

Higher-Order Functions II: Staging

15-150

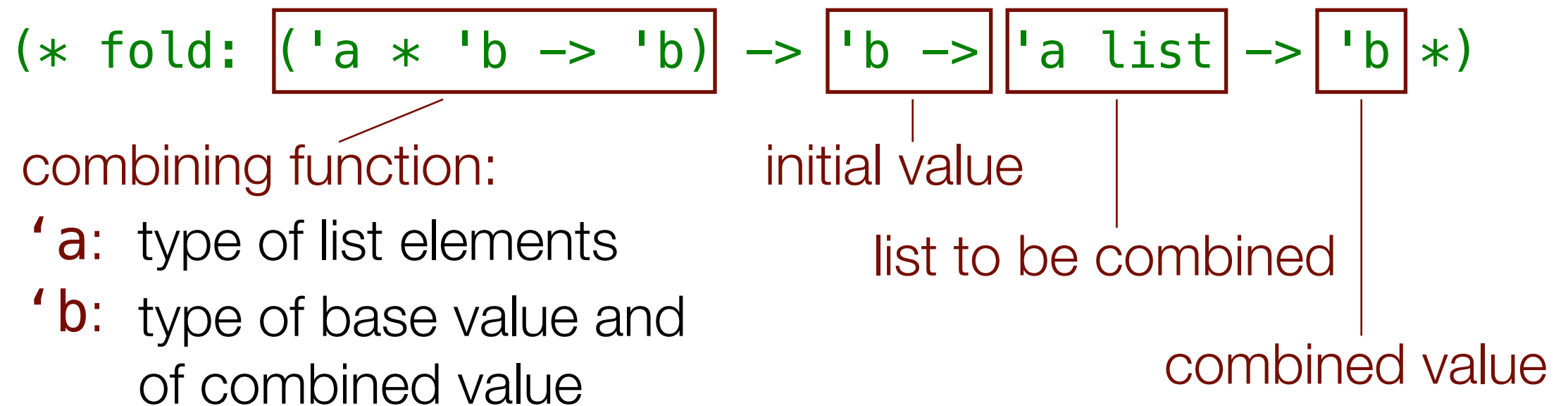
Lecture 11: October 2, 2025

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Let's revisit foldl and foldr on lists

Higher-order function: fold

Combining elements in a list, given a binary operation and base value:



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Combining elements in a list, given a binary operation and base value:

`(* fold: ('a * 'b -> 'b) -> 'b -> 'a list -> 'b *)`

Two implementations:

$\text{foldl } f \ z \ [x_1, \dots, x_n] \xrightarrow{\hspace{1cm}} \cong f(x_n, \dots f(x_3, f(x_2, f(x_1, z))))$

$\text{foldr } f \ z \ [x_1, \dots, x_n] \xleftarrow{\hspace{1cm}} \cong f(x_1, \dots f(x_{n-2}, f(x_{n-1}, f(x_n, z))))$

Higher-order function: fold

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$(\ast \text{ fold}: ('a \ast 'b \rightarrow 'b) \rightarrow 'b \rightarrow 'a \text{ list} \rightarrow 'b \ast)$

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Examples:

$\text{foldl } (\text{op } -) \ 0 \ [1, 2, 3, 4] \implies 2 \quad (4 - (3 - (2 - (1 - 0))))$

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Examples:

$\text{foldl } (\text{op } -) \ 0 \ [1, 2, 3, 4] \implies 2$

$\text{foldr } (\text{op } -) \ 0 \ [1, 2, 3, 4] \implies \sim 2 \quad (1 - (2 - (3 - (4 - 0))))$

Higher-order function: fold

Let's implement foldl and foldr:

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(* fold: ('a * 'b -> 'b) -> 'b -> 'a list -> 'b *)
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fun foldl f z [] =  
  | foldl f z (x::xs) =
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```

```
fun foldr f z [] = z  
  | foldr f z (x::xs) = f(x, foldr f z xs)
```

Homework:

```
foldl (op ::) [] [1,2,3,4] ==> ?
```

```
foldr (op ::) [] [1,2,3,4] ==> ?
```

Map and fold over trees and other datatypes

Can we generalize map and fold?

