

FUNCTIONS ARE FIRST-CLASS OBJECTS

Functions may be passed as parameters, returned as the value of a function call, stored in data objects, etc.

This is a consequence of the fact that

```
(lambda (args) (body))  
evaluates to a function just as  
(+ 1 1)  
evaluates to an integer.
```

Scoping

In Scheme scoping is static (lexical). This means that non-local identifiers are bound to containing lambda parameters, or let values, or globally defined values. For example,

```
(define (f x)  
  (lambda (y) (+ x y)))
```

Function f takes one parameter, x . It returns a function (of y), with x in the returned function bound to the value of x used when f was called.

Thus

```
(f 10) ≡ (lambda (y) (+ 10 y))  
((f 10) 12) ⇒ 22
```

Unbound symbols are assumed to be globals; there is a run-time error if an unbound global is referenced. For example,

```
(define (p y) (+ x y))  
(p 20) ; error -- x is unbound  
(define x 10)  
(p 20) ⇒ 30
```

We can use let bindings to create private local variables for functions:

```
(define F  
  (let ( (X 1) )  
    (lambda () X)  
  )  
)
```

F is a function (of no arguments).

(F) calls F .

```
(define X 22)
```

```
(F) ⇒ 1; X used in F is private
```

We can *encapsulate* internal state with a function by using private, let-bound variables:

```
(define cnt  
  (let ( (I 0) )  
    (lambda ()  
      (set! I (+ I 1)) I)  
    )  
  )  
)
```

Now,

```
(cnt) ⇒ 1  
(cnt) ⇒ 2  
(cnt) ⇒ 3  
etc.
```

LET BINDINGS CAN BE SUBTLE

You must check to see if the let-bound value is created when the function is *created* or when it is *called*.

Compare

```
(define cnt
  (let ( (I 0) )
    (lambda ()
      (set! I (+ I 1)) I)
  )
)
```

VS.

```
(define reset
  (lambda ()
    (let ( (I 0) )
      (set! I (+ I 1)) I)
  )
)
(reset) ⇒ 1, (reset) ⇒ 1, etc.
```

SIMULATING CLASS OBJECTS

Using association lists and private bound values, we can *encapsulate* data and functions. This gives us the effect of class objects.

```
(define (point x y)
  (list
    (list 'rect
          (lambda () (list x y)))
    (list 'polar
          (lambda ()
            (list
              (sqrt (+ (* x x) (* y y)))
              (atan (/ x y))
            )
          )
    )
  )
)
```

A call `(point 1 1)` creates an association list of the form
`((rect funct) (polar funct))`

We can use **structure** to access components:

```
(define p (point 1 1) )
( (structure 'rect p) ) ⇒ (1 1)
( (structure 'polar p) ) ⇒
  ( $\sqrt{2}$   $\frac{\pi}{4}$ )
```

We can add new functionality by just adding new **(id function)** pairs to the association list.

```
(define (point x y)
  (list
    (list 'rect
          (lambda () (list x y)))
    (list 'polar
          (lambda ()
            (list
              (sqrt (+ (* x x) (* y y)))
              (atan (/ x y))
            )
          )
    )
    (list 'set-rect!
          (lambda (newx newy)
            (set! x newx)
            (set! y newy)
            (list x y)
          )
    )
    (list 'set-polar!
          (lambda (r theta)
            (set! x (* r (sin theta)))
            (set! y (* r (cos theta)))
            (list r theta)
          )
    )
  )
)
```

Now we have

```
(define p (point 1 1) )  
( (structure 'rect p) ) ⇒ (1 1)  
( (structure 'polar p) ) ⇒
```

$$\left(\sqrt{2} \frac{\pi}{4}\right)$$

```
((structure 'set-polar! p) 1 π/4)  
⇒ (1 π/4)
```

```
( (structure 'rect p) ) ⇒
```

$$\left(\frac{1}{\sqrt{2}} \frac{1}{\sqrt{2}}\right)$$

LIMITING ACCESS TO INTERNAL STRUCTURE

We can improve upon our association list approach by returning a single function (similar to a C++ or Java object) rather than an explicit list of (id function) pairs.

The function will take the name of the desired operation as one of its arguments.

First, let's differentiate between

```
(define def1  
  (let ( (I 0) )  
    (lambda () (set! I (+ I 1)) I)  
  )  
)
```

and

```
(define (def2)  
  (let ( (I 0) )  
    (lambda () (set! I (+ I 1)) I)  
  )  
)
```

def1 is a zero argument function that increments a local variable and returns its updated value.

def2 is a a zero argument function that *generates* a function of zero arguments (that increments a local variable and returns its updated value). Each call to **def2** creates a *different* function.

STACK IMPLEMENTED AS A FUNCTION

```
(define ( stack )  
  (let ( ( s () ) )  
    (lambda (op . args) ; var # args  
      (cond  
        ((equal? op 'push!)  
         (set! s (cons (car args) s))  
         (car s))  
        ((equal? op 'pop!)  
         (if (null? s)  
             #f  
             (let ( (top (car s)) )  
               (set! s (cdr s))  
               top )))  
        ((equal? op 'empty?)  
         (null? s))  
        (else #f)  
      )  
    )  
  )  
)
```

```

(define stk (stack));new empty stack
(stk 'push! 1) ⇒ 1 ;s = (1)
(stk 'push! 3) ⇒ 3 ;s = (3 1)
(stk 'push! 'x) ⇒ x ;s = (x 3 1)
(stk 'pop!) ⇒ x ;s = (3 1)
(stk 'empty?) ⇒ #f ;s = (3 1)
(stk 'dump) ⇒ #f ;s = (3 1)

```

HIGHER-ORDER FUNCTIONS

A higher-order function is a function that takes a function as a parameter or one that returns a function as its result.

