Functional Programming

Marco Patrignani

K.U.Leuven

19 October 2012

・ロト ・四ト ・ヨト ・ヨト

K.U.Leuven

Marco Patrignani

Goal of the Lecture

¹J. Hughes. Why functional programming matters. *Comput. J.*, 32(2):98–107, April 1989. (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□

K.U.Leuven

Marco Patrignani

• remind/illustrate FP style, and related concepts;

¹J. Hughes. Why functional programming matters. *Comput. J.*, 32(2):98–107, April 1989. (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□) < (□

K.U.Leuven

Marco Patrignani

- remind/illustrate FP style, and related concepts;
- remind why FP is important and its strong points.¹

K.U.Leuven

Marco Patrignani

- remind/illustrate FP style, and related concepts;
- remind why FP is important and its strong points.¹

• Introduce you to the syntax of Racket.

K.U.Leuven

Marco Patrignani

Style of the Lecture

▲ロ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ● ○ ○ ○ ○

K.U.Leuven

Marco Patrignani

Style of the Lecture

INTERACTIVE

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ ─臣 ─の�(

K.U.Leuven

Marco Patrignani

Style of the Lecture

INTERACTIVE

With explanation on the side.

・ロト・日本・日本・日本・日本・日本

K.U.Leuven

Marco Patrignani

Organisation of the Lecture

• 1/2 (or more): FP

K.U.Leuven

Marco Patrignani

Organisation of the Lecture

• 1/2 (or more): FP

• 1/2 (or less): Racket syntax

< ロ > < 回 > < 回 > < 回 > < 回 >

K.U.Leuven

Marco Patrignani

Functional Programming: Motivation

▲□▶ ▲□▶ ▲ □▶ ▲ □▶ ▲ □ ● ○ ○ ○

K.U.Leuven

Marco Patrignani

Functional Programming: Motivation

modularisation;



K.U.Leuven

Marco Patrignani

Functional Programming: Motivation

modularisation;

• "no" side effects.

<ロ> <回> <回> <三> <三> <三> <三> <三</p>

K.U.Leuven

Marco Patrignani

Outline

K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

Divide et impera



K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

イロト イヨト イヨト イヨト

K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

イロト イヨト イヨト イヨト

K.U.Leuven

HOW?

Marco Patrignani

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

HOW? (what is the glue?)

イロト イポト イヨト イヨト

K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

HOW? (what is the glue?)

• • • • • • • • • • • •

K.U.Leuven

• algebraic data types (seen yesterday);

Marco Patrignani

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

HOW? (what is the glue?)

• • • • • • • • • • • •

K.U.Leuven

- algebraic data types (seen yesterday);
- functions;

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

HOW? (what is the glue?)

- algebraic data types (seen yesterday);
- functions;
- functions as first-class citizens (higher-order functions);

• • • • • • • • • • • •

K U Leuven

Motivation 1: Modular Code

Divide et impera: break a problem in subproblems and *glue* them to solve the problem.

HOW? (what is the glue?)

- algebraic data types (seen yesterday);
- functions;
- functions as first-class citizens (higher-order functions);

< □ > < 同 > < 回 > < Ξ > < Ξ

K U Leuven

Iaziness.

Motivation 1: Modular Code

WHY?

K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

WHY?

• code is *smaller* (strangely a good thing);

・ロト・西ト・ヨト・ヨー うへの

K.U.Leuven

Marco Patrignani

Motivation 1: Modular Code

WHY?

- code is *smaller* (strangely a good thing);
- code can be reasoned about *in isolation*; (also, verified)

Image: A mathematical states and a mathem

.∃ ▶ ∢

K.U.Leuven

Motivation 1: Modular Code

WHY?

- code is *smaller* (strangely a good thing);
- code can be reasoned about *in isolation*; (also, verified)

Image: A matrix and a matrix

.∃ ▶ ∢

K.U.Leuven

• code can be reused.

Motivation 1: Modular Code

WHY?

- code is smaller (strangely a good thing);
- code can be reasoned about *in isolation*; (also, verified)
- code can be reused. (similar motivation for OO programming! what is the difference?)

