

# CENG 3549 – Functional Programming

## Type Classes & Lists & Patterns & Higher-Order Functions

Burak Ekici

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# Outline

- 1 Types and Type Classes
- 2 Lists
- 3 Patterns, Guards, and More
- 4 Higher-Order Functions

## Basic Concepts

- **types**  $\tau$  are built according to grammar

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- as approximation types may be thought of as collections of values their inhabitants can reduce to, e.g.,  $\text{Bool} = \{\text{True}, \text{False}\}$ , reflects the intuition that every expression of type  $\text{Bool}$  reduces either to  $\text{True}$  or  $\text{False}$  (or diverges) during runtime

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- type signature/constraint**  $e :: \tau$  means “ $e$  is of type  $\tau$ ”

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- **Char** – single characters ('a', ' \n', ...)
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syntactic sugar for list of  
characters, e.g.,  
['a', 'b', 'c']

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## Remark (show types in GHCi)

- `Prelude> :set +t`
- commands may be put inside `~/ .ghci` (read on GHCi startup)

## List Types

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## Tuple Types

- type of tuples with elements of types  $\tau_1, \dots, \tau_n$ :  $(\tau_1, \dots, \tau_n)$
- length: 2 (pair), 3 (triple), 4 (quadruple),  $\dots$ ,  $n$  ( $n$ -tuple),  $\dots$
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## Example

```
['a','b','c','d'] :: [Char]
["One","Two","Three"] :: [String]
[['a','b'],['c','d','e']] :: [[Char]]
(False,True) :: (Bool,Bool)
("Yes",True,'a') :: (String,Bool,Char)
```

## Function Types

- type of functions from values of type  $\tau_1$  to values of type  $\tau_2$ :  $\tau_1 \rightarrow \tau_2$
- **every function** takes **single** argument and returns **single** result
- simulating multiple arguments: use tuples

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## Example

```
not :: Bool -> Bool
not True = False
not False = True

add :: (Int, Int) -> Int
add (x, y) = x + y
```



## Currying

- transform function taking tuple as input into function returning another function as output
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## Example

```
not True    == False
(False && x) == False
(True  || x) == True
otherwise   == True
```

```
fst (x, y) == x
snd (x, y) == y
```

## Overloaded Types

- support standard set of operations
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## Realization – Class Constrains

- syntax:  $e :: C \text{ a} \Rightarrow \tau$
- meaning: “for every type  $\text{a}$  of class  $C$ , the type of  $e$  is  $\tau$ ”  
(where  $\tau$  does contain  $\text{a}$ )

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## Example (addition)

- $(+) :: \text{Num } a \Rightarrow a \rightarrow a \rightarrow a$
- “for every type  $a$  of class  $\text{Num}$ , addition has type  $a \rightarrow a \rightarrow a$ ”
- since, e.g.,  $\text{Int}$  is of class  $\text{Num}$ , we obtain that addition is of type  $\text{Int} \rightarrow \text{Int} \rightarrow \text{Int}$ , when used on  $\text{Ints}$

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( $op$ ) turns infix  $op$  into prefix

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## The Show Class – “to string”

- specification, one of:

```
show      :: Show a => a -> String
showsPrec:: Show a => Int -> a -> String -> String
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- additional functions: `showList`

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## The Ord Class – Orders

- prerequisite: `Eq`

- specification, one of:

