

# Lecture 2: List algorithms using recursion and list comprehensions

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## Expressions, patterns and types



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

# Tuples - e :: (a, b)



#### Value constructor

$$(,) :: a \rightarrow b \rightarrow (a,b)$$

#### Pattern matching (destructing)

$$fst(x, \_) = x$$
  
 $snd(\_, y) = y$   
 $add(x, y) = x + y$ 

Pattern matching is the *only* way to get values out of the tuple - functions from the standard library does this too.

#### Lists - *e* :: [*a*]



#### Value constructors

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

$$[] :: [a]$$

#### Pattern matching (destructing)

$$sum :: [Integer] \rightarrow Integer$$
  
 $sum [] = 0$   
 $sum (x : xs) = x + sum xs$   
 $head (x: \_) = x$   
 $tail (\_: xs) = xs$ 

How can we define a function *length* ::  $[a] \rightarrow Int$  to compute the length of a list?

#### Lists - *e* :: [*a*]



You are given two definitions of a function  $isEmpty :: [a] \rightarrow Bool$  Which is better?

```
isEmpty :: [a] \rightarrow Bool
isEmpty [] = True
isEmpty _ = False
```

$$isEmpty' :: [a] \rightarrow Bool$$
  
 $isEmpty' xs = length xs \equiv 0$ 

#### Booleans



Not language primitives – Booleans and their operations are defined in the standard library! **Constructors** 

True :: Bool False :: Bool

#### Pattern matching (destructing)

True  $\wedge a = a$ False  $\wedge \_ =$  False False  $\vee a = a$ 

 $True \lor = True$ 

We could define our own inline-if:

$$iif :: Boolean \rightarrow a \rightarrow a \rightarrow a$$

How would the definition look? Haskell also provides special syntax: if (a < 5) then "Hello" else "World".

### Maybe - e :: Maybe a



#### Value constructors

*Just* ::  $a \rightarrow Maybe \ a$  *Nothing* :: Maybe a

#### Pattern matching (destructing)

```
maybeAdd\ Nothing = Nothing
maybeAdd = Nothing = Nothing
maybeAdd\ (Just\ x)\ (Just\ y) = Just\ (x + y)
```

## 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





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

$$add :: Int \rightarrow (Int \rightarrow Int)$$

$$add x y = x + y$$

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, from Integer, negate are defined

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

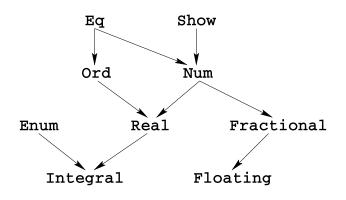
sum \ [] = 0

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

product \ [] = 1

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

# Type classes - Constraining the type of a function



Read



#### **RECURSIVE LIST FUNCTIONS**

### Prelude: take and drop



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



```
drop :: Int \to [a] \to [a]

drop \ n \ xs \mid n \le 0 = xs

drop \ _{-}[] = []

drop \ n \ (_{-}: xs) = drop \ (n-1) \ xs

drop \ 3 \ [1,2,3,4,5] \equiv drop \ 2 \ [2,3,4,5]

\equiv drop \ 1 \ [3,4,5]

\equiv drop \ 0 \ [4,5]

\equiv [4,5]
```

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





```
takeWhile :: (a \rightarrow Bool) \rightarrow [a] \rightarrow [a]
takeWhile _[] = []
takeWhile p(x:xs)
| p x = x : takeWhile p xs
| otherwise = []
dropWhile :: (a \rightarrow Bool) \rightarrow [a] \rightarrow [a]
dropWhile _{-}[] = []
dropWhile p(x:xs)
| p x = dropWhile p xs
 | otherwise = xs
```

How many reductions are made?

#### *Prelude*: (++), *concat* and *reverse*



- $(++) :: [a] \to [a] \to [a]$  [] + ys = ys(x : xs) + ys = x : (xs + ys)
- $concat :: [[a]] \rightarrow [a]$  concat [] = []concat (xs : xss) = xs + concat xss

• reverse ::  $[a] \rightarrow [a]$ reverse [] = []reverse  $(x : xs) = reverse \ xs + [x]$ 

### (#) - running the algorithm



```
(++) :: [a] \to [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 :: [a] \rightarrow [a]
reverse[] = []
reverse (x:xs) = reverse xs + [x]
reverse [1,2,3] \equiv reverse [2,3] + [1]
                 \equiv (reverse [3] + [2]) + [1]
                 \equiv ((reverse [] + [3]) + [2]) + [1]
                 \equiv (([] + [3]) + [2]) + [1]
                 ≡ ...
                 \equiv [3, 2, 1]
```

How many reductions?

