

# COMP1730/COMP6730

## Programming for Scientists

### Functions, part 2



# Lecture outline

- \* Recap of functions.
- \* Namespaces & references.
- \* Recursion revisited.



# Functions (recap)

- \* A *function* is a piece of code that can be *called* by its name.
- \* Why use functions?
  - **Abstraction**: To use a function, we only need to know *what* it does, *not how*.
  - Readability.
  - Divide and conquer – break a complex problem into simpler problems.
  - A function is a logical unit of testing.
  - Reuse: Write once, use many times (and by many).

# Function definition

```
def change_in_percent (old, new) :  
    diff = new - old  
    return (diff / old) * 100 } suite
```

*Note: In the original image, a bracket above 'change\_in\_percent' is labeled 'name', a bracket above '(old, new)' is labeled 'parameters', and a bracket on the right side of the suite is labeled 'suite'. A double-headed arrow below the first line of the suite is labeled 'spaces' with the number '4' above it.*

- \* The function suite is defined by indentation.
- \* Function *parameters* are variables local to the function suite; their values are set when the function is called.
- \* The `def` statement only *defines* the function – it does not execute the function.

# Function call

- \* To call a function, write its name followed by its *arguments* in parentheses:

```
change_in_percent (485, 523)
```

- \* Order of evaluation: The argument expressions are evaluated left-to-right, and their values are assigned to the parameters; then the function suite is executed.
- \* `return expression` causes the function call to end, and return the value of the expression.

# Functions without return

- \* A function call is an expression: its value is the value `return`'d by the function.
- \* In python, functions always return a value: If execution reaches the end of a function suite without executing a `return` statement, the return value is the special value `None` of type `NoneType`.
- \* **Note:** `None`-values are not printed in the interactive shell (unless explicitly with `print`).



# Namespaces

# Namespaces

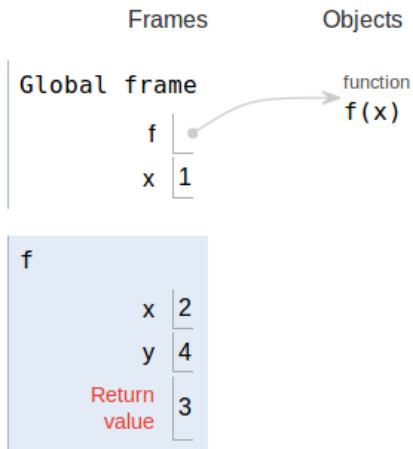
- ★ Assignment associates a (variable) name with a reference to a value.
  - This association is stored in a *namespace* (sometimes also called a “*frame*”).
- ★ Whenever a function is called, a new *local namespace* is created.
- ★ Assignments to variables (including parameters) during execution of the function are done in the local namespace.
- ★ The local namespace disappears when the function call ends.



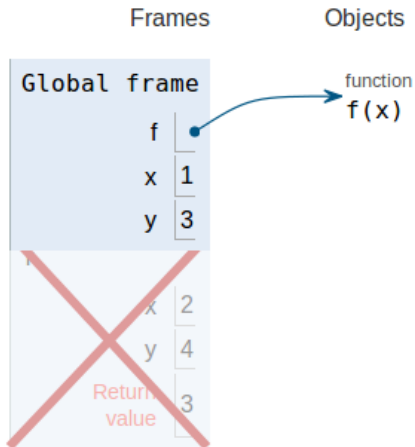
# Scope

- \* The *scope* of a variable is “the set of program statements over which a variable exists (i.e., can be referred to)”.
- In other words, the set of program statements over which the namespace that the variable is defined in persists.
- \* Because there are several namespaces, there can be *different variables with the same name in different scopes*.

```
def f(x):  
    y = x ** 2  
    return y - 1  
  
x = 1  
y = f(x + 1)
```



```
def f(x):  
    y = x ** 2  
    return y - 1  
  
x = 1  
y = f(x + 1)
```



# The local assignment rule

- \* python considers a variable that is assigned **anywhere** in the function suite to be a “*local variable*” (this includes parameters).
- \* When a non-local variable is evaluated, its value is taken from the (enclosing) global namespace.
- \* When a local variable is evaluated, only the local namespace is checked.
  - If the variable is not defined there, python raises an `UnboundLocalError`.
- \* The rule considers only *variable assignment*.

```
def f(x):  
    return x ** y  
  
>>> y = 2  
>>> f(2)  
4
```

```
def f(x):  
    if y < 1:  
        y = 1  
    return x ** y  
  
>>> y = 2  
>>> f(2)
```

UnboundLocalError:  
local variable 'y'  
referenced before  
assignment



- \* Modifying is not assignment!
  - Assignment changes/creates the association between a name and a reference (in the current namespace).
  - A modifying operation on a mutable object – including index and slice assignment – does not change any name–value association.

```
def f(x):  
    y = x ** 2  
    f_list.append([x,y])  
    return y  
  
>>> f_list = []  
>>> f(2)  
4  
>>> f(3)  
9  
>>> f_list  
[[2, 4], [3, 9]]
```

# Argument values are references

- \* When a function is called, its parameters are assigned *references* to the argument values.
  - If an argument value refers to a mutable object (for example, a list), modifications to this object made in the function are visible outside the function's scope.



```
def f(ns):  
    total = 0  
    while len(ns) > 0:  
        next = ns.pop(0)  
        total = total + next  
    return total  
  
>>> a_list = [1,2,3]  
>>> f(a_list)  
6  
>>> a_list  
[]
```

Frames

Objects

Global frame

f  
a\_listfunction  
f(ns)

list

0	1	2
1	2	3

```
def f(ns):  
    total = 0  
    while len(ns) > 0:  
        next = ns.pop(0)  
        total = total + next  
    return total
```

```
>>> a_list = [1,2,3]  
>>> l_sum = f(a_list)
```

Image from [pythontutor.com](http://pythontutor.com)

# Other namespaces

- \* python's built-in functions are defined in a separate namespace.
- \* Imported modules are executed in their own namespace.
  - Names in a module namespace are accessed by prefixing the name of the module.
- \* User-defined classes and objects (not covered in this course) also have their own namespace
- \* Assignments (and `defs`) made outside a function call are stored in the *global* namespace.

# Searching for variables

- ★ When evaluating a variable python checks namespaces in a specific order LEGB.
  - Local - python checks in the local namespace (i.e. within the function definition).
  - Enclosing - within a class definition or an enclosing function definition.
  - Global - within the global namespace.
  - Built-ins - anything built into python.
- ★ Python uses the first version of the variable it finds.
- ★ If none of the namespaces contain the variable, python raises a `NameError`.

# Guidelines for good functions

- \* Within a function, *access only local variables*.
  - Use parameters for all inputs to the function.
  - Return all function outputs (for multiple outputs, return a tuple or list).
  - ...except if the *specific purpose* of the function is to send output elsewhere (e.g., print).
- \* Don't modify mutable argument values, unless the *specific purpose* of the function is to do that.
- \* **Rule #4:** No rule should be followed off a cliff.