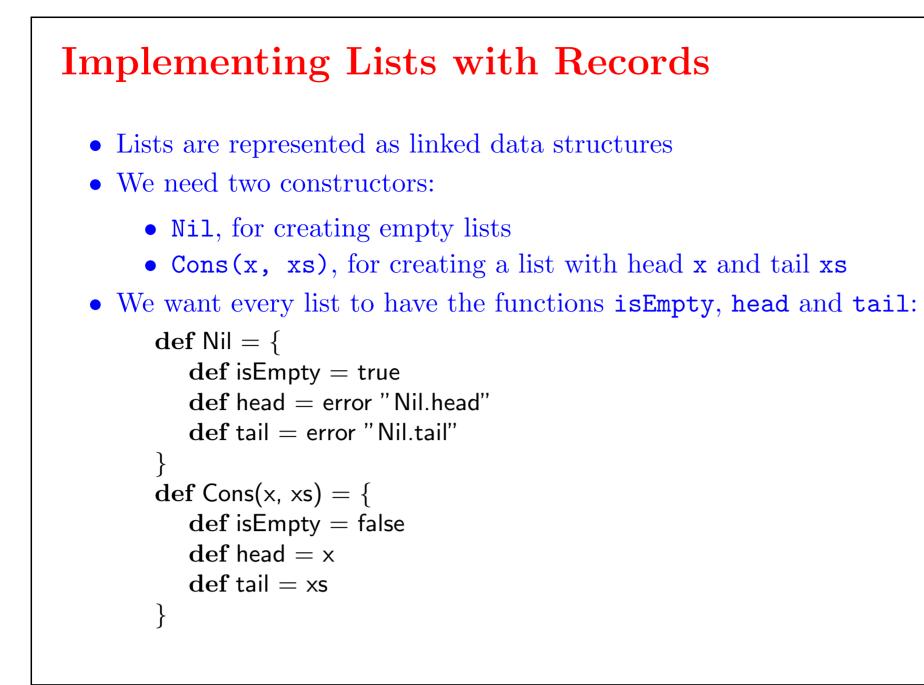
Lists in Funnel

- Lists are sequences of values
- They are one of the most important data type for functional programming
- A lot of functional programming languages have lists as a built-in data type
- In Funnel, lists are not primitive and have to be encoded explicitly
- Funnel offers three ways for encoding compound data types
 - tupels
 - functions
 - records



Creating Lists

Here's a transcript of a *funny* session:

```
> val I = Cons(1, Cons(2, Cons(3, Nil)))
'val I = (<record id=10, adr=129, type=(isEmpty, head, tail)>)'
> (I.head, I.tail.head)
(1, 2)
> val I' = I.tail.tail
'val I' = (<record id=10, adr=129, type=(isEmpty, head, tail)>)'
> I'.head
3
> I'.tail.head
user abortion: "Nil.head"
```



Functions operating on lists use

- isEmpty for distinguishing empty lists from non-empty lists, and
- the projections head and tail for accessing the first element and the rest of the list for non-empty lists

Let's write a function length that computes the length of a given list:

def length(xs) = if (xs.isEmpty) 0 else 1 + length(xs.tail)

The implementation of append, which concatenates two lists is similar:

def append(xs, ys) = if (xs.isEmpty) ys else Cons(xs.head, append(xs.tail, ys))

Example

Suppose we want to sort a list of numbers into ascending order:

- One way to sort the list [7, 3, 9, 2] is to sort the tail [3, 9, 2] to give [2, 3, 9].
- It is then a matter of inserting the head 7 in the right place to give the result [2, 3, 7, 9]

This idea describes Insertion Sort:

def isort(xs) = if (xs.isEmpty) Nil else ins(xs.head, isort(xs.tail))

How does an implementation of the missing function **ins** look like?

