# Functions and functional programming

Python is not a functional programming language, but it has a lot of features taken from functional programming languages:

- closures
- high order functions and decorators
- generators
- corutines
- list comprehensions

```
def add(x, y): return x + y
```

```
def add(x, y):
    return x + y

s = add(x, y)
print s
```

```
def add(x, y):
    return x + y

s = add(x, y)
print s
```

That's it!!

```
def add(x, y):
    return x + y

s = add(x, y)
print s
```

That's it!!

Not actually... There are a couple of things to notice:

- python is dynamic
- parameters don't have a specified type
- neither do we specify the return type

- parameters are just names that point to objects
- ▶ if you pass an immutable object, it looks as if it was passed by value

- parameters are just names that point to objects
- if you pass an immutable object, it looks as if it was passed by value

```
def increment_value(x):
    x = x + 1
    print x # Outputs: 4

a = 3
increment_value(y)
print a # Outputs: 3
```

▶ Oups... It didn't actually work...

- parameters are just names that point to objects
- ▶ if you pass a mutable object and that object is modified, the changes are going to be visible in the caller

- parameters are just names that point to objects
- if you pass a mutable object and that object is modified, the changes are going to be visible in the caller

```
def increment(values):
    for i, v in enumerate(values):
       values[i] = v + 1

a = [1, 2, 3]
increment(a)
print a # Outputs: [2, 3, 4]
```

Functions that mutate their input arguments are:

- said to have side effects
- are best avoided as they might lead to to subtle bugs
- are needed for doing in-place changes to large or expensive objects

- this is named call by sharing
- ▶ it's the same as in languages such as Java or Ruby
- though Java people name it pass-by-value
- while Ruby people name it pass-by-reference

#### **Exercises**

- 1. write a function that takes a list of integers and returns the number of even numbers containd in the list
- 2. write a function that takes a list of integers and returns a new list containing the even numbers from the list
- write a function that takes a list of integers and in-place removes the odd elements

#### Exercise 3. Take 1

```
def remove_odd(values):
    for val in values:
        if val % 2 != 0:
            values.remove(val)

a = [1, 1, 1, 2, 4]
remove_odd(a) # list will be [1, 2, 4]
```

This is wrong!! Never add/remove elements while iterating!!

#### Exercise 3. Take 2

```
import copy
def remove_odd(values):
    for val in copy.copy(values):
        if val % 2 != 0:
            values . remove (val)
a = [1, 1, 1, 2]
remove_odd(a) # list will correctly be [2, 4]
```

This works, but the algorithm is  $O(n^2)$ 

#### Exercise 3. Take 3

```
def remove_odd(values):
    values[:] = [v for v in values if v % 2 == 0]

a = [1, 1, 1, 2]
remove_odd(a) # list will correctly be [2, 4]
```

More about this when we talk about list comprehensions.

## Default parameter values

```
def increment(x, inc=1):
    return x + inc

a = 3
increment(a) # returns: 4
increment(a, 2) # returns: 6
```

### Default parameter values

- you can't have a non-default parameter following a default one. That raises SyntaxError
- default parameter values are are assigned at function definition and never change

```
default = 1
def foo(x=defualt)
    print x

default = 2
foo() # Outputs: 1
```

```
def make_symlink(target , link_name):
    do stuff

make_symlink(target='/foo', link_name='/bar')
```

```
def make_symlink(target , link_name):
    do stuff

make_symlink(target='/foo', link_name='/bar')

make_symlink(link_name='/bar', target='/foo')
```

```
def make_symlink(target, link_name):
    do stuff

make_symlink(target='/foo', link_name='/bar')

make_symlink(link_name='/bar', target='/foo')

make_symlink('/foo', link_name='/bar')
```

```
def make_symlink(target, link_name):
    do stuff

make_symlink(target='/foo', link_name='/bar')

make_symlink(link_name='/bar', target='/foo')

make_symlink('/foo', link_name='/bar')

make_symlink(target='foo', '/bar') # SyntaxError !
```

### Varargs functions

```
def make_window(parent, *args, **kwargs):
    print container
    print args
    print kwargs
make_window(1, 2, 3, 4, 5,
   color='red'.
   modal=False,
   visible=True)
```

## Varargs functions

```
def make_window(parent, *args, **kwargs):
    print container # Outputs: 1
    print args \# Outputs: (2, 3, 4, 5)
    print kwargs # Outputs: {'color': 'red',
                                 'modal': False.
                    #
                                 'visible': True}
                    #
make_window(1, 2, 3, 4, 5,
   color='red'.
   modal=False.
   visible=True)
```

## Variable scope

#### Python uses function scope:

- each time a function executes a new local namespace is created
- the local namespace contains parameters as well as variables defined inside the function

#### When resolving variables

- ▶ the local namespace is searched
- ▶ If no match is found, the global namespace is searched

# Variable scope

```
var = 10
def foo():
    var = 21
foo()
print var # Outputs: 10
```

## Variable scope

```
var = 10
def foo():
    global var
    var = 21
foo()
print var # Outputs: 21
```

#### **Nested functions**

```
def countdown(initial, msg):
    def show_msg():
        print '%s _%d' % (msg, n)
    for n in xrange (initial, 0, -1):
        show_msg()
countdown(2, 'at:')
# Output:
# at:2
# at:1
# at:0
```

