

# Funkcie a funkcionály

referečná transparentosť

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http://dai.fmph.uniba.sk/courses/FPRO/

## Zoznamová rekurzia

```
-- vyber prvých n prvkov zo zoznamu

take :: Int -> [a] -> [a]

take 0 _ = []

take _ [] = []

take n (x:xs) = x : take (n-1) xs
```

-- dĺžka zoznamu

length :: [a] -> Int

length [] = 0

length ( $\underline{x}$ :xs) = 1 + length xs

Hypotéza (pre l'ubovol'né n a xs):

- length (take n xs) = n
- length \$ take n xs = n
- (length . take n) xs = n

```
"?: " take 5 [1,3..100]
[1,3,5,7,9]
"?: " length (take 5 [1,3..100])
5
"?: " length $ take 5 [1,3..100]
5
```

# Dôkaz - length (take n xs) = n

Indukcia (vzhľadom na dľžku xs):

```
- xs = []
length (take n []) = 0
0 = 0
č.b.t.d.
```

```
- xs = (y:ys)
length (take n (y:ys)) = n
length (y:take (n-1) ys) = n
1 + length (take (n-1) ys) = n
indukčný predpoklad, |ys| < |xs|
1 + (n-1) = n
č.b.t.d.</pre>
```

```
take :: Int -> [a] -> [a]
take 0 _ = []
take _ [] = []
take n (x:xs) = x : take (n-1) xs
```

length :: [a] -> Int  
length [] = 0  
length (
$$\underline{x}$$
:xs) = 1 + length xs

## QuickCheck

Elegantný nástroj na testovanie (!!! nie dôkaz !!!) hypotéz

```
"?: " import Test.QuickCheck
"?: " quickCheck (\(xs,n) -> length (take n xs) == n)
*** Failed! Falsifiable (after 2 tests and 1 shrink):
"?: " verboseCheck (\(xs,n) -> length (take n xs) == n)
Passed:
([],0)
Passed:
([()],1)
Failed:
([],-1)
*** Failed! Failed:
Neplatí to pre n záporne, lebo napr. take (-3) [1..100] = [],
resp. naša definícia nepokrýva prípad n < 0
```

# QuickCheck

Podmienka: miesto písania

if n >= 0 then length (take n s) == n else True

```
"?: " verboseCheck (\(xs,n) -> n>=0 ==> length (take n xs) == n)
```

Passed:

([],0)

Failed:

([()],2)

Neplatí to pre ak length xs < n

"?: " quickCheck (\(xs,n) -> 
$$n>=0$$
 && length xs >=  $n==>$ 

\*\*\* Gave up! Passed only 35 tests.

length (take n xs) == n)

Tvrdenie sme **overili** na niekoľkých prípadoch, ale to **nie je dôkaz**. V dôkaze môžeme urobiť chybu (ako na slajde 2), QuickCheck slúži ako nástoj na hľadanie/odhaľovanie kontrapríkladov, kedy naše tvrdenie neplatí.

# Kvíz - platí/neplatí?

(neseriózny prístup ale intuíciu treba tiež trénovať)

```
length [m..n] == n-m+1
   "?: " quickCheck ((\(n,m) -> length [m..n] == n-m+1))
   *** Failed! Falsifiable (after 3 tests and 1 shrink):
   "?: " quickCheck ((\(n,m) -> m \le n ==> length [m..n] == n-m+1))
   +++ OK, passed 100 tests.
 length (xs ++ ys) == length xs + length ys
   "?: " quickCheck((\xs->\ys->(length (xs++ys)==length xs + length ys)))
   +++ OK, passed 100 tests.
 length (reverse xs ) == length xs
   quickCheck((\xs -> (length (reverse xs ) == length xs )))
   +++ OK, passed 100 tests.
(xs, ys) == unzip (zip xs ys) ::
   quickCheck((\xs -> \ys -> ((xs, ys) == unzip(zip xs ys))))
   *** Failed! Falsifiable (after 3 tests and 1 shrink):
   quickCheck((\xs -> \ys -> (\ length xs == \ length ys ==>
                                   (xs, ys) == unzip (zip xs ys) )))
```

## Funkcia/predikát argumentom

zober zo zoznamu tie prvky, ktoré spĺňajú podmienku (test)
 Booleovská podmienka príde ako argument funkcie a má typ (a -> Bool):

```
filter p xs = [x | x <- xs, p x] 

filter p xs = [x | x <- xs, p x] 

alternatívna definícia:

filter p [] = []

filter p (x:xs) = if p x then x:(filter p xs) else filter p xs
```

vlastnosti (zväčša úplne zrejmé?):

```
    filter True xs = xs ... [x | x <- xs, True] = [x | x <- xs] = xs</li>
    filter False xs = [] ... [x | x <- xs, False] = []</li>
    filter p1 (filter p2 xs) = filter (p1 && p2) xs
    (filter p1 xs) ++ (filter p2 xs) = filter (p1 || p2) xs
```

```
filter p [] = []
filter p (x:xs) = if p x then x:(filter p xs) else filter p xs
```

