

F (functional\_programming)

Today in Python4LM:

- What is functional programming and why do I care?



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- `lambda`



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- `map` **and** `filter`



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***Peak weirdness* will be achieved at the end of lecture!**

What *Really* are Functions?



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```
isinstance(echo, object) # => True
```

# Functions are Objects!

# What is Functional Programming?

# Functional Programming – Overview

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  - **Declarative** – describe the problem to be solved, language implementation figures out the details. Examples: SQL, Prolog.
  - **Functional** – programs decompose into sets of functions, each of which takes inputs and produces outputs without internal state. Examples: Haskell, OCaml.



# Python is a Multi-Paradigm Language

Supports many paradigms – programming is a choose-your-own adventure!

# Functional Programming – Example

```
# Procedural - "program flow"
def get_odds(arr):
    ret_list = []
    for elem in arr:
        if elem % 2 == 1:
            ret_list.append(elem)
    return ret_list
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    for elem in arr:
        if elem % 2 == 1:
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# Functional - "programs are sets of functions"
def get_odds(arr):
    return list(filter(lambda elem: elem % 2 == 0, arr))
```

# Why Functional Programming?

- **Simplify debugging** - line-by-line invariants, so easier to find points of failure.
  - Fewer variables designed exclusively to, say, track an index.

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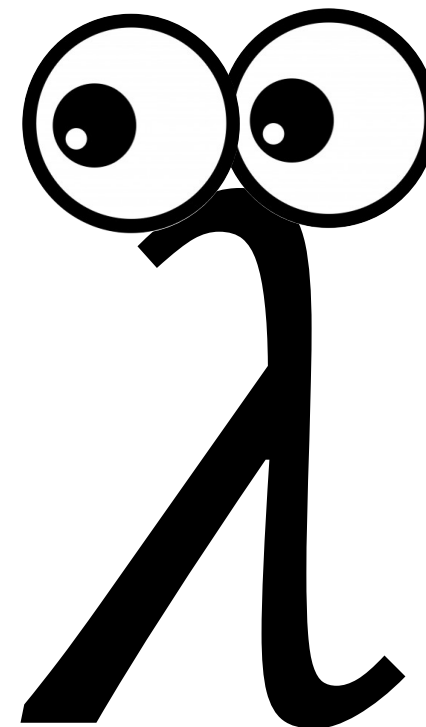
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- **Shorter, cleaner code** – recall the earlier example!
- **Modular** - functions are often reusable, so it's faster to code the next thing. Also enables module-by-module testing and debugging.

# Lambdas

Smaller, cuter functions!



# Lambdas: Inline, Anonymous Functions

- Anonymous, on-the-fly functions, which can be passed as parameters into other functions.

**>>> lambda params: expression**

```
>>> # Check whether the first item in a pair (tuple) is greater than the  
>>> # second  
>>>  
>>> lambda tup: tup[0] > tup[1]
```



# Lambdas: Inline, Anonymous Functions

- Lambdas can customize the functionality of Python functions!

```
>>> # Find the maximum in a list of pairs by value of the second element.
>>>
>>> pairs = [(3, 2), (-1, 5), (4, 4)]
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- The whole point of a lambda is to be used inside a function call, then discarded. If we are binding it to a name to be called in the future, it may as well just be defined as a function!

# The `map` Function

X Marks the Spot!

