

Functional programming - tutorial 3

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11.8 total function

Define a function

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total :: (Integer -> Integer) -> (Integer -> Integer)
```

such that `(total f) n` returns `f 0 + f 1 + ... + f n`

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such that `(total f) n` returns `f 0 + f 1 + ... + f n`

Several (equivalent) solutions are possible:

```
total f n = sum (map f [0..n])
```

```
total f n = foldr (+) 0 (map f [0..n])
```

```
total f = (\n -> foldr (+) 0 (map f [0..n]))
```

Given a function f of the type $a \rightarrow b \rightarrow c$, write a lambda expression that describes the function of type $b \rightarrow a \rightarrow c$ that behaves like f but takes its arguments in the other order. Using this expression, give a definition of the function

`flip :: (a -> b -> c) -> (b -> a -> c)` which reverses the order in which its function argument takes its arguments.

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`flip :: (a -> b -> c) -> (b -> a -> c)` which reverses the order in which its function argument takes its arguments.

```
-- note: flip is defined in the prelude, therefore
-- we use the name 'flipArgs'.
flipArgs :: (a -> b -> c) -> (b -> a -> c)
flipArgs f = (\x y -> f y x)
```

Using the following definitions:

```
uncurry :: (a -> b -> c) -> (a, b) -> c
```

```
($) :: (a -> b) -> a -> b
```

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

```
(.) :: (b -> c) -> (a -> b) -> a -> c
```

What is the effect of `uncurry ($)`? What is its type?

Answer similar questions for `uncurry (:)`, and `uncurry (.)`.

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(.) :: (b -> c) -> (a -> b) -> a -> c
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What is the effect of `uncurry ($)`? What is its type?

Answer similar questions for `uncurry (:)`, and `uncurry (.)`.

The type of `uncurry ($)` is `(a -> b, a) -> b`. To understand this, it is a good idea to rename type variables:

```
uncurry :: (x -> y -> z) -> (x, y) -> z
```

```
($)      :: (a -> b) -> a -> b
```

Now it is obvious that $x \iff a \rightarrow b$, $y \iff a$, and $z \iff b$.

Hence `uncurry ($)` :: `(a -> b, a) -> b`

11.14 (continued)

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The surprising thing is that you can answer this question without knowing what `uncurry` and `($\$$)` actually do. Only the type `uncurry ($\$$) :: (a -> b, a) -> b` is enough to answer this question.

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Note that `uncurry ($\$$)` returns something of type `b`, which is a type variable, not a concrete type. The function in the tuple (1st argument) returns values of type `b` and expects a value of type `a`, which can only be found in the same tuple. There are no concrete types, so the only thing `uncurry ($\$$)` can do is to take the `snd` of the tuple, supply it as an argument to the `fst` of the tuple, and return whatever it returns.

This is easily shown using a few examples in `ghci`:

```
uncurry ($) ((+1), 0) yields 1
```

```
uncurry ($) (even, 0) yields True
```

```
uncurry ($) ((2^), 3) yields 8
```

11.14 (continued)

Now, we do the same for `uncurry (:)`.

```
uncurry :: (x -> y -> z) -> (x, y) -> z
(:)      :: a -> [a] -> [a]
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11.14 (continued)

Now, we do the same for `uncurry (·)`.

```
uncurry :: (x -> y -> z) -> (x, y) -> z
(·)      :: a -> [a] -> [a]
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Now it is obvious that $x \leq a$, $y \leq [a]$, and $z \leq [a]$.
Hence `uncurry (·) :: (a, [a]) -> [a]`

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Hence `uncurry (·) :: (a, [a]) -> [a]`

Since `uncurry f (x, y) = f x y`, we simply have
`uncurry (·) (x,xs) = (·) x xs = x:xs`

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For example, `uncurry (·) (1,[2,3])` yields `[1,2,3]`

11.14 (continued)

Finally, we do the same for `uncurry (.)`

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uncurry :: (x -> y -> z) -> (x, y) -> z
(.)      :: (b -> c) -> (a -> b) -> a -> c
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Now, we have $x \iff b \rightarrow c$, $y \iff a \rightarrow b$, and $z \iff a \rightarrow c$

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Hence, `uncurry (.) :: (b -> c, a -> b) -> a -> c`

11.14 (continued)

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Now, we have $x \leq\Rightarrow b \rightarrow c$, $y \leq\Rightarrow a \rightarrow b$, and $z \leq\Rightarrow a \rightarrow c$

Hence, `uncurry (.) :: (b -> c, a -> b) -> a -> c`

Since `uncurry f (x, y) = f x y`, we simply have

