

Python 3: Functional Programming

IN608: Intermediate Application Development Concepts

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Last Session's Content

- More abstract data types
 - List as a stack
 - Stack class
 - List as a queue
 - Queue class
 - Circular queue

Today's Content

- Comprehension
 - List
 - Set
 - Dictionary
- Lambda expression
- Map
- Filter
- Reduce
- Iterator
- Generator

Comprehension

Comprehension

- Succinct way of creating a list, set or dictionary
- A comprehension consists of the following components:
 - Expression (optional)
 - Variable
 - Input sequence
 - Predicate (optional)

```
[expression for variable input sequence predicate]
```

List Comprehension

- Resource: <https://docs.python.org/3/tutorial/datastructures.html#list-comprehensions>

```
string = '123 Hi 456'
nums = []
for s in string:
    if s.isdigit():
        nums.append(int(s))
print(nums)

# is equivalent to

string = '123 Hi 456'
nums = [int(s) for s in string if s.isdigit()]
print(nums)
```

Set Comprehension

```
class Cat:
    def __init__(self, breed, is_active):
        self.breed = breed
        self.is_active = is_active

def main():
    cats = [
        Cat('Birman', True),
        Cat('Birman', True),
        Cat('Maine Coon', False),
        Cat('Persian', False),
        Cat('Ragdoll', False),
        Cat('Siamese', True)
    ]
    active_cats = {c.breed for c in cats if c.is_active}
    print(active_cats)

if __name__ == '__main__':
    main() # {'Birman', 'Siamese'}
```

Dictionary Comprehension

```
fruit_price = {'apple': 0.89, 'banana': 0.75, 'orange': 0.60, 'pineapple': 3.50}
double_fruit_price = {}
for (k, v) in fruit_price.items():
    double_fruit_price[k] = v * 2
print(double_fruit_price) # {'apple': 1.78, 'banana': 1.5, 'orange': 1.2, 'pineapple': 7.0}
```

is equivalent to

```
fruit_price = {'apple': 0.89, 'banana': 0.75, 'orange': 0.60, 'pineapple': 3.50}
double_fruit_price = {k: v * 2 for (k, v) in fruit_price.items()}
print(double_fruit_price) # {'apple': 1.78, 'banana': 1.5, 'orange': 1.2, 'pineapple': 7.0}
```


Programming Activity

(30 Minutes)

Programming Activity

- Checkout to master - `git checkout master`
- Create a new branch called 03-practical - `git checkout -b 03-practical`
- Copy 03-practical.ipynb from the course materials repository into your practicals repository
- Open up the Anaconda Prompt (it should be install on all lab computers) & `cd` to your practicals repository
- Run the following command: `jupyter notebook`

Programming Activity

- Please open 03-practical.ipynb
- Please **ONLY** answer questions 1-3
- We will go through the solutions after 30 minutes

Solutions

First-class Functions

First-class functions

Functions in Python are first-class objects. This means that we can

- Assign a function as a value to a variable
- Pass a function as an argument to another function
- Return a function from another function

First-class functions

```
def double(x):  
    return 2 * x  
  
# A function is just a value  
times_two = double  
times_two(4)  
  
def do_twice(func, arg):  
    return (func(arg), func(arg))  
  
# We can pass functions to other functions  
do_twice(double, 2)  
  
# Functions can return functions  
def make_multiplier(factor):  
    def f(x):  
        return factor * x  
    return f  
  
triple = make_multiplier(3)  
triple(2)
```

Lambda Expression

Lambda Expression

- Lambda expression or lambda form
- Used to create an anonymous/unnamed function
- Generally used as an argument to a higher-order function
- `lambda parameters: expression` - yields a function object
- Resource: <https://docs.python.org/3/reference/expressions.html#lambda>

```
lambda parameters: expression
```

```
add = lambda x, y: x + y  
print(add(5, 5)) # 10
```

