# Programming Abstractions

Lecture 9: Fold right

#### Announcements

Homework 1 due on Friday

Three free late days

Office hours on Friday 13:30–14:30

Ask questions on Piazza!

(length lst)

Let's rewrite this one to look more like the others

## Some similarities

Function	base-case	(combine head result)
sum	0	(+ head result)
length	0	(+ 1 result)
map	empty	(cons (proc head) result)
remove*	empty	(if (equal? x head) result (cons head result))

A. combine:  $\alpha \times \beta \rightarrow \alpha$ 

C. combine:  $\beta \times \alpha \rightarrow \alpha$ 

B. combine:  $\alpha \times \beta \rightarrow \beta$ 

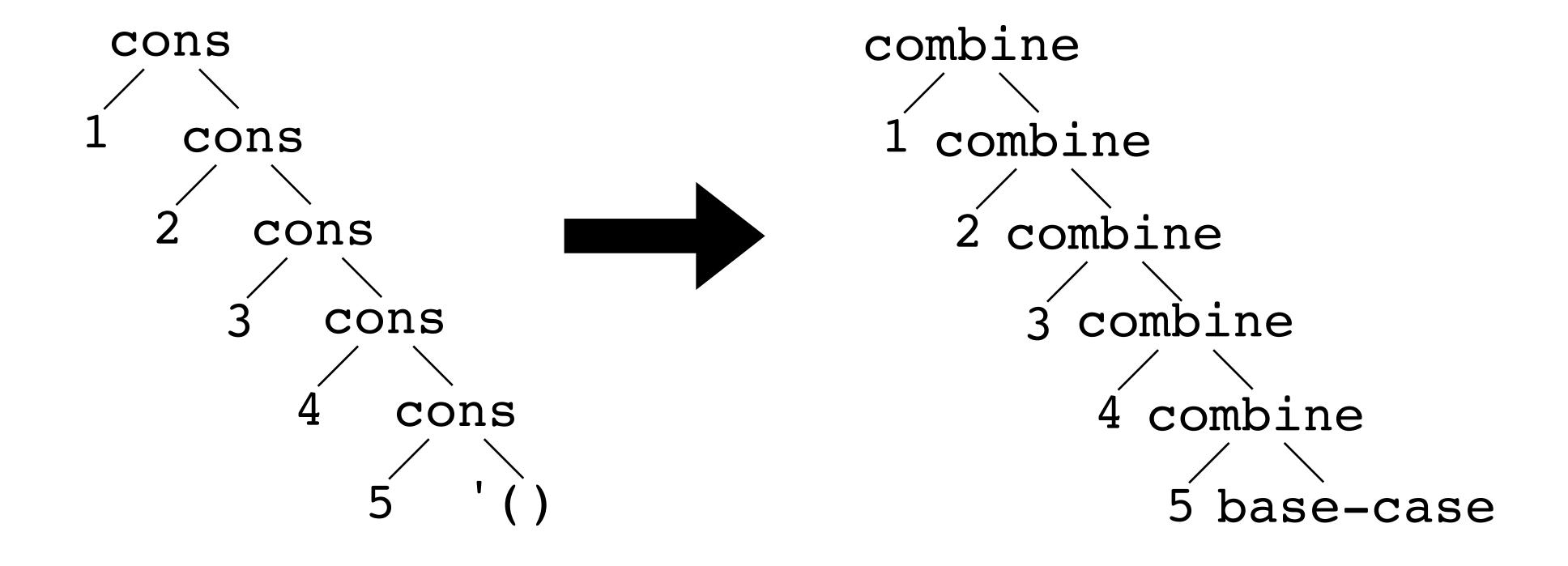
D. combine:  $\beta \times \alpha \rightarrow \beta$ 

```
(define (fun lst)
  (cond [(empty? lst) base-case]
          [else (let ([head (first lst)]
                         [result (fun (rest lst))])
                    (combine head result))))
1st: list of \alpha
base-case: \beta
combine: \alpha \times \beta \rightarrow \beta
If \alpha = \text{boolean and } \beta = \text{string, what type is (fun '(#t #f))?}
A. boolean
                                      C. boolean → string
B. string
                                      D. string → boolean
```

# Abstraction: fold right

```
combine: \alpha \times \beta \rightarrow \beta
base-case: \beta
1st: list of \alpha
foldr: (\alpha \times \beta \rightarrow \beta) \times \beta \times (\text{list of } \alpha) \rightarrow \beta
Elements of 1st = (x1 x2 ... xn) and base-case are combined by
computing
z_n = (combine x_n base-case)
z_{n-1} = (combine x_{n-1} z_n)
z_{n-2} = (combine x_{n-2} z_{n-1})
z_1 = (combine x_1 z_2)
```

