

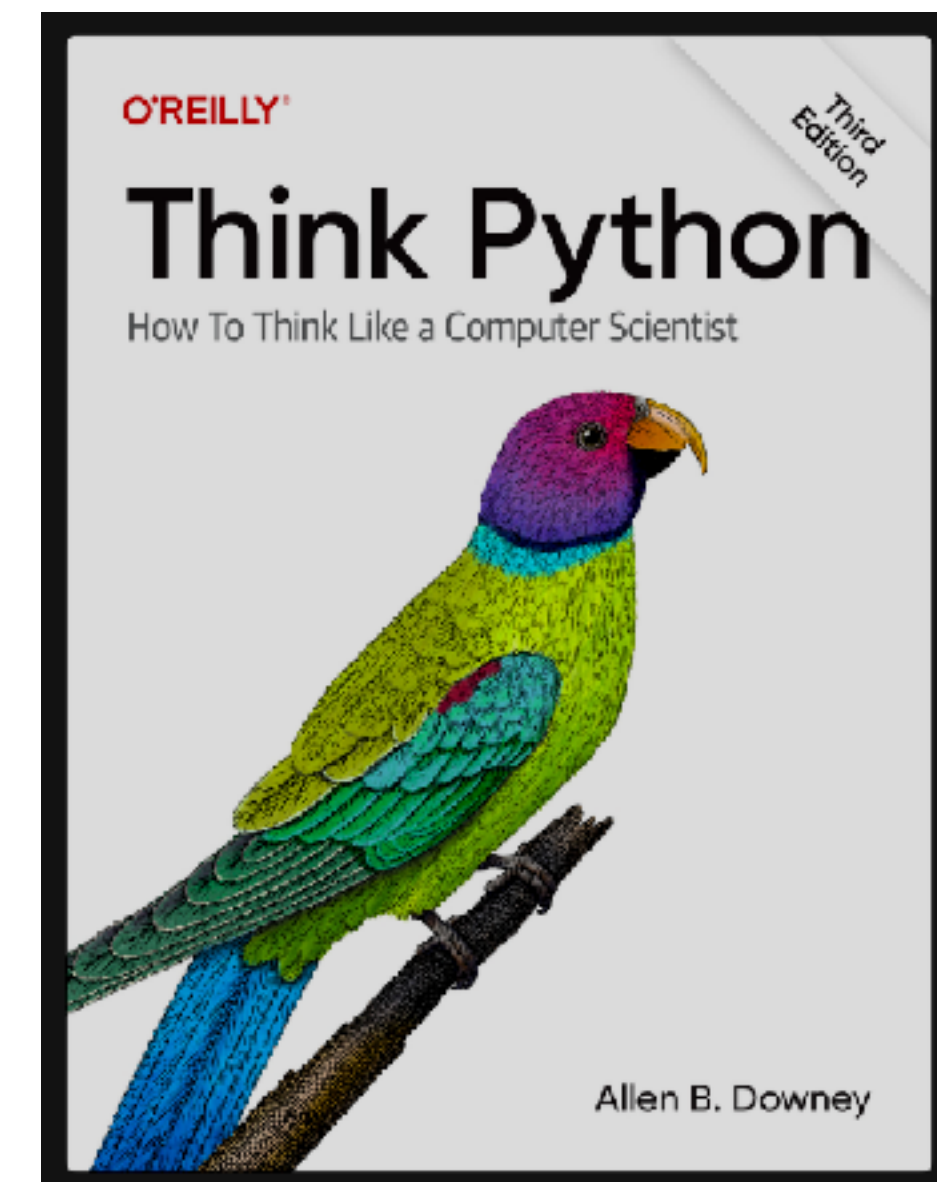
COL1000: Introduction to Programming Functions

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Announcement

- Additional reference book:
 - <https://allendowney.github.io/ThinkPython/>
- **Next Week Lab Test on Functions - be prepared!**



Functions: Lambda (RECAP)

- **Lambda functions:** They are anonymous functions (i.e. don't have a user-specified name)
 - Syntax: `lambda arguments: expression`
 - Arguments can be 0 or more, but **have a single expression** whose **results are returned!**
 - E.g., `add_five = lambda x: x+5; print(add_five(7))` #12
 - E.g., `lst = list(map(lambda x: x**2, [1,2,3]))` # [1,4,6]

Functions: Lambdas — where can I use them?

Use in a map

```
squared = list(map(lambda x: x ** 2, numbers))
```

Used to implement filter

```
Data = [2, 5, 15, 17, 4, 29]
```

```
Filtered = list(filter(lambda x: x > 10, Data))
```

In general, wherever simple one-lined function suffices!

Functions: Closures (RECAP)

- A **closure** is a function object that **remembers values from its enclosing scope even after that scope has finished its execution**

```
def make_mean_for_streaming_inputs():  
    total = 0.0  
    n = 0  
    def add(x):  
        nonlocal total, n  
        total += x; n += 1  
        return total / n  
    return add
```

```
avg = make_mean_for_streaming_inputs()
```

```
print(avg(10)); print(avg(14)); print(avg(16))
```

- **return add:** closure cell is formed
- **total** and **n** are *captured*
- Each call to **avg** remembers the values of **total** and **n**

object

Functions: Typing Hints (RECAP)

- Provide explicit typing annotations to help with
 - readability,
 - Static analysers like mypy etc.

```
def add (x:int, y:int) --> int:  
    return x + y
```

After arrow, the type of returned value

Functions: Typing Hints (RECAP)

