# CS3: Introduction to Symbolic Programming

Lecture 9:
More higher-order functions,
lambda, tic-tac-toe

Spring 2007

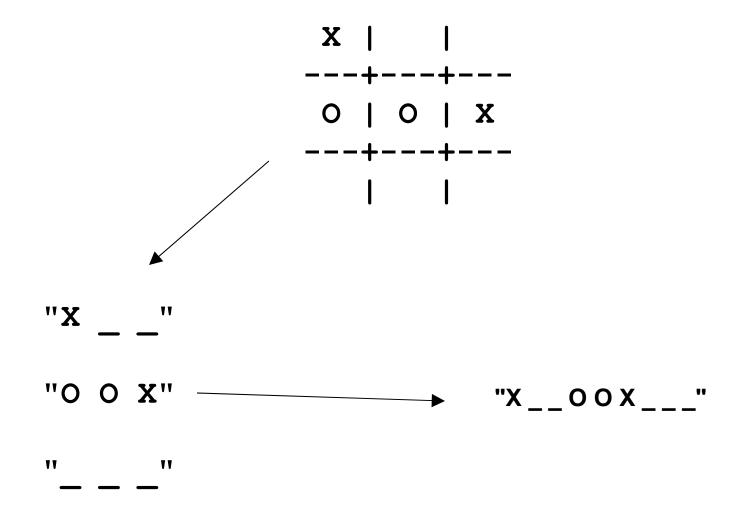
Nate Titterton nate@berkeley.edu

# **Schedule**

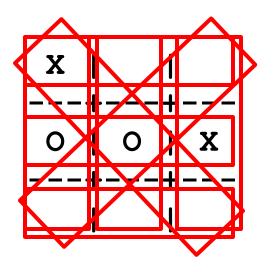
9	Mar 12-16	Lecture: Higher order functions, lambda
		Reading: Simply Scheme, Ch 9, 10
		"DbD" HOF version
		Lab: Higher order functions,
10	Mar 19-23	tic-tac-toe Lecture: Higher-order function review
		Lab: More Higher order functions
		Miniproject #3 assigned
		Mar 26-30 Spring Break
11	April 2	Lecture: Midterm review, tree recursion
		Lab: Lists, tree-recursion
		Miniproject #3 due Tuesday
12	April 9	Midterm #2

# **Tic Tac Toe**

#### The board



#### **Triples** (another representation of a board)



```
( x23 oox 789 xo7 2o8 3x9 xo9 3o7 )
```

#### **Tic-tac-toe hints**

- Read the chapter!
- You will need to be familiar with vocabulary
  - positions, triples, "forks", "pivots", and so on
- This chapter in the book comes before recursion.
  - You would solve things differently if you used recursion
- The code (at the end of the chapter) has no comments.

# **Higher-order functions: review**

# **Higher order function (HOFs)**

- A HOF is a procedure that takes a procedure as an argument.
- There are three main ones that work with words and sentences:
  - every
    - take a one-argument procedure that returns a word
    - do something to each element
  - keep
    - takes a one-argument predicate
    - return only certain elements
  - accumulate
    - takes a two-argument procedure
    - combine the elements

## A definition of every

- HOFs do a lot of work for you:
  - Checking the conditional
  - Returning the proper base case
  - Combing the various recursive steps
  - Invoking itself recursively on a smaller problem

# Accumulate (1/2)

- The direction matters: right to left
  - (accumulate / '(4 2 2)) does not equal 1, but 4.
- Think about expanding an accumulate

# accumulate (2/2)

accumulate can return a sentence...

```
(accumulate ?? '(a b c d))

→ (ab bc cd)
```

- the *first* time accumulate is run, it reads the last two words of the input sentence
- in *later* calls, it uses the return value of its procedure (which is a sentence) as one of its arguments

#### Any questions from last week?

- You wrote and played with every, keep, and accumulate
- You used them in combination:

# Which HOFs would you use? (1/2)

# 1) capitalize-proper-names

```
(c-p-n '(mr. smith goes to washington))

→ (mr. Smith goes to Washington)
```

#### 3) count-if

```
(count-if odd? '(1 2 3 4 5)) -> 3
```

# 5) longest-word

```
(longest-word '(I had fun on spring
  break)) → spring
```

## 7) count-vowels-in-each

```
(c-e-l '(I have forgotten everything))
     → (1 2 3 3)
```

# Which HOFs would you use? (2/2)

1) squares-greater-than-100

```
(s-g-t-100 '(2 9 13 16 9 45))
\rightarrow (169 256 2025)
```

