def bin(n):
if $\mathrm{n}=0$ : return '0'
elif n==1: return '1' else: return $\operatorname{bin}(\mathrm{n} / / 2)+\operatorname{bin}(\mathrm{n} \% 2)$

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def fib(n):
if $\mathrm{n}==\mathrm{O}$ :
return 0
elif $n=1$ :
return l
else:
return fib(n-1) $\mathrm{f} i \mathrm{i}(\mathrm{n}-2)$
$-1:$ t大 $\mathbf{E} \cdot \mathbf{p y}$ All LB (Eython)----Sun Eeb 12 8:11PM-
$\ggg$ fib(7)
13
$\ggg$ fib(20)
6765
$\ggg$ fib(30)
832040
$\ggg$ fib (40)
. . . . I GAVE UP WAITING

## Framework for abstraction

|  | Procedures | Data |
| :---: | :---: | :---: |
| Primitives | + , *, ==, ... | numbers, strings |
| Means of combination | if, while, ... <br> composition, e.g., can write $3^{*}(4+7)$ | lists, dictionaries |
| Means of abstraction | def |  |
| Means of capturing common patterns |  |  |

## Python dictionaries

- A dictionary is a table where you can store values under keys.
- The keys can be anything. The values can be anything.

| $>\mathrm{d}=\{ \}$ | \#make a new dictionary |
| :--- | :--- |
| $>\mathrm{d}[17]=$ 'hello' | \#store 'hello' under the key 17 |
| $>\mathrm{d}[$ 'a']='apple' | \#store 'apple' under the key 'a' |
| $>$ print d[17]+d['a'] | \# retrieve the stored values |
| 'helloapple' |  |

## Framework for abstraction

|  | Procedures | Data |
| :---: | :---: | :---: |
| Primitives | +, ${ }^{*}$, ==, ... | numbers, strings |
| Means of combination | if, while, ... <br> composition, e.g., can write $3^{*}(4+7)$ | lists, dictionaries |
| Means of abstraction | def |  |
| Means of capturing common patterns | ????? |  |

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def square (x):
$\square$
-1: ** f.py
All L3
square (7)
49
$\ggg$

```
%
File Edit Options Buffers Tools Complete In/Out Signals Help
```



```
def square(x):
return x*x
-1: ** f.py
    >>> square(7)
    49
    >>> square
```

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def square (x):
$\square$
-1: ** f.py All L3 (Python)----Sun Feb 12 10:24 PM---
>>> square (7)
49
$\ggg$ square
<function square at 0x009DCE70>
$\ggg$

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def square(x):
$\square$
-1: *大 f.py All L3 (Eython)----Sun Eeb 12 10:25 PM---
>>> square(7)
49
>>> square
<function square at 0x009DCE70>
>>> m=square
>>> m(7)
49
$\ggg \square$

```
def square(x):
```

    return \(x^{\star} x\)
    园ef doTwice (f,x):
return $\mathrm{f}(\mathrm{f}(\mathrm{x})$ )
-1: **
f.py
square (7)
49
square
<function square at 0x009DCE70>
>>> m=square
$\ggg \mathrm{m}(7)$
49
doTwice (square, 7)
def square（x）：
return $x^{\text {＊}} \mathrm{x}$
园ef doTwice（f，x）：
return $f(f(x))$
－1：夫t f．py All L4（Python）－－－－Sun Feb 12 10：33 PM－－－
＞＞＞square（7）
49
＞＞＞square
＜function square at 0x009DCE70＞
＞＞＞m＝square
＞＞＞m（7）
49
＞＞＞doTwice（square，7）
2401
＞＞＞

```
def sumint (low high):
    \(\mathrm{s}=0\)
    \(\mathrm{x}=1 \mathrm{ow}\)
    while \(\mathrm{x}<\mathrm{high}\) :
        \(\mathrm{s}=\mathrm{s}+\mathrm{x}\)
        \(\mathrm{x}=\mathrm{x}+1\)
    return s
def sumsquares (low, high):
    \(\mathrm{s}=0\)
    \(\mathrm{x}=1 \mathrm{ow}\)
    while \(\mathrm{x}<\mathrm{high}:\)
        \(\mathrm{s}=\mathrm{s}+\mathrm{X}^{\text {**2 }}\)
        \(\mathrm{x}=\mathrm{x}+1\)
    return s
def piSum (low, high):
    \(\mathrm{s}=0\)
    \(\mathrm{x}=1 \mathrm{ow}\)
    while \(\mathrm{x}<\mathrm{high}:\)
        \(s=s+1.0 / x^{* *} 2\)
        \(\mathrm{x}=\mathrm{x}+2\)
    return s
```


