



CS 3110

Higher-order Programming

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Fall 2016

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

Review

Previously in 3110:

- Lots of language features: functions, lists, records, tuples, variants, pattern matching

Today:

- No new language features
- New **idioms** and **library functions**:
 - *Map, fold, and other higher-order functions*
- Last 3 minutes of class: presentation from CS student organizations

Review: Functions are values

- Can use them **anywhere** we use values
- Functions can **take** functions as arguments
- Functions can **return** functions as results
 - ...so functions are *higher-order*
- This is not a new language feature; just a consequence of "functions are values"
- But it is a feature with massive consequences

Higher-order functions

```
(* some base functions *)
```

```
let double x = 2*x
```

```
let square x = x*x
```

```
(* apply those functions twice *)
```

```
let quad x = double (double x)
```

```
let fourth x = square (square x)
```

Higher-order functions

```
(* higher order function that  
 * applies f twice to x *)
```

```
let twice f x = f (f x)
```

```
val twice : ('a -> 'a) -> 'a -> 'a
```

Higher-order functions

```
(* higher-order function that  
  * applies f twice to x *)
```

```
let twice f x = f (f x)
```

```
(* define functions using twice *)
```

```
let quad x = twice double x
```

```
let fourth x = twice square x
```



HUGE HIGHER-ORDER FUNCTIONS

Map and fold

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

*"[Google's MapReduce] 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]

Map

bad style!

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



```
]
```

```
= [gold; blue; red]
```

Map

```
map shirt_color [
```



```
]
```

```
= [gold; blue; red]
```

Question

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

Question

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

Map

How to implement?

Let's see some special cases...

- Write a function that adds 1 to every element of a list
- Write a function that concatenates "3110" to every element of a list

Map

```
let rec add1 = function  
  | [] -> []  
  | h::t -> (h+1)::(add1 t)
```

```
let rec concat3110 = function  
  | [] -> []  
  | h::t -> (h^"3110")::(concat3110 t)
```

...notice the common structure

Map

```
let rec add1 = function
| [] -> []
| h::t -> (h+1)::(add1 t)
```

```
let rec concat3110 = function
| [] -> []
| h::t -> (h^"3110")::(concat3110 t)
```

notice the common structure

...same except for the blue part, which says what to do with head

...which is what the function passed to **map** does

Map

```
let rec map f = function
```

```
| [] -> []
```

```
| 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...)

Map

```
let add1 =  
  List.map ( fun x -> x+1 )
```

```
let concat3110 =  
  List.map ( fun s -> s ^ "3110" )
```

Note the separation of concerns:

- `List.map` knows how to traverse the list
- The function passed in knows how to transform each element

Filter

```
filter is_vulcan [
```



```
]
```

```
=
```

```
[
```



```
]
```

(er, half vulcan)

Question

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

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

Filter

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

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

In library: `List.filter`

(library implementation is tail recursive; the one above is not)

Iterators

- **map** and **filter** are *iterators*
 - Not built-in to the language, an idiom
- Benefit of iterators: separate 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?

Combining elements

- Write a function that sums all the elements of a list
- Write a function that concatenates all the elements of a list

Combining elements

```
let rec sum = function  
  | [] -> 0  
  | h::t -> h + (sum t)
```

```
let rec concat = function  
  | [] -> ""  
  | h::t -> h ^ (concat t)
```

notice the common structure

Combining elements

```
let rec sum = function  
  | [] -> 0  
  | h::t -> h + (sum t)
```

```
let rec concat = function  
  | [] -> ""  
  | h::t -> h ^ (concat t)
```

notice the common structure

...same except for the blue part, which gives

- a value to return for empty list
- a function to combine head with result of recursive call on tail

Combining elements

```
let rec combine init op = function  
  | [] -> init  
  | h::t -> op h (combine init op t)
```

```
let sum = combine 0 (+)
```

```
let concat = combine "" (^)
```

combining elements, using `init` and `op`, is the essential idea behind library functions known as `fold`

List.fold_right

```
List.fold_right f [a;b;c] init
```

computes

```
f a (f b (f c init))
```

Accumulates an answer by

- repeatedly applying **f** to an element of list and “answer so far”
- folding in list elements “from the right”

List.fold_right

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

Note: `fold_right` is the same as `combine`
(just with argument order and names changed)

- **acc** instead of **init**
- **f** instead of **op**
- **fold_right** instead of **combine**

List.fold_left

`List.fold_left f init [a;b;c]`

computes

`f (f (f init a) b) c`

Accumulates an answer by

- repeatedly applying `f` to "answer so far" and an element of list
- folding in list elements "from the left"

List.fold_left

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

Note: `fold_left` is a different computation than `fold_right` or `combine`
...what are the differences?

Difference 1: Left vs. right

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

left to right: $((0+1)+2)+3$

right to left: $1+(2+(3+0))$

Both evaluate to 6; does it matter?

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

Difference 2: Tail recursion

Which of these is tail recursive?

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

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

- A. neither
- B. fold_left
- C. fold_right
- D. B and C

Difference 2: Tail recursion

Which of these is tail recursive?

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

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

- A. neither
- B. fold_left**
- C. fold_right
- D. B and C

Difference 3: Types

List.fold_left

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

List.fold_right

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

Can't keep the argument order straight? Me neither.

There is actually a rational design (accumulator is always to left/right of list (element)).

The `ListLabels` module helps.

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 []
```

Upcoming events

- [Sunday] final day to submit A1

This is huge.

THIS IS 3110

Cornell Computer Science Student Organizations

ACSU & WICC & URMC