

61A Lecture 20

Friday, October 14

Tree Recursion

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9,

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9,



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9,

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21,



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21,



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):  
    if n == 1:
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):  
    if n == 1:  
        return 0
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making **more than one** call to that function.

n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 5,702,887

```
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```



<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

A Tree-Recursive Process

The computational process of fib evolves into a tree structure

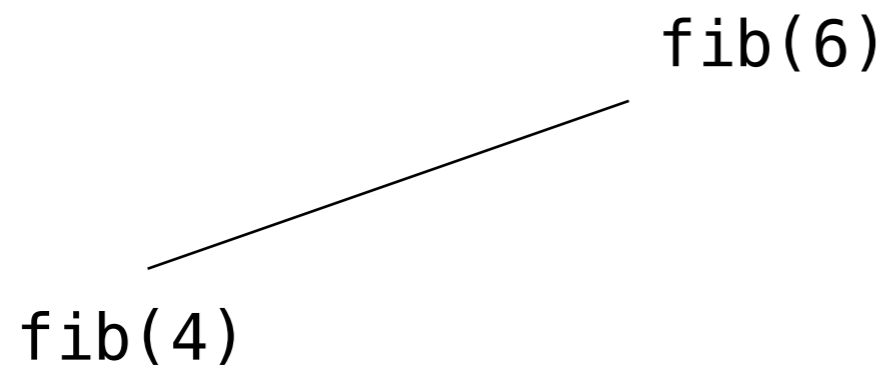
A Tree-Recursive Process

The computational process of `fib` evolves into a tree structure

`fib(6)`

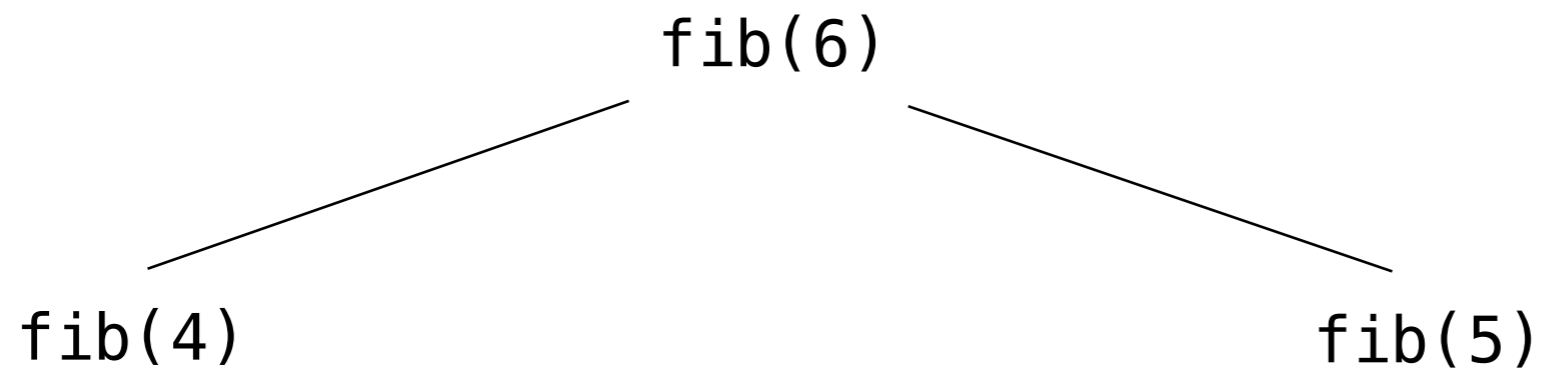
A Tree-Recursive Process

The computational process of `fib` evolves into a tree structure



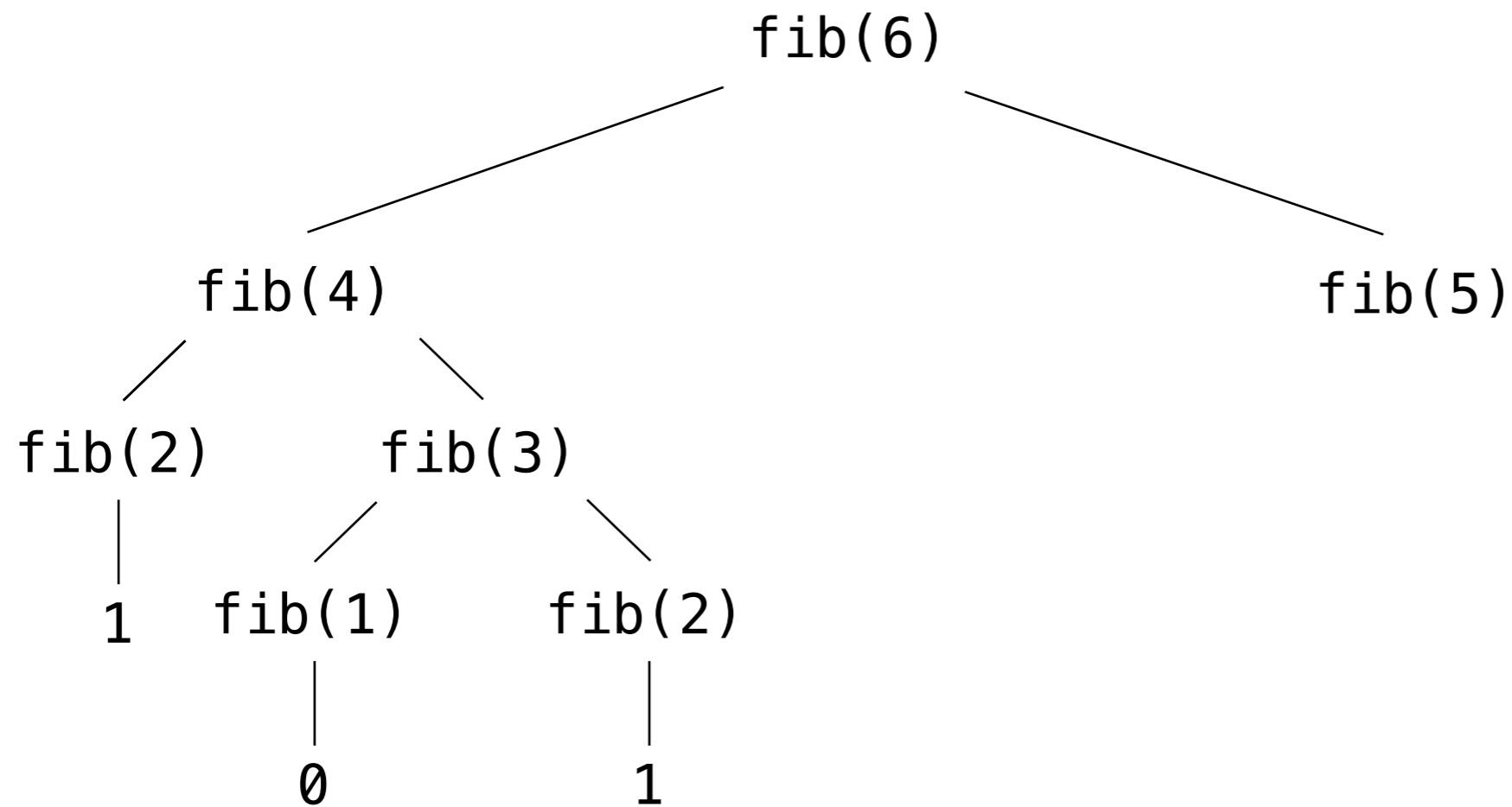
