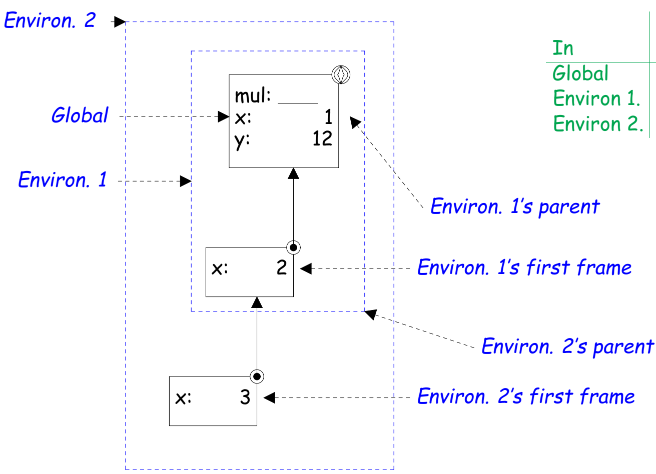
Lecture #3: Recap of Function Evaluation; Control

Announcement: Triangle Fraternity for Engineers, Architects, and Scientists Spring Rush 2012 This Week! Visit caltriangle.org for information.

Summary: Environments

- *Environments* map names to values.
- They consist of chains of *environment frames.*
- An environment is either a *global frame* or a first (local) frame chained to a *parent environment* (which is itself either a global frame or ...).
- We say that a name is *bound to* a value in a frame.
- The *value (or meaning) of a name* in an environment is the value it is bound to in the first frame, if there is one, ...
- ... or if not, the meaning of the name in the parent environment

A Sample Environment Chain

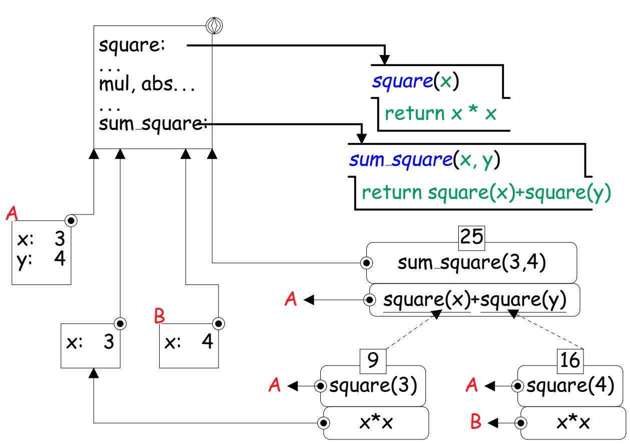


	Value of	
In	x	y
Global	1	12
Environ 1.	2	12
Environ 2.	3	12

Environments: Binding and Evaluation

- Every expression and statement is evaluated (executed) in an environment, which determines the meaning of its names.
- Subexpressions (pieces) of an expression are evaluated in the same environment as the expression
- *Assigning* to a variable binds a value to it in (for now) the first frame of the environment in which the assignment is executed.
- *Def statements* bind a name to a function value in the first frame of the environment in which the def statement is executed.
- *Calling* a user-defined function creates a new local environment and binds the operand values in the call to the parameter names in that environment.

Example: Evaluation of a Call: sum_square(3,4)



What's Left?

- So far, all our environments have had at most two frames.
- We'll see how longer chains of frames come about in upcoming lectures, ...
- But the machinery is now all present to handle them.
- Looking ahead, there are still two constructs—**global** and **nonlocal**—that will require additions.
- But we could build anything with what we already have.

What Does This Do?

```
def id(x):
    return x
print(id(id)(id(13)))
```


Answer

```
def id(x):
    return x
print(id(id)(id(13)))
```

- We'll denote the user-defined function value created by def id():... by the shorthand [id] .
- Evaluation proceeds like this:

  id(id)(id(13))
  ⟹ [id] (id)([id] (id))([id] (id)([13]))
  ⟹ [id] ([13])
  (because [id] returns its argument).
  ⟹ [13]
  (again because [id] returns its argument).

- *Important:* There is nothing new on this slide! Everything follows from what you've seen so far.

Control

- The expressions we've seen evaluate all of their operands in the order written.
- While there are very clever ways to do everything with just this [challenge!], it's generally clearer to introduce constructs that *control* the order in which their components execute.
- A *control expression* evaluates some or all of its operands in an order depending on the kind of expression, and typically on the values of those operands.
- A *statement* is a construct that produces no value, but is used solely for its side effects.
- A *control statement* is a statement that, like a control expression, evaluates some or all of its operands, etc.
- We typically speak of statements being *executed* rather than evaluated, but the two concepts are essentially the same, apart from the question of a value.

