

Lecture 2: List algorithms using recursion and list comprehensions

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Primitive types: *Int, Integer, Double, Float, Char*

Usage of primitive types:

$$c \quad :: \text{Int}$$
$$c \quad = 42$$
$$f \quad :: \text{Int} \rightarrow \text{Int}$$
$$f \ x = 1337 - x$$

Primitive types: *Int, Integer, Double, Float, Char*

Pattern matching on primitive types:

sumTo $:: Int \rightarrow Int$

sumTo 0 = 0

sumTo $n = n + \text{sumTo } (n - 1)$

Expressions, patterns and types

Non-primitive types: Monomorphic: (without type variables)

data *Bool* = *False* | *True*

Pattern matching on non-primitive types:

invert :: *Bool* \rightarrow *Bool*

invert False = *True*

invert True = *False*

invert :: *Bool* \rightarrow *Bool*

invert False = *True*

invert _ = *False*

Wildcards are written as _

Expressions, patterns and types

Non-primitive types: Polymorphic: (with type variables)

data *Maybe* *a* = *Nothing* | *Just* *a*

data *List* *a* = *Nil* | *Cons* *a* (*List* *a*)

data [*a*] = [] | (*a* : [*a*])

data (*a*, *b*) = (*a*, *b*)

Example 1/2

maybeAdd :: *Maybe* *Int* → *Maybe* *Int* → *Maybe* *Int*

maybeAdd (*Just* *x*) (*Just* *y*) = *Just* (*x* + *y*)

maybeAdd _ _ = *Nothing*

Example 2/2

f :: (*Int*, *Int*) → *Int*

f (0, *y*) = *y*

f (*x*, *y*) = (*x* - 1, *x* * *y*)

Expressions, patterns and types

	Type	Value constructors	Pattern / expression
Tuple	(a, b)	$(,) :: a \rightarrow b \rightarrow (a, b)$	(x, y)
List	$[a]$	$[] :: [a]$ $(:) :: a \rightarrow [a] \rightarrow [a]$	$[]$ $(x : xs)$
Bool	<i>Bool</i>	<i>True</i> :: <i>Bool</i> <i>False</i> :: <i>Bool</i>	<i>True</i> <i>False</i>
Maybe	<i>Maybe a</i>	<i>Nothing</i> :: <i>Maybe a</i> <i>Just</i> :: $a \rightarrow \text{Maybe } a$	<i>Nothing</i> $(\text{Just } x)$

- Capitalized words: Specific type
- Lowercase words: Type variable

When “specializing” a type, all occurrences of a type variable in the type expression must be replaced with the same type.

Brush up: Types

- **Monomorphic types:**
 - *Int, Integer, Bool, Char, Float, Double, String*
- **Polymorphic types:**
 - $[a]$, *Maybe a*, (a, b)
 - lowercase letters are *type variables* which can be replaced by any other type to construct a new type
 - $[[a]]$, $[[[a]]]$, $[Maybe\ a]$, *Maybe (a, b)*, *Maybe Int* etc. are valid types

Brush up: Function types

An n -argument function is a one-argument function which returns a $(n - 1)$ -argument function.

$$\text{add} :: \text{Int} \rightarrow (\text{Int} \rightarrow \text{Int})$$
$$\text{add } x \ y = x + y$$

Evaluate by calling *add* 40 2.

The same function in JavaScript would look like this:

```
function add(x) {  
    return function(y) {  
        return x+y;  
    }  
}
```

Evaluate by calling `add(40)(2)`.

