

[301] Advanced Functions

Tyler Caraza-Harter

- 1** Functions as Objects
- 2 Iterators/Generators

Radical Claim:

Functions are Objects

Radical Claim:

Functions are Objects

implications:

- variables can reference functions
- lists/dicts can reference functions
- we can pass function references to other references
- ...

Function References (Part 1)

Outline

- functions as objects
- sort

```
x = [1,2,3]
```

```
y = x
```

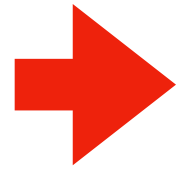
```
def f():  
    return "hi"
```

```
g = f
```

```
z = f()
```

your notes should probably include this example, with an explanation of what each of the 5 steps do!

which line of code is most novel for us?



```
x = [1, 2, 3]
```

```
y = x
```

```
def f():
```

```
    return "hi"
```

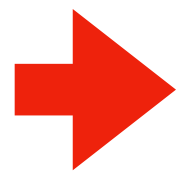
```
g = f
```

```
z = f()
```

State:

references

objects



```
x = [1, 2, 3]  
y = x
```

Explanation: x should reference a new list object

```
def f():  
    return "hi"
```

```
g = f
```

```
z = f()
```

State:

references

x 

objects

1	2	3
---	---	---

➔ `x = [1, 2, 3]`
`y = x`

Explanation: x should reference a new list object

```
def f():  
    return "hi"
```

`g = f`

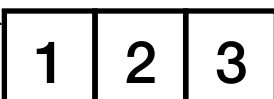
`z = f()`

State:

references

x 

objects







`x = [1, 2, 3]`

`y = x`

`def f():`
 `return "hi"`

`g = f`

`z = f()`

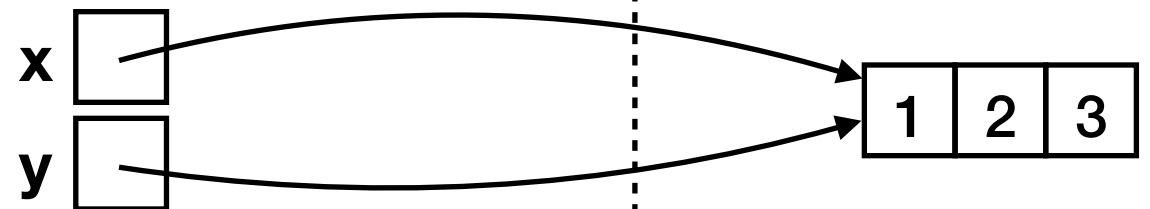
Explanation: x should reference a new list object

Explanation: y should reference whatever x references

State:

references

objects

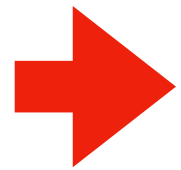


x = [1, 2, 3]

y = x

Explanation: x should reference a new list object

Explanation: y should reference whatever x references



def f():
 return "hi"

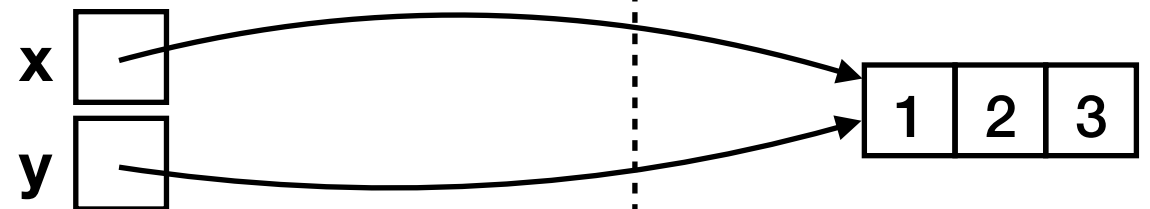
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State:

references

objects



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def f():
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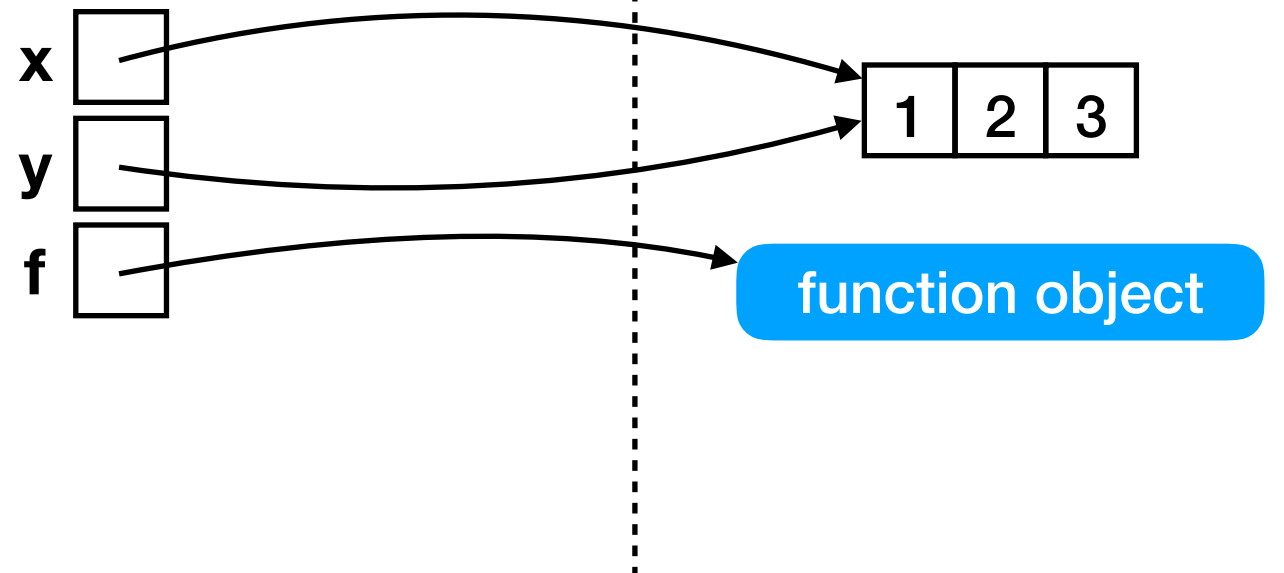
Explanation: f should reference a new function object



State:

references

objects



x = [1, 2, 3]

y = x

def f():
 return "hi"

➔ g = f

z = f()

Explanation: x should reference a new list object

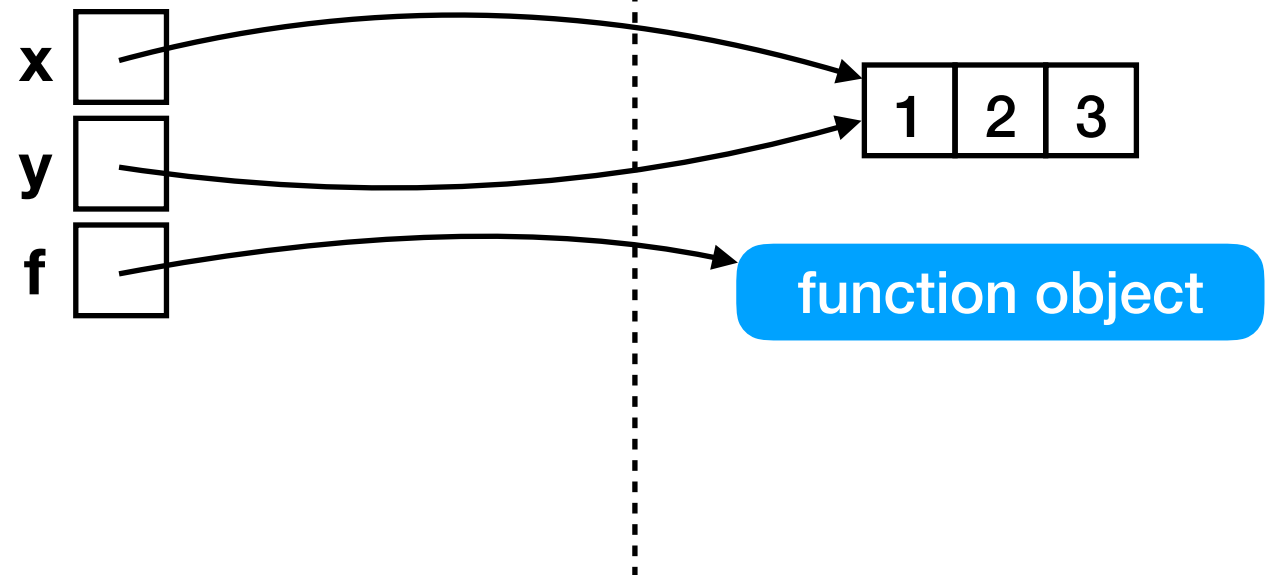
Explanation: y should reference whatever x references

Explanation: f should reference a new function object

State:

references

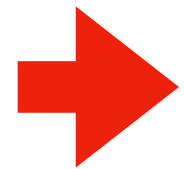
objects



x = [1, 2, 3]

y = x

def f():
 return "hi"



g = f

z = f()