So far we have considered map and fold exclusively for lists.

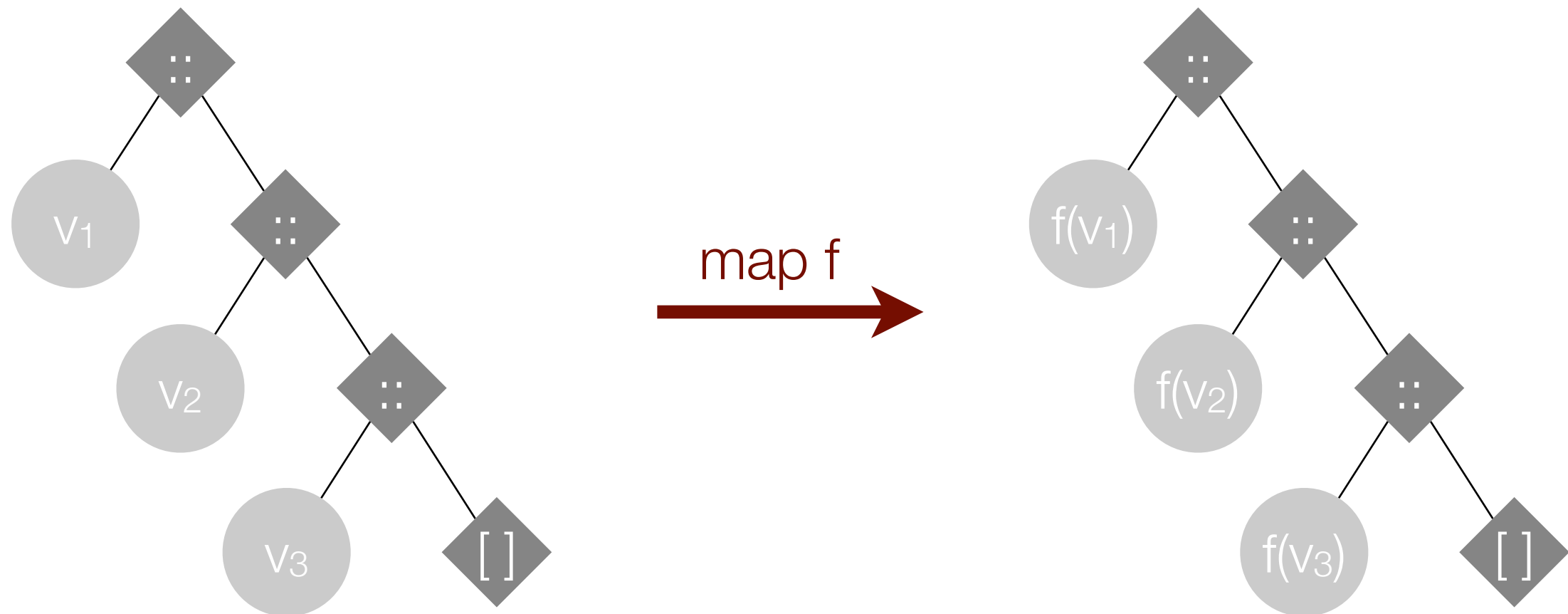
- map: transform elements in a list, given a transformation function
- fold: combines elements in a list, given a binary operation and base value

Can we generalize map and fold to, for example, binary trees?

- Yes! Let's work it out.
- It may be helpful to visualize map and fold for lists diagrammatically first, to capture the underlying pattern.

