CS252 – Midterm Exam Study Guide
By: Zayd Hammoudeh

Lecture #01 – General Introduction

Reasons for Different Programming Languages
1. **Different domains** (e.g. web, security, bioinformatics)
2. **Legacy code and libraries**
3. **Personal preference**

Programming Language Design Choices
1. **Flexibility**
2. **Type safety**
3. **Performance**
4. **Build Time**
5. **Concurrency**

Features of Good Programming Languages
1. **Simplicity**
2. **Readability**
3. **Learnability**
4. **Safety** (e.g. security and can errors be caught at compile time)
5. **Machine independence**
6. **Efficiency**

Goals almost always conflict

Conflict: Type Systems
- **Advantage:** Prevents bad programs.
- **Disadvantage:** Reduces programmer flexibility.

Blub Paradox:
Why do I need advanced programming language techniques (e.g. monads, closures, type inference, etc.)? My language does not have it, and it works just fine.

Current Programming Language Issues
- **Multi-code "explosion"**
- **Big Data**
- **Mobile Devices**

Advantages of Web and Scripting Languages
- **Examples:** Perl, Python, Ruby, PHP, JavaScript
- **Highly flexible**
- **Dynamic typing**
- **Easy to get started**
- **Minimal typing** (i.e. type systems)

Major Programming Language Research Contributions
- **Garbage collection**
- *Sound* **type systems**
- **Concurrency tools**
- **Closures**

Programs that Manipulate Other Programs
- **Compilers & interpreters**
- **JavaScript rewriting**
- **Instrumentation**
- **Program Analyzers**
- **IDEs**

Formal Semantics
- Used to **share information** *unambiguously*
- **Can formally prove a language supports a given property**
- *Crisply define how a language works*

Types of Formal Semantics
- **Operational**
  - Big Step "*natural*"
  - Small Step "*structural*"
- **Axiomatic**
- **Denotational**

Haskell

- **Purely functional** – Define "*what stuff is*"
- **No side effects**
- **Referential transparency** – **A function with the same input parameters will always have the same result**.
  - **An expression can be replaced with its value and nothing will change**.
- **Supports type inference**.

Duck Typing – Suitability of an object for some function is determined not by its type but by presence of certain methods and properties.
- **More flexible** but **less safe**.
- **Supported by Haskell**
- **Common in scripting languages** (e.g. Python, Ruby)

Side Effects in Haskell
- Generally not supported.
- **Example of Support Side Effects**: File IO
- Functions that do have side effects must be separated from other functions.

Lazy Evaluation
- **Results are not calculated until they are needed**
- **Allows for the representation of infinite data structures**

Lecture #02 – Introduction to Haskell

Key Traits of Haskell
1. Purely functional
2. Lazy evaluation
3. Statically typed
4. Type Inference
5. Fully curried functions

ghci – Interactive Haskell.

let – Keyword required in ghci to set a variable value. **Example**:
```
> let f x = x + 1
> f 3
4
```

Run Haskell from Command Line
Use **runhaskell** keyword. Example:
```
> runhaskell <FileName>.hs
```

Hello World in Haskell
```
main :: IO ()
main = do
    putStrLn "Hello World"
```

Primitive Classes in Haskell
1. `Int` – **Bounded** Integers
2. `Integer` – **Unbounded**
3. `Float`
4. `Double`
5. `Bool`
6. `Char`

Lists
- **Base 0**
- Comma separated in square brackets
- **Operators**
  - `:` Prepend
  - `++` Concatenate
  - `!!` Get element a specific index
  - `head` First element in list
  - `tail` All elements after head
- `last` Last element in the list
- `init` All elements except the last
- `take n` Take first n elements from a list
- `replicate l m` Create a list of length l containing only m
- `repeat m` Create an in

Ranges
- Can be infinite or bounded
- Use the "`..`" notation. **Examples**:
```
> [1..4]
[1, 2, 3, 4]

> [1,2..6]
[1, 2, 3, 4, 5, 6]

> [1,3..10]
[1, 3, 5, 7, 9]
```

Hello World in Haskell
```
main :: IO ()
main = do
    putStrLn "Hello World"
```

List Examples
```
> putStrLn $ "Hello " ++ "World"
"Hello World"

> let s = bra in s !! 2 : s ++ 'c' : last s : 'd' : s
"abracadabra"
```

Infinite List Example
```
> let even = [2,4..]
> take 5 even
    [2, 4, 6, 8, 10]
```

List Comprehension	A Simple Function	
• **Based off set notation.** • **Supports filtering** as shown in second example • If **multiple variables** (e.g. a, b, c) are specified, **iterates through them like nested for loops**. • Uses the **pipe (|)** operator. **Examples:** ```\n> [2*x	x <- [1..5]]\n[2, 4, 6, 8, 10]\n```	```\n> let inc x = x + 1\n> inc 3\n4\n\n> inc 4.5\n5.5\n\n> inc (-5) -- Negative\n-4\n```	**Pattern Matching** • Used to handle different input data • Guard uses the pipe (|) operator • Example: ```\ninc :: Int -> Int\ninc x\n	x < 0 = error "invalid x"\ninc x = x + 1\n```

	Type Signature	
``\n> [(a, b, c)	a <- [1..10], b <-[1..10],\n c <- [1..10], a^2 + b ^2 == c^2]\n\n [(3, 4, 5), (4, 3, 5), (6, 8, 10), (8, 6, 10)]\n```	• Uses symbols "`::`" and "`->`" • **Example:** ```\ninc :: Int -> Int\ninc x = x + 1\n```	

