Lecture 2: Functions

Brian Hou June 21, 2016

Announcements

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• Set up your computer and all accounts (Lab 0) by today

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- Quiz 1 will be on Thursday at the beginning of lecture

Expressions

Primitive expressions, names, and environments

Primitive expressions

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- Primitive expressions evaluate directly to values with minimal work needed
 - Numbers (e.g. 42, 3.14, 0)
 - Names (e.g. pi, add)
 - *Functions* (later today!)
- Some non-primitive expressions: 1 * 2, add(3, 4)

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- 2. Bind all names to the left of = to those resulting values in the current environment frame.

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$$1 x = 1$$

$$2 y = x$$

$$Global frame$$

$$x 1$$

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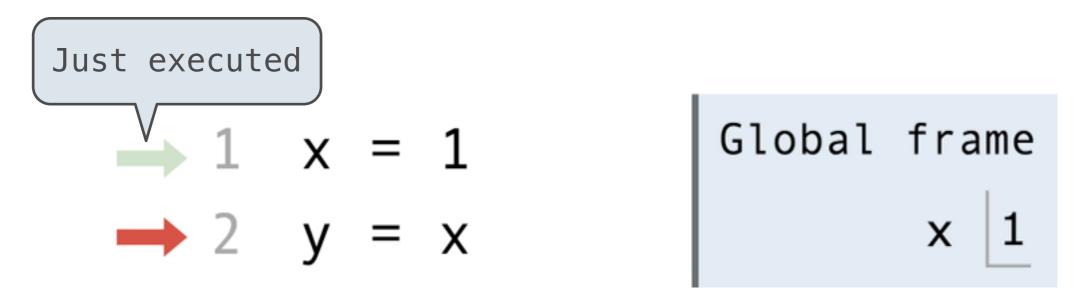
$$2 y = x$$
Global frame
x 1

Code (left)



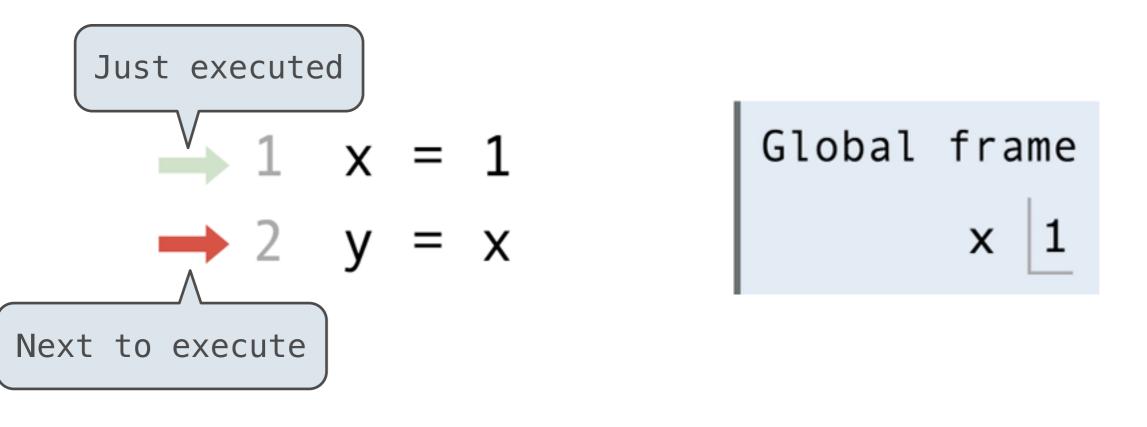
Code (left)

Frames (right)



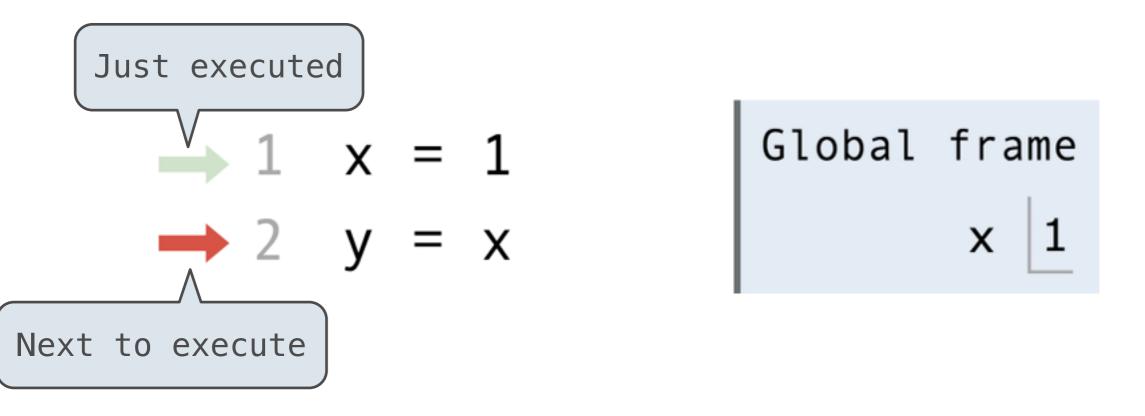
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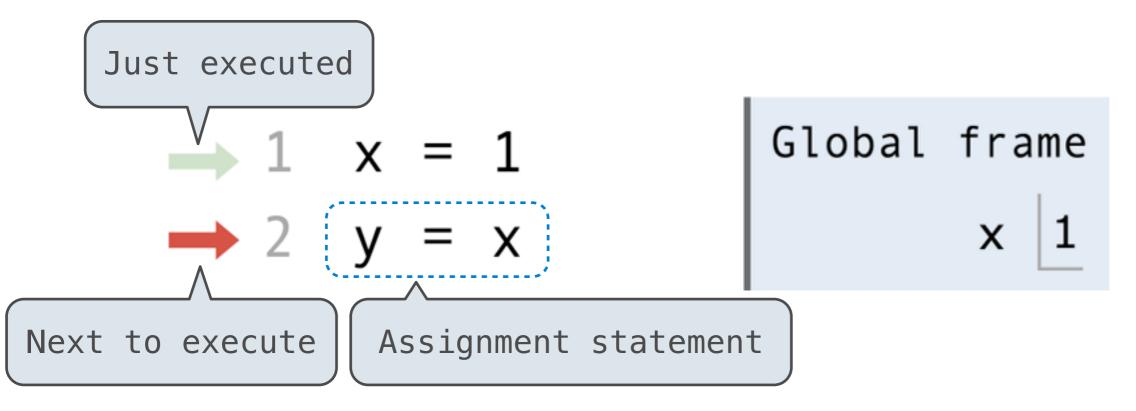
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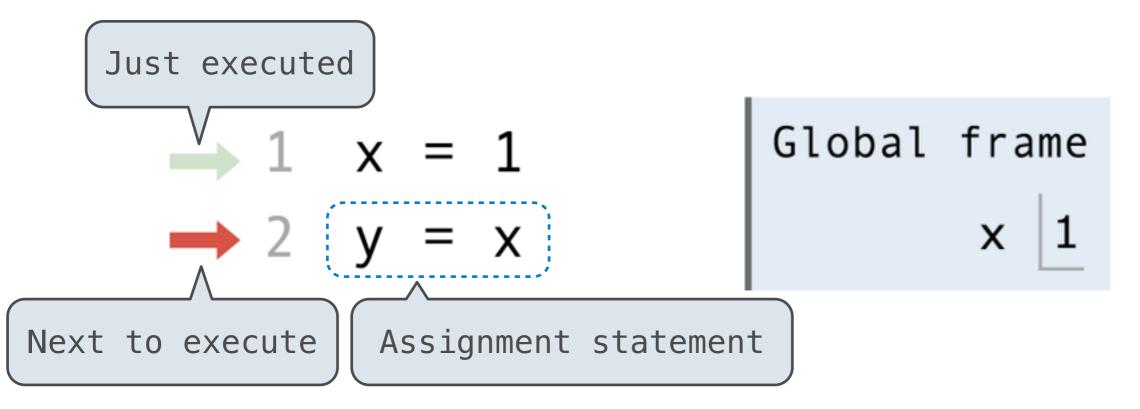
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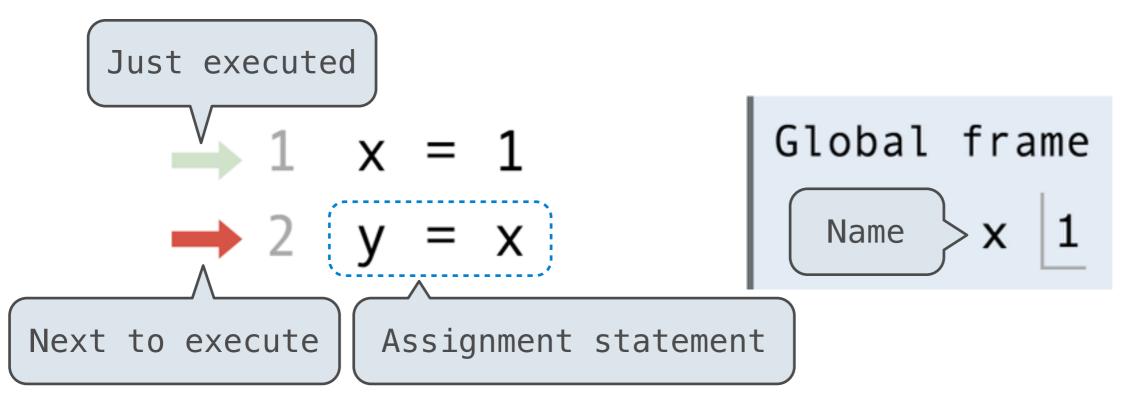
Frames (right)



Code (left)

Frames (right)

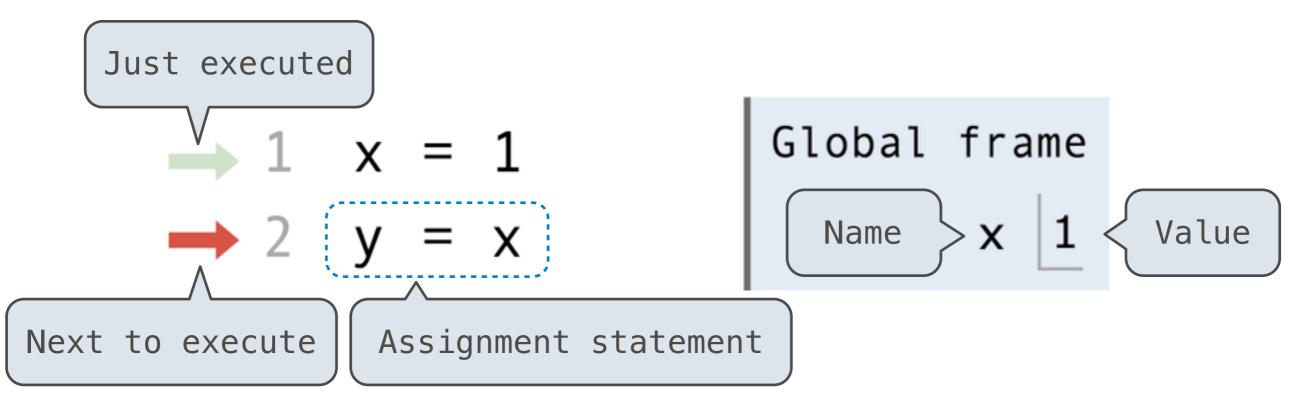
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Frames (right)

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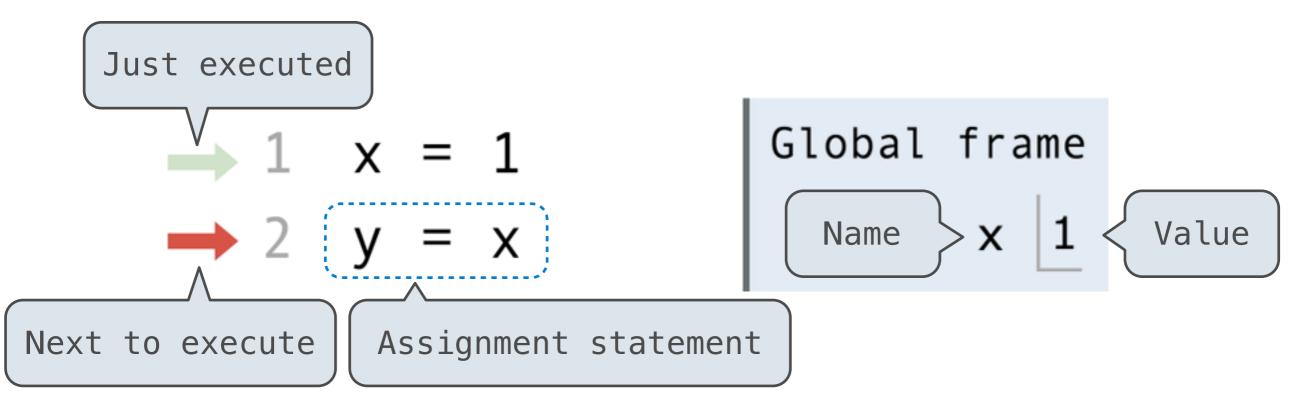


