

Folds in Haskell

Principles of Programming Languages

Folds in Haskell

- A number of functions on lists can be defined using the following simple **pattern of recursion**:

$$\begin{array}{lcl} f \ [] & = & v \\ f \ (x:xs) & = & x \oplus f \ xs \end{array}$$

f maps the empty list to some value v , and any non-empty list to some function \oplus applied to its head and f of its tail.

Recursion to Folds

- When we deal with recursion, we noticed a theme throughout many of the recursive functions that operated on lists:
 - we had an **edge case** for the **empty list**
 - we introduced the **x: xs pattern** and then we did some activities that involved a single element and the rest of the list
- It turns out this is a very common pattern, so a couple of very useful functions were introduced to encapsulate it. These functions are called **folds**.
- That is, a fold takes:
 - a **binary function**
 - a **starting value**, a.k.a. the **accumulator**
 - a **list** to fold up

Folding

- Folding is a general name for a **family of related recursive patterns**.
- The essential idea of folding is to **take a list and reduce** it to, for instance, a single number.
- For example, to sum the list $[1,2,3,4]$, we can evaluate it as $1 + (2 + (3 + 4))$. Folding generalizes this pattern to work with lists of any type and any folding function that makes sense.

Working of folds

1. The binary function is called with the **accumulator** and the **first element of the list** (or the last element, depending on whether we fold from the left or from the right), and **produces a new accumulator**
2. Then, the **binary function** is called again **with the new accumulator** and the now **new first (or last) element**, and so on
3. Once we've walked over the whole list, only the **accumulator remains**, which is what we've reduced the list to

Folds can be used to implement any function where you traverse a list once, element by element, and then return something based on that.

Understanding through example

- Consider the sum and product functions

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

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

- Both sum' and product' apply **arithmetic operations** to integers.
- Similarly, consider a function concat that concatenates a list of lists of some type into a list of that type with the order of the input lists and their elements preserved.

```
concat' :: [[a]] -> [a] -- concat in Prelude
concat' [] = []
concat' (xs:xss) = xs ++ concat' xss
```

Understanding through example

- Observe the working:-

```
sum' [1,2,3]      = (1 + (2 + (3 + 0)))  
product' [1,2,3]  = (1 * (2 * (3 * 1)))  
concat' ["1","2","3"] = ("1" ++ ("2" ++ ("3" ++ "")))
```

- All take a **list**.
- All insert a **binary operator** between all the consecutive elements of the list in order to reduce the list to a single value.
- All group the operations from the **right to the left**.
- Each function **returns some value for an empty list**.
- All **return a value of the same element type as the input list**.

Understanding through example

- We can abstract the pattern of computation common to `sum`, `product`, and `concat` as the function **foldr** (pronounced "**fold right**") found in the Prelude. (Here we use `foldrX` to avoid the name conflict.)

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

- Function `foldr`:
 - uses two type parameters **a** and **b** -- one for the **type of elements** in the list and one for the **type of the result**
 - passes in the general **binary operation f** (with type `a -> b -> b`) that combines (i.e., folds) the list elements
 - passes in the **"seed" element z** (of type `b`) to be returned for empty lists

foldr

- The foldr function "folds" the list elements (of type a) into a value (of type b) by "inserting" operation f between the elements, with value z "appended" as the rightmost element.
- Often the seed value z is the right identity element for the operation, but foldr may be useful in some circumstances where it is not (or perhaps even if there is no right identity).
- For example, foldr f z [1,2,3] expands to f 1 (f 2 (f 3 z)), or, using an infix style: `1 `f` (2 `f` (3 `f` z))`
- Function foldr does not depend upon f being associative or having either a right or left identity.

foldr

- In Haskell, foldr is called a **fold operation**. Other languages sometimes call this a **reduce** or **insert** operation.
- We can specialize foldr to restate the definitions for sum', product', and concat'.

```
sum2 :: [Int] -> Int
sum2 xs = foldrX (+) 0 xs

product2 :: [Int] -> Int
product2 xs = foldrX (*) 1 xs

concat2 :: [[a]] -> [a]
concat2 xss = foldrX (++) [] xss
```

Example1

`sum [1,2,3]`
=
`foldr (+) 0 [1,2,3]`
=
`foldr (+) 0 (1:(2:(3:[])))`
=
`1+(2+(3+0))`
=
`6`

Replace each `(:)`
by `(+)` and `[]` by `0`.

