

CMSC 330: Organization of Programming Languages

Closures (Implementing Higher Order Functions)

Returning Functions as Results

- ▶ In OCaml you can pass functions as arguments
 - to `map`, `fold`, etc.
- ▶ *and* return functions as results

```
let pick_fn n =  
  let plus_three x = x + 3 in  
  let plus_four x = x + 4 in  
  if n > 0 then plus_three else plus_four  
pick_fn : int -> (int->int)
```

- ▶ Here, `pick_fn` takes an `int` argument, and returns a function

Multi-argument Functions

- ▶ Consider a rewriting of the previous code

```
let pick_fn n =  
  if n > 0 then (fun x->x+3) else (fun x->x+4)
```

- ▶ Here's another version

```
let pick_fn n =  
  (fun x -> if n > 0 then x+3 else x+4)
```

- ▶ which is just shorthand for

```
let pick_fn n x =  
  if n > 0 then x+3 else x+4
```

*I.e., a multi-argument
function!*

Currying

- ▶ We just saw a way for a **function to take multiple arguments!**
 - The function consumes one argument and returns a function that takes the rest
- ▶ This is called **currying** the function
 - Named after the logician Haskell B. Curry
 - But Schönfinkel and Frege discovered it
 - So it should probably be called **Schönfinkelizing** or **Fregging**

Curried Functions In OCaml

- ▶ OCaml syntax defaults to currying. E.g.,

```
let add x y = x + y
```

- is identical to all of the following:

```
let add = (fun x -> (fun y -> x + y))  
let add = (fun x y -> x + y)  
let add x = (fun y -> x+y)
```

- ▶ Thus:

- `add` has type `int -> (int -> int)`
- `add 3` has type `int -> int`
 - `add 3` is a function that adds 3 to its argument
- `(add 3) 4 = 7`

- ▶ This works for any number of arguments

Syntax Conventions for Currying

- ▶ Because currying is so common, OCaml uses the following conventions:
 - `->` associates to the right
 - Thus `int -> int -> int` is the same as
 - `int -> (int -> int)`
 - function application associates to the left
 - Thus `add 3 4` is the same as
 - `(add 3) 4`

Currying is Standard In OCaml

- ▶ Pretty much all functions are curried
 - Like the standard library `map`, `fold`, etc.
 - See `/usr/local/ocaml/lib/ocaml` on Grace
 - In particular, look at the file `list.ml` for standard list functions
 - Access these functions using `List.<fn name>`
 - E.g., `List.hd`, `List.length`, `List.map`
- ▶ OCaml works hard to make currying efficient
 - Because otherwise it would do a lot of useless allocation and destruction of `closures`
 - What are those, you ask? Let's see ...

Quiz 1: What is enabled by currying?

- A. Passing functions as arguments
- B. Passing only a portion of the expected arguments
- C. Naming arguments
- D. Converting easily between tuples and multiple arguments

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Quiz 2: Which f definition is equivalent?

```
let f a b = a / b;;
```

A. `let f b = fun a -> a / b;;`

B. `let f = fun a | b -> a / b;;`

C. `let f (a, b) = a / b;;`

D. `let f = (fun a -> (fun b -> a / b));;`

Quiz 2: Which f definition is equivalent?

```
let f a b = a / b;;
```

A. `let f b = fun a -> a / b;;`

B. `let f = fun a | b -> a / b;;`

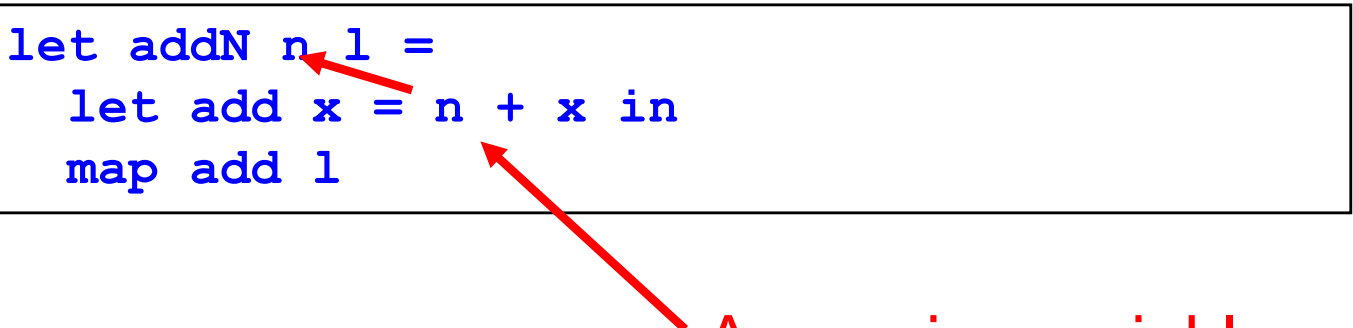
C. `let f (a, b) = a / b;;`

D. `let f = (fun a -> (fun b -> a / b));;`

How Do We Implement Currying?

