

61A Lecture 5

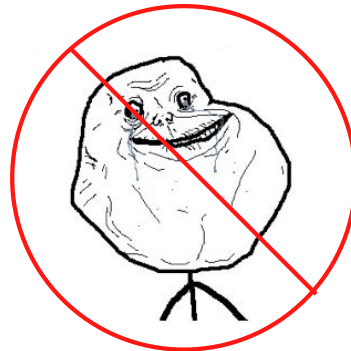
Wednesday, September 11

Announcements

- Take-home quiz released Wednesday 9/11 at 1pm, due Thursday 9/12 at 11:59pm.
 - <http://inst.eecs.berkeley.edu/~cs61a/fa13/hw/quiz1.html>
 - 3 points; graded for correctness.
 - Submit in the same way that you submit homework assignments.
 - If you receive 0/3, you will need to talk to the course staff or be dropped.
 - *Open-computer*: You can use the Python interpreter, watch course videos, and read the online text (<http://composingprograms.com>).
 - *No external resources*: Please don't search for answers, talk to your classmates, etc.
- Homework 2 due Tuesday 9/17 at 5pm.
- Project 1 due Thursday 9/19 at 11:59pm.
- Solutions to homeworks: <http://inst.eecs.berkeley.edu/~cs61a/fa13/hw/solutions>

Office Hours: You Should Go!

You are not alone!



<http://inst.eecs.berkeley.edu/~cs61a/fa13/staff.html>

The Purpose of Higher-Order Functions

Functions are first-class: Functions can be manipulated as values in our programming language.

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

Higher-order functions:

- Express general methods of computation
- Remove repetition from programs
- Separate concerns among functions

Environments for Higher-Order Functions

Environments Enable Higher-Order Functions

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

Functions as arguments:

Our current evaluation rules handle that case already!

We'll discuss an example today

Functions as return values:

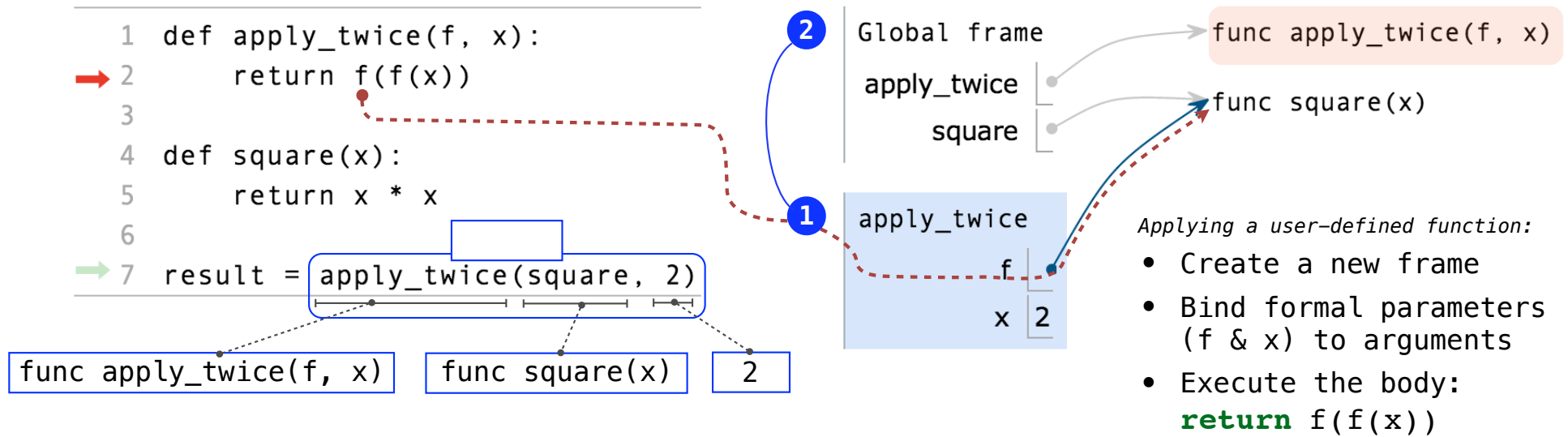
We need to extend our rules a little

Functions need to know where they were defined

Almost everything stays the same

(demo)

