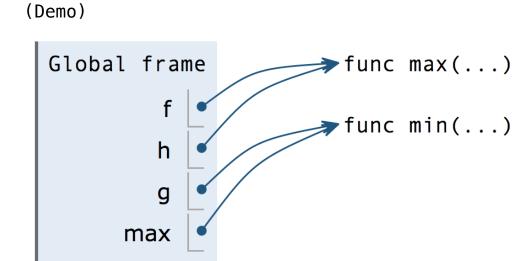
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Global frame

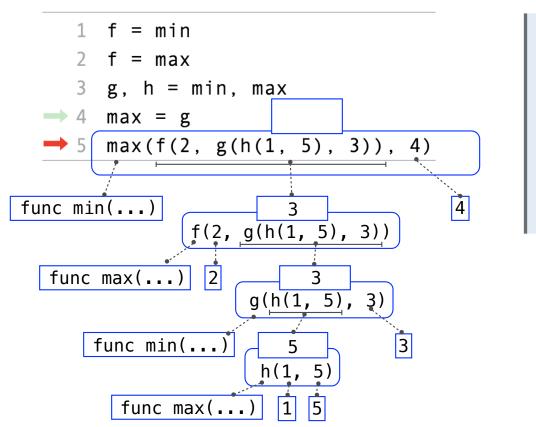
func max(...)

func min(...)

g

max

(Demo)



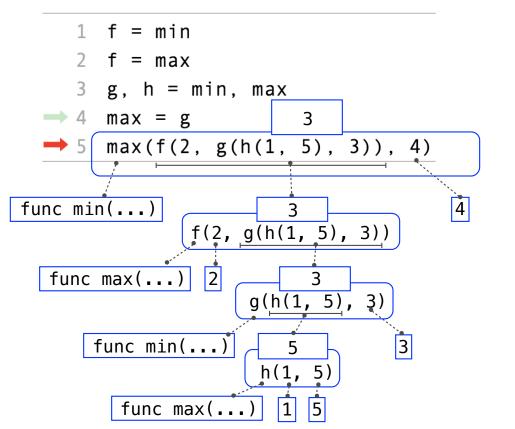
Global frame

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h g

max

(Demo)



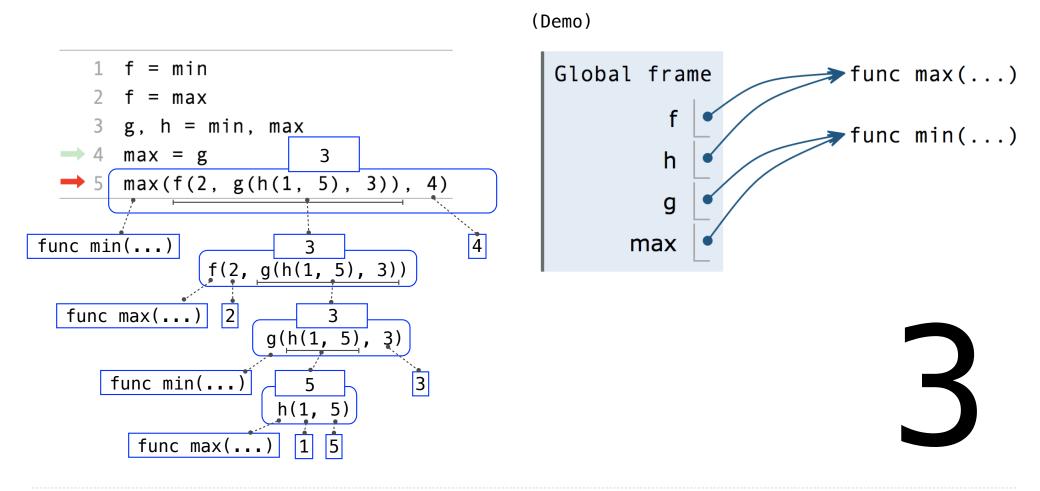
Global frame

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(Demo)