- Implementing currying is tricky. Consider:

```
let addN n l =  
  let add x = n + x in  
  map add l
```



- (Equivalent to...)

```
let addN n =  
  (fun l -> map (fun x -> n + x) l)
```

Accessing variable
from outer scope

- When the anonymous function is called by map, `n` may not be on the stack any more!
 - We need some way to keep `n` around after `addN` returns

The Call Stack in C/Java/etc.

```
void f(void) {  
    int x;  
    x = g(3);  
}
```

```
int g(int x) {  
    int y;  
    y = h(x);  
    return y;  
}
```

```
int h (int z) {  
    return z + 1;  
}
```

```
int main() {  
    f();  
    return 0;  
}
```

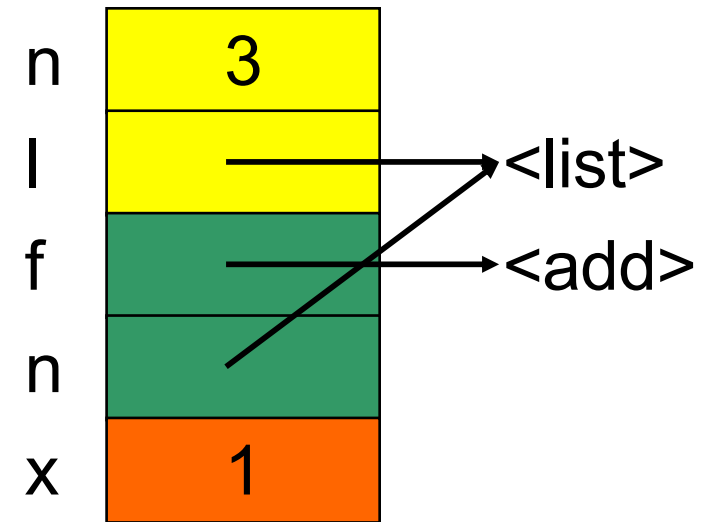
x	4	f
x	3	g
y	4	
z	3	h

Now Consider Returning Functions

```
let map f n = match n with  
  [] -> []  
  | (h::t) -> (f h)::(map f t)
```

```
let addN n l =  
  let add x = n + x in  
  map add l
```

```
addN 3 [1; 2; 3]
```



- ▶ Uh oh...how does `add` know the value of `n`?
 - OCaml does *not* read it off the stack
 - The language could do this, but can be confusing (see above)
 - OCaml uses **static scoping** like C, C++, Java, and Ruby

Static Scoping (*aka* Lexical Scoping)

- ▶ In **static** or **lexical scoping**, (nonlocal) names refer to their nearest binding in the program text
 - Going from inner to outer scope
 - In our example, **add** refers to **addN**'s **n**
 - C example:

Refers to the **x** at file scope – that's the nearest **x** going from inner scope to outer scope in the source code

