

Programming in Haskell: Lecture 4

S P Suresh

August 19, 2019

Recursive definitions

- **Base case:** $f(0)$ is given

Recursive definitions

- **Base case:** $f(0)$ is given
- **Inductive step:** For $n > 0$, $f(n)$ is defined in terms of f on smaller values: $f(n-1), f(n-2), \dots, f(0)$

Recursive definitions

- **Base case:** $f(0)$ is given
- **Inductive step:** For $n > 0$, $f(n)$ is defined in terms of f on smaller values: $f(n-1), f(n-2), \dots, f(0)$
- Factorial

Recursive definitions

- **Base case:** $f(0)$ is given
- **Inductive step:** For $n > 0$, $f(n)$ is defined in terms of f on smaller values: $f(n-1), f(n-2), \dots, f(0)$
- Factorial
 - $0! = 1$

Recursive definitions

- **Base case:** $f(0)$ is given
- **Inductive step:** For $n > 0$, $f(n)$ is defined in terms of f on smaller values: $f(n-1), f(n-2), \dots, f(0)$
- Factorial
 - $0! = 1$
 - For $n > 0$, $n! = n \times (n-1)!$

Example program: Factorial

- In Haskell:

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

Example program: Factorial

- In Haskell:

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

- `Integer` represents integers of arbitrarily large magnitude

```
fac 40
```

```
815915283247897734345611269596115894272000000000
```


Example program: Factorial

- In Haskell:

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

- `Integer` represents integers of arbitrarily large magnitude

```
fac 40
815915283247897734345611269596115894272000000000
```

- `Int` has lower and upper bounds

Example program: Factorial

- In Haskell:

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

- `Integer` represents integers of arbitrarily large magnitude

```
fac 40
```

```
815915283247897734345611269596115894272000000000
```

- `Int` has lower and upper bounds
- -2^{63} and $2^{63} - 1$ on my machine

Example program: Factorial

- In Haskell:

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

Example program: Factorial

- In Haskell:

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

- Note the parentheses around $n-1$

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`
- No guarantee of termination

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`
- No guarantee of termination
- What is `factorial (-1)`?

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`
- No guarantee of termination
- What is `factorial (-1)`?
 - Note the parentheses again!

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`
- No guarantee of termination
- What is `factorial (-1)`?
 - Note the parentheses again!
 - `factorial -1` is `1` subtracted from the function `factorial`

Example program: Factorial

- In Haskell:

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

- Note the parentheses around `n-1`
 - `factorial n-1` is interpreted as `(factorial n) - 1`
- No guarantee of termination
- What is `factorial (-1)`?
 - Note the parentheses again!
 - `factorial -1` is `1` subtracted from the function `factorial`
 - Type error!

Example program: Factorial

- Fix the factorial function to work on negative values

```
factorial :: Integer -> Integer
```

```
factorial 0 = 1
```

```
factorial n
```

```
    | n < 0 = n * factorial (n+1)
```

```
    | n > 0 = n * factorial (n-1)
```

```
fac (-20)
```

```
2432902008176640000
```

```
fac (-19)
```

```
-121645100408832000
```

Example program: gcd

- Euclid's algorithm for computing the greatest common divisor

Example program: gcd

- Euclid's algorithm for computing the greatest common divisor
- Assume a and b are not both zero

Example program: gcd

- Euclid's algorithm for computing the greatest common divisor
- Assume a and b are not both zero
- Handle negative integers appropriately

Example program: gcd

- Euclid's algorithm for computing the greatest common divisor
- Assume a and b are not both zero
- Handle negative integers appropriately
- Haskell function `gcd`

```
gcd :: Integer -> Integer -> Integer
gcd a b
  | a < 0 || b < 0    = gcd (abs a) (abs b)
  | b == 0            = a
  | otherwise         = gcd b (a `mod` b)
```

Example program: gcd

- The built-in function `abs :: Integer -> Integer` returns the absolute value of an integer

Example program: gcd

- The built-in function `abs :: Integer -> Integer` returns the absolute value of an integer
- The built-in function `mod :: Integer -> Integer -> Integer` returns the `mod` value

Example program: gcd

- The built-in function `abs :: Integer -> Integer` returns the absolute value of an integer
- The built-in function `mod :: Integer -> Integer -> Integer` returns the `mod` value
- Binary functions can be used as infix operators by enclosing them inside **backticks** – like ``mod``

Example program: gcd

- The built-in function `abs :: Integer -> Integer` returns the absolute value of an integer
- The built-in function `mod :: Integer -> Integer -> Integer` returns the `mod` value
- Binary functions can be used as infix operators by enclosing them inside **backticks** – like ``mod``
- On the other hand, infix operators can be used in prefix form by enclosing in parentheses – like `(+) 5 3`

Aside: sectioning

- (+) works on two numbers

Aside: sectioning

- $(+)$ works on two numbers
- What is $(+) n$?

