PROGRAMMING IN HASKELL

Chapter 10 - Declaring Types and Classes

Type Declarations

In Haskell, a new name for an existing type can be defined using a <u>type declaration</u>.


```
type String = [Char]
```

String is a synonym for the type [Char].

Type declarations can be used to make other types easier to read. For example, given

```
type Pos = (Int,Int)
```


we can define:


```
origin    :: Pos
origin     = (0,0)

left      :: Pos → Pos
left (x,y) = (x-1,y)
```

Like function definitions, type declarations can also have <u>parameters</u>. For example, given

```
type Pair a = (a,a)
```


we can define:

```
mult       :: Pair Int → Int
mult (m,n) = m*n

copy       :: a → Pair a
copy x     = (x,x)
```

Type declarations can be nested:

```
type Pos   = (Int,Int)

type Trans = Pos -> Pos
```


However, they cannot be recursive:

```
type Tree = (Int,[Tree])
```

Data Declarations

A completely new type can be defined by specifying its values using a data declaration.


```
data Bool = False | Tru
```

Bool is a new type, with two new values False and True.

Note:

- The two values False and True are called the <u>constructors</u> for the type Bool.

- Type and constructor names must begin with an upper-case letter.

- Data declarations are similar to context free grammars. The former specifies the values of a type, the la language.

Values of new types can be used in the same ways as those of built in types. For example, given

```
data Answer = Yes | No | Unknown
```

we can define:


```
answers     :: [Answer]
answers      = [Yes,No,Unknown]

flip        :: Answer → Answer
flip Yes     = No
flip No      = Yes
flip Unknown = Unknown
```

The constructors in a data declaration can also have parameters. For example, given

```
data Shape = Circle Float
           | Rect Float Float
```


we can define:


```
square          :: Float → Shape
square n         = Rect n n

area            :: Shape → Float
area (Circle r) = pi * r^2
area (Rect x y) = x * y
```

Note:

- Shape has values of the form Circle r where r is a float, and Rect x y where x and y are floats.

- Circle and Rect can be viewed as <u>functions</u> that construct values of type Shape:


```
Circle :: Float → Shape

Rect   :: Float → Float → Shape
```

Not surprisingly, data declarations themselves can also have parameters. For example, given

```
data Maybe a = Nothing | Just a
```

we can define:


```
safediv    :: Int → Int → M
safediv _ 0 = ?
safediv m n = ?

safehead   :: [a] → Maybe a
safehead [] = ?
safehead xs = ?
```

Recursive Types

In Haskell, new types can be declared in terms of themselves. That is, types can be recursive.


```
data Nat = Zero | Succ
```

Nat is a new type, with constructors Zero :: Nat and Succ :: Nat → Nat.

Note:

- A value of type Nat is either Zero, or of the form Succ n where n :: Nat. That is, Nat contains the following infinite sequence of values:

Zero

Succ Zero

Succ (Succ Zero)

⋮

- We can think of values of type Nat as natural numbers, where Zero represents 0, and Succ represents the successor function 1+.

- For example, the value

Succ (Succ (Succ Zer

represents the natural number

1 + (1 + (1 + 0)) = 3

Using recursion, it is easy to define functions that convert between values of type Nat and Int:

```
nat2int      ::

nat2int = ?


int2nat  :: Int → Nat

int2nat = ?
```

Two naturals can be added by converting them to integers, adding, and then converting back:

```
add     :: Nat → Nat → Nat
add m n = int2nat (nat2int m + nat2int n)
```


However, using recursion the function add can be defined without the need for conversions:

```
add Zero     n = n
add (Succ m) n = Succ (add m n)
```

Two naturals can be added by converting them to integers, adding, and then converting back:

```
add     :: Nat → Nat → Nat
add m n = int2nat (nat2int m + nat2int n)
```


However, using recursion the function add can be defined without the need for conversions:

```
add m n = ?
```

For example:

add (Succ (Succ Zero)) (Succ Zero)

=

Succ (add (Succ Zero) (Succ Zero))

=

Succ (Succ Zero))