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



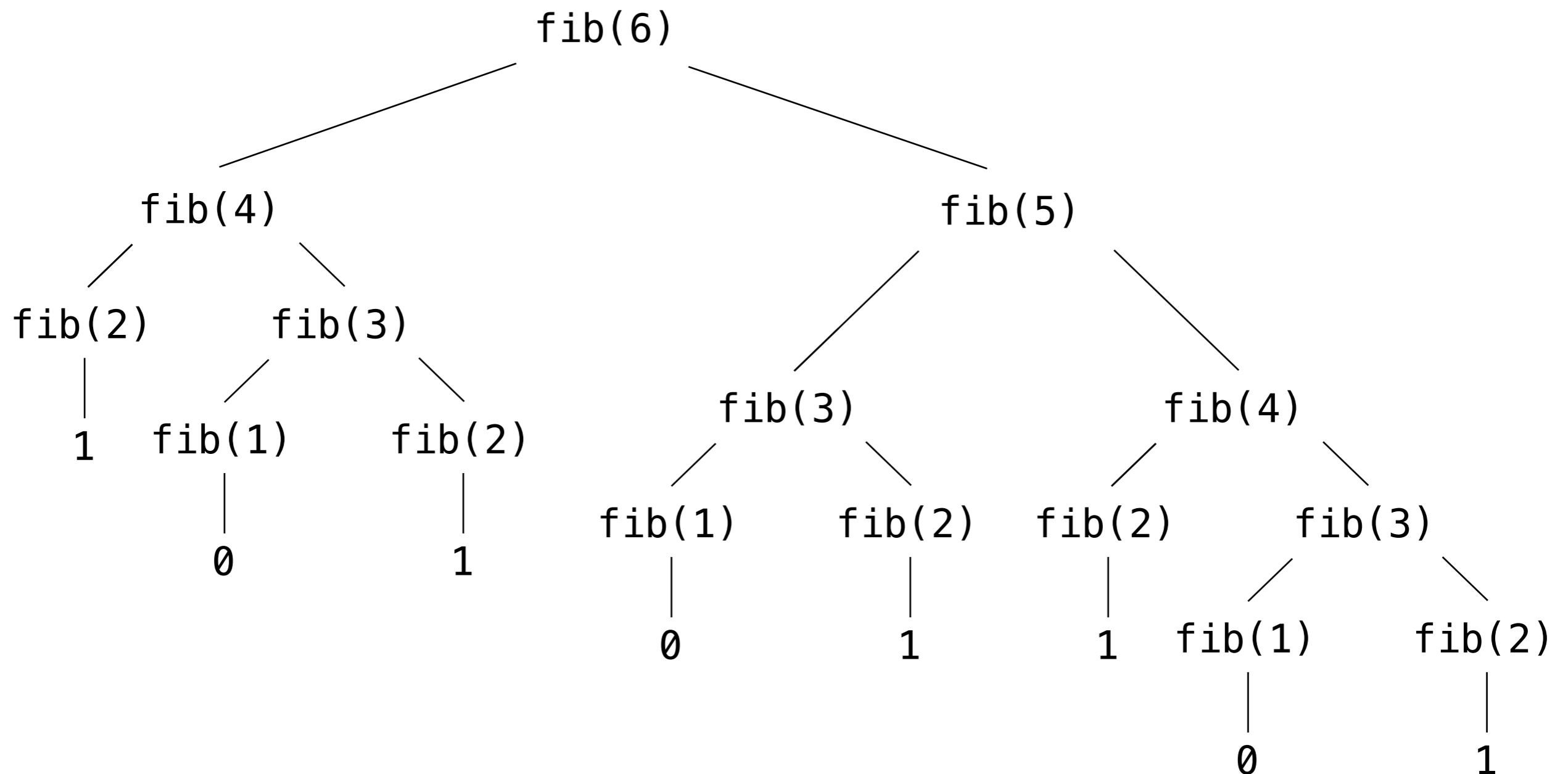
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



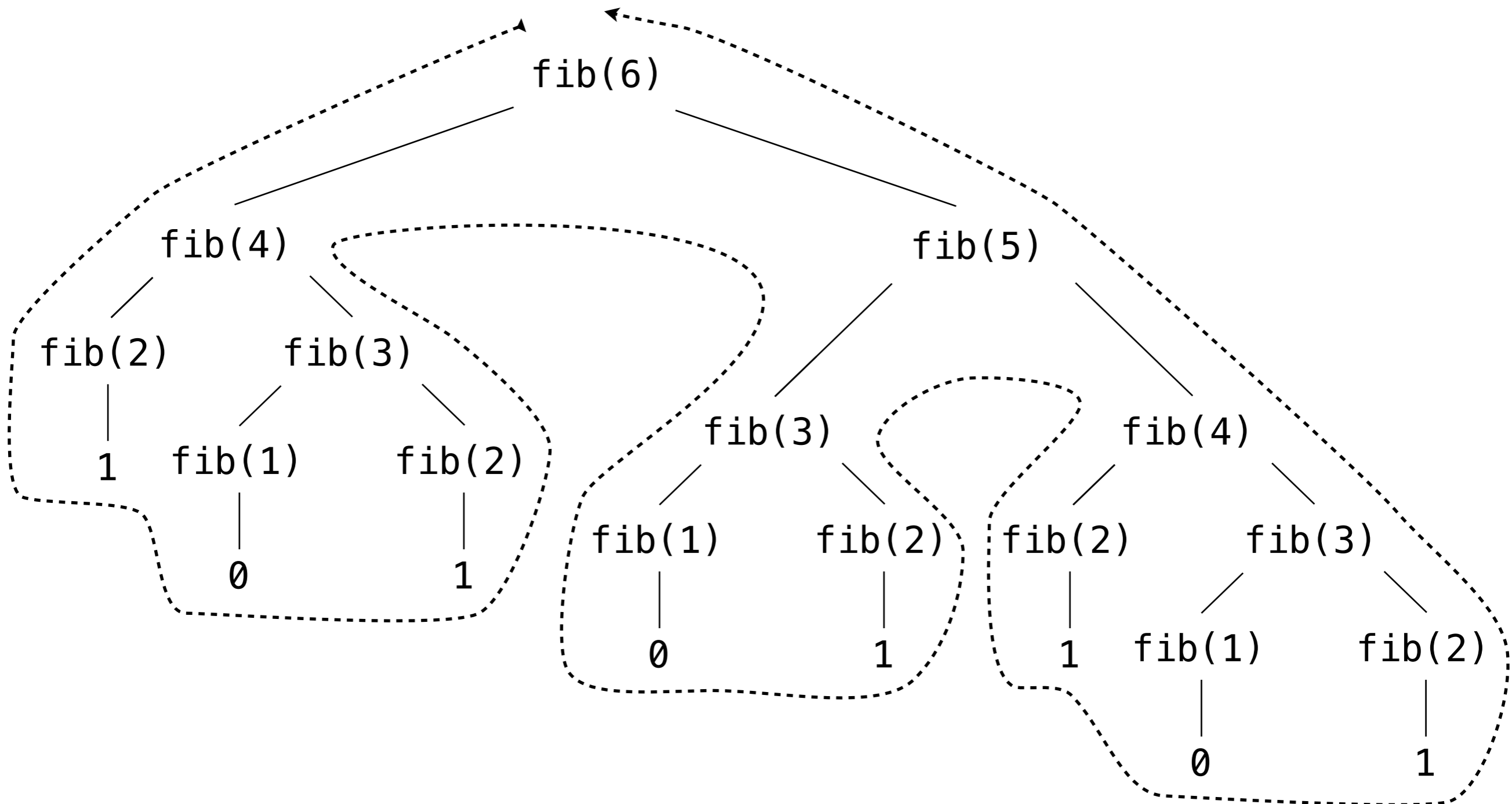
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



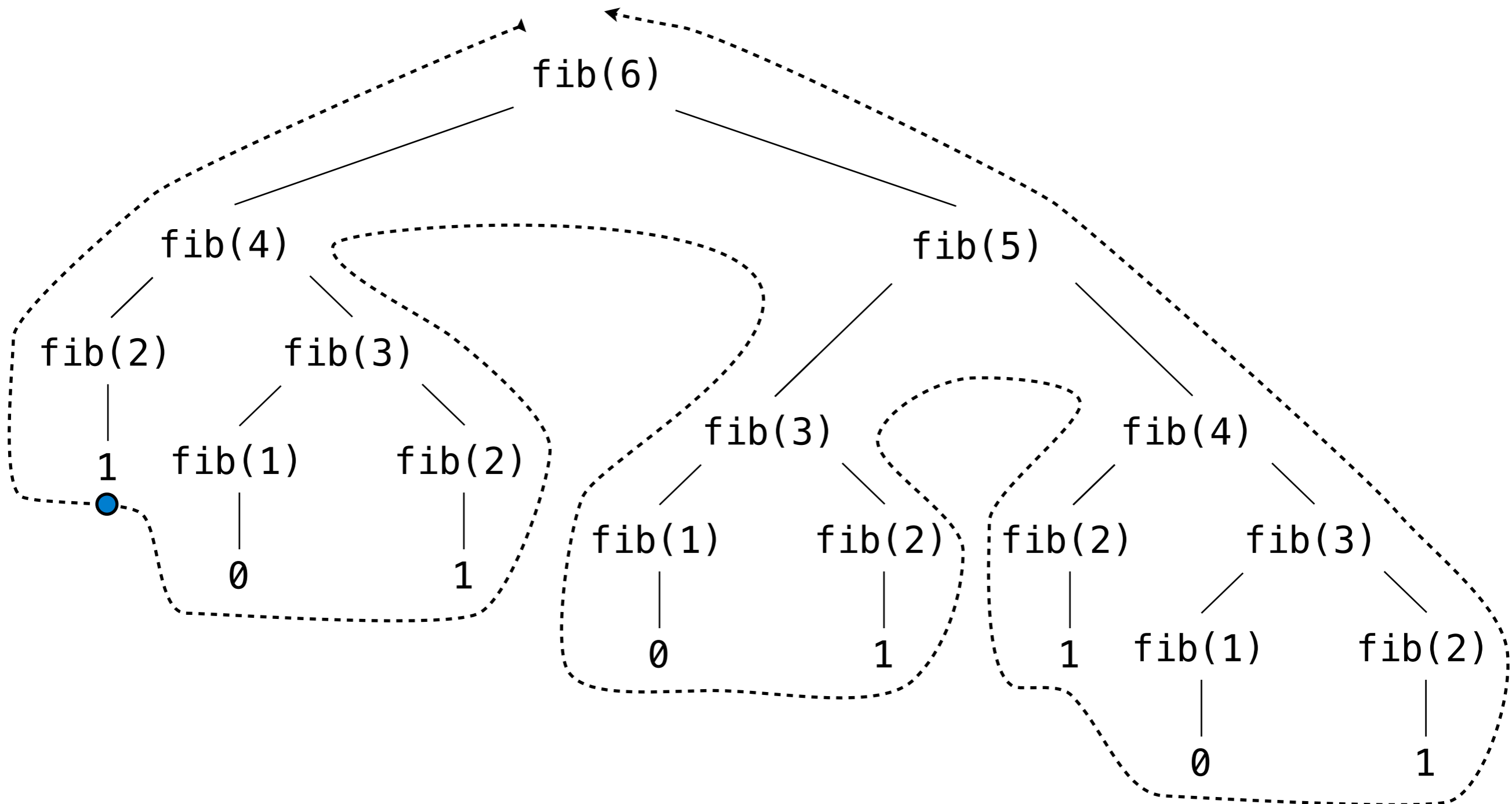
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



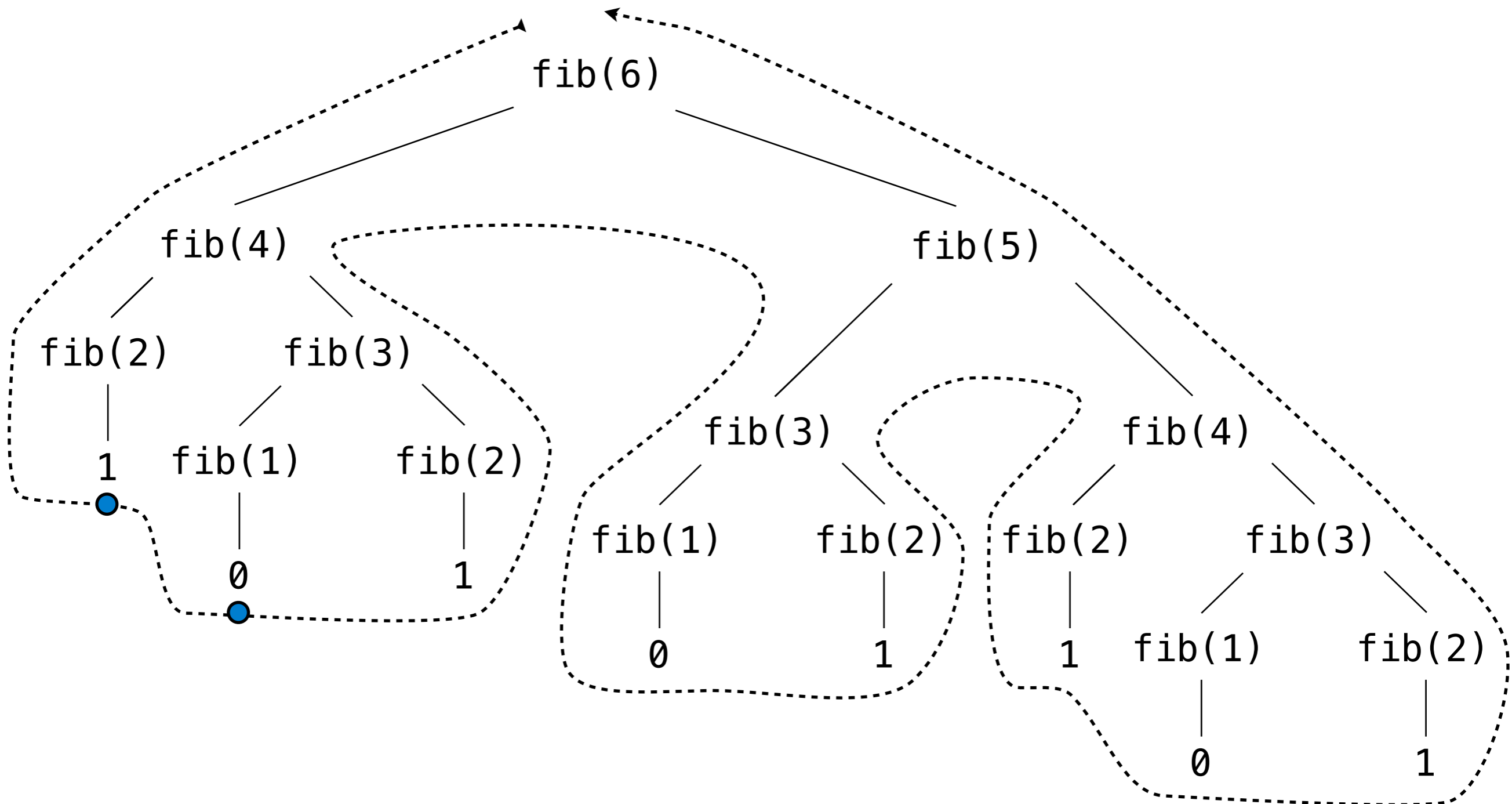
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



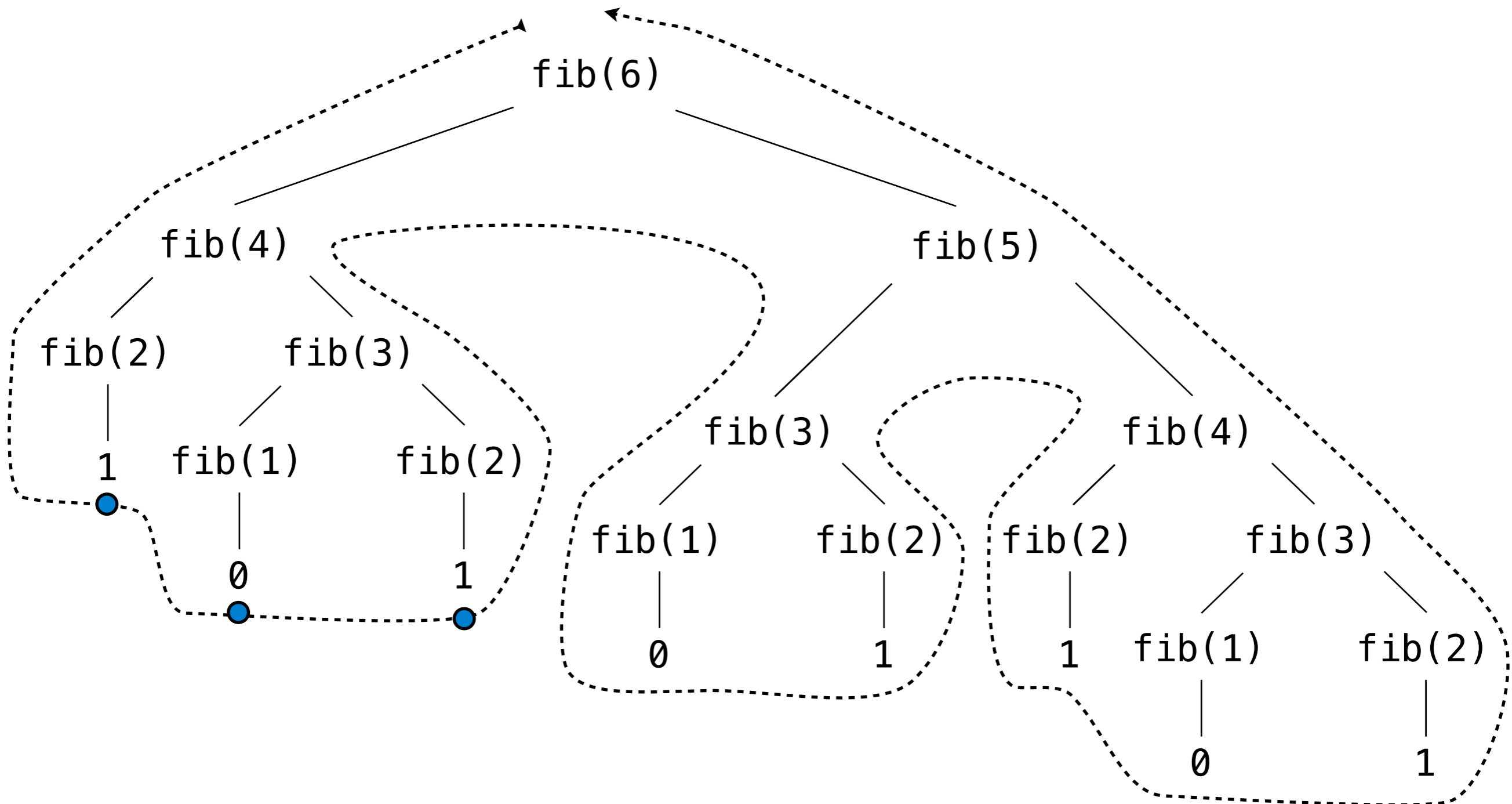
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



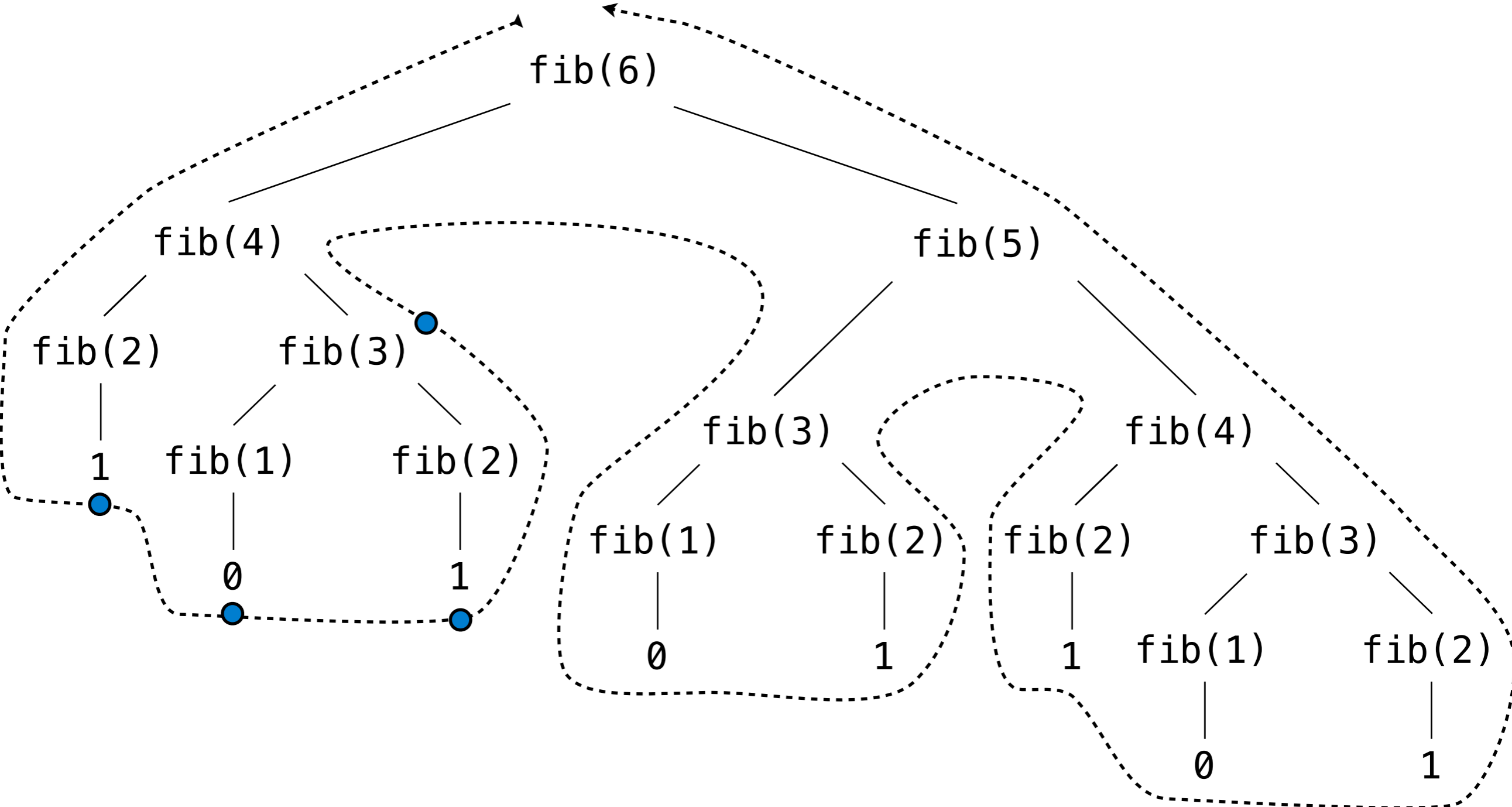
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



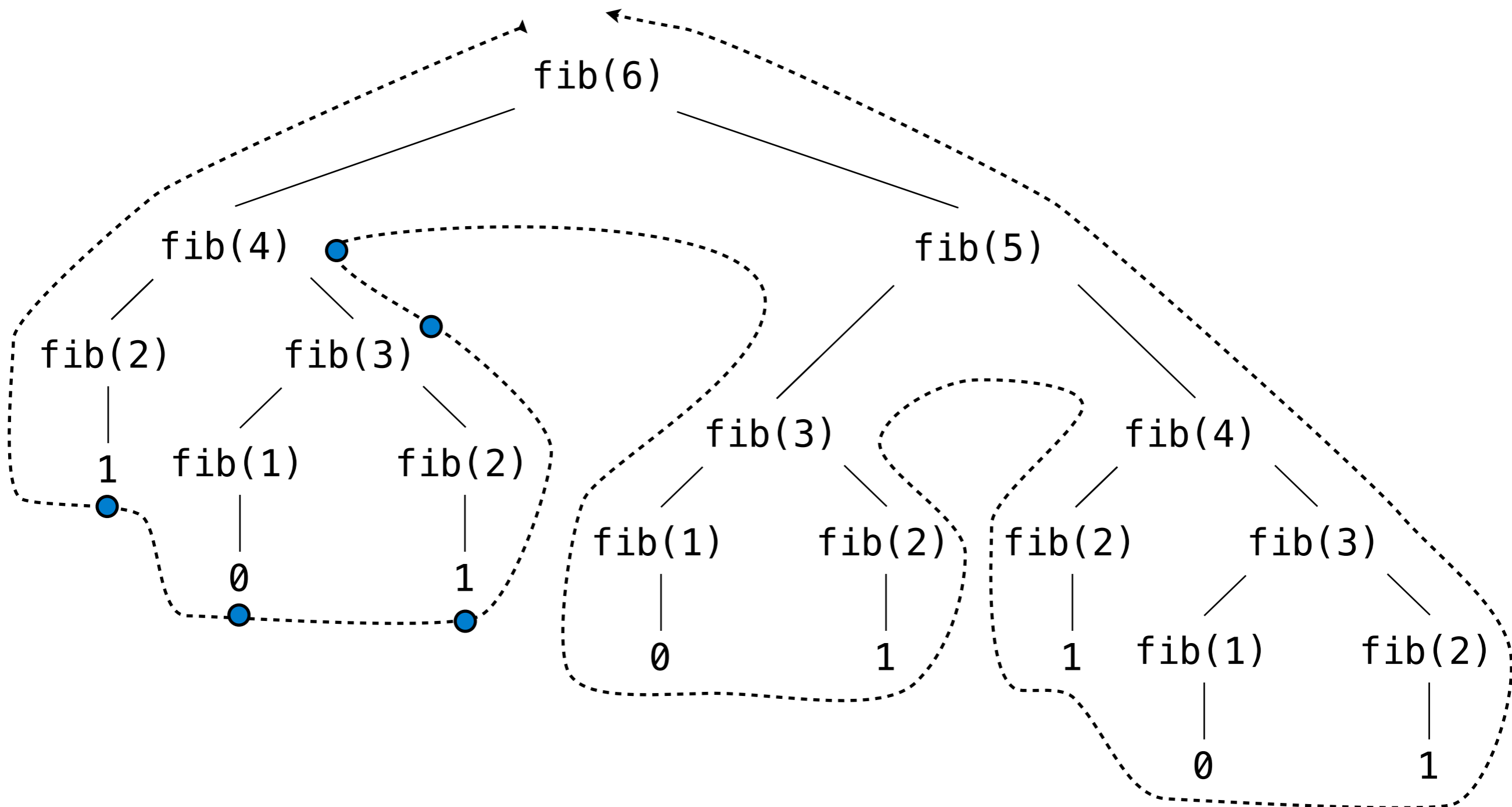
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



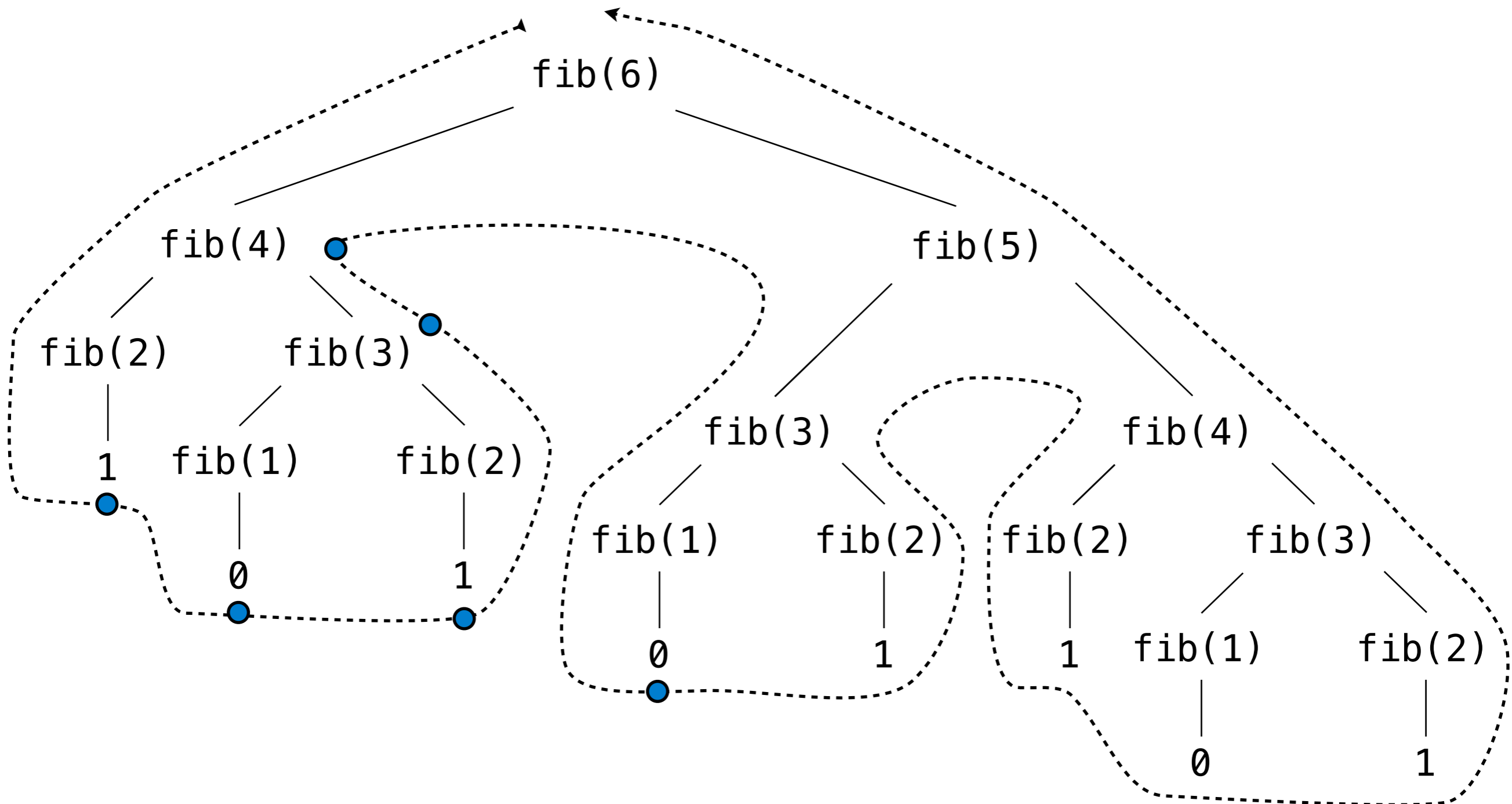
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



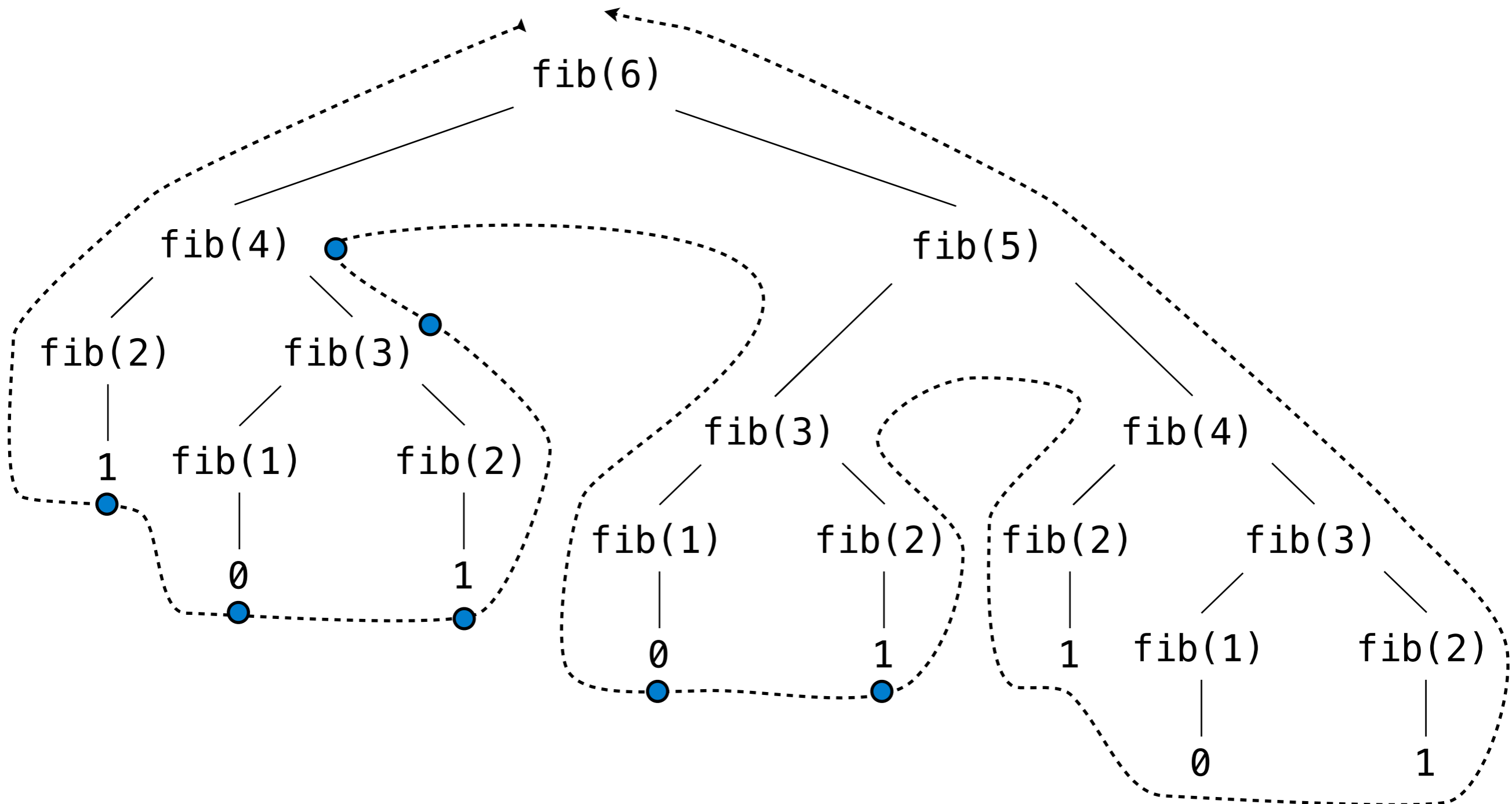
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



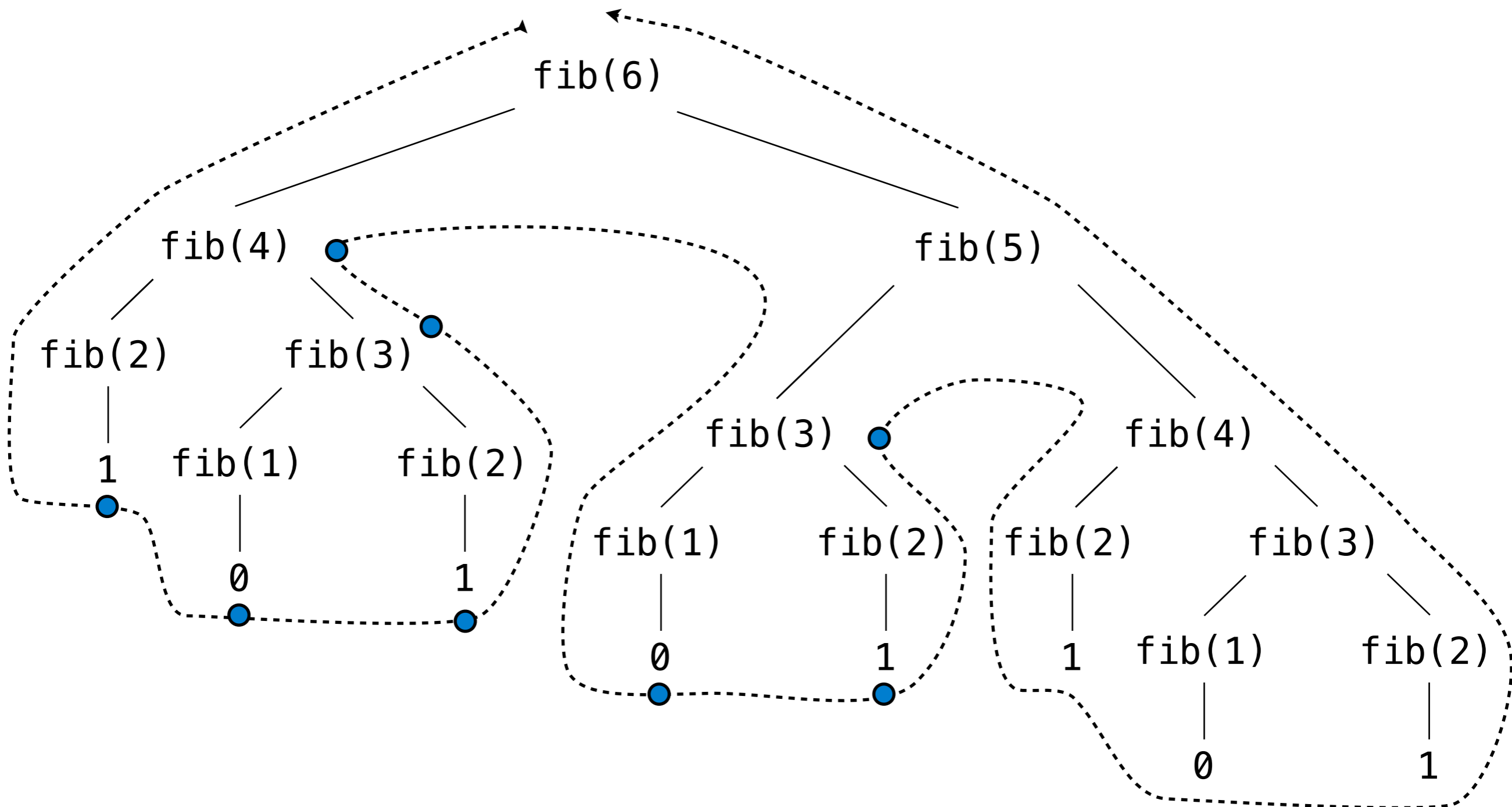
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



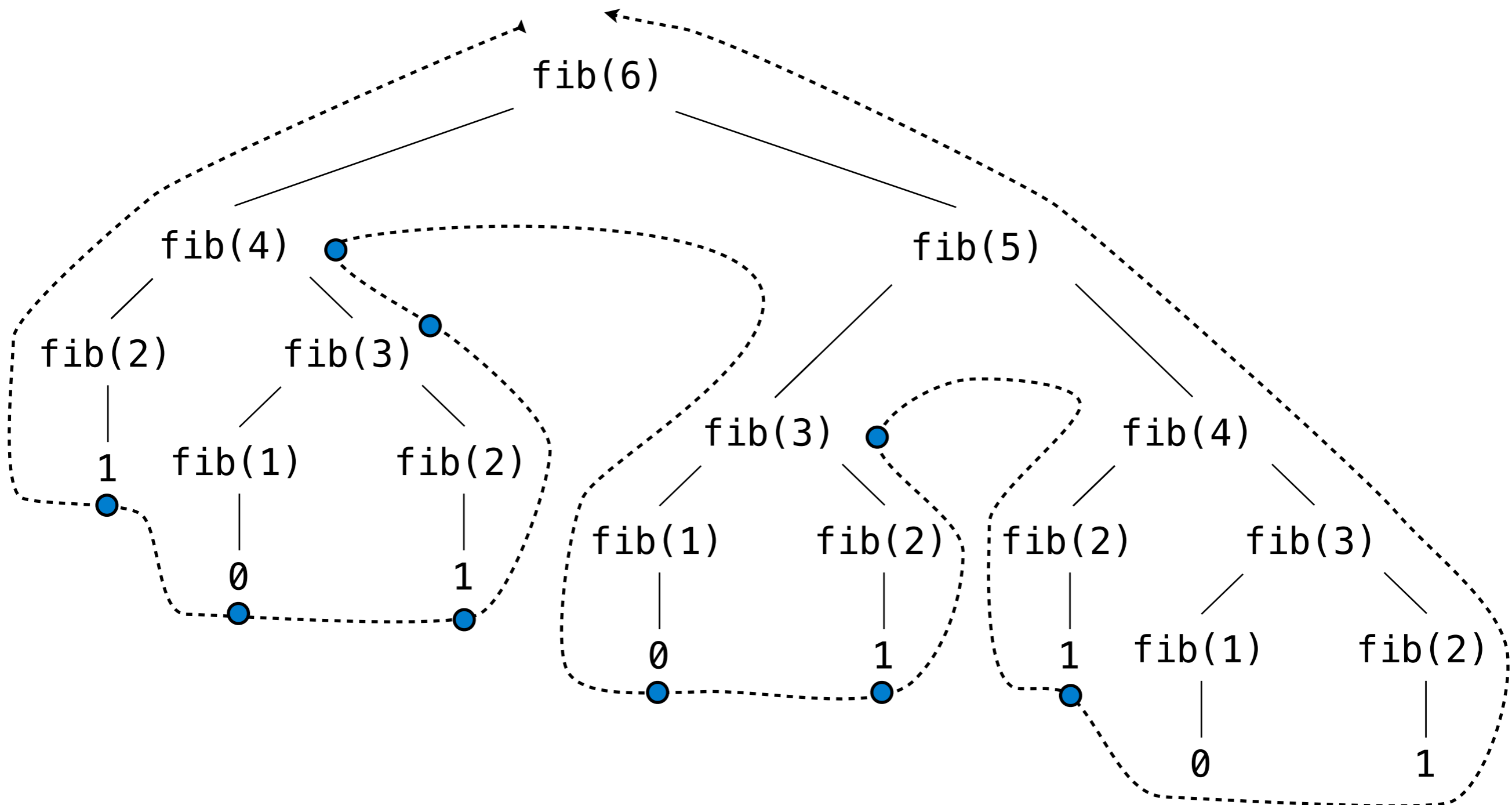
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



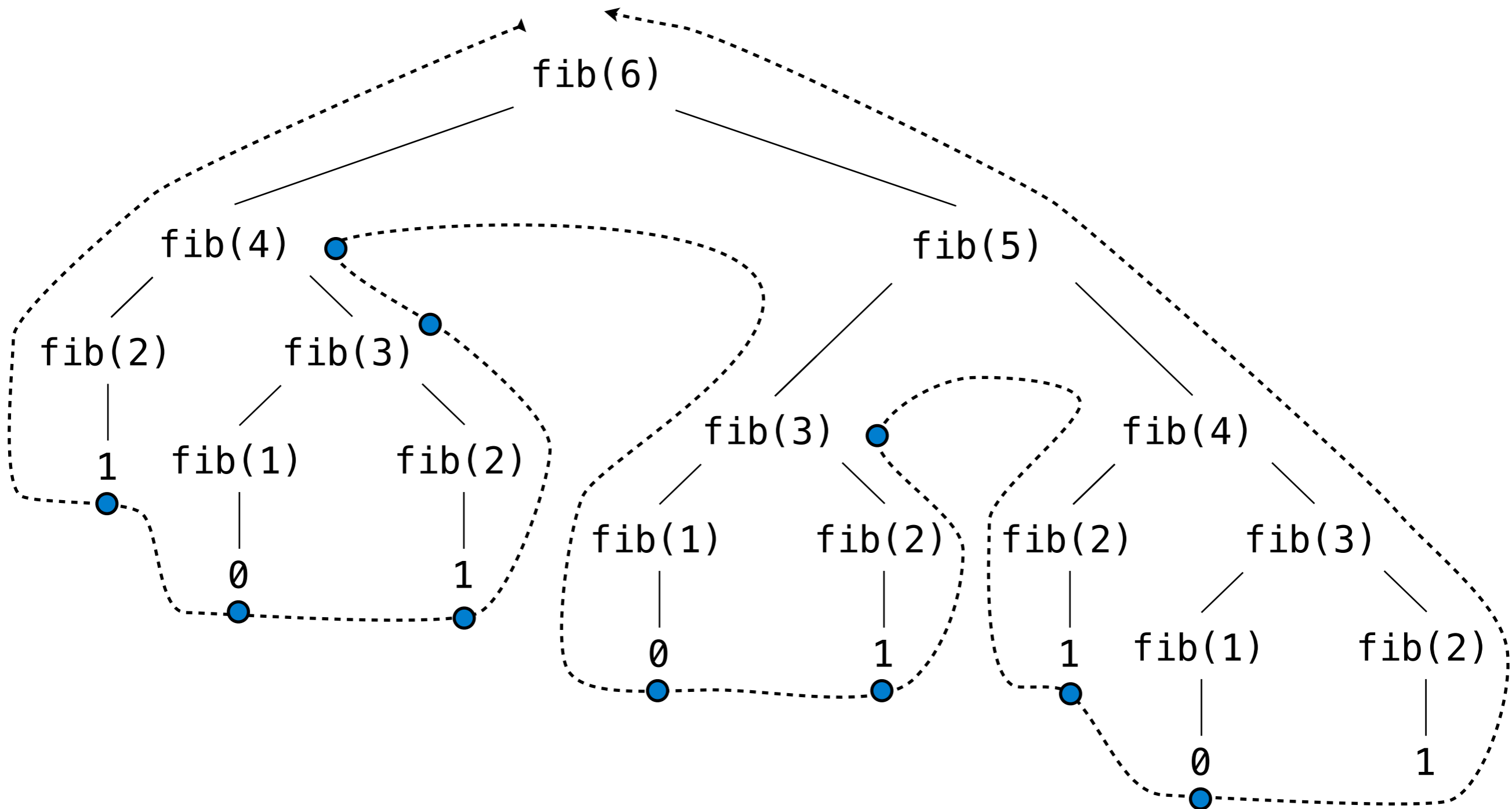
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



