



We already know that we can have values that are not bound to names. The integer 42, for example, can be entered at the toplevel without giving it a name:

```
42 ;;
```

```
- : int = 42
```



Or we can bind it to a name:

```
let x = 42 ;;
```

```
val x : int = 42
```



Similarly, OCaml functions do not have to have names; they may be *anonymous*. For example, here is an anonymous function that increments its input: $fun \times -> \times + 1$. Here, fun is a keyword indicating an anonymous function, \times is the argument, and -> separates the argument from the body. We now have two ways we could write an increment function:

```
let inc x = x + 1

let inc = fun x -> x + 1
```

```
val inc : int -> int = <fun>
```



Anonymous functions are also called *lambda expressions*, a term that comes from the *lambda calculus*, which is a mathematical model of computation in the same sense that Turing machines are a model of computation. In the lambda

calculus, fun x -> e would be written $\lambda x \cdot e$. The λ denotes an anonymous function.



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Higher-Order Programming