Example2

`product [1,2,3]`
=
`foldr (*) 1 [1,2,3]`
=
`foldr (*) 1 (1:(2:(3:[])))`
=
`1*(2*(3*1))`
=
`6`

Replace each `(:)`
by `(*)` and `[]` by `1`.

Other Folder Examples

- Even though foldr encapsulates a simple pattern of recursion, it can be used to define many more functions than might first be expected.
- Recall the length function:

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

```
length2 :: [a] -> Int -- length
length2 xs = foldr len 0 xs
  where len _ acc = acc + 1
```

Understanding foldl through foldr

- We designed function foldr as a **backward linear recursive function** with the signature:

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

- Example:

```
foldr f z [1,2,3] == f 1 (f 2 (f 3 z))  
                  == 1 `f` (2 `f` (3 `f` z))
```
- Consider a function foldl (pronounced "fold left") such that:

```
foldl f z [1,2,3] == f (f (f z 1) 2) 3  
                  == ((z `f` 1) `f` 2) `f` 3`
```

Understanding foldl through foldr

- **foldl** function **folds from the left**. It offers us the opportunity to use parameter **z** as an **accumulating parameter** in a **tail recursive implementation**.
- This is shown below as **foldlX**, which is similar to **foldl** in the Prelude.

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

- In the recursive call of **foldlX** the **"seed value"** argument is used as an **accumulating parameter**.

Left fold

- foldl function, also called the **left fold**.
 - it **folds** the list up **from the left side**
 - the **binary function is applied to the starting accumulator and the head of the list**
 - that produces a new accumulator value and the binary function is called with that value and the next element of the list etc.
- Let's implement sum using a fold instead of explicit recursion.

```
sum' :: (Num a) => [a] -> a
sum' xs = foldl (\acc x -> acc + x) 0 xs
```


Left fold

```
sum' :: (Num a) => [a] -> a
sum' xs = foldl (\acc x -> acc + x) 0 xs
```

- Understanding with example:

```
ghci> sum' [3,5,2,1]
11
```

1. $\backslash \text{acc } x \rightarrow \text{acc} + x$ is the binary function.
2. **0** is the starting value and *xs* is the list to be folded up.
3. Now first, 0 is used as the *acc* parameter to the binary function and 3 is used as the *x* (or the current element) parameter. $0 + 3$ produces a 3 and it becomes the new accumulator value.
4. Next up, 3 is used as the accumulator value and 5 as the current element and 8 becomes the new accumulator value.
5. Moving forward, 8 is the accumulator value, 2 is the current element, the new accumulator value is 10.
6. Finally, that 10 is used as the accumulator value and 1 as the current element, producing an 11.

0 + 3
[3, 5, 2, 1]

3 + 5
[5, 2, 1]

8 + 2
[2, 1]

10 + 1
[1]

11

Left fold

- If we consider that functions are curried, then the curried version of the same can be written as

```
sum' :: (Num a) => [a] -> a
sum' = foldl (+) 0
```

The lambda function $\backslash acc\ x \rightarrow acc + x$ is the same as $(+)$.

We can omit the xs as the parameter because calling $foldl (+) 0$ will return a function that takes a list.

- Generally, if you have a function like $foo\ a = bar\ b\ a$, you can rewrite it as $foo = bar\ b$, because of currying.

Why Foldr

- Some recursive functions on lists, such as sum, are **simpler to define using foldr**.
- Properties of functions defined using foldr can be proved using **algebraic properties** of foldr.
- Advanced **program optimizations** can be simpler if foldr is used in place of explicit recursion.

foldl1 and foldr1

- The foldl1 and foldr1 functions work much like foldl and foldr, only you **don't need to provide them with an explicit starting value**.
- They assume the **first (or last) element** of the list to be the **starting value** and then start the fold with the element next to it.
- The sum function can be implemented like **sum = foldl1 (+)**. Because they depend on the lists, they fold up having at least one element, they cause runtime errors if called with empty lists.
- foldl and foldr, on the other hand, work fine with empty lists.

Examples on folds

```
maximum' :: (Ord a) => [a] -> a
maximum' = foldr1 (\x acc -> if x > acc then x else acc)

reverse' :: [a] -> [a]
reverse' = foldl (\acc x -> x : acc) []

product' :: (Num a) => [a] -> a
product' = foldr1 (*)

filter' :: (a -> Bool) -> [a] -> [a]
filter' p = foldr (\x acc -> if p x then x : acc else acc) []

head' :: [a] -> a
head' = foldr1 (\x _ -> x)

last' :: [a] -> a
last' = foldl1 (\_ x -> x)
```

Next – Lamda in Haskell