```
uncurry (.) (f,g) = (.) f g = f.g
```

For example,

```
(uncurry (.)) ((*2), (+1)) 1 yields (*2) ((+1) 1) = (*2) 2 = 4
```

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We use the same technique as in 11.14.

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Hence `uncurry uncurry :: (a -> b -> c, (a,b)) -> c`

Let `f :: a -> b -> c` and `x::a` and `y::b`, then

`uncurry uncurry (f, (x,y)) = uncurry f (x,y) = f x y`

For example, `uncurry uncurry ((*), (2,3))` yields 6.

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The second part of the exercise is actually not 'fair'.

`curry :: ((x, y) -> z) -> x -> y -> z`

`uncurry :: (a -> b -> c) -> (a, b) -> c`

It is not possible to match `((x,y) -> z)` with the type of `uncurry`.

Is it possible to define the functions

`curry3 :: ((a, b, c) -> d) -> (a -> b -> c -> d)`

`uncurry3 :: (a -> b -> c -> d) -> ((a, b, c) -> d)`

which perform the analogue of `curry` and `uncurry` but for three arguments rather than two? Is it possible to use `curry` and `uncurry` in these definitions?

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curry3 :: ((a, b, c) -> d) -> (a -> b -> c -> d)
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which perform the analogue of `curry` and `uncurry` but for three arguments rather than two? Is it possible to use `curry` and `uncurry` in these definitions?

```
curry3 :: ((a, b, c) -> d) -> a -> b -> c -> d
```

```
curry3 f a b c = f (a,b,c)
```

```
uncurry3 :: (a -> b -> c -> d) -> ((a, b, c) -> d)
```

```
uncurry3 f (a,b,c) = f a b c
```

```
-- I do not see how curry, uncurry would be useful
```

```
-- in curry3 and uncurry3.
```

```

iter :: Integer -> (a -> a) -> (a -> a)
iter n f
  | n > 0 = f . iter (n - 1) f
  | otherwise = id

double :: Num a => a -> a
double x = 2*x

add :: Num a => a -> a -> a
add x y = x + y

sq :: Num a => a -> a
sq x = x * x

succ :: Integer -> Integer
succ n = n + 1

comp2 :: (a -> b) -> (b -> b -> c) -> (a -> a -> c)
comp2 f g = (\x y -> g

```

What is the output of:

```

iter 3 double 1
(comp2 succ (*)) 3 4
comp2 sq add 3 4

```

What is the type and effect of the function `\n -> iter n succ`?

```
iter 3 double 1 yields 8, because
  iter 3 double 1
= (double . iter 2 double) 1
= (double . double . iter 1 double) 1
= (double . double . double . iter 0 double) 1
= (double . double . double . id) 1
= (double . double . double) 1
= (double . double) 2
= double 4 = 8
```

1.19/20 (continued)

```
(comp2 succ (*)) 3 4 yields 20, because
  (comp2 succ (*)) 3 4
= (\x y -> (*) (succ x) (succ y)) 3 4
= (*) (succ 3) (succ 4)
= (*) 4 (succ 4) (*) 4 5
= 20
```

1.19/20 (continued)

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```

`comp2 sq add 3 4` yields 25, because

```
comp2 sq add 3 4
= (\x y -> add (sq x) (sq y)) 3 4
= add (sq 3) (sq 4)
= add 9 (sq 4)
= add 9 16
= 9 + 16
= 25
```

1.19/20 (continued)

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= add (sq 3) (sq 4)
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= add 9 16
= 9 + 16
= 25
```

`(\n -> iter n succ)` applies `n` times `succ` on its argument.

`(\n -> iter n succ) 10 32 = succ(succ(...(succ(32)...))=42`

Give an alternative ‘constructive’ definition of `iter` which creates the list of `n` copies of `f`, i.e. `[f, f, ..., f]`, and then composes these function by folding the operator `.` to give
`f . ff`.

