IT5001 Software Development Fundamentals

9a. Higher Order Functions

Functions in Python

- Functions can be
  - Assigned to variables
  - Passed as arguments to functions
  - Returned from functions

“Callability”

- Normal variables are NOT **callable**

```
>>> x = 1
>>> x()
Traceback (most recent call last):
  File "<pyshell#3>", line 1, in <module>
    x()
TypeError: 'int' object is not callable
```

- A function is **callable**

```
>>> def f():
        print("Hello")


>>> f()
Hello
```

Assignments

- Normal variables can store values

```
>>> x = 1
>>> y = x
>>> x = 2
```

- Can a variable store a function?!

```
>>> def f():
        print("Hello")


>>> x = f
>>> x()
Hello
```

- Can!!!!!!

Assignments

- The function f is stored in the variable x
  - So x is a function, same as f

```
>>> def f():
        print("Hello")

>>> x = f

>>> x()

    Hello
```

See the difference

```
>>> def f2():
        return 999
```

With '()'

```
>>> x = f2()
>>> print(x)
999
>>> type(x)
<class 'int'>
```

Without '()'

```
>>> y = f2
>>> print(y)
<function f2 at 0x0000007ACE8C5A60>
>>> type(y)
<class 'function'>
```

values

types

Assigning to a variable

```
def inc_func(x):
    return x+1

my_func = inc_func

print(id(my_func) == id(inc_func))
print(f'ID of inc_func is: {id(inc_func)}')
print(f'ID of my_func is: {id(my_func)}')
print(f'inc_func(1) returns {inc_func(1)} ')
print(f'my_func(1) returns {my_func(1)} ')
```

Output:

```
True
ID of inc_func is: 1608860195432
ID of my_func is: 1608860195432
inc_func(1) returns 2
my_func(1) returns 2
```

Functions can be stored in variables

```
>>> from math import cos, sin, tan
>>> f_1 = cos
>>> f_1(0)
1.0
>>> print(f_1)
<built-in function cos>
```

Equivalent to cos(0)

The type is "function"

```
>>> def f():
        print("Hello")
>>> print(f)
<function f at 0x000000F9F93F4950>
```

Functions as elements in Lists/Tuples

```
from math import cos, sin, tan
def inc_func(x):
    return x+1
my_list = [cos, sin, tan, inc_func, print]
x = my_list[3](1)
print(x)
```

Output:

```
2
```

```
from math import cos, sin, tan, pi
my_func_list = [cos, sin, tan]
theta = pi/3
output = [func(theta) for func in my_func_list]
print(output)
```

Output:

```
[0.5000000000000001, 0.8660254037844386, 1.7320508075688767]
```

Functions as elements in Dictionaries

```
def square(n):
    return n**2

def power(n,k):
    return n**k

my_func_dict = {square: None, power: 5}

output = []
for func, parameter in my_func_dict.items():
    output.append(func(2) if parameter == None else func(2,parameter))

print(output)
```

function as key

Functions as input arguments

```
from math import sqrt

def distance_1(x,y):
    return sqrt(square(x[0]-y[0])+square(x[1]-y[1]))

def square(x):
    return x**2
```

Function calling other function

```
def distance_2(x,y):
    def square(x):
        return x**2
    return sqrt(square(x[0]-y[0])+square(x[1]-y[1]))
```

Nested function

```
def distance_3(x,y,square):
    return sqrt(square(x[0]-y[0])+square(x[1]-y[1]))
```

Function as input argument

```
x = (0,0)
y = (2,2)

print(distance_1(x,y))
print(distance_2(x,y))
print(distance_3(x,y,square))
```

Output:

```
2.8284271247461903
2.8284271247461903
2.8284271247461903
```

Functions that return functions

- Functions can return inner functions as output
- Inner functions serves many purposes
  - Closures
  - Decorators

Closures

- Closure:
  - ➢ Returns inner functions
  - ➢ Function plus the environment (state) in which they execute together
  - ➢ Preserve function state across function calls

- Example:

```
>>> def generate_increment(inc):
        def increment(num):
            return num+inc
        return increment

>>> increment_by_2 = generate_increment(2)
>>> increment_by_2(10)
12
>>> increment_by_10 = generate_increment(10)
>>> increment_by_10(23)
33
>>> increment_by_2(23)
25
```

Access to variable from outer function

Returns inner function

Closures

- Create Functions to Power a Number

```
def make_power_func(n):
    return lambda x:x**n

square = make_power_func(2)
cube = make_power_func(3)
square_root = make_power_func(0.5)

>>> print(square(3))
9
>>> print(cube(2))
8
>>> print(square_root(16))
4.0
```

Decorators

- Decorator is a closure
  - Additionally, outer function accepts a function as input argument

- Modify input function's behaviour with an inner function without explicitly changing input function's code

- Example

```python
def deco(func):
    def wrapper():
        #statements
        func()
        pass
    return wrapper

def f():
    pass

f = deco(f)
```

```python
def deco(func):
    def wrapper():
        #statements
        func()
        pass
    return wrapper

@deco
def f():
    pass
```

Function Composition

- In math, we can do something like

$$\log(\sin(x))$$

```
>>> def f():
        print("Hello")

>>> def do_twice(x):
        x()
        x()

>>> do_twice(f)
Hello
Hello
```

Equivalent to

```
>>> def do_twice(x):
        f()
        f()
```

Mix and Match

```
>>> def add1to(x):
        return x + 1

>>> def square(x):
        return x * x

>>> def do_3_times(f,n):
        return f(f(f(n)))

>>> do_3_times(add1to,2)
5
>>> do_3_times(square,2)
256
```

A function

A variable (can be a function too!)

