The function horner10 is polymorphic. It operates on a class of numeric types.

HASKELL DEFINITION • horner10 :: Num a => [a] -> a

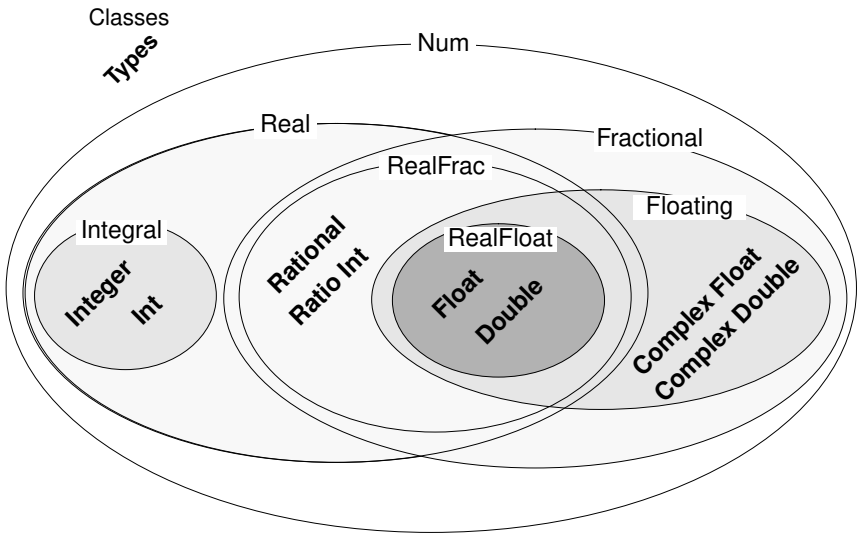
This type specification says that the argument of horner10 does not have to be Integral. It can be of any type belonging to the class Num.

Num is a class containing a total of six subclasses and eight specific types. So far the only specific type from class Num that you have seen is Integer. The type Integer is one of two types in the class Integral. The class Integral is a subclass of the class Real, and the class Real is, in turn, one of the two primary subclasses of the class of numbers, which is called Num.

One way to view the class structure of Num is to look at it as a Venn diagram. In the diagram, a region that is wholly contained in another region indicates a subclass relationship. Overlapping regions represent classes that share some of their types and subclasses. Specific types that belong to a particular class are displayed inside the region representing that class.

Each class of numbers shares a collection of operations and functions. For example, a value from any of the eight types in the class Num is a suitable operand for addition (+), subtraction (-), or multiplication (*), and a suitable argument for negation (negate), absolute value (abs), signum (signum), or conversion from Integer to another numeric type (fromInteger). These are the seven intrinsic operations shared among all types in class Num.

The Class of Numbers



Other numeric operations are restricted to subclasses. For example, 'mod' and 'div' require operands from the class Integral, which means their operands must either be of type Integer or of type Int (integers restricted to the range[1] -2^{29} to $2^{29}-1$).

Another example is division (/). Operands of the division operator must be in the class Fractional. Some of the types in the class Fractional are represented in what is known as floating point form. Floating point numbers have a fixed number of digits, but a decimal point that can be shifted over a wide range to represent large numbers or small fractions. On most computer systems, the type Float carries about seven decimal digits of precision, and Double carries about sixteen digits.

Why several types of numbers?

Primarily to make efficient computation possible. The instructions sets of most computers provide instructions to do fast arithmetic on three types: Int, Float, and Double. In theory, the type Integer would be adequate for convenient programming of any Integral computation. The type Int wouldn't be needed. In practice, on the other hand, operations on numbers of type Integer proceed at a pace that could be a hundred times slower than computations with numbers of type Int. Sometimes, you just don't have a hundred times longer to wait. That's what Int is for, to make the computation go faster when you don't need extra range.

There are many other functions and operators associated with various subclasses of Num. You can learn about them on an as needed basis, referring to the *Haskell Report* where necessary.

In this chapter, the only new class of numbers you need to know about is Integral. As you can see in the diagram this includes two types: Int and Integer. Both types are denoted in Haskell by decimal numerals, prefixed by a minus sign (-) in case they are negative. The difference between the two types is that one has a restricted range and the other has an unlimited range.

The official Haskell requirement is that any integer in the range -2^{29} to $2^{29}-1$ is a legitimate value of type Int. Outside that range, there are no guarantees.

Some of the intrinsic functions in Haskell that will be needed in the next chapter deal with values of type Int. These intrinsic functions convert between values of type Char and values of type Int. Because of the way Haskell represents characters, there are only 255 different values of type Char. So, the type Int has plenty of range to handle integer equivalents of values of type Char, and the designers of Haskell didn't see much point in doing a complicated conversion when a simple one would do.

Given the information that addition (+) and multiplication (*) can operate on any type in the class Num and that 'divMod' must have operands from the class Integral, try to figure out the most general possible types of the following functions.

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? horner b ds = foldr (multAdd b) 0 ds

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? multAdd b d s = d + b*s

1. This range is required of all Haskell systems. Usually the range will depend on the underlying hardware. For example, -2^{31} to $2^{31}-1$ is the range of integers supported by hardware arithmetic on many popular chip architectures, so that is the range of values of type Int on most Haskell systems.

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? integerFromNumeral b x = (horner b . reverse) x

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? numeralFromInteger b x =

¿ HASKELL DEFINITION ? reverse [d | (s,d) <- takeWhile (/= (0,0)) (sdPairs b x)]

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? sdPairs b x = iterate (nextDigit b) (x `divMod` b)

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ? nextDigit b (xShifted, d) = xShifted `divMod` b

Hint on a tough one: nextDigit ignores the second component in the tuple supplied as its second argument, so it doesn't care what type that component has.