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$$f . f . \dots .f.$$

```
iter2 :: Int -> (a -> a) -> (a -> a)
iter2 n f = foldr (.) id (replicate n f)
```


Define the function `splits :: [a] -> [[a], [a]]` which defines the list of all the ways that a list can be split in two. For example

```
splits "Spy" = [("", "Spy"), ("S", "py"), ("Sp", "y"), ("Spy", "")]
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```
splits :: [a] -> [[a], [a]]  
splits []      = [([], [])]  
splits (x:xs) = ([], (x:xs)) :  
                (zip (map (x:) (map fst (splits xs))) (map snd (splits xs)))
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splits :: [a] -> [[a], [a]]
splits []      = [([], [])]
splits (x:xs) = ([], (x:xs)):
                (zip (map (x:) (map fst (splits xs))) (map snd (splits xs)))
```

```
-- A very nice solution is (in case you know the functions inits and tails):
splits2 :: [a] -> [[a], [a]]
splits2 xs = zip (inits xs) (tails xs)
```

Using the list comprehension notation, define the functions

`sublists, subsequences :: [a] -> [[a]]`

which return all the sublists and subsequences of a list.

To refresh: a sublist is obtained by omitting some elements of a list, a subsequence is a continuous block that is part of the list.

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subLists :: [a] -> [[a]]
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```
subLists [] = [[]]
```

```
subLists (x:xs) = [x:sub | sub <- subLists xs] ++ subLists xs
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subLists (x:xs) = [x:sub | sub <- subLists xs] ++ subLists xs
```

```
subSequences :: [a] -> [[a]]
```

```
subSequences xs =
```

```
  []:[take j (drop i xs) | i <- [0..len-1], j <- [1..len-i]]
```

```
  where len = length xs
```

Define the infinite lists of factorial and Fibonacci numbers.

```
factorial = [1, 1, 2, 6, 24, 120, 720, ...]  
fibonacci = [0, 1, 1, 2, 3, 5, 8, 13, 21, ...]
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```
factorials :: [Integer]  
factorials = 1 : zipWith (*) factorials [1..]
```


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```

```
factorials :: [Integer]  
factorials = 1 : zipWith (*) factorials [1..]  
  
fibs :: [Integer]  
fibs = 1 : 1 : zipWith (+) fibs (tail fibs)
```

Give a definition of the function

```
factors :: Integer -> [Integer]
```

which returns a list containing the factors of a positive integer.

For example, `factors 12 = [1,2,3,4,6,12]`.

Using this function, define the list of numbers whose only prime factors are 2, 3 and 5, to give the so-called Hamming Numbers.

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```
factors n = [d | d <- [1..n], n `mod` d == 0]
```

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Using this function, define the list of numbers whose only prime factors are 2, 3 and 5, to give the so-called Hamming Numbers.

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factors :: Integer -> [Integer]
```

```
factors n = [d | d <- [1..n], n `mod` d == 0]
```

```
-- BEWARE: error in book. 1 is not a hamming number! Moreover,
```

```
-- in my opinion, it is easier compute them without using factors.
```

```
hamming :: [Integer]
```

```
hamming = tail hamlist
```

```
  where
```

```
    hamlist = 1:merge3 (map (2*) hamlist) (map (3*) hamlist)
                      (map (5*) hamlist)
```

```
    merge3 xs ys zs = merge xs (merge ys zs)
```

```
    merge (x:xs) (y:ys)
```

```
      | x < y      = x : merge xs (y:ys)
```

```
      | x > y      = y : merge (x:xs) ys
```

```
      | otherwise = x : merge xs ys
```

Define the function

```
runningSums :: [Integer] -> [Integer]
```

which calculates the running sums

$[0, a_0, a_0 + a_1, a_0 + a_1 + a_2, \dots]$ of a list
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 $[a_0, a_1, a_2, \dots]$.

```
runningSums :: [Integer] -> [Integer]
```

```
runningSums xs = sumlist xs 0
```

```
  where
```

```
    sumlist [] a = []
```

```
    sumlist (x:xs) a = (a+x) : sumlist xs (a+x)
```

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merge xs [] = xs
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merge (x:xs) (y:ys)
  | x < y      = x : merge xs (y:ys)
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pow23 = merge pow2 pow3
  where pow2 = 1:map (* 2) pow2
        pow3 = 1:map (* 3) pow3
```