# Example: trim



```
ltrim \ xs = dropWhile \ (\equiv ' \ ') \ xs

rtrim \ xs = reverse \ (ltrim \ (reverse \ xs))

trim \ xs = rtrim \ (ltrim \ xs)
```

## Example: trim



**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



```
ltrim = dropWhile (\equiv ' ')

rtrim = reverse \circ ltrim \circ reverse

trim = rtrim \circ ltrim
```

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

# Example: left, right, mid (inspired by VBScript) SUMMERSTER STATES OF THE STATES OF TH

```
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.

```
substr :: [a] \rightarrow Int \rightarrow Maybe Int \rightarrow [a]

substr xs s Nothing = drop s xs

substr xs s (Just l) = take l (substr xs s Nothing)
```

```
substr "abracadabra" 5 Nothing = "adabra"
substr "abracadabra" 5 (Just 4) = "adab"
```

## Example: *substr* (inspired by PHP)



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

```
substr "abcdef" (-1) Nothing = "f" substr "abcdef" (-2) Nothing = "ef" substr "abcdef" (-3) (Just 1) = "d" substr "abcdef" (-3) (Just (-1)) = "abcde" substr "abcdef" (-3) (Just (-1)) = "cde" substr "abcdef" (-3) (Just (-1)) = "de"
```

## Example: *substr* (inspired by PHP)



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

```
substr :: [a] \rightarrow Int \rightarrow Maybe Int \rightarrow [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] \rightarrow Int \rightarrow 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) | x \le y = x : y : ys

| otherwise = y : insert x ys
```

isort :: Ord 
$$a \Rightarrow [a] \rightarrow [a]$$
  
isort [] = []  
isort  $(x:xs) = insert \ x \ (isort \ xs)$ 

## Merge sort



```
merge :: Ord a \Rightarrow [a] \rightarrow [a] \rightarrow [a]
merge xs []
                                      = xs
merge [] ys
                                      = ys
merge(x:xs)(y:ys) \mid x \leq y = x:merge(xs)(y:ys)
                         | otherwise = y : merge(x : xs) ys
msort :: Ord \ a \Rightarrow [a] \rightarrow [a]
msort[] = []
msort [x] = [x]
msort xs = merge (msort ys) (msort zs)
  where
      (ys, zs) = splitAt (length xs 'div' 2) xs
```

## Lab this Friday: Polynomials



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

$$p(x) = a_0 x^0 + a_1 x^1 + \ldots + a_n x^n$$

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

$$p :: Num \ a \Rightarrow Poly \ a$$
  
 $p = [a0, a1 ... an]$ 

### 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:

$$[-2,0,1],[-2,0,1,0],[-2,0,1,0,0],[-2,0,1,0,0,0]...$$

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.

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

- | "such that"
- ← "is drawn from"
- $x \leftarrow xs$  is a "generator"

## Cartesian product



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!

cartesian' 
$$xs \ ys = [(x,y) \mid y \leftarrow ys, x \leftarrow xs]$$
> cartesian'  $[1..3]$  "abc"
 $[(1,'a'),(2,'a'),(3,'a'),(1,'b'),(2,'b'),(3,'b'),(1,'c'),(2,'c'),(3,'c')]$ 





elemIndices :: Eq 
$$a \Rightarrow a \rightarrow [a] \rightarrow [Int]$$
  
elemIndices  $xs \ y = [i \mid (i,x) \leftarrow zip \ [0 . . length \ xs] \ xs, x \equiv y]$ 

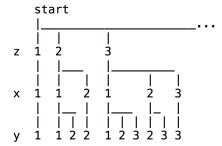
The boolean expression  $x \equiv y$  is called a **guard**.

