

# Python

# First-Class Functions



Copyright © Software Carpentry 2010

This work is licensed under the Creative Commons Attribution License See http://software-carpentry.org/license.html for more information.





...that variables can refer to



...that variables can refer to

A string is a sequence of bytes representing characters...



...that variables can refer to

A string is a sequence of bytes representing characters...

...that variables can refer to



...that variables can refer to

A string is a sequence of bytes representing characters...

...that variables can refer to

A function is a sequence of bytes representing instructions...



...that variables can refer to

A string is a sequence of bytes representing characters...

...that variables can refer to

A function is a sequence of bytes representing instructions...

...and yes, variables can refer to them to



...that variables can refer to

A string is a sequence of bytes representing characters...

...that variables can refer to

A function is a sequence of bytes representing instructions...

...and yes, variables can refer to them to

This turns out to be very useful, and very powerful

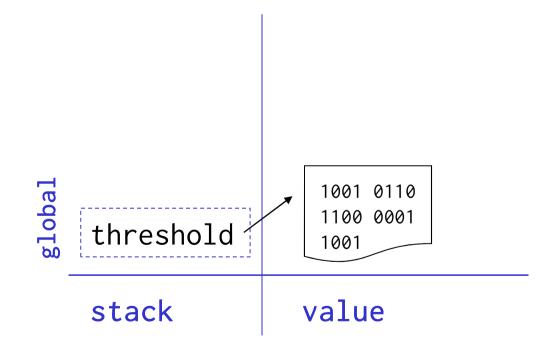




```
def threshold(signal):
   return 1.0 / sum(signal)
```



```
def threshold(signal):
   return 1.0 / sum(signal)
```

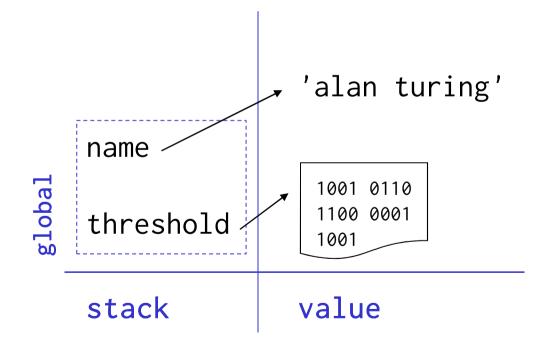




```
def threshold(signal):
   return 1.0 / sum(signal)
```

# Not really very different from:

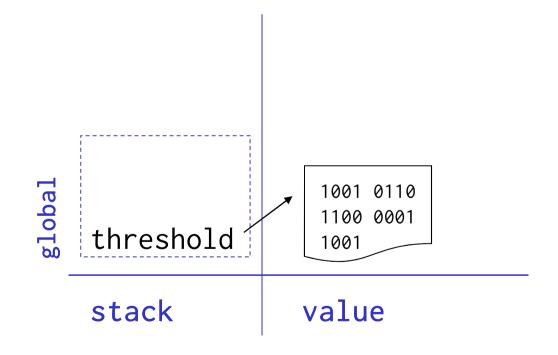
name = 'Alan Turing'







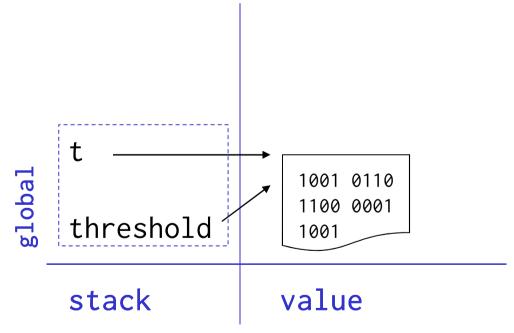
```
def threshold(signal):
   return 1.0 / sum(signal)
```





```
def threshold(signal):
    return 1.0 / sum(signal)

t = threshold
```





```
def threshold(signal):
    return 1.0 / sum(signal)

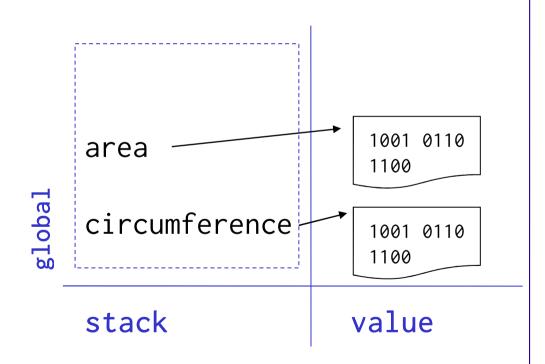
t = threshold
print t([0.1, 0.4, 0.2])
1.42857
t ______
threshold
```