## lambda creates procedures without naming them

- lambda x: x+1
- the procedure that adds 1 to its argument
- lambda x,y: x+ 2 * y
- the procedure that adds its first argument to twice its second argument
- Note that you do not use return
- lambda must be a single expression, not a block
def sumint(low,high):
return sum(low, high, lambda x: x, lambda $\mathrm{x}: ~ \mathrm{x}+1$ )
def sumsquares(low,high): return sum(low, high, lambda $\mathrm{x}: ~ \mathrm{x} * * 2$, lambda x: x+1)
def piSum(low,high): return sum(low, high, lambda x: 1.0/x**2, lambda x: x+2)


## Framework for abstraction

|  | Procedures | Data |
| :---: | :---: | :---: |
| Primitives | +, ${ }^{*}$, ==, ... | numbers, strings |
| Means of combination | if, while, ... <br> composition, e.g., can write 3 * $(4+7)$ | lists, dictionaries |
| Means of abstraction | def |  |
| Means of capturing common patterns | higher-order procedures |  |

## Computing square roots

- To compute an approximation to the square root of $x$ :
- Let $g$ be a guess for the answer
- Compute an improved guess by taking the average of $g$ and $x / g$
- Keep improving the guess until it's good enough. Where good enough means that gsquared is close to $x$.


## Computing square roots

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## Computing fixed points

- To compute fixed point of a function $f$
- Start with a guess
- Keep applying fover and over until the result doesn't change very much
def fixedPoint(f,firstGuess): def close(g1,g2): return abs (g1-g2) <.0001 def iter(guess,next): while True:
if close(guess, next): return next else:

$$
\begin{aligned}
& \text { guess=next } \\
& \text { next=f (next) }
\end{aligned}
$$

return iter(firstGuess,f(firstGuess))

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def sqrt (x):
def average (a,b): return $(a+b) / 2.0$ return fixedPoint (lambda $g$ : average ( $\mathrm{g}, \mathrm{x} / \mathrm{g}$ ), 1.0)
$\ggg$ sqrt (2)

1. 4142135623746899
$\ggg$

## Solving $f(y)=0$ by Newton's Method

- To compute a solution of $f(y)=0$
- Let $g$ be a guess for the answer
- Compute an improved guess as

$$
\mathrm{g}-\mathrm{f}(\mathrm{~g}) / \mathrm{Df}(\mathrm{~g})
$$

where Df is the derivative of $f$

- Keep improving the guess until it's good enough.

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Bef deriv(f):
$\mathrm{dx}=0.0001$
return lembda x: (f(x+dx)-f(x))/dx

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Bef deriv(f):
$\mathrm{dx}=0.0001$
return lembda x: (f(x+dx)-f(x))/dx
<function <lambda> at 0x009E6AFO>
$\ggg$

```
def deriv(f):
    dx=0.0001
    return lambda x:(f(x+dx)-f(x))/\mp@code{dx}
```

$\square$
<function <lambeda> at 0x009E6\&F0>
$\ggg$ derir (square) (10)
20.000099999890608
$\ggg$
$\square$

```
%
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```



```
def deriv(f):
```

def deriv(f):
dx=0.0001
dx=0.0001
return lambda x:(f(x+dx)-f(x))/\mp@code{dx}
return lambda x:(f(x+dx)-f(x))/\mp@code{dx}
|
--(Unix)** f.py
Top L4
(F--(Unix)** f.py
>>> deriv(square)
<function <lambda> at 0x009E6AF0>
>>> deriv(square)(10)
20.000099999890608
>> \square

```

\section*{Newton's method as a fixed point, and computing square roots by Newton's Method}
```

def newtonsMethod(f,firstGuess):
return fixedPoint(
lambda x: x - f(x)/deriv(f)(x),
firstGuess)

```
def sqrt(x):
    return newtonsMethod(
    lambda \(\mathbf{y}\) : \(\mathbf{Y}^{\star * 2} \mathbf{- x}\),
    1.0)

\section*{Rights and privileges of first-class citizens}
- May be named by variables
- May be passed as arguments to procedures
- May be returned as results of procedures
- May be included in data structures
-- Christopher Strachey (1916-1975)

File Edit Options Buffers Tools Complete In/Out Signals Help

def fib(n):
if \(\mathrm{n}==\mathrm{O}\) :
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return l
else:
return fib(n-1) \(\mathrm{f} i \mathrm{i}(\mathrm{n}-2)\)
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6765
\(\ggg\) fib(30)
832040
\(\ggg\) fib (40)
. . . . I GAVE UP WAITING

\section*{Memoization}
def memoize(f):
storedResults=\{ \} def doit(n):
if storedResults.has_key(n): return storedResults[n]
else:
\[
\begin{aligned}
& \text { value }=f(n) \\
& \text { storedResults }[n]=\text { value } \\
& \text { return value }
\end{aligned}
\]
return doit



END```

