Higher-Order Programming:

Closures, procedural abstraction, genericity, instantiation, embedding. Control abstractions: iterate, map, reduce, fold, filter (CTM Section 3.6)

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Higher-order programming

- Assume we want to write another Pascal function which instead of adding numbers, performs exclusive-or on them
- It calculates for each number whether it is odd or even (parity)
- Either write a new function each time we need a new operation, or write one generic function that takes an operation (another function) as argument
- The ability to pass functions as arguments, or return a function as a result is called *higher-order programming*
- Higher-order programming is an aid to build generic abstractions

Variations of Pascal

- Compute the parity Pascal triangle

```
fun {Xor X Y} if X==Y then 0 else 1 end end
```

1	1
1 1	1 1
1 2 1	1 0 1
1 3 3 1	1 1 1 1
1 4 6 4 1	1 0 0 0 1

Higher-order programming

```
fun {GenericPascal Op N}
  if N==1 then [1]
  else L in L = {GenericPascal Op N-1}
    {OpList  Op {ShiftLeft L} {ShiftRight L}}
  end
end
fun {OpList Op L1 L2}
     case L1 of H1|T1 then
             case L2 of H2|T2 then
                  {Op H1 H2}|{OpList Op T1 T2}
             end
     end
     else nil end
end
```

```
fun {Add N1 N2} N1+N2 end
fun {Xor N1 N2}
      if N1==N2 then 0 else 1 end
end

fun {Pascal N} {GenericPascal Add N} end
fun {ParityPascal N}
      {GenericPascal Xor N}
end
```

Add and Xor functions are passed as arguments.

The Iterate control abstraction

```
fun {Iterate S IsDone Transform}
    if {IsDone S} then S
    else S1 in
        S1 = {Transform S}
        {Iterate S1 IsDone Transform}
    end
end
```

fun {Iterate S_i}
    if {*IsDone* S_i} then S_i
    else S_{i+1} in
        S_{i+1} = {*Transform* S_i}
        {Iterate S_{i+1}}
    end
end

Sqrt using the control abstraction

```
fun {Sqrt X}
   {Iterate
     1.0
     fun {$ G} {Abs X - G*G}/X < 0.000001 end
     fun {$ G} (G + X/G)/2.0 end
   }
end
```

IsDone and Transform anonymous functions are passed as arguments.

Sqrt in Haskell

```
let sqrt x = head (dropWhile (not . goodEnough) sqrtGuesses)
      where
        goodEnough guess = (abs (x – guess*guess))/x < 0.00001
        improve guess = (guess + x/guess)/2.0
        sqrtGuesses = 1:(map improve sqrtGuesses)
```

This sqrt example uses infinite lists enabled by lazy evaluation, and the map control abstraction.

Functions are procedures in Oz

```
fun {Map Xs F}
    case Xs
    of nil then nil
    [] X|Xr then {F X}|{Map Xr F}
    end
end
```

```
proc {Map Xs F Ys}
    case Xs
    of nil then Ys = nil
    [] X|Xr then Y Yr in
        Ys = Y|Yr
        {F X Y}
        {Map Xr F Yr}
    end
end
```

Map in Haskell

```
map' :: (a -> b) -> [a] -> [b]
map' _ []    = []
map' f (h:t) = f h:map' f t
```

_ means that the argument is not used (read "don't care").
map' is to distinguish it from the Prelude map function.

Higher-order programming

- Higher-order programming = the set of programming techniques that are possible with procedure values (lexically-scoped closures)
- Basic operations
  - Procedural abstraction: creating procedure values with lexical scoping
  - Genericity: procedure values as arguments
  - Instantiation: procedure values as return values
  - Embedding: procedure values in data structures
- Higher-order programming is the foundation of component-based programming and object-oriented programming

Procedural abstraction

- Procedural abstraction is the ability to convert any statement into a procedure value
  - A procedure value is usually called a closure, or more precisely, a lexically-scoped closure
  - A procedure value is a pair: it combines the procedure code with the environment where the procedure was created (the contextual environment)
- Basic scheme:
  - Consider any statement <s>
  - Convert it into a procedure value: P = proc {$} <s> end
  - Executing {P} has exactly the same effect as executing <s>

