

- The same example can be written in JavaScript like this:

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```
function f(g) { return g(2,3); }  
function square(x) { return x*x; }  
console.log(f(function (x,y)  
    { return square(x) + square(y); }));
```

- In Perl:

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```
sub f { my ($g) = @_; return $g->(2,3); }  
sub square { my ($x) = @_; return $x * $x; }  
print f(sub { my ($x, $y) = @_;  
    return square($x) + square($y);  
});
```

► In Ruby:

```
4 def f(g) g.call(2,3) end
  def square(x) x*x end
  puts f(lambda{|x,y| square(x) + square(y)});
```

► In Java:

```
5 static int f(ToIntBiFunction<Integer, Integer>
              g)
{
    return g.applyAsInt(2, 3);
}
static int square(int x) { return x*x; }
public static void main(String [] args) {
    System.out.println(f( (x,y) ->
                          square(x)+square(y)));
}
```

Using Functions as Objects

- Functions as objects with one method:

6 `(define (f x) (lambda () x))`

`(define a (f 2))`
`(test (a) 2)`

`(define b (f 3))`
`(test (b) 3)`

► Why stop at one level?

```
(define aa (f a))  
(aa)      ; #<procedure> (this is a)  
((aa))    ; 2
```

► Making pairs out of functions

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```
(define (_cons x y)
  (lambda (b)
    (if b x y)))
(define (_first x) (x #t))
(define (_rest x) (x #f))
(define a (_cons 1 'alpha))
(define b (_cons 'beta 4))

(test (_first a) 1)
(test (_rest b) 4)
(test (_rest a) 'alpha)
```

- We can replace the if with more function shenanigans:

```
(define (_cons x y) (lambda (s) (s x y)))  
(define (_first x) (x (lambda (x y) x)))  
(define (_rest x) (x (lambda (x y) y)))  
(define a (_cons 1 'alpha))  
(define b (_cons 'beta 4))  
  
(test (_first a) 1)  
(test (_rest b) 4)  
(test (_rest a) 'alpha)
```

- Using our new "data structures":

```
(define numlst (_cons 1
                      (_cons 2
                              (_cons 3 empty))))

(define (sum lst)
  (cond
    [(_empty? lst) 0]
    [else (+ (_first lst) (sum (_rest lst)))]))

(test (sum numlst) 6)
```


- Giving types for these functions is a challenge.

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```
(define (_cons [x : 'a] [y : 'b])
      : (('a 'b -> 'c) -> 'c)
  (lambda (s)
    (s x y)))
(define (_first x) (x (lambda (x y) x)))
(define (_rest x) (x (lambda (x y) y)))
(define (_empty? lst) (eq? lst empty))

(define lst (_cons 1 (_cons 2 empty)))
(test (_first lst) 1)
;(test (_first (_rest lst)) 2)
;(test (_empty? lst) #f)
```

► Finally in JavaScript:

```
12 function _cons(x,y) {  
    return function(s) { return s(x, y); }  
}  
function _first(x) {  
    return x(function(x,y){ return x; }); }  
function _rest(x) {  
    return x(function(x,y){ return y; }); }  
a = _cons(1,2);  
b = _cons(3,4);  
console.log('a=<'+_first(a)+' '+_rest(a)+'>');  
console.log('b=<'+_first(b)+' '+_rest(b)+'>');
```

► Finally in JavaScript:



```
function _cons(x,y) {  
  return function(s) { return s(x, y); }  
}  
function _first(x) {  
  return x(function(s,y){ return s; }); }  
function _rest(s) {  
  return s(function(x,y){ return y; }); }  
a = _cons(1,2);  
b = _cons(3,4);  
console.log('a<' + _first(a) + ',' + _rest(a) + '>');  
console.log('b<' + _first(b) + ',' + _rest(b) + '>');
```

1. So there might be a reason the type system includes a list of primitive

Currying

- ▶ A "curried" function is a function that accepts one argument and returns a function that accepts the rest.
- ▶ common with H.O. functions like map, where we want to 'fix' one argument.

```
(13) (define (plus [x : Number]) : (Number ->
      Number)
      (lambda (y)
        (+ x y)))

(map (plus 1) (list 1 2 3))
```

