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- Styles of Programming
 - Imperative Programming:
 - Describe in detail how computation proceeds
 - Basically, change states of variables
 - This is what we practiced up till now

- Functional Programming
 - Define functions
 - Specify program behavior by executing nested functions
 - Pure functional programming: No variables that capture a state
 - Advantage: Easier to prove programming correctness

- Declarative Programming
 - Specify what a program should do
 - System figures out how to do it.
 - Example 1: Prolog (Classic AI programming language)
 - Specify rules in Prolog:
 - animal(X) :- cat(X) means every cat is an animal
 - ?- cat(tom). means that tom is a cat
 - You can ask about the world defined by these rules
 - ?- animal(X). asks for what things are animals
 - Prolog consists of rules and base facts, then on its own finds out other facts.

- Declarative Programming:
 - Example 2: SQL Database Language
 - Database consists of relations stored in various tables
 - Example:

| Marquette_ID | First_Name | Family_Name | Address |
|--------------|------------|-------------|---|
| 123123007 | David | Roy | 1984 31st Street, Milwaukee, WI 54321 |
| 97007007 | Thomas | Schwarz | 4821 Wisconsin Ave, Milwaukee, WI 54213 |
| 14309873 | Joseph | Cuelho | 9821 12th Avenue, Milwaukee, WI 54321 |
| 90874132 | Donald | Drumpf | 321 Pennsylvania Ave, Madison, WI 32451 |

- Declarative Programming:
 - Example SQL:
 - SQL statement describes all combinations of record pieces

SELECT first_name, family_name FROM addresses, classes

WHERE classes.name = "COSC1010" and classes.role = "instructor" and classes.id = addresses.id

- Declarative Programming:
 - Example SQL:
 - SQL statement describes all combinations of record pieces
 - How the database engine performs the query is not specified
 - In fact, for complicated queries, the database will try out several ways before selecting the actual algorithms

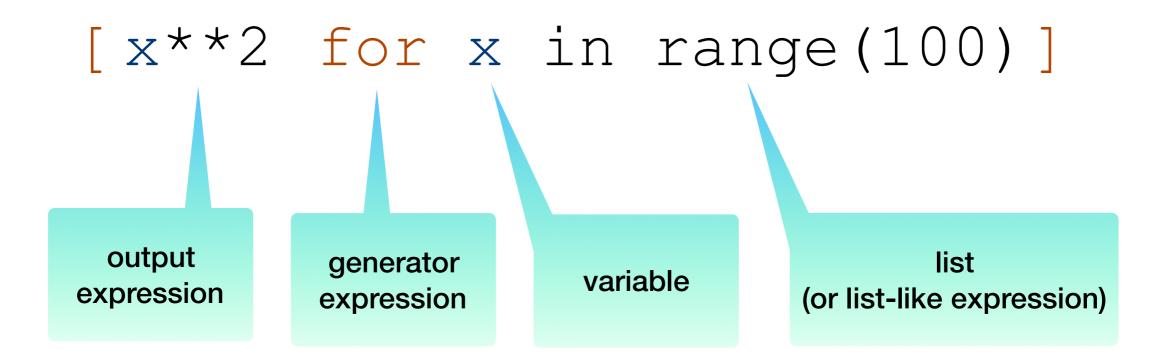
- Object-Oriented Programming
 - Program defined various objects
 - Objects have data and methods
 - E.g. Marquette Persons have IDs, names, addresses, ...
 - Classes have lists of participants
 - We will learn Object-Oriented (OO) programming in this class

- List comprehension is used in functional programming but it becomes handy
 - We define a list with a for clause within the brackets that define the list.
 - Here are two ways to construct a list consisting of squares

```
lista = []
for i in range(100):
    lista.append(i**2)
```

```
lista = [i**2 for i in range(100)]
```





Self Test

- The following code fragment defines a list of elements
- Use list comprehension in order to generate the same list

• Use the interactive window in IDLE

```
>>> lista = []
>>> for i in range(10):
    lista.append(i**3-i**2+i-1)
```

```
>>> lista
[-1, 0, 5, 20, 51, 104, 185, 300, 455, 656]
```

Self Test

Pause the presentation until you have solved the problem

Self Test Solution

>>> lista = [i**3-i**2+i-1 for i in range(10)]
>>> lista
[-1, 0, 5, 20, 51, 104, 185, 300, 455, 656]

• List comprehension can add an if-condition

[x**2 for x in range(100) if x%2 == 0]

• Result is now all even squares.