< ロ > < 同 > < 三 > < 三 >

K.U.Leuven

Homework

Think about this!

Marco Patrignani

Motivation 2: "No" Side Effects

Side effects are:



K.U.Leuven

Marco Patrignani

Motivation 2: "No" Side Effects

Side effects are:

• modify the value of a global/static variable;

イロト イヨト イヨト イヨト

K.U.Leuven



Motivation 2: "No" Side Effects

Side effects are:

• modify the value of a global/static variable; (well, who cares)

イロト イヨト イヨト イヨト

K.U.Leuven

Marco Patrignani

Side effects are:

• modify the value of a global/static variable; (well, who cares)

イロト イヨト イヨト イヨト

K.U.Leuven

exceptions;

Marco Patrignani

Side effects are:

• modify the value of a global/static variable; (well, who cares)

イロト イヨト イヨト イヨト

K.U.Leuven

• exceptions; (mmm)

Marco Patrignani

Side effects are:

modify the value of a global/static variable; (well, who cares)

メロト メロト メヨト メヨ

K.U.Leuven

- exceptions; (mmm)
- input/output operations;

Side effects are:

• modify the value of a global/static variable; (well, who cares)

メロト メロト メヨト メヨ

K.U.Leuven

- exceptions; (mmm)
- input/output operations; (ouch!)

Side effects are:

• modify the value of a global/static variable; (well, who cares)

A B A B A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A
 A

K.U.Leuven

- exceptions; (mmm)
- input/output operations; (ouch!)

Maybe we need them.

Motivation 2: "No" Side Effects

Pros

 variables do not change value; (no state)

K.U.Leuven

Marco Patrignani

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;

イロト イヨト イヨト イヨト

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;
- irrelevant order of execution!

イロト イポト イヨト イヨト

K.U.Leuven

Marco Patrignani

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;
- irrelevant order of execution!
- parallelisable code!!

イロト イポト イヨト イヨト

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;
- irrelevant order of execution!
- parallelisable code!!

- Cons
- variables do not change value; (no state)

イロト イボト イヨト イヨ

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;
- irrelevant order of execution!
- parallelisable code!!

Cons

 variables do not change value; (no state)

イロト イボト イヨト イヨ

K.U.Leuven

• no I/O, seriously?

Motivation 2: "No" Side Effects

Pros

- variables do not change value; (no state)
- functions only compute their result;
- irrelevant order of execution!
- parallelisable code!!

Cons

 variables do not change value; (no state)

K.U.Leuven

• no I/O, seriously?

Achievable via Monads (more on Dave's lectures).

Marco Patrignani

Outline

◆□ > ◆□ > ◆臣 > ◆臣 > ● 臣 = のへの

K.U.Leuven

Marco Patrignani

• Algebraic data types are kind of a composite type (Nat in the Scala assignment) based on the *induction principle*

イロト イヨト イヨト イヨト

• Algebraic data types are kind of a composite type (Nat in the Scala assignment) based on the *induction principle*

Induction

- provide a Base case;
- provide a way to construct elements based on "smaller" elements. (Inductive case)

イロト イヨト イヨト イヨト

• Algebraic data types are kind of a composite type (Nat in the Scala assignment) based on the *induction principle*

Induction

- provide a Base case;
- provide a way to construct elements based on "smaller" elements. (Inductive case)

イロト イヨト イヨト イヨト

K U Leuven

Pattern matching is

Marco Patrignani

• Algebraic data types are kind of a composite type (Nat in the Scala assignment) based on the *induction principle*

Induction

- provide a Base case;
- provide a way to construct elements based on "smaller" elements. (Inductive case)
- Pattern matching is

you tell me! you were told yesterday!

< ロ > < 回 > < 回 > < 回 > < 回 >

K U Leuven

Coding time #1

Natural numbers, double, addition, multiplication, equality, maximum.

・ロト ・四ト ・ヨト ・ヨト

K.U.Leuven

Marco Patrignani

Outline

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○

K.U.Leuven

Marco Patrignani

Functions as First-class Citizens

??

