

[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 functions
- we can pass lists of function references to other functions
- ...

Function References (Part I)

Outline

- functions as objects
- sort

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

```
y = x
```

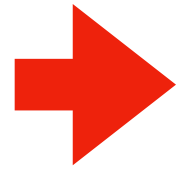
```
def f():  
    return "hi"
```

```
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
```

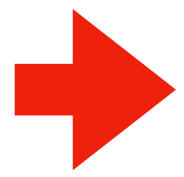
```
z = f()
```

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`

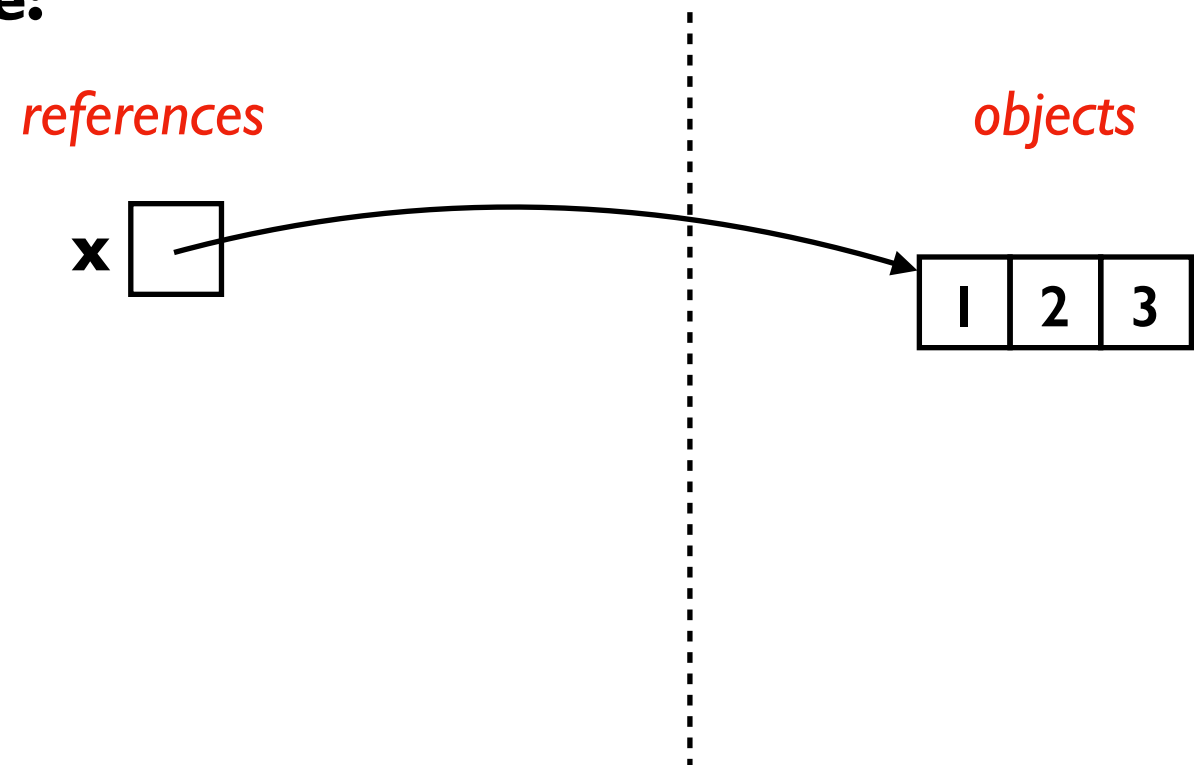
Explanation: x should reference a new list object

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

`g = f`

`z = f()`

State:





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

```
y = x
```

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

```
g = f
```

```
z = f()
```

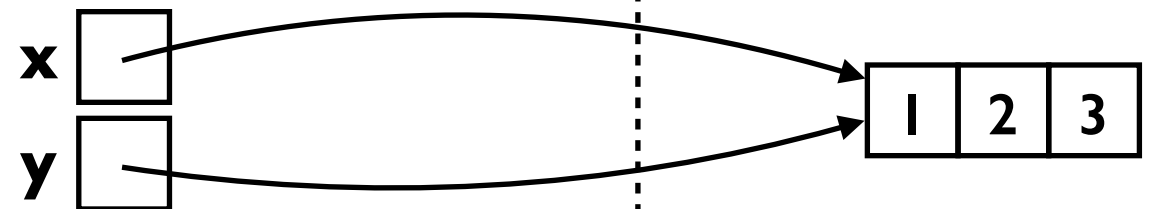
Explanation: x should reference a new list object

Explanation: y should reference whatever x references

State:

references

objects

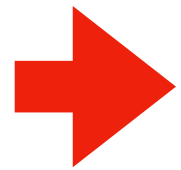


x = [1, 2, 3]

y = *x*

Explanation: *x* should reference a new list object

Explanation: *y* should reference whatever *x* references

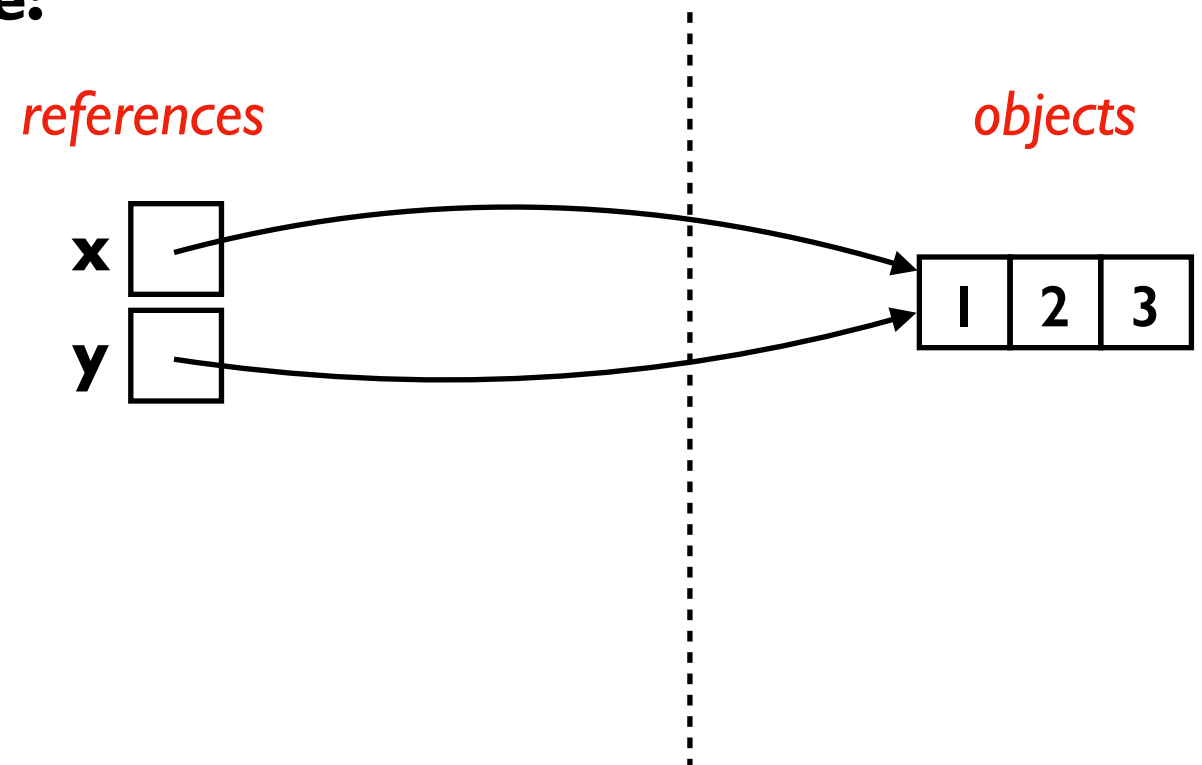


```
def f():  
    return "hi"
```

g = *f*

z = *f*()

State:



x = [1, 2, 3]

y = x

def f():
 return "hi"

g = f

z = f()