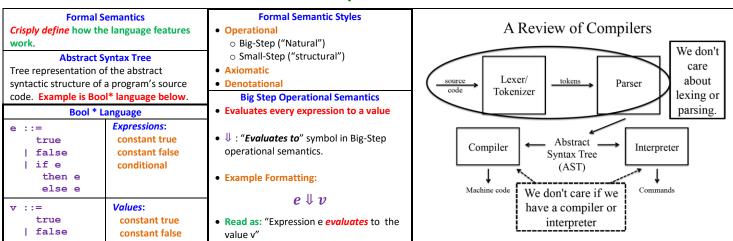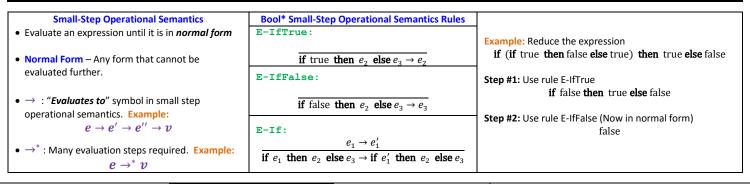| Recursion	Lab #01 – Max Number	
• **Base Case** – Says when recursion should stop. • **Recursive Step** – Calls the function with a **smaller version** of the problem **Example:** ```\naddNum :: [Int] -> Int\naddNum [] = 0\naddNum (x:xs) = x + addNum xs\n```	```\n> maxNum :: [Int] -> Int\n> maxNum [] = error "Invalid Input"\n> maxNum [x] = x\n> maxNum (x:xs) = if x > maxXs then x else maxXs\n> where maxXs = maxNum xs\n```	

Lecture #03 – Operational Semantics

Formal Semantics	Formal Semantic Styles	

Formal Semantics
Crisply define how the language features work.
 	
Abstract Syntax Tree
Tree representation of the abstract syntactic structure of a program's source code. **Example is Bool* language below.**
	• **Operational**
	  o Big-Step ("Natural")
	  o Small-Step ("structural")
	• **Axiomatic**
	• **Denotational**	

Bool * Language		Big Step Operational Semantics

``\ne ::=\n true\n	false\n	if e\n then e\n else e\n```	**Expressions:**
			  constant true
			  constant false
			  conditional
				• **Evaluates every expression to a value**
				
				• $\Downarrow$: "**Evaluates to**" symbol in Big-Step operational semantics.
				
				• **Example Formatting:**
				$$e \Downarrow v$$
				• **Read as:** "Expression e **evaluates** to the value v"

``\nv ::=\n true\n	false\n```	**Values:**
		  constant true
		  constant false	

Small-Step Operational Semantics	Bool* Small-Step Operational Semantics Rules	
• Evaluate an expression until it is in **normal form** • **Normal Form** – Any form that cannot be evaluated further. • $\rightarrow$: "**Evaluates to**" symbol in small step operational semantics. **Example:** $$e \rightarrow e' \rightarrow e'' \rightarrow v$$ • $\rightarrow^*$: Many evaluation steps required. **Example:** $$e \rightarrow^* v$$	**E-IfTrue:** $$\overline{\text{if } true \text{ } \textbf{then } e_2 \text{ } \textbf{else } e_3 \rightarrow e_2}$$ **E-IfFalse:** $$\overline{\text{if } false \text{ } \textbf{then } e_2 \text{ } \textbf{else } e_3 \rightarrow e_3}$$ **E-If:** $$\frac{e_1 \rightarrow e_1'}{\text{if } e_1 \text{ } \textbf{then } e_2 \text{ } \textbf{else } e_3 \rightarrow \text{if } e_1' \text{ } \textbf{then } e_2 \text{ } \textbf{else } e_3}$$	**Example:** Reduce the expression if (if true **then** false **else** true) **then** true **else** false **Step #1:** Use rule E-IfTrue if false **then** true **else** false **Step #2:** Use rule E-IfFalse (Now in normal form) false

Bool* Extension: Numbers	Extended Bool * Language	Literate Haskell	Case Statement in Haskell
• `0` : The Number "0" • `succ 0` : Represents "1" • `succ succ 0` : Represents "2" • `pred n` : Gets the predecessor of "*n*"	```\ne ::=\n true\n	false\n	if e then e else e\n	0\n	succ e\n	pred e\nv ::= true	false\n	IntV\n\nIntV ::= 0	succ IntV\n```	• **File Extension:** ".lhs" • **Code lines begin with "`>`"** • **All other lines are comments.** • "Essentially swaps code with comments."	• **Keywords:** case, of, otherwise • **Operator:** -> **Example:** ```\ncase x of\n val1 -> "Value 1"\n val2 -> "Value 2"\n otherwise -> "Everything else."\n```

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Bool Expression Type

```
> data BoolExp = BTrue
>         | BFalse
>         | Bif BoolExp BoolExp BoolExp
>         | B0
>         | Bsucc BoolExp
>         | Bpred BoolExp
>     deriving Show
```

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BoolVal Type

```
> data BoolVal = BVTrue
>             | BVFalse
>             | BVNum BVInt
>     deriving Show

> data BVInt = BV0
>           | BVSucc BVInt
>     deriving Show
```

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Type Constructors: BoolExp, BoolVal, BVInt

Non-nullary Value Constructors: BIf, Bsucc, Bpred, BVSucc, BVNum

Note: Even constants like B0, BTrue, BFalse, BVTrue, and BVFalse are nullary value constructors (since they take no arguments)

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Lecture #04 – Higher Order Functions

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Lambda
- Analogous to anonymous classes in Java.
- Based off Lambda calculus
- **Example:**

```
> (\x -> x + 1) 1
2
>(\x y -> x + y) 2 3
5
```

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Function Composition

- Uses the **period** (.)
- **f(g(x))** can be rewritten **(f . g) x**

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Point-Free Style
- Pass function arguments no arguments. Example:

```
> let inc = (+1)  – No args
> inc 3
4
```

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Example: Lambda with Function Composition
```
> let f = (\x -> x – 5)
        . (\y -> y * 2)
> f 7
9

> let f = (\x y -> x – y)
        . (\z -> z * (-1))
> f 3 4
-7
```

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Iterative vs. Recursive
- **Iterative tends to be more efficient than recursive.**

- **Compiler can optimize tail recursive function.**

Tail Recursive Function – The recursive call is the last step performed before returning a value.

