

## Higher-Order Environments

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## Announcements

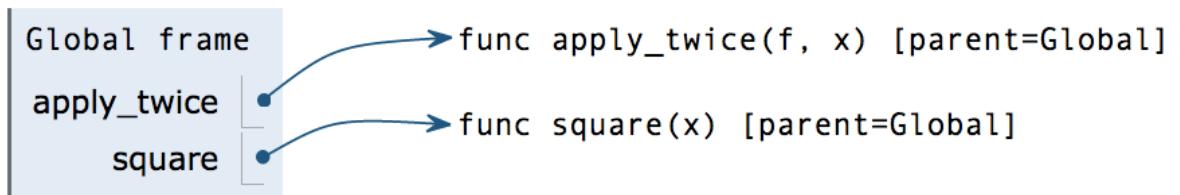
## Environments for Higher-Order Functions

# Environments for Higher-Order Functions

(Demo)

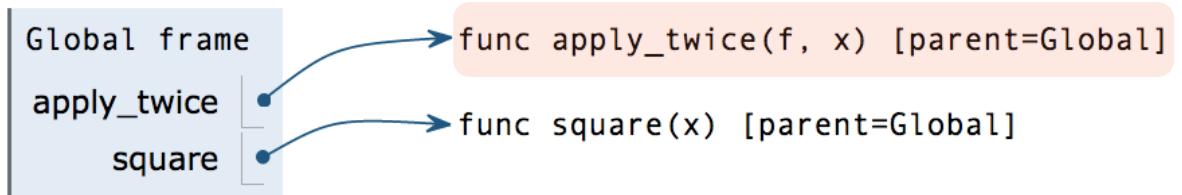
# Names can be Bound to Functional Arguments

```
1 def apply_twice(f, x):
2     return f(f(x))
3
4 def square(x):
5     return x * x
6
7 result = apply_twice(square, 2)
```



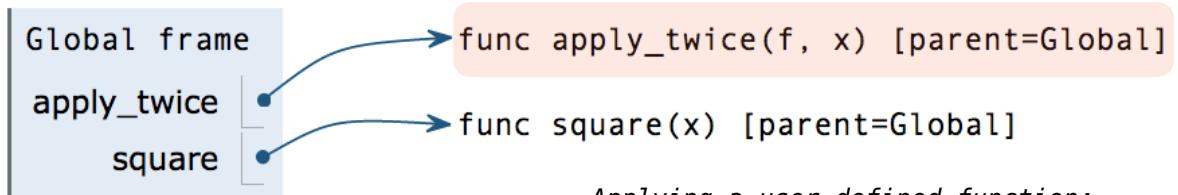
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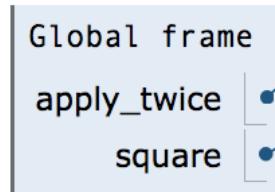


*Applying a user-defined function:*

- Create a new frame
  - Bind formal parameters ( $f$  &  $x$ ) to arguments
  - Execute the body:  
$$\text{return } f(f(x))$$

## Names can be Bound to Functional Arguments

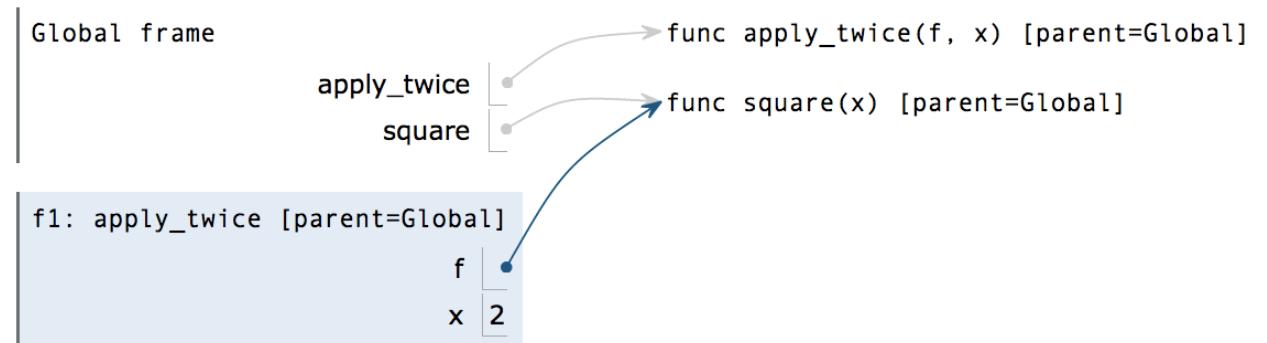
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```
apply_twice(f, x) [parent=Global]
```

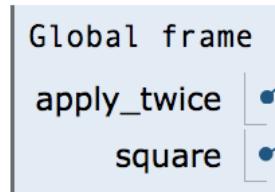
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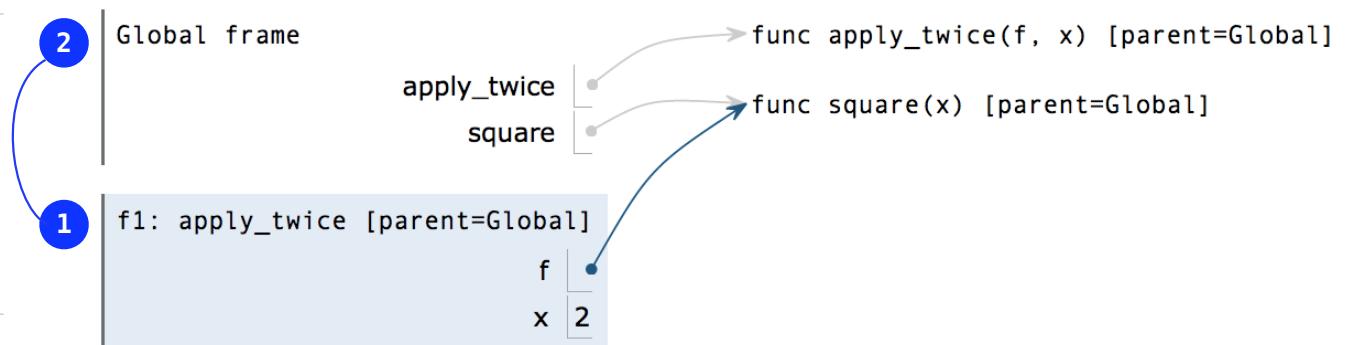
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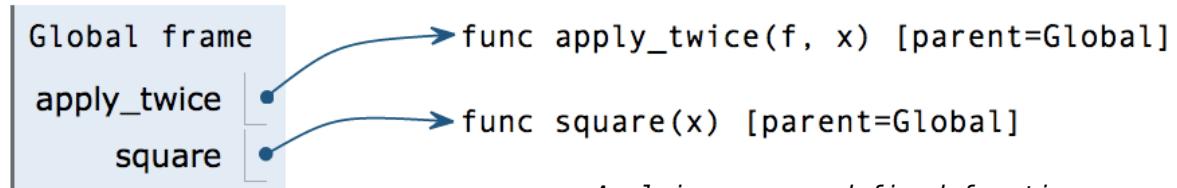
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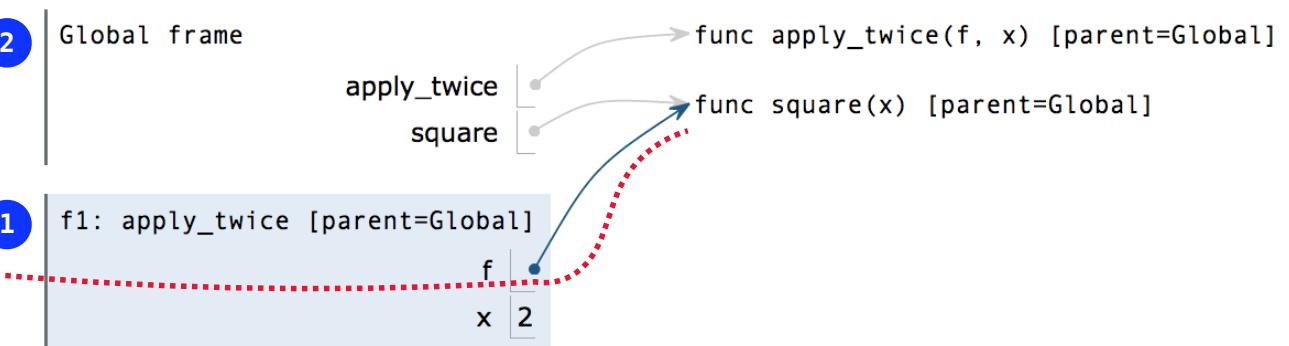
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## Types of Higher-Order Functions

## Environments Enable Higher-Order Functions

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(Demo)

## Functions as Return Values

## Locally Defined Functions

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Functions defined within other function bodies are bound to names in a local frame

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Functions defined within other function bodies are bound to names in a local frame

```
def make_adder(n):
    """Return a function that takes one argument k and returns k + n.

>>> add_three = make_adder(3)
>>> add_three(4)
7
"""
def adder(k):
    return k + n
return adder
```

## Locally Defined Functions

Functions defined within other function bodies are bound to names in a local frame

A function that returns a function

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def make_adder(n):
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    7  
    """  
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The name `add_three` is bound to a function

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The name `add_three` is bound to a function

A def statement within another def statement

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    """  
def adder(k):  
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return adder
```

The name `add_three` is bound to a function

A def statement within another def statement

Can refer to names in the enclosing function

## Call Expressions as Operator Expressions

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```
make_adder(1)      (      2      )
```

## Call Expressions as Operator Expressions

---

*Operator*

The diagram shows the expression `make_adder(1) ( 2 )`. A horizontal arrow points from the left towards the opening parenthesis `(`, indicating the operator position.

```
make_adder(1) ( 2 )
```

## Call Expressions as Operator Expressions

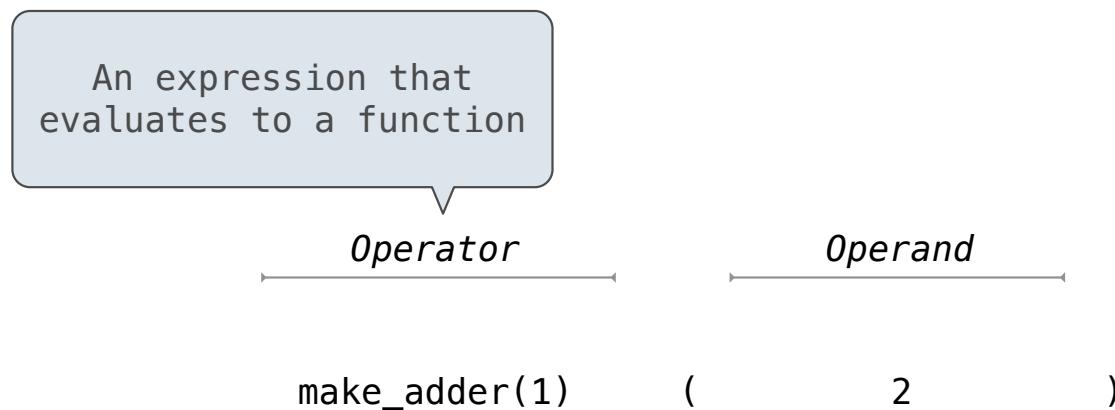
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*Operator*                    *Operand*

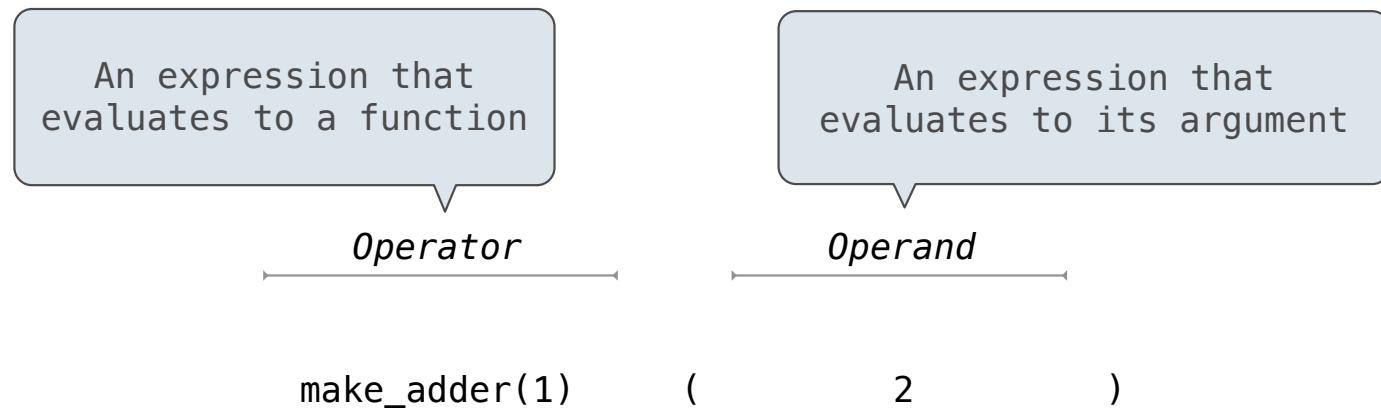
The diagram illustrates the structure of a call expression. It consists of two horizontal arrows pointing from labels to specific parts of the expression. The first arrow, labeled "Operator", points to the function name "make\_adder". The second arrow, labeled "Operand", points to the argument "2".

