

Functions And Abstraction

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Abstraction ... it's all "idea"



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In CS We Abstract A Lot ...

- *Abstraction* is the act of recognizing and then removing an idea or concept or process from a situation.

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- *Abstraction* is the act of recognizing and then removing an idea or concept or process from a situation.
 - “A fox saw some juicy grapes growing on a fence. He tried and tried to reach them, but failed. Finally, he walked away, saying ‘They were probably sour’”
- Extract an idea – one failing to get something they want, often claims in the end it’s no good.
 - Abstracting – separate relevant from irrelevant
 - Recast the idea in more general terms

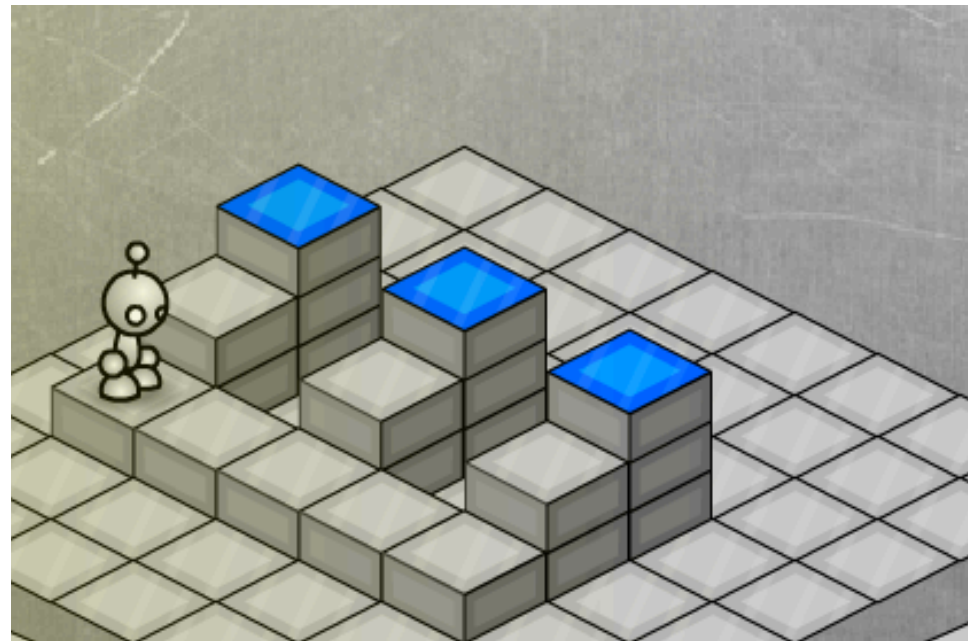
Recall last time ...

- We discussed Functions last time, a seemingly “obvious” idea ...
- They allow us to solve problems by first creating a useful über instruction, and then applying it to simplify our work
- Let’s recall how they work ...

The Function Becomes A Concept

- Because we noticed “process a riser,” as an action we needed to do (more than once) we think of the programming task as

Process a riser
Move to next riser
Process a riser
Move to next riser
Process a riser