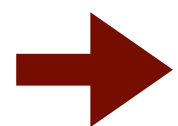
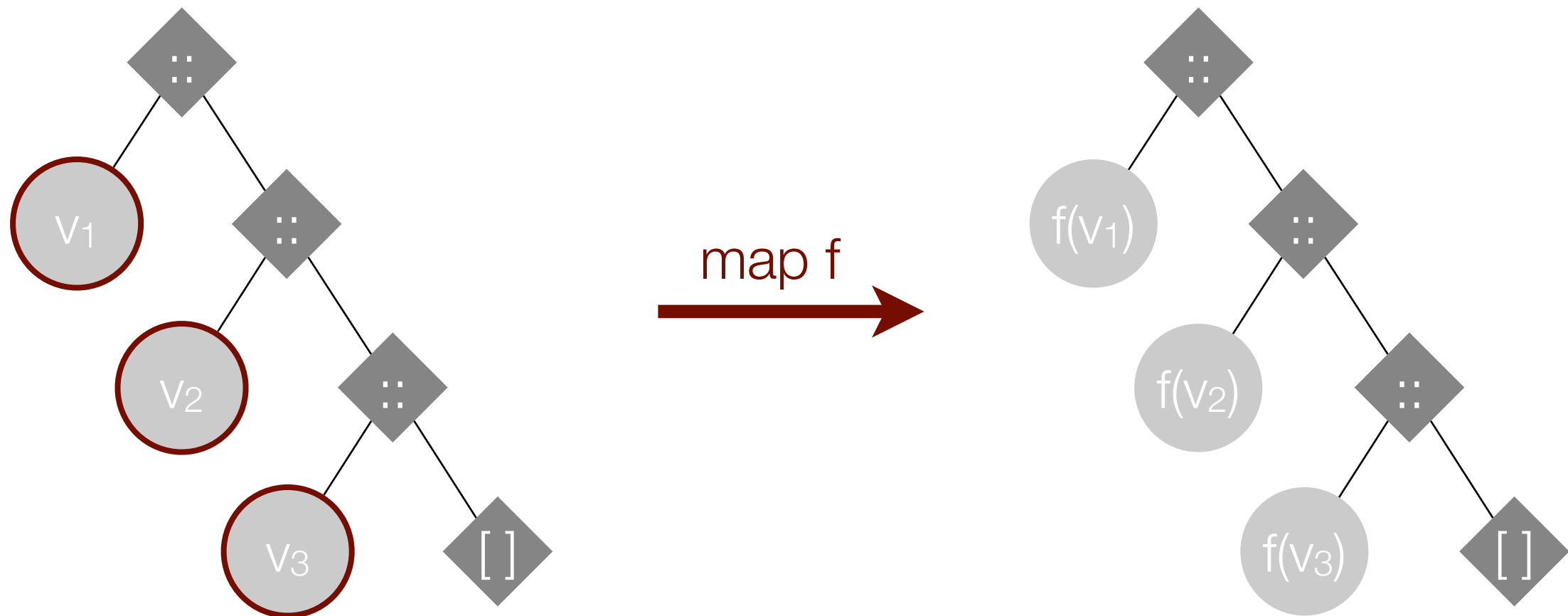
The “pattern” underlying map

(* map: ('a -> 'b) -> 'a list -> 'b list *)



