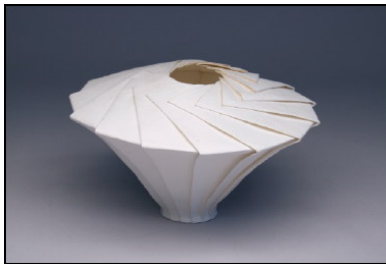


# Folds and unfolds all around us

Conal Elliott

Tabula

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# Preliminaries

This talk is a literate Haskell program.

```
module FoldsAndUnfolds where
```

I'll use some non-standard (for Haskell) type notation:

```
type 1    = ()  
type (+) = Either  
type (×) = (,)  
  
infixl 7 ×  
infixl 6 +
```

# Recursive functional programming

On numbers:

$$fact_0\ 0 = 1$$

$$fact_0\ n = n \times fact_0\ (n - 1)$$

On lists:

$$\mathbf{data}\ [a] = [] \mid a : [a]$$

$$product_L :: [Integer] \rightarrow Integer$$

$$product_L\ [] = 1$$

$$product_L\ (a : as) = a \times product_L\ as$$

$$range_L :: Integer \rightarrow Integer \rightarrow [Integer]$$

$$range_L\ l\ h \mid l > h = []$$

$$\mid otherwise = l : range_L\ (succ\ l)\ h$$

# Recursive functional programming

On (binary leaf) trees:

**data**  $T\ a = L\ a \mid B\ (T\ a)\ (T\ a)$  **deriving** *Show*

$product_T :: T\ Integer \rightarrow Integer$

$product_T\ (L\ a) = a$

$product_T\ (B\ s\ t) = product_T\ s \times product_T\ t$

$range_T :: Integer \rightarrow Integer \rightarrow T\ Integer$

$range_T\ l\ h \mid l \equiv h = L\ l$

$\mid otherwise = B\ (range_T\ l\ m)\ (range_T\ (m + 1)\ h)$

**where**  $m = (l + h) \text{ 'div' } 2$

# Recursive functional programming?



# Structured functional programming

*... recursive equations are the “assembly language” of functional programming, and direct recursion the **goto**.*

Jeremy Gibbons, *Origami programming*

A structured alternative:

- identify commonly useful patterns,
- determine their properties, and
- apply the patterns and properties.

# Folds (“catamorphisms”)

Contract a structure *down* to a single value.

For lists:

$$\text{fold}_L :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

$$\text{fold}_L \_ b [] = b$$

$$\text{fold}_L f b (a : as) = f a (\text{fold}_L f b as)$$

$$\text{sum}_L = \text{fold}_L (+) 0$$

$$\text{product}_L = \text{fold}_L (\times) 1$$

$$\text{reverse}_L = \text{fold}_L (\lambda a r \rightarrow r \mathbin{++} [a]) []$$

For trees:

$$\text{fold}_T :: (b \rightarrow b \rightarrow b) \rightarrow (a \rightarrow b) \rightarrow (T\ a \rightarrow b)$$

$$\text{fold}_T \_ l (L\ a) = l\ a$$

$$\text{fold}_T b l (B\ s\ t) = b (\text{fold}_T b l s) (\text{fold}_T b l t)$$

$$\text{product}_T = \text{fold}_T (\times) id$$

# Unfolds (“anamorphisms”)

Expand a structure *up* to a single value.

