Symbols

```
A list-of-sym program:
; eat-apples : list-of-sym -> list-of-sym
(define (eat-apples 1)
  (cond
    [(empty? 1) empty]
    [(cons? 1)
    (local [(define ate-rest (eat-apples (rest 1)))]
        (cond
        [(symbol=? (first 1) 'apple) ate-rest]
        [else (cons (first 1) ate-rest)]))]))
```

- How about eat-bananas?
- How about eat-non-apples?

We know where this leads...

Filtering Symbols

```
; filter-syms : (sym -> bool) list-of-sym
; -> list-of-sym
(define (filter-syms PRED 1)
  (cond
   [(empty? 1) empty]
   [(cons? 1)
    (local [(define r
              (filter-syms PRED (rest 1)))]
      (cond
       [(PRED (first 1))
        (cons (first l) r)]
       [else r]))]))
```

This looks really familiar

Last Time: Filtering Numbers

```
; filter-nums : (num -> bool) list-of-num
; -> list-of-num
(define (filter-nums PRED 1)
  (cond
   [(empty? 1) empty]
   [(cons? 1)
    (local [(define r
              (filter-nums PRED (rest 1)))]
      (cond
       [(PRED (first 1))
        (cons (first l) r)]
       [else r]))]))
```

How do we avoid cut and paste?

Filtering Lists

We know this function will work for both number and symbol lists:

```
; filter : ...
(define (filter PRED 1)
  (cond
  [(empty? 1) empty]
  [(cons? 1)
    (local [(define r
                    (filter PRED (rest 1)))]
    (cond
    [(PRED (first 1))
        (cons (first 1) r)]
        [else r]))]))
```

But what is its contract?

```
How about this?
  (num-OR-sym -> bool) list-of-num-OR-list-of-sym
  -> list-of-num-OR-list-of-sym
   ; A num-OR-sym is either
   ;
      – num
   ;
      - sym
   ; A list-of-num-OR-list-of-sym is either
   ; - list-of-num
   ; - list-of-sym
```

```
How about this?
```

```
(num-OR-sym -> bool) list-of-num-OR-list-of-sym
-> list-of-num-OR-list-of-sym
```

This contract is too weak to define **eat-apples**

```
; eat-apples : list-of-sym -> list-of-sym
(define (eat-apples 1)
  (filter not-apple? 1))
; not-apple? : sym -> bool
(define (not-apple? s)
  (not (symbol=? s 'apple)))
```

eat-apples must return a list-of-sym, but by its contract, filter might return a list-of-num

```
How about this?
```

```
(num-OR-sym -> bool) list-of-num-OR-list-of-sym
-> list-of-num-OR-list-of-sym
```

This contract is too weak to define **eat-apples**

```
; eat-apples : list-of-sym -> list-of-sym
(define (eat-apples 1)
  (filter not-apple? 1))
; not-apple? : sym -> bool
(define (not-apple? s)
  (not (symbol=? s 'apple)))
```

not-apple? only works on symbols, but by its contract **filter** might give it a **num**

The reason **filter** works is that if we give it a **list-of-sym**, then it returns a **list-of-sym**

Also, if we give **filter** a **list-of-sym**, then it calls **PRED** with symbols only

A better contract:

```
filter :
 ((num -> bool) list-of-num
   -> list-of-num)
OR
 ((sym -> bool) list-of-sym
   -> list-of-sym)
```

But what about a list of **images**, **posns**, or **snakes**?

The True Contract of Filter

The real contract is

filter : ((X -> bool) list-of-X -> list-of-X)
where X stands for any type

- The caller of **filter** gets to pick a type for **X**
- All **x**s in the contract must be replaced with the same type

Data definitions need type variables, too:

Using Filter

The **filter** function is so useful that it's built in

```
(define (eat-apples 1)
  (local [(define (not-apple? s)
                          (not (symbol=? s 'apple)))]
      (filter not-apple? 1)))
```

Looking for Other Built-In Functions

```
Recall feed-fish:
```

```
; feed-fish : list-of-num -> list-of-num
(define (feed-fish l)
  (cond
    [(empty? l) empty]
    [else (cons (+ 1 (first l))
                           (feed-fish (rest l)))]))
```

Is there a built-in function to help?

Yes: map

Using Map

```
(define (map CONV 1)
  (cond
   [(empty? 1) empty]
   [else (cons (CONV (first 1))
               (map CONV (rest 1)))]))
; feed-fish : list-of-num -> list-of-num
(define (feed-fish 1)
  (local [(define (feed-one n)
           (+ n 1))]
    (map feed-one 1)))
; feed-animals : list-of-animal -> list-of-animal
(define (feed-animals 1)
  (map feed-animal 1))
```

The Contract for Map

```
(define (map CONV 1)
  (cond
    [(empty? 1) empty]
    [else (cons (CONV (first 1))
                     (map CONV (rest 1)))]))
```