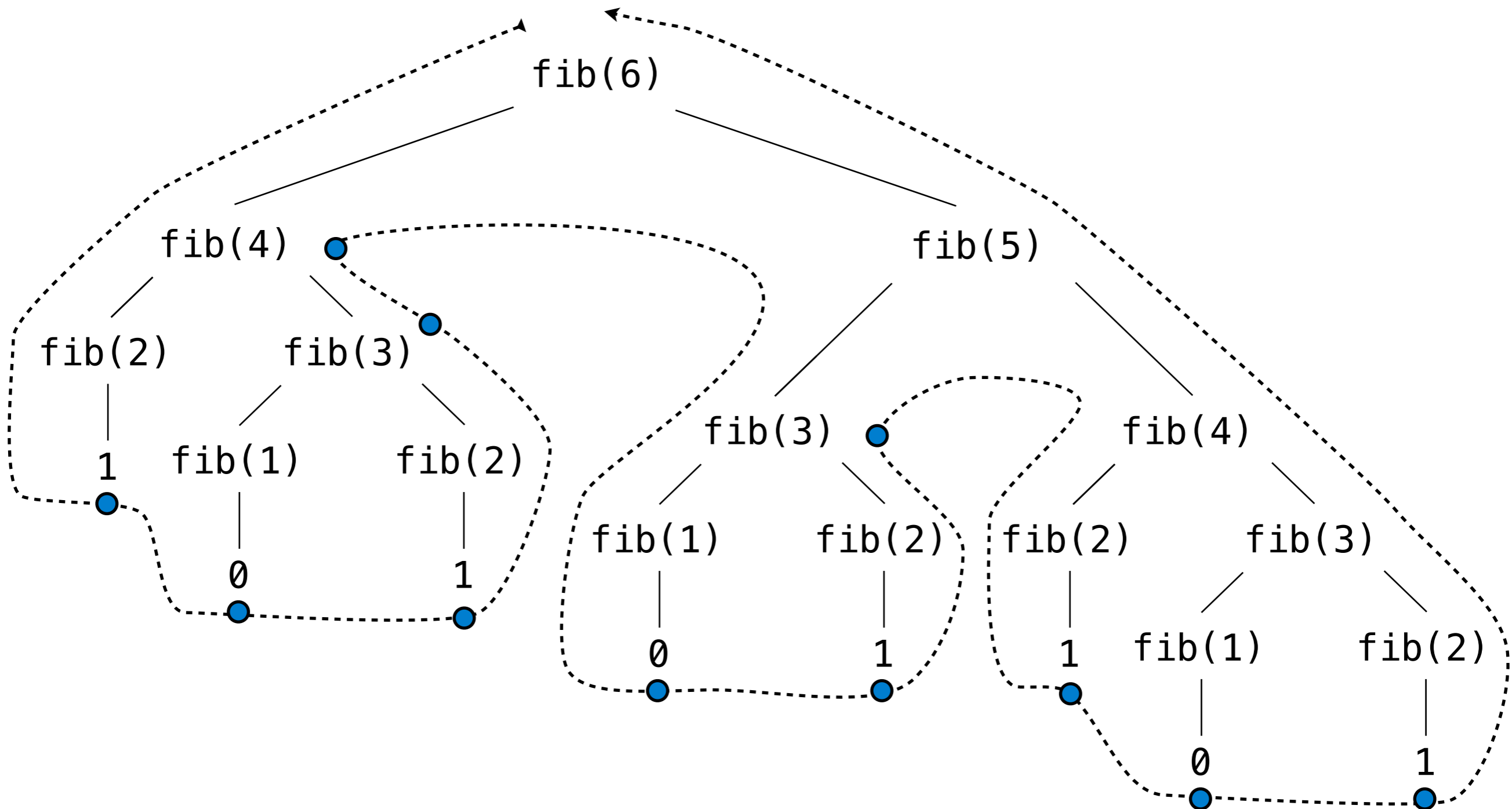
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



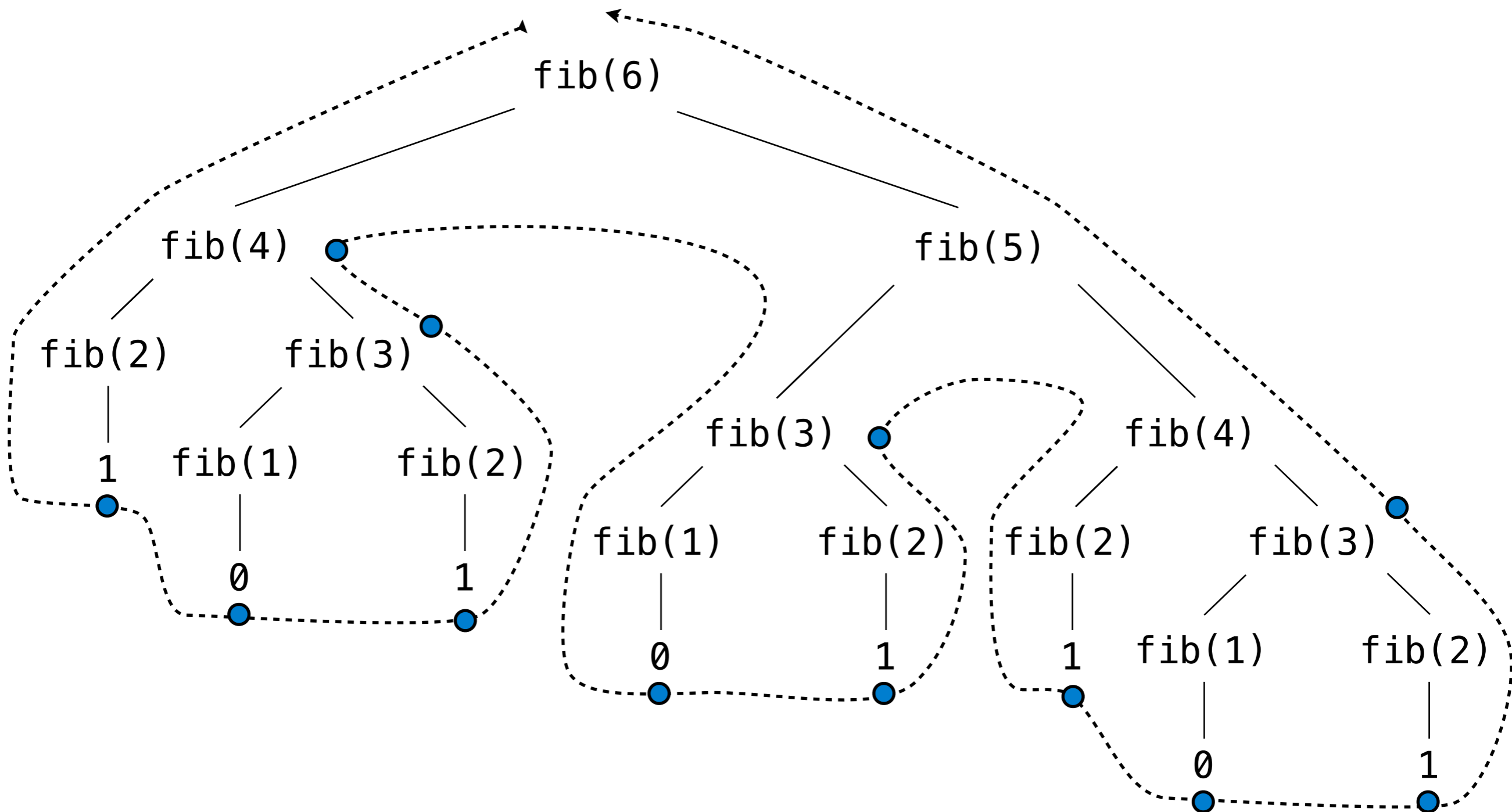
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



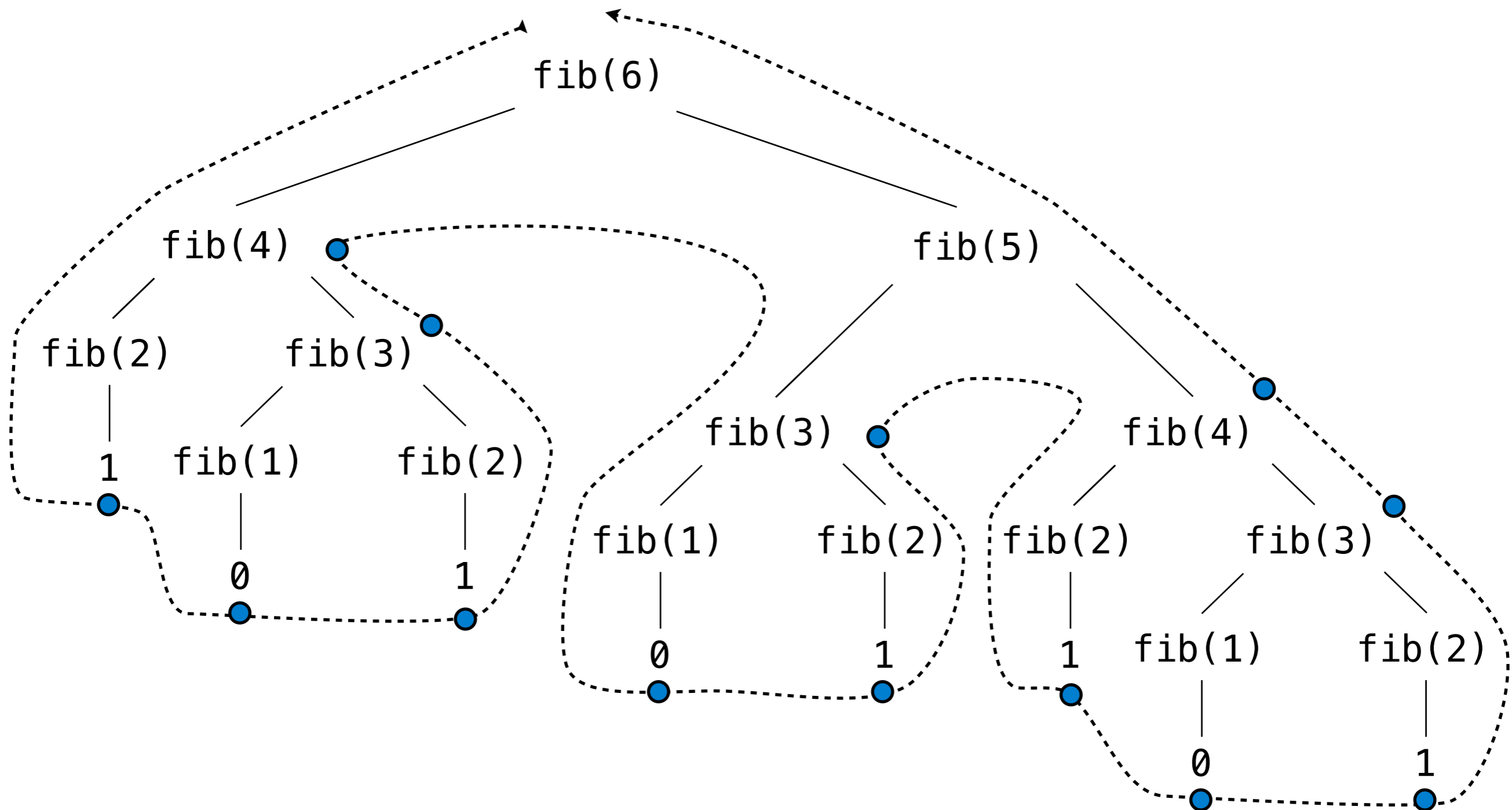
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



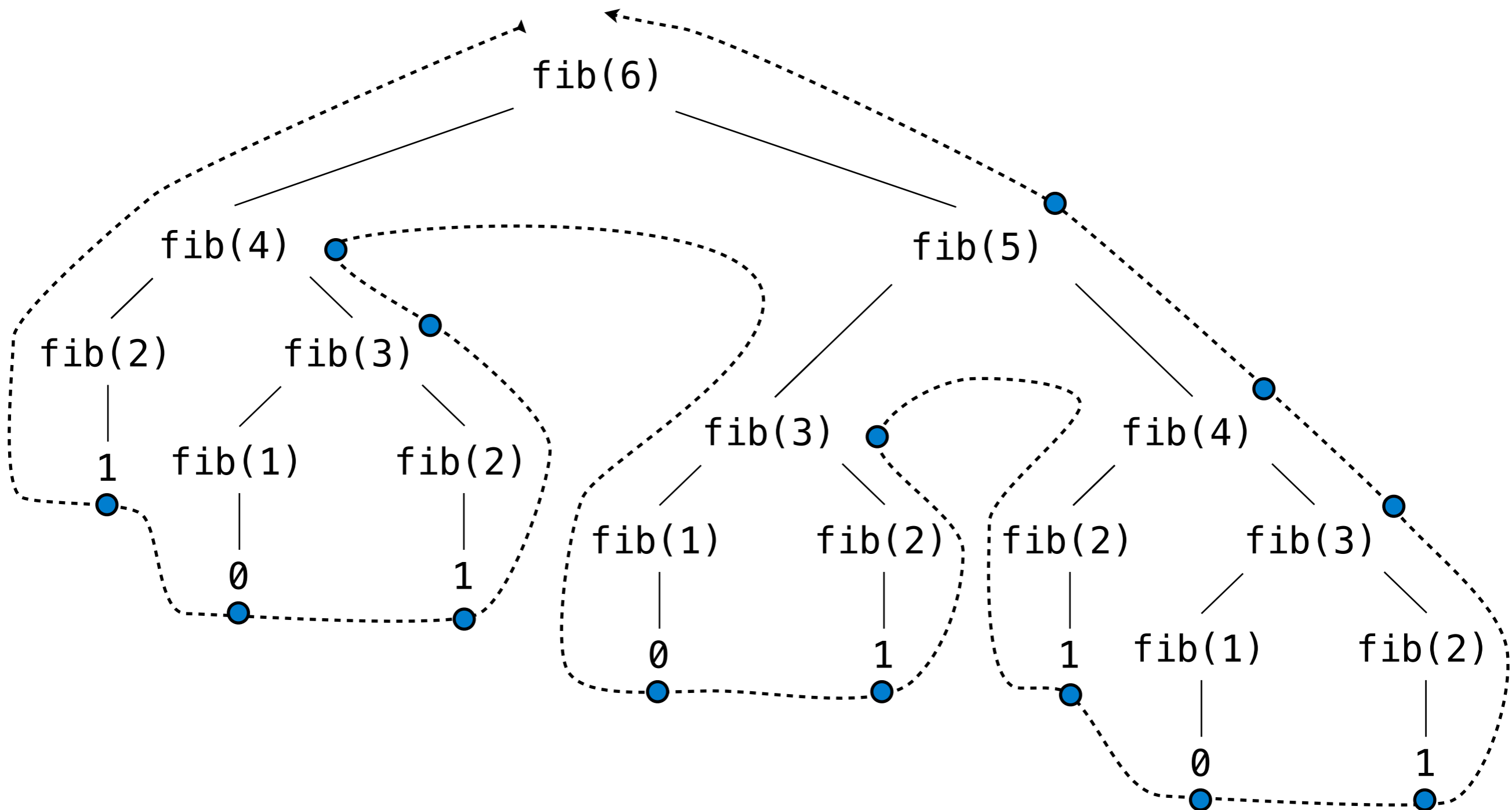
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



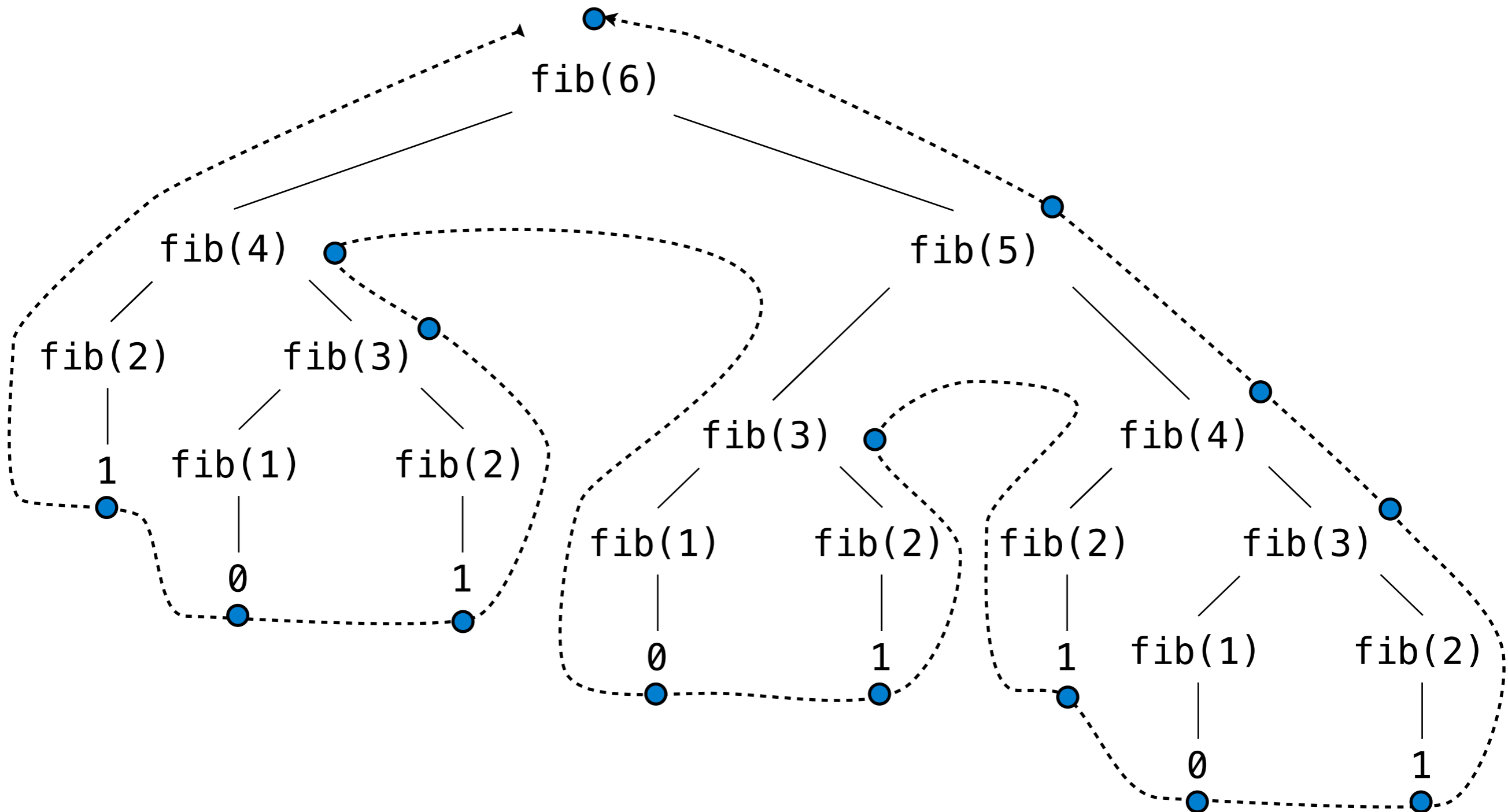
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



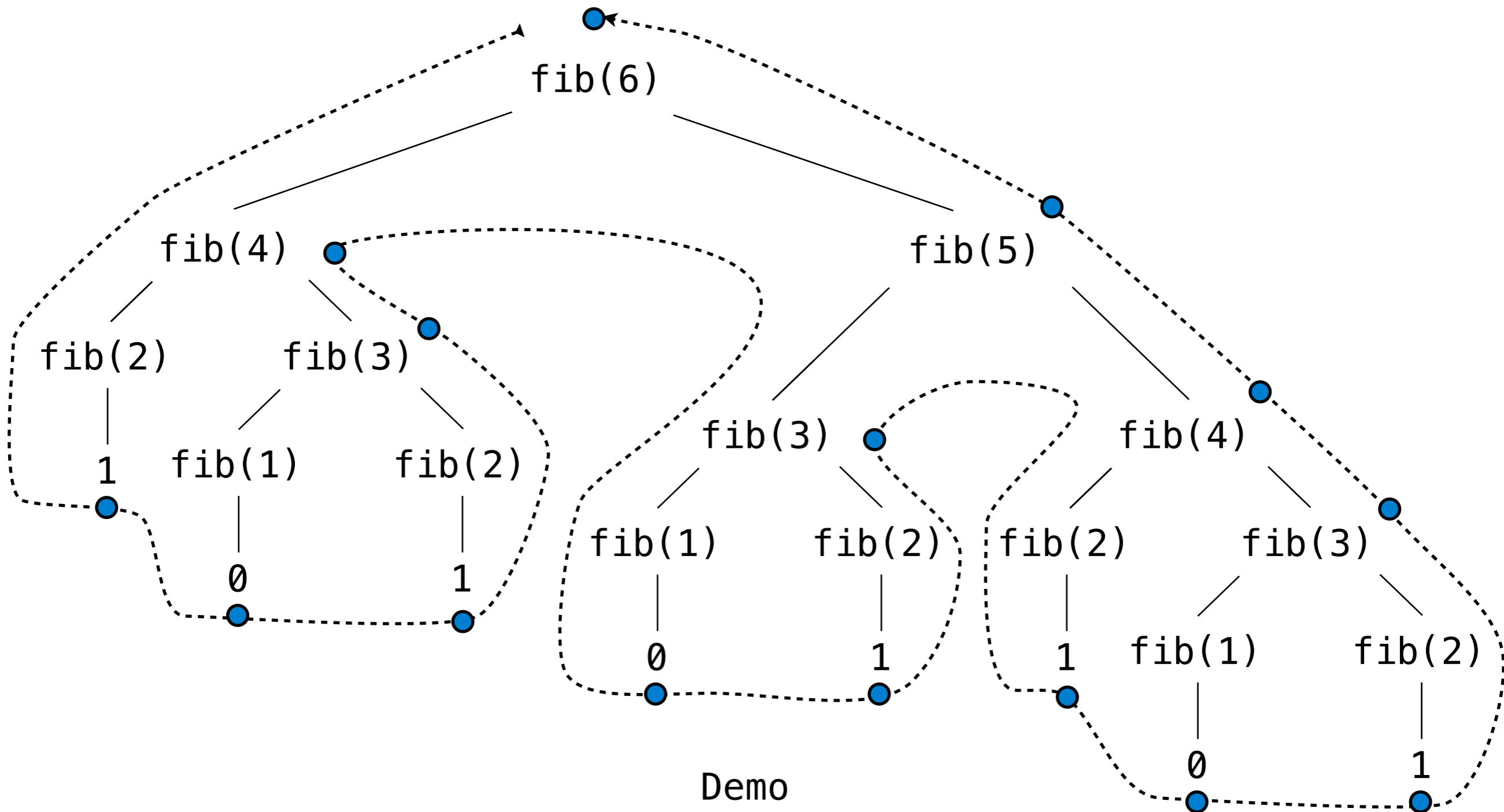
A Tree-Recursive Process

The computational process of fib evolves into a tree structure



A Tree-Recursive Process

The computational process of fib evolves into a tree structure



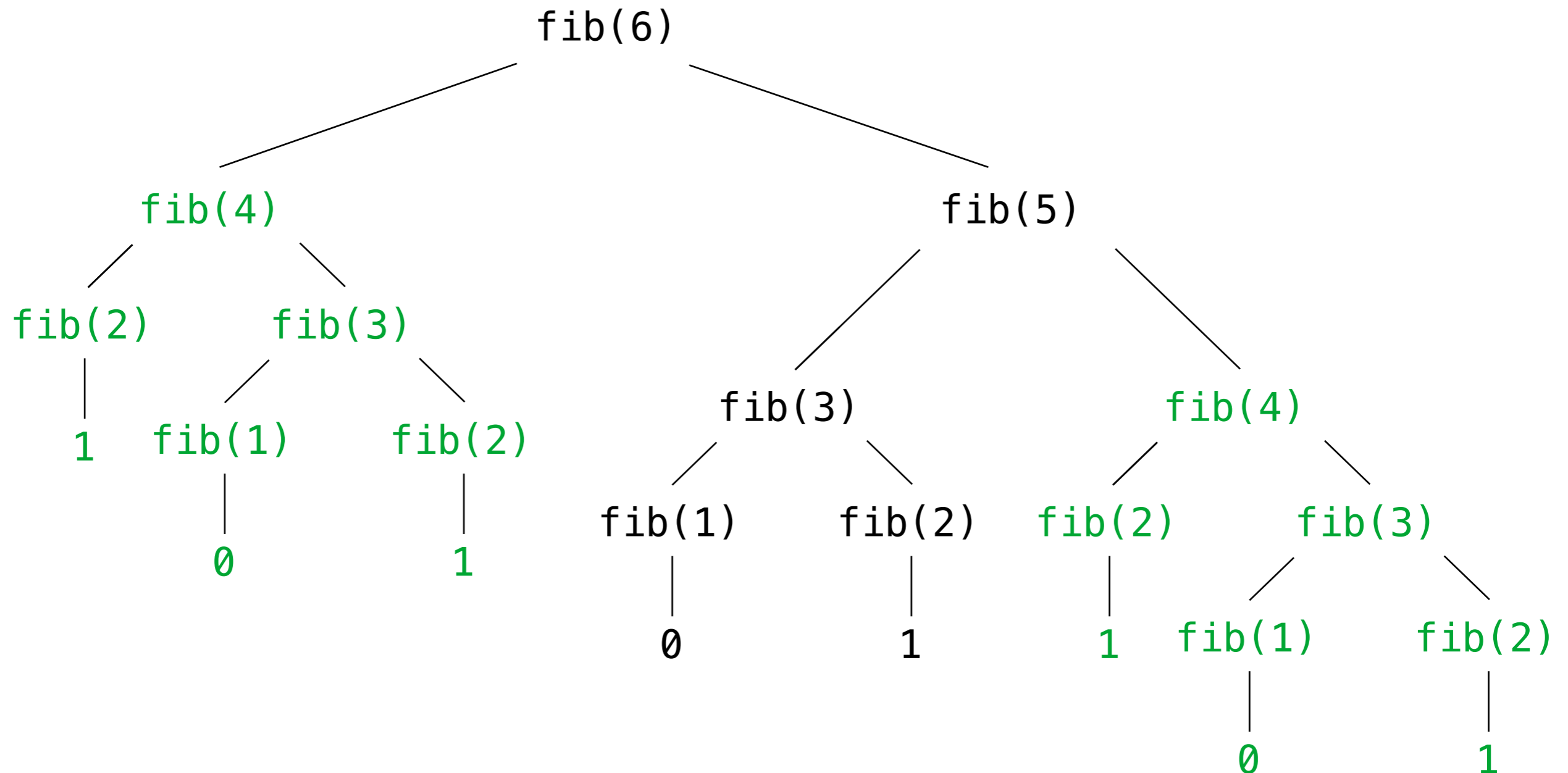
Repetition in Tree-Recursive Computation

Repetition in Tree-Recursive Computation

This process is highly repetitive; fib is called on the same argument multiple times

Repetition in Tree-Recursive Computation

This process is highly repetitive; fib is called on the same argument multiple times



Memoization

Idea: Remember the results that have been computed before

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):  
    cache = {}
```