# A Common Pattern

- Applying a function elementwise to an array, storing the result.

```
def length_of_all_elements(arr):  
    ret_arr = []  
    for elem in arr:  
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- No mention of the elements within the iterable (unlike a comprehension).

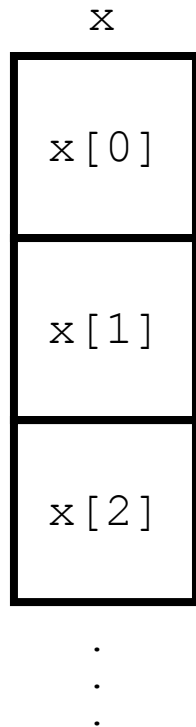
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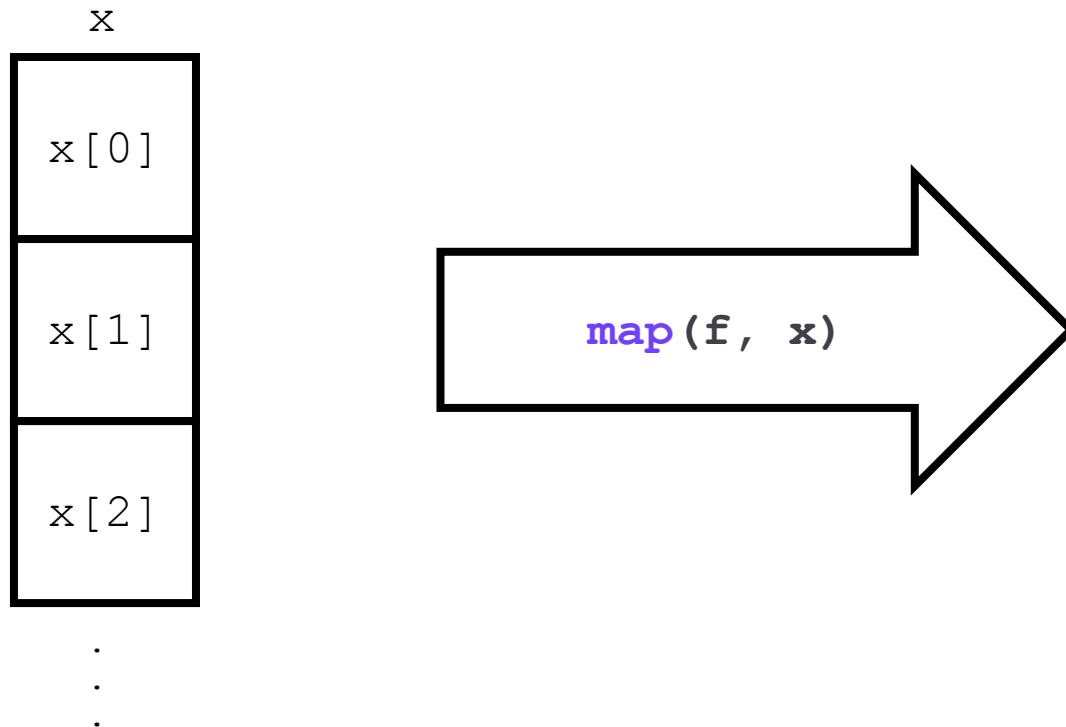
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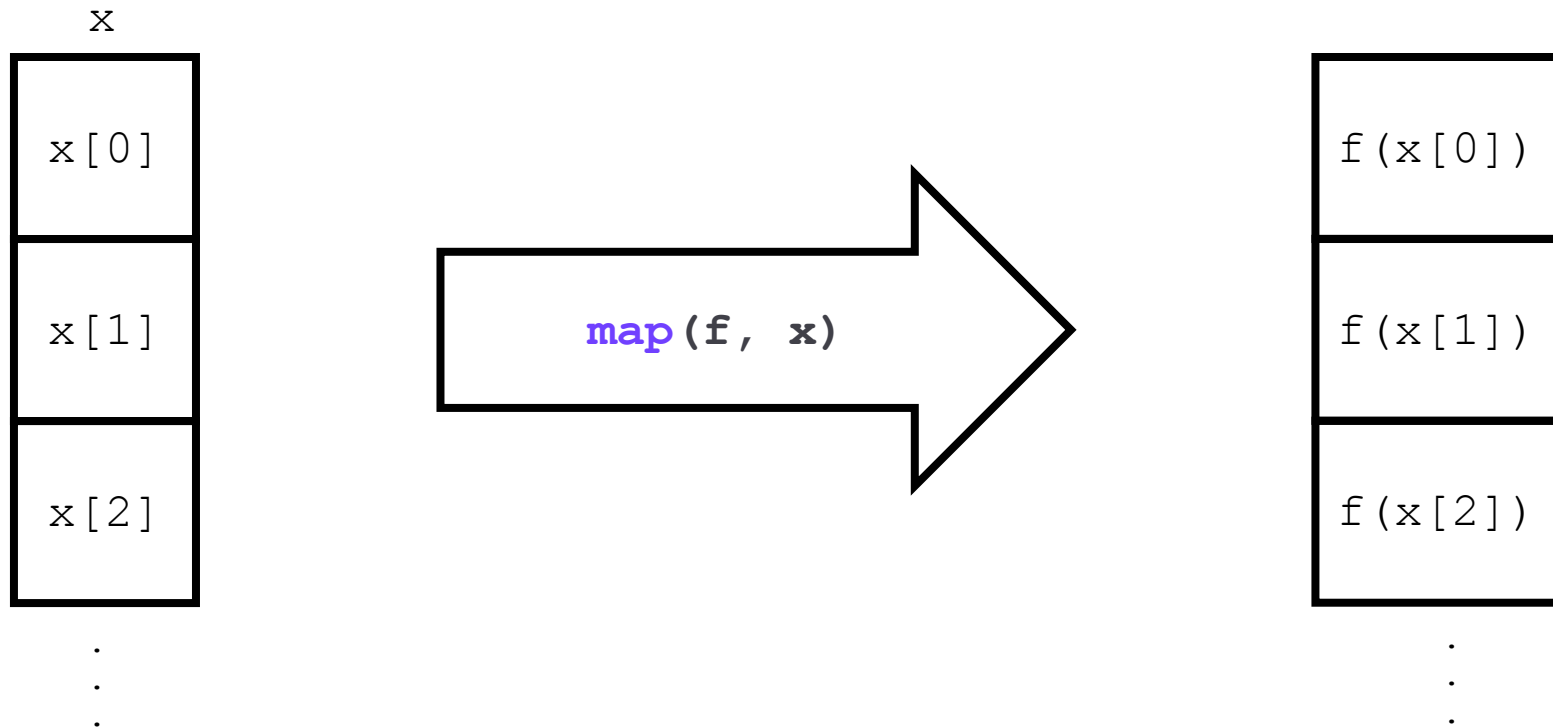
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# The `filter` Function

`#NoFilter` `#JokesDefinitelyAFilter`

# Another Common Pattern

- Extracting elements of an iterable which fulfill certain criteria.