Explanation: x should reference a new list object

Explanation: y should reference whatever x references

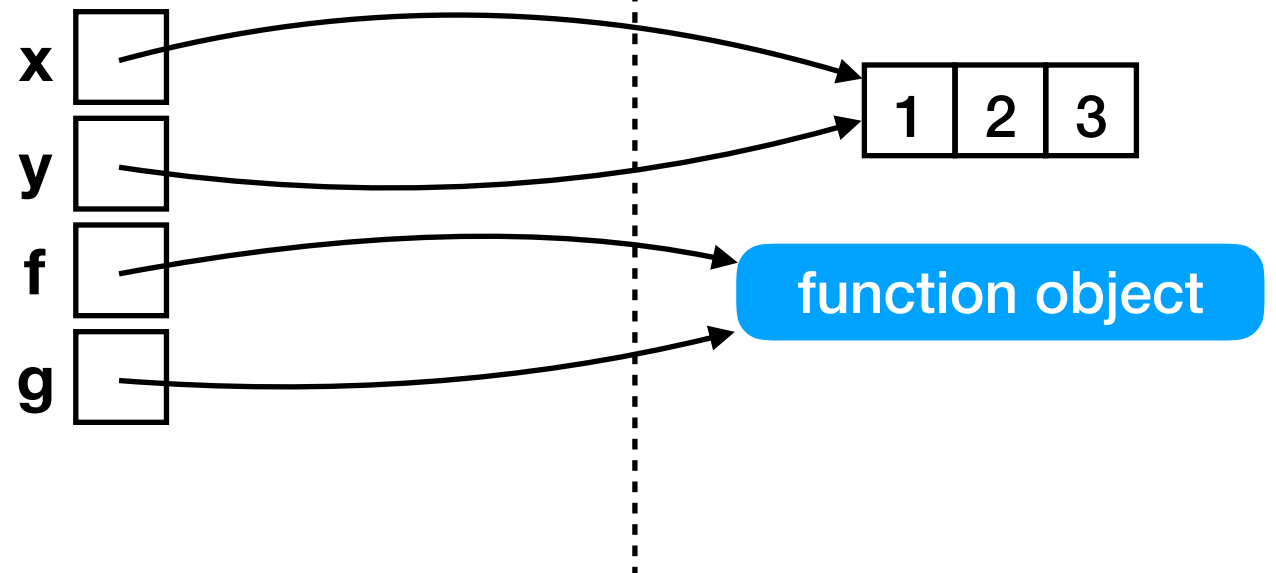
Explanation: f should reference a new function object

Explanation: g should reference whatever f references

State:

references

objects



x = [1, 2, 3]

y = x

def f():
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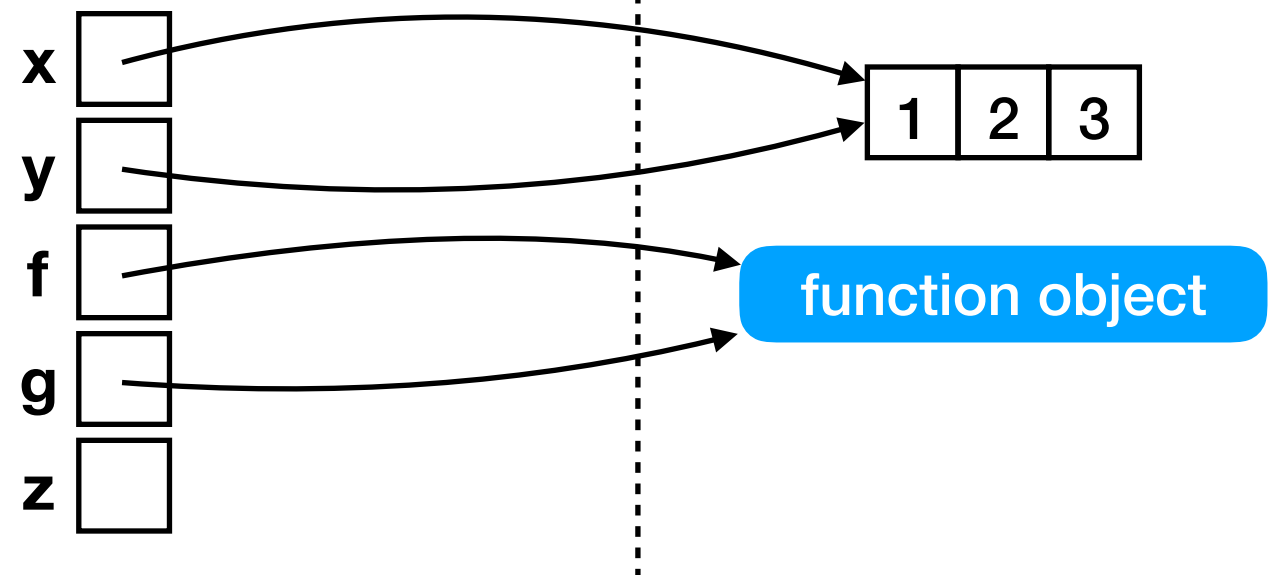
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State:

references

objects



x = [1, 2, 3]

y = x

def f():
 return "hi"

g = f

➔ z = f()

Explanation: x should reference a new list object

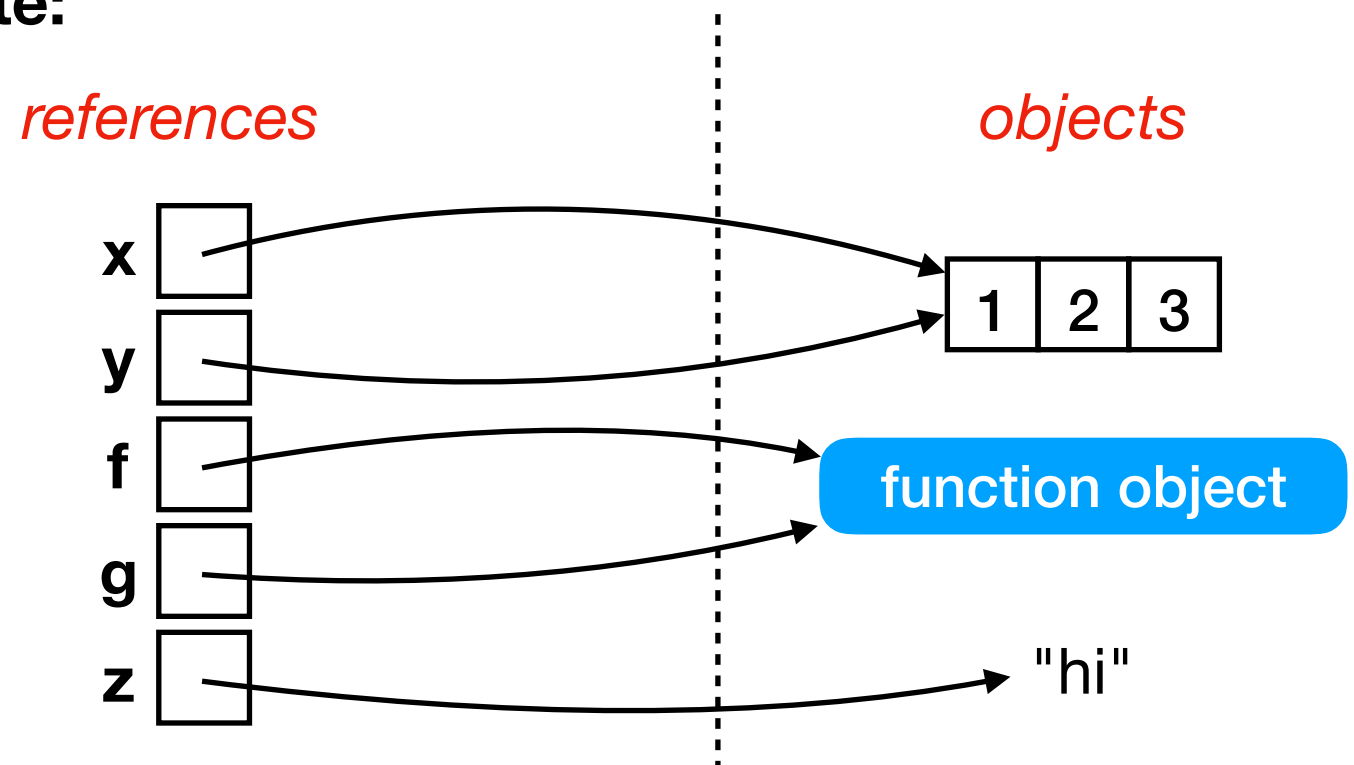
Explanation: y should reference whatever x references

Explanation: f should reference a new function object

Explanation: g should reference whatever f references

Explanation: z should reference whatever f returns

State:



x = [1, 2, 3]

y = x

def f():
 return "hi"

g = f

➔ **z** = f()

