



AC21007: Haskell Lecture 3

Non-strict semantics, tuples, higher order functions

František Farka

Recapitulation



- ▶ Data type List (`[]`, `(:)`)

Recapitulation



- ▶ Data type List (`[]`, `(:)`)
- ▶ Function definition:

Recapitulation



- ▶ Data type List (`[]`, `(:)`)
- ▶ Function definition:
 - ▶ a set of equations:
`<identifier> <pat1> ... <patn> = <expr>`

Recapitulation



- ▶ Data type List (`[]`, `(:)`)
- ▶ Function definition:
 - ▶ a set of equations:
 $\langle \text{identifier} \rangle \langle \text{pat}_1 \rangle \dots \langle \text{pat}_n \rangle = \langle \text{expr} \rangle$
 - ▶ patterns:
 - ▶ a value (`True`, `False`, `0`, ...)
 - ▶ a variable (`x`, `xs`, `myVariable`, ...)
 - ▶ `_` – wildcard, "don't care" pattern
 - ▶ list constructors, i.e.: `[]`, `(\langle \text{pat}_{head} \rangle : \langle \text{pat}_{tail} \rangle)`

Recapitulation



- ▶ Data type List (`[]`, `(:)`)
- ▶ Function definition:
 - ▶ a set of equations:
`<identifier> <pat1> ... <patn> = <expr>`
 - ▶ patterns:
 - ▶ a value (`True`, `False`, `0`, ...)
 - ▶ a variable (`x`, `xs`, `myVariable`, ...)
 - ▶ `_` – wildcard, "don't care" pattern
 - ▶ list constructors, i.e.: `[]`, `(<pathead> : <pattail>)`

Demo ...

Non-strict (lazy) semantics

- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed



Non-strict (lazy) semantics

- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power b (n - 1) x)
```



Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
```

Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power' b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
```

```
==> 7 * (power' 7 (2 - 1) (1.0 / 0))
```

Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power' b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
```

```
==> 7 * (power' 7 (2 - 1) (1.0 / 0))
```

```
==> 7 * (power' 7 1) (1.0 / 0)
```

Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power' b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
```

```
==> 7 * (power' 7 (2 - 1) (1.0 / 0))
```

```
==> 7 * (power' 7 1) (1.0 / 0)
```

```
==> 7 * (7 * (power' 7 (1 - 1) (1.0 / 0)))
```

Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
```

```
power' b 0 _ = 1
```

```
power' b n x = b * (power' b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
```

```
==> 7 * (power' 7 (2 - 1) (1.0 / 0))
```

```
==> 7 * (power' 7 1) (1.0 / 0)
```

```
==> 7 * (7 * (power' 7 (1 - 1) (1.0 / 0)))
```

```
==> 7 * (7 * (power' 7 0 (1.0 / 0)))
```

Non-strict (lazy) semantics



- ▶ In Haskell, expressions are evaluated lazily – not evaluated until needed
- ▶ Consider a variant of our power function:

```
power' :: Int -> Int -> Float -> Int
power' b 0 _ = 1
power' b n x = b * (power b (n - 1) x)
```

- ▶ Consider the following function call:

```
power' 7 2 (1.0 / 0)
==> 7 * (power' 7 (2 - 1) (1.0 / 0))
==> 7 * (power' 7 1) (1.0 / 0)
==> 7 * (7 * (power' 7 (1 - 1) (1.0 / 0)))
==> 7 * (7 * (power' 7 0 (1.0 / 0)))
==> 7 * (7 * (1))
...
==> 49
```

Non-strict (lazy) semantics - infinite lists



- ▶ Consider the following function:

```
repeat :: a -> [a]
```

```
repeat x    =    x : (repeat x)
```

Non-strict (lazy) semantics - infinite lists



- ▶ Consider the following function:

```
repeat :: a -> [a]
```

```
repeat x = x : (repeat x)
```

this function defines an infinite list of elements, e.g:

```
repeat 1 ==> [1, 1, 1, 1, 1, 1, ... ]
```


Non-strict (lazy) semantics - infinite lists (cont.)

- ▶ A more useful example – powers of an integer:

```
powersof :: Integer -> [Integer]
```

```
powersof b = pow b 1
```

```
  where
```

```
    pow b p = b : pow b (b * p)
```



Non-strict (lazy) semantics - infinite lists (cont.)

