

# Data Processing and Analysis in Python

## Lecture 7

### Functions



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# What Functions Are and How They Work

- A **function** packages an algorithm in a chunk of code that you can **call** by **name**
- A function can be called from anywhere in a program's code, including code within other functions
- A function can **receive data from its caller** via **arguments**
- When a function is called, any expression supplied as arguments are first evaluated
- A function may have one or more **return** statements



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# Types of Functions

## ■ **Built-in** functions:

- Are part of Python or provided through libraries/modules
- Examples: `print()`, `input()`, `ascii()`, `chr()`, `abs()`, `round()`, etc.
- Class functions: `int()`, `float()`, `str()`, `list()`, `tuple()`, `set()`, `dict()`, etc.

## ■ **User-defined** functions:

- Defined by a programmer and can be used by programmers
- A user-defined function is executed only when it is called/invoked

## ■ **Anonymous** functions:

- a.k.a. lambda function
- Is not declared with the `def` keyword



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# Defining Simple Functions

- Defining our own functions allows us to organize our code in existing scripts more effectively
- Syntax of a function definition:  
`def <function-name>(<parameter-1>, ..., <parameter-n>):`  
    `["""<doc-string>"""]`  
    <body>
- Example:

```
def square(x):  
    """Returns the square of x."""  
    return x * x
```
- Doc-string contains information about what the function does
- to display, enter **help(square)**



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# Parameters and Arguments

- A **parameter** is the name used in the function definition for an **argument** that is passed to the function when it is called
- The number and positions of arguments of a function call should match the number and positions of the parameters
- Some function expects no arguments
  - It was defined with no parameters
- Python has four types of arguments:
  - Required positional arguments
  - Keyword arguments
  - Default arguments
  - Variable-length arguments



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# Required Arguments

- a.k.a. required positional arguments
- Arguments passed to a function in correct positional order
- The number of arguments in the function call must match exactly with the parameters in the function definition

```
def avg(first, second):  
    """Returns the average of two numbers - first and  
    second."""  
    return (first + second) / 2
```

```
>>> avg(1)
```

```
Traceback (most recent call last):  
  File "<pyshell#23>", line 1, in <module>  
    avg(1)
```

```
TypeError: avg() missing 1 required positional argument:  
'second'
```



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# Keyword Arguments

- a.k.a. named arguments
- Identifying keyword arguments in a function invocation, the caller identifies the arguments by parameter name
- Allows to skip arguments or place them out of order
- Python matches the keyword names with the parameters and their values

```
def avg(first, second):  
    """Returns the average of two numbers -  
    first and second."""  
    return (first + second) / 2  
  
>>> avg(second=2, first=1)  
1.5
```



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# Default Arguments

- An argument that assumes a default value if not provided in the function call for the argument

```
def avg(first, second = 0):  
    """Returns the average of two numbers -  
    first and second."""  
    return (first + second) / 2  
  
>>> avg(1, 2)  
1.5  
>>> avg(1)  
0.5
```



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# Variable-Length Arguments

- You may need to process a function for more arguments than you specified while defining the function or it may be unclear how many arguments will be provided
- Use \* before the parameter name that holds the values of all other variable arguments in the definition
- Only one variable-length argument is permitted per function definition
- This parameter remains empty if no additional arguments are specified during the function call

```
def avg(*number):  
    """Returns the average of the given numbers."""  
    return sum(number) / len(number)
```



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# The Return Statement

- The **return** keyword ends the function execution and sends back the function result
- Place a **return** statement at each exit point of a function when function should explicitly return a value
- Syntax:  
return <expression>
- If a function contains no return statement, Python transfers control to the caller after the last statement in the function's body is executed
  - The special value **None** is automatically returned



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# Functions as Abstraction Mechanisms

- An **abstraction** hides detail
  - Allows a person to view many things as just one thing
- Functions serve as abstraction mechanisms is by hiding complicated details
  - The idea of summing a range of numbers is simple; the code for computing a summation is not
- A function call expresses the idea of a process to the programmer
  - Without forcing to wade through the complex code that realizes that idea



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# Functions Eliminate Redundancy