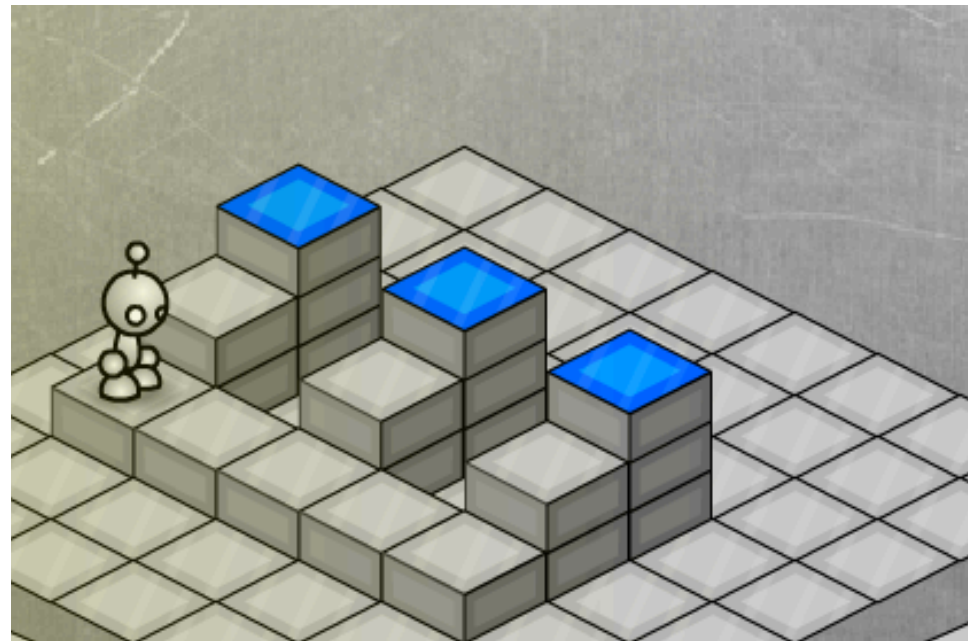


Abstracting Finds “Concept

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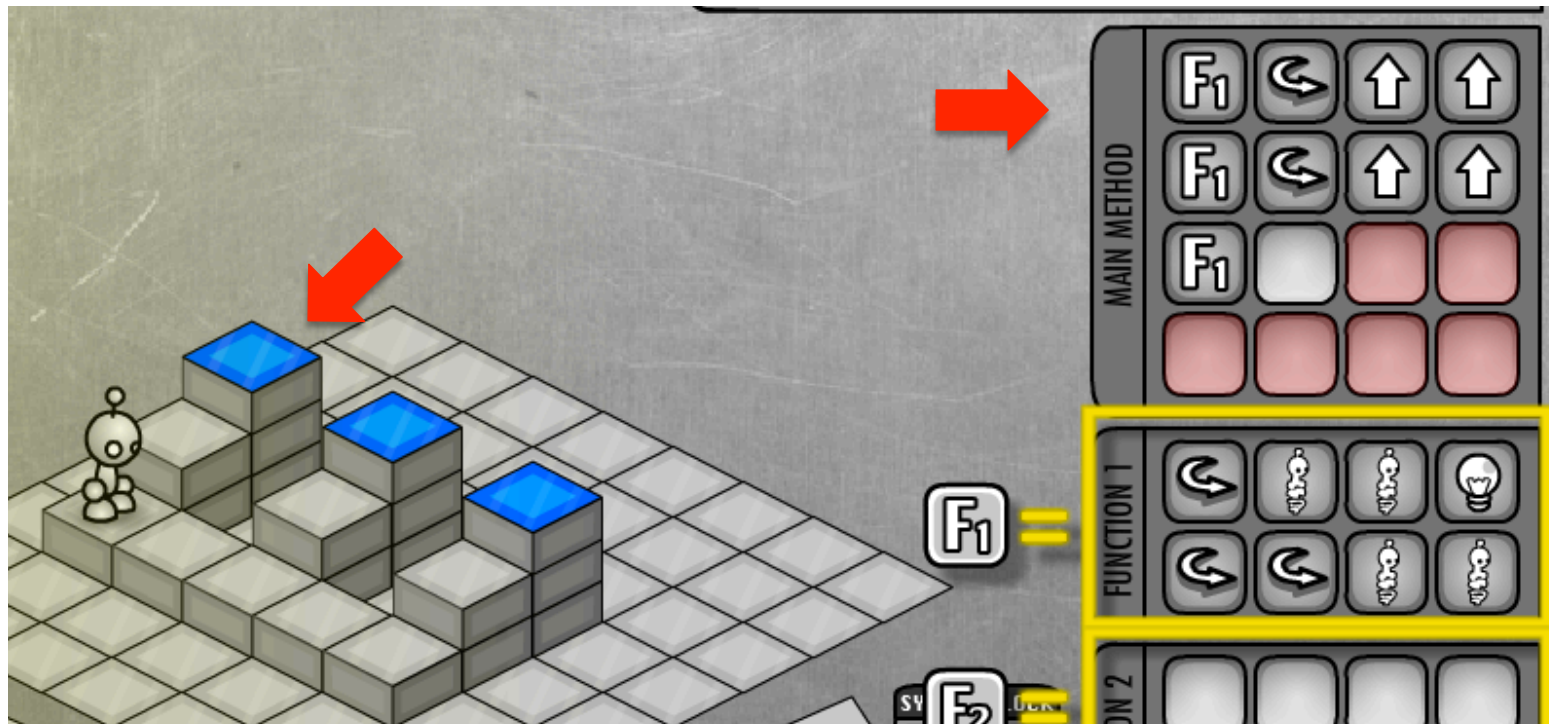
Process a riser
Move to next riser
Process a riser
Move to next riser
Process a riser

