

# LAMBDA FUNCTIONS, TUPLES and LISTS

(download slides and .py files to follow along)

6.100L Lecture 9

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# FROM LAST TIME

```
def apply(criteria,n):  
    """  
    * criteria: function that takes in a number and returns a bool  
    * n: an int  
    Returns how many ints from 0 to n (inclusive) match the  
    criteria (i.e. return True when run with criteria) """  
    count = 0  
    for i in range(n+1):  
        if criteria(i):  
            count += 1  
    return count  
  
def is_even(x):  
    return x%2==0  
  
print(apply(is_even,10))
```

# ANONYMOUS FUNCTIONS

- Sometimes don't want to name functions, especially simple ones. This function is a good example:

```
def is_even(x):  
    return x%2==0
```

- Can use an **anonymous** procedure by using `lambda`

```
lambda x: x%2 == 0
```

parameter

Body of lambda  
Note no return keyword

- `lambda` creates a procedure/function object, but simply does not bind a name to it

# ANONYMOUS FUNCTIONS

- Function call with a named function:

```
apply( is_even , 10 )
```

- Function call with an anonymous function as parameter:

```
apply( lambda x: x%2 == 0 , 10 )
```

- `lambda` function is **one-time use**. It can't be reused because it has no name!

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))  
  
print(do_twice(3, lambda x: x**2))
```

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))
```

```
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice

function object

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))  
  
print(do_twice(3, lambda x: x**2))
```

## Global environment

do\_twice      function object

## do\_twice environment

n      3  
fn      lambda x: x\*\*2

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))  
  
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice      function object

do\_twice environment

n      3  
fn     lambda x: x\*\*2

lambda x: x\*\*2  
environment

x      ???



# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))  
  
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice      function object

do\_twice environment

n    3  
fn   lambda x: x\*\*2

lambda x: x\*\*2  
environment

x    ???

lambda x: x\*\*2  
environment

x    3

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))
```

9

```
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice      function object

do\_twice environment

n    3  
fn   lambda x: x\*\*2

lambda x: x\*\*2  
environment

x    9

lambda x: x\*\*2  
environment

x    3

Returns 9

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))
```

81

```
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice      function object

do\_twice environment

n    3  
fn   lambda x: x\*\*2

lambda x: x\*\*2  
environment

x    9

Returns 81

# YOU TRY IT!

- What does this print?

```
def do_twice(n, fn):  
    return fn(fn(n))
```

81

```
print(do_twice(3, lambda x: x**2))
```

Global environment

do\_twice      function object

**PRINTS 81**

do\_twice environment

n      3  
fn      lambda x: x\*\*2

**Returns 81**

# TUPLES

# A NEW DATA TYPE

- Have seen scalar types: `int`, `float`, `bool`
- Have seen one compound type: `string`
- Want to introduce more general **compound data types**
  - Indexed sequences of elements, which could themselves be compound structures
    - **Tuples** – immutable
    - **Lists** – mutable
- Next lecture, will explore ideas of
  - Mutability
  - Aliasing
  - Cloning

# TUPLES

*Remember strings?*

- **Indexable ordered sequence** of objects
  - Objects can be any type – int, string, tuple, tuple of tuples, ...
- Cannot change element values, **immutable**

```
te = ()
```

*Empty tuple*

```
ts = (2,)
```

*Extra comma means tuple with one element  
Compare with `ts = (2)`*

```
t = (2, "mit", 3)
```

*Multiple elements in tuple separated by commas*

```
t[0] → evaluates to 2
```

*Indexing starts at 0*

```
(2, "mit", 3) + (5, 6) → evaluates to a new tuple (2, "mit", 3, 5, 6)
```

```
t[1:2] → slice tuple, evaluates to ("mit",)
```

```
t[1:3] → slice tuple, evaluates to ("mit", 3)
```

```
len(t) → evaluates to 3
```

```
max((3, 5, 0)) → evaluates to 5
```

*Other functions also work, e.g, sum*

```
t[1] = 4 → gives error, can't modify object
```

# INDICES AND SLICING

Remember strings?

```
seq = (2, 'a', 4, (1, 2))
```

```
index: 0  1  2  3
```

```
print(len(seq))      → 4
print(seq[3])        → (1, 2)
print(seq[-1])       → (1, 2)
print(seq[3][0])     → 1
print(seq[4])        → error
```

```
print(seq[1])        → 'a'
print(seq[-2:])      → (4, (1, 2))
print(seq[1:4:2])    → ('a', (1, 2))
print(seq[: -1])     → (2, 'a', 4)
print(seq[1:3])      → ('a', 4)
```

```
for e in seq:
    print(e)
→ 2
  a
  4
(1, 2)
```

An element of a sequence is at an **index**, indices start at 0

Slices extract subsequences.  
Indices evaluated from left to right

Iterating over sequences



# TUPLES

- Conveniently used to **swap** variable values

```
x = 1  
y = 2  
x = y  
y = x
```



```
x = 1  
y = 2  
temp = x  
x = y  
y = temp
```



```
x = 1  
y = 2
```