The “pattern” underlying map

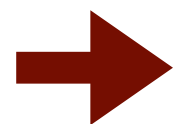
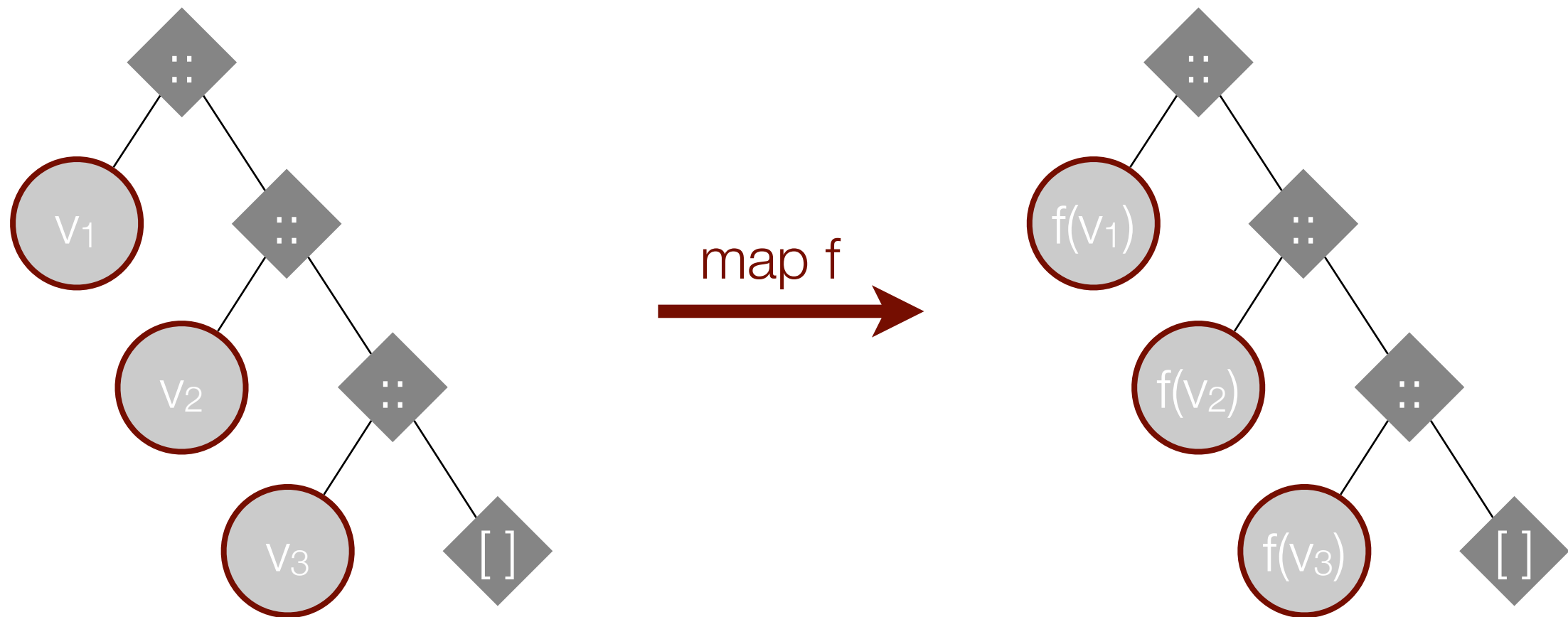
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Replace every element value v_i with its transformed value $f(v_i)$.