Aside: sectioning

- $(+)$ works on two numbers
- What is $(+) n$?
- It is a function that adds n to any input it receives

Aside: sectioning

- `(+)` works on two numbers
- What is `(+) n`?
- It is a function that adds `n` to any input it receives
- Special syntax in Haskell: `(n+)`

Aside: sectioning

- $(+)$ works on two numbers
- What is $(+)$ n ?
- It is a function that adds n to any input it receives
- Special syntax in Haskell: $(n+)$
- Fixes the first argument: $(5+) 3 = 8$

Aside: sectioning

- $(+)$ works on two numbers
- What is $(+)$ n ?
- It is a function that adds n to any input it receives
- Special syntax in Haskell: $(n+)$
- Fixes the first argument: $(5+) 3 = 8$
- $(+n)$ fixes the second argument: $(+5) 8 = 13$

Aside: sectioning

- $(+)$ works on two numbers
- What is $(+)$ n ?
- It is a function that adds n to any input it receives
- Special syntax in Haskell: $(n+)$
- Fixes the first argument: $(5+) 3 = 8$
- $(+n)$ fixes the second argument: $(+5) 8 = 13$
- Expressions like $(+5)$ and $(3+)$ are called **sections**

Aside: sectioning

- Can be applied to other binary operators too

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$
- $(/8) 3 = 0.375$

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$
- $(/8) 3 = 0.375$
- $(8-) 3 = 5$

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$
- $(/8) 3 = 0.375$
- $(8-) 3 = 5$
- $(- 8) 3$ does not work, though! Interpreted as a negative number, not a section

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$
- $(/8) 3 = 0.375$
- $(8-) 3 = 5$
- $(- 8) 3$ does not work, though! Interpreted as a negative number, not a section
- Use `subtract` instead

Aside: sectioning

- Can be applied to other binary operators too
- $(*8) 3 = 24$
- $(8/) 3 = 2.6666666666666665$
- $(/8) 3 = 0.375$
- $(8-) 3 = 5$
- $(- 8) 3$ does not work, though! Interpreted as a negative number, not a section
- Use `subtract` instead
- $(\text{subtract } 8) 3 = -5$

Example program: largest divisor

- Find the largest divisor of n , other than n itself

Example program: largest divisor

- Find the largest divisor of n , other than n itself
- **Strategy:** try $n - 1, n - 2, \dots$

Example program: largest divisor

- Find the largest divisor of n , other than n itself
- **Strategy:** try $n - 1, n - 2, \dots$
- In the worst case, stop at 1

Example program: largest divisor

- Find the largest divisor of n , other than n itself
- **Strategy:** try $n - 1, n - 2, \dots$
- In the worst case, stop at 1
- Haskell function `largestDiv`

```
largestDiv :: Integer -> Integer
```

```
largestDiv n = divSearch n (n-1)
```

```
divSearch :: Integer -> Integer -> Integer
```

```
divSearch m i
```

```
  | m `mod` i == 0    = i
```

```
  | otherwise        = divSearch m (i-1)
```

Local definitions

- `divSearch` is a helper function

Local definitions

- `divSearch` is a helper function
- No need to invoke it independently

Local definitions

- `divSearch` is a helper function
- No need to invoke it independently
- We can make the definition **local**

```
largestDiv :: Integer -> Integer
```

```
largestDiv n = divSearch n (n-1)
```

```
  where
```

```
    divSearch :: Integer -> Integer -> Integer
```

```
    divSearch m i
```

```
      | m `mod` i == 0    = i
```

```
      | otherwise        = divSearch m (i-1)
```

Local definitions

- Local functions can use names defined in the surrounding context

Local definitions

- Local functions can use names defined in the surrounding context
- The first argument of `divSearch`, `m`, never changes

