

# Discrete Structures!

CMPSC 102

Programming Constructs



ALLEGHENY COLLEGE

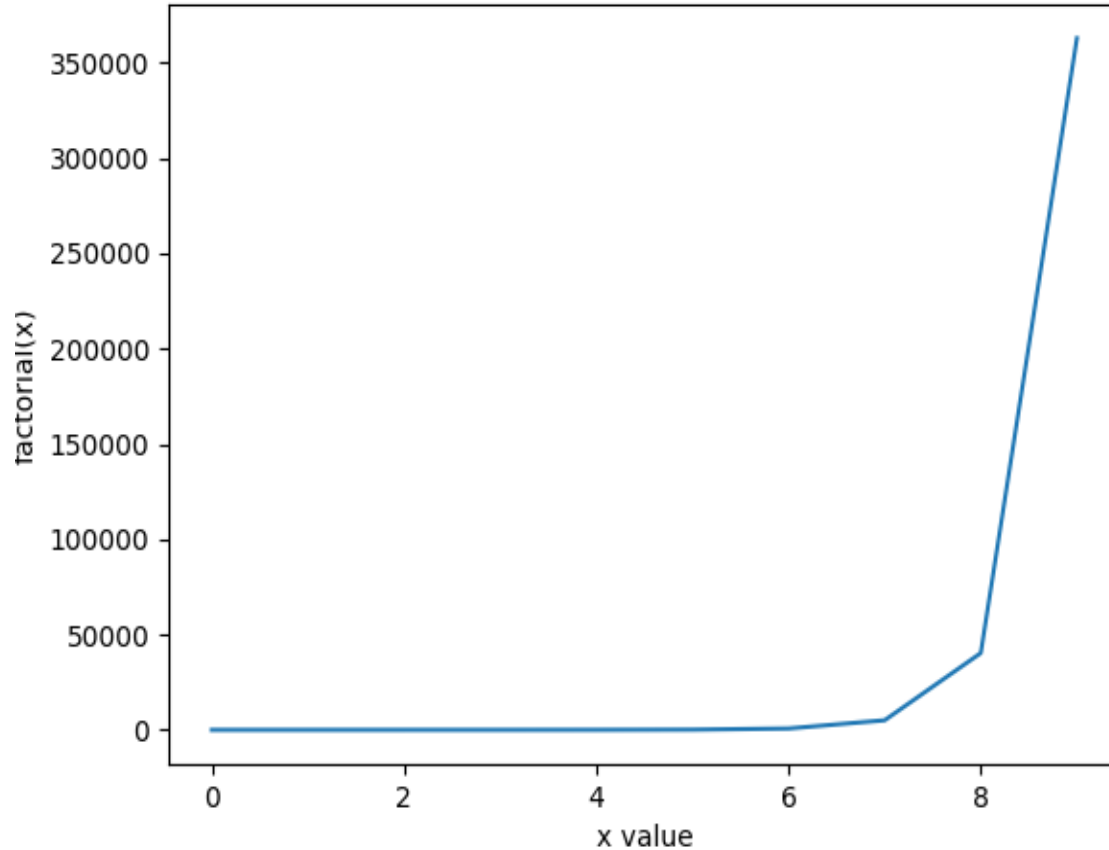
# Key Questions & Learning Objectives

- How do I use non-recursive functions, recursive functions, and lambda expressions to perform mathematical operations such as computing the absolute value of a number and the means of a sequence of numbers?
- To remember and understand some discrete mathematics and Python programming concepts, setting the stage for exploring of discrete structures.