=

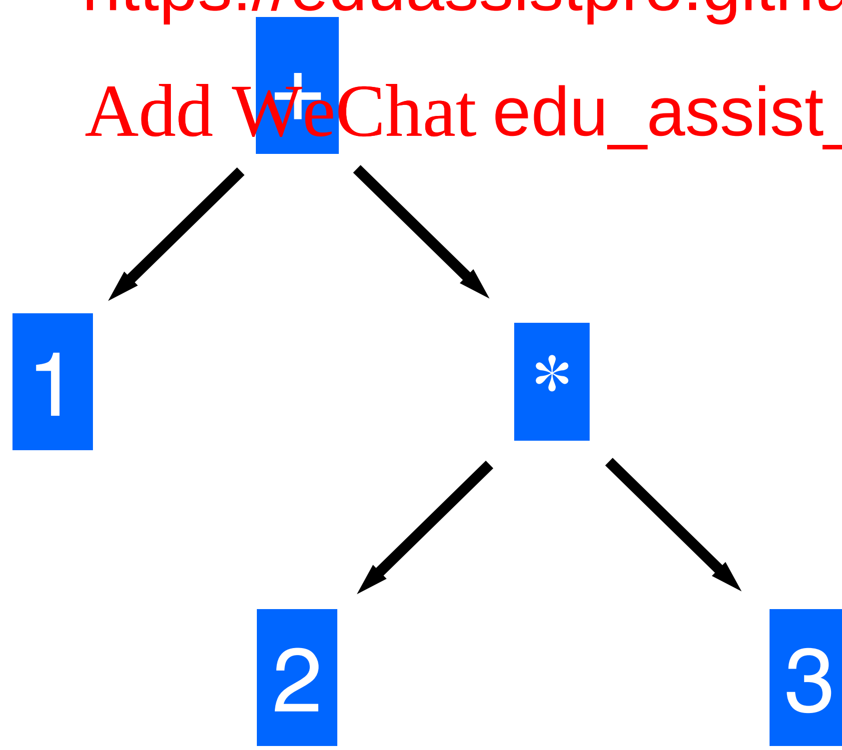
Succ (Succ (Succ Zer

Note:

- The recursive definition for add corresponds to the laws 0+n = n and (1+m)+n = 1+(m+n).

Arithmetic Expressions

Consider a simple form of <u>expressions</u> built up from integers using addition and multiplication.



Using recursion, a suitable new type to represent such expressions can be declared by:

```
data Expr = Val Int
          | Add Expr Expr
          | Mul
```


For example, the expression on the previous slide would be represented as follows:

```
Add (Val 1) (Mul (Val 2) (Val 3))
```

Using recursion, it is now easy to define functions that process expressions. For example:


```
size        :: Ex
size = ?

eval        :: Expr → Int
eval = ?
```

Note:

- The three constructors have types:

```
Val :: Int → Expr
Add :: Expr → Expr → Expr
Mul :: Expr → Expr → Expr
```

