## **Review: higher-order functions**

- Functions are values
- Can use them **anywhere** we use values
  - Arguments, results, parts of tuples, bound to variables...
- Functions can **take** functions as arguments
- Functions can **return** functions as results

### **Review: anonymous functions**

(aka function expressions)

- Syntax: fun x -> 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

- Anonymous functions a.k.a. *lambda expressions*:  $\lambda x \cdot e$
- 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: <u>http://www.php.net/manual/en/function.create-function.php</u>
  - A popular PL blog: <u>http://lambda-the-ultimate.org/</u>
  - Lambda style: <u>https://www.youtube.com/watch?v=Ci48kqp11F8</u>

### Мар

# let rec map f = function | [] -> [] | x::xs -> (f x)::(map f xs)

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...)



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



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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
```

val filter : ('a -> bool) -> 'a list -> 'a list = <fun>



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



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



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



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

### **Question #4**

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

- A. 1
- B. 24
- C. 10
- D. 0



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

- A. 1
- **B.** 24
- C. 10
- D. 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)+3right to left becomes: 1+(2+(3+0))Both evaluate to 6; does it matter?

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

## Fold v4.0

- (+) accumulated a result of the same type as list itself
- What about operators that change the type?
  - - $\mathbf{I} \cdot \cdot (\mathbf{Z} \cdot \cdot (\mathbf{J} \cdot \cdot \mathbf{L})) = \mathbf{I}$
- So the operator needs to accept
  - the accumulated result so far, and
  - the next element of the list

...which may have different types!

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

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

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

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

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**

- fold\_left is tail recursive, fold\_right is not
- **fold\_right** might make it easier to express computation (e.g., **map**)
- Rule of thumb: for lists with > 10,000 elements, use tail recursion

### MapReduce

- 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]