Local definitions

- Local functions can use names defined in the surrounding context
- The first argument of `divSearch`, `m`, never changes
- It is in fact the argument of `largestDiv`

Local definitions

- Local functions can use names defined in the surrounding context
- The first argument of `divSearch`, `m`, never changes
- It is in fact the argument of `largestDiv`
- Simplified `divSearch`:

```
largestDiv :: Integer -> Integer
largestDiv n = divSearch (n-1)
  where
    divSearch :: Integer -> Integer
    divSearch i
      | n `mod` i == 0   = i
      | otherwise       = divSearch (i-1)
```

Local definitions

- Can also use **let** to define local functions

```
largestDiv :: Integer -> Integer
largestDiv n = let divSearch i
                  | n `mod` i == 0 = i
                  | otherwise     = divSearch (i-1)
                in
                  divSearch (n-1)
```

Local definitions

- Reduce the search space:

```
largestDiv :: Integer -> Integer
largestDiv n = let divSearch i
                  | n `mod` i == 0 = i
                  | otherwise      = divSearch (i-1)
                in
                  divSearch $ n `div` 2
```

Local definitions

- Reduce the search space:

```
largestDiv :: Integer -> Integer
largestDiv n = let divSearch i
                  | n `mod` i == 0 = i
                  | otherwise     = divSearch (i-1)
                in
                  divSearch $ n `div` 2
```

- `divSearch $ n `div` 2` is equivalent to `divSearch (n `div` 2)`

Local definitions

- Reduce the search space:

```
largestDiv :: Integer -> Integer
largestDiv n = let divSearch i
                  | n `mod` i == 0 = i
                  | otherwise     = divSearch (i-1)
                in
                  divSearch $ n `div` 2
```

- `divSearch $ n `div` 2` is equivalent to `divSearch (n `div` 2)`
- `$` helps reduce clutter involving nested parentheses:

Local definitions

- Reduce the search space:

```
largestDiv :: Integer -> Integer
largestDiv n = let divSearch i
                  | n `mod` i == 0 = i
                  | otherwise     = divSearch (i-1)
                in
                  divSearch $ n `div` 2
```

- `divSearch $ n `div` 2` is equivalent to `divSearch (n `div` 2)`
- `$` helps reduce clutter involving nested parentheses:
- `f $ g $ h $ x+1` instead of `f (g (h (x+1)))`

Example: length of an integer

- The number of digits in a non-negative integer n

Example: length of an integer

- The number of digits in a non-negative integer n
- If $n < 10$, there is just one digit

Example: length of an integer

- The number of digits in a non-negative integer n
- If $n < 10$, there is just one digit
- Otherwise, determine the number of digits in $n \text{ div } 10$ and add 1

Example: length of an integer

- The number of digits in a non-negative integer n
- If $n < 10$, there is just one digit
- Otherwise, determine the number of digits in $n \text{ div } 10$ and add 1
- Haskell function `intLength`

```
intLength :: Integer -> Integer
intLength n
  | n < 0      = 0
  | n < 10     = 1
  | otherwise  = 1 + intLength (n `div` 10)
```

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`
- **Strategy:**

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`
- **Strategy:**
 - Split `13276` as `1327` and `6` using `div` and `mod`

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`
- **Strategy:**
 - Split `13276` as `1327` and `6` using `div` and `mod`
 - Recursively reverse `1327` to get `7231`

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`
- **Strategy:**
 - Split `13276` as `1327` and `6` using `div` and `mod`
 - Recursively reverse `1327` to get `7231`
 - Multiply `6` by a suitable power of `10` and add: $60000 + 7231 = 67231$

Example: reverse a number

- `intReverse n` reverses the digits of `n` (non-negative)
- `intReverse 13276` should give `67231`
- **Strategy:**
 - Split `13276` as `1327` and `6` using `div` and `mod`
 - Recursively reverse `1327` to get `7231`
 - Multiply `6` by a suitable power of `10` and add: $60000 + 7231 = 67231$
 - Use `intLength` to determine the power of `10`

Example: reverse a number

```
intReverse :: Integer -> Integer
```

```
intReverse n
```

```
  | n < 10      = n
```

```
  | otherwise   = intReverse (n `div` 10) +  
                  (n `mod` 10) *  
                  power 10 (intLength n - 1)
```

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

```
power m 0 = 1
```

```
power m n = m * power m (n-1)
```