## Ch.3: Functions and branching

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## We have used many Python functions

Mathematical functions:

```
from math import *
y = sin(x)*log(x)
```

Other functions:

```
n = len(somelist)
integers = range(5, n, 2)
```

Functions used with the dot syntax (called *methods*):

```
C = [5, 10, 40, 45]
i = C.index(10)  # result: i=1
C.append(50)
C.insert(2, 20)
```

What is a function? So far we have seen that we put some objects in and sometimes get an object (result) out of functions. Now it is time to write our own functions!

## Functions are one of the most import tools in programming

- Function = a collection of statements we can execute wherever and whenever we want
- $\bullet$  Function can take  $input\ objects$  (arguments) and produce output objects (returned results)
- Functions help to organize programs, make them more understandable, shorter, reusable, and easier to extend

#### Python function for implementing a mathematical function

The mathematical function

$$F(C) = \frac{9}{5}C + 32$$

can be implemented in Python as follows:

```
def F(C):
    return (9.0/5)*C + 32
```

Note:

- Functions start with def, then the name of the function, then a list of arguments (here C) the function header
- Inside the function: statements the function body
- Wherever we want, inside the function, we can "stop the function" and return as many values/variables we want

#### Functions must be called

A function does not do anything before it is called.

(Visualize execution)

Note: Since F(C) produces (returns) a float object, we can call F(C) everywhere a float can be used.

#### Functions can have as many arguments as you like

Make a Python function of the mathematical function

$$y(t) = v_0 t - \frac{1}{2}gt^2$$

```
def yfunc(t, v0):
    g = 9.81
    return v0*t - 0.5*g*t**2

# sample calls:
y = yfunc(0.1, 6)
y = yfunc(0.1, v0=6)
y = yfunc(t=0.1, v0=6)
y = yfunc(v0=6, t=0.1)
```

(Visualize execution)

#### Function arguments become local variables

```
def yfunc(t, v0):
    g = 9.81
    return v0*t - 0.5*g*t**2

v0 = 5
t = 0.6
y = yfunc(t, 3)
```

(Visualize execution)

Local vs global variables. When calling yfunc(t, 3), all these statements are in fact executed:

```
t = 0.6  # arguments get values as in standard assignments
v0 = 3
g = 9.81
return v0*t - 0.5*g*t**2
```

Inside yfunc, t, v0, and g are *local variables*, not visible outside yfunc and desroyed after return.

Outside yfunc (in the main program), t, v0, and y are  $global\ variables$ , visible everywhere.

#### Functions may access global variables

The yfunc(t,v0) function took two arguments. Could implement y(t) as a function of t only:

Problem: v0 must be defined in the calling program program before we call yfunc!

```
>> v0 = 5
>> yfunc(0.6)
1.2342
```

Note: v0 and t (in the main program) are global variables, while the t in yfunc is a local variable.

## Local variables hide global variables of the same name

Test this:

```
def yfunc(t):
    print '1. local t inside yfunc:', t
    g = 9.81
    t = 0.1
    print '2. local t inside yfunc:', t
    return v0*t - 0.5*g*t**2

t = 0.6
v0 = 2
print yfunc(t)
print '1. global t:', t
print yfunc(0.3)
print '2. global t:', t
```

(Visualize execution)

Question. What gets printed?

#### Global variables can be changed if declared global

```
def yfunc(t):
    g = 9.81
    global v0  # now v0 can be changed inside this function
    v0 = 9
    return v0*t - 0.5*g*t**2

v0 = 2  # global variable
print '1. v0:', v0
print yfunc(0.8)
print '2. v0:', v0
```

(Visualize execution)

#### What gets printed?

```
1. v0: 2
4.0608
2. v0: 9
```

#### What happens if we comment out global vo?

```
1. v0: 2
4.0608
2. v0: 2
```

v0 in yfunc becomes a local variable (i.e., we have two v0)

#### Functions can return multiple values

Say we want to compute y(t) and  $y'(t) = v_0 - gt$ :

```
def yfunc(t, v0):
    g = 9.81
    y = v0*t - 0.5*g*t**2
    dydt = v0 - g*t
    return y, dydt

# call:
position, velocity = yfunc(0.6, 3)
```

Separate the objects to be returned by comma, assign to variables separated by comma. Actually, a tuple is returned:

```
>> def f(x):
...    return x, x**2, x**4
...
>> s = f(2)
>> s
(2, 4, 16)
>> type(s)
<type 'tuple'>
>> x, x2, x4 = f(2) # same syntax as x, y = (obj1, obj2)
```

#### Example: Compute a function defined as a sum

The function

$$L(x;n) = \sum_{i=1}^{n} \frac{1}{i} \left( \frac{x}{1+x} \right)^{i}$$

is an approximation to ln(1+x) for a finite n and  $x \ge 1$ .