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Not Tail Recursive

```java
public int factorial(int n) {
  if (n==1) return 1;
  else {
    return n * factorial(n-1);
  }
}
```

Last step is the multiplication so not tail recursive.

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Tail Recursive Factorial

```java
public int factorialAcc(int n, int acc)
{
  if (n==1) return acc;
  else {
    return factorialAcc(n-1, n*acc);
  }
}
```

Tail recursive code often uses the accumulator pattern like above.

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Tail Recursion in Haskell

```haskell
fact' :: Int -> Int -> Int
fact' 0 acc = acc
fact' n acc = fact' (n - 1) (n * acc)
```

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Higher Order Functions

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Functions in Functional Programming

- **Functional languages treat programs as mathematical functions.**

- **Mathematical Definition of a Function:** A function f is a rule that associates to each x from some set X of values a unique y from a set of Y values.

$$(x \in X \wedge y \in Y) \rightarrow y = f(x)$$

- f – Name of the function
- x – Independent variable
- y – Dependent variable
- X – Domain
- Y – Range

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Qualities of Functional Programming

- **Functions clearly distinguish:**
  - Incoming values (**parameters**)
  - Outgoing Values (**results**)

- **No (re)assignment**

- **No loops**

- **Return values depend only on input parameters**

- *Functions are first class values*; this means they can:
  - **Passed as arguments to a function**
  - **Be returned from a function**
  - **Construct new functions dynamically**

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Higher Order Function

Any function that **takes a function as a parameter** *or* **returns a function as a result**.

Function Currying
Transform a function with multiple arguments into multiple functions that each take exactly one argument.

Named after Haskell Brooks Curry.

Currying Example
```
addNums :: Num a => a -> a -> a
```

addNums is a **function that takes in a number and returns a function that takes in another number**.

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map	foldl	
| • Built in Haskell higher order function<br>• **Applies a function to all elements of a list.**<br><br>```
map :: (a -> b) -> [a] -> [b]
```<br><br>```
> map (+1) [1, 2, 3]
[2, 3, 4]
``` | • Built in higher order function<br>• **Does not support infinite lists**.<br>• **Should only be used for special cases**.<br><br>```
  foldl :: (b -> a -> b) -> b -> a -> b
```<br><br>**Example:**<br>```
> foldl (\x y -> x - y) 0 [1, 2, 3, 4]
-10 -- (((0-1) - 2) - 3) - 4
``` | foldl $f\,z$ |

filter	foldr	
| • Built in Haskell higher order function<br>• **Removes all elements from a list that do not satisfy (i.e. make true) some predicate**.<br><br>```
filter :: (a -> Bool) -> [a] ->
[a]
```<br><br>```
> filter (>2) [1, 2, 3, 4]
[3, 4]
``` | • Built in higher order function<br>• **Supports infinite lists**.<br>• "**_Usually the right fold to use_**"<br><br>```
  foldr :: (b -> a -> a) -> a -> b -> a
```<br><br>**Example:**<br>```
> foldl (\x y -> x + y) 0 [1, 2, 3, 4]
-2 -- 1 - (2 - (3 - (4 - 0)))
``` | foldr $f\,z$ |

Thunk – A delayed computation Due to lazy evaluation, **foldl and foldr build thunks rather than calculate the results as they go**.	**foldl'** • `Data.list.foldl'` evaluates its results eagerly (i.e. does not use thunks) • **Good for large, but finite lists.**	

Lecture #05 – Small-Step Operational Semantics

WHILE Language

• Unlike the Bool* language, **WHILE supports mutable references**.

`e ::= a`	Variable/addresses
`	v`	Values
`	a:=e`	Assignment
`	e;e`	Sequence
`	e op e`	Binary Operations
`	if e then e`	Conditional
`          else e`	
`	while (e) e`	While Loops
`v ::= i`	Integers
`	b`	Boolean
`op ::= +	-	*	/`	
`	>=	>	<=	<`	

Small Step Semantics with State

• Since the WHILE language supports mutable references, the grammar must be updated to support it.

While Relation:
$$e, \sigma \rightarrow e', \sigma'$$

• σ – Store. **Maps _references_ to values.**

Example Operations:
• $\sigma(a)$ – Retrieves the value at address "a"
• $\sigma[a := v]$ – Identical to the original store with the exception that it now stores the value v at address "a"

Evaluation Order Rules

• **Tend to be repetitive and clutter the semantics.**
• **Context based rules tend to represent the same information as evaluation order rules but more concisely.**

Reduction Rule

Rewrites the expression. Example:
E-IfFalse:
```
if false then e2 else e3 → e3
```

Context Rule

Specify the order for evaluating expressions. Example:

E-If:
$$\frac{e_1 \rightarrow e_1'}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \rightarrow \text{if } e_1' \text{ then } e_2 \text{ else } e_3}$$

Reducible Expression (**Redex**) – Any expression that can be transformed (reduced) in one step.	**Example: Redex** **if** true **then** (**if** true **then** false **else** false) **else** true This reduces to "**if** true **then** false **else** false"	**Example: Not a Redex** **if** (**if** true **then** false **else** false) **then** true **else** true Not a redex as expression "**if** true **then** false **else** false" must be evaluated first.

Evaluation Contexts

• **Alternative to evaluation order rules**.
• **Marker (●)** / **hole** indicate the **next place for evaluation** (i.e. where we will do the work).