```
make_adder(1)      (    2    )
```

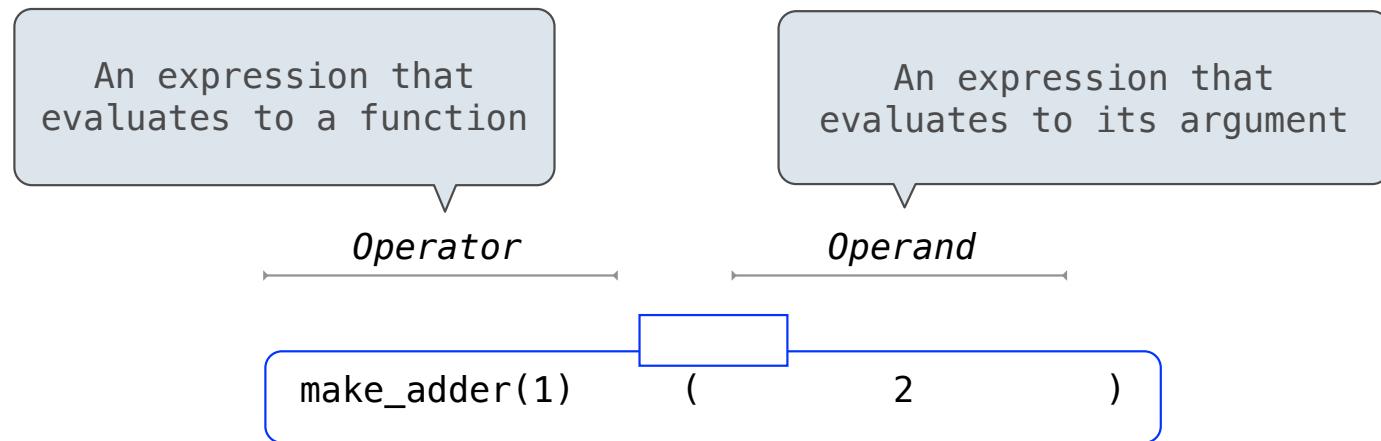
## Call Expressions as Operator Expressions



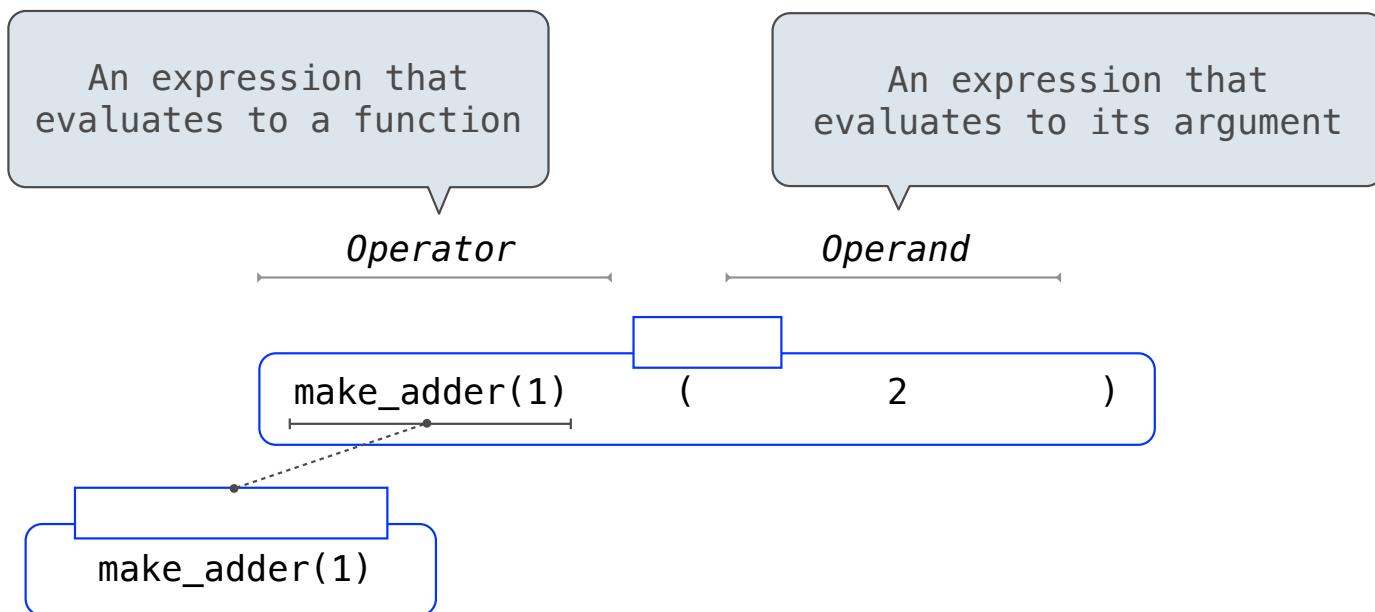
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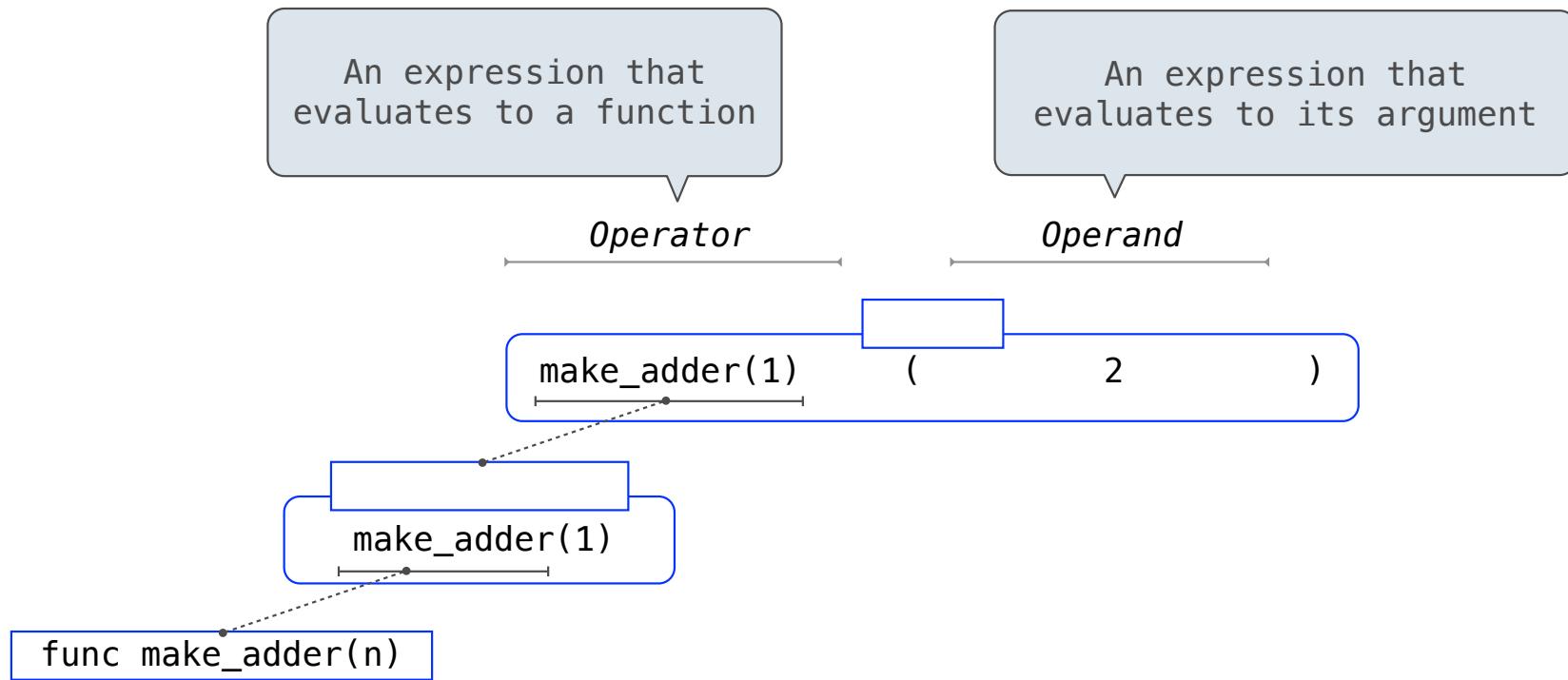
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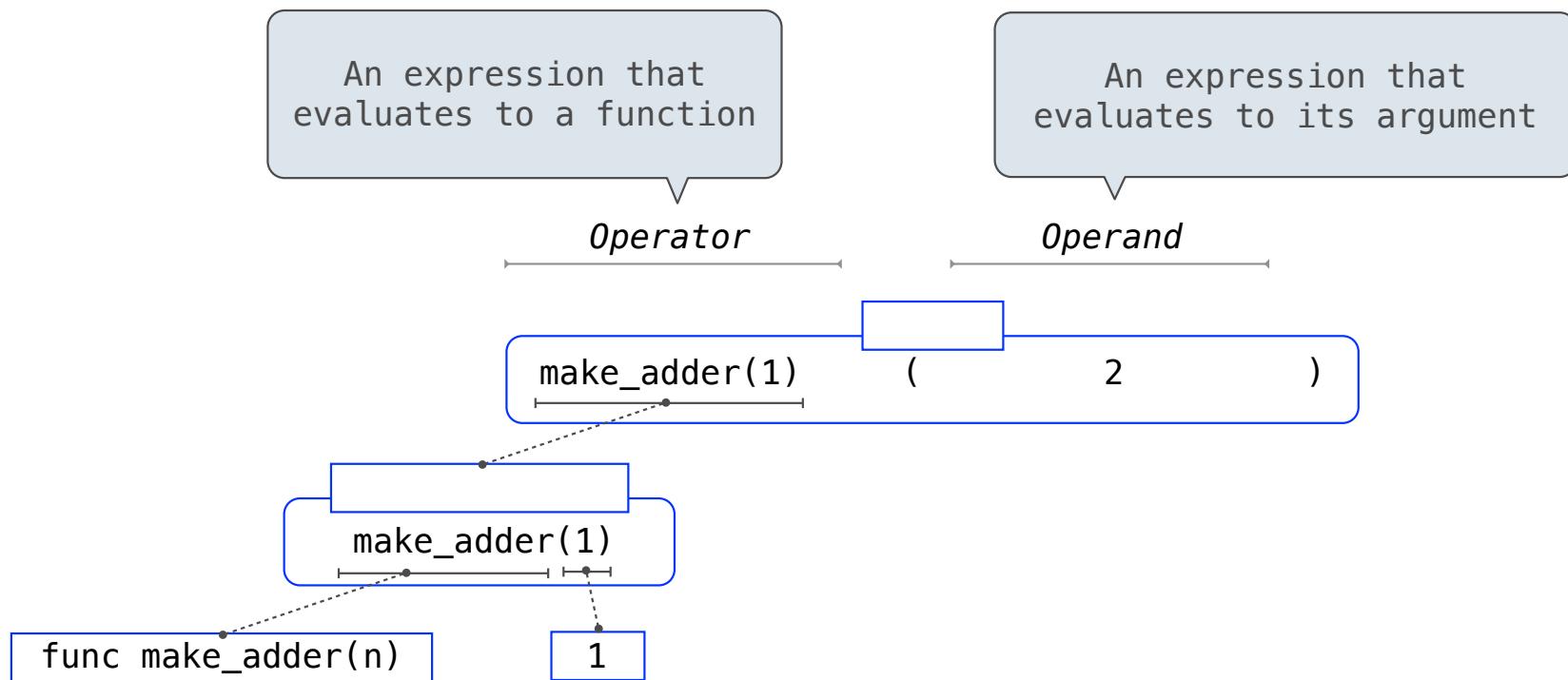
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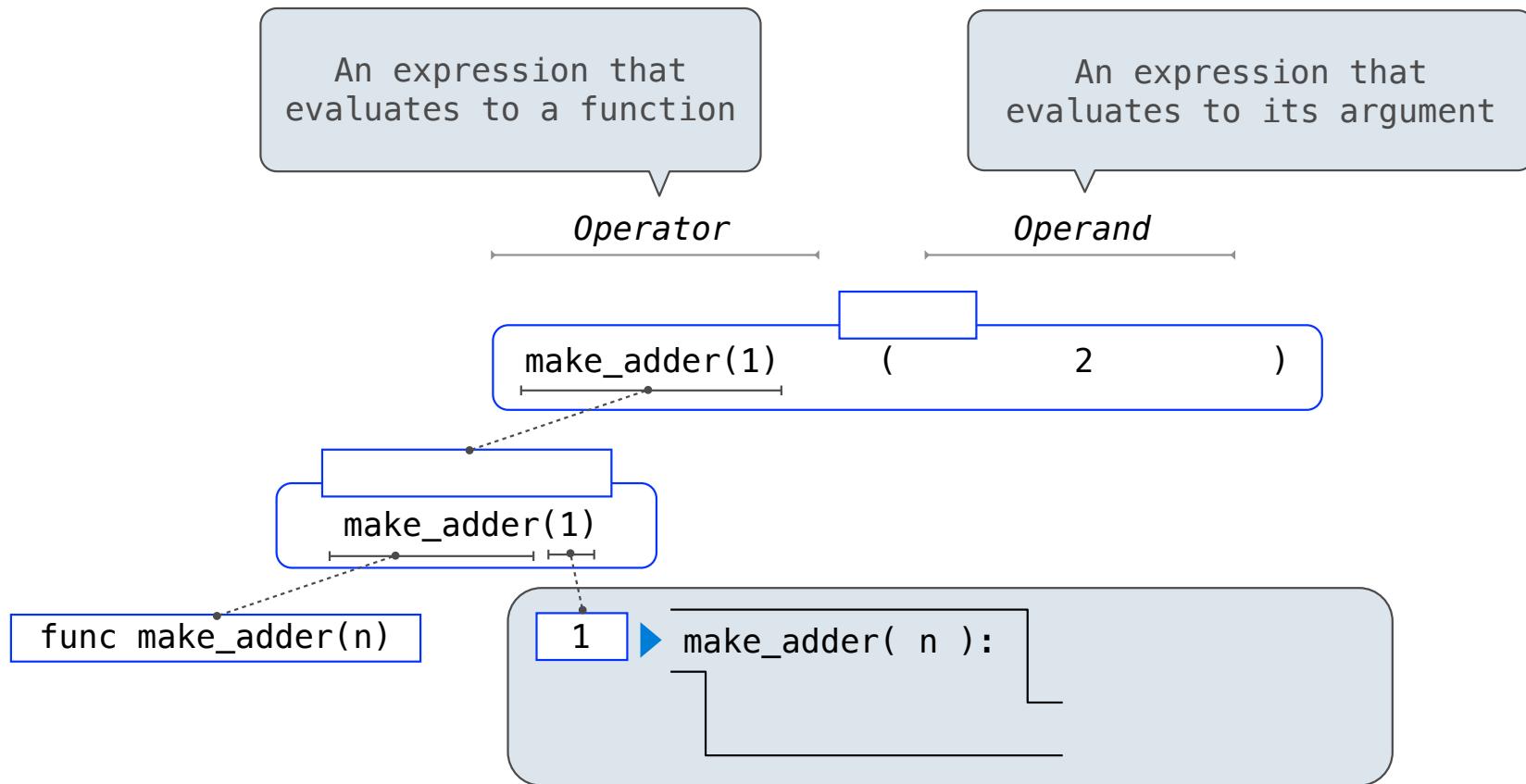
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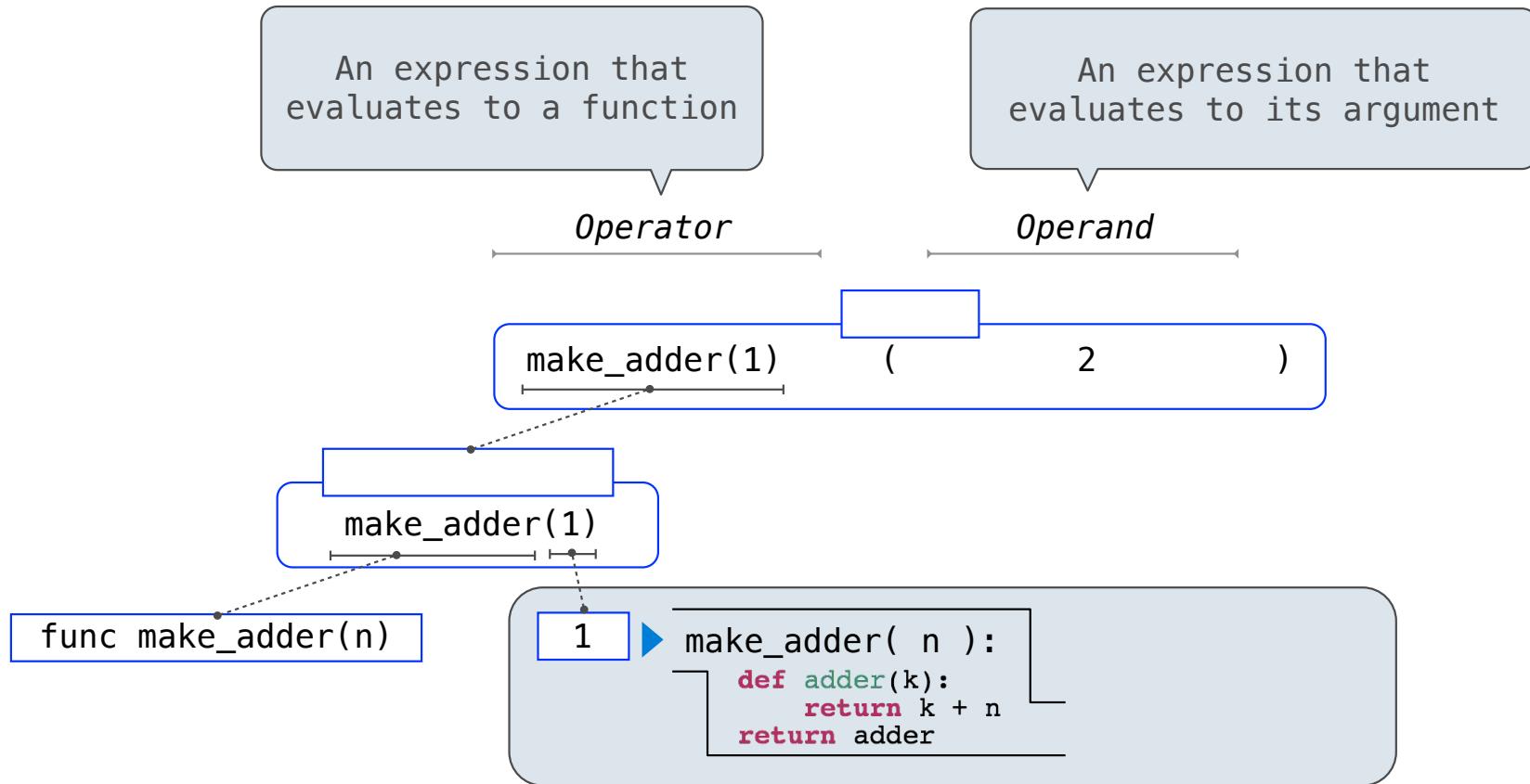
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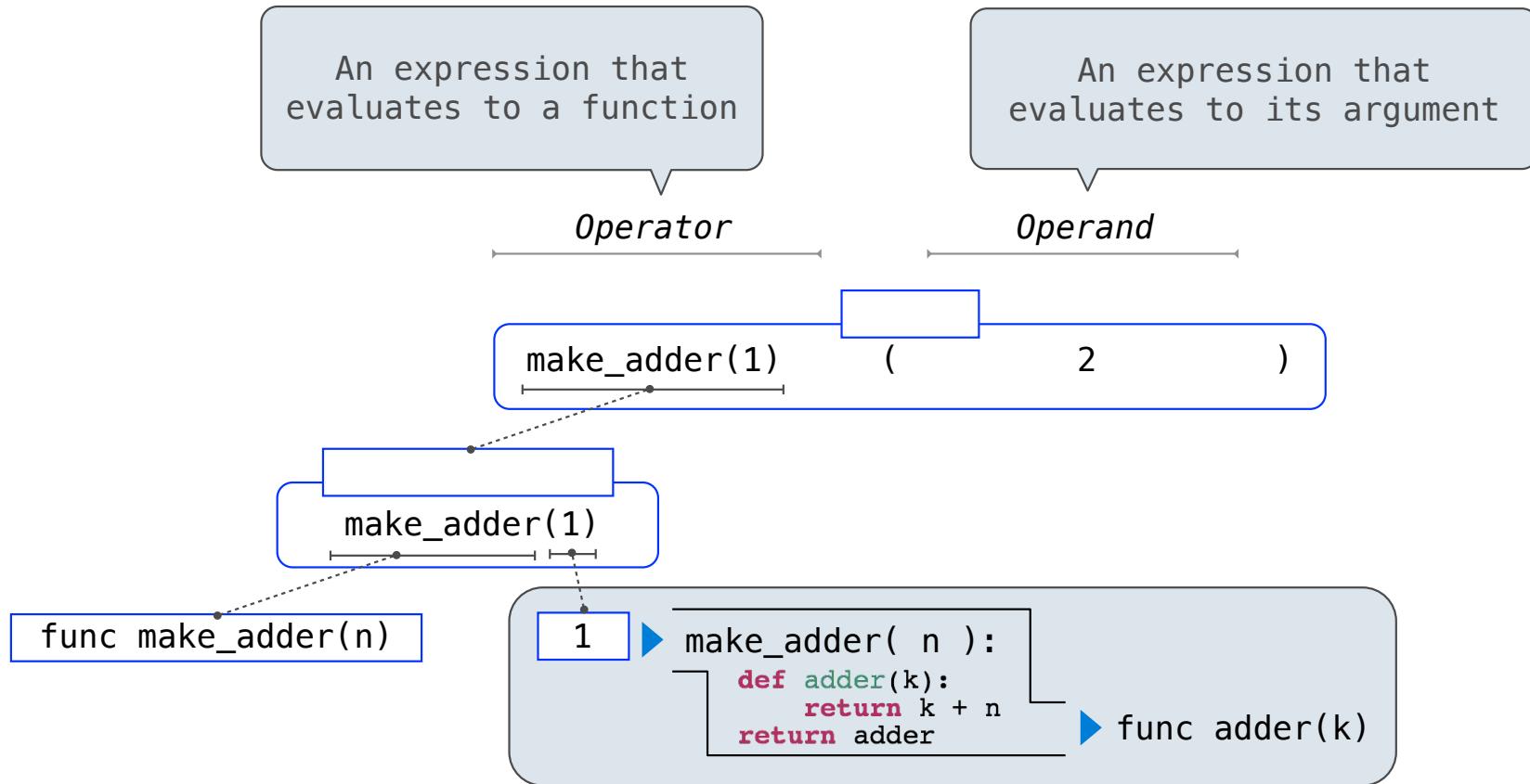
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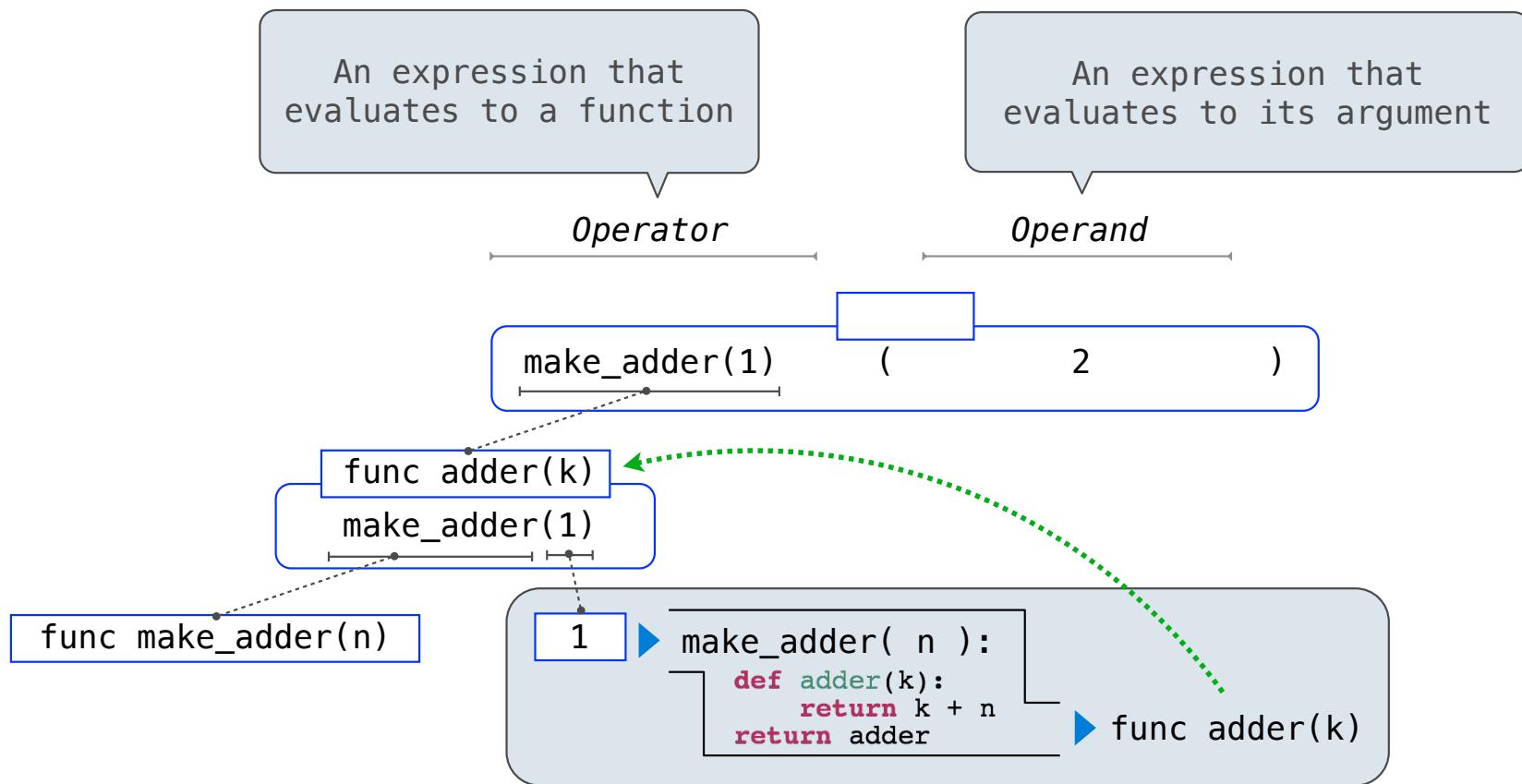
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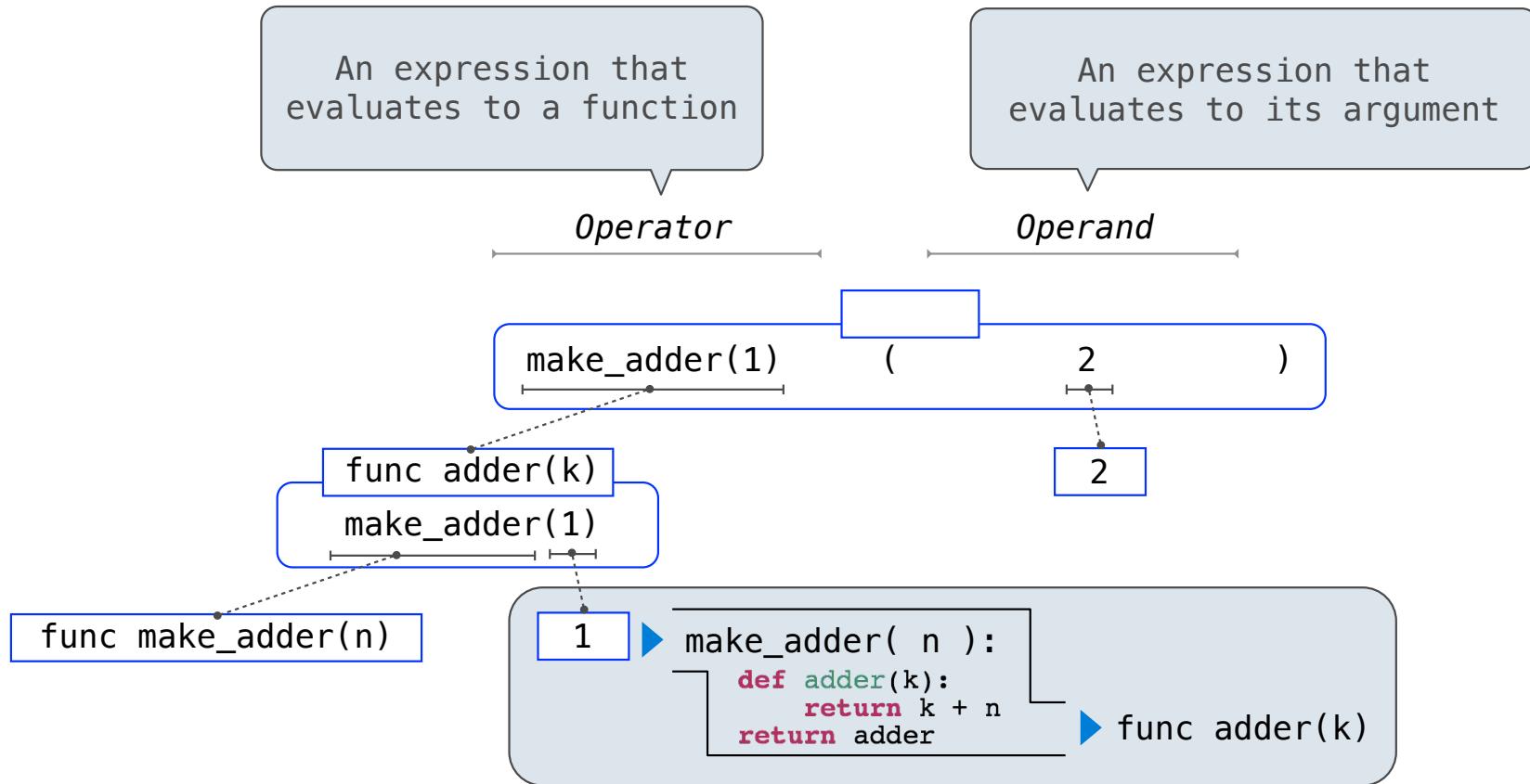
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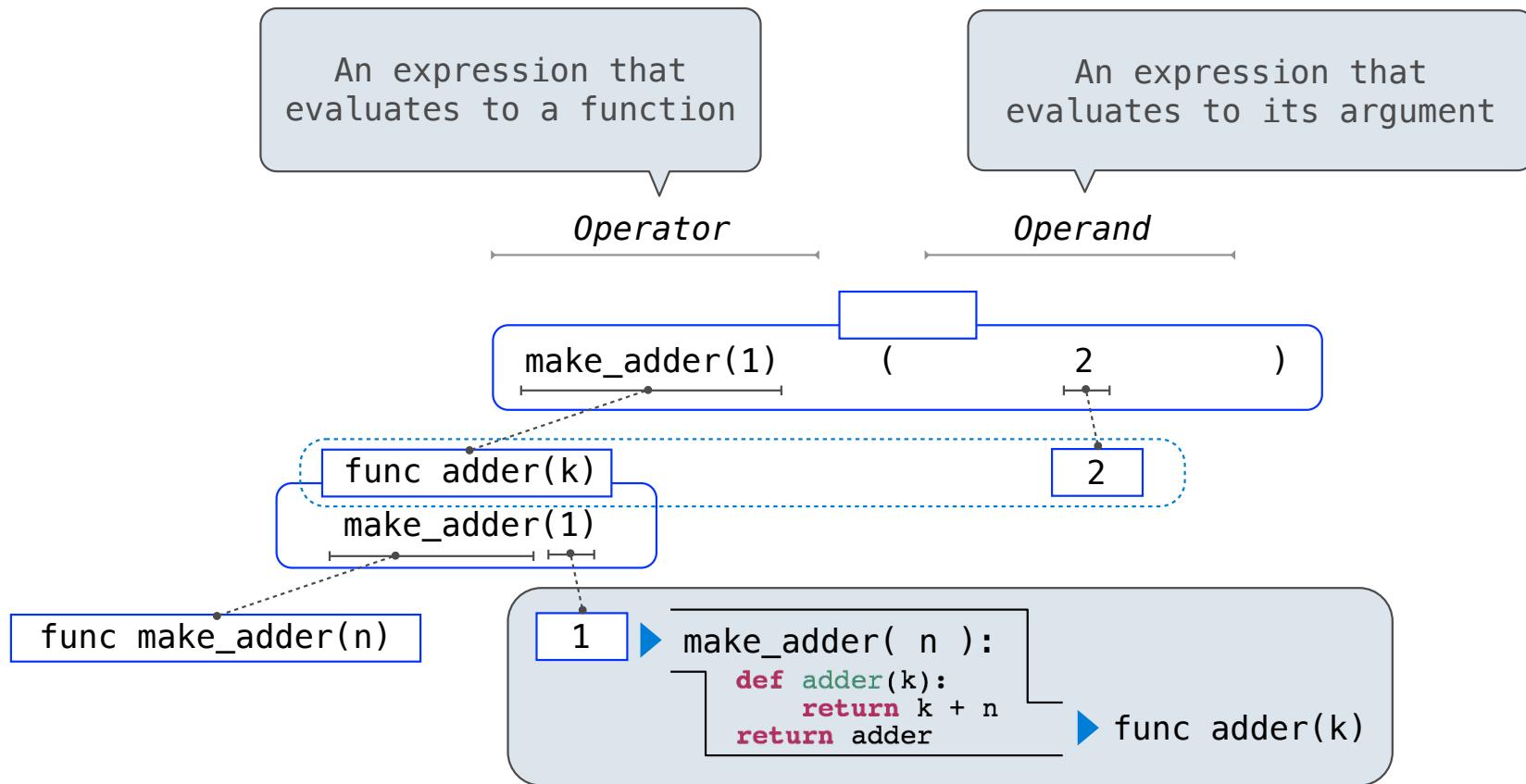
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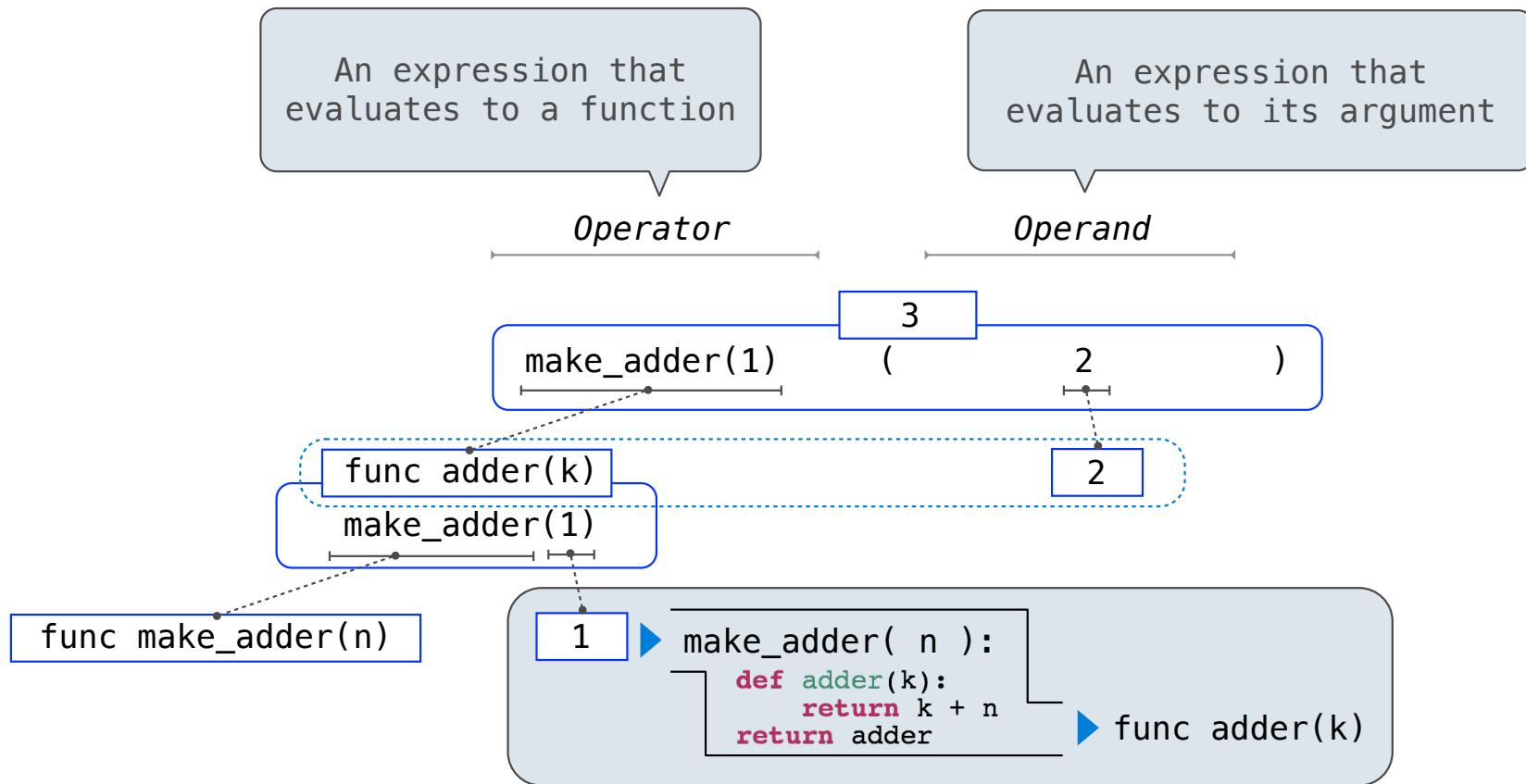
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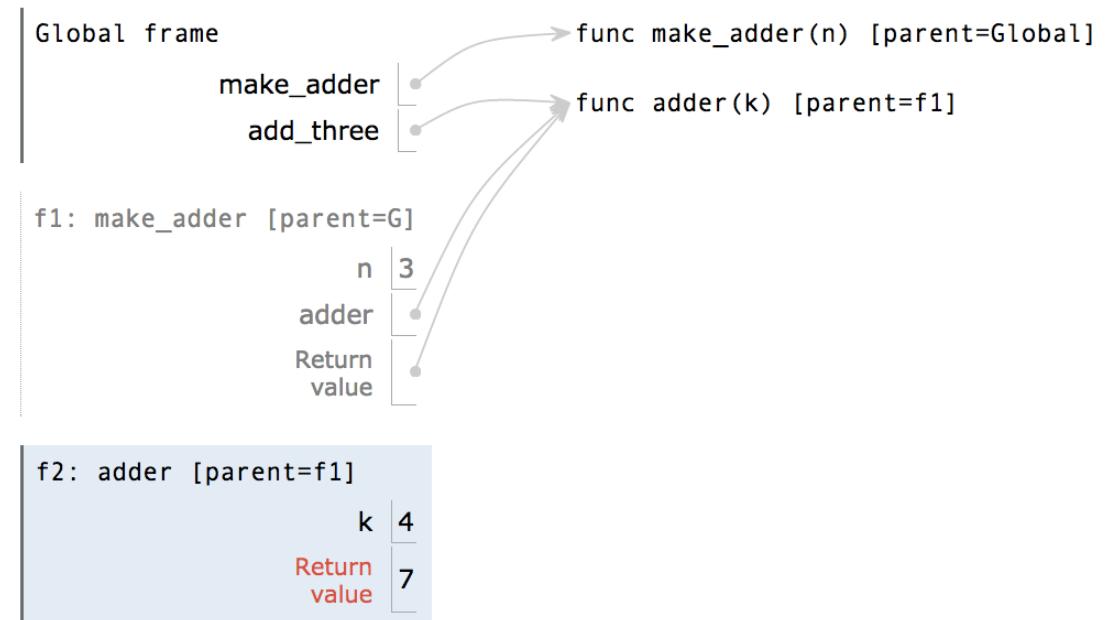


## Environments for Nested Definitions

(Demo)

# Environment Diagrams for Nested Def Statements

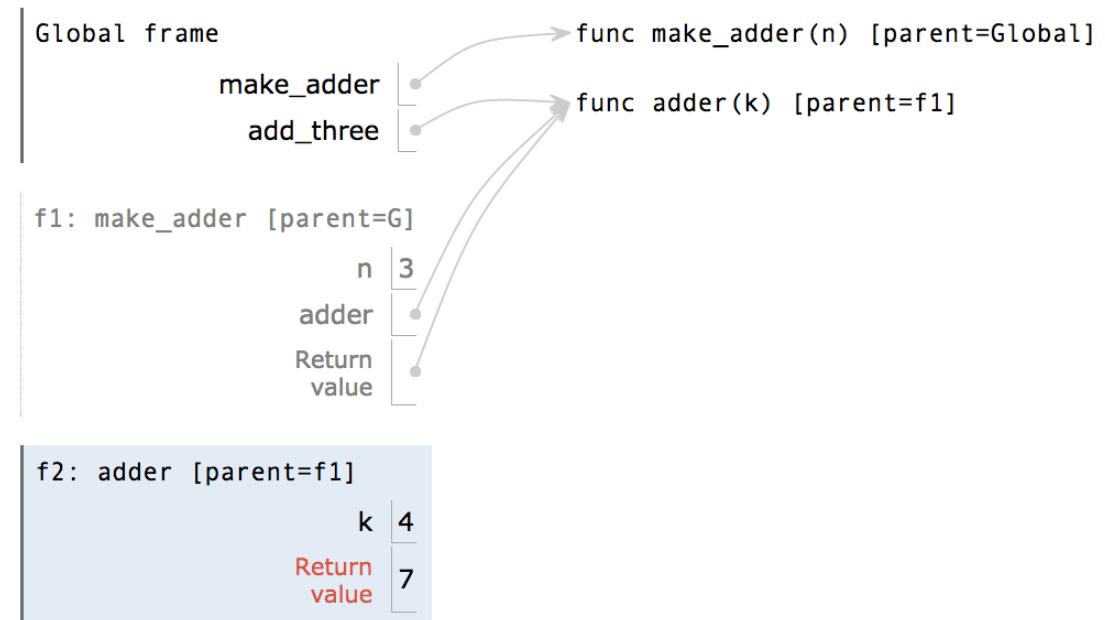
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2     def adder(k):  
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6 add_three = make_adder(3)  
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# Environment Diagrams for Nested Def Statements

Nested def

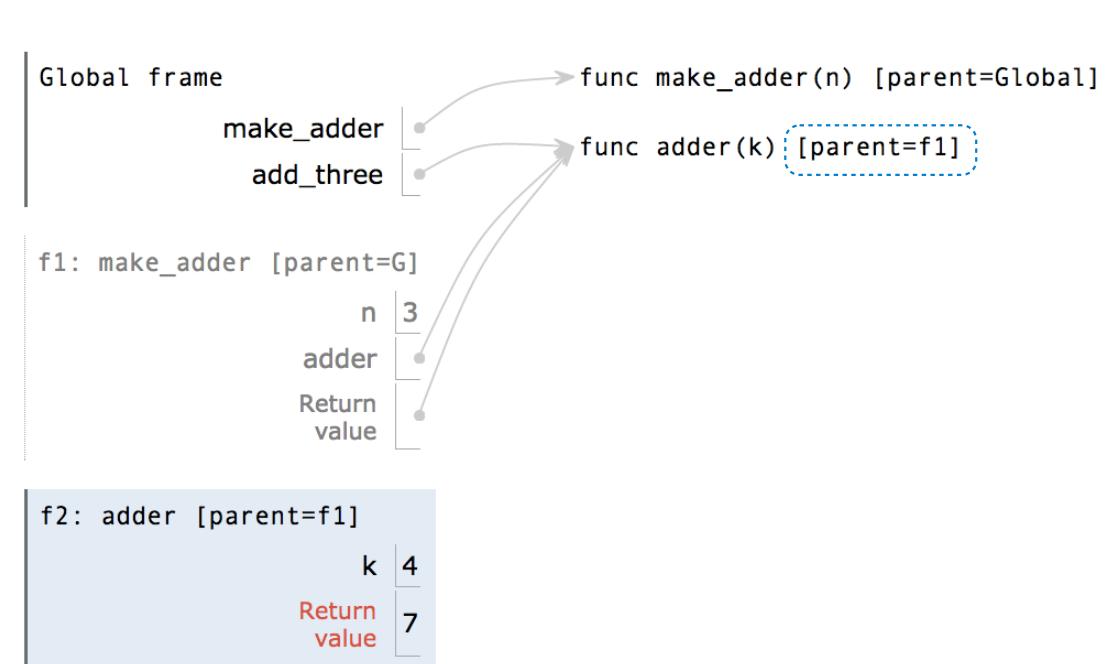
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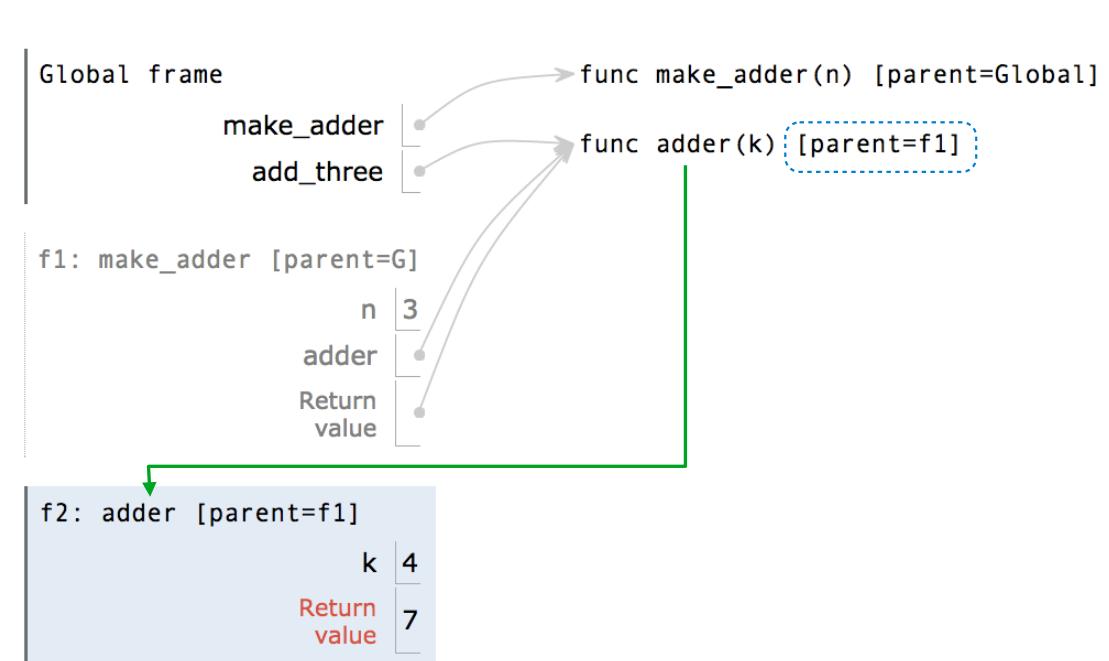
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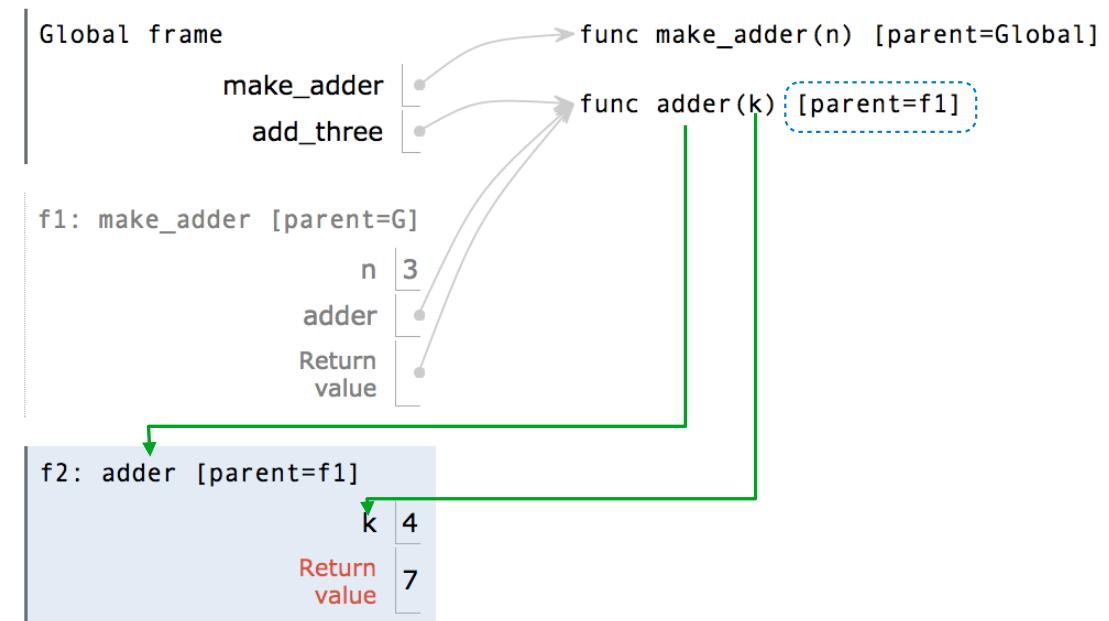
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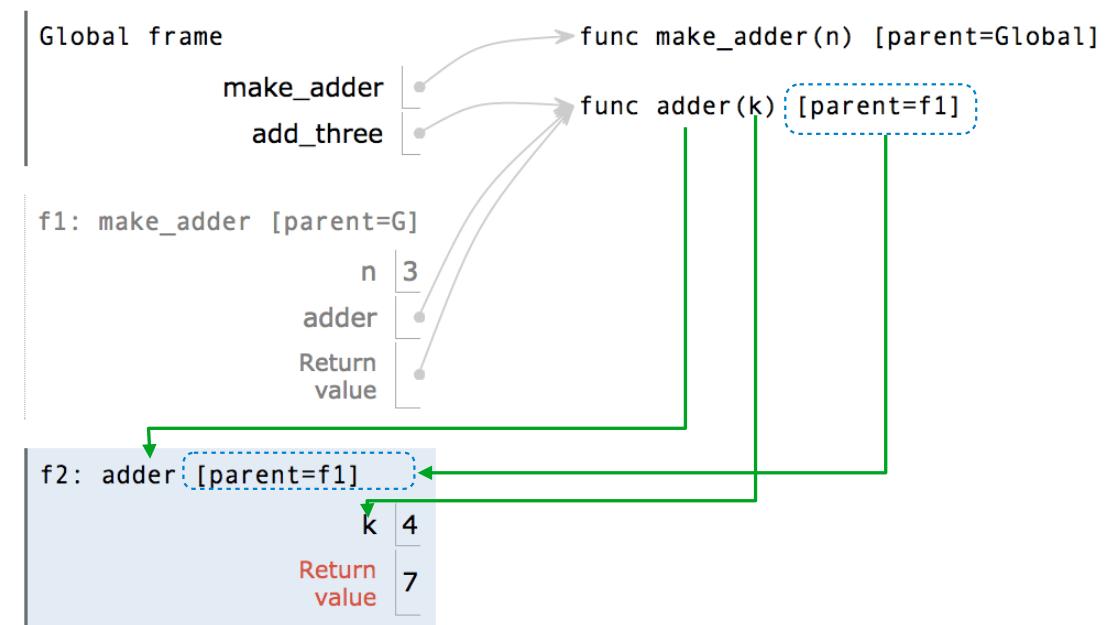
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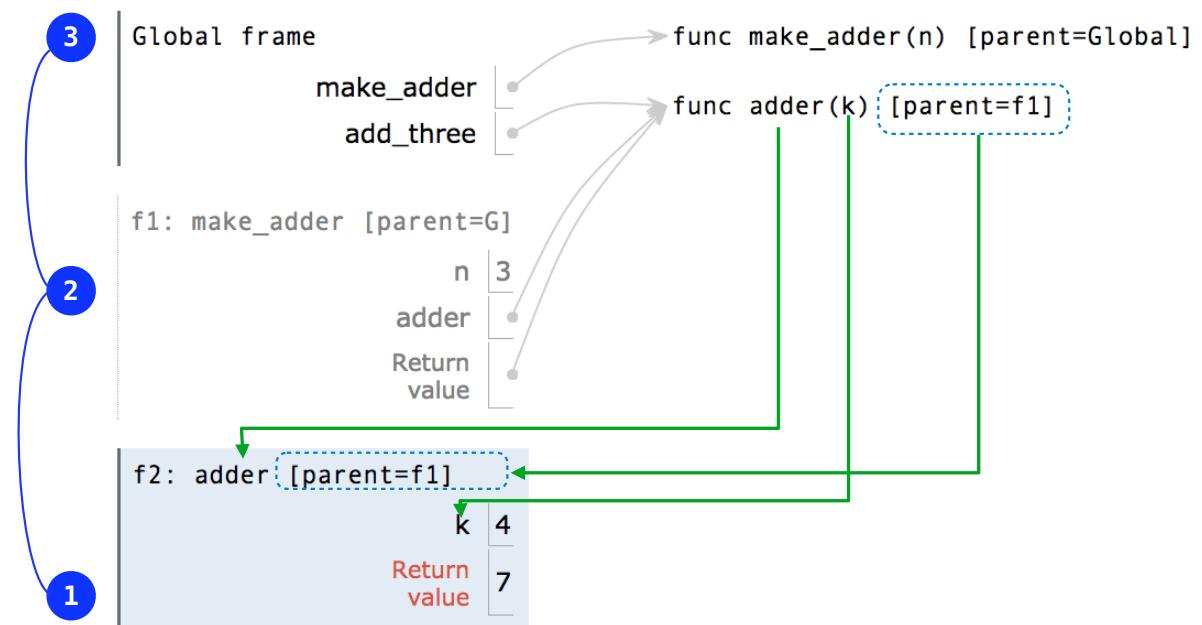
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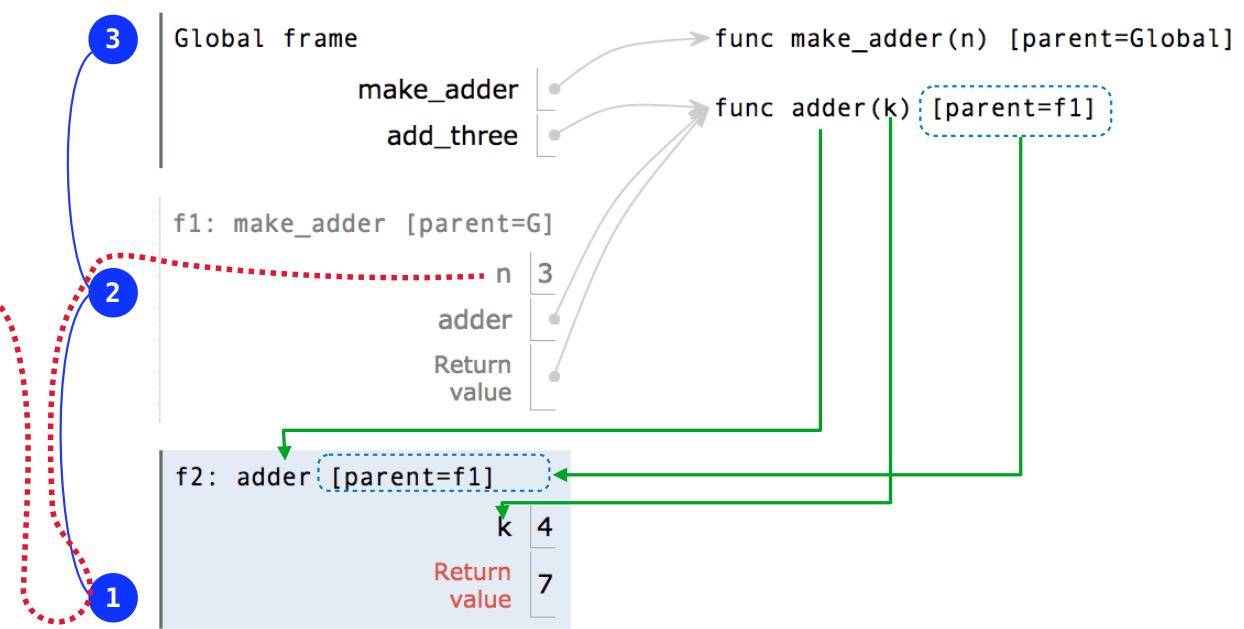
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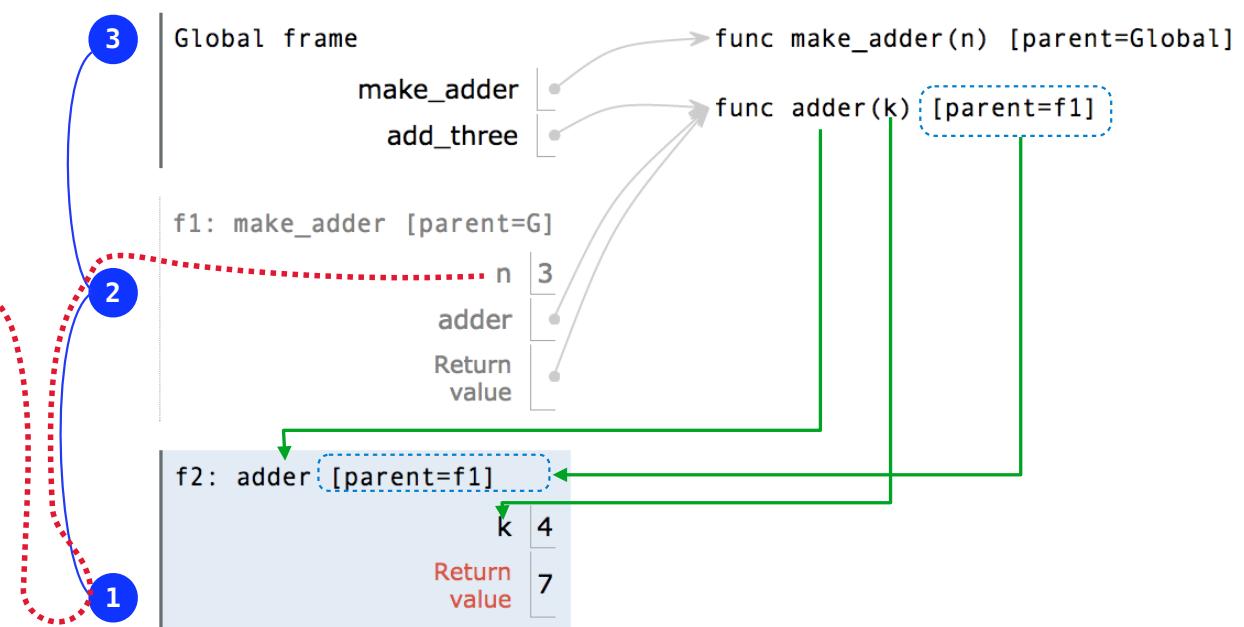
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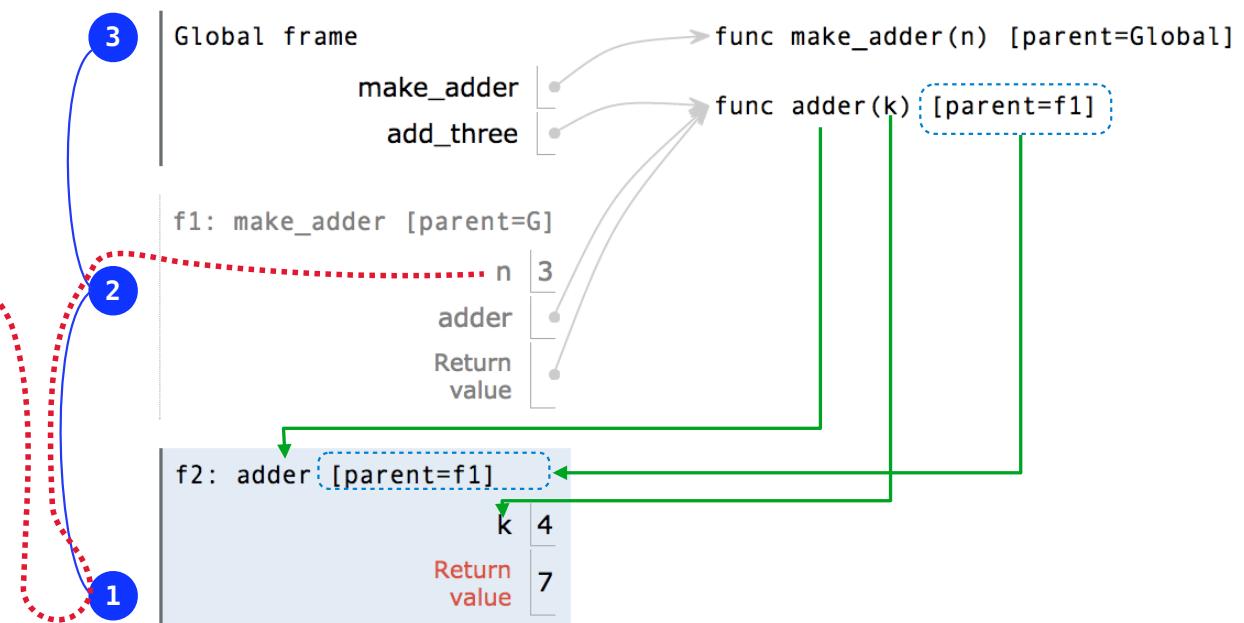


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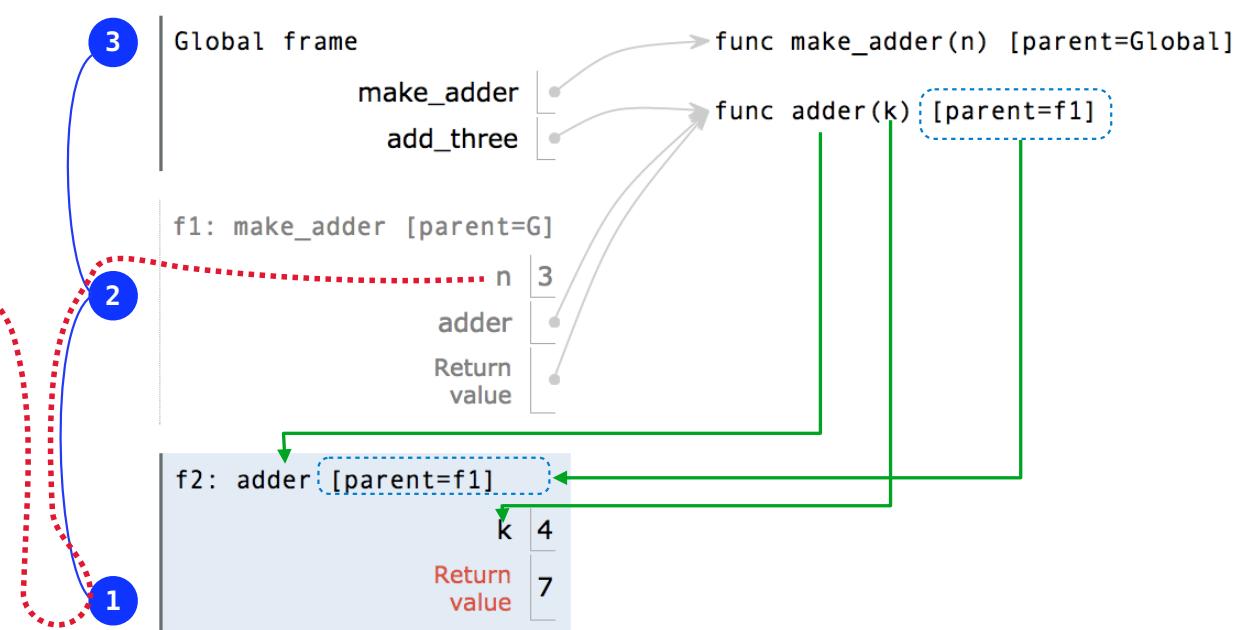
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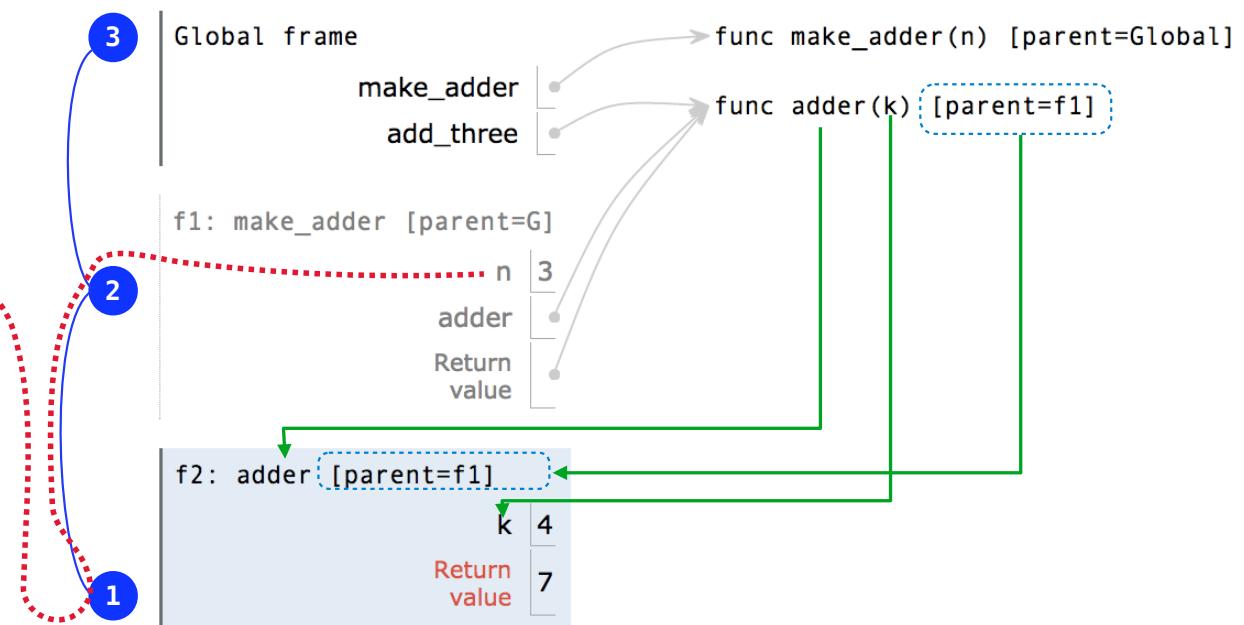
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  - The parent of a function is the frame in which it was defined
  - Every local frame has a parent frame (often global)



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- Every user-defined function has a parent frame (often global)
  - The parent of a function is the frame in which it was defined
  - Every local frame has a parent frame (often global)
  - The parent of a frame is the parent of the function called

## How to Draw an Environment Diagram

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When a function is defined:

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

Its parent is the current frame.

A diagram illustrating the creation of a function value. On the left, the text "f1: make\_adder" is enclosed in a light blue rectangular box. A horizontal dotted line extends from the right side of this box to the right. To the right of the dotted line, the text "func adder(k) [parent=f1]" is displayed. This visualizes the function value "func adder(k) [parent=f1]" as being created within the environment of "f1: make\_adder".

f1: make\_adder                    func adder(k) [parent=f1]

