Class 3: Recursion Patterns

February 6

$$"(3 + (4 * 5)) - 6"$$

program text

parses to

(Sub (Add 3 (Mul 4 5)) 6)

abstract representation of the programming language

evaluates to

17

result value

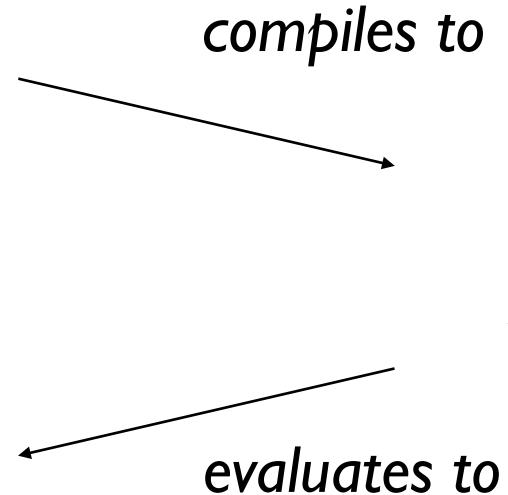
program text

parses to

abstract representation of the programming language

evaluates to

result value



lower-level representation of the same language

questions from homework

(note: this week's autograder) (note: looking forward)

map

```
absAll :: [Int] -> [Int]
absAll [] = []
absAll (x : xs) = abs x : absAll xs
squareAll :: [Int] -> [Int]
squareAll [] = []
squareAll (x : xs) = x * x : squareAll xs
add3All:: [Int] -> [Int]
add3All [] = []
add3All (x : xs) = x + 3 : add3All xs
```

```
thanks to: first-class functions
map :: (Int -> Int) -> [Int] -> [Int]
map f [] = []
map f (x : xs) = f x : map f xs
```

```
type variable
map :: (a -> a) -> [a] -> [a]
map f [] = []
map f (x : xs) = f x : map f xs
```

thanks to: polymorphism

```
absAll :: [Int] -> [Int]
absAll xs = map abs xs
squareAll :: [Int] -> [Int] \( \times \) anonymous function
squareAll xs = map (\x -> x * x) xs
add3All :: [Int] -> [Int]
add3All xs = map (\xspace x -> x + 3) xs
```

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

roundAll :: [Double] -> [Int]
roundAll xs = map round xs
```

```
length :: ???
length [] = 0
length (_ : xs) = 1 + length xs
```

```
length :: [a] -> Int
length [] = 0
length (_ : xs) = 1 + length xs
```

```
lengthAll :: ???
lengthAll xs = map length xs
```

```
lengthAll :: [[a]] -> [Int]
lengthAll xs = map length xs
```

filter

```
upperOnly :: [Char] -> [Char]
upperOnly [] = []
upperOnly (x : xs)
 | isUpper x = x : upperOnly xs
 otherwise = upperOnly xs
positiveOnly :: [Int] -> [Int]
positiveOnly [] = []
positiveOnly (x : xs)
 | x > 0 = x : positiveOnly xs
| otherwise = positiveOnly xs
```

```
upperOnly :: [Char] -> [Char]
upperOnly xs = filter isUpper xs

positiveOnly :: [Int] -> [Int]
positiveOnly xs = filter (\x -> x > 0) xs
```

(exercise: young names)

fold

```
sum :: [Int] -> Int
sum [] = 0
sum (x : xs) = x + sum xs

product :: [Int] -> Int
product [] = 1
product (x : xs) = x * product xs
```

```
sum :: [Int] -> Int
sum [] = 0
sum (x : xs) = x + sum xs

product :: [Int] -> Int
product [] = 1
product (x : xs) = x * product xs
```

```
sum :: [Int] -> Int
sum [] = 0
sum (x : xs) = x + sum xs result for rest of list

product :: [Int] -> Int
product [] = 1
product (x : xs) = x * product xs
```

```
fold ::
fold [] =
fold (x : xs) =
```

```
fold ::
fold z [] = z
fold z (x : xs) =
```

current element

```
fold :: (a -> a -> a) -> a -> [a] -> a
fold f z [] = z
fold f z (x : xs) = f x (
```

current element accumulated value

```
fold :: (a -> a -> a) -> a -> [a] -> a

fold f z [] = z

fold f z (x : xs) = f x (fold f z xs)
```

```
current element
fold :: (a -> a -> a) -> a -> [a] -> a
fold f z [] = z
fold f z (x : xs) = f x (fold f z xs)
```

```
fold :: ( -> -> ) -> -> [a] -> b
fold f z [] = z
fold f z (x : xs) = f x (fold f z xs)
```

```
fold :: (a -> -> ) -> -> [a] -> b
fold f z [] = z
fold f z (x : xs) = f x (fold f z xs)
```

```
fold :: (a -> b -> b) -> b -> [a] -> b

fold f z [] = z

fold f z (x : xs) = f x (fold f z xs)
```

```
sum :: [Int] -> Int
sum xs = fold (+) 0 xs

product :: [Int] -> Int
product xs = fold (*) 1 xs
```

idiom:

Functions can be used without mentioning their arguments.

technique:

Use function names directly.

map $(\x -> abs x) xs$

VS.

map abs xs

technique:

Use function names directly — even for operators.

```
length :: [a] -> Int
length xs = fold
```

XS

```
length :: [a] -> Int
length xs = fold
```

0 XS

```
length :: [a] \rightarrow Int
length xs = fold (\x l \rightarrow ) 0 xs
```

```
length :: [a] \rightarrow Int
length xs = fold (\x l \rightarrow 1 + l) 0 xs
```

```
length :: [a] \rightarrow Int length xs = fold (\_ l \rightarrow 1 + l) 0 xs
```

```
foldr :: (a -> b -> b) -> b -> [a] -> b
foldr f z [] = z
foldr f z (x : xs) = f x (foldr f z xs)
```

```
foldr (-) 0 [3, 2, 1]

= foldr (-) 0 (3 : (2 : (1 : [])))

= (3 - (2 - (1 - 0)))

foldl (-) 0 [3, 2, 1]

= foldl (-) 0 (3 : (2 : (1 : [])))

= (((0 - 3) - 2) - 1)
```

(exercise: reimplement map, filter)

Hoogle

(example: searching for map)

Respond at PollEv.com/jessicashi159

Text JESSICASHI159 to 37607 once to join, then text your message

Find a function foo that checks whether some element is in the list.

foo 3
$$[1, 2, 3] = True$$

Respond at PollEv.com/jessicashi159

Text JESSICASHI159 to 37607 once to join, then text your message

Find a function foo that combines the elements of two lists using some function.

foo
$$(+)$$
 [1, 2] [3, 4] = [4, 6]

addendum: polymorphic data types

```
type constructor

type variable

data Maybe a

Nothing

Just a
```

```
safeDiv :: Double -> Double -> Maybe Double
safeDiv _ 0 = Nothing
safeDiv m n = Just (m / n)
```

```
safeHead :: [a] -> Maybe a
safeHead (x : _) = Just x
safeHead [] = Nothing
```