Functional Programming

Substitution Model, Higher-Order Programming

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25 April 2013

Substitution Model

Substitution Model

The Substitution Model

- Already mentioned
- One of two models for evaluating expressions in Scheme
- Suitable for a very large portion of Scheme

How it works

To evaluate an expression E, continuously apply rewrite rules starting with E. Each rule substitutes an expression with a new one. This process continues until no rule is applicable.

The Substitution Model

- Rewrite rules only
 - · values for identifiers
 - calculate expressions
 - ...
- Symbolic computation
- No separate data structures, no side effects

Substitution: Lambda

λ-calculus

```
(\lambda x \cdot (x+1))2
\rightarrow (\lambda x \cdot (x+1))[2/x]
\rightarrow 2+1
\rightarrow 3
```

Scheme

```
((lambda (x) (+ x 1)) 2)

\rightarrow (+ x 1): [2/x]

\rightarrow (+ 2 1)

\rightarrow 3
```

Substitution: Let

syntax

```
 \begin{array}{c} (\text{let } ((\langle \text{variable}_1 \rangle \, \langle \text{expression}_1 \rangle) \, \dots) \\ \langle \text{body} \rangle) \\ \\ \text{\textbf{Substitution}} \\ ((\text{lambda } (\langle \text{variable}_1 \rangle \, \dots) \\ \langle \text{body} \rangle) \\ \langle \text{expression}_1 \rangle \, \dots) \\ \end{array}
```

let is not a primitive. It can be defined in terms of lambda

Example: let

```
(let ((x 1)
(y 2)
(z 3))
(< x y z))
```

- \rightarrow ((lambda (x y z) (< x y z)) 1 2 3)
- \rightarrow (< x y z): [1,2,3/x,y,z]
- \rightarrow (< 1 2 3)
- \rightarrow #t

Substitution: Let*

syntax

```
(let* ((\langle \text{variable}_1 \rangle \langle \text{expression}_1 \rangle)...) \langle \text{body} \rangle)
```

substitution

```
(let ((\langle \text{variable}_1 \rangle \langle \text{expression}_1 \rangle))
(let* ((\langle \text{variable}_2 \rangle \langle \text{expression}_2 \rangle)...)
\langle \text{body} \rangle))
```

• let* is rewritten as let

Example: let*

```
(let* ((x 1) (y (+ x x)))
      (+ x y))
\rightarrow (let ((x 1))
      (let* ((y (+ x x)))
         (+ x y)
\rightarrow ((lambda (x)
       (let* ((y (+ x x))) (+ x y)))
     1)
\rightarrow (let* ((y (+ x x))) (+ x y)): [1/x]
\rightarrow (let* ((y (+ 1 1))) (+ 1 y))
\rightarrow ((lambda (y) (+ 1 y)) (+ 1 1)) let* + let rewrites
\rightarrow ((lambda (y) (+ 1 y)) 2)
\rightarrow ((lambda (y) (+ 1 y)) 2): [2/y]
\rightarrow (+ 1 2)
\rightarrow 3
```

The letrec expression

syntax

```
(letrec ((\langle variable_1 \rangle \langle expression_1 \rangle)...) \langle body \rangle)
```

The letrec expression

syntax

```
(letrec ((\langle variable_1 \rangle \langle expression_1 \rangle)...) \langle body \rangle)
```

- Used for recursive definitions
- Every $\langle \operatorname{expression}_i \rangle$ may use every $\langle \operatorname{variable}_i \rangle$
- But every expression must be evaluated without use of the values of the \(\forall variable_i \rangle\)
 - Usually done by having all references to (variable;)in (expression;) inside lambdas.
- Can be defined in substitution model (but we will not go into it)

Factorials Again

Traditional Recursion

```
(fact 4)
\rightarrow ((lambda (n) (if (= n 1))
      1 (* n (fact (-n 1))) 4) : [4/n]
\rightarrow (if (= 4 1) 1 (* n (fact (- 4 1)))) 4)
\rightarrow (* 4 (fact (- 4 1)))
\rightarrow (* 4 (fact 3))
\rightarrow (* 4 (* 3 (fact 2)))
\rightarrow (* 4 (* 3 (* 2 (fact 1))))
\rightarrow (* 4 (* 3 (* 2 1)))
\rightarrow 24
```

Factorials Again

Tail Recursion

```
(fact-tl 4)

→ (fact-tl 4 1)

→ (if (= n 1) r (fact-tl (- n 1) (* r n))): [4,1/n,r]

→ (if (= 4 1) r (fact-tl (- 4 1) (* 1 4)))

→ (fact-tl (- 4 1) (* 1 4))

→ (fact-tl 3 4)

→ (fact-tl 2 12)

→ 24
```

Limitations of Substitution Model

- Does not cover entire language
- Some substitutions (letrec) hard to comprehend
- Some constructs are problematic: define, set!
- IO also cannot be expressed
- SICP section 1.1.5

Substitution Model

- Treat procedures as any other data type
 - Create when needed
 - Use as parameters
 - Return as values
 - Manipulate procedures
- A defining characteristic of functional programming
- More general approach
- Enable reuse
- Promote abstraction

Advantages

- Abstraction is a core skill of successful Software Engineers
- Reason about code (and algorithms) at a higher level
- Once understood, very powerful and expressive
- Not just theoretical
 - Available in Python, Ruby, Scala...
- "Write beautiful, elegant code."

Examples

- Already saw map
- Another classical example: fold
 - "folds" a list with an operator
 - (fold + 0 '(1 2 3)) $\rightarrow \ldots \rightarrow 6$
 - (define sum (lambda (l) (fold + 0 l)))
 - Implement it!