# 61A Lecture 6

Friday, September 12

•Homework 2 due Monday 9/15 @ 11:59pm

- •Homework 2 due Monday 9/15 @ 11:59pm
- Project 1 due Wednesday 9/17 @ 11:59pm

- •Homework 2 due Monday 9/15 @ 11:59pm
- Project 1 due Wednesday 9/17 @ 11:59pm

• Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

- •Homework 2 due Monday 9/15 @ 11:59pm
- Project 1 due Wednesday 9/17 @ 11:59pm
- Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions
  - •Organized by Andrew Huang and the readers

- •Homework 2 due Monday 9/15 @ 11:59pm
- Project 1 due Wednesday 9/17 @ 11:59pm
- Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions
  - •Organized by Andrew Huang and the readers
  - -Work in a group on a problem until everyone in the group understands the solution

•Homework 2 due Monday 9/15 @ 11:59pm

• Project 1 due Wednesday 9/17 @ 11:59pm

• Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

•Organized by Andrew Huang and the readers

-Work in a group on a problem until everyone in the group understands the solution

• Project party on Monday 9/15, 3pm-4pm in Wozniak Lounge and 6pm-8pm in 2050 VLSB

•Homework 2 due Monday 9/15 @ 11:59pm

• Project 1 due Wednesday 9/17 @ 11:59pm

• Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

•Organized by Andrew Huang and the readers

Work in a group on a problem until everyone in the group understands the solution
Project party on Monday 9/15, 3pm-4pm in Wozniak Lounge and 6pm-8pm in 2050 VLSB
Midterm 1 on Monday 9/22 from 7pm to 9pm

• Homework 2 due Monday 9/15 @ 11:59pm

• Project 1 due Wednesday 9/17 @ 11:59pm

• Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

•Organized by Andrew Huang and the readers

-Work in a group on a problem until everyone in the group understands the solution

• Project party on Monday 9/15, 3pm-4pm in Wozniak Lounge and 6pm-8pm in 2050 VLSB

•Midterm 1 on Monday 9/22 from 7pm to 9pm

Details and review materials will be posted next week

• Homework 2 due Monday 9/15 @ 11:59pm

• Project 1 due Wednesday 9/17 @ 11:59pm

• Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

•Organized by Andrew Huang and the readers

-Work in a group on a problem until everyone in the group understands the solution

• Project party on Monday 9/15, 3pm-4pm in Wozniak Lounge and 6pm-8pm in 2050 VLSB

•Midterm 1 on Monday 9/22 from 7pm to 9pm

Details and review materials will be posted next week

There will be a web form for students who cannot attend due to a conflict

• Homework 2 due Monday 9/15 @ 11:59pm

• Project 1 due Wednesday 9/17 @ 11:59pm

•Optional Guerrilla section Saturday 9/13 @ 12:30pm in 306 Soda about higher-order functions

•Organized by Andrew Huang and the readers

=Work in a group on a problem until everyone in the group understands the solution

• Project party on Monday 9/15, 3pm-4pm in Wozniak Lounge and 6pm-8pm in 2050 VLSB

•Midterm 1 on Monday 9/22 from 7pm to 9pm

Details and review materials will be posted next week

There will be a web form for students who cannot attend due to a conflict

• There's a pinned Piazza thread to find partners

(Demo)

>>> x = 10

>>> x = 10

>>> square = x \* x





>>> square = lambda x: 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!

# 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.



- 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.
- Only the def statement gives the function an intrinsic name.



- 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.
- Only the def statement gives the function an intrinsic name.

Global frame	square 🗨	⇒func λ(x)	<line 1=""></line>	[parent=Global]
f1: λ <line 1=""></line>	[parent=Global] x 4 Return value 16			


- 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.
- Only the def statement gives the function an intrinsic name.





- 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.
- Only the def statement gives the function an intrinsic name.





- 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.
- Only the def statement gives the function an intrinsic name.





- 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.
- Only the def statement gives the function an intrinsic name.