Interactive Diagram

Assignment is a simple means of abstraction: binds names to values

Function definition is a more powerful means of abstraction: binds names to expressions

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```
>>> def <name>(<formal parameters>):
    return <return expression>
```

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Function definition is a more powerful means of abstraction: binds names to expressions

Function *signature* indicates how many arguments a function takes

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(return <return expression>)

Function **body** defines the computation performed when the function is applied

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Execution procedure for def statements:

- 1. Create a function with signature <name>(<formal parameters>)
- 2. Set the body of that function to be everything indented after the first line
- 3. Bind <name> to that function in the current frame



Procedure for calling/applying user-defined functions (version 1):

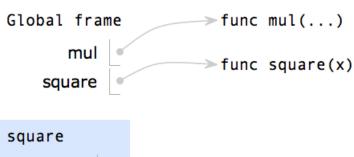
1. Add a local frame, forming a new environment

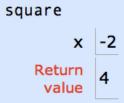
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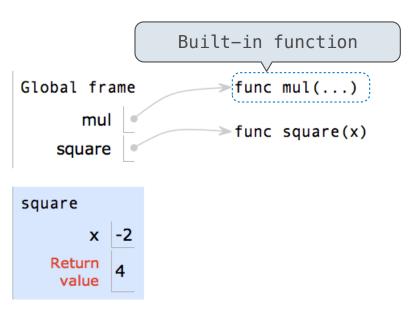
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3    return mul(x, x)
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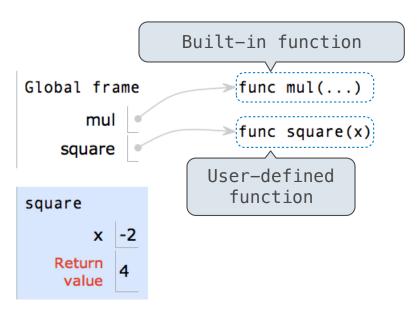
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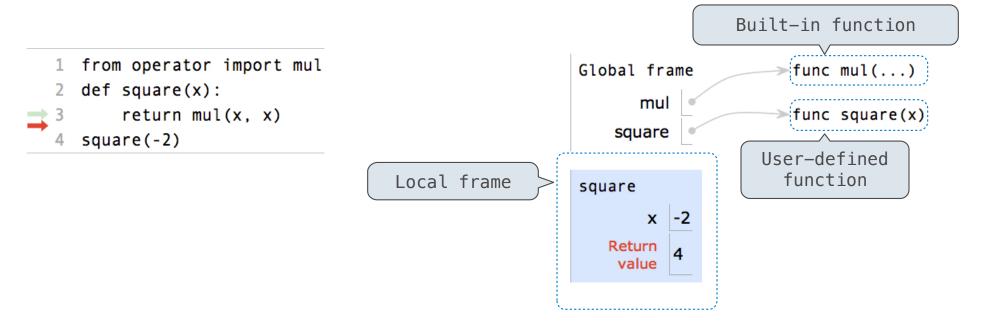