Lists:

$$\text{unfold}_L :: (b \rightarrow \text{Maybe } (a \times b)) \rightarrow (b \rightarrow [a])$$
$$\text{unfold}_L f b = \mathbf{case} f b \mathbf{of}$$
$$\text{Just } (a, b') \rightarrow a : \text{unfold}_L f b'$$
$$\text{Nothing} \rightarrow []$$
$$\text{rangeL}' :: \text{Integer} \times \text{Integer} \rightarrow [\text{Integer}]$$
$$\text{rangeL}' = \text{unfold}_L g$$

**where**

$$g(l, h) \mid l > h = \text{Nothing}$$
$$\mid \text{otherwise} = \text{Just } (l, (\text{succ } l, h))$$



# Unfolds (“anamorphisms”)

Trees:

$$\text{unfold}_T :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T\ a)$$
$$\text{unfold}_T\ g\ x = \mathbf{case}\ g\ x\ \mathbf{of}$$
$$\text{Left}\ a \quad \rightarrow L\ a$$
$$\text{Right}\ (c, d) \rightarrow B\ (\text{unfold}_T\ g\ c)\ (\text{unfold}_T\ g\ d)$$
$$\text{range}_{TP} :: \text{Integer} \times \text{Integer} \rightarrow T\ \text{Integer}$$
$$\text{range}_{TP} = \text{unfold}_T\ g$$

**where**

$$\begin{aligned} g\ (l, h) \mid l \equiv h &= \text{Left}\ l \\ &\mid \text{otherwise} = \text{Right}\ ((l, m), (m + 1, h)) \end{aligned}$$

**where**  $m = (l + h) \text{ ‘div’ } 2$

# Factorial again

Assembly language:

$$fact_0\ 0 = 1$$

$$fact_0\ n = n \times fact_0\ (n - 1)$$

You may have seen this Haskell definition:

$$fact_1\ n = product\ [1..n]$$

*Theme:* replace control structures by data structures and standard combining forms.

Carry this theme further.

# Combining *unfold* and *fold*

Equivalently,

$$fact_1 = product_L \circ range_L \ 1$$

*Note:* composition of unfold ( $range_L$ ) and fold  $product_L$ .

More explicit:

$$fact_2 = fold_L (\times) \ 1 \circ unfold_L \ g$$

**where**

$$g \ 0 = Nothing$$

$$g \ n = Just \ (n, n - 1)$$

This combination of *unfold* and *fold* is called a “hylomorphism”.

# Fibonacci

Assembly language:

$$fib_0\ 0 = 0$$

$$fib_0\ 1 = 1$$

$$fib_0\ n = fib_0\ (n - 1) + fib_0\ (n - 2)$$

Via trees:

$$fib_T :: Integer \rightarrow T\ Integer$$

$$fib_T\ 0 = L\ 0$$

$$fib_T\ 1 = L\ 1$$

$$fib_T\ n = B\ (fib_T\ (n - 1))\ (fib_T\ (n - 2))$$

$$sum_T :: T\ Integer \rightarrow Integer$$

$$sum_T = fold_T\ (+)\ id$$

$$fib_1 :: Integer \rightarrow Integer$$

$$fib_1 = sum_T \circ fib_T$$

More explicitly hylomorphic:

$$\mathit{unfold}_T :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T\ a)$$

$$\mathit{fib}_2 :: \mathit{Integer} \rightarrow \mathit{Integer}$$

$$\mathit{fib}_2 = \mathit{fold}_T\ (+)\ \mathit{id} \circ \mathit{unfold}_T\ g$$

**where**

$$g\ 0 = \mathit{Left}\ 0$$

$$g\ 1 = \mathit{Left}\ 1$$

$$g\ n = \mathit{Right}\ (n - 1, n - 2)$$

# Generalizing folds and unfolds

Summary of *fold* and *unfold*:

$$\text{fold}_L :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

$$\text{unfold}_L :: (b \rightarrow \text{Maybe } (a \times b)) \rightarrow (b \rightarrow [a])$$

$$\text{fold}_T :: (b \rightarrow b \rightarrow b) \rightarrow (a \rightarrow b) \rightarrow (T\ a \rightarrow b)$$

$$\text{unfold}_T :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T\ a)$$

Why the asymmetry?