Review Questions

1 In the Haskell class of numbers, Int and Integer
  a are basically the same type
  b are the same type except that numbers of type Integer can be up to 100 digits long
  c are different types but x+y is ok, even if x is of type Int and y is of type Integer
  d are different types, but both in the Integral subclass

2 In the Haskell class of numbers, Float and Double
  a are basically the same type
  b are the same type except that numbers of type Double can be up to 100 digits long
  c are different types but x+y is ok, even if x is of type Float and y is of type Double
  d are different types, but both in the RealFrac subclass

3 What is the most restrictive class containing both the type Integer and the type Float?
  a Num
  b Real
  c RealFrac
  d Fractional

4 In the Haskell formula n/d, the numerator and denominator must be in the class
  a Integral
  b RealFrac
  c Fractional
  d Floating

5 What is the type of the function f?
  HASKELL DEFINITION • f x y = x / y
  a Float -> Float -> Float
  b Real num => num -> num -> num
  c Fractional num => num -> num -> num
  d Floating num => num -> num -> num

6 What is the type of the formula (g n 1) ?
  HASKELL DEFINITION • g x y = x + y
  HASKELL DEFINITION • n :: Int
  HASKELL COMMAND • g n 1
  a Int
  b Integer
  c Integral
  d Real

Iteration and the Common Patterns of Repetition 13

Look again at the definition of the function hundredsDigit from the previous chapter:

```
HASKELL DEFINITION •  hundredsDigit  x  = d2
HASKELL DEFINITION •      where
HASKELL DEFINITION •      (xSansLastDigit, d0)  =  x `divMod` 10
HASKELL DEFINITION •      (xSansLast2Digits, d1) =  xSansLastDigit `divMod` 10
HASKELL DEFINITION •      (xSansLast3Digits, d2) = xSansLast2Digits `divMod` 10
```

All of the definitions in the where-clause perform the same operation on different data, and the data flows from one definition to the next. That is, information generated in the first definition is used in the second, and information generated in the second definition is used in the third. It is as if a function were applied to some data, then the same function applied again to the result produced in the first application, and finally the same function applied a third time to the result produced in the second application. This illustrates a common programming method known as iteration.

iteration

To iterate is to do the same thing again and again. In software, this amounts to a succession of applications of the same function, repeatedly, to the result of the previous application. In other words, to form a composition with several applications of the same function:

```
(f . f) x              — 2 iterations of f
(f . f . f . f . f) x  — 5 iterations of f
```

Technically, in software, iteration requires composing a function with itself. First, you apply the function to an argument. That's one iteration. Then, you apply the function again, this time to the result of the first iteration. That's another iteration. And so on.

The where-clause in the definition of the function hundredsDigit almost meets this technical definition of iteration, but not quite. The missing technicality is that, while data generated in one iteration is used in the next, it is not used in exactly the form in which it was delivered.

The first iteration delivers the tuple (xSansLastDigit, d0), and the second iteration uses only the first component of this tuple to deliver the next tuple (xSansLast2Digits, d1). The third iteration follow the same practice: it uses on the first component of the tuple to compute the third tuple. With a little thought, one can iron out this wrinkle and define hundredsDigit in the form of true iteration in the technical sense.

The trick is to define a function that generates the next tuple from the previous one. This function will ignore some of the information in its argument:

```
HASKELL DEFINITION •  nextDigit(xShifted, d) = xShifted `divMod` 10
 HASKELL COMMAND •  nextDigit(151, 7)
¿ HASKELL RESPONSE ?
```

The nextDigit function can be used to define hundredsDigit in a new way, using true iteration:

```
¿ HASKELL DEFINITION ?  hundredsDigit  x  = d2
¿ HASKELL DEFINITION ?      where
¿ HASKELL DEFINITION ?
```


This scheme leads to a simple formula for extracting any particular digit from a number: put together an *n*-stage composition of nextDigit to extract digit *n* of a decimal numeral, where *n* represents the power of ten for which that digit is the coefficient:

```
HASKELL COMMAND •  x `divMod` 10 — extracts digit 0
HASKELL COMMAND •  nextDigit (x `divMod` 10)— extracts digit 1
HASKELL COMMAND •  (nextDigit . nextDigit)  (x `divMod` 10)— extracts digit 2
HASKELL COMMAND •  (nextDigit . nextDigit . nextDigit)  (x `divMod` 10)— extracts digit 3
```

The above formulas are iterations based on the function nextDigit. Each formula delivers a two-tuple whose second component is the extracted digit. This formulation of digit extraction suggests a way to derive a complete decimal numeral from a number: just build the sequence of digits through successively longer iterations of the function nextDigit:

```
[d0, d1, d2, d3, …] = [ d | (s, d) <- [ x `divMod` 10,
                                        nextDigit (x `divMod` 10),
                                        (nextDigit . nextDigit) (x `divMod` 10),
                                        (nextDigit . nextDigit . nextDigit)  (x `divMod` 10),
                                             …    ]
                      ]
```

tuple-patterns can be used in generators, too

The Haskell language provides an intrinsic function to build the sequence of iterations described in the above equation. The function is called iterate, and its two arguments are a (1) a function to be repeated in the iterations and (2) an argument for that function to provide a starting point for the iterations.