Explanation: x should reference a new list object

Explanation: y should reference whatever x references

Explanation: f should reference a new function object

Explanation: g should reference whatever f references

Explanation: z should reference whatever f returns

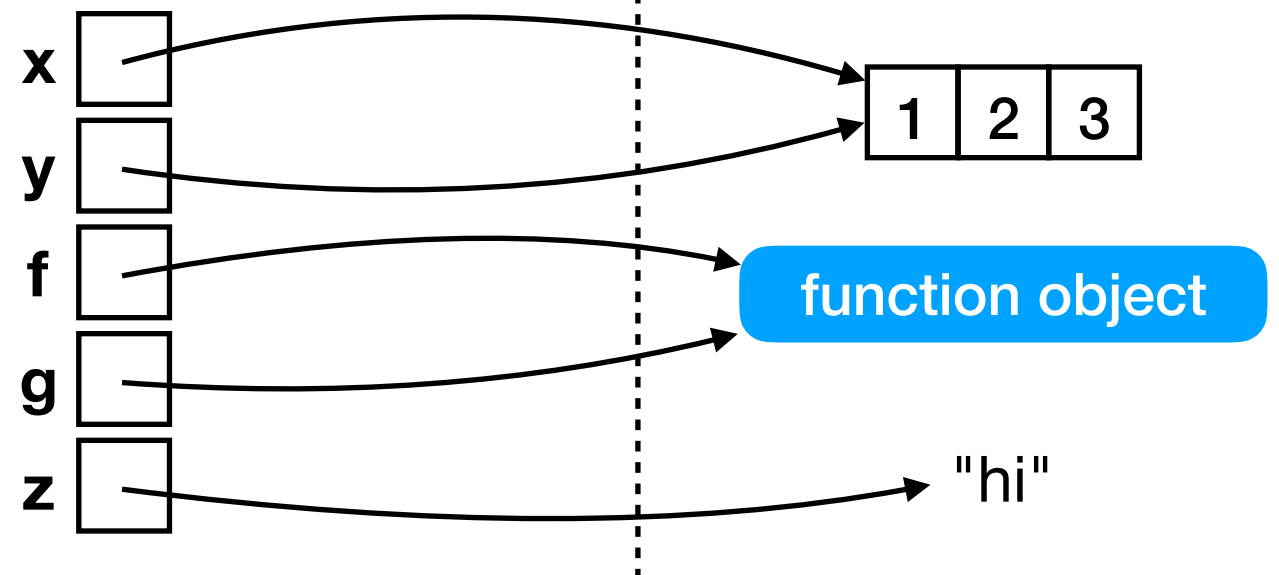
both of these calls would have run the same code, returning the same result:

- z = f()
- z = g()

State:

references

objects



x = [1, 2, 3]

y = x

```
def f():  
    return "hi"
```

g = f

z = f()

very similar (reference new object)



```
graph LR; A[very similar (reference new object)] --> B[x = [1, 2, 3]]; A --> C[def f(): return "hi"];
```

x = [1,2,3]

y = x

```
def f():  
    return "hi"
```

g = f

z = f()

very similar (reference new object)

very similar (reference existing object)

x = [1, 2, 3]

y = x

```
def f():  
    return "hi"
```

g = f

z = f()

very similar (reference new object)

very similar (reference existing object)

very different (invoke vs. reference)

The diagram illustrates the relationship between variable assignments and function calls. It shows four lines of code: `x = [1, 2, 3]`, `y = x`, `def f(): return "hi"`, `g = f`, and `z = f()`. The function definition is enclosed in a dashed box. Arrows connect the code to descriptive text on the right. A black arrow points from the list `[1, 2, 3]` to the text `very similar (reference new object)`. A blue arrow points from `y = x` to the same text. Another black arrow points from the function definition box to the text `very similar (reference existing object)`. A blue arrow points from `g = f` to this text. A red arrow points from `z = f()` to the text `very different (invoke vs. reference)`. A second red arrow points from the same text to the function call `f()` in the code.

CODING DEMOS

(Python Tutor)

Function References (Part 1)

Outline

- functions as objects
- `sort`

Example: Sorting Names

List of tuples:

```
names = [  
    ("Catherine", "Baker"),  
    ("Alice", "Clark"),  
    ("Bob", "Adams"),  
]
```

Catherine	Baker
Bob	Adams
Alice	Clark

Example: Sorting Names

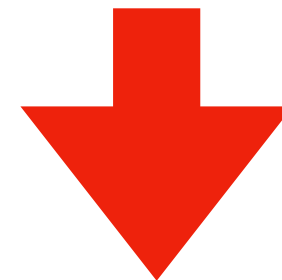
List of tuples:

```
names = [  
    ("Catherine", "Baker"),  
    ("Alice", "Clark"),  
    ("Bob", "Adams"),  
]
```

```
names.sort()
```

**sorting tuples is done
on first element**
(ties go to 2nd element)

Catherine	Baker
Bob	Adams
Alice	Clark



Alice	Clark
Bob	Adams
Catherine	Baker

Example: Sorting Names

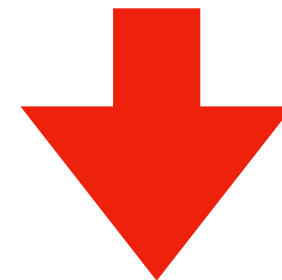
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```
names.sort()
```

**what if we want to
sort by the last name?**

Catherine	Baker
Bob	Adams
Alice	Clark



Alice	Clark
Bob	Adams
Catherine	Baker

Example: Sorting Names

List of tuples:

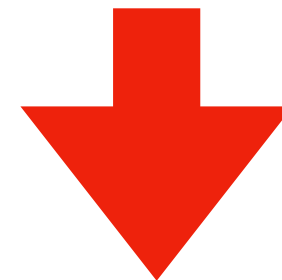
```
names = [  
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    ("Bob", "Adams"),  
]
```

```
names.sort()
```

**what if we want to
sort by the last name?**

or by the length of the name?

Catherine	Baker
Bob	Adams
Alice	Clark



Alice	Clark
Bob	Adams
Catherine	Baker

Example: Sorting Names

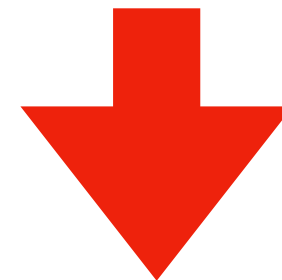
List of tuples:

```
names = [  
    ("Catherine", "Baker"),  
    ("Alice", "Clark"),  
    ("Bob", "Adams"),  
]
```

```
def extract(name_tuple):  
    return name_tuple[1]
```

```
names.sort(key=extract)
```

Catherine	Baker
Bob	Adams
Alice	Clark



Example: Sorting Names

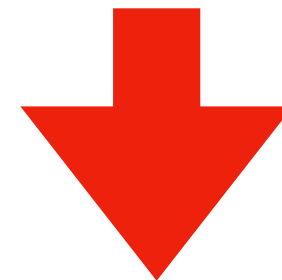
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```

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def extract(name_tuple):  
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```

```
names.sort(key=extract)
```

Catherine	Baker
Bob	Adams
Alice	Clark



Bob	Adams
Catherine	Baker
Alice	Clark

Example: Sorting Names

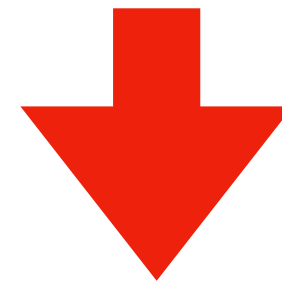
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names = [  
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]
```

```
def extract(name_tuple):  
    return len(name_tuple[0])
```

```
names.sort(key=extract)
```

Catherine	Baker
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Alice	Clark



Example: Sorting Names

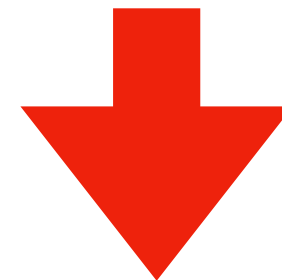
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```
names.sort(key=extract)
```

Catherine	Baker
Bob	Adams
Alice	Clark



Bob	Adams
Alice	Clark
Catherine	Baker

[301] Advanced Functions

Tyler Caraza-Harter

1

Functions as Objects

2

Iterators/Generators

Iterators/Generators (Part 2)

Outline

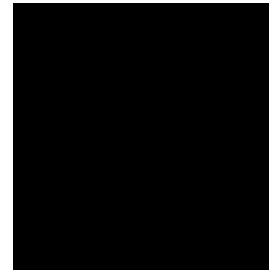
- when normal functions aren't good enough
- yield keyword by example
- the scary vocabulary of iteration
- the open function
- demos

```
def get_one_digit_nums():  
    print("START")  
    nums = []  
    i = 0  
    while i < 10:  
        nums.append(i)  
        i += 1  
    print("END")  
    return nums  
  
for x in get_one_digit_nums():  
    print(x)
```

how many times is the word "START" printed?


```
def get_one_digit_nums():  
    print("START")  
    nums = []  
    i = 0  
    while i < 10:  
        nums.append(i)  
        i += 1  
    print("END")  
    return nums
```

```
for x in get_one_digit_nums():  
    print(x)
```



stage 1

running get_one_digit_nums code

stage 2

looping over results and printing

time

```
def get_primes():  
    print("START")  
    nums = []  
    i = 0  
    while True:  
        if is_prime(i):  
            nums.append(i)  
        i += 1  
    print("END")  
    return nums  
  
for x in get_primes():  
    print(x)
```

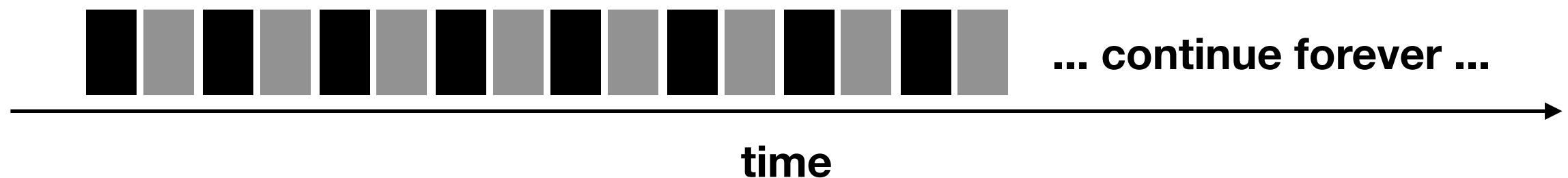
what does this code do?
assume there is an earlier
`is_prime` function

