Concepts of Higher Programming Languages Higher-Order Functions

Jonathan Thaler

Department of Computer Science



Introduction

Definition

A function is called **higher-order** if it takes a function as an argument or returns a function as a result.

```
twice :: (a \rightarrow a) \rightarrow a \rightarrow a
twice f x = f (f x)
```

twice is higher-order because it takes a function as its first argument.

Why Are They Useful?

- **Common programming idioms** can be encoded as functions within the language itself.
- Domain specific languages can be defined as collections of higher-order functions.
- Encapsulation using partial function application can be used to hide implementation details.
- Algebraic properties of higher-order functions can be used to reason about programs.

The Map Function

Definition

The higher-order library function called map applies a function to every element of a list.

```
map :: (a -> b) -> [a] -> [b]
?
?
> map (+1) [1,3,5,7]
[2,4,6,8]
```

The Map Function

Definition

The higher-order library function called map applies a function to every element of a list.

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs

> map (+1) [1,3,5,7]
[2,4,6,8]
```

The Filter Function

Definition

The higher-order library function filter selects every element from a list that satisfies a predicate.

```
filter :: (a -> Bool) -> [a] -> [a]
?
?
?
?
> filter even [1..10]
[2,4,6,8,10]
```

The Filter Function

Definition

The higher-order library function filter selects every element from a list that satisfies a predicate.

Folding

A number of functions on lists can be defined using the following simple pattern of recursion:

Definition

```
f [] = v

f (x:xs) = x \oplus f xs
```

 ${\tt f}$ maps the ${\bm empty}$ list to some value v, and any ${\bm non\text{-}\bm empty}$ list to some function

⊕ applied to its head and f of its tail.

Folding

```
v=0 ⊕=+

sum [] = 0

sum (x:xs) = x + sum xs
```

```
v=1 ⊕=*

product [] = 1
product (x:xs) = x * product xs
```

```
v=True ⊕=&&

and [] = True

and (x:xs) = x && and xs
```

The higher-order library function foldr (**fold right**) encapsulates this simple pattern of recursion, with the function \oplus and the value v as arguments.

```
      sum
      = foldr (+) 0

      product
      = foldr (*) 1

      or
      = foldr (||) False

      and
      = foldr (&&) True
```

foldr itself can be defined using recursion:

Definition

```
foldr :: (a -> b -> b) -> b -> [a] -> b

foldr f v [] = v

foldr f v (x:xs) = f x (foldr f v xs)
```

It is best to think of foldr non-recursively, as simultaneously replacing each (:) in a list by a given function, and [] by a given value.

```
Evaluating sum - Replace each (:) by (+) and [] by 0
 sum [1,2,3]
 foldr (+) 0 (1:(2:(3:[])))
 (+) 1 (foldr (+) 0 (2:(3:[])))
  (+) 1 ((+) 2 (foldr (+) 0 (3:[])))
 (+) 1 ((+) 2 ((+) 3 (foldr (+) 0 [])))
 (+) 1 ((+) 2 ((+) 3 0))
 (+) 1 ((+) 2 3)
  (+) 1 5
```

```
Evaluating product - Replace each (:) by (*) and [] by 1.
 product [2,3,4]
 foldr (*) 1 (2:(3:(4:[])))
Ξ
  (*) 2 (foldr (*) 1 (3:(4:[])))
 (*) 2 ((*) 3 (foldr (*) 1 (4:[])))
  (*) 2 ((*) 3 ((*) 4 (foldr (*) 1 [])))
 (*) 2 ((*) 3 ((*) 4 1))
  (*) 2 ((*) 3 4)
 (*) 2 12
  24
```

Even though foldr encapsulates a simple pattern of recursion, it can be used to define many more functions than might first be expected.

Recall the length function:

```
length :: [a] -> Int
length [] = 0
length (_:xs) = 1 + length xs
```

```
Evaluating length
  length [1,2,3]
=
  length (1:(2:(3:[])))
=
  1+(1+(1+0))
  3
Replace each (:) by \setminus n -> 1+n and [] by 0.
```

```
Definition
```

```
length = foldr (\ n \rightarrow 1+n) 0
```

Recall the reverse function:

