

Functions in Algebra

$$f(x) = x + 1$$

$$f(10)$$

Functions in JavaScript

```
» function f(x) { return x + 1; }  
» f(10)  
» f  
» [1, 2, 3].map(f)  
» var f = function (x) { return x + 1; }  
» f(10)  
» [1, 2, 3].map(f)  
» [1, 2, 3].map(function (x) { return x + 1; })  
» (function (x) { return x + 1; })(10)
```

From JavaScript to MSDscript

JavaScript:

f (10)

MSDscript:

f (10)

From JavaScript to MSDscript

JavaScript:

```
function (x) { return x + 1; }
```

MSDscript:

```
_fun (x) x + 1
```

Functions in MSDscript

```
_let f = _fun (x) x + 1  
_in f(10)
```

➡ 11

⟨expr⟩ =

- | `_fun` (⟨variable⟩) ⟨expr⟩
- | ⟨expr⟩ (⟨expr⟩)

Functions in MSDscript

```
_let f = _fun (x) x + 1  
_in f(10)
```

➡ 11

⟨expr⟩ =
| `_fun` (⟨variable⟩) ⟨expr⟩
| ⟨expr⟩ (⟨expr⟩)

Any ⟨expr⟩, not just ⟨variable⟩s

Functions in MSDscript

```
_let f = _fun (x) x + 1  
_in f(10)
```

➡ 11

⟨expr⟩ =

	<code>_fun</code>	(	⟨variable⟩	)	⟨expr⟩	FunExpr
	⟨expr⟩	(	⟨expr⟩	)		CallExpr

Functions in MSDscript

```
_let f = _fun (x) x + 1  
_in f(10)
```

➡ 11

```
⟨expr⟩ = ...  
| _fun ( ⟨variable⟩ ) ⟨expr⟩      FunExpr  
| ⟨expr⟩ ( ⟨expr⟩ )              CallExpr
```

```
class FunExpr : public Expr {  
    std::string formal_arg;  
    Expr *body;  
}
```

```
class CallExpr : public Expr {  
    Expr *to_be_called;  
    Expr *actual_arg;  
}
```

Functions in MSDscript

```
_fun (x) x + 1
```

➡ `_fun (x) x + 1`

<code><val></code>	<code>=</code>	<code><number></code>	<code>NumVal</code>
	<code> </code>	<code><boolean></code>	<code>BoolVal</code>
	<code> </code>	<code>_fun (<variable>) <expr></code>	<code>FunVal</code>

Functions in MSDscript

```
_fun (x) x + 1
```

➡

```
_fun (x) x + 1
```

⟨val⟩ =	⟨number⟩	NumVal
	⟨boolean⟩	BoolVal
	<code>_fun</code> (⟨variable⟩) ⟨expr⟩	FunVal

```
class FunVal : public Val {  
    std::string formal_arg;  
    Expr *body;  
}
```

Functions in MSDscript

```
_fun (x) x + 1
```

➡

```
_fun (x) x + 1
```

⟨val⟩ =	⟨number⟩	NumVal
	⟨boolean⟩	BoolVal
	<code>_fun</code> (⟨variable⟩) ⟨expr⟩	FunVal

```
class FunVal : public Val {  
    std::string formal_arg;  
    Expr *body;  
}
```

This is new: an **Expression** inside a **Value**

Functions in MSDscript

```
_fun (x) x + 1
```

```
➡ _fun (x) x + 1
```

Functions in MSDscript

`_fun (x) x + 1`

➡ `_fun (x) x + 1`

```
Val *FunExpr::interp() {  
}
```

Functions in MSDscript

`_fun (x) x + 1`

➡ `_fun (x) x + 1`

```
Val *FunExpr::interp() {  
    .... formal_arg ....  
    .... body ...  
}
```

Functions in MSDscript

`_fun (x) x + 1`

➡ `_fun (x) x + 1`

```
Val *FunExpr::interp() {  
    .... formal_arg ....  
    .... body->interp() ...  
}
```

