

Array Iterators

Objective: To manipulate arrays iteratively.

- Given vectors $A : \text{int}^n$ and $B : \text{int}^n$, add them up to give vector $C : \text{int}^n$. Use **map**.
- Given array $A : \text{int}^n$, find sum of its elements. Use **fold**.
We can also compute $\sum(A[i]^2)$ and use this to find standard deviation.
- **Mapfold** combines the map and the fold.

Map

- Example: Adding two 3-dimentional vectors $a, b: \text{real}^3$ to get $c: \text{real}^3$.

Method: Use \pm pointwise on every index putting the result in the output array.

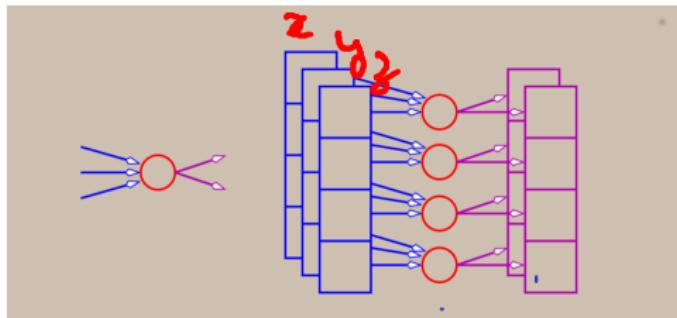
*



[4, 9, -10]

- $c = \text{map} << 3 >> (+) ([1, 3, 5], [4, 3, -2])$ gives [5, 6, 3]
- In general $\text{map} << n >> (F) ([x_1, \dots, x_m])$ returns (y_1, \dots, y_k)
Here $F : (t_1 \times \dots \times t_m) \rightarrow (t'_1 \times \dots \times t'_k)$.
Also, $x_i : t_i^n$ for $1 \leq i \leq m$ and $y_j : t'_j^n$ for $1 \leq j \leq k$.
- Expression $\text{map} << n >> (F)$ has type
 $(t_1^n \times \dots \times t_m^n) \rightarrow (t'_1^n \times \dots \times t'_k^n)$.

$\text{map} << n >> (F)$
 (x, y, z)
 $\rightarrow (u, v)$

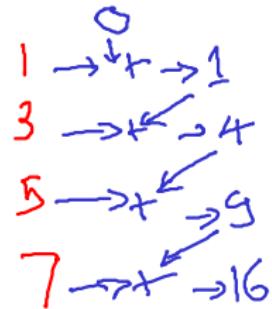
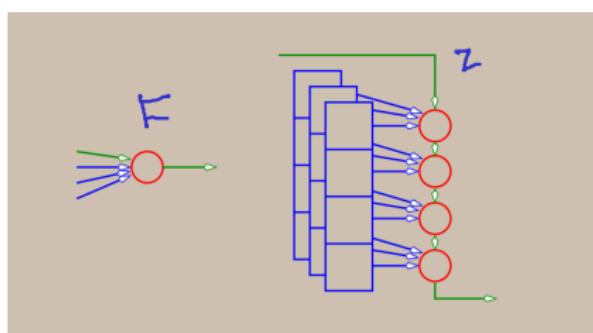


Here
 $m=3$ $k=2$
 $n=4$

Fold

- **Example:** Finding sum of array of 4 elements $a:\text{int}^4$ to get $c:\text{int}$.
Method: Use $+$ pointwise on every index accumulating the sum.
- $c = \text{fold} << 4 >> (+) ([1, 3, 5, 7], 0)$ gives **16**
- In general $\text{fold} << n >> (F) (x_1, \dots, x_m, z)$ returns **y**
Here $F : (t_1 \times \dots \times t_m \times t) \rightarrow t$.
Also, $x_i : t_i^n$ for $1 \leq i \leq m$ and $z, y : t$.
- Expression $\text{fold} << n >> (F)$ has type $(t_1^n \times \dots \times t_m^n \times t) \rightarrow (t)$.

$m=3$



Example

$$a[0]*b[0] + a_1[b_1]*b_1[1] + \dots + a_{n-1}[b_{n-1}] * b_{n-1}[n-1]$$

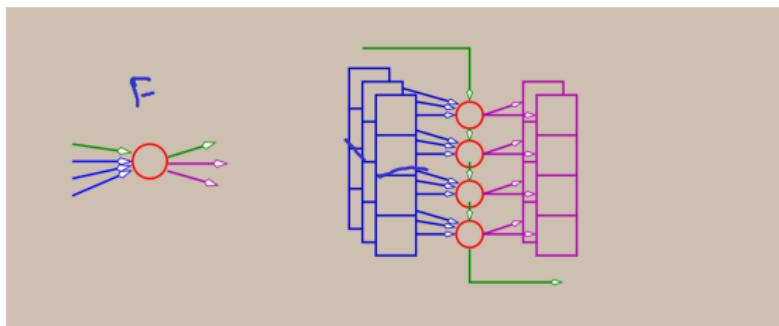
\downarrow \downarrow
 $z[0]$ $z[1]$

Find dot product of two n -dimentional vectors.

```
node dotproduct<<n:int>>(a:real^n; b:real^n) returns (c:real)
var z:real^n
let
    z = map<<n>>(*)(a,b);
    c = fold<<n>>(+)(z,0);
tel
```

Mapfold

- Example: Adding two 3-dimentional vectors $a, b: \text{real}^3$ AND getting their dot-product $c: \text{real}^3; \text{dot: real}$
- node $F(x, y, accin: \text{real})$ returns $(z, accout: \text{real})$
let $z = x + y$; $accout = accin + (x * y)$; tel
- $c = \text{mapfold} << 3 >> (F) ([1, 3, 5], [4, 3, -2], 0)$ gives $[5, 6, 3]$, $\text{dot} = 13$.
- In general $\text{mapfold} << n >> (F) (x_1, \dots, x_m, init)$ returns (y_1, \dots, y_k, acc)
Here $F : (t_1 \times \dots \times t_m \times t) \rightarrow t'_1 \times \dots \times t'_k \times t$.
Also, $x_i : t_i^n$ for $1 \leq i \leq m$ and $y_j : t'_j^n$ for $1 \leq j \leq k$ with
 $init, acc : t$.



$$\begin{aligned} 0 & F(1, 1, 0) \\ & = 5, 4 \\ 1 & F(3, 3, 4) \\ & = 6, 13 \\ 2 & = F(5, -2, 13) \\ & = 3, 3 \end{aligned}$$

Summary

- Features for writing large and complex programs.
- Records, Arrays, Array slices, Global types and constants, Parameterized nodes.
- Array iterators: map, fold and mapfold.