```
def get_primes():  
    print("START")  
    nums = []  
    i = 0  
    while True:  
        if is_prime(i):  
            nums.append(i)  
        i += 1  
    print("END")  
    return nums  
  
for x in get_primes():  
    print(x)
```

to make this work, we'll need to learn a completely new kind of function, the **generator**

```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

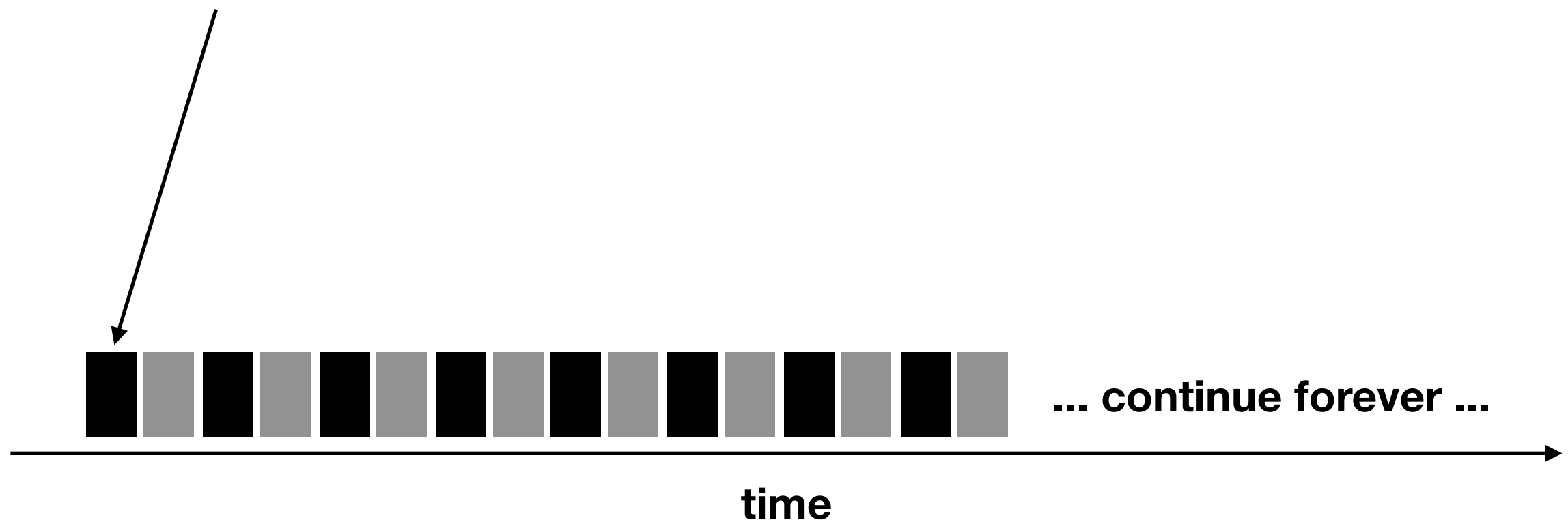
what we want:



```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

run `get_primes` just long
enough to get one prime

LAZY (contrast with "eager")

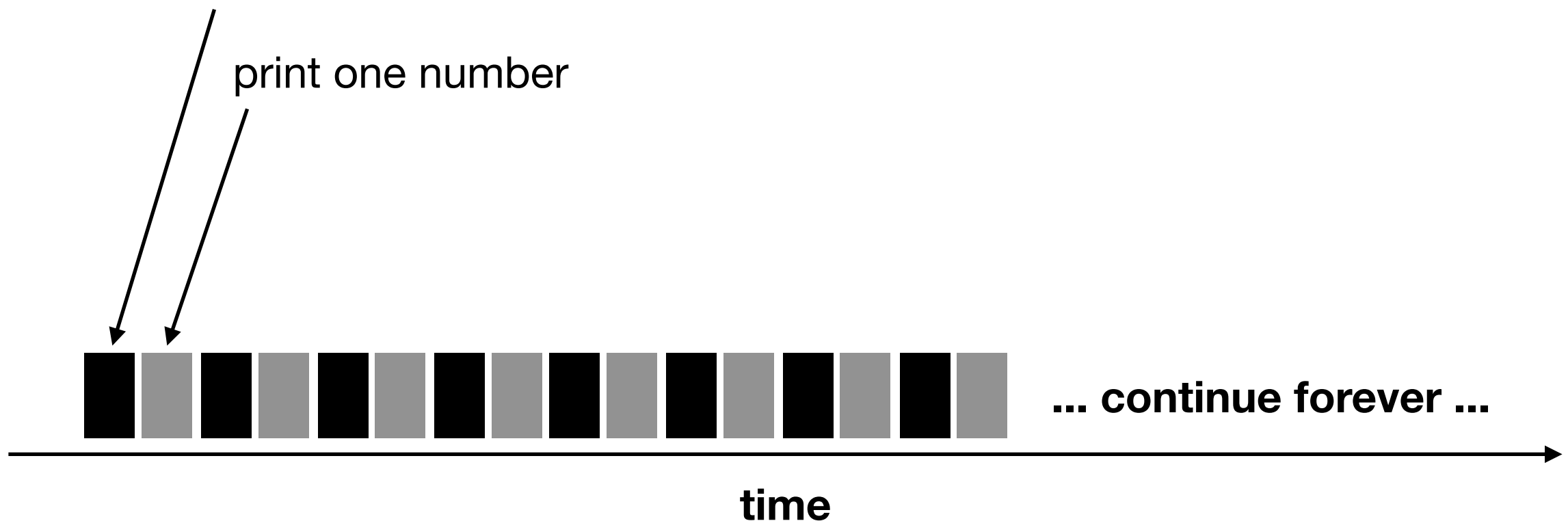


```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

run `get_primes` just long
enough to get one prime

print one number

LAZY (contrast with "eager")



```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

run `get_primes` just long
enough to get one prime

LAZY (contrast with "eager")

print one number

RESUME `get_primes` to get another number



... continue forever ...

time

```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

we will stop and resume running
`get_primes` many times, even
though we only "call" it once

run `get_primes` just long
enough to get one prime

LAZY (contrast with "eager")

print one number

RESUME `get_primes` to get another number



... continue forever ...

time


```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

we will stop and resume running `get_primes` many times, even though we only "call" it once

functions with this stop/resume behavior are called generators

run `get_primes` just long enough to get one prime

LAZY (contrast with "eager")

print one number

RESUME `get_primes` to get another number

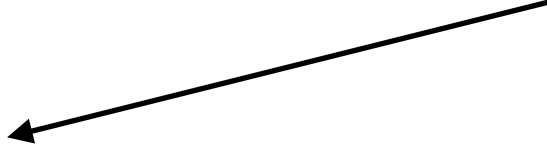


... continue forever ...

time

```
def get_primes():  
    ... some code ...  
  
    yield VALUE  
  
    ... more code ...
```

any function containing the `yield` keyword anywhere is a generator



```
def get_primes():  
    ... some code ...
```

```
yield VALUE
```

```
    ... more code ...
```

any function containing the `yield` keyword anywhere is a generator

if you see this, all bets are off regarding how you currently understand functions to behave

?

```
gen def get_primes():  
    ... some code ...  
  
    yield VALUE  
  
    ... more code ...
```

any function containing the **yield** keyword anywhere is a generator

if you see this, all bets are off
regarding how you currently
understand functions to behave

should we even consider it a function?

?

```
gen def get_primes():  
    ... some code ...  
  
    yield VALUE  
  
    ... more code ...
```

any function containing the **yield** keyword anywhere is a generator

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Guido van Rossum

Python's Benevolent Dictator for Life
(until recently)

?

```
gen def get_primes():  
    ... some code ...  
  
    yield VALUE  
  
    ... more code ...
```

any function containing the **yield** keyword anywhere is a generator

if you see this, all bets are off regarding how you currently understand functions to behave

should we even consider it a function?



Should we "introduce another new keyword (say, gen or generator) in place of def"?

Guido van Rossum

Python's Benevolent Dictator for Life
(until recently)

?

```
gen def get_primes():  
    ... some code ...  
  
    yield VALUE  
  
    ... more code ...
```

any function containing the **yield** keyword anywhere is a generator

if you see this, all bets are off regarding how you currently understand functions to behave

should we even consider it a function?



Argument for **gen**: *"a yield statement buried in the body is not enough warning that the semantics are so different"*

Argument for **def**: *"generators are functions, but with the twist that they're resumable"*

Guido van Rossum

Python's Benevolent Dictator for Live
(until recently)

```
def get_primes():  
    ... some code ...
```

```
yield VALUE
```

```
... more code ...
```

*always scan a function for yields
when trying to understand it*



Argument for **gen**: *"a yield statement buried in the body is not enough warning that the semantics are so different"*



Argument for **def**: *"generators are functions, but with the twist that they're resumable"*



Guido van Rossum

Python's Benevolent Dictator for Life
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Iterators/Generators (Part 2)

Outline

- when normal functions aren't good enough
- **yield keyword by example**
- the scary vocabulary of iteration
- the open function
- demos

yield by example