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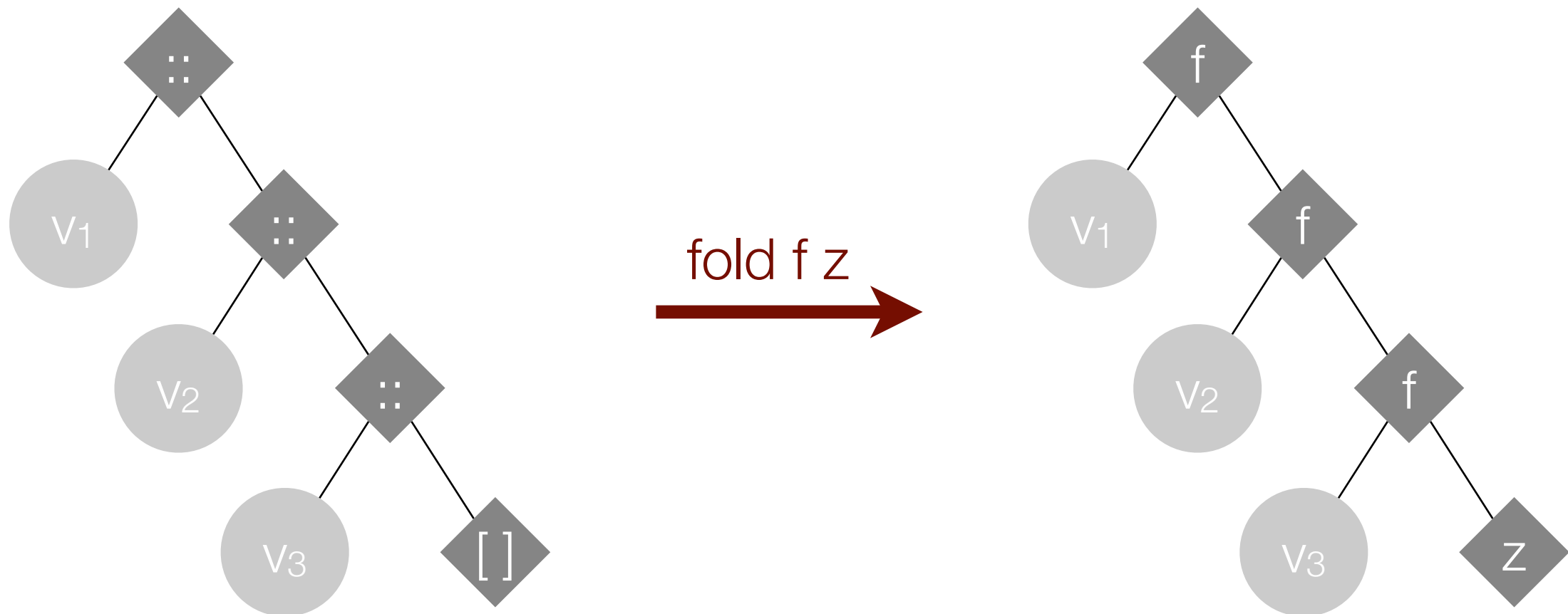
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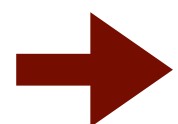
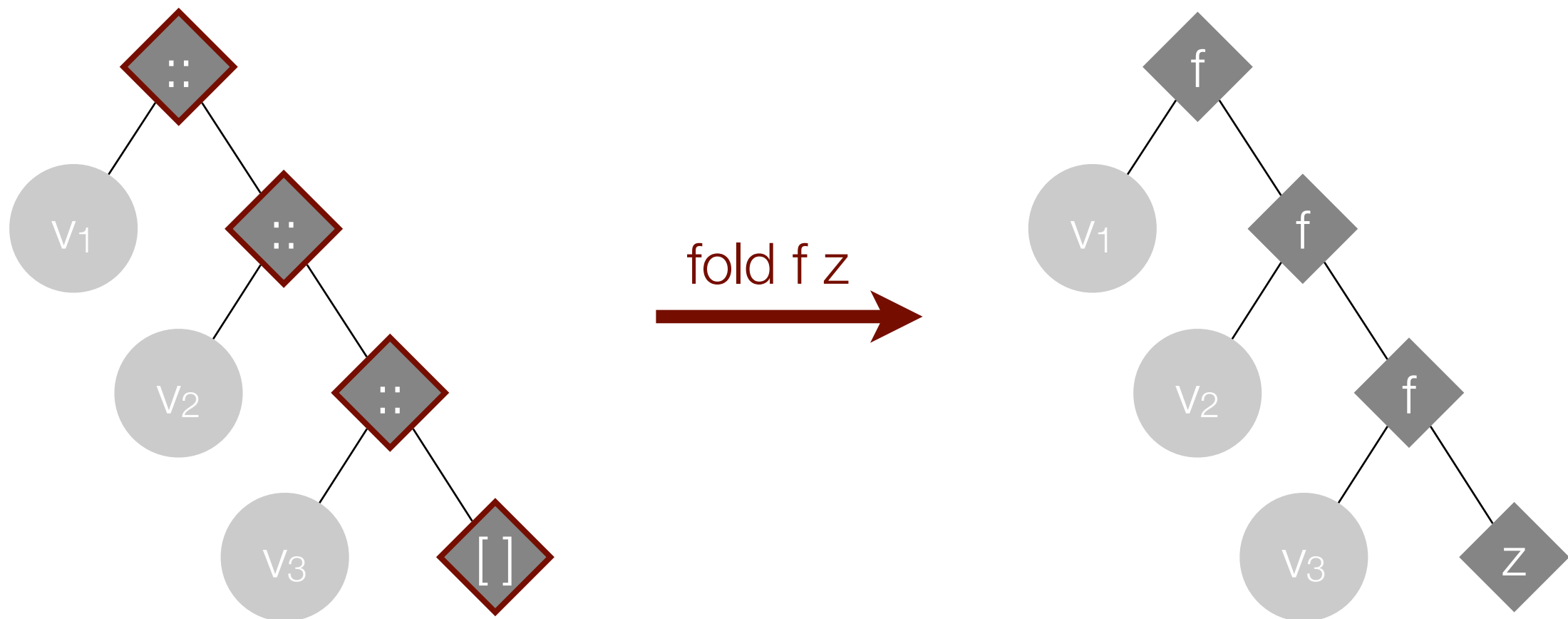
