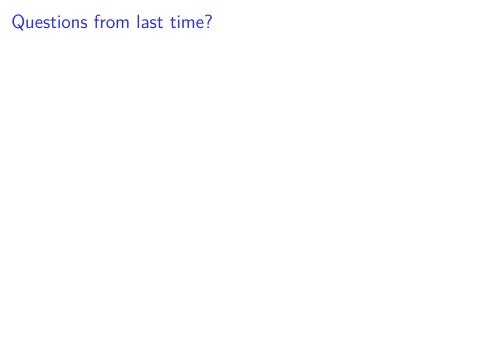
Data Origami

Austin Haskell Meetup

August 18, 2016



Recursion

▶ Usually hear "functions that call themselves"

Other ways to think about it

- "solving a problem in terms of smaller versions of the same problem" (John D. Cook)
- computations that have to be performed an indefinite number of times

Ye Olde Factorial

```
brokenFact1 :: Integer -> Integer
brokenFact1 n = n * brokenFact1 (n - 1)
```

- ► How will that evaluate?
- ► Try it in REPL

Evaluation

```
brokenFact1 4 = 4 * (4 - 1)

* ((4 - 1) - 1)

* (((4 - 1) - 1) - 1)

... this series never stops
```

Well, that seems suboptimal.

Ye Olde Base Case

```
factorial :: Integer -> Integer
factorial 1 = 1
factorial n = n * brokenFact1 (n - 1)
```

• if the base case is an identity value, doesn't change the results of previous applications

A Recursive Datatype

```
data [] a = [] | a : [a]
```

- cons constructor : is an infix data constructor
- a product of its two arguments
- a potentially infinite data stream!

Pattern matching on lists

```
head :: [a] -> a
head (x:_) = x
tail :: [a] -> [a]
tail (x:xs) = xs
```

- ▶ use let in REPL
- try to pass them empty lists

Rewriting for fun and safety

- ▶ an empty list
- ► Maybe?
- ▶ Either?

```
myHead :: [a] -> Either [Char] a
myHead [] = Left "Empty list."
myHead (x:_) = Right x
```

Either

data Either a b = Left a | Right b

- ▶ like Maybe often used to prevent bottoming out
- provides opportunity here to tell what the error was

Exercise 1

recommend doing this in a source file instead of directly in REPL

Seeing evaluation using :sprint

enumFromTo constructs a list

```
Prelude> let blah = enumFromTo 'a' 'z'
Prelude> :sprint blah
blah = _
Prelude> take 1 blah
"a"
```

normally doesn't evaluate until forced

Spine strictness

- matters when we talk about folds, binary trees
- evaluates to weak head normal form by default

Compare

see which of these (if any) throws an exception

```
[x^y \mid x \leftarrow [1..5], y \leftarrow [2, undefined]]
```

```
take 1 x^y \mid x \leftarrow [1..5], y \leftarrow [2, undefined]
```

Time for a map

```
map :: (a -> b) -> [a] -> [b]
```

- obligatory reminder that data structures are (usually) immutable in Haskell :)
- write map (exercise 2)

And filter

- hey, how do we know there's no mutation here?
- try Exercise 3
- why would you need words for this?

Exercise 3 answer

```
noDets :: String -> [[Char]]
noDets =
filter (\x -> not (elem x ["the", "a", "an"])) . words
```

Exercises

will rewrite with folds later

```
-- direct recursion, not using (85)
myAnd :: [Bool] -> Bool
myAnd [] = True
myAnd (x:xs) = if x == False then False else myAnd xs
```

see exercise 4

Answers

```
myOr' :: [Bool] -> Bool
myOr' [] = False
myOr' (x:xs)
    | x = x
    | otherwise = myOr' xs
myAny' :: (a -> Bool) -> [a] -> Bool
myAny' _ [] = False
myAny' f (x:xs)
   | f x = True |
    | otherwise = myAny' f xs
```

Hooray for folds!

```
foldr :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b
foldl :: (b \rightarrow a \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b
```

Comparing with map

```
-- Remember how map worked?

map :: (a -> b) -> [a] -> [b]

map (+1) 1 : 2 : 3 : []

(+1) 1 : (+1) 2 : (+1) 3 : []

-- Given the list

foldr (+) 0 (1 : 2 : 3 : [])

1 + (2 + (3 + 0))
```

Right folds

```
sum :: [Integer] -> Integer
sum [] = 0
sum (x:xs) = x + sum xs

length :: [a] -> Integer
length [] = 0
length (_:xs) = 1 + length xs
```

Right folds (cont'd)

```
foldr :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b

foldr f z [] = z

foldr f z (x:xs) = f x (foldr f z xs)

sum = foldr (+) 0
```

Right folds

- right associative
- alternate between the function and the recursive call
- given nonstrictness, this can be used on infinite or indefinite data structures without forcing it to go all the way down the spine

Left folds

```
foldl :: (b \rightarrow a \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b

foldl f acc [] = acc

foldl f acc (x:xs) = foldl f (f acc x) xs
```

Left folds (cont'd)

- directly calls itself
- the recursive trip down the spine cannot be stopped
- ▶ left associative