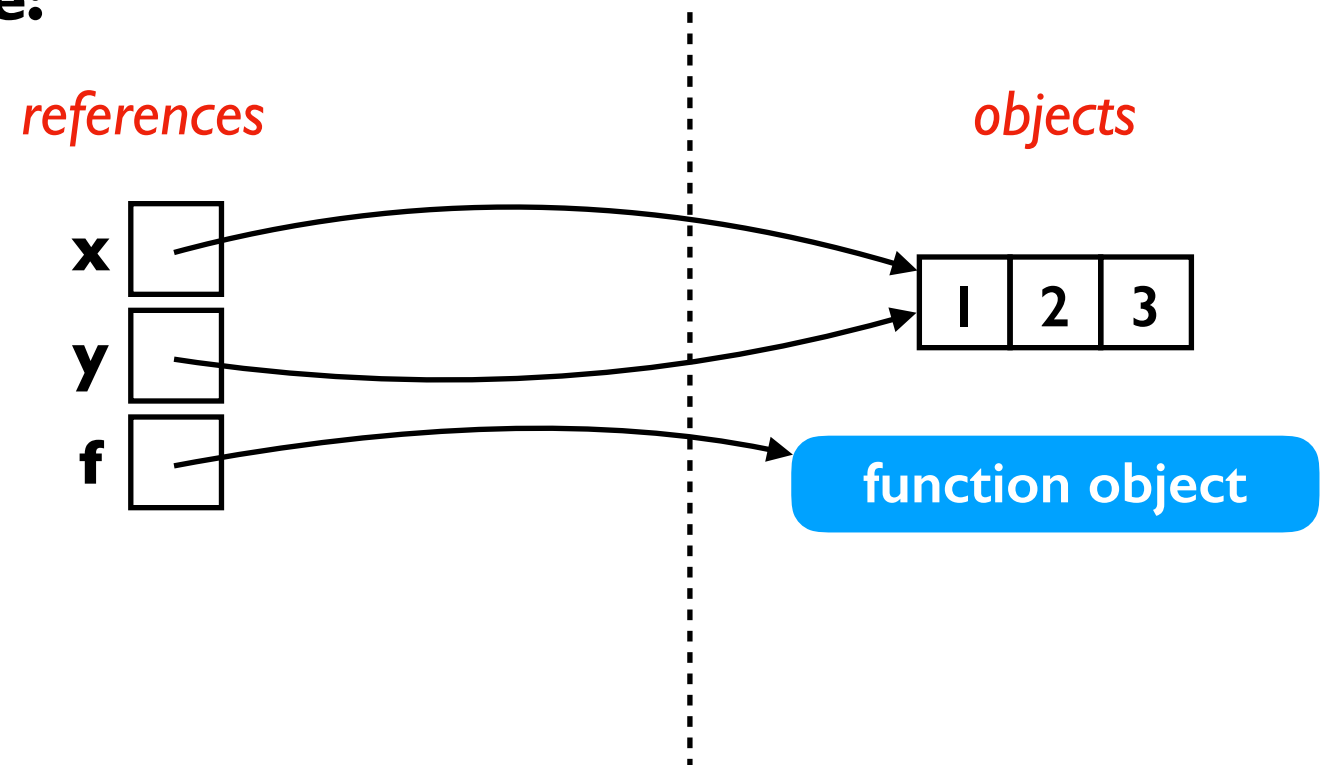
Explanation: x should reference a new list object

Explanation: y should reference whatever x references

Explanation: f should reference a new function object



State:



`x = [1, 2, 3]`

`y = x`

`def f():
 return "hi"`

➔ `g = f`

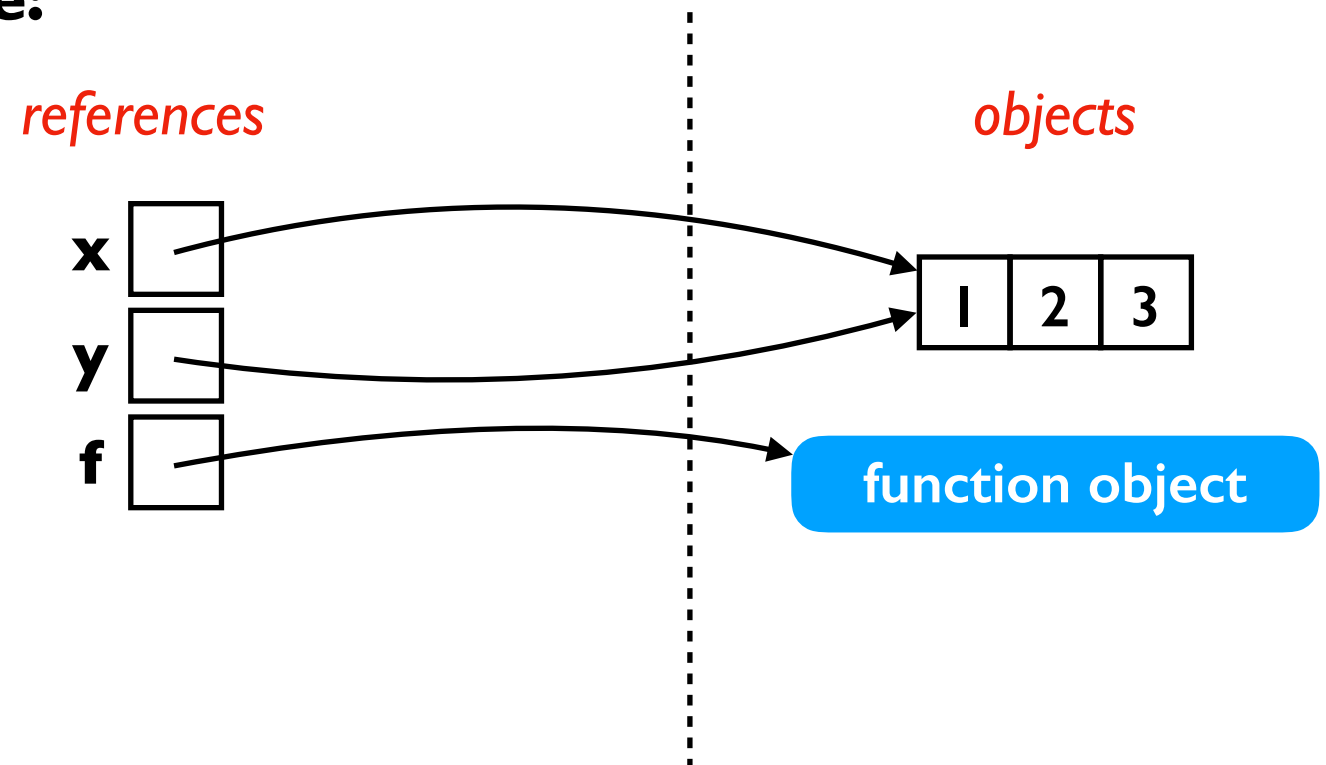
`z = f()`

Explanation: x should reference a new list object

Explanation: y should reference whatever x references

Explanation: f should reference a new function object

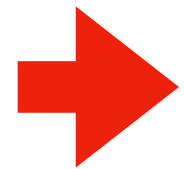
State:



x = [1, 2, 3]

y = x

def f():
 return "hi"



g = f

z = f()

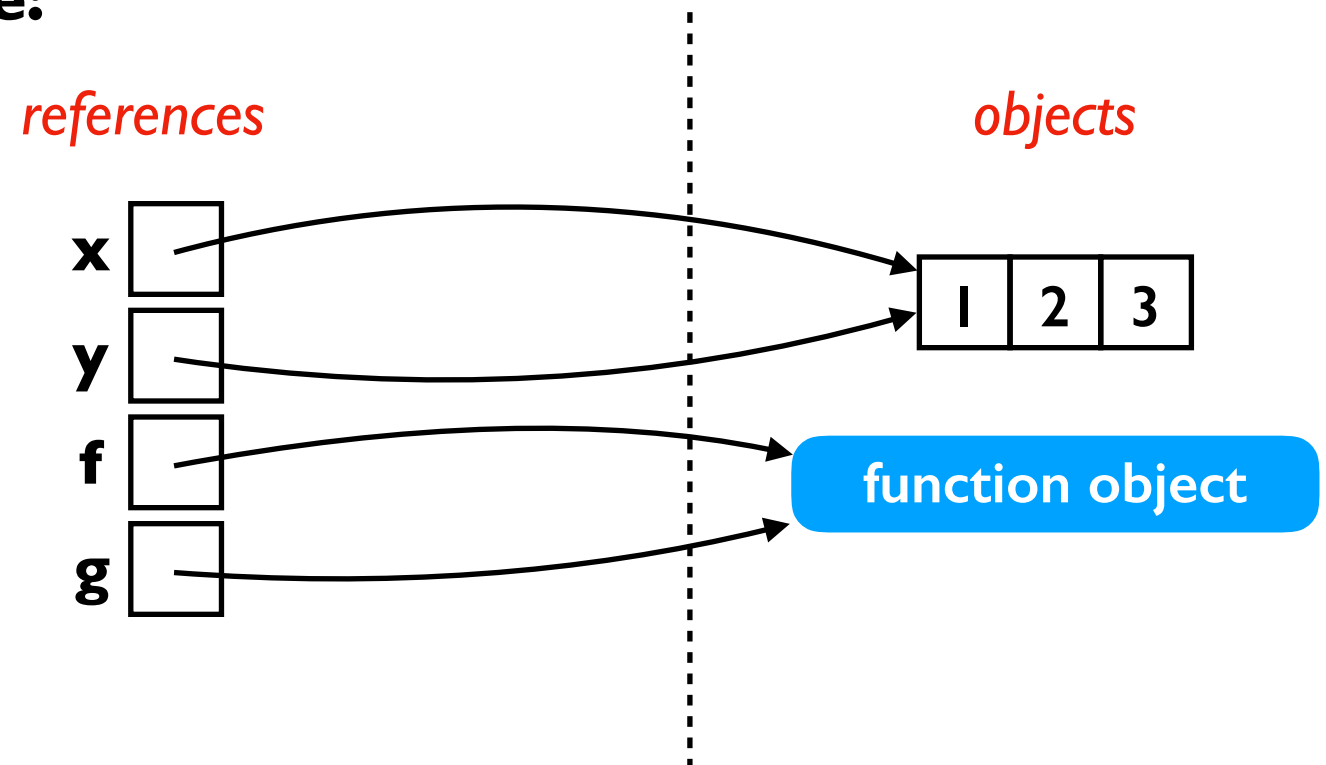
Explanation: x should reference a new list object

Explanation: y should reference whatever x references

Explanation: f should reference a new function object

Explanation: g should reference whatever f references

State:



x = [1, 2, 3]

y = x

def f():
 return "hi"

g = f

➔ z = f()