Example:
  C[r]
  = **if** (**if** true **then** false **else** false) **then** true **else** true

  r = **if** true **then** false **else** false

  C = **if** ● **then** true **else** true

C[r] is the original expression.

Rewriting Evaluation Order Rules

Context based rules only apply to reducible expressions (redexes). **Example**:

EC-IfFalse:
  C[if false **then** e₂ **else** e₃] → **C**[e₃]

Context Syntax

```
C ::= ●
    | if C then e else e
    | C op e
    | v op C
    | ...
```

Data.Map

• **Library:** Data.Map
• **Immutable**
• **Example Methods**:
  ○ `Map.empty` – Creates and returns an empty map
  ○ `Map.insert k v m` – Inserts a value "**v**" at key "**k**" into map "**m**". **Returns a new, updated map.**
  ○ `Map.lookup k m` – Returns the value at key "**k**" in map "**m**". **Wrapped in a maybe.**

Precondition – Text above the line in a rule.	**Context Rule for Binary Op:** $$\frac{v_3 = v_1 \text{ op } v_2}{C[v_1 \text{ op } v_2] \rightarrow C[v_3]}$$	**How to Read a Small Step Semantic Rule**: "Given _<Precondition>_, then _<LeftSideArrow>_ evaluates to _<RightSideArrow>_."

Lecture #06 – LaTeX

TeX
- Created by Donald Knuth
- Precisely controls the interface of content.
- Type of **Literate Programming** – Logic is in natural language and code is interspersed.

LaTeX
- Developed by Leslie Lamport. Derives from TeX.
- Type of **Domain Specific Language** (DSL) – A **computer language that is specialized for a particular application domain**.
- Enforces **separation of concerns** – Design principle for **separating a computer program into different sections, such that each section addresses a separate concern**.
  - **Example:** LaTeX separates formatting from content.
- **Literate Programming**

Specify Document Type
`\documentclass{article}`

Specify Title Block Content
`\title{Hello World!}`

Start Document
`\begin{document}`

Generate Title from Title Information
`\title{Hello World!}`

Close the Document
`\end{document}`

Cross-Reference
`\ref{<referenceName>}`

Reference a Bibliography Citation
`\cite{<citationName>}`

Create a Reference
`\label{<referenceName>}`

Create a Bibliography
`\bibliography{<bibFileName>}`

Create a List
```
\begin{itemize}
\item Text for #1
\item Text for #2
\end{itemize}
```

Create Section with Label
```
\section{Section #1}
    \label{sec:one}
```

Create Subsection with Label
```
\subsection{<SubsectionName>}
    \label{sec:<refName>}
```

Use of Tilde (~)
Creates an undividable space so the text "`Section~\ref{sec:one}`" will appear on one line

BibTeX
- **References are tedious to reformat and renumber.**
- Reference details shorted in a "*.**bib**" file.

Create a Bibliography
`\bibliography{biblio}`

BibTeX filename for the example would be "**biblio.bib**"

Define Bibliography Style
`\bibliographystyle{plainurl}`

BibTeX Article Reference Example
```
@article{citationName,
    author = {Donald Knuth},
    title = {Literate Programming},
    journal = {},
    year = {1984},
    volume = {27},
    number = {2},
    pages = {97–111},
}
```

Lecture #07 – Types and Typeclasses

Maybe Type

- **Example of an algebraic data type**
- Enables behavior similar to **null** in Java
- **Used when:**
  - **A function may not return a value**
  - **A caller may not pass an argument**
- **Definition:**

```
data Maybe a = Nothing
             | Just a
```

Maybe "Divide" Example

```
divide :: Int -> Int -> Maybe Int
divide _ 0 = Nothing
divide x y = Just $ x `div` y

> divide 5 2
2
> divide 4 0
Nothing
```

DO NOT FORGET THE Just IN CORRECT SOLUTION

Maybe Map Example

```
import Data.Map

m = Map.empty
m' = Map.insert "a" 42 m
case (Map.lookup "a") of
    Nothing -> error "Element not in map"
    Just x -> putStrLn $ show x
```

Since element may not be in the map, you need to use a maybe

Algebraic Data Type
- A **composite data type** (i.e. **a type made from other types**).
- Created via the Keyword: **data**
- **Examples:** Either, Maybe, Tree

Example Algebraic Data Type

```
data Tree k = EmptyTree
            | Node (Tree k) (Tree k) val
            deriving (Show)
```

k – Type parameter. **Specifies a type not a value.**

Node: **Value Constructor that creates values of type** "`Tree k`"

Partially Applying a Value Constructor

- Value constructors can be partially applied similar to functions.
  Example:

```
> let leaf = Node EmptyTree EmptyTree

> Node (leaf 3) (leaf 7) 5
```

This creates a three node tree with value 5 at the root and values 3 and 7 at the leaves.

- **Tree** and **Tree Int** have no types since they themselves form a **concrete type**.
- **Node** does have a type:

```
> :t Node
Node :: (Tree k) -> (Tree k) -> k -> (Tree k)
```

Explanation: To make a complete **Node** object, you pass it two objects of type "`Tree k`" and another object of type "`k`" and that returns a "`Tree k`" object.

Type of the "+" Operator
```
> :t (+)
(+) :: (Num a) => a -> a -> a
```

Explanation: The plus sign takes two numbers of type "`a`" and returns an object of type "`a`".

Type of a Number
```
> :t 3
3 :: (Num a) => a
```

Explanation: Since "3" has no explicit type, it can for now be any type that satisfies the "Num" type class.

Kinds		Typeclasses	

Kinds

- "*The type of types*".
- Concrete types have a kind of "***"
- Keyword :k, :kind
- Example:

```
> :k Tree
Tree :: * -> *
```

Explanation: A Tree requires one type parameter to be made a concrete type.