◆ロ ▶ ◆□ ▶ ◆ □ ▶ ◆ □ ▶ ◆ □ ▶ ◆ □ ▶

K.U.Leuven

Marco Patrignani

Functions as First-class Citizens

??

Entity that can be constructed at run-time, passed as a parameter, returned from a subroutine, or assigned into a variable.

イロト イ団ト イヨト イヨト

K.U.Leuven

Marco Patrignani

??

Entity that can be constructed at run-time, passed as a parameter, returned from a subroutine, or assigned into a variable.

What do we do with functions?

(日) (四) (三) (三)

K U Leuven

Marco Patrignani

??

Entity that can be constructed at run-time, passed as a parameter, returned from a subroutine, or assigned into a variable.

What do we do with functions?

< ロ > < 同 > < 三 > < 三 >

K U Leuven

- define them;
- call them;
- send them as parameters!

Marco Patrignani

??

Entity that can be constructed at run-time, passed as a parameter, returned from a subroutine, or assigned into a variable.

What do we do with functions?

(日) (四) (三) (三)

K II Leuven

- define them;
- call them;
- send them as parameters!

Marco Patrignani

Extra reasoning when defining a function: **TYPES**.

▲□▶▲□▶▲≣▶▲≣▶ = ● のQの

K.U.Leuven

Marco Patrignani

Extra reasoning when defining a function: **TYPES**.

• A function that inputs a Nat and outputs a Nat is written:

Nat→Nat

(a)

K.U.Leuven

Marco Patrignani

Extra reasoning when defining a function: **TYPES**.

• A function that inputs a Nat and outputs a Nat is written:

Nat→Nat

• A function that inputs two Nat's and outputs a Nat is written:

 $Nat \rightarrow Nat \rightarrow Nat$

The *type checker* ensures that the program is *well-typed* (in a typed programming language).

イロト イボト イヨト イヨト

Extra reasoning when defining a function: **TYPES**.

• A function that inputs a Nat and outputs a Nat is written:

Nat→Nat

• A function that inputs two Nat's and outputs a Nat is written:

 $Nat \rightarrow Nat \rightarrow Nat$

イロト イボト イヨト イヨト

K U Leuven

The *type checker* ensures that the program is *well-typed* (in a typed programming language).

This is lame...

Functions with *Polimorphic* Types

• A function that inputs *any* type and returns *that* type:

 $\forall a.a
ightarrow a$

・ロト ・四ト ・ヨト ・ヨト

K.U.Leuven



Marco Patrignani

Functions with *Polimorphic* Types

• A function that inputs *any* type and returns *that* type: $\forall a.a \rightarrow a$

This is the ****!

・ロト・日本・日本・日本・日本・日本

K.U.Leuven

Marco Patrignani

Functions with *Polimorphic* Types

• A function that inputs *any* type and returns *that* type:

 $\forall a.a
ightarrow a$

This is the ****!

AND

The type checker can infer it *automatically* (more or less, in certain languages).

(a)

Functions as First-class Citizens

Coding time #2

Lists, sum of elements of a list, tail recursive sum, length, append.

(日) (四) (四) (四) (四) (日)

K.U.Leuven

Marco Patrignani

Outline

◆□ > ◆□ > ◆目 > ◆目 > ◆□ > ◆□ >

K.U.Leuven

Marco Patrignani

Functions with *Better* Types

• A function that inputs an element of type *a*, a function from any type *a* to another type *b* and outputs something of that type *b* is written:

$$orall a, b. \; a
ightarrow (a
ightarrow b)
ightarrow b$$

イロト イ団ト イヨト イヨト

Functions with Better Types

• A function that inputs an element of type *a*, a function from any type *a* to another type *b* and outputs something of that type *b* is written:

$$orall a, b. \; a
ightarrow (a
ightarrow b)
ightarrow b$$

Higher order!

(日) (四) (三) (三)

Higher-order Functions

Higher-Order Functions

Coding time #3

Map, filter, foldr.

・ロト・日本・日本・日本・日本・日本

K.U.Leuven

Marco Patrignani

Outline

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new.



K.U.Leuven

Marco Patrignani

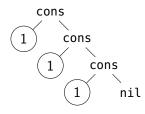
The structure of a foldr is not new. Consider the list [1, 1, 1].