For example, if iterate were applied to the function that adds one to its argument and to a starting point of zero, what sequence would it generate?

```
HASKELL DEFINITION •  add1 n = n + 1
HASKELL COMMAND •  iterate  add1  0
```

Hint

```
iterate add1 0 =
   [0, add1 0, (add1 . add1) 0,
       (add1 . add1 . add1) 0,
          (add1 . add1 . add1 . add1) 0,
             …  ]
```

In a similar way, an invocation of iterate can generate the powers of two. In this case, instead of adding one, the iterated function doubles its argument.

```
HASKELL DEFINITION •  double p = 2*p
HASKELL COMMAND •  iterate  double  1
```

Combining these two ideas leads to a formula for the sequence of tuples in which the first component is the power to which the base (2) is raised and the second component is the corresponding power of two.

```
HASKELL DEFINITION •  add1Double (n, p) = (n + 1, 2*p)
HASKELL COMMAND •  iterate  add1Double  (0, 1)
HASKELL RESPONSE •
```

In general, the function iterate builds a sequence that reflects the cumulative effects of applying a given function, repeatedly, to an argument supplied as a starting point.

iterate :: (a -> a) -> a -> [a]

iterate $f\ x$ = $[d_0, d_1, d_2, d_3, \ldots]$
where
$[d_0, d_1, d_2, d_3, \ldots] = [\ x,\ f\,x,\ (f\,.\,f)\,x,\ (f\,.\,f\,.\,f)\,x, \ldots\ ]$

- iterate generates a sequence with an infinite number of elements
- calculations that use iterate will truncate the sequence it generates when the elements needed in the computation are delivered

The above definition of iterate is intended to describe the result that iterate *delivers. The definition uses some Haskell syntax, but is not written purely in Haskell. The following equation defines* iterate *formally in Haskell. Don't try to puzzle out its meaning at this point — you don't have all the necessary information yet.*

HASKELL DEFINITION • iterate f x = [x] ++ iterate f (f x)

6

Now take another look at the formulas for the digits of the decimal numeral of x:

```
[ x `divMod` 10,
    nextDigit (x `divMod` 10),
        (nextDigit . nextDigit) (x `divMod` 10),
            (nextDigit . nextDigit . nextDigit)  (x `divMod` 10),   …   ]
```

Try to use the function iterate to write a Haskell function that delivers the sequence of digits in the decimal numeral of a given integer. Don't worry, at this point, about the sequence being infinite.

¿ HASKELL DEFINITION ? allDigitsInNumeralStartingFromUnitsPlace x =

¿ HASKELL DEFINITION ?

¿ HASKELL DEFINITION ?

HASKELL COMMAND • allDigitsInNumeralStartingFromUnitsPlace 1863

HASKELL RESPONSE • [3, 6, 8, 1, 0, 0, 0

computations specified in these ways, and this will make it more likely that your programs will do what you expect. And, other people will find it easier to understand your programs when you write them in this way.[1]

Review Questions

1 The iterate function
- a delivers an infinite sequence as its value
- b applies a function to the value that function delivers, over and over
- c delivers its second argument as the first element of a sequence
- d all of the above

2 What value do the following Haskell commands deliver?

```
HASKELL DEFINITION •   add2 n = n + 2
HASKELL COMMAND •      iterate  add2  0
HASKELL COMMAND •      iterate  add2  1
```

- a the biggest number that Haskell can compute
- b nothing — they aren't proper commands
- c the number that is two more than the starting point
- d one delivers the sequence of even numbers, the other the odds

3 Use the iterate function to generate the sequence $[x_0, x_1, x_2, x_3, \ldots]$ where $x_0 = 1$ and $x_{n+1} = 11x_n \bmod 127$.
- a
```
next x = x/127 * 11
iterate next 1
```
- b
```
next x = (11*x) `mod` 127
iterate next (1/11 `div` 127)
```
- c
```
next x = (11*x) `mod` 127
iterate next 1
```
- d none of the above

pseudorandom numbers

Sequences like $[x_0, x_1, x_2, x_3, \ldots]$ (in which each successive element is the remainder, using a fixed divisor, when the previous element is multiplied by a fixed multiplier) sometimes exhibit many of the statistical properties of random sequences. This is the usual way of generating "random" numbers on computers.

1. There is another reason for using standard operators to specify repetition: efficiency. People who develop systems that carry out Haskell programs realize that most repeating computations will be described in a standard way, so they invest a great deal of effort to ensure that their systems will use computing resources efficiently when performing one of the common repetition operations.

Truncating Sequences and Lazy Evaluation 14

Sometimes a computation will need to work with part of a sequence. To accommodate situations like these, Haskell provides intrinsic functions that accept a sequence as an argument and deliver part of the sequence as a result. Four such functions are take, drop, takeWhile, and dropWhile.

The function take delivers an initial segment of a sequence. Its first argument says how many elements to include in the initial segment to be delivered, and its second argument is the sequence whose initial segment is to be extracted. The function drop delivers the other part of the sequence — that is, the sequence without a specified number of its beginning elements.

take, drop :: Int -> [a] -> [a]

take n $[x_1, x_2, \ldots, x_n, x_{n+1}, \ldots] = [x_1, x_2, \ldots, x_n]$
drop n $[x_1, x_2, \ldots, x_n, x_{n+1}, \ldots] = [x_n, x_{n+1}, \ldots]$

```
HASKELL COMMAND •      take 3 [1, 2, 3, 4, 5, 6, 7]
¿ HASKELL RESPONSE ?
HASKELL COMMAND •      drop 3 [1, 2, 3, 4, 5, 6, 7]
¿ HASKELL RESPONSE ?
HASKELL COMMAND •      (take 3 . drop 2) [1, 2, 3, 4, 5, 6, 7]
¿ HASKELL RESPONSE ?
HASKELL COMMAND •      take 3 [1, 2]
HASKELL RESPONSE •     [1, 2]          — takes as many as are available
HASKELL COMMAND •      drop 3 [1, 2]
HASKELL RESPONSE •     [ ]             — drops as many as it can; delivers empty list
```

Try to define a function that delivers a sequence of the thousands digit through the units digit of the decimal numeral denoting a given number. Use the function take and the function allDigitsInNumeralStartingFromUnitsPlace (defined in the previous chapter) in your definition.

```
¿ HASKELL DEFINITION ?   lastFourDecimalDigits  x  =          -- you define it
¿ HASKELL DEFINITION ?                                                          1
HASKELL COMMAND •        lastFourDecimalDigits 1937                             2
HASKELL RESPONSE •       [1, 9, 3, 7]                                           3
HASKELL COMMAND •        lastFourDecimalDigits 486                              4
¿ HASKELL RESPONSE ?                                                            5
HASKELL COMMAND •        lastFourDecimalDigits 68009                            6
¿ HASKELL RESPONSE ?     [8, 0, 0, 9]                                           7
```

The functions takeWhile and dropWhile are similar to take and drop, except that instead of truncating sequences based on counting off a particular number of elements, takeWhile and dropWhile look for elements meeting a condition specified in the first argument.

