Programming Abstractions

Lecture 10: Fold left

Review: map

Applies a procedure to each element of a list

```
\alpha and \beta are types
(map proc lst)
• proc : \alpha \rightarrow \beta
• 1st : list of \alpha
• map returns list of \beta
E.g.,
• \alpha = number, \beta = integer
  (map floor '(1.3 2.8 -8.5))
```

Review: apply

Applies a procedure the arguments in a list

```
(apply proc lst)
▶ proc : \alpha_1 × \alpha_2 × ··· × \alpha_n → \beta
• 1st : (\alpha_1 \ \alpha_2 \ \dots \ \alpha_n)
• apply returns \beta
E.g.,
 \alpha_1 = \text{number}, \alpha_2 = \text{boolean}, \beta = \text{number} 
   (apply (\lambda (n b) (if b (-n) n))
               '(5 #t))
```

Review: fold right

Folds let us combine all elements of a list

```
(foldr combine initial lst)
► combine : \alpha \times \beta \rightarrow \beta
• initial : \beta
• 1st : list of \alpha
• foldr returns \beta
E.g., \alpha = \text{string and } \beta = \text{number}
(foldl (\lambda (str num) (+ num (string-length str)))
          '("red" "green" "blue"))
```

Shapes

Racket library 2htdp/image has procedures for creating images

If we have a list of radii, say 1st is '(20 30 50 60) and we want a list of solid, red circles with those radii, which should we use?

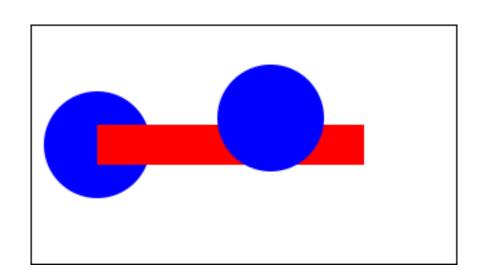
- A. (map circle 'solid 'red lst)
- B. (map (λ (r) (circle r 'solid 'red)) lst)
- C. (apply circle 'solid 'red lst)
- D. (apply (λ (r) (circle r 'solid 'red)) lst)
- E. (foldr (λ (r) (circle r 'solid 'red)) empty lst)

Combining images

```
(empty-scene 320 180) gives a white rectangle with a black border we can draw on
```

```
(place-image img x y scene) returns a new image by starting with scene and drawing img at (x, y)
```

```
(let* ([c (circle 40 'solid 'blue)]
        [r (rectangle 200 30 'solid 'red)]
        [s0 (empty-scene 320 180)]
        [s1 (place-image c 50 90 s0)]
        [s2 (place-image r 150 90 s1)]
        [s3 (place-image c 180 70 s2)])
        s3)
```



```
Imagine we have a list of 3-element lists (shape x y), e.g., 1st is the list (list (circle 40 'solid 'blue) 50 90)

(list (rectangle 200 30 'solid 'red) 150 90)

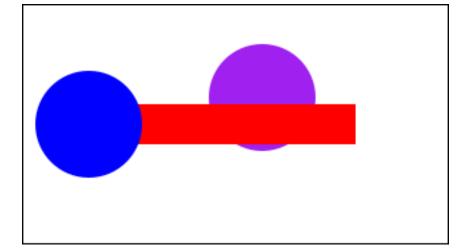
(list (circle 40 'solid 'purple) 180 70))
```

How would you draw those shapes on a scene at their coordinates?

```
A. (map (\lambda (i) (place-image (first i) (second i) (third i) scene)) lst)
```

- B. (apply (λ (i) (place-image (first i) (second i) (third i) scene)) lst)
- C. (foldr (λ (i s) (place-image (first i) (second i) (third i) s)) scene lst)

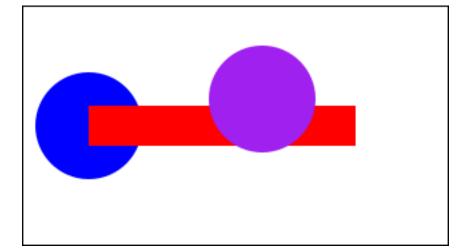
A.



Which image is drawn by this code?

C. There's not enough information to know

B.



