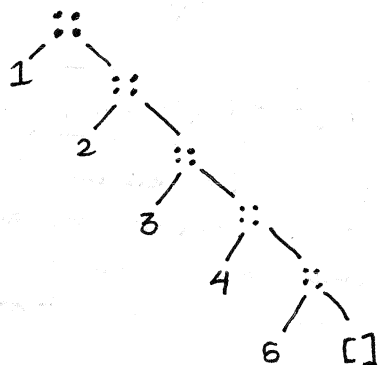


* ~~Fold-left~~ List structure:

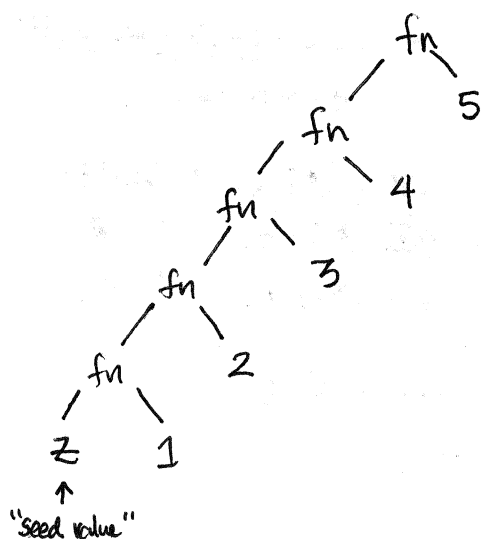
- everything can be reduced to a set of cons onto the empty list:

$[1; 2; 3; 4; 5] \rightarrow 1::2::3::4::5::[]$

This can be represented in tree form \Rightarrow

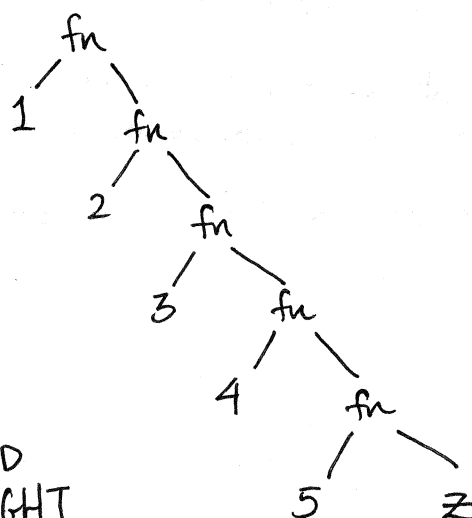


This helps us visualize the next 2 functions, fold-left and fold-right:



FOLD
LEFT

$('a \rightarrow 'b \rightarrow 'a) \rightarrow 'a \rightarrow 'b \text{ list} \rightarrow 'a$



FOLD
RIGHT

$('a \rightarrow 'b \rightarrow 'b) \rightarrow 'a \text{ list} \rightarrow 'b \rightarrow 'b$

* The main concept: FUNCTIONS ARE VALUES! They can go anywhere that a number can go (conceptually).

- Local variables via 'let'
- Arguments to functions
- Return from function

↑ "FIRST-CLASS FUNCTIONS"

* Currying: A fundamental idea is instead of ~~the~~ a function taking multiple arguments, we can have a chain of functions, each taking a single argument!

$(A * B * C) \rightarrow D$

- single function, takes a tuple of 3 elements.
- Must be called with all the elements!

let func = fun (a,b,c) → ...

"UNCURRIED"

$A \rightarrow (B \rightarrow (C \rightarrow D))$

* First function takes an 'A' and returns a function that takes a 'B', which returns a function that takes a 'C', that returns a function D.

let func = fun a b c → ...

"CURRIED"

* Functions that take functions as input, or output functions, are called HIGHER-ORDER FUNCTIONS.

- Analog to C/C++: Function pointers can be used to emulate higher order functions.

```
D foo (Aa, Bb, Cc) {
  ...
}
```

NON-CURRIED FUNCTION

```
typedef D (*f)(C); C-D;
typedef B-C (*g)(B) B-C;
typedef B-C (*h)(A) A-B;
```

```
B-C foo(Aa) {
  ...
}
```

EMULATING CURRYING

BUILT-IN HIGHER ORDER FUNCTIONS (Key for understanding Homework 2!!)

* The List module in OCaml contains many useful higher-order functions. For example:

filter: ('a → bool) → 'a list → 'a list

find: ('a → bool) → 'a list → 'a list

map: ('a → 'b) → 'a list → 'b list

map2: ('a → 'b → 'c) → 'a list → 'b list → 'c list

("filter" ^{func} p "l")

("find" p "l")

[fn a₁; fn a₂; fn a₃; ...; fn a_n]

[fn a, b, i; fn a₂ b₂ i; ...; fn a_n b_n]