```
> elemIndices [3, 4, 2, 1, 4, 5] 4 [2, 5]
```



```
pythags \ n = [\ (x,y,z) |z \leftarrow [1 \dots n], x \leftarrow [1 \dots z], y \leftarrow [x \dots z], x * x + y * y \equiv z * z]
```

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

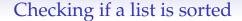


#### Prelude functions



## - here implemented using list comprehensions

- $zipWith f xs ys = [f a b | (a,b) \leftarrow zip xs ys]$ **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]
- $map f xs = [f x | x \leftarrow xs]$ **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]





sorted 
$$xs = and [x \leqslant y \mid (x, y) \leftarrow zip \ xs \ (tail \ xs)]$$

sorted 
$$[2,3,1] \equiv and [True, False]$$
  
 $\equiv False$ 

## Pascal's triangle



$$\begin{pmatrix} \binom{0}{0} & 1 \\ \binom{1}{0} \binom{1}{1} & 11 \\ \binom{2}{0} \binom{2}{1} \binom{2}{2} & 121 \\ \binom{3}{0} \binom{3}{1} \binom{3}{2} \binom{3}{3} & 1331 \end{pmatrix}$$

$$(a+b)^{n} = \sum_{i=0}^{n} \binom{n}{i} a^{i} b^{n-i}$$
$$(a+b)^{3} = \binom{3}{0} b^{3} + \binom{3}{1} a b^{2} + \binom{3}{2} a^{2} + a^{2} b + \binom{3}{3} a^{3}$$
$$= b^{3} + 3ab^{2} + 3ba^{2} + a^{3}$$

### Pascal's triangle



$$\begin{pmatrix} \binom{0}{0} & 1 \\ \binom{1}{0} \binom{1}{1} & 11 \\ \binom{2}{0} \binom{2}{1} \binom{2}{2} & 121 \\ \binom{3}{0} \binom{3}{1} \binom{3}{2} \binom{3}{3} & 1331 \end{pmatrix}$$

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

```
\begin{array}{lll} \textit{pascal} \ [1] & = [1,1] \\ \textit{pascal} \ [1,1] & = [1,2,1] \\ \textit{pascal} \ [1,2,1] & = [1,3,3,1] \\ \textit{pascal} \ [1,3,3,1] & = [1,4,6,4,1] \\ \textit{pascal} \ [1,4,6,4,1] & = [1,5,10,10,5,1] \end{array}
```

#### Prime numbers



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

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

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

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

### Caesar cipher



```
import Data.Char (ord, chr, isLower)
char2int :: Char \rightarrow Int
char2int c = ord c - ord 'a' -- a=0, b=1 ...
int2char :: Int \rightarrow Char
int 2 char n = chr (ord 'a' + n) - 0 = a, 1 = b ...
shift n c \mid isLower c = int2char((char2int c + n) 'mod' 26)
         | otherwise = c
encode n xs = [shift n x | x \leftarrow xs]
decode n \ xs = [shift (-n) \ x \mid x \leftarrow xs]
encode 3 "haskell er fantastisk"
          "kdvnhoo hu idqwdvwlvn"
```

#### Generating bitstrings



```
bitstrings 0 = [[]]

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

bitstrings 0 \equiv []

bitstrings 1 \equiv [[0,1]]

bitstrings 2 \equiv [[0,0],[0,1],[1,0],[1,1]]

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 | (x: \_) \leftarrow xss]
: transpose [xs | (\_: xs) \leftarrow xss]
```

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



# Finding the transpose of a matrix

```
\begin{array}{ll} transpose :: [[a]] \rightarrow [[a]] \\ transpose [] &= [] \\ transpose ([]:xss) = transpose \ xss \\ transpose \ xss &= [x \mid (x: \_) \leftarrow xss] \\ &\quad : transpose \ [xs \mid (\_:xs) \leftarrow xss] \end{array}
```

```
transpose [[1,2,3],[4,5,6]]
\equiv [1,4]: transpose [[2,3],[5,6]]
\equiv [1,4]:[2,5]: transpose [[3],[6]]
\equiv [1,4]:[2,5]:[3,6]: transpose [[],[]]
\equiv [1,4]:[2,5]:[3,6]: transpose [[]]
\equiv [1,4]:[2,5]:[3,6]: transpose []
\equiv [1,4]:[2,5]:[3,6]:[]
\equiv [[1,4],[2,5],[3,6]]
```





```
permutations [] = [[]]
permutations (x:xs) = [ys' + x:ys'']
  ys \leftarrow permutations xs,
  i \leftarrow [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  $8 \times 8$  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 qs, q \ 'notDiag' \ qs]
   where
      a' not Diag' as = and [abs (a - ai) \not\equiv i
                                 |(qi,i) \leftarrow qs'zip'[1..n]|
queens' n = 0
queens' n i = [qs']
                   | qs \leftarrow queens' \ n \ (i-1),
                    qs' \leftarrow validExtensions \ n \ qs
queens n = queens' n n
```