3) root of the sum-of-squares

```
(sos '(1 2 3 4 5 6 7))

→ (sqrt (+ (* 1 1) (* 2 2) ...)
→ 30
```

5) successive-concatenation

```
(sc '(a b c d e))

→ (a ab abc abcd abcde)
```

# defining variables, let, and lambda

#### Three ways to define a variable

1. In a procedure call (e.g., the variable proc):

```
(define (doit proc value)
   ;; proc is a procedure here...
   (proc value))
```

3. As a global variable

```
(define *alphabet* '(a b c d e ... ))
(define *month-name* '(january ... ))
```

5. With let

## Using let to define temporary variables

let lets you define variables within a procedure:

# Any differences?

```
(define pi 3.14159265)
(define (alpha beta pi zeta)
    ... lots of code here ...
    (* pi radius)
    ... more code here ...
```

YES!

```
(define (alpha beta pi zeta)
  (let ((pi 3.14159265)) )
   ... lots of code here ...
   (* pi radius)
   ... more code here ...
```

#### In Scheme, procedures are first-class objects

- You can assign them a name
- You can pass them as arguments to procedures
- You can return them as the result of procedures
- You can include them in data structures

- 1. Well, you don't know how to do all of these yet.
- 3. What else in scheme is a *first-class* object?

#### The "hard" one is #3: returning procedures

```
;; this returns a procedure
(define (make-add-to number)
   (lambda (x) (+ number x)))
;; this also returns a procedure
(define add-to-5 (make-add-to 5))
;; hey, where is the 5 kept!?
(add-to-5 8) \rightarrow 13
((make-add-to 3) 20) → 23
```

#### the lambda form

 "lambda" is a special form that returns a function:

```
(lambda (arg1 arg2 ...)
statements
)

(lambda (x) (* x x))

⇒ ⇒ ⇒ ⇒ ⇒
a procedure that takes one argument and multiplies it by itself
```

## Using lambda with define

• These are the same:

```
(define (square x)
    (* x x))

(define square
          (lambda (x) (* x x))
     )
```

#### Using lambda with define

These are VERY DIFFERENT:

```
(define (adder-1 y)
    (lambda (x) (+ x 1)))

(define adder-2
    (lambda (x) (+ x 1)))
```

#### Can a lambda-defined function be recursive?

#### When do you NEED lambda?

1. When you need the context (inside a two-parameter procedure)

3. When you need to make a function on the fly

#### **Problems**

#### Hangman-status

#### Write successive-concatenation

```
(sc '(a b c d e))
→ (a ab abc abcd abcde)
(sc '(the big red barn))
(the thebig thebigred thebigredbarn)
          (define (sc sent)
             (accumulate
                 (lambda ??
                sent))
```



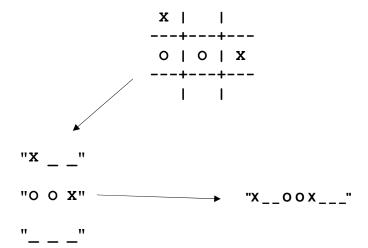
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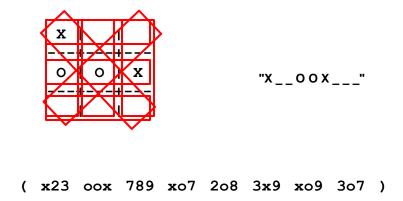
#### Tic Tac Toe

#### Click to add text

#### The board



#### Triples (another representation of a board)



(find-triples 'x\_\_oox\_\_\_) → (x23 oox 789 xo7 "2o8" "3x9" xo9 "3o7")

#### **Tic-tac-toe hints**

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- You will need to be familiar with vocabulary
   positions, triples, "forks", "pivots", and so on
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• The direction matters: right to left

```
- (accumulate / '(4 2 2)) does not equal 1, but 4.
```

Think about expanding an accumulate

```
(accumulate + '(1 2 3 4))

→ (+ 1 (+ 2 (+ 3 4)))

(accumulate / '(4 2 2))

→ (/ 4 (/ 2 2))
```

# accumulate (2/2)

accumulate can return a sentence...

```
(accumulate ?? '(a b c d))

→ (ab bc cd)
```

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# Any questions from last week?