Code (left)

Frames (right)

Each name is bound to a value

• Environment diagrams visualize the interpreter's progress



Code (left)

Frames (right)

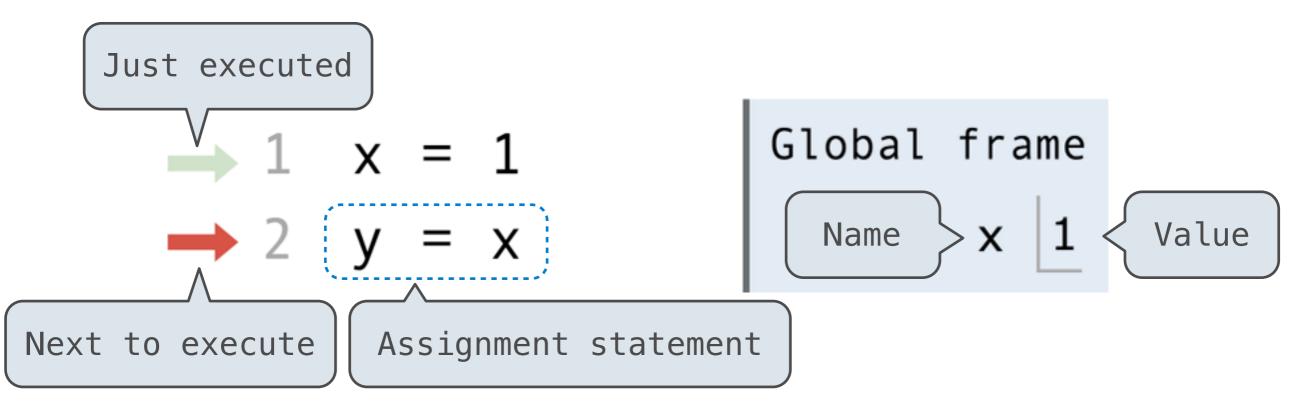
Statements and expressions

Each name is bound to a value

A name cannot be repeated in a frame



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Statements and expressions

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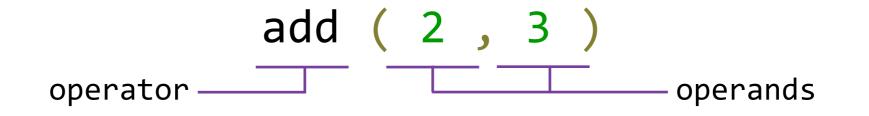
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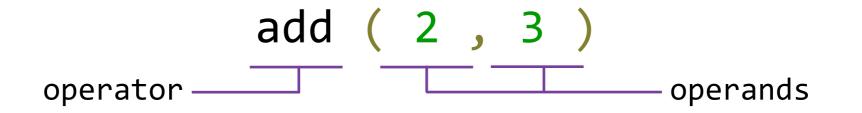
Functions

Call expressions, functions, and **def** statements

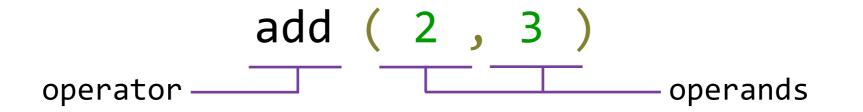
add (2,3)



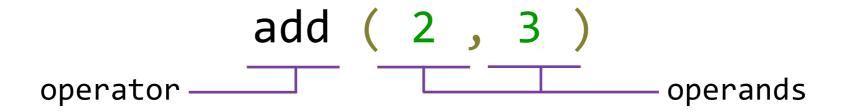




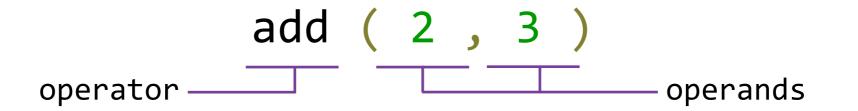
• Call expressions use functions to compute a value



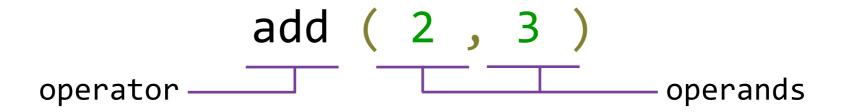
- Call expressions use functions to compute a value
- The operator and operands themselves are expressions



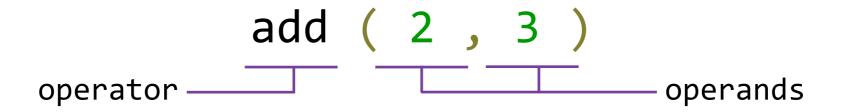
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- The operator and operands themselves are expressions
- To evaluate this call expression:
 - 1. Evaluate the operator to get a function value
 - 2. Evaluate the operands to get its values
 - 3. Apply the function to the values of the operands to get the final value

def <name>(<parameters>):
 return <return expression>

Defining functions

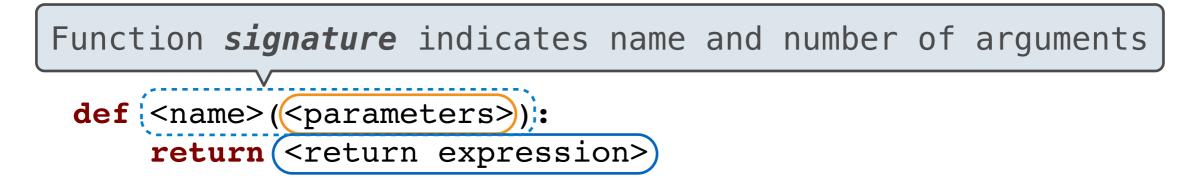
Functions have inputs and outputs

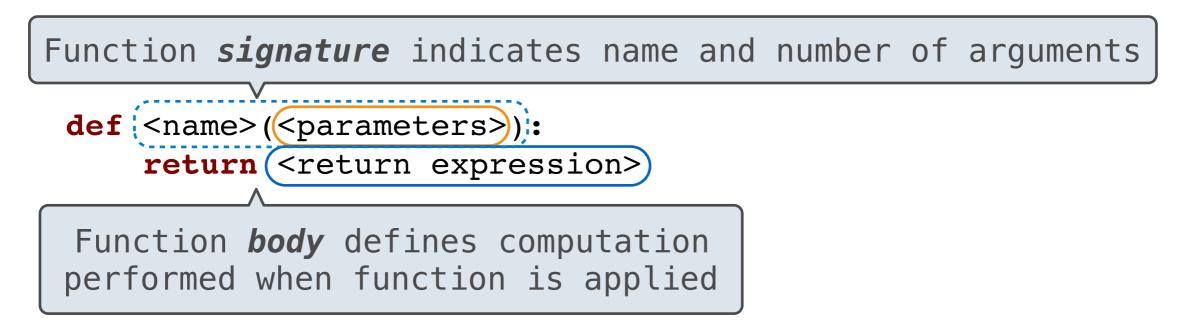
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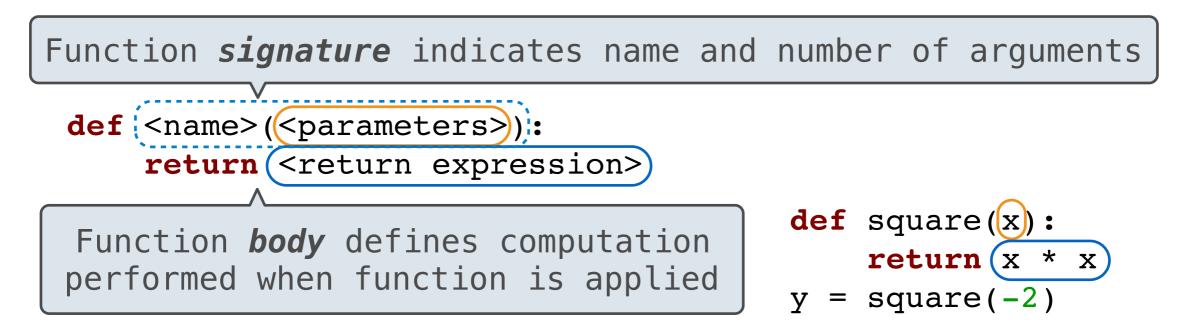
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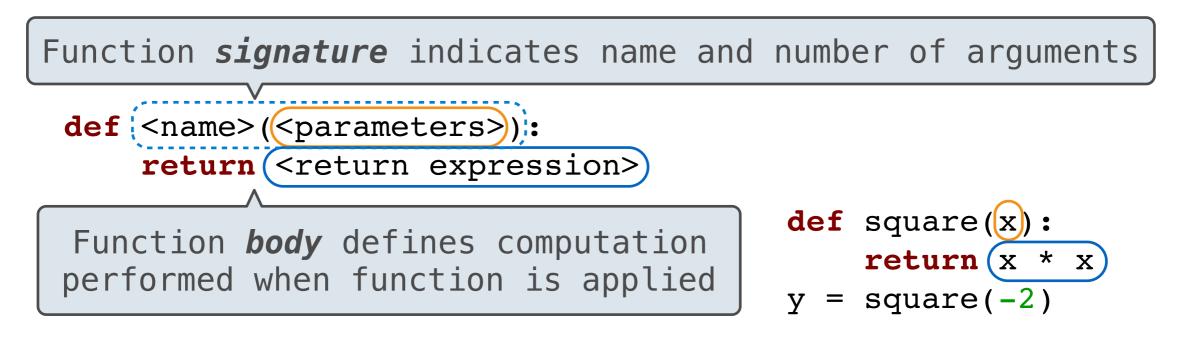
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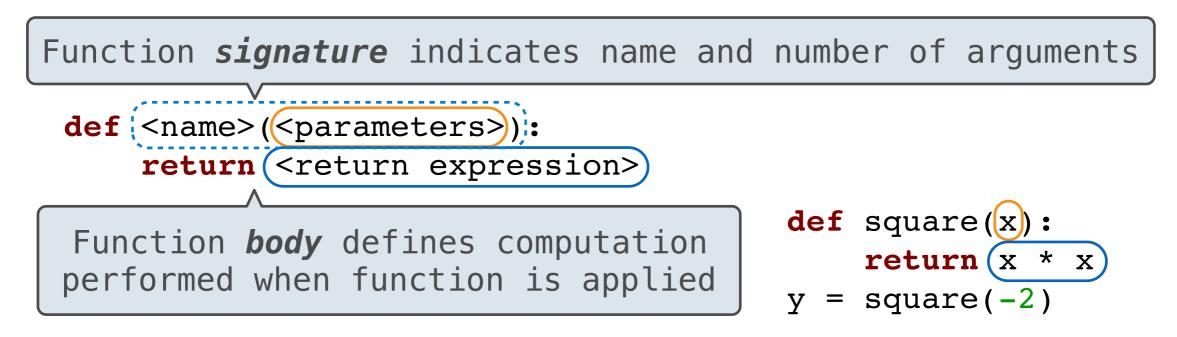






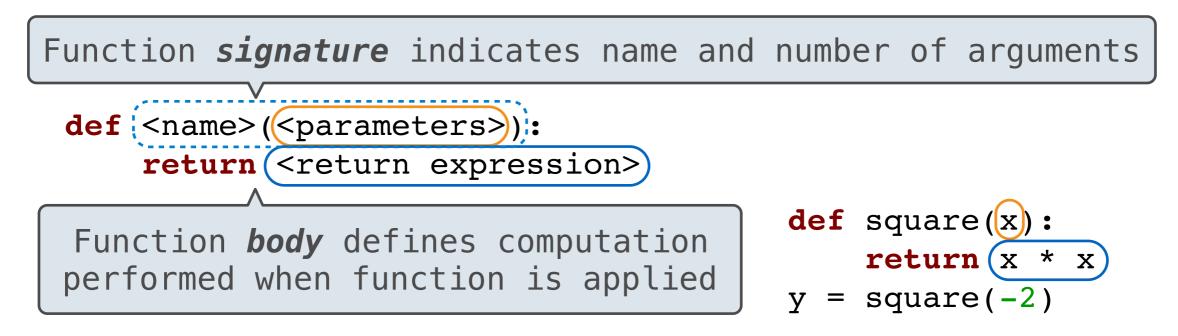


Execution Rule for **def** Statements:



