Question – How difficult is the triplet project on a scale 1 - 10?

- a) 1 (I'm offended by how trivial the project was)
- b) 2 (very easy)
- c) 3 (a quite standard review exercise)
- d) 4 (not too complicated, got some known concepts repeated)
- e) 5 (good exercise to repeat standard programming techniques)
- f) 6 (had to use more advanced techniques in a familiar way)
- g) 7 (quite complicated, but manageable)
- h) 8 (very abstract exercise, using complicated language constructs)
- i) 9 (very complicated barely manageable spending all my time)
- j) 10 (this is a research project could be an MSc thesis/PhD project)
- k) 25 (this is wayyy too complicated for a university course)

Functions as objects

- lambda
- higher-order functions
- map, filter, reduce

Aliasing functions – both user defined and builtin

```
Python shell
> def square(x):
      return x * x
> square
<function square at 0x0329A390>
> square(8)
  64
> kvadrat = square
> kvadrat(5)
  25
> len
<built-in function len>
> length = len
> length([1, 2, 3])
  3
```

Functions as values

```
Python shell
square or double.py
def square(x):
                                                         square or double ? square
        return x * x
                                                         numbers: 3 6 7 9
                                                          [9, 36, 49, 81]
def double(x):
                                                         square or double ? double
        return 2 * x
                                                         numbers: 2 3 4 7 9
                                                          [4, 6, 8, 14, 18]
while True:
    answer = input("square or double ? ")
    if answer == "square":
         f = square 👡
        break
                                       f will refer to one of the functions
    if answer == "double":
                                       square and double refer to
         f = double ←
        break
                                       call the function f is referring to
                                       with argument x
answer = input("numbers:_____)
L in = [int(x) for x in answer.split()]
L \text{ out } = [f(x)] \text{ for } x \text{ in } L \text{ in}]
print(L out)
```

Functions as values and namespaces

```
say.py
def what says(name):
    def say (message) :
        print(name, "says:", message)
    return say
alice = what says("Alice")
peter = what says("Peter")
alice("Where is Peter?")
peter("I am here")
Python shell
 Alice says: Where is Peter?
  Peter says: I am here
```

- what_says is a function returning a function (say)
- Each call to what_says with a single string as its argument creates a new say function with the current name argument in its namespace
- In each call to a an instance of a say function, name refers to the string in the namespace when the function was created, and message is the string given as an argument in the call

Question – What list is printed?

```
def f(x):
    def g(y):
          nonlocal x
         x = x + 1
          return x + y
     return g
\mathbf{a} = f(3)
b = f(6)
print([a(3), b(2), a(4)])
```

- a) [7, 7, 10]
- **b)** [7, 9, 8]
- **c)** [7, 9, 9]
 - d) [7, 9, 12]
 - e) [7, 10, 10]
 - f) Don't know

map

- map(function, list) applies the function to each element of the sequence list
- map(function, list₁, ..., list_k) requires function to take k arguments, and creates a sequence with the i'th element being function(list₁[i], ..., list_k[i])

```
Python shell
> def square(x):
    return x*x
> list(map(square, [1,2,3,4,5]))
| [1, 4, 9, 16, 25]
> def triple_sum(x, y, z):
    return x + y + z
> list(map(triple_sum, [1,2,3], [4,5,6], [7,8,9]))
| [12, 15, 18]
```

sorted

- A list L can be sorted using sorted (L)
- A user defined order on the elements can be defined by providing a function using the keyword argument key, that maps elements to values with some default ordering

Question – What list does sorted produce?

$$sorted([2, 3, -1, 5, -4, 0, 8, -6], key=abs)$$

- a) [-6, -4, -1, 0, 2, 3, 5, 8]
- b) [0, 2, 3, 5, 8, -1, -4, -6]
- (0, -1, 2, 3, -4, 5, -6, 8]
 - d) [8, 5, 3, 2, 0, -1, -4, -6]
 - e) [0, 1, 2, 3, 4, 5, 6, 8]
 - f) Don't know

Python shell

```
> abs (7)
| 7
> abs (-42)
| 42
```

filter

- filter (function, list) returns the subsequenece of list where function evaluates to true
- Essentially the same as

```
[x for x in list if function(x)]
```

```
Python shell
> def odd(x):
    return x % 2 == 1

> filter(odd, range(10))
| <filter object at 0x03970FD0>
> list(filter(odd, range(10)))
| [1, 3, 5, 7, 9]
```

reduce (in module functools)

Python's "reduce" function is in other languages often denoted "foldl"

```
reduce (f, [x_1, x_2, x_3, ..., x_k]) = f(\dots f(f(x_1, x_2), x_3) \dots, x_k)
```

Python shell > from functools import reduce > def power(x, y): return x**y > reduce(power, [2, 2, 2, 2, 2]) | 65536

lambda (anonymous functions)

If you need to define a short function, that returns a value, and the function is only used once in your program, then a lambda function might be appropriate:

```
lambda arguments: expression
```

 Creates a function with no name that takes zero or more arguments, and returns the value of the single expression

```
Python shell
> f = lambda x, y : x + y
> f(2, 3)
| 5
> list(filter(lambda x: x % 2, range(10)))
| [1, 3, 5, 7, 9]
```

Examples: sorted using lambda

```
Python shell
> L = [ 'AHA', 'Oasis', 'ABBA', 'Beatles', 'AC/DC', 'B. B. King', 'Bangles', 'Alan Parsons']
> # Sort by length, secondary after input position (default, known as stable)
> sorted(L, key=len)
  ['AHA', 'ABBA', 'Oasis', 'AC/DC', 'Beatles', 'Bangles', 'B. B. King', 'Alan Parsons']
> # Sort by length, secondary alphabetically
> sorted(L, key=lambda s: (len(s), s))
  ['AHA', 'ABBA', 'AC/DC', 'Oasis', 'Bangles', 'Beatles', 'B. B. King', 'Alan Parsons']
> # Sort by most 'a's, if equal by number of 'b's, etc.
> sorted(L, key=lambda s: sorted([a.lower() for a in s if a.isalpha()] + ['~']))
  ['Alan Parsons', 'ABBA', 'AHA', 'Beatles', 'Bangles', 'AC/DC', 'Oasis', 'B. B. King']
> sorted([a.lower() for a in 'Beatles' if a.isalpha()] + ['~'])
 ['a', 'b', 'e', 'e', 'l', 's', 't', '~']
```

History of lambda in programming languages

lambda calculus invented by Alonzo Church in 1930s

Lisp has had lambdas since 1958

C++ got lambdas in C++11 in 2011

Java first got lambdas in Java 8 in 2014