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```
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```

5) longest-word

```
(longest-word '(I had fun on spring
  break)) → spring
```

7) count-vowels-in-each

```
(c-e-1 '(I have forgotten everything))
      → (1 2 3 3)
```

- 1) Every
- 2) Keep
- 3) Accumulate (longest-word needs to compare elements of the sentence; it can't consider each element in isolation)
- 4) Every containing a keep (count-if)

### Which HOFs would you use? (2/2)

1) squares-greater-than-100

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→ (169 256 2025)
```

3) root of the sum-of-squares

```
(sos '(1 2 3 4 5 6 7))

→ (sqrt (+ (* 1 1) (* 2 2) ...)
→ 30
```

5) successive-concatenation

```
(sc '(a b c d e))

→ (a ab abc abcd abcde)
```

- 1) Keep containing an every
- 2) Accumulate containing an every
- 3) Just accumulate. This isn't an every, although it looks like it at first glance, because you can't process the non-first elements without determining the elements that came before!

# defining variables, let, and lambda

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# Three ways to define a variable

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```
(define (doit proc value)
    ;; proc is a procedure here...
    (proc value))
```

3. As a global variable

```
(define *alphabet* '(a b c d e ... ))
(define *month-name* '(january ... ))
```

5. With let

# Using let to define temporary variables

• let lets you define variables <u>within</u> a procedure:

# Any differences?

```
(define pi 3.14159265)
(define (alpha beta pi zeta)
    ... lots of code here ...
    (* pi radius)
    ... more code here ...

YES!

(define (alpha beta pi zeta)
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    (* pi radius)
    ... more code here ...
```

#### In Scheme, procedures are first-class objects

- You can assign them a name
- You can pass them as arguments to procedures
- You can return them as the result of procedures
- You can include them in data structures
  - 1. Well, you don't know how to do all of these yet.
  - 3. What else in scheme is a *first-class* object?

First-class objects (in scheme) can:

- -Be named
- -Be an parameter to functions
- -Be returned from functions
- -Be stored in other data structures

#### The "hard" one is #3: returning procedures

```
;; this returns a procedure
(define (make-add-to number)
    (lambda (x) (+ number x)))

;; this also returns a procedure
(define add-to-5 (make-add-to 5))

;; hey, where is the 5 kept!?
(add-to-5 8) → 13

((make-add-to 3) 20) → 23
```

# the lambda form

 "lambda" is a special form that returns a function:

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)

(lambda (x) (* x x))

⇒ ⇒ ⇒ ⇒ ⇒
a procedure that takes one argument and multiplies it by itself
```

# Using lambda with define

• These are the same:

```
(define (square x)
    (* x x))

(define square
        (lambda (x) (* x x))
    )
```

The top form is just a shortcut, really, for the bottom form. We would get tired having to type l-a-m-b-d-a all the time, so the above form is quicker.

# Using lambda with define

#### • These are VERY DIFFERENT:

```
(define (adder-1 y)
     (lambda (x) (+ x 1)))

(define adder-2
     (lambda (x) (+ x 1)))
```

adder1 takes a single argument and returns a procedure (that takes a single argument and returns 1 more than it)

adder2 takes a single argument and returns one more than it.

#### Can a lambda-defined function be recursive?

In cs3, nope.

But, you will find a way to make recursive lambda (non-named) functions if you continue in CS. (You might google for "anonymous recursion" in scheme' or something like that).

# When do you NEED lambda?

1. When you need the context (inside a two-parameter procedure)

3. When you need to make a function on the fly

```
(define (add-suffix suf sent)
(every
(lambda (wd)
(word wd suf)
)
sent))
```

# **Problems**

Click to add text

```
(hangman-status 'joebob 'abcde)
            → __eb_b
         (define (hangman-status secret-wd ltrs)
             ???
             )
(define (hangman-status secret-wd ltrs)
 (accumulate
 word
 (every (lambda (ltr)
              (if (member? ltr ltrs)
                        ltr
                        '_))
             secret-wd)
 ))
```

#### Write successive-concatenation

Email me for the solution if you want it before next lecture!