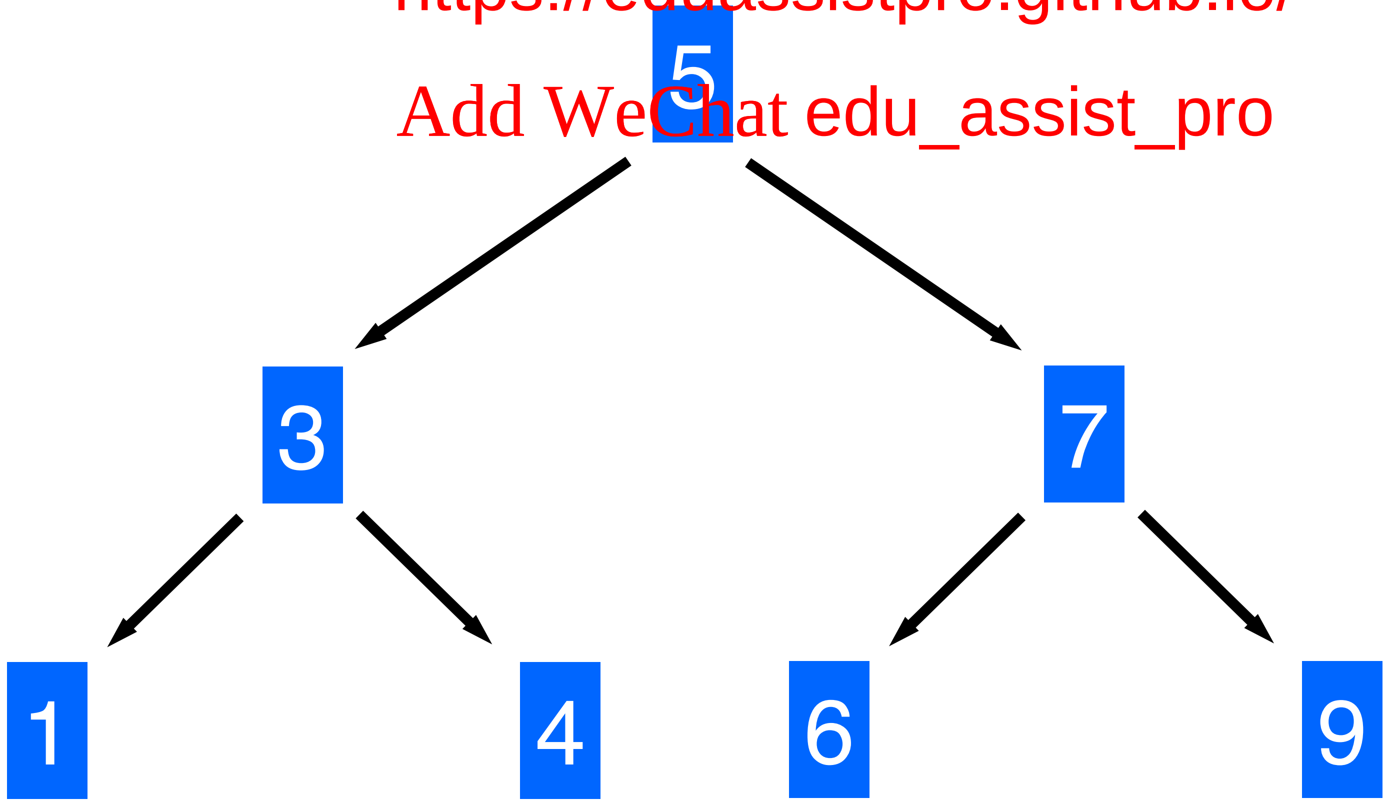

- Many functions on expressions can be defined by replacing the constructors by other functions using a suitable <u>fold</u> function. For example:

Exercise: Define fold!

```
eval = fold id (+) (*)
```

Binary Trees

In computing, it is often useful to store data in a two-way branching structure or binary tree.



Using recursion, a suitable new type to represent such binary trees can be declared by:

```
data Tree a = Leaf a
            | Node (Tree a) a (Tree a)
```


For example, the tree on the previous slide wo esented as follows:

```
t :: Tree Int
t  = Node (Node (Leaf 1) 3 (Leaf 4)) 5
          (Node (Leaf 6) 7 (Leaf 9))
```

We can now define a function that decides if a given value occurs in a binary tree:

```
occurs :: Ord a ⇒ a → Tree a → Bool
occurs x t = ?
```


But… in the worst case, when the value does not occur, this function traverses the entire tree.

Now consider the function flatten that returns the list of all the values contained in a tree:

```
flatten     :: Tree a → [a]
flatten t = ?
```


A tree is a search tree if it flattens to a list that is ordered. Our example tree is a search tree, as it flattens to the ordered list [1,3,4,5,6,7,9].

Search trees have the important property that when trying to find a value in a tree we can always decide which of the two sub-trees it may occur in:

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occurs x t = ?

This new definition is more <u>efficient</u>, because it only traverses one path down the tree.

Exercises

(1) Using recursion and the function add, define a function that <u>multiplies</u> two natural numbers.

(2) Define a suitable functi and give a few examples use.

(3) A binary tree is <u>complete</u> if the two sub-trees of every node are of equal size. Define a function that decides if a binary tree is complete.