Corresponding Python function for L(x;n):

```
def L(x, n):
    x = float(x)  # ensure float division below
    s = 0
    for i in range(1, n+1):
        s += (1.0/i)*(x/(1+x))**i
    return s

x = 5
from math import log as ln
print L(x, 10), L(x, 100), ln(1+x)
```

## Returning errors as well from the L(x, n) function

We can return more: 1) the first neglected term in the sum and 2) the error  $(\ln(1+x) - L(x;n))$ :

```
def L2(x, n):
    x = float(x)
    s = 0
    for i in range(1, n+1):
        s += (1.0/i)*(x/(1+x))**i
    value_of_sum = s
    first_neglected_term = (1.0/(n+1))*(x/(1+x))**(n+1)
    from math import log
    exact_error = log(1+x) - value_of_sum
    return value_of_sum, first_neglected_term, exact_error

# typical call:
x = 1.2; n = 100
value, approximate_error, exact_error = L2(x, n)
```

#### Functions do not need to return objects

```
def somefunc(obj):
    print obj

return_value = somefunc(3.4)
```

Here, return\_value becomes None because if we do not explicitly return something, Python will insert return None.

#### Example on a function without return value

No need to return anything here - the purpose is to print.

```
x=10, ln(1+x)=2.3979
       0.909091
                   (next term: 4.13e-01 error: 1.49e+00)
n=1
       1.32231
n=2
                   (next term: 2.50e-01
                                         error: 1.08e+00)
n=10
       2.17907
                   (next term: 3.19e-02
                                         error: 2.19e-01)
n=100
      2.39789
                   (next term: 6.53e-07
                                         error: 6.59e-06)
      2.3979
n=500
                   (next term: 3.65e-24 error: 6.22e-15)
```

## Keyword arguments are useful to simplify function calls and help document the arguments

Functions can have arguments of the form name=value, called *keyword arguments*:

```
def somefunc(arg1, arg2, kwarg1=True, kwarg2=0):
    print arg1, arg2, kwarg1, kwarg2
```

#### Examples on calling functions with keyword arguments

```
>> def somefunc(arg1, arg2, kwarg1=True, kwarg2=0):
>> print arg1, arg2, kwarg1, kwarg2

>> somefunc('Hello', [1,2]) # drop kwarg1 and kwarg2
Hello [1, 2] True 0 # default values are used

>> somefunc('Hello', [1,2], kwarg1='Hi')
Hello [1, 2] Hi 0 # kwarg2 has default value

>> somefunc('Hello', [1,2], kwarg2='Hi')
Hello [1, 2] True Hi # kwarg1 has default value

>> somefunc('Hello', [1,2], kwarg2='Hi', kwarg1=6)
Hello [1, 2] 6 Hi # specify all args
```

If we use name=value for all arguments in the call, their sequence can in fact be arbitrary:

```
»> somefunc(kwarg2='Hello', arg1='Hi', kwarg1=6, arg2=[2])
Hi [2] 6 Hello
```

# How to implement a mathematical function of one variable, but with additional parameteres?

Consider a function of t, with parameters A, a, and  $\omega$ :

$$f(t; A, a, \omega) = Ae^{-at}\sin(\omega t)$$

**Possible implementation.** Python function with t as positional argument, and A, a, and  $\omega$  as keyword arguments:

```
from math import pi, exp, sin

def f(t, A=1, a=1, omega=2*pi):
    return A*exp(-a*t)*sin(omega*t)

v1 = f(0.2)
v2 = f(0.2, omega=1)
v2 = f(0.2, 1, 3)  # same as f(0.2, A=1, a=3)
v3 = f(0.2, omega=1, A=2.5)
v4 = f(A=5, a=0.1, omega=1, t=1.3)
v5 = f(t=0.2, A=9)
v6 = f(t=0.2, 9)  # illegal: keyword arg before positional
```

## Doc strings are used to document the usage of a function

**Important Python convention:** Document the purpose of a function, its arguments, and its return values in a *doc string* - a (triple-quoted) string written right after the function header.

```
def C2F(C):
    """Convert Celsius degrees (C) to Fahrenheit."""
    return (9.0/5)*C + 32

def line(x0, y0, x1, y1):
    """
    Compute the coefficients a and b in the mathematical expression for a straight line y = a*x + b that goes through two points (x0, y0) and (x1, y1).

x0, y0: a point on the line (floats).
    x1, y1: another point on the line (floats).
    return: a, b (floats) for the line (y=a*x+b).
    """
    a = (y1 - y0)/(x1 - x0)
    b = y0 - a*x0
    return a, b
```