Functions in MSDscript

`_fun (x) x + 1`

➡ `_fun (x) x + 1`

```
Val *FunExpr::interp() {  
    new FunVal(formal_arg,  
                body);  
}
```

Functions in MSDscript

`_fun (x) x + 1`

➡ `_fun (x) x + 1`

```
Val *FunExpr::interp() {  
    return new FunVal(formal_arg,  
                       body);  
}
```

Functions in MSDscript

```
_let f = _fun (x) x + 1  
_in  f(10)
```

Functions in MSDscript

```
(_fun (x) x + 1) (10)
```

➡ 11

```
Val *CallExpr::interp() {  
}
```

Functions in MSDscript

```
(_fun (x) x + 1) (10)
```

➡ 11

```
Val *CallExpr::interp() {  
    .... to_be_called ....  
    .... actual_argument ....  
}
```

Functions in MSDscript

```
(_fun (x) x + 1) (10)
```

➡ 11

```
Val *CallExpr::interp() {  
    .... to_be_called->interp() ....  
    .... actual_argument->interp() ....  
}
```

Functions in MSDscript

```
(_fun (x) x + 1) (10)
```

➡ 11

```
Val *CallExpr::interp() {  
    to_be_called->interp()  
    ->call(actual_argument->interp());  
}
```

```
class Val {  
    virtual Val *call(Val *actual_arg) = 0;  
}
```

Functions in MSDscript

```
(_fun (x) x + 1) (10)
```

➡ 11

```
Val *CallExpr::interp() {  
    return  
    to_be_called->interp()  
    ->call(actual_argument->interp());  
}
```

```
class Val {  
    virtual Val *call(Val *actual_arg) = 0;  
}
```

Grammar with Functions and Calls

```
<expr> = <number>
        | <boolean>
        | <expr> == <expr>
        | <expr> + <expr>
        | <expr> * <expr>
        | <expr> ( <expr> ) new
        | <variable>
        | _let <variable> = <expr> _in <expr>
        | _if <expr> _then <expr> _else <expr>
        | _fun ( <variable> ) <expr> new
```

Grammar with Functions and Calls

$\langle \text{expr} \rangle$ = $\langle \text{number} \rangle$
| $\langle \text{boolean} \rangle$
| $\langle \text{expr} \rangle == \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle + \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle * \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle (\langle \text{expr} \rangle)$
| $\langle \text{variable} \rangle$
| $_let \langle \text{variable} \rangle = \langle \text{expr} \rangle _in \langle \text{expr} \rangle$
| $_if \langle \text{expr} \rangle _then \langle \text{expr} \rangle _else \langle \text{expr} \rangle$
| $_fun (\langle \text{variable} \rangle) \langle \text{expr} \rangle$

Higher precedence than $*$

$2 * f(3) \equiv 2 * (f(3))$

new

new

Grammar with Functions and Calls

$\langle \text{expr} \rangle$ = $\langle \text{number} \rangle$
| $\langle \text{boolean} \rangle$
| $\langle \text{expr} \rangle == \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle + \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle * \langle \text{expr} \rangle$
| $\langle \text{expr} \rangle (\langle \text{expr} \rangle)$
| $\langle \text{variable} \rangle$
| **_let** $\langle \text{variable} \rangle = \langle \text{expr} \rangle$ **_in** $\langle \text{expr} \rangle$
| **_if** $\langle \text{expr} \rangle$ **_then** $\langle \text{expr} \rangle$ **_else** $\langle \text{expr} \rangle$
| **_fun** ($\langle \text{variable} \rangle$) $\langle \text{expr} \rangle$