String Kind
```
> :kind String
String :: *
```

Map Kind
```
> :k Map
Map :: * -> * -> *
```

Maybe Kind
```
> :k Maybe
Map :: * -> *
```

Map String Kind
```
> :kind (Map String)
(Map String) :: * -> *
```

Explanation: Map String is has one of the two type parameters filled so it has one less asterisk.

Typeclasses

- **Similar to interfaces in Java**.
  - Like a contract.
  - **Implementation details can be included in typeclass definition**.

- No relation to classes in object-oriented programming.
  - **Example**: Do not have any data associated with them.

- **Simplify polymorphism**.

Example: **Eq** Typeclass

```
class Eq a where
    (==) :: a -> a -> Bool
    (/=) :: a -> a -> Bool
    x == y = not (x /= y)
    x /= y = not (x == y)
```

The last two lines in the type class definition allow the developer to program either (==) or (/=) but not necessarily both.

Example: Make **Maybe** an Instance of **Eq**

```
instance (Eq a) => Eq (Maybe a) of
    (==) Nothing Nothing  = true
    (==) (Just x) (Just y) = x == y
    (==) _         _        = false
```

Need to ensure type "a" supports "Eq" so add that as a **class constraint**.

Class Constraint
- **Operator**: =>
- Ensures that a type parameter satisfies some type class requirement.

Kind of Typeclasses

```
> :k Eq
Eq :: * -> Constraint

> :k Num
Num :: * -> Constraint
```

Note: **Typeclasses are a class constaint (not a type) so their kind is different**.

Lecture #08 – Functors

Functor Type Class Definition

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

This is very similar to the definition of the higher order function "map"

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

Functor – **Something that can be mapped over**.
- Handles things "inside a box"

  Example: List (`[]`) as an Instance of **Functor**

```
instance Functor [] where
    fmap = map
```

Explanation: map is a specialized version of fmap for lists.

Examples: **map** and **fmap** on Lists

```
> map (+1) [1, 2, 3]
[2, 3, 4]

> fmap (+1) [1, 2, 3]
[2, 3, 4]

> fmap (+1) []
[]
```

Examples: **fmap** on Maybes

```
> fmap (+1) (Just 3)
Just 4

> fmap (+1) Nothing
Nothing
```

Example: **Maybe** as an Instance of **Functor**

```
instance Functor Maybe where
   fmap _ Nothing = Nothing
   fmap f (Just x) = Just (f x)
```

DO NOT FORGET THE Just IN VALID SOLUTION

Either Algebraic Data Type

```
data Either a b = Left a
                | Right b
        deriving (Eq,Ord,Read,Show)
```

- **Left** – **Error type that is not mappable**.

- **Right** – **Expected type**

Example: **Either** as an Instance of **Functor**

```
instance Functor (Either a) where
    fmap _ (Left x) = Left x
    fmap f (Right y) = Right (f y)
```

```
> fmap (+1) Leftt 20
20 -- No Change

> fmap (+1) Right 20
21 -- Changed
```

IO in Haskell

- Haskell avoids side effects but they are inevitable in real programs.

- **Monads**
  - Related to Functors
  - Compartmentalize side effects.

- **()**
  - Unit type in Haskell

Type Signature of the main Function in Haskell
```
main :: IO ()
```

Hello World in Haskell
```
main = putStrLn "Hello World"
```

Type Signature of getLine
```
getLine :: IO String
```

- **do** – Allows for the chaining of multiple IO commands together

- **<-** Extracts data out of an "IO Box"

- **return** – Places data into an "IO Box"

do Example

```haskell
main = do
    line <- getLine
    if null line -- Checks for empty str
        then return ()
        else putStrLn $ reverseWords line

reverseWords :: String -> String
reverseWords = unwords .
               map reverse . words
```

return in Haskell
- **Unrelated to "return" in other languages**

- **Better described as "wrap" or "box"**

Summary:
return – Boxes an IO (**since IO is a monad**)

<- Unboxes an IO

Type of the Unit Type ()
- Base type

```
> :t ()
() :: ()
```

Type of return
```
> :t (return ())
(return ()) :: Monad m => m ()
```

Monad is a **typeclass**.

Using IO as a Functor

```haskell
main = do
    line <- fmap (++"!!!") getLine
    putStrLn line
```

Explanation: This function takes a string input from standard in and appends "!!!" at which point it prints it to the console.

Definition of IO as a Functor

```haskell
instance Functor IO where
    fmap f action = do
                    result <- action
                    return (f result)
```

Explanation: The action object is taken out of the IO box, the function "f" applied to it, and then returned to the IO box.

id Function
- **Takes one input parameter and returns that input parameter unmodified. Examples**:

```
> id 3
3

> id "Hello World"
"Hello World"
```

Functor Laws

Functor Law #1: If we map the id function over a Functor, the Functor that we get back should be the same as the original Functor.

Examples:
```
> fmap id (Just 3)
Just 3
> fmap id Nothing
Nothing
> fmap id [1, 2, 3]
[1, 2, 3]
```

Functor Law #2: Composing two functions and then mapping the resulting (composed) function over a Functor should be the same as first mapping one function over the Functor and then mapping the other one.

Law #2 Written Formally
```
fmap (f . g) = fmap f . fmap g
```

The Functor laws are NOT enforced. They are good practice that makes the code easier to reason about.

Lecture #09 – Applicative Functors

Functor – **Something that can be mapped over. Allow you to map functions over different data types. Examples**:
- **Maybe**
- **Either**
- **IO**
- **Lists**
- **<*>**

Functors return boxed up values.