Brush up: Function types

- **Monomorphic functions:** $words :: String \rightarrow [String]$
- **Polymorphic functions:**
 - $length :: [a] \rightarrow Int$
 - $(:) :: a \rightarrow [a] \rightarrow [a]$
 - This type signature ensures that lists can only be constructed with elements of the same type.
 - Can we make the following functions?
 - $sum :: [a] \rightarrow a$
 - $sort :: [a] \rightarrow [a]$

Type classes - Constraining the type of a function

- *Eq a* - all types *a* for which (\equiv) is defined
- *Ord a* - all types *a* for which (\leq) is defined
- *Num a* - all types *a* for which $(+), (*), abs, signum, fromInteger, negate$ are defined

sum, product $:: Num\ a \Rightarrow [a] \rightarrow a$

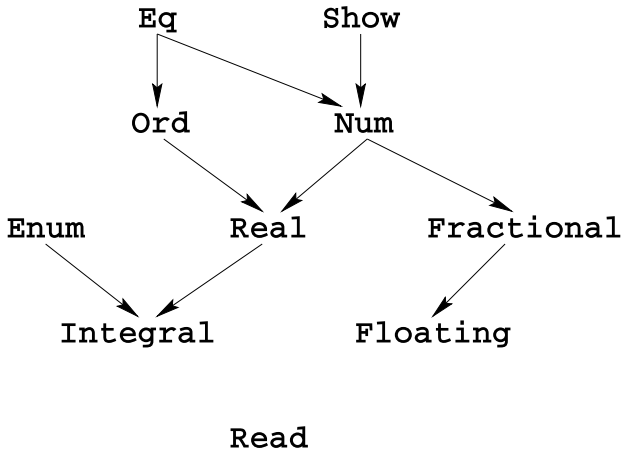
sum [] $= 0$

sum (*x* : *xs*) $= x + sum\ xs$

product [] $= 1$

product (*x* : *xs*) $= x * product\ xs$

Type classes - Constraining the type of a function



RECURSIVE LIST FUNCTIONS

Prelude: take and drop

$$\text{take} :: \text{Int} \rightarrow [a] \rightarrow [a]$$
$$\text{take } n _ \mid n \leq 0 = []$$
$$\text{take } _ [] = []$$
$$\text{take } n (x : xs) = x : \text{take } (n - 1) xs$$
$$\text{take } 3 [1, 2, 3, 4, 5] \equiv 1 : \text{take } 2 [2, 3, 4, 5]$$
$$\equiv 1 : (2 : \text{take } 1 [3, 4, 5])$$
$$\equiv 1 : (2 : (3 : \text{take } 0 [4, 5]))$$
$$\equiv 1 : (2 : (3 : []))$$
$$\equiv [1, 2, 3]$$

If the input list has length m , how many reductions are made?

Prelude: take and drop

$$\text{drop} :: \text{Int} \rightarrow [a] \rightarrow [a]$$
$$\text{drop } n \text{ xs} \mid n \leq 0 = \text{xs}$$
$$\text{drop } - [] = []$$
$$\text{drop } n (- : \text{xs}) = \text{drop } (n - 1) \text{ xs}$$
$$\begin{aligned} \text{drop } 3 [1, 2, 3, 4, 5] &\equiv \text{drop } 2 [2, 3, 4, 5] \\ &\equiv \text{drop } 1 [3, 4, 5] \\ &\equiv \text{drop } 0 [4, 5] \\ &\equiv [4, 5] \end{aligned}$$

If the input list has length m , how many reductions are made?

Prelude: takeWhile and dropWhile

$takeWhile :: (a \rightarrow Bool) \rightarrow [a] \rightarrow [a]$

$takeWhile _ [] = []$

$takeWhile\ p\ (x : xs)$

| $p\ x$ $\quad\quad = x : takeWhile\ p\ xs$

| $otherwise$ $\quad = []$

$dropWhile :: (a \rightarrow Bool) \rightarrow [a] \rightarrow [a]$

$dropWhile _ [] = []$

$dropWhile\ p\ (x : xs)$

| $p\ x$ $\quad\quad = dropWhile\ p\ xs$

| $otherwise$ $\quad = xs$

How many reductions are made?