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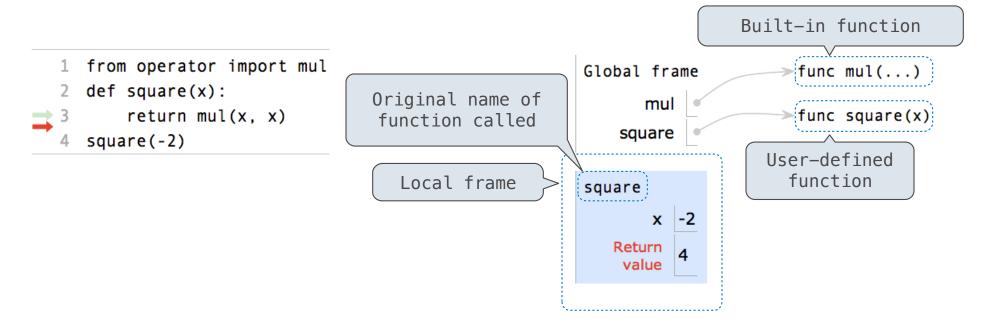


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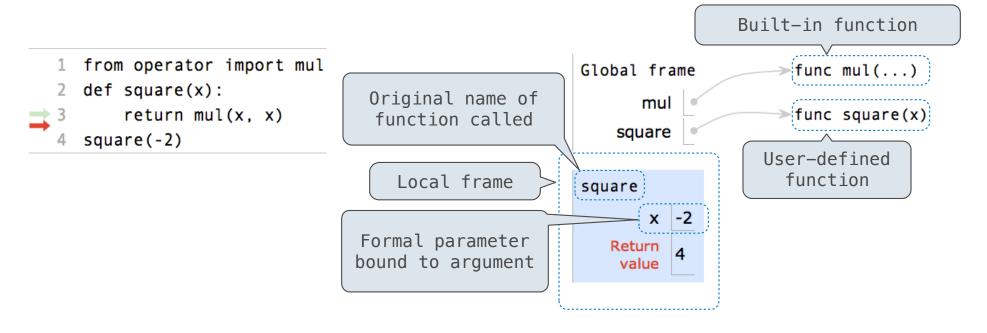
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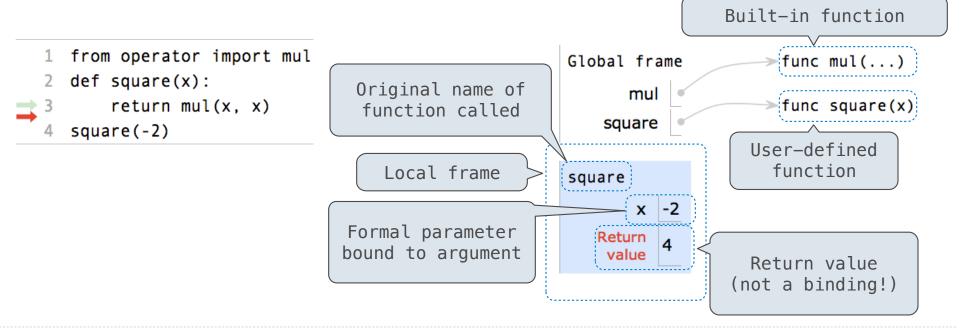


Interactive Diagram

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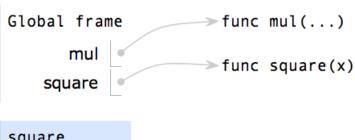


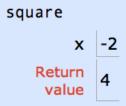
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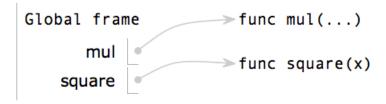


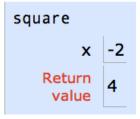
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A function's signature has all the information needed to create a local frame



