

Let's have some fun this beat is sick

Functions are used extensively in Python.

The basic function definition is shown here:

`def` `function-name` (`arg`):
`return` `function-value`

Annotations:

- `def`: mandatory def keyword
- `function-name`: you choose this name
- `arg`: you choose the name of the arguments
- `return`: the function calculates and returns this value
- `function-value`: you should always use return so the value your function returns is defined
- the function body is indented.

After you define the function, you can call it like this:

`function-name (somearg) ⇒ function-value`

This is a mandatory, positional argument because no default value is defined in the function definition

What is a positional argument?

It is an argument defined by its position.

For example with this function:

```
def f(a, b):  
    return a+b
```

if we call it as `f(1, 2)`

this means `a=1` and `b=2`

because `1` is first in the call and `a` is first in the definition.

In other words, the arguments are assigned by their position when the function is called.

When we call a function without specifying the argument names, the arguments are assigned in the order provided.

Using argument names

here is one two other ways to call the function where we name the arguments. These are called keyword arguments. Since we name every argument, the order does not matter as it is unambiguous what the arguments are.

$f(a=1, b=2)$ \equiv $f(b=2, a=1)$

Mixing positional and keyword arguments

It is possible to do both, but positional arguments must come first, and then the keyword arguments.

$f(1, b=2)$ is ok.

$f(b=2, 1)$ is not ok. A positional argument comes after a keyword argument, which is not allowed.

keyword positional

What about arbitrary numbers of positional arguments?

It is an error to use more arguments than a function is defined for.

def f(a, b):
 return a+b

$f(1, 2, 3) \Rightarrow \text{ERROR!!}$ 3 arguments used for function defined with two arguments.

There is a syntax to define a function that can take an arbitrary number of arguments:

```
def f(*args):  
    return sum(args)
```

In this function all the positional args you provide are stored as a tuple named args.

$f(1,2) \Rightarrow \text{args} = (1,2)$ returns 3

$f(1,2,3) \Rightarrow \text{args} = (1,2,3)$ returns 6

An alternative to using `*args` is to use a tuple or list as the single argument.

```
def g(args):  
    return sum(args)
```

$f(1,2)$ vs $g([1,2])$

$f(1,2,3)$ vs $g([1,2,3])$

What about optional arguments?

You can have optional arguments, if you define them as keyword arguments with a default value.

```
def f(x, a=3):  
    return x**a
```

$f(3) = 27$

$f(3,1) = 3$

$f(x=3, a=1) = 3$

using keywords

mandatory positional argument

optional keyword argument that defaults to 3

a is not provided so it defaults to 3

a=1

I want to allow arbitrary keyword arguments too!

You can do this with `**kwargs`.

`def f(a, b=2, *args, **kwargs):`
return something

Annotations:
- `a`: mandatory positional arg
- `b=2`: optional arg
- `*args`: additional position args in tuple
- `**kwargs`: additional kwargs in dictionary

The extra `kwargs` will be a dictionary of keyword: value pairs
you can use in your function.
Annotation: `kwargs` is *you choose this name*

So here: `f(1, 3, 5, reduce=True)` leads to

you can use these variables inside your function.

Resulting dictionary:

$$\begin{cases} a=1 \\ b=3 \\ args=(5,) \\ kwargs=\{'reduce': True\} \end{cases}$$

This is commonly used to pass keyword arguments to other functions inside a function. Suppose you use `solve_ivp` in a function, but you want to pass arguments to it.

```
def f(mu):  
    sol = solve_ivp(ode, tspan, yo, args=(mu,))  
    return sol.y
```

we can't pass any keyword args to `solve_ivp` here without rewriting the function

Instead use this:

```
def f(mu, **kwargs):  
    sol = solve_ivp(ode, tspan, yo, args=(mu,), **kwargs)  
    return sol.y
```

this unpacks the dictionary into keyword arguments.

Now, you can call your function as:

`f(0.2, max-step=0.5)` and `max-step=0.5` will be passed into the `solve_ivp` call!