Lambdas Environments Dictionaries





• Reminder: Check Ed for links/forms for Extensions and switching for CS61A

## Lambda Expressions





### Learning Objectives

- Lambda are anonymous functions, which are expressions
  - •Don't use return, lambdas always return the value of the expression.
  - •They are typically short and concise
  - •They don't have an "intrinsic" name when using an environment diagram.
    - Their name is the character  $\lambda$

## Why Use lambda?

- We often can use the behavior of simple function!
- Using functions gives us flexibility
- "Inline" functions are faster/easier to write, and sometimes require less reading.
- They're not "reusable", but that's OK!

## lambda

**Function expression** 

"anonymous" function creation

```
lambda <arg or arg_tuple> : <expression using args>
```

**Expression**, not a statement, no return or any other statement

add one = lambda v : v + 1

#### Examples

```
>>> def make adder(i):
```

```
... return lambda x: x+i
```

```
• • •
```

```
>>> make_adder(3)
```

```
<function make_adder.<locals>.<lambda> at 0x10073c510>
```

```
>>> make adder(3)(4)
```

7

```
>>> list(map(make_adder(3), [1,2,3,4]))
[4, 5, 6, 7]
>>>
```

#### Lambda with HOFs

• A function that returns (makes) a function

```
def leq_maker(c):
    return lambda val: val <= c</pre>
```

```
>>> leq_maker(3)
<function leq_maker.<locals>.<lambda> at 0x1019d8c80>
```

```
>>> leq_maker(3)(4)
False
```

```
>>> filter(leq_maker(3), [0,1,2,3,4,5,6,7])
[0, 1, 2, 3]
```

### Sorting Data

- It is often useful to sort data.
- What property should we sort on?
  - Numbers: We can clearly sort.
  - •What about the length of a word?
  - •Alphabetically?
  - •What about sorting a complex data set, but 1 attribute?
    - Image I have a list of courses: I could sort be course name, number of units, start time, etc.
- Python provides 1 function which allows us to provide a *lambda* to control its behavior

- sorted sorts a list of data
- min
- max

All three take in an optional argument called key which allows us to control how the function performs its action. They are more similar to filter than map.

```
max([1,2,3,4,5], key = lambda x: -x)
```

key is the name of the argument and a lambda is its value.

```
fruits = ["pear", "grape", "KIWI", "APPLE",
"melon", "ORANGE", "BANANA"]
sorted(key=lambda x: x.lower())
Michael Ball | UC Berkeley | https://c88c.org | © CC BY-NC-SA
```

#### Sorting with Lambdas

```
>>> sorted([1,2,3,4,5], key = lambda x: x)
    [1, 2, 3, 4, 5]
>>> sorted([1,2,3,4,5], key = lambda x: -x)
    [5, 4, 3, 2, 1]
# Nonsensical pairing of numbers and words...
>>> sorted([(2, "hi"), (1, "how"), (5, "goes"), (7, "it")],
           key = lambda x:x[0])
[(1, 'how'), (2, 'hi'), (5, 'goes'), (7, 'it')]
>>> sorted([(2, "hi"), (1, "how"), (5, "goes"), (7, "it")],
          key = lambda x:x[1])
    [(7, 'it'), (5, 'goes'), (2, 'hi'), (1, 'how')]
>>> sorted([(2,"hi"),(1,"how"),(5,"goes"),(7,"it")],
          key = lambda x: len(x[1]))
    [(7, 'it'), (2, 'hi'), (1, 'how'), (5, 'goes')]
```

## **Environment Diagrams**





### **Revisiting Environments**

```
def make_adder(n):
    return lambda k: k + n
```

```
add_2 = make_adder(2)
add_3 = make_adder(3)
x = add_2(5)
y = add_3(x)
```

```
def make_adder(n):
    return lambda k: k + n
def compose(f, g):
    return lambda x: f(g(x))
```

```
add_2 = make_adder(2)
add_3 = make_adder(3)
add_5 = compose(add_2, add_3)
```

```
x = add_2(2)
```

```
z = add_5(x)
```

### **Environment Diagrams**

•Organizational tools that help you understand code

• Terminology:

•Frame: keeps track of variable-to-value bindings, each function call has a frame

- •Global Frame: global for short, the starting frame of all python programs, doesn't correspond to a specific function
- •**Parent Frame:** The frame of where a function is defined (default parent frame is global)
- •Frame number: What we use to keep track of frames, f1, f2, f3, etc
- •Variable vs Value: x = 1. x is the variable, 1 is the value

### **Environment Diagrams Rules**

- 1. Always draw the global frame first
- 2. When evaluating assignments (lines with single equal), always evaluate right side first
- 3. When you **CALL** a function MAKE A NEW FRAME!
- 4. When assigning a primitive expression (number, boolean, string) write the value in the box
- 5. When assigning anything else (lists, functions, etc.), draw an arrow to the value
- 6. When calling a function, name the frame with the intrinsic name the name of the function that variable points to
- 7. The parent frame of a function is the frame in which it was defined in (default parent frame is global)
- 8. If the value for a variable doesn't exist in the current frame, search in the parent frame

#### Demo

#### Example 1:

•<u>make\_adder Higher Order Function: Environment Diagram</u> <u>Python Tutor Link</u>

Example 2:

<u>Compose Python Tutor Link</u>

# Taking a Break





## Dictionaries





### Learning Objectives

- Dictionaries are a new type in Python
- Lists let us index a value by a number, or position.
- Dictionaries let us index data by other kinds of data.

#### Dictionaries

• Constructors:

- •dict( <list of 2-tuples> )
- •dict( <key>=<val>, ...) # like kwargs
- •{ <key exp>:<val exp>, ... }
- •{ <key>:<val> for <iteration expression> }
  - •>>> {x:y for x,y in zip(["a","b"],[1,2])}
  - •{'a': 1, 'b': 2}

#### •Selectors: <dict>[ <key> ]

- •<dict>.keys(), .items(), .values()
- •<dict>.get(key [, default] )
- Operations:
  - Key in, not in, len, min, max
  - <dict>[ <key> ] = <val>

#### **Example Dictionary Operations**

```
In [1]: text = "Once upon a time"
        d = {word : len(word) for word in text.split()}
        d
Out[1]: {'Once': 4, 'a': 1, 'time': 4, 'upon': 4}
In [2]: d['Once']
Out[2]: 4
In [3]: d.items()
Out[3]: [('a', 1), ('time', 4), ('upon', 4), ('Once', 4)]
In [4]: for (k,v) in d.items():
            print(k, "=>", v)
        ('a', '=>', 1)
        ('time', '=>', 4)
        ('upon', '=>', 4)
        ('Once', '=>', 4)
In [5]: d.keys()
Out[5]: ['a', 'time', 'upon', 'Once']
In [6]: d.values()
```

```
Out[6]: [1, 4, 4, 4]
```