Procedural abstraction

```
fun {AndThen B1 B2}
   if B1 then B2 else false
   end
end
```

Procedural abstraction

```
fun {AndThen B1 B2}
   if {B1} then {B2} else false
   end
end
```

Procedure abstraction

- Any statement can be abstracted to a procedure by selecting a number of the ’free’ variable identifiers and enclosing the statement into a procedure with the identifiers as paramenters
- `if X >= Y then Z = X else Z = Y end`
- Abstracting over all variables

```
proc {Max X Y Z}
    if X >= Y then Z = X else Z = Y end
end
```

- Abstracting over X and Z

```
proc {LowerBound X Z}
    if X >= Y then Z = X else Z = Y end
end
```

Lexical scope

```
local P Q in
   proc {P …}  {Q …} end
   proc {Q …} {Browse hello} end
   local Q in
       proc {Q …} {Browse hi} end
       {P …}
   end
end
```

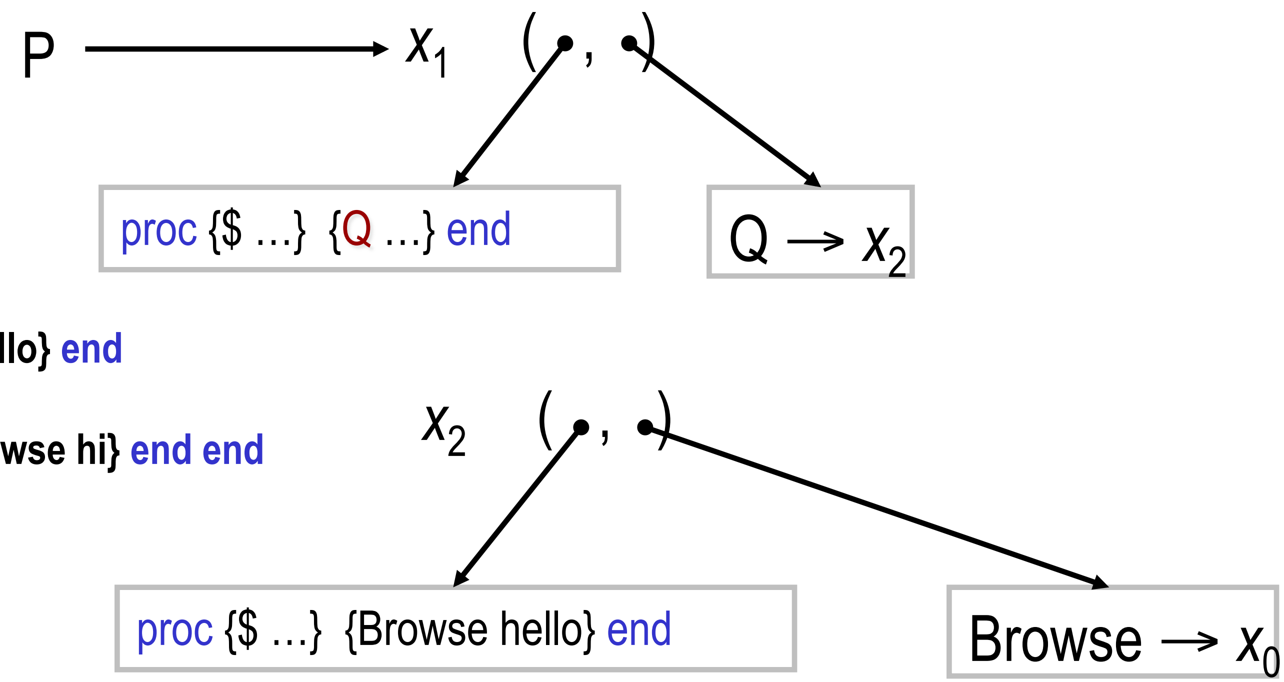
Procedure values

- Constructing a procedure value in the store is not simple because a procedure may have external references

```
local P Q in
    P = proc {$ …}  {Q …} end
    Q = proc {$ …} {Browse hello} end
    local Q in
        Q = proc {$ …} {Browse hi} end
        {P …}
    end
end
```

