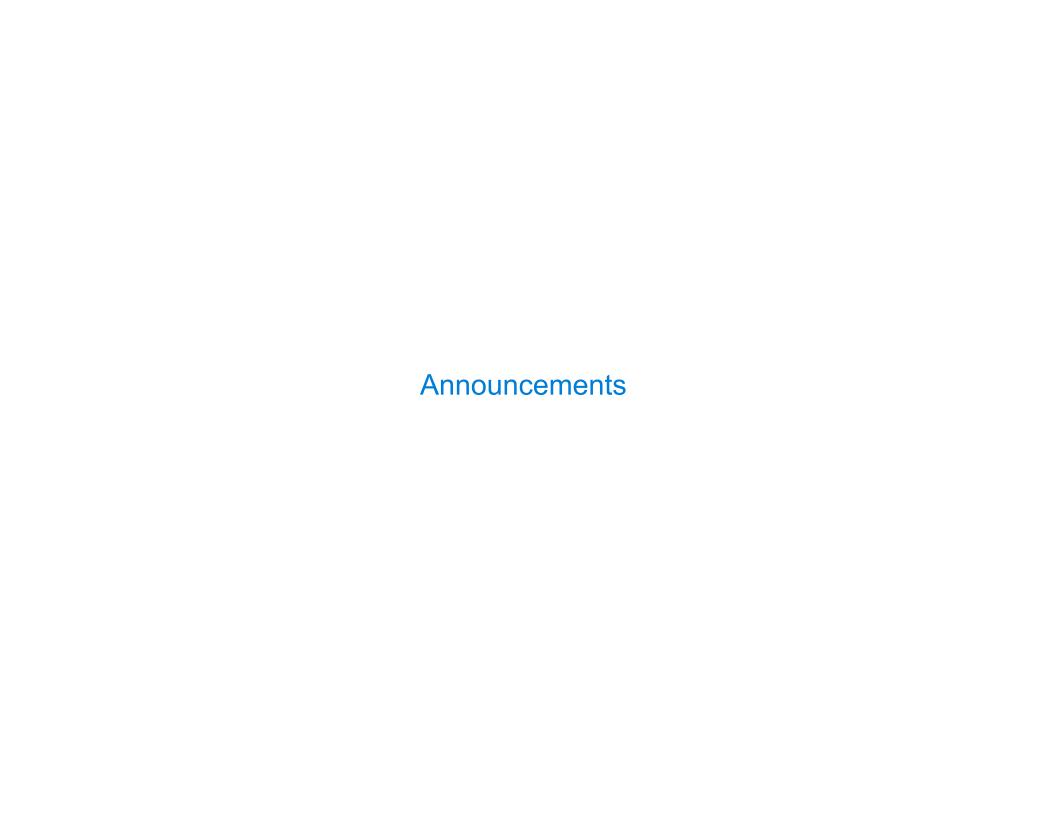
# 61A Lecture 5



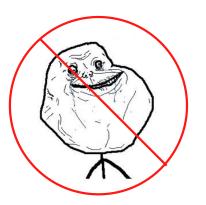
fice Hours: You Should Go!	

### Office Hours: You Should Go!

You are not alone!

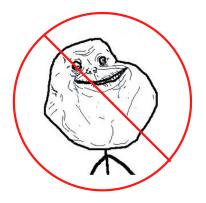
### Office Hours: You Should Go!

### You are not alone!



### Office Hours: You Should Go!

### You are not alone!



http://cs61a.org/office-hours.html

Environments for Higher-Order Functions

Functions are first-class: Functions are values in our programming language

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A function that returns a function as a return value

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**Higher-order function:** A function that takes a function as an argument value **or**A function that returns a function as a return value

Environment diagrams describe how higher-order functions work!

Functions are first-class: Functions are values in our programming language

**Higher-order function:** A function that takes a function as an argument value **or**A function that returns a function as a return value

Environment diagrams describe how higher-order functions work!

(Demo)

```
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)
```

```
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
square
```

```
func apply_twice(f, x) [parent=Global]
                                    Global frame
def apply_twice(f, x):
    return f(f(x))
                                    apply_twice
                                                        func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                 • Create a new frame
    return x * x
                                                                 • Bind formal parameters
                                                                    (f & x) to arguments
result = apply_twice(square, 2)
                                                                 • Execute the body:
                                                                    return f(f(x))
```