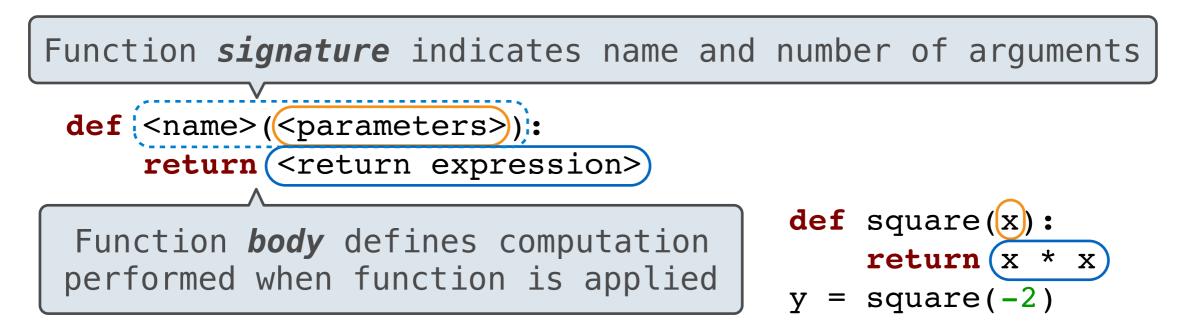
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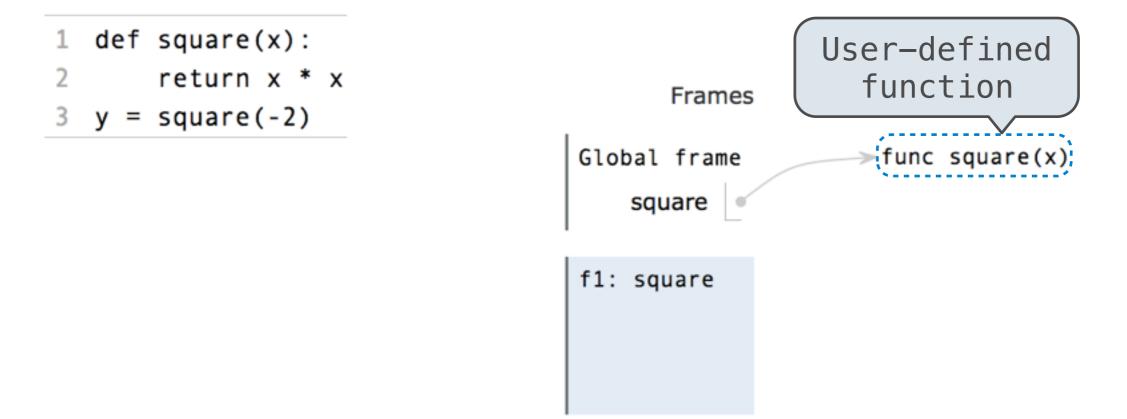
Execution Rule for **def** Statements:

- 1. Create a function with signature <name>(<parameters>)
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- 3. Bind <name> to that function in the current frame

1 def square(x): 2 return x * x 3 y = square(-2)

Frames	User-defined function
Global frame square	<pre>>func square(x)</pre>
f1: square	

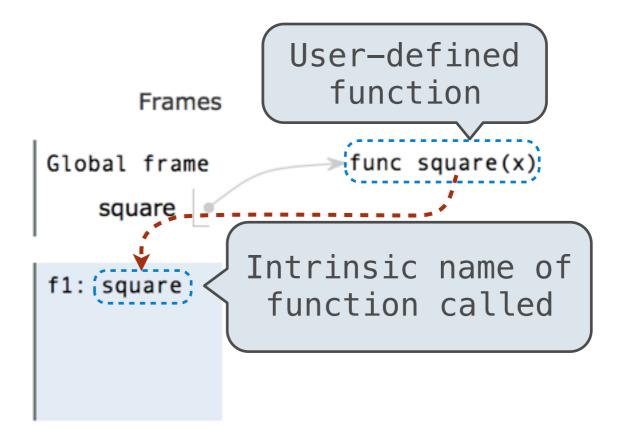
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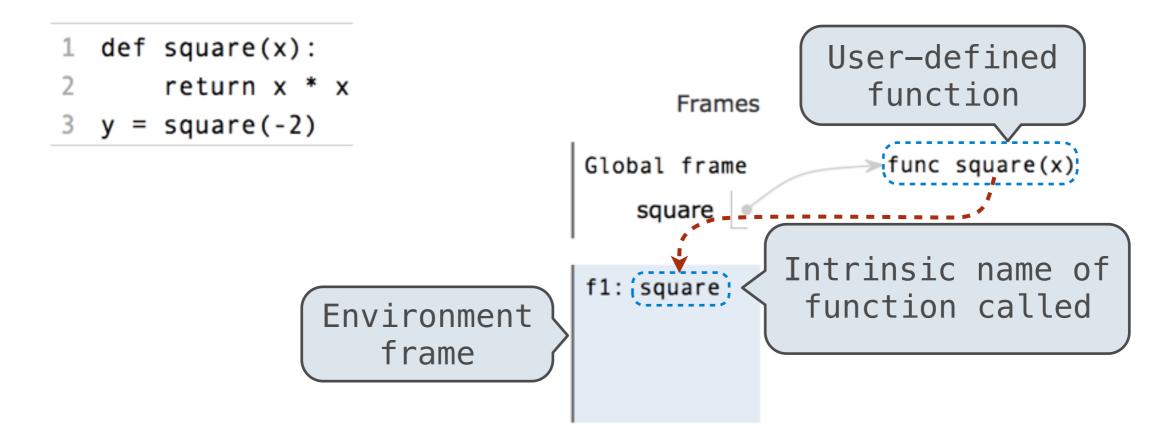
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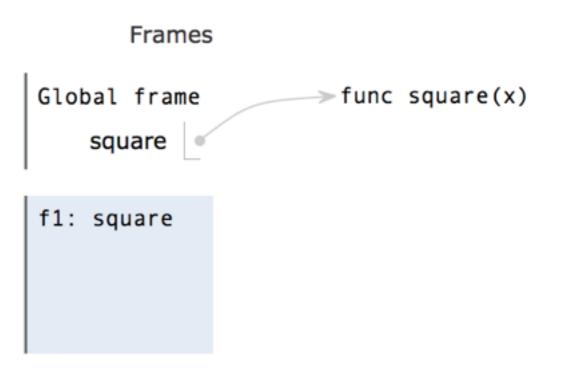
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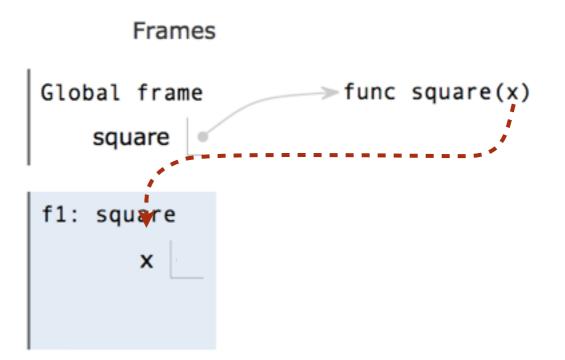
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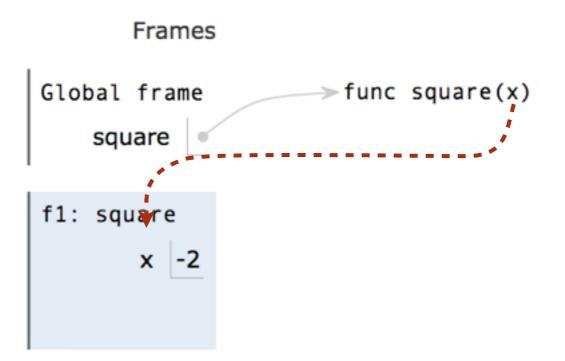
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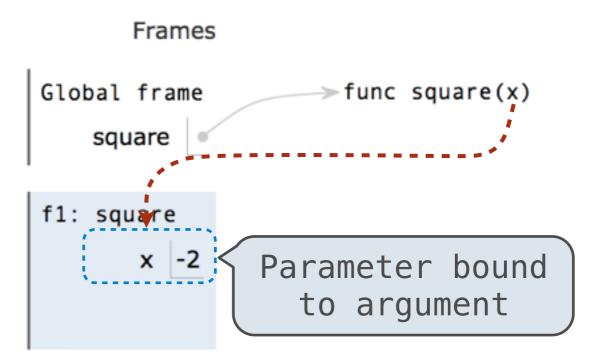
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Calling user-defined functions

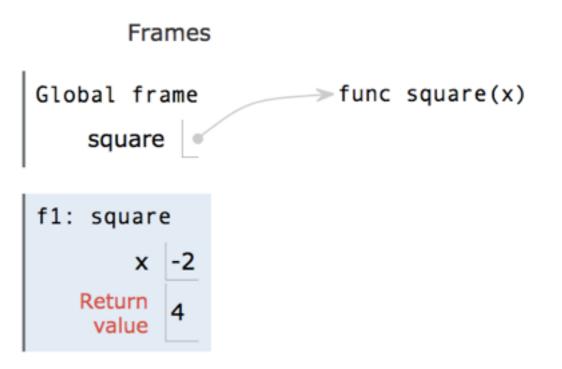
Rules for calling user-defined functions (version 1):

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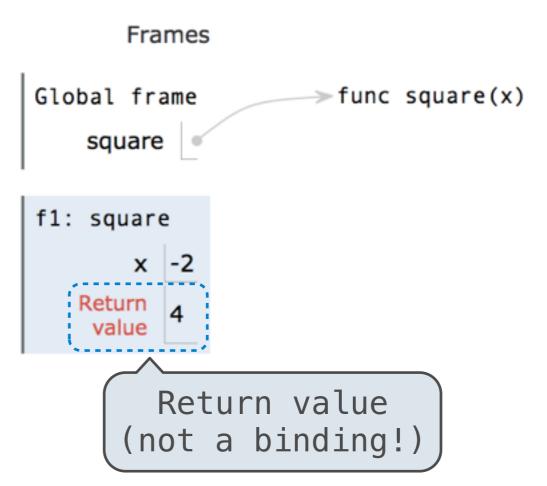
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Break!