#### Functions as first class citizens

#### What this means:

- functions can be passed as parameters
- functions can be return values

#### Functions as first class citizens

#### What this means:

- functions can be passed as parameters
- functions can be return values

```
def compare(x, y):
    return cmp(x.lower(), y.lower())
sorted(['B', 'c', 'a'], compare)
# Returns ['a', 'B', 'c']
```

#### Closures

A closure is a function that is packaged together with the surrounding environment

## Closure example

Closures can be used for delayed evaluation

```
from urllib import urlopen
def page(url):
    def get():
        return urlopen (url).read()
    return get
python = page('http://python.org')
jython = page('http://jython.org')
pydata = python() # Fetches http://python.org
iydata = jython() # Fetches http://jython.org
```

## High order function example

High order functions are functions that do at least one of

- ▶ take one or more functions as input
- return a function

### High order function example 1

```
def logging_wrapper(func):
    def wrapped():
        print 'entering'
        func()
        print 'exiting'
    return wrapped
def foo():
    print 'fooo'
logged_foo = logging_wrapper(foo)
logged_foo()
# entering
# fooo
# exiting
```

## High order function example 2

```
def logging_wrapper(func):
    def wrapped():
        print 'entering'
        func()
        print 'exiting'
    return wrapped
def foo():
    print 'fooo'
foo = logging_wrapper(foo)
foo()
# entering
# fooo
# exiting
```

# Decorators (take 1)

```
def logging_wrapper(func):
    def wrapped():
        print 'entering'
        func()
        print 'exiting'
    return wrapped
@logging_wrapper
def foo():
    print 'fooo'
foo()
# entering
# fooo
# exiting
```

# Decorators (take 2)

```
def logging_wrapper(func):
    def wrapped(*args, **kwargs):
        print 'entering'
        ret_val = func(*args, **kwargs)
        print 'exiting'
        return ret_val
    return wrapped
@logging_wrapper
def foo(msg):
    return 'fooo_%s' % msg
print foo('bar')
# entering
# exiting
# fooo bar
```

#### Exercise

Write a 'timing' decorator that wrapps a function and prints how long the function's execution takes

**Hint**: use the Timer class from the timeit module:

```
import timeit
t = timeit.Timer()
# do stuff
logging.info(t.timeit())
```

- ▶ a generator is a function that produces a sequence of values.
- the sequence can be then consumed with a for loop or by explicitly calling next on the returned generator object

- ▶ a generator is a function that produces a sequence of values.
- the sequence can be then consumed with a for loop or by explicitly calling next on the returned generator object

```
def my_range(first , last):
    i = first
    while i < last:
        yield i
        i += 1

for x in my_range(0, 3):
    print x</pre>
# Outputs: 0 1 2
```

- ▶ a generator is a function that produces a sequence of values.
- the sequence can be then consumed with a for loop or by explicitly calling next on the returned generator object

```
def my_range(first , last):
    i = first
    while i < last:
        yield i
        i += 1

print sum(my_range(0, 3)) # Outputs: 4</pre>
```

- ▶ a generator is a function that produces a sequence of values.
- the sequence can be then consumed with a for loop or by explicitly calling next on the returned generator object

```
def my_range(first , last):
    i = first
    while i < last:
        vield i
        i += 1
gen = my_range(0, 3)
print gen.next() # Outputs 0
print gen.next() # Outputs 1
print gen.next() # Outputs 2
print gen.next() # raised StopIteration !
```

```
def my_range(first , last):
    i = first
    while i < last:
        yield i
        i += 1
gen = my_range(0, 3)
while True:
   try:
      print gen.next()
   except StopIteration:
      break
```

## **Endless generators**

```
import random
def random_generator():
    while True:
        yield random.random()
random_gen = random_generator()
for rand_nr in random_gen:
    print nr
    if rand_nr > 0.5:
        break
random_gen.close()
```

### **Exercises**

- 1. Write a generator that takes an integer parameter and yields fibonacci numbers smaller than the given argument.
- 2. Having a binary tree encoded as a tuple (label, left, right) write a generator that yields the labels in pre-order (root, left, right). Write both an iterative and recursive implementation.

## Example:

```
tree= ('b',
           ('q', None, None),
               None),
          ('z',
('c', None, None),
('zz', None, None)))
for label in iterate(tree):
    print label
Output: b, a, q, z, c, zz
```

# Piping generators

```
def grep(lines, word):
    for line in lines:
        if word in line:
            yield line
f = open('passwd')
lines = grep(f, 'foo')
lines = grep(lines, 'bar')
for line in lines:
    print line
f.close()
# Equivalent: cat some_file | grep foo | grep bar
```

# Piping generators

```
def grep(lines, word):
    for line in lines:
        if word in line:
            yield line
f = open('passwd')
try:
    lines = grep(f, 'foo')
    lines = grep(lines, 'bar')
    for line in lines:
        print line
finally:
    f.close()
```

# Piping generators

```
def grep(lines, word):
    for line in lines:
        if word in line:
            yield line

for ln in grep(grep(open('passwd'), 'foo'), 'bar'):
    print ln
```

```
nums = [1, 2, 3, 4, 5]
times_two = [x * 2 for x in nums]
print times_two
# Outputs: [2, 4, 6, 8, 10]
```

```
nums = [1, 2, 3, 4, 5]
times_two = [x * 2 for x in nums if x % 2 == 0]
print times_two
# Outputs: [4, 8]
```