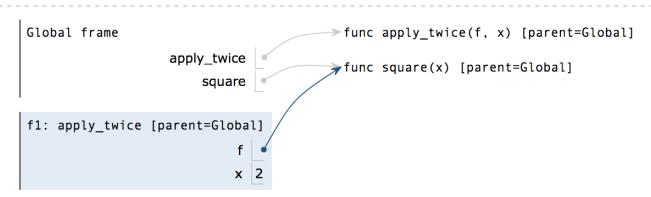
```
Global frame
def apply_twice(f, x):
                                                         ➤ func apply_twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                         square
                                                                 Applying a user-defined function:
def square(x):
                                                                  • Create a new frame
    return x * x
                                                                  • Bind formal parameters
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result = apply_twice(square, 2)
                                                                  • Execute the body:
                                                                    return f(f(x))
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```
def apply_twice(f, x):
    return f(f(x))

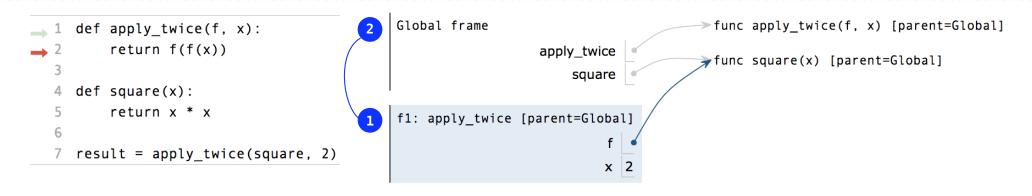
def square(x):
    return x * x

return x * x

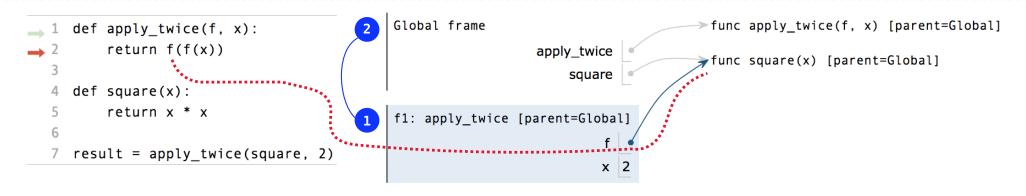
result = apply_twice(square, 2)
```



```
Global frame
def apply_twice(f, x):
                                                         func apply twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                 • Create a new frame
    return x * x
                                                                 • Bind formal parameters
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                                                                 • Execute the body:
                                                                    return f(f(x))
```



```
Global frame
def apply_twice(f, x):
                                                         func apply twice(f, x) [parent=Global]
    return f(f(x))
                                    apply_twice
                                                         func square(x) [parent=Global]
                                        square
                                                                 Applying a user-defined function:
def square(x):
                                                                  • Create a new frame
    return x * x
                                                                  • Bind formal parameters
                                                                    (f \& x) to arguments
result = apply_twice(square, 2)
                                                                  • Execute the body:
                                                                    return f(f(x))
```



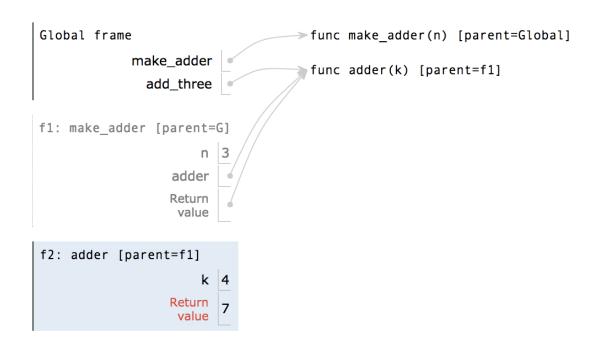
**Environments for Nested Definitions** 

(Demo)

```
1 def make_adder(n):
2     def adder(k):
3         return k + n
4         return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```

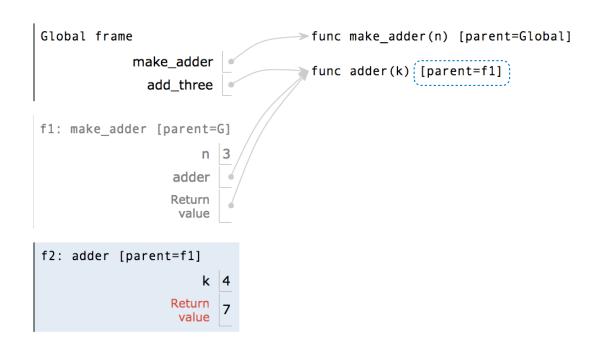
```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
4 return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```



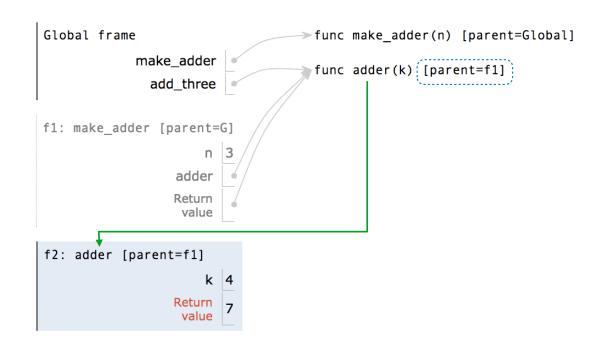
```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
4 return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```



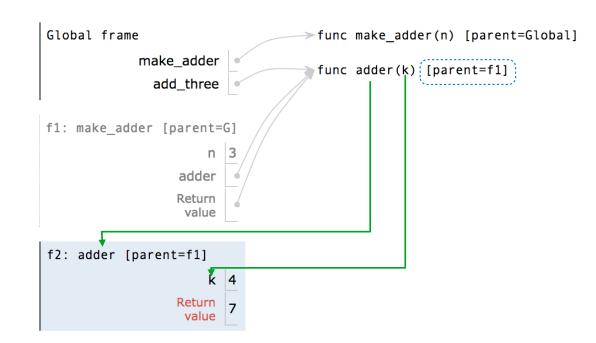
```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
4 return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```