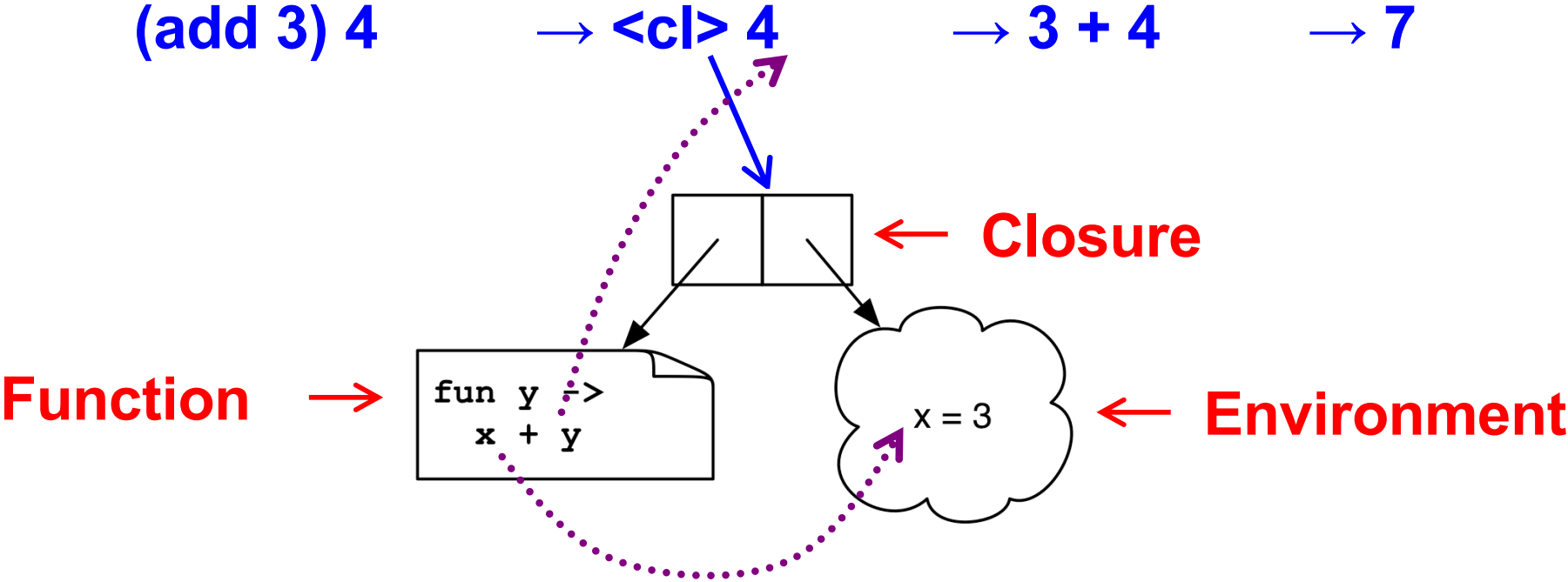
```
int x;
void f() { x = 3; }
void g() { char *x = "hello"; f(); }
```

Closures Implement Static Scoping

- ▶ An **environment** is a mapping from variable names to values
 - Just like a stack frame
- ▶ A **closure** is a pair (f, e) consisting of function code f and an environment e
- ▶ When you invoke a closure, f is evaluated using e to look up variable bindings

Example – Closure 1

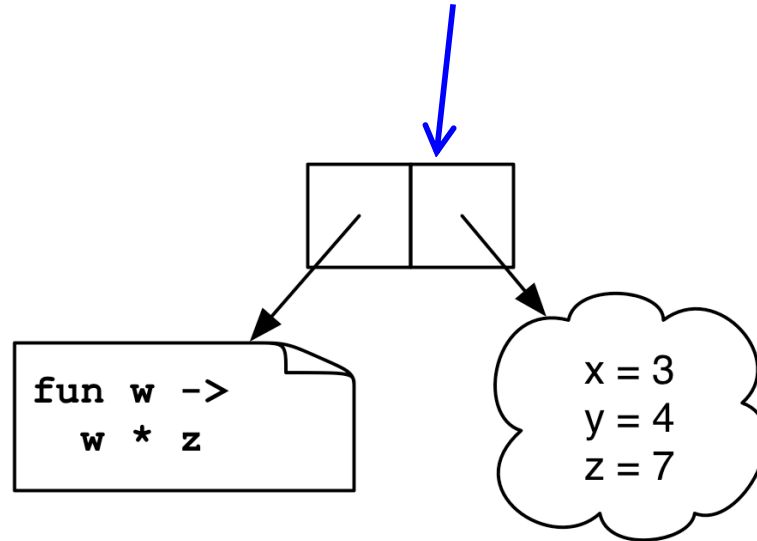
```
let add x = (fun y -> x + y)
```



Example – Closure 2

```
let mult_sum (x, y) =  
  let z = x + y in  
    fun w -> w * z
```