- Functions serve as abstraction mechanisms by eliminating redundant, or repetitious, code

```
def summation(lower, upper):  
    result = 0  
    while lower <= upper:  
        result += lower  
        lower += 1  
    return result  
  
>>> summation(1, 4) # Summation of numbers 1..4  
10  
>>> summation(50, 100) # Summation of numbers  
50..100  
3825
```



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# Functions Support the Division of Labor

- In a well-organized system, each part does its own job in collaborating to achieve a common goal
- In a computer program, functions can enforce a division of labor
  - Each function should perform a single coherent task
  - Example: Computing a summation
- Each of the tasks required by a system can be assigned to a function
  - Including the tasks of managing or coordinating the use of other functions



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# Problem Solving with Top-Down Design

- **Top-down design** starts with a global view of the entire problem and breaks the problem into smaller, more manageable sub-problems
  - Process known as **problem decomposition**
- As each sub-problem is isolated, its solution is assigned to a function
- As functions are developed to solve sub-problems, solution to overall problem is gradually filled out
  - Process is also called **stepwise refinement**



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# The Design of the Text-Analysis Program

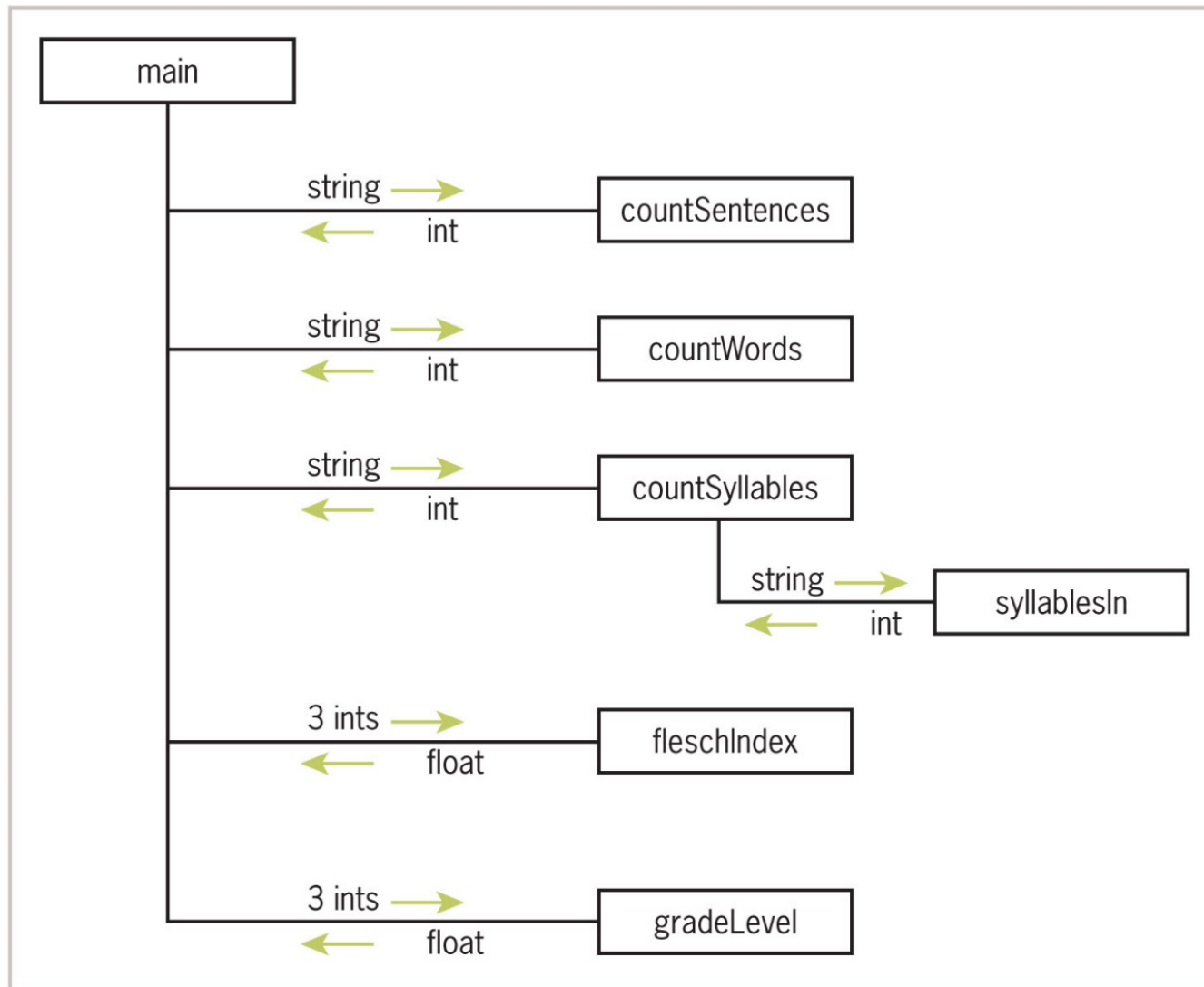
- **Structure chart** – a diagram that shows the relationship among a program's functions and the passage of data between them
  - Each box in the structure is labeled with a function name
  - The main function at the top is where the design begins
  - Lines connecting the boxes are labeled with data type names
  - Arrows indicate the flow of data between them