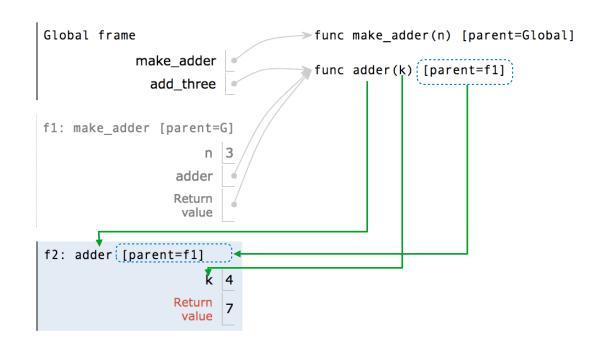
```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
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5
6 add_three = make_adder(3)
7 add_three(4)
```



```
Nested def

1  def make_adder(n):
2  def adder(k):
3      return k + n
4      return adder
5
6  add_three = make_adder(3)
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```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
4 return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```

```
Global frame

make_adder
add_three

f1: make_adder [parent=G]

n 3
adder
Return
value

f2: adder [parent=f1]

k 4
Return
value

f 4
Return
value

f 5

Return
value

f 7
```

```
Nested def
                                             Global frame
                                                                          func make adder(n) [parent=Global]
def make_adder(n):
                                                       make_adder
                                                                           func adder(k) [parent=f1]
      def adder(k):
                                                         add_three
           return k + n
                                             f1: make_adder [parent=G]
      return adder
                                                            adder
add_three = make_adder(3)
                                                            Return
                                                             value
 add_three(4)
                                             f2: adder [parent=f1]
                                                            Return
```

```
Nested def
                                                Global frame
                                                                            > func make adder(n) [parent=Global]
   def make_adder(n):
                                                         make_adder
                                                                             func adder(k) [parent=f1]
         def adder(k):
                                                           add_three
              return k + n
                                               f1: make_adder [parent=G]
         return adder
                                                              adder
    add_three = make_adder(3)
                                                              Return
                                                               value
    add three(4)
                                                f2: adder [parent=f1]
Every user-defined function has
a parent frame (often global)
                                                              Return
```

frame in which it was defined

```
Nested def
                                                 Global frame
                                                                             > func make adder(n) [parent=Global]
     (def make_adder(n):
                                                           make_adder
                                                                              func adder(k) [parent=f1]
           def adder(k):
                                                            add_three
                return k + n
                                                 f1: make_adder [parent=G]
           return adder
                                                               adder
      add three = make adder(3)
                                                               Return
                                                                value
      add three(4)
                                                 f2: adder [parent=f1]
• Every user-defined function has
  a parent frame (often global)
                                                               Return
• The parent of a function is the
```

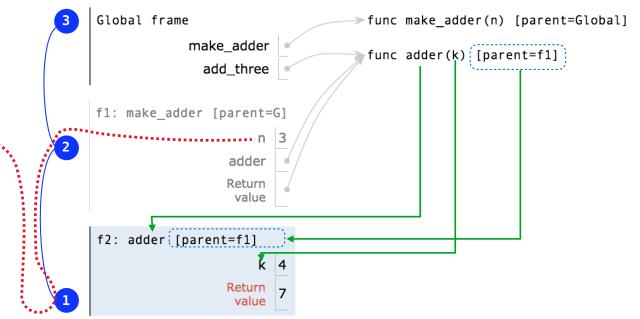
```
Nested def
                                                  Global frame
                                                                              > func make adder(n) [parent=Global]
     def make adder(n):
                                                            make_adder
                                                                                func adder(k) [parent=f1]
           def adder(k):
                                                              add_three
                return k + n
                                                  f1: make_adder [parent=G]
           return adder
                                                                 adder
      add three = make adder(3)
                                                                Return
                                                                 value
      add three(4)
                                                  f2: adder [parent=f1]
• Every user-defined function has
                                                                 Return
```

- a parent frame (often global)
- The parent of a function is the frame in which it was defined
- Every local frame has a parent frame (often global)

```
Nested def

1 def make_adder(n):
2 def adder(k):
3 return k + n
4 return adder
5
6 add_three = make_adder(3)
7 add_three(4)
```

- Every user-defined function has a parent frame (often global)
- The parent of a function is the frame in which it was defined
- Every local frame has a parent frame (often global)
- The parent of a frame is the parent of the function called



When a function is defined:

When a function is defined:

Create a function value: func <name>(<formal parameters>) [parent=<label>]

```
When a function is defined:
```

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

Its parent is the current frame.