# Playing with type isomorphisms

$$\begin{aligned} fold_L &:: (a \rightarrow b \rightarrow b) \rightarrow b && \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \rightarrow b && \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \rightarrow (\mathbf{1} \rightarrow b) \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \times (\mathbf{1} \rightarrow b) \rightarrow ([a] \rightarrow b) \\ &\simeq ((a \times b + \mathbf{1}) \rightarrow b) && \rightarrow ([a] \rightarrow b) \\ &\simeq (Maybe (a \times b) \rightarrow b) && \rightarrow ([a] \rightarrow b) \end{aligned}$$

Why  $Maybe (a \times b)$ ?

Because

$$\begin{aligned} [a] &\simeq Maybe (a \times (Maybe (a \times (Maybe (a \times (...)))))) \\ &\simeq Fix (\Lambda b \rightarrow Maybe (a \times b)) \end{aligned}$$

# Regularizing

Recall:

$$\text{fold}_L :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

A more standard interface:

$$\begin{aligned} \text{fold}_{LF} &:: (\text{Maybe } (a \times b) \rightarrow b) \rightarrow ([a] \rightarrow b) \\ \text{fold}_{LF} h &= \text{fold}_L (\text{curry } (h \circ \text{Just})) (h \text{ Nothing}) \end{aligned}$$

Now the duality emerges:

$$\begin{aligned} \text{unfold}_L &:: (b \rightarrow \text{Maybe } (a \times b)) \rightarrow (b \rightarrow [a]) \\ \text{fold}_{LF} &:: (\text{Maybe } (a \times b) \rightarrow b) \rightarrow ([a] \rightarrow b) \end{aligned}$$

Similarly for tree fold and unfold.



# List and tree *unfold* and *fold* – pictures

$Maybe(a \times b)$

$$\begin{array}{ccc} & \uparrow g & \\ b & \xrightarrow{\text{unfold}_L g} & [a] \end{array}$$

$Maybe(a \times b)$

$$\begin{array}{ccc} & \downarrow h & \\ [a] & \xrightarrow{\text{fold}_L h} & b \end{array}$$

$a + b \times b$

$$\begin{array}{ccc} & \uparrow g & \\ b & \xrightarrow{\text{unfold}_T g} & T a \end{array}$$

$a + b \times b$

$$\begin{array}{ccc} & \downarrow h & \\ T a & \xrightarrow{\text{fold}_T h} & b \end{array}$$

# General regular algebraic data types – pictures

Build up from “base functor”  $F$  to fixpoint  $\mu F$ :

$$\begin{array}{ccc} F b & & \\ \uparrow g & & \\ b & \xrightarrow{\text{unfold } g} & \mu F \end{array}$$

$$\begin{array}{ccc} F b & & \\ \downarrow h & & \\ \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

# General regular algebraic data types – Haskell

Build up from “base functor”  $f$ :

**`newtype`**  $Fix\ f = Roll\ \{unRoll :: f\ (Fix\ f)\}$

$fold :: Functor\ f \Rightarrow (f\ b \rightarrow b) \rightarrow (Fix\ f \rightarrow b)$

$fold\ h = h \circ fmap\ (fold\ h) \circ unRoll$

$unfold :: Functor\ f \Rightarrow (a \rightarrow f\ a) \rightarrow (a \rightarrow Fix\ f)$

$unfold\ g = Roll \circ fmap\ (unfold\ g) \circ g$

$hylo :: Functor\ f \Rightarrow (f\ b \rightarrow b) \rightarrow (a \rightarrow f\ a) \rightarrow (a \rightarrow b)$

$hylo\ h\ g = fold\ h \circ unfold\ g$

Let’s revisit our examples.