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Bind <name> to the function value in the current frame

## How to Draw an Environment Diagram

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

Its parent is the current frame.

A horizontal dotted line connects two pieces of code. On the left, a blue rectangular box contains the text "f1: make\_adder". To its right, separated by a small gap, is the text "func adder(k) [parent=f1]".

Bind <name> to the function value in the current frame

**When a function is called:**

## How to Draw an Environment Diagram

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

Its parent is the current frame.

A horizontal dotted line connects two text elements. On the left, under a light blue rectangular background, is the text "f1: make\_adder". To its right is the text "func adder(k) [parent=f1]".

Bind <name> to the function value in the current frame

**When a function is called:**

1. Add a local frame, titled with the <name> of the function being called.

## How to Draw an Environment Diagram

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**When a function is defined:**

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Its parent is the current frame.

A horizontal dotted line connects two pieces of text. On the left, under a light blue rectangular background, is the text "f1: make\_adder". To its right is the text "func adder(k) [parent=f1]".

Bind <name> to the function value in the current frame

**When a function is called:**

1. Add a local frame, titled with the <name> of the function being called.

★ 2. Copy the parent of the function to the local frame: [parent=<label>]

## How to Draw an Environment Diagram

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

Its parent is the current frame.

f1: make\_adder ..... func adder(k) [parent=f1]

A diagram illustrating the creation of a function value. A light blue rectangular box contains the text "f1: make\_adder". A horizontal dotted line extends from the right side of this box to the right, ending at the start of the second line of text. The second line of text is "func adder(k) [parent=f1]".

Bind <name> to the function value in the current frame

**When a function is called:**

1. Add a local frame, titled with the <name> of the function being called.
2. Copy the parent of the function to the local frame: [parent=<label>]
3. Bind the <formal parameters> to the arguments in the local frame.

## How to Draw an Environment Diagram

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**When a function is defined:**

Create a function value: func <name>(<formal parameters>) [parent=<label>]

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A diagram illustrating the creation of a function value. On the left, the text "f1: make\_adder" is enclosed in a light blue rectangular box. A horizontal dotted line extends from the right side of this box to the right. To the right of the dotted line, the text "func adder(k) [parent=f1]" is displayed. The entire sequence of text and graphics is centered horizontally on the page.

Bind <name> to the function value in the current frame

**When a function is called:**

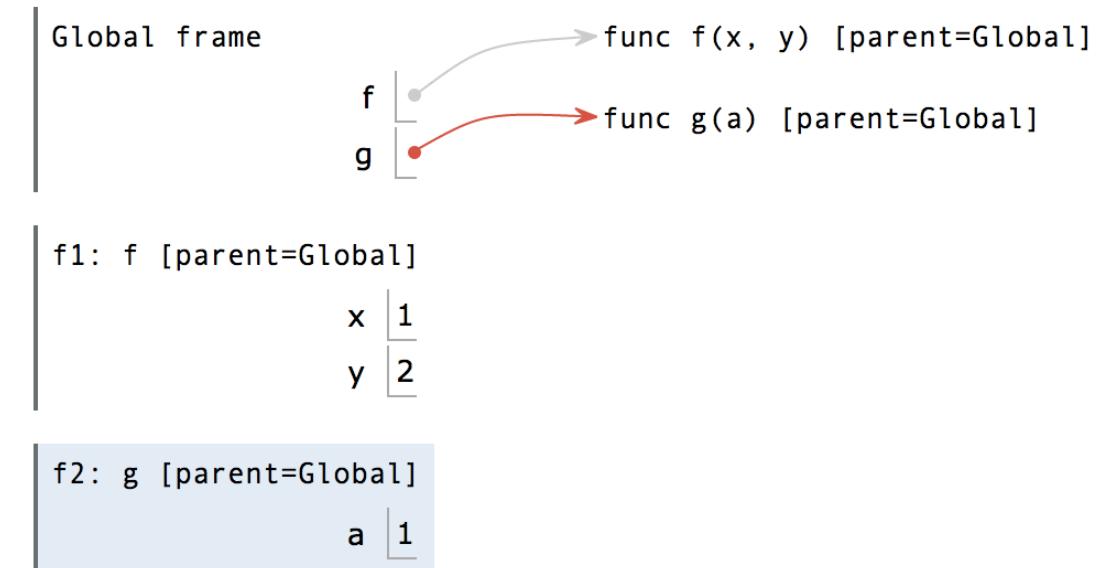
1. Add a local frame, titled with the <name> of the function being called.
2. Copy the parent of the function to the local frame: [parent=<label>]
3. Bind the <formal parameters> to the arguments in the local frame.
4. Execute the body of the function in the environment that starts with the local frame.

## Local Names

(Demo)

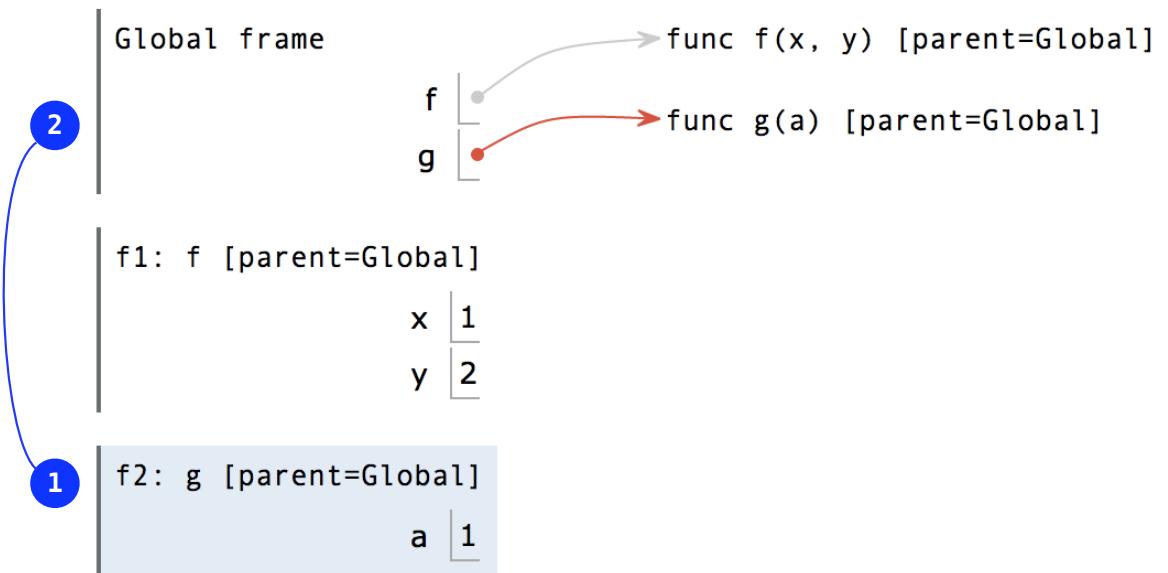
## Local Names are not Visible to Other (Non-Nested) Functions