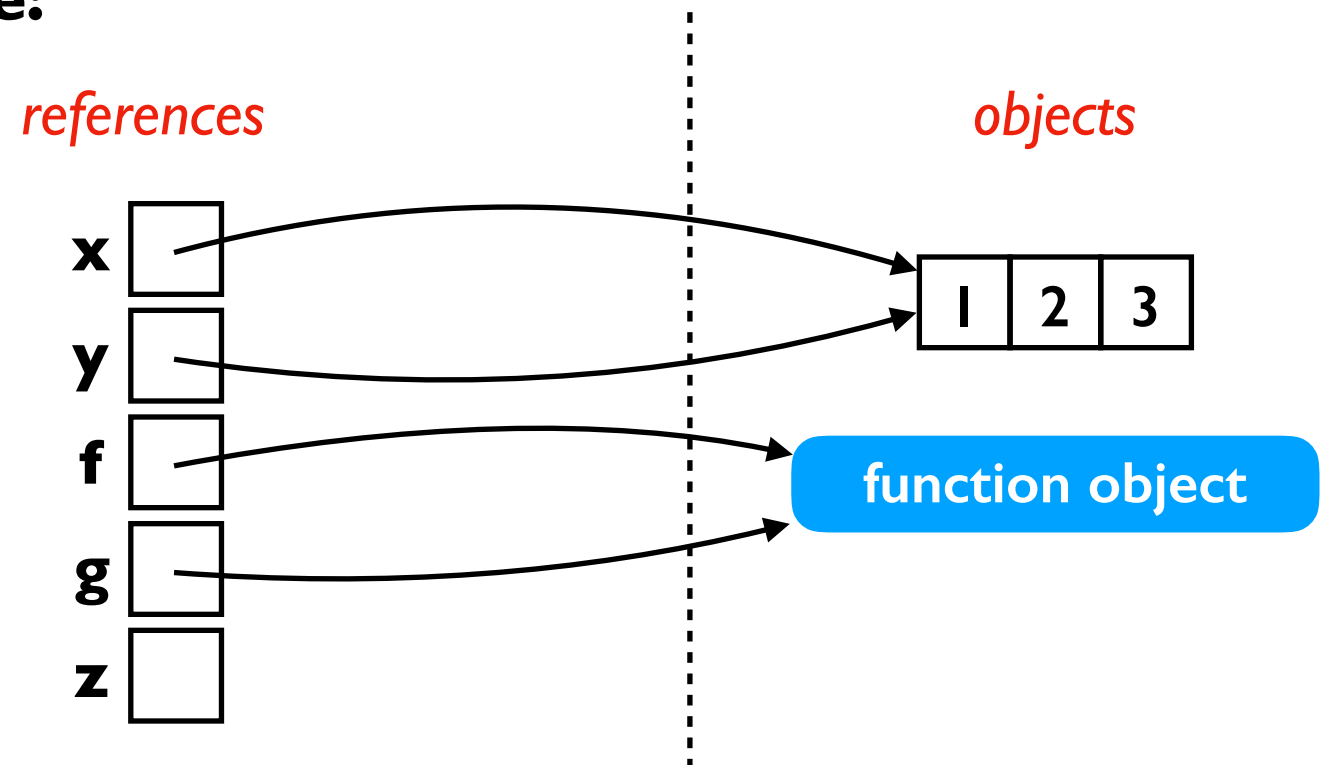
Explanation: x should reference a new list object

Explanation: y should reference whatever x references

Explanation: f should reference a new function object

Explanation: g should reference whatever f references

State:



x = [1, 2, 3]

y = x

def f():
 return "hi"

g = f

➔ z = f()

Explanation: x should reference a new list object

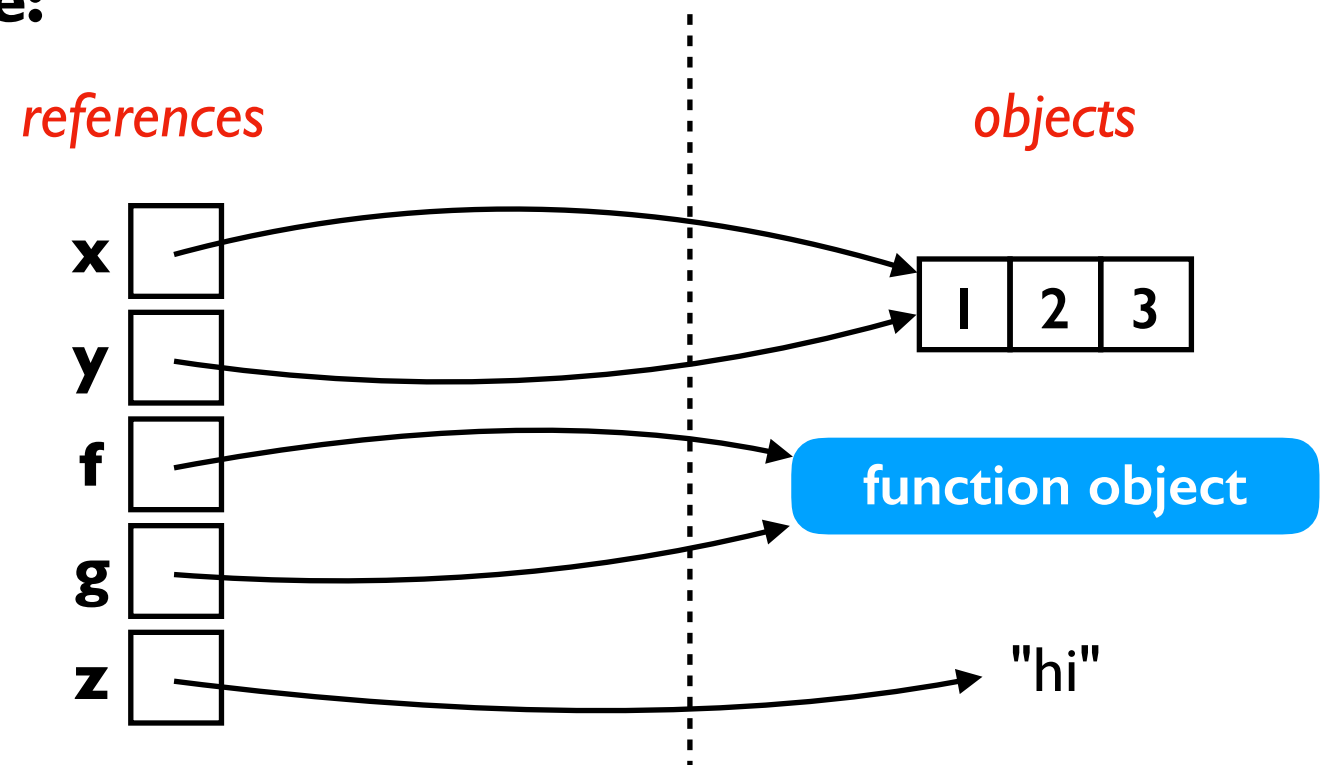
Explanation: y should reference whatever x references

Explanation: f should reference a new function object

Explanation: g should reference whatever f references

Explanation: z should reference whatever f returns

State:



`x = [1, 2, 3]`

`y = x`

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

`g = f`

➔ `z = f()`

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

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

Explanation: x should reference a new list object

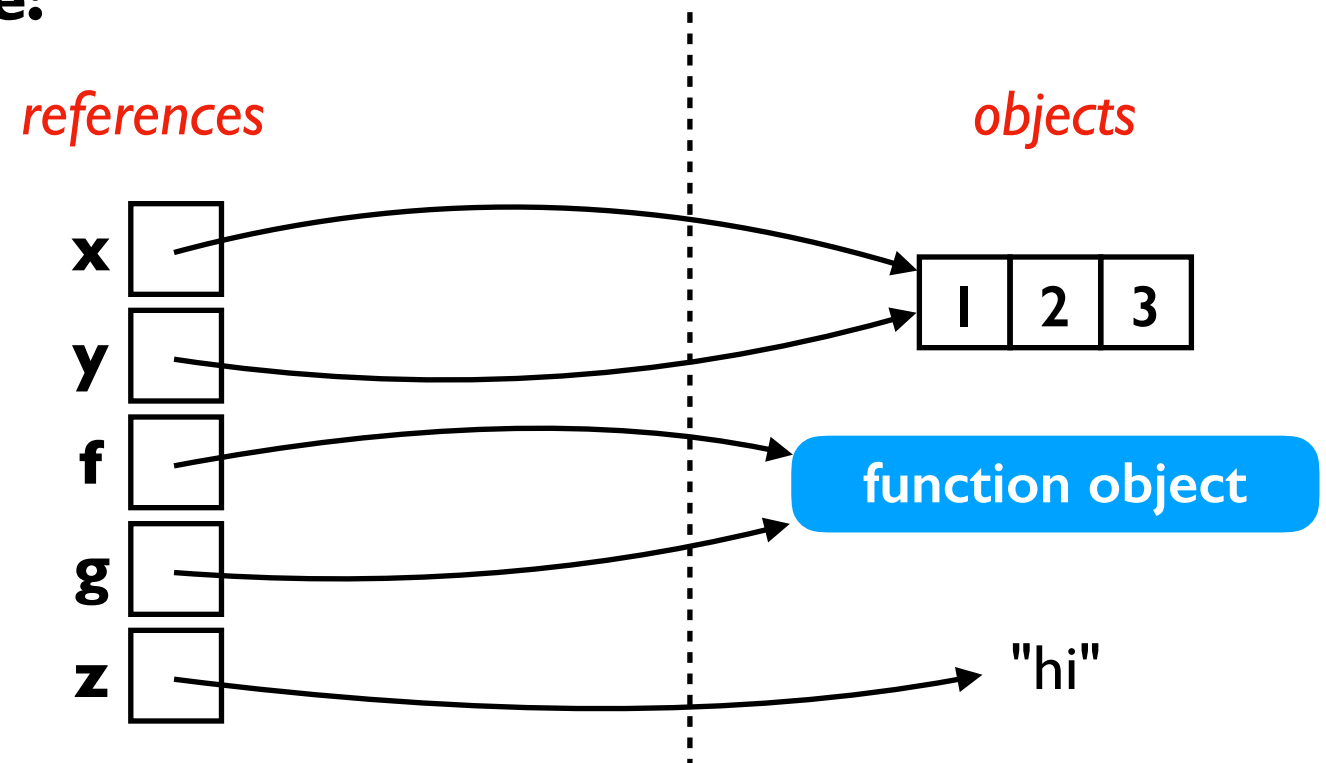
Explanation: y should reference whatever x references