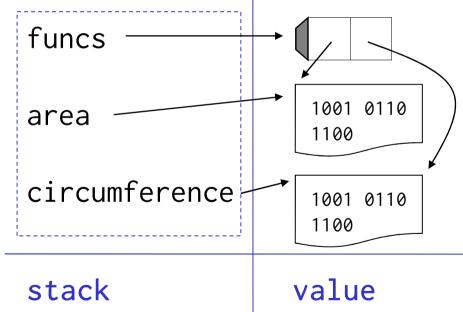
```
def area(r):
    return PI * r * r

def circumference(r):
    return 2 * PI * r
```



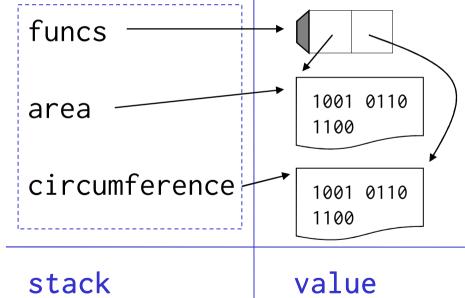


```
def area(r):
  return PI * r * r
def circumference(r):
  return 2 * PI * r
                                   funcs
funcs = [area, circumference]
                                   area
                               global
```



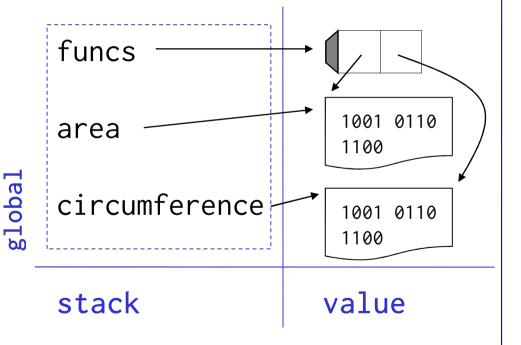


```
def area(r):
  return PI * r * r
def circumference(r):
  return 2 * PI * r
                                  funcs
funcs = [area, circumference]
                                  area
for f in funcs:
                               global
  print f(1.0)
```





```
def area(r):
  return PI * r * r
def circumference(r):
  return 2 * PI * r
funcs = [area, circumference]
for f in funcs:
 print f(1.0)
3.14159
6.28318
```







```
def call_it(func, value):
    return func(value)
```



```
def call_it(func, value):
    return func(value)

print call_it(area, 1.0)
3.14159
```



```
def call_it(func, value):
    return func(value)

print call_it(area, 1.0)
3.14159

print call_it(circumference, 1.0)
6.28318
```





```
def do_all(func, values):
    result = []
    for v in values:
        temp = func(v)
        result.append(temp)
    return result
```







```
def do_all(func, values):
  result = []
  for v in values:
    temp = func(v)
    result.append(temp)
  return result
                     print do_all(area, [1.0, 2.0, 3.0])
                     [3.14159, 12.56636, 28.27431]
                     def slim(text):
                        return text[1:-1]
```



```
def do_all(func, values):
  result = []
  for v in values:
    temp = func(v)
    result.append(temp)
  return result
                     print do_all(area, [1.0, 2.0, 3.0])
                     [3.14159, 12.56636, 28.27431]
                     def slim(text):
                       return text[1:-1]
                     print do_all(slim, ['abc', 'defgh'])
                     b efg
```





```
def combine_values(func, values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current
```



```
def combine_values(func, values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current

def add(x, y): return x + y
    def mul(x, y): return x * y
```



```
def combine_values(func, values):
  current = values[0]
  for i in range(1, len(values)):
    current = func(current, v)
  return current
def add(x, y): return x + y
def mul(x, y): return x * y
print combine_values(add, [1, 3, 5])
```



```
def combine_values(func, values):
  current = values[0]
  for i in range(1, len(values)):
    current = func(current, v)
  return current
def add(x, y): return x + y
def mul(x, y): return x * y
print combine_values(add, [1, 3, 5])
print combine_values(mul, [1, 3, 5])
15
```





	op_1	op_2	op_3
data_structure_A	do_1A	do_2A	do_3A
data_structure_B	do_1B	do_2B	do_3B
data_structure_C	do_1C	do_2C	do_3C



	op_1	op_2	op_3
data_structure_A	do_1A	do_2A	do_3A
data_structure_B	do_1B	do_2B	do_3B
data_structure_C	do_1C	do_2C	do_3C

total: 9



	op_1	op_2	op_3
data_structure_A	do_1A	do_2A	do_3A
data_structure_B	do_1B	do_2B	do_3B
data_structure_C	do_1C	do_2C	do_3C

