

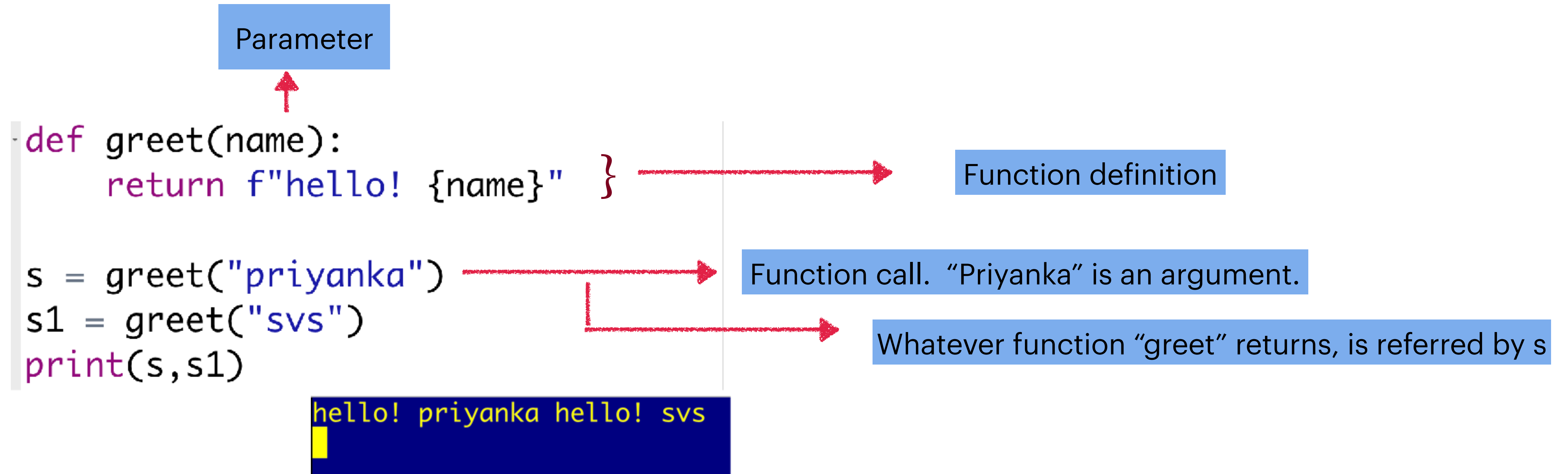
COL1000

Introduction to Programming

Priyanka Golia

Most (if not all) of the content is borrowed from Prof. Subodh Kumar's slides

Recall: Functions



- **def** starts a function definition.
- `greet` is the **function name** (same rules as variable names).
- `(name)` are the **parameters**.
- **:** ends the header line; the indented block is the function body.
- **return** sends a value back to the caller (optional).

Recall: Functions

```
def greet(name):  
    return f"hello! {name}"
```

Creates a function object.

```
s = greet("priyanka")  
s1 = greet("svs")  
print(s,s1)
```

The “greet” name is referring to that function.

```
print(type(greet)) ##<class 'function'>
```

Recall: Functions

```
def outer():  
    x = 10  
    def inner():  
        return x + 1  
    return inner  
outer()
```

- When *outer* is *defined*, Python just creates a function object. The code for *inner* is *inside* that function but not executed yet.
- Everytime *outer* is *called*, a **new local frame** is created with its own variable *x* = 10.
- Inside *outer*, Python creates another function object *inner*. While creating *inner*, it sees that *inner* uses a variable *x* which is *not local* to it, but exists in an **enclosing scope** (*outer's* frame).
- So Python attaches a **reference** to that variable *x* — not its value, but *reference* (*think how it will behave for mutable and immutable objects*).
- When *outer()* returns, it returns the inner function object.
But that returned function still carries with it a reference to the variable *x* — even though *outer* has finished executing. That's called "closure" — A closure is a function that "remembers" variables from its enclosing scope, even after that scope is gone.