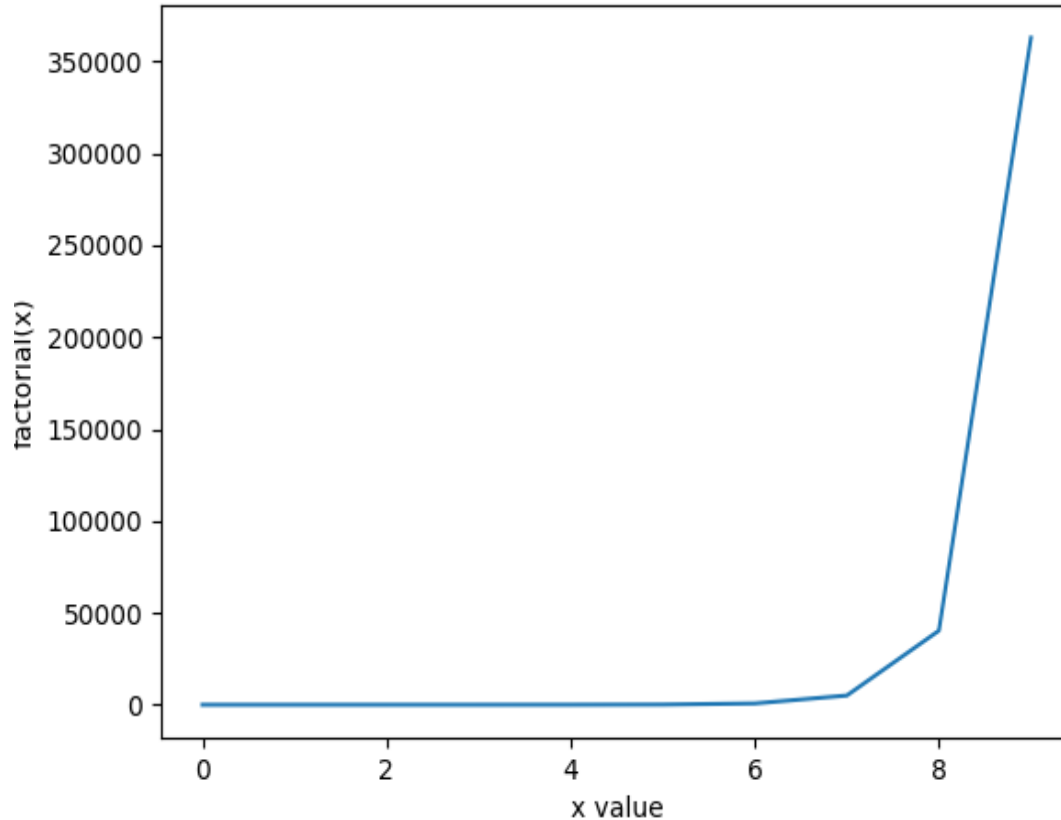
# Python Programming Retrospective

- Python code is designed to be **intuitive**
- Key components of Python programming include:
  - Function and their definitions
  - Input parameters for functions
  - The code block that completes the function's work
  - Return statements
  - Invocations of functions (calls to functions)
  - Collecting the returned values (function outputs).
- Investigate the ways to make the above commands possible with definitions and call using Python.

# Factorials - values get quickly get big



# Factorials - values get quickly get big



<i>x</i>	<i>fac(x)</i>
0	1
1	1
2	2
3	6
4	24
5	120
6	720
7	5040
8	40320
9	362880
10	3628800
11	39916800

# Plotting factorials – use Jupyter for this code!

```
import matplotlib.pyplot as plt
import math

# get factorial data
x_list = [i for i in range(10)]
factorials_list = [math.factorial(x) for x in x_list]
print("x,factorial(x)")
# formatting data
for i in range(len(x_list)):
    xvalue_int = x_list[i]
    fvalue_int = factorials_list[i]

# prepare plot
print(f"x values :{x_list}")
print(f"factorial(x) : {factorials_list}")
plt.plot(x_list, factorials_list)
plt.xlabel('x value')
plt.ylabel('factorial(x)')
plt.show()
```