Functor Example
```
> fmap (+1) [1, 2, 3]
[2, 3, 4]

> let x = fmap (+) [1, 2, 3]
```

Explanation: In this case **x** is:
```
[(1+), (2+), (3+)]
```

Applicative Functor
- Requires the importing of a special library as shown below:

```haskell
import Control.Applicative
```

Functions in Applicative Typeclass:
- **pure** – Wraps/boxes a value
- **<*>** - Infix version of **fmap**. Is itself a Functor.

Example Uses of pure
```
> pure 7
7

> pure 7 :: Maybe Int
Just 7

> pure 7 :: [Int]
[7]
```

Type Class Definition of Applicative

```haskell
class (Functor f) => Applicative f where
    pure :: a -> f a
    <*> :: f (a -> b) -> f a -> f b
```

Only difference between <*> and fmap is that the function in <*> is boxed while it is not in fmap (see the green f).

Make Maybe an Instance of Applicative

```haskell
instance Applicative Maybe where
    pure = Just
    Nothing <*> _ = Nothing
    (Just f) <*> x = fmap f x
```

Explanation: pure simply wraps the value in **Just**. No need to explicitly check if "**x**" is maybe as **fmap** will do that for you.

Examples of Applicative Maybe

```
> Just (+3) <*> Just 4
Just 7
> pure (+3) <*> Just 4
Just 7
> pure (+) <*> Just 3 <*> Just 4
Just 7
> (+) <$> Just 3 <*> Just 4
Just 7
```
Explanation: x <$> is fmap as an infix operator. It is NOT necessarily the same as pure x <*>

Making [] an Instance of Applicative

```haskell
instance Applicative [] where
    pure x = [x]
    fs <*> xs = [f x | f <- fs, x <- xs]
```

Explanation: The function is actually a list of functions so list comprehension is needed.

Example Use of Applicative on Lists
```
> (*) <$> [1, 2, 3] <*> [1,0,0,1]
[1,0,0,1,2,0,0,2,3,0,0,3]

> pure 7
7   -- No change
> pure 7 :: [Int]
[7]
```

Definition of IO as an Instance of Applicative

```haskell
instance Applicative IO where
    pure = return
    a <*> b = do
              f <- a
              x <- b
              return (f x)
```

Example of `Applicative IO`	`liftA2`

`import Control.Applicative`
 	
`main = do`
`        a <- (++) <$> getLine <*> getLine`
`        putStrLn a`
	A function that simplifies the application of a normal function to two Functors.
	
	`liftA2 :: (Applicative f) => (a -> b -> c) -> f a -> f b -> fc`
	`liftA2 f x y = f <$> a <*> b`

Example of `liftA2`	

`> (:) <$> Just 3 <*> Just [4]`
`Just [3, 4]`
`> liftA2 (:) (Just 3) (Just [4])`
`Just [3, 4]`	

Applicative Functor Laws

Law 1: `      pure f <*> x = fmap f x`	Law 2: `           pure id <*> v = v`	Law 3: `pure (.) <*> u <*> v <*> w = u <*> (v <*> w)`
Law 4: `  pure f <*> pure x = pure (f x)`	Law 5: `  u <*> pure y = pure ($y) <*> u`	Similar to Functor Laws, these are not strictly enforced but are good practice to make it easier to reason about the code.

Monoids

Monoid: An associative binary function and a value that acts as an identity with respect to that function.
 	
Examples
• x / 1   Identity of **Division**
• x * 1   Identity of **Multiplication**
• lst ++ []   Identity of **Concatenation**
• x + 0   Identity of **Addition**
• x − 0   Identity of **Subtraction**
• []:x   Identity of **Prepend**
	Definition of Monoid Typeclass
	
	`class Monoid m where`
	`      mempty :: m`
	`      mappend :: m -> m -> m`
	`      mconcat :: [m] -> m`
	`      mconcat = foldr mappend mempty`	

Monoid Rules

Rule #1: `   mempty `mappend` x = x`	Rule #2: `    x `mappend` empty = x`	Rule #3: `  (x `mappend` y) `mappend` z = x `mappend` (y `mappend` z)`

Lecture #10 – Monads

Functor – **Something that can be mapped over.**
Definition:
 	
`instance Functor f where`
`     fmap :: (a -> b) -> f a -> f b`
	Problem with Functors: Do not support chaining of multiple commands. **Example:**
	
	`> fmap (+) (Just 3) (Just 4)`
	
	Returns an error since it cannot resolve `(Just 3+)` and `(Just 4)`
		Applicative Functor: A **Functor that can be applied to other Functors**.
		
		`class (Functor f) => Applicative f where`
		`     (<*>) :: f (a -> b) -> f a -> f b`
		
		Requires library `Control.Applicative`

Even **with Applicative Functors, it is not possible to chain together multiple commands**. **Example:**
 	
`> Just (+3) <*> Just (+4) <*> Just (+5)`
Returns error
	Monads: Each the chaining together of multiple functions.
	
	Key Operator:
	>>= (Bind)
		Example #1: Using Just
		`> (Just 3) >>= (\x -> Just (x + 4)) >>= (\y -> Just (y+5))`
		`12`
		
		Example #2: Using `return`
		`> (return 3) >>= (\x -> return (x + 4)) >>= (\y -> return (y+5))`
		`12`

Comparing <*> and >>=
 	
Functor:
`(<*>) :: Applicative f => f (a -> b) -> f a -> f b`
 	
Monad:
`(>>=) :: Monad m => m a -> (a -> m b) -> m b`
 	
Differences:
1. **Order of the arguments changed.**
2. **The function is boxed in Functor but not Monad**
3. **Monad function returns a boxed result.**
	Example of <$>, <*> and >>=
	
