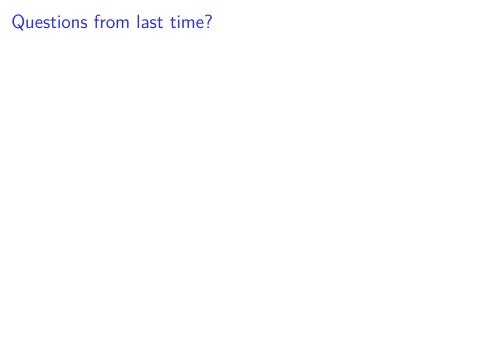
# Data Origami

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 \rightarrow Bool) \rightarrow [a] \rightarrow Bool
myAny' [] = False
myAny' f (x:xs)
    | f x = True |
     | otherwise = myAny' f xs
```