# Factorials

Factorials: one definition

$$N! = \prod_{i=1}^N i = 1 * 2 * \dots * (N - 1) * N$$

Factorials: another definition

$$N! = \frac{(N + 1)!}{(N + 1)} = \frac{(N + 1) * N!}{(N + 1)}$$

Factorials are applied to integers

# Factorials

Factorials

$$N! = N * (N - 1) * (N - 2) * \cdots * (2) * (1)$$

$$5! = 5 * 4 * 3 * 2 * 1$$

$$4! = 4 * 3 * 2 * 1$$

$$3! = 3 * 2 * 1$$

$$2! = 2 * 1$$

$$1! = 1$$

$$0! = 1 \text{ (Special case by convention)}$$

Factorials defined

$$N! = [(N - 1)! + (N - 2)!] * (N - 1)$$

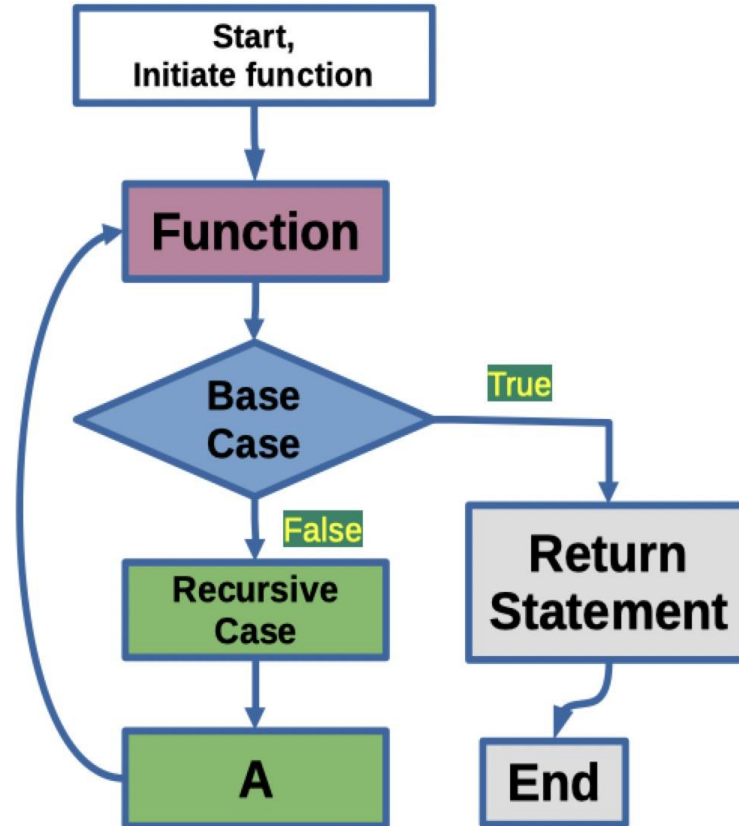
$$7! = (6! + 5!) * 6$$

$$6! = (5! + 4!) * 5$$

$$5! = (4! + 3!) * 4$$



# Creating Solutions



# Calculating Factorials by Recursion

```
def factorial(number: int):  
    if number == 1:  
        return 1  
    return number * factorial(number - 1)
```

```
num = 5  
print("The factorial of " + str(num)  
      + " is " + str(factorial(num)))
```

- The recursive *factorial* function calls itself!
- How does this function ever stop executing?
- What are the benefits to using recursive functions?

# Calculating Factorials by Recursion

```
def factorial(number: int):  
    if number == 1:  
        return 1  
    return number * factorial(number - 1)
```

```
num = 5  
print("The factorial of " + str(num) +  
      " is " + str(factorial(num)))
```

- Where is the base case?
- Where is the recursive case?
- How could this code work without these two functions?

# Recursive Factorial Function - To consider

- As an equation:  $n! = n \times (n - 1) \times (n - 2) \times \dots \times 1$ 
  - What are the **parts** of a recursive function in Python?
  - Defined by **cases** using conditional logic (*a case to go, and one to force a stop*)
  - A mathematical function defined to **call itself**
  - A recursive call that makes progress to a **base case**
  - A **base case** that **stops** the **recursive function calls**
  - Repeatedly perform an operation through (*self*) function calls
  - What would happen if you input a **negative number**?
- How could you write this function with **iteration**?