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()

very similar (reference new object)

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

x = [1,2,3]

y = x

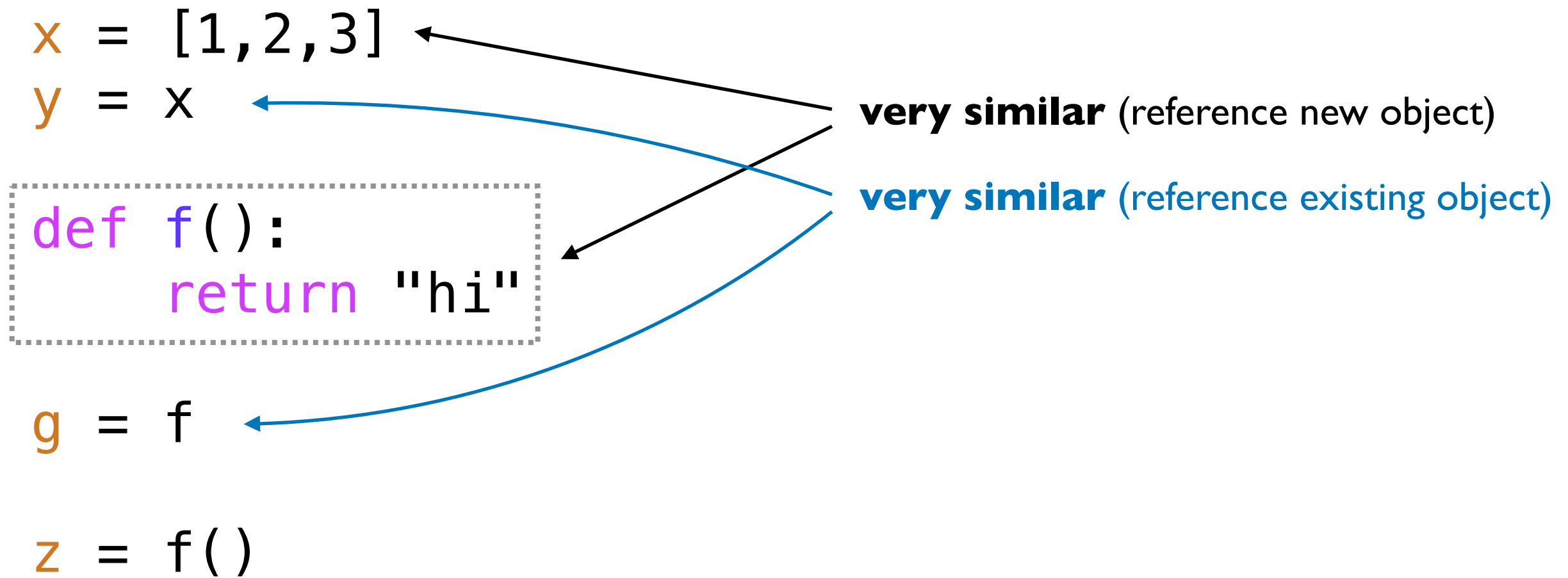
```
def f():  
    return "hi"
```

g = f

z = f()

very similar (reference new object)

very similar (reference existing object)



x = [1,2,3]

y = x

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

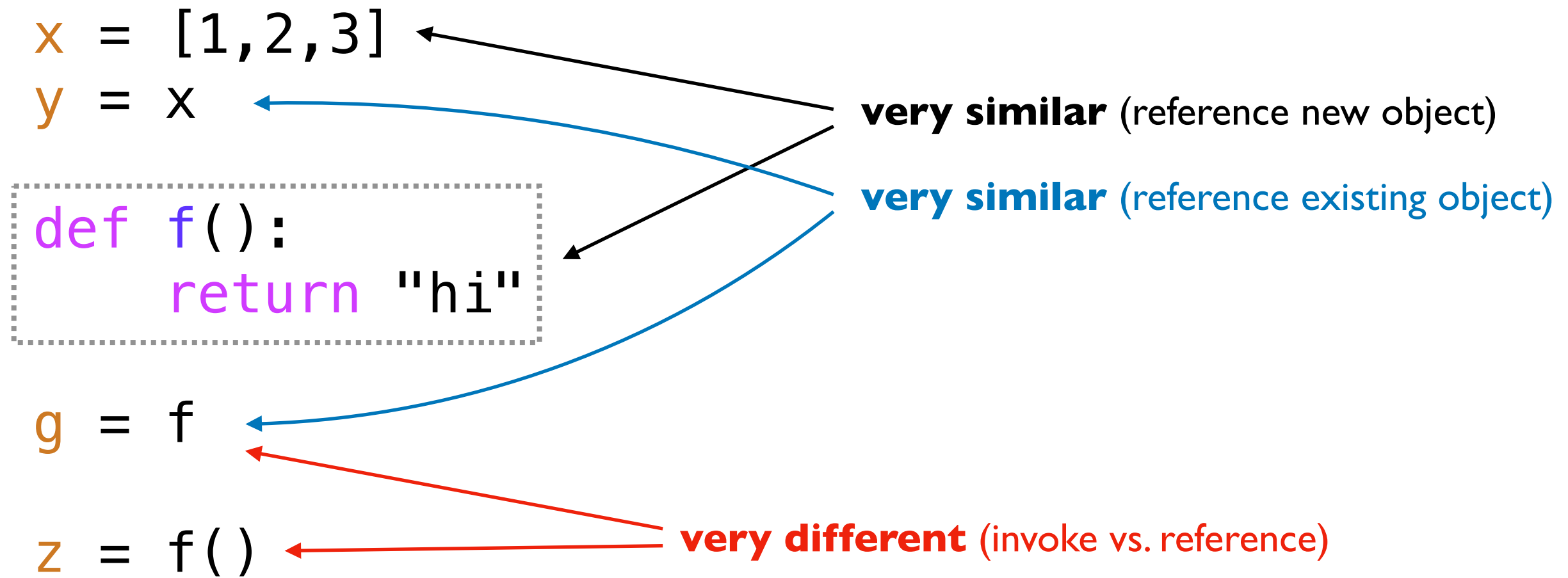
g = f

z = f()

very similar (reference new object)

very similar (reference existing object)

very different (invoke vs. reference)



CODING DEMOS

[Python Tutor]

Function References (Part I)

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

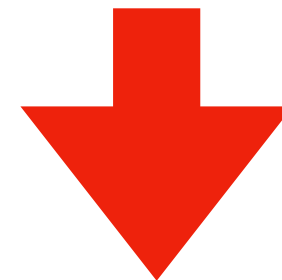
List of tuples:

```
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

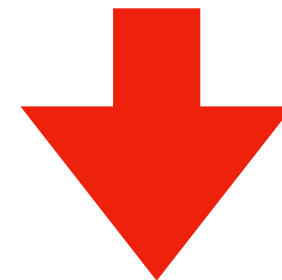
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]
```

```
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:

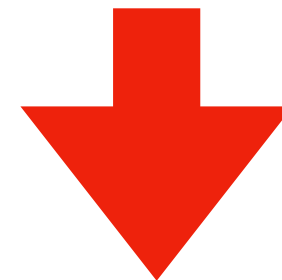
```
names = [  
    ("Catherine", "Baker"),  
    ("Alice", "Clark"),  
    ("Bob", "Adams"),  
]
```

```
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

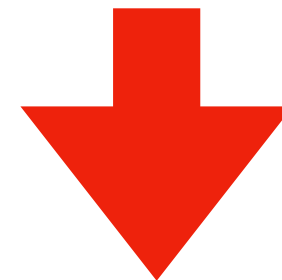
List of tuples:

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

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

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

Catherine	Baker
Bob	Adams
Alice	Clark



Example: Sorting Names

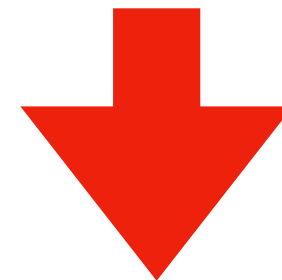
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```
names.sort(key=extract)
```

Catherine	Baker
Bob	Adams
Alice	Clark



Bob	Adams
Catherine	Baker
Alice	Clark

Example: Sorting Names

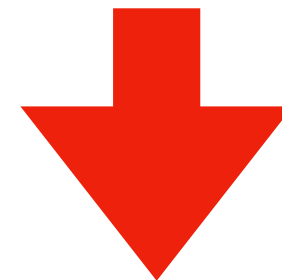
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names = [  
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]
```

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

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

Catherine	Baker
Bob	Adams
Alice	Clark



Example: Sorting Names

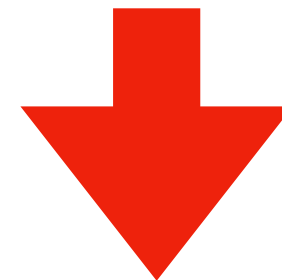
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    return len(name_tuple[0])
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names.sort(key=extract)
```

Catherine	Baker
Bob	Adams
Alice	Clark



Bob	Adams
Alice	Clark
Catherine	Baker

[301] Advanced Functions

Tyler Caraza-Harter

I Functions as Objects

2 Iterators/Generators

Iterators/Generators (Part 2)

Outline

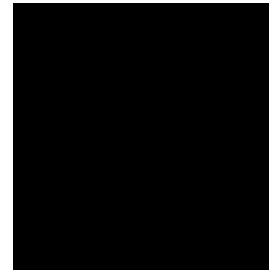
- when normal functions aren't good enough
- yield keyword by example
- the scary vocabulary of iteration
- the open function
- demos