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

Keys are arguments that
map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

```
    def memoized(n):
```

Keys are arguments that
map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

```
    def memoized(n):
```

```
        if n not in cache:
```

Keys are arguments that
map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

```
        def memoized(n):
```

```
            if n not in cache:
```

```
                cache[n] = f(n)
```

Keys are arguments that
map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):  
    cache = {}  
    def memoized(n):  
        if n not in cache:  
            cache[n] = f(n)  
        return cache[n]
```

Keys are arguments that map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):  
    cache = {}  
    def memoized(n):  
        if n not in cache:  
            cache[n] = f(n)  
        return cache[n]  
    return memoized
```

Keys are arguments that map to return values

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

Keys are arguments that map to return values

```
        def memoized(n):
```

```
            if n not in cache:
```

```
                cache[n] = f(n)
```

```
            return cache[n]
```

```
        return memoized
```

Same behavior as f,
if f is a pure function

Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
```

```
    cache = {}
```

Keys are arguments that map to return values

```
        def memoized(n):
```

```
            if n not in cache:
```

```
                cache[n] = f(n)
```

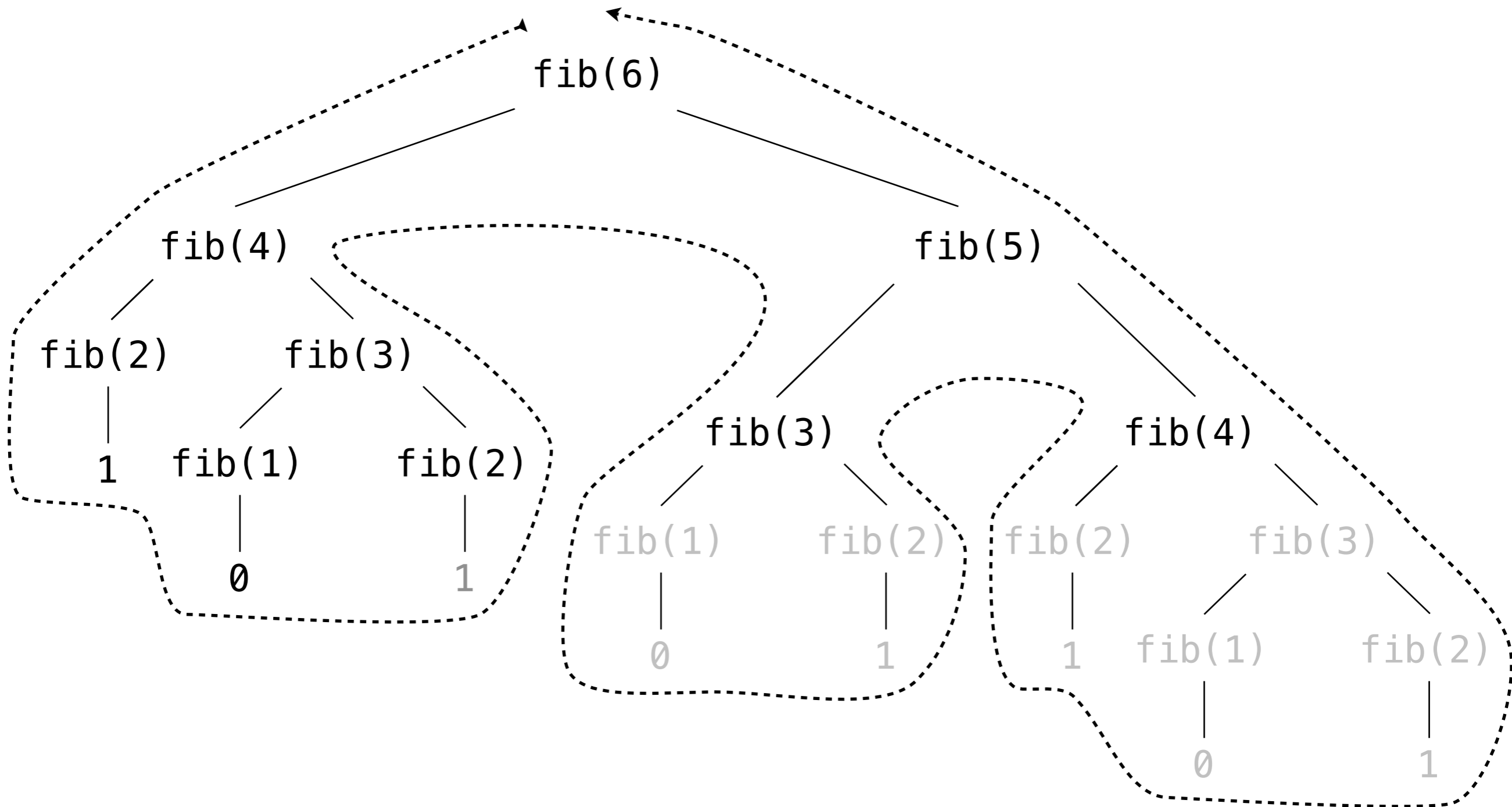
```
            return cache[n]
```