## A Solution Using Basic Conditions - No numbers less than zero

```
def factorial(number: int):  
    if number == 1:  
        return 1  
    if number < 0: #Catch negative numbers  
        print("cannot compute")  
    if number > 1:  
        return number * factorial(number - 1)  
  
num = -5  
print("The factorial of " + str(num)  
      + " is " + str(factorial(num)))
```

## A Solution Using While - No numbers less than zero

```
def factorial(number: int):  
    while number > 0:  
        if number == 1:  
            return 1  
        if number > 1:  
            return number * factorial(number - 1)  
    print("cannot compute")
```

# What Can YOU Do With Higher-Order Functions



You can pass a **function** as an **argument** to a **function**!

# Why Do We Care About Higher-Order Functions!?

- Supports general-purpose function creation
- Allows executable functions as function input
- Supports both code reuse and modularity



# Higher-Order Functions - library declaration and square()

Functions that allow another function as a parameter

```
from typing import Callable
```

```
# define a function that can square a number;  
# use print statements for the purposes of debugging so that the behavior of this  
# function and the next function are made clear
```

```
def square(number: int) -> int:  
    print(f"Called square({number})")  
    print(f" returning {number*number}")  
    return number * number
```

```
print(square(5))
```

## Higher-Order Functions - Call\_twice() with execution code

```
# define a higher-order function that can accept a function
# as input and a number as input and then call the provided
# function with the provided input; again, use print
# statements for the purposes of debugging so that the
# behavior of this function is made clear
```

```
def call_twice(f: Callable[[int], int], number: int) -> int:
    print(f"Calling twice {f} with number {number}")
    return f(f(number))
```

```
# execution
num = 5
```

```
# give function and function's parameter
result = call_twice(square, num)
```

```
print("Calling the square twice with "
      + str(num) + " is " + str(result))
```

# Higher-Order Functions

```
def square(number: int):  
    print(f"Called square({number})")  
    print(f" returning {number*number}")  
    return number * number
```

- The behavior of **higher-order** functions in Python:
- `square()` is a function computes `number*number` and returns value.

# Higher-Order Functions

```
def call_twice(f, number: int):  
    print(f"Calling twice {f} with number {number}")  
    return f(f(number))
```

- `call_twice()` is a function that calls a function `f` twice
- First, `call_twice()` calls `f` with `number`
- Then, `call_twice()` calls `f` with `f(number)`
- Finally, `call_twice()` returns result of `f( f(number) )`
- Can you predict the output of the `call_twice()` function?
- How would you test the `call_twice()` function? Can you express it differently?

## Higher-Order Functions

Calling twice <function square at 0x104c30940> with number 5

Called square(5)

returning 25

Called square(25)

returning 625

Calling the square twice with 5 is 625

## Lambda Expressions - Also known as, “anonymous functions”

```
def call_twice(f, number: int):  
    print(f"Calling twice {f} with number {number}")  
    return f(f(number))
```

```
square = lambda x: x*x  
number = 5  
result = call_twice(square, number)  
print("Calling square lambda twice " +  
      "with " + str(number) +  
      " is " + str(result))
```

- Functions are values in the Python programming language
- square is an expression that has a function as its value

# Lambda Expressions

```
def call_twice(f, number: int):  
    print(f"Calling twice {f} with number {number}")  
    return f(f(number))
```

```
square = lambda x: x*x  
number = 5  
result = call_twice(square, number)  
print("Calling square lambda twice " +  
      "with " + str(number) +  
      " is " + str(result))
```

```
Calling twice <function <lambda> at 0x37500c8> with number 5  
Calling square lambda twice with 5 is 625
```

- Lambda functions are known as anonymous functions and add simplicity in programming
- Useful for small function input to other functions