- The 1 argument must be a list of X
- The **CONV** argument must accept each **X**
- If **CONV** returns a new **X** each time, then the contract for **map** is

map : $(X \rightarrow X)$ list-of-X \rightarrow list-of-X

Posns and Distances

The **distances** function looks just like **map**, except that **distances-to-0** is

```
posn -> num
```

not

```
posn -> posn
```

The True Contract of Map

Despite the contract mismatch, this works:

```
(define (distances 1)
  (map distance-to-0 1))
```

The true contract of map is map : (X -> Y) list-of-X -> list-of-Y

The caller gets to pick both \mathbf{X} and \mathbf{Y} independently

More Uses of Map

```
; rsvp : list-of-invitation -> list-of-invitation
(define (rsvp 1)
  ; replaces 4 lines:
  (map rvsp-invitation 1))
; rsvp-invitation : invitation -> invitation
. . .
    ; rob-train : list-of-car -> list-of-car
    (define (rob-train 1)
       ; replaces 4 lines:
      (map rob-car 1))
    ; rob-car : car -> car
     • • •
```

Folding a List

How about **sum**?

sum : list-of-num -> num

Doesn't return a list, so neither **filter** nor **map** help

Abstracting over sum and product leads to combine-nums:

```
; combine-nums : list-of-num num
; (num num -> num) -> num
(define (combine-nums l base-n COMB)
  (cond
  [(empty? l) base-n]
  [(cons? l)
  (COMB
  (first l)
  (combine-nums (rest l) base-n COMB))]))
```

```
; foldr : (X Y -> Y) Y list-of-X -> Y
(define (foldr COMB base 1)
  (cond
    [(empty? 1) base]
    [(cons? 1)
       (COMB (first 1)
         (foldr COMB base (rest 1)))]))
```

The **sum** and **product** functions become trivial:

```
(define (sum 1) (foldr + 0 1))
(define (product 1) (foldr * 1 1))
```

```
; foldr : (X Y \rightarrow Y) Y list-of-X \rightarrow Y
(define (foldr COMB base 1)
  (cond
   [(empty? 1) base]
   [(cons? 1)
    (COMB (first 1)
           (foldr COMB base (rest 1)))]))
 ; total-distance : list-of-posn -> num
 (define (total-distance 1)
   (local [(define (add-distance p n)
              (+ (distance-to-0 p) n))]
     (foldr add-distance 0 1)))
```

```
; foldr : (X Y -> Y) Y list-of-X -> Y
(define (foldr COMB base 1)
  (cond
    [(empty? 1) base]
    [(cons? 1)
       (COMB (first 1)
         (foldr COMB base (rest 1)))]))
```

```
In fact,
```

```
(define (map f l)
  (local [(define (comb i r)
                         (cons (f i) r))]
        (foldr comb empty l)))
```

```
; foldr : (X Y \rightarrow Y) Y \text{ list-of-} X \rightarrow Y
(define (foldr COMB base 1)
  (cond
   [(empty? 1) base]
   [(cons? 1)
    (COMB (first 1)
           (foldr COMB base (rest 1)))]))
Yes, filter too:
     (define (filter f 1)
       (local [(define (check i r)
                   (cond
                    [(f i) (cons i r)]
                    [else r]))]
         (foldr check empty 1)))
```

The Source of Foldr

How can **foldr** be so powerful?

The Source of Foldr

```
Template:
(define (func-for-loX 1)
  (cond
   [(empty? 1) ...]
   [(cons? 1) ... (first 1)
    ... (func-for-loX (rest 1)) ...]))
Fold:
(define (foldr COMB base 1)
  (cond
   [(empty? 1) base]
   [(cons? 1)
    (COMB (first 1)
          (foldr COMB base (rest 1)))]))
```

Other Built-In List Functions

More specializations of **foldr**:

ormap : (X -> bool) list-of-X -> bool andmap : (X -> bool) list-of-X -> bool Examples:

```
; got-milk? : list-of-sym -> bool
(define (got-milk? 1)
  (local [(define (is-milk? s)
                    (symbol=? s 'milk))]
  (ormap is-milk? 1)))
```

```
; all-passed? : list-of-grade -> bool
(define (all-passed? 1)
  (andmap passing-grade? 1))
```

What about Non-Lists?

Since it's based on the template, the concept of fold is general

```
; fold-ftn : (sym num sym Z Z -> Z) Z ftn -> Z
(define (fold-ftn COMB base ftn)
  (cond
   [(empty? ftn) base]
   [(child? ftn)
    (COMB (child-name ftn) (child-date ftn) (child-eyes ftn)
          (fold-ftn COMB BASE (child-father ftn))
          (fold-ftn COMB BASE (child-mother ftn)))))
(define (count-persons ftn)
  (local [(define (add name date color c-f c-m)
            (+ 1 c-f c-m))
    (fold-ftn add 0 ftn)))
(define (in-family? who ftn)
  (local [(define (here? name date color in-f? in-m?)
            (or (symbol=? name who) in-f? in-m?))]
    (fold-ftn here? false ftn)))
```