

# Programming Paradigms 2024

## Session 10: Functors and applicative functors

Hans Hüttel

19 November 2024

# Our plan for today

- ➊ The learning goals
- ➋ Presentations of the preparation problems
- ➌ Problem no. 1
- ➍ Problem no. 2
- ➎ Break
- ➏ Problem no. 3
- ➐ Problem no. 4
- ➑ If time allows: More problems at your own pace.
- ➒ We evaluate today's session – please stay until the end!

# Learning goals

- To understand the notion of a functor
- To understand how familiar type constructs such as Maybe types and lists can be instances of the type class Functor
- To understand the notion of applicative functions
- To understand the `pure` and `<*>` operations and how they can be used in the applicative style of programming in Haskell To be able to apply the notions of functors and applicative functors for writing well-structured Haskell programs

## Preparation problem – Onions and functors

An onion consists of a finite number of layers surrounding a core. In this problem, we let the core be a value. Here is an onion with six layers and core "bingo".



Define `Onion` as an instance of `Functor`. *Hint:* Be inspired by how the book shows how one can let the `Tree` type become an instance of `Functor`.

## Preparation problem – The applicative laws

Check that the first two applicative laws at the top of page 163 hold for the Maybe type. *Hint:* Use the definitions of `pure` and `<*>` on page 160.

## Problem 1 – Unbounded trees (20 minutes)

The type of unbounded trees `UTree` is given by

```
data UTree a = Node a [UTree a]
```

Define an instance of `Functor` for `UTree`.

## Problem 2 – Arrow types (15 minutes)

The function type constructor  $((\rightarrow)r)$  is defined such that  $f\ a$  will be  $(r \rightarrow a)$ .

Define an instance of `Functor` for this type constructor. *Hint:* Look at the type of `fmap`.

In order to test your solution, add the following at the start of the file containing your code:

```
import qualified Prelude
import Prelude hiding (Functor, fmap)
```

## Problem 3 – Funny star (15 minutes)

For the applicative functor for lists we have a definition of the "funny star" composition  $<*>$  on page 160.

Give an alternative *recursive* definition of it that uses `fmap`.



## Problem 4 – Products of threes (15 minutes)

Use the fact that the list type can be seen as an applicative functor to define a function `prodthree` that takes three lists of numbers and computes the list of all products of triples of numbers in the list. As an example,

`prodthree [1,2,3] [4,5,6] [7,8,9]` should give us the list

`[28,32,36,35,40,45,42,48,54,56,64,72,70,80,  
90,84,96,108,84,96,108, 105,120,135,126,  
144,162]`

*Hint:* Somewhere a funny star keeps shining.

## Evaluation

- What did you find difficult?
- What surprised you?
- What went well?
- What could be improved? How does the setup work this time?
- Is there a particular problem that we should follow up on with a short video?