```
def starts_with_m(arr):  
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    for elem in arr:  
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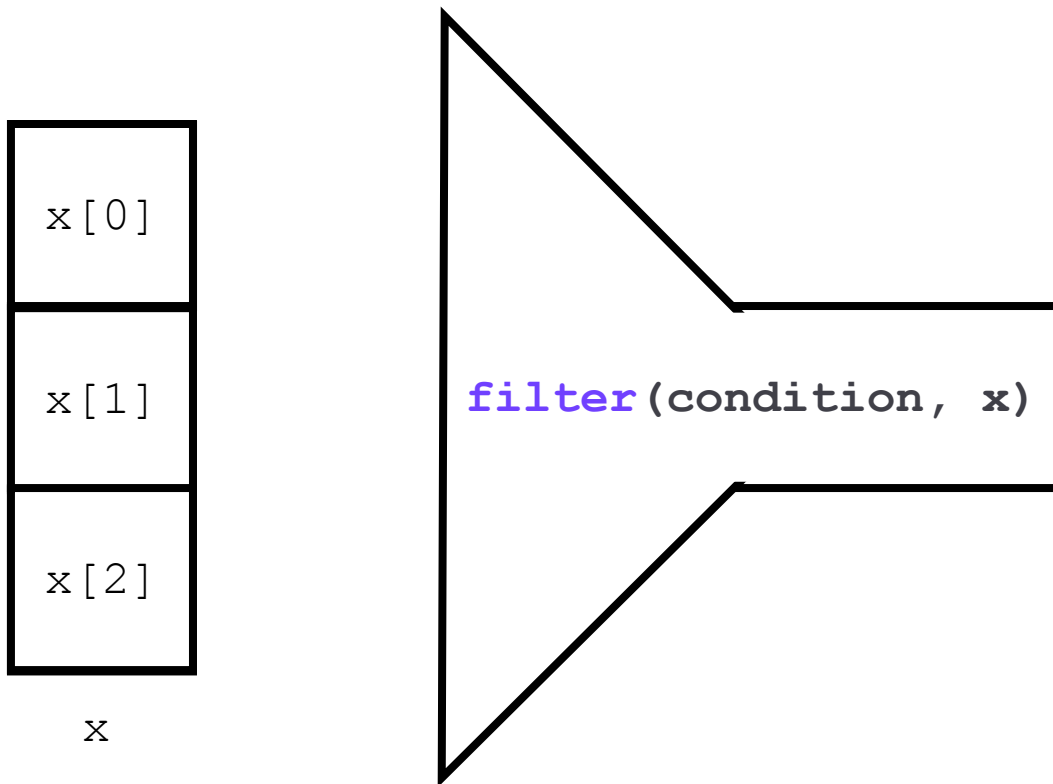
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# Runtime and Space Considerations

- Memory
  - List comprehensions buffer all computed results.
  - Map/Filter compute elements only when called (more memory efficient!)
- Speed
  - List comprehensions don't have function call overhead. (The call to **map** or **filter** comes with extra overhead if you pass a lambda into it).
  - Filter/Map are occasionally faster, but the function call overhead usually means they are not.

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  - `with open("answers.txt") as f:`
  - Safety first – if the program breaks during file reading, context managers safely exit.
- Using `exit()` to end the program.
  - If imported as a module, this also exits the caller!

# Iterators



# An Old Example...

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Why the conversion to `list`?



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- What do map and filter actually return?

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# Iterators

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- Use the `next(iterator)` function to iterate through the elements of an iterator.
  - Raises `StopIteration` error upon termination.
- Use `iter(data_structure)` to build an iterator over a data structure.
  - E.g. `iter([1, 2, 3])` builds an iterator over a list

# Example - Iterators

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>>> names = ["Parth", "Michael", "Unicorn"]
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```
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  File "<stdin>", line 1, in <module>
StopIteration
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# For Loops Use Iterators

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# This code...  
for data in data_source:  
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# This code...
for data in data_source:
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# ...is equivalent to...
data_iter = iter(data_source)
while True:
    try:
        data = next(data_iter)
    except StopIteration:
        break
    else:
        do_something_to(data)
```

# Reading Iterators

- Finite iterators can be read into data structures.