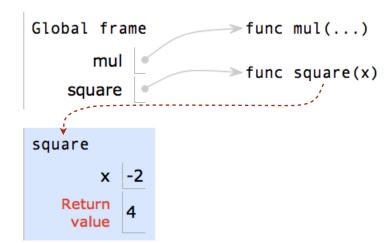


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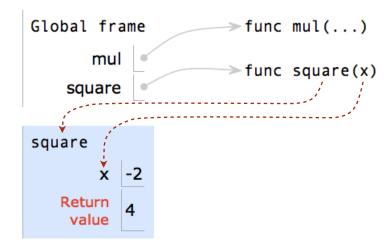


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	14

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 (Built-in names like "max" are in the global frame too, but we don't draw them in environment diagrams.)

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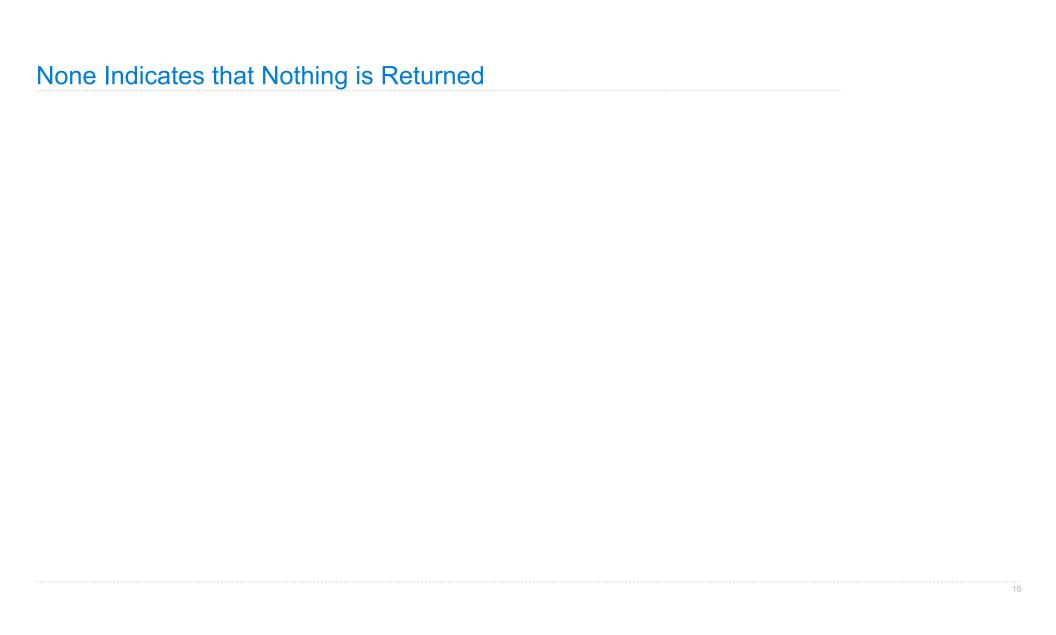
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(Demo)

Print and None

(Demo)



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Careful: None is not displayed by the interpreter as the value of an expression

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just return values