Environments

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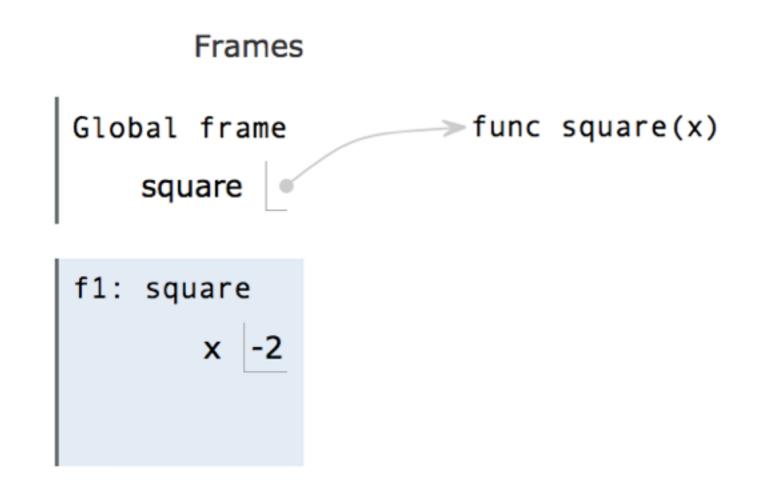
Rules for looking up names in user-defined functions (version 1):
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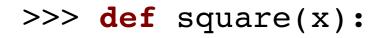
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```
>>> def square(x):
```

- ... return x * x
- >>> y = square(square(-2))

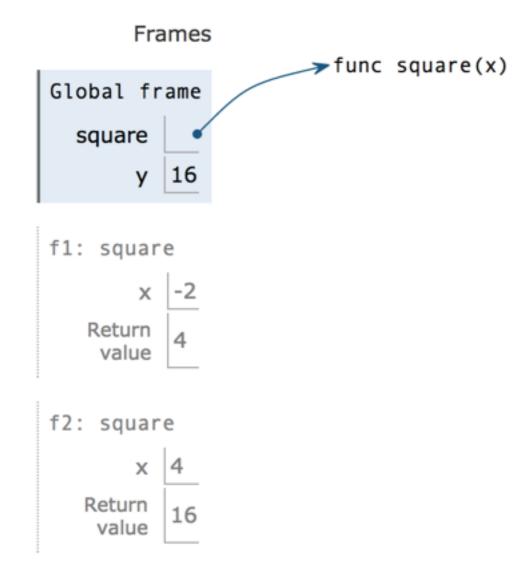
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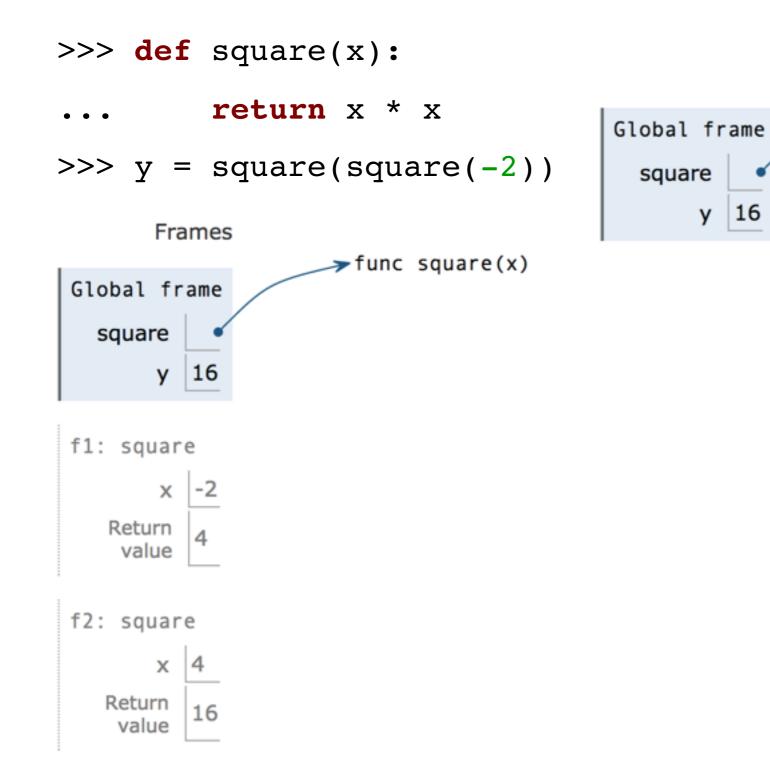


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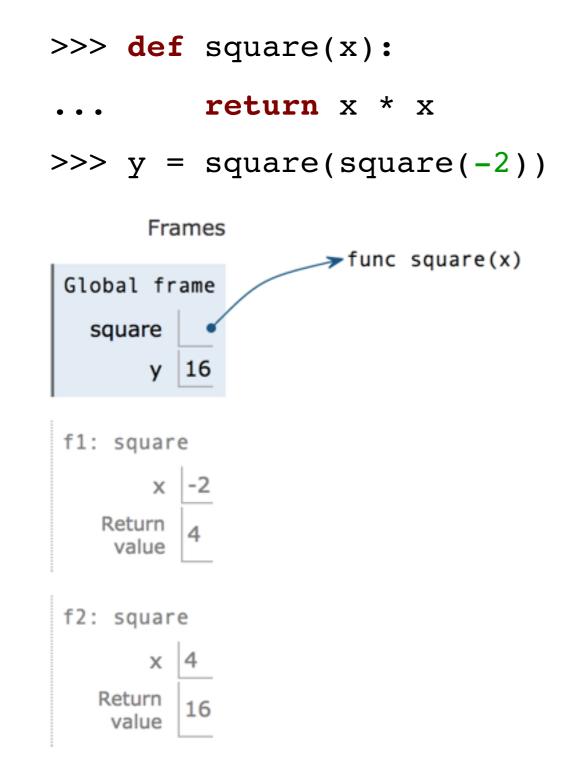


Global frame

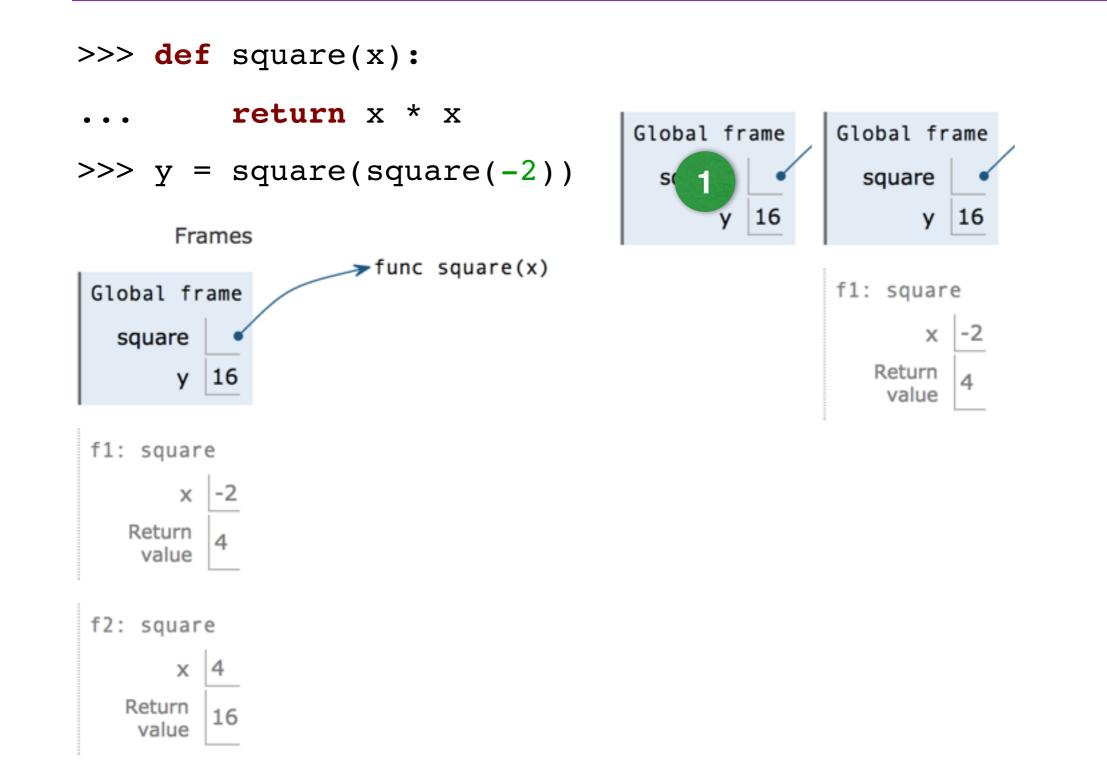
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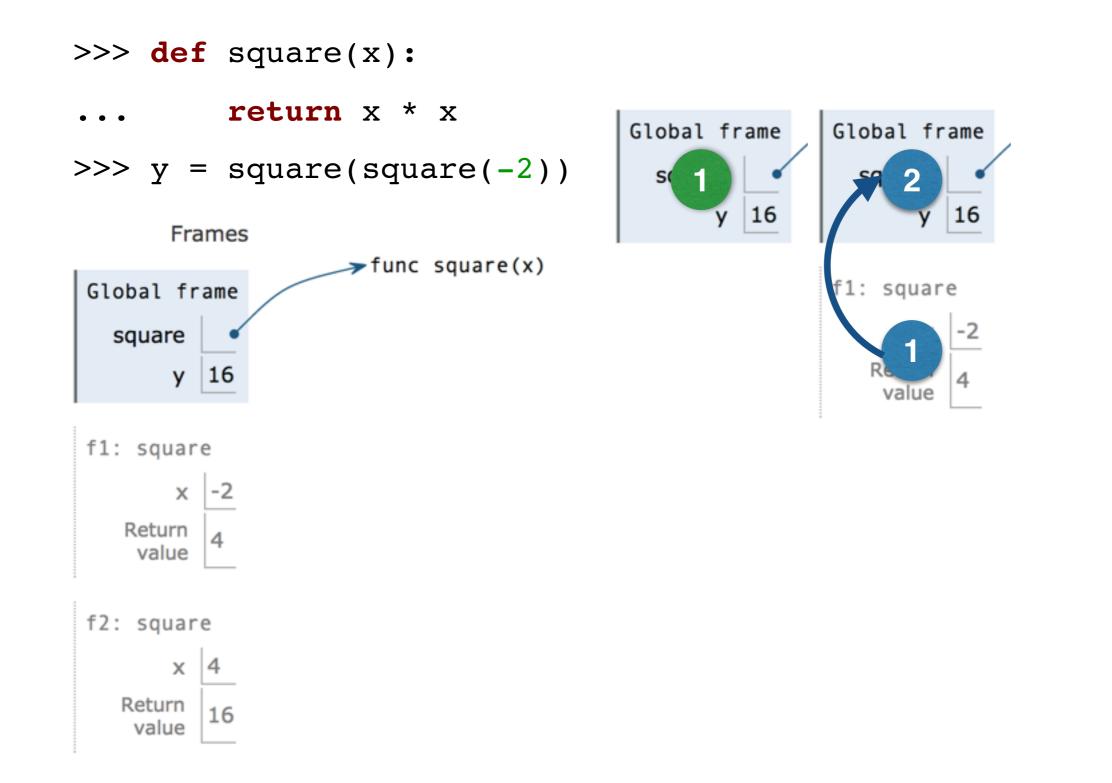
(<u>demo</u>)



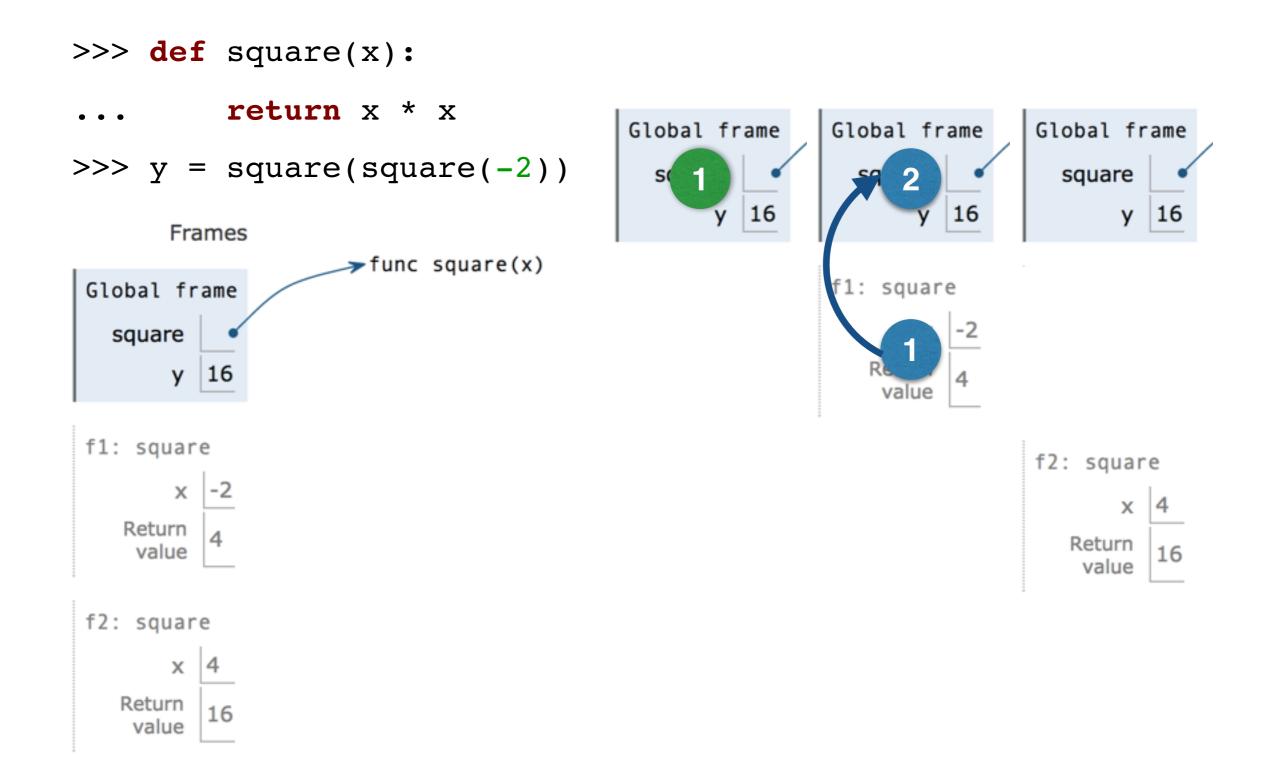




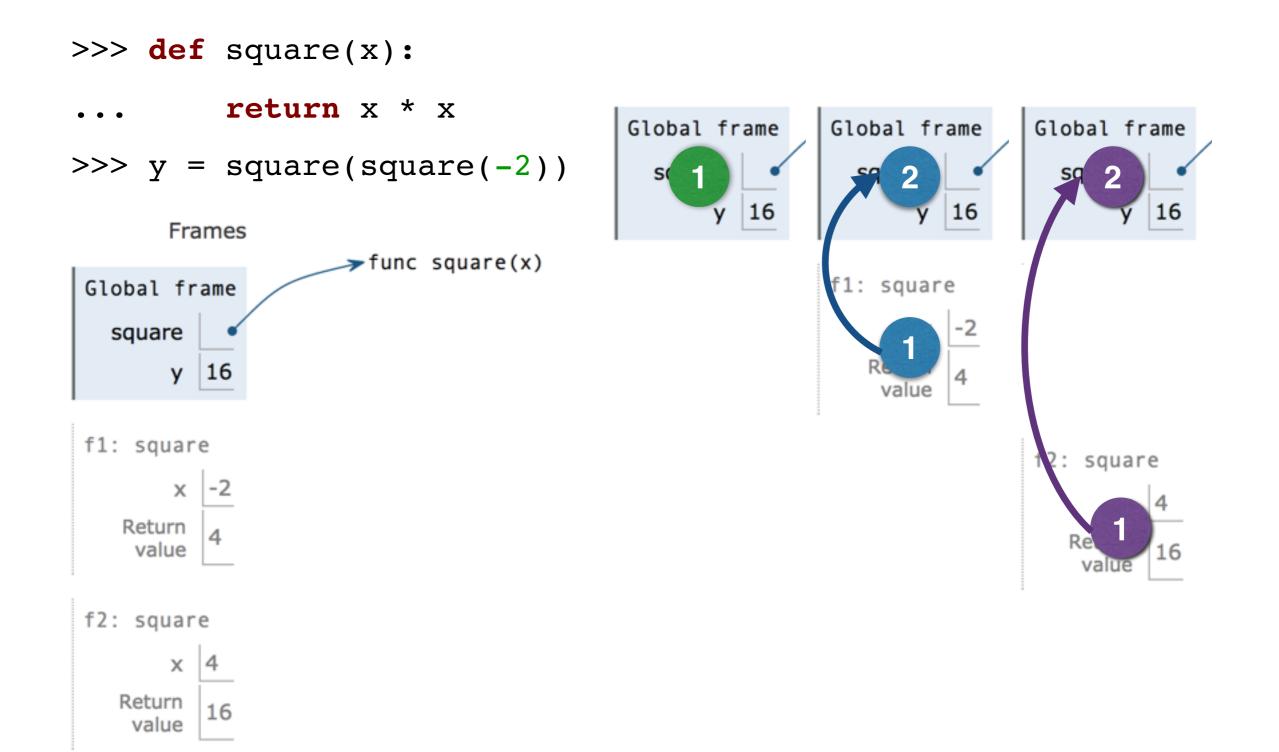












None and Print