```
When a function is defined:
Create a function value: func <name>(<formal parameters>) [parent=<label>]
```

f1: make\_adder func adder(k) [parent=f1]

```
When a function is defined:
```

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

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When a function is defined:
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When a function is called:

When a function is defined:

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

When a function is called:

1. Add a local frame, titled with the <name> of the function being called.

```
When a function is defined:
```

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

When a function is called:

- 1. Add a local frame, titled with the <name> of the function being called.
- ★ 2. Copy the parent of the function to the local frame: [parent=<label>]

#### When a function is defined:

Create a function value: func <name>(<formal parameters>) [parent=<label>]
Its parent is the current frame.

```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

#### When a function is called:

- 1. Add a local frame, titled with the <name> of the function being called.
- ★ 2. Copy the parent of the function to the local frame: [parent=<label>]
  - 3. Bind the <formal parameters> to the arguments in the local frame.

#### When a function is defined:

Create a function value: func <name>(<formal parameters>) [parent=<label>]
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```
f1: make_adder func adder(k) [parent=f1]
```

Bind <name> to the function value in the current frame

#### When a function is called:

- 1. Add a local frame, titled with the <name> of the function being called.
- ★ 2. Copy the parent of the function to the local frame: [parent=<label>]
  - 3. Bind the <formal parameters> to the arguments in the local frame.
  - 4. Execute the body of the function in the environment that starts with the local frame.

# **Local Names**

(Demo)

```
Global frame

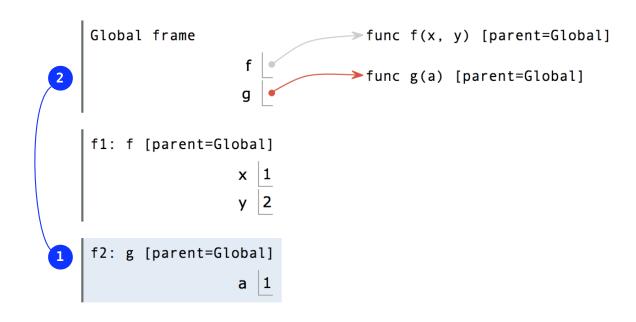
func f(x, y) [parent=Global]

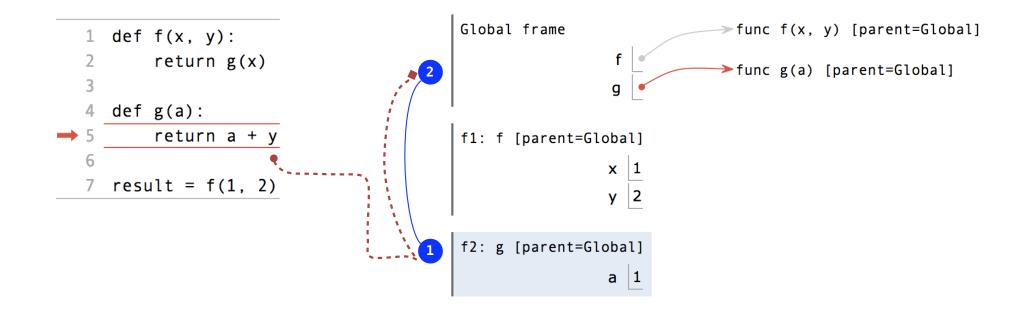
func g(a) [parent=Global]