K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].



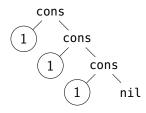
・ロト・西ト・ヨト・ヨー りへの

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?





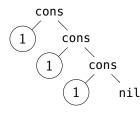
Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?

 $\forall a. a \rightarrow [a] \rightarrow [a]$

(a)



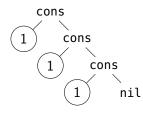


Functional Programming

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?



$$\forall a. a \rightarrow [a] \rightarrow [a]$$

(a)

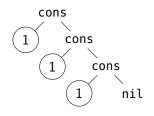
K.U.Leuven

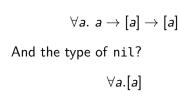
And the type of nil?

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?





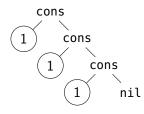
(a)

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?



orall a. a
ightarrow [a]
ightarrow [a]And the type of nil? orall a.[a]The type of a foldr is: orall a, b. [a]
ightarrow b
ightarrow b
ightarrow b
ightarrow b
ightarrow b
ightarrow b

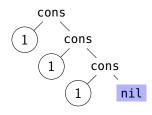
(a)

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?



 $\forall a. \ a \rightarrow [a] \rightarrow [a]$ And the type of nil? $\forall a.[a]$ The type of a foldr is: $\forall a, b. \ [a] \rightarrow b \rightarrow (a \rightarrow b \rightarrow b) \rightarrow b$

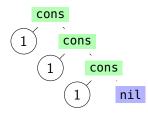
(a)

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?



 $\forall a. \ a \rightarrow [a] \rightarrow [a]$

And the type of nil?

 $\forall a.[a]$

The type of a foldr is:

 $\forall a, b. \ [a] \rightarrow b \rightarrow (a \rightarrow b \rightarrow b) \rightarrow b$

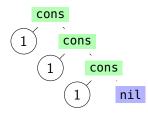
(a)

K.U.Leuven

Marco Patrignani

The structure of a foldr is not new. Consider the list [1, 1, 1].

What is the type of cons?



 $\forall a. \ a \rightarrow [a] \rightarrow [a]$

And the type of nil?

 $\forall a.[a]$

The type of a foldr is:

 $\forall a, b. \ [a] \rightarrow b \rightarrow (a \rightarrow b \rightarrow b) \rightarrow b$

(a)

K.U.Leuven

Marco Patrignani

foldr's, foldr's everywhere!

More Modularisation

Coding time #4

sum via foldr, append via foldr, length via foldr, map via foldr.

・ロト・日本・山田・山田・山口・

K.U.Leuven

Marco Patrignani

The Type of Function Composition

The operator . allows for functions to be combined in the classical mathematical way.

・ロト ・四ト ・ヨト ・ヨト

K.U.Leuven

Marco Patrignani

The Type of Function Composition

The operator . allows for functions to be combined in the classical mathematical way.

Given $f: c \rightarrow a$ and $g: b \rightarrow c$, what is the type of f.g?

▲□▶ ▲□▶ ▲ □▶ ▲ □▶ ▲ □ ▼ ● ◆ ○ ◆ ○ ◆

K.U.Leuven

Marco Patrignani

Functional Programming

Question:

The Type of Function Composition

The operator . allows for functions to be combined in the classical mathematical way.

Question: Given $f: c \rightarrow a$ and $g: b \rightarrow c$, what is the type of f.g?

イロン イ団 と イヨン イヨン

K.U.Leuven

b
ightarrow a

Marco Patrignani

foldr's, foldr's everywhere!

More Modularisation

Coding time #4 bis

map via foldr.

K.U.Leuven

Marco Patrignani

Outline

◆□ > ◆□ > ◆目 > ◆目 > ◆□ > ◆□ >

K.U.Leuven

Marco Patrignani

More Complex Data Structures

What About ... ?

more complex data structures?



K.U.Leuven

Marco Patrignani

More Complex Data Structures

What About ... ?

more complex data structures?

Does the foldr scale on them?



K.U.Leuven

Marco Patrignani

More Complex Data Structures

What About ... ?

more complex data structures?