#### Convention for input and output data in functions

- A function can have three types of input and output data:
  - input data specified through positional/keyword arguments
  - input/output data given as positional/keyword arguments that will be modified and returned
  - output data created inside the function
- All output data are returned, all input data are arguments

```
def somefunc(i1, i2, i3, io4, io5, i6=value1, io7=value2):
    # modify io4, io5, io7; compute o1, o2, o3
    return o1, o2, o3, io4, io5, io7
```

The function arguments are

• pure input: i1, i2, i3, i6

• input and output: io4, io5, io7

## The main program is the set of statements outside functions

```
from math import *  # in main

def f(x):  # in main
    e = exp(-0.1*x)
    s = sin(6*pi*x)
    return e*s

x = 2  # in main
y = f(x)  # in main
print 'f(%g)=%g' % (x, y) # in main
```

The execution starts with the first statement in the main program and proceeds line by line, top to bottom.

def statements define a function, but the statements inside the function are not executed before the function is called.

## Python functions as arguments to Python functions

- Programs doing calculus frequently need to have functions as arguments in other functions, e.g.,
  - numerical integration:  $\int_a^b f(x)dx$
  - numerical differentiation: f'(x)
  - numerical root finding: f(x) = 0
- All three cases need f as a Python function f(x)

Example: numerical computation of f''(x).

$$f''(x) \approx \frac{f(x-h) - 2f(x) + f(x+h)}{h^2}$$

```
def diff2(f, x, h=1E-6):
    r = (f(x-h) - 2*f(x) + f(x+h))/float(h*h)
    return r
```

No difficulty with **f** being a function (more complicated in Matlab, C, C++, Fortran, Java, ...).

#### Application of the diff2 function

```
Code:
def g(t):
    return t**(-6)

# make table of g''(t) for 13 h values:
for k in range(1,14):
    h = 10**(-k)
    print 'h=%.0e: %.5f' % (h, diff2(g, 1, h))
```

```
Output (g''(1) = 42):

h=1e-01: 44.61504

h=1e-02: 42.02521

h=1e-04: 42.00005

h=1e-05: 41.99999

h=1e-06: 42.00074

h=1e-07: 41.94423

h=1e-08: 47.73959

h=1e-09: -666.13381

h=1e-10: 0.00000

h=1e-11: 0.00000

h=1e-11: -666133814.77509

h=1e-13: 66613381477.50939
```

#### Round-off errors caused nonsense values in the table

- For  $h < 10^{-8}$  the results are totally wrong!
- We would expect better approximations as h gets smaller
- $\bullet$  Problem 1: for small h we subtract numbers of approx equal size and this gives rise to round-off errors
- $\bullet$  Problem 2: for small h the round-off errors are multiplied by a big number
- Remedy: use float variables with more digits
- Python has a (slow) float variable (decimal.Decimal) with arbitrary number of digits
- Using 25 digits gives accurate results for  $h \le 10^{-13}$
- Is this really a problem? Quite seldom other uncertainies in input data to a mathematical computation makes it usual to have (e.g.)  $10^{-2} \le h \le 10^{-6}$

## Lambda functions for compact inline function definitions

```
def f(x):
    return x**2 - 1
```

The lambda construction can define this function in one line:

```
f = lambda x: x**2 - 1
```

In general,

```
somefunct = lambda a1, a2, ...: some_expression
```

is equivalent to

```
def somefunc(a1, a2, ...):
    return some_expression
```

Lambda functions can be used directly as arguments in function calls:

```
value = someotherfunc(lambda x, y, z: x+y+3*z, 4)
```

#### Example on using a lambda function to save typing

```
Old code:
    def g(t):
        return t**(-6)

dgdt = diff2(g)
print dgdt
```

```
New, more compact code with lambda:

dgdt = diff2(lambda t: t**(-6))
print dgdt
```

#### If tests for branching the flow of statements

Sometimes we want to perform different actions depending on a condition. Example:

$$f(x) = \begin{cases} \sin x, & 0 \le x \le \pi \\ 0, & \text{otherwise} \end{cases}$$

A Python implementation of f needs to test on the value of x and branch into two computations:

```
from math import sin, pi

def f(x):
    if 0 <= x <= pi:
        return sin(x)
    else:
        return 0

print f(0.5)
print f(5*pi)</pre>
```

(Visualize execution)

#### The general form if if tests

if-else (the else block can be skipped): -

```
Multiple if-else.
```

#### Example on multiple branching

A piecewisely defined function.