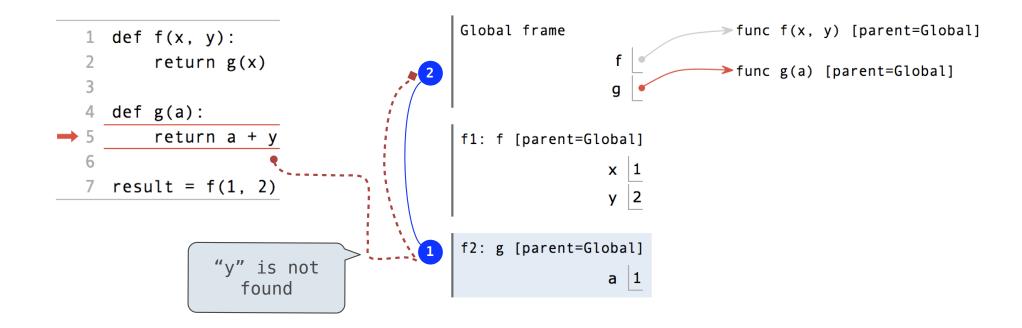
x 1
y 2

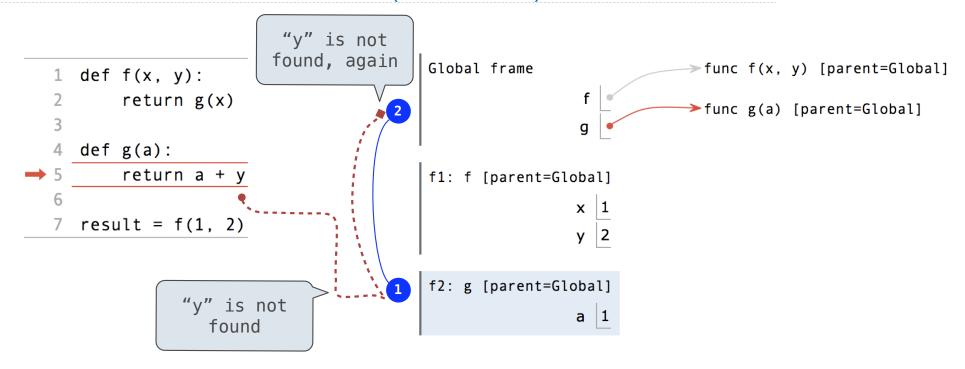
f2: g [parent=Global]

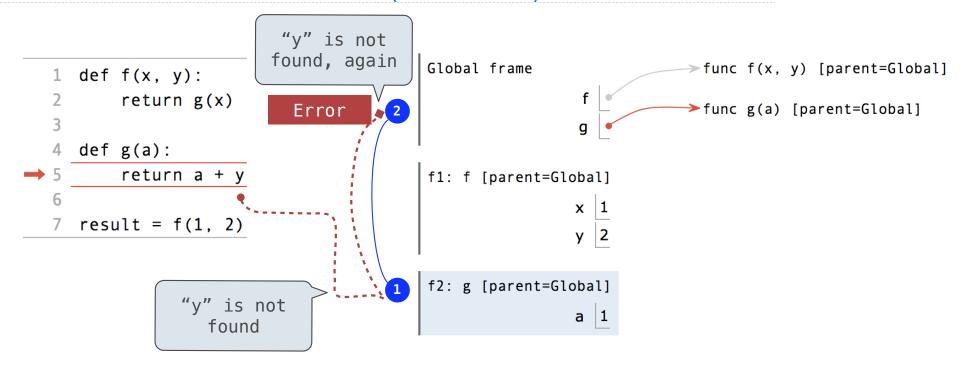
a 1
```

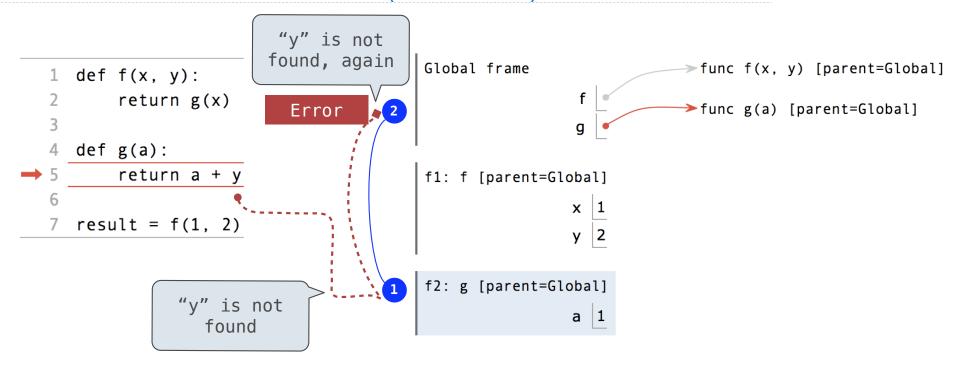




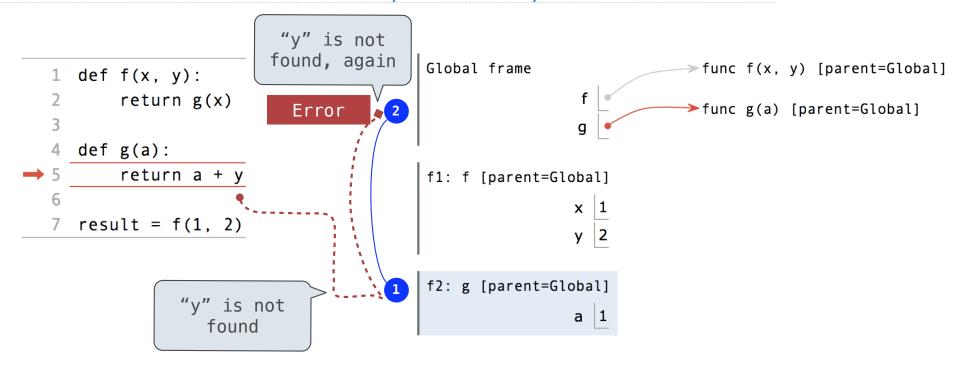








• An environment is a sequence of frames.

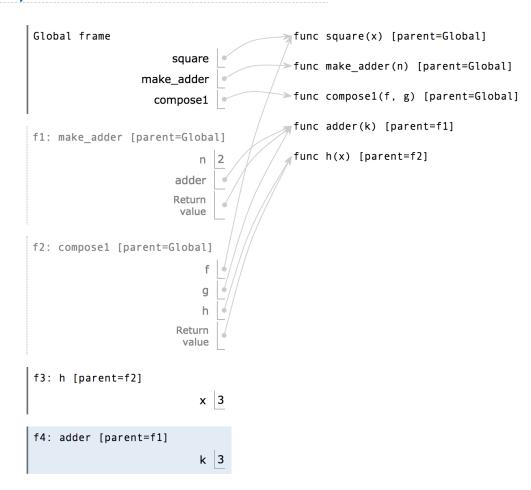


- An environment is a sequence of frames.
- The environment created by calling a top-level function (no def within def) consists of one local frame, followed by the global frame.

**Function Composition** 

(Demo)

