

# PYTHON

THIS IS PLAGIARISM.  
YOU CAN'T JUST "IMPORT ESSAY."



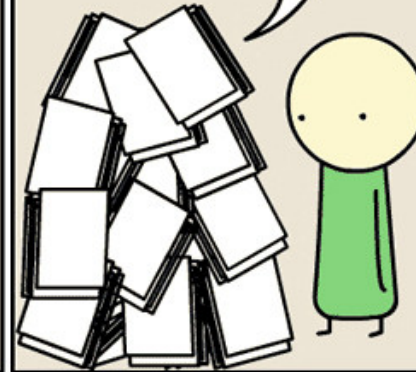
# JAVA

I'M TWO PAGES IN AND I STILL  
HAVE NO IDEA WHAT YOU'RE SAYING.



# C++

I ASKED FOR ONE COPY,  
NOT FOUR HUNDRED.



# UNIX SHELL

I DON'T HAVE PERMISSION TO  
READ THIS.



# ASSEMBLY

DID YOU REALLY HAVE TO REDEFINE EVERY  
WORD IN THE ENGLISH LANGUAGE?



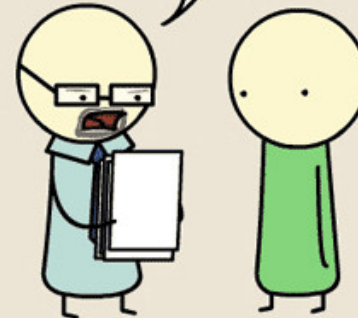
# C

THIS IS GREAT, BUT YOU FORGOT TO ADD  
A NULL TERMINATOR. NOW I'M JUST READING  
GARBAGE.



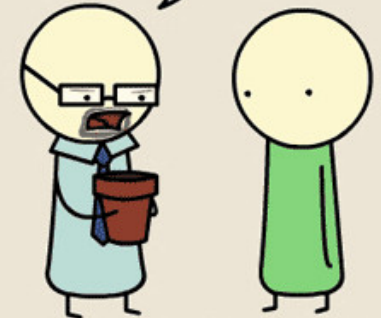
# LATEX

YOUR PAPER MAKES NO GODDAMN SENSE,  
BUT IT'S THE MOST BEAUTIFUL THING  
I HAVE EVER LAID EYES ON.



# HTML

THIS IS A FLOWER POT.



CS 152: *Programming Language Paradigms*



# Higher Order Functions

Prof. Tom Austin

San José State University

Functional languages treat  
programs as *mathematical  
functions*.

*Definition: A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.*

$$y = f(x)$$

f is the name of  
the function

***Definition:** A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.*

$x$  is a variable in  
the set  $X$

$$y = f(x)$$

$X$  is the *domain* of  $f$ .  
 $x \in X$  is the *independent variable*.

*Definition: A function is a rule that associates to each  $x$  from some set  $X$  of values a unique  $y$  from a set of  $Y$  values.*

$$y = f(x)$$

$y$  is a variable in  
the set  $Y$

$Y$  is the *range* of  $f$ .  
 $y \in Y$  is the *dependent*  
*variable*.

# Qualities of Functional Programming

1. Functions clearly distinguish **inputs** from **outputs**
2. No assignment (pure)
3. No loops (pure)
4. Result depends **only** on input values
  - Evaluation order does not matter
5. Functions are **first class values**

# Referential transparency

In **purely functional** programs you can

- replace an expression with its value
- write code free of side-effects

Functions are **first-class** data values.

We can do anything with them that we can do with other values.

# Higher-order function

A function that

- takes functions as arguments; or
- returns a function as its result; or
- dynamically constructs new functions

# Higher-order functions example (in class)

## Lab 3: map and filter

See Canvas for a more detailed explanation.

1. Using map, implement `strings-to-nums`.  

```
(strings-to-nums '("1" "2"))  
-> '(1 2)
```
2. Using map, create a `make-names` function:
  1. input: list of first names, list of last names
  2. output: list of full names
3. Using the filter function, write a function that takes a list of employees and returns a list containing only managers.

# Fold variants

- `foldr`
  - Traverses from the right
  - `(foldr * 1 ' (2 4 8) )` is the same as  
`(* 2 (* 4 (* 8 1) ) )`
- `foldl`
  - Traverses from the left
  - `(foldl * 1 ' (2 4 8) )` is the same as  
`(* 8 (* 4 (* 2 1) ) )`
- **WARNING: Different languages define fold slightly differently.**

# foldr evaluation

```
(foldr cons '() '(1 2 3))  
-> (cons 1 (foldr cons '() '(2 3)))  
-> (cons 1 (cons 2 (foldr cons '() '(3))))  
-> (cons 1 (cons 2 (cons 3 (foldr cons '()  
                                '())))))  
-> (cons 1 (cons 2 (cons 3 '())))  
-> (cons 1 (cons 2 '(3)))  
-> (cons 1 '(2 3))  
-> '(1 2 3)
```

# foldl evaluation

(slightly inaccurate – emphasizing order of operations)

accumulator

```
(foldl cons '() '(1 2 3))  
-> (foldl cons (cons 1 '()) '(2 3))  
-> (foldl cons (cons 2 (cons 1 '())) '(3))  
-> (foldl cons (cons 3 (cons 2 (cons 1 '())))  
              '())  
-> (cons 3 (cons 2 (cons 1 '())))  
-> (cons 3 (cons 2 '(1)))  
-> (cons 3 '(2 1))  
-> '(3 2 1)
```

