

# CS 421 Lecture 17 – Higher-order functions

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- ▶ Using `fold_right`
- ▶ Expression evaluation via substitution
- ▶ Short examples
- ▶ Combinator-style programming

## **fold\_right**

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$$\begin{aligned}\text{fold\_right } f \ [x_1; x_2; \dots; x_n] \ z \\ = f \ x_1 \ (f \ x_2 \ (\dots (f \ x_n \ z) \dots))\end{aligned}$$

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

**Use fold\_right to remove all negative elements from a list:**

fold\_right \_\_\_\_\_ lis \_\_\_\_\_

# Defining higher-order functions

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

# Evaluation of expressions

Use substitution model: *in function calls, substitute actual parameter for formal parameter in body of function.*

- Details on following slides:
  - Expressions: constants, function definitions ( $\text{fun } x \rightarrow e$ ), application of built-in functions, if, application of user-defined functions
  - let expressions syntactic sugar for function application; top-level definitions implicitly in let
  - Will handle recursive functions after break; also will discuss closure model after break
  - Key feature of substitution model: never evaluate expressions that have “free” variables; e.g. when evaluating  $e_1 + e_2$ ,  $e_1$  and  $e_2$  will consist solely of constants; when evaluating  $\text{fun } x \rightarrow e$ , the only “free” variable in  $e$  is  $x$ .

# Evaluation of expressions

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Evaluate expression:

- Constant n (int, bool, string, list, ..)  $\Rightarrow$  n
- Abstraction fun  $x \rightarrow e$
- Application of built-in operator:  $e_1 + e_2$
- if  $e_1$  then  $e_2$  else  $e_3$

## Evaluation of expressions (cont.)

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- Application of user-defined function: `e1 e2`

## Example of evaluation

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(fun x -> fun y -> x+y) 1 2

## Example of evaluation

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(fun x -> fun y -> x y) (fun y -> y 4) (fun z -> z+1)

## Short examples - Currying

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- Can define two-argument functions in two ways:
  - Curried: let  $f x y = \dots x \dots y \dots$   
(or, let  $f = \text{fun } x y \rightarrow \dots x \dots y \dots$   
or, let  $f = \text{fun } x \rightarrow \text{fun } y \rightarrow \dots x \dots y \dots$ )
  - Uncurried: let  $f (x,y) = \dots x \dots y \dots$   
(or, let  $f = \text{fun } (x,y) \rightarrow \dots x \dots y \dots$   
or, let  $f = \text{fun } p \rightarrow \dots (\text{fst } p) \dots (\text{snd } p) \dots$ )

Sometimes want to use the “same” function both ways...

## Short examples - Currying

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- Can use higher-order function to turn curried function to uncurried form, and vice versa

## Short examples – reversing arguments

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Given  $f: \alpha \rightarrow \beta \rightarrow \gamma$ , produce  $f_R: \beta \rightarrow \alpha \rightarrow \gamma$ , s.t.

$$f_R \times y = f \ y \ x$$

## Short examples – applying function twice

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Given  $f: \alpha \rightarrow \alpha \rightarrow \alpha$ , want  $ff: \alpha \rightarrow \alpha \rightarrow \alpha$  such that  
 $ff x = f(f x)$

## Combinator-style programming

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Can write complex programs by defining a library of higher-order functions and applying them to one another (and to first-order or built-in functions).

Advantage: easy of creating programs – programs are just expressions

Example: build a parser by writing “parser combinators”.

# Parser combinators

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Define a parser to be a function from token list  $\rightarrow$  (token list) option.

Idea is to define functions that build parsers, rather than building parsers “by hand.”

E.g. Parser to recognize a single token:

```
let token s = fun cl -> if cl=[] then None  
                         else if s=hd cl then Some (tl cl)  
                         else None;;  
  
let parsex = token 'x';;  
parsex ['x'];;  
parsex['a'];;
```

# Parser combinators

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“Combinators” to combine parsers into larger parsers:

```
let (++) p q = fun cl -> match p cl with None -> None  
| Some cl' -> q cl';;
```

```
let parsexy = token 'x' ++ token 'y'  
parsexy ['x', 'y']  
parsexy ['x', 'z']
```

```
let (||) p q = fun cl -> match p cl with None -> q cl  
| Some cl' -> Some cl';;
```

```
let parsexyorz = parsexy || token 'z'  
parsexyorz ['x', 'y']  
parsexyorz ['z']
```

# Parser combinators

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Put this together to define parser for grammar:

```
A -> aB | b  
B -> cB | A
```

```
let rec parseA cl = ((token 'a' ++ parseB) || token 'b') cl  
and parseB cl = ((token 'c' ++ parseB) || parseA) cl;;
```

```
parseA ['a';'c';'c';'a';'b']
```