The first argument of takeWhile and dropWhile is a function that delivers Boolean values (True/False). This function is called a **predicate**. As long as elements in the sequence pass the test specified by the predicate (that is, as long as the predicate delivers True when applied to an element from the initial part of the list), takeWhile continues to incorporate these elements into the sequence it delivers. When takeWhile encounters an element that fails to pass the test, that element and all that follow it in the sequence are truncated (actually, they are never generated in the first place — see box on lazy evaluation).

lazy evaluation

The Haskell system always waits until the last minute to do computations. Nothing is computed that is not needed to deliver the next character of the result demanded by the command that initiated the computation in the first place.

So, when takeWhile is applied to a sequence, the only elements of the sequence that will ever be generated are those up to and including the first one that fails to pass takeWhile's test of acceptance (that is, its predicate).

This is known as lazy evaluation, and it has many consequences of great value in software design.

The function dropWhile delivers the elements from the trailing portion of the list that takeWhile would truncate: take and takeWhile truncate a trailing segment of a sequence, and drop and dropWhile truncate an initial segment of a sequence..

takeWhile, dropWhile :: (a -> Bool) -> [a] -> [a]

takeWhile p $[x_1, x_2, \ldots] = [x_1, x_2, \ldots x_{k-1}]$
dropWhile p $[x_1, x_2, \ldots] = [x_k, x_{k+1}, \ldots]$

where x_k *is the first element such that* $p\ x_k$ *is* False

HASKELL COMMAND • takeWhile odd [3, 1, 4, 1, 5, 9, 2, 6]

¿ HASKELL RESPONSE ?

odd *is an intrinsic function that delivers* True *if its argument is not divisible by two*

HASKELL COMMAND • dropWhile odd [3, 1, 4, 1, 5, 9, 2, 6]

¿ HASKELL RESPONSE ?

operator section
- curried form of the less-than function (<)
- (< 5) x *is equivalent to* x < 5

HASKELL COMMAND • takeWhile (< 5) [3, 1, 4, 1, 5, 9, 2, 6]
HASKELL RESPONSE • [3, 1, 4, 1]
HASKELL COMMAND • dropWhile (< 5) [3, 1, 4, 1, 5, 9, 2, 6]
HASKELL RESPONSE • [5, 9, 2, 6]

The takeWhile function provides the means to the goal of writing a function to build the decimal numeral of a given integer. The function allDigitsInNumeralStartingFromUnitsPlace, developed in the previous chapter, almost does the trick. But, it delivers too many digits (an infinite number) and it delivers them backwards (the units digit first, then tens digit, etc.). The function contains essentially the right ideas, but needs to incorporate some sort of truncation.

With takeWhile as the truncation mechanism, the criterion for deciding where to truncate requires some tricky analysis.

Reconsider the function sdPairs that was defined for the benefit of allDigitsInNumeralStartingFromUnitsPlace:

HASKELL DEFINITION • sdPairs x = iterate nextDigit (x `divMod` 10) 8

The sdPairs function builds the sequence of tuples that allDigitsInNumeralStartingFromUnitsPlace extracts the digits of the decimal numeral from.

HASKELL COMMAND • sdPairs 1954 9
HASKELL RESPONSE • [(195,4), (19,5), (1,9), (0,1), (0,0), (0,0), (0,0

Imbed this truncation in the formula defining the function allDigitsInNumeralStartingFromUnitsPlace, then apply reverse to get the digits in the conventional order (units digit last) to construct a function that builds a sequence containing the digits of the decimal numeral representing a given number:

```
¿ HASKELL DEFINITION ?   decimalNumeralFromInteger x =          -- you define it
¿ HASKELL DEFINITION ?
  HASKELL COMMAND •      decimalNumeralFromInteger 1975
  HASKELL RESPONSE •     [1, 9, 7, 5]
```

Review Questions

1 What is the value of w?

```
HASKELL DEFINITION •   u, v, w :: String
HASKELL DEFINITION •   u = "Four vier cuatro"
HASKELL DEFINITION •   v = drop 5 u
HASKELL DEFINITION •   w = drop 5 v
```

a "Four "
b "vier "
c "cuatro"
d "cinco"

2 What string does the following command deliver?

```
HASKELL COMMAND •   takeWhile (/= blank) "Four score and seven"
```

a "score and seven"
b " score and seven"
c "Four "
d "Four"

3 What string does the following command deliver?

```
HASKELL COMMAND •   dropWhile (/= blank) "Four score and seven"
```

a "score and seven"
b " score and seven"
c "Four "
d "Four"

4 What value does the following command deliver?

```
HASKELL DEFINITION •   dozen = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 ]
HASKELL COMMAND •      [ take 2 xs | xs <- iterate (drop 2) dozen ]
```

a [1, 2, 3, 4, 5, 6]
b [[1, 2], [3, 4], [5, 6], [7, 8], [9, 10], [11, 12], [ ], [ ], [ ], [ ], [ ], …]
c [2, 4, 6, 8, 10, 12]
d [[1, 2, 3, 4, 5, 6], [7, 8, 9, 10, 11, 12]]