Equivalent to

```
>>> def do_3_times(f,n):
        add1to(add1to(add1to(2)))
```

Examples

The “Powerful” Lambda

```
>>> def add1(x):
        return x+1

>>> add1(9)
10
>>> func = lambda x: x +1
>>> func(9)
10
```

```
>>> def aFunctionAddN(n):
        return lambda x: x + n

>>> f1 = aFunctionAddN(10)
>>> f1(1)
11
>>> f1(2)
12
>>> f2 = aFunctionAddN(99)
>>> f2(1)
100
>>> f2(f1(3))
112
```

Agar Agar (Anyhow) Derivative

- We know that, given a function f, the derivative of f is

$$\frac{df(x)}{dx} = \lim_{\Delta x \to 0} \frac{f(x + \Delta x) - f(x)}{\Delta x}$$

- But, if we have very small number dx

$$\frac{df(x)}{dx} \approx \frac{f(x + dx) - f(x)}{dx}$$

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- $\frac{d \sin}{dx} = \cos x$

- $\frac{d\ (x^3 + 3x - \ )}{dx} = 3x^2 + 3$

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$$\frac{d \sin x}{dx} \Rightarrow \boxed{\text{Derivatives}} \Rightarrow \cos x$$

$$\frac{d\,(x^3 + 3x - 1)}{dx} \Rightarrow \boxed{\text{Derivatives}} \Rightarrow 3x^2 + 3$$

Agar Agar (Anyhow) Derivative

- Its input is a function
  - ➢ And output another function

$$\frac{d \sin x}{dx} \longrightarrow \boxed{\text{Derivatives}} \longrightarrow \cos x$$

$$\frac{d\,(x^3 + 3x - 1)}{dx} \longrightarrow \boxed{\text{Derivatives}} \longrightarrow 3x^2 + 3$$

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$$\frac{df(x)}{dx} \approx \frac{f(x+dx) - f(x)}{dx}$$

Take in a function, returning another function

```
>>> def deriv(f):
        dx = 0.000000001
        return lambda x: (f(x+dx)-f(x))/dx

>>> cos(0.123)
0.9924450321351935
>>> func = deriv(sin)
>>> func(0.123)
0.9924450428133723
```

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- But, if we have very small number dx

$$\frac{df(x)}{dx} \approx \frac{f(x + dx) - f(x)}{dx}$$

```
>>> def f(x):
        return x**3+3*x-1

>>> deriv(f)(9)
246.00001324870388
>>> x = 9
>>> 3*x**2 +3
246
```

Agar Agar (Anyhow) Derivative

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```

$\frac{d \sin x}{dx}$ → Derivatives → $\cos x$

$\frac{d\,(x^3+3x-1)}{dx}$ → Derivatives → $3x^2+3$

Application Example of `deriv()`

Example: Newton's method

- To compute root of function g(x), i.e. find x such that g(x) = 0

1. Anyhow assume the answer x = something
2. If g(x) ≈ 0 then stop: answer is x, return x
3. Otherwise
    - x = x – g(x)/deriv(x)
4. Go to step 2

Example: Newton's method

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1. Anyhow assume the answer x = something
2. If g(x) ≈ 0 then stop: answer is x, return x
3. Otherwise
   - x = x – g(x)/deriv(x)
4. Go to step 2

```
def newtonM(g):
    x = 999 #doesnt matter
    err = 0.0000000001
    while(abs(g(x))>err):
        x = x - g(x)/deriv(g)(x)
    return x
```

Example: Newton's method

- To compute the root of function g(x), i.e. find x such that g(x) = 0

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def deriv(f):
    dx = 0.000000001
    return lambda x: (f(x+dx)-f(x))/dx

def newtonM(g):
    x = 999 #doesnt matter
    err = 0.0000000001
    while(abs(g(x))>err):
        x = x - g(x)/deriv(g)(x)
    return x
```

Example: Newton's method

- Example: Square root of a number A
  - It's equivalent to solve the equation: $x^2 - A = 0$

```
>>> def my_own_sqrt(A):
        return newtonM(lambda x:x*x-A)

>>> x = my_own_sqrt(10)
>>> x * x
9.999999999999998
```

Example: Newton's method

- Example: Compute $\log_{10}(A)$
  - Solve the equation: $10^x - A = 0$

```
>>> def my_own_log10(N):
        return newtonM(lambda x: 10**x - N)

>>> my_own_log10(100)
2.000000000000013
>>> x = my_own_log10(234)
>>> 10 ** x
234.00000000000892
```

```
>>> def my_own_log10(N):
        return newtonM(lambda x: 10**x - N)

>>> my_own_log10(100)
2.0000000000000013
>>> x = my_own_log10(234)
>>> 10 ** x
234.00000000000892
```

You can solve any equation!

…. that Newton Method can solve.