Recall: Functions

```
def outer():  
    x = 10  
    def inner():  
        return x + 1  
    return inner
```

```
f = outer()  
print(f())  
print(f())
```

```
outer() frame:  
    x → 10  
    inner → function object  
             └─ closure cell referencing x
```

Recall: Functions

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3     def inner():  
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5         return x  
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[11]

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x is mutable, changes inside the inner function affect the same underlying object.

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```

[11]

[12]

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f and g have independent internal states.

Revision!!

A function can return another function

```
def outer():  
    def inner():  
        print("I am inner")  
    print("I am outer")  
    return inner  
  
f = outer()  
print(f())
```

```
def power_factory(n):  
    def power(x):  
        return x ** n  
    return power  
  
square = power_factory(2)  
cube = power_factory(3)  
  
print(square(5))    # 25  
print(cube(2))      # 8
```

The function `power_factory` *creates* and *returns* new functions — one that squares, one that cubes.
Each returned function remembers the value of `n` used when it was created.

A closure is a function that remembers the environment in which it was created, even after that environment is gone

Higher Order Functions

A higher-order function is a function that takes another function as input, or **returns a function as output**, or both

```
1 def square(x):  
2     return x * x  
3 def apply_twice(func, value):  
4     return func(func(value))  
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6 print(apply_twice(square, 3))  
