

# A Third Look At ML

# Outline

- More pattern matching
- Function values and anonymous functions
- Higher-order functions and currying
- Predefined higher-order functions

# More Pattern-Matching

- Last time we saw pattern-matching in function definitions:

```
- fun f 0 = "zero"  
  |    f _ = "non-zero";
```

- Pattern-matching occurs in several other kinds of ML expressions:

```
- case n of  
    0 => "zero" |  
    _ => "non-zero";
```

# Match Syntax

- A *rule* is a piece of ML syntax that looks like this:

$$\langle rule \rangle ::= \langle pattern \rangle \Rightarrow \langle expression \rangle$$

- A *match* consists of one or more rules separated by a vertical bar, like this:

$$\langle match \rangle ::= \langle rule \rangle \mid \langle rule \rangle \mid \langle match \rangle$$

- Each rule in a match must have the same type of expression on the right-hand side
- A match is not an expression by itself, but forms a part of several kinds of ML expressions

# Case Expressions

```
- case 1+1 of
=   3 => "three" |
=   2 => "two"  |
=   _ => "hmm" ;
val it = "two" : string
```

- The syntax is

*<case-expr> ::= case <expression> of <match>*

- This is a very powerful case construct—unlike many languages, it does more than just compare with constants

# Example

```
case x of
  _ :: _ :: c :: _ => c |
  _ :: b :: _      => b |
  a :: _           => a |
  nil              => 0
```

The value of this expression is the third element of the list **x**, if it has at least three, or the second element if **x** has only two, or the first element if **x** has only one, or 0 if **x** is empty.

# Generalizes **if**

```
if  $exp_1$  then  $exp_2$  else  $exp_3$ 
```

```
case  $exp_1$  of  
  true  $\Rightarrow$   $exp_2$  |  
  false  $\Rightarrow$   $exp_3$ 
```

- The two expressions above are equivalent
- So **if-then-else** is really just a special case of **case**

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# Predefined Functions

- When an ML language system starts, there are many predefined variables
- Some are bound to functions:

```
- ord;  
val it = fn : char -> int  
- ~;  
val it = fn : int -> int
```

# Defining Functions

- We have seen the **fun** notation for defining new named functions
- You can also define new names for old functions, using **val** just as for other kinds of values:

```
- val x = ~;  
val x = fn : int -> int  
- x 3;  
val it = ~3 : int
```

# Function Values

- Functions in ML *do not have names*
- Just like other kinds of values, function values may be given one or more names by binding them to variables
- The **fun** syntax does two separate things:
  - Creates a new function value
  - Binds that function value to a name

# Anonymous Functions

## ■ Named function:

```
- fun f x = x + 2;  
val f = fn : int -> int  
- f 1;  
val it = 3 : int
```

## ■ Anonymous function:

```
- fn x => x + 2;  
val it = fn : int -> int  
- (fn x => x + 2) 1;  
val it = 3 : int
```

# The **fn** Syntax

- Another use of the match syntax
$$\langle \textit{fun-expr} \rangle ::= \mathbf{fn} \langle \textit{match} \rangle$$
- Using **fn**, we get an expression whose value is an (anonymous) function
- We can define what **fun** does in terms of **val** and **fn**
- These two definitions have the same effect:
  - **fun f x = x + 2**
  - **val f = fn x => x + 2**

# Using Anonymous Functions

- One simple application: when you need a small function in just one place

- Without **fn**:

```
- fun intBefore (a,b) = a < b;  
val intBefore = fn : int * int -> bool  
- quicksort ([1,4,3,2,5], intBefore);  
val it = [1,2,3,4,5] : int list
```

- With **fn**:

```
- quicksort ([1,4,3,2,5], fn (a,b) => a<b);  
val it = [1,2,3,4,5] : int list  
- quicksort ([1,4,3,2,5], fn (a,b) => a>b);  
val it = [5,4,3,2,1] : int list
```

# The **op** keyword

```
- op *;  
val it = fn : int * int -> int  
- quicksort ([1,4,3,2,5], op <);  
val it = [1,2,3,4,5] : int list
```

- Binary operators are special functions
- Sometimes you want to treat them like plain functions: to pass **<**, for example, as an argument of type **int \* int -> bool**
- The keyword **op** before an operator gives you the underlying function

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# Higher-order Functions

- Every function has an *order*:
  - A function that does not take any functions as parameters, and does not return a function value, has *order 1*
  - A function that takes a function as a parameter or returns a function value has *order  $n+1$* , where  $n$  is the order of its highest-order parameter or returned value
- The **quicksort** we just saw is a second-order function

# Practice

What is the order of functions with each of the following ML types?

```
int * int -> bool
int list * (int * int -> bool) -> int list
int -> int -> int
(int -> int) * (int -> int) -> (int -> int)
int -> bool -> real -> string
```

What can you say about the order of a function with this type?

```
('a -> 'b) * ('c -> 'a) -> 'c -> 'b
```

# Currying

- We've seen how to get two parameters into a function by passing a 2-tuple:

```
fun f (a,b) = a + b;
```

- Another way is to write a function that takes the first argument, and returns another function that takes the second argument:

```
fun g a = fn b => a+b;
```

- The general name for this is *currying*

# Curried Addition

```
- fun f (a,b) = a+b;  
val f = fn : int * int -> int  
- fun g a = fn b => a+b;  
val g = fn : int -> int -> int  
- f(2,3);  
val it = 5 : int  
- g 2 3;  
val it = 5 : int
```