Patterns of Computation

- The examples show that functions over lists often have similar structures
- We can identify several patterns of computation like
 - Transform every element of a list in some way
 - Combine the elements of a list using some operator
- Functional programming languages enable programmers to write general functions which implement patterns like this
- These functions are *higher-order functions* which get a transformation or an operator as one argument

Combining Lists

- We introduced already the function **append** for list concatenation
- Function concat concatenates all lists contained in another list: def concat(xss) = if (xss.isEmpty) Nil else append(xss.head, concat(xss.tail))

Example: concat[[1,2], [], [3]] = [1, 2, 3]

• **zip** combines two lists into a list of pairs:

```
def zip(xs, ys) = if (xs.isEmpty || ys.isEmpty) Nil
else Cons((xs.head, ys.head),
zip(xs.tail, ys.tail))
```

Example:

```
zip(["Frank", "Bill"], [1, 2]) = [("Frank", 1), ("Bill", 2)]
```

Combining Lists

A more general form of zip is function zipwith. It applies a function
f to corresponding elements from two lists:
 def zipwith(f, xs, ys) = if (xs.isEmpty || ys.isEmpty) Nil
 else Cons(f(xs.head, ys.head),
 zipWith(xs.tail, ys.tail))

Example: you have a list of first names fn and a list of surnames sn.
 You can create a list of full names easily using zipwith:
 zipwith((first, last| first + " " + last), fn, sn)

Applying to All (mapping)

Many functions call for all of the elements of a list to be transformed in some way – this we call *mapping*.

Example: Suppose we have a list of tupels (Name, Age) and we want to convert this list into a list of names only:

```
def names(xs) = {
    if (xs.isEmpty) Nil
    else { val (name, age) = xs.head; Cons(name, names(xs.tail)) }
}
```

Instead of implementing this scheme with different transformations over and over again, we can write a *single map* function, which applies a function **f** to all elements of a list:

def map(f, xs) = if (xs.isEmpty) Nil else Cons(f(xs.head), map(f, xs.tail))

Selecting Elements (filtering)

Selecting all the elements of a list with a given property is also common:

 $\begin{aligned} \mathbf{def} \ \mathsf{odds}(\mathsf{xs}) &= \mathbf{if} \ (\mathsf{xs}.\mathsf{isEmpty}) \ \mathsf{Nil} \\ & \mathbf{else} \ \mathbf{if} \ ((\mathsf{xs}.\mathsf{head} \ \% \ 2) == 0) \ \mathsf{odds}(\mathsf{xs}.\mathsf{tail}) \\ & \mathbf{else} \ \mathsf{Cons}(\mathsf{xs}.\mathsf{head}, \ \mathsf{odds}(\mathsf{xs}.\mathsf{tail})) \end{aligned}$

The general function filter takes a property and a list and returns those elements of the list having the property.

Properties are modelled as predicates; i.e. functions over element types that return a boolean value.

def filter(p, xs) = if (xs.isEmpty) Nil
 else if (!p(xs.head)) filter(p, xs.tail)
 else Cons(xs.head, filter(p, xs.tail))

With filter, function odds can be rewritten in the following way:

def odds(xs) = filter((x (x % 2) = 1), xs)

Combining Items (folding)

- Most list operations we saw return lists as their result
- The operation of *folding* an operator or function into a list of values is more general, since it can transform lists into other types
- There are two ways of folding a function into a list:

 $foldr(f, a, [x_1, x_2, \dots, x_n]) = f(x_1, f(x_2, \dots, f(x_n, a)))$ $foldl(f, a, [x_1, x_2, \dots, x_n]) = f(\dots, f(f(a, x_1), x_2), \dots, x_n)$

• Here's a Funnel implementation:

def foldr(f, a, xs) = if (xs.isEmpty) a
 else f(xs.head, foldr(f, a, xs.tail))
 def foldl(f, a, xs) = if (xs.isEmpty) a
 else foldl(f, f(a, xs.head), xs.tail)