5 Which of the following formulas delivers the product of the numbers in the sequence xs?

a dropWhile (/= 0) (iterate (*) xs)
b takeWhile (/= 0) (iterate (*) xs)
c foldr (*) 0 xs
d foldr (*) 1 xs

6 Given the following definition, which of the formulas delivers the number 3?

```
HASKELL DEFINITION •   k x y = x
HASKELL DEFINITION •   first, second, third :: Integer
HASKELL DEFINITION •   first =  k  (4-1)  0
HASKELL DEFINITION •   second =  k  (1+2)  "three"
HASKELL DEFINITION •   third =  k  3  (1 `div` 0)
```

a first
b second
c third
d all of the above

7 Consider the following function.

```
HASKELL DEFINITION •   f :: String -> [String]
HASKELL DEFINITION •   f  w  =  [take 2 w, drop 2 w]
```

What does the formula iterate f "cs1323" deliver?

a ["cs", "1323", [ ], [ ], …
b ["cs", "13", "23", [ ], [ ], …
c [["cs"], ["1323"], [ ], [ ], …
d error … type mismatch

Encapsulation — modules 15

The where-clause provides one way to hide the internal details of one software component from another. Entities defined in a where-clause are accessible only within the definition that contains the where-clause. So, the where-clause provides a way to encapsulate information within a limited context. This keeps it from affecting other definitions. But, the most important reason for using a where-clause is to record the results of a computation that depends on other variables whose scope is limited to a particular context (formal parameters of functions, for example), for use in multiple places within the definition containing the where-clause. It is best to keep where-clauses as short as possible. When they get long, they mix up the scopes of many variables, which can lead to confusion.

Access to entities can also be controlled by defining them in software units known as modules. Entities defined in modules may be public (accessible from outside the module) or private (accessible only inside the module).This makes it possible to define software units that are independent of each other, except with regard to the ways in which their public entities are referred to. This, in turn, makes it possible to improve internal details in modules without affecting other parts of the software. Private entities within a module are said to be encapsulated in the module. .

```
HASKELL DEFINITION • module DecimalNumerals
HASKELL DEFINITION •       (integerFromDecimalNumeral,  --export list
HASKELL DEFINITION •        decimalNumeralFromInteger)
HASKELL DEFINITION •   where
HASKELL DEFINITION •
HASKELL DEFINITION •   integerFromDecimalNumeral ds = (horner10 . reverse) ds
HASKELL DEFINITION •
HASKELL DEFINITION •   decimalNumeralFromInteger x =
HASKELL DEFINITION •       reverse [d | (s,d) <- takeWhile (/= (0,0)) (sdPairs x)]
HASKELL DEFINITION •
HASKELL DEFINITION •   horner10 ds = foldr  multAdd  0  ds
HASKELL DEFINITION •
HASKELL DEFINITION •   multAdd  d  s = d + 10*s
HASKELL DEFINITION •
HASKELL DEFINITION •   sdPairs x = iterate nextDigit (x `divMod` 10)
HASKELL DEFINITION •
HASKELL DEFINITION •   nextDigit(xShifted, d) = xShifted `divMod` 10
```

Modern programming languages[1] provide good facilities for handling this sort of encapsulation — that is, for sharing information among a particular collection of functions, but hiding it from the outside world. Haskell provides this facility through modules.

1. Haskell, ML, Java, Fortran 90, and Ada, for example — but not C and not Pascal

A **module** is a script that designates some of the entities it defines as exportable to other scripts, but keeps all of its other definitions to itself. Other scripts using the module may use its exportable definitions, but they have no access to its other definitions.

The module DecimalNumerals contains definitions for functions to convert between decimal numerals and integers. The module makes the definitions of the functions integerFromDecimalNumeral and decimalNumeralFromInteger available to the outside world by designating them in the export list after the module name at the beginning of the module. The other functions defined in the module are private.

A module script begins with the keyword module, which is followed by a name for the module. The module name must start with a capital letter. After the module name comes a list of the entities that will be available to scripts using the module. This is known as the **export list**. Entities not specified in the export list remain private to the module and unavailable to other scripts.

Following the export list is a where clause in which the functions of the module are defined. The module DecimalNumerals defines the functions integerFromDecimalNumeral, decimalNumeralFromInteger, horner10, multAdd, and nextDigit, all but two of which are private to the module.

A script can import the public definitions from a module, then use them in its own definitions. The script does this by designating the module in an import specification prior to the script's own definitions. If a script has no definitions of its own, it may consist entirely of import specifications. Each import specification in a script gives the script access to some of the public entities defined in the module that the import specification designates, namely those public entities designated in the import list of the import specification.

The following script imports the two public functions of the DecimalNumerals module. When this script is loaded, the Haskell system responds to commands using either of the two public functions of DecimalNumerals designated in the import list of the import specification. But the Haskell system will not be able to carry out commands using any of the private functions in DecimalNumerals. They cannot be imported.

```
HASKELL DEFINITION • import DecimalNumerals
HASKELL DEFINITION •     (integerFromDecimalNumeral, decimalNumeralFromInteger)
HASKELL COMMAND •  integerFromDecimalNumeral [1, 9, 9, 3]
¿ HASKELL RESPONSE ?
HASKELL COMMAND •  decimalNumeralFromInteger 1993
¿ HASKELL RESPONSE ?
HASKELL COMMAND •  (integerFromDecimalNumeral . decimalNumeralFromInteger) 1993
¿ HASKELL RESPONSE ?
HASKELL COMMAND •  nextDigit(199, 3)
HASKELL RESPONSE •  ERROR: Undefined variable "nextDigit"
```

From this point on, most of the Haskell software discussed in this text will have a main module that acts as the basis for entering commands. This main module will import functions from other modules, and the imported functions, together with any functions defined in the main module, will be the only functions (other than instrinsic functions) that can be invoked in commands. The preceding script, which imports the public functions of the DecimalNumerals module, is an example of a "main module" of this kind.

