

# Functional Programming

2022-2023

Sjaak Smetsers

Loose ends

**Lecture 7**

# Outline

- generic programming
- case study: Countdown Problem

# Generic programming

- data types in Haskell can automatically become instances of some typeclasses (e.g. Show, Eq) using typeclass **deriving**.
- generic programming: defining functions that can operate on a large range of datatypes
  - eg defining instances of a class for different types at once
- idea: a new data type is expressed in terms of
  - unit:  $() = ()$
  - product:  $(a, b) = (a, b)$
  - sum:  $\text{Either } a \ b = \text{Left } a \mid \text{Right } b$
- suppose we have a class **C**, and instances of **C** for unit, product and sum
- by expressing a data type **D** in terms of unit, product and sum we get a **D** instance of **C** for free

# Generic programming — representing data types

- We have base types `()`, `(,)`, `Either`. Let `D` be an (algebraic) data type. How do we express `D` in terms of these base types?
  - If `D` contains multiple constructors, use an `Either` for each **additional** constructor
  - for each constructor:
    - If it is a constant (no arguments) use `()`.
    - If it has multiple arguments, use an `(,)` for each **additional** argument
    - for each argument: just copy the argument
- eg `data Colour = Red | Green | Blue`
- can be described by the following type: `type COLOUR = Either (Either ()()) ()`
- conversions:

`toCOLOUR :: Colour → COLOUR`

`toCOLOUR Red = Left (Left ()) -- 00`

`toCOLOUR Green = Left (Right ()) -- 01`

`toCOLOUR Blue = Right () -- 1`

`fromCOLOUR :: COLOUR → Colour`

`fromCOLOUR (Left (Left ())) = Red`

`fromCOLOUR (Left (Right ())) = Green`

`fromCOLOUR (Right ()) = Blue`

# GP: representing data types (II)

- More examples

```
data Card = Faceless Int | Jack | Queen | King
type CARD = Either (Either Int ()) (Either () ())
```

```
data LTree a = Leaf a | Bin (LTree a) (LTree a)
type LTREE a = Either a (LTree a, LTree a)
```

- conversions:

```
toCARD :: Card → CARD
```

```
toCARD (Faceless n) = Left (Left n)
toCARD Jack        = Left (Right ())
toCARD Queen       = Right (Left ())
toCARD King        = Right (Right ())
```

```
fromCARD :: CARD → Card
```

```
fromCARD (Left (Left n))  = Faceless n
fromCARD (Left (Right ())) = Jack
fromCARD (Right (Left ())) = Queen
fromCARD (Right (Right ())) = King
```

```
toLTREE :: LTree a → LTREE a
```

```
toLTREE (Leaf e) = Left e
toLTREE (Bin l r) = Right (l,r)
```

```
fromLTREE :: LTREE a → LTree a
```

```
fromLTREE (Left e)      = Leaf e
fromLTREE (Right (l,r)) = Bin l r
```

# GP: free instances

- suppose we have

```
instance Eq () where
```

```
  () == () = True
```

```
instance (Eq a, Eq b) => Eq (a, b) where
```

```
  (x1,y1) == (x2,y2) = x1 == x2 && y1 == y2
```

```
instance (Eq a, Eq b) => Eq (Either a b) where
```

```
  Left l1 == Left l2 = l1 == l2
```

```
  Right r1 == Right r2 = r1 == r2
```

```
  _ == _ = False
```

- then

```
instance Eq Colour where
```

```
  c1 == c2 = toCOLOUR c1 == toCOLOUR c2
```

```
instance Eq Card where
```

```
  c1 == c2 = toCARD c1 == toCARD c2
```

```
instance (Eq a) => Eq (LTree a) where
```

```
  t1 == t2 = toTREE t1 == toLTREE t2
```

# GP: Rose trees

- multi-way trees aka rose trees

```
data RTree a = Branch a [RTree a]
```

```
type RTREE a = (a, [RTree a])
```

```
toRTREE :: RTree a → RTREE a
```

```
toRTREE (Branch e trs) = (e, trs)
```

```
fromRTREE :: RTREE a → RTree a
```

```
fromRTREE (e, trs) = (Branch e trs)
```

- equality

```
instance (Eq a) ⇒ Eq (RTree a) where
```

```
  t1 == t2 = toRTREE t1 == toRTREE t2
```

# GP: Serialization

- Converting data structures into a bit string

```
data Bit = 0 | 1
class Serialize a where
  compress    :: a → [Bit]
  decompress  :: [Bit] → (a,[Bit])
```

- **decompress** might not consume the whole input; the remainder of input is returned as well.
- auxiliary functions

```
compressNum :: Int → Int → [Bit]
compressNum 0 _n = []
compressNum s n
  | n `mod` 2 == 0 = 0 : compressNum (s-1) (n `div` 2)
  | otherwise      = 1 : compressNum (s-1) (n `div` 2)
```

```
decompressNum :: Int → [Bit] → (Int,[Bit])
decompressNum 0 bs = (0, bs)
decompressNum n (0:bs) = let (dn, rbs) = decompressNum (n-1) bs in (2*dn, rbs)
decompressNum n (1:bs) = let (dn, rbs) = decompressNum (n-1) bs in (2*dn + 1, rbs)
```



