

Programming Paradigms

Unit 12 — Functions and Data Types in Haskell

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Outline

- 1 **Functions**
- 2 **User-Defined Data Types**
- 3 **Type Classes Revisited**

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- 1 **Functions**
- 2 User-Defined Data Types
- 3 Type Classes Revisited

Functions and Pattern Matching

- Now that we have modules, let's write slightly more sophisticated functions
- Haskell does **pattern matching** like Prolog
 - When you call a function, Haskell goes from **top to bottom** to find a signature (i.e., pattern) that **matches** the call
 - The **order** of the function definitions matters
- Different from Prolog
 - Only one function definition is executed (i.e., no backtracking!)
- The following function computes the factorial of a number

```
module Factorial (  
  factorial  
) where
```

```
factorial :: Integer -> Integer  
factorial 0 = 1  
factorial x = x * factorial (x-1)
```

Pattern Matching and Guards

- If you need to match in a different or particular order, you can use **guards**
 - Guards are **boolean conditions** that constrain the argument, and hence the pattern matching process
 - Guards are indicated by **pipes |** that follow a function's name and its parameters
 - If the guard is **satisfied**, the corresponding function body is executed
 - Otherwise, pattern matching jumps to the next guard

```

module FactorialGuards (
  factorial
) where

factorial :: Integer -> Integer
factorial x
  | x > 1 = x * factorial (x-1)
  | otherwise = 1

```

- Often, the last guard is **otherwise**, which catches everything

Lazy Evaluation of Functions/1

- We are now going to unleash more of the power of Haskell
- Lets write a function for the Fibonacci numbers using **lazy evaluation**
 - Lazy evaluation means that expressions are not evaluated when they are bound to variables, but **when their results are needed** by other computations
 - It is often used in combination with list construction to construct an infinite list, which however never need to be computed completely

```
module Fibonacci (  
  lazyFib,  
  fib  
) where  
  
lazyFib :: Integer -> Integer -> [Integer]  
lazyFib x y = x:(lazyFib y (x + y))  
  
fib :: Int -> Integer  
fib x = head(drop (x-1) (lazyFib 1 1))
```

Lazy Evaluation of Functions/2

- `lazyFib` generates an infinite sequence of Fibonacci numbers

```
> lazyFib 1 1  
[1,1,2,3,5,8,13,21,34,55,89,144,...
```

- Due to lazy evaluation, we never actually generate the whole list
- `fib` drops the first $x-1$ elements of the “infinite” list of Fibonacci numbers, and then takes the head of the remaining list

```
> fib 4  
3
```

Function Composition/1

- Combining lots of functions to get a result is a common pattern in functional languages
- This is called **function composition**
- As this is very common, Haskell has a shortcut notation
- Instead of writing

```
f(g(h(i(j(k(l(m(n(o(x))))))))))
```

you can write

```
f.g.h.i.j.k.l.m.n.o x
```

Function Composition/2

- So our Fibonacci code could be rewritten into

```
module Fibonacci (  
  lazyFib,  
  fib  
) where
```

```
lazyFib :: Integer -> Integer -> [Integer]  
lazyFib x y = x:(lazyFib y (x + y))
```

```
fib :: Int -> Integer  
fib x = (head.drop (x-1)) (lazyFib 1 1)
```

Anonymous Functions or Lambdas

- **Anonymous functions** are termed **lambdas** in Haskell and do not have a name
- They are useful if a function is needed only once
 - Usually used to pass a function as parameter to a higher-order function
- The syntax is

```
(\parameter_1,...,parameter_n -> function body)
```

- Lets write a function that just returns the input parameter

```
> (\x -> x) "mirror, mirror on the wall"  
"mirror, mirror on the wall"
```

```
> (\x -> x ++ " world!") "Hello"  
"Hello world!"
```

Higher-Order Functions/1

- Haskell (as functional language) supports **higher-order functions**, i.e., functions that can take functions as parameters or return functions
- Examples of built-in higher-order functions are the usual list functions, such as **map**, **foldl**, **foldr**, **filter**
- **map** expects
 - a function and a list as input and
 - returns a list which is the result of applying the function to each element in the input list

```
> map (\x -> x * x) [1,2,3]
[1,4,9]
```

```
> map (+ 1) [1,2,3]
[2,3,4]
```

