## 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 $e: t 2$ under assumption $x:$ t1
- Evaluation:
- A function is already a value


## Lambda

- Anonymous functions a.k.a. lambda expressions: $\lambda \mathrm{x}$. 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


## Map

let rec map $f=$ function
| [] -> []
$x:: x s->(f x)::(m a p ~ f x s)$
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

What is value of Ist after this code?

$$
\begin{aligned}
& \text { let is_even } x=(x \bmod 2=0) \\
& \text { let lst }=\text { map is_even }[1 ; 2 ; 3 ; 4]
\end{aligned}
$$

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

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& \text { let is_even } x=(x \bmod 2=0) \\
& \text { let lst }=\text { filter is_even }[1 ; 2 ; 3 ; 4]
\end{aligned}
$$

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

## Filter

$$
\begin{aligned}
& \text { let rec filter } \mathrm{f}=\text { function } \\
& \qquad \begin{array}{l}
\mid \text { [] -> [] } \mathrm{x}: \text { :xs }->\text { if } \mathrm{f} x \\
\\
\quad \text { then } \mathrm{x}: \text { :(filter } \mathrm{fxs}) \\
\quad \text { else filter } \mathrm{fxs}
\end{array}
\end{aligned}
$$

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

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A. $[1 ; 2 ; 3 ; 4]$
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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 $\mathbf{0}$ 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 $\mathbf{0}$ 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 $\mathbf{0}$ 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

## Question \#4

What should the result of folding [1;2;3;4] with 1 and ( * ) be?
A. 1
B. 24
C. 10
D. 0

## 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 $\mathbf{0}$ and (+)
left to right becomes: $((0+1)+2)+3$
right 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?
- e.g., : : has type 'a -> 'a list -> 'a list folding from the right $[1 ; 2 ; 3$ ] with [] and : :

$$
\begin{gathered}
\text { should produce } \\
1::(2::(3::[]))=[1 ; 2 ; 3]
\end{gathered}
$$

- So the operator needs to accept
- the accumulated result so far, and
- the next element of the 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

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## 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 $\mathbf{f}$ to "answer so far",
- starting with initial value acc,
- folding "from the left"
fold_left $f$ acc [a;b;c]
computes
$\mathbf{f ( f ( f a c c} \mathbf{a}) \mathbf{b}) \mathbf{c}$


## 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 $\mathbf{f}$ to "answer so far",
- starting with initial value acc,
- folding "from the right"
fold_right f [a;b;c] acc
computes
$f \mathbf{a}(f)(f \quad c a c c))$


## 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]