```
1 def square(x):
2    return x * x
3
4 def make_adder(n):
5    def adder(k):
6     return k + n
7    return adder
8
9 def compose1(f, g):
10    def h(x):
11     return f(g(x))
12    return h
13
14 compose1(square, make_adder(2))(3)
```



```
def square(x):
    return x * x

def make_adder(n):
    def adder(k):
    return k + n
    return adder

def compose1(f, g):
    def h(x):
    return f(g(x))
    return h

compose1(square, make_adder(2))(3)
```

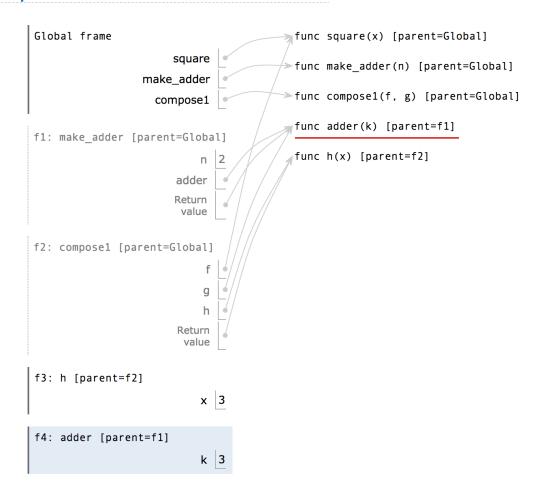
```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
                 make_adder
                                       func compose1(f, g) [parent=Global]
                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                        func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                      Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
                          k 3
```

```
1 def square(x):
2    return x * x
3
4 def make_adder(n):
5    def adder(k):
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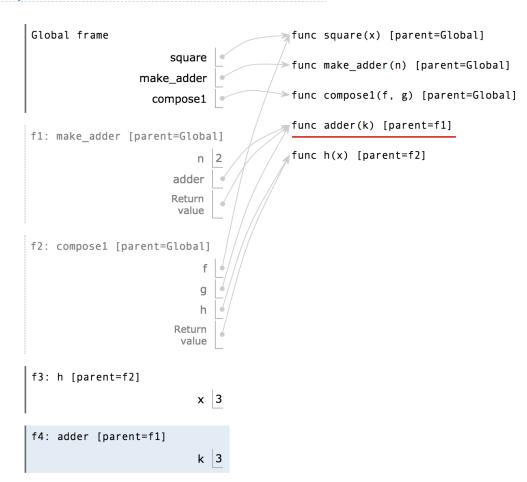
```
Global frame
                                         func square(x) [parent=Global]
                      square
                                        ►func make_adder(n) [parent=Global]
                 make_adder

→ func compose1(f, g) [parent=Global]
                   compose1
                                         func adder(k) [parent=f1]
f1: make_adder [parent=Global]
                                         func h(x) [parent=f2]
                      adder
                      Return
                       value
f2: compose1 [parent=Global]
                       Return
                       value
f3: h [parent=f2]
                          x 3
f4: adder [parent=f1]
                          k 3
```

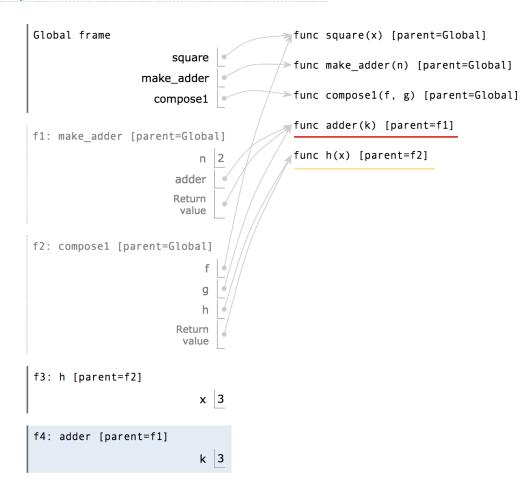
```
def square(x):
       return x * x
 3
   def make_adder(n):
       def adder(k):
            return k + n
       return adder
   def compose1(f, g):
10
       def h(x):
11
            return f(g(x))
12
       return h
13
   compose1(square, make_adder(2))(3)
```



