

Functions and Their Types

Prof. Susan Older

21 October 2019

The Truth about Functions

Each Haskell function takes **exactly one argument** and returns **one value**.

Examples

- 1 `isAlphaNum :: Char -> Bool`
Accepts a `Char` and returns a `Bool`
- 2 `length :: [a] -> Int`
Accepts a list and returns an `Int`
- 3 `sum :: Num a => [a] -> a`
Accepts a list of numbers and returns a number
- 4 `replicate :: Int -> a -> [a]`
Accepts an `Int` and returns a function of type `a -> [a]`
(more on that later...)

Function Types

Choose any types `t1` and `t2`:

- `t1 -> t2` is a type.
- The values of type `t1 -> t2` are the **functions** that accept input of type `t1` and return results of type `t2`.

Examples

- 1 `Int -> (Char, Bool)`
Functions that accept `Int` and return `(Char, Bool)`
- 2 `(Int, Char) -> Bool`
Functions that accept `(Int, Char)` and return `Bool`
- 3 `Int -> (Char -> Bool)`
Functions that accept `Int` and return `Char -> Bool` (i.e., functions)
- 4 `(Int -> Char) -> Bool`
Functions that accept function of type `Int -> Char` and return `Bool`

Let's See That Again

From the previous slide:

- `Int -> (Char -> Bool)`
Functions that accept `Int` and return function of type `Char -> Bool`
- `(Int -> Char) -> Bool`
Functions that accept function of type `Int -> Char` and return `Bool`

Those types are not the same thing:

An analogy, based on money and candy:

- `Money -> (Money -> Candy)`
Accepts money and returns a vending machine or a gumball machine
- `(Money -> Money) -> Candy`
Accepts a money changer and returns candy.

So How Many Parameters Does `replicate` Take?

There are two views, both of which are valid:

① The old way: `replicate :: Int -> a -> [a]`

- `replicate` takes two arguments and returns a list.
- For example:

```
replicate 3 "hi" ~> ["hi","hi","hi"]
```

② The new way: `replicate :: Int -> (a -> [a])`

- `replicate` takes an `Int` and returns a function `a -> [a]`
- For example:

```
replicate 3 :: a -> [a]
```

We can use `(replicate 3)` as a function:

- `(replicate 3) "hi" ~> ["hi","hi","hi"]`
- `(replicate 3) 10 ~> [10,10,10]`
- `map (replicate 3) [10,20,30,40] ~> [[10,10,10],[20,20,20],[30,30,30],[40,40,40]]`

Conventions for Parentheses

Parentheses in types associate to the right:

`Int -> Bool -> Char -> [Float]` is shorthand for
`Int -> (Bool -> (Char -> [Float]))`

Parentheses in function applications associate to the left:

`fun 7 False 'A'` is shorthand for `((fun 7) False) 'A'`

Why does this make sense?

- `fun :: Int -> Bool -> Char -> [Float]`
- `fun 7 False 'A' :: [Float]`
- `fun :: Int -> (Bool -> (Char -> [Float]))`
- `fun 7 :: Bool -> (Char -> [Float])`
- `(fun 7) False :: Char -> [Float]`
- `((fun 7) False) 'A' :: [Float]`

Implications of the Parentheses Conventions

The following definitions are all equivalent:

```
mult1 :: Int -> Int -> Int
mult1 x y = x*y
```

```
mult2 :: Int -> (Int -> Int)
mult2 x y = x*y
```

```
mult3 :: Int -> (Int -> Int)
mult3 x = \y -> x*y
```

Partial Application and the Rule of Cancellation

Suppose we have the following:

```
f    :: t1 -> t2 -> ... -> tn -> t
e1  :: t1
e2  :: t2
⋮
ek  :: tk   (where k < n)
```

Then:

```
f e1 e2 ... ek :: tk+1 -> tk+2 -> ... -> tn -> t
```

The textbook calls this the **Rule of Cancellation** (see page 244).

The Rule of Cancellation: An Example

Suppose we have the following types:

```
myFun  :: Bool -> Char -> Float -> (Int,Bool) -> String
False  :: Bool
'B'    :: Char
16.2   :: Float
(7,True) :: (Int,Bool)
```

- `myFun :: Bool -> Char -> Float -> (Int,Bool) -> String`
- `myFun False :: Char -> Float -> (Int,Bool) -> String`
- `myFun False 'B' :: Float -> (Int,Bool) -> String`
- `myFun False 'B' 16.2 :: (Int,Bool) -> String`
- `myFun False 'B' 16.2 (7,True) :: String`

Examples of Partial Application

Consider the following uses of partial application:

```
map (replicate 3) [5..8]
```

```
map (zip [1..3]) ["go","syracuse","orange","crush"]
```

```
filter (elem 6) [[20..30],[4,6,8], map (*2) [1..5]]
```

What do they have in common?

Sometimes it's useful to pass a partially instantiated function as the argument to another function.

Quiz Questions

Suppose `g :: Bool -> [Int] -> Char -> Float -> Int -> String`.

What are the types for each of the following?

- 1 `g False [1,6,3] 'a' :: Float -> Int -> String`
- 2 `g True [10] '9' 3.1 :: Int -> String`
- 3 `g [5,7] True` — Type error: `[5,7]` does not have type `Bool`

Suppose `h :: (Char -> Bool) -> Int -> Float -> Char`.

What are the types for each of the following?

- 1 `h isUpper 7 :: Float -> Char`
- 2 `h 'a' False` — Type error: `'a'` does not have type `Char -> Bool`

Polymorphic Quiz Questions

Suppose `j :: a -> b -> (a,b)`.

What are the types for each of the following?

- 1 `j False :: b -> (Bool,b)`
- 2 `j False 'M' :: (Bool,Char)`

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

What are the types for each of the following?

- 1 `map isLower :: [Char] -> [Bool]`
- 2 `map (h isUpper 7) :: [Float] -> [Char]`

Some Higher-Order Functions You Should Get to Know

```
map    :: (a -> b) -> [a] -> [b]
concatMap :: (a -> [b]) -> [a] -> [b]
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
```

```
filter :: (a -> Bool) -> [a] -> [a]
takeWhile :: (a -> Bool) -> [a] -> [a]
dropWhile :: (a -> Bool) -> [a] -> [a]
```

```
(.) :: (b -> c) -> (a -> b) -> a -> c
flip :: (a -> b -> c) -> b -> a -> c
curry :: ((a,b) -> c) -> a -> b -> c
uncurry :: (a -> b -> c) -> (a,b) -> c
```

Operator Sections: Partial Application with Operators

Binary operators can be partially applied via **operator sections**:

- An operator section takes a single argument.
- The operator's argument is treated as if it appears on the “empty” side of the operator:

```
("abc"++) "de" ~> "abcde"    (++)"abc" "de" ~> "deabc"
```

(*2)	Function that multiplies its argument by two
(2-)	Function that subtracts its argument from 2
(10>)	Function that determines if 10 is greater than its argument
(7:)	Function that places 7 on the front of a list
(++"xyz")	Function that appends "xyz" to a string
("xyz"++)	Function that prepends "xyz" to a string