	`> (\x -> x + 1) <$> Just 3`
	`Just 4`
	
	`> Just (\x -> x + 1) <*> Just(3)`
	`Just 4`
	
	`> (Just 3) >>= (\x -> Just(x+1))`
	`Just 4`
		Example: Implement **applyMaybe** that applies a function to a **Maybe**
		
		`applyMaybe :: Maybe a -> (a -> b) -> (Maybe b)`
		`applyMaybe Nothing _ = Nothing`
		`applyMaybe (Just x) f = Just (f x)`

Example: Implement `applyMaybe` that applies a function to a **Maybe**	**Chaining `applyMaybe`**	

`applyMaybe :: Maybe a -> (a -> Maybe b)`
`            -> (Maybe b)`
 	
`applyMaybe Nothing _ = Nothing`
`applyMaybe (Just x) f = Just (f x)`
	`> (Just 3) `applyMaybe` (\x -> Just (x*2))`
	`           `applyMaybe` (\y -> Just (y-1))`
	`Just 5`
	
	`> (Just 3) `applyMaybe` (\_ -> Nothing)`
	`           `applyMaybe` (\y -> Just (y-1))`
	`Nothing`	

Monad Typeclass Definition	**Example a Robot Moving Towards a Goal** (**Not Failure**)	

`class Monad m where`
`     return :: a -> m a`
`     (>>=) :: m a -> (a -> m b) -> m b`
 	
`     (>>) :: m a -> m b -> m b`
`     x >> y = x >>= (\_ -> y)` --Lamda
 	
`     fail :: String -> m a`
`     fail msg = error msg`
	`--Location`
	`type Robot = (Int, Int)`
	
	`-- Functions`
	`up (x,y) = (x, y+1)`
	`down (x,y) = (x, y-1)`
	`left (x,y) = (x-1, y)`
	`right (x,y) = (x+1, y)`
		`-- Define Operator and start location`
		`x -: f = f x`
		`start = (0, 0)`
		
		`> start -: up -: right`
		`(1, 1)`
		
		`> start -: up -: left -: left -: right -: down`
		`(-1, 0)`

	Example a Robot Moving Towards a Goal (**with Failure**)	

Maybe as an Instance of the Monad Typeclass
 	
`instance Monad Maybe where`
 	
`     return = Just`
 	
`     (>>=) Nothing _ = Nothing`
`     (>>=) (Just x) f = Just (f x)`
 	
`     fail _         = Nothing`
	`-- Once the goal is reached,`
	`-- the robot stops`
	`goal := Map.empty`
	`          -: (Map.insert (0, 2) True)`
	`          -: (Map.insert (-1, 3) True)`
	`          -: (Map.insert (-3, -8) True)`
	
	`moveTo :: Pos -> Maybe Pos`
	`moveTo p = if Map.member p goal`
	`                then Nothing`
	`                else Just p`
	
	`-- Since these are in bind, no need`
	`-- to handle Nothing. Bind handles it.`
	`up (x,y) = moveTo (x, y+1)`
	`down (x,y) = moveTo (x, y-1)`
	`left (x,y) = moveTo (x-1, y)`
	`right (x,y) = moveTo (x+1, y)`
		`start = (0, 0)`
		
		`> return start >>= up >>= left >>= left`
		`             >>= right >>= down`
		`Just (-1, 0)`
		
		`> return start >>= left  >>= left  >>= up`
		`             >>= up    >>= right >>= up`
		`             >>= right >>= right >>= down`
		`Nothing`
		
		Explanation: Reached one of the goals (-1, 3) at the red **up**

Integer Division Using Monads

Integer Division with Bind and No "do"	**Integer Division with Bind with "do"**	**Integer Division with Bind with "do" and return**

`mydiv :: Maybe Int -> Maybe Int -> Maybe Int`
`mydiv x y = x >>= (\numer ->`
`        y >>= (\denom ->`
`        if denom > 0`
`            then Just (div numer denom)`
`            else fail "Div by zero")`
	`mydiv :: Maybe Int -> Maybe Int -> Maybe Int`
	`mydiv x y = do`
	`        numer <- x`
	`        denom <- y`
	`        if denom > 0`
	`            then Just (div numer denom)`
	`            else fail "Div by 0"`
		`mydiv :: Maybe Int -> Maybe Int -> Maybe Int`
		`mydiv x y = do`
		`        numer <- x`
		`        denom <- y`
		`        if denom > 0`
		`            then return $ div numer denom`
		`            else fail "Div by 0"`

List Monad

Making List an Instance of Monad	**Example Use of List as a Monad**	

`instance Monad [] where`
`     return x = [x]`
`     (>>=) xs f = concat(map f xs)`
`     fail _     = []`
 	
Explnation: `concat` is needed here as `f` returns elements already in a list. As such, `concat` merges the individual lists (from each call to `f`) into a single list.
	`listOfTuples :: [(Int, Char)]`
	`listOfTuples = do`
	`               n <- [1, 2]`
	`               ch <- ['a', 'b']`
	`               return (n, ch)`
	`> listOfTuples`
	`[(1,'a'), (1,'b'), (2,'a'), (2, 'b')]`	

Lecture #11 – Parsing Combinators

Semantics: Enumerate **what a program means. Defined by the interpreter or compiler**. **Syntax:** Enumerate **how a program Is structured. Defined by the lexer and parser**.	**Compilation Flow** **Step #1:** Tokenizer/lexer generates a set of tokens. **Step #2:** Parser turns the tokens into an abstract syntax tree. **Step #3:** Compilers and interpreters convert the AST into machine code or commands respectively.	**Lexer** **Converts the characters of the program into words of the language**. **Examples:** Lex/Flex (C/C++). ANTLR & JavaCC (Java). Parsec (Haskell)

Categories of Tokens

- **Reserved Words/Keywords**.
  - **Examples**: while, if, then, else

- **Literals/Constants**.
  - **Examples**: 123, "Hello World!"

