

# CS 421 Lecture 16

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- ▶ Functional programming
- ▶ Higher-order functions

# History of functional languages

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▶ ~~LISP, APL (1960)~~

- ▶ ML (1976) – Milner, “A theory of type polymorphism in programming”
- ▶ SASL (1976) – lazy evaluation
- ▶ SCHEME (1975) – Guy Steele – dialect of LISP with higher-order functions (“lexical scope”)
- ▶ Standard ML, CAML (1980's)
- ▶ Erlang (1987) – Ericsson
- ▶ Haskell (1990) – lazy evaluation
- ▶ Python, ...

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# Functional languages

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- ▶ Expressions (rather than statements)
  - Absence of side effects
  - “Large values”
- ▶ Dynamic memory allocation
- ▶ Recursion
- ▶ Static type checking with polymorphic types (ML, Haskell)
- ▶ **Higher-order functions**, aka “functions as values” (Scheme, ML, Haskell, Python, ...)
- ▶ Lazy evaluation (Haskell)

# Higher-order functions

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- ▶ Functions are a type of value (“first-class functions”)
  - Define anonymously
  - Pass as arguments
  - Bind to names
  - Assign to variables
  - Return from functions

## Anonymous functions in Ocaml

- ▶ Notation: "fun x -> e" – Ocaml expression whose value is a function.
- ▶ "let f = fun x -> e" is equivalent to "let f x = e"

$(\text{fun } x \rightarrow x+x) \ 4 \ ;$

$\Rightarrow 8$

$(\text{fun } x \rightarrow (\text{fun } y \rightarrow x+y)) \ 3 \ 4$

let f x y = x+y

$(f \ 3) \ 4$

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$\rightarrow \text{let } f = \text{fun } x \rightarrow \text{fun } y \rightarrow x+y$

$\text{let } f = \text{fun } (x, y) \rightarrow x+y$

$\equiv \text{let } f \ (x, y) = x+y$

## Passing functions as arguments

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Higher-order functions in List module:

`map : ( $\alpha \rightarrow \beta$ )  $\rightarrow$   $\alpha$  list  $\rightarrow$   $\beta$  list`

applies a function to each element of a list –

`map f [x1; x2; ... xn] = [f x1; f x2; ... f xn]`

E.g. `let lis = [1; 2; 3; 4]`

`let incr x = x + 1` = *let incr = fun x → x + 1*

`map incr lis => [2; 3; 4; 5]`

or equivalently

`map (fun x → x + 1) lis`

## Passing functions as arguments

`fold_right f [x1; x2; ... xn] z`

`= f x1 (f x2 (... (f xn z) ...))`

`fold_right : (α → β → β) → (α list) → β → β`

`fold_right (fun x y → x+y) [1; 2; 3; 4] 0 => 10`

`(+) 1 (f-r (+) [2; 3; 4] 0)`

`=.. = (+) 1 ((+) 2 ((+) 3 ((+) 4 0))))`

(Note: can use “(+)” for function argument.)

## Passing functions as arguments (::)

13 [1, 2, 3, 4]

```
fold_right (fun x -> fun y -> x :: y) lis []  
=> lis
```

```
fold_right (fun x -> fun y -> x :: y) lis lis  
=> lis @ lis
```

```
fold_right  
(fun x -> fun y -> (x + (hd y)) :: y) lis [0]  
[1;2;3;4] => [10;9;7;4;0]
```

```
fold_right  
(fun x -> fun (y::ys) -> (x + y) :: ys) lis [0]  
map f lis = fold_right (fun x y -> f x :: y) lis []
```

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(::) 1 ( (::) 2 ( -- ( (::) 4 [ ] ) . - )  
map is a special case of fold\_right



## Passing functions as arguments

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- ▶ Define `f`, `z` such that `fold_right f lis z =` the pair of lists `(l1, l2)` where `l1` contains the elements of `lis` that are `< 0`, and `l2` contains the rest

```
f = fun x ->
  fun (l1, l2) ->
    if x < 0
    then (x::l1, l2)
    else (l1, x::l2)
```