- List comprehension can be quite involved
 - Remember that we can check for types of variables
 - We use the built-in function isinstance ()
 - Example: isinstance(345, int) is True
 - Application to list comprehension: Squaring the elements of a list (a_list) that are integers

>>> a_list = [1, "4", 9, "a", 0, 4]
>>> [e**2 for e in a_list if isinstance(e, int)]
[1, 81, 0, 16]

- We can nest comprehensions
- A list of all composite numbers between 2 and 100.
 - A composite number is a product of two integers *i* and *j* that are larger than 1.

[i*j for i in range(2,51) for j in range(2,101) if i*j < 100]

• However, the result contains many repeated numbers

[4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66, 69, 72, 75, 78, 81, 84, 87, 90, 93, 96, 99, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 16, 24, 32, 40, 48, 56, 64, 72, 80, 88, 96, 18, 27, 36, 45, 54, 63, 72, 81, 90, 99, 20, 30, 40, 50, 60, 70, 80, 90, 22, 33, 44, 55, 66, 77, 88, 99, 24, 36, 48, 60, 72, 84, 96, 26, 39, 52, 65, 78, 91, 28, 42, 56, 70, 84, 98, 30, 45, 60, 75, 90, 32, 48, 64, 80, 96, 34, 51, 68, 85, 36, 54, 72, 90, 38, 57, 76, 95, 40, 60, 80, 42, 63, 84, 44, 66, 88, 46, 69, 92, 48, 72, 96, 50, 75, 52, 78, 54, 81, 56, 84, 58, 87, 60, 90, 62, 93, 64, 96, 66, 99, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98]

• Luckily, we can use a set instead:

{i*j for i in range(2,51) for j in range(2,51) if i*j < 100}</pre>

- The difference is just curly brackets instead of rectangular brackets
- The result is now simpler:

{4, 6, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 22, 24, 25, 26, 27, 28, 30, 32, 33, 34, 35, 36, 38, 39, 40, 42, 44, 45, 46, 48, 49, 50, 51, 52, 54, 55, 56, 57, 58, 60, 62, 63, 64, 65, 66, 68, 69, 70, 72, 74, 75, 76, 77, 78, 80, 81, 82, 84, 85, 86, 87, 88, 90, 91, 92, 93, 94, 95, 96, 98, 99}

 We can now get all of the prime numbers between 2 and 100 by using this set, using comprehension on top of comprehension

{i for i in range(2,100) if i not in
{i*j for i in range(2,51) for j in range(2,51) if i*j < 100}}</pre>

- This is cool but will not win any price for clarity
- You can make it more comprehensible if you define a set of composite numbers before using it

Self Test

 Use the previous example to generate a set of all numbers between 1 and 100 (included) that are **not** squares

Self Test Solution

seta = {i for i in range(1,101) if i not in {i*i for i in range(10)}}

- You can also use comprehension on dictionaries
- Here is how you create a dictionary that associates integers up to 100*100 to their square root
 - {i*i: i for i in range(101) }

>>> {i*i: i for i in range(101)}
{0: 0, 1: 1, 4: 2, 9: 3, 16: 4, 25: 5, 36: 6, 49: 7, 64: 8, 81: 9, 100: 10, 121:
11, 144: 12, 169: 13, 196: 14, 225: 15, 256: 16, 289: 17, 324: 18, 361: 19, 400
: 20, 441: 21, 484: 22, 529: 23, 576: 24, 625: 25, 676: 26, 729: 27, 784: 28, 84
1: 29, 900: 30, 961: 31, 1024: 32, 1089: 33, 1156: 34, 1225: 35, 1296: 36, 1369:
37, 1444: 38, 1521: 39, 1600: 40, 1681: 41, 1764: 42, 1849: 43, 1936: 44, 2025:
45, 2116: 46, 2209: 47, 2304: 48, 2401: 49, 2500: 50, 2601: 51, 2704: 52, 2809:
53, 2916: 54, 3025: 55, 3136: 56, 3249: 57, 3364: 58, 3481: 59, 3600: 60, 3721:
61, 3844: 62, 3969: 63, 4096: 64, 4225: 65, 4356: 66, 4489: 67, 4624: 68, 4761:
69, 4900: 70, 5041: 71, 5184: 72, 5329: 73, 5476: 74, 5625: 75, 5776: 76, 5929:
77, 6084: 78, 6241: 79, 6400: 80, 6561: 81, 6724: 82, 6889: 83, 7056: 84, 7225:
85, 7396: 86, 7569: 87, 7744: 88, 7921: 89, 8100: 90, 8281: 91, 8464: 92, 8649:
93, 8836: 94, 9025: 95, 9216: 96, 9409: 97, 9604: 98, 9801: 99, 10000: 100}