# Factorial via list *hylo*

**data**  $LF\ a\ t = NilF \mid ConsF\ a\ t$  **deriving** *Functor*  
**type**  $L'\ a = Fix\ (LF\ a)$

$fact_3 :: Integer \rightarrow Integer$

$fact_3 = hylo\ h\ g$

**where**

$g :: Integer \rightarrow LF\ Integer\ Integer$

$g\ 0 = NilF$

$g\ n = ConsF\ n\ (n - 1)$

$h :: LF\ Integer\ Integer \rightarrow Integer$

$h\ NilF = 1$

$h\ (ConsF\ n\ u) = n \times u$

# Fibonacci via tree *hylo*

```
data TF a t = LF a | BF t t deriving Functor  
type T' a = Fix (TF a)
```

```
fib3 :: Integer → Integer
```

```
fib3 = hylo h g
```

```
where
```

```
  g :: Integer → TF Integer Integer
```

```
  g 0 = LF 0
```

```
  g 1 = LF 1
```

```
  g n = BF (n - 1) (n - 2)
```

```
  h :: TF Integer Integer → Integer
```

```
  h (LF n)    = n
```

```
  h (BF u v) = u + v
```

# Factorial via tree hylo

**type** *Range* = *Integer*  $\times$  *Integer*

*fact*<sub>4</sub> :: *Integer*  $\rightarrow$  *Integer*

*fact*<sub>4</sub> *n* = *hylo* *h* *g* (1, *n*)

**where**

*g* :: *Range*  $\rightarrow$  *TF Integer Range*

*g* (*lo*, *hi*) = **case** *lo* 'compare' *hi* **of**

*GT*  $\rightarrow$  *LF* 1

*EQ*  $\rightarrow$  *LF* *lo*

*LT*  $\rightarrow$  **let** *mid* = (*lo* + *hi*) 'div' 2 **in**

*BF* (*lo*, *mid*) (*mid* + 1, *hi*)

*h* :: *TF Integer Integer*  $\rightarrow$  *Integer*

*h* (*LF* *i*) = *i*

*h* (*BF* *u* *v*) = *u*  $\times$  *v*

Parallel-friendly!

# Another look at *unfold* and *fold*

$$\begin{array}{ccc} F\ a & \xrightarrow{F\ (\text{unfold } g)} & F\ (\mu F) \\ \uparrow g & & \downarrow \text{Roll} \\ a & \xrightarrow{\text{unfold } g} & \mu F \end{array} \qquad \begin{array}{ccc} F\ (\mu F) & \xrightarrow{F\ (\text{fold } h)} & F\ b \\ \uparrow \text{unRoll} & & \downarrow h \\ \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

**newtype** *Fix* *f* = *Roll* { *unRoll* :: *f* (*Fix* *f*) }

*unfold* :: *Functor* *f*  $\Rightarrow$  (*a*  $\rightarrow$  *f* *a*)  $\rightarrow$  (*a*  $\rightarrow$  *Fix* *f*)

*unfold* *g* = *Roll*  $\circ$  *fmap* (*unfold* *g*)  $\circ$  *g*

*fold* :: *Functor* *f*  $\Rightarrow$  (*f* *b*  $\rightarrow$  *b*)  $\rightarrow$  (*Fix* *f*  $\rightarrow$  *b*)

*fold* *h* = *h*  $\circ$  *fmap* (*fold* *h*)  $\circ$  *unRoll*

# Another look and *hylo*

$$a \overset{\textit{hylo } h \, g}{\dashrightarrow} b$$



## Another look and *hylo*

$$a \xrightarrow{\text{unfold } g} \mu F \xrightarrow{\text{fold } h} b$$

Definition of *hylo*.

## Another look and *hylo*

$$\begin{array}{ccccc} F a & \xrightarrow{F(\text{unfold } g)} & F(\mu F) & \xrightarrow{F(\text{fold } h)} & F b \\ \uparrow g & & \uparrow \text{unRoll} \downarrow \text{Roll} & & \downarrow h \\ a & \xrightarrow{\text{unfold } g} & \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

By definitions of *fold* and *unfold*.

## Another look and *hylo*

$$\begin{array}{ccccc} F a & \xrightarrow{F(\text{unfold } g)} & F(\mu F) & \xrightarrow{F(\text{fold } h)} & F b \\ \uparrow g & & & & \downarrow h \\ a & \xrightarrow{\text{unfold } g} & \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

Since *unRoll* and *Roll* are inverses.