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>>> def does_not_square(x):
... x * x
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No return $> \dots$

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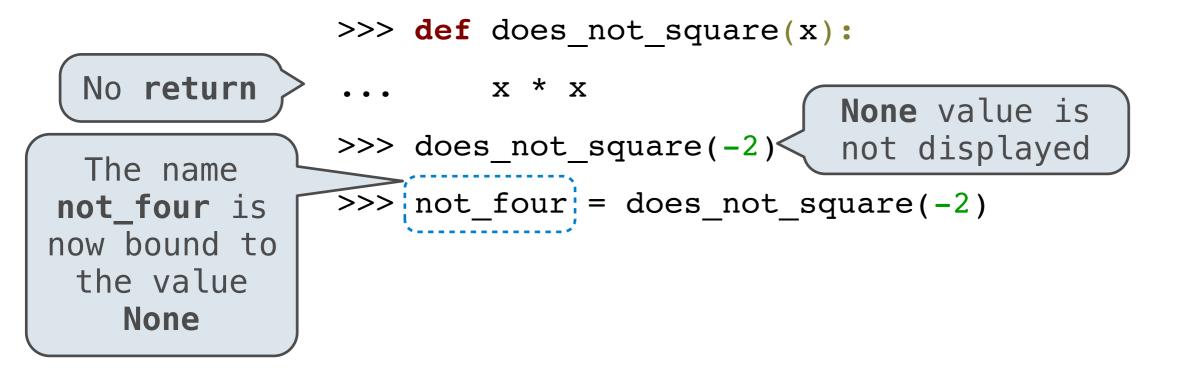
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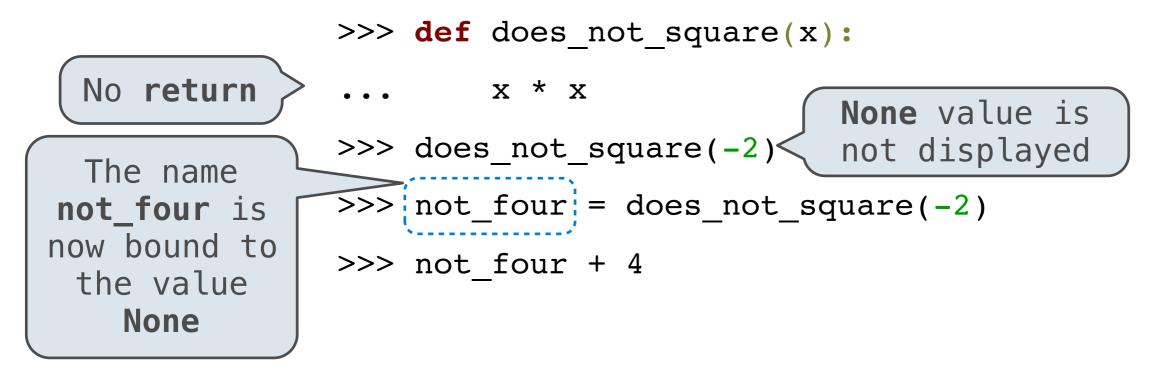
>>> not_four = does_not_square(-2)

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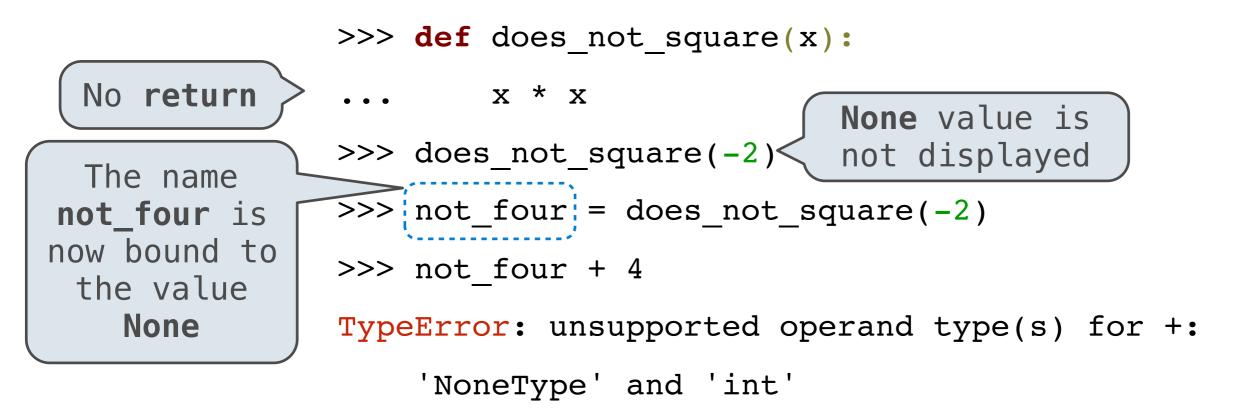
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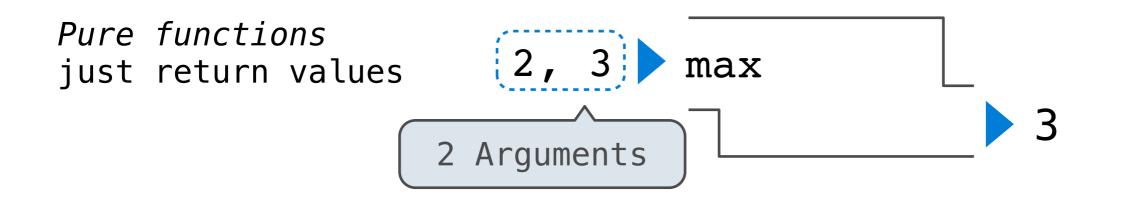
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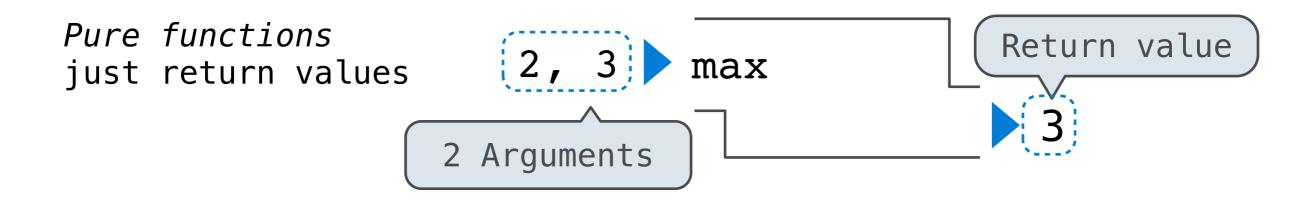
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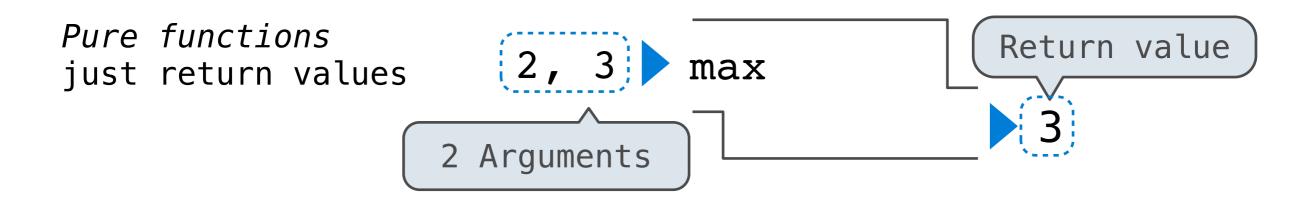


Pure functions just return values

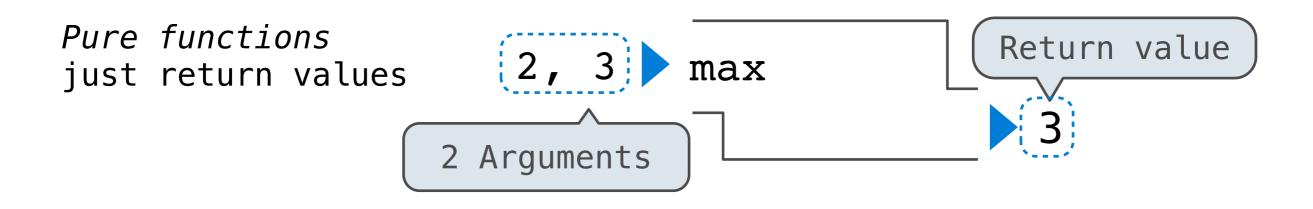




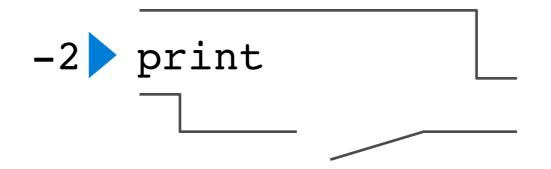


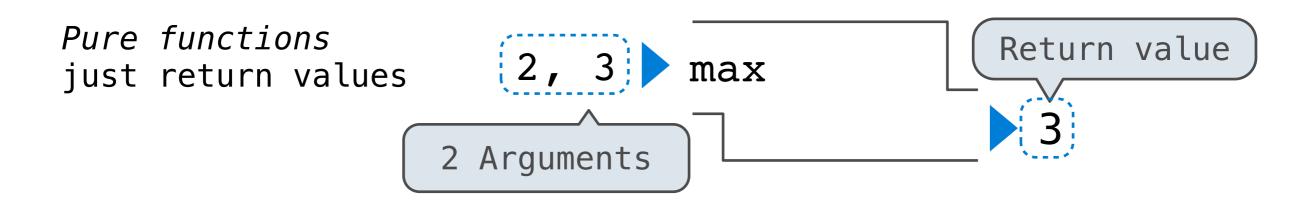