Applying Fold

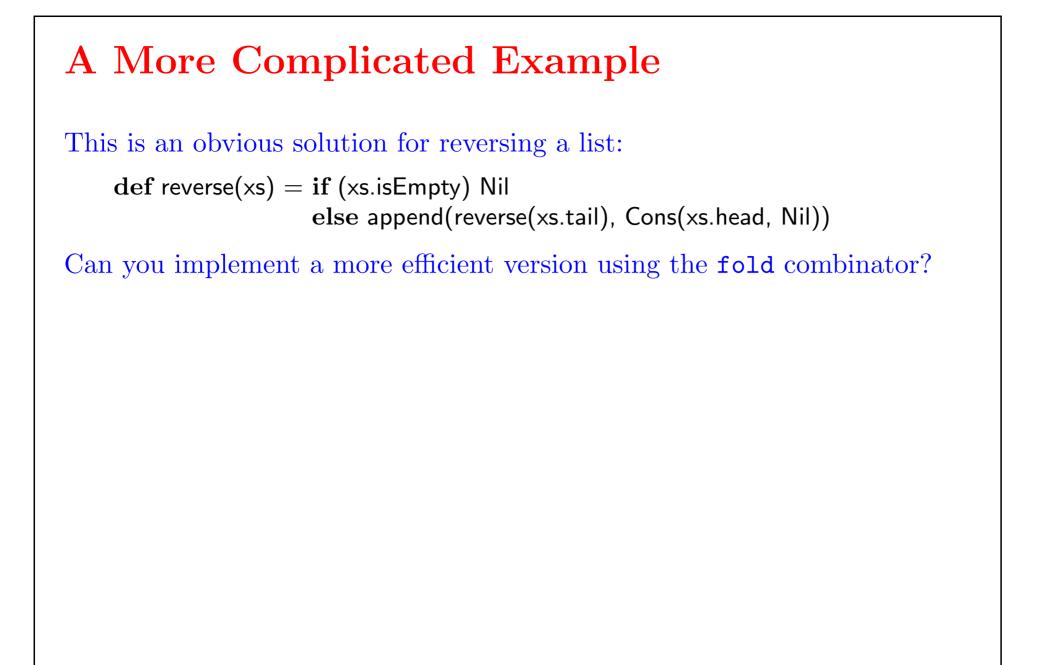
Let's implement a function that calculates the sum of all numbers of a list using the **fold** combinator:

 $\mathbf{def} \ \mathsf{sum}(\mathsf{xs}) = \mathsf{foldr}((\mathsf{x}, \ \mathsf{y}| \ \mathsf{x} + \ \mathsf{y}), \ \mathsf{0}, \ \mathsf{xs})$

Encoding the function **append** is simple as well:

def append(xs, ys) = foldr(Cons, ys, xs)

Is it possible to use **fold1** for both examples? What about efficiency?



Breaking up Lists

Another common pattern is to take or drop itemiz from a list while they have some property.

take returns the first n elements of a list, drop returns the list without the first n elements:

 $\begin{array}{l} \mathbf{def} \ \mathbf{take}(n,\!xs) = \mathbf{if} \ (n\!>\!0) \ \mathsf{Cons}(xs.\mathsf{head}, \ \mathsf{take}(n\!-\!1, \ xs.\mathsf{tail})) \ \mathbf{else} \ \mathsf{Nil} \\ \mathbf{def} \ \mathsf{drop}(n,\!xs) = \mathbf{if} \ (n\!>\!0) \ \mathsf{drop}(n-1, \ xs.\mathsf{tail}) \ \mathbf{else} \ xs \end{array}$

takewhile returns the longest prefix of a list, where every argument satisfies a predicate p:

```
def takewhile(p, xs) = if (xs.isEmpty || !p(xs.head)) Nil
else Cons(xs.head, takewhile(p, xs.tail))
```

dropwhile is implemented similarly.

Exercises

In functional programming languages, matrices are often implemented as lists of rows, where each row is itself a list of values. The matrix

$$\left(\begin{array}{ccc} x_{1,1} & x_{1,2} & x_{1,3} \\ x_{2,1} & x_{2,2} & x_{2,3} \end{array} \right)$$

would be encoded like this:

$$[[x_{1,1}, x_{1,2}, x_{1,3}], [x_{2,1}, x_{2,2}, x_{2,3}]]$$

Implement the following functions operating on matrices and vectors:

- **scalarprod** computes the scalar product of two vectors
- **transpose** transposes a given matrix
- add adds two matrices
- mult multiplies two matrices

A list type is supplied, so all important list operations can be used.

Modules in Funnel

- To avoid name space conflicts, new data types are best implemented inside of a module.
- A module is a record consisting of all the constructors
- Example:

```
val List = {
    def Nil = {
        def isEmpty = true
        def head = error "Nil.head"
        def tail = error "Nil.tail"
    }
    def Cons = {
        def isEmpty = false
        def head = x
        def tail = xs
    }
}
```

Modules in Funnel

• Access to the constructors has to be qualified with List:

List.Cons(1, List.Cons(2, List.Cons(3, List.Nil)))