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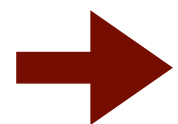
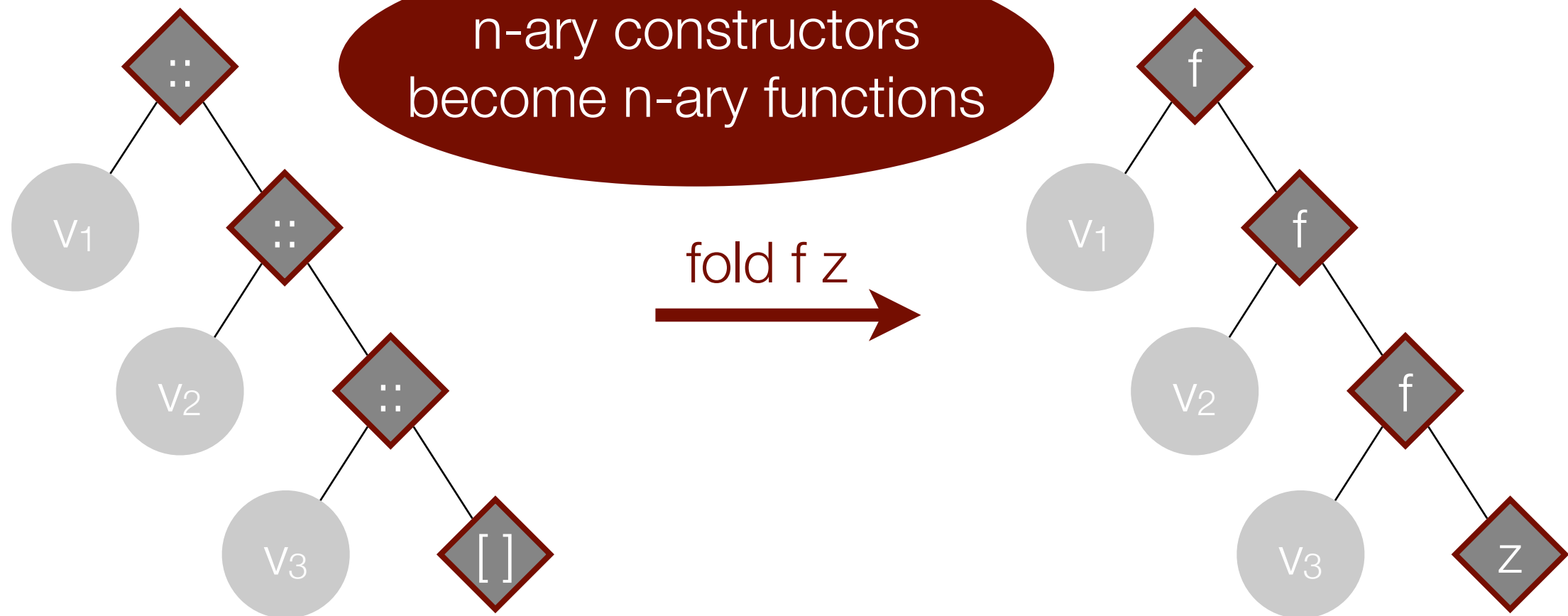
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Replace every constructor with a function or value.