```
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

stage 2

running get_one_digit_nums code

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)
```

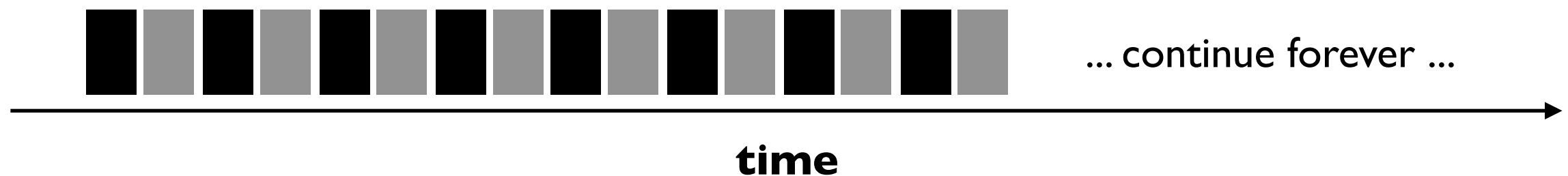
what does this code do?
assume there is an earlier
`is_prime` function

```
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)
```

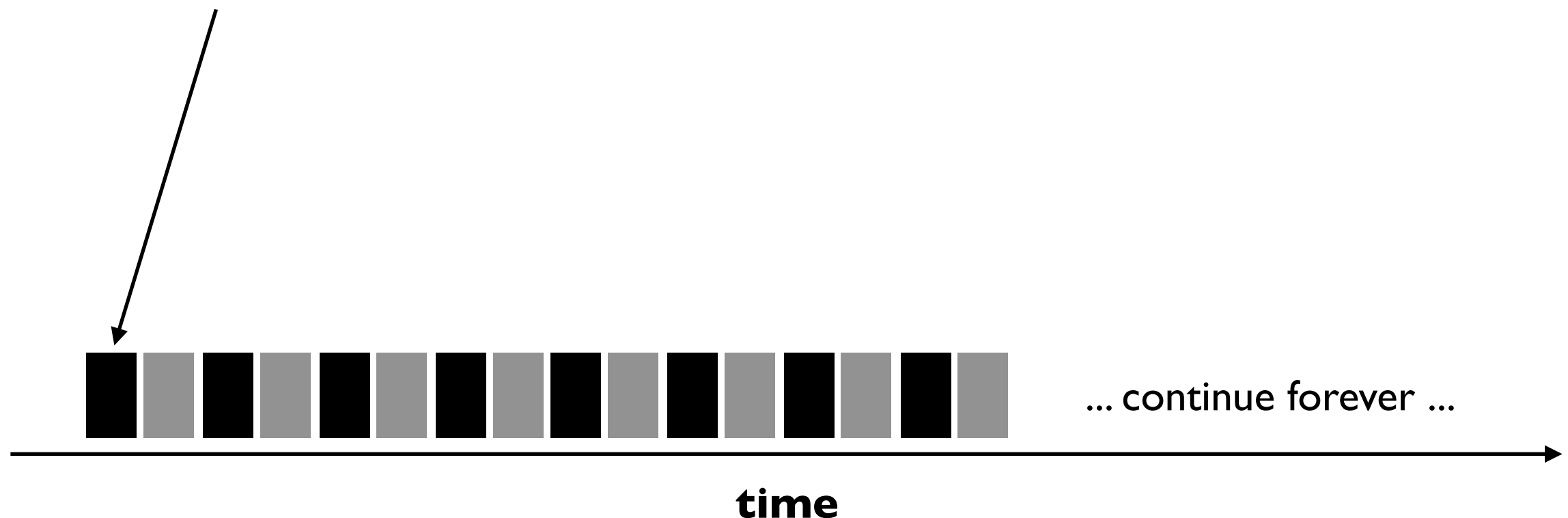
what we want:



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

run `get_primes` just long
enough to get one prime

LAZY (contrast with "eager")

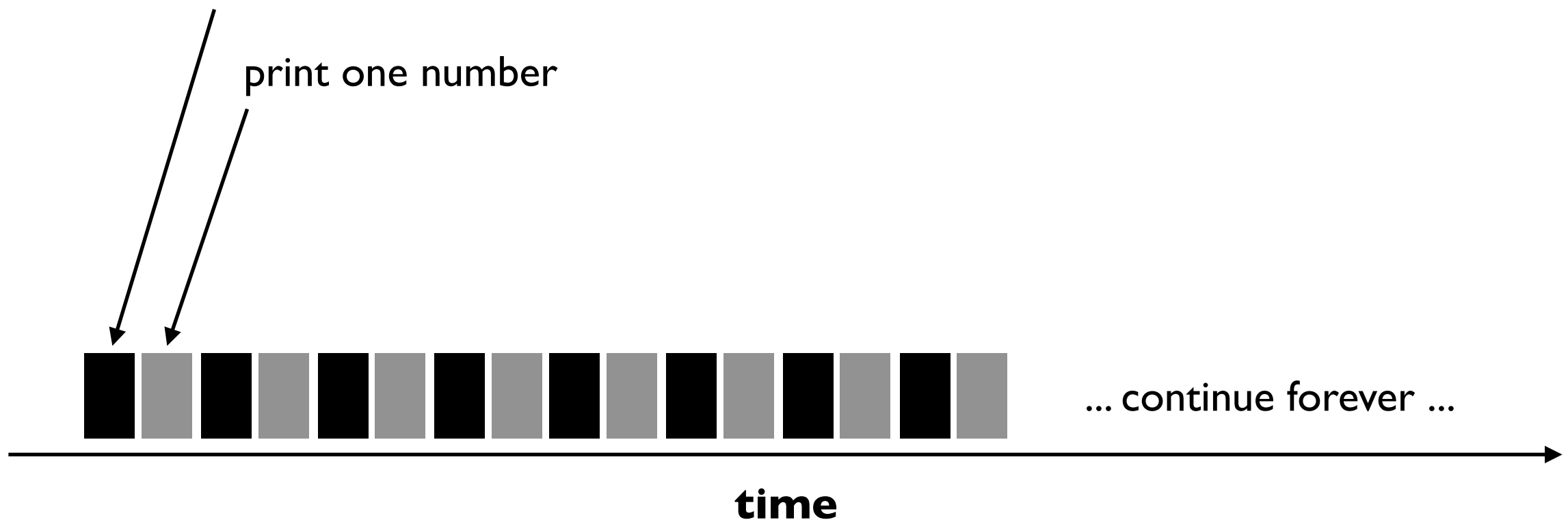


```
def get_primes():  
    ...  
  
for x in get_primes():  
    print(x)
```

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

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

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 Life
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```
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
(until recently)

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 (note, PyTutor does a bad job showing generators)

```
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)
```

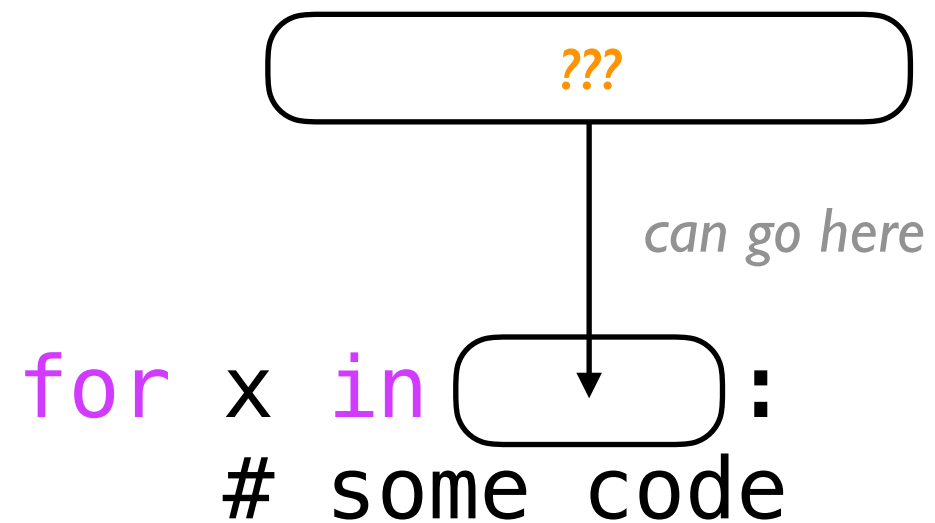
```
def f():  
    yield 1  
    yield 2  
    yield 3  
  