Names can be Bound to Functional Arguments

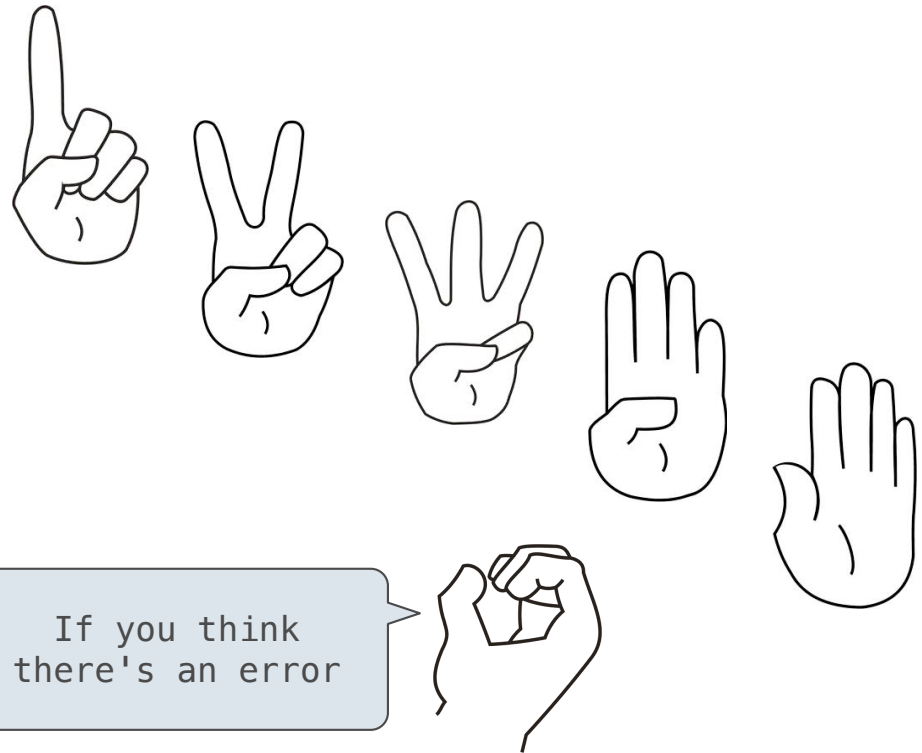


- Functions are values.
- Names can refer to functions (just as they can refer to any values).
- Multiple names can all refer to the same function, even in different frames.

Discussion Question

What is the value of the final expression below?

```
def repeat(f, x):  
    while f(x) != x:  
        x = f(x)  
    return x  
  
def g(y):  
    return (y + 5) // 3  
  
repeat(g, 5)
```