Left-associative

$f(3)(2) \equiv (f(3))(2)$

new

new

Parsing with Functions and Calls

```
⟨expr⟩      = ⟨comparg⟩  
             | ⟨comparg⟩ == ⟨expr⟩  
  
⟨comparg⟩   = ⟨addend⟩  
             | ⟨addend⟩ + ⟨comparg⟩  
  
⟨addend⟩    = ⟨multicand⟩  
             | ⟨multicand⟩ * ⟨addend⟩  
  
⟨multicand⟩ = ⟨inner⟩  
             | ⟨multicand⟩ ( ⟨expr⟩ )  
  
⟨inner⟩     = ⟨number⟩ | ( ⟨expr⟩ ) | ⟨variable⟩  
             | _let ⟨variable⟩ = ⟨expr⟩ _in ⟨expr⟩  
             | _true | _false  
             | _if ⟨expr⟩ _then ⟨expr⟩ _else ⟨expr⟩  
             | _fun ( ⟨variable⟩ ) ⟨expr⟩
```

Parsing with Functions and Calls

$\langle \text{expr} \rangle$ = $\langle \text{comparg} \rangle$
| $\langle \text{comparg} \rangle == \langle \text{expr} \rangle$

$\langle \text{comparg} \rangle$ = $\langle \text{addend} \rangle$
| $\langle \text{addend} \rangle + \langle \text{comparg} \rangle$

$\langle \text{addend} \rangle$ = $\langle \text{multicand} \rangle$
| $\langle \text{multicand} \rangle * \langle \text{addend} \rangle$

$\langle \text{multicand} \rangle$ = $\langle \text{inner} \rangle$
| $\langle \text{multicand} \rangle (\langle \text{expr} \rangle)$

$\langle \text{inner} \rangle$ = $\langle \text{number} \rangle$ | $(\langle \text{expr} \rangle)$ | $\langle \text{variable} \rangle$
| `_let` $\langle \text{variable} \rangle = \langle \text{expr} \rangle$ `_in` $\langle \text{expr} \rangle$
| `_true` | `_false`
| `_if` $\langle \text{expr} \rangle$ `_then` $\langle \text{expr} \rangle$ `_else` $\langle \text{expr} \rangle$
| `_fun` $(\langle \text{variable} \rangle) \langle \text{expr} \rangle$

```
parse_multicand() {  
    expr = parse_inner()  
    while (in.peek() == '(') {  
        consume(in, '(')  
        actual_arg = parse_expr()  
        consume(in, ')')  
        expr = new CallExpr(expr,  
                             actual_arg)  
    }  
    return expr  
}
```

Functions in Algebra and MSDscript

$$f(x) = x * x$$
$$f(2)$$

```
_let f = _fun (x) x*x  
_in  f(2)
```

Interpreting with Functions

```
_let f = _fun (x) x*x  
_in  f(2)
```

➡ `(_fun (x) x*x) (2)`

➡ `2*2`

➡ `4`

Functions and Other Variables

```
y = 8  
f(x) = x*y  
  
f(2)
```

```
_let y = 8  
_in _let f = _fun (x) x*y  
_in f(2)
```

Interpreting with Variables and Functions

```
_let y = 8
_in  _let f = _fun (x) x*y
      _in  f(2)
```

Interpreting with Variables and Functions

```
_let y = 8  
_in _let f = _fun (x) x*y  
    _in f(2)
```

```
➡ _let f = _fun (x) x*8  
   _in f(2)
```

Interpreting with Variables and Functions

```
_let y = 8  
_in _let f = _fun (x) x*y  
    _in f(2)
```

➡

```
_let f = _fun (x) x*8  
    _in f(2)
```

➡

```
2*8
```

Interpreting with Variables and Functions

```
_let y = 8  
_in _let f = _fun (x) x*y  
    _in f(2)
```

➡

```
_let f = _fun (x) x*8  
    _in f(2)
```

➡

```
2*8
```

➡

```
16
```

Interpreting with Variables and Functions

```
_let x = 8
_in  _let f = _fun (x) x*x
      _in  f(2)
```

Interpreting with Variables and Functions

```
_let x = 8  
_in _let f = _fun (x) x*x  
    _in f(2)
```

```
➡ _let f = _fun (x) x*x  
   _in f(2)
```

Interpreting with Variables and Functions

```
_let x = 8  
_in _let f = _fun (x) x*x  
    _in f(2)
```