### Dôkaz

filter p1 (filter p2 xs) = filter (p1 && p2) xs

Indukcia vzhľadom na parameter xs

else filter (p1 && p2) xs =

```
[]L.S. = filter p1 (filter p2 []) = filter p1 [] = [] = filter (p1 && p2) [] = P.S.
```

• (x:xs)
L.S. = filter p1 ( <u>filter p2 (x:xs)</u> ) = ... <u>definicia</u>
filter p1 (<u>if</u> p2 x <u>then</u> x:(filter p2 xs) <u>else</u> filter p2 xs) = ... <u>filter dnu cez if</u>
if p2 x then filter p1 (x:(filter p2 xs)) else <u>filter p1 (filter p2 xs)</u> = ... indukcia
if p2 x then <u>filter p1 (x:(filter p2 xs))</u> else filter (p1 && p2) xs = ... <u>definicia</u>
if p2 x then

if p1 x then x:(filter p1 (filter p2 xs)) else filter p1 (filter p2 xs) else filter (p1 && p2) xs = ... 2 x indukcia if p2 x then if p1 x then x:(filter (p1 && p2) xs) else filter (p1 && p2) xs

```
filter p [] = []
filter p (x:xs) = if p x then x:(filter p xs) else filter p xs
```



### Dôkaz

filter p1 (filter p2 xs) = filter (p1 && p2) xs

# QuickCheck a funkcie

Funkcie sú hodnoty ako každé iné Ako vie QuickCheck pracovať s funkciami?

- je skladanie funkcií komutatívne ?
- "?: " import Text.Show.Functions



"?: " quickCheck(

$$(\x -> \f -> \g -> (f.g) \x == (g.f) \x)::Int->(Int->Int)->(Int->Int)->Bool)$$

- \*\*\* Failed! Falsifiable (after 2 tests):
- je skladanie funkcií asociatívne ?

$$(\x -> \f -> \g -> \h -> (f.(g.h)) x == ((f.g).h) x)$$
  
::Int->(Int->Int)->(Int->Int)->Bool)

+++ OK, passed 100 tests.

Opäť to NIE je DÔKAZ, len 100 pokusov.

# QuickCheck a predikáty

Predikát je len funkcia s výsledným typom Bool

filter p1 (filter p2 xs) = filter (p1 && p2) xs



```
?: " quickCheck ( (\xs -> \p1 -> \p2 -> filter p1 (filter p2 xs) == filter (p1 && p2) xs) 
:: [Int] -> (Int->Bool) -> (Int->Bool) -> Bool)
```

<interactive>:113:91:

Couldn't match expected type 'Bool' --- NEPLATÍ LEBO ANI TYPY NESEDIA

• filter p1 (filter p2 xs) = filter (x - p1 x & p2 x) xs +++ OK, passed 100 tests.



Opäť to NIE je DÔKAZ (ten už bol), len 100 pokusov.

• (filter p1 xs) ++ (filter p2 xs) = filter (x -> p1 x || p2 x) xs

"?: " quickCheck ( 
$$\x -> p1 -> p2 ->$$

(filter p1 xs) ++ (filter p2 xs) == filter (
$$x \rightarrow p1 x \mid\mid p2 x$$
) xs)

:: [Int] -> (Int->Bool) -> (Int->Bool) -> Bool)

\*\*\* Failed! Falsifiable (after 3 tests):

[0] <function> <function>

# Funkcia argumentom map

funktor, ktorý aplikuje funkciu (1.argument) na všetky prvy zoznamu

```
map :: (a->b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
map f xs = [f x | x <- xs]
```

Príklady:



# Vlastnosti map

```
map id xs = xs
                                               map id = id
   map (f.g) xs = map f (map g xs)
                                            \checkmark map f . map g = map (f.g)
  head (map f xs) - f (head xs)
                                            head . map f = f . head
   tail (map f xs) = map f (tail xs)
   map f (xs++ys) = map f xs++map f ys
   length (map f xs) = length xs
                                            \checkmark length . map f = length
   map f (reverse xs) = reverse (map f xs) | map f.reverse=reverse.map f
   sort (map f xs) - map f (sort xs)
                                            | sort . map f = map f . sort
   map f (concat xss) = concat (map (map f) xss) \checkmark
                                    map f . concat = concat . map (map f)
                 :: [[a]] -> [a]
concat
concat []
concat(xs:xss) = xs ++ concat xss
concat [[1], [2,3], [4,5,6], []] = [1,2,3,4,5,6]
```