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Map and fold for binary trees

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datatype 'a tree = Empty | Node of 'a tree * 'a * 'a tree
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same number
of arguments as
constructor

```
(* tfold : ('b * 'a * 'b -> 'b) -> 'b -> 'a tree -> 'b *)
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result of fold
of left subtree

result of fold
of right subtree

base value for
empty

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Examples for tmap and tfold

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Map and fold for non-recursive datatypes

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```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
fun opfold f z NONE
```


Map and fold for non-recursive datatypes

```
datatype 'a option = NONE | SOME of 'a
```

```
(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
```

```
fun opmap f NONE = NONE  
  | opmap f (SOME x) = SOME (f x)
```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
fun opfold f z NONE = z
```

Map and fold for non-recursive datatypes

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datatype 'a option = NONE | SOME of 'a
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(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
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fun opmap f NONE = NONE  
  | opmap f (SOME x) = SOME (f x)
```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
fun opfold f z NONE = z  
  | opfold f z (SOME x) =
```

Map and fold for non-recursive datatypes

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datatype 'a option = NONE | SOME of 'a
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```
(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
```

```
fun opmap f NONE = NONE  
  | opmap f (SOME x) = SOME (f x)
```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
fun opfold f z NONE = z  
  | opfold f z (SOME x) = f x
```

Examples for opmap and opfold

```
(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
```

```
val ostringify = opmap Int.toString
```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
val osum = opfold (fn x => x) 0
```

Examples for opmap and opfold

```
(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
```

```
val ostringify = opmap Int.toString
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What are the types of `ostringify` and `osum`?

Examples for opmap and opfold

```
(* opmap: ('a -> 'b) -> 'a option -> 'b option *)
```

```
val ostringify = opmap Int.toString
```

```
(* opfold: ('a -> 'b) -> 'b -> 'a option -> 'b *)
```

```
val osum = opfold (fn x => x) 0
```

What are the types of **ostringify** and **osum**?

```
(* ostringify : int option -> string option *)
```

```
(* osum : int option -> int *)
```

Staging

Another use of HOF: Staging

Staging is a coding technique that has a function perform useful work prior to receiving all its arguments.

- ➔ Concern: efficiency (“cost”) of evaluation
- ➔ Employs partial application
 - ➔ to factor out expensive part
 - ➔ to specialize inexpensive part for specific argument.
- ➔ Improves efficiency when specialized function used many times.

Staging

Consider the following function:

```
fun f (x:int, y:int) : int =  
  let  
    val z : int = horriblecomputation(x)  
  in  
    z + y  
  end
```

Suppose the horrible computation takes 10 months.
(And suppose that addition takes a picosecond.)

Then each of these expressions takes at least 10 months to evaluate:

```
f (5,2)  
f (5,3)
```

without mutation



If only we could recall `horriblecomputation(5)`!

Staging

Consider the following function:

```
fun f (x:int, y:int) : int =  
  let  
    val z : int = horriblecomputation(x)  
  in  
    z + y  
  end
```

What is the type of f?