```
1 def f(x, y):  
2     return g(x)  
3  
4 def g(a):  
5     → return a + y  
6  
7 result = f(1, 2)
```



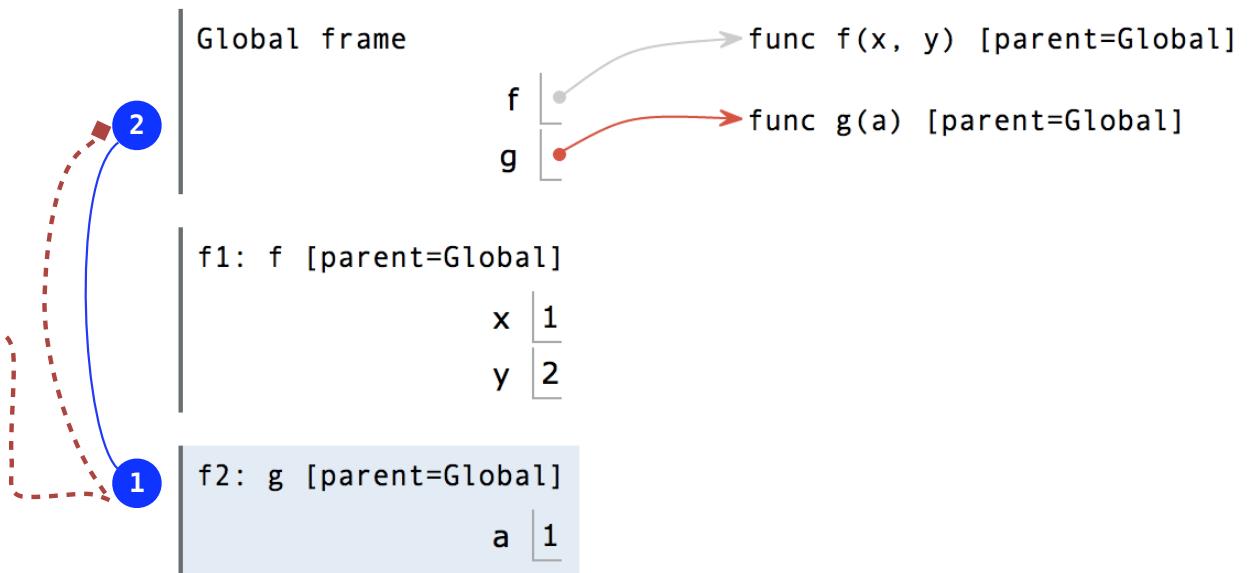
## Local Names are not Visible to Other (Non-Nested) Functions