 And here is how you can try to "invert" a dictionary where the roles of keys and values are swapped

```
drev = {d[key]:key for key in d}
```

 This one works well, because the values are different for different keys

```
>>> d = {1:4, 2:5, 3:7, 4:8, 5:9}
>>> {d[key]:key for key in d}
{4: 1, 5: 2, 7: 3, 8: 4, 9: 5}
```

And this one inverts with some arbitrariness

>>> d = {1:4, 2:5, 3:4, 4:5, 6:7, 7:6}
>>> {d[key]:key for key in d}
{4: 3, 5: 4, 7: 6, 6: 7}

Self Test

- You are given a function func that takes one integer argument
- You want to create a memoization dictionary that associates i for i in range (100) with func (i)

Self Test Answer

mem_func = {i: func(i) for i in range(101) }

func = lambda x: 3*x+4

gives

>>> func = lambda x: 3*x+4
>>> mem = {x: func(x) for x in range(101)}
>>> mem
{0: 4, 1: 7, 2: 10, 3: 13, 4: 16, 5: 19, 6: 22, 7: 25, 8: 28, 9: 31, 10: 34, 11:
37, 12: 40, 13: 43, 14: 46, 15: 49, 16: 52, 17: 55, 18: 58, 19: 61, 20: 64, 21:
67, 22: 70, 23: 73, 24: 76, 25: 79, 26: 82, 27: 85, 28: 88, 29: 91, 30: 94, 31:
97, 32: 100, 33: 103, 34: 106, 35: 109, 36: 112, 37: 115, 38: 118, 39: 121, 40:
124, 41: 127, 42: 130, 43: 133, 44: 136, 45: 139, 46: 142, 47: 145, 48: 148, 49
: 151, 50: 154, 51: 157, 52: 160, 53: 163, 54: 166, 55: 169, 56: 172, 57: 175, 5
8: 178, 59: 181, 60: 184, 61: 187, 62: 190, 63: 193, 64: 196, 65: 199, 66: 202,
67: 205, 68: 208, 69: 211, 70: 214, 71: 217, 72: 220, 73: 223, 74: 226, 75: 229,
76: 232, 77: 235, 78: 238, 79: 241, 80: 244, 81: 247, 82: 250, 83: 253, 84: 256
, 85: 259, 86: 262, 87: 265, 88: 268, 89: 271, 90: 274, 91: 277, 92: 280, 93: 28
3, 94: 286, 95: 289, 96: 292, 97: 295, 98: 298, 99: 301, 100: 304}

Map, Filter

Map

- Map allows you to apply a function to all elements of a list
- Example:

```
func = lambda x: x+3
list(map(func, [2,3,4])
```

• Why the list? map returns an iterator (so that it does not waste memory on values that are not used)

>>> func = lambda x: x+3
>>> list(map(func, [2,3,4]))
[5, 6, 7]

Filter

- You filter a list by applying a condition
- The result is the list formed by all elements that satisfy the condition
 - You need to have a boolean function, i.e. a function that returns True or False
 - Here is an example of such a function:

lambda x: x & 2 = 0

- Returns True if x is divisible by 2
- Returns False otherwise
- x%2 is zero if and only if x is even

Filter

• The function filter (function, sequence) return an iterable of all elements in the sequence t that render the function True.

```
>>> fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, 44, 65, 109, 174, 283]
>>> list(filter(lambda x: x%2==0, fibonacci))
[0, 2, 8, 44, 174]
>>> list(filter(lambda x: x%2==1, fibonacci))
[1, 1, 3, 5, 13, 21, 65, 109, 283]
```