Prelude: ($\mathbin{++}$), concat and reverse

- $(\mathbin{++}) :: [a] \rightarrow [a] \rightarrow [a]$
 $[] \mathbin{++} ys = ys$
 $(x : xs) \mathbin{++} ys = x : (xs \mathbin{++} ys)$
- $concat :: [[a]] \rightarrow [a]$
 $concat [] = []$
 $concat (xs : xss) = xs \mathbin{++} concat xss$
- $reverse :: [a] \rightarrow [a]$
 $reverse [] = []$
 $reverse (x : xs) = reverse xs \mathbin{++} [x]$

$(++)$ - running the algorithm

$$(++) :: [a] \rightarrow [a]$$

$$[] ++ ys = ys$$

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

$$[1, 2, 3] ++ ys \equiv 1 : ([2, 3] ++ ys)$$

$$\equiv 1 : (2 : ([3] ++ ys))$$

$$\equiv 1 : (2 : (3 : ([] ++ ys)))$$

$$\equiv 1 : (2 : (3 : ys))$$

How many reductions?

reverse - running the algorithm

reverse :: $[a] \rightarrow [a]$

reverse [] = []

reverse ($x : xs$) = *reverse* xs ++ $[x]$

$\begin{aligned} \text{reverse } [1, 2, 3] &\equiv \text{reverse } [2, 3] ++ [1] \\ &\equiv (\text{reverse } [3] ++ [2]) ++ [1] \\ &\equiv ((\text{reverse } []) ++ [3]) ++ [2] ++ [1] \\ &\equiv (([] ++ [3]) ++ [2]) ++ [1] \\ &\equiv \dots \\ &\equiv [3, 2, 1] \end{aligned}$

How many reductions?

Example: *trim*

ltrim xs = dropWhile (\equiv ' ') xs

rtrim xs = reverse (ltrim (reverse xs))

trim xs = rtrim (ltrim xs)

Example: *trim*

$$ltrim\ xs = dropWhile\ (\equiv\ ' \ ')\ xs$$
$$rtrim\ xs = reverse\ \$\ ltrim\ \$\ reverse\ xs$$
$$trim\ xs = rtrim\ \$\ ltrim\ xs$$

Application operator. This operator is redundant, since ordinary application $(f\ x)$ means the same as $(f\ \$\ x)$. However, $\$$ has low, right-associative binding precedence, so it sometimes allows parentheses to be omitted

Example: *trim*

$$\begin{aligned}ltrim &= \text{dropWhile } (\equiv ' ') \\rtrim &= \text{reverse} \circ ltrim \circ \text{reverse} \\trim &= rtrim \circ ltrim\end{aligned}$$

Point-free style. Sometimes it makes the code more readable. Sometimes it doesn't (this is the reason, that some people call it *pointless style*).

Example: *left*, *right*, *mid* (inspired by VBScript)

left n = *take* n

right n = *reverse* \circ *take* n \circ *reverse*

mid s n = *take* n \circ *drop* s

Examples:

left 3 "abcde" = "abc"

right 3 "abcde" = "cde"

mid 2 2 "abcde" = "cd"

Example: *substr* (inspired by PHP)

Description

```
string substr ( string $string , int $start [, int $length ] )
```

Returns the portion of **string** specified by the **start** and **length** parameters.

$$\text{substr} :: [a] \rightarrow \text{Int} \rightarrow \text{Maybe Int} \rightarrow [a]$$
$$\text{substr } xs \ s \ \text{Nothing} = \text{drop } s \ xs$$
$$\text{substr } xs \ s \ (\text{Just } l) = \text{take } l \ (\text{substr } xs \ s \ \text{Nothing})$$
$$\text{substr } \text{"abracadabra"} \ 5 \ \text{Nothing} = \text{"adabra"}$$
$$\text{substr } \text{"abracadabra"} \ 5 \ (\text{Just } 4) = \text{"adab"}$$

Example: *substr* (inspired by PHP)

But *substr* should work with negative offsets/lengths as well.