Does the foldr scale on them?

YES!

イロト イ団ト イヨト イヨト

K.U.Leuven

All inductively-defined data structures implicitly have a foldr. It is the concept of *catamorphism*.

Marco Patrignani



Coding time #5

BTrees, foldr on trees, map on trees, map on trees via foldr, depth via foldr.

イロン イロン イヨン イヨン

K.U.Leuven

Marco Patrignani

Outline

◆□ > ◆□ > ◆目 > ◆目 > ◆□ > ◆□ >

K.U.Leuven

Marco Patrignani

Laziness

• What is laziness?

▲□▶▲□▶▲≡▶▲≡▶ ≡ のQ@

K.U.Leuven

Marco Patrignani

Laziness

- What is laziness?
- Why do we want/need laziness?

・ロト ・四ト ・ヨト ・ヨト

K.U.Leuven

Marco Patrignani

Laziness: What

Example: how do students study?



K.U.Leuven

Marco Patrignani

Laziness: What

Example: how do students study?

• delay the computation *until* you need it;

(a)

K.U.Leuven

Marco Patrignani

Laziness: What

Example: how do students study?

• delay the computation *until* you need it;

글 🖌 🔺 글 🕨

K.U.Leuven

• "call by need" in the λ -calculus;

• to avoid large and possibly diverging computation;

(2 == 2) || (isPrime 997)



K.U.Leuven

Marco Patrignani

- to avoid large and possibly diverging computation;
- (2 == 2) || (isPrime 997)

Similar to short-circuit evaluation, except always!



K.U.Leuven

Marco Patrignani

• to avoid large and possibly diverging computation;

(2 == 2) || (isPrime 997)

Similar to short-circuit evaluation, except *always*!

• to define infinite types (co-induction as opposed to induction);

イロト イヨト イヨト イヨト

K.U.Leuven

data Stream a = Elem a (Stream a)

• to avoid large and possibly diverging computation;

(2 == 2) || (isPrime 997)

Similar to short-circuit evaluation, except *always*!

• to define infinite types (co-induction as opposed to induction);

イロト イヨト イヨト イヨト

K.U.Leuven

data Stream a = Elem a (Stream a)

Once upon a time ...

Laziness

Coding time #6

All numbers, all the even ones, all the prime ones.

・ロト・日本・日本・日本・日本・日本・日本

K.U.Leuven

Marco Patrignani

Outline

K.U.Leuven

Marco Patrignani

• download Racket, install it and open DrRacket;

< ロ > < 回 > < 回 > < 回 > < 回 >

K.U.Leuven

Marco Patrignani

- download Racket, install it and open DrRacket;
- above is the *definitions* area, below is the *interaction one*;

イロト イヨト イヨト イヨト

- download Racket, install it and open DrRacket;
- above is the *definitions* area, below is the *interaction one*;

イロト イヨト イヨト イヨト

K.U.Leuven

• the first line defines the language you are using;

- download Racket, install it and open DrRacket;
- above is the *definitions* area, below is the *interaction one*;

イロト イポト イヨト イヨト

- the first line defines the language you are using;
- write something in the interaction area;

- download Racket, install it and open DrRacket;
- above is the *definitions* area, below is the *interaction one*;

(日) (四) (三) (三)

- the first line defines the language you are using;
- write something in the interaction area;
- write something in the definition area and call it;

- download Racket, install it and open DrRacket;
- above is the *definitions* area, below is the *interaction one*;
- the first line defines the language you are using;
- write something in the interaction area;
- write something in the definition area and call it;
- Racket is: *functional* and *untyped*, so you can write functions that expect functions!

イロト イボト イヨト イヨ

conditional statements;



K.U.Leuven

Marco Patrignani

- conditional statements;
- pattern-matching... on lists;

K.U.Leuven

Marco Patrignani

- conditional statements;
- pattern-matching... on lists;

< ロ > < 回 > < 回 > < 回 > < 回 >

K.U.Leuven

lambda functions.

Marco Patrignani

- conditional statements;
- pattern-matching... on lists;
- lambda functions.

Play with it before the next lectures.