Higher-Order Functions/2

- `foldl` expects
 - as input a function with two input parameter, an initial accumulator value, and an input list
 - and returns a single value resulting from applying the function to each element in the list and the accumulator

```
> foldl (\x sum -> sum + x) 0 [1..10]  
55
```

```
> foldl (+) 0 [1,2,3]  
6
```

Curried Functions/1

- Every function in Haskell officially only takes **one** parameter
- We've already defined functions with multiple input parameters, so how does this work?
- Haskell uses the concept of **curried functions**
 - A function with multiple arguments is split into multiple functions with one argument each
 - That is, functions are applied **partially**, i.e., one parameter at a time
- Let's have a look at an example

Curried Functions/2

- Consider a function to multiply two numbers

```
> let prod x y = x * y
```

- What is really going on behind the scenes, if Haskell computes the product of two numbers, say `prod 2 4`?

- 1 Apply `prod 2`, which returns the function `(\y -> 2 * y)`

- 2 Apply `(\y -> 2 * y) 4`, which gives `2 * 4`, yielding the final result 8

- So what is actually computed is

```
(prod 2) 4
```

- `(prod 2)` is a **partial evaluation** of a function, i.e.,
 - only one argument is provided and substituted in the function definition
 - the partially evaluated function is returned

Type of Functions Revisited

- Let's have a look at the type of the function `prod`

```
> :t prod
prod :: Num a => a -> a -> a
```

- What this **really says** is the following:
 - `prod` takes an input parameter of type `a` and returns a function that takes an input parameter of type `a` and returns a value of type `a`
- To make this more explicit, it could be written as

```
Num a => a -> (a -> a)
```

- ... and the function can also be called as

```
> (prod 2) 4
8
```

Advantages of Curried Functions

- We can create new functions on the fly, already partially evaluating a function in a different context
- It makes formal proofs about programs simpler, because all functions are treated in the same way
- There are some techniques used in Haskell where currying becomes important

Partial Application of Functions

- **Partial application** of functions binds **some** of the arguments but not all and **returns a function** that is partially evaluated
- Consider again the function `prod` to multiply two numbers
 - > `let prod x y = x * y`
- We can partially apply `prod` to create some new functions
 - > `let double = prod 2`
 - > `let triple = prod 3`
- These two function definitions apply `prod`, but only with one parameter
 - This substitutes the first parameter in the definition of `prod` and
 - returns a partially evaluated function, e.g., `prod 2` gives `prod y = 2 * y`
- The newly defined functions work just as you expect
 - > `double 3`
6
 - > `triple 4`
12

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User-Defined Types

- You can declare your own **data types** using the keyword **data**
- The simplest version is an **enumeration**: a finite list of values separated by a vertical bar (|)

```
data Verdict = Guilty | Innocent
```

- That means, a variable of type `Verdict` will have a single value, either `Guilty` or `Innocent`
- `Verdict` is called a **type constructor**
- The parts after the `=` are called **value constructors**, as they specify the different values that this type can have

Enumerated Types/1

- In the following module definition, Suit and Rank are **type constructors**

```
module Cards where
```

```
data Suit = Spades | Clubs | Hearts | Diamonds
```

```
data Rank = Ace | Ten | King | Queen | Jack
```

- Loading this module and then trying to use one of these values leads to an error message

```
> :l Cards
```

```
[1 of 1] Compiling Cards
```

```
Ok, modules loaded:  Cards.
```

```
*Cards> Spades
```

```
<interactive>:1:1:
```

```
  No instance for (Show Suit)
```

```
  ...
```

Enumerated Types/2

- Haskell tells us that it does not know how to show values of these types
- In order to show them, we have to make `Suit` and `Rank` instances of the type class `Show` using the keyword `deriving`

```
module Cards where
```

```
data Suit = Spades | Clubs | Hearts | Diamonds
          deriving (Show)
data Rank = Ace | Ten | King | Queen | Jack
          deriving (Show)
```

- Now we can load the module again and show the values

```
> Clubs
Clubs
> Ten
Ten
```