<i>substr</i> "abcdef" (-1) <i>Nothing</i>	= "f"
<i>substr</i> "abcdef" (-2) <i>Nothing</i>	= "ef"
<i>substr</i> "abcdef" (-3) (<i>Just</i> 1)	= "d"
<i>substr</i> "abcdef" 0 (<i>Just</i> (-1))	= "abcde"
<i>substr</i> "abcdef" 2 (<i>Just</i> (-1))	= "cde"
<i>substr</i> "abcdef" 4 (<i>Just</i> (-4))	= ""
<i>substr</i> "abcdef" (-3) (<i>Just</i> (-1))	= "de"

Example: *substr* (inspired by PHP)

But *substr* should work with negative offsets/lengths as well.

```
substr :: [a] → Int → Maybe Int → [a]
substr xs s Nothing = drop (nonneg xs s) xs
substr xs s (Just l) = take (nonneg xs' l) xs'
  where xs' = substr xs s Nothing

nonneg :: [a] → Int → Int
nonneg xs n
  | n < 0    = max 0 (length xs + n)
  | otherwise = n
```

Prelude: zip

$zip :: [a] \rightarrow [b] \rightarrow [(a,b)]$

$zip [] _ = []$

$zip _ [] = []$

$zip (x:xs) (y:ys) = (x,y) : zip\ xs\ ys$

$> zip\ [1..5]\ "abcd"$

$[(1, 'a'), (2, 'b'), (3, 'c'), (4, 'd')]$

Prelude: zipWith

$zipWith :: (a \rightarrow b \rightarrow c) \rightarrow [a] \rightarrow [b] \rightarrow [c]$

$zipWith _ [] _ = []$

$zipWith _ _ [] = []$

$zipWith f (x : xs) (y : ys) = f\ x\ y : zipWith f\ xs\ ys$

$zip = zipWith\ (_,\)$

$> zipWith\ (+)\ [1..5]\ [5,4..1]$

$[6,6,6,6,6]$

Insertion sort

$insert :: Ord\ a \Rightarrow a \rightarrow [a] \rightarrow [a]$

$insert\ x\ [] = [x]$

$insert\ x\ (y:ys) \mid x \leq y = x:y:ys$
 $\mid otherwise = y:insert\ x\ ys$

$isort :: Ord\ a \Rightarrow [a] \rightarrow [a]$

$isort\ [] = []$

$isort\ (x:xs) = insert\ x\ (isort\ xs)$

Merge sort

$$\begin{aligned} \text{merge} &:: \text{Ord } a \Rightarrow [a] \rightarrow [a] \rightarrow [a] \\ \text{merge } xs \ [] &= xs \\ \text{merge } [] \ ys &= ys \\ \text{merge } (x:xs) \ (y:ys) \mid x \leq y &= x : \text{merge } xs \ (y:ys) \\ &\mid \text{otherwise} = y : \text{merge } (x:xs) \ ys \end{aligned}$$
$$\begin{aligned} \text{msort} &:: \text{Ord } a \Rightarrow [a] \rightarrow [a] \\ \text{msort } [] &= [] \\ \text{msort } [x] &= [x] \\ \text{msort } xs &= \text{merge } (\text{msort } ys) \ (\text{msort } zs) \\ &\textbf{where} \\ &\quad (ys, zs) = \text{splitAt } (\text{length } xs \text{ 'div' } 2) \ xs \end{aligned}$$

Lab this Friday: Polynomials

A polynomial $p : \mathbb{R} \rightarrow \mathbb{R}$ with degree n is a function

$$p(x) = a_0x^0 + a_1x^1 + \dots + a_nx^n$$

where $a_0 \dots a_n$ are constants in \mathbb{R} , $a_n \neq 0$.

