

Programming Languages

Function-Closure Idioms

## *More idioms*

- We know the rule for lexical scope and function closures
  - Now what is it good for

A partial but wide-ranging list:

- Pass functions with private data to iterators: Done
- Combine functions (e.g., composition)
- Currying (multi-arg functions and partial application)
- Callbacks (e.g., in reactive programming)
- Implementing an ADT with a record of functions

# *Combine functions*

Canonical example is function composition:

```
(define (compose f g) (lambda (x) (f (g x))))
```

- Creates a closure that “remembers” what g and h are bound to
- This function is built-in to Racket; but this definition is basically how it works.
- 3rd version is the best (clearest as to what it does):

```
(define (sqrt-of-abs i) (sqrt (abs i)))  
(define (sqrt-of-abs i) ((compose sqrt abs) i))  
(define sqrt-of-abs (compose sqrt abs))
```

# *Currying and Partial Application*

- Currying is the idea of calling a function with an incomplete set of arguments.
- When you "curry" a function, you get a function back that accepts the remaining arguments.
- Named after Haskell Curry, who studied related ideas in logic.

# *Currying and Partial Application*

- We know `(expt x y)` raises `x` to the `y`'th power.
- We could define a curried version of `expt` like this:
- ```
(define (expt-curried x)  
  (lambda (y) (expt x y)))
```
- We can call this function like this:  

```
((expt-curried 4) 2)
```
- This is useful because `expt-curried` is now a function of a single argument that can make a family of "raise-this-to-some-power" functions.
- This is critical in some other functional languages (albeit, not Racket or Scheme) where functions may have at most one argument.

# *Currying and Partial Application*

- Currying is still useful in Racket with the **curry** function:
  - Takes a function **f** and (optionally) some arguments **a1, a2, ....**
  - Returns an anonymous function **g** that accumulates arguments to **f** until there are enough to call **f**.
- **(curry expt 4)** returns a function that raises 4 to its argument.
  - **(curry expt 4) == expt-curried**
  - **((curry expt 4) 2) == ((expt-curried 4) 2)**
- **(curry \* 2)** returns a function that doubles its argument.
- These can be useful in definitions themselves:
  - **(define (double x) (\* 2 x))**
  - **(define double (curry \* 2))**

# Currying and Partial Application

- Currying is also useful to shorten longish lambda expressions:
- Old way: `(map (lambda (x) (+ x 1)) '(1 2 3))`
- New way: `(map (curry + 1) '(1 2 3))`
- Great for encapsulating private data: *list-ref is the built-in get-nth.*

```
(define get-month
  (curry list-ref '(Jan Feb Mar Apr May Jun
                  Jul Aug Sep Oct Nov Dec)))
```

- This example introduces a new datatype: symbol.
  - Symbols are similar to strings, except they don't have quotes around them (and you can't take them apart or add them together like strings).

# *Currying and Partial Application*

- But this gives zero-based months:

- ```
(define get-month
  (curry list-ref
    '(Jan Feb Mar Apr May Jun
      Jul Aug Sep Oct Nov Dec)))
```

- Let's subtract one from the argument first:

```
(define get-month
  (compose
    (curry list-ref
      '(Jan Feb Mar Apr May Jun
        Jul Aug Sep Oct Nov Dec))
    (curryr - 1)))
```

**curryr** curries  
from right to  
left, rather than  
left to right.

# *Currying and Partial Application*

- Another example:

```
(define (eval-polynomial coeff x)
  (if (null? coeff) 0
      (+ (* (car coeff) (expt x (- (length coeff) 1)))
          (eval-polynomial (cdr coeff) x))))
```

```
(define (make-polynomial coeff)
  (lambda (x) (eval-polynomial coeff x)))
```

```
(define make-polynomial (curry eval-polynomial))
```

# *Currying and Partial Application*

- A few more examples:
- `(map (compose (curry + 2) (curry * 4)) '(1 2 3))`
  - quadruples then adds two to the list '(1 2 3)
- `(filter (curry < 10) '(6 8 10 12))`
  - Careful! `curry` works from the left, so `(curry < 10)` is equivalent to `(lambda (x) (< 10 x))` so this filter keeps numbers that are greater than 10.
- Probably clearer to do:  
`(filter (curryr > 10) '(6 8 10 12))`
- (In this case, the confusion is because we are used to "<" being an infix operator).

## *Return to the foldr* 😊

Currying becomes really powerful when you curry higher-order functions.

Recall `(foldr f init (x1 x2 ... xn))` returns

```
(f x1 (f x2 ... (f xn-2 (f xn-1 (f xn init))))
```

```
(define (sum-list-ok lst) (foldr + 0 lst))
```

```
(define sum-list-super-cool (curry foldr + 0))
```

## *Another example*

- Scheme and Racket have **andmap** and **ormap**.
- **(andmap f (x1 x2...))** returns **(and (f x1) (f x2) ...)**
- **(ormap f (x1 x2...))** returns **(or (f x1) (f x2) ...)**

```
(andmap (curryr > 7) '(8 9 10)) → #t  
(ormap (curryr > 7) '(4 5 6 7 8)) → #t  
(ormap (curryr > 7) '(4 5 6)) → #f
```

```
(define contains7 (curry ormap (curry = 7)))  
(define all-are7 (curry andmap (curry = 7)))
```

## *Another example*

Currying and partial application can be convenient even without higher-order functions.