```
compare :: Ord a => a -> a -> Ordering
(<=)     :: Ord a => a -> a -> Bool
```

- where `Ordering = {LT, EQ, GT}`
- additional functions: `(<)`, `(>=)`, `(>)`, `min`, `max`

## The Num Class – Numeric Types

- prerequisites: `Eq` and `Show`
- specification, all of:
  - `(+)` `:: Num a => a -> a -> a`
  - `(*)` `:: Num a => a -> a -> a`
  - `(-)` `:: Num a => a -> a -> a`
  - `abs` `:: Num a => a -> a`
  - `signum` `:: Num a => a -> a`
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**visit:** <http://haskell.org> → Documentation → Language Report: Haskell 2010



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## Constructing Lists

- $[a] ::= [] \mid a : [a]$
- for given list, exactly two cases: either empty  $[]$ , or contains at least one element  $x$  and a remaining list  $xs$  ( $x : xs$ )
- $[x_1, x_2, \dots, x_n]$  abbreviates  $x_1 : (x_2 : (\dots : (x_n : []) \dots))$
- $(:)$  is right-associative, hence  $x_1 : (x_2 : xs) = x_1 : x_2 : xs$

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## Example

$$\begin{aligned} 1 : (2 : (3 : (4 : []))) &= 1 : 2 : 3 : 4 : [] \\ 1 : 2 : 3 : 4 : [] &= [1, 2, 3, 4] \\ 1 : [2, 3, 4] &= [1, 2, 3, 4] \end{aligned}$$

## Accessing List Elements – Selectors

- `head :: [a] -> a` – extract first element (fail on empty list)
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- polymorphic means “having many forms”
- definition

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myReplicate n x =  
  if n <= 0 then []  
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- can construct lists with elements of arbitrary type `a`, where length is given by some ordered numeric type `t`

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## Exercise

use equational reasoning to evaluate `myReplicate 2 'c'`

## Testing for Emptiness

- `null :: [a] -> Bool` – `True` iff argument is empty list



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## Functions on Integer Lists

```
range m n =  
  if m > n then []  
  else m : range (m + 1) n  
  
mySum xs =  
  if null xs then 0  
  else head xs + mySum (tail xs)  
  
prod xs =  
  if null xs then 1  
  else head xs * prod (tail xs)
```

## Examples

`range 1 3` = [1,2,3]

`range 3 2` = []

`mySum [1,2,3]` = 1 + 2 + 3 + 0

`mySum []` = 0

`prod [1,2,3]` = 1 \* 2 \* 3 \* 1

`prod []` = 1

$$\text{mySum (range 1 n)} = \sum_{i=1}^n i$$

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- |                       |       |                                  |                     |
|-----------------------|-------|----------------------------------|---------------------|
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|                       |       | <code>x</code>                   | variable pattern    |
|                       |       | <code>x@⟨pat⟩</code>             | “as” pattern        |
|                       |       | <code>[⟨pat⟩, ..., ⟨pat⟩]</code> | list pattern        |
|                       |       | <code>(⟨pat⟩, ..., ⟨pat⟩)</code> | tuple pattern       |
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- constructor patterns match the described application of a data constructor (example constructors are  $(:)$  and  $[]$  for lists, **True** and **False** for Boolean values, ...)
- patterns may be used in arguments of function definitions and together with the **case** construct

## The case Construct

```
case e of ⟨pat1⟩  -> e1  
          ⋮  
          ⟨patn⟩  -> en
```

- checks  $\langle pat_1 \rangle$  to  $\langle pat_n \rangle$  top to bottom
- if  $\langle pat_i \rangle$  is first match,  $e_i$  is evaluated

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## Example (pattern matching)

```
mySum [] = ... -- constructor pattern  
fst (x, _) = x -- patterns: tuple, variable, wildcard  
case xs of [x] -> ... -- patterns: list, variable  
           _   -> ... -- wildcard
```

## Pattern Guards

- a pattern may be followed by a guard  $b$
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## Example

```
f1 (x, _) | x >= 0 = x -- only if x non-negative
f2 (x:xs) | null xs = ... -- same as [x]
```

## Example (Refined Definitions)

```
myReplicate n x | n <= 0 = []  
                | otherwise = x : myReplicate (n - 1) x
```

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range m n | m > n = []  
          | otherwise = m : range (m + 1) n
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```
mySum [] = 0  
mySum (x:xs) = x + mySum xs
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prod [] = 1  
prod (x:xs) = x * prod xs
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## Example