Composite Types/1

- When building more complex **composite types**, we can use **alias types**, which start with the keyword **type**

```
data Suit = Spades | Clubs | Hearts | Diamonds
    deriving (Show)
data Rank = Ace | Ten | King | Queen | Jack
    deriving (Show)
type Card = (Rank,Suit)
type Hand = [Card]
```

```
> let card = (Ten,Hearts)
> card
(Ten,Hearts)
```

- Card is now essentially a **synonym** (alias type) for (Rank,Suit), and Hand for [Card]
- Type synonyms are mostly just a convenience

Composite Types/2

- An alternative way is to use a new **type constructor** (keyword **data**)

```
data Suit = Spades | Clubs | Hearts | Diamonds
          deriving (Show)
```

```
data Rank = Ace | Ten | King | Queen | Jack
          deriving (Show)
```

```
data Card = Crd(Rank,Suit) deriving (Show)
```

```
data Hand = Hnd[Card] deriving (Show)
```

```
> let card = Crd(Ten,Hearts)
```

```
> card
```

```
Crd (Ten,Hearts)
```

```
> let hand = Hnd[Crd(Ten,Hearts), Crd(King,Diamonds)]
```

```
> hand
```

```
Hnd [Crd (Ten,Hearts), Crd (King,Diamonds)]
```

Composite Types/3

- If we want to know the value of a card, we could write a function taking a Rank and returning an Int

```
value :: Rank -> Int
value Ace = 11
value Ten = 10
value King = 4
value Queen = 3
value Jack = 2
```

- Applying this function:

```
> let card = (Ace,Spades)
> let (r,s) = card
> value r
11
```

Value Constructors and Optional Parameters

- Value constructors can optionally be followed by some types (parameters) that define the values it will contain
- Lets define a type to store shapes, such as circles or rectangles

```
data Shape = Circle Float Float Float |
           Rectangle Float Float Float Float deriving(Show)
```

```
> let c = Circle 10 10 5
> c
Circle 10.0 10.0 5.0
```

- Circle and Rectangle are value constructors followed by type parameters
 - Circle: the first two values are the center and the third value is the radius
 - Rectangle: upper-left corner and lower-right corner

Value Constructors are Functions

- Value constructors are actually functions like (almost) everything else in Haskell; they ultimately return a value of a data type
- Let's take a look at the type signatures for the two value constructors of the Shape data type

```
> :t Circle
```

```
Circle :: Float -> Float -> Float -> Shape
```

```
> :t Rectanlge
```

```
Rectangle :: Float -> Float -> Float -> Float -> Shape
```

- Both value constructors take Float parameters in input and return a Shape

Using User-Defined Data Types

- Lets write a function to compute the surface of the shapes

```
module Surface (surface) where
```

```
surface :: Shape -> Float
```

```
surface (Circle _ _ r) = pi * r ^ 2
```

```
surface (Rectangle x1 y1 x2 y2) = (abs (x2 - x1)) * (abs (y2 - y1))
```

```
> surface (Circle 10 10 5)
```

```
78.53982
```

```
> surface (Rectangle 0 0 10 10)
```

```
78.53982
```

- The underscore (`_`) means that this parameter is not used (as in Prolog)
- Notice that the value constructors `Circle` and `Rectangle` are used in pattern matching

Polymorphism in Functions

- A function that reverses a list of cards could look like this

```
backwards :: Hand -> Hand
backwards [] = []
backwards (h:t) = backwards t ++ [h]
```

- However, that would restrict the function to lists of items of type Hand
- If we want it to work with general lists, we can introduce any type by using **type variables**

```
backwards :: [a] -> [a]
backwards [] = []
backwards (h:t) = backwards t ++ [h]
```

- This is known as **polymorphism**, as a can be any type
- backwards takes now a list of elements of type a and produces a list of elements of the same type a
 - backwards is **polymorphic**

Polymorphism in User-Defined Types/1

- User-defined types can also be made **polymorphic** by using so-called **type variables**
- For example, you need a type that stores a list of pairs of **any type**

```
data ListOfPairs a = LoP [(a,a)] deriving (Show)
```

```
> let list1 = LoP[(1,2),(2,3),(3,4)]
```

```
> list1
```

```
LoP [(1,2),(2,3),(3,4)]
```

```
> let list2 = LoP[( 'a', 'b'), ('b', 'c'), ('c', 'd')]
```

```
> list2
```

```
LoP [( 'a', 'b'), ('b', 'c'), ('c', 'd')]
```