gen = f()  
for x in gen:  
    print(x)
```


Iterators/Generators (Part 2)

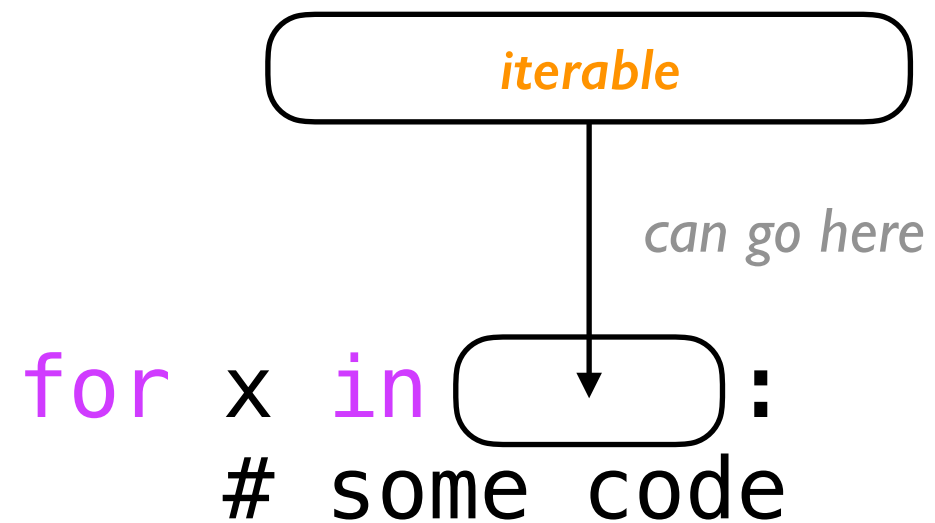
Outline

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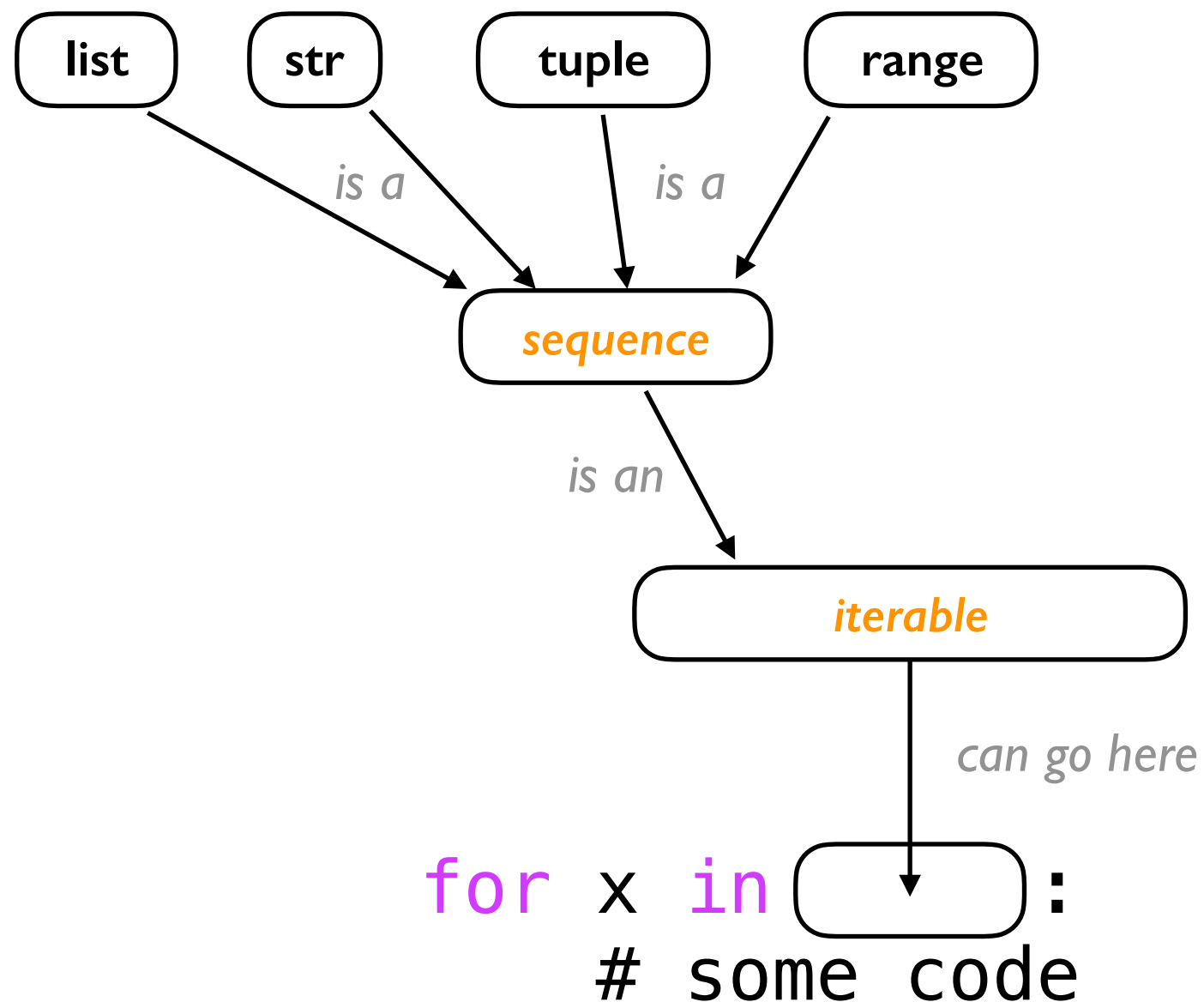
The Vocabulary of Iteration



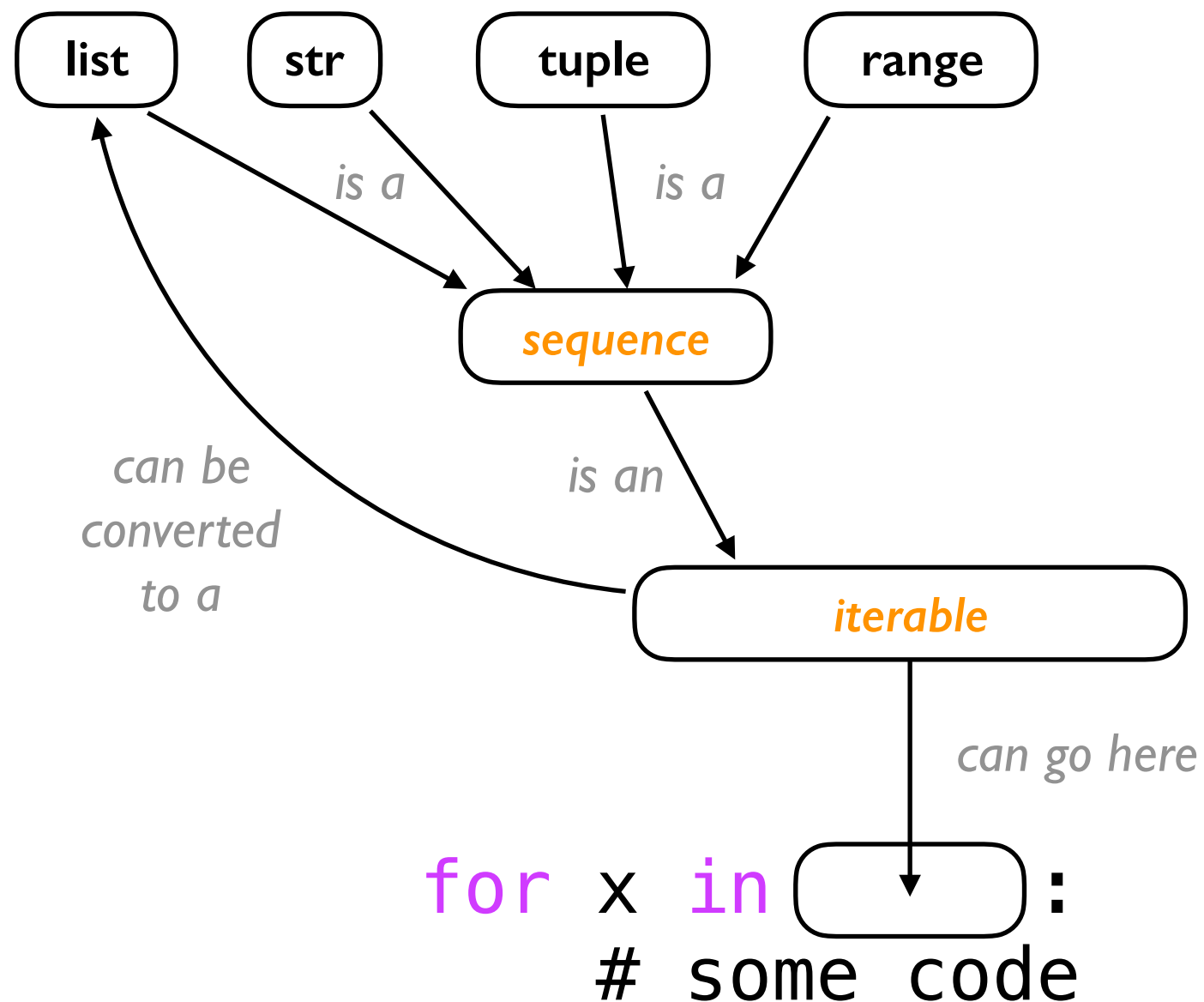
The Vocabulary of Iteration



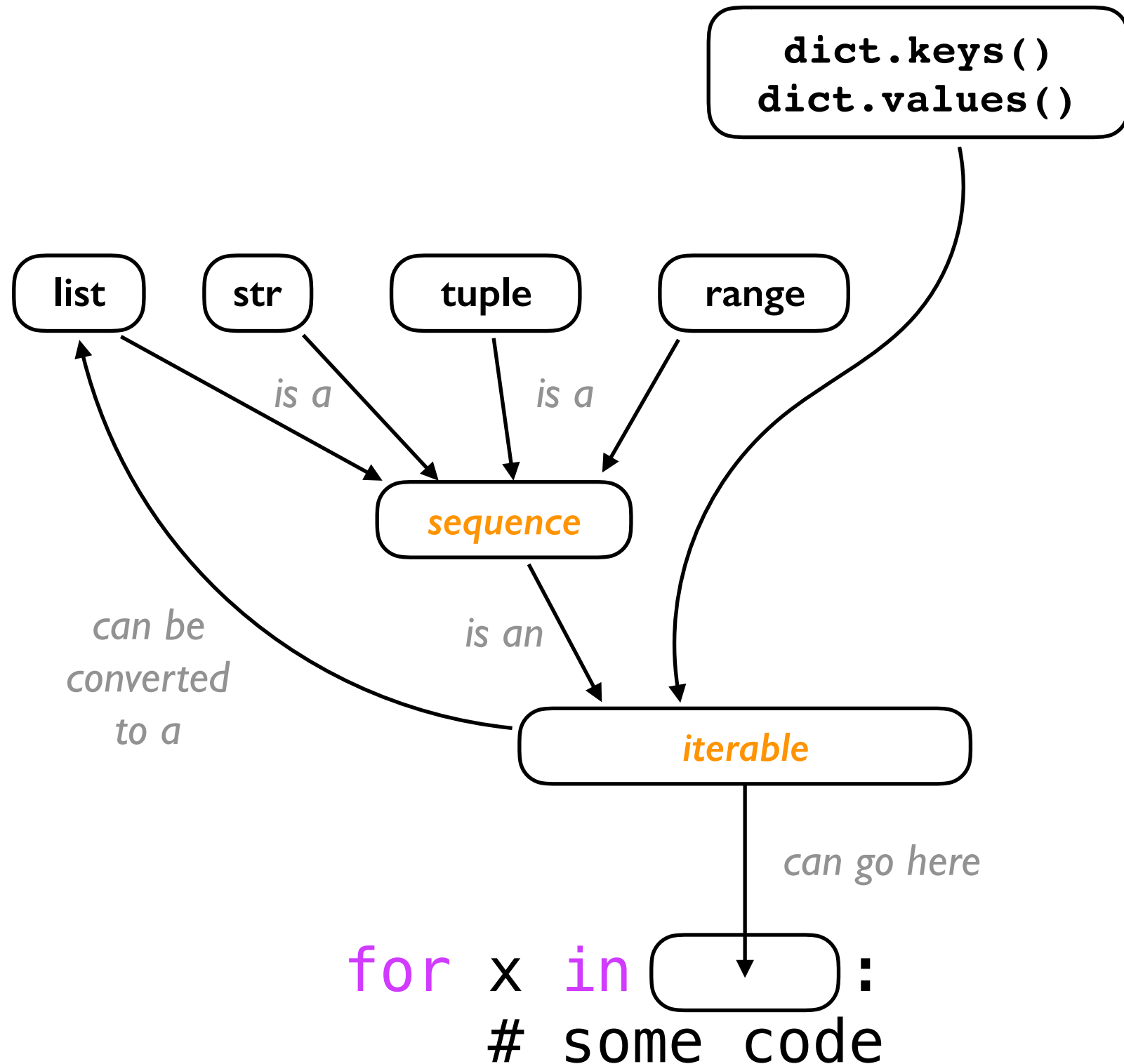
The Vocabulary of Iteration



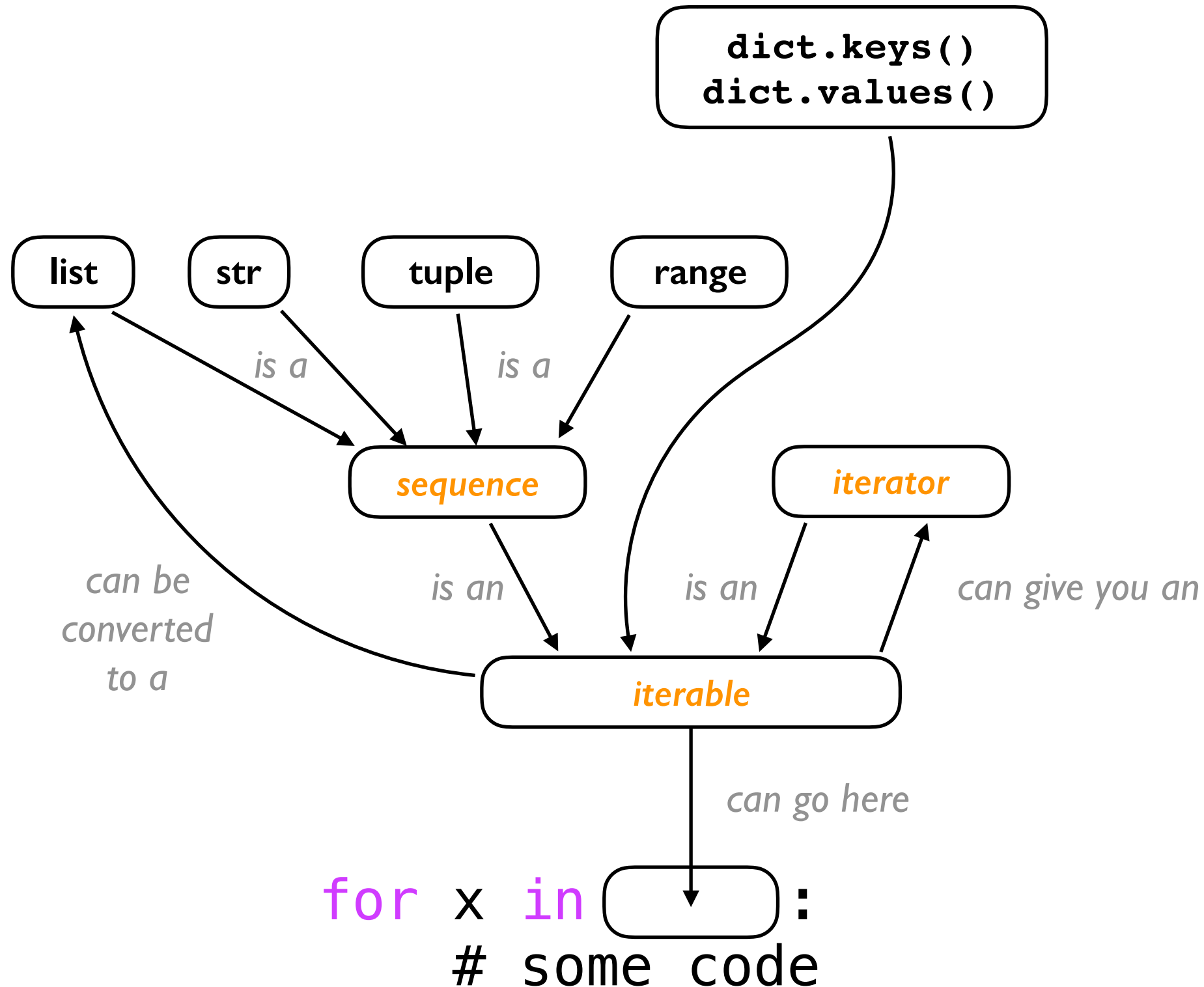
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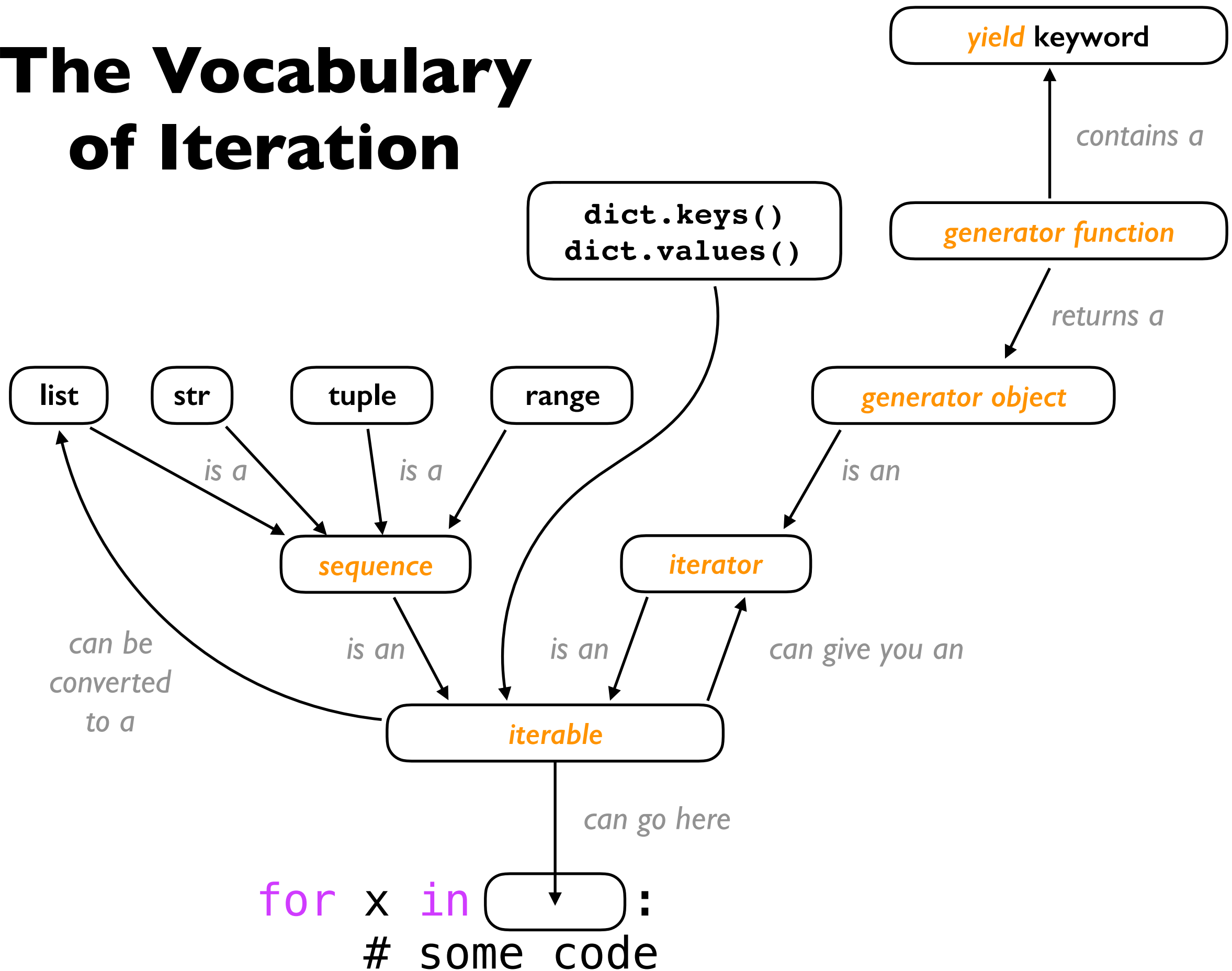
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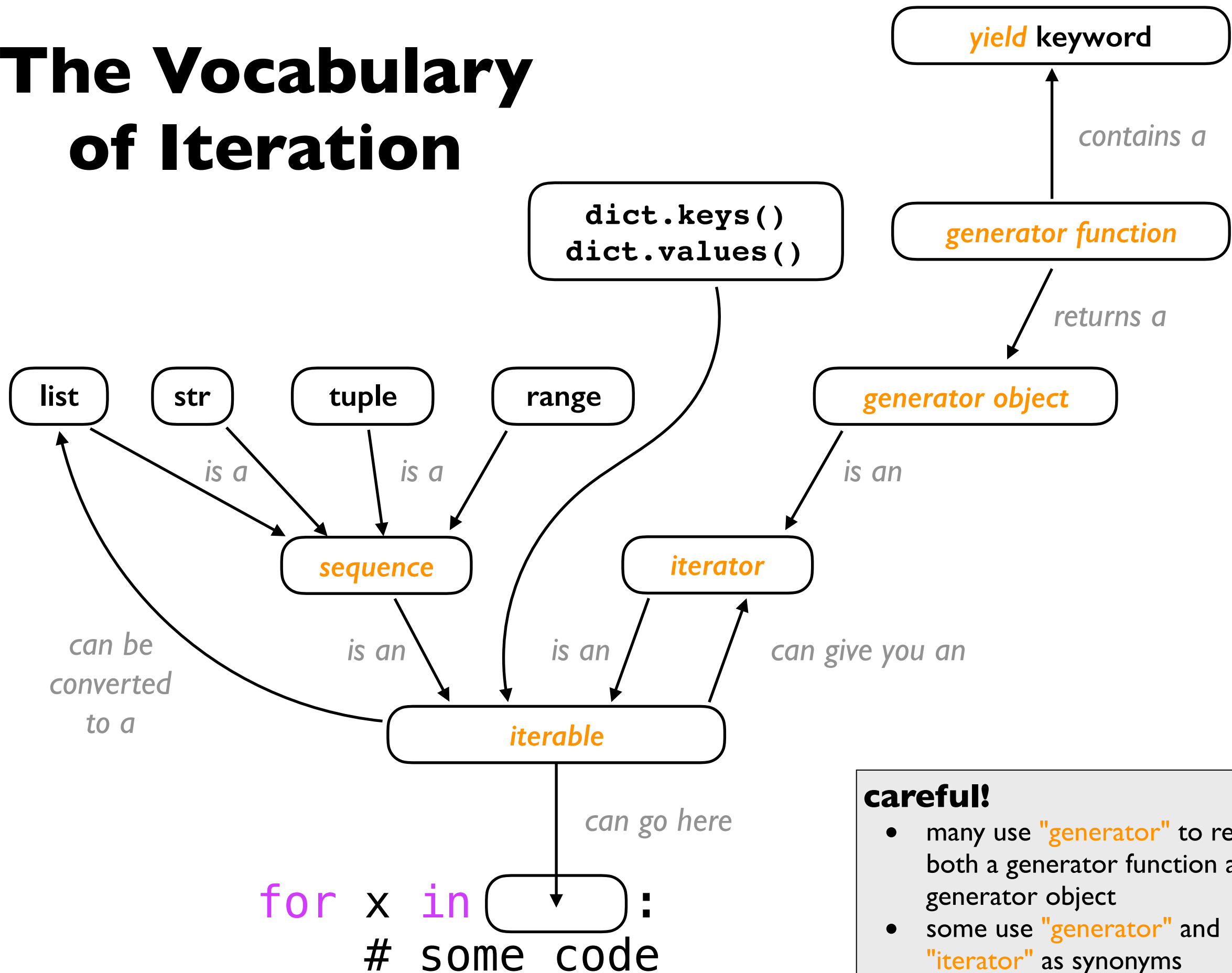