Map

Map

- `map(function, iterable)`
- Returns an iterator which applies *function* to elements of *iterable*, yielding the results
- Resource: <https://docs.python.org/3/library/functions.html#map>

```
# Named function
def power_of_three(x):
    return x ** 3

# Anonymous function
power_of_three = lambda x: x ** 3

nums = [x for x in range(1, 11)]
pow_of_three_nums = map(power_of_three, nums)
print(type(pow_of_three_nums)) # <class 'map'>
print(list(pow_of_three_nums)) # [1, 8, 27, 64, 125, 216, 343, 512, 729, 1000]
```

Filter

Filter

- `filter(function, iterable)`
- Constructs an iterator from elements of *iterable* for which a *function* returns true
- Resource: <https://docs.python.org/3/library/functions.html#filter>

```
# Named function
def is_even(x):
    return x % 2 == 0

# Anonymous function
is_even = lambda x: x % 2 == 0

nums = [x for x in range(1, 11)]
even_nums = filter(is_even, nums)
print(type(even_nums)) # <class filter>
print(list(even_nums)) # [2, 4, 6, 8, 10]
```

Reduce

Reduce

- `functools` module
- `reduce(function, iterable)`
- Applies *function* of two arguments cumulatively to elements of *iterable* from left to right, reducing the iterable to a single value
- Resource: <https://docs.python.org/3/library/functools.html#functools.reduce>

```
from functools import reduce

# Named function
def add(x, y):
    return x + y

# Anonymous function
add = lambda x, y: x + y

nums = [x for x in range(1, 11)]
sum_nums = reduce(add, nums)
print(sum_nums) # 55
```

Iterator

Iterator

- `iter(object)` - returns an iterator object. *object* must be a collection which supports the iteration or sequence protocol
- `next(iterator)` - retrieves the next item from the *iterator* by calling its `__next__()` method
- Resources:
 - <https://docs.python.org/3/library/functions.html#iter>
 - <https://docs.python.org/3/library/functions.html#next>

```
pow_of_three_nums = [x ** 3 for x in range(1, 6)]
pow_of_three_iter = iter(pow_of_three_nums)
print(type(pow_of_three_iter)) # <class 'list_iterator'>
print(next(pow_of_three_iter)) # 1
print(next(pow_of_three_iter)) # 8
print(next(pow_of_three_iter)) # 27
print(next(pow_of_three_iter)) # 64
print(next(pow_of_three_iter)) # 125
print(next(pow_of_three_iter)) # StopIteration
```

Iterator Class

- Iterator class

```
class PowerOfThree:
    def __init__(self, min, max):
        self.min = min
        self.max = max

    def __iter__(self):
        return self

    def __next__(self):
        if self.min <= self.max:
            result = self.min ** 3
            self.min += 1
            return result
        else:
            raise StopIteration

def main():
    pow_of_three = PowerOfThree(1, 5)
    pow_of_three_iter = iter(pow_of_three)
    print(next(pow_of_three_iter)) # 1
    print(next(pow_of_three_iter)) # 8
    print(next(pow_of_three_iter)) # 27
    print(next(pow_of_three_iter)) # 64
    print(next(pow_of_three_iter)) # 125
    print(next(pow_of_three_iter)) # StopIteration

if __name__ == '__main__':
    main()
```

Generator

Generator

- Returns a generator iterator
- Contains a `yield` for producing values that can be retrieved one at a time with the `next()` function

```
def power_of_three(min, max):  
    while min <= max:  
        yield min ** 3  
        min += 1  
  
pow_of_three = power_of_three(1, 5)  
print(type(pow_of_three)) # <class 'generator'>  
print(next(pow_of_three)) # 1  
print(next(pow_of_three)) # 8  
print(next(pow_of_three)) # 27  
print(next(pow_of_three)) # 64  
print(next(pow_of_three)) # 125  
print(next(pow_of_three)) # StopIteration
```