$$N(x) = \begin{cases} 0, & x < 0 \\ x, & 0 \le x < 1 \\ 2 - x, & 1 \le x < 2 \\ 0, & x \ge 2 \end{cases}$$

```
Python implementation with if-branching.
```

```
def N(x):
    if x < 0:
        return 0
    elif 0 <= x < 1:
        return x
    elif 1 <= x < 2:
        return 2 - x
    elif x >= 2:
        return 0
```

#### Inline if tests for shorter code

A common construction is

```
if condition:
    variable = value1
else:
    variable = value2
```

This test can be placed on one line as an expression:

```
variable = (value1 if condition else value2)

Example:

def f(x):
    return (sin(x) if 0 <= x <= 2*pi else 0)</pre>
```

#### We shall write special test functions to verify functions

```
def double(x):  # some function
    return 2*x

def test_double():  # associated test function
    x = 4
    exact = 8  # expected result from function double
    computed = double(x)
    success = computed == exact # boolean value: test passed
    msg = 'computed %s, expected %s' % (computed, exact)
    assert success, msg
```

#### Rules for test functions:

- name begins with test\_
- no arguments
- must have an assert success statement, where success is True if the test passed and False otherwise (assert success, msg prints msg on failure)

#### Why write test functions according to these rules?

- Easy to recognize where functions are verified
- Test frameworks, like nose and pytest, can automatically run *all* your test functions (in a folder tree) and report if any bugs have sneaked in

```
Terminal> nosetests -s . Terminal> pytest -s .
```

**Unit tests.** A test function as test\_double() is often referred to as a *unit test* since it tests a small unit (function) of a program. When all unit tests work, the whole program is supposed to work.

#### Summary of if tests and functions

If tests:

```
if x < 0:
    value = -1
elif x >= 0 and x <= 1:
    value = x
else:
    value = 1</pre>
```

User-defined functions:

```
def quadratic_polynomial(x, a, b, c)
    value = a*x*x + b*x + c
    derivative = 2*a*x + b
    return value, derivative

# function call:
x = 1
p, dp = quadratic_polynomial(x, 2, 0.5, 1)
p, dp = quadratic_polynomial(x=x, a=-4, b=0.5, c=0)
```

Positional arguments must appear before keyword arguments:

```
def f(x, A=1, a=1, w=pi):
    return A*exp(-a*x)*sin(w*x)
```

## A summarizing example for Chapter 3; problem

An integral

$$\int_{a}^{b} f(x)dx$$

can be approximated by Simpson's rule:

$$\int_{a}^{b} f(x)dx \approx \frac{b-a}{3n} \left( f(a) + f(b) + 4 \sum_{i=1}^{n/2} f(a+(2i-1)h) + 2 \sum_{i=1}^{n/2-1} f(a+2ih) \right)$$

Problem: make a function Simpson(f, a, b, n=500) for computing an integral of f(x) by Simpson's rule. Call Simpson(...) for  $\frac{3}{2} \int_0^{\pi} \sin^3 x dx$  (exact value: 2) for n = 2, 6, 12, 100, 500.

#### The program: function for computing the formula

```
def Simpson(f, a, b, n=500):
    """
Return the approximation of the integral of f
```

```
from a to b using Simpson's rule with n intervals.
"""

h = (b - a)/float(n)

sum1 = 0
for i in range(1, n/2 + 1):
    sum1 += f(a + (2*i-1)*h)

sum2 = 0
for i in range(1, n/2):
    sum2 += f(a + 2*i*h)

integral = (b-a)/(3*n)*(f(a) + f(b) + 4*sum1 + 2*sum2)
return integral
```

#### The program: function, now with test for possible errors

```
def Simpson(f, a, b, n=500):
    if a > b:
        print 'Error: a=%g > b=%g' % (a, b)
        return None

# Check that n is even
if n % 2 != 0:
        print 'Error: n=%d is not an even integer!' % n
        n = n+1 # make n even

# as before...
...
return integral
```

## The program: application (and main program)

#### The program: verification (with test function)

Property of Simpson's rule: 2nd degree polynomials are integrated exactly!

```
def test_Simpson():  # rule: no arguments
   """Check that quadratic functions are integrated exactly."""
   a = 1.5
   b = 2.0
   n = 8
   g = lambda x: 3*x**2 - 7*x + 2.5  # test integrand
   G = lambda x: x**3 - 3.5*x**2 + 2.5*x  # integral of g
   exact = G(b) - G(a)
   approx = Simpson(g, a, b, n)
   success = abs(exact - approx) < 1E-14  # tolerance for floats
   msg = 'exact=%g, approx=%g' % (exact, approx)
   assert success, msg</pre>
```

Can either call test\_Simpson() or run nose or pytest:

```
Terminal> nosetests -s Simpson.py
Terminal> pytest -s Simpson.py
...
Ran 1 test in 0.005s
```