Global frame	$\rightarrow$ func $\lambda(x)$ <line 1=""> [parent=Global]</line>	Global frame square	<pre>func square(x) [parent=Global]</pre>
f1: λ <line 1=""> [parent=Global] x 4 Return value 16</line>	The Greek letter lambda	f1: square [parent=Global x 4 Return value 16	-

Currying

def make\_adder(n):
 return lambda k: n + k

```
def make_adder(n):
    return lambda k: n + k
```

```
>>> make_adder(2)(3)
5
>>> add(2, 3)
5
```





(Demo)



(Demo)

Curry: Transform a multi-argument function into a single-argument, higher-order function.



(Demo)

Curry: Transform a multi-argument function into a single-argument, higher-order function. Currying was discovered by Moses Schönfinkel and re-discovered by Haskell Curry.



(Demo)

Curry: Transform a multi-argument function into a single-argument, higher-order function.

Currying was discovered by Moses Schönfinkel and re-discovered by Haskell Curry.



7

Quickly finds accurate approximations to zeroes of differentiable functions!

 $f(x) = x^2 - 2$ 







#### Quickly finds accurate approximations to zeroes of differentiable functions!



Application: a method for computing square roots, cube roots, etc.

#### Quickly finds accurate approximations to zeroes of differentiable functions!



Application: a method for computing square roots, cube roots, etc.

The positive zero of  $f(x) = x^2 - a$  is  $\sqrt{a}$ . (We're solving the equation  $x^2 = a$ .)

Given a function f and initial guess x,

Given a function f and initial guess x,

Repeatedly improve x:

Given a function f and initial guess x,

Repeatedly improve x:



Given a function f and initial guess x,

Repeatedly improve x:

Compute the value of f at the guess: f(x)



Given a function f and initial guess x,

Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)



Given a function f and initial guess x,

Repeatedly improve x:

```
Compute the value of f at the guess: f(x)
```

```
Compute the derivative of f at the guess: f'(x)
```





Given a function f and initial guess x,

Repeatedly improve x:

```
Compute the value of f at the guess: f(x)
```

```
Compute the derivative of f at the guess: f'(x)
```





Given a function f and initial guess x,

Repeatedly improve x:

```
Compute the value of f at the guess: f(x)
```

```
Compute the derivative of f at the guess: f'(x)
```





Given a function f and initial guess x,

Repeatedly improve x:

```
Compute the value of f at the guess: f(x)
```

```
Compute the derivative of f at the guess: f'(x)
```





Given a function f and initial guess x,

Repeatedly improve x:

```
Compute the value of f at the guess: f(x)
```

Compute the derivative of f at the guess: f'(x)













Using Newton's Method
How to find the square root of 2?

>>> f = lambda x: x\*x - 2
>>> df = lambda x: 2\*x
>>> find\_zero(f, df)
1.4142135623730951



$$\sqrt{2} \int_{1}^{1} = \frac{1}{1} = \frac{1}{1}$$



How to find the square root of 2?



How to find the cube root of 729?

How to find the square root of 2?



How to find the cube root of 729?



How to find the square root of 2?



How to find the cube root of 729?



>>> g = lambda x: x\*x\*x - 729
>>> dg = lambda x: 3\*x\*x
>>> find\_zero(g, dg)
9.0

11

How to find the square root of 2?



How to find the cube root of 729?



11

**Iterative Improvement** 

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

Update:

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

$$x = \frac{x + \frac{a}{x}}{2}$$

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a



How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a



Implementation questions:

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a



Implementation questions:

What guess should start the computation?

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a



Implementation questions:

What guess should start the computation?

How do we know when we are finished?

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

How to compute cube\_root(a)

Idea: Iteratively refine a guess x about the cube root of a

Update:

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

Update: 
$$X = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

How to compute cube\_root(a)

Idea: Iteratively refine a guess x about the cube root of a

Update: 
$$X = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

Implementation questions:

How to compute cube\_root(a)

Idea: Iteratively refine a guess x about the cube root of a

Update: 
$$X = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

Implementation questions:

What guess should start the computation?

How to compute cube\_root(a)

Idea: Iteratively refine a guess x about the cube root of a

Update: 
$$x = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

Implementation questions:

What guess should start the computation?

How do we know when we are finished?

# Implementing Newton's Method

(Demo)