In Haskell we define a type synonym

type *Poly* *a* = [*a*]

and let a polynomial be defined by the list of its coefficients

$p :: \text{Num } a \Rightarrow \text{Poly } a$

$p = [a_0, a_1 \dots a_n]$

Lab this Friday: Polynomials

Examples:

- $5 + 2x + 3x^2$ is represented by $[5, 2, 3]$
- $-2 + x^2$ is represented by $[-2, 0, 1]$
- 0 is represented by $[]$

Lab this Friday: Polynomials

Think about this in the break:

1. We discover that $-2 + x^2$ can be represented by infinitely many lists:
 $[-2, 0, 1], [-2, 0, 1, 0], [-2, 0, 1, 0, 0], [-2, 0, 1, 0, 0, 0] \dots$

Inspired by *trim*, write a function *canonical* that converts a polynomial to its smallest representation.

2. We want to define addition of polynomials, such that

$$(5 + 2x + 3x^2) + (-2 + x) = 3 + 3x + 3x^2$$

i.e.

$$\text{add } [5, 2, 3] \ [-2, 1] = [5 + (-2), 2 + 1, 3] = [3, 3, 3]$$

Modify *zip* to implement *add*.

LIST COMPREHENSIONS

Introduction

In mathematics, the set of square numbers up to 5^2 is

$$\{x^2 \mid x \in \{1, \dots, 5\}\}$$

In Haskell, the list of square numbers up to 5^2 can be written

$$[x * x \mid x \leftarrow [1..5]]$$

We say

- \mid “such that”
- \leftarrow “is drawn from”
- $x \leftarrow xs$ is a “generator”

Cartesian product

$\text{cartesian } xs \ ys = [(x, y) \mid x \leftarrow xs, y \leftarrow ys]$

```
> cartesian [1..3] "abc"  
[(1, 'a'), (1, 'b'), (1, 'c'),  
 (2, 'a'), (2, 'b'), (2, 'c'),  
 (3, 'a'), (3, 'b'), (3, 'c')]
```

Ordering matters!

$\text{cartesian}' \ xs \ ys = [(x, y) \mid y \leftarrow ys, x \leftarrow xs]$

```
> cartesian' [1..3] "abc"  
[(1, 'a'), (2, 'a'), (3, 'a'),  
 (1, 'b'), (2, 'b'), (3, 'b'),  
 (1, 'c'), (2, 'c'), (3, 'c')]
```

Finding index of elements in a list

$elemIndices :: Eq\ a \Rightarrow a \rightarrow [a] \rightarrow [Int]$

$elemIndices\ xs\ y = [i \mid (i, x) \leftarrow zip\ [0..length\ xs]\ xs, x \equiv y]$

The boolean expression $x \equiv y$ is called a **guard**.

$> elemIndices\ [3,4,2,1,4,5]\ 4$
 $[2,5]$

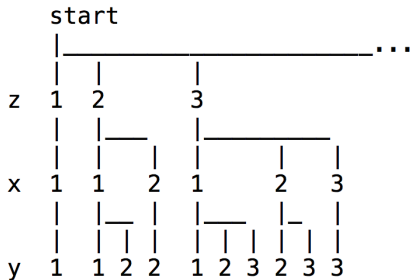
```

pythags n = [ (x,y,z)
              | z <- [1..n],
                x <- [1..z],
                y <- [x..z],
                x * x + y * y ≡ z * z]