```
        return memoized
```

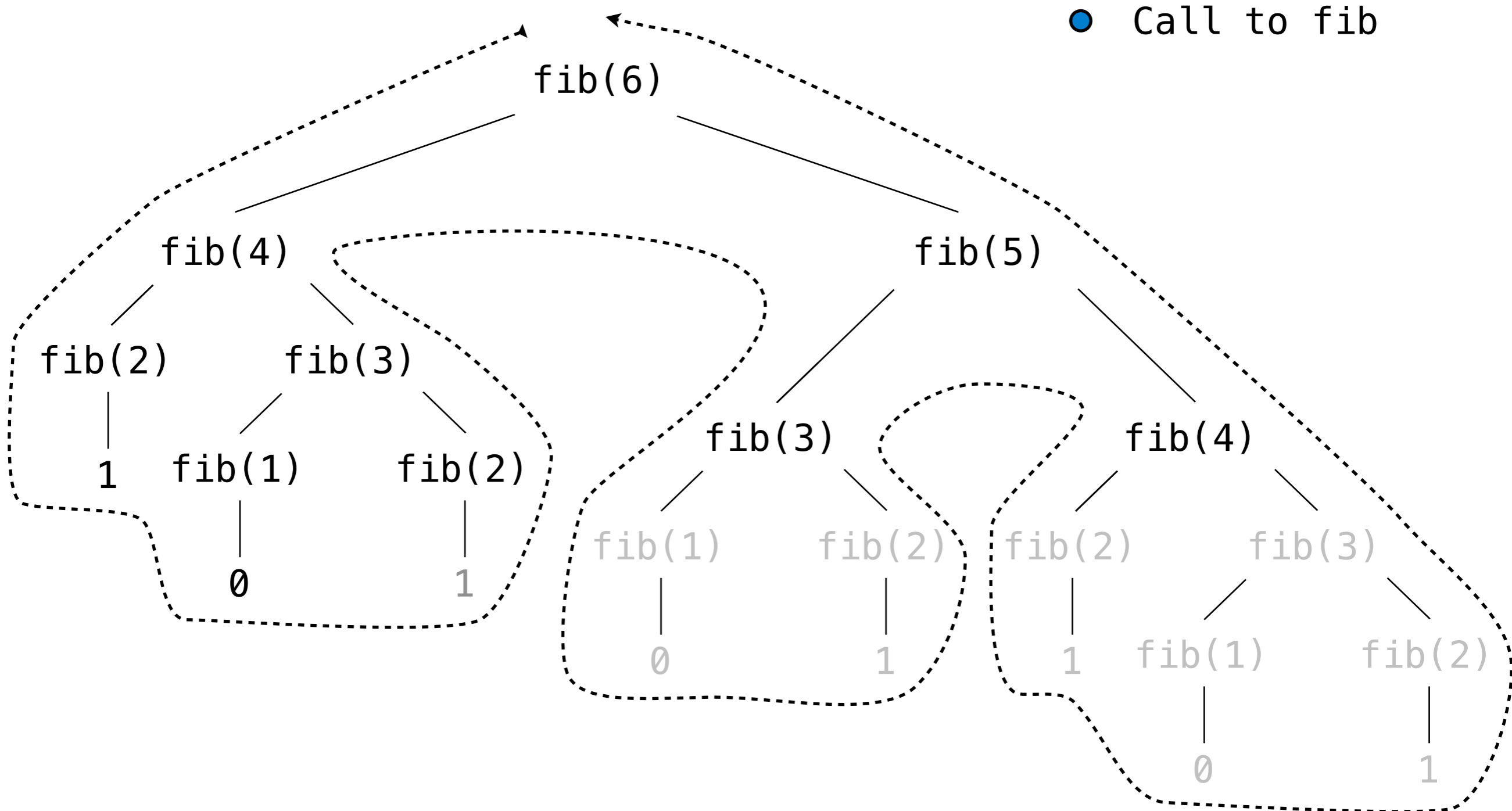
Same behavior as f,
if f is a pure function

Demo

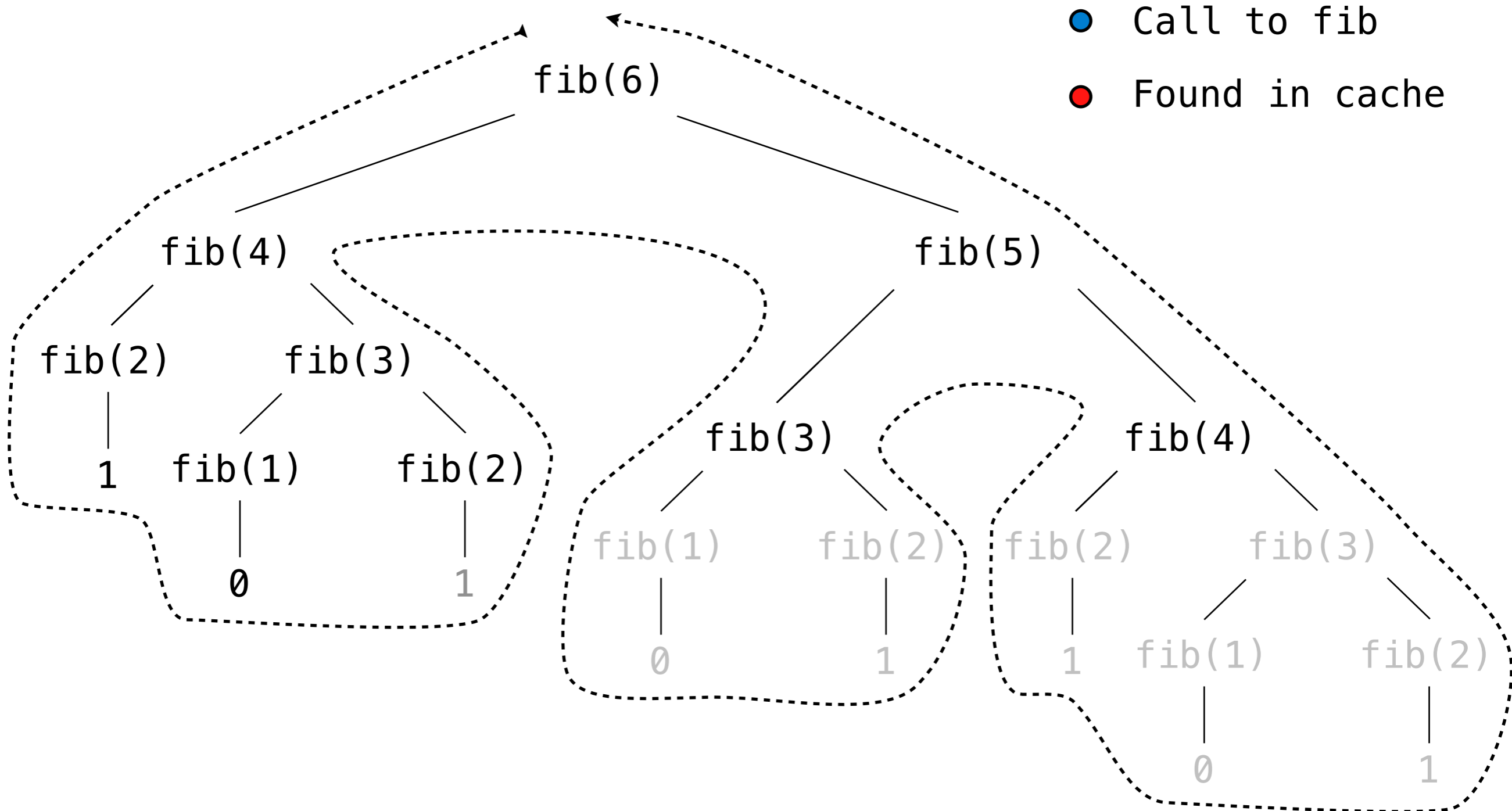
Memoized Tree Recursion



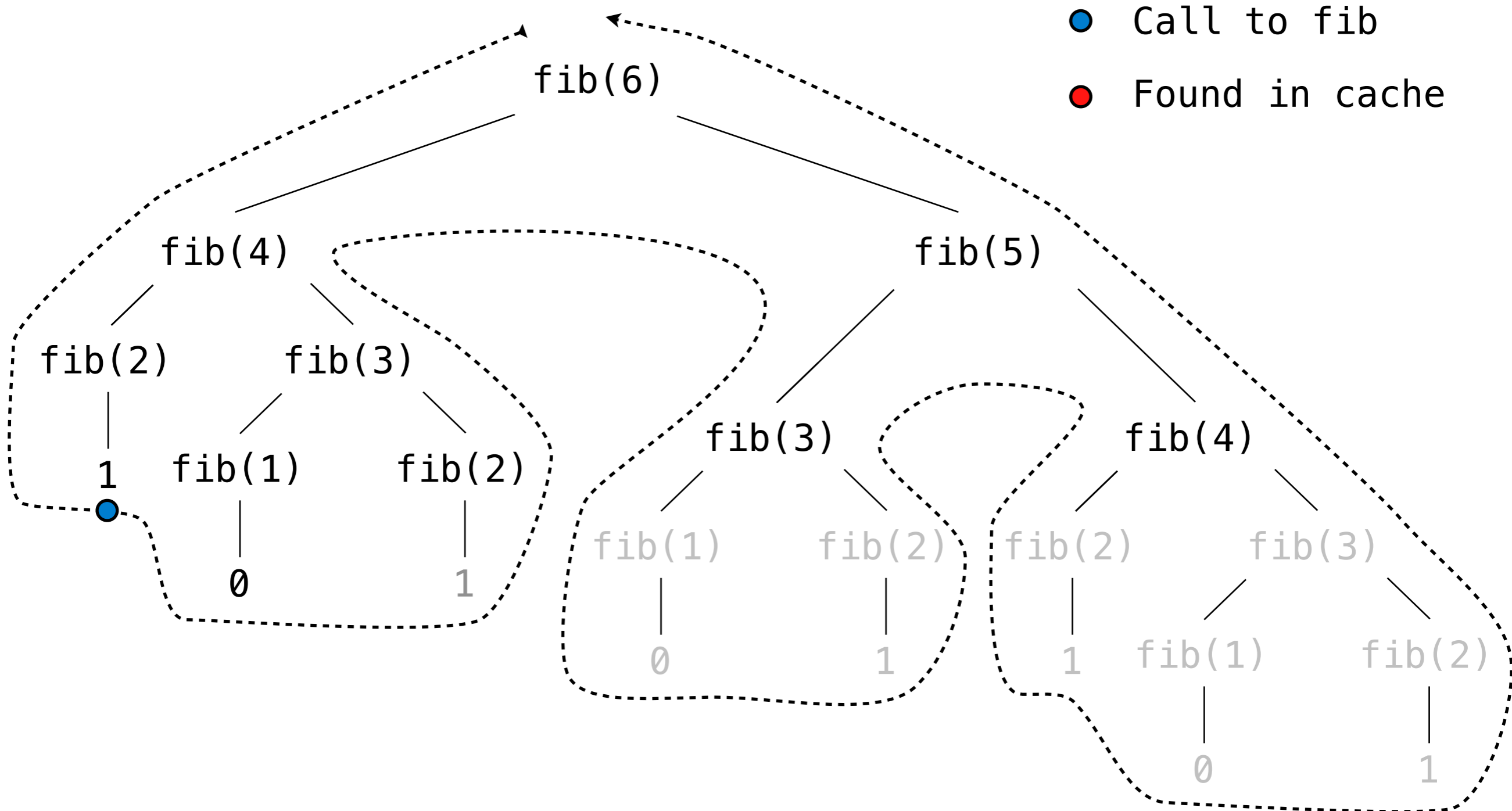
Memoized Tree Recursion



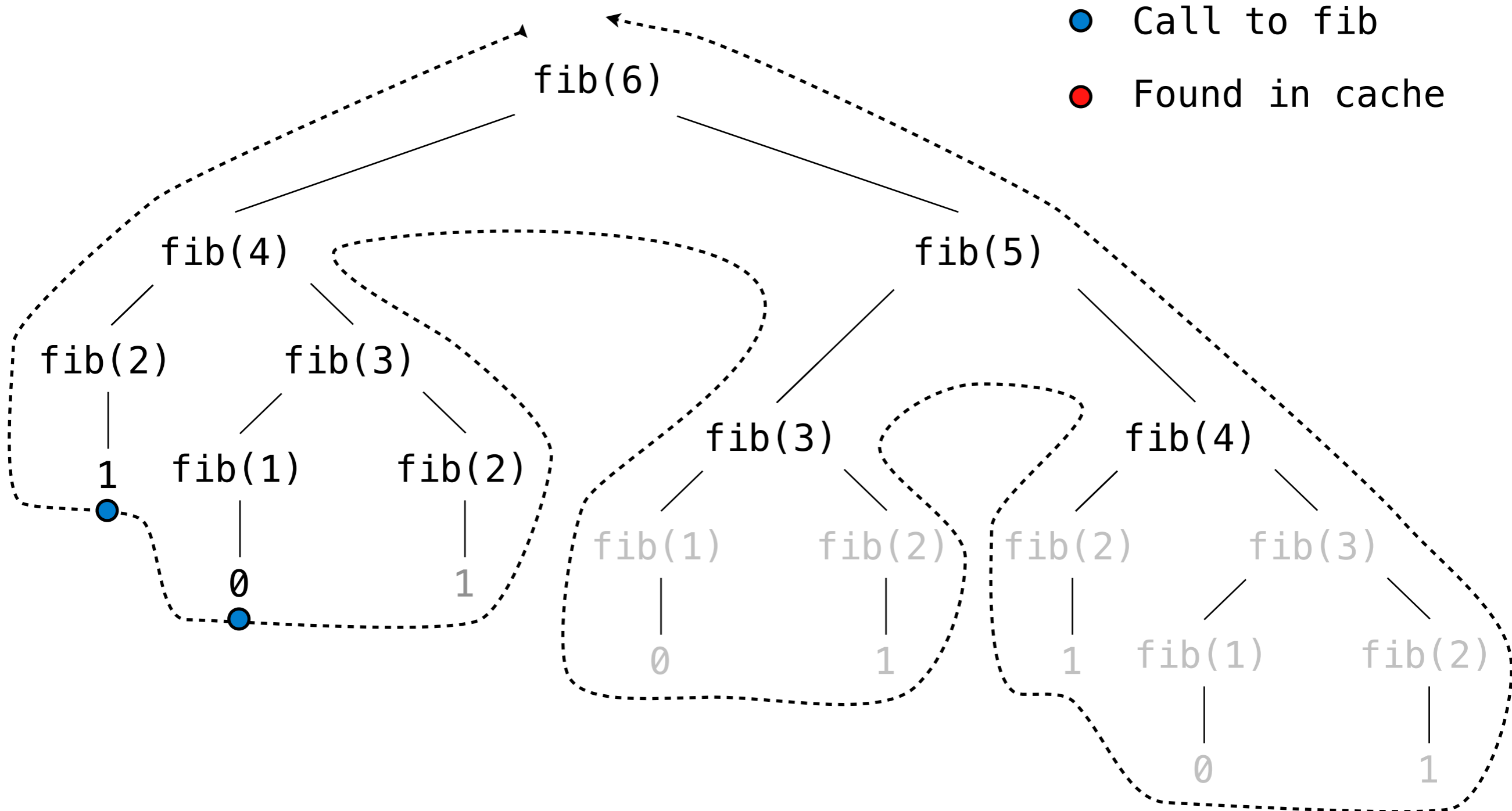
Memoized Tree Recursion



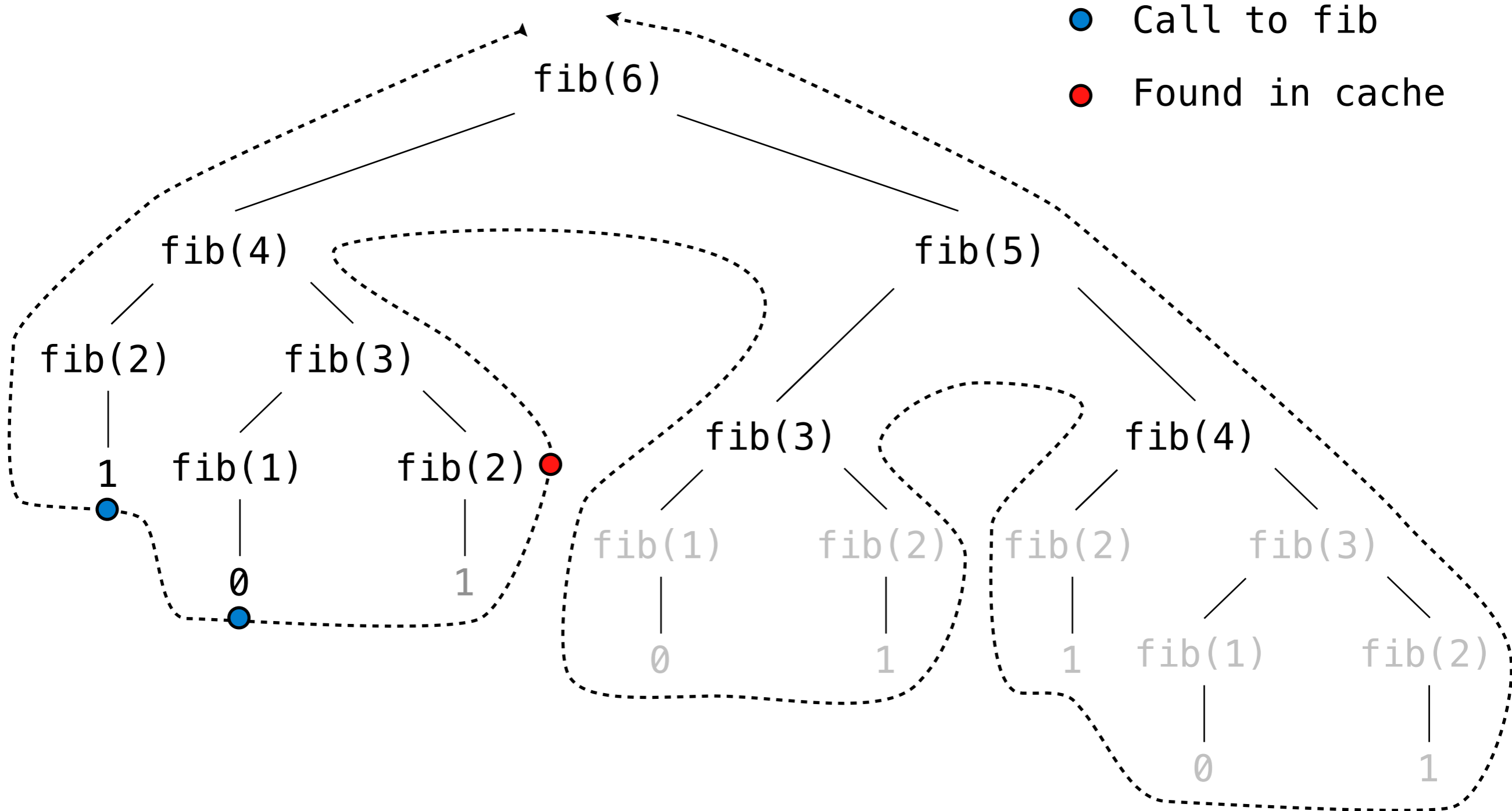
Memoized Tree Recursion



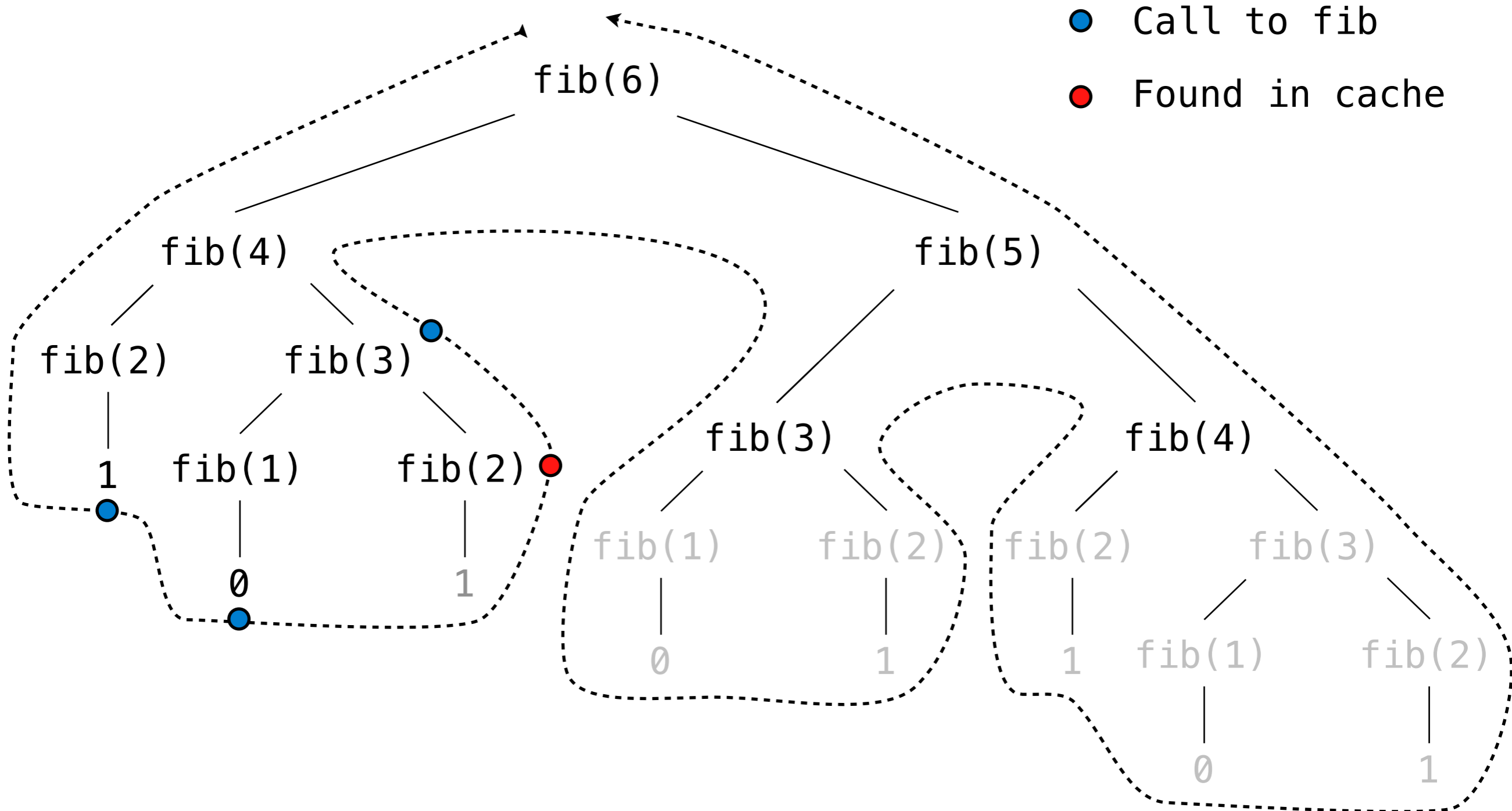
Memoized Tree Recursion



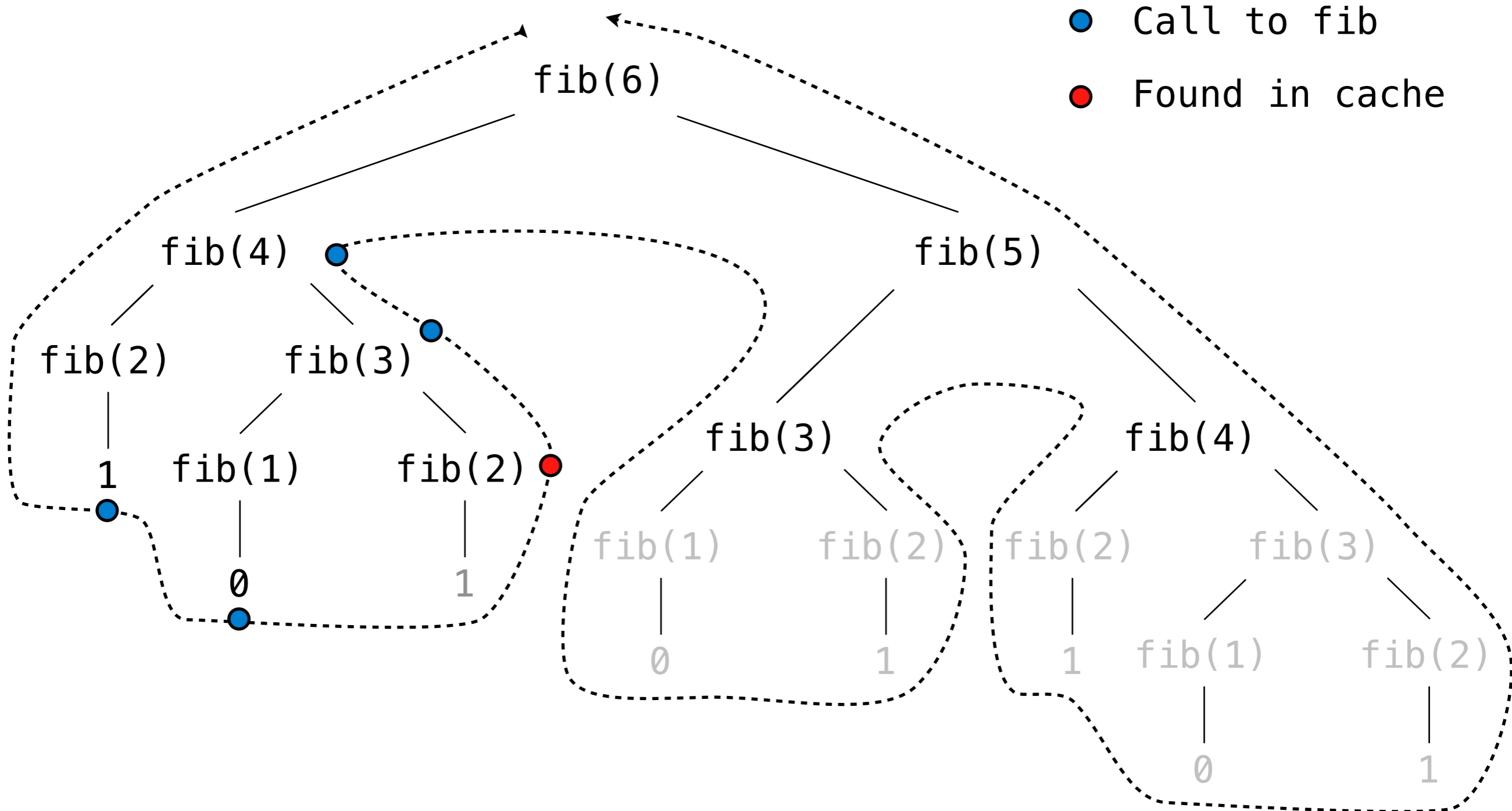
Memoized Tree Recursion



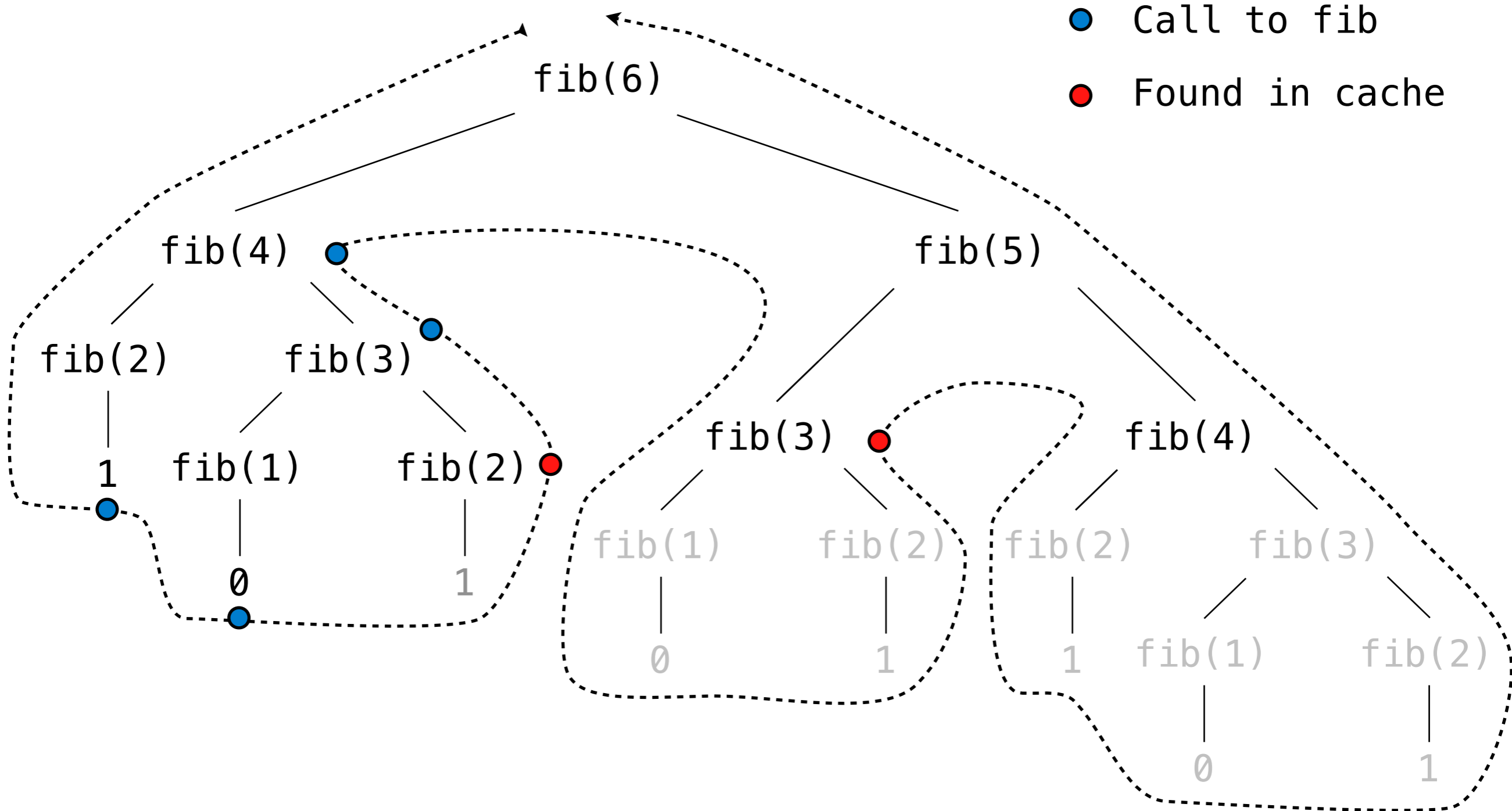
Memoized Tree Recursion



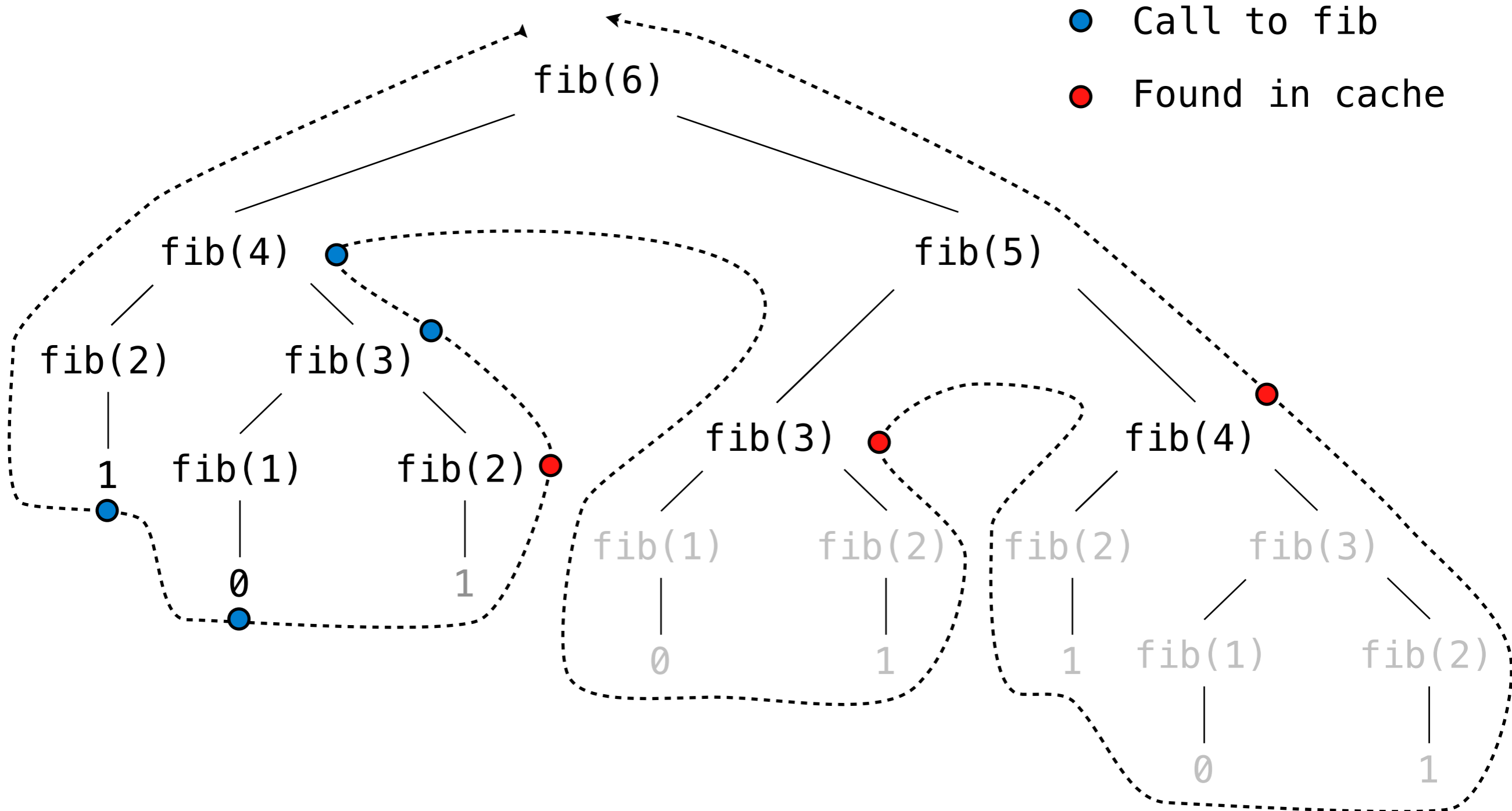
Memoized Tree Recursion



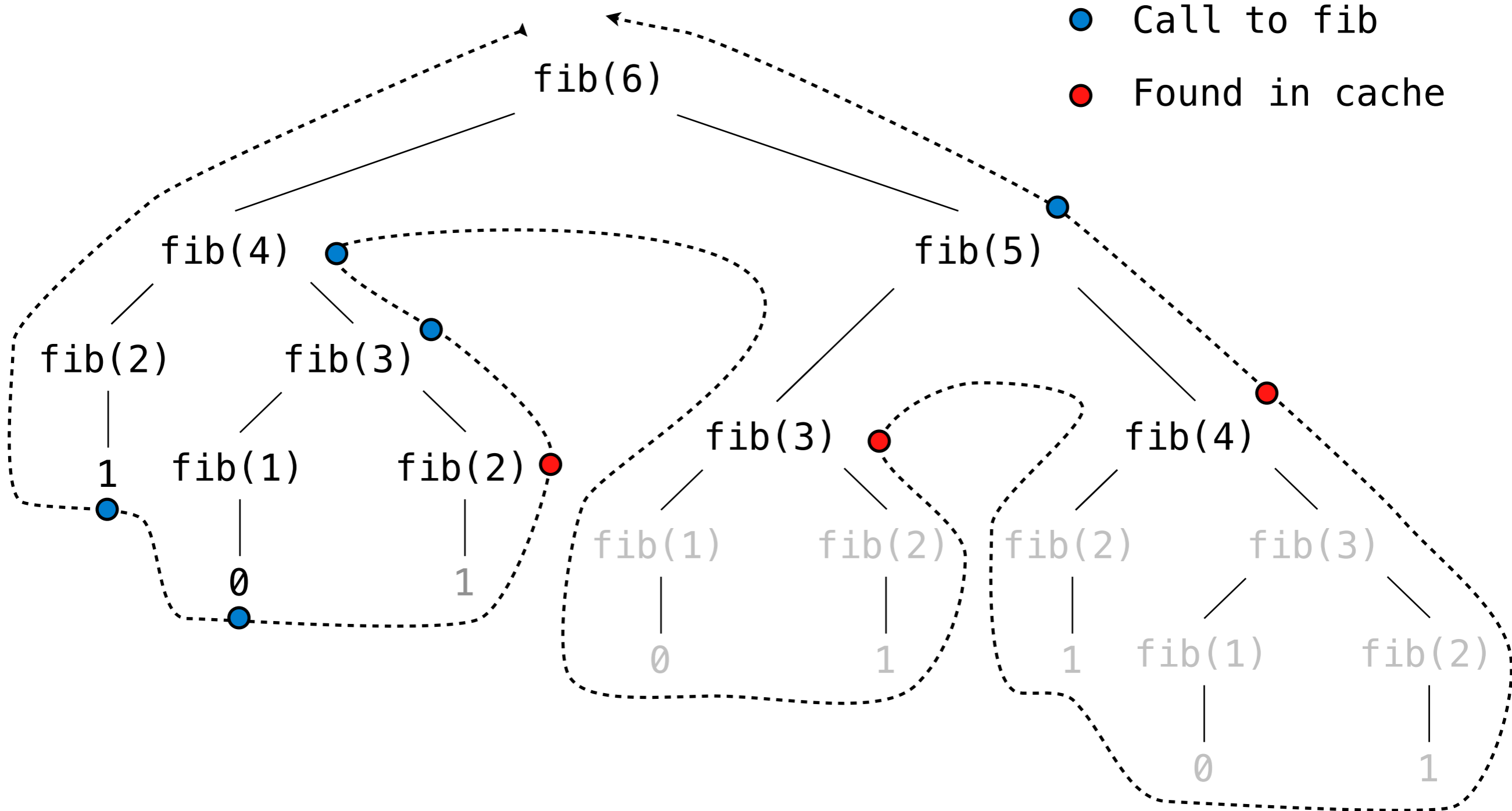
Memoized Tree Recursion



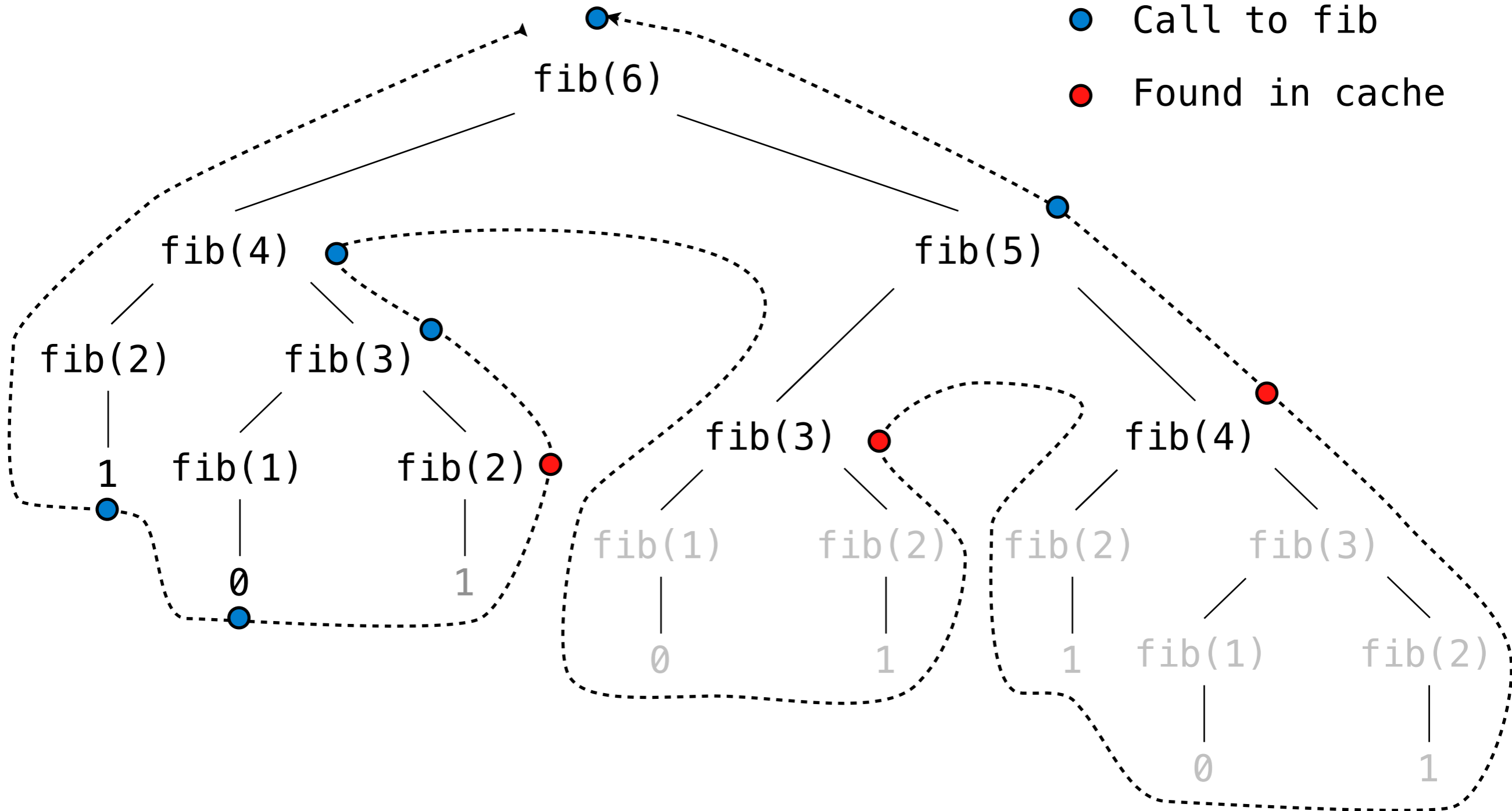
Memoized Tree Recursion



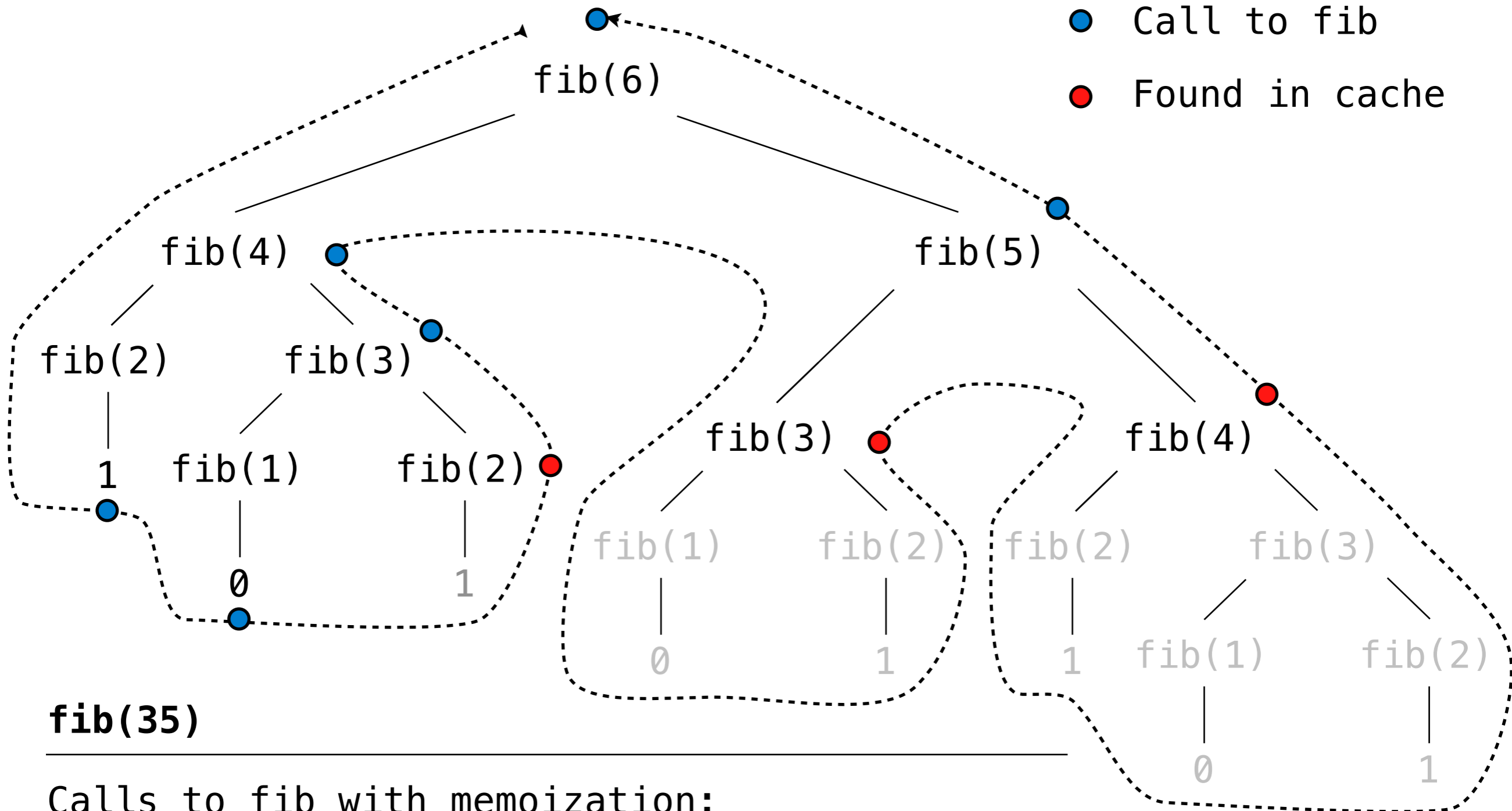
Memoized Tree Recursion



Memoized Tree Recursion



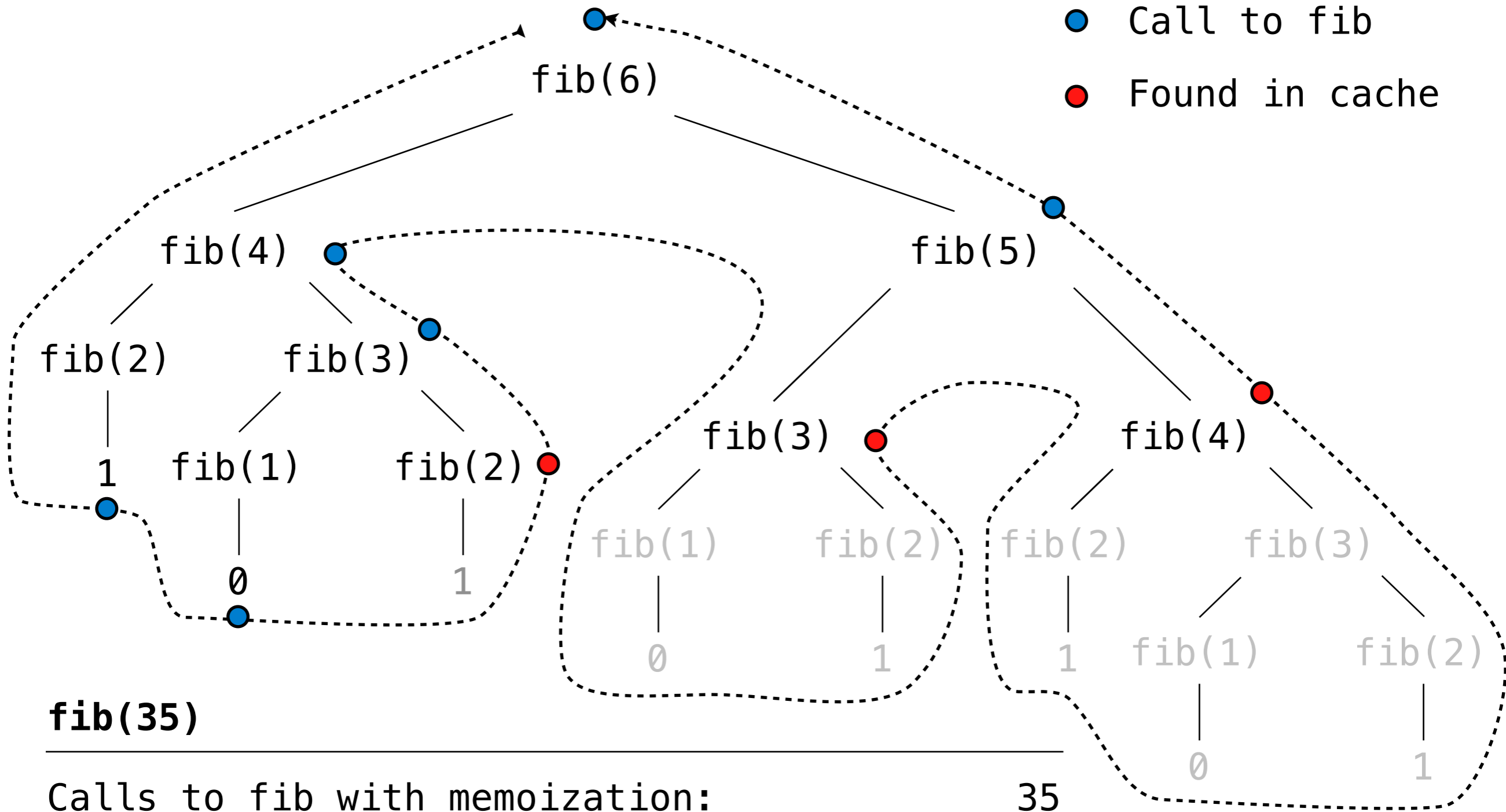
Memoized Tree Recursion



Calls to fib with memoization:

Calls to fib without memoization:

Memoized Tree Recursion



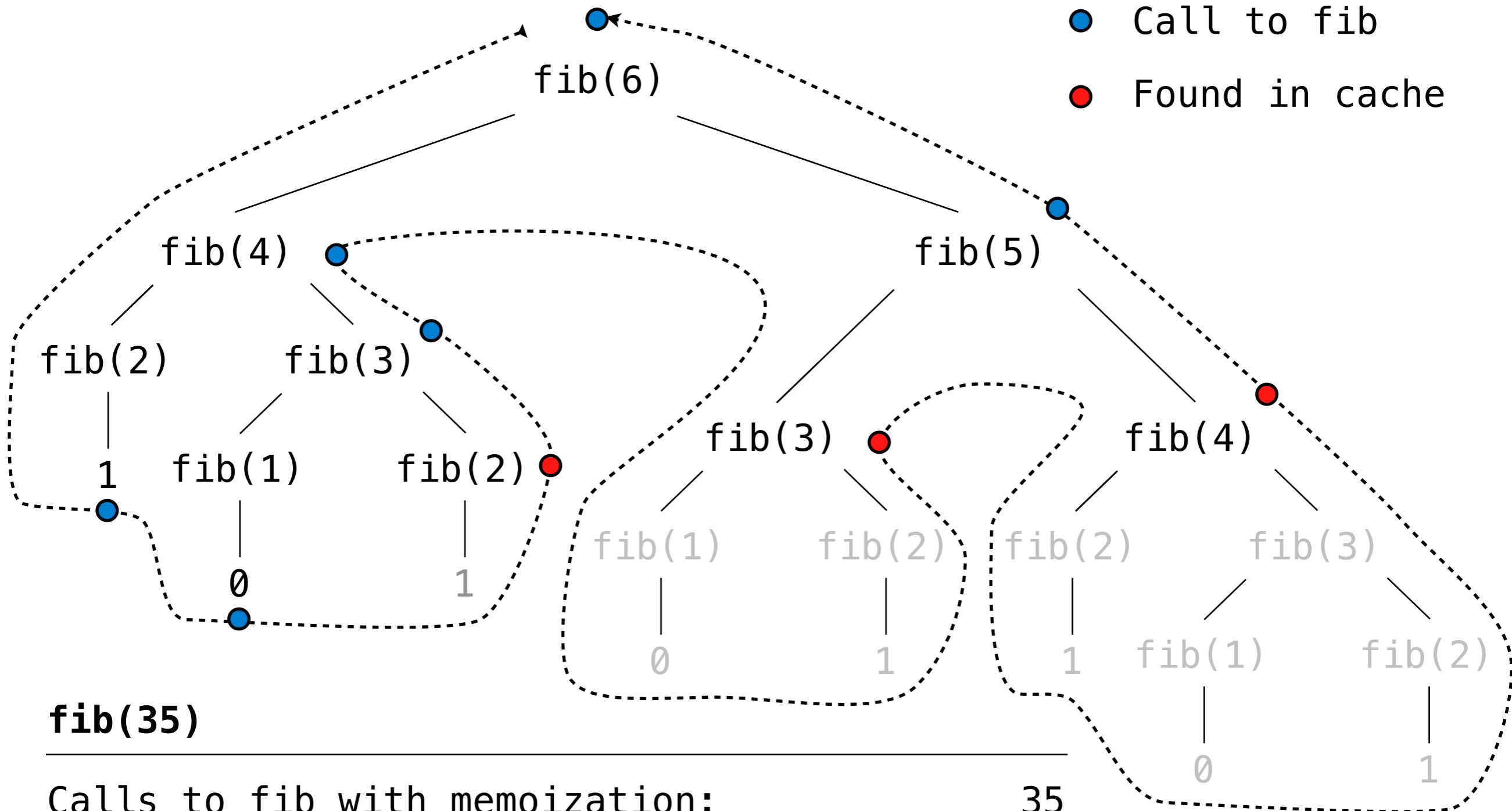
fib(35)

Calls to fib with memoization:

35

Calls to fib without memoization:

Memoized Tree Recursion



Iteration vs Memoized Tree Recursion

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):
```