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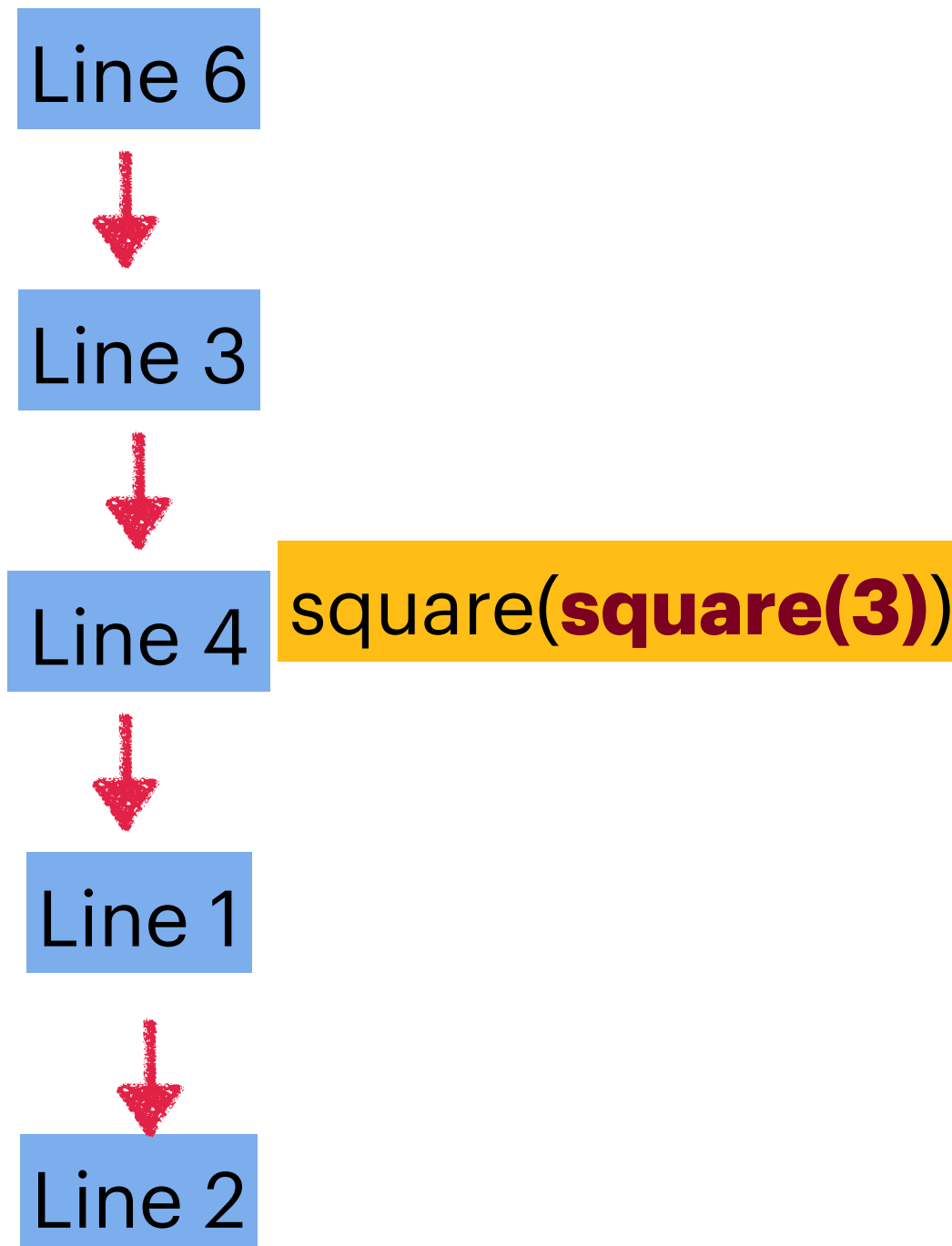
Line 4

square(**square(3)**)

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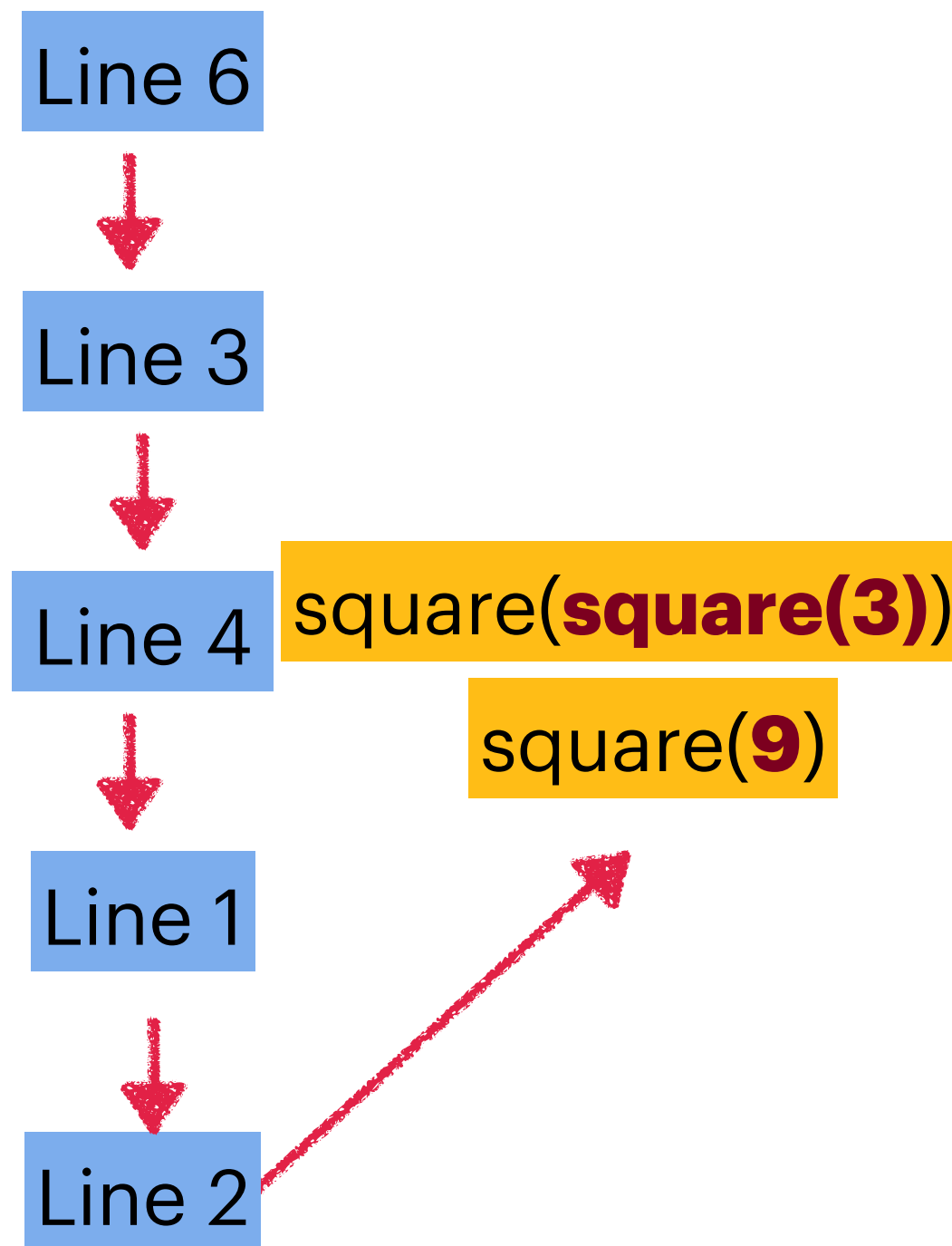
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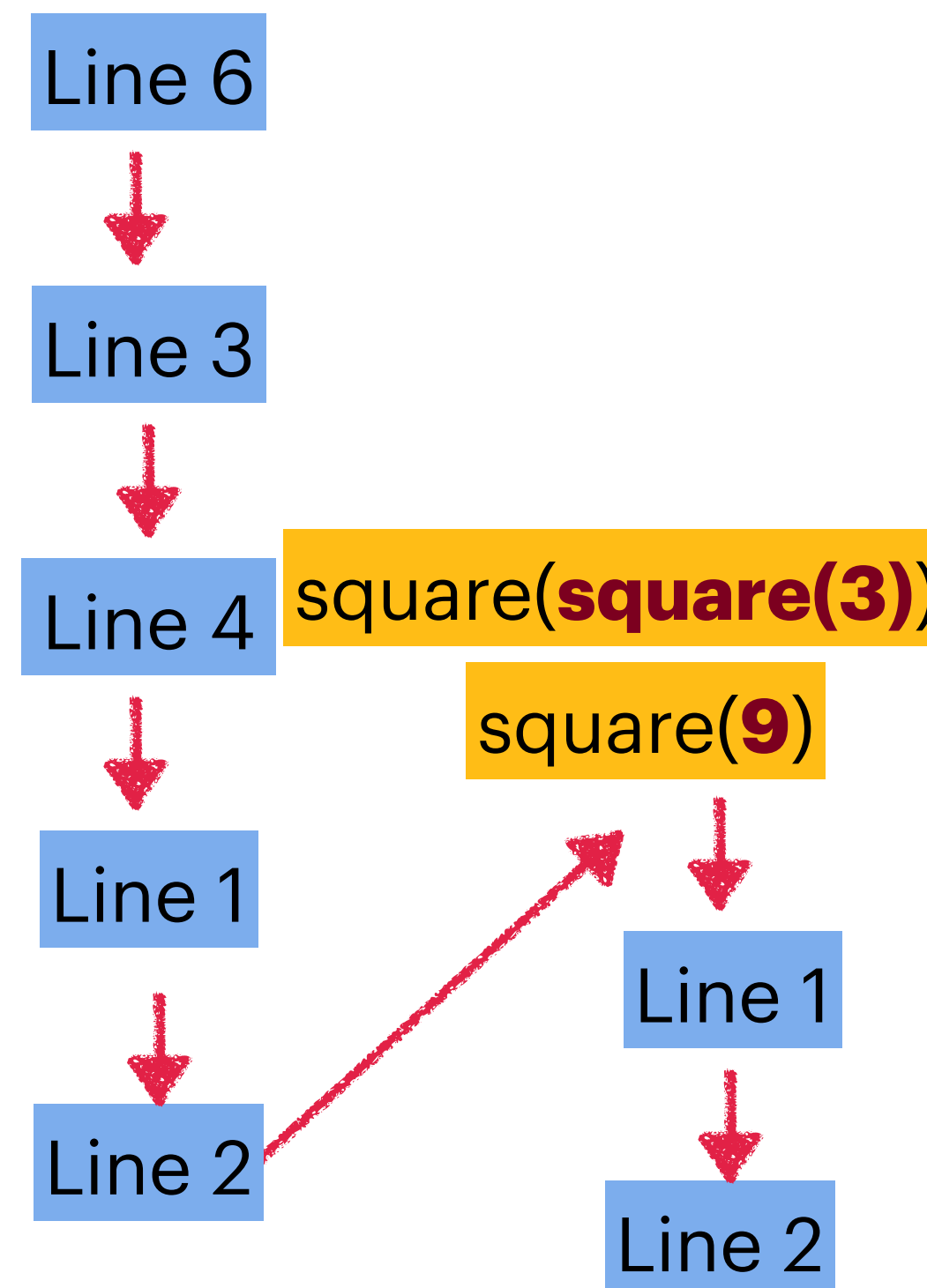
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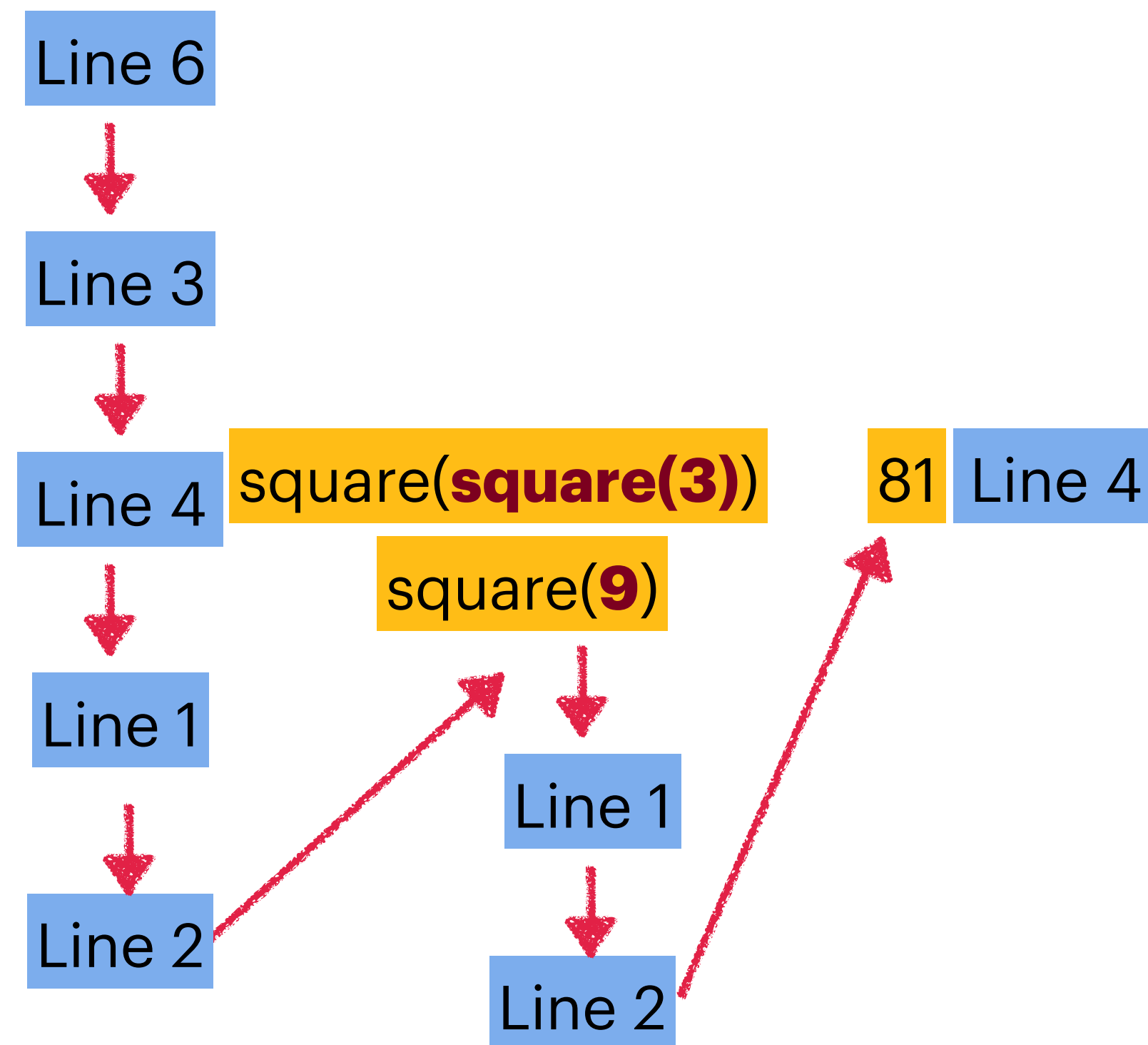
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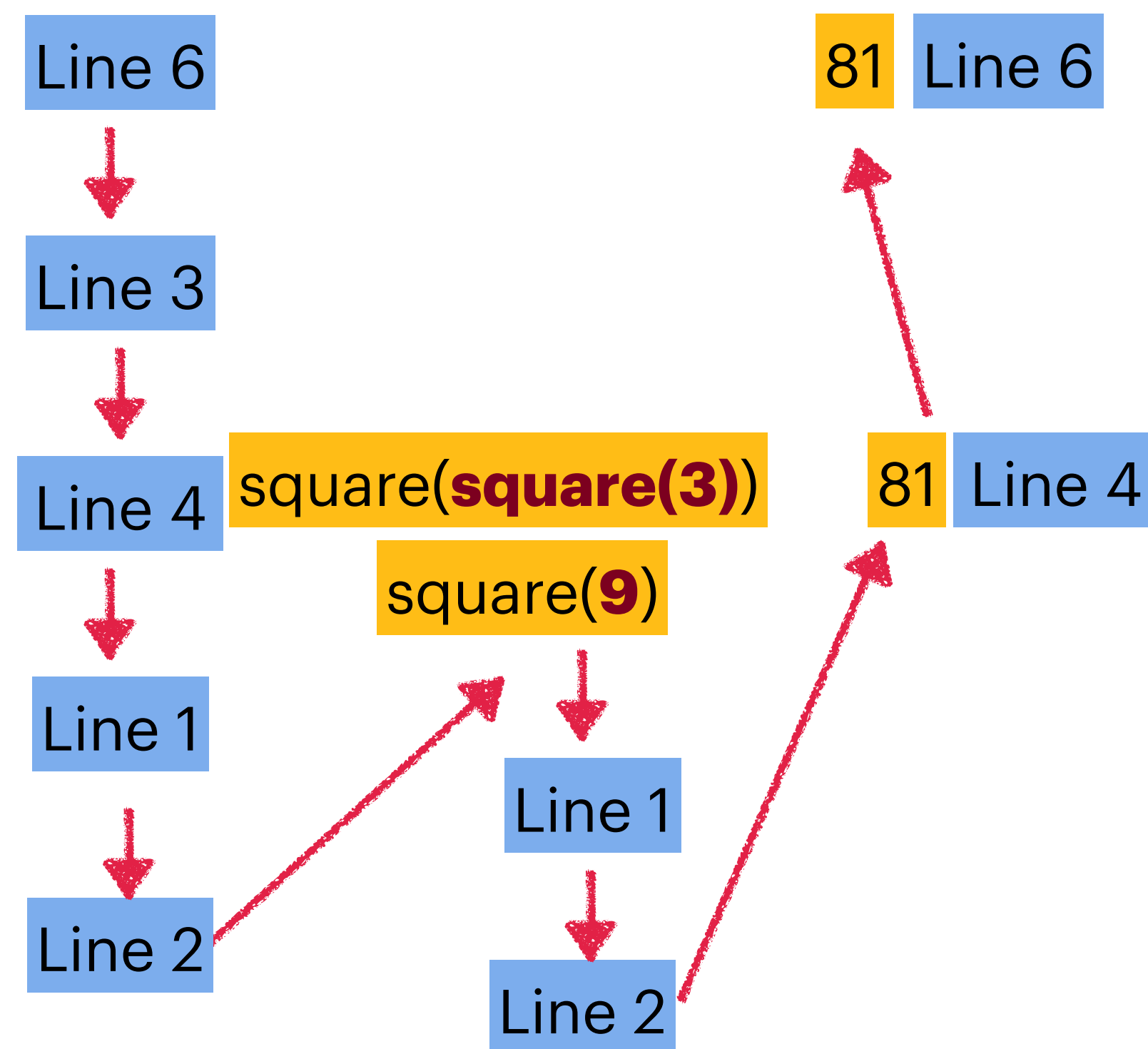
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Built-in higher order functions!

`map(function , iterable)`

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def square(x):  
    return x * x  
  
nums = [1, 2, 3, 4, 5]  
s = map(square, nums)  
print(list(s))    # [1, 4, 9, 16, 25]
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For each item of `nums`, applies function `square`.
creates an iterator (just like `range`), which can be
converted to list.

Higher Order Functions

We are using higher order functions since day 1 — `print(sum(x))`, `print(len(x))` —

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```

You have been using map in the labs!

