ALL ABOUT A FOLD*

GClaramunt Scalents

YOU COULD'VE INVENTED FOLD...

HOW TO SUM ALL ELEMENTS OF A LIST? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def sum(nums: List[Int]): Int = ???
```

HOW TO SUM ALL ELEMENTS OF A LIST? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def sum(nums: List[Int]): Int = nums match {
   case Nil => ???
   case x::xs => ???
}
```

HOW TO SUM ALL ELEMENTS OF A LIST? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def sum(nums: List[Int]): Int = nums match {
   case Nil => 0
   case x::xs => x + sum(xs)
}
```

CONVERT TO STRING ALL ELEMENTS OF A LIST? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def toString(nums: List[Int]): String = nums match {
   case Nil => ???
   case x::xs => ???
}
```

CONVERT TO STRING ALL ELEMENTS OF A LIST? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def toString(nums: List[Int]): String = nums match {
   case Nil => ""
   case x::xs => x ++ toString(xs)
}
```

ALL ELEMENTS OF A LIST SATISFY A PROPERTY? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def all[A](prop: A => Bool)(l: List[A]): Bool = l match {
   case Nil => ???
   case x::xs => ???
}
```

ALL ELEMENTS OF A LIST SATISFY A PROPERTY? (IN SCALA)

```
List(1, 7, 4, 11, 3, 9)

def all[A](prop: A => Bool)(l: List[A]): Bool = l match {
   case Nil => True
   case x::xs => prop(x) && all(p)(xs)
```

HOW TO SUM ALL ELEMENTS OF A LIST? (HASKELL)

```
[1, 7, 4, 11, 3, 9]
sum :: [Int] -> Int
sum [] = 0
sum (x:xs) = x + sum xs
```

CONVERT TO STRING ALL ELEMENTS OF A LIST? (HASKELL)

```
[1, 7, 4, 11, 3, 9]
toString :: [Int] -> String
toString [] = ""
toString (x:xs) = show x ++ toString xs
```

ALL ELEMENTS OF A LIST SATISFY A PROPERTY? (HASKELL)

```
[1, 7, 4, 11, 3, 9]
all :: ( a->Bool ) -> [a] -> Bool
all _ [] = True
all p (x:xs) = p x && all p xs
```

HOW WE DID RECURSION?

We have:

- One definition for the empty case
- One definition for the head/tail case

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We have:

- One definition for the empty case
- One definition for the head/tail case

We are doing recursion in the structure of the list...

```
def sum(nums: List[Int]): Int = nums match {
 case Nil => 0
 case x::xs \Rightarrow x + sum(xs)
def toString(nums: List[Int]): String = nums match {
  case Nil => ""
  case x::xs => x ++ toString(xs)
def all[A](prop: A => Bool)(l: List[A]): Bool = l match {
  case Nil => True
 case x::xs => prop(x) && all(p)(xs)
```

A value z for the empty case

A function f for the head/tail case that combines the head with the result of the recursive call on the tail

A value z for the empty case

A function f for the head/tail case that combines the head with the result of the recursive call on the tail

```
def recList[A,B](z: B)(f: (A,B) => B)(l: List[A]): B =
l match {
  case Nil => z
  case x:xs => f(x, recList(z)(f)(xs)
}
```

```
A value z for the empty case
```

A function f for the head/tail case that combines the head with the result of the recursive call on the tail

```
def recList[A,B](z: B)(f: (A,B) => B)(l: List[A]): B =
l match {
  case Nil => z
  case x:xs => f(x, recList(z)(f)(xs)
}
```

foldRight!

FOLD!

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

Usually "given a function f that combines an element with the accumulation and an initial value z, starting with z traverses the list (backwards) applying f producing a single result"

The result is $f(a_1 f(a_2 ...(f a_n z))...))$

(sadly, not tail recursive)

```
sum [] = 0
                                       sum [] = 0
sum (x:xs) = x + sum xs
                                       sum (x:xs) = (+) x (sum xs)
toString [] = ""
                                       toString [] = ""
toString (x:xs) =
                                       toString (x:xs) =
                                           ((++).show) x (toString xs)
    show x ++ toString xs
all [] = True
                                       all [] = True
all p(x:xs) = p \times \&\&  all p(xs) = ((\&\&).p) \times (all p xs)
```

```
sum [] = 0
sum (x:xs) = (+) x (sum xs)
toString [] = ""
toString (x:xs) =
    ((++).show) x (toString xs)
all [] = True
all p (x:xs) = ((\&\&).p) x (all p xs)
```

A value z for the empty case

A function f for the head/tail case that combines the head with the result of the recursive call on the tail

WHAT ABOUT OTHER DATATYPES?