- **Abstracting!**
- Simplifies: reduce to 5 conceptual steps rather than 21



Noticing Conceptual “Units”

- We can “see” abstractions in the problem (riser picture) or in the solution (instruction pattern) ... where we find them doesn't matter



A Five Instruction Program

Is this beautiful, or what?

The image shows a game interface for a robot on a grid. The robot is positioned on a grid with several blue blocks. The interface includes a top toolbar with icons for movement, rotation, and function calls (F1, F2). A central text box asks "Is this beautiful, or what?". To the right, a "MAIN METHOD" grid shows function calls (F1, F2) and a "FUNCTION 1" grid shows a sequence of actions (rotation, movement, light). Below this, a "FUNCTION 2" grid shows a sequence of actions (rotation, movement). A "RUN" button is present, along with a "CMDS 15" counter and a "CALLS 0" counter. A "CLEAR COMMANDS" button is also visible. The interface is labeled "ORIAL" in the top left corner.

Program Is Only Function Calls

Process_R

Move_2_N_R

MAIN METHOD

FUNCTION 1

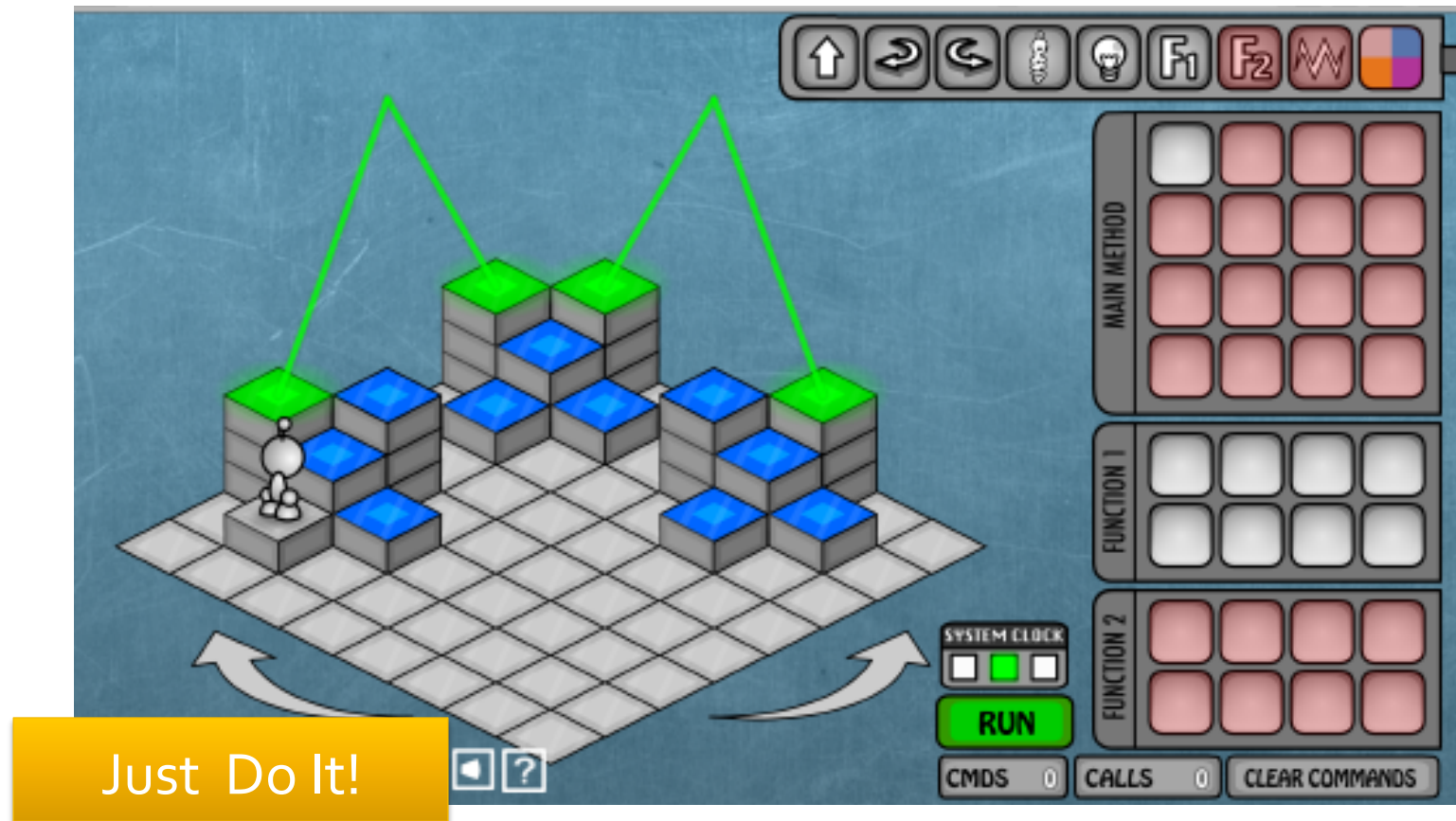
FUNCTION 2

RUN

CMDS 15 CALLS 0 CLEAR COMMANDS

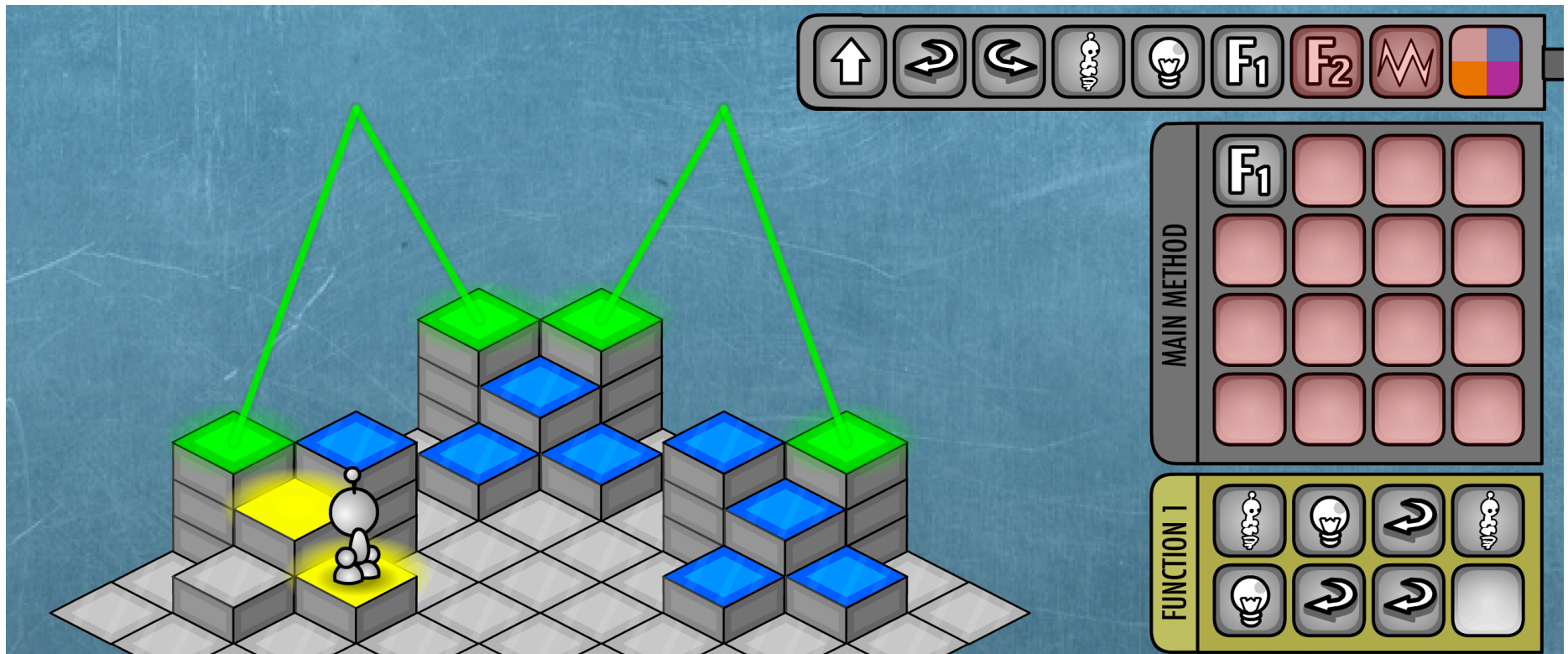
Recursion Also Applies Abstraction

- A “conceptual unit” – that is, the abstraction – might apply again, immediately



2-Step Process

- The abstraction may be a little difficult to name ... let's call it 2-step-right



Abstraction ...

- Formulating blocks of computation as a “concept” is **functional abstraction** [A better definition in a moment]
- What we did just now is important ...
 - We spotted a **coherent** (to us) part of the task
 - We solved it using a sequence of instructions
 - We put the solution into a function “package”, gave it a name, “process a riser,” and thus created a new thing, a concept, something we can talk about & use
 - Then we used it to solve something more complicated ... and then we did it again!

Abstracting

- Collecting operations together and giving them a name is *functional abstraction*
 - The operations perform a **coherent** activity or action – they become a *concept* in our thinking
 - The operations accomplish a goal that is useful – and typically – is needed over and over again
 - *Functions* implement functional abstraction: 3 parts
 - A name
 - A definition (instruction seq), frequently called a “body”
 - Parameters –stuff inside the parentheses, covered later
- process_A_riser()**

People Abstract All The Time

- Functional abstractions in which you are the agent, but someone taught you:
 - Parallel parking
 - Backstroke in swimming
- Functional abstractions you recognized and in which you are the agent
 - Doing a load of laundry
 - Making your favorite {sandwich, pizza, cookies, ...}
- Others?