```
def f():  
    yield 1  
    yield 2  
    yield 3  
  
for x in f():  
    print(x)
```

```
def f():  
    print("A")  
    yield 1  
    print("B")  
    yield 2  
    print("C")  
    yield 3  
  
for x in f():  
    print(x)
```

```
def f():  
    yield 1  
    yield 2  
    yield 3  
  
for x in f():  
    print(x)  
  
for x in f():  
    print(x)
```

```
def f():  
    yield 1  
    yield 2  
    yield 3  
  
for x in f():  
    for y in f():  
        print(x, y)
```

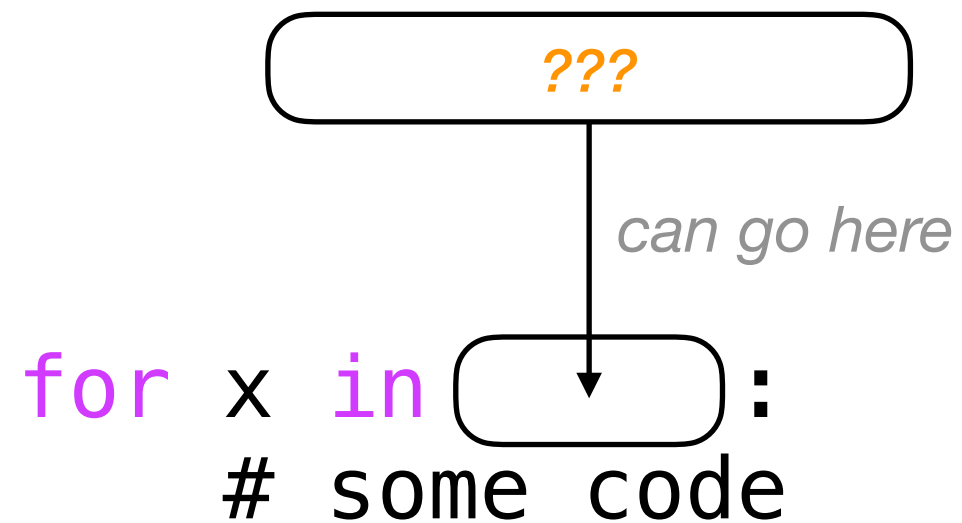
```
def f():  
    yield 1  
    yield 2  
    yield 3  
  