```

```
> pythags 15
```

```
[(3,4,5), (6,8,10), (5,12,13), (9,12,15)]
```



Prelude functions

- here implemented using list comprehensions

- $zipWith\ f\ xs\ ys = [f\ a\ b \mid (a,b) \leftarrow zip\ xs\ ys]$

Example: $zipWith\ (+)\ [2,1,3]\ [3,1,2] = [5,2,5]$

- $concat\ xss = [x \mid xs \leftarrow xss, x \leftarrow xs]$

Example: $concat\ [[1],[1,2],[1,2,3]] = [1,1,2,1,2,3]$

- $map\ f\ xs = [f\ x \mid x \leftarrow xs]$

Example: $map\ (*3)\ [1,2,3,4] = [3,6,9,12]$

- $filter\ p\ xs = [x \mid x \leftarrow xs, p\ x]$

Example: $filter\ even\ [6,2,7,5,2] = [6,2,2]$

Checking if a list is sorted

$$\text{sorted } xs = \text{and } [x \leq y \mid (x, y) \leftarrow \text{zip } xs (\text{tail } xs)]$$
$$\begin{aligned} \text{sorted } [2, 3, 1] &\equiv \text{and } [\text{True}, \text{False}] \\ &\equiv \text{False} \end{aligned}$$

Pascal's triangle

$$\begin{array}{ccccccc} & & \binom{0}{0} & & & & 1 \\ & & \binom{1}{0} & \binom{1}{1} & & & 1 \ 1 \\ & & \binom{2}{0} & \binom{2}{1} & \binom{2}{2} & & 1 \ 2 \ 1 \\ & & \binom{3}{0} & \binom{3}{1} & \binom{3}{2} & \binom{3}{3} & 1 \ 3 \ 3 \ 1 \end{array}$$

$$(a + b)^n = \sum_{i=0}^n \binom{n}{i} a^i b^{n-i}$$

$$\begin{aligned} (a + b)^3 &= \binom{3}{0} b^3 + \binom{3}{1} a b^2 + \binom{3}{2} a^2 b + \binom{3}{3} a^3 \\ &= b^3 + 3 a b^2 + 3 b a^2 + a^3 \end{aligned}$$

Pascal's triangle

$$\begin{array}{ccccccc} & & & & \binom{0}{0} & & 1 \\ & & & & & & \\ & & \binom{1}{0} & \binom{1}{1} & & & 1 \ 1 \\ & & & & & & \\ & \binom{2}{0} & \binom{2}{1} & \binom{2}{2} & & & 1 \ 2 \ 1 \\ & & & & & & \\ \binom{3}{0} & \binom{3}{1} & \binom{3}{2} & \binom{3}{3} & & & 1 \ 3 \ 3 \ 1 \end{array}$$

$$\textit{pascal} \ xs = [1] \mathrel{++} [x + y \mid (x,y) \leftarrow \textit{zip} \ xs \ (\textit{tail} \ xs)] \mathrel{++} [1]$$

$$\textit{pascal} \ [1] \qquad = [1,1]$$

$$\textit{pascal} \ [1,1] \qquad = [1,2,1]$$

$$\textit{pascal} \ [1,2,1] \qquad = [1,3,3,1]$$

$$\textit{pascal} \ [1,3,3,1] \qquad = [1,4,6,4,1]$$

$$\textit{pascal} \ [1,4,6,4,1] = [1,5,10,10,5,1]$$

A *prime number* p is a number where its only divisors are 1 and p .

$$\text{divisors } n = [x \mid x \leftarrow [1..n], n \text{ 'mod' } x \equiv 0]$$

$$\text{prime } n = \text{divisors } n \equiv [1, n]$$

$$\text{primes } n = [x \mid x \leftarrow [2..n], \text{prime } x]$$

Caesar cipher

```
import Data.Char (ord,chr,isLower)

char2int :: Char → Int
char2int c = ord c - ord 'a'    -- a=0, b=1 ...

int2char :: Int → Char
int2char n = chr (ord 'a' + n)   -- 0=a, 1=b ...

shift n c | isLower c = int2char ((char2int c + n) `mod` 26)
           | otherwise = c

encode n xs = [shift n x | x ← xs]
decode n xs = [shift (-n) x | x ← xs]

encode 3 "haskell er fantastisk"
≡      "kdvnhoo hu idqwdvwlvn"
```

Generating bitstrings

$\text{bitstrings } 0 = [[]]$

$\text{bitstrings } n = [b : bs \mid b \leftarrow [0, 1], bs \leftarrow \text{bitstrings } (n - 1)]$