```
1 def f(x, y):  
2     return g(x)  
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4 def g(a):  
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```



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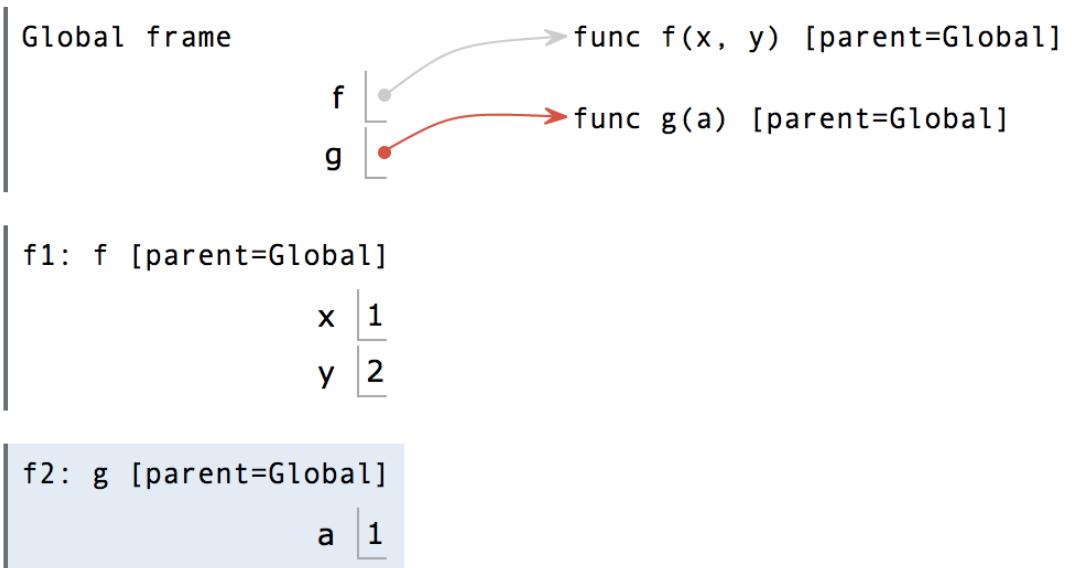
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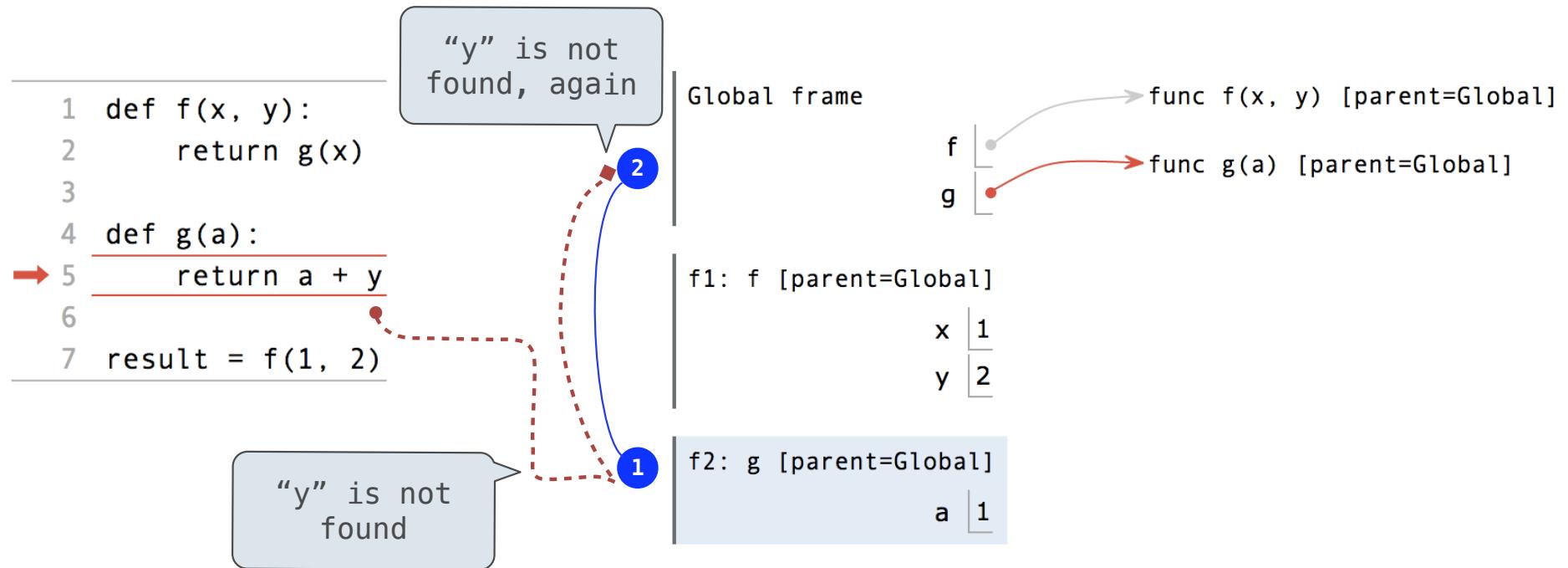
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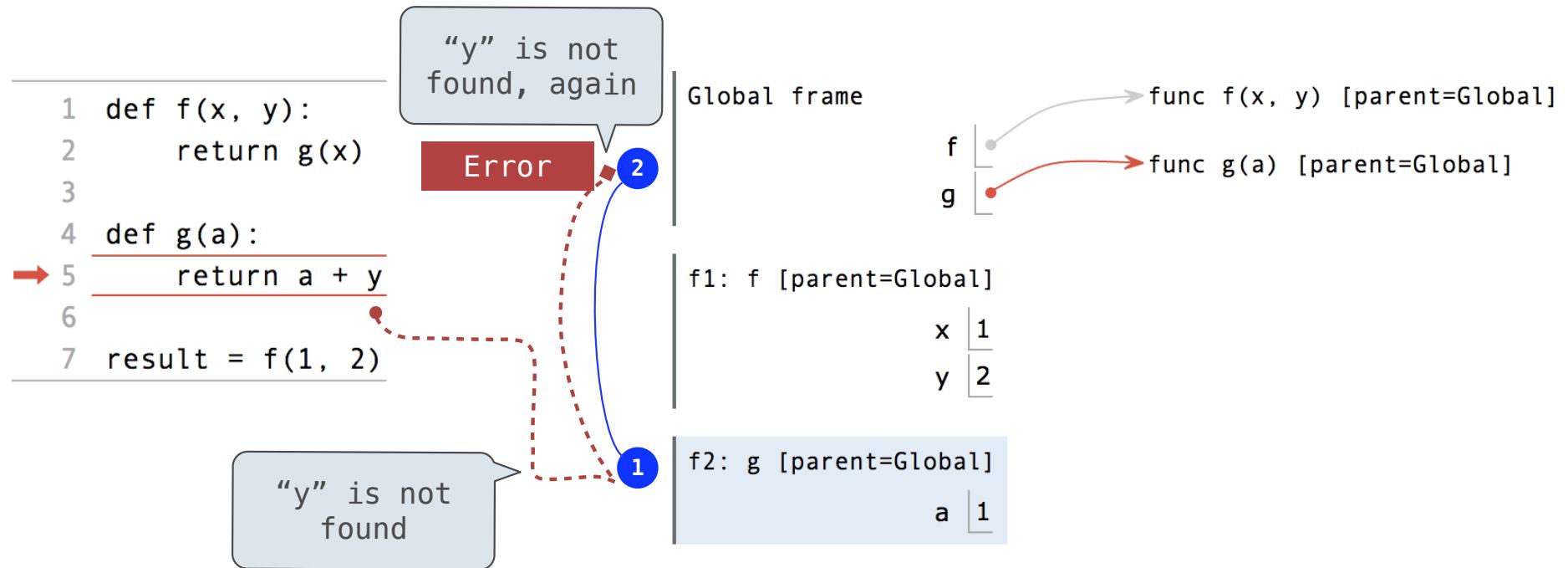
"y" is not found



