CS 3110

Lecture 6: Map and Fold

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Spring 2015

Today's music: Selections from the soundtrack to *2001: A Space Odyssey*

Review

Course so far:

- Syntax and semantics of (most of) OCaml

Today:

- No new language features
- New **idioms**:
  - Map, fold, and other higher-order functions

Question #1

How much of PS1 have you finished?

A. None
B. About 25%
C. About 50%
D. About 75%
E. I'm done!!!

Review: higher-order functions

- Functions are values
- Can use them **anywhere** we use values
  - Arguments, results, parts of tuples, bound to variables, carried by datatype constructors or exceptions, …
- *First-class* citizens of language, afforded all the "rights" of any other values
  - Functions can **take** functions as arguments
  - Functions can **return** functions as results

    …functions can be *higher-order*

Review: anonymous functions

(aka *function expressions*)

- **Syntax:**

really

```
fun x -> e
```

```
fun p -> e
```

- **Type checking:**
  - Conclude that **`fun x -> e : t1 -> t2`** if **`e`**:***`t2`*** under assumption ***`x`***:***`t1`***

- **Evaluation:**
  - A function is already a value

Lambda

- In PL, anonymous functions a.k.a. *lambda expressions*
  $\lambda x \,.\, e$
- The lambda means "what follows is an anonymous function"
  - x is its argument
  - e is its body
  - Just like `fun x -> e`, but slightly different syntax
- Standard feature of any functional language (ML, Haskell, Scheme, …)

- You'll see "lambda" show up in many places in PL, e.g.:
  - PHP: http://www.php.net/manual/en/function.create-function.php
  - A popular PL blog: http://lambda-the-ultimate.org/
  - Lambda style: https://www.youtube.com/watch?v=Ci48kqp11F8

Review: currying

Recall: every OCaml function takes exactly one argument

- Can encode *n* arguments with one *n*-tuple
- Or, can write function that takes one argument and returns a function that t

– famo ell

vs.

Haskell B. Curry

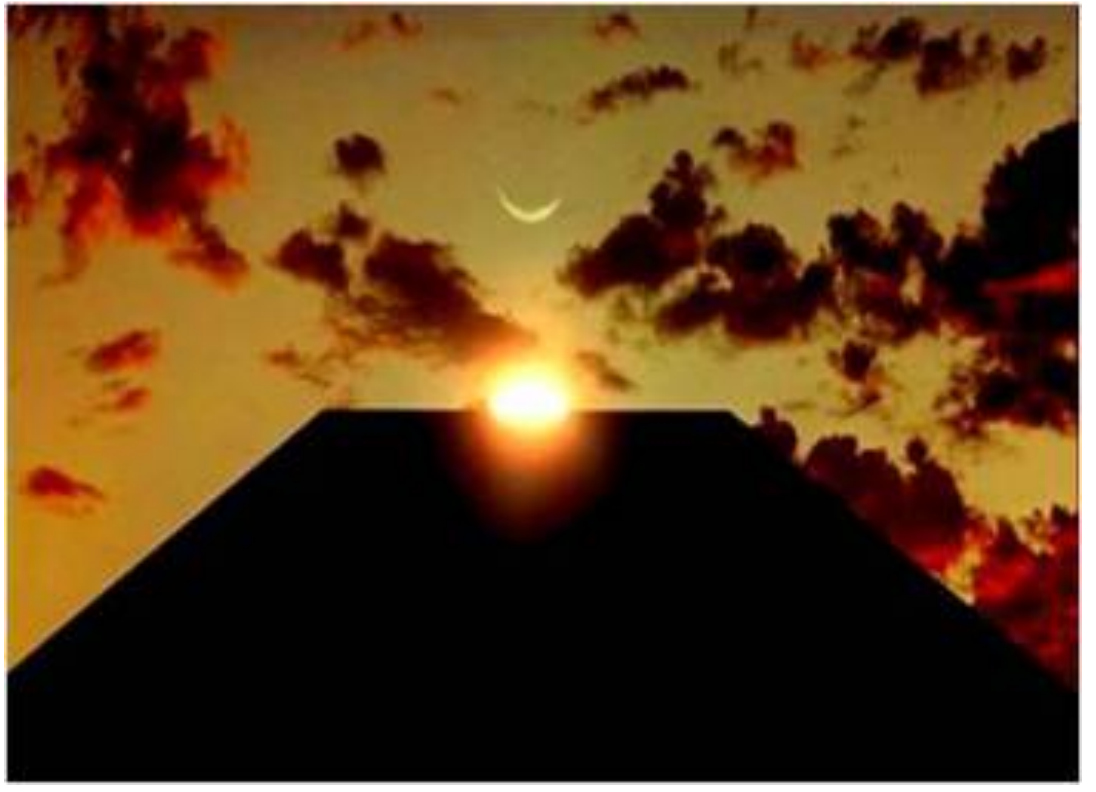
1900-1982

Languages *Haskell* and *Curry* named for him

Curry-Howard isomorphism:

- *Types* are *logical formulas*
- *Programs* are *logical proofs*

```
fun x -> x : 'a -> 'a
```

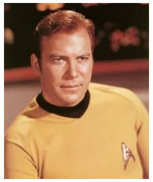
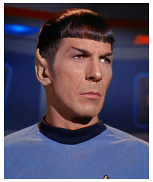


HUGE HIGHER-ORDER FUNCTIONS

Discovery of the monolith:
https://www.youtube.com/watch?v=ML1OZCHixR0

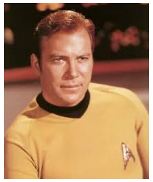
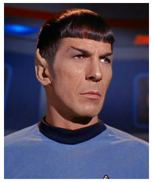
Map

bad style!

`map (fun x -> shirt_color(x)) [`    `]`

`= [gold, blue, red]`

Map

`map shirt_color [`    **`]`**

`= [gold, blue, red]`

how would you implement map?

Map

```
let rec map f xs  =
   match xs with
     [] -> []
   | x::xs' -> (f x)::(map f xs')
```

```
map :  ('a -> 'b) -> 'a list -> 'b list
```

Map is HUGE:

- You use it **all the time** once you know it
- Exists in standard library as **`List.map`**, but the idea can be used in any data structure (trees, stacks, queues…)

Question #2

What is value of lst after this code?

```
let is_even x = (x mod 2 = 0)
let lst = map is_even [1;2;3;4]
```

A. [1;2;3;4]
B. [2;4]
C. [false; true; false; true]
D. false
E. None of the above

Question #2

What is value of lst after this code?

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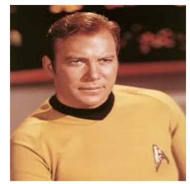
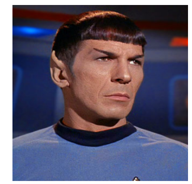
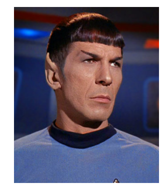
```

A. [1;2;3;4]
B. [2;4]
C. **[false; true; false; true]**
D. false
E. None of the above

Filter

`filter is_vulcan [`    `]`

`= [`  `]`

(er, half vulcan)

how would you implement filter?

Filter

```
let rec filter f xs =
    match xs with
      [] -> []
    | x::xs' -> if f x
                then x::(filter f xs')
                else filter f xs'
```

```
filter :  ('a -> bool) -> 'a list -> 'a list
```

Filter is also HUGE

– In library: **`List.filter`**

Question #3

What is value of lst after this code?

```
let is_even x = (x mod 2 = 0)
let lst = filter is_even [1;2;3;4]
```

A. [1;2;3;4]
B. [2;4]
C. [false; true; false; true]
D. false

Question #3

What is value of lst after this code?