$\text{bitstrings } 0 \equiv []$

$\text{bitstrings } 1 \equiv [[0, 1]]$

$\text{bitstrings } 2 \equiv [[0, 0], [0, 1], [1, 0], [1, 1]]$

$\text{bitstrings } 3 \equiv [[0, 0, 0], [0, 0, 1], [0, 1, 0], [0, 1, 1],$
 $[1, 0, 0], [1, 0, 1], [1, 1, 0], [1, 1, 1]]$

Finding the transpose of a matrix

$transpose :: [[a]] \rightarrow [[a]]$

$transpose [] = []$

$transpose ([] : xss) = transpose xss$

$transpose xss = [x \mid (x: _) \leftarrow xss]$
 $\quad : transpose [xs \mid (_ : xs) \leftarrow xss]$

$$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}$$

$$A^T = \begin{pmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{pmatrix}$$

Finding the transpose of a matrix

$\text{transpose} :: [[a]] \rightarrow [[a]]$

$\text{transpose} [] = []$

$\text{transpose} ([]:xss) = \text{transpose } xss$

$\text{transpose } xss = [x \mid (x:_) \leftarrow xss]$
 $\quad \quad \quad : \text{transpose } [xs \mid (_:xs) \leftarrow xss]$

$\text{transpose } [[1,2,3],[4,5,6]]$
 $\equiv [1,4] : \text{transpose } [[2,3],[5,6]]$
 $\equiv [1,4] : [2,5] : \text{transpose } [[3],[6]]$
 $\equiv [1,4] : [2,5] : [3,6] : \text{transpose } [[],[6]]$
 $\equiv [1,4] : [2,5] : [3,6] : \text{transpose } [[]]$
 $\equiv [1,4] : [2,5] : [3,6] : \text{transpose } []$
 $\equiv [1,4] : [2,5] : [3,6] : []$
 $\equiv [[1,4],[2,5],[3,6]]$

Generating permutations

```
permutations [] = [[]]  
permutations (x:xs) = [ys' ++ x:ys'' |  
  ys ← permutations xs,  
  i ← [0..length ys],  
  let (ys',ys'') = splitAt i ys]
```

```
> permutations []
```

```
 [[]]
```

```
> permutations [1]
```

```
 [[1]]
```

```
> permutations [1,2]
```

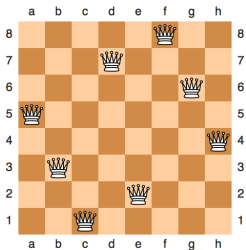
```
 [[1,2],[2,1]]
```

```
> permutations [1,2,3]
```

```
 [[1,2,3],[2,1,3],[2,3,1],[1,3,2],[3,1,2],[3,2,1]]
```

Solving the n-queens problem

The **eight queens puzzle** is the problem of placing eight chess queens on an 8×8 chessboard so that no two queens threaten each other. Thus, a solution requires that **no two queens share the same row, column, or diagonal**. The eight queens puzzle is an example of the more general **n-queens problem** of placing n queens on an $n \times n$ chessboard.



Backtracking - n-queens problem

$validExtensions\ n\ qs = [q : qs \mid q \leftarrow [1..n] \setminus\setminus qs, q\ 'notDiag'\ qs]$

where

$q\ 'notDiag'\ qs = and\ [abs\ (q - qi) \neq i$
 $\mid (qi, i) \leftarrow qs\ 'zip'\ [1..n]]$

$queens'\ n\ 0 = [[]]$

$queens'\ n\ i = [qs'$
 $\mid qs \leftarrow queens'\ n\ (i - 1),$
 $qs' \leftarrow validExtensions\ n\ qs]$

$queens\ n = queens'\ n\ n$

$> queens\ 8$

$[[4, 2, 7, 3, 6, 8, 5, 1], [5, 2, 4, 7, 3, 8, 6, 1], [3, 5, 2, 8, 6, 4, 7, 1]...]$