- ▶ A more useful example – powers of an integer:

```
powersof :: Integer -> [Integer]
```

```
powersof b = pow b 1
```

```
  where
```

```
    pow b p = b : pow b (b * p)
```



- ▶ **Note:**

- ▶ Int is machine integer (32/64 bits), Integer is arbitrary precision integer
- ▶ where block allows for local-scope definitions

Non-strict (lazy) semantics - infinite lists (cont.)



- ▶ A more useful example – powers of an integer:

```
powersof :: Integer -> [Integer]
```

```
powersof b = pow b 1
```

```
  where
```

```
    pow b p = b : pow b (b * p)
```

this function defines an infinite list, e.g.:

```
powersof 2 ==> [1, 2, 4, 8, 16, 32, ... ]
```

- ▶ **Note:**

- ▶ Int is machine integer (32/64 bits), Integer is arbitrary precision integer
- ▶ where block allows for local-scope definitions

Non-strict (lazy) semantics - infinite lists (cont.)



- ▶ A more useful example – powers of an integer:

```
powersof :: Integer -> [Integer]
```

```
powersof b = pow b 1
```

```
  where
```

```
    pow b p = b : pow b (b * p)
```

this function defines an infinite list, e.g.:

```
powersof 2 ==> [1, 2, 4, 8, 16, 32, ... ]
```

- ▶ Our power function:

```
power :: Integer -> Integer -> Integer
```

```
power b n = (powersof b) !! n
```

- ▶ **Note:**

- ▶ Int is machine integer (32/64 bits), Integer is arbitrary precision integer
- ▶ where block allows for local-scope definitions

Tuple Datatype – (a, b)

- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b



Tuple Datatype – (a, b)

- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b
- ▶ One constructor (a, b) :: a -> b -> (a, b)



Tuple Datatype – (a, b)

- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b
- ▶ One constructor (a, b) :: a -> b -> (a, b)
- ▶ E.g. (True, "hello") :: (Bool, String)



Tuple Datatype – (a, b)

- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b
- ▶ One constructor (a, b) :: a -> b -> (a, b)
- ▶ E.g. (True, "hello") :: (Bool, String)
- ▶ Functions (projections) fst and snd:

```
fst :: (a, b) -> a
```

```
fst (x, _) = x
```

```
snd :: (a, b) -> b
```

```
snd (_, y) = y
```



Tuple Datatype – (a, b)



- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b
- ▶ One constructor (a, b) :: a -> b -> (a, b)
- ▶ E.g. (True, "hello") :: (Bool, String)
- ▶ Functions (projections) fst and snd:

```
fst :: (a, b) -> a
```

```
fst (x, _) = x
```

```
snd :: (a, b) -> b
```

```
snd (_, y) = y
```

- ▶ **Note:** tuple constructor may be used as a pattern

Tuple Datatype – (a, b)



- ▶ Data type (a, b) – type of pairs of values, polymorphic in both of its components a and b
- ▶ One constructor (a, b) :: a -> b -> (a, b)
- ▶ E.g. (True, "hello") :: (Bool, String)
- ▶ Functions (projections) fst and snd:

`fst :: (a, b) -> a`

`fst (x, _) = x`

`snd :: (a, b) -> b`

`snd (_, y) = y`

- ▶ **Note:** tuple constructor may be used as a pattern
- ▶ There are also triples (a, b, c), quadruples (a, b, c, d), etc. (no generic fst and snd though)

Combining lists and tuples – zip



- ▶ `zip` takes two lists and returns a list of corresponding pairs
- ▶ If one input list is short, excess elements of the longer list are discarded

Combining lists and tuples – zip



- ▶ `zip` takes two lists and returns a list of corresponding pairs
- ▶ If one input list is short, excess elements of the longer list are discarded

```
zip :: [a] -> [b] -> [(a,b)]
```

```
zip [] _ = []
```

```
zip _ [] = []
```

```
zip (a:as) (b:bs) = (a,b) : zip as bs
```