```
let is_even x = (x mod 2 = 0)
let lst = filter is_even [1;2;3;4]
```

A. [1;2;3;4]
B. [2;4]
C. [false; true; false; true]
D. false

Iterators

- Map and filter are *iterators*
  - Not built-in to the language, an **idiom**
- Benefit of iterators: separate recursive traversal from data processing
  - Can reuse same traversal for different data processing
  - Can reuse same data processing for different data structures
  - leads to modular, maintainable, beautiful code!
- So far: iterators that change or omit data
  - what about combining data?
  - e.g., sum all elements of list

Fold v1.0

Idea: *stick an operator between every element of list*

folding **`[1;2;3]`** with **`(+)`**

becomes

`1+2+3`

`-->*`

`6`

Fold v2.0

Idea: *stick an operator between every element of list*
But list could have 1 element, so need an initial value

folding **[1]** with **0** and **(+)**

becomes

0+1

-->*

1

Fold v2.0

Idea: *stick an operator between every element of list*
But list could have 1 element, so need an initial value

folding **`[1;2;3]`** with **0** and **`(+)`**

becomes

0+1+2+3

`-->*`

6

Fold v2.0

Idea: *stick an operator between every element of list*

But list could have 1 element, so need an initial value

Or list could be empty; just return initial value

folding **[ ]** with **0** and **(+)**

becomes

0

Question #4

What should the result of folding `[1;2;3;4]` with `1` and `( * )` be?

A. 1
B. 24
C. 10
D. 0
E. None of the above

Question #4

What should the result of folding `[1;2;3;4]` with `1` and `( * )` be?

A. 1
B. 24
C. 10
D. 0
E. None of the above

Fold v3.0

Idea: *stick an operator between every element of list*
But list could have 1 element, so need an initial value
Or list could be empty; just return initial value

Implementation detail: iterate left-to-right or right-to-left?

folding `[1;2;3]` with **0** and `(+)`

left to right becomes: ((0+1)+2)+3 ...`fold_left`

right to left becomes: 1+(2+(3+0)) ...`fold_right`

Both evaluate to 6; does it matter?

Yes: not all operators are *associative*
e.g. subtraction, division, exponentiation, …

Question #5

Result of **`fold_right`** with input list **`[1;2;3]`**, initial accumulator **`1`** and operator **`(-)`**?

A. -5
B. -1
C. 1
D. Operator has the wrong type
E. None of the above

Question #5

Result of **`fold_right`** with input list **`[1;2;3]`**, initial accumulator **`1`** and operator **`(-)`**?

A. -5
B. -1
C. 1
D. Operator has the wrong type
E. None of the above

Question #6

Result of **`fold_left`** with input list **`[1;2;3]`**, initial accumulator **`1`** and operator **`(-)`**?

A. -5
B. -1
C. 1
D. Operator has the wrong type
E. None of the above

Question #6

Result of **`fold_left`** with input list **`[1;2;3]`**, initial accumulator **`1`** and operator **`(-)`**?

A. -5
B. -1
C. 1
D. Operator has the wrong type
E. None of the above

Fold v4.0

- (+) *accumulated* a result of the same type as list itself
- What about operators that change the type?
  - e.g., **`let cons x xs = x::xs`**
    `cons : 'a -> 'a list -> 'a list`

  folding from the right **`[1;2;3]`** with **`[]`** and **`cons`**

  should produce

  `1::(2::(3::[])) = [1;2;3]`
- So the operator needs to accept
  - the accumulated result so far, and
  - the next element of the input list

  ...which may have different types!

Fold for real

Two versions in OCaml library:

```
List.fold_left
: ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a


List.fold_right
: ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b
```

Fold for real

Two versions in OCaml library:

```
List.fold_left
: ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a

List.fold_right
: ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b
```

Operator

mnemonic: operator takes in accumulator on the (left|right)

Fold for real

Two versions in OCaml library:

```
List.fold_left
: ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a


List.fold_right
: ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b
```

Input list

Fold for real

Two versions in OCaml library:

```
List.fold_left
: ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a

List.fold_right
: ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b
```

Initial value of accumulator

mnemonic: fold takes in accumulator on the (left|right) of the list

Fold for real

Two versions in OCaml library:

```
List.fold_left
: ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a

List.fold_right
: ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b
```

Final value of accumulator

fold_left

```
let rec fold_left f acc xs =
    match xs with
      []      -> acc
    | x::xs’  -> fold_left f (f acc x) xs’
```

Accumulates an answer by

- repeatedly applying **f** to “answer so far”,
- starting with initial value **acc**,
- folding “from the left”

fold_left f acc [a;b;c]

computes

f (f (f acc a) b) c

fold_right

```
let rec fold_right f xs acc =
   match xs with
     []       -> acc
   | x::xs’  -> f x (fold_right f xs’ acc)
```

Accumulates an answer by

- repeatedly applying **f** to “answer so far”,
- starting with initial value **acc**,
- folding “from the right”

fold_right f [a;b;c] acc

computes

f a (f b (f c acc))

Behold the HUGE power of fold

Implement so many other functions with fold!

```
let rev xs = fold_left (fun xs x -> x::xs) [] xs
let length xs = fold_left (fun a _ -> a+1) 0 xs
let map f xs = fold_right
  (fun x a -> (f x)::a) xs []
let filter f xs = fold_right
  (fun x a -> if f x then x::a else a) xs []
```

Beware the efficiency of fold

- Implementation of **`fold_left`** more space efficient than **`fold_right`** for long lists
  - what is "long"? maybe 10,000 elements
- But that doesn't mean that one is strictly better than the other
- More in recitation…

Map-Reduce

- Fold has many synonyms/cousins in various functional languages, including **`scan`** and **`reduce`**
- Google organizes large-scale data-parallel computations with Map-Reduce
  - open source implementation by Apache called Hadoop

"[Google's Map-Reduce] abstraction is inspired by the map and reduce primitives present in Lisp and many other functional languages. We realized that most of our computations involved applying a map operation to each logical record in our input in order to compute a set of intermediate key/value pairs, and then applying a reduce operation to all the values that shared the same key in order to combine the derived data appropriately."
[Dean and Ghemawat, 2008]