# foldl evaluation

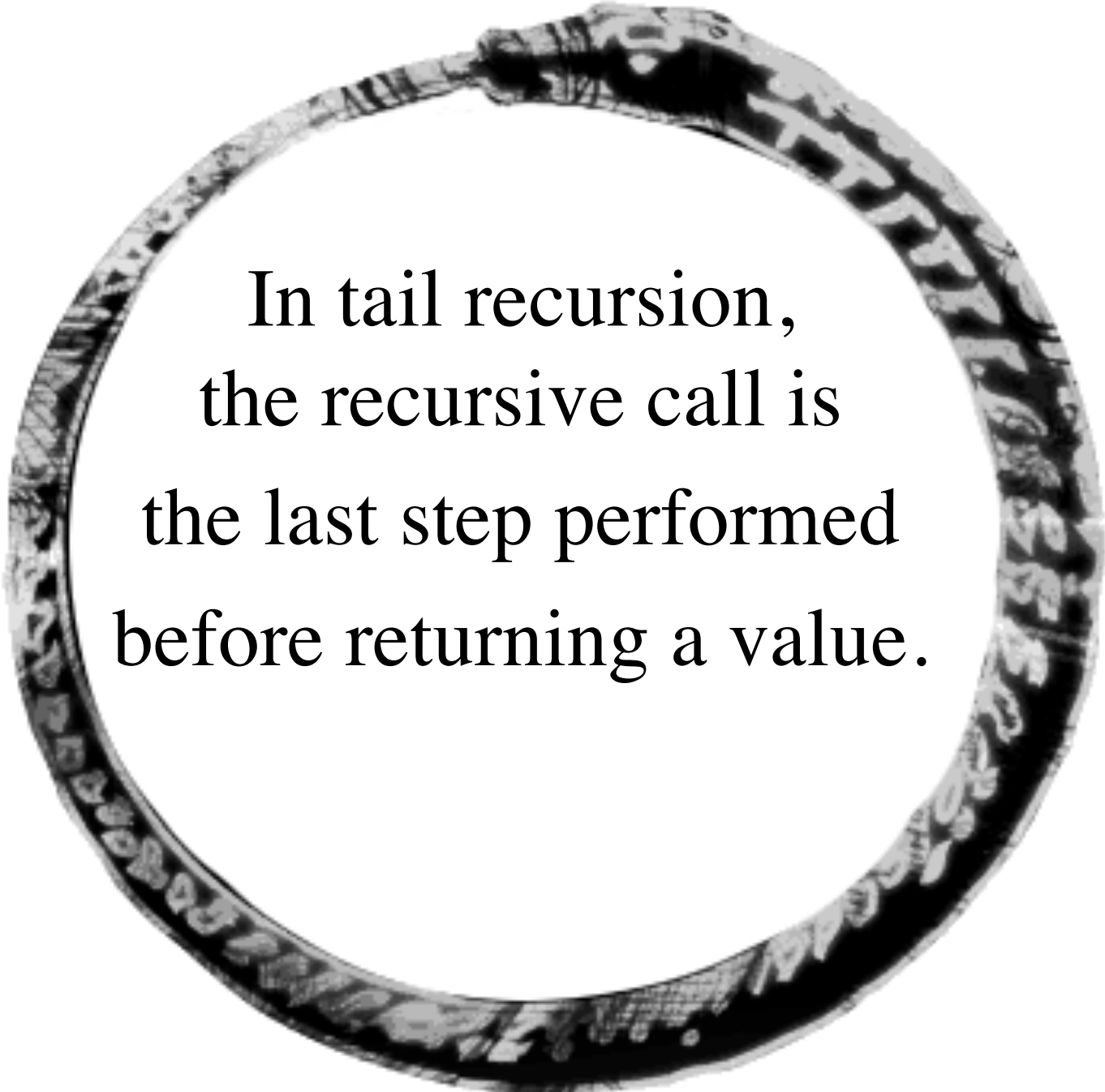
(accurate version)

```
(foldl cons '() '(1 2 3))  
-> (foldl cons (cons 1 '()) '(2 3))  
-> (foldl cons '(1) '(2 3))  
-> (foldl cons (cons 2 '(1)) '(3))  
-> (foldl cons '(2 1) '(3))  
-> (foldl cons (cons 3 '(2 1)) '())  
-> (foldl cons '(3 2 1) '())  
-> '(3 2 1)
```

# Tail Recursion

Iterative solutions tend to be more efficient than recursive solutions.

However, compilers are very good at optimizing a *tail recursive* functions.



In tail recursion,  
the recursive call is  
the last step performed  
before returning a value.

# Is this function tail-recursive?

```
public int factorial(int n) {  
    if (n==1) return 1;  
    else {  
        return n * factorial(n-1);  
    }  
}
```



No: the last step is  
multiplication

# Is this function tail-recursive?

```
public int factorialAcc(int n, int acc) {  
    if (n==1) return acc;  
    else {  
        return factorialAcc(n-1, n*acc);  
    }  
}
```

Yes: the recursive  
step is the last thing  
we do

# Which version is tail-recursive?

```
(define (fact n)
  (if (= n 1)
      1
      (* n
         (fact
          (- n 1))))))
```

```
(define (fact n a)
  (if (= n 1)
      a
      (fact
       (- n 1)
       (* n a))))))
```

Lab 4: `foldl` and `foldr`

See Canvas for details.