Accumulation-passing style similarities

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Some similarities

Function	initial-val	(combine head acc)
product	1	(* head acc)
reverse	empty	(cons head acc)
map	empty	(cons (proc head) acc)

We must reverse the result

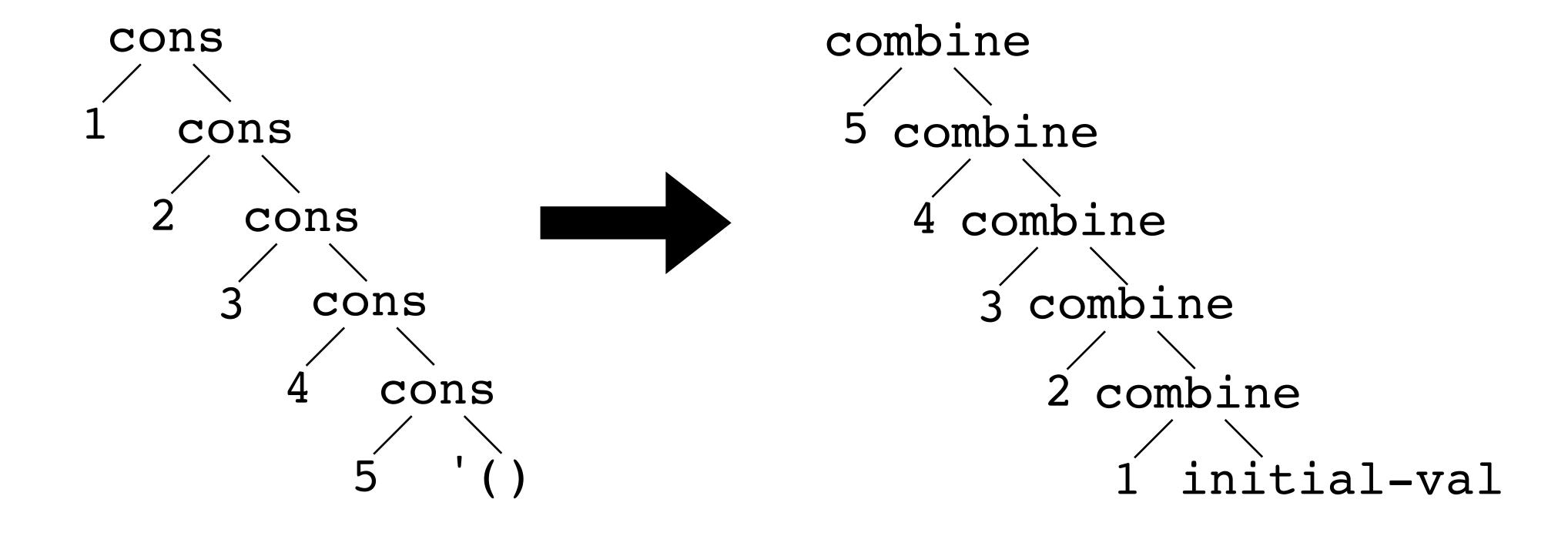
Abstraction: fold left

(foldl combine initial-val 1st)

```
combine: \alpha \times \beta \rightarrow \beta
initial-val: \beta
1st: list of \alpha
foldr: (\alpha \times \beta \rightarrow \beta) \times \beta \times (\text{list of } \alpha) \rightarrow \beta
Elements of 1st = (x_1 x_2 ... x_n) and initial-val are combined by
computing
z_1 = (combine x_1 initial-val)
z_2 = (combine x_2 z_1)
z_3 = (combine x_3 z_2)
z_n = (combine x_n z_{n-1})
```

Abstraction fold1

(foldl combine initial-val lst)



product as fold left

(foldl combine initial-val lst)