# GP: Instances

```
instance Serialize Bool where
```

```
  compress False = [0]
```

```
  compress True  = [1]
```

```
  decompress (0:bs) = (False, bs)
```

```
  decompress (1:bs) = (True, bs)
```

```
instance Serialize Char where
```

```
  compress c      = compressNum 8 (ord c)
```

```
  decompress bs = let (dn, rbs) = decompressNum 8 bs in (chr dn, rbs)
```

```
instance Serialize Int where
```

```
  compress i      = compressNum 32 i
```

```
  decompress bs = decompressNum 32 bs
```

# GP: Base instances

**instance** `Serialize ()` **where**

`compress ()` = []

`decompress bs` = ((), bs)

**instance** (`Serialize a`, `Serialize b`)  $\Rightarrow$  `Serialize (a,b)` **where**

`compress (x,y)` = `compress x ++ compress y`

`decompress bs` = **let** (x, xbs) = `decompress bs`  
                  (y, ybs) = `decompress xbs`  
                  **in** ((x,y), ybs)

**instance** (`Serialize a`, `Serialize b`)  $\Rightarrow$  `Serialize (Either a b)` **where**

`compress (Left l)` = 0 : `compress l`

`compress (Right r)` = I : `compress r`

`decompress (0:bs)` = **let** (l, lbs) = `decompress bs` **in** (Left l, lbs)

`decompress (I:bs)` = **let** (r, rbs) = `decompress bs` **in** (Right r, rbs)

# GP: user-defined instances

- All other instances we get for free

**instance** `Serialize Card` **where**

`compress` = `compress . toCARD`

`decompress` `bs` = **let** (`d`, `dbs`) = `decompress bs` **in** (`fromCARD d`, `dbs`)

**instance** (`Serialize a`) => `Serialize [a]` **where**

`compress` = `compress . toLIST`

`decompress` `bs` = **let** (`d`, `dbs`) = `decompress bs` **in** (`fromLIST d`, `dbs`)

**instance** (`Serialize a`) => `Serialize (LTree a)` **where**

`compress` = `compress . toLTREE`

`decompress` `bs` = **let** (`d`, `dbs`) = `decompress bs` **in** (`fromLTREE d`, `dbs`)

# Case study: Countdown

- A popular quiz programme on British television that has been running for almost 20 years.
- Based upon an original French version called "Des Chiffres et Des Lettres".
- Includes a numbers game that we shall refer to as the countdown problem.

# Example

- Using the numbers

1 3 7 10 25 50

- and the arithmetic operators

+ - \* ÷

- construct an expression whose value is 765

# Rules

- All the numbers, including intermediate results, must be integers greater than zero.
- Each of the source numbers can be used at most once when constructing the expression.
- For every source number  $n$ :  $1 \leq n \leq 100$
- The target number is greater than 100

# Solution

- For our example, one possible solution is

$$(25-10) * (50+1) = 765$$

- Notes:
  - There are 780 solutions for this example.
  - Changing the target number to **831** gives an example that has no solutions.

# Operators

- Operators:

```
data Op = Add | Sub | Mul | Div
```

- Apply an operator:

```
apply :: Op → Int → Int → Int
```

```
apply Add x y = x + y
```

```
apply Sub x y = x - y
```

```
apply Mul x y = x * y
```

```
apply Div x y = x `div` y
```

- Determine whether the result of applying an operator to two integers greater than zero satisfies the rules:

```
valid :: Op → Int → Int → Bool
```

```
valid Add _ _ = True
```

```
valid Sub x y = x > y
```

```
valid Mul _ _ = True
```

```
valid Div x y = x `mod` y == 0
```