`(mult_sum (3, 4)) 5` \rightarrow `<cl> 5` \rightarrow `5 * 7` \rightarrow `35`

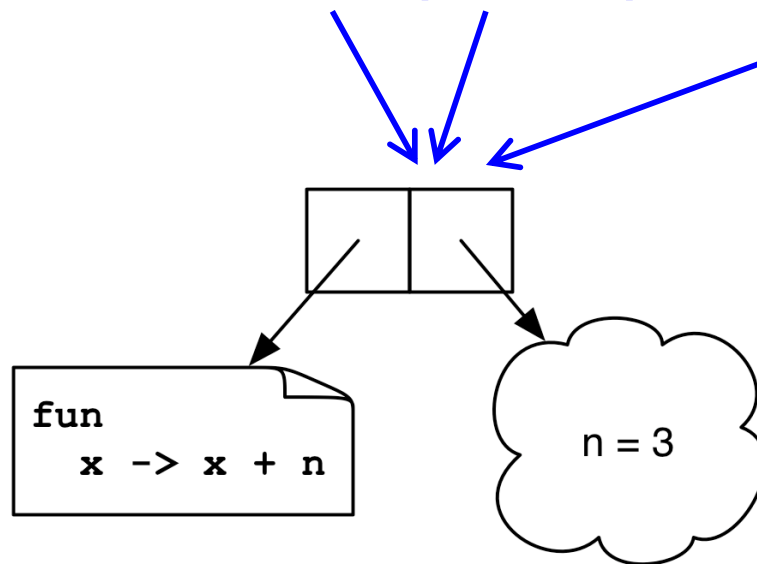


Example – Closure 3

```
let twice (n, y) =  
  let f x = x + n in  
  f (f y)
```

twice (3, 4)

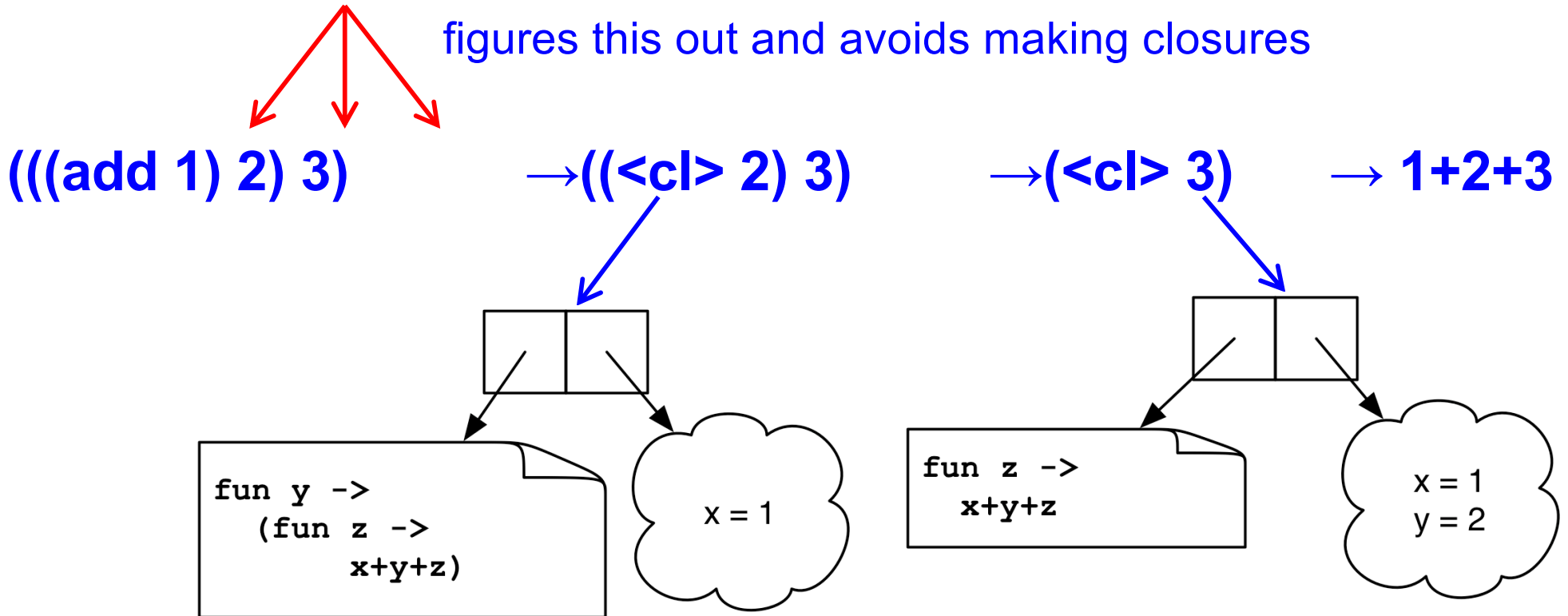
→ <cl> (<cl> 4) → <cl> 7 → 10



Example – Closure 4

```
let add x = (fun y -> (fun z -> x + y + z))
```

add() took 3 arguments? The compiler figures this out and avoids making closures



Quiz 3: What is x?

```
let a = 1;;  
let a = 0;;  
let b = 10;;  
let f () = a + b;;  
let b = 5;;  
let x = f ();;
```

