

Lecture #10: Abstractions: From Function to Data

Announcements:

- Watch Piazza, home page for news concerning review on Monday.
- If you haven't responded to the Welcome Survey in HW#1, please do so. We're about 200 responses shy.
- Quiz results. Out of 3 questions: 18% got 3, 46% got 2, 36% got 1, and 9% got 0.
- Please talk to your TA if you got 0 or did not turn in the quiz (or get a response).
- Project due Thursday (13 Feb) at midnight (11:59+).
- Test #1 Tuesday night 8-10PM in rooms to be announced (watch Piazza).
- DSP students: You'll get mail about an alternative location. Your test will overlap the main test time.
- Alternative test time: Wednesday morning at 9AM (TBA). Please see us if you can't make that time.

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Separation of Concerns

- The `sierpinski` routine used `triangle`.
- To write `sierpinski`, I needed only to know:
 - The *syntactic specification* of `triangle`: its name and number of arguments (given by its `def` header), and
 - Its *semantic specification*: what a call does or means (given by its documentation comment).
- I did **not** need to know how `triangle` works or who else calls it.
- Likewise, `triangle` does **not** need to know
 - where its arguments come from,
 - who calls it, or
 - what use is made of its return value or side effects.
- There is a *separation of concerns* between these functions.
- This is a fundamental concept in software engineering: organize programs so that you can work on one thing at a time in isolation.

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Names

Semantically, names are arbitrary; to the reader, they are part of the documentation.

Bad:	Better:	
<code>number</code> <code>true_false</code>	<code>dice_rolls</code> <code>pigged_out</code>	Names convey meaning or purpose to the programmer (not to the machine).
<code>d</code>	<code>dice</code> , <code>die</code>	Function names should convey their value (<code>abs</code> , <code>sqrt</code>) or effect (<code>print</code>)
<code>helper</code>	<code>take_turn</code> , <code>find_repeat</code>	
<code>do_stuff</code>	<code>rescale_figure</code>	Use the documentation comments of functions to elaborate where necessary, to indicate the types of arguments and return values, and to indicate assumptions or limitations on the arguments.
<code>random</code> <code>obscenity</code>	<code>report_error</code>	
<code>I, I, O</code>	<code>k, m, n</code>	

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Function Comments

Comments on a function should suffice to tell the reader everything needed to use it.

Rather than

```
def largest(L):
    """Find the largest value"""
    k = 0
    for i in range(1, len(L)):
        if L[i] > L[k]:
            k = i
    return k
```

Use

```
def largest(L):
    """Return the index of the largest
    value in L."""
    k = 0
    for i in range(1, len(L)):
        if L[i] > L[k]:
            k = i
    return k
```

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Names and Comments

- I generally limit comments to
 - Docstrings on functions (or later, on classes)
 - Comments and documentation at the beginning of a module describing its purpose, conventions, authorship, copyright permissions, etc.
 - Comment names of significant constants.
- Avoid internal comments: they indicate places where you could make a function shorter or use a better name:

Rather than	Use
<pre># Compute the discriminant d = b**2 - 4*a*c</pre>	<pre>discriminant = b**2 - 4*a*c</pre>

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Refactoring

- Your comments can suggest to you that things are getting too big, or that a function is doing too much.
- When that happens, it is time to *refactor*: break functions up into more coherent pieces.
- Consider the function:

```
def print_averages(grade_book, out):
    """Compute the average scores for each student in
    GRADE_BOOK and prints on OUT."""
```
- What if we just want to know the averages?
- What if we also want a different format, including other information?
- Makes more sense, e.g., to have a `get_averages` function, and a more general print routine that will print any information about students.

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Unit Testing

- The docstring tests that you execute with `python3 -m doctest` are examples of *unit tests*.
- That is, tests on the smallest testable units of your program (functions).
- *Test-driven development* refers to the practice of creating tests *ahead of* implementation.
- Don't wait for your program to be finished to test it.
- The doctest Python module makes it possible to run all your tests cumulatively, watching for inadvertant errors and tracking how much still needs to be done.

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Decorators

- You've seen functions on functions. They can also be used for testing or debugging:

```
def trace1(fn):
    """Return a function equivalent to FN, a one-argument
    function, that also prints trace output."""

    def traced(x):
        print('Calling', fn, 'on argument', x)
        return fn(x)
    return traced
```

- To use this:

```
def triple(x):
    return 3*x
triple = trace1(triple)
```

- Or, more conveniently, do the equivalent with Python's decorators:

```
@trace1
def triple(x):
    return 3*x
```

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Abstract Data Types

- An *Abstract Data Type* (or *ADT*) consists of
 - A set (*domain*) of possible values.
 - A set of *operations* on those values.
- ADTs are *conceptual*: a given programming language may or may not have constructs specifically designed for ADT definition, but programmers can choose to organize their programs as collections of ADTs in any case.
- We call them "abstract" because they abstract a particular *behavior*, which we document without being specific about what the values really consist of (their *internal representations*.)

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Data Structures

- The simplest ADTs are not particularly abstract: they are a collection of data values and their behavior consists entirely of selecting or modifying those individual data values.
- We sometimes use the term *data structure* for these, although the terminology is not exactly firm.
- Example: A *tuple* is a sequence of values. It is entirely defined by those values.

