## 61A Lecture 30

## Wednesday, November 7

## Functional Programming

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Yes!

## Iteration Versus Recursion in Python

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def exp(b, n):
    total = 1
    for _ in range(n):
        total = total * b
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def \(\exp (b, n):\)
    if \(n==0\) :
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    return \(b * \exp (b, n-1)\)
def \(\exp (b, n):\)
    total = 1
    for _ in range(n):
        total \(=\) total \(*\) b
    return total
```


## Iteration Versus Recursion in Python

In Python, recursive calls always create new active frames.

```
Time Space
        if n == 0:
\[
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\]
        return 1
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```
(define (factorial n k)
    (if (= n 0) k
    (factorial (- n 1)
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```
(define (factorial n k)
    (if (= n 0) k
    (factorial (- n 1)
                                    (* k n))))
def factorial(n, k):
    while n > 0:
        n, k = n-1, k*n
    return k
```

Tail Calls

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$$
\begin{aligned}
& \text { (define (factorial n k) } \\
& \text { (if (= n 0) k } \\
& \text { (factorial (- n 1) } \\
& \text { (* } \mathrm{k} \text { n) ) ) ) }
\end{aligned}
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(define (factorial n k)



## Example: Length of a List

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(+ 1 (length (cdr s)) ) ) )
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Linear recursions can often be re-written to use tail calls.

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In the interpreter, recursive calls to scheme_eval for tail calls must instead be expressed iteratively.

Logical Special Forms, Revisited

Logical forms may only evaluate some sub-expressions.

- If expression: (if <predicate> <consequent> <alternative>)
- And and or: (and <e $e_{1}>\ldots<e_{n}>$ ), (or $<e_{1}>\ldots . e_{n}>$ )
- Cond expr'n: (cond $\left(<p_{1}><e_{1}>\right) \ldots\left(<p_{n}><e_{n}>\right)($ else <e>))


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- Cond expr'n: (cond (<p $\left.\left.\left.\left.p_{1}><e_{1}\right\rangle\right) \ldots\left(<p_{n}><e_{n}\right\rangle\right)(e l s e<e>)\right)$

The value of an if expression is the value of a sub-expression.

- Evaluate the predicate.
- Choose a sub-expression: <consequent> or <alternative>.
- Evaluate that sub-expression in place of the whole expression. scheme_eval

Evaluation of the tail context does not require a recursive call. E.g., replace (if false 1 (+ 2 3)) with (+ 2 3) and repeat.

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(define (reduce fn s start)

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(define (reduce fn s start)
(reduce * '(3 4 5) 2)

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(define (reduce fn s start)
(reduce * '(3 4 5) 2) 120

## Example: Reduce

```
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(reduce * '(3 4 5) 2)120
(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2))

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(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2)) (5 4 3 2)

## Example: Reduce

```
(define (reduce fn s start)
    (if (null? s) start
```

(reduce * '(3 4 5) 2)120
(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2)) ..... ( 5432 )

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```
(define (reduce fn s start)
    (if (null? s) start
    (reduce fn
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Example: Reduce

```
(define (reduce fn s start)
    (if (null? s) start
        (reduce fn
        (cdr s)
```

(reduce * ' (3 4 5) 2)

## Example: Reduce

```
(define (reduce fn s start)
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        (reduce fn
        (cdr s)
(fn start (car s)) ) ) )
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(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2)) (5 4 3 2)
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## Example: Reduce

```
(define (reduce fn s start)
    (if (null? s) start
    (reduce fn
        (cdr s)
    (fn start (car s)))) )
    Recursive call is a tail call.
    (reduce * '(3 4 5) 2)120(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2))(5 432 )
```


## Example: Reduce

```
(define (reduce fn s start)
    (if (null? s) start
    (reduce fn
    (cdr s)
    (fn start (car s)))) )
Recursive call is a tail call.
Other calls are not; constant space depends on fn.
(reduce * '(3 4 5) 2)120
(reduce (lambda (x y) (cons y x)) '(3 4 5) '(2))
(5 4 3 2)
```


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(define (map fn s)

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(define (map fn s)
    (define (map-iter fn s m)
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    (reverse (map-iter fn s nil)))
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    (reverse (map-iter fn s nil)))
(define (reverse s)
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(define (reverse s)
    (define (reverse-iter s r)
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        (reverse-iter (cdr s)
        (cons (car s) r))))
    (reverse-iter s nil))
```

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Internally, it is just a set of manipulation rules

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Demo

