

The Three “Areas” of Memory

```

1 def max(x,y):
2   if x > y:
3     return x
4   return y
5
6 a = 1
7 b = 2
8 max(a,b)
    
```

The diagram illustrates the memory layout. On the left, a code editor shows the execution of a `max` function with `a=1` and `b=2`. On the right, the memory is divided into three sections:

- Global Space:** Contains the `max` function object and global variables `a` (value 1) and `b` (value 2).
- Call Stack:** Contains the current function frame for `max`, with local variables `x` (value 1) and `y` (value 2).
- The Heap:** Contains dynamically allocated memory, such as the `function max(x, y)` object.

Global Space

- This is the **area you “start with”**
 - First memory area you learned to visualize
 - A place to store “global variables”
 - Lasts until you quit Python
- What are **global variables**?
 - Any assignment not in a function definition**
 - Also **modules & functions!**
 - Will see more on this in a bit

The Call Stack

- The area **where call frames live**
 - Call frames are created on a function call
 - May be several frames (functions call functions)
 - Each frame deleted as the call completes
- Area of volatile, temporary memory
 - Less permanent than global space
 - Think of as “scratch” space
- Primary focus of Assignment 2

Heap Space or “The Heap”

- Where the **“folders” live**
 - Stores *only* folders
- Can only **access indirectly**
 - Must have a variable with identifier
 - Can be in global space, call stack
- MUST have **variable with id**
 - If no variable has id, it is *forgotten*
 - Disappears in Tutor immediately
 - But not necessarily in practice
 - Role of the *garbage collector*

Modules and Global Space

- Importing a module: `import math`
 - Creates a global variable (same name as module)
 - Puts contents in a **folder**
 - Module variables
 - Module functions
 - Puts folder id in variable
- from** keyword dumps contents to global space

Functions and Global Space

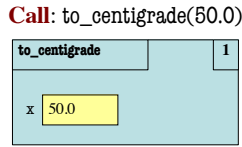
- A function **definition...** `def to_centigrade(x):`
 - Creates a global variable (same name as function)
 - Creates a **folder** for body
 - Puts folder id in variable
- Variable vs. Call


```

>>> to_centigrade
<fun to_centigrade at 0x100498de8>
>>> to_centigrade(32)
0.0
            
```

Recall: Call Frames

1. Draw a frame for the call
2. Assign the argument value to the parameter (in frame)
3. Execute the function body
 - Look for variables in the frame
 - If not there, look for global variables with that name
4. Erase the frame for the call



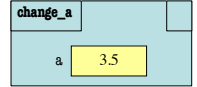
What is happening here?

```

def to_centigrade(x):
    return 5*(x-32)/9.0
    
```

Function Access to Global Space

- All function definitions are in some module
- Call can access global space for **that module**
 - math.cos: global for math
 - temperature.to_centigrade uses global for temperature
- But **cannot** change values
 - Makes a *new local variable*!
 - Why we limit to constants



```

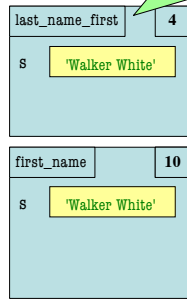
# globals.py
"""Show how globals work"""
a = 4 # global space

def change_a():
    a = 3.5 # local variable
    
```

Frames and Helper Functions

1. def last_name_first(s):
2. """Precond: s in the form 'first-name last-name' """
3. 'first-name last-name' """
4. first = first_name(s)
5. last = last_name(s)
6. return last + ', ' + first
- 7.
8. def first_name(s):
9. """Precond: see above"""
10. end = s.find(' ')
11. return s[0:end]

Call: last_name_first('Walker White')

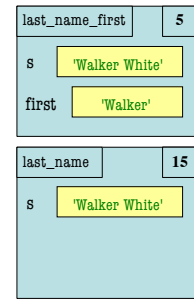


Not done. Do not erase!

Frames and Helper Functions

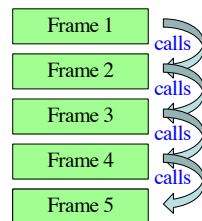
1. def last_name_first(s):
2. """Precond: s in the form 'first-name last-name' """
3. 'first-name last-name' """
4. first = first_name(s)
5. last = last_name(s)
6. return last + ', ' + first
- ...
13. def last_name(s):
14. """Precond: see above"""
15. end = s.rfind(' ')
16. return s[end+1:]

Call: last_name_first('Walker White')



The Call Stack

- Functions are **stacked**
 - Cannot remove one above w/o removing one below
 - Sometimes draw bottom up (better fits the metaphor)
- Stack represents memory as a **high water mark**
 - Must have enough to keep the **entire stack in memory**
 - Error if cannot hold stack



Anglicize Example

```

111 def tens(n):
112     """Returns: tens-word for n
113     Parameter: the integer to anglicize
114     Precondition: n in 2..9"""
115     if n == 2:
116         return 'twenty'
117     elif n == 3:
118         return 'thirty'
119     elif n == 4:
120         return 'forty'
121     elif n == 5:
122         return 'fifty'
123     elif n == 6:
124         return 'sixty'
125     elif n == 7:
126         return 'seventy'
127     elif n == 8:
128         return 'eighty'
129     elif n == 9:
130         return 'ninety'
131     return ''
    
```