## Passing functions as arguments

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`fold_left` :  $(\alpha \rightarrow \beta \rightarrow \alpha) \rightarrow \alpha \rightarrow \beta \text{ list} \rightarrow \alpha$

`fold_left`  $f$   $[x_1; x_2; \dots; x_n]$   $z$   
=  $f$   $f(\dots(f z x_1) x_2) \dots) x_n$

`fold_left`  $(+)$  `lis`  $0$   $\Rightarrow$  `sum of lis`

Define  $\text{mapPlusOne } [x_1; x_2; \dots] = [x_1+1; x_2+1; \dots]$

let rec  $\text{mapPlusOne } lis =$

if  $lis = []$  then  $[]$

else  $(\text{hd } lis) + 1 :: \text{mapPlusOne } (\text{tl } lis)$

let rec  $\text{map } \overset{f}{\text{plusOne}} lis =$

if  $lis = []$  then  $[]$

else  $\overset{f}{\text{plusOne}} (\text{hd } lis) :: \text{map } \overset{f}{\text{plusOne}} (\text{tl } lis)$

## Defining higher-order functions

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```
let rec map f lis =  
  if lis = [] then []  
  else f (hd lis)::map f (tl lis)
```

```
let rec fold_right f lis z =  
  if lis = [] then z  
  else f (hd lis)  
    (fold_right f (tl lis) z)
```

map incr lis  
map (fun x → x \* x) lis

$\text{map} : (\alpha \rightarrow \beta) \rightarrow \alpha \text{ list} \rightarrow \beta \text{ list}$

let  $\text{mapIncr} = \text{map incr};;$   
int list  $\rightarrow$  int list

mapIncr [ ]

map incr [ ]

# Understanding higher-order functions

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Two approaches: Substitution, or environment/closure model

Consider: `let add1 = map (fun x -> x+1)`

Returns: `fun lis -> if lis = [] then []  
          else f (hd lis)::map f (tl lis)`

But this has “f” as a free variable.

Question: when `add1` is applied, where does the value of `f` come from?

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# Substitution model

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Replace free variable with its value:

```
map (fun x -> x+1)
= fun lis -> if lis = [] then []
  else (fun x -> x+1) (hd lis)::map (fun x -> x+1) (tl lis)
```

(Note: no free variables any more.)

## Environment/closure model

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Put free variables in a data structure called an *environment*:

$\{f \rightarrow \text{fun } x \rightarrow x+1\}$

Keep expression and environment together in a pair:

$(\text{fun } lis \rightarrow \text{if } lis = [] \text{ then } []$   
     $\text{else } f \text{ (hd } lis)::\text{map } f \text{ (tl } lis), \{f \rightarrow \text{fun } x \rightarrow x+1\})$

This pair is called a *closure*.

After applying `map` to the function, the value is always kept in the form of the closure, never as just the expression.



# Evaluating expressions in OCaml

Two approaches: substitution model  
environment model

## Substitution

Eval. constant  $n \Rightarrow n$   
constant  $[n_1; n_2; n_3] \Rightarrow [n_1; n_2; n_3]$

$e_1 + e_2$  : (1)  $e_1 \Rightarrow n_1$   
(2)  $e_2 \Rightarrow n_2$

if  $e_1$  then  $e_2$  else  $e_3$  : (1)  $e_1 \Rightarrow t$   
(2) if  $t = \text{true}$ , eval  $e_2 \Rightarrow v$   
      aw. eval  $e_3 \Rightarrow v$

let  $f = e_1$  in  $e_2$  : (3)  $\Rightarrow v$   
 $\equiv (\text{fun } f \rightarrow e_2) e_1$

$\text{fun } x \rightarrow e$  : return  $\text{fun } x \rightarrow e$

$e_1, e_2$  : (1)  $e_1 \Rightarrow \text{fun } x \rightarrow e$

(2)  $e_2 \Rightarrow v$

(3) subst.  $v$  for  $x$  in  $e \Rightarrow v'$

$v'$