A very important (and useful) higher-order function is **map**, which applies a function to a list of values and produces a list of results:

```

(define (map f L)
  (if (null? L)
      ()
      (cons (f (car L))
            (map f (cdr L)))
  )
)

```

Note: In Scheme's built-in implementation of **map**, the order of function application is unspecified.

```

(map sqrt '(1 2 3 4 5)) ⇒
(1 1.414 1.732 2 2.236)
(map (lambda(x) (* x x))
     '(1 2 3 4 5)) ⇒
(1 4 9 16 25)

```

Map may also be used with multiple argument functions by supplying more than one list of arguments:

```

(map + '(1 2 3) '(4 5 6)) ⇒
(5 7 9)

```

THE REDUCE FUNCTION

Another useful higher-order function is **reduce**, which reduces a list of values to a single value by repeatedly applying a binary function to the list values.

This function takes a binary function, a list of data values, and an identity value for the binary function:

```

(define
  (reduce f L id)
  (if (null? L)
      id
      (f (car L)
         (reduce f (cdr L) id))
  )
)

```

```

(reduce + '(1 2 3 4 5) 0) ⇒ 15
(reduce * '(1 2 4 6 8 10) 1) ⇒ 3840

```

```
(reduce append
 '( (1 2 3) (4 5 6) (7 8) ) ()
 ⇒ (1 2 3 4 5 6 7 8)
```

```
(reduce expt '(2 2 2 2) 1) ⇒
 $2^{2^{2^2}} = 65536$ 
```

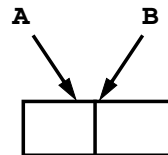
```
(reduce expt '(2 2 2 2 2) 1)
⇒  $2^{65536}$ 
```

```
(string-length
 (number->string
  (reduce expt '(2 2 2 2 2) 1)))
⇒ 19729 ; digits in  $2^{65536}$ 
```

SHARING vs. Copying

In languages without side-effects an object can be copied by copying a pointer (reference) to the object; a complete new copy of the object isn't needed.

Hence in Scheme (**define A B**) normally means

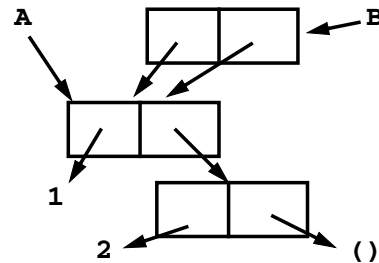


But, if side-effects are possible we may need to force a physical copy of an object or structure:

```
(define (copy obj)
  (if (pair? obj)
      (cons (copy (car obj))
            (copy (cdr obj)))
      obj)
)
```

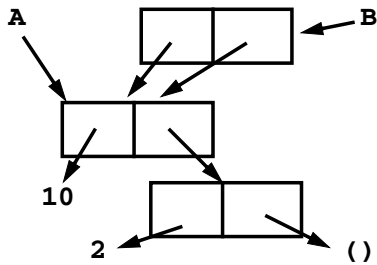
For example,

```
(define A '(1 2))
(define B (cons A A))
B = ( (1 2) 1 2)
```

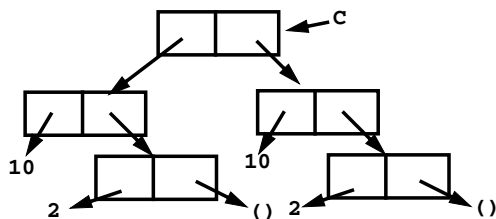


```
(set-car! (car B) 10)
```

```
B = ((10 2) 10 2)
```

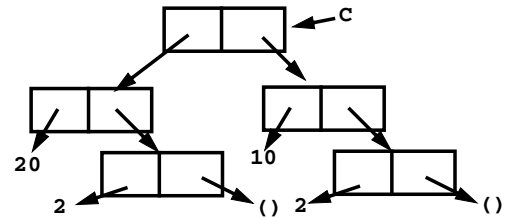


```
(define C (cons (copy A) (copy A)))
```



```
(set-car! (car C) 20)
```

```
C = ((20 2) 10 2)
```



Similar concerns apply to strings and vectors, because their internal structure can be changed.

Shallow & Deep Copying

A copy operation that copies a pointer (or reference) rather than the object itself is a *shallow copy*.

For example, in Java,

```
Object O1 = new Object();
```

```
Object O2 = new Object();
```

```
O1 = O2; // shallow copy
```

If the structure within an object is physically copied, the operation is a *deep copy*.

In Java, for objects that support the clone operation,

```
O1 = O2.clone(); // deep copy
```

Even in Java's deep copy (via the `clone()` operation), objects referenced from within an object are shallow copied. Thus given

```
class List {
    int value;
    List next;
}
List L, M;
M = L.clone();
L.value and M.value are
independent, but L.next and
M.next refer to the same List
object.
```

A complete deep copy, that copies all objects linked directly or indirectly, is expensive and tricky to implement.

(Consider a complete copy of a circular linked list).