

# Class 4: More...

February 7

next week:

- lecture by guest speaker
- Jessica unavailable Monday and Tuesday

polymorphic data types

```
data FailableDouble  
  = Failure  
  | OK Double
```

```
data WeatherResult  
  = Invalid  
  | Valid Weather
```

suspiciously similar examples

type constructor

type variable

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

The diagram shows the text 'data Maybe a' with 'Maybe' in blue. An arrow points from the label 'type constructor' to the word 'Maybe'. A curved arrow points from the label 'type variable' to the letter 'a'.

maybe

```
toDouble :: Maybe Double -> Double
toDouble (Just n) = n
toDouble Nothing = 0
```

```
safeDiv :: Double -> Double -> Maybe Double
safeDiv _ 0 = Nothing
safeDiv m n = Just (m / n)
```

```
data List a
  = Nil
  | Cons a (List a)
```

more polymorphic functions



```
safeHead :: [a] -> Maybe a
safeHead (x : _) = Just x
safeHead [] = Nothing
```

```
head :: [a] -> a
head (x : _) = x
head [] = returns an error!
```

total vs. partial functions

*(mapMaybe exercise)*

review: syntax

```
greaterThan100 :: [Int] -> [Int]  
greaterThan100 xs = filter (\x -> x > 100) xs
```

anonymous function

```
greaterThan100 :: [Int] -> [Int]  
greaterThan100 xs = filter (> 100) xs
```

operator section

function composition

$\text{compose} :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)$

dot operator

`compose :: (b -> c) -> (a -> b) -> (a -> c)`  
`compose f g =`

dot operator



```
compose :: (b -> c) -> (a -> b) -> (a -> c)
compose f g = \x ->
```

dot operator

```
compose :: (b -> c) -> (a -> b) -> (a -> c)
compose f g = \x -> f (g x)
```

dot operator

$(.) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)$   
 $(.)\ f\ g = \backslash x \rightarrow f\ (g\ x)$

dot operator

```
myTest :: [Int] -> Bool
myTest = even . length . greaterThan100
```

```
myTest :: [Int] -> Bool
myTest xs = even (length (greaterThan100 xs))
```

old version

pipeline example

partial application

```
f :: Int -> Int -> Int
```

currying

```
f :: Int -> (Int -> Int)
```

currying

*subtlety:*

function type arrows associate to the right

$W \rightarrow X \rightarrow Y \rightarrow Z$  same as  $W \rightarrow (X \rightarrow (Y \rightarrow Z))$

function applications associate to the left

$f\ 3\ 4\ 5$  same as  $((f\ 3)\ 4)\ 5$

currying



```
f :: Int -> Int -> Int  
f x y = 2 * x + y
```

currying

```
f :: Int -> (Int -> Int)
f x = \y -> 2 * x + y
```

currying

```
f :: (Int -> (Int -> Int))  
f = \x -> (\y -> 2 * x + y)
```

currying

```
plus :: Int -> Int -> Int  
plus x y = x + y
```

```
plus3 :: ???  
plus3 = plus 3
```

partial application

```
plus :: Int -> Int -> Int  
plus x y = x + y
```

```
plus3 :: Int -> Int  
plus3 = plus 3
```

partial application

```
greaterThan100 :: [Int] -> [Int]  
greaterThan100 xs = filter (> 100) xs
```

partial application

```
greaterThan100 :: [Int] -> [Int]  
greaterThan100 = filter (> 100)
```

partial application

wholemeal programming revisited



```
foobar :: [Int] -> Int
foobar [] = 0
foobar (x : xs)
    | x > 3      = (7 * x + 2) + foobar xs
    | otherwise = foobar xs
```

```
foobar :: [Int] -> Int
foobar [] = 0
foobar (x : xs)
  | x > 3      = (7 * x + 2) + foobar xs
  | otherwise = foobar xs
```

```
foobar :: [Int] -> Int
foobar [] = 0
foobar (x : xs)
  | x > 3      = (7 * x + 2) + foobar xs
  | otherwise = foobar xs
```

```
foobar :: [Int] -> Int
foobar [] = 0
foobar (x : xs)
  | x > 3      = (7 * x + 2) + foobar xs
  | otherwise = foobar xs
```

```
foobar :: [Int] -> Int  
foobar = sum . map (\x -> 7 * x + 2) . filter (> 3)
```

*(and exercise)*