gen = f()  
for x in gen:  
    print(x, y)
```

Iterators/Generators (Part 2)

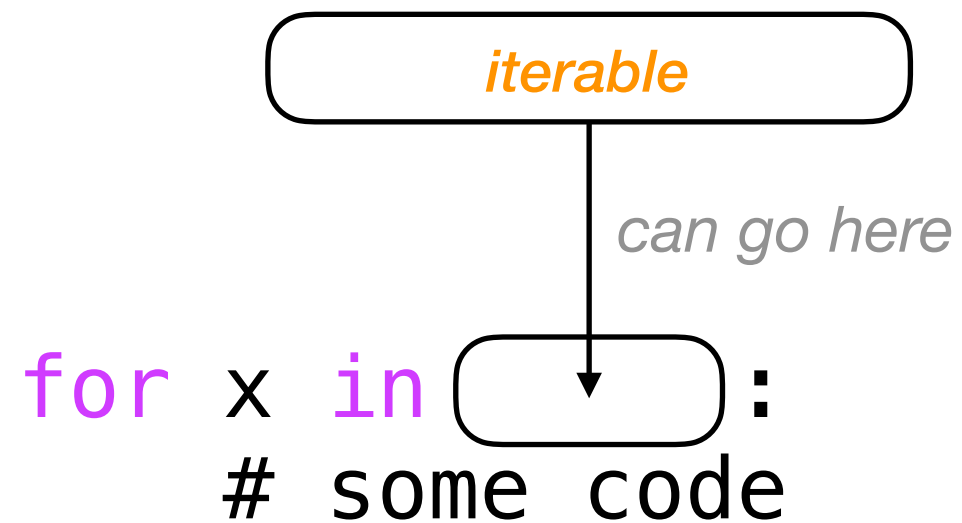
Outline

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- yield keyword by example
- the scary vocabulary of iteration
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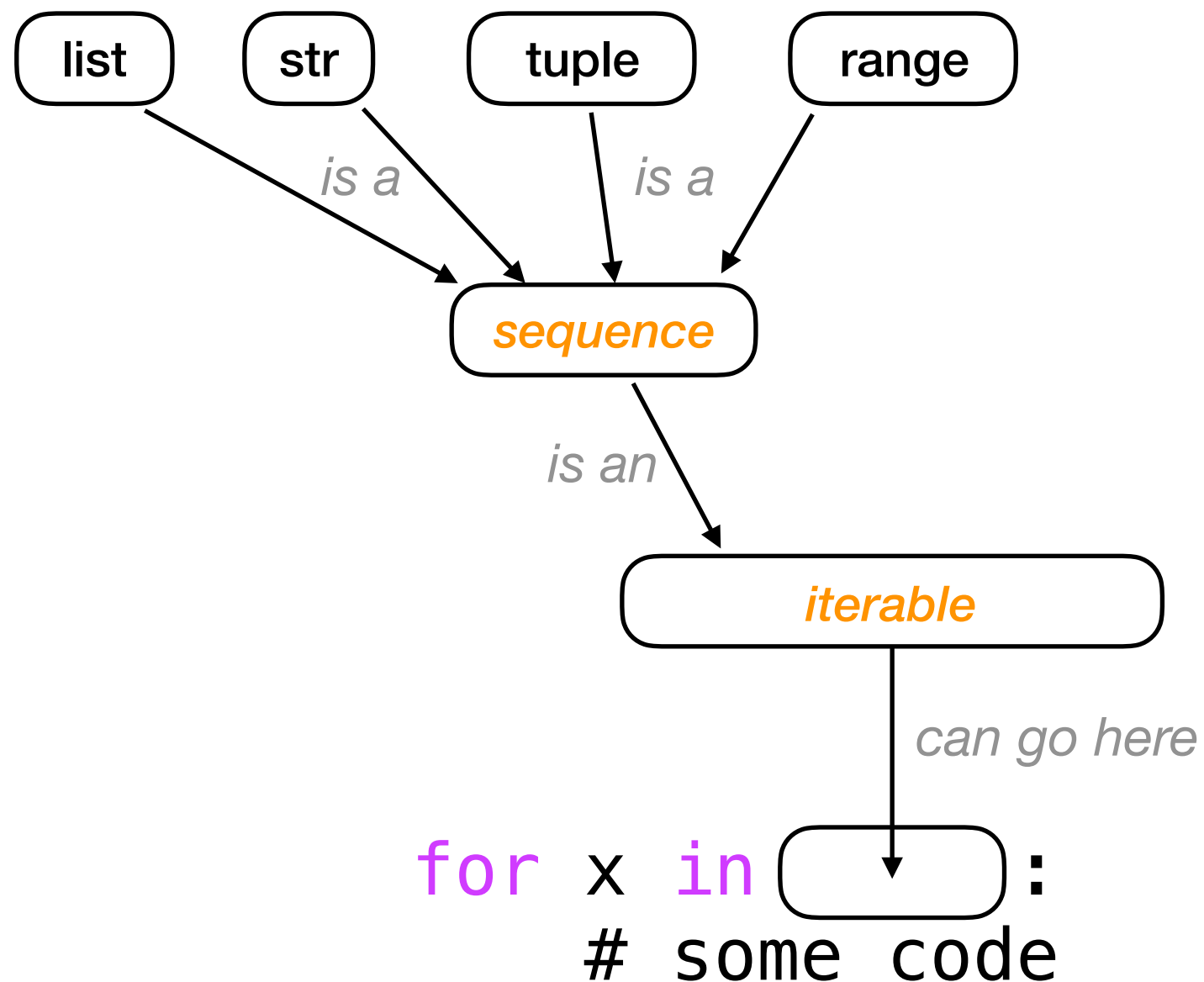
The Vocabulary of Iteration



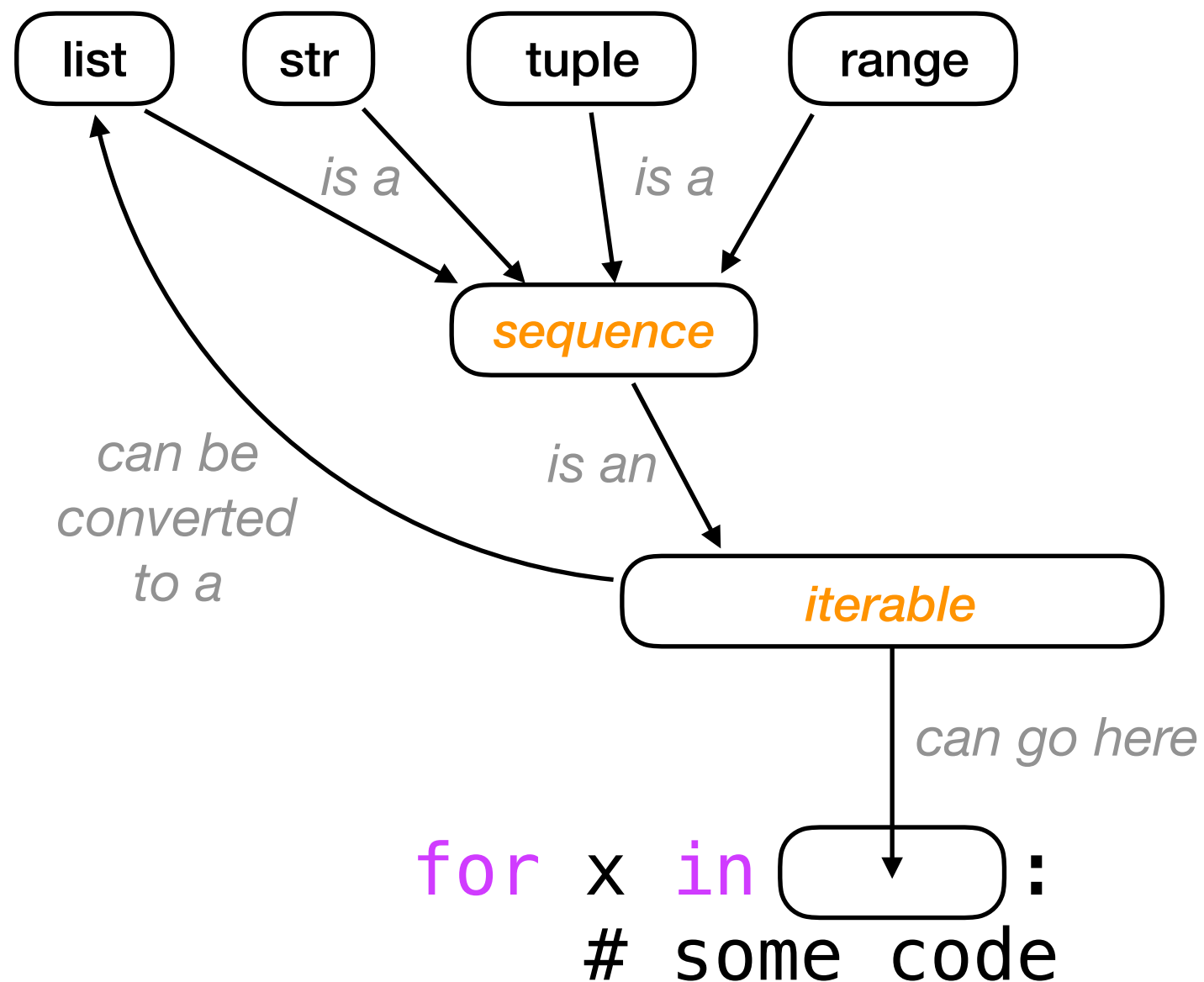
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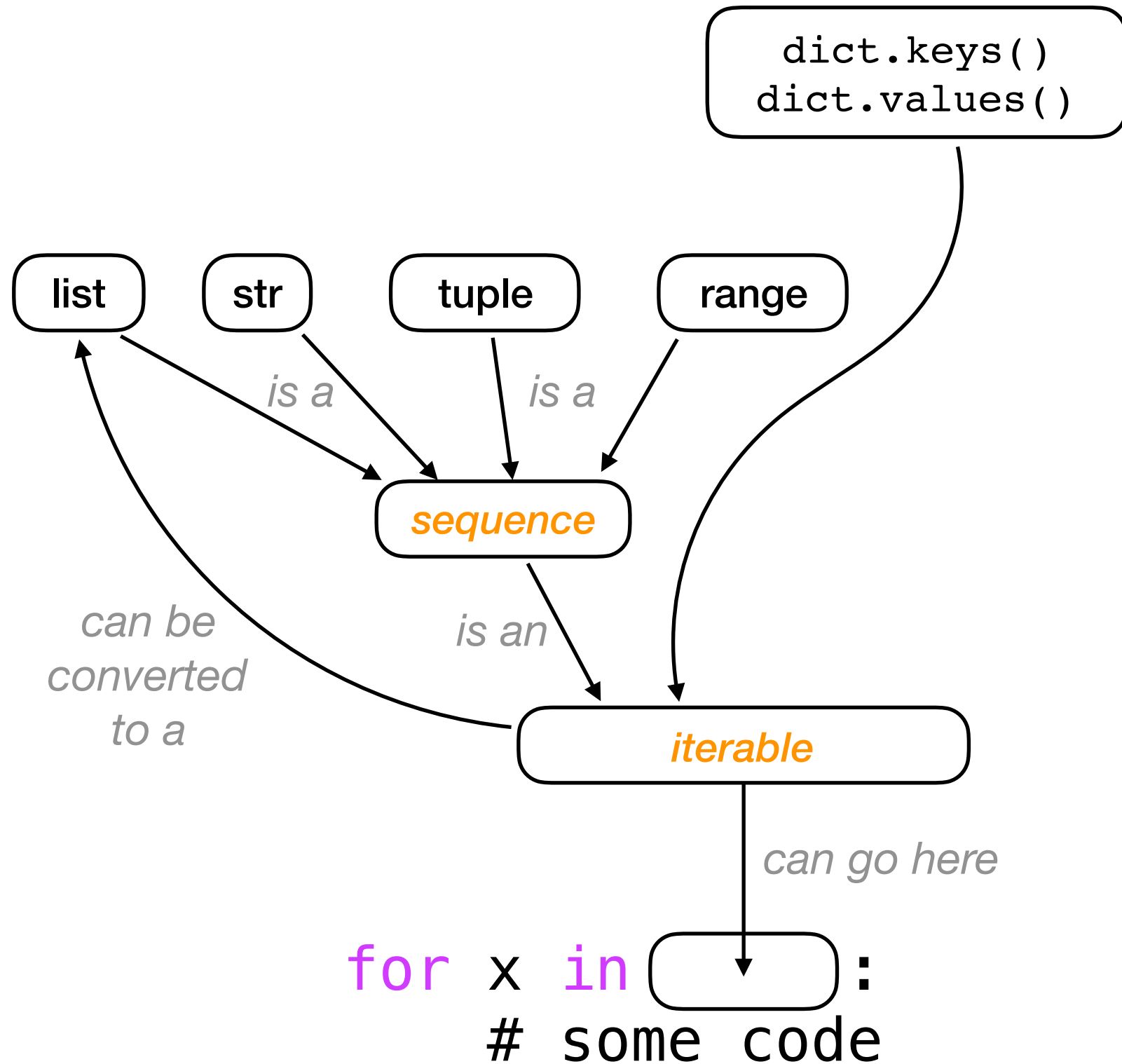
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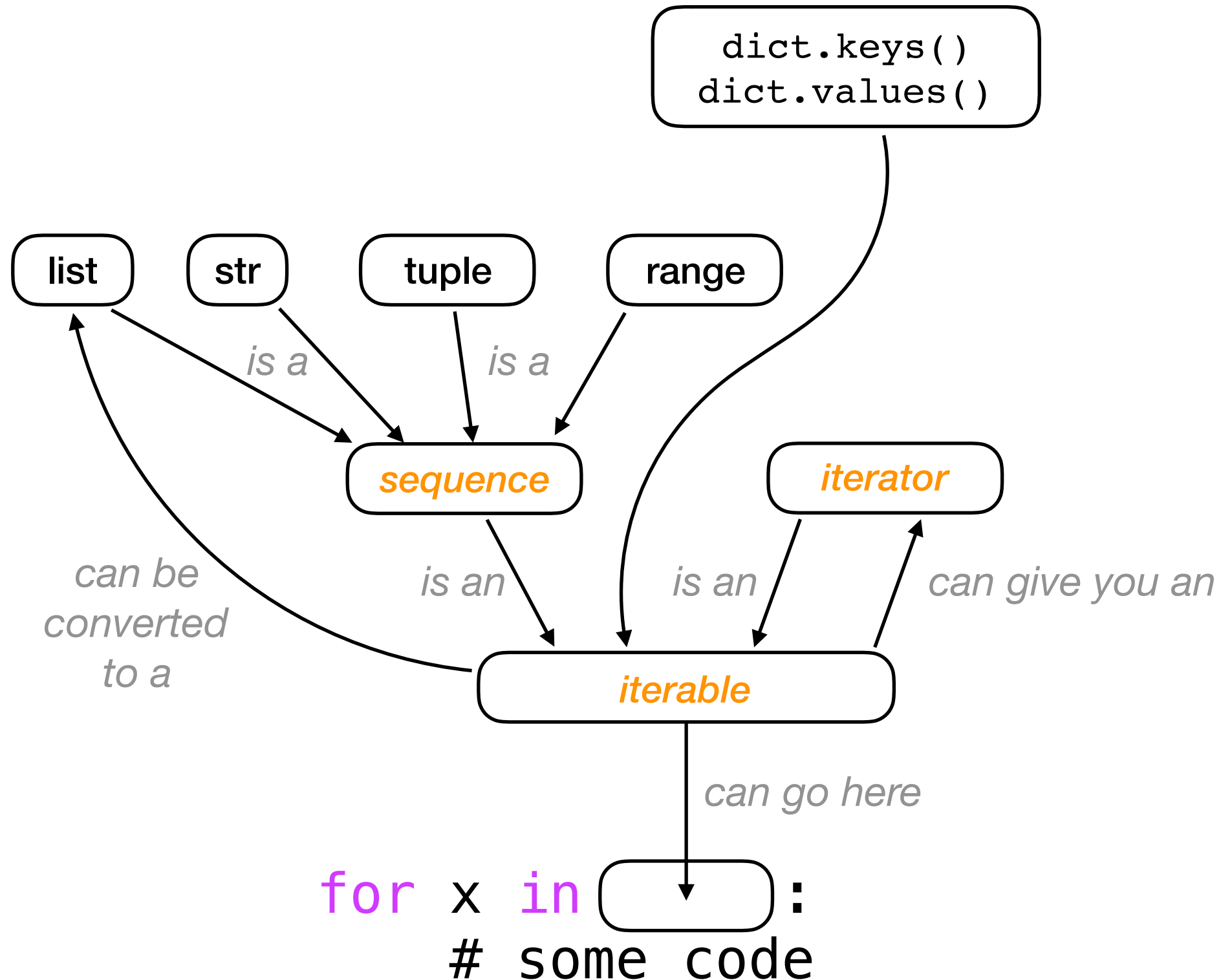
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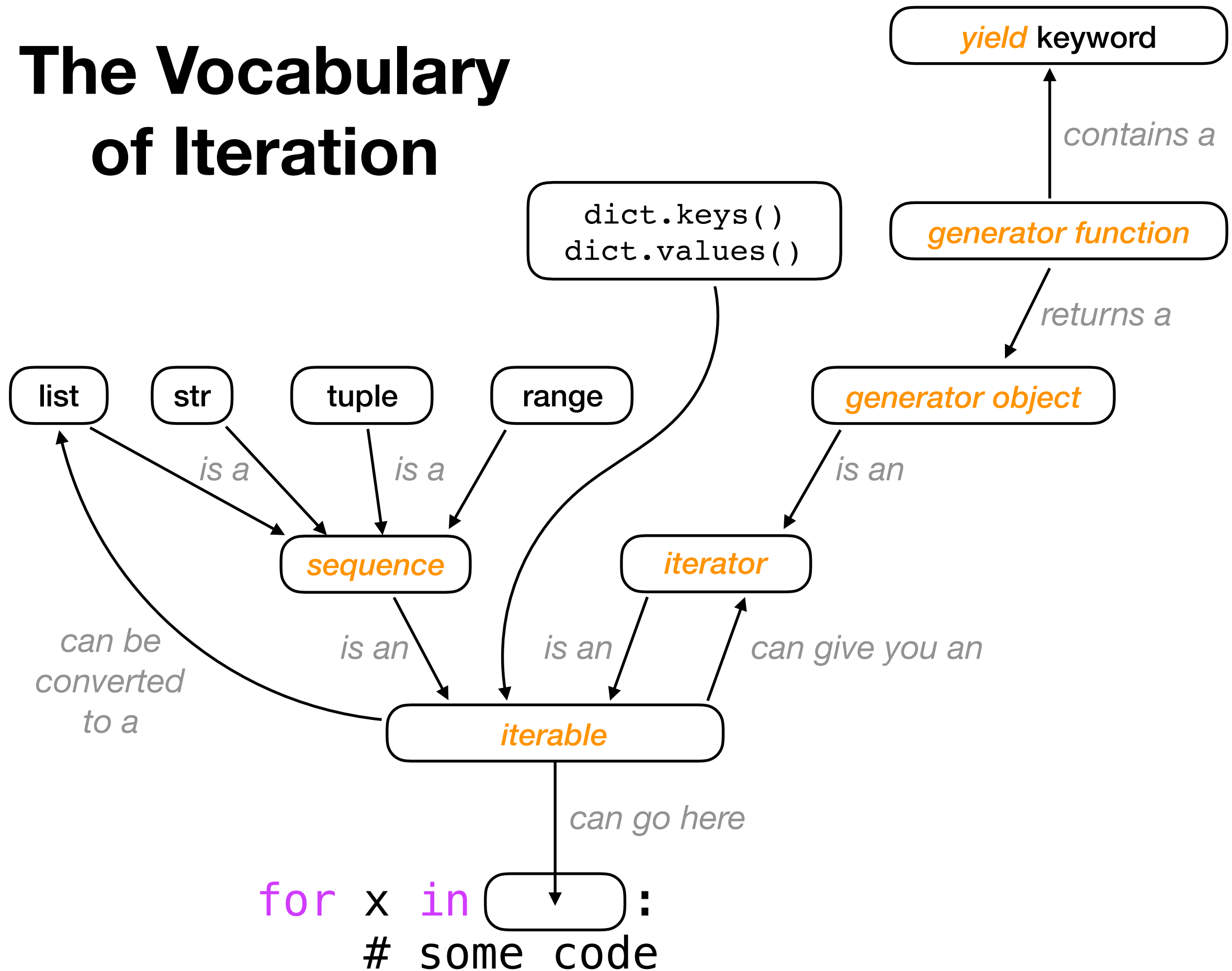
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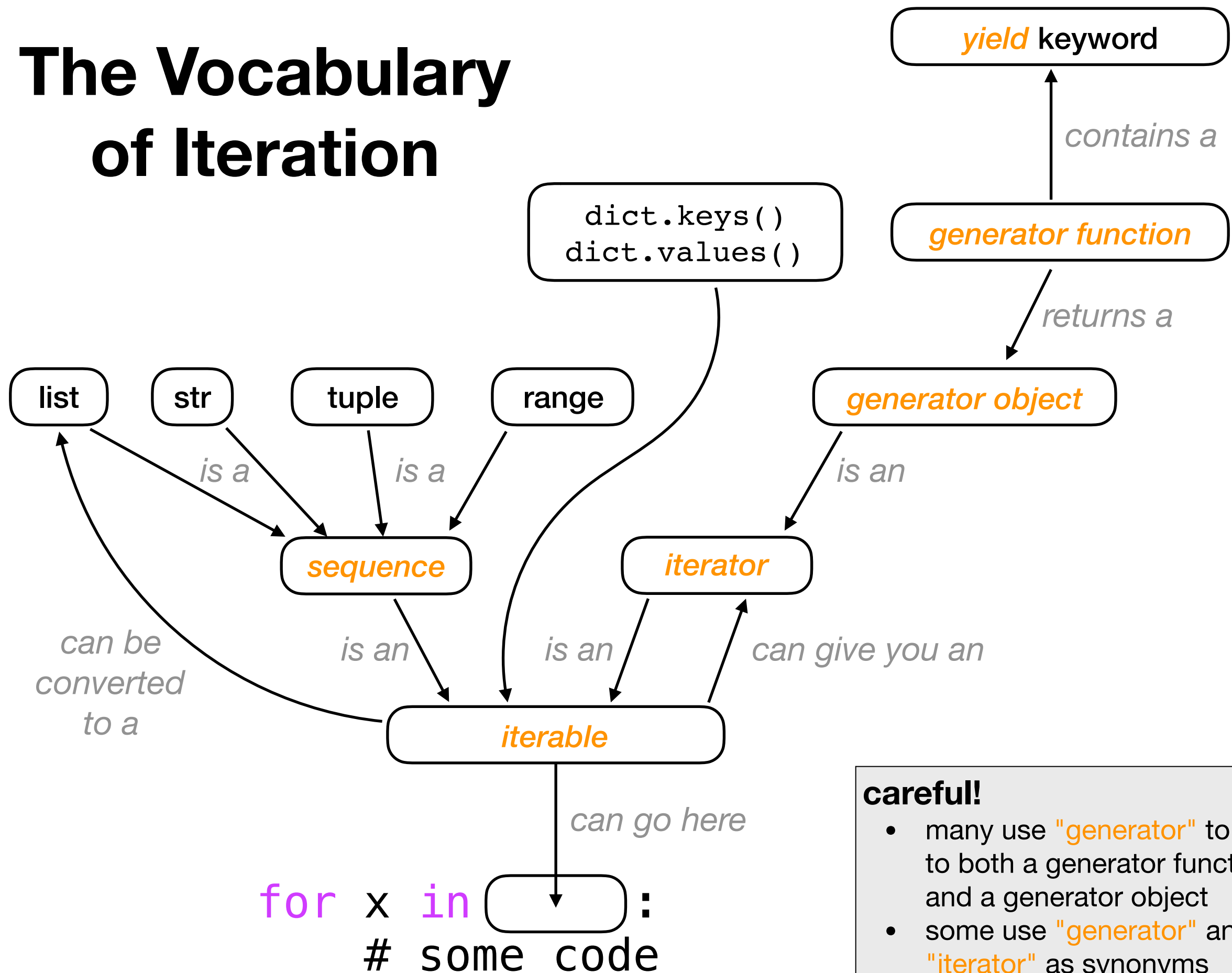