- **Special symbols**.
  - **Examples**: ";", "=>", "&&"

- **Identifiers**.
  - **Examples**: "balance", "myFunction"

Parsing

- **Parser converts tokens to abstract syntax trees**.

- **Defined by context free grammars** (CFG)

- Types of Parsers:
  - **Bottom-up/Shift-Reduce** Parsers
  - **Top-down** parsers

Context Free Grammars

- Grammars specify the language.

- Specified in Backus-Naur form format. **Example**:

      Expr -> Number
           | Number + Expr

- **Terminal** – **Cannot be broken down** further.

- **Non-terminals** – **Can be broken down** further.

Example: "0", "1", "2", … , "9" are terminals but digit, number, and expression are not.

Example Grammar

```
expr -> expr + expr
     |   expr - expr
     |   ( expr )
     |   number

number -> number digit
       |  digit

digit -> 0 | 1 | 2 | … | 9
```

Bottom-Up / Shift and Reduce Parser

- Shift tokens onto a stack
- Reduce to a non-terminal.

- **LR** – *L*eft to right, ***R***ightmost derivation
- **LALR** – *L*ook-*A*head ***LR*** parsers are the most common type.
  - **Examples:** YACC/Bison

- **Fading from popularity**

Top-Down Parser

- Non-terminals are expanded to match tokens.
- **LL** – *L*eft to right, *L*eftmost derivation
- **LL(k) Parser** – Looks ahead up to *k* elements.
  Examples: Java CC, ANTLR

  - The higher the *k*, the more difficult language is to parse. *k* **can be arbitrary.**

  - *LL(1)* - Easy to parse using either LL or recursive descent parsers. **Many computer languages are designed to be LL(1)**.

Parser Combinator

Combine simpler parsers to make a more complex parser.

Example: Parsec

Useful Parsec Functions

- **many** – Parses **zero or more** occurrences of the given parser.
- **many1** – Parses **1 or more** occurrences of the given parser.

- **noneOf** – Anything but the specified value

- **spaces** – Whitespace characters

- **char** – The specific specified character
- **string** – The specific specified string.

- **sepBy** – Separate tokens by some token.

Example Parsec Code

```
import Text.ParserCombinators.Parsec

num :: GenParser st String
num = many1 digit

main = do
      print $ parse num "Hello" "42"
```

```
import Text.ParserCombinators.Parsec

num :: GenParser st Integer
num = do
        str <- many1 digit
        return $ read str

main = do
        print $ parse num "World" "42"
```

- **st** – "State." Always required for our purposes.
- **String**/**Integer** – Parser return type
- **many1** – Select one of more digits.
- **digit** – 0, 1, 2, 3, …, 9 (**terminal**)
- **num** – Parser entry function
- **"Hello"**/**"World"** – Debug string.
- **"42"** – String to parse.

Example with try, <|>, and <?>

```
eol -> try (string "\n")
    <|> string "\n\r"
    <?> "end of line"
```

- **try** – If an incomplete match is found, rewind.
- **<|>** – "Or" Operator for matching tokens.
- **<?>** – Otherwise with an accompanying error message.

Top-Down Parser

- Non-terminals are expanded to match tokens.
- **LL** – *L*eft to right, *L*eftmost derivation
- **LL(k) Parser** – Looks ahead up to *k* elements.
  Examples: Java CC, ANTLR

  - The higher the *k*, the more difficult language is to parse. *k* **can be arbitrary.**

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- **noneOf** – Anything but the specified value

- **spaces** – Whitespace characters

- **char** – The specific specified character
- **string** – The specific specified string.

Miscellaneous

Kind of Show and show
```
> :k Show
Show :: * -> Constraint
```

Type and Kind of show
```
> :k show
Error (A function not a type)
> :t show
show :: (Show a) => a -> String
```

Lambda and ADT Combined
```
> (\x -> Just (x+1)) 1
Just 2
```

Creating Type Alias
```
type String = [Char]
```

Allows for more readable code as developer can use a type name that makes more sense for a given application.

Example: `applyMaybe` that takes a `(Maybe a)` and applies to it a function that takes a normal **a** and returns a `(Maybe b)`

```
applyMaybe :: (Maybe a) -> (a -> Maybe b) -> (Maybe b)
applyMaybe Nothing _ = Nothing
applyMaybe (Just x) f = f x
```

Explanation: Since the function "`f`" already returns a Maybe, you do not need to re-box it. However, since it does not take a Maybe, you need to unbox the first input parameter.

Applying return to Items
```
> return 7
7return
> return 7 :: Maybe Int
Just 7
> return 7 :: [Int]
[7] -- Need Int or get an error
```

Conclusion: **Behavior for return is the same as pure**. Both put the object in the **minimum default context that still yields that value**.

List comprehension is syntactic sugar for using lists as monads.

Monads and Lambda

When trying to chain multiple functions together in a Monad, remember the Monad must return a **boxed value**. Hence, **Lambda often work well as they simplifying boxing**.

Applicative Typeclass – Allows you to use normal functions on values that have a context (i.e. are inside a Functor).

Monad: Given a value of type, **a**, in a context, **m**, apply a function that takes a normal value of type **a** and returns a value in the context **m**.

```
(>>=) :: (Monad m) => m a -> (a -> m b) -> m b
```

Monads are just applicative functors that support bind (>>=).

Key Difference: **Applicative functors support normal functions that take and return unboxed values while Monads return boxed values**.

`return` – Monad equivalent of "pure" for Applicative Functors.

Cannot use `fmap` in the definition of a `Monad` since `fmap` returns a boxed value while the function of the `Monad` returns a boxed value. Hence, if you used `fmap` with a `Monad`, you would return a double boxed value.