

FUNCTIONAL PROGRAMMING

NO.3 TYPE AND HIGHER ORDER FUNCTION

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lecture slide URL

<https://vu5.sfc.keio.ac.jp/slide/>

Type and Value

- Values are grouped by their types.
 - Each type is a set of values.
- Haskell does **static type** checking.
 - It checks when it compiles. (vs.. run time type checking)
 - If there is a type mismatch, it reports error and cannot compile.
- Haskell does **type inference**.
 - No needs to specify types explicitly.
 - The type inference infers types automatically.
 - Sometimes, it is necessary to specify the type information in order to help the type inference (or to avoid ambiguity).

Basic Types

Type	Meaning	Example of Values
<code>Int</code>	integer	<code>-1, 0, 1, 777</code>
<code>Char</code>	character	<code>'a', 'A', '\n'</code>
<code>String</code>	list of characters	<code>"abc", "string"</code>
<code>Bool</code>	truth value	<code>True, False</code>
<code>[OO]</code>	list of <code>OO</code>	<code>[1, 2, 3]</code>

- Truth value
 - `True` and `False`
- List
 - `[Int]` type for list of integers
 - `[Char]` type for list of characters (alias is `String`)

Type of Functions

type of first argument -> type of second argument -> ... -> type of return value

- type of function '**lines**'
 - String -> [String]
- type of function '**unlines**'
 - [String] -> String
- type of '**firstNLines**'
 - firstNLines n cs = unlines \$ take n \$ lines cs
 - Int -> String -> String

Type Variables

- **'length'** function
 - `length [1, 2, 3]`
 - `length ['a', 'b']`
 - `length ["abc", "def"]`
 - **'length'** can be applied to a list of any type
 - polymorphic function
 - type of **'length'** function
 - `[a] -> Int`
 - **'a'** is a type variable. **'a'** can be any type.
- **'take'** function
 - `take 3 [1, 2, 3]`
 - type of **'take'** function
 - `Int -> [a] -> [a]`

To check the type in ghci

```
Prelude> :type take
take :: Int -> [a] -> [a]
```

Type Declaration

```
variable :: type
```

- Specify the type of variable

```
function :: type1 -> type2 -> ... -> type
```

- Specify the type of function
 - Declare it before defining the function
 - The definition is checked against the declaration
 - Helps type inference

```
length  :: [a] -> Int
reverse :: [a] -> [a]
take    :: Int -> [a] -> [a]
words   :: String -> [String]
lines   :: String -> [String]
unlines :: [String] -> String
print   :: (Show a) => a -> IO()
putStr  :: String -> IO()
putStrLn :: String -> IO()
```

Higher Order Functions

- Functions are values.
 - Functions can be handled like integer values.
- **Higher order functions**
 - A function which takes functions as arguments
 - A function which returns functions
- **'map' function**
 - `map :: (a -> b) -> [a] -> [b]`
 - `map square [1, 2, 3]`
 - `[(square 1), (square 2), (square 3)]`
 - `[1, 4, 9]`
 - where `square n = n * n`
 - `map f xs`
 - returns a list by applying `f` to each element of `xs`

expand command

expand.hs

```
main = do cs <- getContents
         putStr $ expand cs

expand :: String -> String
expand cs = map translate cs

translate :: Char -> Char
translate c = if c == '\t' then '@' else c
```

- This program replaces tabs with '@'

```
% stack ghc expand.hs
...
% expand < USA-states.txt
AK@Alaska@Juneau
AL@Alabama@Montgomery
...
```


if expression

```
if cond then exp1 else exp2
```

- Not if statement
 - similar to conditional operator '*cond?exp*₁:*exp*₂' of C, Java and Javascript
- Value of if expression
 - If the value of *cond* is **True**, the value is *exp*₁, otherwise the value is *exp*₂.

```
translate c = if c == '\t' then '@' else c
```