- It's easy to write functions for translating between normal and curried versions.

```
14 (define (curryify f)
    (lambda (x) (lambda (y) (f x y))))

(define plus (curryify +))

(test ((plus 1) 2) 3)
(test (map (plus 1) (list 1 2 3)) (list 2 3 4))
(test (map ((curryify +) 1) (list 1 2 3))
      (list 2 3 4))
```

When dealing with such higher-order code, the types are very helpful, since every arrow corresponds to a function:

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```
(has-type currfify : (('a 'b -> 'c) ->
                      ('a -> ('b -> 'c))))
```

- ▶ there are some situations where we can essentially memoize when using curried functions.
- ▶ Suppose we want a function that receives two inputs x, y and returns $\text{fib}(x) * y$. We use a slow fib, to make a point.

```
(define (fib n)
  (if (<= n 1)
      n
      (+ (fib (- n 1)) (fib (- n 2))))))
```

The function we want is:

```
17 (define (bogus x y)  
    (* (fib x) y))
```

If we curify it as usual, we get:

```
18 (define (bogus x)  
    (lambda (y)  
      (* (fib x) y)))
```


And try this several times:

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```
(define bogus30 (bogus 30))  
(time (map bogus30 (build-list 40 (lambda (x) x))))
```

But in the definition of 'bogus', notice that '(fib x)' does not depend on 'y' – so we can rewrite it a little differently:

20

```
(define (bogus x)  
  (let ([fibx (fib x)])  
    (lambda (y)  
      (* fibx y))))
```

and trying the above again is much faster now:

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```
(define bogus30 (bogus 30))  
(time (map bogus30 (build-list 40 (lambda (x) x))))
```

Implementing Lexical Scope using Racket Closures and Environments

An alternative representation for an environment

- ▶ We've already seen how first-class functions can be used to implement "objects" that contain some information.
- ▶ We can use the same idea to represent an environment.
- ▶ The basic intuition is – an environment is a **mapping** (a function) between an identifier and some value.

- ▶ If we know all the values in advance, it's a simple case statement.

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```
(define (my-map id)
  (case id
    [(a) 1]
    [(b) 2]
    [else (error 'my-map "free variable")]))
```

- ▶ If can define 'EmptyEnv', 'Extend', and 'lookup' with the same type signature, we can just plug them in
- ▶ For convenience, we define

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```
(define-type-alias ENV (symbol -> VAL))
```

- Here is the previous definition of lookup

```
(define (lookup name env)
  (type-case ENV env
    [(EmptyEnv)
     (error 'lookup "free variable")]
    [(Extend id val rest-env)
     (if (eq? id name)
         val
         (lookup name rest-env))]))
```

- ▶ The new ENV is a function, that does the lookup itself.

25

```
(define (lookup name env)
  (env name))
```

- ▶ This suggests relocating our error message

26

```
(define (EmptyEnv)
  (lambda (id) (error 'lookup "free
    variable"))))
```

- ▶ Finally, 'Extend' – this was previously created by the variant case of the ENV type definition:

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```
[Extend (name : symbol) (val : VAL)
  (rest : ENV)]
```

- ▶ How do we extend a given environment? the result should be mapping

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```
(define (Extend [id : symbol] [val : VAL]
                (rest-env : ENV)) : ENV
  (lambda (name)
    ...))
```

- ▶ if we look for 'id' then the result should be 'val':

29

```
(define (Extend id val rest-env)
  (lambda (name)
    (if (eq? name id)
        val
        ...))))
```

- ▶ Otherwise we should fall back on the remaining environment

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```
(define (Extend id v rest-env)
  (lambda (name)
    (if (eq? name id)
        v
        (rest-env name))))
;; equivalent to (lookup name rest-env)
```

- ▶ Our original example of

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```
(define (my-map id)
  (case id
    [(a) 1]
    [(b) 2]
    [else (error 'my-map "wat?")]))
```


Can be written as

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```
(Extend 'a 1 (Extend 'b 2 (EmptyEnv)))
```

The new code is now the same, except for the environment code:

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[illegible]