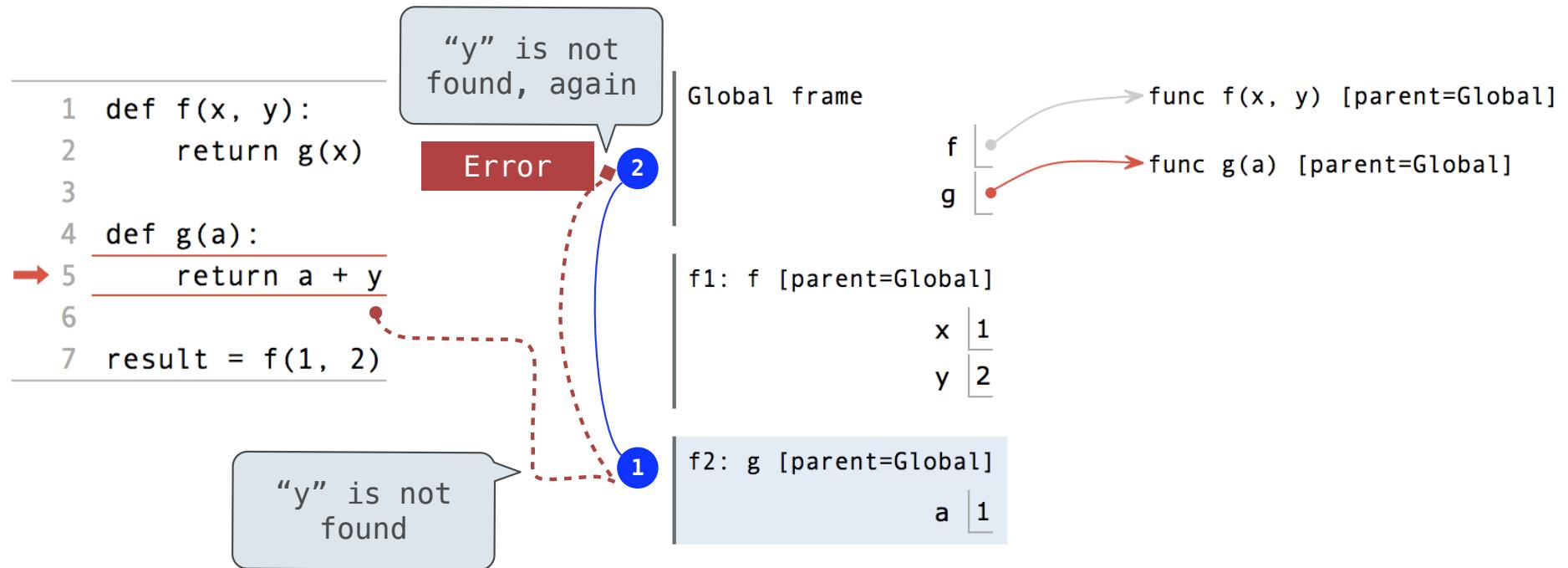
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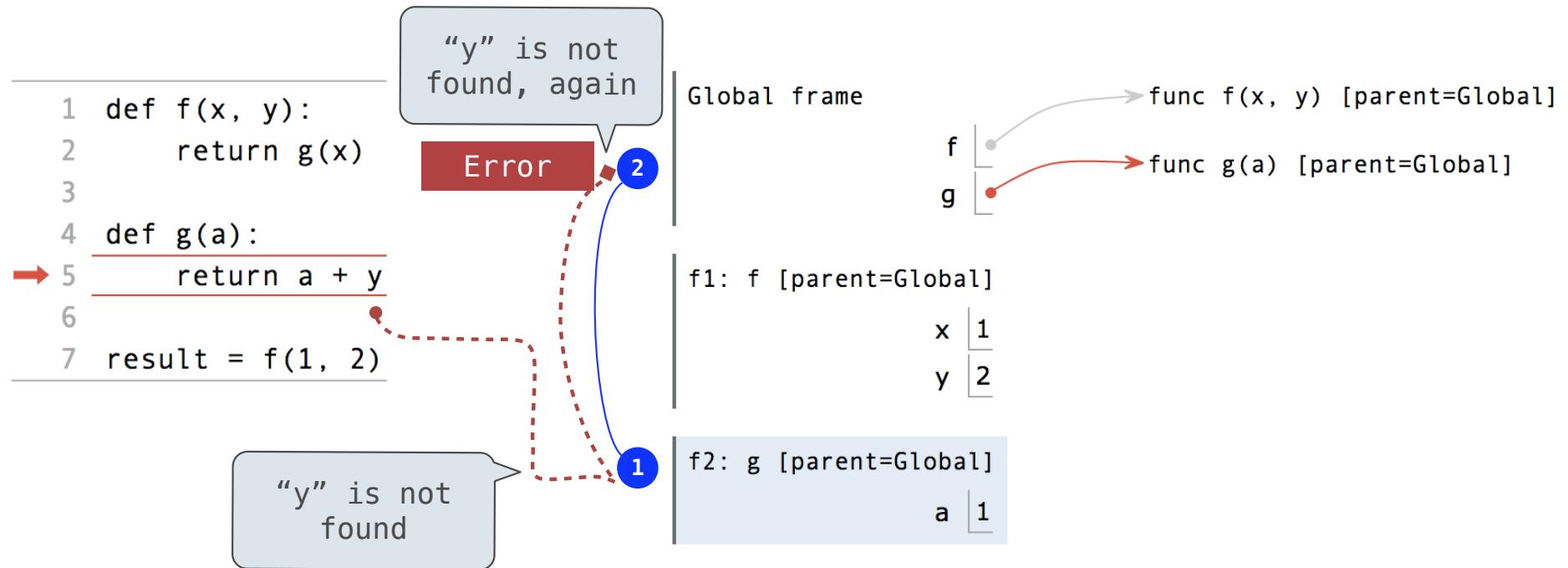


## Local Names are not Visible to Other (Non-Nested) Functions



- An environment is a sequence of frames.

## Local Names are not Visible to Other (Non-Nested) Functions



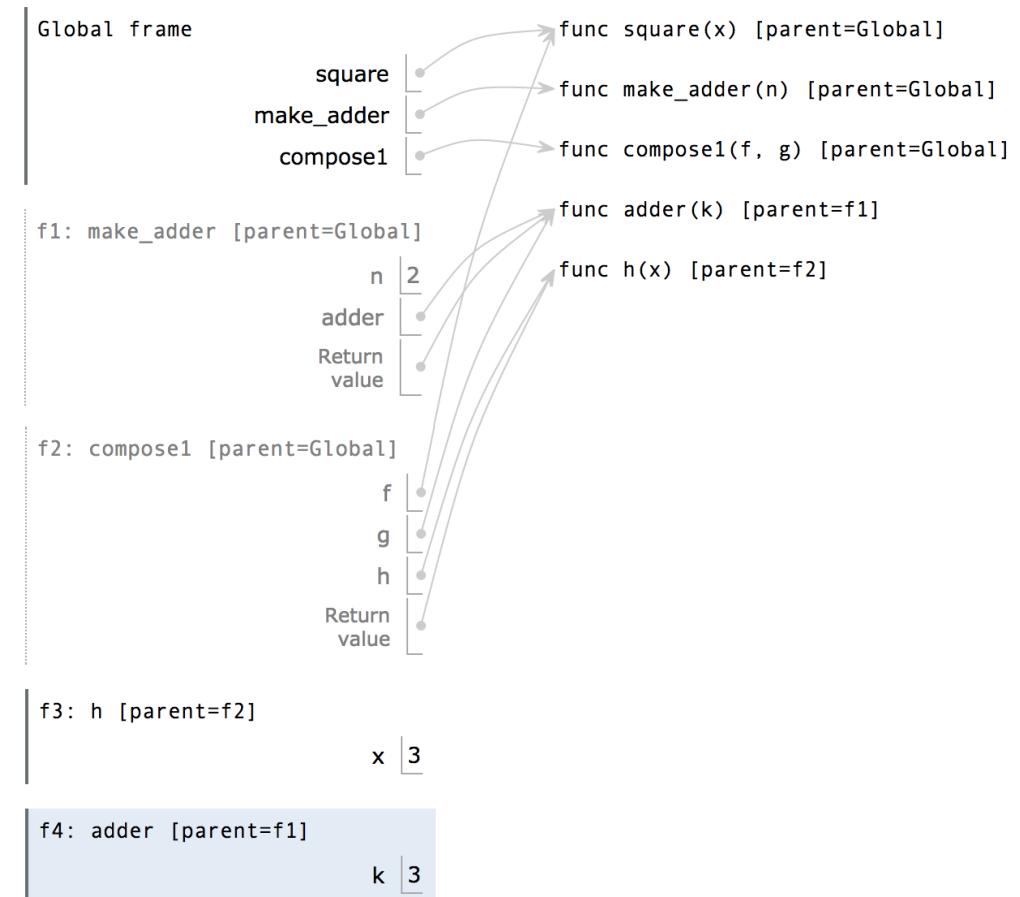
- An environment is a sequence of frames.
- The environment created by calling a top-level function (no def within def) consists of one local frame, followed by the global frame.