# Abstraction: fold right



## sum as a fold right

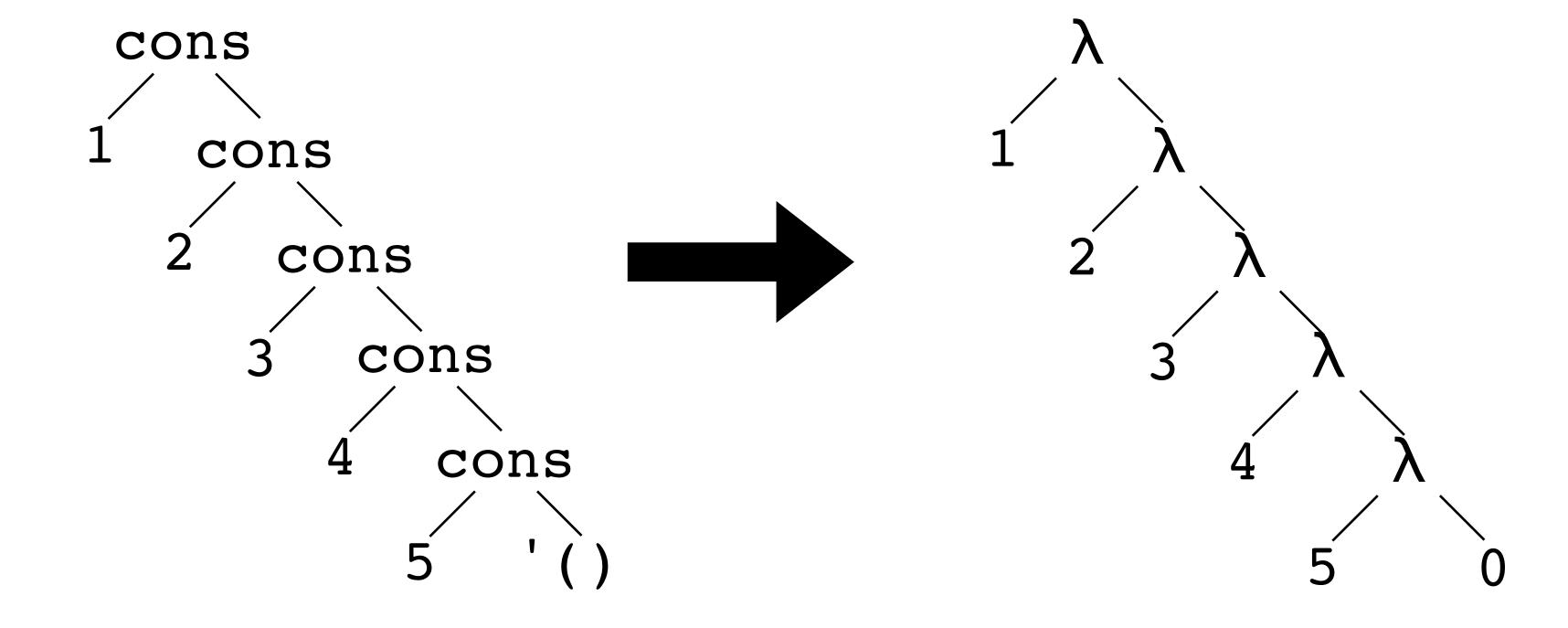
```
(define (sum 1st)
                        combine: number × number → number
  (foldr + 0 lst))
                        base-case: number
                        lst: list of number
          cons
               cons
                 cons
```

# Print out the arguments

```
(foldr (\lambda (x acc)
          (let ([result (+ x acc)])
            (printf "(+ \sims \sims) => \sims\simn" x acc result)
            result))
        '(1 2 3 4 5))
(+ 5 0) => 5
(+ 4 5) => 9
(+ 3 9) => 12
(+ 2 12) => 14
(+ 1 14) => 15
```

# length as a fold right

```
(define (length lst) (foldr (\lambda (head result) (+ 1 result)) 0 lst))
```



## map as fold right

```
(foldr combine base-case lst)
(define (map proc lst)
   (foldr (\lambda (head result)
                 (cons (proc head) result))
              empty
              lst))
proc: \alpha \rightarrow \beta
combine: \alpha \times (list of \beta) \rightarrow list of \beta
base-case: list of \beta
1st: list of \alpha
map: (\alpha \rightarrow \beta) \times (\text{list of } \alpha) \rightarrow \text{list of } \beta
```

## remove\* as fold right

```
(foldr combine base-case lst)
(define (remove* x lst)
   (foldr (\lambda (head result)
              (if (equal? x head)
                    result
                    (cons head result)))
            empty
            lst))
x: \alpha
combine: \alpha \times (list of \alpha) \rightarrow list of \alpha
base-case: list of \alpha
1st: list of \alpha
remove*: \alpha × (list of \alpha) \rightarrow list of \alpha
```

```
Consider the procedure
(define (foo lst)
  (foldr (\lambda (head result)
             (+ (* head head) result)
          lst))
What is the result of (foo '(1 0 2))?
A. '(1 0 2)
B. '(5 4 4)
C. 5
```

E. None of the above

```
Consider the procedure
(define (bar x lst)
  (foldr (\lambda (head result)
            (if (equal? head x) #t result))
          #f
          lst))
What is the result of (bar 25 '(1 4 9 16 25 36 49))?
A. '(#f #f #f #f #t #f)
B. '(#f #f #f #f #t #t #t)
C. #f
D. #t
```

E. None of the above

# Example: a light switch state machine

Consider a light switch connected to a light

The light is in one of two states: on and off

Represent this with symbols 'on and 'off

There are three actions we can take

- 'up: move the switch to the up position; turns the light on
- 'down: move the switch to the down position; turns the light off
- 'flip: flip the position of the switch; changes the state of the light

If the light is initially 'off, then after the sequence of actions '(up up down flip flip flip), the light will be 'on

## Implement the state machine

(next-state action state)

Possible actions: 'up, 'down, 'flip

Possible states: 'on, 'off

Write a (next-state action state) function that returns the next state of the light after the action is performed in the given state

Write a (state-after actions) that returns the state of the light assuming it's initially 'off and the actions in the list actions are performed in order

Use foldr and be careful about the order of operations

## Let's write foldr