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The Vocabulary of Iteration



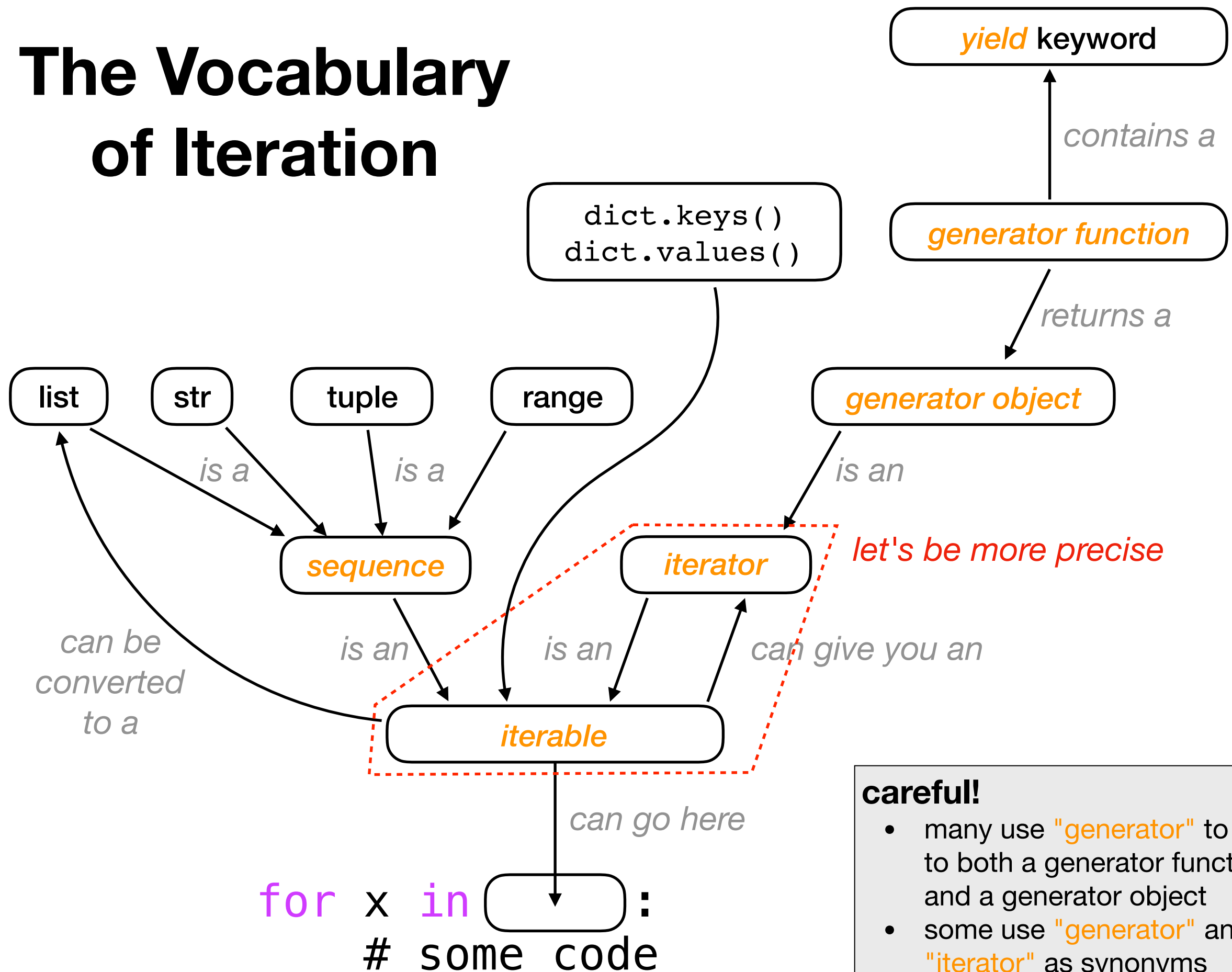
The Vocabulary of Iteration



careful!

- many use "generator" to refer to both a generator function and a generator object
- some use "generator" and "iterator" as synonyms

The Vocabulary of Iteration



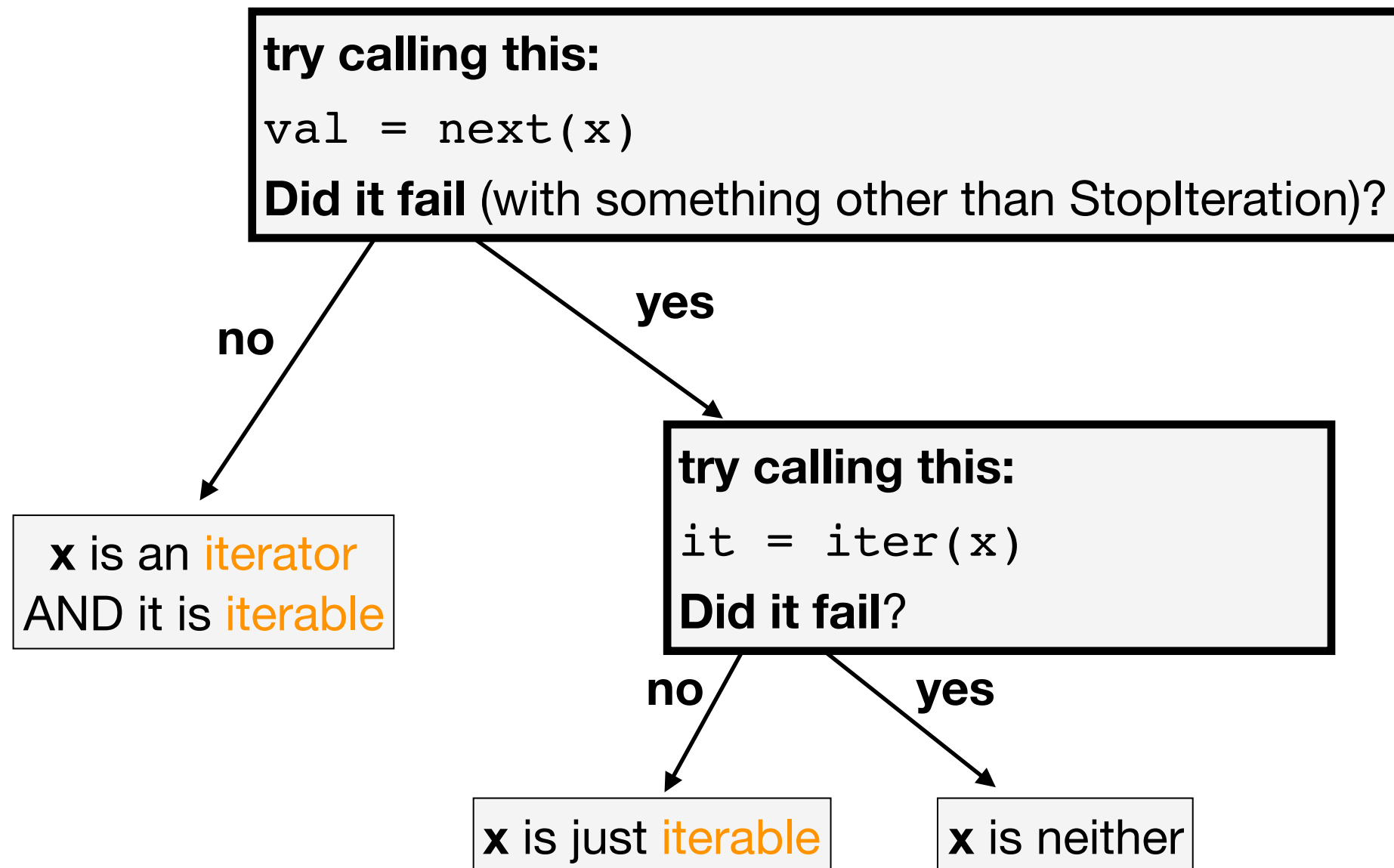
careful!

- many use "generator" to refer to both a generator function and a generator object
- some use "generator" and "iterator" as synonyms

Say **x** references an object

- Is the object an **iterator**?
- Is the object **iterable**?

We can use the `iter()` and `next()` function to find out.



Can you classify x, y, and z?

1

