

# Functional Programming

## Lecture 13

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# Folding

Functions `foldl` and `foldr` allow traversing a list and aggregating its elements by a given function.

```
foldl :: Foldable t => (b -> a -> b) -> b -> t a -> b
```

```
foldr :: Foldable t => (a -> b -> b) -> b -> t a -> b
```

```
> foldl max 0 [3,4,5,2,0]
```

```
5
```

```
> foldl (+) 0 [3,4,5,2,0]
```

```
14
```

`Foldable` splits the traversing part from the aggregating part.

# Monoids

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# Abstract aggregating

**Semigroup**  $\langle S, * \rangle$  is a set  $S$  endowed with a binary operation  $*$  satisfying

$$(x * y) * z = x * (y * z)$$

**Monoid**  $\langle M, *, u \rangle$  is a semigroup  $\langle M, * \rangle$  with a constant  $u \in M$  satisfying

$$u * x = x = x * u$$

Examples

- $\langle \mathbb{N}, +, 0 \rangle$
- $\langle \mathbb{R}, \cdot, 1 \rangle$
- $\langle [a], ++, [] \rangle$  lists over a type  $a$  (free monoid)
- $\langle A^A, \circ, id \rangle$  selfmaps  $f: A \rightarrow A$  form a monoid under composition  $\circ$
- $\langle [a, b], \min, b \rangle$  and  $\langle [a, b], \max, a \rangle$

## Type classes Semigroup and Monoid

```
class Semigroup a where  
  (<>) :: a -> a -> a
```

```
class Semigroup a => Monoid a where  
  mempty :: a  
  mappend :: a -> a -> a  
  mconcat :: [a] -> a
```

```
mappend = (<>)
```

```
instance Semigroup [a] where  
  (<>) = (++)
```

```
instance Monoid [a] where  
  mempty = []
```

## Sum and Product

As a type can have only a single instance of **Monoid**, we use type wrappers to define various monoidal instances over a type.

```
newtype Sum a = Sum {getSum :: a}
```

```
instance Num a => Semigroup (Sum a)  
    (Sum x) <> (Sum y) = Sum (x+y)
```

```
instance Num a => Monoid (Sum a)  
    mempty = Sum 0
```

```
> (Sum 7) <> (Sum 4)  
Sum {getSum = 11}
```

```
newtype Product a = Product {getProduct :: a}
```

## Further instances

Any (resp. All) is the disjunctive (resp. conjunctive) monoid on Bool.

```
> (Any False) <> (Any True) <> (Any False)
Any {getAny = True}
```

For a monoid m its dual monoid is Dual m

```
> (Dual "a") <> (Dual "b") <> (Dual "c")
Dual {getDual = "cba"}
```

Product of monoids

```
> (Sum 2, Product 3) <> (Sum 5, Product 7)
(Sum {getSum = 7}, Product {getProduct = 21})
```

# Foldables

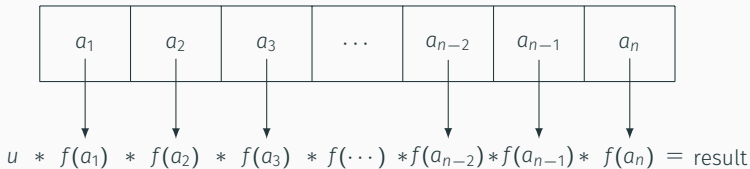
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# Folding lists

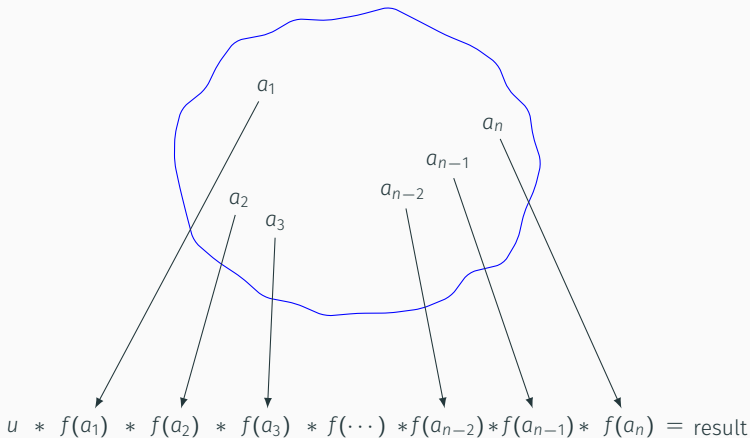
Let  $M = \langle M, *, u \rangle$  be a monoid,  $f: A \rightarrow M$  and  $lst = [a_1, \dots, a_n]$  a list of elements from  $A$ .

**foldMap** of  $lst$  w.r.t.  $M$  and  $f$  is the composition of *map*  $f$  followed by the aggregation.



# FoldMap

Once we are able to traverse a data structure and collect some elements, we can do foldMap.



In the library `Data.Foldable`

```
class Foldable t where
```

```
  fold :: Monoid m => t m -> m
```

```
  foldMap :: Monoid m => (a -> m) -> t a -> m
```

```
  foldr :: (a -> b -> b) -> b -> t a -> b
```

```
  ...
```

```
  {-# MINIMAL foldMap | foldr #-}
```

## Foldable functions

If we define `foldMap` or `foldr`, the following functions are defined automatically:

```
toList :: t a -> [a]
null   :: t a -> Bool
length :: t a -> Int
elem   :: Eq a => a -> t a -> Bool
maximum :: Ord a => t a -> a
minimum :: Ord a => t a -> a
sum     :: Num a => t a -> a
product :: Num a => t a -> a
```

## Foldable instances

```
foldMap :: Monoid m => (a -> m) -> [a] -> m
```

```
instance Foldable [] where
```

```
  foldMap f = mconcat . map f
```

```
data Tree a = Leaf a | Node (Tree a) (Tree a)
```

```
foldMap :: Monoid m => (a -> m) -> Tree a -> m
```

```
instance Foldable Tree where
```

```
  foldMap f (Leaf x) = f x
```

```
  foldMap f (Node l r) =
```

```
    foldMap f l <> foldMap f r
```

Further instances: Set, Map (foldMap traverses through values)

- **Semigroup** and **Monoid** are type classes abstracting value aggregation.
- **Foldable** is a type class generalizing **foldr** and **foldl**.

# Exams

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