

Lec 11

→ aka point-wise

Combinators — func that "combines"/"operates on" funcs

e.g. $(\text{op } \circ)$

Math: $(f + g)(x) = f(x) + g(x)$ ← Do that!

ML: infix ++

fun $(f \text{ ++ } g)(x) = f(x) + g(x)$

infix ***

fun $(f \text{ *** } g)(x) = f(x) * g(x)$

fun $\text{MAX}(f, g)(x) = \text{Int.max}(f(x), g(x))$

$\left. \begin{array}{l} \\ \\ \end{array} \right\} : (a \rightarrow \text{int}) * (a \rightarrow \text{int}) \rightarrow (a \rightarrow \text{int})$

Applications:

fun $\text{id } x = x$

val $\text{double} = \text{id} \text{ ++ id}$

val $\text{square} = \text{id} \text{ *** id}$

val $\text{quadratic} = \text{double} \text{ ++ square} \quad \cong \quad \text{fn } x \Rightarrow x*x + 2*x$

Staging

Consider:

fun $f_1(x: \text{int}, y: \text{int}): \text{int} =$ takes a year :/
 let
 val $z: \text{int} = \text{horrible_computation}(x)$
 in
 $z+y$ somehow stash the result
 end

How to do better?

$f_1(5, 10) = \text{a year}$
 $f_2(5, 7) = \text{another year} \dots : C$

→ try...

fun $f_2(x: \text{int})(y: \text{int}): \text{int} =$
let
val $z: \text{int} = \text{horrible_computation}(x)$
in
$$z+y$$

end

$f_2\ 5\ 10$] Umm... uh oh... also takes 2 years
 $f_2\ 5\ 7$

val $f'_2 = f_2\ 5$ — takes ϵ
 $f'_2\ 10$ — takes 1 year] :C Problem not solved
 $f'_2\ 7$ — takes 1 year

But we're trying to compute as soon as first arg given

→ Try:

fun $f_3(x: \text{int}): \text{int} \rightarrow \text{int} =$
let
val $z = \text{horrible_computation}(x)$
in
fn $(y: \text{int}) \Rightarrow y+z$
end

val $f'_3 = f_3\ 5$ — a year
 $f'_3\ 10$ — ϵ
 $f'_3\ 7$ — ϵ

Catamorphism aka natural fold

Recall:

(* map: ('a → 'b) → 'a list → 'b list *)

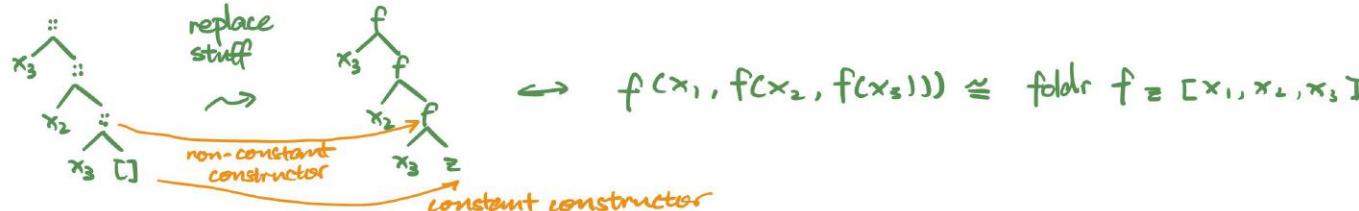
datatype 'a tree = Empty | Node of 'a tree * 'a * 'a tree

Now do same to tree

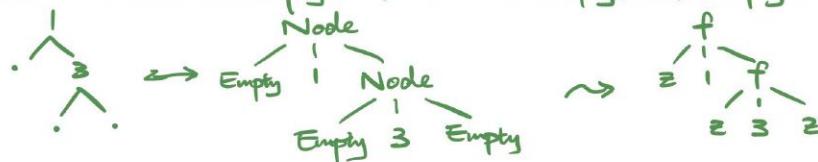
(* tmap: ('a → 'b) → 'a tree → 'b tree *)

fun tmap f Empty = Empty
| tmap f (Node (L, x, R)) = Node (tmap f L, f x, tmap f R)

Consider $[x_1, x_2, x_3]$. We can write it as



Consider $\text{Node} (\text{Empty}, 1, \text{Node} (\text{Empty}, 2, \text{Empty}))$



(* tfold : ('b * 'a * 'b → 'b) → 'b → 'a tree → 'b

fun tfold f = Empty = ε

| tfold f = Node(L, x, R) = f(L, x, tfold f R)

Some other tree

datatype 'a tree = Leaf of 'a | Node of 'a tree * 'a tree
do for Leaf do for node

(* tfold : ('a → 'b) → ('b * 'b → 'b) → 'a tree → 'b *)

fun tfold g f (Leaf x) = g x

| tfold g f Node(L, R) = f(tfold g f L, tfold g f R)

Hmm...

datatype 'a option = NONE | SOME of 'a

(* optfold : 'b → ('a → 'b) → 'a option → 'b)

fun optfold f NONE = ε

| optfold f (SOME x) = f x

Bonus

* Connection b/w structural induction & fold