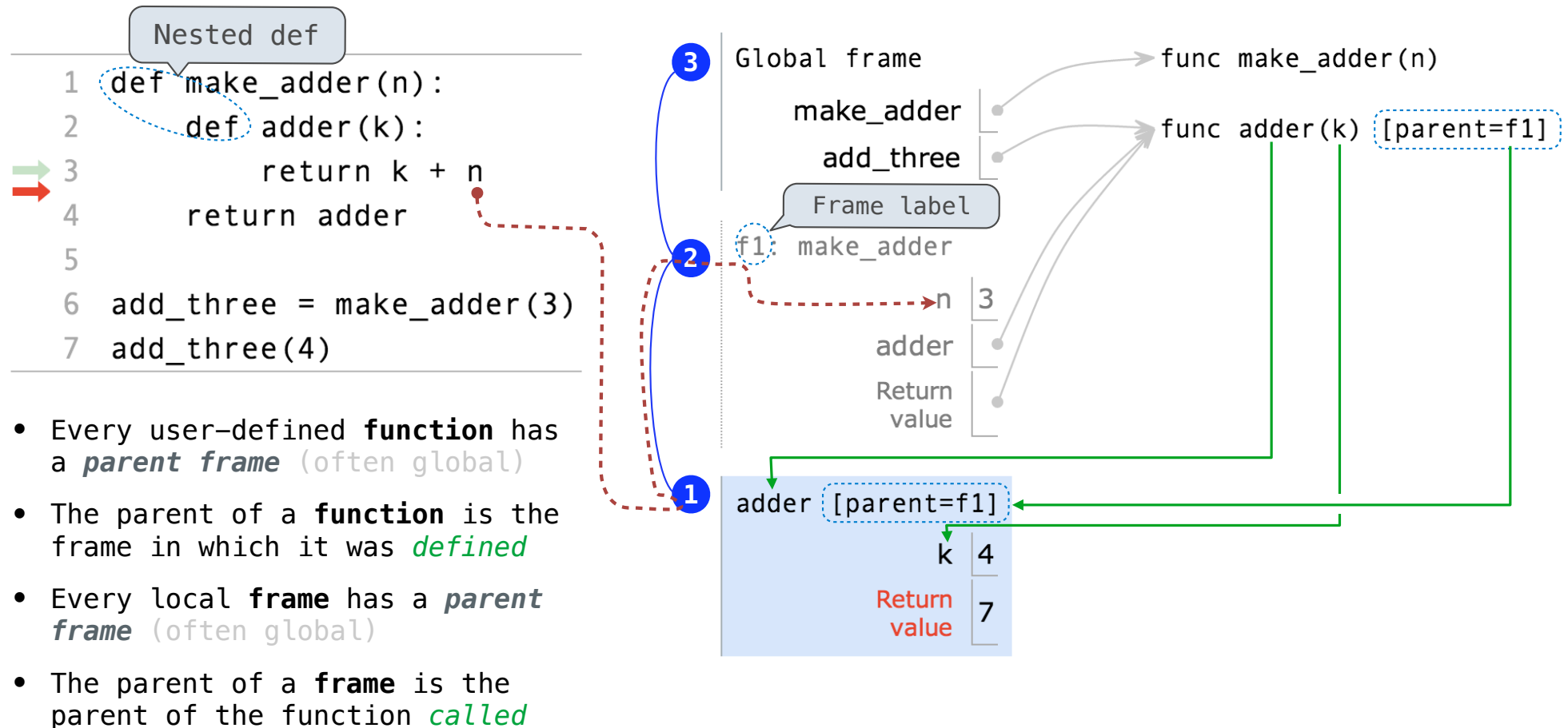


Example: <http://goo.gl/EDi0Ir>

Environments for Nested Definitions

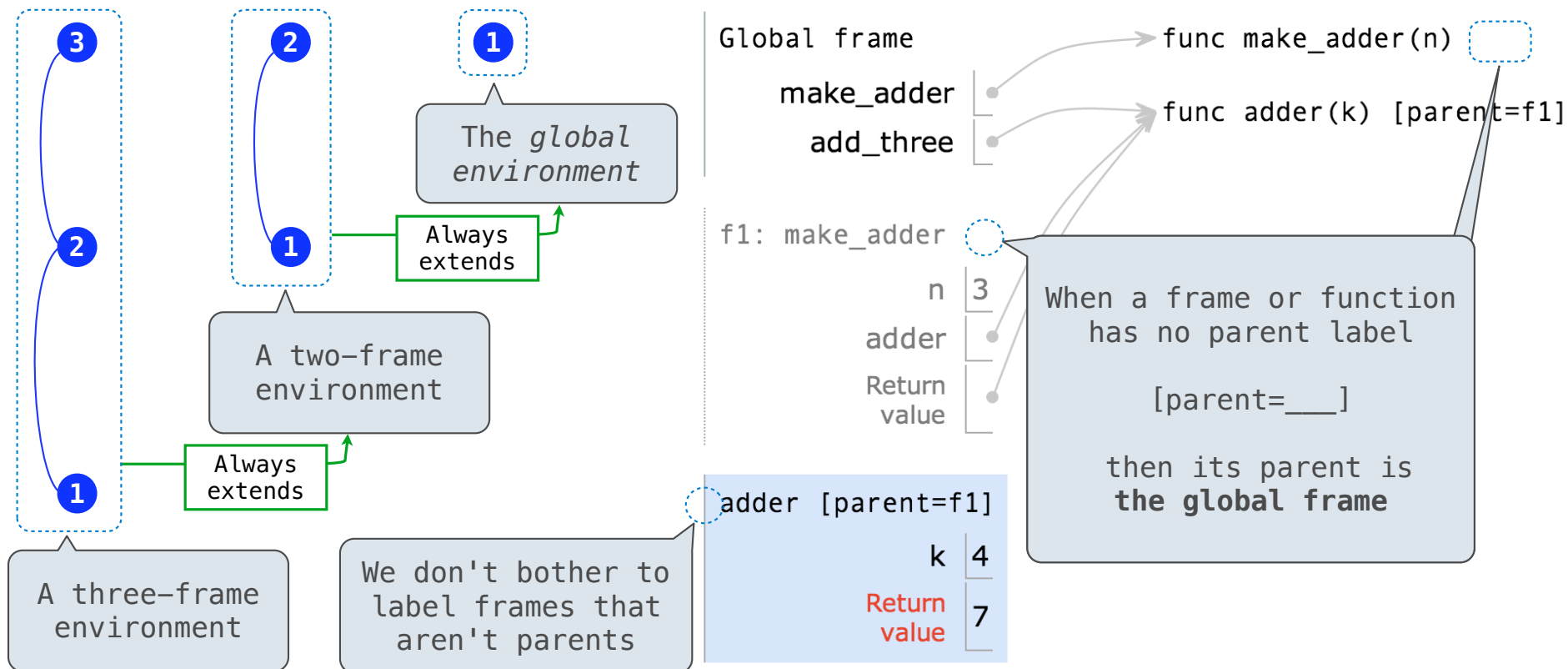
(Demo)