# Function Composition

(Demo)

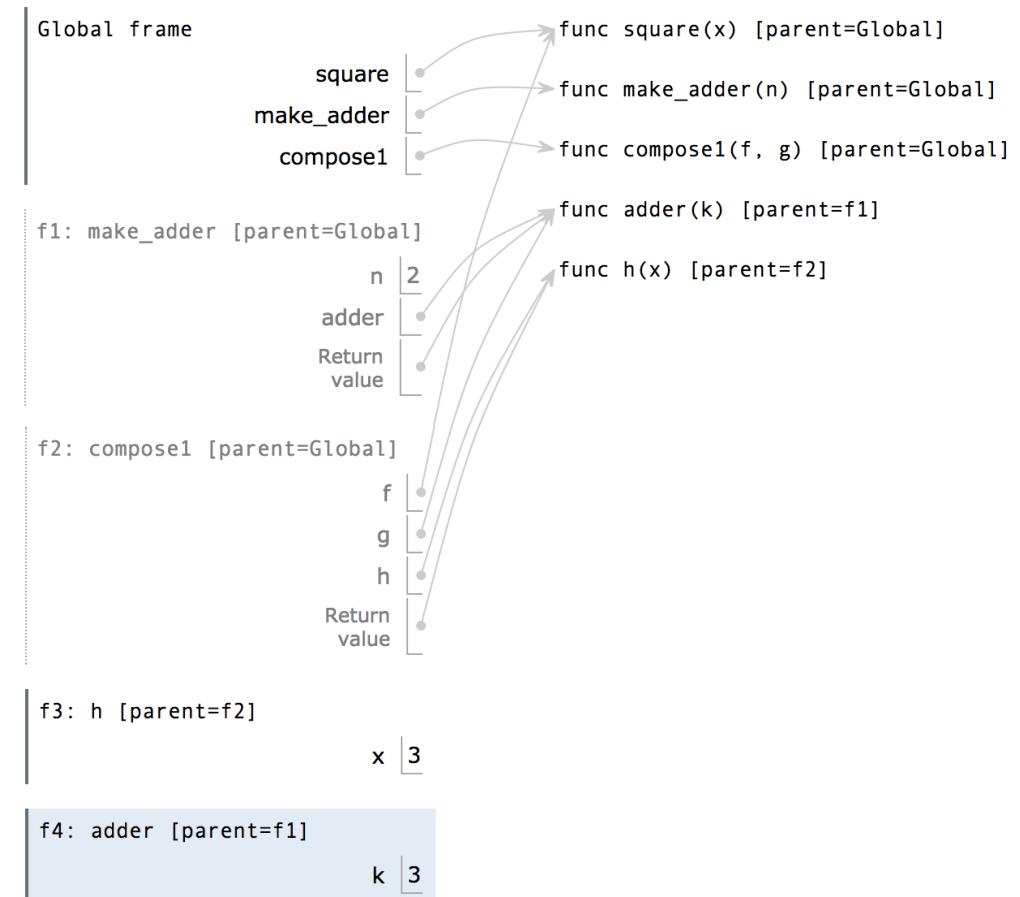
# The Environment Diagram for Function Composition

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7     return adder
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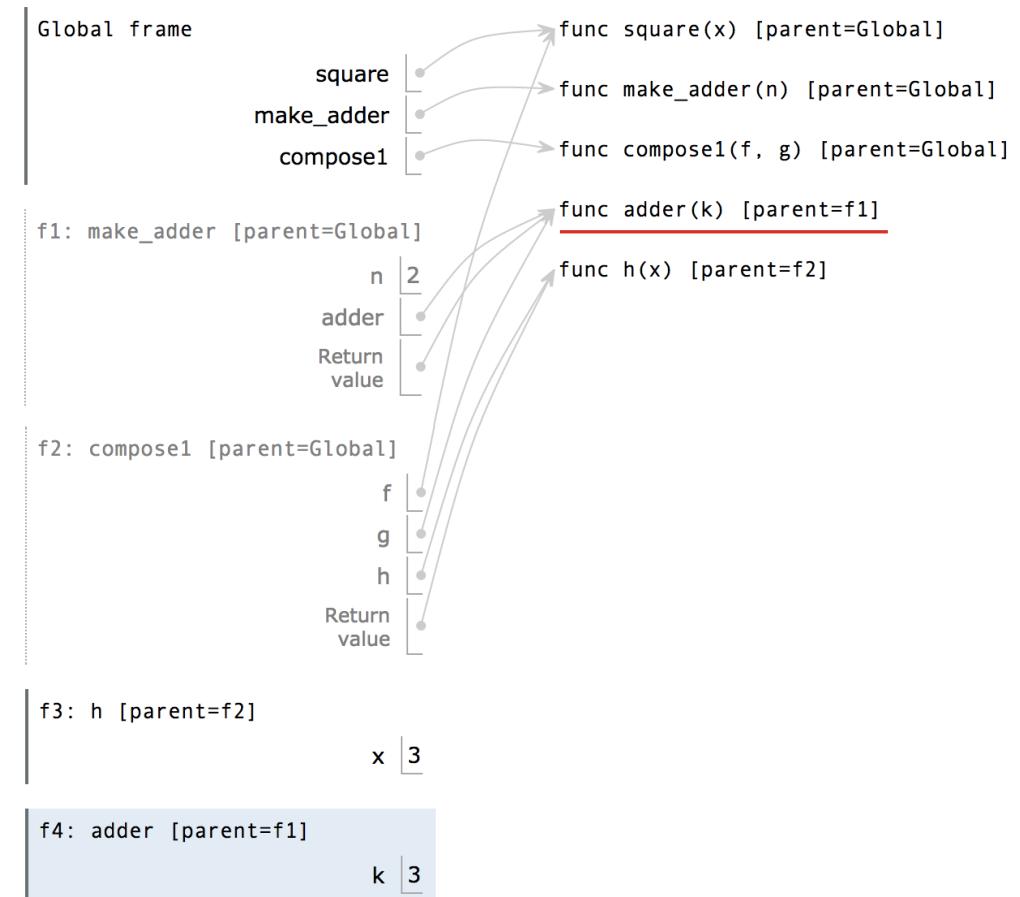
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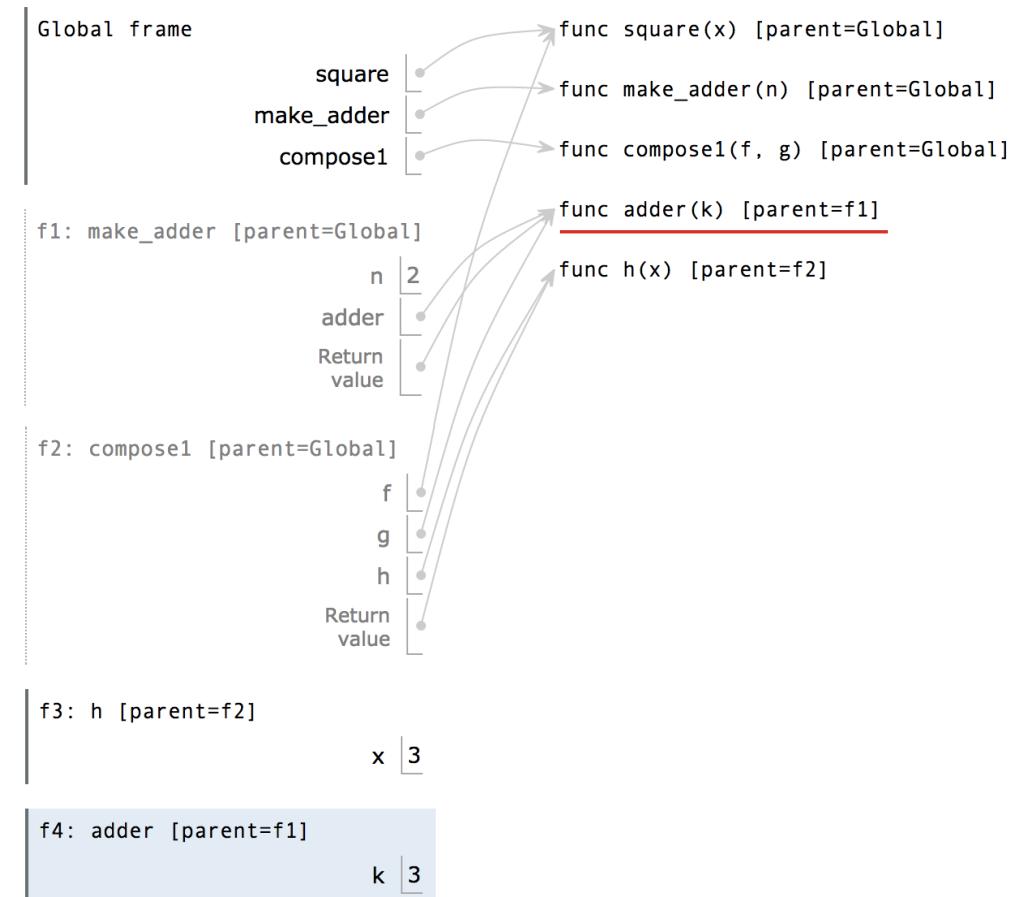
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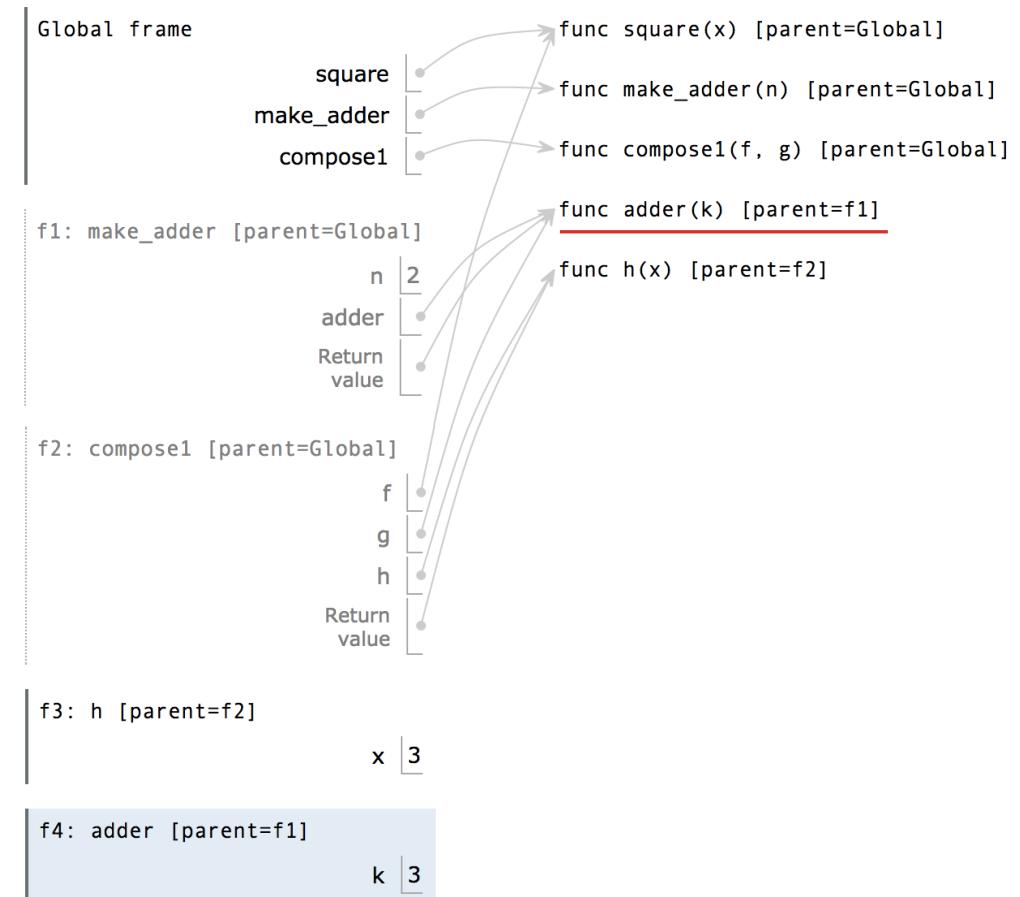
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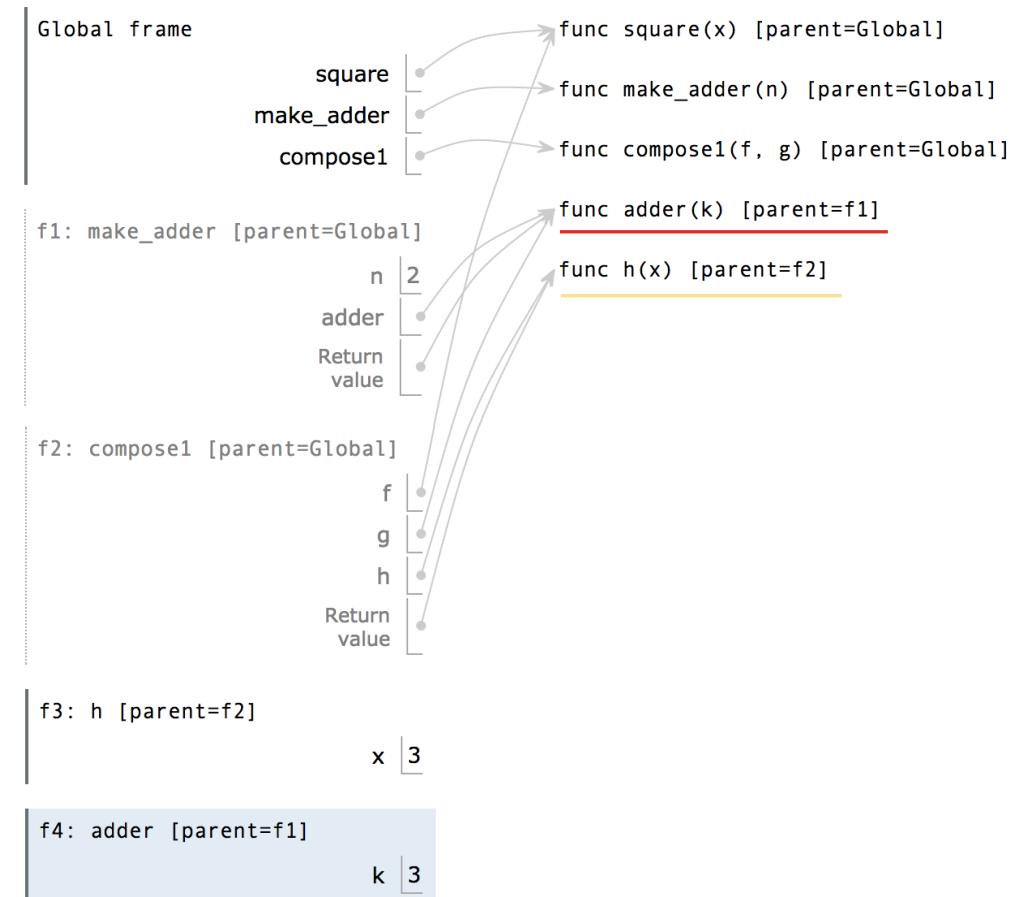
Return value of make\_adder is  
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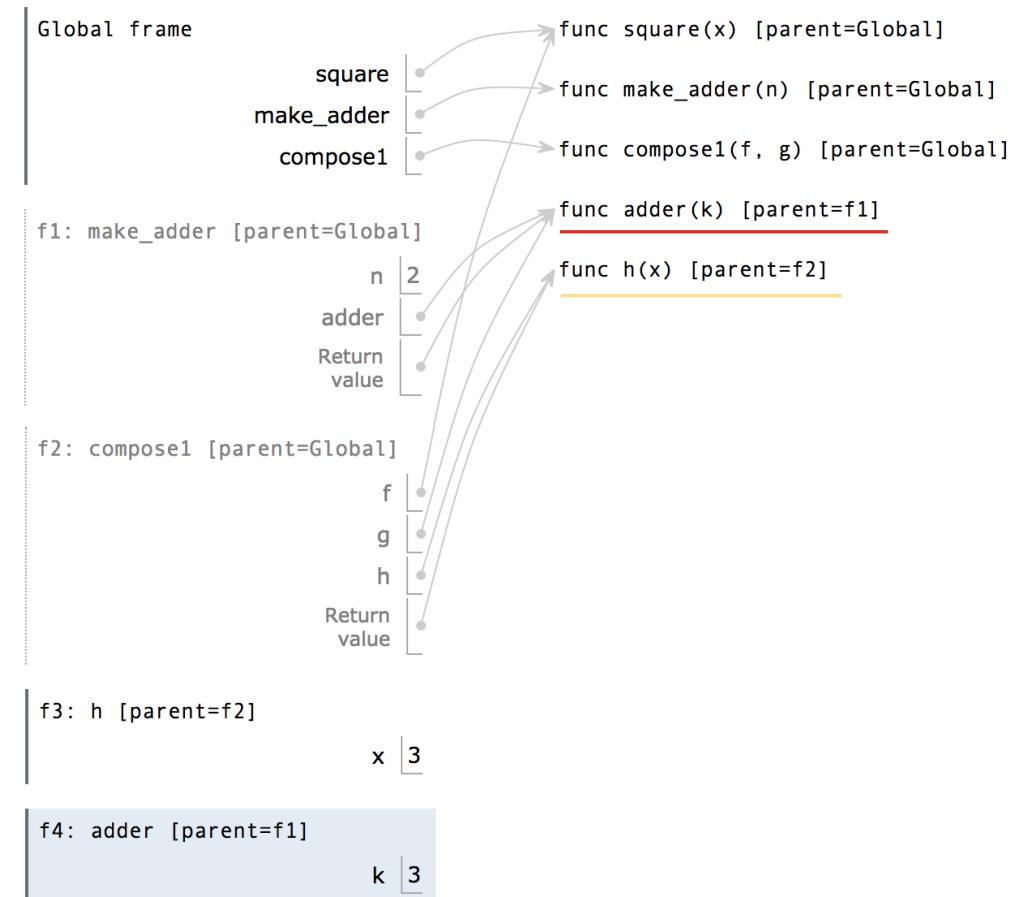
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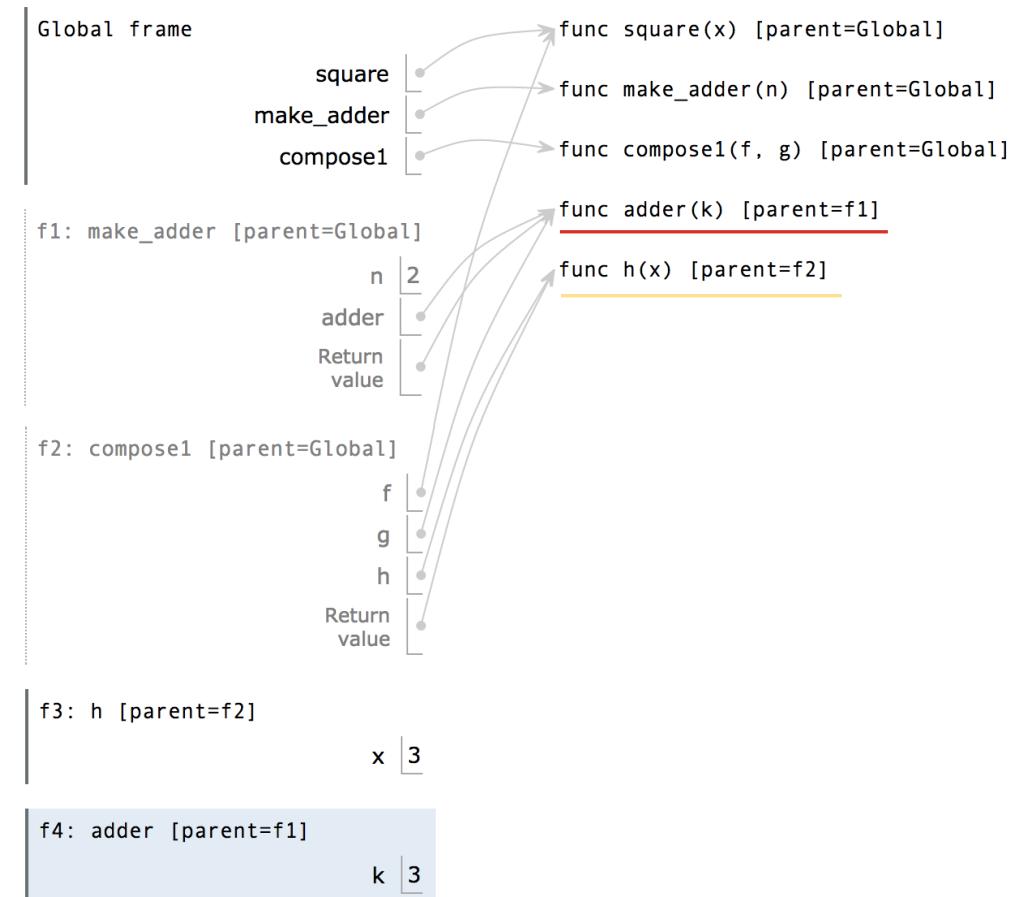
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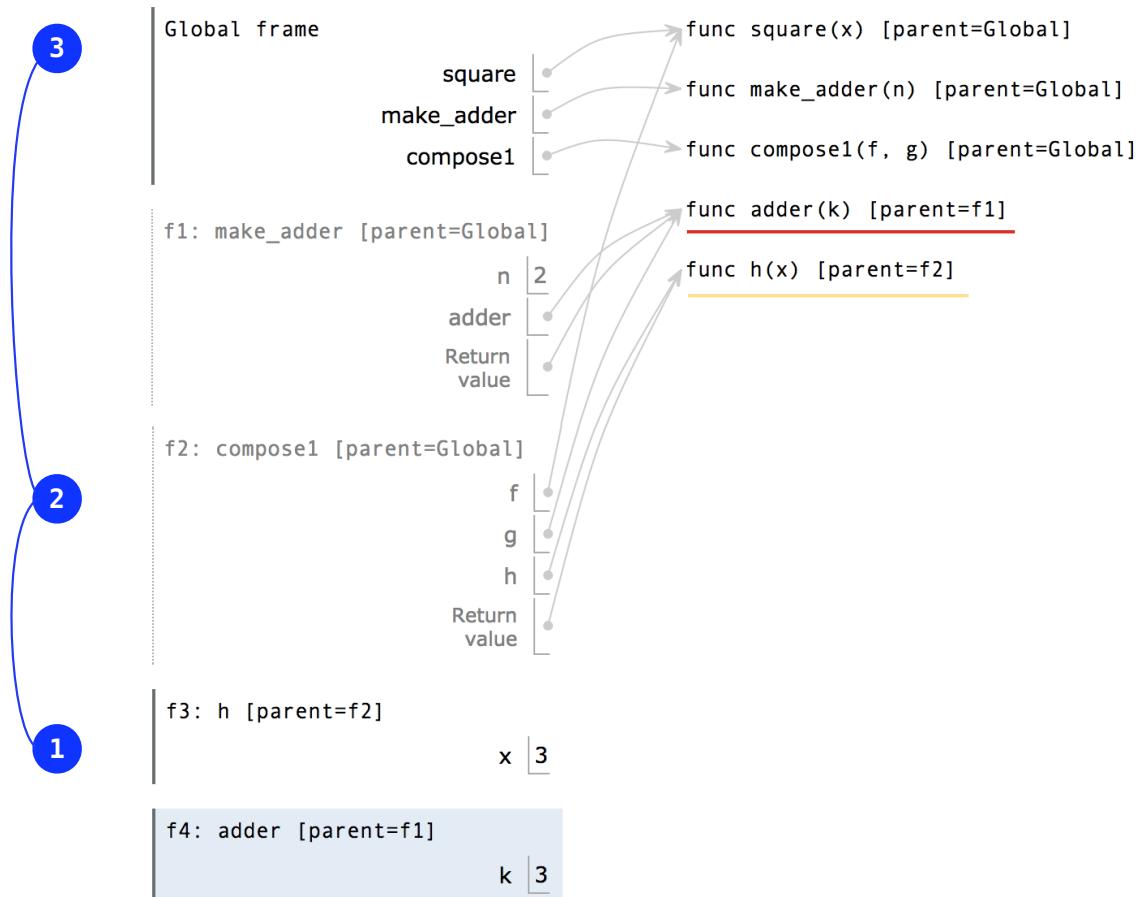
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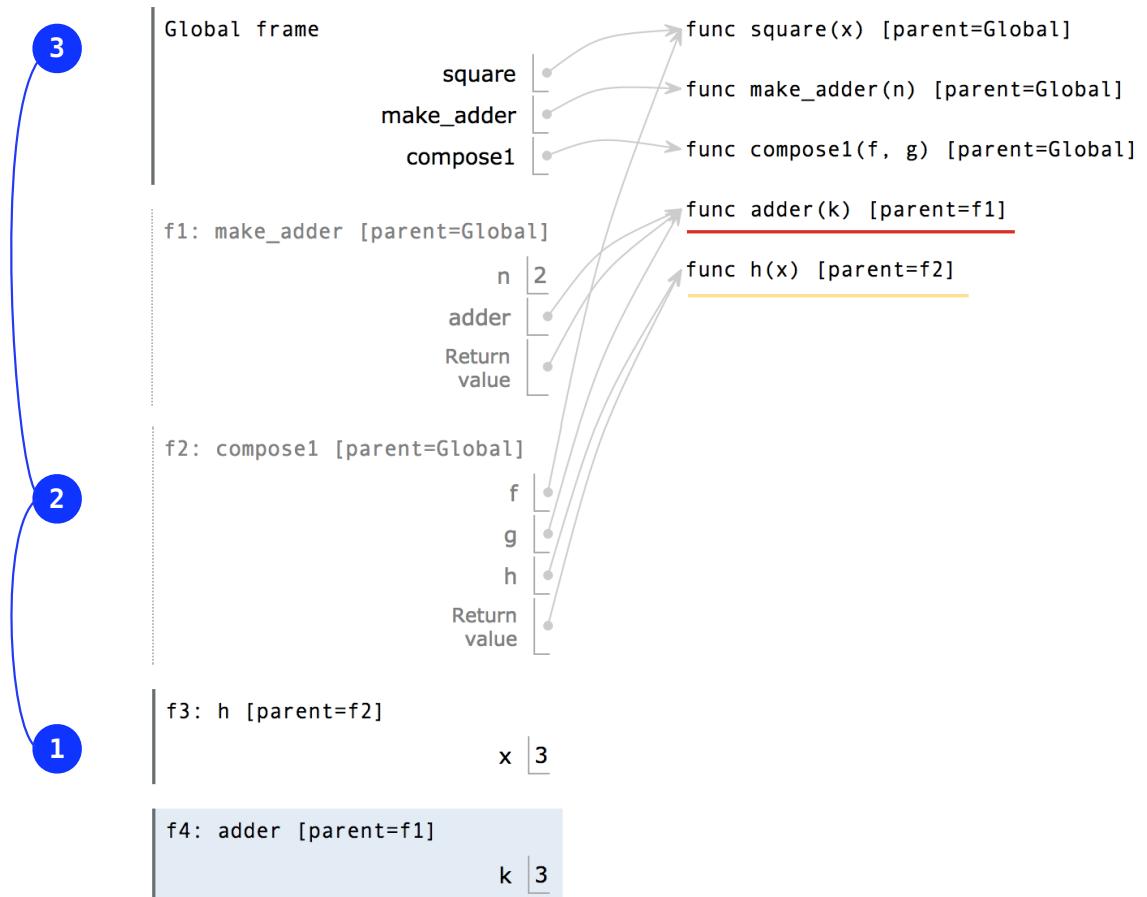
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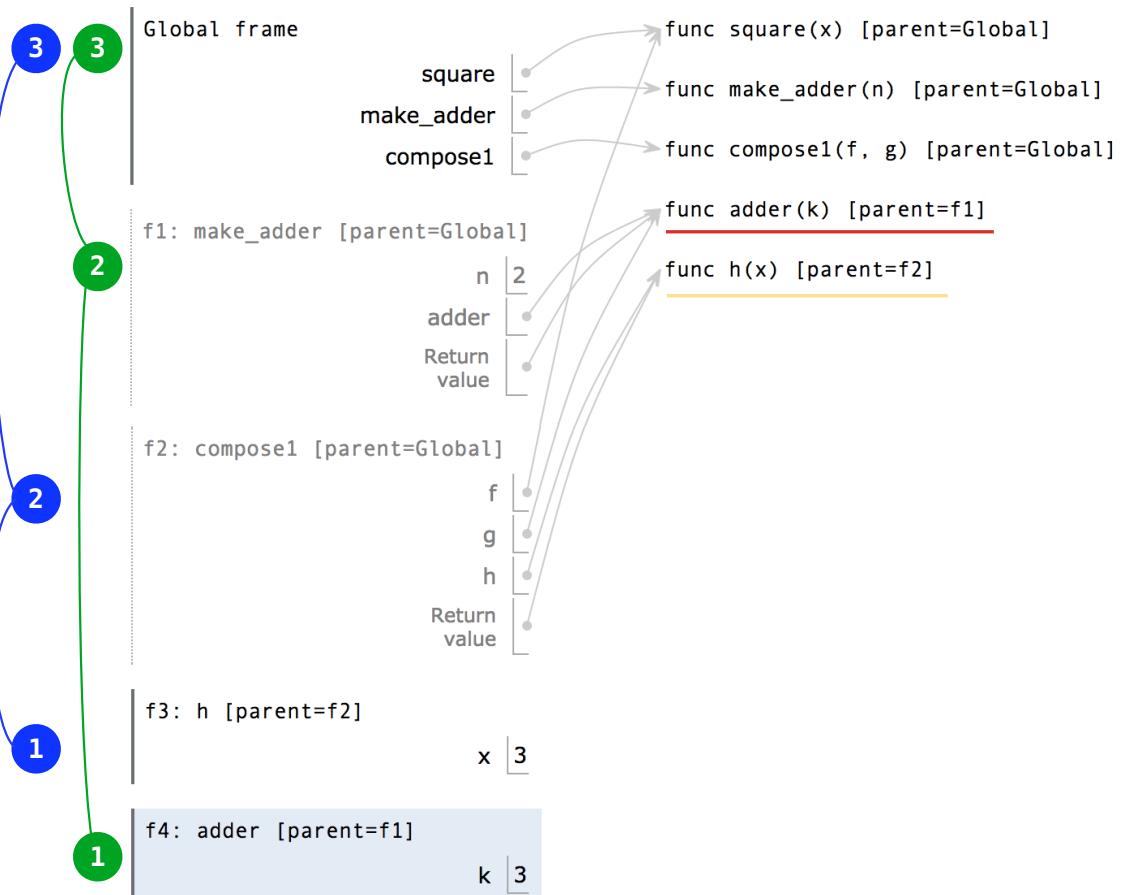
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# Lambda Expressions