> ***module files***
> By convention, each module is defined in a file — one module to a file — with a filename that is identical to the module name plus a .hs extension. For example, the DecimalNumerals.hs file would contain the DecimalNumerals module. Exception: the file containing the main module should be given a name indicative of the software's purpose. Otherwise, there will be too many files called Main.hs.

The following redevelopment of the numeral conversion functions provides some practice in encapsulation and abstraction.

As you know, decimal numerals are not the only way of representing numbers. Not by a long shot! There are lots of completely unrelated notations (Roman numerals, for example), but the decimal notation is one of a collection of schemes in which each digit of a numeral represents a coefficient of a power of a **radix**

> ***radix*** — the base of a number system
> $d_n d_{n-1} \ldots d_1 d_0$
> is a radix b numeral for the number
> $d_n \times b^n + d_{n-1} \times b^{n-1} + \cdots + d_1 \times b^1 + d_0 \times b^0$
> - each d_i is a radix b digit.
> - radix b digits come from the set $\{0, 1, \ldots b\text{-}1\}$

In the decimal notation, the radix is ten, but any radix will do. Most computers use a radix two representation to perform numeric calculations. People use radix sixty representations in dealing with time and angular measure.

The functions defined in the module DecimalNumerals can be generalized to handle any radix by replacing the references to the radix 10 by a parameter. For example, the function horner10 would be replaced by a new function with an additional parameter indicating what radix to use in the exponentiations. The following module for polynomial evaluation exports the new horner function. The module also defines a multAdd function that factors in the radix (its first argument), but this function is private to the module.

```
¿ HASKELL DEFINITION ?  module PolynomialEvaluation   -- you write the export list
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      where
¿ HASKELL DEFINITION ?      horner b ds = foldr  (multAdd b)  0  ds
¿ HASKELL DEFINITION ?      multAdd b  d  s =                  -- you write multAdd
¿ HASKELL DEFINITION ?
```

The PolynomialEvaluation module can be used to help build the following module to handle numerals of any radix. Some of the details are omitted, to give you a chance to practice.

The module Numerals imports the module PolynomialEvaluation. This makes it possible to use the function horner in within the Numerals script (but not the function multAdd, which is private to the PolynomialEvaluation module).

The Numerals module exports the functions integerFromNumeral and numeralFromInteger, which are analogous to the more specialized functions that the DecimalNumerals module

exported. The module does not export any other functions, however. So, a script would not get access to the function horner by importing the module Numerals.

The difference between the functions in Numerals and those in DecimalNumerals is that the ones in Numerals have parameterized the radix. That means that the functions in Numerals have an additional argument, which specifies the radix as a particular value when the functions are invoked. You can construct the functions in Numerals by using the radix parameter in the same ways the number 10 was used in the DecimalNumerals module.

```
¿ HASKELL DEFINITION ?  module Numerals
¿ HASKELL DEFINITION ?      (integerFromNumeral,
¿ HASKELL DEFINITION ?       numeralFromInteger)
¿ HASKELL DEFINITION ?    where
¿ HASKELL DEFINITION ?    import PolynomialEvaluation(horner)
¿ HASKELL DEFINITION ?    integerFromNumeral b x =      -- your turn to define a function
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    numeralFromInteger b x =          -- you write this one, too
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    sdPairs b x  =       -- still your turn
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    nextDigit b (xShifted, d) = xShifted `divMod` b                4
```

Once the module Numerals is defined, the functions in the module DecimalNumerals can redefined in terms of the functions with a parameterized radix, simply by specifying a radix of 10 in curried invocations of the functions that Numerals exports.

```
HASKELL DEFINITION •  module DecimalNumerals
HASKELL DEFINITION •      (integerFromDecimalNumeral,
HASKELL DEFINITION •       decimalNumeralFromInteger)
HASKELL DEFINITION •    where
HASKELL DEFINITION •    import Numerals(integerFromNumeral, numeralFromInteger)
HASKELL DEFINITION •    integerFromDecimalNumeral ds = integerFromNumeral 10 ds
HASKELL DEFINITION •    decimalNumeralFromInteger x = numeralFromInteger 10 x          5
```

A main module could now import functions from either the Numerals module or the DecimalNumerals module (or both) and be able to use those functions in commands:

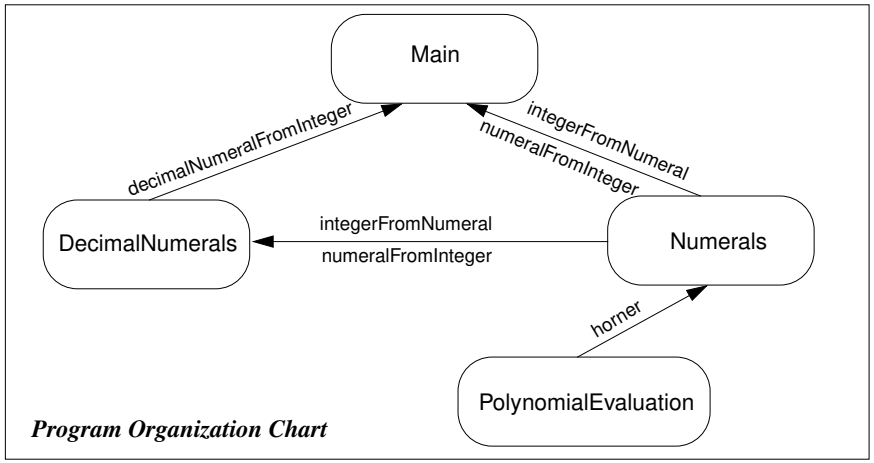
```
HASKELL DEFINITION •  import Numerals(integerFromNumeral, numeralFromInteger )
HASKELL DEFINITION •  import DecimalNumerals(decimalNumeralFromInteger)              6
 HASKELL COMMAND •    decimalNumeralFromInteger 2001
HASKELL RESPONSE •    [2, 0, 0, 1]
 HASKELL COMMAND •    numeralFromInteger  2   2001
HASKELL RESPONSE •    [1, 1, 1, 1, 1, 0, 1, 0, 0, 0, 1]
 HASKELL COMMAND •    numeralFromInteger 60 138          — a hundred thirty-eight minutes is
HASKELL RESPONSE •    [2, 18]                                two hours, eighteen minutes
```

```
HASKELL COMMAND • numeralFromInteger 60 11697      — a whole bunch of seconds is
HASKELL RESPONSE • [3, 14, 57]                    three hours, fourteen minutes and fifty-seven seconds
HASKELL COMMAND • numeralFromInteger 12 68        — sixty-eight inches is
HASKELL RESPONSE • [5, 8]                         five feet eight inches
HASKELL COMMAND • integerFromNumeral 5280 [6, 1000]   — six miles and a thousand feet is
HASKELL RESPONSE • 32680                          a cruising altitude of thirty-two thousand six hundred eighty feet
```

Now you need to know how to communicate modules to Hugs, the Haskell system you have been using. Put each module in a separate file with a name identical to the name of the module, but with a ".hs" extension (or a .lhs extension if you are using the literate form in your script). When Hugs loads a Haskell script that imports a module, it finds the script defining the module by using the module's name to construct the name of the file containing the definition. So, the loading of module scripts occurs automatically, as needed.

The way in which a program is organized in terms of modules is an important aspect of its overall structure. Export lists in module specifications and import lists in import specifications reveal the details of this structure, but in a form that is scattered across files and hard to picture all at once. Another representation of the modular structure of the program, a documentation tool known (in this text, at least) as a **program organization chart**, does a better job of communicating the big picture.

A program organization chart consists of ovals linked by arrows. Each oval names a module of the program, and an arrow from one module-oval to another indicates that the module at the head of the arrow imports entities from the module at the tail. The imported entities appear on the chart as labels on the arrow.[1]



Program Organization Chart

1. Since the program organization chart contains no information that is not also specified in the modules, it would be best to have program organization charts drawn automatically from the definitions of the modules. This would ensure their correctness. However, the charts serve also as a good planning tool. Sketching the program organization chart before writing the program, then revising it as the program evolves helps keep the overall structure of the program in mind, which can lead to improvements in design.

Review Questions

1 A Haskell module provides a way to
- a share variables and functions between scripts
- b hide some of the variables and functions that a script defines
- c package collections of variables and functions to be used in other scripts
- d all of the above

2 The export list in a module designates variables and functions that
- a are defined in the module and redefined in other modules
- b are defined in the module and will be accessible to other scripts
- c are defined in other scripts and needed in the module
- d are defined in other scripts and redefined in the module

3 An import specification in a script
- a makes all the definitions in a module available in the script
- b designates certain variables and functions in the script to be private
- c makes some public definitions from another module available for use in the script
- d specifies the importation parameters that apply in the script

4 In a numeric representation scheme based on radix *b*,
- a numbers are denoted by sequences whose elements come from a set of *b* digits
- b numbers are written backwards
- c letters cannot be used to represent digits
- d numbers larger than *b* cannot be represented

5 Horner's formula
- a computes the reverse of a sequence of digits
- b takes too long to compute when *n* is bigger than 10
- c expresses a sum of multiples of powers of a certain base as a nest of products and sums
- d is too complicated to use in ordinary circumstances

Definitions with Alternatives 16

Julius Caesar wrote messages in a secret code. His scheme was to replace each letter in a message with the third letter following it in the alphabet. In a coded message, he would have written URPH for ROME, for example. The following script provides functions to encode and decode messages using Caesar's cipher.

```
HASKELL DEFINITION • cipherJulius :: String -> String
HASKELL DEFINITION • cipherJulius = map(shiftAZ 3)
HASKELL DEFINITION •
HASKELL DEFINITION • decipherJulius :: String -> String
HASKELL DEFINITION • decipherJulius = map(shiftAZ (-3))
HASKELL DEFINITION •
HASKELL DEFINITION • shiftAZ n c = ltrFromInt((intFromLtr c + n) `mod` 26)
HASKELL DEFINITION •
HASKELL DEFINITION • intFromLtr :: Char -> Int
HASKELL DEFINITION • intFromLtr c = fromEnum c - fromEnum 'A'
HASKELL DEFINITION •
HASKELL DEFINITION • ltrFromInt :: Int -> Char
HASKELL DEFINITION • ltrFromInt n = toEnum(n + fromEnum 'A')

HASKELL COMMAND • cipherJulius "VENIVIDIVICI"
HASKELL RESPONSE • "YHQLYLGLYLFL"
HASKELL COMMAND • decipherJulius "YHQLYLGLYLFL"
HASKELL RESPONSE • "VENIVIDIVICI"
```

You are probably wondering what the formula defining cipherJulius means. What is that map thing anyway? This is an intrinsic function that duplicates one of the uses of list comprehensions:

```
map f  xs = [f x | x <- xs]
```

It's as simple as that. So, why use map? Mainly because it makes some formulas a bit more concise. An equivalent formula for cipherJulius would be

```
cipherJulius plaintext = [shiftAZ 3  c | c <- plaintext]
```