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# The Design of the Text-Analysis Program



**Figure 6-1** A structure chart for the text-analysis program



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# Defining a Main Function

- **main()** serves as the entry point for a script
  - Usually expects no arguments and returns no value
- Definition of main and other functions can appear in no particular order in the script
  - As long as main is called at the end of the script

```
def main():  
    number = float(input("Enter a number: "))  
    print("The square of", number, "is", square(number))  
def square(x):  
    return x * x  
  
# The entry point for program execution  
if __name__ == "__main__":  
    main()
```



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# Recursive Functions

- In top-down design, decompose a complex problem into a set of simpler problems and solve with different functions
- In some cases, you can decompose a complex problem into smaller problems of the **same** form
  - Subproblems can be solved using the same function
  - Resulting functions are called **recursive functions**
- A **recursive** function is a function that calls itself
  - To prevent function from repeating itself indefinitely, it must contain at least one **selection** statement
  - Statement examines **base case** to determine whether to stop or to continue with another recursive step



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# Recursion Example

How many rows in front of you?

- You: ask Amy sitting in front of you
- Amy: asks Bob sitting in front of her
- Bob: asks Cindy sitting in front of him
- ...
- XXX: only one row in front of me
- (ZZZ: no rows in front of me)

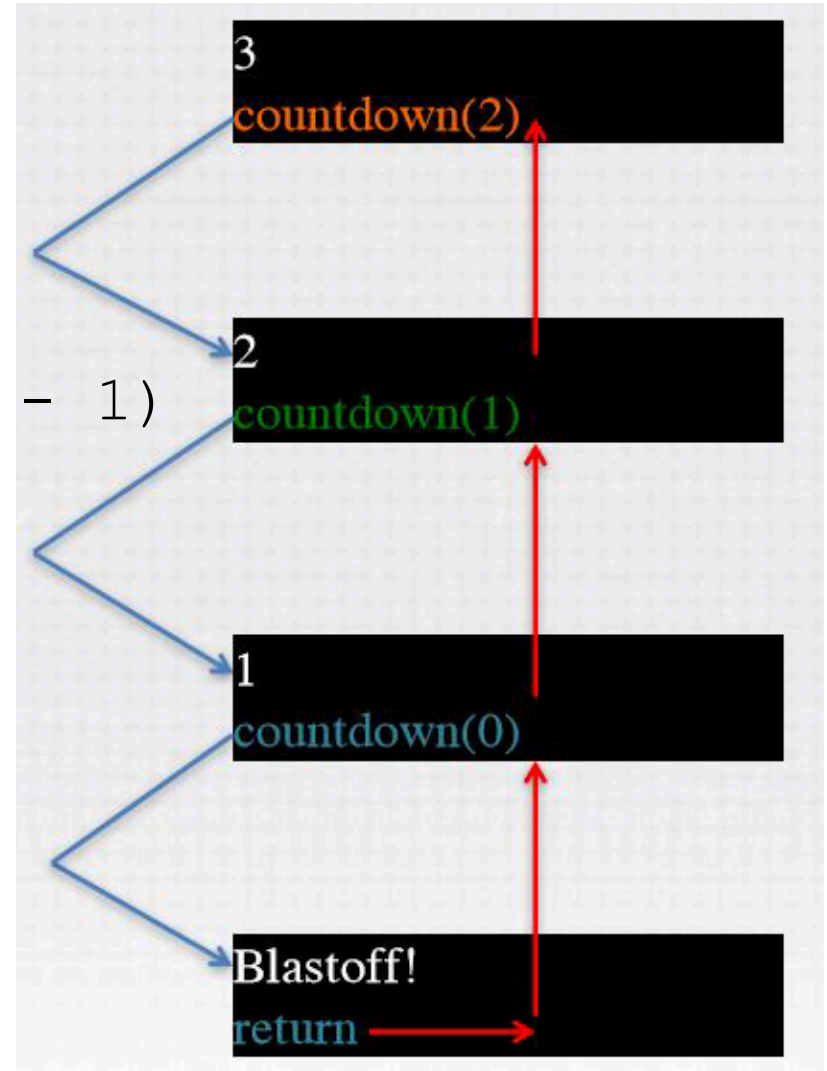


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# Recursion Example: Countdown

```
def countdown(counter):  
    if counter == 0:  
        print("Blastoff!")  
    else:  
        print(counter)  
        countdown(counter - 1)  
  
>>> countdown(3)  
3  
2  
1  
Blastoff!
```



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# Convert Loop to Recursive Function

```
def displayRange(lower, upper):  
    """Outputs the numbers from lower through  
    upper."""  
    while lower <= upper:  
        print(lower)  
        lower = lower + 1
```

- You can replace loop with a **selection** statement and **assignment** statement with a **recursive call**

```
def displayRange(lower, upper):  
    """Outputs the numbers from lower through  
    upper."""  
    if lower <= upper:  
        print(lower)  
        displayRange(lower + 1, upper)
```



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# Recursive Definitions to Recursive Functions

- A recursive definition consists of equations that state
  - what a value is for one or more base cases, and
  - one or more recursive cases

- Example: Factorials