```
1 inp = input("enter two number sp.")  
2 l = list(map(int,inp.split()))  
3 print(l)
```

For each item of nuts, applies function square. creates an iterator (just like range), which can be converted to list.

Higher Order Functions

`filter(function, iterable)`

```
def is_even(x):  
    return x % 2 == 0  
  
nums = [1, 2, 3, 4, 5, 6]  
evens = filter(is_even, nums)  
print(list(evens))  # [2, 4, 6]
```



Keeps only the elements where the function
(is_even) returns True.

Higher Order Functions

reduce(function, iterable)

```
import functools


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

nums = [1, 2, 3, 4]
print(reduce(add, nums))    # ((1+2)+3)+4) = 10
```

Higher Order Functions

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It reduces a sequence to a single value by repeatedly applying the function.

Higher Order Functions

`reduce(function, iterable)`

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import functools

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

nums = [1, 2, 3, 4]
print(reduce(add, nums))    # ((1+2)+3)+4 = 10
```

Recall to use pi, we had to import math.
Similarly, to use reduce, import
functools.

It reduces a sequence to a single value
by repeatedly applying the function.

Lambda Functions

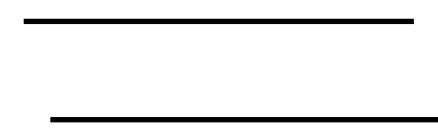
```
f = lambda x: x + 1  
print(f(5))    # 6
```

=====

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Lambda Functions

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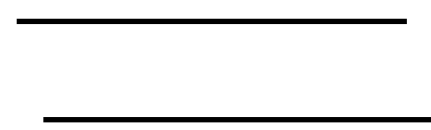


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Lambda is useful when the function is **short-lived** or **used only once**

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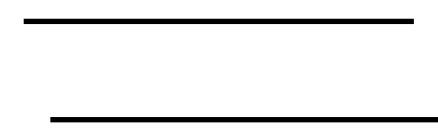
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nums = [1, 2, 3, 4, 5]  
print(list(map(square, nums)))  
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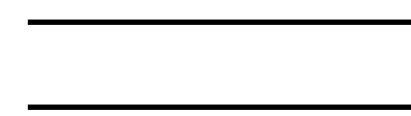


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print(list(map(lambda x: x * x, [1, 2, 3, 4])))
```



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