- Notice the **parameter a** in the type definition
- If the pairs have different types, we get an error
e.g., `let list3 = LoP[(1, 'a'), (2, 'b'), (3, 'c')]` yields an error

Polymorphism in User-Defined Types/2

- If you need the pairs to store different kinds of types, you have to use different type variables

```
data AdvListOfPairs a b = ALoP [(a,b)] deriving (Show)
```

```
> let list1 = ALoP[(1,'a'),(2,'b')]
```

```
> list2
```

```
ALoP [(1,'a'),(2,'b')]
```

```
> let list2 = ALoP[(1,2),(2,3),(3,4)]
```

```
> list3
```

```
ALoP [(1,2),(2,3),(3,4)]
```

Recursive Types/1

- You can have **recursive types** in Haskell
- Let's look at an example: defining a polymorphic tree structure

```
data Tree a = Nil | Node a (Tree a) (Tree a)
    deriving (Show)
```

```
let tree1 = Nil
```

```
> tree1
```

```
Nil
```

```
> let tree2 = Node 'a' (Node 'b' Nil Nil)
    (Node 'c' Nil Nil)
```

```
> tree2
```

```
Node 'a' (Node 'b' Nil Nil) (Node 'c' Nil Nil)
```

Recursive Types/2

- **Pattern matching** can be used to access individual nodes and sub-trees

```
data Tree a = Nil | Node a (Tree a) (Tree a) deriving (Show)
```

```
> let tree = Node 'a' (Node 'b' Nil Nil) (Node 'c' Nil Nil)
```

```
> let (Node val child1 child2) = tree
```

```
> val
```

```
'a'
```

```
> child1
```

```
(Node 'b' Nil Nil)
```

```
> let (Node v c1 c2) = child1
```

```
> v
```

```
'b'
```

```
> c1
```

```
Nil
```

Depth of a Tree

- Operating on recursive types often needs recursive functions as well
- If we want to determine the depth of a tree, we could do it like this:

```
depth :: Tree a -> Int
depth Nil = 0
depth (Node a left right) = 1 + max (depth left) (depth right)
```

- The first case is straightforward: an empty tree has depth 0
- The second case traverses the tree recursively and adds one to the depth of the deeper subtree
- A tail-recursive version of the depth function

```
depthTR :: Tree a -> Int -> Int
depthTR Nil n = n
depthTR (Node a l r) n = max (depthTR l n+1) (depthTR r n+1)
```

Traversal of a Tree

- Preorder traversal

```
preorder :: Tree a -> [a]
preorder Nil = []
preorder (Node a l r) = a : (preorder l) ++ (preorder r)
```

- Postorder traversal

```
postorder :: Tree a -> [a]
postorder Nil = []
postorder (Node a l r) = a : (postorder l) ++ (postorder r)
```

- Inorder traversal

```
inorder :: Tree a -> [a]
inorder Nil = []
inorder (Node a l r) = (inorder l) ++ [a] ++ (inorder r)
```

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Type Classes Revisited

- Recall that **type classes** define which operations can work on which inputs (similar to interfaces in other programming languages)
 - That is, a type class provides **function signatures**
 - A type is an **instance of a (type) class** if it supports all functions of that class
- We are now going to have another look at type classes
- So far we've **automatically** made some of our types instances of existing type classes with the keyword **deriving**
 - e.g., `data ListOfPairs a = LoP [(a,a)] deriving (Show)`
- We will now
 - make a type instance of a type class **explicitly**, which includes also the definition of some functions (Haskell may not always be able to derive them automatically as in the case of the type class `Show`)
 - create our **own type classes**

Creating an Instance of a Type Class/1

- Let's build a simple enumerated type called `TrafficLight`

```
data TrafficLight = Red | Yellow | Green
```

- We want this type to be **comparable**, i.e., be an instance of **type class `Eq`**, which is defined as follows:

```
class Eq a where
  (==) :: a -> a -> Bool
  (/=) :: a -> a -> Bool

  x == y = not (x /= y)
  x /= y = not (x == y)
```