Non-Pure functions have side effects

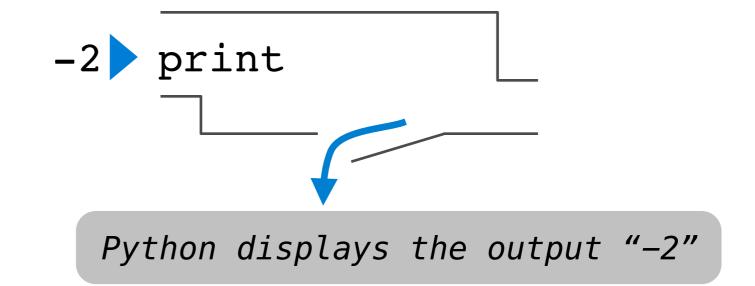


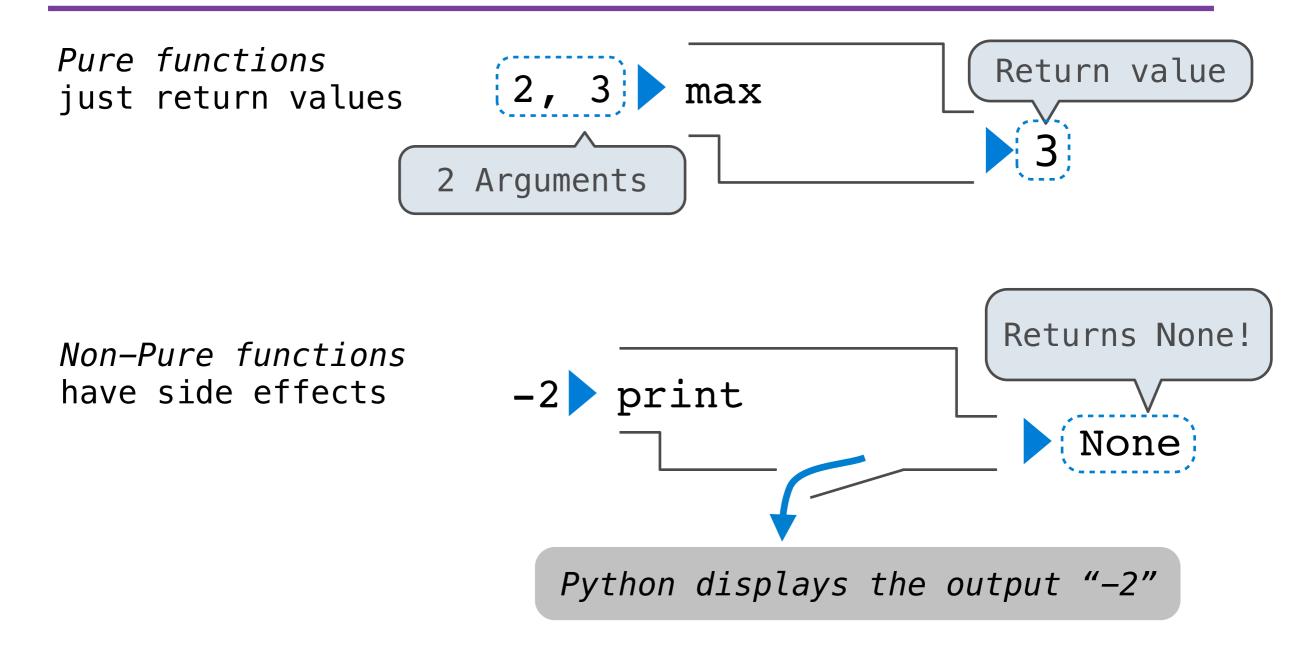
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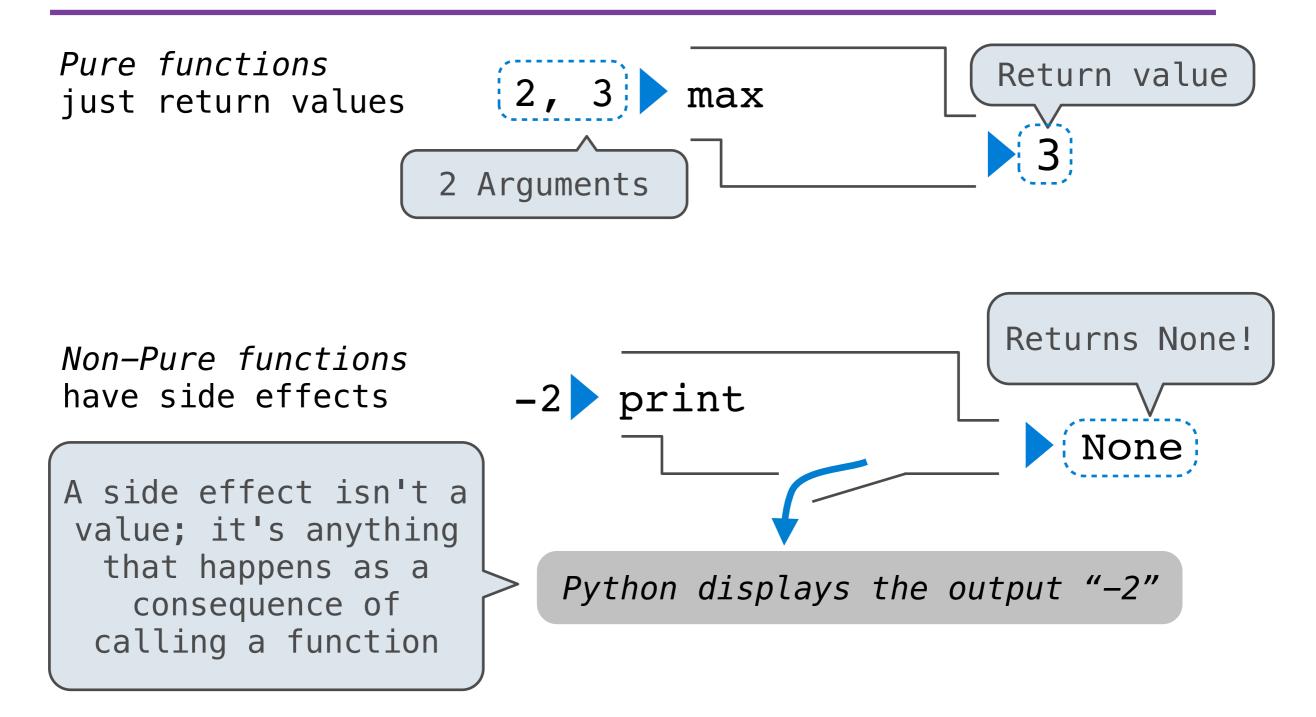




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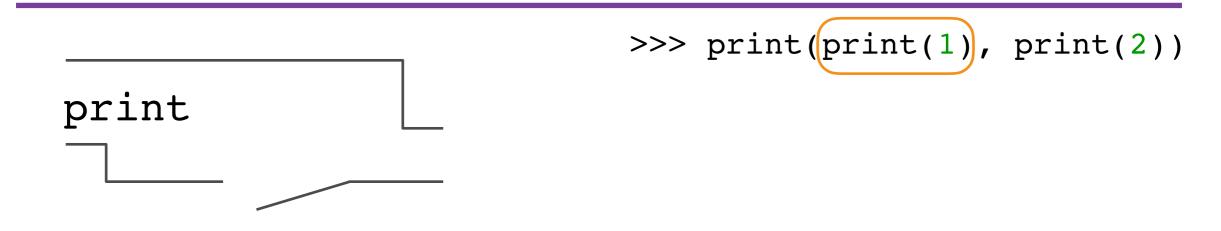


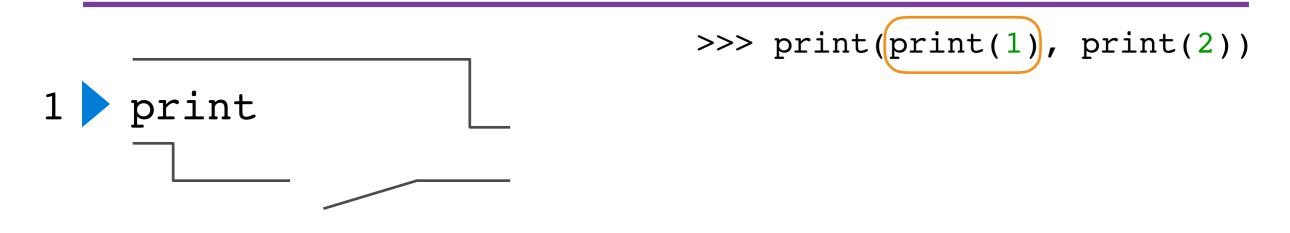


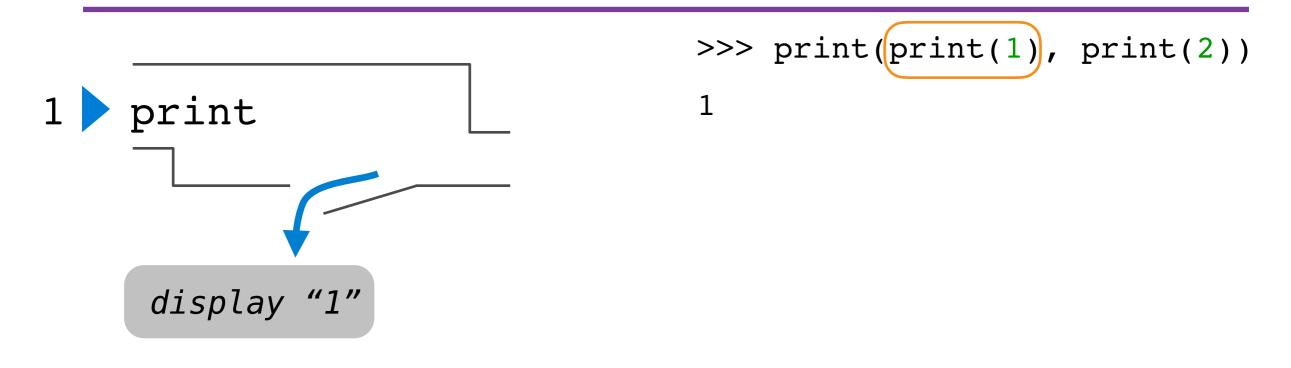


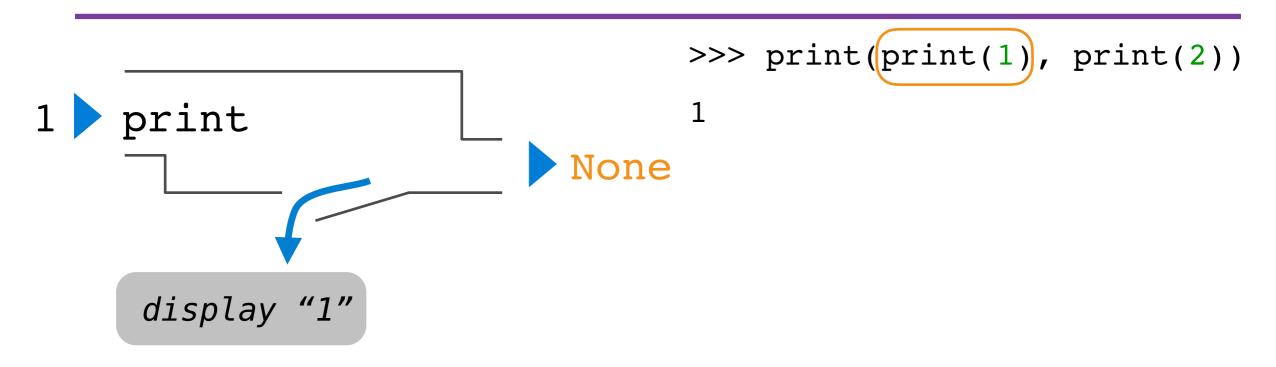
>>> print(print(1), print(2))

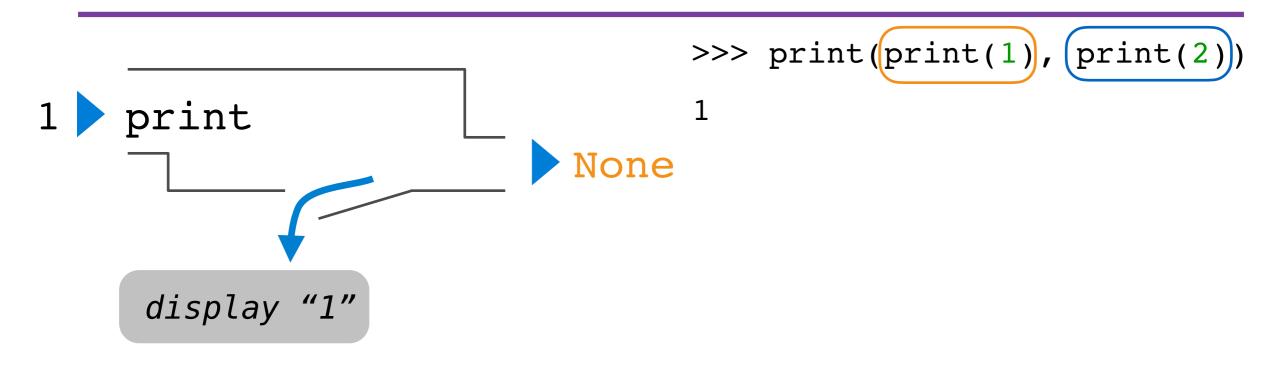
>>> print(print(1), print(2))

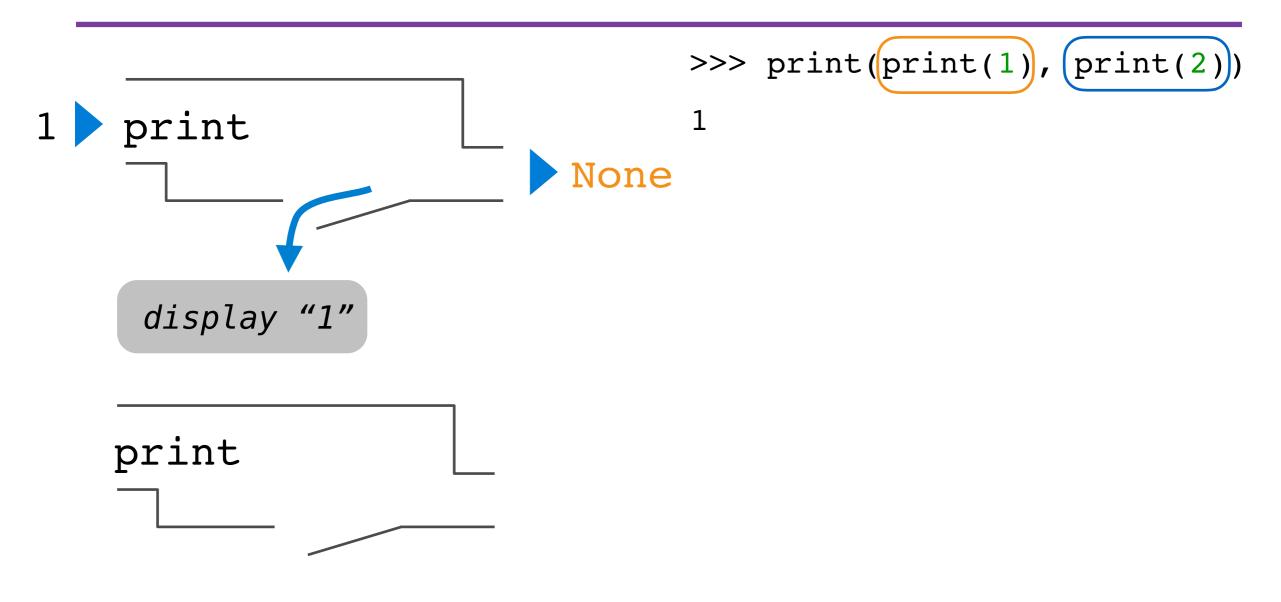


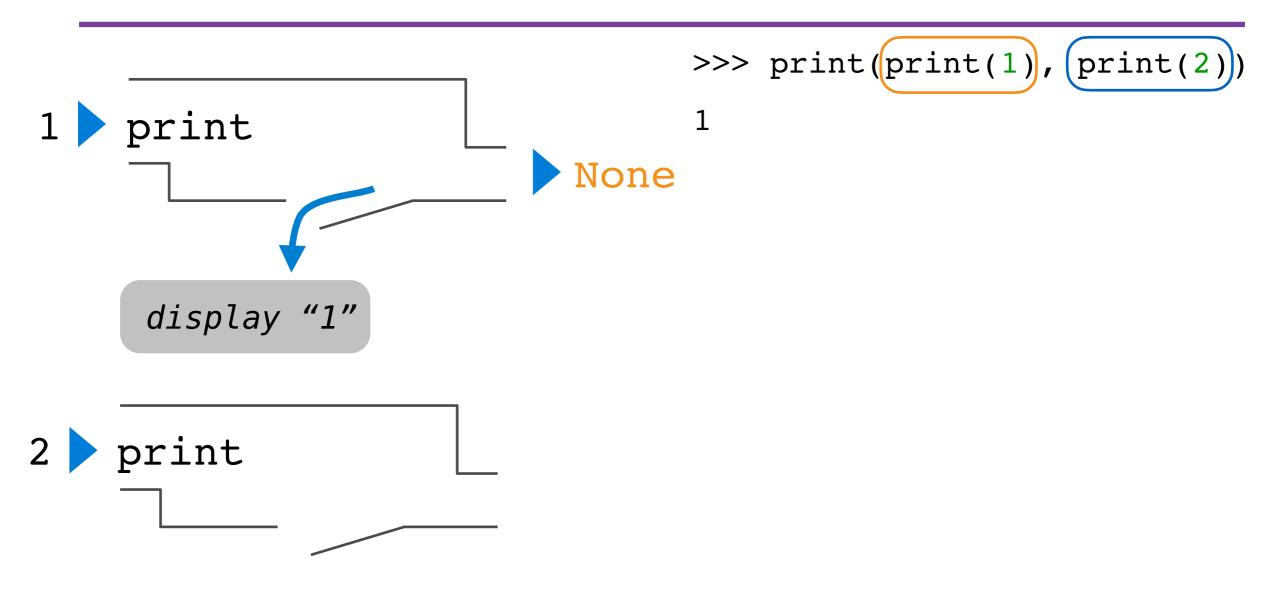


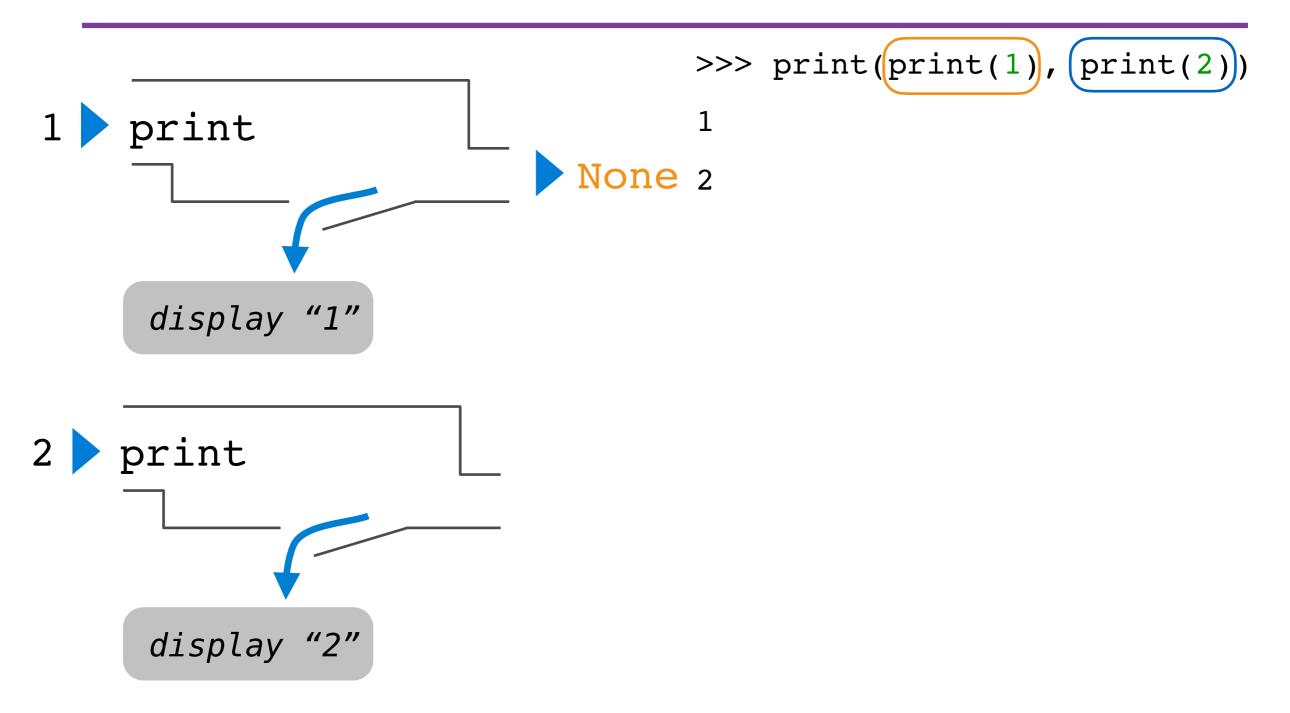


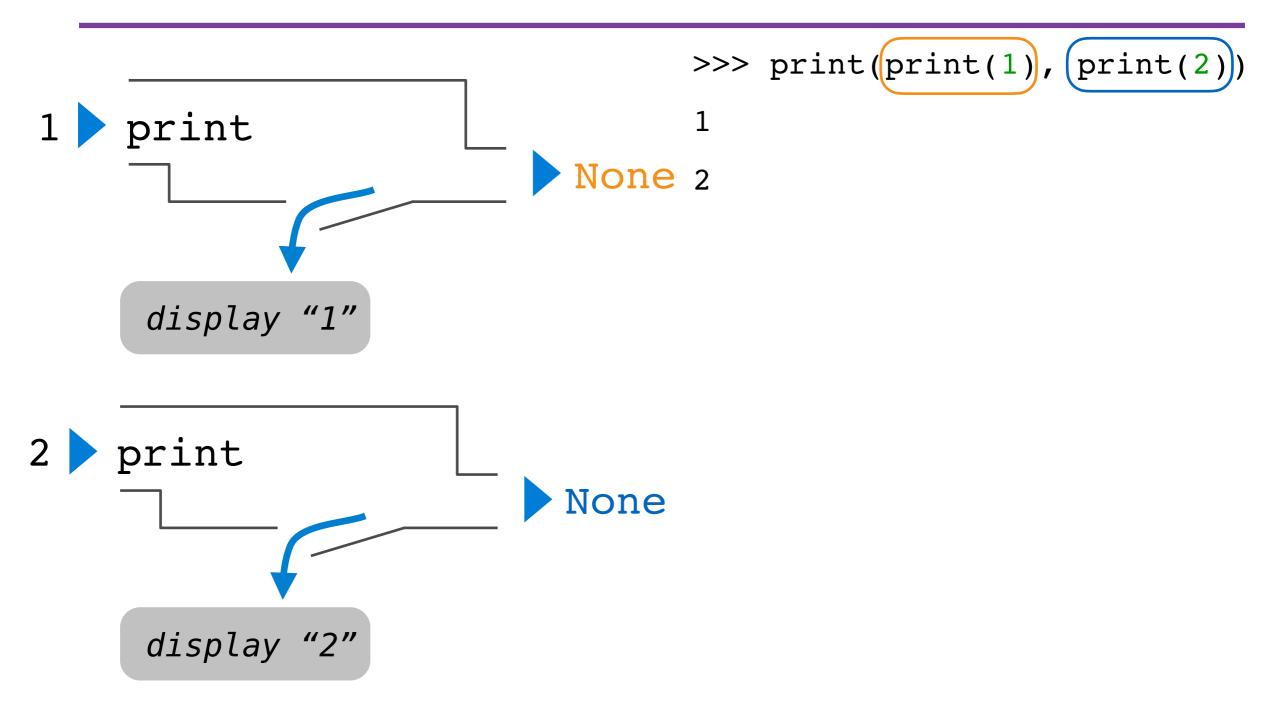


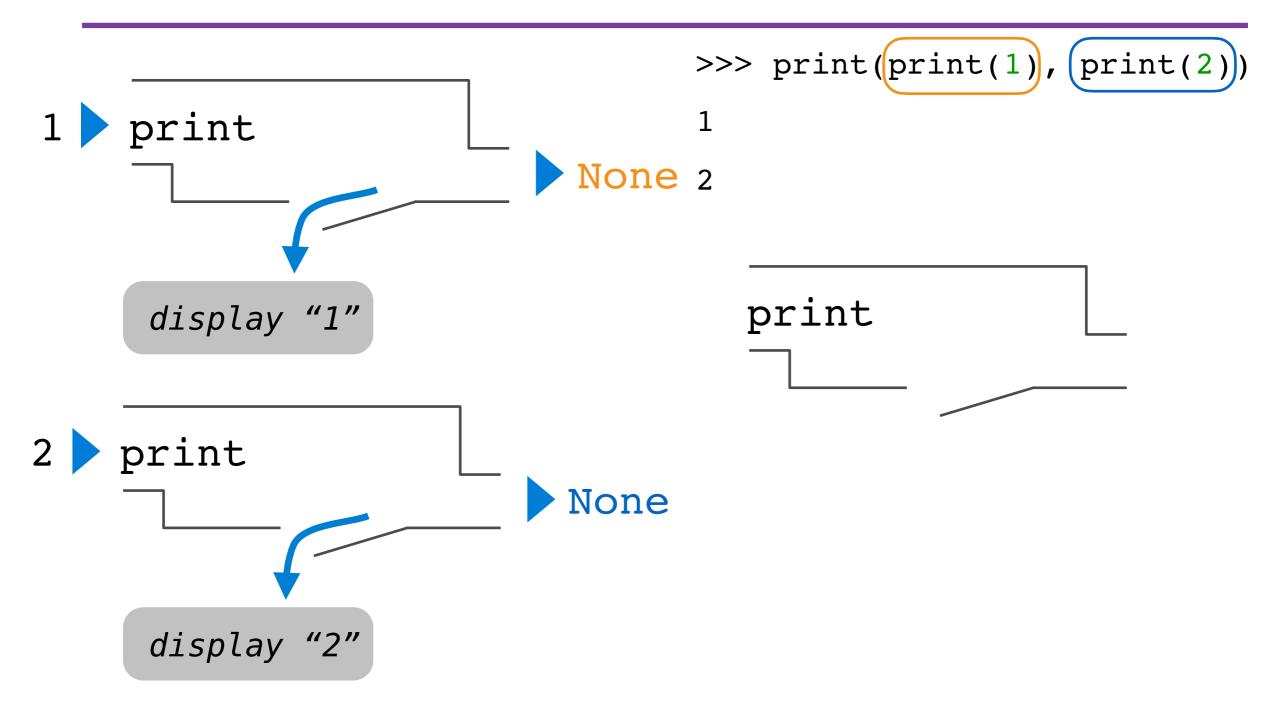


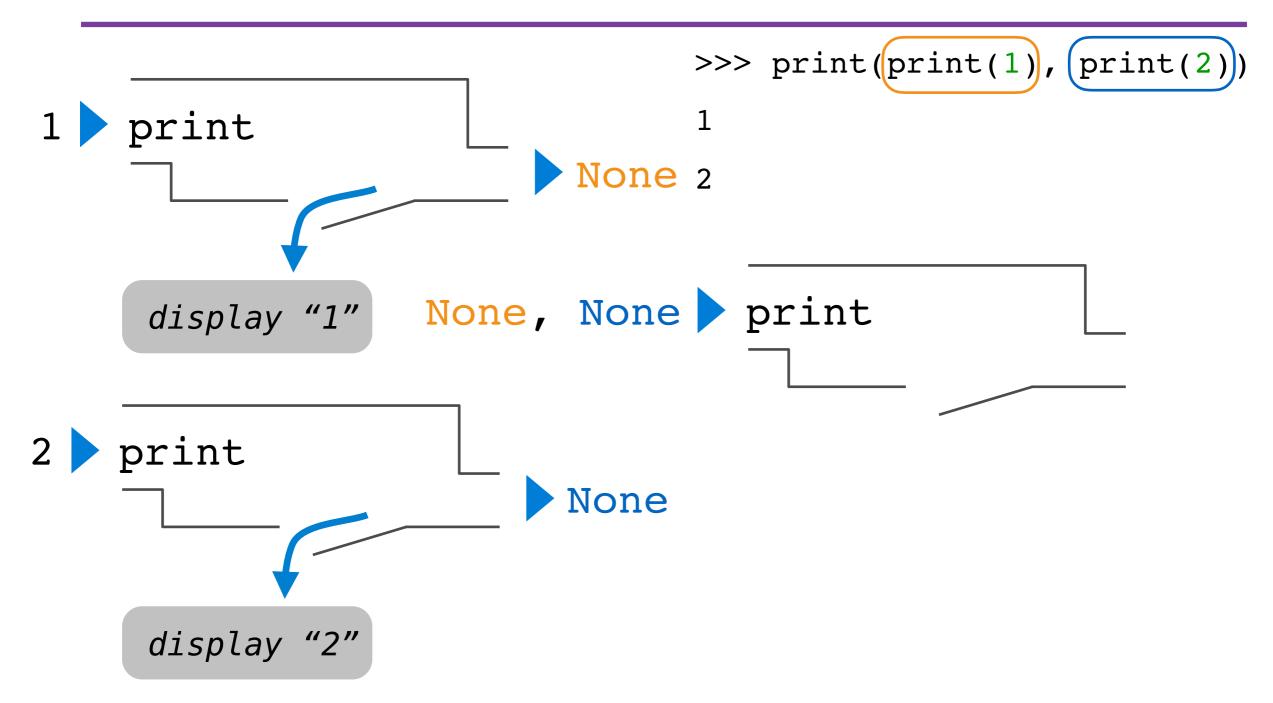


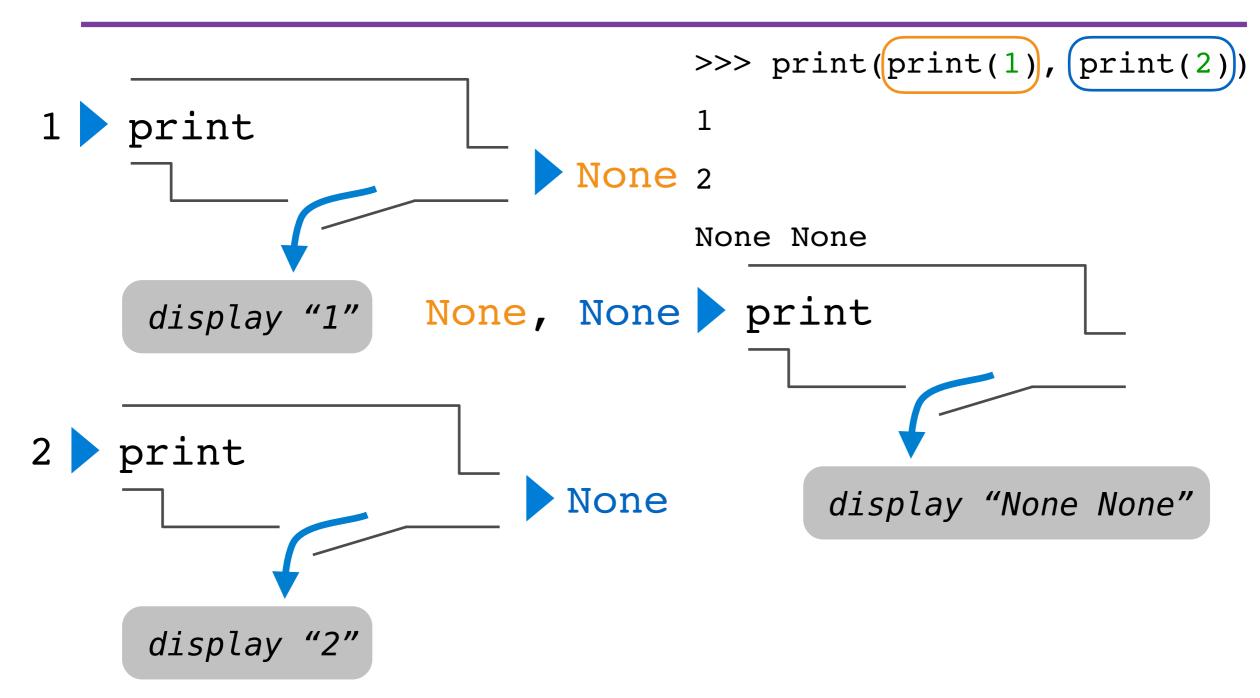


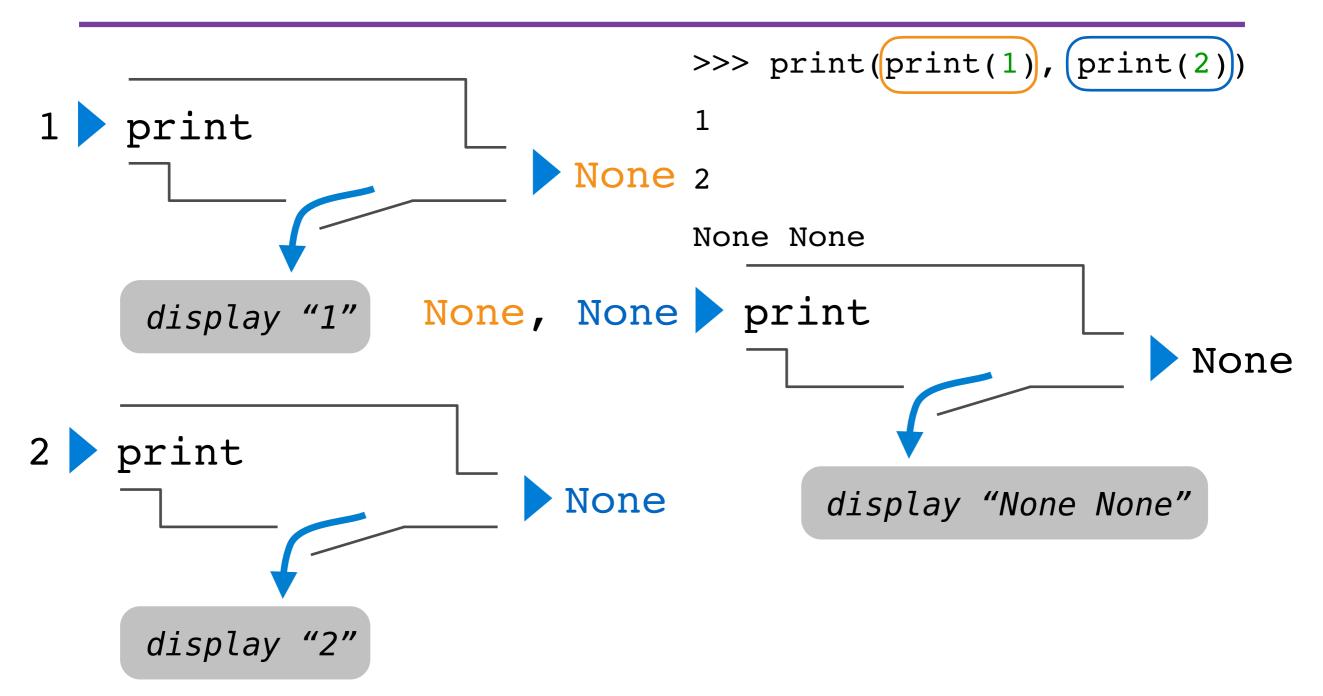












More Functions

More Functions

• The operands of a call expression can be any expression

More Functions

- The operands of a call expression can be any expression
- What about the expression **square**?

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```
>>> four = describe(square, -2)
```

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```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
```

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```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
```

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- What about the expression square?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
```

- The operands of a call expression can be any expression
- What about the expression square?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
```

>>> sixteen = describe(square, four)

- The operands of a call expression can be any expression
- What about the expression square?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
>>> sixteen = describe(square, four)
Calling function with argument 4
Result was 16
```

- The operands of a call expression can be any expression
- What about the expression square?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
>>> sixteen = describe(square, four)
Calling function with argument 4
Result was 16
>>> sixteen
```

- The operands of a call expression can be any expression
- What about the expression square?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
>>> sixteen = describe(square, four)
Calling function with argument 4
Result was 16
>>> sixteen
16
```

- The operands of a call expression can be any expression
- What about the expression **square**?

```
>>> four = describe(square, -2)
Calling function with argument -2
Result was 4
>>> four
4
>>> sixteen = describe(square, four)
Calling function with argument 4
Result was 16
>>> sixteen
```