*Note: (**range a b**) returns a list of integers from a to b-1, inclusive.*

```
(define (zip lst1 lst2)
  (if (null? lst1) '()
      (cons (list (car lst1) (car lst2))
            (zip (cdr lst1) (cdr lst2)))))

(define countup (curry range 1))

(define (add-numbers lst)
  (zip (countup (length lst)) lst))
```

## *When to use currying*

- When you write a lambda function of the form
  - `(lambda (y1 y2 ...) (f x1 x2 ... y1 y2...))`
- You can replace that with
  - `(curry f x1 x2 ...)`
  
- Similarly, replace
  - `(lambda (y1 y2 ...) (f y1 y2 ... x1 x2...))`
- with
  - `(curryr f x1 x2 ...)`

# *When to use currying*

- Try these:
  - Assuming **lst** is a list of numbers, write a call to **filter** that keeps all numbers greater than 4.
  - Assuming **lst** is a **list of lists of numbers**, write a call to **map** that adds a 1 to the front of each sublist.
  - Assuming **lst** is a list of numbers, write a call to **map** that turns each number (in **lst**) into the list (1 number).
  - Assuming **lst** is a list of numbers, write a call to **map** that squares each number (you should curry **expt**).
  - Define a function **dist-from-origin** in terms of currying a function (**dist x1 y1 x2 y2**) [assume **dist** is already defined elsewhere]

# *Callbacks*

A common idiom: Library takes functions to apply later, when an *event* occurs – examples:

- When a key is pressed, mouse moves, data arrives
- When the program enters some state (e.g., turns in a game)

A library may accept multiple callbacks

- Different callbacks may need different private data with different types
- (Can accomplish this in C++ with objects that contain private fields.)

# *Mutable state*

While it's not absolutely necessary, mutable state is reasonably appropriate here

- We really do want the “callbacks registered” and “events that have been delivered” to *change* due to function calls

In "pure" functional programming, there is no mutation.

- Therefore, it is **guaranteed** that calling a function with certain arguments will always return the same value, no matter how many times it's called.
- Not guaranteed once mutation is introduced.
- This is why global variables are considered "bad" in languages like C or C++ (global constants OK).

## *Mutable state: Example in C++*

```
times_called = 0

int function() {
    times_called++;
    return times_called;
}
```

This is useful, but can cause big problems if somebody else modifies `times_called` from elsewhere in the program.

## *Mutable state*

- Scheme and Racket's variables are mutable.
- The name of any function which does mutation contains a "!"
- Mutate a variable with **set!**
  - Only works after the variable has been placed into an environment with **define**, **let**, or as an argument to a function.
  - **set!** does not return a value.

```
(define times-called 0)
```

```
(define (function)  
  (set! times-called (+ 1 times-called))  
  times-called)
```

- Notice that functions that have side-effects or use mutation are the only functions that need to have bodies with more than one expression in them.

## *Example call-back library*

Library maintains mutable state for “what callbacks are there” and provides a function for accepting new ones

- A real library would support removing them, etc.

```
(define callbacks '())
```

```
(define (add-callback func)
```

```
  (set! callbacks (cons func callbacks)))
```

```
(define (key-press which-key)
```

```
  (for-each
```

```
    (lambda (func) (func which-key)) callbacks))
```

## *Examples of using callback functions*

```
(define (print-if-pressed key message)
  (add-callback
    (lambda (which-key)
      (if (string=? key which-key)
          (begin (display message) (newline)) #f))))
```

```
(define count-presses 0)
(add-callback
  (lambda (key)
    (set! count-presses (+ 1 count-presses))
    (display "total presses = ")
    (display count-presses)
    (newline)))
```

## *Improvement on the client side*

- Why clutter up the global environment with count-presses?
- We don't want some other function mucking with that variable.
- Let's hide it inside a let that **only** our callback can access.

```
(let ((count-presses 0))
  (add-callback
    (lambda (key)
      (set! count-presses (+ 1 count-presses))
      (display "total presses = ")
      (display count-presses)
      (newline))))
```

## *How does that work?*

- What does the environment diagram for these look like?

```
(define (f x)
  (let ((y 1))
    (lambda (y) (+ x y z))))
```

```
(define g
  (let ((x 1))
    (lambda (y) (+ x y))))
```

# *Implementing an ADT*

As our last pattern, closures can implement abstract data types

- They can share the same private data
- Private data can be mutable or immutable
- Feels quite a bit like objects, emphasizing that OOP and functional programming have similarities

The actual code is advanced/clever/tricky, but has no new features

- Combines lexical scope, closures, and higher-level functions
- Client use is not so tricky

```
(define (new-stack)
  (let ((the-stack '()))
    (define (dispatch method-name)
      (cond ((eq? method-name 'empty?) empty?)
            ((eq? method-name 'push) push)
            ((eq? method-name 'pop) pop)
            (#t (error "Bad method name"))))
    (define (empty?) (null? the-stack))
    (define (push item) (set! the-stack (cons item the-stack)))
    (define (pop)
      (if (null? the-stack) (error "Can't pop an empty stack")
          (let ((top-item (car the-stack)))
            (set! the-stack (cdr the-stack))
            top-item)))
    dispatch)) ; this last line is the return value
               ; of the let statement at the top.
```