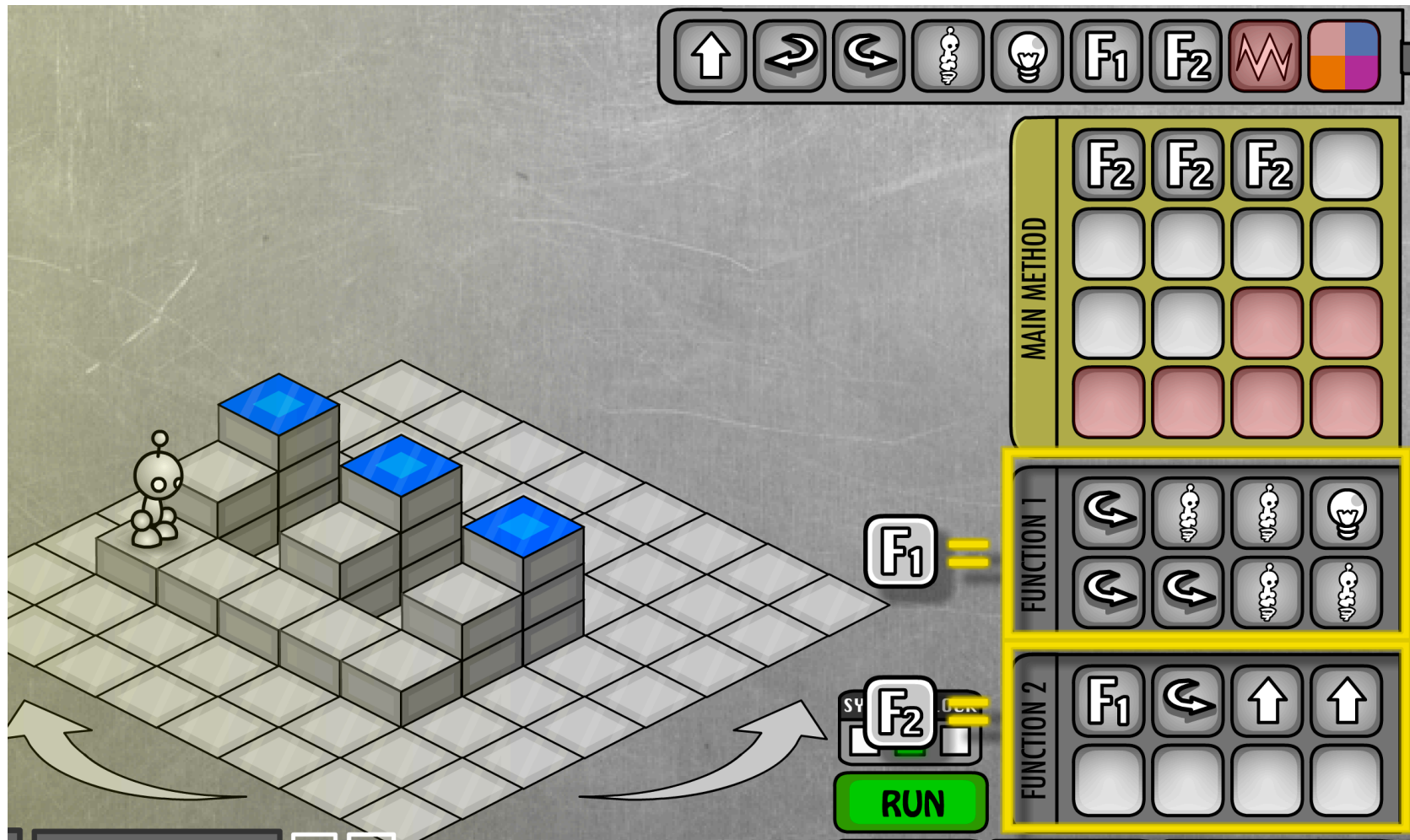
No “Correct” Way To Abstract

- We have abstracted “process a riser” and “move to the next riser” as components of a solution
- As concepts, they are packaged into functions
- Maybe you thought of this in a different way
- That is, there can be other “coherent” parts of a solution

Just Do It!