## Another look and *hylo*

$$\begin{array}{ccc} F a & \xrightarrow{F (\text{fold } h \circ \text{unfold } g)} & F b \\ \uparrow g & & \downarrow h \\ a & \xrightarrow{\text{fold } h \circ \text{unfold } g} & b \end{array}$$

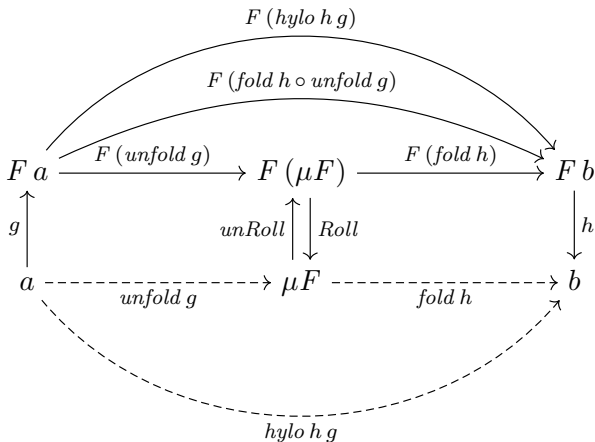
By the *Functor* law:  $\text{fmap } v \circ \text{fmap } u \equiv \text{fmap } (v \circ u)$ .

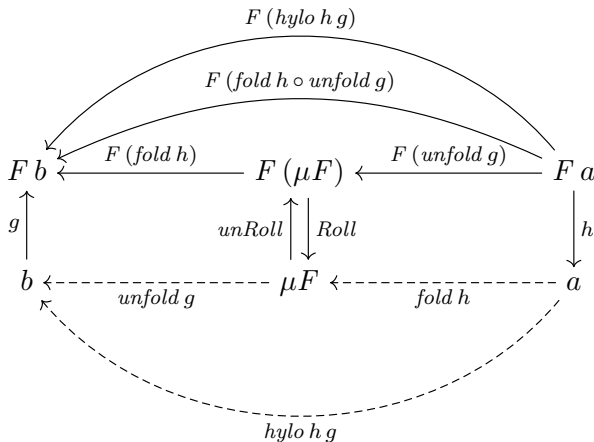
## Another look and *hylo*

$$\begin{array}{ccc} F a & \xrightarrow{F(hylo\ h\ g)} & F b \\ \uparrow g & & \downarrow h \\ a & \xrightarrow{\quad hylo\ h\ g \quad} & b \end{array}$$

Definition of *hylo*. Directly recursive!

# All together





## *fold* and *unfold* via *hylo*

*hylo* subsumes both *fold* and *unfold*:

$$\textit{unfold } g = \textit{hylo } \textit{Roll } g$$

$$\textit{fold } h = \textit{hylo } h \textit{ unRoll}$$

since

$$\textit{hylo } h \ g \equiv \textit{fold } h \circ \textit{unfold } g$$

and

$$\textit{fold } \textit{Roll} \equiv \textit{id} \equiv \textit{unfold } \textit{unRoll}$$

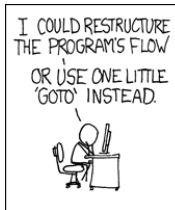


# Summary

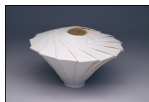
- *Fold* and *unfold* are structured replacements for the “assembly language” of recursive definitions.
- Unifying view of *fold* & *unfold* across data types via *functor fixpoints*.
- Recursive programs have a systematic translation to *unfold* and *fold*.
- The translation reveals parallelism clearly and simply.



# A cautionary tale



# Picture credits



Robert Lang's Origami BiCurve Pot 13



Maine Organic Farmers



unknown



Randall Munroe (xkcd)