WHAT ABOUT OTHER DATATYPES?

```
What happens with other datatypes ?

data BTree a = Branch (BTree a) (BTree a) | Leaf a

(and what about Either or Maybe?)
```

HOW TO SUM ALL ELEMENTS OF A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
sum :: BTree Int -> Int
```

HOW TO SUM ALL ELEMENTS OF A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
sum :: BTree Int -> Int
sum (Leaf a) = ?
sum (Branch t1 t2) = ?
```

HOW TO SUM ALL ELEMENTS OF A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
sum :: BTree Int -> Int
sum (Leaf a) = a
sum (Branch t1 t2) = sum t1 + sum t2
```

CONVERT TO STRING ALL ELEMENTS OF A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
toString :: BTree Int -> String
toString (Leaf a) = ?
toString (Branch t1 t2) = ?
```

CONVERT TO STRING ALL ELEMENTS OF A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
toString :: BTree Int -> String
toString (Leaf a) = show a
toString (Branch t1 t2) = toString t1 ++ toString t2
```

HOW TO FOLD A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
rec_tree :: (b -> b -> b) -> (a -> b) -> Tree a -> b
rec_tree _ g (Leaf a) = ?
rec_tree f g (Branch t1 t2) = ?
```

HOW TO FOLD A TREE?

```
data BTree a = Branch (BTree a) (BTree a) | Leaf a
rec tree :: (b -> b -> b) ->(a -> b) -> BTree a -> b
Branch (Branch (Leaf 1) (Leaf 2)) (Leaf 3) ~>
```

f (f (g 1) (g 2)) (g 3)

A FOLD REPLACES THE DATATYPE CONSTRUCTORS WITH FUNCTIONS

WHAT ABOUT OTHER DATATYPES?

Maybe a = Nothing | Just a

Either a b = Left a | Right b

WHAT ABOUT OTHER DATATYPES?

```
Maybe a = Nothing | Just a
   fold_m :: b -> (a -> b) -> Maybe a -> b
   ( "maybe" in Haskell )
Either a b = Left a | Right b
   fold e :: (a->c) -> (b->c) -> Either a b -> c
   ( "either" in Haskell )
```

Transforms the input into something else, following the structure of the datatype

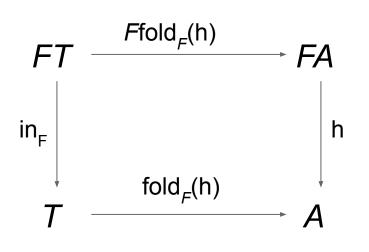
Catamorphism

Greek ' $\kappa\alpha\tau\alpha$ -' meaning "downward or according to"

"There's a truly
marvellous category theory
explanation for this which
this slide is too narrow
to contain"

CATAMORPHISMS!

"Catamorphisms are generalizations of the concept of a fold in functional programming. A catamorphism deconstructs a data structure with an F-algebra for its underlying functor"



Given an F-algebra $h : F A \rightarrow A$,

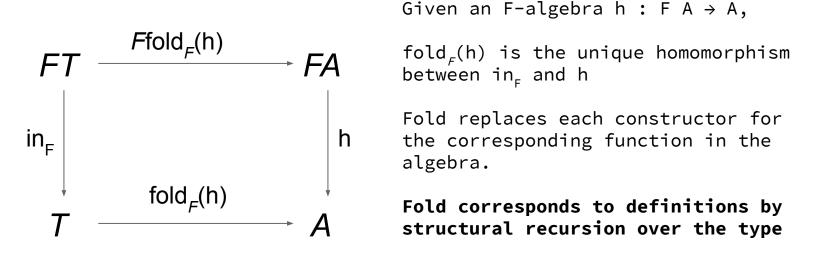
 $fold_{F}(h)$ is the unique homomorphism between in (initial algebra) and h

Fold replaces each constructor for the corresponding function in the algebra.

Fold corresponds to definitions by structural recursion over the type

CATAMORPHISMS!

"Catamorphisms are generalizations of the concept of a fold in functional programming. A catamorphism deconstructs a data structure with an F-algebra for its underlying functor"



(An algebra of functors 1,K,I,+,* can describe regular datatypes and be an initial algebra for all of them)

"AFTER ALL, A FOLD IS ORIGINATED BY THE UNIQUE HOMOMORPHISM THAT EXISTS BETWEEN THE INITIAL ALGEBRA AND ANY OTHER ALGEBRA, WHAT'S THE PROBLEM?"

THANK YOU!

@GCLARAMUNT

BONUS TRACK

```
foldr (:) [] [1,2,3] == [1,2,3]
What about:
  foldr ((:).f) [] or fold ((Leaf).f)(Branch)
What's the result of foldr ((:).(+2)) [] [1,2,3] ?
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BONUS TRACK

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foldr (:) [] [1,2,3] == [1,2,3]
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  foldr ((:).f) [] or fold ((Leaf).f)(Branch)
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```

That's the map function!