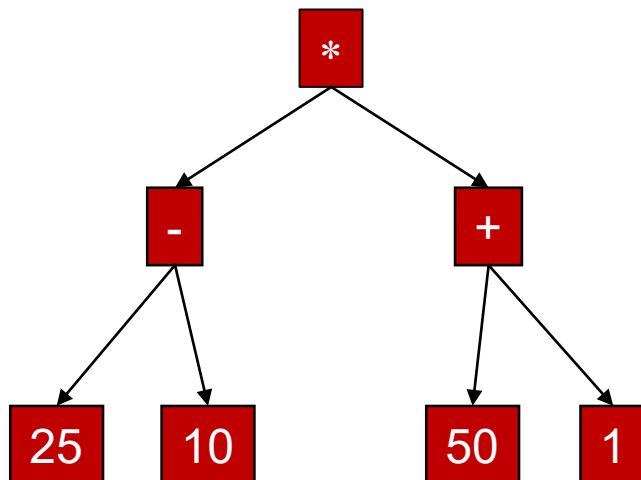
# Expressions

- Expressions

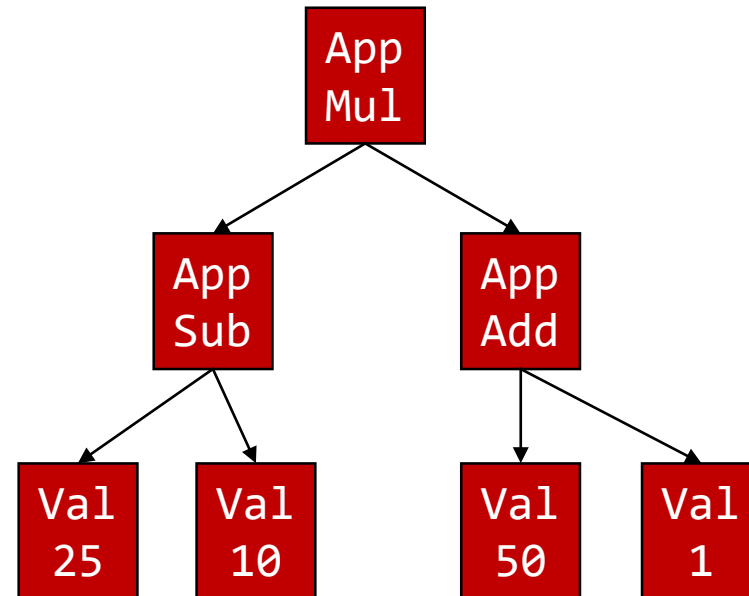
**data** Expr = Val Int | App Op Expr Expr

- Expressions are trees

(25-10) \* (50+1)



App Mul (App Sub (Val 25) (Val 10))  
(App Add (Val 50) (Val 1 ))



# Evaluation

- Return the overall value of an expression

$$\text{eval} :: \text{Expr} \rightarrow [\text{Int}]$$
$$\text{eval} \ (\text{Val } n) = [n]$$

```
eval (App o l r) = [apply o x y | x ← eval l
                                , y ← eval r
                                , valid o x y]
```

Either succeeds and returns a singleton list, or fails and returns the empty list.

# Formalising The Problem

- Return a list of all possible ways of choosing two or more elements from a list:

`choices :: [a] → [[a]]`

- For example:

```
>>> choices [1..3]
```

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

## Formalising The Problem (2)

- Return a list of all the values in an expression:

`values :: Expr → [Int]`

`values (Val n) = [n]`

`values (App _ l r) = values l ++ values r`

- Decide if an expression is a solution for a given list of source numbers and a target number:

`solution :: Expr → [Int] → Int → Bool`

`solution e ns n = values e `elem` choices ns  
&& eval e == [n]`

# Brute Force Implementation

- build a list of all possible expressions whose values are precisely a given list of numbers:

```
exprs :: [Int] → [Expr]
exprs [n] = [Val n]
exprs ns  = [App o l r | m ← [1..length ns-1],
                        let (ls,rs) = splitAt m ns,
                        l ← exprs ls,
                        r ← exprs rs,
                        o ← [Add,Sub,Mul,Div]]
```

The key function in this example.

# Solving the problem

- Return a list of all possible expressions that solve an instance of the countdown problem:

```
solutions :: [Int] → Int → [Expr]
solutions ns n = [e | ns' ← choices ns,
                      e    ← exprs ns',
                      eval e == [n]]
```

# How Fast Is It?

System: Intel(R) Core(TM) i7-10510U CPU 4.3 GHz

Compiler: GHC version 8.10.3

Example: `solutions [1,3,7,10,25,50] 765`

One solution: 0.16 seconds

All solutions: 5.44 seconds

# Can We Do Better?

- Many of the expressions that are considered will typically be invalid - fail to evaluate.
  - For our example, only around 5 million of the 33 million possible expressions are valid.
- Combining generation with evaluation would allow earlier rejection of invalid expressions.
- Many expressions will be *essentially the same* using simple arithmetic properties, such as:

$$\begin{aligned}x * y &= y * x \\x * 1 &= x = 1 * x\end{aligned}$$



# Exploiting Properties

- Strengthening the `valid` predicate to take account of commutativity and identity properties:

```
valid :: Op → Int → Int → Bool
```

```
valid Add x y = x ≤ y
```

```
valid Sub x y = x > y
```

```
valid Mul x y = x ≤ y && x ≠ 1 && y ≠ 1
```

```
valid Div x y = x `mod` y == 0 && y ≠ 1
```

# Improving the implementation

- We seek to define a function that fuses together the generation and evaluation of expressions:

```
exprsF :: [Int] → [(Expr, Int)]
exprsF [n] = [(Val n, n)]
exprsF ns = [(App o l r, apply o v1 vr) |
              m          ← [1..length ns-1],
              let (ls,rs) = splitAt m ns,
              (l,v1)      ← exprsF ls,
              (r,vr)      ← exprsF rs,
              o           ← [Add,Sub,Mul,Div],
              valid o v1 vr
            ]
```

# How Fast Is It Now?

- example:

solutions' [1,3,7,10,25,50] 765

- solutions: 49 expressions



Around 16  
times less.

- finding all solutions: 0.084 seconds



Around 65  
times faster.