- Remember that function application is left-associative
- So `g 2 3` means `((g 2) 3)`

# Advantages

- No tuples: we get to write `g 2 3` instead of `f(2,3)`
- But the real advantage: we get to specialize functions for particular initial parameters

```
- val add2 = g 2;  
val add2 = fn : int -> int  
- add2 3;  
val it = 5 : int  
- add2 10;  
val it = 12 : int
```

# Advantages: Example

- Like the previous **quicksort**
- But now, the comparison function is a first, curried parameter

```
- quicksort (op <) [1,4,3,2,5];  
val it = [1,2,3,4,5] : int list  
- val sortBackward = quicksort (op >);  
val sortBackward = fn : int list -> int list  
- sortBackward [1,4,3,2,5];  
val it = [5,4,3,2,1] : int list
```

# Multiple Curried Parameters

- Currying generalizes to any number of parameters

```
- fun f (a,b,c) = a+b+c;  
val f = fn : int * int * int -> int  
- fun g a = fn b => fn c => a+b+c;  
val g = fn : int -> int -> int -> int  
- f (1,2,3);  
val it = 6 : int  
- g 1 2 3;  
val it = 6 : int
```

# Notation For Currying

- There is a much simpler notation for currying (on the next slide)
- The long notation we have used so far makes the little intermediate anonymous functions explicit

```
fun g a = fn b => fn c => a+b+c;
```

- But as long as you understand how it works, the simpler notation is much easier to read and write



# Easier Notation for Currying

- Instead of writing:

```
fun f a = fn b => a+b;
```

- We can just write:

```
fun f a b = a+b;
```

- This generalizes for any number of curried arguments

```
- fun f a b c d = a+b+c+d;  
val f = fn : int -> int -> int -> int -> int
```

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# Predefined Higher-Order Functions

- We will use three important predefined higher-order functions:
  - `map`
  - `foldr`
  - `foldl`
- Actually, `foldr` and `foldl` are very similar, as you might guess from the names

# The **map** Function

- Used to apply a function to every element of a list, and collect a list of results

```
- map ~ [1,2,3,4];  
val it = [~1,~2,~3,~4] : int list  
- map (fn x => x+1) [1,2,3,4];  
val it = [2,3,4,5] : int list  
- map (fn x => x mod 2 = 0) [1,2,3,4];  
val it = [false,true,false,true] : bool list  
- map (op +) [(1,2), (3,4), (5,6)];  
val it = [3,7,11] : int list
```

# The **map** Function Is Curried

```
- map;  
val it = fn : ('a -> 'b) -> 'a list -> 'b list  
- val f = map (op +);  
val f = fn : (int * int) list -> int list  
- f [(1,2), (3,4)];  
val it = [3,7] : int list
```

# The **foldr** Function

- Used to combine all the elements of a list
- For example, to add up all the elements of a list **x**, we could write **foldr (op +) 0 x**
- It takes a function  $f$ , a starting value  $c$ , and a list  $x = [x_1, \dots, x_n]$  and computes:

$$f(x_1, f(x_2, \dots f(x_{n-1}, f(x_n, c)) \dots))$$

- So **foldr (op +) 0 [1,2,3,4]** evaluates as  $1+(2+(3+(4+0)))=10$

# Examples

```
- foldr (op +) 0 [1,2,3,4];  
val it = 10 : int  
- foldr (op * ) 1 [1,2,3,4];  
val it = 24 : int  
- foldr (op ^) "" ["abc","def","ghi"];  
val it = "abcdefghi" : string  
- foldr (op ::) [5] [1,2,3,4];  
val it = [1,2,3,4,5] : int list
```

# The **foldr** Function Is Curried

```
- foldr;  
val it = fn : ('a * 'b -> 'b) -> 'b -> 'a list -> 'b  
- foldr (op +);  
val it = fn : int -> int list -> int  
- foldr (op +) 0;  
val it = fn : int list -> int  
- val addup = foldr (op +) 0;  
val addup = fn : int list -> int  
- addup [1,2,3,4,5];  
val it = 15 : int
```



# The `foldl` Function

- Used to combine all the elements of a list
- Same results as **`foldr`** in some cases

```
- foldl (op +) 0 [1,2,3,4];  
val it = 10 : int  
- foldl (op * ) 1 [1,2,3,4];  
val it = 24 : int
```

# The **foldl** Function

- To add up all the elements of a list **x**, we could write **foldl (op +) 0 x**
- It takes a function  $f$ , a starting value  $c$ , and a list  $x = [x_1, \dots, x_n]$  and computes:

$$f(x_n, f(x_{n-1}, \dots f(x_2, f(x_1, c)) \dots))$$

- So **foldl (op +) 0 [1,2,3,4]** evaluates as  $4+(3+(2+(1+0)))=10$
- Remember, **foldr** did  $1+(2+(3+(4+0)))=10$

# The **foldl** Function

- **foldl** starts at the **left**, **foldr** starts at the **right**
- Difference does not matter when the function is associative and commutative, like **+** and **\***
- For other operations, it does matter

```
- foldr (op ^) "" ["abc","def","ghi"] ;  
val it = "abcdefghi" : string  
- foldl (op ^) "" ["abc","def","ghi"] ;  
val it = "ghidefabcd" : string  
- foldr (op -) 0 [1,2,3,4] ;  
val it = ~2 : int  
- foldl (op -) 0 [1,2,3,4] ;  
val it = 2 : int
```