# Vlastnosti map, filter

#### Na zamyslenie:

### filter p (map f xs) = ??? (filter (p.f) xs)

- filter p (map f xs) = map f (filter (p.f) xs)
- filter p . map f = map f . filter (p.f)

#### Dôkaz:

filter p (map f xs)

- = filter p [  $f x \mid x < -xs$ ]
- $= [y \mid y < -[fx \mid x < -xs], py]$
- $= [fx \mid x < -xs, p(fx)]$
- = map f [x | x<-xs, p (f x)]
- = map f (filter (p.f))

# Quíz - prémia nájdite pravdivé a zdôvodnite

- map f . take n = take n . map f
- map f . filter p = map fst . filter snd . map (fork (f,p)) where fork :: (a->b, a->c) -> a -> (b,c) fork (f,g) x = (f x, g x)
- filter (p . g) = map (inverzna\_g) . filter p . map g ak inverzna\_g . g = id
- reverse . concat = concat . reverse . map reverse
- filter p . concat = concat . map (filter p)

### Haskell – foldr

4321

### Haskell – foldl

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

foldl f z [] = z

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

a: b: c: [] -> f (f (f z a) b) c

Main> foldl (+) 0 [1..100]

Main> foldl (\x y->10*x+y) 0 [1,2,3,4]
1234
```

# Vypočítajte

- foldr max (-999) [1,2,3,4] foldl max (-999) [1,2,3,4]
- foldr (\\_ -> \y ->(y+1)) 0 [3,2,1,2,4] foldl (\x -> \\_ ->(x+1)) 0 [3,2,1,2,4]
- foldr (-) 0 [1..100] =

$$(1-(2-(3-(4-...-(100-0))))) = 1-2 + 3-4 + 5-6 + ... + (99-100) = -50$$

• foldl (-) 0 [1..100] =

$$(...(((0-1)-2)-3)...-100) = -5050$$

# Kvíz

foldr (:) 
$$[] xs = xs$$

foldr (:) 
$$ys xs = xs++ys$$

foldr??xs = reverse xs

foldr ((:) . h) [] = ???

http://foldl.com/



Pre tých, čo zvládli kvíz, odmena!

kliknite si podľa vašej politickej orientácie

http://foldr.com/



# 1

## Funkcia je hodnotou

[a->a] je zoznam funkcií typu a->a napríklad: [(+1),(+2),(\*3)] je [\x->x+1,\x->x+2,\x->x\*3]

#### lebo skladanie fcií je asociatívne:

- $((f \cdot g) \cdot h) x = (f \cdot g) (h x) = f (g (h x)) = f ((g \cdot h) x) = (f \cdot (g \cdot h)) x$
- funkcie nevieme porovnávať, napr. head [(+1),(+2),(\*3)] = id
- funkcie vieme permutovať, length \$ permutations [(+1),(+2),(\*3),(^2)]



# Maximálna permutácia funkcií

zoznam funkcií aplikujeme na zoznam argumentov

```
apply :: [a \rightarrow b] \rightarrow [a] \rightarrow [b]
apply fs args = [fa \mid f \leftarrow fs, a \leftarrow args]
apply [(+1),(+2),(*3)] [100, 200]
[101,201,102,202,300,600]
```

čo počíta tento výraz

## take pomocou foldr/foldl

n