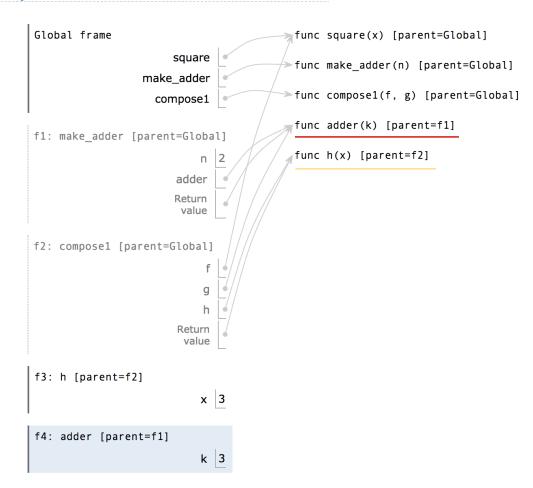
```
def square(x):
       return x * x
 3
   def make adder(n):
       def adder(k):
           return k + n
       return adder
   def compose1(f, g):
10
       def h(x):
11
           return f(g(x))
12
       return h
13
   compose1(square, make_adder(2))(3)
     Return value of make_adder is
         an argument to compose1
```



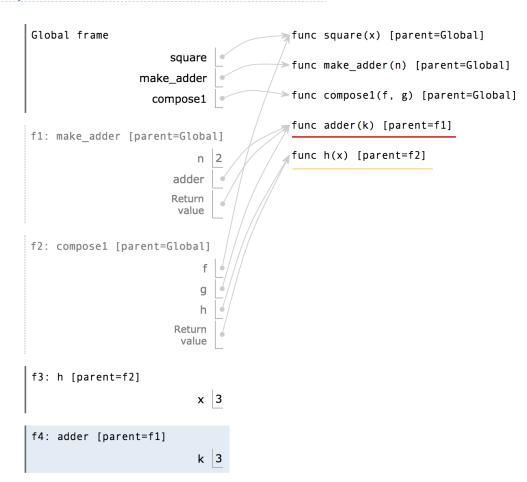
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def square(x):
       return x * x
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       def adder(k):
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       return adder
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     Return value of make_adder is
         an argument to compose1
```