```
reverse [] = []
reverse (x:xs) = reverse xs ++ [x]
```

```
reverse [1,2,3]
  reverse (1:(2:(3:[])))
=
  (([] ++ [3]) ++ [2]) ++ [1]
=
  [3,2,1]
Replace each (:) by \x xs -> xs ++ [x] and [] by [].
```

We have:

Definition reverse = foldr (\x xs -> xs ++ [x]) []

Finally, we note that the append function (++) has a particularly compact definition using foldr:

```
(++ ys) = foldr (:) ys

Replace each (:) by (:) and [] by ys.
```

foldr folds from the **right**. If folding from the **left** is required (e.g. operator is not *commutative*), use fold1:

Definition

```
foldl :: (b -> a -> b) -> b -> [a] -> b

foldl f v [] = v

foldl f v (x:xs) = foldl f (f v x) xs
```

foldr and foldl have nearly identical signatures, except in the folding function they take as argument:

```
foldr :: (a -> b -> b) -> b -> [a] -> b
foldl :: (b -> a -> b) -> b -> [a] -> b
```

```
Evaluating sum with foldl
 sum [1,2,3]
 foldl (+) 0 (1:(2:(3:[])))
 foldl (+) ((+) 0 1)) (2:(3:[]))
 foldl (+) ((+) ((+) 0 1) 2) (3:[])
 foldl (+) ((+) ((+) ((+) 0 1) 2) 3) []
 (+) ((+) ((+) 0 1) 2) 3
 (+) ((+) 1 2) 3
  (+) 3 3
```

```
Evaluating product with foldl
 product [2,3,4]
 foldl (*) 1 (2:(3:(3:[])))
Ξ
 foldl (*) ((*) 1 2) 3:(4:[]))
 foldl (*) ((*) ((*) 1 2) 3) (4:[])
 foldl (*) ((*) ((*) 1 2) 3) 4) []
  (*) ((*) ((*) 1 2) 3) 4
  (*) ((*) 2 3) 4
 (*) 6 4
  24
```

Definition

fold1 can be understood to accumulate the final value step-by-step by

- 1. Mapping the **empty list** to the **accumulator** value v.
- 2. Mapping any **non-empty list** to the result of **recursively processing the tail** using a **new accumulator** value obtained by applying an operator \oplus to the current value and the head of the list.

This can be expressed in the following pattern of recursion:

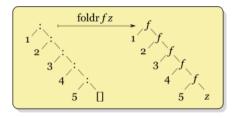
Definition

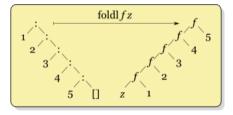
```
f [] = v

f (x:xs) = f (v \oplus x) xs
```

Foldr and Foldl

The recursion patterns of foldr and foldl can be visualised as the following structural transformation:





Foldr and Foldl

Evaluating sum with foldl

```
sum [1,2,3]
foldl (+) 0 (1:(2:(3:[])))
fold1 (+) ((+) 0 1)) (2:(3:[]))
fold1 (+) ((+) ((+) 0 1) 2) (3:[])
fold1 (+) ((+) ((+) ((+) 0 1) 2) 3) []
(+) ((+) ((+) 0 1) 2) 3
(+) ((+) 1 2) 3
(+) 3 3
```

Evaluating sum with foldr

```
sum [1,2,3]
foldr (+) 0 (1:(2:(3:[])))
(+) 1 (foldr (+) 0 (2:(3:[])))
(+) 1 ((+) 2 (foldr (+) 0 (3:[]))
(+) 1 ((+) 2 ((+) 3 (foldr (+) 0 [])))
(+) 1 ((+) 2 ((+) 3 0))
(+) 1 ((+) 2 3)
(+) 1 5
```

Foldr vs. Foldl

- foldr is most commonly the right fold to use, in particular when **transforming lists** (or other foldables) into lists with related elements in the **same order**.
- The folding function of foldr can short-circuit, that is, terminate early by yielding a result which does not depend on the value of the accumulating parameter. Left folds can never short-circuit.
- **foldl** is **not** able to deal with **inifinite lists**, but **foldr** is. We will have a look at this in *Chapter 8: Lazy Evaluation*.
- There is a **strict** version of foldl called foldl', which often has better run time and memory behaviour than foldr. Again, we will have a look at this in *Chapter 8: Lazy Evaluation*.
- For an in-depth discussion of folds see https://wiki.haskell.org/Fold

Foldr and Foldl

Short-Circuiting

