Functional Abstraction and Polymorphism

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- Slides for Lecture 7 have been cleaned up. Check them out.
- Review hand evaluation rule for local

Abstracting Designs

- "The elimination of repetitions is the most important step in the (program) editing process" – Textbook
- The software engineering term for revising a program to make it better or accommodate an extension: *refactoring*.
- Repeated code should be avoided at almost all costs. Why? Revisions involved repeated code are almost impossible to get right.
- Abstractions help us avoid this problem.

The Need for Abstractions

- ;; contains-doll? : los -> boolean
- ;; (contains-doll? alos) determines whether alos
- ;; contains the symbol 'doll

```
(define (contains-doll? alos)
```

(cond

```
[(empty? alos) false]
[else (or (symbol=? (first alos) 'doll)
        (contains-doll? (rest alos)))]))
```

The Need for Abstractions

- ;; contains-car? : los -> boolean
- ;; (contains-car? Alos) determines whether
- ;; alos contains the symbol 'car

```
(define (contains-car? alos)
```

(cond

```
[(empty? alos) false]
[else (or (symbol=? (first alos) 'car)
                         (contains-car? (rest alos)))]))
```

Creating Abstractions

How can we write one function that replaces

- contains-doll?
- contains-car?
- contains-pizza?
- contains-comp210?

Creating Abstractions

- ;; contains? : symbol, los -> boolean
- ;; (contains? s alos) determines whether alos
- ;; contains the symbol s

(define (contains? s alos)

(cond

Can We Do Better?

- ;; contains? : any list-of-any -> boolean
- ;; (contains? v aloa) determines whether
- ;; aloa contains the value **v**

(define (contains? v aloa)

(cond

Using Abstractions

How do we use contains?

```
(contains? 'doll (list ...))
(contains? 'car (list ...))
```

 How can we better define contains-doll?, contains-car?

(define (contains-doll? alos) (contains? 'doll alos))
 (define (contains-car? alos) (contains? 'car alos))

• This idea is called **reuse**. Let's run with it!

A more complex example

```
;; below : lon number -> lon
  (below alon n) returns the list containing the
;;
;; numbers in alon that are less than or equal to n
(define (below alon t)
  (cond [(empty? alon) empty]
        [else
          (cond [(<= (first alon) t)]
                 (cons (first alon)
                       (below (rest alon) t))]
                [else (below (rest alon) t)])))
```

A more complex example

```
;; above : lon number -> lon
;; (above alon n) returns the list of the numbers
;; in alon that are greater than t
(define (above alon t)
  (cond [(empty? alon) empty]
       [else
        (cond [(> (first alon) t)
               (cons (first alon)
                     (above (rest alon) t))]
        [else (above (rest alon) t)])))
```

Creating Abstractions

How can we write one function that replaces

- below
- · above
- equal
- same-sign-as
- ... ?

Creating Abstractions cont.

```
;; filter1 : relOp lon number -> lon
;; (filter1 test alon n) returns the list of the numbers t
;; in alon such that (test t n) is true
(define (filter1 test alon t)
  (cond [(empty? alon) empty]
       [else
            (cond [(test (first alon) t)
                  (cons (first alon)
                        (filter1 test (rest alon) t))]
        [else (filter1 test (rest alon) t)])))
```

What did we do? Use a function as an argument! **relop** abbreviates *relational operator*. Requires the Intermediate language level.

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Using Abstractions

How do we denote (express) function values? In three different ways. We will use the simpler one for now: write the name of a defined function (primitive, library, or program-defined):

```
(filter1 <= (list ...) 17))
(filter1 > (list ...) 17))
```

How can we define functions **below** and **above** without code duplication?

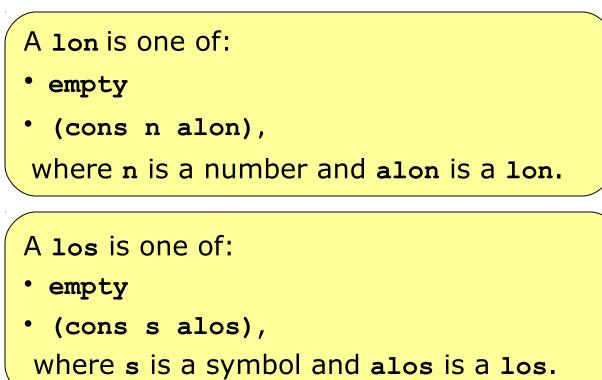
(define (below alon t) (filter1 <= alon t))
(define (above alon t) (filter1 > alon t))

Both functions will work just as before!

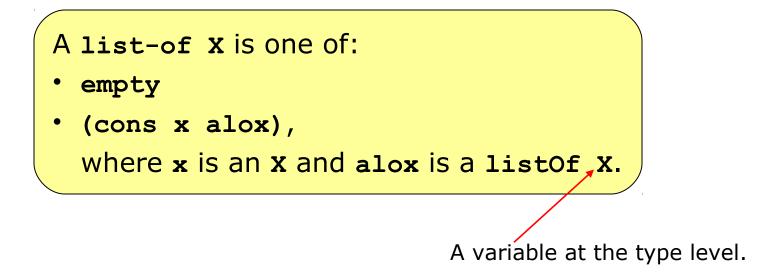
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Repetition in Types

Repetition also happens in type definitions.



Abstracting Types



In FP, called parametric polymorphism In OOP, called genericity (generic types)

Abstracting Types

Туре	Example(s)
list-of number	(list 1 2 3)
list-of symbol	(list 'a 'b 'pizza)
any	(list 1 2 3) (list 'a 'b 'pizza) empty (list 1 'a +)

Important! list-of X is NOT list-of any

Revisiting filter1

What is a more precise description of test's type?

- ;; filter1 : relop (list-of number) number \rightarrow
- ;; (listOf number)
- ;; where relop is (number number -> boolean)
- ;; (filter1 r alon n) returns the list of numbers
- ;; t from alon such that (r t n) is true

Revisiting filter1

Can we generalize the type of filter1?

- ;; filter1 :
- ;; (number number -> boolean) (list-of number) number ->
- ;; (listOf number)

What is special about **number**? Does filter1 rely on any of the properties of **number**?

No. It could be any type **x**.

;; filter1 : (X X -> boolean) (list-of X) X -> (list-of X)

A better form of filtering?

Claim: **filter1** is unnecessarily complex and specialized. Compare it with the following function (which is part of the Scheme library).

```
;; filter (X -> boolean) (listOf X) -> listOf X
```

;; (filter p alox) returns the list of elements e

```
;; in alox that satisfy the predicate p.
```

Note that **p** is unary, which means that we must pass matching unary functions as arguments. This convention is inconvenient in the absence of a new linguistic mechanism called lambda-notation which is introduced in Lecture 9. This mechanism is available in the "Intermediate student with lambda" language.

Final thoughts

- Function abstraction adds expressiveness to the programming language
- Type abstraction (polymorphism) does the same for type annotations
- They work well together, *e.g.* OCAML, Haskell.
- Programming will continue to get "easier" as we add abstraction mechanisms to our languages.

For Next Class

- Get started on HW3 (which inclues a real challenge problem).
- Reading:
 Chs. 19,20: Linguistic Abstraction, Functions as values