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Rational Numbers

- The book uses "rational number" as an example of an ADT:

```
def make_rat(n, d):
    """The rational number N/D, assuming N, D are integers, D!=0"""

def add_rat(x, y):
    """The sum of rational numbers X and Y."""

def mul_rat(x, y):
    """The product of rational numbers X and Y."""

def numer(r):
    """The numerator of rational number R."""

def denom(r):
    """The denominator of rational number R."""
```

- These definitions pretend that *x*, *y*, and *r* really are rational numbers.
- But from this point of view, *numer* and *denom* are problematic. Why?

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Rational Numbers

- Problem is that "the numerator (denominator) of *r*" is not well-defined for a rational number.
- If *make_rat* really produced rational numbers, then *make_rat(2, 4)* and *make_rat(1, 2)* ought to be identical. So should *make_rat(1, -1)* and *make_rat(-1, 1)*.
- So a better specification would be

```
def numer(r):
    """The numerator of rational number R in lowest terms."""

def denom(r):
    """The denominator of rational number R in lowest terms.
    Always positive."""
```

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Representing Rationals (I)

- The obvious representation is as a pair of integers.
- Suppose we define

```
def make_rat(n, d):
    """Rational number N/D, assuming N, D are integers, D!=0"""
    return (n, d)
```

- From elementary-school math, we can then write

```
def add_rat(x, y):
    """The sum of rational numbers X and Y."""
    (xn, xd), (yn, yd) = x, y
    return (xn * yd + yn * xd, xd * yd) BAD STYLE?
```

```
def mul_rat(x, y):
    """The product of rational numbers X and Y."""
    (xn, xd), (yn, yd) = x, y
    return (xn * yn, xd * yd) BAD STYLE?
```

- What about `numer` and `denom`?

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Use the Abstraction!

Better:

```
def add_rat(x, y):
    """The sum of rational numbers X and Y."""
    return make_rat(
        numer(x) * denom(y) + numer(y) * denom(x),
        denom(x) * denom(y))
```

```
def mul_rat(x, y):
    """The product of rational numbers X and Y."""
    return make_rat(
        numer(x) * numer(y), denom(x) * denom(y))
```

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Implementing numer and denom (I)

```
from fractions import gcd
# fractions.gcd(a,b), for b!=0, computes the largest integer in
# absolute value that evenly divides both a and b and has
# the sign of b. (Not quite the "official" gcd function).

def numer(r):
    """The numerator of rational number R in lowest terms."""
    n, d = r
    return n // gcd(n, d)

def denom(r):
    """The denominator of rational number R in lowest terms.
    Always positive."""
    n, d = r
    return d // gcd(n, d)
```

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Representing Rationals (II)

- But the preceding implementation is problematic:
 - Each call to `denom` or `numer` has to recompute a value.
 - Intermediate values can get quite large.
- Suggests that we *always* keep rationals in lowest terms.
- How does the implementation change?

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Updated Implementation

```
from fractions import gcd

def make_rat(n, d):
    g = gcd(n, d)
    return n//g, d//g

def numer(r):
    return r[0]

def denom(r):
    return r[1]
```

- What happens to `add_rat` and `mul_rat`?
- **Ans:** They do not change! The use of the `make_rat` abstraction makes it unnecessary.

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Implementing Tuples (If You Had To)

- Using "data structure" to mean "unabstract ADT" is fuzzy.
- Even tuples need to be represented.
- Python has a built-in implementation, inaccessible to the user.
- They do this for speed, but we can get the same *effect* with what we already have: functions.

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Data Structures via Dispatching

```
def make_rat(n, d):
    """A function, r, representing the rational number N/D.
    r(0) is the numerator and r(1)>0 the denominator (in lowest
    terms)."""
```

```
    g = gcd(n, d)
    n, d = n // g, d // g
```

```
    def result(key):
        if key == 0:
            return n
        else:
            return d
    return result
```

```
def numer(r):
    return r(0)
```

```
def denom(r):
    return r(1)
```

- We say that the function `result` *dispatches* on the value of `key`.
- The tuple in the previous representation is now replaced by the *environment frame* created by a call to `make_rat`.

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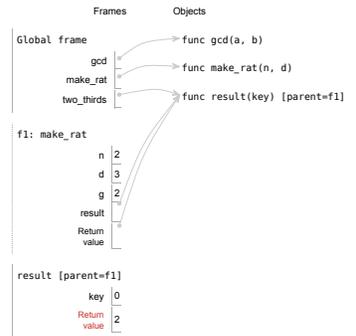
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```
1 def gcd(a, b):
2     a, b, s = min(abs(a), abs(b)), max(abs(a), abs(b)),
3     while a != 0: a, b = b%a, a
4     return b
5
6 def make_rat(n, d):
7     g = gcd(n, d)
8     n, d = n // g, d // g
9
10    def result(key):
11        if key == 0:
12            return n
13        else:
14            return d
15    return result
16
17 two_thirds = make_rat(4, 6)
18 two_thirds(0)
```

[Edit code](#)

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Discussion

- You'll sometimes see `key` described as a *message* and this technique called *message-passing*, (but your current instructor hates this terminology.)
- If we had persisted in defining `add_rat` and `mul_rat` using unpacking, as originally (see slide 7), we'd now have to rewrite them.
- But by using `numer` and `denom` in `add_rat` and `mul_rat` (slide 8), we have avoided having to touch them after this change in representation.
- The general lesson:

Try to confine each design decision in your program to as few places as possible.

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