(Demo)

## Lambda Expressions

---

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A function  
with formal parameter x  
that returns the value of "x \* x"

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Must be a single expression

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>>> square(4)
```

16

Must be a single expression

## Lambda Expressions

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Must be a single expression

Lambda expressions are not common in Python, but important in general

## Lambda Expressions

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>>> x = 10      An expression: this one  
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```
>>> square = x * x      Also an expression:  
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A function

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that returns the value of "**x \* x**"

```
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16
```

Lambda expressions are not common in Python, but important in general

Lambda expressions in Python cannot contain statements at all!

## Lambda Expressions Versus Def Statements

---

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---

**VS**

## Lambda Expressions Versus Def Statements

---



```
square = lambda x: x * x
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**VS**

## Lambda Expressions Versus Def Statements



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**VS**

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def square(x):  
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## Lambda Expressions Versus Def Statements



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- Both create a function with the same domain, range, and behavior.

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- Both create a function with the same domain, range, and behavior.
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**VS**

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- Both create a function with the same domain, range, and behavior.
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## Lambda Expressions Versus Def Statements



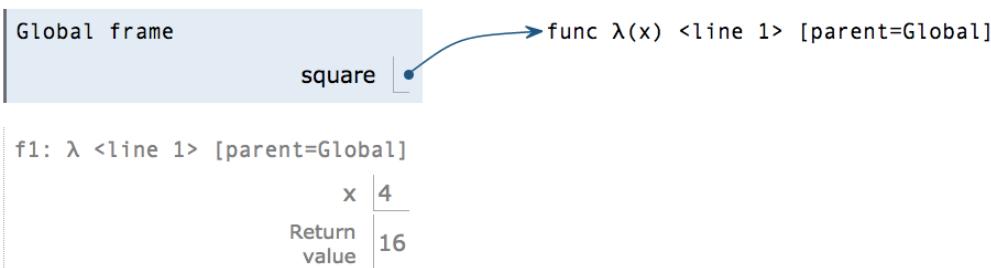
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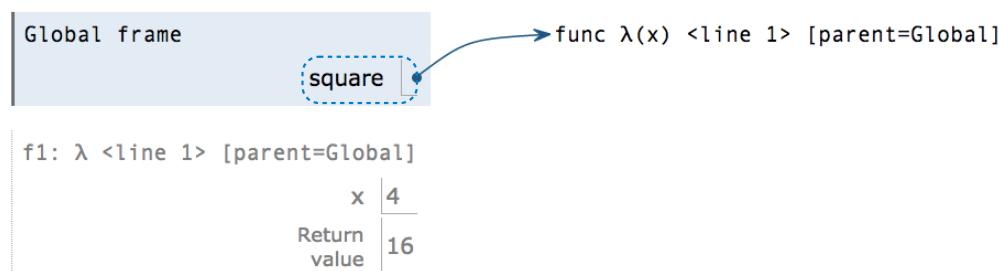
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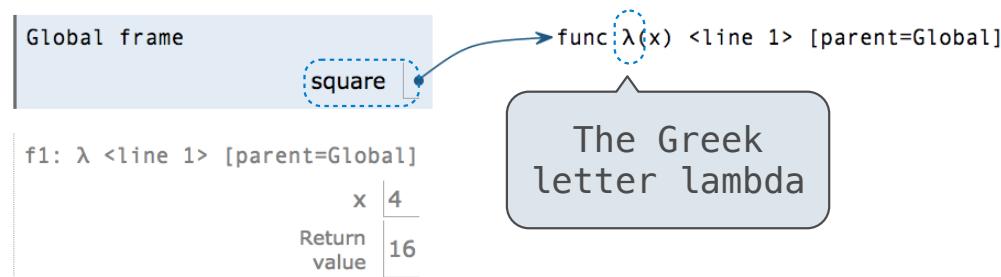
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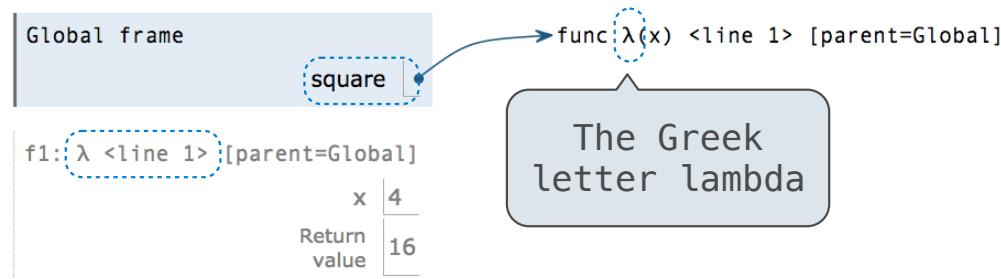
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