Procedure values (2)

```
local P Q in
    P = proc {$ …} {Q …} end
    Q = proc {$ …} {Browse hello} end
    local Q in
        Q = proc {$ …} {Browse hi} end end
        {P …}
    end
end
```



Procedure values (3)

- The semantic statement is (proc {$\langle x \rangle$ $\langle y_1 \rangle$ ... $\langle y_n \rangle$} $\langle s \rangle$ end, E)
- $\langle y_1 \rangle$ ... $\langle y_n \rangle$ are the (formal) parameters of the procedure
- Other free identifiers of $\langle s \rangle$ are called external references $\langle z_1 \rangle$ ... $\langle z_k \rangle$
- These are defined by the environment E where the procedure is declared (lexical scoping)
- The contextual environment of the procedure CE is $E\,|_{\{\langle z1 \rangle\ \ldots\ \langle zk \rangle\}}$
- When the procedure is called CE is used to construct the environment of $\langle s \rangle$

```
(proc {$ ⟨y1⟩ ... ⟨yn⟩ }
    ⟨s⟩
 end ,
CE)
```

Procedure values (4)

- Procedure values are pairs:

  (proc {\$ $\langle y_1 \rangle$ ... $\langle y_n \rangle$ $\langle s \rangle$ end , CE)
- They are stored in the store just as any other value

```
(proc {$ ⟨y1⟩ ... ⟨yn⟩ }
     ⟨s⟩
 end ,
CE)
```

A common limitation

- Most popular imperative languages (C, Pascal) do not have procedure values
- They have only half of the pair: variables can reference procedure code, but there is no contextual environment
- This means that control abstractions cannot be programmed in these languages
  - They provide a predefined set of control abstractions (for, while loops, if statement)
- Generic operations are still possible
  - They can often get by with just the procedure code. The contextual environment is often empty.
- The limitation is due to the way memory is managed in these languages
  - Part of the store is put on the stack and deallocated when the stack is deallocated
  - This is supposed to make memory management simpler for the programmer on systems that have no garbage collection
  - It means that contextual environments cannot be created, since they would be full of dangling pointers
- Object-oriented programming languages can use objects to encode procedure values by making external references (contextual environment) instance variables.

Genericity

- Replace specific entities (zero 0 and addition +) by function arguments
- The same routine can do the sum, the product, the logical or, etc.

```
fun {SumList L}
   case L
   of   nil then 0
   []   X|L2 then X+{SumList L2}
   end
end
```

⇩

```
fun {FoldR L F U}
   case L
   of   nil then U
   []   X|L2 then {F X  {FoldR L2 F U}}
   end
end
```

Genericity in Haskell

- Replace specific entities (zero 0 and addition +) by function arguments
- The same routine can do the sum, the product, the logical or, etc.

```
sumlist :: (Num a) => [a] -> a
sumlist []    = 0
sumlist (h:t) = h+sumlist t
```

⇩

```
foldr' :: (a->b->b) -> b -> [a] -> b
foldr' _ u []    = u
foldr' f u (h:t) = f h (foldr' f u t)
```

Instantiation

```
fun {FoldFactory F U}
    fun {FoldR L}
        case L
        of nil then U
        [] X|L2 then {F X {FoldR L2}}
        end
    end
in
    FoldR
end
```

- Instantiation is when a procedure returns a procedure value as its result
- Calling {FoldFactory fun {$ A B} A+B end 0} returns a function that behaves identically to SumList, which is an « instance » of a folding function

Currying

- Currying is a technique that can simplify programs that heavily use higher-order programming.
- The idea:function of n arguments ⇒ n nested functions of one argument.
- Advantage: The intermediate functions can be useful in themselves.

```
fun {Max  X  Y}
   if X>=Y then  X  else  Y end
end
```

⇨

```
fun {Max  X}
   fun {$ Y}
      if X>=Y then  X  else  Y end
   end
end
```

Embedding

- Embedding is when procedure values are put in data structures
- Embedding has many uses:
  - Modules: a module is a record that groups together a set of related operations
  - Software components: a software component is a generic function that takes a set of modules as its arguments and returns a new module. It can be seen as specifying a module in terms of the modules it needs.
  - Delayed evaluation (also called explicit lazy evaluation): build just a small part of a data structure, with functions at the extremities that can be called to build more. The consumer can control explicitly how much of the data structure is built.