Iteration vs Memoized Tree Recursion

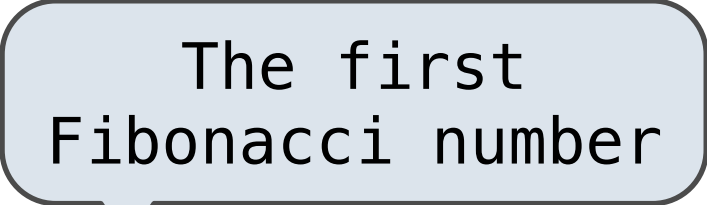
Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0
```

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0
```

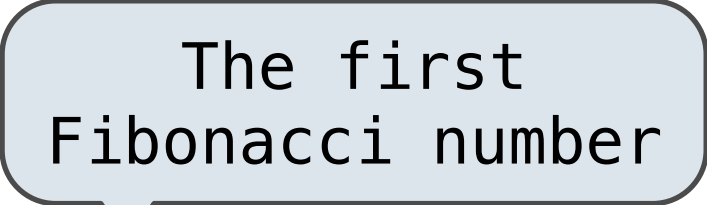


The first
Fibonacci number

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):
```



The first
Fibonacci number

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr
```

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time

Space

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time

Space

n steps

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

The first
Fibonacci number

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time

Space

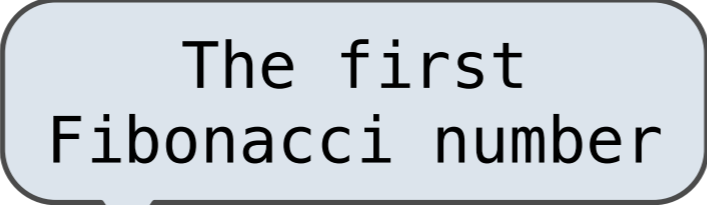
n steps

n steps

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```



```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

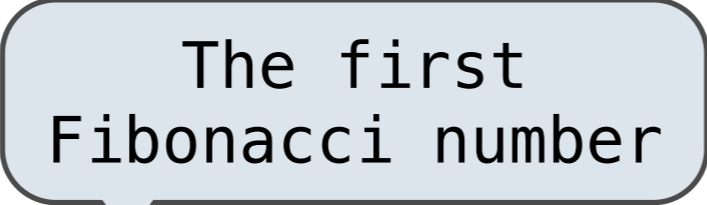
Time	Space
n steps	3 names

n steps

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```



```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time	Space
n steps	3 names
n steps	n entries

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

The first
Fibonacci number

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time

Space

n steps

3 names

Independent of
problem size

n steps

n entries

Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.

```
def fib_iter(n):  
    prev, curr = 1, 0  
    for _ in range(n-1):  
        prev, curr = curr, prev + curr  
    return curr
```

The first
Fibonacci number

```
@memo  
def fib(n):  
    if n == 1:  
        return 0  
    if n == 2:  
        return 1  
    return fib(n-2) + fib(n-1)
```

Time

Space

n steps

3 names

Independent of
problem size

n steps

n entries

Scales with
problem size

Counting Change

Counting Change

$$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \$0.05$$

Counting Change

$$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \$0.05$$

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

How many ways are there to change a dollar?

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

How many ways are there to change a dollar?

How many ways to change $\$0.11$ with nickels & pennies?

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

How many ways are there to change a dollar?

How many ways to change $\$0.11$ with nickels & pennies?

$\$0.11$ can be changed with nickels & pennies by

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

How many ways are there to change a dollar?

How many ways to change $\$0.11$ with nickels & pennies?

$\$0.11$ can be changed with nickels & pennies by

A. Not using any more nickels; $\$0.11$ with just pennies

Counting Change

$\$1 = \$0.50 + \$0.25 + \$0.10 + \$0.10 + \0.05

$\$1 = 1$ half dollar, 1 quarter, 2 dimes, 1 nickel

$\$1 = 2$ quarters, 2 dimes, 30 pennies

$\$1 = 100$ pennies

How many ways are there to change a dollar?

How many ways to change $\$0.11$ with nickels & pennies?

$\$0.11$ can be changed with nickels & pennies by

A. Not using any more nickels; $\$0.11$ with just pennies

B. Using at least one nickel; $\$0.06$ with nickels & pennies

Counting Change Recursively

How many ways are there to change a dollar?

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
+

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
• The number of ways to change **(a - d)** using all **n** kinds, where **d** is the denomination of the first kind of coin.

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
• The number of ways to change (**a - d**) using all **n** kinds, where **d** is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):
```

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
• The number of ways to change (**a - d**) using all **n** kinds, where **d** is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):
```

```
    <base cases>
```

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
- The number of ways to change (**a - d**) using all **n** kinds, where **d** is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):
```

```
    <base cases>
```

```
    d = kinds[0]
```

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
• The number of ways to change (**a - d**) using all **n** kinds, where **d** is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):  
    <base cases>  
    d = kinds[0]  
    return count_change(a, kinds[1:]) + count_change(a-d, kinds)
```

Counting Change Recursively

How many ways are there to change a dollar?