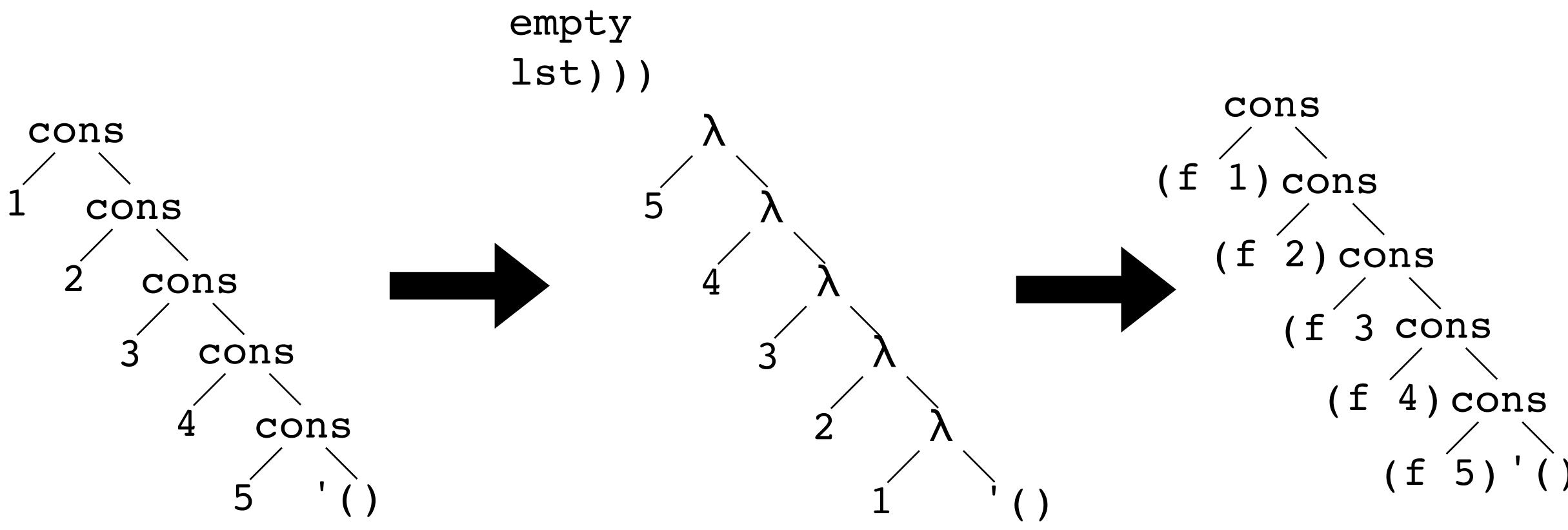
```
(define (product 1st)
                            combine: number × number → number
  (foldl * 1 lst))
                            initial-val: number
                            lst: list of number
        cons
             cons
               cons
```

reverse as fold left

(foldl combine base-case lst)

```
combine: \alpha \times \text{list of } \alpha \rightarrow \text{list of } \alpha
(define (reverse lst)
                                       initial-val: list of \alpha
  (foldl cons empty lst))
                                       1st: list of \alpha
           cons
                                                 cons
                                                    cons
                  cons
                                                       cons
                     cons
                                                           cons
                                                              cons
```

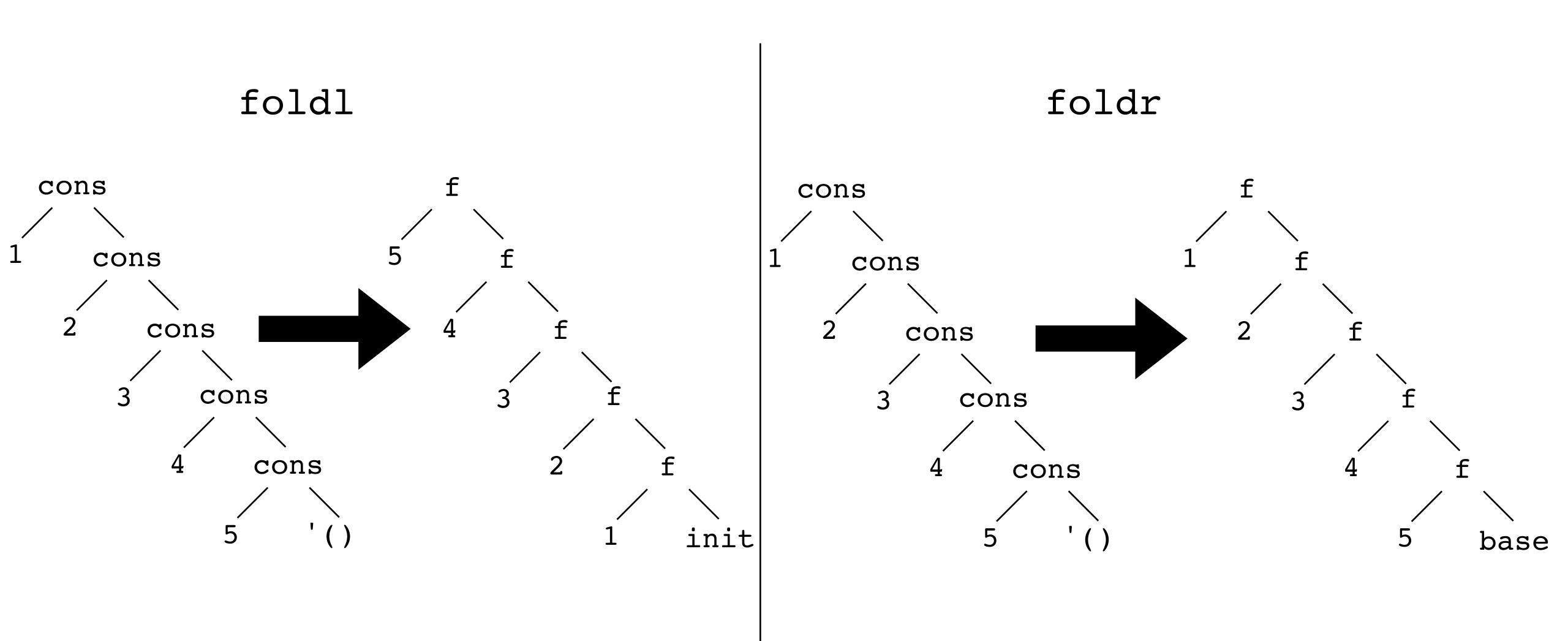
```
combine: \alpha \times \text{list of } \alpha \rightarrow \text{list of } \alpha
                                       initial-val: list of \alpha
                                       1st: list of \alpha
(foldl combine initial-val lst)
  (reverse (foldl (\lambda (head acc)
                           (cons (f head) acc))
                                                                cons
                                                             (f 1) cons
```