Conditional Expressions (I)

- The most common kind of control is *conditional evalutation (execution)*.
- In Python, to evaluate

  TruePart `if` *Condition* `else` *FalsePart*

  - First evaluate *Condition*.
  - If the result is a "*true value*," evaluate *TruePart*; its value is then the value of the whole expression.
  - Otherwise, evaluate *FalsePart*; its value is then the value of the whole expression.
- Example:

If x is 2:	If x is 0:
1 / x if x != 0 else 1	1 / x if x != 0 else 1
1 / x if [2] != 0 else 1	1 / x if 0 != 0 else 1
⟹ 1 / x if [True] else 1	⟹ 1 / x if [False] else 1
⟹ 1 / x	⟹ 1
⟹ [1] / [2]	⟹ [1]
⟹ [0.5]	

"True Values"

- Conditions in conditional constructs can have any value, not just True or False.
- For convenience, Python treats a number of values as indicating "false":
  - False
  - None
  - 0
  - Empty strings, sets, lists, tuples, and dictionaries.
- All else is a "true value" by default.
- So, for example: 13 if 0 else 5 and 13 if [] else 5 both evaluate to 5.

Conditional Expressions (II)

- To evaluate

  Left `and` *Right*

  - Evaluate *Left*.
  - If it is a false value, that becomes the value of the whole expression.
  - Otherwise the value of the expression is that of *Right*.
- This is an example of something called "*short-circuit evaluation*."
- For example,

  5 and "Hello" ⟹ ["Hello"] .
  [] and 1 / 0 ⟹ [[]] .

Conditional Expressions (III)

- To evaluate

  Left or *Right*

  - Evaluate *Left*.
  - If it is a true value, that becomes the value of the whole expression.
  - Otherwise the value of the expression is that of *Right*.
- Another example of "*short-circuit evaluation*."
- For example,

  5 or "Hello" ⟹ 5 .

  [] or "Hello" ⟹ "Hello" .

  [] or 1 / 0 ⟹ ? .

Conditional Statement

- Finally, this all comes in statement form:

```
if Condition1:
    Statements1
    ...
elif Condition2:
    Statements2
    ...
...
else:
    Statementsn
    ...
```

- Execute (only) *Statements1* if *Condition1* evaluates to a true value.
- Otherwise execute *Statements2* if *Condition2* evaluates to a true value (optional part).
- ...
- Otherwise execute *Statementsn* (optional part).

Example

```
def signum(x):
    if x > 0:
        return 1
    elif x == 0:
        return 0
    else:
        return -1
```

```
# Alternative Definition
def signum(x):
    return 1 if x > 0 else 0 if x == 0 else -1
```


Indefinite Repetition

- With conditionals and function calls, we can conduct computations of any length.
- For example, to sum the squares of all numbers from 1 to N (a parameter):

```
def sum_squares(N):
    """The sum of K**2 for K from 1 to N (inclusive)."""
    if N < 1:
        return 0
    else:
        return N**2 + sum_squares(N - 1)
```

- This will repeatedly call `sum_squares` with decreasing values (down to 1), adding in squares:

```
sum_squares(3) => 3**2 + sum_squares(2)
               => 3**2 + 2**2 + sum_squares(1)
               => 3**2 + 2**2 + 1**2 + sum_squares(0)
               => 3**2 + 2**2 + 1**2 + 0 => 14
```


Explicit Repetition

- But in the Python, C, Java, and Fortran communities, it is more usual to be explicit about the repetition.
- The simplest form is **while**

```
while Condition:
    Statements
```

  means "If condition evaluates to a true value, execute statements and repeat the entire process. Otherwise, do nothing."
- So our sum-of-squares becomes:

```
def sum_squares(N):
    """The sum of K**2 for K from 1 to N (inclusive)."""
    result = 0
    while N >= 1:
        result += N**2    # Or result = result + N**2
        N -= 1            # Or N = N-1
    return result
```


Did You Notice The Difference?

- OK: I cheated in the interests of brevity. In the recursive version, you actually add up the squares starting from the small end.
- So to be true to the original, I would write:

```
def sum_squares(N):
    """The sum of K**2 for K from 1 to N (inclusive)."""
    result = 0
    k = 1
    while k <= N:
        result += k**2
        k += 1
    return result
```