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The Vocabulary of Iteration



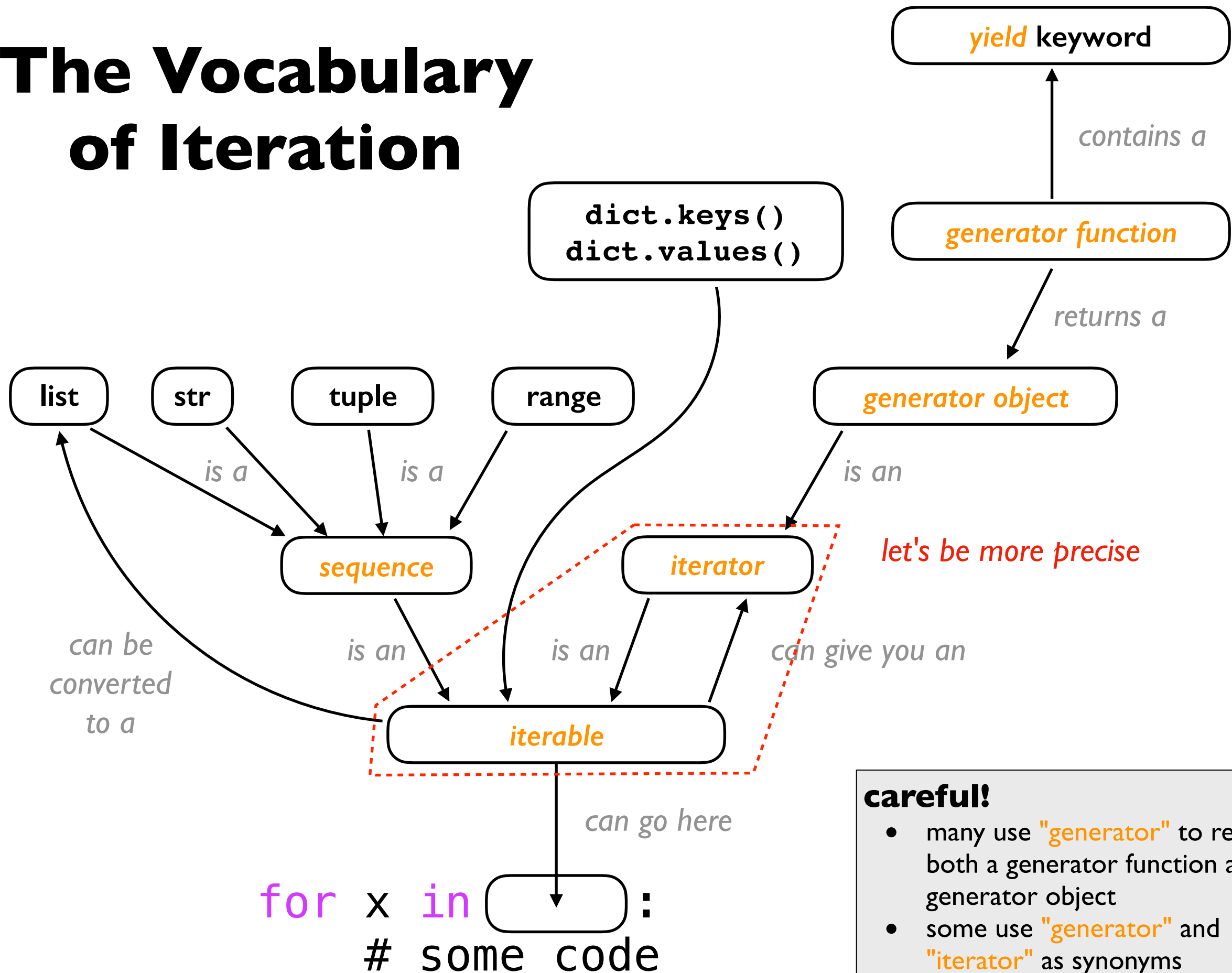
The Vocabulary of Iteration



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

is `x` iterable?

if this works, then yes:

```
iter(x)
```

is `x` iterable?

if this works, then yes:

`iter(x)` **returns an iterator over `x`**

is `x` **iterable**?

if this works, then yes:

`iter(x)` returns an iterator over `x`

is `y` an **iterator**?

if this works, then yes:

`next(y)`

is `x` **iterable**?

if this works, then yes:

`iter(x)` **returns an iterator over `x`**

is `y` an **iterator**?

if this works, then yes:

`next(y)` **returns next value from `y`**

is `x` iterable?

if this works, then yes:

`y = iter(x)` returns an iterator over `x`

is `y` an iterator?

if this works, then yes:

`next(y)` returns next value from `y`

Can you classify x, y, and z?

1

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

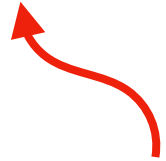

Iterators/Generators (Part 2)

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)
```



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 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!

Iterators/Generators (Part 2)

Outline

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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