```
>>> next(x)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'list' object is not an iterator
>>> iter(x)
<list_iterator object at 0x1067bfb38>
```

2

```
>>> y = enumerate([1,2,3])
>>> next(y)
(0, 1)
```

3

```
>>> z = 3
>>> next(z)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'int' object is not an iterator
>>> iter(z)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'int' object is not iterable
```

Iterators/Generators (Part 2)

Outline

- when normal functions aren't good enough
- yield keyword by example
- the scary vocabulary of iteration
- the open function
- demos

Reading Files

```
path = "file.txt"  
f = open(path)
```


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open(...) function is built in

Reading Files

```
path = "file.txt"  
f = open(path)
```



it takes a string argument,
which contains path to a file

file.txt

```
This is a test!  
3  
2  
1  
Go!
```

c:\users\tyler\my-doc.txt

/var/log/events.log

../data/input.csv

Reading Files

```
path = "file.txt"  
f = open(path)
```



it returns a file object

file.txt

This is a test!

3

2

1

Go!

Reading Files

```
path = "file.txt"  
f = open(path)
```



it returns a file object

file objects are iterators!

file.txt

This is a test!

3

2

1

Go!

Reading Files

```
path = "file.txt"
f = open(path)

for line in f:
    print(line)
```



Output

This is a test!

3

2

1

Go!

file.txt

This is a test!

3

2

1

Go!

Reading Files

```
path = "file.txt"
f = open(path)

for line in f:
    print(line.strip())
```



Output

```
This is a test!
3
2
1
Go!
```

file.txt

```
This is a test!
3
2
1
Go!
```

Reading Files

```
path = "file.txt"
f = open(path)

for line in f:
    print(line.strip())
```

file.txt


This is a test!
3
2
1
Go!

Another option: use the
iterable file object to create a list

Reading Files

```
path = "file.txt"
f = open(path)
lines = list(f) # create list from iterable

for line in f lines:
    print(line.strip())
```



file.txt

```
This is a test!
3
2
1
Go!
```

Another option: use the
iterable file object to create a list

lines is a list:

```
["This is a test\n", "3\n", "2\n", "1\n", "Go!\n"]
```


Reading Files

```
path = "file.txt"
f = open(path)
lines = list(f) # create list from iterable

for line in lines:
    print(line.strip())
```

file.txt

```
This is a test!
3
2
1
Go!
```

Another option: use the
iterable file object to create a list

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- when normal functions aren't good enough
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Demo 1: add numbers in a file

Goal: read all lines from a file as integers and add them

Input:

- file containing **50 million numbers** between 0 and 100

Output:

- The sum of the numbers

Example:

```
prompt> python sum.py  
2499463617
```

Two ways:

- Put all lines in a list first
- Directly use iterable file

Demo 2: handy functions

Learn these:

- enumerate
- zip

Demo 3: sorting files by line length

Goal: output file contents, with shortest line first

Input:

- a text file

Output:

- print lines sorted

Demo 4: matrix load

Goal: load a matrix of integers from a file

Input:

- file name

Output:

- generator that yields lists of ints