➡

```
_let f = _fun (x) x*x  
    _in f(2)
```

➡

```
2*2
```

Interpreting with Variables and Functions

```
_let x = 8  
_in _let f = _fun (x) x*x  
    _in f(2)
```

➡

```
_let f = _fun (x) x*x  
    _in f(2)
```

➡

```
2*2
```

➡

```
4
```

Local Binding vs. Functions

```
_let x = 1  
_in  x+2
```

```
(_fun (x) x+2) (1)
```

Local Binding vs. Functions

```
_let x = 1  
_in  x+2  
➡ 1+2
```

```
(_fun (x) x+2) (1)  
➡ 1+2
```

Local Binding vs. Functions

```
_let var = rhs  
_in  body
```

```
(_fun (var) body) (rhs)
```

Local Binding vs. Functions

```
_let var = rhs  
_in  body
```

```
(_fun (var) body) (rhs)
```

So, `_let` is technically unnecessary
— but often more convenient

Multiple Arguments vs. Currying

`f(x, y) = x*x + y*y`

`f(2, 3)`

```
_let f = _fun (x)
      _fun (y)
        x*x + y*y
_in   f(2) (3)
```

Multiple Arguments vs. Currying

`f(x, y) = x*x + y*y`

`f(2, 3)`

```
_let f = (_fun (x)
           (_fun (y)
              x*x + y*y))
_in (f(2))(3)
```

Interpreting Curried Functions

```
_let f = (_fun (x)
           (_fun (y)
              x*x + y*y))
_in (f(2))(3)
```

➡

```
( (_fun (x)
      (_fun (y)
         x*x + y*y)) (2) ) (3)
```

➡

```
( _fun (y)
      2*2 + y*y) (3)
```

➡

```
2*2 + 3*3
```

➡

```
13
```

Partial Application

```
_let add = _fun (x)
           _fun (y)
             x + y
_in add(5) (10)
```

Partial Application

```
_let add = _fun (x)
              _fun (y)
                x + y
_in  _let addFive = add(5)
      _in  addFive(10)
```

Partial Application

```
_let add = _fun (x)
              _fun (y)
                x + y
_in  _let addFive = add(5)
      _in  addFive(10)

➡ _let addFive = (_fun (x)
                    _fun (y)
                      x + y) (5)
_in  addFive(10)
```

Partial Application

```
_let add = _fun (x)
              _fun (y)
                x + y
_in  _let addFive = add(5)
      _in  addFive(10)
```

```
➡ _let addFive = (_fun (x)
                    _fun (y)
                      x + y) (5)
_in  addFive(10)
```

```
➡ _let addFive = _fun (y)
                    5 + y
_in  addFive(10)
```

Recursive Functions

```
_let factorial = _fun (x)
  _if x == 1
  _then 1
  _else x * factorial(x + -1)
_in factorial(5)
```

factorial is visible here

Doesn't work

factorial is visible
only after **_in**

Recursive Functions

```
_let factrl = _fun (factrl)
    _fun (x)
        _if x == 1
        _then 1
        _else x * factrl(factrl) (x + -1)
_in factrl(factrl) (5)
```

Recursive Functions

```
_let factrl = _fun (factrl)
    _fun (x)
        _if x == 1
        _then 1
        _else x * factrl(factrl) (x + -1)
_in _let factorial = _fun (x)
    factrl(factrl) (x)
_in factorial(5)
```

Recursive Functions

```
_let factrl = _fun (factrl)
    _fun (x)
        _if x == 1
        _then 1
        _else x * factrl(factrl) (x + -1)
_in _let factorial = factrl(factrl)
_in factorial(5)
```