total: 9

With higher order functions

	op_1	op_2	op_3
data_structure_A	do_1A	do_2A	do_3A
data_structure_B	do_1B	do_2B	do_3B
data_structure_C	do_1C	do_2C	do_3C

total: 9

#### With higher order functions

	op_1	op_2	op_3
operate_on_A			
operate_on_B			
operate_on_C			

	op_1	op_2	op_3
data_structure_A	do_1A	do_2A	do_3A
data_structure_B	do_1B	do_2B	do_3B
data_structure_C	do_1C	do_2C	do_3C

total: 9

## With higher order functions

	op_1	op_2	op_3
operate_on_A			
operate_on_B			
operate_on_C			

total: 6



Must need to know *something* about the function in order to call it



Must need to know *something* about the function in order to call it

Like number of arguments



Must need to know *something* about the function in order to call it

Like number of arguments

Python



Must need to know *something* about the function in order to call it

Like number of arguments

```
def add_all(*args):
   total = 0
   for a in args:
     total += a
   return total
```



Must need to know *something* about the function in order to call it

Like number of arguments

```
def add_all(*args):
   total = 0
   for a in args:
     total += a
   return total
```

**Python** 



Must need to know something about the function in order to call it

Like number of arguments

def add\_all(\*args):
 total = 0
 for a in args:
 total += a

print add\_all()

0

return total



Must need to know *something* about the function in order to call it

Like number of arguments

```
def add_all(*args):
    total = 0
    for a in args:
       total += a
    return total

print add_all()
    print add_all(1, 2, 3)
    6
```





```
def combine_values(func, *values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current
```



```
def combine_values(func, *values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current
```



```
def combine_values(func, *values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current

print combine_values(add, 1, 3, 5)
9
```



```
def combine_values(func, *values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current

print combine_values(add, 1, 3, 5)
9
```

What does combine\_values(add) do?



```
def combine_values(func, *values):
    current = values[0]
    for i in range(1, len(values)):
        current = func(current, v)
    return current

print combine_values(add, 1, 3, 5)
9
```

What does combine\_values(add) do?

What *should* it do?



filter(F, S) select elements of S for which F is True



filter(F, S)	select elements of S for which F is True
map(F, S)	apply F to each element of S



filter(F, S)	select elements of S for which F is True
map(F, S)	apply F to each element of S
reduce(F, S)	use F to combine all elements of S



filter(F, S)	select elements of S for which F is True
map(F, S)	apply F to each element of S
reduce(F, S)	use F to combine all elements of S

```
def positive(x): return x >= 0
print filter(positive, [-3, -2, 0, 1, 2])
[0, 1, 2]
```



filter(F, S)	select elements of S for which F is True
map(F, S)	apply F to each element of S
reduce(F, S)	use F to combine all elements of S

```
def positive(x): return x >= 0
print filter(positive, [-3, -2, 0, 1, 2])
[0, 1, 2]
```

```
def negate(x): return -x
print map(negate, [-3, -2, 0, 1, 2])
[3, 2, 0, -1, -2]
```



filter(F, S)	select elements of S for which F is True
map(F, S)	apply F to each element of S
reduce(F, S)	use F to combine all elements of S

```
def positive(x): return x >= 0
print filter(positive, [-3, -2, 0, 1, 2])
[0, 1, 2]
```

```
def negate(x): return -x
print map(negate, [-3, -2, 0, 1, 2])
[3, 2, 0, -1, -2]
```

```
def add(x, y): return x+y
print reduce(add, [-3, -2, 0, 1, 2])
-2
```





Novice: writing instructions for the computer



Novice: writing instructions for the computer

Expert: creating and combining abstractions



Novice: writing instructions for the computer

Expert: creating and combining abstractions

figure out what the pattern is



Novice: writing instructions for the computer

Expert: creating and combining abstractions

figure out what the pattern is

write it down as clearly as possible



Novice: writing instructions for the computer

Expert: creating and combining abstractions

figure out what the pattern is

write it down as clearly as possible

build more patterns on top of it



Novice: writing instructions for the computer

Expert: creating and combining abstractions

figure out what the pattern is

write it down as clearly as possible

build more patterns on top of it

But limits on short-term memory still apply



Novice: writing instructions for the computer

Expert: creating and combining abstractions

figure out what the pattern is

write it down as clearly as possible

build more patterns on top of it

But limits on short-term memory still apply

Hard to understand what meta-meta-functions

actually *do* 



created by

**Greg Wilson** 

October 2010



Copyright © Software Carpentry 2010
This work is licensed under the Creative Commons Attribution License
See http://software-carpentry.org/license.html for more information.