

Functional Programming 2: First-Class Functions

CS 350

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Higher Order Functions

Functions on Functions

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 - Threads

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- Examples:
 - Callbacks
 - Give a GUI element the function to run when clicked
 - Threads
 - Give the function for each thread to compute

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- Type $(T_1 \ T_2 \ \dots \ T_n \ \rightarrow \ S)$

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 - The type of functions that:
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 - produces a result of type S
- Functions can be defined, where their arguments *are function types!*

Example: Repeatedly apply a function

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```
(define (applyNTimes [f : (Number -> Number)]  
          [x : Number]  
          [nTimes : Number]) : Number  
  (if (<= nTimes 0)  
      x  
      (applyNTimes f (f x) (- nTimes 1))))
```

- Takes 3 arguments

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- Takes 3 arguments
 - A function from Number to Number
 - A number
 - A number
- Returns a number
- In the body:
 - Calls the parameter *f* as a function on *x*


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(define (timesTen x) (* 10 x))  
  
(applyNTimes add1 3 5)  
(applyNTimes timesTen 3 5)
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```

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(applyNTimes add1 3 5)  
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```

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 - (f (f (f (f (f 3)))))

Example: apply an operation to each number in a list

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```
(define (mapNum [f : (Number -> Number)]
            [xs : (Listof Number)]) : (Listof Number)
  (type-case (Listof Number) xs
    [empty empty]
    [(cons x rest)
     (cons (f x) (mapNum f rest))]))
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```

- Takes a function from Numbers to Numbers, and a list of numbers
- Applies f to each element of the list
 - Apply f to everything in the empty list
 - Produces empty list
 - Apply f to each in $(\text{cons } x \text{ rest})$
 - Apply f to x , recursively apply f to everything in rest
 - Combine the results with cons


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(define (timesTen x) (* 10 x))  
(mapNum add1 '(1 2 3 4))  
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```
'(2 3 4 5)  
'(10 20 30 40)
```


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- What if we want to make a small little function that we use only once?
- What if we want to make a function dynamically?

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- Creates a function with argument `x` that returns `body`
- `x` may occur in `body`
- Is an expression, not a declaration
 - Can occur anywhere else

Lambda variations

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```
;; Type annotation  
(lambda ([x : Number]) : Number  
  (+ x 1))  
  
;; Multiple arguments  
(lambda (x y) (+ x (+ x y)))  
  
;; Multiple type annotations  
(lambda ([x : Number]  
  [y : Number]) (+ x (+ x y)))  
  
;; Unicode Greek lambda  
;; In Dr. Racket: either cmd-\ or ctrl-\ depending on os  
(λ (x) (+ x x))
```

Example

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```
(define (timesTen x) (* 10 x))  
(mapNum timesTen '(1 2 3 4))  
(mapNum (lambda (x) (* x 10)) '(1 2 3 4))
```

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(mapNum timesTen '(1 2 3 4))  
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Define as sugar

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- Defining functions is *syntactic sugar* for lambda in Plait

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```
(define (addNToEach [numToAdd : Number]
                  [xs : (Listof Number)]) : (Listof Number)
  (mapNum (lambda (x) (+ x numToAdd)) xs))
(addNToEach 3 '(1 2 3 4))
```

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'(4 5 6 7)
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- The lambda **captures** the variable numToAdd

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```

```
'(4 5 6 7)
```

- The lambda **captures** the variable numToAdd
- Dynamically creates the function that adds its argument to whatever numToAdd is

Polymorphic Functions

- Higher-order functions are even more powerful when combined with type variables

```
Higher-order fun (define (sort [xs : (Listof  
Number)]) : (Listof Number))
```

Polymorphic Functions

- Higher-order functions are even more powerful when combined with type variables
- Allows us to say “This works on any type, as long as that type supports this kind of operation”

```
Higher-order fun (define (sort [xs : (Listof  
Number)]) : (Listof Number))
```

Example: Sorting

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```
(define (sortNumbers [xs : (Listof Number)]) : (Listof Number)  
  ....)
```

```
(define (sort [xs : (Listof Number)]) : (Listof Number)  
  ....)
```