- The keyword **`class`** introduces a **new type class** and the **overloaded operations**, which must be supported by any type that is an instance of that class
- The last two lines mean that Haskell can figure out the definition of the other function, i.e., only one of the two need actually to be implemented

Creating an Instance of a Type Class/2

- In order to make `TrafficLight` an **instance of `Eq`**, we have to
 - declare `TrafficLight` an **instance of `Eq`** using the keyword **`instance`**
 - declare one of the two functions **`(==)`** or **`(/=)`**

```
data TrafficLight = Red | Yellow | Green
```

```
instance Eq TrafficLight where
```

```
  Red == Red = True
```

```
  Green == Green = True
```

```
  Yellow == Yellow = True
```

```
  _ == _ = False
```

- Now variables of type `TrafficLight` can be compared

```
> Red == Red
```

```
True
```

```
> Red == Green
```

```
False
```

User-Defined Type Classes/1

- Let's build our own **user-defined type classes**
- In other languages, you can use lots of different values for conditionals
 - For example, in JavaScript, 0 and "" evaluate to false, any other integer and non-empty string to true
- To introduce this behavior into Haskell, we write a YesNo type class that takes a value and returns a Boolean value
- The keyword **class** begins the definition of a new type class

```
class YesNo a where
  yesno :: a -> Bool
```

User-Defined Type Classes/2

- Next, we'll make `Int/Integer` an instance of our new type class
- This allows us to evaluate integer numbers to a boolean value

```
instance YesNo Int where
  yesno 0 = False
  yesno _ = True
```

```
instance YesNo Integer where
  yesno 0 = False
  yesno _ = True
```

```
> yesno 4
True
> yesno 0
False
```

Functor Type Class/1

- The **Functor type class** is a built-in type class, which is basically for things that can be **mapped**, i.e., the **map** operator can be applied
 - e.g., lists are an instance of this type class
- How is this class defined?

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

- This definition essentially says: give me a **function $a \rightarrow b$** and a **box with a 's** in it and I'll give you a **box with b 's** in it
- **f is a type constructor**, i.e., a constructor that takes a type parameter/variable to create a new type
- For example, a list is a type that takes a type parameter
 - A concrete value always has to be a list of some type, e.g., a list of strings, it cannot be just a generic list

Functor Type Class/2

- So, a functor allows us to map functions over various data types
- A functor takes
 - a **function** of type $a \rightarrow b$
 - and some **data type $f\ a$** (i.e., a type constructor f with type parameter a)and returns
 - some **data type $f\ b$** (i.e., a type constructor with type parameter b)
- For example, for a list of type a and a function $a \rightarrow b$
 - you get as return value a list of type b
 - And that's exactly what a `map` operator does on a list

A List is an Instance of the Functor Type Class

- A list (`[...]`) is an instance of the type class `Functor`

```
instance Functor [] where
    fmap = map
```

- `[]` is a type constructor (actually the list constructor)
- Compare the signature of `fmap` and `map`

```
> :t fmap
fmap :: Functor f => (a -> b) -> f a -> f b

> :t map
map :: (a -> b) -> [a] -> [b]
```

- Notice that the type constructor `f` is replaced by the list constructor `[]`
- Using the `map` function

```
> map (\x -> x * x) [1,2,3]
[1,4,9]
```

A Tree as an Instance of the Functor Type Class/1

- Now we make Tree an instance of class Functor

```
instance Functor Tree where
  fmap f Nil = Nil
  fmap f (Node x left right) =
    Node (f x) (fmap f left) (fmap f right)
```

- Doing a map on an empty tree is straightforward: it returns an empty tree
- For any other tree, we have to recursively go down the left and right subtrees

A Tree as an Instance of the Functor Type Class/2

- Now we can run a map (more specifically an fmap) on our tree

```
> let tree1 = Node 1 (Node 2 Nil Nil) (Node 3 Nil Nil)
> fmap (+2) tree1
Node 3 (Node 4 Nil Nil) (Node 5 Nil Nil)
> fmap (show) tree1
Node "1" (Node "2" Nil Nil) (Node "3" Nil Nil)
```