

CS 457/557 Functional Programming

Lecture 9

More on Higher-order Functions

Currying (“eta reduction”)

Recall (from Ch. 1) the function: `simple n a b = n * (a+b)`

Note that:

`simple n a b` is really
`((simple n) a) b` in fully parenthesized notation

```
simple :: Float -> Float -> Float -> Float
simple n :: Float -> Float -> Float
(simple n) a :: Float -> Float
((simple n) a) b :: Float
```

Therefore:

```
multSumByFive a b = simple 5 a b is the same as
multSumByFive = simple 5
```

Use of Eta Reduction

listSum, listProd :: [Integer] -> Integer

listSum xs = foldr (+) 0 xs

listProd xs = foldr (*) 1 xs



listSum = foldr (+) 0

listProd = foldr (*) 1

and, or :: [Bool] -> Bool

and xs = foldr (&&) True xs

or xs = foldr (||) False xs



and = foldr (&&) True

or = foldr (||) False

Be Careful Though ...

Consider:

- $f\ x = g\ (x+2)\ y\ x$

This is not equal to:

- $f = g\ (x+2)\ y$

because we lose the binding for x .

In general:

- $f\ x = e\ x$

is equal to

- $f = e$

only if x does not appear free in e .

Simplify Definitions

Recall:

```
reverse xs = foldl revOp [] xs
  where revOp acc x = x : acc
```

In the prelude we have: `flip f x y = f y x`. Thus:

```
revOp acc x = flip (:) acc x
```

or even better:

```
revOp = flip (:)
```

And thus:

```
reverse xs = foldl (flip (:)) [] xs
```

or even better:

```
reverse = foldl (flip (:)) []
```

Anonymous Functions

- So far, all of our functions have been defined using an *equation*, such as the function **succ** defined by:

succ x = x+1

- This raises the question: Is it possible to define a *value* that behaves just like **succ**, but has no name? Much in the same way that **3.14159** is a value that behaves like **pi**?
- The answer is *yes*, and it is written **\x -> x+1**. Indeed, we could rewrite the previous definition of **succ** as:
succ = \x -> x+1.
- The backslash (****) is meant to look like (and is read as) the Greek letter “lambda.” Anonymous functions figure prominently in the “lambda calculus,” an important foundational formalism for computation.

Sections

- Sections are like currying for infix operators. For example:

$(+5) = \backslash x \rightarrow x + 5$

$(4-) = \backslash y \rightarrow 4 - y$

So in fact $\text{succ } x = x + 1$ can be written more simply as $(+1)!$

- Sections also permit specifying the **right-hand** argument to an operator.
- Although convenient, sections are less expressive than anonymous functions. For example, it's hard to represent $\backslash x \rightarrow (x+1)/2$ as a section.
- You can also pattern match using an anonymous function, as in $\backslash (x:xs) \rightarrow x$, which is the **head** function.

Function Composition

- Very often we would like to combine the effects of one function with that of another. *Function composition* accomplishes this for us, and is simply defined as the infix operator `(.)`:

`(f . g) x = f (g x)`

- So `f.g` is the same as `\x -> f (g x)`.
- Function composition can be used to simplify previous definitions:

```
totalSquareArea sides
  = sumList (map squareArea sides)
  = (sumList . map squareArea) sides
```

Combining this with eta reduction yields:

```
totalSquareArea = sumList . map squareArea
```