Control Abstractions

```
declare
proc {For I J P}
   if I >= J then skip
   else {P I} {For I+1 J P}
   end
end

{For 1 10 Browse}

for I in 1..10 do {Browse I} end
```

Control Abstractions

```
proc {ForAll Xs P}
   case Xs
   of nil then skip
   [] X|Xr then
      {P X} {ForAll Xr P}
   end
end

{ForAll [a b c d]
 proc{$ I} {System.showInfo "the item is: " # I} end}

for I in [a b c d] do
   {System.showInfo "the item is: " # I}
end
```

Control Abstractions

```
fun {FoldL Xs F U}
   case Xs
   of nil then U
   [] X|Xr then {FoldL Xr F {F X U}}
   end
end
```

Assume a list [*x1 x2 x3* ....]

S0 → *S1* → *S2*

U → {F *x1* U}→ {F *x2* {F *x1* U}} → ....→

Control Abstractions

```
fun {FoldL Xs F U}
   case Xs
   of nil then U
   [] X|Xr then {FoldL Xr F {F X U}}
   end
end
```

What does this program do ?

```
{Browse {FoldL [1 2 3]
     fun {$ X Y} X|Y end nil}}
```

FoldL in Haskell

```
foldl' :: (b->a->b) -> b -> [a] -> b
foldl' _ u []    = u
foldl' f u (h:t) = foldl' f (f u h) t
```

Notice the unit u is of type b, and the function f is of type b->a->b.

List-based techniques

```
fun {Map Xs F}
   case Xs
   of nil then nil
   [] X|Xr then
      {F X}|{Map Xr F}
   end
end
```

```
fun {Filter Xs P}
   case Xs
   of nil then nil
   [] X|Xr andthen {P X} then
      X|{Filter Xr P}
   [] X|Xr then {Filter Xr P}
   end
end
```

Filter in Haskell

```
filter' :: (a-> Bool) -> [a] -> [a]
filter' _ []    = []
filter' p (h:t) = if p h then h:filter' p t
                         else filter' p t
```

Filter as FoldR application

```
fun {Filter P L}
   {FoldR fun {$ H T}
            if {P H} then
               H|T
            else T end
          end nil L}
end
```

```
filter'' :: (a-> Bool) -> [a] -> [a]
filter'' p l = foldr
       (\h t ->  if p h
                 then h:t
                 else t) [] l
```

Tree-based techniques

```
proc {DFS Tree}
   case Tree  of tree(node:N sons:Sons …) then
         {Browse N}
          for T in Sons do {DFS T} end
   end
end
```

Call {P T} at each node T

```
proc {VisitNodes Tree P}
   case Tree  of tree(node:N sons:Sons …) then
         {P N}
          for T in Sons do {VisitNodes T P} end
   end
end
```

Explicit lazy evaluation

- Supply-driven evaluation. (e.g.The list is completely calculated independent of whether the elements are needed or not.)
- Demand-driven execution.(e.g. The consumer of the list structure asks for new list elements when they are needed.)
- Technique: a programmed trigger.
- How to do it with higher-order programming? The consumer has a function that it calls when it needs a new list element. The function call returns a pair: the list element and a new function. The new function is the new trigger: calling it returns the next data item and another new function. And so forth.

Explicit lazy functions

```
fun lazy {From N}
   N | {From N+1}
end
```

⇓

```
fun {From N}
   fun {$} N | {From N+1} end
end
```

Exercises

23. Define an IncList function to take a list of numbers and increment all its values, using the Map control abstraction. For example:

    {IncList [3 1 7]} => [4 2 8]

24. Create a higher-order MapReduce function that takes as input two functions corresponding to Map and Reduce respectively, and returns a function to perform the composition. Illustrate your MapReduce function with an example.

25. Write solutions for exercises 23 and 24 in both Oz and Haskell. Compare your solutions.