Environment Diagrams for Nested Def Statements



Example:

An Environment is a Sequence of Frames



A local frame **extends the environment** that **begins with its parent**.

How to Draw an Environment Diagram

When a function is defined:

1. Create a **function value**: `func <name>(<formal parameters>)`
2. If the **parent frame** of that function is not the global frame, add matching **labels** to the **parent frame** and the **function value** (such as `f1`, `f2`, or `f3`).

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

3. Bind `<name>` to the **function value** in the first frame of the current environment.

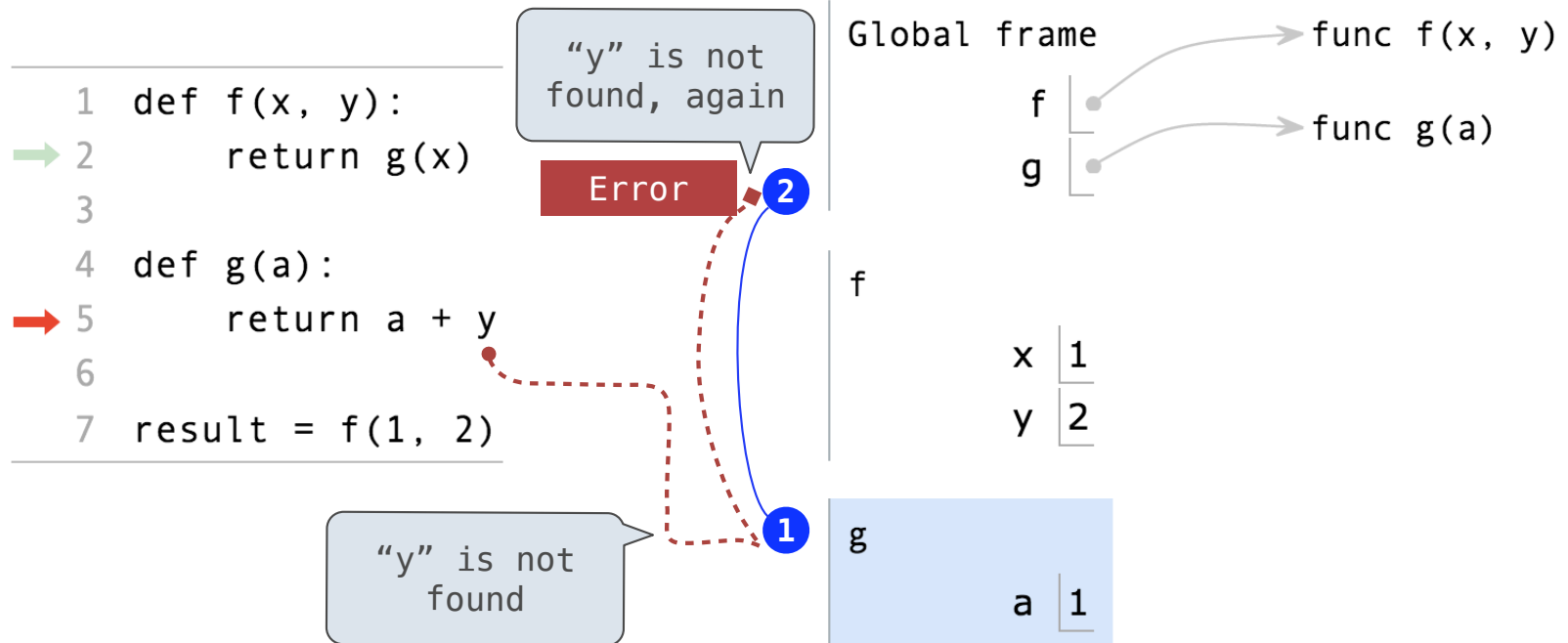
When a function is called:

1. Add a **local frame**, titled with the `<name>` of the function being called.
2. If the function has a parent label, copy it 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)

Local Names are *not* Visible to Other (Non-Nested) Functions



- 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)

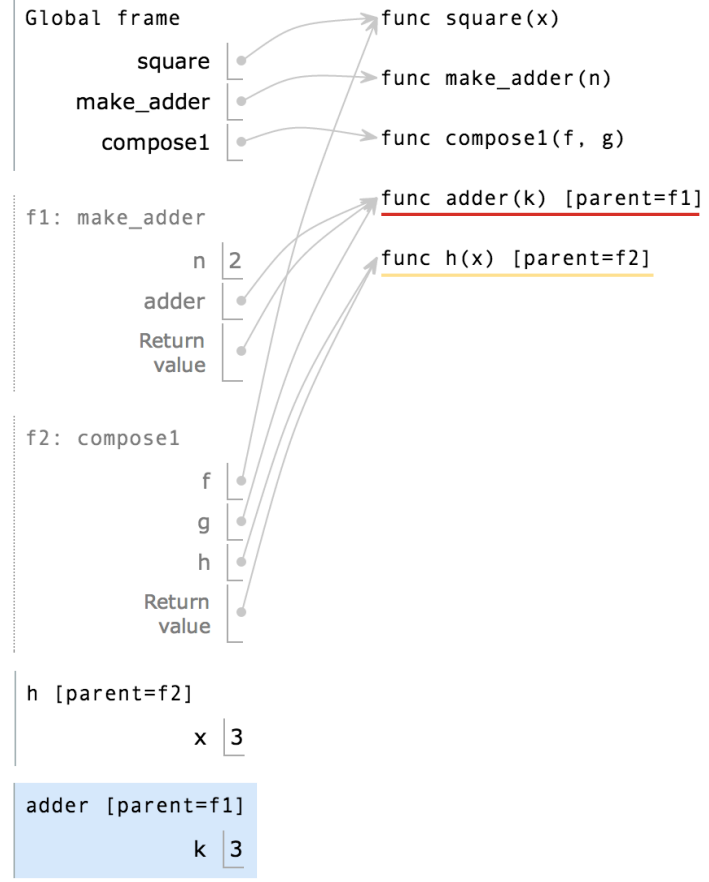
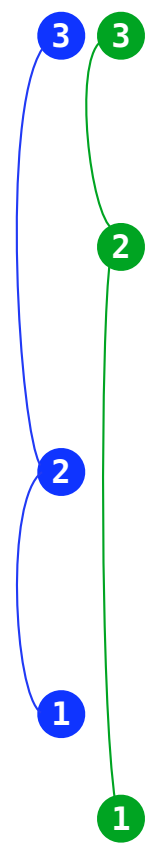
The Environment Diagram for Function Composition

```

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)

```

Return value of make_adder is an argument to compose1



Example:

The Game of Hog

(Demo)