The number of ways to change an amount **a** using **n** kinds =

- The number of ways to change **a** using all but the first kind
- +
• The number of ways to change (**a - d**) using all **n** kinds, where **d** is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):  
    <base cases>  
    d = kinds[0]  
    return count_change(a, kinds[1:]) + count_change(a-d, kinds)
```

Demo

Space Consumption

Space Consumption

Which environment frames do we need to keep during evaluation?

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Values and frames referenced by active environments are kept.

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Values and frames referenced by active environments are kept.

Memory used for other values & frames can be reclaimed.

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Values and frames referenced by active environments are kept.

Memory used for other values & frames can be reclaimed.

Active environments:

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Values and frames referenced by active environments are kept.

Memory used for other values & frames can be reclaimed.

Active environments:

- The environment for the current expression being evaluated

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

Values and frames referenced by active environments are kept.

Memory used for other values & frames can be reclaimed.

Active environments:

- The environment for the current expression being evaluated
- All environments for expressions that depend upon the value of the current expression

Space Consumption

Which environment frames do we need to keep during evaluation?

Each step of evaluation has a set of **active** environments.

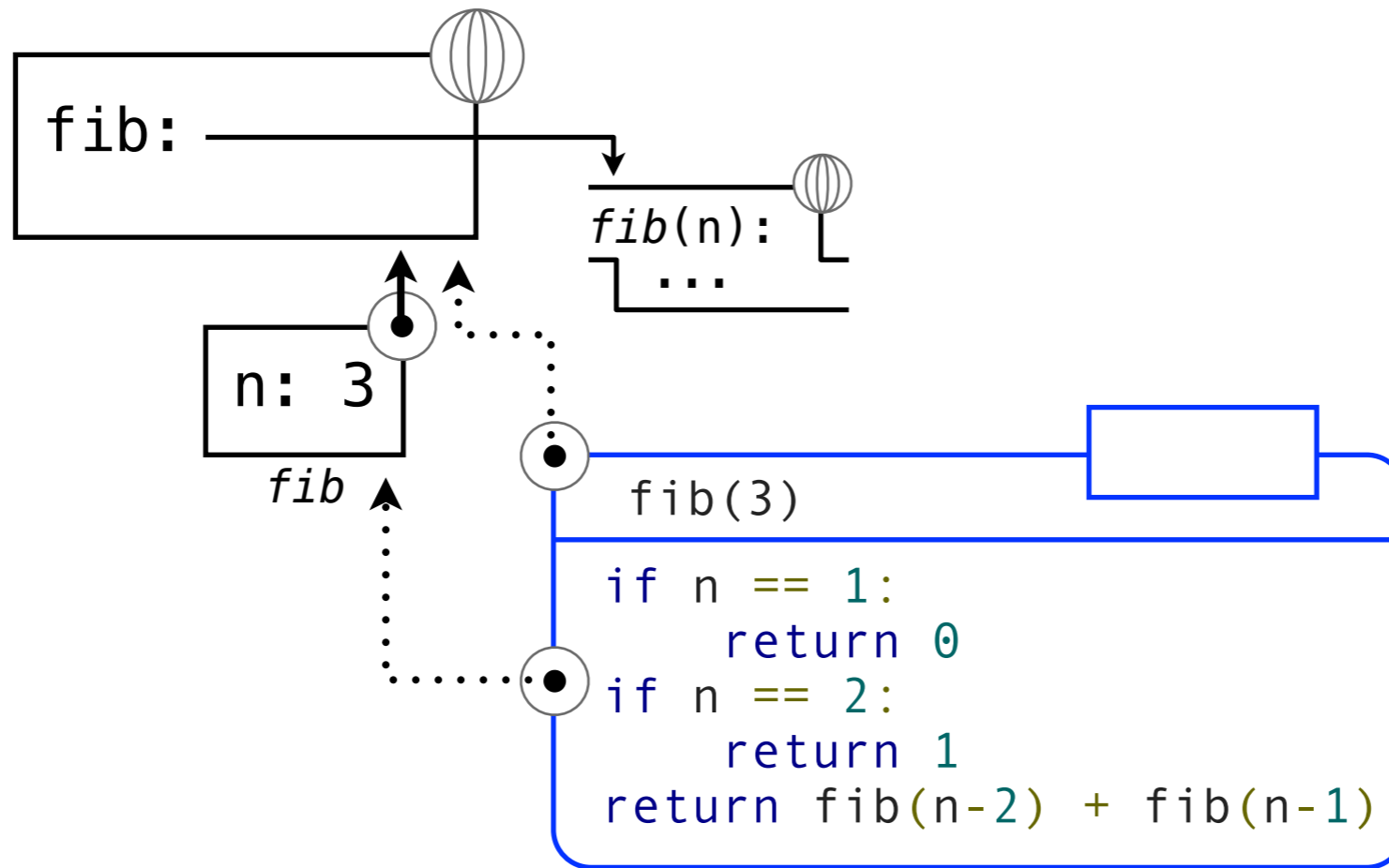
Values and frames referenced by active environments are kept.

Memory used for other values & frames can be reclaimed.

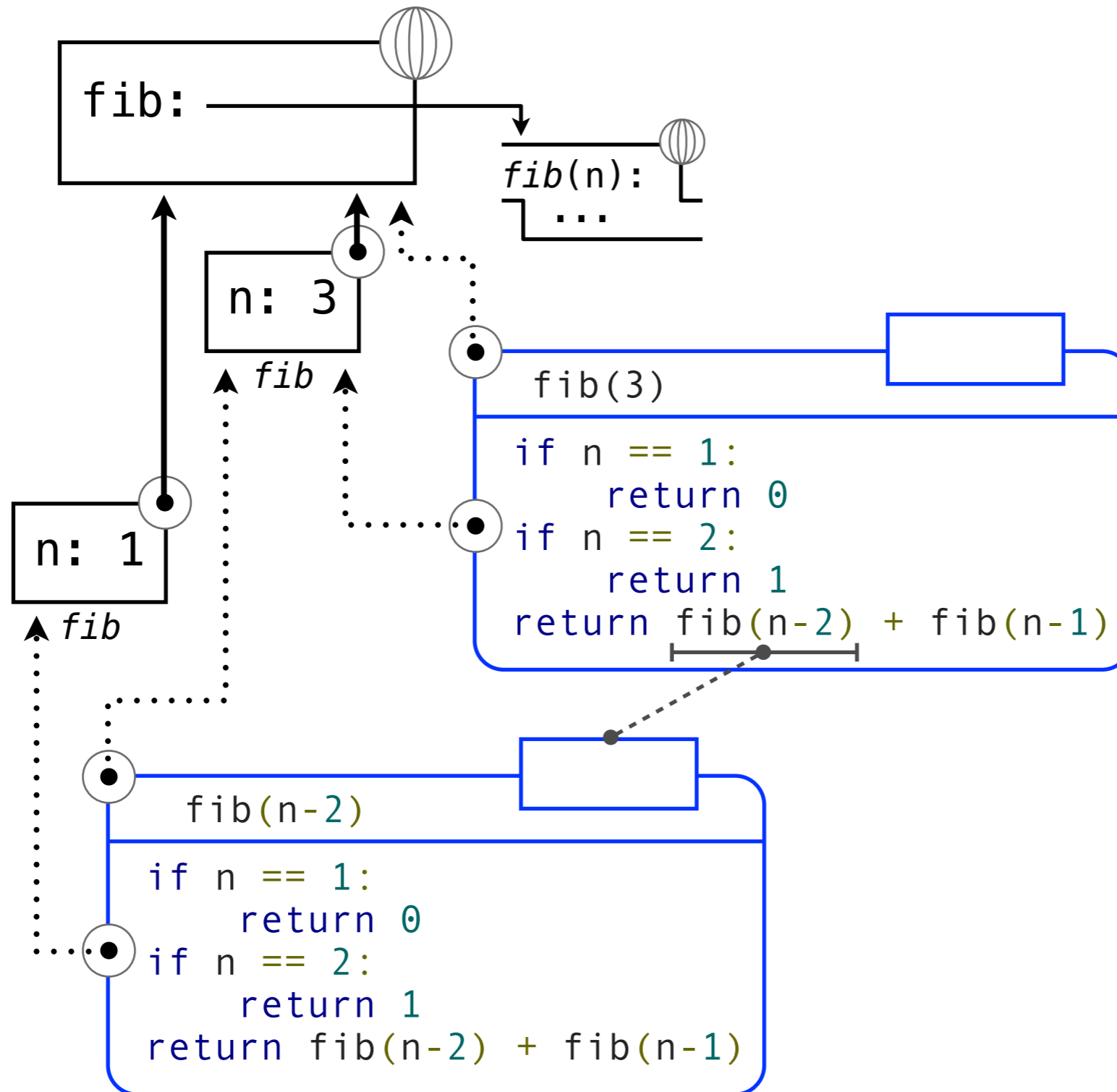
Active environments:

- The environment for the current expression being evaluated
- All environments for expressions that depend upon the value of the current expression