A Substitution Bug

```
_let f = _fun (x) x+y  
_in _let y = 10  
_in f(1)
```

A Substitution Bug

```
_let f = _fun (x) x+y  
_in _let y = 10  
_in f(1)
```

Free y

A Substitution Bug

```
_let f = _fun (x) x+y  
_in _let y = 10  
_in f(1)
```

Free y

➡

```
_let y = 10  
_in (_fun (x) x+y) (1)
```

A Substitution Bug

```
_let f = _fun (x) x+y  
_in _let y = 10  
_in f(1)
```

Free y

→

```
_let y = 10  
_in (_fun (x) x+y) (1)
```

Bound y

A Substitution Bug

```
_let f = _fun (x) x+y  
_in _let y = 10  
_in f(1)
```

Free y

→

```
_let y = 10  
_in (_fun (x) x+y) (1)
```

Bound y

→

```
(_fun (x) x+10) (1)
```

For now, don't try to fix this bug.
Instead, just avoid free variables in examples.



Pairs

```
_let makePair = ....  
_in _let first = ....  
_in _let second = ....  
  
_in _let pair = makePair(1) (2)  
_in first(pair) + second(pair)
```

Pairs

```
_let makePair = _fun (x)
                    _fun (y)
                        ....
_in _let first = ....
_in _let second = ....

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

Pairs

```
_let makePair = _fun (x)
                    _fun (y)
                        .... x .... y ....
_in _let first = ....
_in _let second = ....

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

Pairs

```
_let makePair = _fun (x)
                    _fun (y)
                        f(x) (y)
_in _let first = ....
_in _let second = ....

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

Pairs

```
_let makePair = _fun (x)
                    _fun (y)
                        _fun (select)
                            select(x) (y)

_in _let first = ....
_in _let second = ....

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)

_in _let first = ....
_in _let second = ....

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

```
_fun (select)
    select(1) (2)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)
_in _let first = _fun (pair)
    .... pair ....
_in _let second = ....
```

```
_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

```
_fun (select)
    select(1) (2)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)
_in _let first = _fun (pair)
    pair(....)
_in _let second = ....
```

```
_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

```
_fun (select)
    select(1) (2)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)
_in _let first = _fun (pair)
    pair(_fun (x) _fun (y) ....)
_in _let second = ....
```

```
_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

```
_fun (select)
    select(1) (2)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)
_in _let first = _fun (pair)
    pair(_fun (x) _fun (y) x)
_in _let second = ....
```

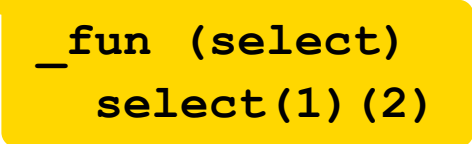
```
_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```

```
_fun (select)
    select(1) (2)
```

Pairs

```
_let makePair = _fun (x)
    _fun (y)
        _fun (select)
            select(x) (y)
_in _let first = _fun (pair)
    pair(_fun (x) _fun (y) x)
_in _let second = _fun (pair)
    pair(_fun (x) _fun (y) y)

_in _let pair = makePair(1) (2)
_in first(pair) + second(pair)
```



Encoding Booleans

```
_let if = _fun (test)
      _fun (then)
      _fun (else)
      test(then) (else)
_in _let true = _fun (x) _fun (y) x
_in _let false = _fun (x) _fun (y) y

_in if(true) (1) (2)
```

Encoding Numbers

```
_let zero = _fun (f) _fun (x) x
_in _let one = _fun (f) _fun (x) f(x)
_in _let two = _fun (f) _fun (x) f(f(x))
_in _let three = _fun (f) _fun (x) f(f(f(x)))
....
_in _let add = _fun (m) _fun (n)
                _fun (f) _fun (x) m(f) (n(f) (x))
....
```

Lambda Calculus

$\langle \text{expr} \rangle = \langle \text{variable} \rangle$
| $\langle \text{expr} \rangle (\langle \text{expr} \rangle)$
| **_fun** ($\langle \text{variable} \rangle$) $\langle \text{expr} \rangle$

$\langle \text{expr} \rangle = \langle \text{variable} \rangle$
| ($\langle \text{expr} \rangle \langle \text{expr} \rangle$)
| (**λ** $\langle \text{variable} \rangle$. $\langle \text{expr} \rangle$)