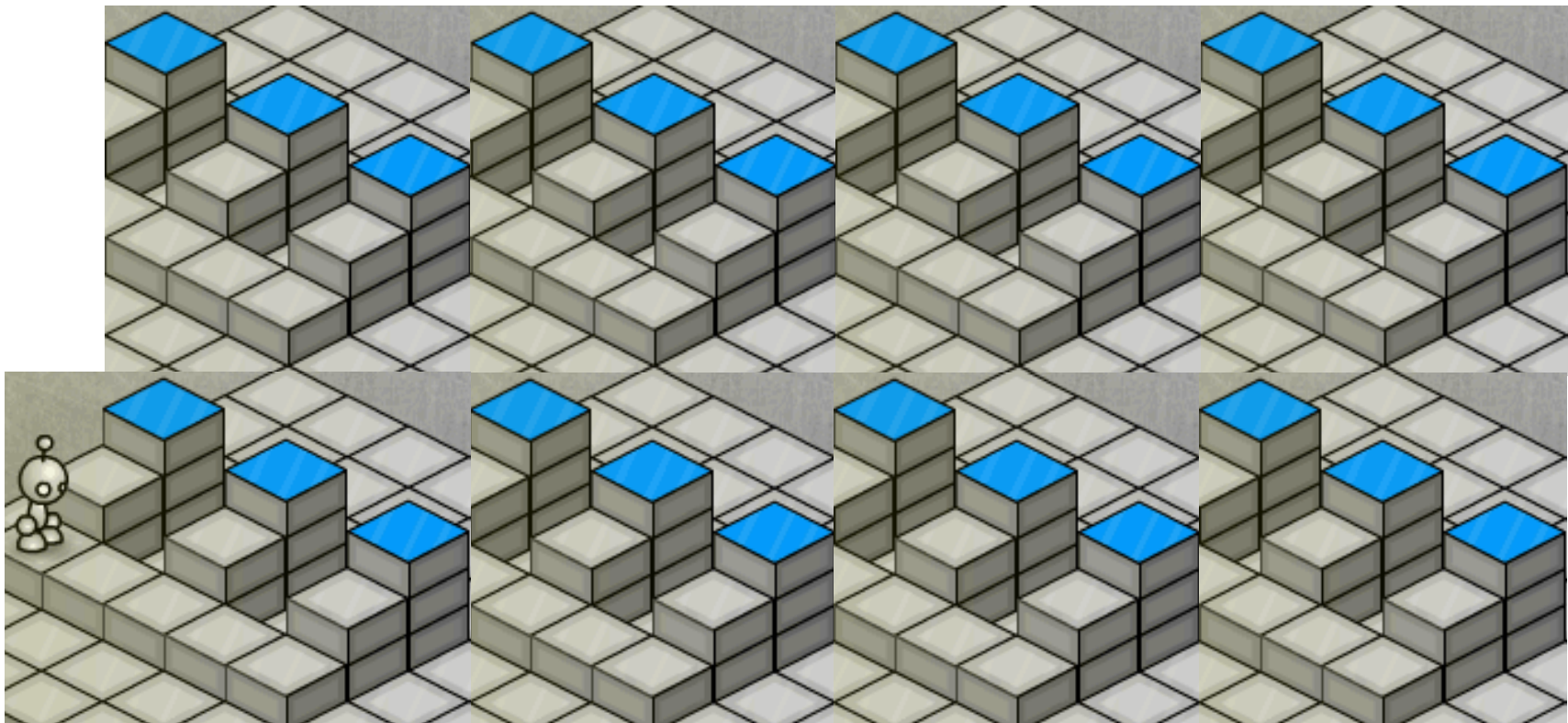
The Function Is Just The Packaging

- Another way to use abstraction



Keep On Using Abstraction ...