- $n! = n * (n-1) * \dots * 1$

```
def factorial(n):  
    """Returns the product of an integer and all  
    integers below it."""  
    if n == 1:  
        return 1  
    else:  
        return n * factorial(n - 1)  
>>> factorial(10)  
3628800
```



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# Recursive Definitions to Recursive Functions

## ■ Example: Fibonacci sequence 1 1 2 3 5 8 13 ...

- $\text{fib}(n) = 1$ , when  $n = 1$  or  $2$
- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$ , for all  $n > 2$

```
def fib(n):  
    """Returns the n-th Fibonacci number."""  
    if n < 3:  
        return 1  
    else:  
        return fib(n - 1) + fib(n - 2)  
  
>>> fib(1)  
1  
>>> fib(10)  
55
```



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# Namespace

- A program's **namespace** is the set of its variables and their values
  - You can control it with good design principles
- **Module variables** and **temporary variables** receive their values as soon as they are introduced
- **Parameters** behave like a variable and are introduced in a function or method header
  - Do not receive a value until the function is called
- A **method** reference always uses an object followed by a **dot** and the method name



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# Scope of Variables

- **Scope:** Area in which a name refers to a given value
- **Temporary/local variables** are restricted to the body of the functions in which they are introduced
- **Parameters** are invisible outside function definition
- The scope of **module/global variables** includes entire module below point where they are introduced
  - Although function can reference a module variable for its value, it cannot under normal circumstances assign a new value to a module variable
  - When such attempt is made, the PVM creates a new, temporary variable of the same name within the function



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# Scope of Variables

```
global_variable = "Global"
```

```
def my_function(parameter="Parameter") :  
    local_variable = "Local"  
    print(global_variable)  
    print(parameter)  
    print(local_variable)
```

```
>>> my_function("Argument")
```

```
>>> my_function()
```

```
>>> print(global_variable)
```

```
>>> print(parameter)
```

```
>>> print(local_variable)
```



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# Lifetime

- Variable's **lifetime**: Period of time when variable has memory storage associated with it
  - When a variable comes into existence, storage is allocated for it; when it goes out of existence, storage is reclaimed by the PVM
- Module variables come into existence when introduced and generally exist for lifetime of program that introduces or imports them
- Parameters and temporary variables come into existence when bound to values during call, but go out of existence when call terminates