```
Výsledkom foldr ?f? ?z? xs je funkcia, do ktorej keď dosadíme n, vráti take n:
... preto aj ?z? musí byť funkcia, do ktorej keď dosadíme n, vráti take n []:
      :: Int -> [a] -> [a]
take'
take' n xs = (foldr pom (\setminus -> []) xs) n where
                   pom x h = n \rightarrow f n == 0 then []
                                      else x:(h (n-1))
                   alebo
                   pom x h n = if n == 0 then \lceil \rceil else x:(h (n-1))
                   alebo
take" n xs = foldr (\a h -> \n ->  case n of
                                       0 -> []
                                       n \rightarrow a:(h(n-1))
                     (\_ -> [])
                   XS
```

foldoviny.hs

# Zákon fúzie – pre foldr

**Fussion Law:** 

Nech g1, g2 sú binárne funkcie, z1, z2 konštanty Ak pre funkciu f platí:

$$f z1 = z2 && f (g1 a b) = g2 a (f b)$$

potom platí

f . foldr 
$$g1 z1 xs = foldr g2 z2 xs$$

Príklad použitia Fussion Law:

$$(n^*). \frac{\text{foldr } (+) \ 0}{\text{sum}} = \text{foldr } ((+).(n^*)) \ 0$$

Dôkaz (pomocou Fussion Law): overíme predpoklady čo je čo ?!:

$$f = (n^*), z1 = z2 = 0, g1 = (+), g2 = (+). (n^*)$$

treba overiť:

• 
$$(n^*) 0 = 0$$

• L'.S.=
$$(n^*)(a+b) = (n^*a + n^*b) = (+).(n^*) a ((n^*)b) = P.S.$$





Acid Rain (fold/build/deforestation theorem)

foldr f z . g (:) [] = g f z 
$$[x]->u$$
  $t->[x]$ 

Intuícia: Keď máme vytvoriť zoznam pomocou funkcie g zo zoznamových konštruktorov (:) [], na ktorý následne pustíme foldr, ktorý nahradí (:) za f a [] za z, namiesto toho môžeme konštruovať priamo výsledný zoznam pomocou g f z.

Otypujme si to (aspoň):

Ak z :: u, potom f :: x->u->u, foldr f z :: [x]->u.

L'avá strana: ([x]->u).(t->[x]) výsledkom je typ t->u

Pravá strana: g :: (x -> u -> u) -> u -> (t -> u)



### length . map \_ = length

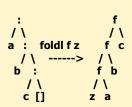
```
map :: (a -> b) -> [a] -> [b]
map h = foldr((:).h)[] -- (:).h a as = (:)(h a as) = h a: as
        = (\x -> \y -> foldr(x . h) y) (:) []
length :: \lfloor a \rfloor -> \n -> \n +1) \underline{0}
length :: [a] -> Int
                   length
                                                 map h = .... length
L'.S. = (foldr (\ \_ -> \n -> n+1) 0). (foldr ((:) . h) []) =
= podľa Acid Rain theorem (f = (\ ->\ n+1), z = 0, ale čo je g?...
q \times y = (foldr(x \cdot h) y)
g f z = (foldr (f . h) z) = foldr ((\ \_ -> \ n+1) . h) 0 =
                            \rightarrow foldr ((\_ ->\n -> n+1)) 0 = length = P.S.
lebo (tento krok pomalšie):
((\setminus -> \setminus n -> n+1) \cdot h) \times y = (\setminus -> \setminus n-> n+1) (h \times) y = (\setminus n-> n+1) y = y+1
```



# foldr a foldl pre pokročilejších

definujte foldl pomocou foldr, alebo naopak:

myfoldl f z xs = foldr (
$$\x$$
  $\Rightarrow$  (fyx)) z (myReverse xs) myfoldr f z xs = foldl ( $\x$   $\Rightarrow$  (fyx)) z (myReverse xs)



odstránime ++ xs ++ ys = foldr (:) ys xs myfoldl" f z xs = foldr (\x -> \y -> (f y x)) z (foldr (\x -> \y -> (foldr (:) [x] y)) [] xs) hmmm..., teoreticky (možno) zaujímavé, prakticky nepoužiteľné ...

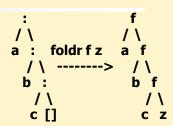
# foldr a foldl posledný krát

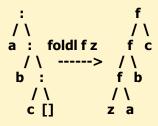
Zamyslime sa, ako z foldr urobíme foldl:

induktívne predpokladajme, že rekurzívne volanie foldr nám vráti výsledok, t.j. hodnotu y, ktorá zodpovedá foldl:

• 
$$y = myfoldl f [b,c] = \langle z - \rangle f (f z b) c$$

nech x je ďalší prvok zoznamu, t.j.





ako musí vyzerať funkcia ?, ktorou fold-r-ujeme, aby sme dostali myfoldl f  $[a,b,c] = \langle z' - \rangle$  f (f (f z' a) b)  $c = ? \times y$ 

• 
$$? = (\x y z' -> y (f z' x))$$

dosad'me:

• 
$$(\z' -> (\z -> f (f z b) c) (f z' a)) =$$

• 
$$(\z' -> f (f (f z' a) b) c) =$$

# Pre tých, čo neveria, fakt posledný krát

$$? = (\langle x y z' -> y (f z' x))$$

- myfoldI''' f xs z = foldr (x y z -> y (f z x)) id xs z
- myfoldl''' f [] = id
- myfoldl'''  $f[c] = (\langle x y z \rangle y (f z x)) c id = \langle z \rangle f z c$
- myfoldl''' f [b,c] = (\x y z -> y (f z x)) b (\w -> f w c) = \z -> (\w -> f w c) (f z b) = \z -> f (f z b) c
- myfoldl''' f [a,b,c] = (\x y z -> y (f z x)) a (\w -> f (f w b) c) = \z -> (\w -> f (f w b) c) (f z a) = \z -> f (f (f z a) b) c
- myfoldl "" f z xs = foldr (x y z -> y (f x z)) id xs z
- ... doma skúste foldr pomocou foldl ...