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abs

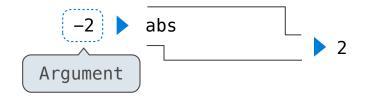
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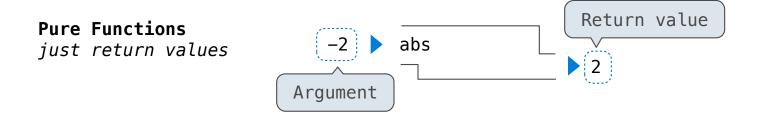


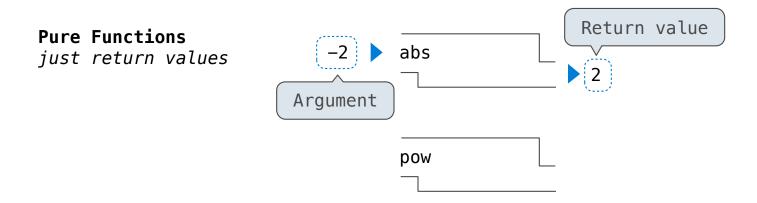
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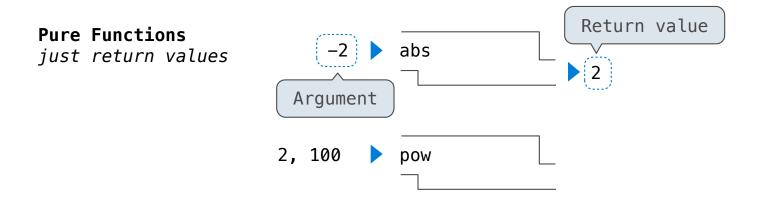


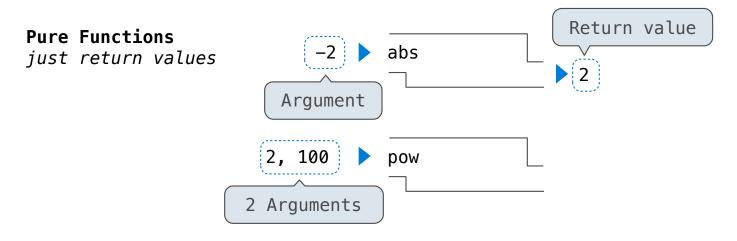
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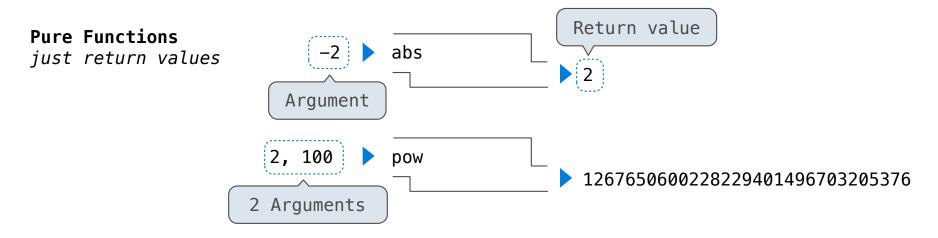


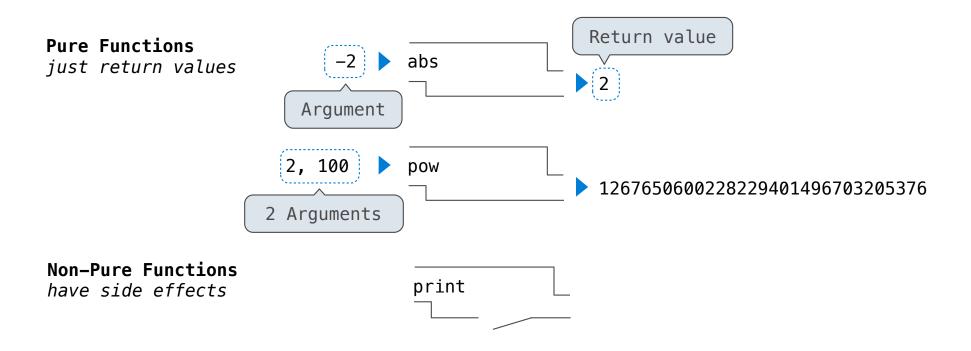


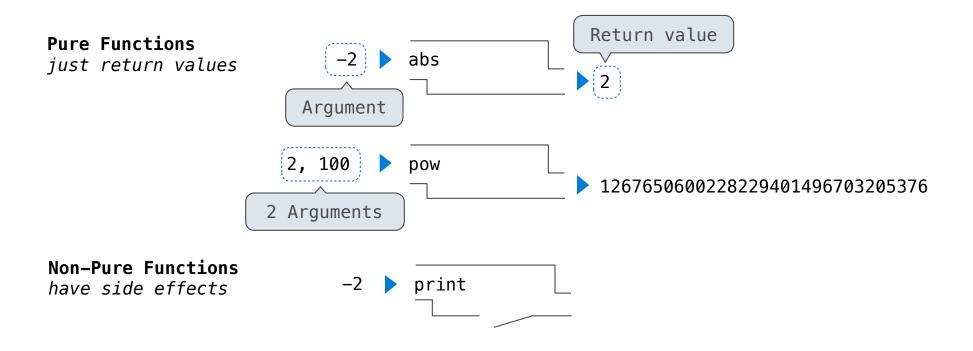


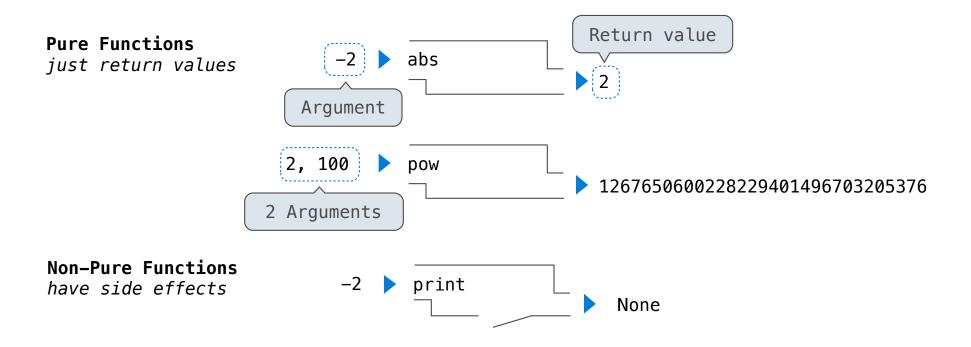


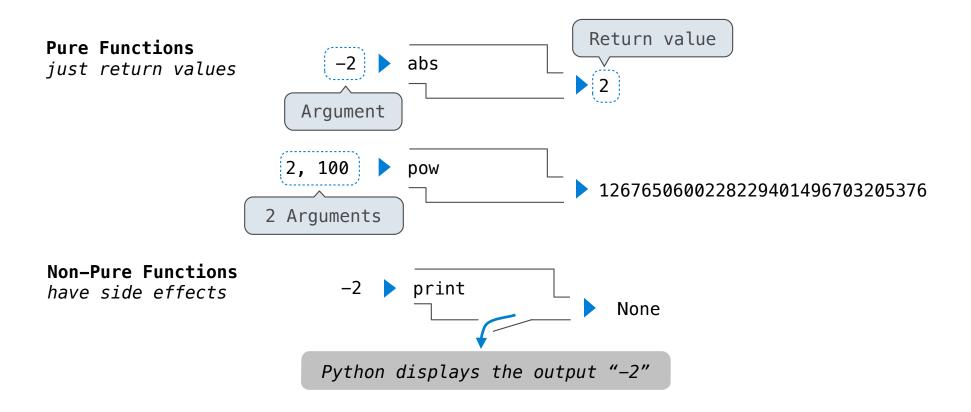


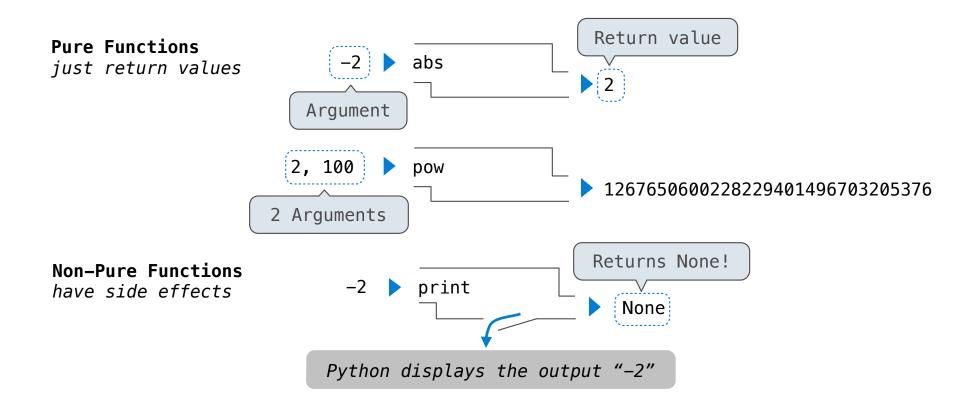


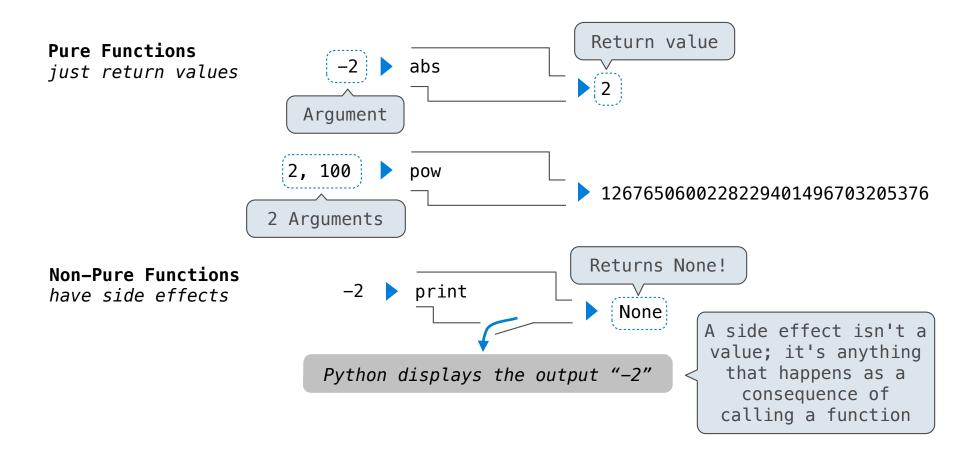












