

# **ITI0212 Functional programming Lecture 4**

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# 1st Homework Assignment submission instructions

- **No lab tomorrow**
- By midday 12pm tomorrow (19/02/2020) send
  - Your solutions `Solutions.idr` + digitally signed statement `statement.txt`
    - I **\*\*your name\*\*** certify that the solutions submitted are my own
- to `pawel@cs.ioc.ee`

# Either

```
Idris> :doc Either
Data type Prelude.Either.Either : (a : Type) -> (b : Type) -> Type
  A sum type

  The function is: public export
Constructors:
  Left : (l : a) -> Either a b
    One possibility of the sum, conventionally used to represent errors

  The function is: public export
  Right : (r : b) -> Either a b
    The other possibility, conventionally used to represent success

  The function is: public export
```

```
Idris> :t Left
Left : a -> Either a b
Idris> :t Right
Right : b -> Either a b
```

# Simple example

```
show : Either Bool Int -> String
show (Left l) = "Bool: " ++ show l
show (Right r) = "Int: " ++ show r
```

```
*Either> show (Left True)
"Bool: True" : String
*Either> show (Right 4)
"Int: 4" : String
```

# Exercises

- `pair`:  $(c \rightarrow a) \rightarrow (c \rightarrow b) \rightarrow (c \rightarrow (a, b))$
- `copair` :  $(a \rightarrow c) \rightarrow (b \rightarrow c) \rightarrow (\text{Either } a \ b \rightarrow c)$

# Maybe

```
Data type Prelude.Maybe.Maybe : (a : Type) -> Type
```

An optional value. This can be used to represent the possibility of failure, where a function may return a value, or not.

The function is: public export

Constructors:

```
Nothing : Maybe a
```

No value stored

The function is: public export

```
Just : (x : a) -> Maybe a
```

A value of type a is stored

The function is: public export

# Simple example

```
head : List ty -> Maybe ty  
head [] = Nothing  
head (x :: xs) = Just x
```

```
*Head> Main.head ["Hello","world"]  
Just "Hello" : Maybe String  
*Head> Main.head (the (List String) [])  
Nothing : Maybe String  
*Head> 
```

# Vectors - more precise lists

```
Data type Data.Vect.Vect : (len : Nat) -> (elem : Type) -> Type
```

Vectors: Generic lists with explicit length in the type

Arguments:

```
len : Nat -- the length of the list
```

```
elem : Type -- the type of elements
```

The function is: public export

Constructors:

```
Nil : Vect 0 elem
```

Empty vector

The function is: public export

```
(::) : (x : elem) -> (xs : Vect len elem) -> Vect (S len) elem
```

A non-empty vector of length S len, consisting of a head element and the rest of the list, of length len.

```
infixr 7
```



```
import Data.Vect

fourints : Vect 4 Int
fourints = [0,1,2,3]

sixints : Vect 6 Int
sixints = [4,5,6,7,8,9]

tenints : Vect 10 Int
tenints = fourints ++ sixints
```

# Example: refine allLengths

```
allLengths : List String -> List Nat  
allLengths strs = map length strs
```

# Exercise

- Define `add: Vect m Int -> Vect m Int -> Vect m Int`
- Take a look at Prelude function `zipWith`

# Explicit vs implicit arguments

- `reverse : (elem: Type) -> List elem -> List elem`
  - `elem` is **explicit**: it needs to be provided when `reverse` is called
- `reverse: {elem: Type} -> List elem -> List elem`
  - `elem` is **implicit** and **bound**
- `reverse: List elem -> List elem`
  - `elem` is **implicit** and **unbound**, internally rewritten to
  - `reverse: {elem : _} -> List elem -> List elem`

# Sorting a vector using insertion sort

```
import Data.Vect  
  
inssort : Vect n ty -> Vect n ty
```

# Matrix functions

- A matrix is a rectangular array of numbers arranged in rows and columns
  - e.g. a  $3 \times 4$  matrix has 3 rows and 4 columns
  - matrices of equal sizes can be added
  - matrices of A and B can be multiplied if the number of columns of A is the same as the number of rows of B