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# Example of Default Arguments

```
def repToInt(repString, base = 2):
    """Converts the repString to an int in the
    base ..."""
    decimal = 0
    exponent = len(repString) - 1
    for digit in repString:
        decimal = decimal + int(digit) * base **
exponent
        exponent -= 1
    return decimal
>>> repToInt("10", 8) # Override the default to here
8
>>> repToInt("10", 2) # Same as the default, not
necessary
2
>>> repToInt("10") # Base 2 by default
2
```



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# Example of Default Arguments Can Be Supplied in Two Ways: By position, or By keyword

```
def example(required, option1 = 2, option2 = 3):  
    print(required, option1, option2)
```

```
>>> example(1) # Use all the defaults
```

```
1 2 3
```

```
>>> example(1, 10) # Override the first default
```

```
1 10 3
```

```
>>> example(1, 10, 20) # Override all the defaults
```

```
1 10 20
```

```
>>> example(1, option2 = 20) # Override the second  
default
```

```
1 2 20
```

```
>>> example(1, option2 = 20, option1 = 10) # In  
any order
```

```
1 10 20
```



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# Example of Variable-Length Arguments

```
def printargs(arg, *vartuple):  
    print("Arguments are:")  
    print(arg)  
    for var in vartuple:  
        print(var)  
    return None
```

```
>>> printargs(10)  
Arguments are:  
10  
>>> printargs(10, 20, 30)  
Arguments are:  
10  
20  
30
```



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## Functions can be assigned to variables, passed as arguments, returned as values, and stored in data:

```
>>> abs # See what abs looks like
<built-in function abs>
>>> f = abs # f is an alias for abs
>>> f # Evaluate f
<built-in function abs>
>>> f(-4) # Apply f to an argument
4
```

```
>>> import math
>>> funcs = [abs, math.sqrt] # Put the functions
in a list
>>> funcs
[<built-in function abs>, <built-in function
sqrt>]
>>> funcs[1](2) # Apply math.sqrt to 2
1.4142135623730951
```



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# Mapping

- Mapping applies a function to each value in a sequence and returns a new sequence of the results

```
>>> words = ["231", "20", "-45", "99"]
>>> map(int, words) # Convert all strings to
ints
<map object at 0x14cbd90>
>>> words # Original list is not changed
['231', '20', '-45', '99']
>>> words = list(map(int, words)) # Reset
variable to change it
>>> words
[231, 20, -45, 99]
```



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# Filtering

- When filtering, a function called a **predicate** is applied to each value in a list
  - If predicate returns True, value is added to a new list
  - otherwise, value is dropped from consideration

```
def odd(n):  
    return n % 2 == 1
```

```
>>> list(filter(odd, range(10)))  
[1, 3, 5, 7, 9]
```



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# Reducing

- When reducing, we take a list of values and repeatedly apply a function to accumulate a single data value

```
from functools import reduce
def add(x, y):
    return x + y
def multiply(x, y):
    return x * y
```

```
>>> data = [1, 2, 3, 4]
>>> reduce(add, data)
10
>>> reduce(multiply, data)
24
```



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# Lambda Functions

- A **lambda** is an **anonymous function**
  - When the lambda is applied to its arguments, its expression is evaluated and its value is returned
- The syntax of lambda is very tight and restrictive:  
lambda <argument-1, ..., argument-*n*>: <expression>
- All of the code must appear **on one line** and, although it is sad, a lambda cannot include a selection statement, because selection statements are not expressions



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# Lambda Functions

- We can now specify addition or multiplication on the fly:

```
>>> data = [1, 2, 3, 4]
>>> reduce(lambda x, y: x + y, data) # Produce the sum
10
>>> reduce(lambda x, y: x * y, data) # Produce the
product
24
```

- Example shows the use of range, reduce, and lambda to simplify the definition of the summation function:

```
def summation(lower, upper):
    if lower > upper:
        return 0
    else:
        return reduce(lambda x, y: x + y, range(lower,
upper + 1))
```



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