Syntactic intermezzo: if then else

- ▶ Haskell has a conditional **expression**:

if <cond> **then** <x> **else** <y>



Syntactic intermezzo: if then else

- ▶ Haskell has a conditional **expression**:

if <cond :: Bool> **then** <x > **else** <y

- ▶ <cond> is an expression that evaluates to Bool



Syntactic intermezzo: if then else

- ▶ Haskell has a conditional **expression**:

if `<cond :: Bool>` **then** `<x :: a>` **else** `<y :: a>`

- ▶ `<cond>` is an expression that evaluates to `Bool`
- ▶ Both branches are expressions that evaluates to a value of a type `a`



Syntactic intermezzo: if then else

- ▶ Haskell has a conditional **expression**:

```
if <cond :: Bool> then <x :: a> else <y :: a>  
  :: a
```

- ▶ <cond> is an expression that evaluates to Bool
- ▶ Both branches are expressions that evaluates to a value of a type a
- ▶ The whole expression evaluates to the appropriate value of a type a



Syntactic intermezzo: if then else

- ▶ Haskell has a conditional **expression**:

```
if <cond :: Bool> then <x :: a> else <y :: a>  
  :: a
```

- ▶ <cond> is an expression that evaluates to Bool
- ▶ Both branches are expressions that evaluates to a value of a type a
- ▶ The whole expression evaluates to the appropriate value of a type a
- ▶ then and else branches may be indented by whitespace



Syntactic intermezzo: if then else



- ▶ Haskell has a conditional **expression**:

```
if <cond :: Bool> then <x :: a> else <y :: a>
    :: a
```

- ▶ <cond> is an expression that evaluates to Bool
- ▶ Both branches are expressions that evaluates to a value of a type a
- ▶ The whole expression evaluates to the appropriate value of a type a
- ▶ then and else branches may be indented by whitespace
- ▶ E.g.:

```
max :: Int -> Int -> Int
max x y = if x > y then x
          else y
```

Anonymous (lambda) functions



```
2 + 3 :: Int
2 + x ::      Int
```

Anonymous (lambda) functions



```
2 + 3 :: Int
```

```
2 + x :: Int
```

```
Not in scope: 'x'
```

Anonymous (lambda) functions



- ▶ Functions without a name
- ▶ Syntax:

$$\backslash \langle \text{var}_1 \rangle \dots \langle \text{var}_n \rangle \rightarrow \langle \text{expr} \rangle$$
$$\begin{array}{l} 2 + 3 \quad :: \quad \text{Int} \\ \backslash x \rightarrow 2 + x \quad :: \quad \text{Int} \rightarrow \text{Int} \end{array}$$

Anonymous (lambda) functions



- ▶ Functions without a name
- ▶ Syntax:

$$\backslash \langle \text{var}_1 \rangle \dots \langle \text{var}_n \rangle \rightarrow \langle \text{expr} \rangle$$

- ▶ Variables var_1 to var_n in scope in the expression expr

$$2 + 3 :: \text{Int}$$
$$\backslash x \rightarrow 2 + x :: \text{Int} \rightarrow \text{Int}$$

Anonymous (lambda) functions



- ▶ Functions without a name
- ▶ Syntax:

$$\backslash \langle \text{var}_1 \rangle \dots \langle \text{var}_n \rangle \rightarrow \langle \text{expr} \rangle$$

- ▶ Variables var_1 to var_n in scope in the expression expr
- ▶ Anonymous functions:
 - ▶ can be applied to an argument:

$$(\backslash x \rightarrow 2 + x) 3 \Rightarrow 5$$
$$2 + 3 :: \text{Int}$$
$$\backslash x \rightarrow 2 + x :: \text{Int} \rightarrow \text{Int}$$

Anonymous (lambda) functions



- ▶ Functions without a name
- ▶ Syntax:

$$\backslash \langle \text{var}_1 \rangle \dots \langle \text{var}_n \rangle \rightarrow \langle \text{expr} \rangle$$

- ▶ Variables var_1 to var_n in scope in the expression expr
- ▶ Anonymous functions:
 - ▶ can be applied to an argument:
 $(\backslash x \rightarrow 2 + x) 3 \Rightarrow 5$
 - ▶ can be passed as an argument ... functions **are** values

$$2 + 3 :: \text{Int}$$
$$\backslash x \rightarrow 2 + x :: \text{Int} \rightarrow \text{Int}$$