- If *c* is a tab character, the value is '@', otherwise the value is *c*
 - translate '\t' → '@'
 - translate 'a' → 'a'
 - translate '\n' → '\n'

expand function

```
expand :: String -> String
expand cs = map translate cs
```

- **translate** converts a tab character to '@'
 - `translate :: Char -> Char`
- **map translate cs**
 - `cs` is a string (a list of Char)
 - `map` applies `translate` to each character in `cs`
 - `map translate "abc\tdef\n"`
 - `map translate ['a', 'b', 'c', '\t', 'd', 'e', 'f', '\n']`
 - `[(translate 'a'), (translate 'b'), (translate 'c'), (translate '\t'), (translate 'd'), (translate 'e'), (translate 'f'), (translate '\n')]`
 - `['a', 'b', 'c', '@', 'd', 'e', 'f', '\n']`
 - `"abc@def\n"`

== operator

- `==` is a **binary operator**.
 - `x == y`
 - returns **True** if `x` and `y` are equal
 - otherwise returns **False**
- `(==)` is a function
 - `(==) :: a -> a -> Bool`
 - `'(==) x y'` is same as `'x == y'`

Writing if expression

```
if c == '\t' then '@' else c
```

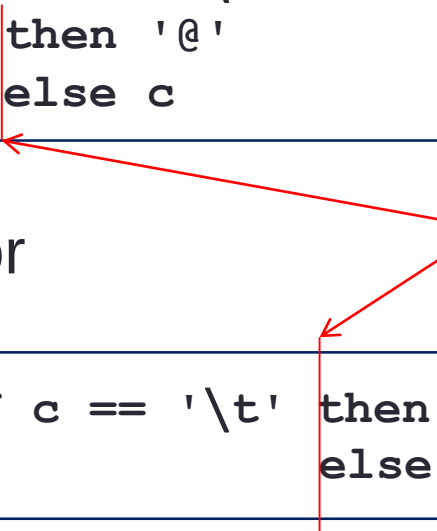
- If expressions of then and else are large, they can be moved to the next line.

```
if c == '\t'  
  then '@'  
  else c
```

- or

```
if c == '\t' then '@'  
            else c
```

alignment is necessary

A diagram illustrating the need for alignment in an if expression. It shows two code snippets. The first snippet has 'if c == '\t'' on one line, and 'then '@'' and 'else c' on the next line. A red vertical line is drawn under the 'if' statement, and a red arrow points from the text 'alignment is necessary' to the start of the 'then' clause. The second snippet has 'if c == '\t' then '@'' on one line, and 'else c' on the next line. A red vertical line is drawn under the 'if' statement, and a red arrow points from the same text 'alignment is necessary' to the start of the 'else' clause.

Exercise 3-1

- Write a command `tab.hs` which adds a tab at the beginning of each line.

`tab.hs`

```
main = do cs <- getContents
          putStr $ unlines $ map addTab $ lines cs

addTab :: String -> String
addTab cs = ...
```

- `addTab cs` adds `'\t'` at the beginning of `cs`
 - `++` operator concatenates two lists.
 - `[1, 2, 3] ++ [4, 5] → [1,2,3,4,5]`
 - `"abc" ++ "def" → "abcdef"`

```
% stack ghc tab.hs
...
% tab < USA-states.txt
      AK      Alaska  Juneau
      AL      Alabama Montgomery
      AR      Arkansas Little Rock
...
```

expand(ver.2) command

```
expand2.hs
```

```
main = do cs <- getContents
        putStr $ expand cs
```

```
expand :: String -> String
expand cs = concat $ map expandTab cs
```

```
expandTab :: Char -> String
expandTab c = if c == '\t' then "        " else [c]
```