```
ghci> twice (^2) 10  
10000
```

## Processing Lists – map

- possible definition

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

- syntactic sugar `map f xs = [f x | x <- xs]`

## Processing Lists – map

- possible definition

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

- syntactic sugar `map f xs = [f x | x <- xs]`

## Examples

```
ghci> map (+1) [1,3,5,7]
[2,4,6,8]
ghci> import Data.Char
ghci> map isDigit ['a','1','b','2']
[False,True,False,True]
ghci> map reverse ["abc","def","ghi"]
["cba","fed","ihg"]
ghci> map (map (+1)) [[1,2,3],[4,5]]
[[2,3,4],[5,6]]
```

## Processing Lists – filter

- possible definition

```
filter :: (a -> Bool) -> [a] -> [a]
filter p [] = []
filter p (x:xs)
  | p x      = x : filter p xs
  | otherwise = filter p xs
```

- syntactic sugar `filter p xs = [x | x <- xs, p x]`

## Processing Lists – filter

- possible definition

```
filter :: (a -> Bool) -> [a] -> [a]
filter p [] = []
filter p (x:xs)
  | p x      = x : filter p xs
  | otherwise = filter p xs
```

- syntactic sugar `filter p xs = [x | x <- xs, p x]`

## Examples

```
ghci> filter even [1..10]
[2,4,6,8,10]
ghci> filter (>5) [1..10]
[6,7,8,9,10]
ghci> filter (/= '_') "abc_def_ghi"
"abcdefghi"
```



## “Fold Right” – A Very Expressive Function

- possible definition

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

`foldr f b [] = b`

`foldr f b (x:xs) = x `f` (foldr f b xs)`

- `b` is ‘base value’
- `f` combining function (binary)
- intuitively `foldr f b [x1, x2, ..., xn]`

`= foldr f b (x1 : (x2 : ... (xn : [])...))`

`= (x1 `f` (x2 `f` ... (xn `f` b)...))`

## “Fold Right” – A Very Expressive Function

- possible definition

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

- $b$  is ‘base value’
- $f$  combining function (binary)
- intuitively  $\text{foldr } f \ b \ [x_1, x_2, \dots, x_n]$

$$\begin{aligned} &= \text{foldr } f \ b \ (x_1 : (x_2 : \dots (x_n : []) \dots)) \\ &= (x_1 \text{ `f` } (x_2 \text{ `f` } \dots (x_n \text{ `f` } b) \dots)) \end{aligned}$$

### Example (This Pattern is Very General)

- take  $(+)$  for  $f$  and  $0$  for  $b$ :  $\text{foldr } (+) \ 0 = \text{sum}$
- take  $(*)$  for  $f$  and  $1$  for  $b$ :  $\text{foldr } (*) \ 1 = \text{product}$
- take  $\text{const } (+1)$  for  $f$  and  $0$  for  $b$ :  $\text{foldr } (\text{const } (+1)) \ 0 = \text{length}$  (where  $\text{const } f \ _ = f$ )

## “Fold Right” – A Very Expressive Function

- possible definition

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

- $b$  is ‘base value’
- $f$  combining function (binary)
- intuitively  $\text{foldr } f \ b \ [x_1, x_2, \dots, x_n]$

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### Example (This Pattern is Very General)

- take  $(+)$  for  $f$  and  $0$  for  $b$ :  $\text{foldr } (+) \ 0 = \text{sum}$
- take  $(*)$  for  $f$  and  $1$  for  $b$ :  $\text{foldr } (*) \ 1 = \text{product}$
- take  $\text{const } (+1)$  for  $f$  and  $0$  for  $b$ :  $\text{foldr } (\text{const } (+1)) \ 0 = \text{length}$  (where  $\text{const } f \ _ = f$ )

add dummy argument

Thanks! & Questions?