$(x, y) = (y, x)$

First, create tuple  
 $y = 2$   
 $x = 1$

Then, bind  
values in  
new tuple



# TUPLES

- Used to **return more than one value** from a function

```
def quotient_and_remainder(x, y):
```

```
    q = x // y
```

```
    r = x % y
```

```
    return (q, r)
```

*One object!  
(with 2 elements/values)*

*(3,1)*

```
both = quotient_and_remainder(10, 3)
```

*(3, 1)*

*(2, 1)*

*1*  
*2*

```
(quot, rem) = quotient_and_remainder(5, 2)
```

# BIG IDEA

Returning

one **object** (a tuple)

allows you to return

multiple **values** (tuple elements)

# YOU TRY IT!

- Write a function that meets these specs:
- Hint: remember how to check if a character is in a string?

```
def char_counts(s):  
    """ s is a string of lowercase chars  
    Return a tuple where the first element is the  
    number of vowels in s and the second element  
    is the number of consonants in s """
```

# VARIABLE NUMBER of ARGUMENTS

- Python has some built-in functions that take variable number of arguments, e.g, `min`
- Python allows a programmer to have same capability, using **\* notation**

```
def mean(*args):  
    tot = 0  
    for a in args:  
        tot += a  
    return tot/len(args)
```

- `numbers` is bound to a **tuple of the supplied values**
- Example:
  - `mean(1, 2, 3, 4, 5, 6)`     *args → (1, 2, 3, 4, 5, 6)*

# LISTS

# LISTS

- **Indexable ordered sequence** of objects
  - Usually homogeneous (i.e., all integers, all strings, all lists)
  - But can contain mixed types (not common)
- Denoted by **square brackets**, [ ] *Tuples were ()*
- **Mutable**, this means you can change values of specific elements of list

*Remember tuples are immutable – you cannot change element values.  
Lists are mutable, you can change them directly.*

# INDICES and ORDERING

Remember strings  
and tuples?

`a_list = []` *empty list*

`L = [2, 'a', 4, [1, 2]]`

`[1, 2] + [3, 4]` → evaluates to `[1, 2, 3, 4]`

`len(L)` → evaluates to 4

`L[0]` → evaluates to 2

`L[2] + 1` → evaluates to 5

`L[3]` → evaluates to `[1, 2]`, another list!

`L[4]` → gives an error

`i = 2`

`L[i-1]` → evaluates to `'a'` since `L[1] = 'a'`

`max([3, 5, 0])` → evaluates 5

*Gives length of top level of tuple  
Indexing starts at 0*



# ITERATING OVER a LIST

- Compute the **sum of elements** of a list
- Common pattern

```
total = 0
for i in range(len(L)):
    total += L[i]
print(total)
```

```
total = 0
for i in L:
    total += i
print(total)
```

*Like strings, can iterate over elements of list directly*

*This version is more "pythonic"!*

- Notice
  - list elements are indexed 0 to  $\text{len}(L) - 1$  and  $\text{range}(n)$  goes from 0 to  $n - 1$

# ITERATING OVER a LIST

- Natural to capture iteration over a list inside a function

```
total = 0
for i in L:
    total += i
print(total)
```

```
def list_sum(L):
    total = 0
    for i in L:
        # i is 8 then 3 then 5
        total += i
    return total
```

- Function call `list_sum([8, 3, 5])`
  - **Loop variable `i` takes on values in the list in order!** 8 then 3 then 5
  - To help you write code and debug, comment on what the loop var values are so you don't get confused!

# LISTS SUPPORT ITERATION

- Because lists are ordered sequences of elements, they naturally interface with iterative functions

Add the *elements* of a list

```
def list_sum(L):  
    total = 0  
    for e in L:  
        total += e  
    return total
```

`list_sum([1, 3, 5])` → 9

*e is:  
1 then 3 then 5*

Add the *length of elements* of a list

```
def len_sum(L):  
    total = 0  
    for s in L:  
        total += len(s)  
    return total
```

`len_sum(['ab', 'def', 'g'])` → 6

*s is:  
'ab' then 'def' then 'g'  
2 then 3 then 1*

# YOU TRY IT!

- Write a function that meets these specs:

```
def sum_and_prod(L):  
    """ L is a list of numbers  
    Return a tuple where the first value is the  
    sum of all elements in L and the second value  
    is the product of all elements in L """
```

# SUMMARY

- **Lambda functions** are useful when you need a simple function once, and whose body can be written in one line
- **Tuples** are indexable sequences of objects
  - Can't change its elements, for ex. can't add more objects to a tuple
  - Syntax is to use ()
- **Lists** are indexable sequences of objects
  - Can change its elements. Will see this next time!
  - Syntax is to use []
- Lists and tuples are very **similar to strings** in terms of
  - Indexing,
  - Slicing,
  - Looping over elements

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