- The command replaces a tab to eight spaces.

```
% stack ghc expand2.hs
...
% expand2 < USA-states.txt
AK      Alaska      Juneau
AL      Alabama      Montgomery
...
```

concat

```
concat :: [[a]] -> [a]
```

- Given a list of lists, '**concat**' concatenates all the list and returns a single list
 - It converts a double list to a single list (makes it flat)
 - **concat** `[[1, 2], [3], [4, 5]]` $\rightarrow$ `[1, 2, 3, 4, 5]`
 - **concat** `[[1, 2], [], [3]]` $\rightarrow$ `[1, 2, 3]`
 - **concat** `["ab", "c", "de"]` $\rightarrow$ `"abcde"`
 - **concat** `["ab", "", "cd"]` $\rightarrow$ `"abcd"`

expand(ver.3) command

```
expand3.hs
```

```
tabStop = 8
```

```
main = do cs <- getContents  
         putStr $ expand cs
```

```
expand :: String -> String  
expand cs = concatMap expandTab cs
```

```
expandTab :: Char -> String  
expandTab '\t' = replicate tabStop ' '  
expandTab c    = [c]
```

- Rewrite '**expandTab**' using pattern match.
- '**concatMap**' is the combination of '**concat**' and '**map**'

```
% stack ghc expand3.hs  
...  
% expand3 < USA-states.txt  
AK      Alaska      Juneau  
AL      Alabama     Montgomery  
...
```


Defining a function using pattern match

```
expandTab :: Char -> String
expandTab '\t' = replicate tabStop ' '
expandTab c    = [c]
```

- Depending on argument value patterns, matched body is evaluated.
 - If the argument is `'\t'`, selects the first definition: `replicate tabStop ' '`
 - otherwise, selects the second definition: `[c]`

```
function pattern11 pattern12 ... = definition1
function pattern21 pattern22 ... = definition2
function pattern31 pattern32 ... = definition3
      :           :           :           :
      :           :           :           :
```

concatMap and replicate functions

- **concatMap** function

- `concatMap :: (a -> [b]) -> [a] -> [b]`
- `concat` and `map` are combined.
- `concatMap f xs = concat $ map f xs`

- **replicate** function

- `replicate :: Int -> a -> [a]`
- `replicate n x` = returns a list which contains `n` number of `x`
- `replicate 3 True → [True, True, True]`
- `replicate 3 77 → [77, 77, 77]`
- `replicate 3 'a' → "aaa"`
- `replicate 0 True → []`

Exercise 3-2

lower.hs

```
main = do cs <- getContents
        putStr $ map lower cs

lower :: Char -> Char
lower 'A' = 'a'
...
lower c = ...
```

- Convert capital letters into small letters.

```
% stack ghc lower.hs
...
% ./lower < USA-states.txt
ak      alaska  juneau
al      alabama montgomery
ar      arkansas little rock
...
```

Exercise 3-3

sfc.hs

```
main = do cs <- getContents
         putStr ...
```

- Write a program sfc.hs which replaces all the occurrence of 'S' to "Shonan ", 'F' to "Fujisawa " and 'C' to "Campus " in a given input..
 - 'S' → "Shonan "
 - 'F' → "Fujisawa "
 - 'C' → "Campus "

```
% stack ghc sfc.hs
```

```
...
```

```
% ./sfc
```

```
SFC
```

```
Shonan Fujisawa Campus
```

```
Super Car
```

```
Shonan upper Campus ar
```

```
...
```

input

output

Summary of functions

function	example	description
<code>map</code>	<code>map f xs</code>	returns a list by applying <code>f</code> to elements in list <code>xs</code>
<code>concat</code>	<code>concat xs</code>	concatenates elements of list <code>xs</code> and returns a single list
<code>concatMap</code>	<code>concatMap f xs</code>	<code>concat (map f xs)</code>
<code>replicate</code>	<code>replicate n x</code>	returns a list of <code>x</code> with <code>n</code> times
<code>(==)</code>	<code>x == y</code>	returns <code>True</code> when <code>x</code> and <code>y</code> are equal
<code>(++)</code>	<code>xs ++ ys</code>	concatenates list <code>xs</code> and list <code>ys</code>
<code>show</code>	<code>show x</code>	converts value <code>x</code> to a string