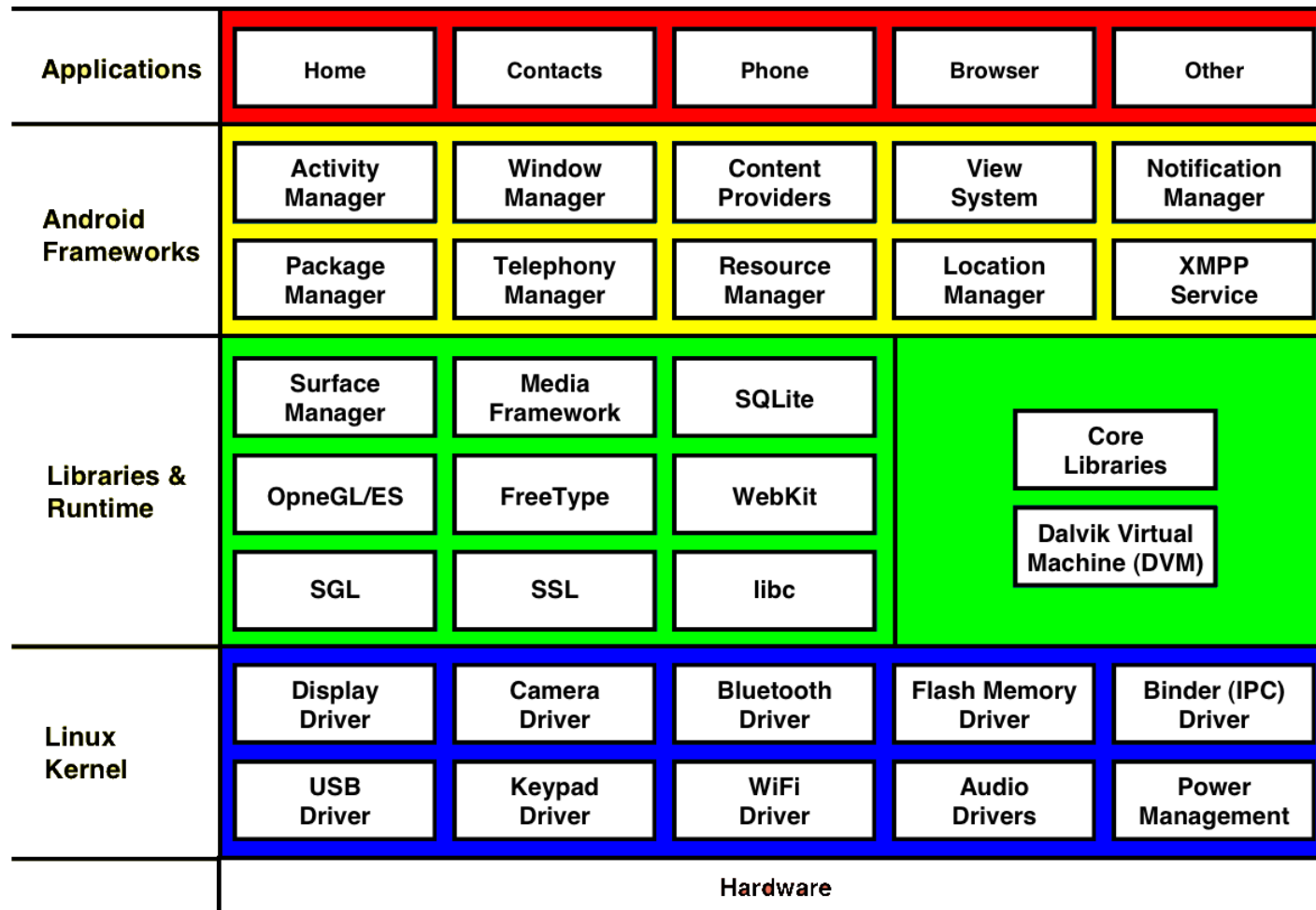
- If M.C. Escher handed us a problem ... what would we do?



It only simplifies our **thinking**; the bot still does all the work

How Useful Is This Idea

- Say "Hi" to Android's Software Stack



Abstraction For Problem Solving

- Abstraction is a big deal because it enables you to decompose or breakdown problems

Recursion Problem #4

Just Do It!

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19

Summarizing Abstraction

- Abstraction is a “thinking tool” you use everyday ... in this class you will consciously apply it in programming & problem solving
- Functional Abstraction – the process of spotting a concept, “packaging” it as a function (at least in your own mind) and using it to solve some tougher problem – is ready to help when the problem is “so confusing”!

Prepping Is Nearly Over

- Today's assignment covers functional abstraction ... and then we're ready to go!