```
(* f : int * int -> int *)
```

➡ Maybe currying can help?

➡ Let's define a curried version of f!

Staging

Curried version of f:

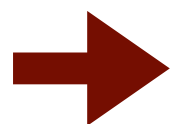
```
fun g (x:int) (y:int) : int =  
  let  
    val z : int = horriblecomputation(x)  
  in  
    z + y  
  end
```

Now the type of **g** is `(* g : int -> int -> int *)`,

so we can define `val g5 : int -> int = g(5)`

and then evaluate `g5 (2) (* instead of f (5,2) *)`

`g5 (3) (* instead of f (5,3) *)`



How long do the 3 lines above take?

Staging

➔ How long do the 3 lines above take?

Remember, the declaration of `g` created the following binding:

```
[ (fn x => fn y => let val z = hc(x) in z+y end) / g ]
```

In declaring `val g5 = g(5)`, one evaluates

```
[ (fn x => fn y => let val z = hc(x) in z+y end) / g ] g(5)
==> (fn x => fn y => let val z = hc(x) in z+y end) (5)
==> [5/x] fn y => let val z = hc(x) in z+y end
```

This is a lambda, and
thus is a value!

No application, and thus no
evaluation of body!

Staging

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==> [5/x] fn y => let val z = hc(x) in z+y end
```

This is the closure
returned by `g(5)`.

The horrible
computation has not yet
happened :-)

Staging

We now have the following binding:

[env
[5/x]
fn y => let val z = hc(x) in z+y end] / g5]

Evaluating g5(2)

10 months! $\Rightarrow$ [5/x, 2/y] let val z = hc(x) in z+y end
 $\Rightarrow$ [5/x, 2/y, n/z] z+y (for some integer n)
 $\Rightarrow$ n

Similarly, g5(3) will take 10 months.

➔ Defining g in place of f has not yet helped!

Staging

Recall the lambda expression for **g**:

```
fn x => fn y => let val z = hc(x) in z+y end
```

Let's move this
computation here.

Horrible
computation hidden
underneath inner lambda.

➔ Move is valid because the computation does not depend on **y**.

➔ Such rearrangement of code — putting it in the “right spot” — we refer to as staging.

Staging

Let's stage properly:

```
fun h (x:int) : int -> int =  
  let  
    val z : int = horriblecomputation(x)  
  in  
    (fn y : int => z + y)  
  end
```

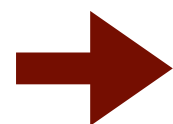
Inner lambda free
of hc(x)!

Now the type of h is $(* h : int \rightarrow int \rightarrow int *)$,

so we can define `val h5 : int -> int = h(5)`

and then evaluate `h5 (2)`

`h5 (3)`



How long do the 3 lines above take?

Staging

➔ How long do the 3 lines above take?

Remember, the declaration of `h` created the following binding:

```
[ (fn x => let val z = hc(x) in fn y => z+y end) / h ]
```

In declaring `val h5 = h(5)`, one evaluates

```
[ (fn x => let val z = hc(x) in fn y => z+y end) / h ] h(5)
```

```
==> (fn x => let val z = hc(x) in fn y => z+y end) (5)
```

```
==> [5/x] let val z = hc(x) in fn y => z+y end
```

```
==> [5/x, n/z] fn y => z+y (for some integer n)
```

10 months!

Staging

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```
[ (fn x => let val z = hc(x) in fn y => z+y end) / h ]
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```

```
==> [5/x] let val z = hc(x) in fn y => z+y end
```

```
==> [5/x, n/z] fn y => z+y (for some integer n)
```

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Staging

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==> [5/x] let val z = hc(x) in fn y => z+y end
```

```
==> [5/x, n/z] fn y => z+y (for some integer n)
```

10 months!

This is the closure
returned by `h(5)`.

Staging

We now have the following binding:

[

env
[5/x, n/z]
fn y => z+y

/h5]

Evaluating h5(2)

==> [5/x, n/z, 2/y] z+y

==> n' (for some integer n')

quick!

Similarly, h5(3) will be very quick.

➔ Factoring hc(x) out of the inner lambda has improved efficiency!

Staging

Summary:

f (5, 2) > 10 months

f (5, 3) > 10 months

val g5 = g(5) fast

g5 (2) > 10 months

g5 (3) > 10 months

val h5 = h(5) > 10 months

h5 (2) fast

h5 (3) fast

That's all for today. Have a good weekend!