Today

- Functions as first-class citizens
- Examples of functions taking and returning other functions
- Discuss *free variables* in function bodies
- In general, discuss environments and lexical scope
- See key idioms using first-class functions
A (Partial) Motivating Example—Sorting

Sorting is useful in many contexts, for many kinds of data. Don’t want specialized sort routine for each (sort(int list), sort(string list)...) Polymorphism, classes, etc. only handle part of the problem:

- sort(’a list) -> ’a list is good,…
- but in what order? based on what part of the data?

Partial answer: write a function to compare two records, pass it to sort along with data

What if you don’t know at “compile time”? Fuller answer: write a function that dynamically builds (e.g., based on user input) a function to compare two records, pass it to sort …
First-class functions

Want: ability to treat functions “just like” (other) data—assign to variables, pass as values, return as results, etc.

While “call-backs” like record comparison in sorting are one motivation, and a commonly occurring case, more general treatment of functions enables a very different style of programming, because it enables new styles of control structure.

Need: a very precise understanding of the meaning (“semantics”) of functions, function definitions, function applications (calls), etc.
If you remember one thing...

We evaluate expressions in an environment, and function bodies in an environment extended to map arguments to values.

But which one? The environment in which the function was defined!

An equivalent description:

- Functions are values, but they’re not just code.
- `fun f p = e` and `fn p => e` evaluate to values with two parts (a “pair”): the code and the current environment
- Function application evaluates the “pair”’s function body in the “pair”’s environment (extended)
- This “pair” is called a *(function) closure.*

There are *lots* of good reasons for this semantics.

For hw, exams, and competent programming, you must “get this”!
Example 1

val x = 1
fun f y = x + y
val x = 2
val y = 3
f (x+y)
Example 2

val x = 1
fun f y = let val x = 2 in fn z => x + y + z end
val x = 3
val g = f 4
val y = 5
g 6