Thu 9:30 AM → 10:50 AM

Higher-Order Functions

Gradescope

Ambig → ZOOM = put in chat
→ IRL = old school raise hand

Plan for this week

Last week:

- user-defined *data types*
- manipulating data-types with *pattern matching* and *recursion*
- how to make recursive functions more efficient with *tail recursion*

data Ty = C1 Int
| C2 Int Ty

(C1 3)

C2 3 (C1 3)

The long arc of history

Pattern matching is a *very* old PL idea ...

- Variants of LISP from 1970 by Fred McBride (https://personal.cis.strath.ac.uk/conor.mcbride/FVMcB-PhD.pdf)

... but will finally be added to Python 3.10

- https://www.python.org/dev/peps/pep-0622/

```python
def make_point_3d(pt):
    match pt:
        case (x, y):
            return Point3d(x, y, 0)
        case (x, y, z):
            return Point3d(x, y, z)
        case Point2d(x, y):
            return Point3d(x, y, 0)
        case Point3d(_, _, _):
            return pt
        case _:
            raise TypeError("not a point we support")
```

Plan for this week

Last week:

- user-defined *data types*
- manipulating data-types with *pattern matching* and *recursion*
- how to make recursive functions more efficient with *tail recursion*

This week:

- code reuse with *higher-order functions* (HOFs)
- some useful HOFs: `map` , `filter` , and `fold`

Recursion is good...

- Recursive code mirrors recursive data
  - Base constructor -> Base case
  - Inductive constructor -> Inductive case (with recursive call)
- But it can get kinda repetitive!

Example: evens

Let's write a function `evens` :

```
-- evens []        ==> []
-- evens [1,2,3,4] ==> [2,4]
```

```
evens        :: [Int] -> [Int]
evens []      = ...
evens (x:xs) = ...
```

Example: four-letter words

Let's write a function `fourChars` :

```haskell
-- fourChars [] ==> []
-- fourChars ["i","must","do","work"] ==> ["must","work"]

fourChars :: [String] -> [String]
fourChars []     = ...
fourChars (x:xs) = ...
```

Yikes! Most Code is the Same!

Lets rename the functions to `foo`:

```haskell
foo []             = []
foo (x:xs)
  | x mod 2 == 0  = x : foo xs
  | otherwise      =     foo xs

foo []             = []
foo (x:xs)
  | length x == 4 = x : foo xs
  | otherwise      =     foo xs
```

Only difference is **condition**

- `x mod 2 == 0` vs `length x == 4`

Moral of the day

D.R.Y. Don't Repeat Yourself!

Can we

- *reuse* the general pattern and
- *plug-in* the custom condition?

Higher-Order Functions

General **Pattern**

- expressed as a *higher-order function*
- takes plugin operations as *arguments*

Specific **Operation**

- passed in as an argument to the HOF

The "filter" pattern

```haskell
evens []               = []
evens (x:xs)
  | x `mod` 2 == 0 = x : evens xs
  | otherwise      =     evens xs
```

```haskell
fourChars []        = []
fourChars (x:xs)
  | length x == 4 = x : fourChars xs
  | otherwise     =     fourChars xs
```

```haskell
filter f []        = []
filter f (x:xs)
  | f x            = x : filter f xs
  | otherwise      =     filter f xs
```

The `filter` Pattern

General Pattern

- HOF `filter`
- Recursively traverse list and pick out elements that satisfy a predicate

Specific Operations

- Predicates `isEven` and `isFour`

```haskell
filter f []        = []
filter f (x:xs)
  | f x            = x : filter f xs
  | otherwise      =     filter f xs
```

```haskell
evens          = filter isEven
  where
    isEven x = x `mod` 2 == 0
```

```haskell
fourChars     = filter isFour
  where
    isFour x = length x == 4
```

`filter` instances

Avoid duplicating code!