- A. 10
- B. 1
- C. 15
- D. Error - variable name conflicts

Quiz 3: What is x?

```
let a = 1;;  
let a = 0;;  
let b = 10;;  
let f () = a + b;;  
let b = 5;;  
let x = f ();;
```

A. 10

B. 1

C. 15

D. Error - variable name conflicts

Quiz 4: What is z?

```
let f x = fun y -> x - y in
let g = f 2 in
let x = 3 in
let z = g 4 in
z;;
```

- A. 7
- B. -2
- C. -1
- D. Type Error – insufficient arguments

Quiz 4: What is z?

```
let f x = fun y -> x - y in
let g = f 2 in
let x = 3 in
let z = g 4 in
z;;
```

A. 7

B. -2

C. -1

D. Type Error – insufficient arguments

Quiz 5: What is z?

```
let f x =  
  let rec g y =  
    if y = 0 then x  
    else g (y-1) in  
  (fun z -> g z) in  
let z = f 2 0 in  
z;;
```

- A. Type Error
- B. 0
- C. Infinite loop
- D. 2

Quiz 5: What is z?

```
let f x =  
  let rec g y =  
    if y = 0 then x  
    else g (y-1) in  
  (fun z -> g z) in  
let z = f 2 0 in  
z;;
```

- A. Type Error
- B. 0
- C. Infinite loop
- D. 2**

Higher-Order Functions in C

- ▶ C supports **function pointers**

```
typedef int (*int_func) (int);
void app(int_func f, int *a, int n) {
    for (int i = 0; i < n; i++)
        a[i] = f(a[i]);
}
int add_one(int x) { return x + 1; }
int main() {
    int a[] = {5, 6, 7};
    app(add_one, a, 3);
}
```

Higher-Order Functions in C (cont.)

- ▶ C does not support closures
 - Since no nested functions allowed
 - Unbound symbols always in global scope

```
int y = 1;
void app(int(*f)(int), n) {
    return f(n);
}
int add_y(int x) {
    return x + y;
}
int main() {
    app(add_y, 2);
}
```

Higher-Order Functions in C (cont.)

- ▶ Cannot access non-local variables in C
- ▶ OCaml code

```
let add x y = x + y
```

- ▶ Equivalent code in C is illegal

```
int (* add(int x)) (int) {  
    return add_y;  
}  
int add_y(int y) {  
    return x + y; /* error: x undefined */  
}
```

Higher-Order Functions in C (cont.)

- ▶ OCaml code

```
let add x y = x + y
```

- ▶ Works if C supports nested functions
 - Not in ISO C, but in gcc; **but** not allowed to return them

```
int (* add(int x)) (int) {  
    int add_y(int y) {  
        return x + y;  
    }  
    return add_y; }  
}
```

- Does not allocate closure, so x popped from stack and add_y will get garbage (potentially) when called

Java 8 Supports Lambda Expressions

- ▶ Ocaml's

`fun (a, b) -> a + b`

- ▶ Is like the following in Java 8

`(a, b) -> a + b`

- ▶ Java 8 supports closures, and variations on this syntax

Java 8 Example

```
public class Calculator {  
    interface IntegerMath { int operation(int a, int b); }  
    public int operateBinary(int a, int b, IntegerMath op) {  
        return op.operation(a, b);  
    }  
    public static void main(String... args) {  
        Calculator myApp = new Calculator();  
        IntegerMath addition = (a, b) -> a + b;  
        IntegerMath subtraction = (a, b) -> a - b;  
        System.out.println("40 + 2 = " +  
            myApp.operateBinary(40, 2, addition));  
        System.out.println("20 - 10 = " +  
            myApp.operateBinary(20, 10, subtraction));  
    }  
}
```

← Lambda expressions