```
def starts_with_M(arr):  
    return list(filter(lambda st: st[0].lower() == "m", arr))
```

Taking the output from an iterator, creating a `list` from it!

# Generators

“Lazy List Comprehensions”

# “Resumable Functions”

- Ordinary functions
  - Return a single, computed value
- Generators
  - Return an iterator that will generate a stream of values



# “Resumable Functions”

- Ordinary functions
  - Return a single, computed value
  - Each call generates a new local namespace and new local variables.
  - Namespace is discarded upon exit.
- Generators
  - Return an iterator that will generate a stream of values
  - Local variables aren't discarded upon suspension – pick up where you left off!

# The Fibonacci Sequence

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def fib():  
    a, b = 0, 1  
    while True:  
        a, b = b, a+b  
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def fib():  
    a, b = 0, 1  
    while True:  
        a, b = b, a+b  
        yield a
```

```
>>> g = fib() # Namespace created, fib() pushed to stack.
```

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>>> type(g)
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```
<class 'generator'>
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```
>>> next(g)
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# The Fibonacci Sequence

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# Let's write a generator to generate the Fibonacci sequence!
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# next(g) : 2, 3, 5, 8, 13, 21, 34...
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# next(g) : 2, 3, 5, 8, 13, 21, 34...
```

```
>>> max(g) # What happens?
```

# Lazy Generation

- We can use our generator to represent infinite streams of data in a finite way.
  - Since we can't work with the whole Fibonacci sequence – it's infinite – generators let us perform computation on elements of the sequence as we need to.

```
# Generating the Fibonacci sequence only on demand
def fibs_under(n):
    for num in fib(): # The generator we just made! Loops over 1, 1, 2...
        if num > n:
            break
        print(num)
```

# Why Use Generators?

- Compute data on demand
  - Avoids expensive function calls
  - Reduces memory buffering

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- Compute data on demand
  - Avoids expensive function calls
  - Reduces memory buffering
- Allows us to define infinite streams of data
  - We couldn't do this before!

# Decorators

A Tale of Two Paradigms

# Functions as Arguments

- We've already seen functions as arguments before!

```
# We saw this in map and filter!
```

```
map(fn, iterable)
```

```
filter(fn, iterable)
```

```
# We can also write our own functions which take in functions as arguments
```

```
def do_twice(fn, *args):
```

```
    fn(*args)
```

```
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Parth is a wonderful person
Parth is a wonderful person
```

# Functions as Return Values

- We can also return functions from functions!

```
def make_divisibility_test(n):  
    def is_divisible_by(m):  
        return m % n == 0  
    return is_divisible_by
```

```
>>>
```

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>>>
```

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>>> div_test(10)
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True  
>>>
```





Is it too much to ask for both?

# Decorators: Best of Both Worlds

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        print("Arguments:", args, kwargs)
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```

What in the world is this?  
Pause for questions!

# Using our Decorator

```
def foo(a, b, c=1):  
    return (a + b) * c
```

```
>>>
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```
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```
Arguments: (2, 3) {}
```

```
5
```

```
>>>
```

*# Printed from the debugging decorator*

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```
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```

```
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```

```
>>> foo(2, 1, c=3)
```

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```
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```

```
Arguments: (2, 3) {}
```

```
5
```

*# Printed from the debugging decorator*

*# Returned from the function*

```
>>> foo(2, 1, c=3)
```

```
Arguments: (2, 3) {'c': 1}
```

```
9
```

*# Printed from the debugging decorator*

*# Returned from the function*

```
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# Making Things More Pythonic

```
def foo(a, b, c=1):  
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>>> foo = debug(foo)
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This isn't cool...

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def foo(a, b, c=1):  
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>>> foo = debug(foo)
```



**This isn't cool...**

This method of applying a decorator forces us to overwrite the namespace binding for "foo" in the global scope. Yuck!

# Making Things More Pythonic

```
@debug
def foo(a, b, c=1):
    return (a + b) * c

>>> foo = debug(foo)
```

This new `@decorator` syntax applies a decorator at the time of function declaration.

# Making Things More Pythonic

```
@debug
def foo(a, b, c=1):
    return (a + b) * c

>>> foo = debug(foo)    # This line becomes unnecessary!
```

This new `@decorator` syntax applies a decorator at the time of function declaration.



# Other Uses of Decorators

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- Cache function return values (memoization)
- Set function timeouts
- Handle administrative logic (routing, permissions, etc.)

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- **map and filter** simplify common programming patterns.
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- **Iterators/Generators** are useful for working with infinite – or finite, expensive – streams of data.
- **Decorators** are the neatest thing in the entire world.