QUIZ: What is the type of `filter`?

```haskell
-- evens [1,2,3,4] ==> [2,4]
evens :: [Int] -> [Int]
evens xs = filter isEven xs
  where
    isEven :: Int -> Bool
    isEven x  =  x `mod` 2 == 0

-- fourChars ["i","must","do","work"] ==> ["must","work"]
fourChars :: [String] -> [String]
fourChars xs = filter isFour xs
  where
    isFour :: String -> Bool
    isFour x  =  length x == 4
```

So what's the type of `filter`?

```haskell
{- A -} filter :: (Int -> Bool) -> [Int] -> [Int]

{- B -} filter :: (String -> Bool) -> [String] -> [String]

{- C -} filter :: (a -> Bool) -> [a] -> [a]

{- D -} filter :: (a -> Bool) -> [a] -> [Bool]

{- E -} filter :: (a -> b) -> [a] -> [b]
```

Type of `filter`

```haskell
-- evens [1,2,3,4] ==> [2,4]
evens :: [Int] -> [Int]
evens xs = filter isEven xs
  where
    isEven :: Int -> Bool
    isEven x  =  x `mod` 2 == 0

-- fourChars ["i","must","do","work"] ==> ["must","work"]
fourChars :: [String] -> [String]
fourChars xs = filter isFour xs
  where
    isFour :: String -> Bool
    isFour x  =  length x == 4
```

For *any* type `a`

- **Input** a *predicate* `a -> Bool` and *collection* `[a]`
- **Output** a (smaller) *collection* `[a]`

```haskell
filter :: (a -> Bool) -> [a] -> [a]
```

`filter` *does not care* what the list elements are

- as long as the predicate can handle them

`filter` is **polymorphic** (generic) in the type of list elements

Example: ALL CAPS!

Lets write a function `shout`:

```
-- shout []                    ==> []
-- shout ['h','e','l','l','o'] ==> ['H','E','L','L','O']

shout :: [Char] -> [Char]
shout []     = ...
shout (x:xs) = ...
```

Example: squares

Lets write a function `squares`:

```
-- squares []        ==> []
-- squares [1,2,3,4] ==> [1,4,9,16]

squares :: [Int] -> [Int]
squares []     = ...
squares (x:xs) = ...
```

Yikes, Most Code is the Same

Lets rename the functions to `foo`:

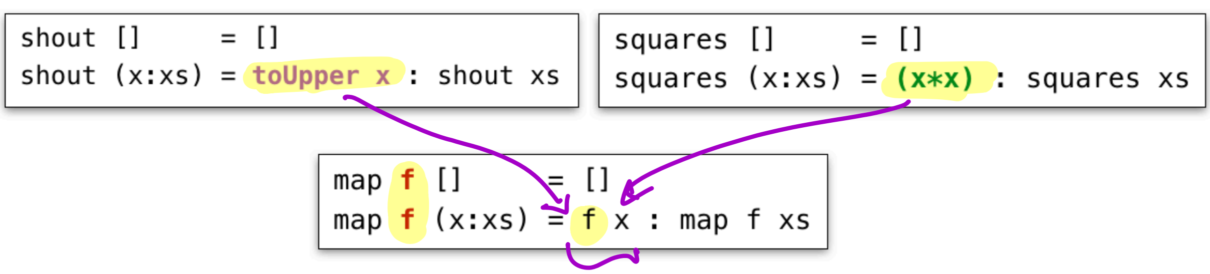
```
-- shout
foo []     = []
foo (x:xs) = toUpper x : foo xs

-- squares
foo []     = []
foo (x:xs) = (x * x)   : foo xs
```

Lets **refactor** into the **common pattern**

```
pattern = ...
```

The "map" pattern



The `map` Pattern

General Pattern

- HOF `map`
- Apply a transformation `f` to each element of a list

Specific Operations

- Transformations `toUpper` and `\x -> x * x`

```
map f []     = []
map f (x:xs) = f x : map f xs
```

Lets refactor `shout` and `squares`

```
shout   = map ...

squares = map ...
```

```
map f []     = []
map f (x:xs) = f x : map f xs
```

```
shout = map (\x -> toUpper x)
```

```
squares = map (\x -> x*x)
```

`map` instances

QUIZ

map :: (i -> o) -> [i] -> [o]

What is the type of `map` ?

```
map f []     = []
map f (x:xs) = f x : map f xs
```

(A) `(Char -> Char) -> [Char] -> [Char]`

(B) `(Int -> Int) -> [Int] -> [Int]`

(C) `(a -> a) -> [a] -> [a]`

(D) `(a -> b) -> [a] -> [b]` → most general

"reusable"