```
> fold1 (\sum x -> if x == 2 then x else x + sum) 0 [1..]
Killed
> foldr (\x sum -> if x == 2 then x else x + sum) 0 [1..]
3
```

```
foldl :: (b -> a -> b) -> b -> [a] -> b
foldl _ v [] = v
foldl f v (x:xs) = foldl f (f v x) xs

foldr :: (a -> b -> b) -> b -> [a] -> b
foldr _ v [] = v
foldr f v (x:xs) = f x (foldr f v xs)
```

Why Is Fold Useful?

- Some recursive functions on lists, such as sum, are **simpler** to define using fold.
- Properties of functions defined using fold can be proved using algebraic properties of fold, such as fusion and the banana split rule.
- Advanced program optimisations can be simpler if fold is used in place of explicit recursion.

The library function (.) returns the composition of two functions as a single function.

Definition

```
(.) :: (b -> c) -> (a -> b) -> (a -> c)
f . g = ?
```

Example

```
odd :: Int -> Bool
odd = not . even
```

The library function (.) returns the composition of two functions as a single function.

Definition

```
(.) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)
f . g = x \rightarrow f (g x)
```

Example

```
odd :: Int -> Bool
odd = not . even
```

The library function all decides if every element of a list satisfies a given predicate.

Definition all :: (a -> Bool) -> [a] -> Bool all p xs = and (map p xs)

```
Example
> all even [2,4,6,8,10]
True
```

Dually, the library function any decides if at least one element of a list satisfies a predicate.

```
Definition

any :: (a -> Bool) -> [a] -> Bool

any p xs = or (map p xs)
```

```
Example

> any (== ' ') "abc def"

True
```

The library function takeWhile selects elements from a list while a predicate holds of all the elements.

```
Definition

takeWhile :: (a -> Bool) -> [a] -> [a]
takeWhile ?
takeWhile ?
```

```
Example

> takeWhile (/= ' ') "abc def"

"abc"
```

The library function takeWhile selects elements from a list while a predicate holds of all the elements.

```
Example

> takeWhile (/= ' ') "abc def"

"abc"
```

Dually, the function dropWhile removes elements while a predicate holds of all the elements.

```
Definition

dropWhile :: (a -> Bool) -> [a] -> [a]
dropWhile ?
dropWhile ?
```

Dually, the function dropWhile removes elements while a predicate holds of all the elements.

The library function uncurry takes a curried function and constructs an uncurried version of this function.

Definition uncurry :: (a -> b -> c) -> ((a,b) -> c) uncurry f = ?

```
addCurried :: Int -> Int -> Int
addCurried x y = x+y

> addCurried 1 2
3
> uncurry addCurried (1,2)
3
> :t uncurry addCurried :: (Int,Int) -> Int
```

The library function uncurry takes a curried function and constructs an uncurried version of this function.

Definition uncurry :: (a -> b -> c) -> ((a,b) -> c) uncurry f = \((x,y) -> f x y\)

```
addCurried :: Int -> Int -> Int
addCurried x y = x+y

> addCurried 1 2
3
> uncurry addCurried (1,2)
3
> :t uncurry addCurried :: (Int,Int) -> Int
```

Dually, the library function curry takes an uncurried function and constructs a curried version of this function.

```
Definition

curry :: ((a,b) -> c) -> (a -> b -> c)

curry f = ?
```

```
addUncurried :: (Int,Int) -> Int
addUncurried (x,y) = x+y

> addUncurried (1,2)
3
> curry addUncurried 1 2
3
> :t curry addUncurried :: Int -> Int -> Int
```

Dually, the library function curry takes an uncurried function and constructs a curried version of this function.

Definition curry :: ((a,b) -> c) -> (a -> b -> c) curry f = \x y -> f (x, y)

```
addUncurried :: (Int,Int) -> Int
addUncurried (x,y) = x+y

> addUncurried (1,2)
3
> curry addUncurried 1 2
3
> :t curry addUncurried :: Int -> Int -> Int
```

```
ldentity of curry

curry . uncurry == id

> :t curry . uncurry
curry . uncurry :: (a -> b -> c) -> a -> b -> c
```

```
ldentity of uncurry
uncurry . curry == id

> :t curry . uncurry
uncurry . curry :: ((a, b) -> c) -> (a,b) -> c
```