

Programming Paradigms 2022

Session 10: Functors

Problems for solving and discussing

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Problems that we will definitely talk about

1. (*Everyone at the table together – 20 minutes*)

The type of unbounded trees `UTree` is given by

```
data UTree a = Node a [UTree a]
```

Define an instance of Functor for `UTree`.

2. (*Work in pairs – 15 minutes*)

Let `r` be some given type. The function type constructor `((->)r)` is defined such that `f a` will be `(r -> a)`.

Define an instance of Functor for this type constructor.

3. (*Everyone at the table together – 15 minutes*)

For the applicative functor for lists we have a definition of the "funny star" composition `<*>` on page 160. Give an alternative *recursive* definition of it that uses `fmap`.

4. (*Work in pairs – 15 minutes*) Use the fact that the list type can be seen as an applicative functor to define a function `prodthree` that takes three lists of numbers and computes the list of all triples of numbers in the list. As an example, `prodthree [1,2,3] [4,5,6] [7,8,9]` should give us the list

```
[28,32,36,35,40,45,42,48,54,56,64,72,70,80,90,84,96,108,84,96,108,
105,120,135,126,144,162]
```

Hint: Somewhere a funny star keeps shining.

More problems to solve at your own pace

a) Here is a type declaration for simple expressions.

```
data Exp a = Var a | Val Integer | Add (Exp a) (Exp a) |
  Mult (Exp a) (Exp a) deriving Show
```

Show how do make this type into an instance of Functor.

When would it be useful to think of `Exp a` as a functor? Think of a good example!

b) Show how to make the type `Exp` from the previous problem into an instance of `Applicative`.

- c) In order to solve this problem, you must already have a definition of `Exp` as an applicative functor from problem b. Assume the definitions

```
type Name = String
```

```
type Env = [(Name, Int)]
```

```
fetch :: Name -> Env -> Int
```

```
fetch x env = case lookup x env of  
    Nothing -> error "invalid name"  
    Just v -> v
```

Now use all of these definitions to define a function

```
eval :: Expr -> Env -> Int
```

that will, when given an expression *e* and an environment *env*, return the value of the expression, assuming that all variables in *e* are given values in *env*.