Anonymous (lambda) functions



- ▶ Functions without a name
- ▶ Syntax:

$$\backslash \langle \text{var}_1 \rangle \dots \langle \text{var}_n \rangle \rightarrow \langle \text{expr} \rangle$$

- ▶ Variables var_1 to var_n in scope in the expression expr
- ▶ Anonymous functions:
 - ▶ can be applied to an argument:
 $(\backslash x \rightarrow 2 + x) 3 \Rightarrow 5$
 - ▶ can be passed as an argument ... functions **are** values

- ▶ E.g.:

$$2 + 3 :: \text{Int}$$
$$\backslash x \rightarrow 2 + x :: \text{Int} \rightarrow \text{Int}$$

Anonymous (lambda) functions (cont.)

- ▶ `filter`, applied to a predicate and a list, returns the list of those elements that satisfy the predicate



Anonymous (lambda) functions (cont.)

- ▶ `filter`, applied to a predicate and a list, returns the list of those elements that satisfy the predicate

```
filter :: (a -> Bool) -> [a] -> [a]
filter _ [] = []
filter pred (x:xs) = if (pred x)
  then x : filter pred xs
  else filter pred xs
```



Anonymous (lambda) functions (cont.)



- ▶ `filter`, applied to a predicate and a list, returns the list of those elements that satisfy the predicate

```
filter :: (a -> Bool) -> [a] -> [a]
filter _ [] = []
filter pred (x:xs) = if (pred x)
    then x : filter pred xs
    else filter pred xs
```

- ▶ E.g:

```
filter (\x -> x `mod` 2 == 1) [1, 2, 3, 4, 5, 6]
==> [1, 3, 5, 7]
```

```
filter (\x -> x `mod` 2 == 0) [1, 2, 3, 4, 5, 6]
==> [2, 4, 6]
```

First-class functions



- ▶ All functions can be passed as arguments, e.g standard functions even and odd:

```
filter even [1, 2, 3, 4, 5, 6]
==> [1, 3, 5, 7]
```

```
filter odd [1, 2, 3, 4, 5, 6]
==> [2, 4, 6]
```

First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions

```
max :: Int -> Int -> Int
max x y = if x > y then x else y
```



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions

```
max :: Int -> (Int -> Int)
-- max x y = if x > y then x else y
max x =
```



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions

```
max :: Int -> (Int -> Int)
-- max x y = if x > y then x else y
max x = \y -> if x > y then x else y
```



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions

```
max :: (Int -> (Int -> Int))
-- max x y = if x > y then x else y
-- max x = \y -> if x > y then x else y
max =
```



First-class functions (cont)

- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions

```
max :: (Int -> (Int -> Int))
-- max x y = if x > y then x else y
-- max x = \y -> if x > y then x else y
max = \x y -> if x > y then x else y
```



First-class functions (cont)



- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions
- ▶ The following definitions of `max` are equivalent:

```
max :: (Int -> (Int -> Int))
-- max x y = if x > y then x else y
-- max x = \y -> if x > y then x else y
max = \x y -> if x > y then x else y
```

First-class functions (cont)



- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions
- ▶ The following definitions of `max` are equivalent:

```
max :: (Int -> (Int -> Int))
-- max x y = if x > y then x else y
-- max x = \y -> if x > y then x else y
max = \x y -> if x > y then x else y
```

- ▶ Haskell compiler will figure out types from LHS patterns and type of RHS expression

First-class functions (cont)



- ▶ Function type $a \rightarrow b$ (right-associative)
- ▶ Values of this type are constructed by
 - ▶ usual function definitions
 - ▶ lambda constructions
- ▶ The following definitions of `max` are equivalent:

```
max :: (Int -> (Int -> Int))
-- max x y = if x > y then x else y
-- max x = \y -> if x > y then x else y
max = \x y -> if x > y then x else y
```

- ▶ Haskell compiler will figure out types from LHS patterns and type of RHS expression
- ▶ **Note:** In a function definition all equations must have the same number of LHS patterns

Next time



- ▶ Monday the the 1st of February, 2-3PM, Dalhousie 3G05 LT2
- ▶ More (higher-order) list functions (`map`, ...)
- ▶ Recursion, folds over lists