```
>>> print(print(1), print(2))
1
2
None None
```

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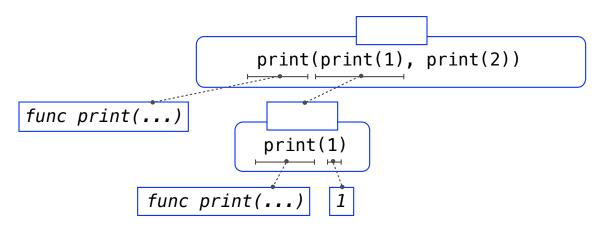
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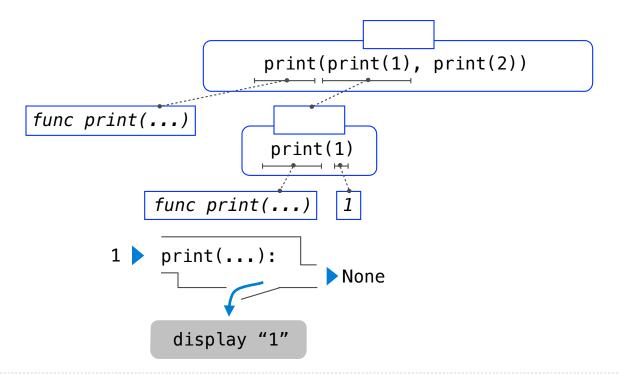
func print(...)
```

```
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```

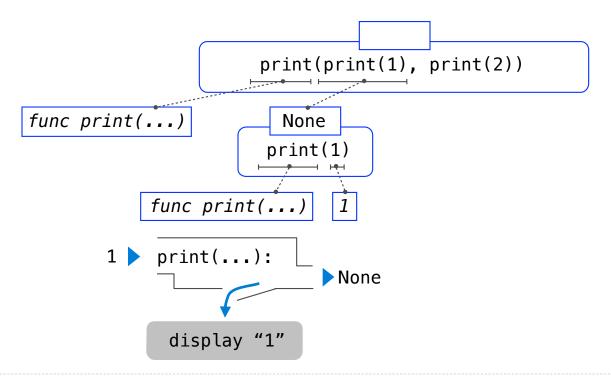


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func print(...)
```

None

display "1"

```
>>> print(print(1), print(2))
                                                   None None
                      print(print(1), print(2))
func print(...)
                        None
                                                      print(2)
                       print(1)
           func print(...)
                                          func print(...)
                                             print(...):
       1 > print(...):
                                                             None
                            None
                                              display "2"
             display "1"
```

```
>>> print(print(1), print(2))
                                                   None None
                      print(print(1), print(2))
func print(...)
                        None
                                                       None
                                                      print(2)
                       print(1)
           func print(...)
                                           func print(...)
                                             print(...):
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                                                             None
                            None
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             display "1"
```