- All environments associated with values referenced by active environments

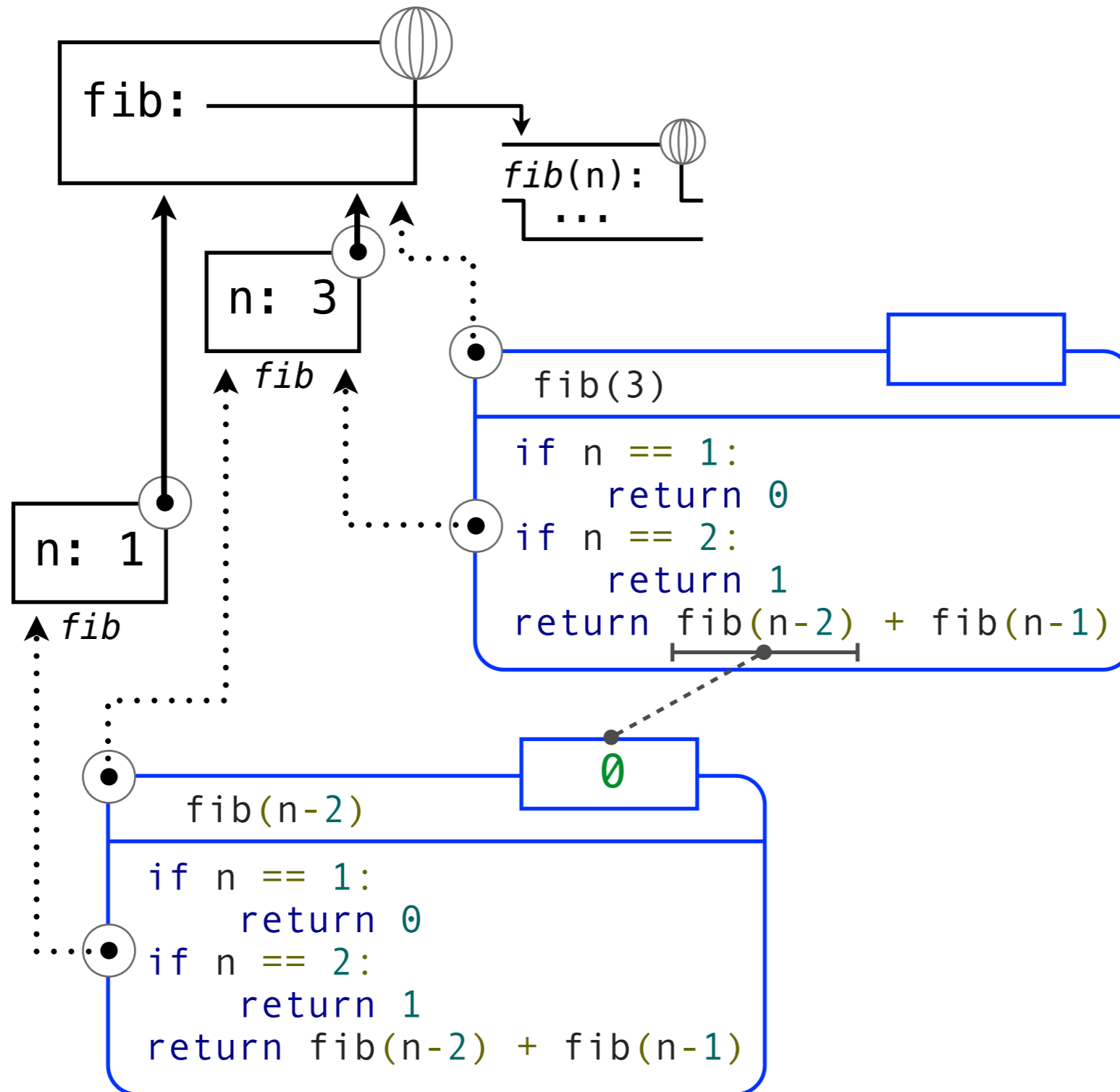
Fibonacci Environment Diagram



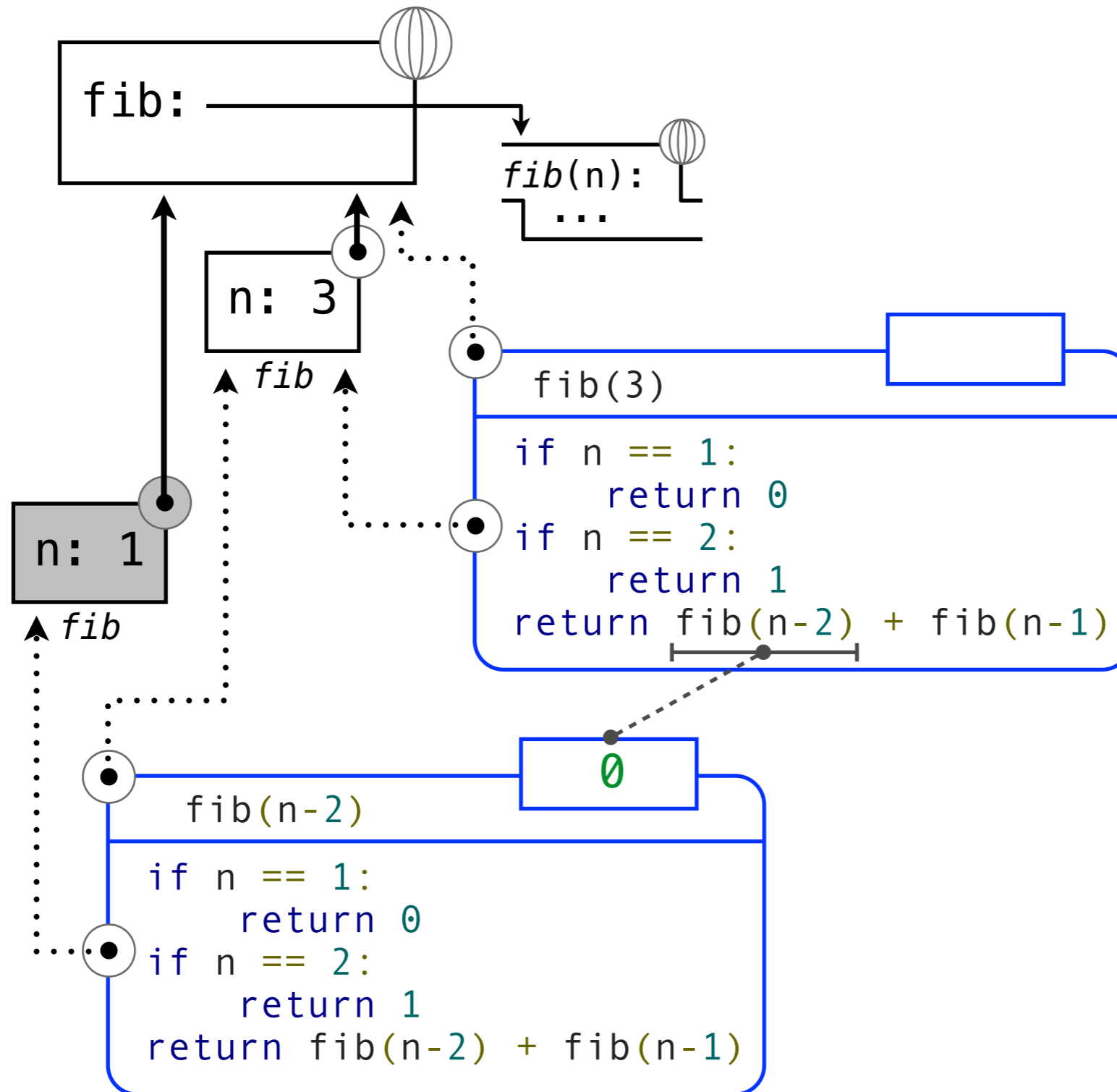
Fibonacci Environment Diagram



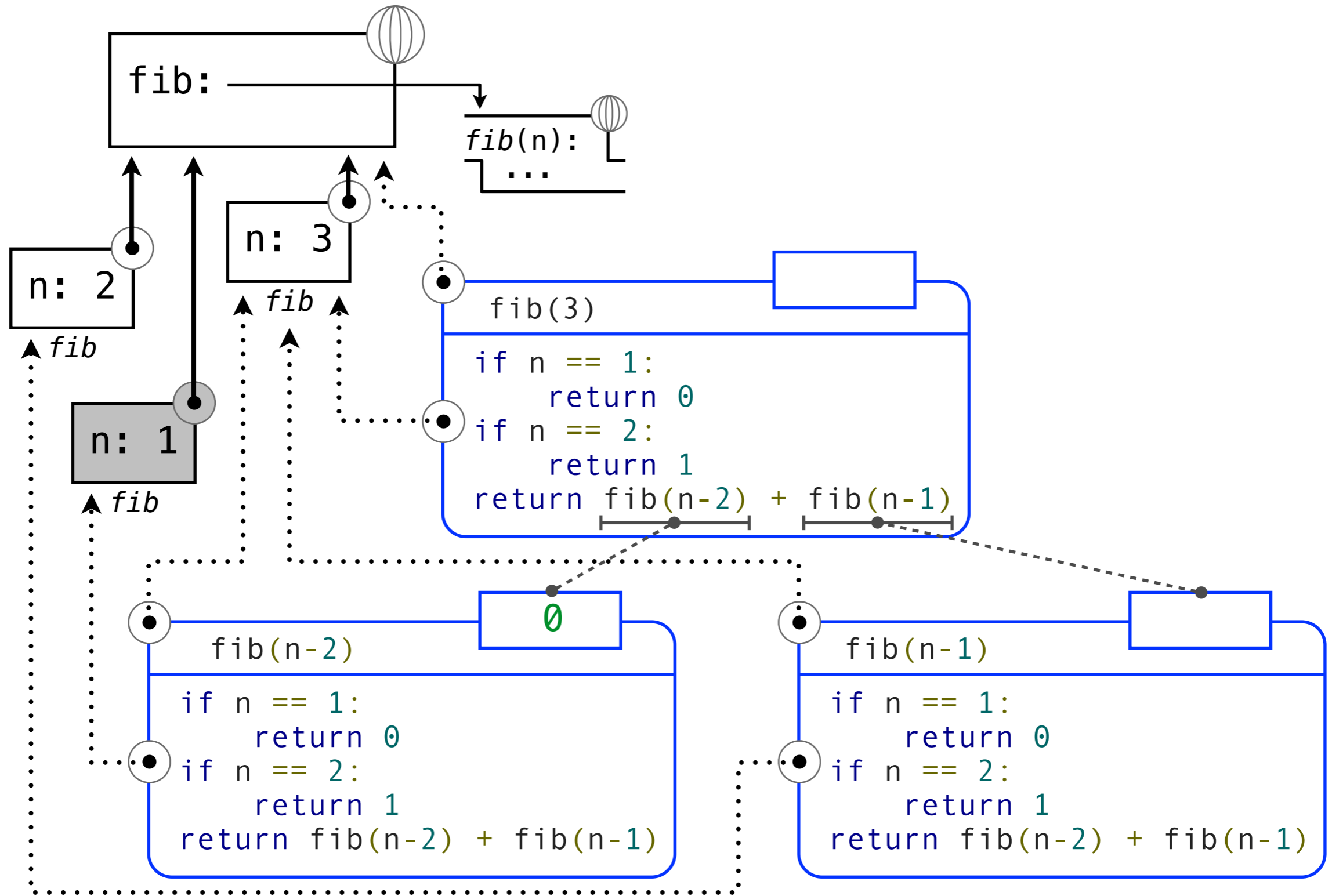
Fibonacci Environment Diagram



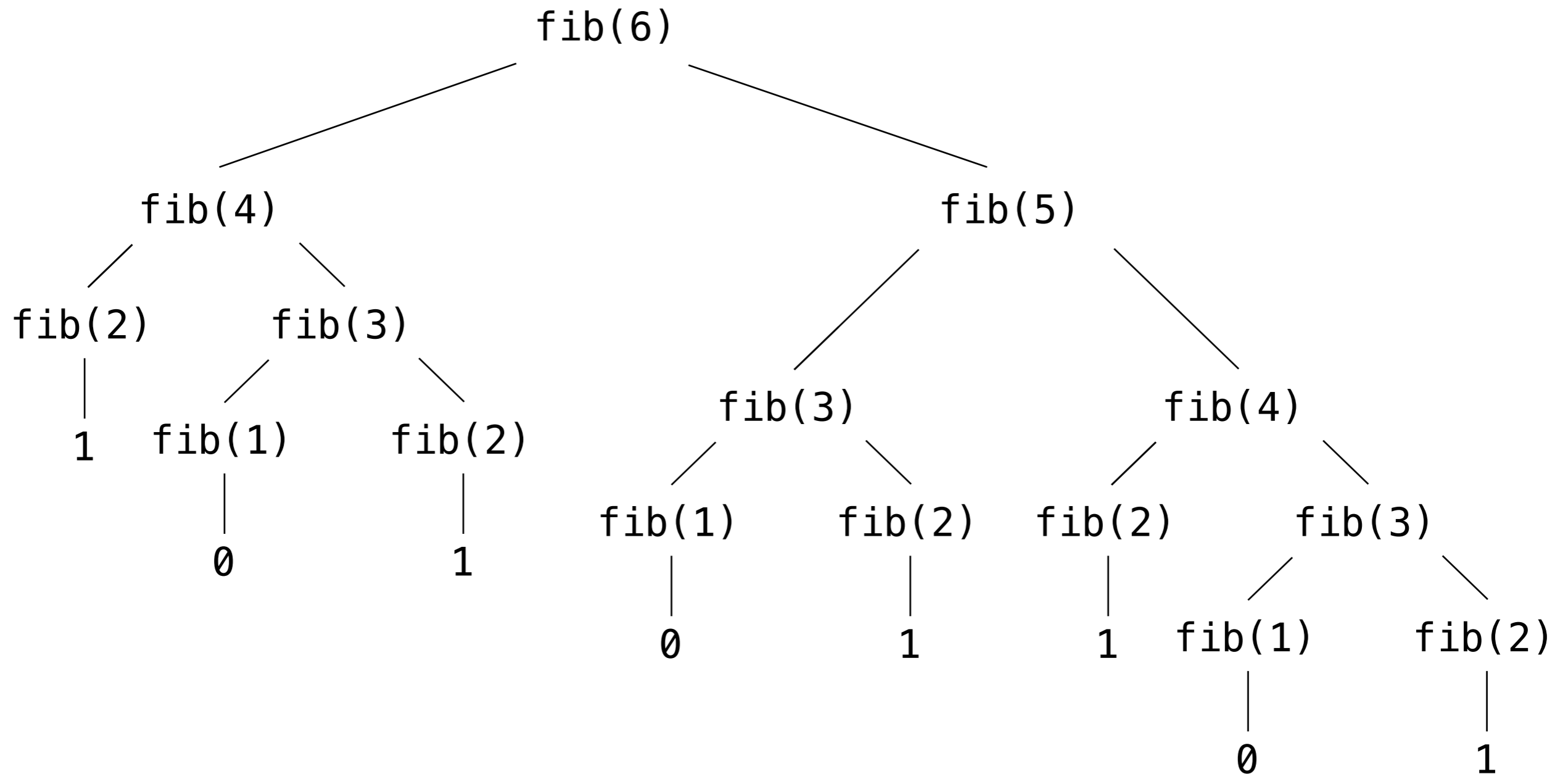
Fibonacci Environment Diagram



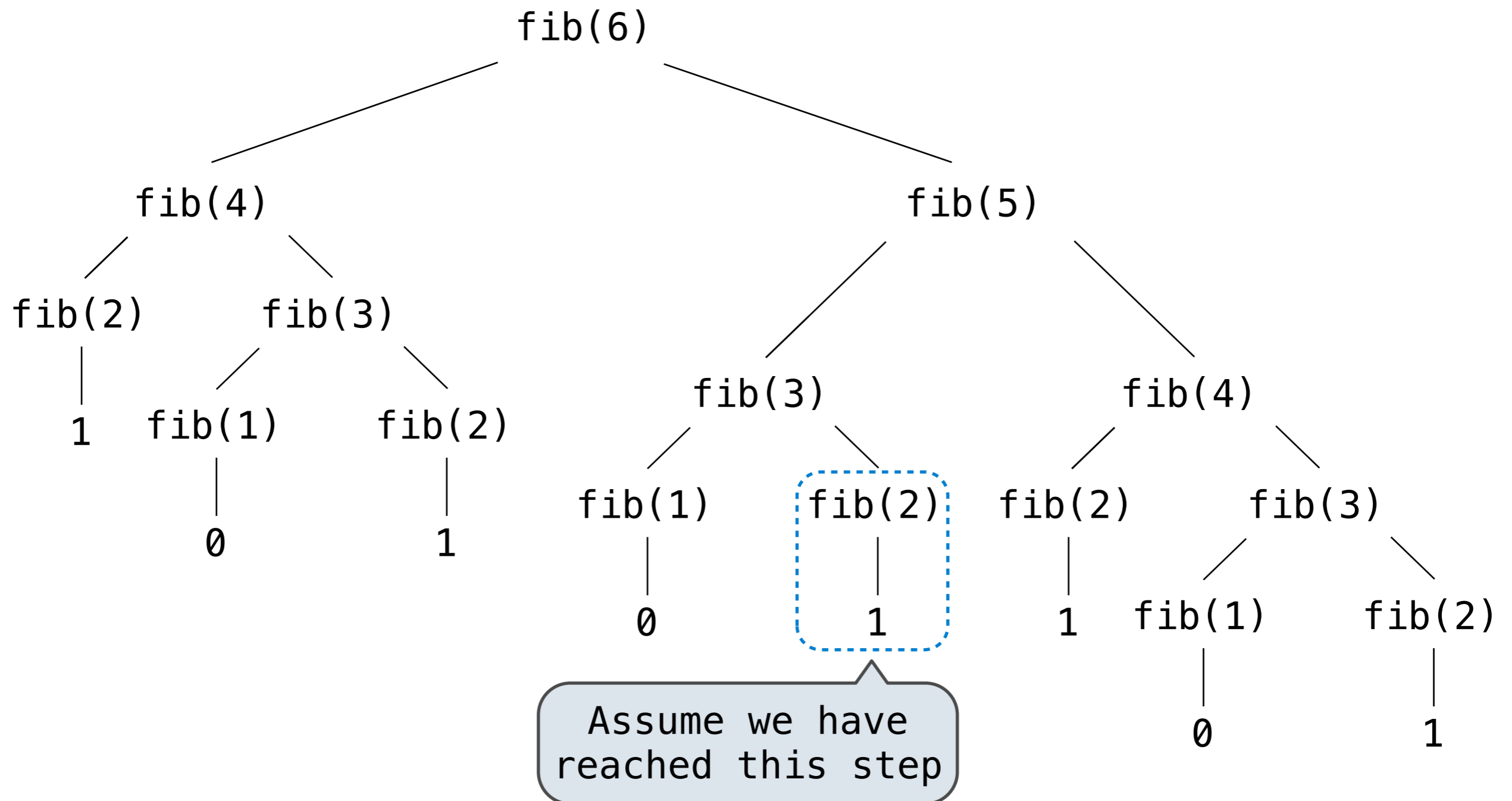
Fibonacci Environment Diagram



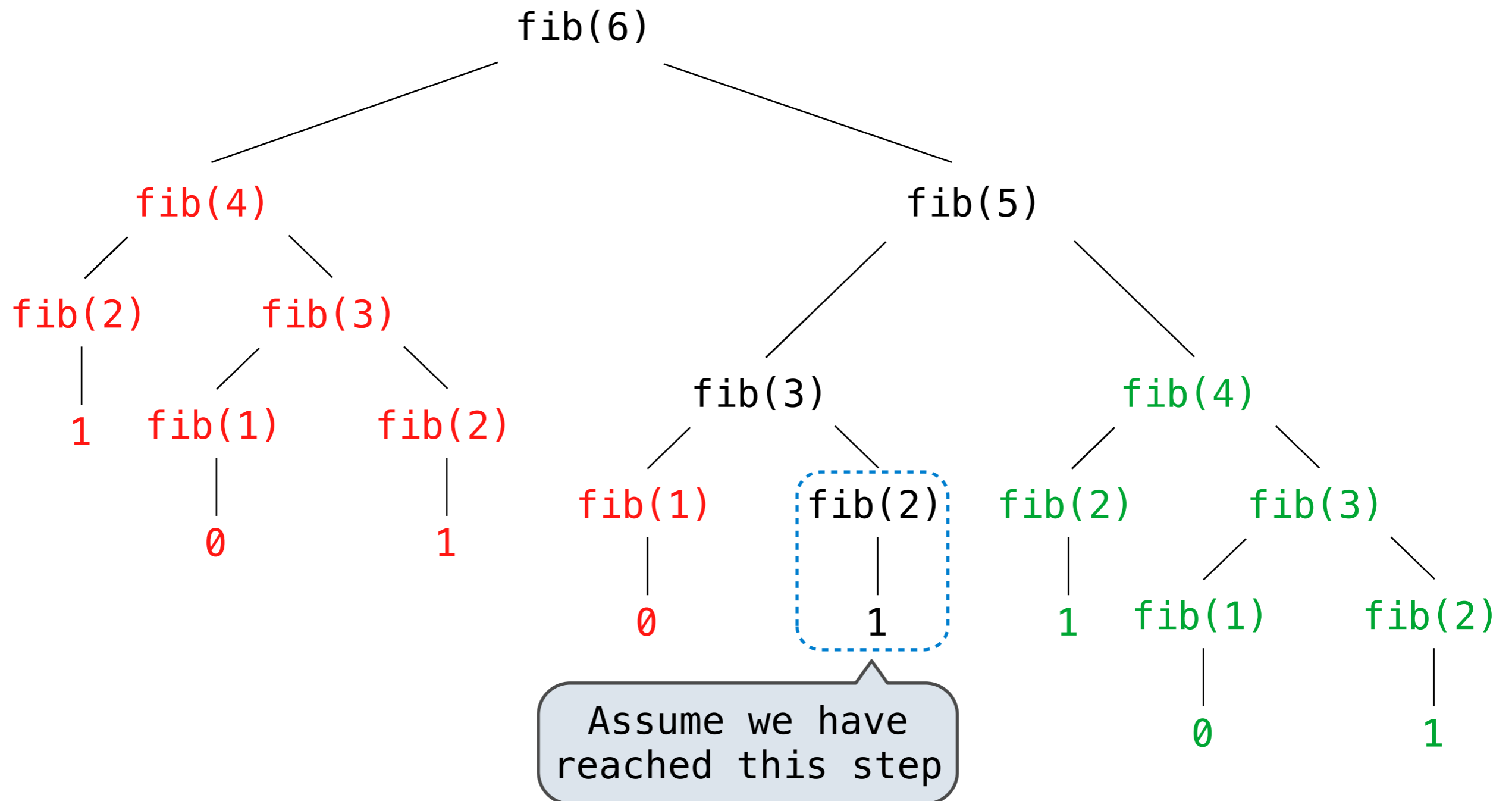
Fibonacci Memory Consumption



Fibonacci Memory Consumption

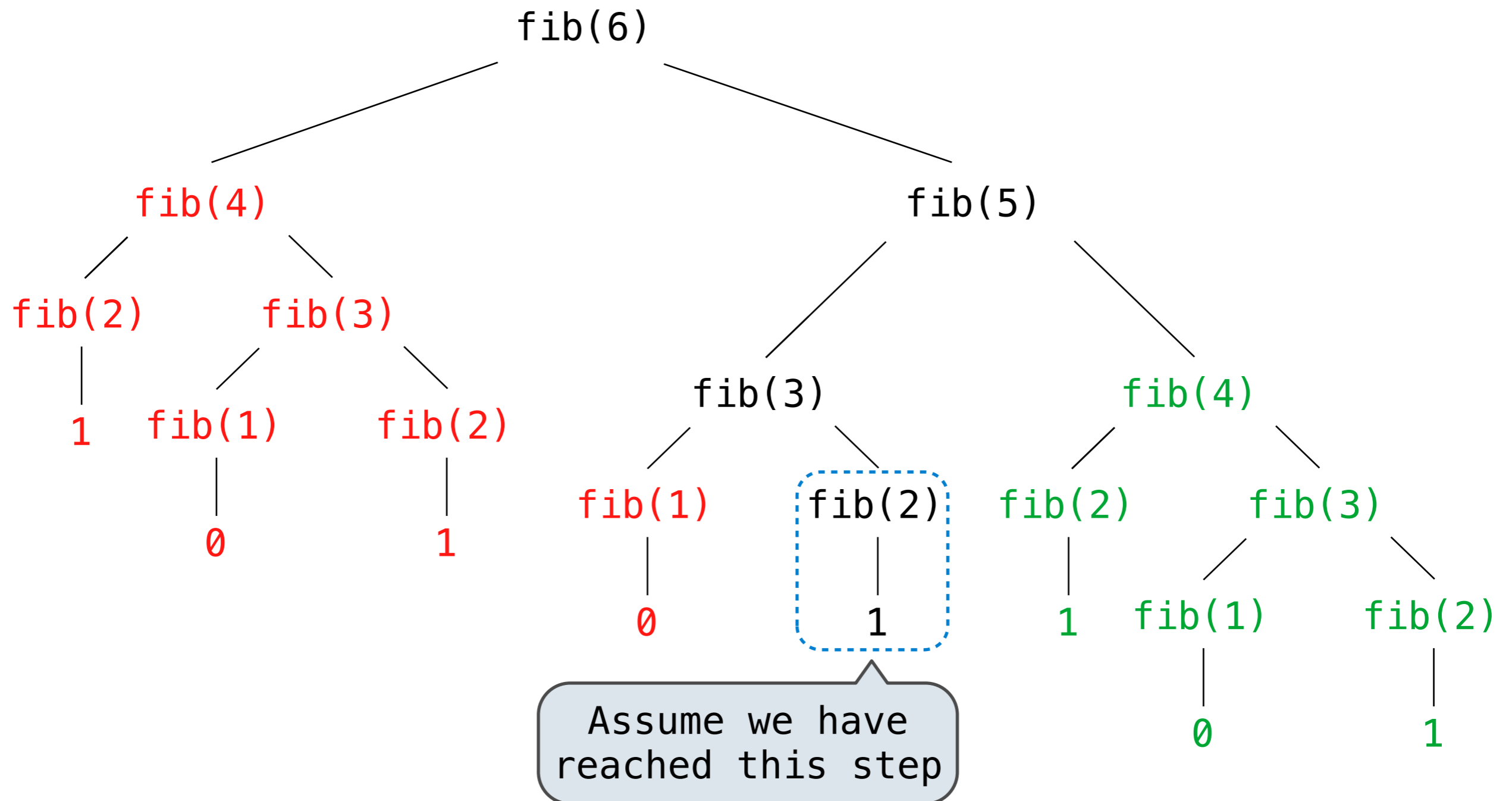


Fibonacci Memory Consumption



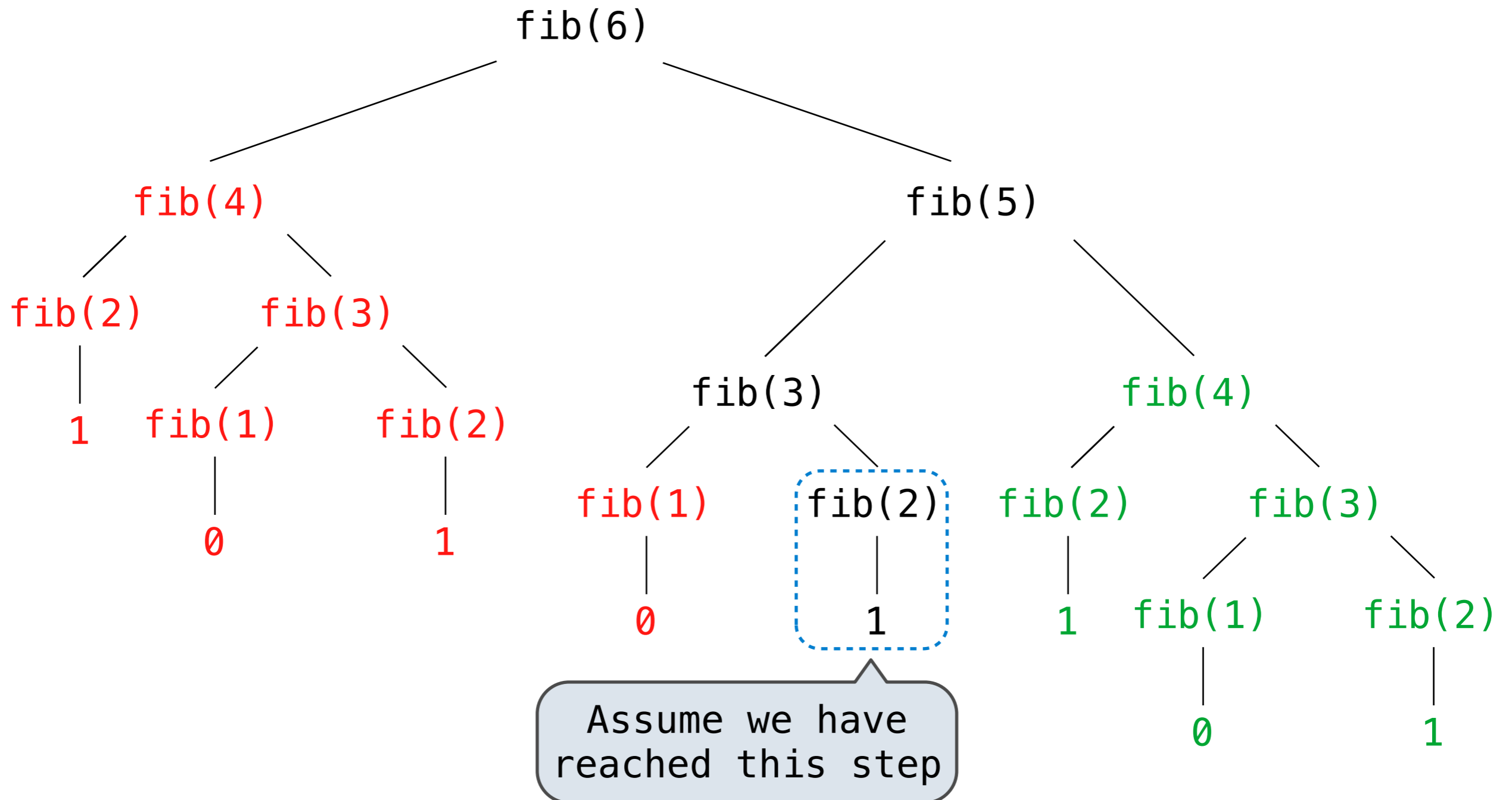
Fibonacci Memory Consumption

Has an active environment



Fibonacci Memory Consumption

Has an active environment
Can be reclaimed

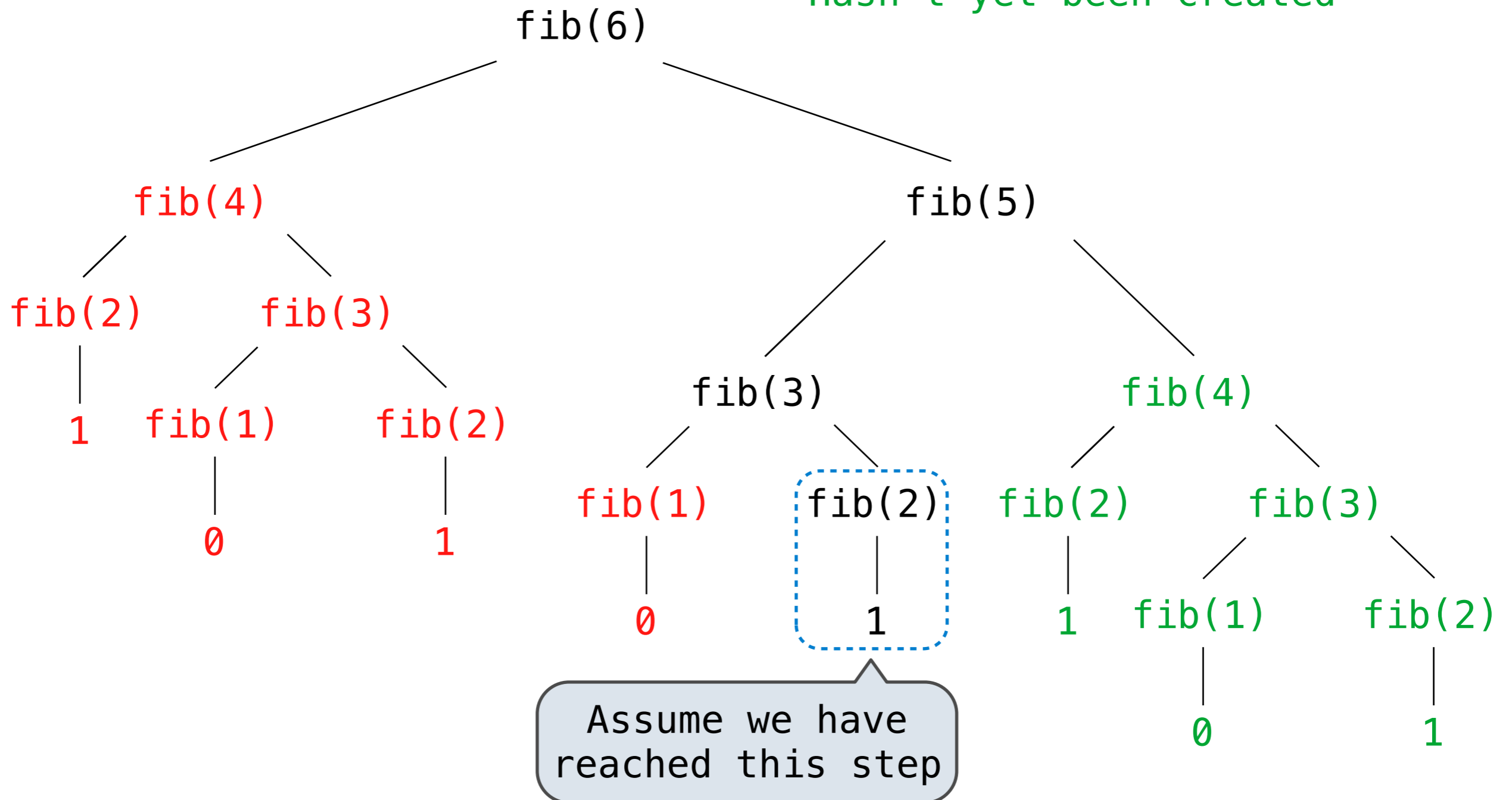


Fibonacci Memory Consumption

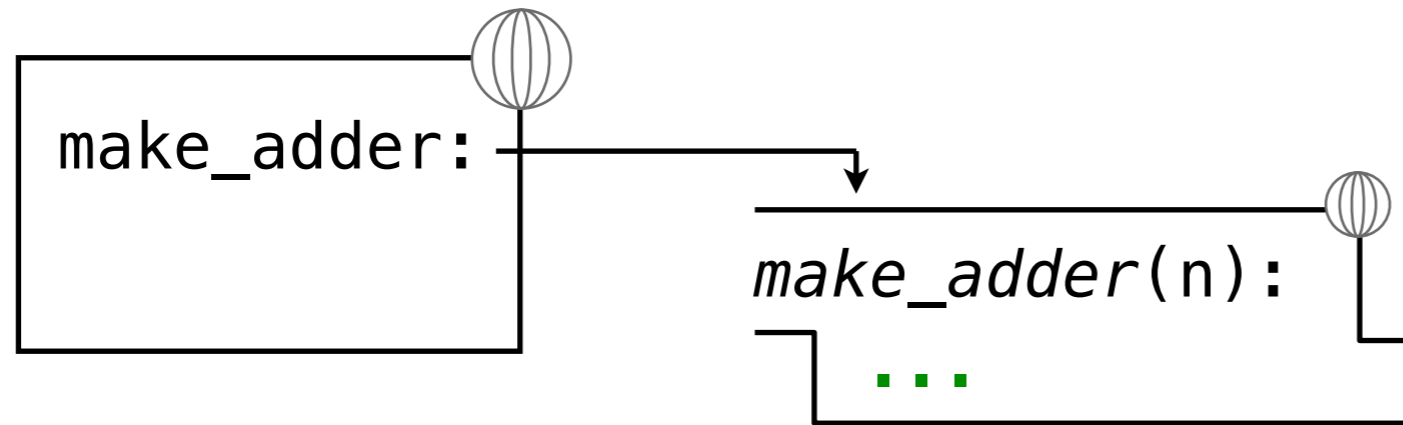
Has an active environment

Can be reclaimed

Hasn't yet been created

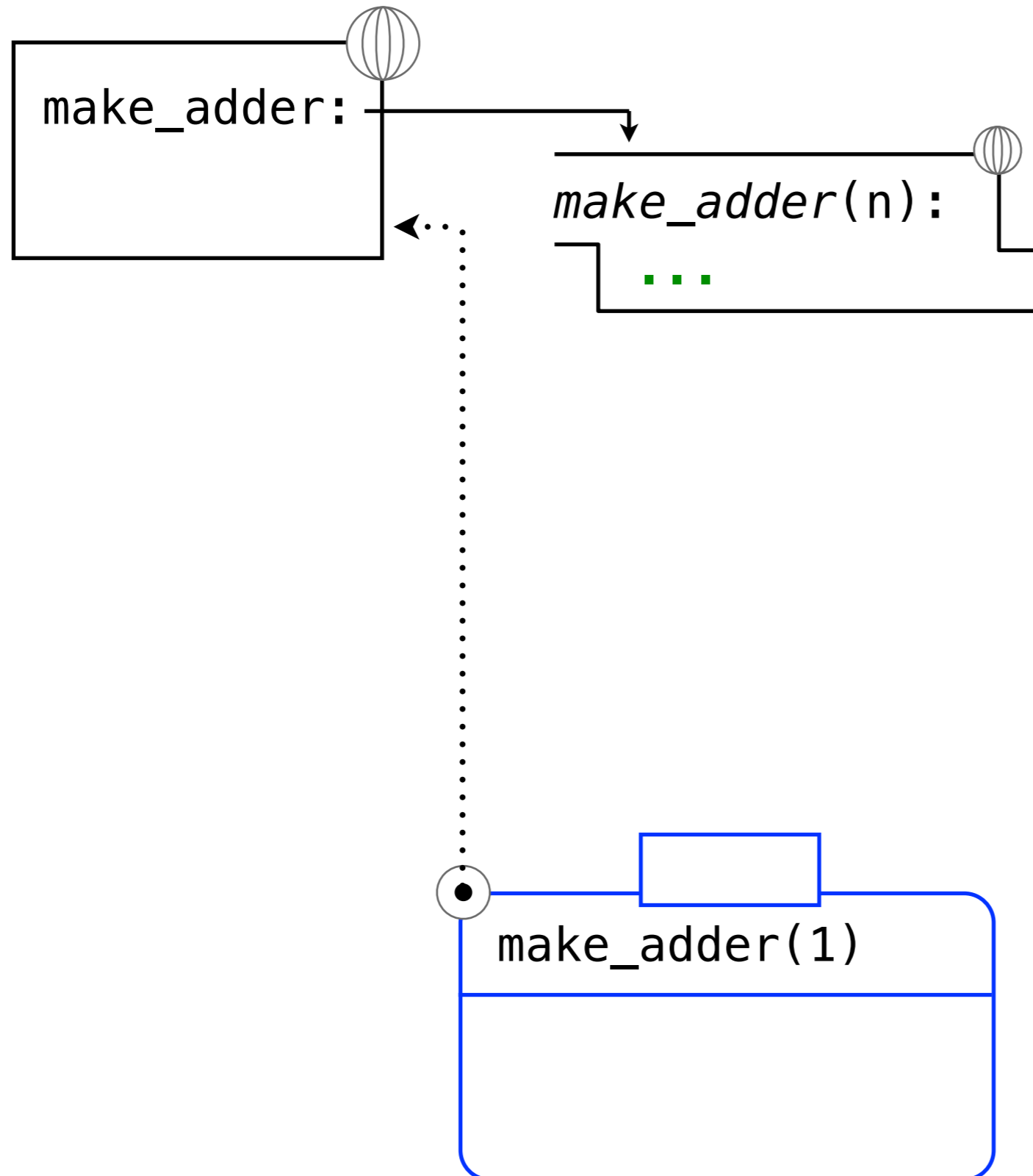


Active Environments for Returned Functions



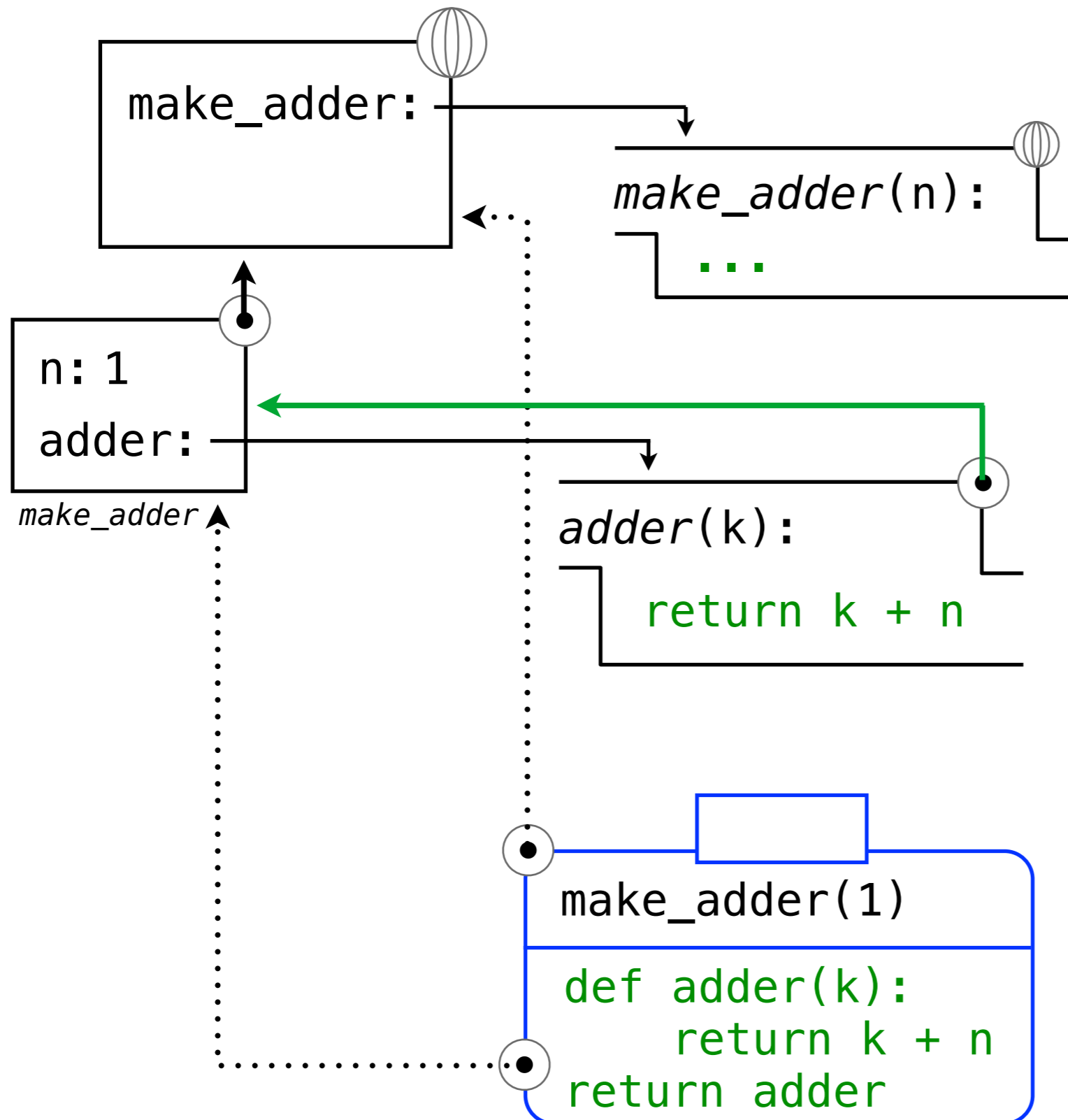
```
def make_adder(n):  
    def adder(k):  
        return k + n  
    return adder  
add1 = make_adder(1)
```

Active Environments for Returned Functions



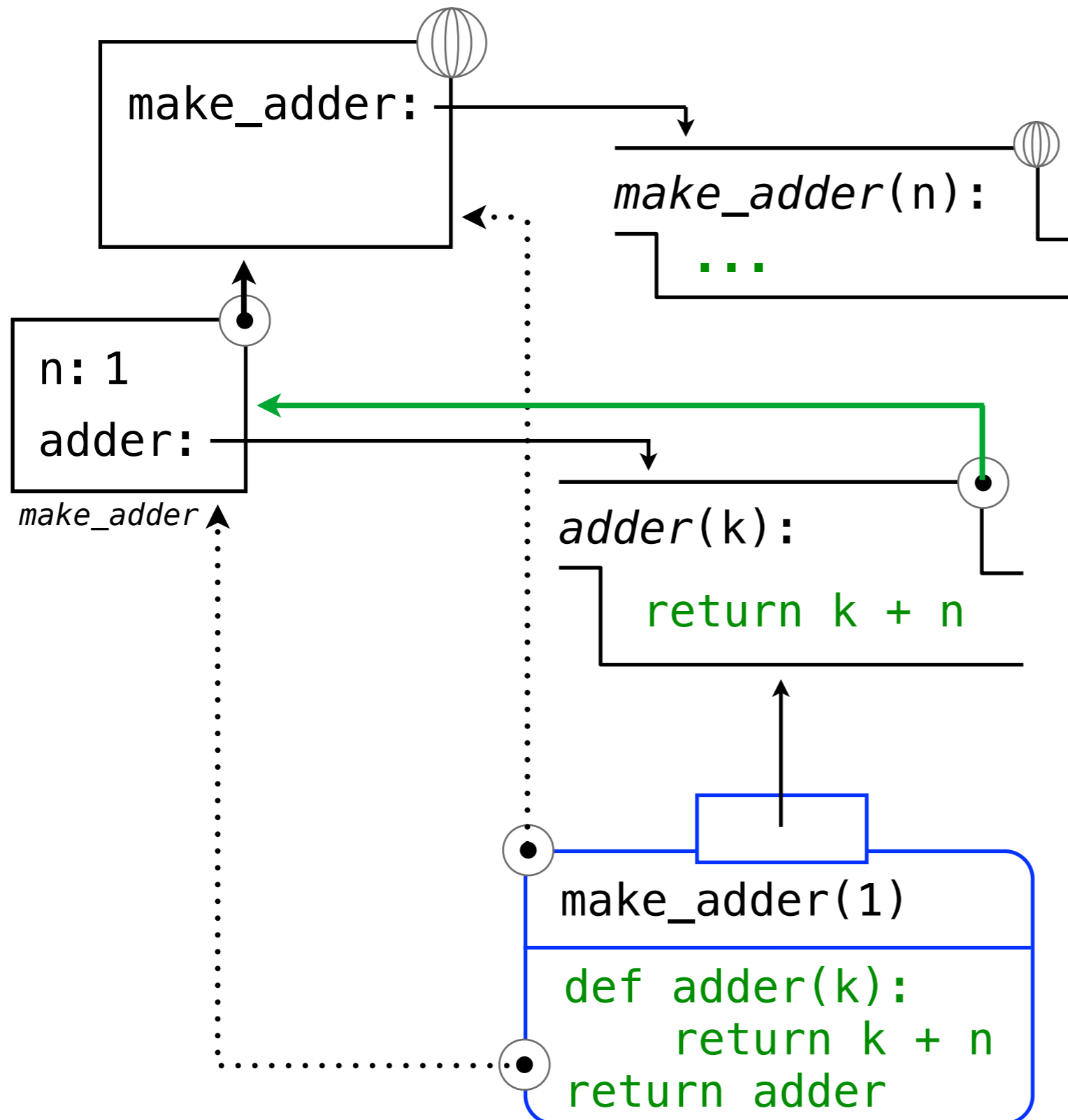
```
def make_adder(n):  
    def adder(k):  
        return k + n  
    return adder  
add1 = make_adder(1)
```

Active Environments for Returned Functions



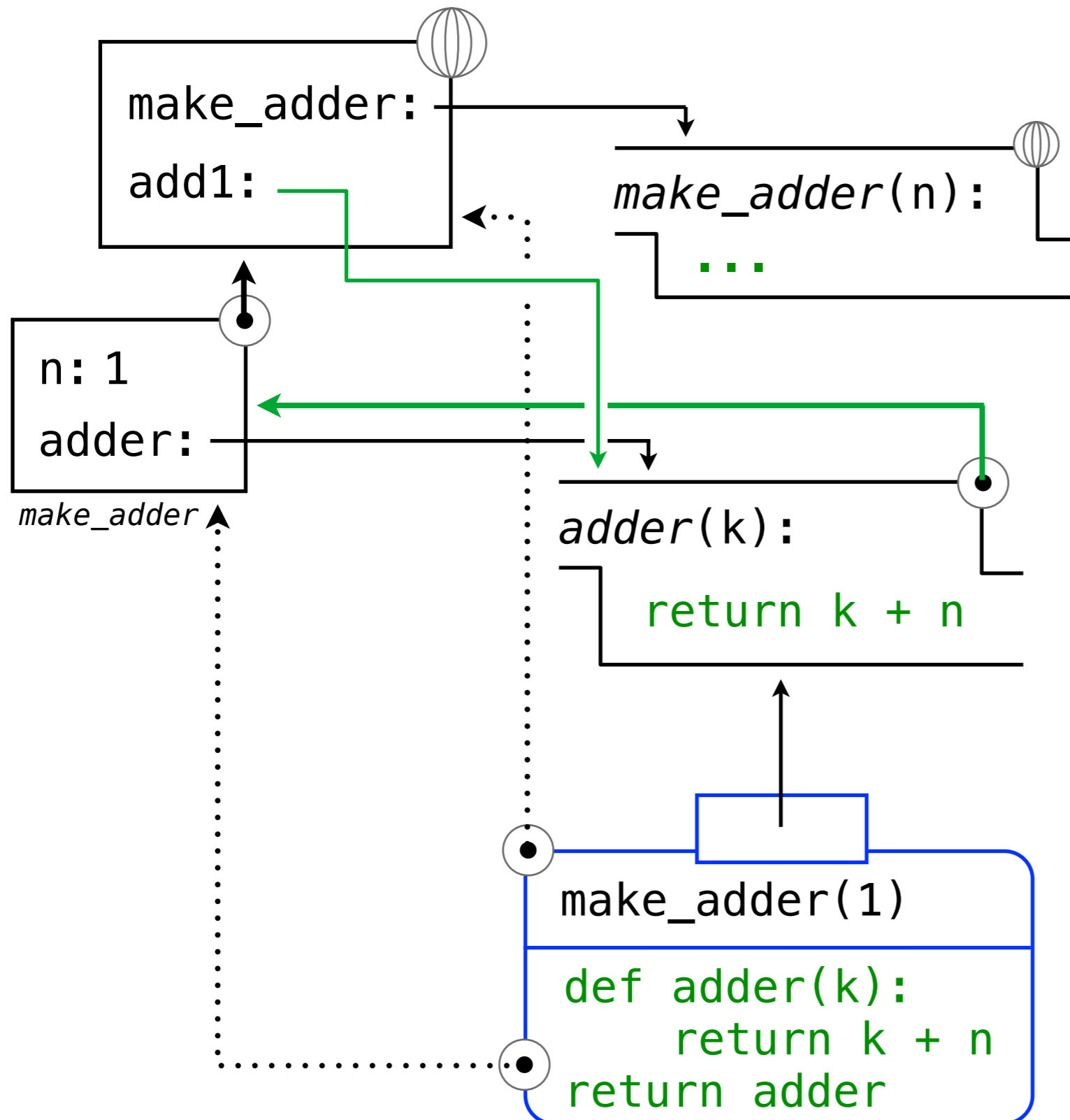
```
def make_adder(n):  
    def adder(k):  
        return k + n  
    return adder  
add1 = make_adder(1)
```

Active Environments for Returned Functions



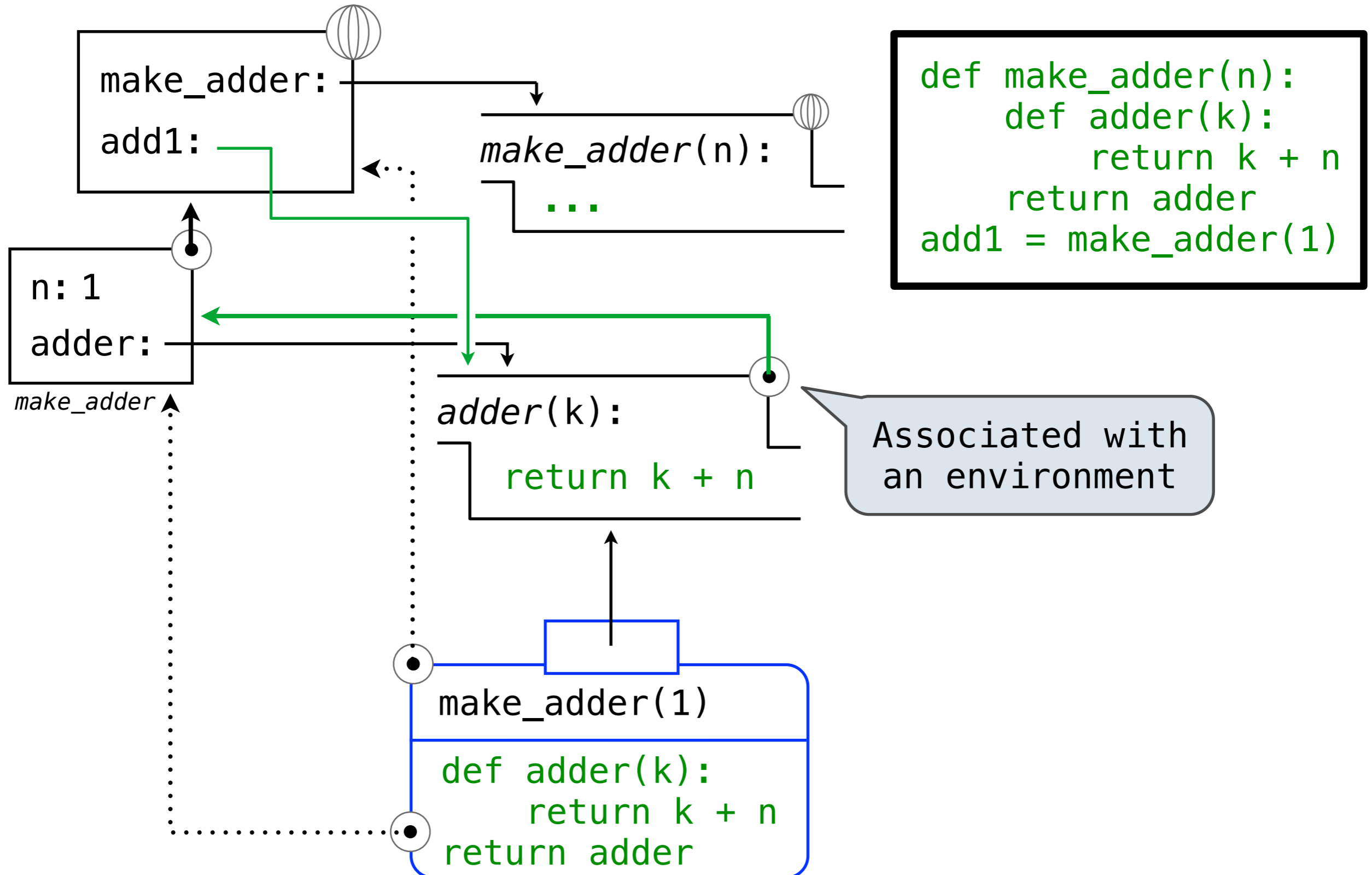
```
def make_adder(n):  
    def adder(k):  
        return k + n  
    return adder  
add1 = make_adder(1)
```

Active Environments for Returned Functions



```
def make_adder(n):  
    def adder(k):  
        return k + n  
    return adder  
add1 = make_adder(1)
```

Active Environments for Returned Functions



Active Environments for Returned Functions