map as fold left

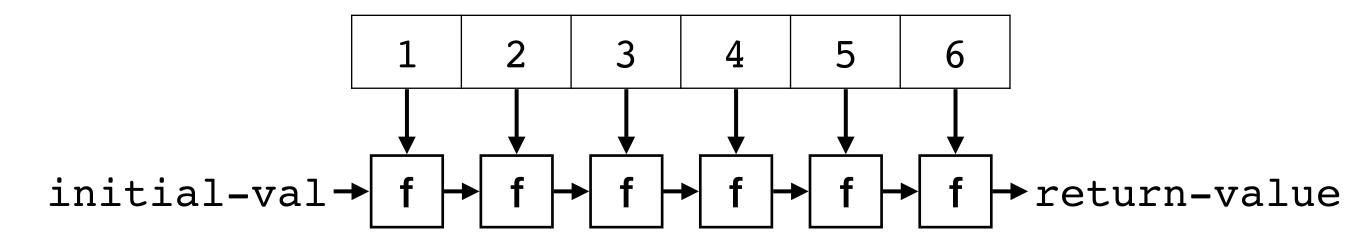
(define (map f lst)

Both folds

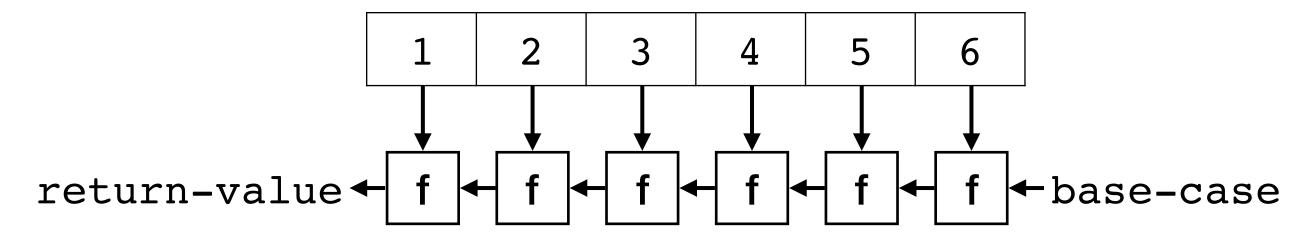


fold vs. foldr

fold1 combines elements of the list starting with the first (left-most) element



foldr combines elements of the list starting with the last (right-most) element



```
Which is tail-recursive?
(define (foldr combine base 1st)
  (cond [(empty? lst) base]
        [else (combine (first lst)
                         (foldr combine base (rest lst)))))
(define (foldl combine initial-val lst)
  (cond [(empty? lst) initial-val]
        [else (foldl combine
                      (combine (first lst) initial-val)
                      (rest lst))))
                                C. Both foldl and foldr
A. foldl
                                D. Neither foldl nor foldr
B. foldr
```