```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                  square
         return x * x
                                                                                                 ►func make_adder(n) [parent=Global]
                                                                              make_adder
                                                                                                 func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                  Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                   value
                                                                f3: h [parent=f2]
                                                                                     x 3
       Return value of make_adder is
           an argument to compose1
                                                                f4: adder [parent=f1]
                                                                                      k 3
```

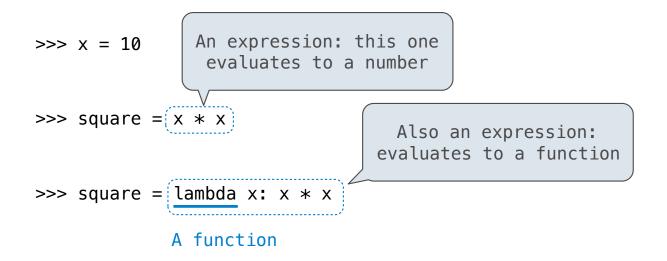
```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                  square
         return x * x
                                                                                                 ►func make_adder(n) [parent=Global]
                                                                              make_adder
                                                                                                 func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                  Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                   value
                                                                f3: h [parent=f2]
                                                                                     x 3
       Return value of make_adder is
           an argument to compose1
                                                                f4: adder [parent=f1]
                                                                                      k 3
```

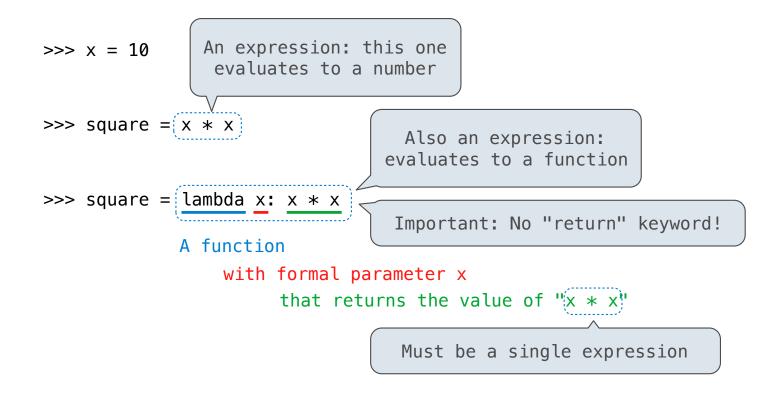
```
Global frame
                                                                                                  func square(x) [parent=Global]
    def square(x):
                                                                                  square
         return x * x
                                                                                                 ►func make_adder(n) [parent=Global]
                                                                              make_adder
                                                                                                 func compose1(f, g) [parent=Global]
                                                                                compose1
    def make adder(n):
                                                                                                  func adder(k) [parent=f1]
         def adder(k):
                                                                f1: make_adder [parent=Global]
              return k + n
                                                                                                  func h(x) [parent=f2]
         return adder
                                                                                   adder
                                                                                  Return
                                                                                   value
    def compose1(f, g):
10
         def h(x):
                                                                f2: compose1 [parent=Global]
11
              return f(g(x))
         return h
                                                                                   Return
14 compose1(square, make_adder(2))(3)
                                                                                   value
                                                                f3: h [parent=f2]
                                                                                      x 3
       Return value of make_adder is
           an argument to compose1
                                                                f4: adder [parent=f1]
                                                                                      k 3
```

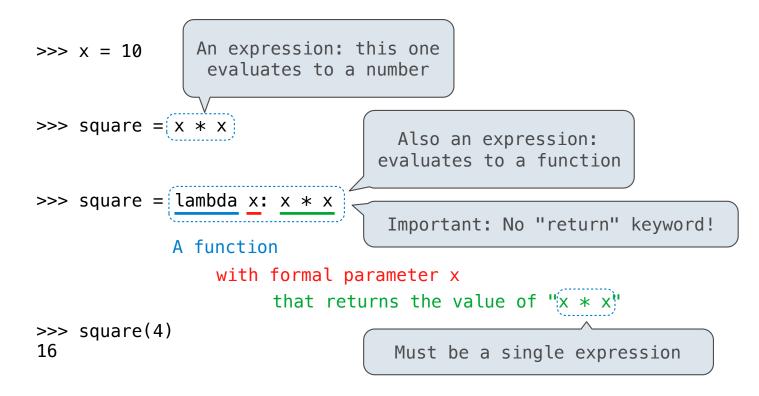
(Demo)

Lambda Expressions				

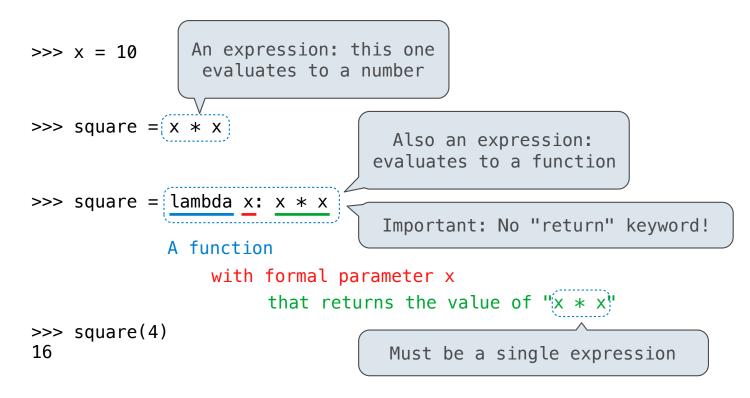
$$>>>$$
 square =  $x * x$ 







Lambda expressions are not common in Python, but important in general



Lambda expressions are not common in Python, but important in general Lambda expressions in Python cannot contain statements at all!

Lambda Expressions Versus Def Statements	
	16

VS







• Both create a function with the same domain, range, and behavior.



- Both create a function with the same domain, range, and behavior.
- Both functions have as their parent the frame in which they were defined.



- Both create a function with the same domain, range, and behavior.
- Both functions have as their parent the frame in which they were defined.
- Both bind that function to the name square.



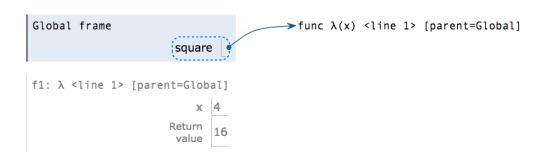
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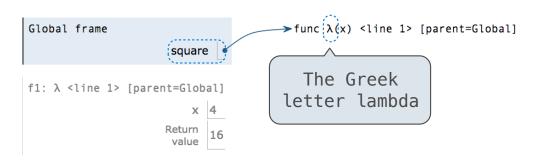


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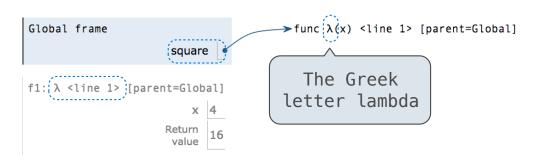


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