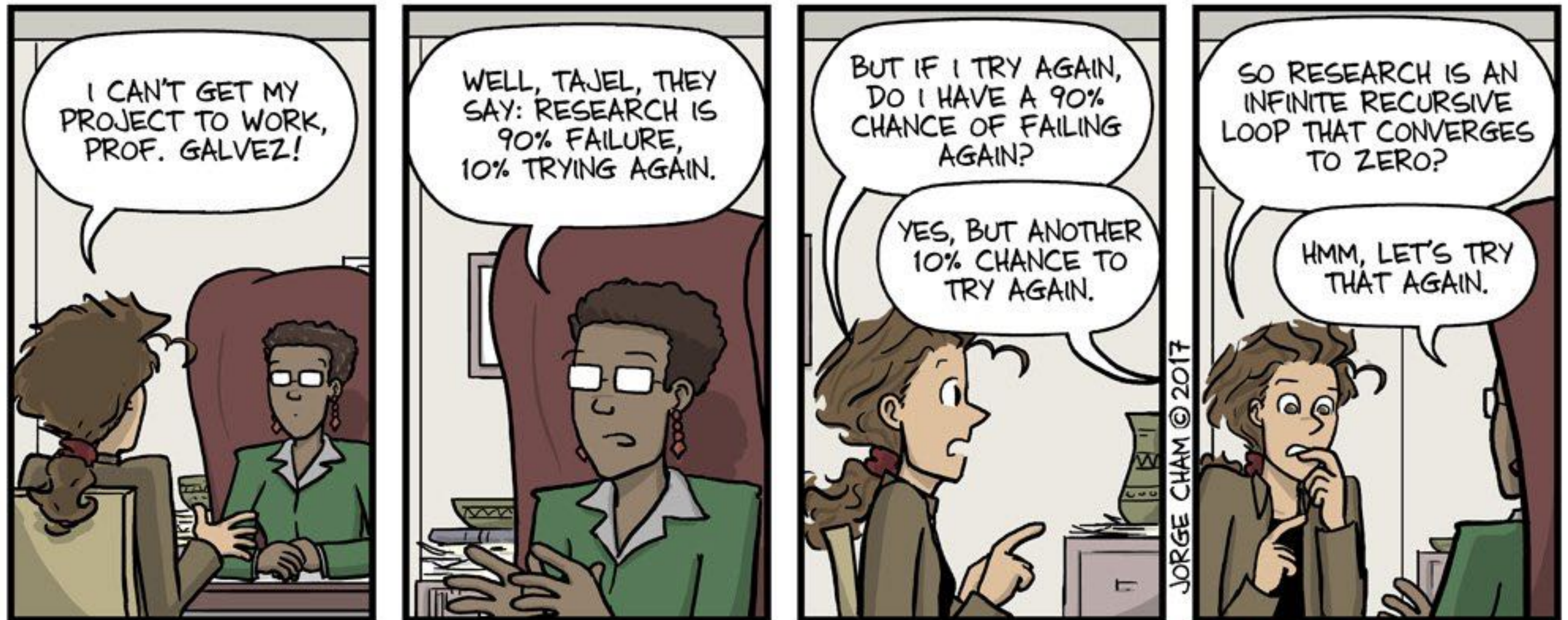
- Provide explicit typing annotations to help with
 - readability,
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```
from typing import Callable
def make_adder(k:int) -> Callable[[int], int]:
    ...
    def add(x:int = 2)->int:
        ...
    return add
```



Callable[[arg1, arg2, ..], [return]]

Recursion



What is Recursive Style of Programming

- A paradigm where the function, in its body, calls itself repeatedly
- Classic example:

```
def factorial(n:int) -> int:  
    if n == 0: return 1  
    elif n < 0:  
        raise Error("Not defined on neg values")  
    else: return n * factorial(n-1)
```

What is Recursive Style of Programming

Mental Model

`problem(n)` → `func (problem(n-1))` → ... → Base Case

Key Takeaway: Each recursive call takes the problem closer to the base case!

Example Recursion: Computation View

- factorial(4): **return** 4 * factorial (3)

4 * 6

return 3 * factorial (2)

3 * 2

return 2 * factorial (1)

2 * 1

return 1 * factorial (0)

Base Case

1 * 1

1

No more recursive call

Example Recursion: Stack Memory View

- **push** factorial (4)
- **push** factorial (3)
- **push** factorial (2)
- **push** factorial (1)
- **push** factorial (0) —> returns 1 (**pop**)
- factorial(1) —> returns $1*1 = 1$ (**pop**)
- factorial(2) —> returns $2*1 = 2$ (**pop**)
- factorial(3) —> returns $3*2 = 6$ (**pop**)
- factorial(4) —> returns $4*6 = 24$ (**pop**)



More Examples of Linear Recursion

- Sum the list recursively
 - Show the limits of stack!
- Converting a non-negative integer to binary
 - How can you optimise?
- How do you establish the correctness of your recursive formulation?
 - **Fun fact:** In recursive formulation, correctness is embedded in program development!

Sum the list recursively

For Typing Hints

```
from typing import Sequence

def recSum (lst: Sequence[int]) -> int:
    #specify the base case
    if lst == []:
        return 0
    #recursive case
    else lst[0] + recSum(lst[1:])
```

Correctness Proof?

func(problem (n-1))

Co-Develop: Binary Search

- Given a **list of sorted** elements and an element **x**
 - Find whether x exists in the list and if so where?
- Algorithm:
 1. Search x at the mid of the list: If found then return the index, else go to step (2)
 2. If the element at mid $> x$, then `lst = lst[mid+1:]` and go to step 1
 3. Else, `lst = lst[:mid]` and go to step 1

Functions: Exceptions

- Exceptions in functions **denote errors or unexpected conditions**
- There are two ways of handling exceptions in the code:
 - Explicitly **raising the errors with an appropriated exception message**
 - **Catching** them to handle them gracefully
 - Let us see examples of each!