Taking f to be the curried form shiftAZ 3 in the definition of map, this formula for cipherJulius msg equivalent to the following:

```
cipherJulius  plaintext  =  map (shiftAZ 3) plaintext
```

This definition of cipherJulius is almost the same as the original. The only difference is, this one names an explicit argument, and the original uses a curried invocation of map, leaving the argument implicit. But, the definitions are equivalent because of the following observation:

$$f\ x\ =\ g\ x \text{ for all } x \qquad \text{means} \qquad f = g$$

This is what it means for two functions to be the same: they deliver the same values when supplied with the same arguments. Because Haskell allows curried function invocations, the mathematical idea of function equality carries over to the syntax of Haskell. The following two Haskell definitions are equivalent, no matter how complicated the *anyFormula* part is:

```
f  x  = anyFormula x        is equivalent to        f  = anyFormula
```

The same trick works if the f part is a curried form:

```
g  y  z  x  = anyFormula x        is equivalent to        g  y  z  = anyFormula
```

So,

```
cipherJulius  msg  =  map (shiftAZ 3) msg        is equivalent to
cipherJulius       =  map (shiftAZ 3)
```

From now on, you'll see this form of expression in lots of definitions. When definitions omit some of the parameters of the function being defined, subtle ambiguities[1] can arise. For this reason, it is necessary to include explicit type specifications for such functions. Generally, explicit type specifications are good practice anyway, since they force the person making the definition to think clearly about types. So, most definitions from this point on will include explicit type specifications.

Now, back to the script for computing Caesar ciphers.

The function shiftAZ 3 in this script does the work of encoding a letter:

```
shiftAZ 3 c = ltrFromInt((intFromLtr c + 3) `mod` 26)
```

The function first translates the character supplied as its argument to an integer between zero and twenty-five (intFromLtr c), then it adds three, computes the remainder in a division by twenty-six (to loop around to the beginning if the letter happened to be near the end of the alphabet), and finally converts the shifted number back to a letter (ltrFromInt(*all that stuff*)).

The functions that do the conversions between letters and integers use some intrinsic functions, toEnum and fromEnum, that do a slightly different conversion between letters and integers. The function toEnum will translate any argument of type Char into a value of type Int between zero and 255 (inclusive).[2] For any character *c* in the standard electronic alphabet, the Haskell formula fromEnum(*c*) denotes its ASCII code, which is a number between zero and 127. The function toEnum converts back to type Char. That is, for any ASCII character, toEnum(fromEnum(*c*))=*c*.

ASCII character set

A standard known as ISO8859-1 specifying representations of a collection of 128 characters has been established by the International Standards Organization. These are usually called the ASCII characters—the American Standard Code for Information Interchange. ASCII, an older standard essentially consistent with ISO8859-1 but less inclusive of non-English alphabets, represents 128 characters (94 printable ones, plus the space-character, a delete-character, and 32 control-characters such as newline, tab, backspace, escape, bell, etc.) as integers between zero and 127

The designers of the ASCII character set arranged it so that the capital letters A to Z are represented by a contiguous set of integers, and the functions intFromLtr and ltrFromInt use this fact to their advantage: For any letter c,

```
fromEnum('A') ≤ fromEnum(c) ≤ fromEnum('Z')
```

1. Explained in the Haskell Report (see "monomorphism restriction").
2. Haskell uses type Int instead of Integer for these functions because Int is adequate for the range 0 to 255.

Therefore,

$$\text{fromEnum('A')} - \text{fromEnum('A')} \le \text{fromEnum}(c) - \text{fromEnum('A')} \le \text{fromEnum('Z')} - \text{fromEnum('A')}$$

And, since the codes are contiguous, fromEnum('Z') - fromEnum('A') must be 25, which means

$$0 \le \text{fromEnum}(c) - \text{fromEnum('A')} \le 25$$

Because of these relationships, you can see that intFromLtr will always deliver an integer between zero and 25 when supplied with a capital letter as its argument, and ltrFromInt just inverts this process to get back to the capital letter that the integer code came from.

fromEnum *and* toEnum

The class Enum includes Char, Bool, Int, and several other types. The function fromEnum converts from any of these types to Int, and toEnum goes in the other direction. Since there are several target types for toEnum to choose from, **explicit type declarations are often needed.**

The deciphering process is basically the same as the process of creating a ciphertext, except that instead of shifting by three letters forward (shiftAZ 3), you shift by three letters back in the alphabet (shiftAZ (-3)). So, the formula for the decipherJulius function is similar to the one for cipherJulius:

```
HASKELL DEFINITION • cipherJulius = map (shiftAZ 3)
HASKELL DEFINITION • decipherJulius = map (shiftAZ (-3))
```

The script, as formulated, takes some chances. It assumes that the supplied argument will be a sequence of capital letters — no lower case, no digits, etc. If someone tries to make a ciphertext from the plaintext "Veni vidi vici," it will not decipher properly:

```
HASKELL COMMAND • cipherJulius "Veni vidi vici."
HASKELL RESPONSE • YNWRWERMRWERLRK
HASKELL COMMAND • decipherJulius "YNWRWERMRWERLRK"
HASKELL RESPONSE • VKTOTBOJOTBOIOH
```

This is not good. This is not right. My feet stick out of … oh … sorry … lapsed into some old Dr Seuss rhymes … let me start again …

This is not good. It's ok for a program to have some restrictions on the kinds of data it can handle, but it's not ok for it to pretend that it's delivering correct results when, in fact, its delivering nonsense — especially if what you're expecting from the program is a ciphertext, which is supposed to look like nonsense, so you can't tell when the program is outside its domain.

One way to fix the program is to check for valid letters (that is, capital letters) when making the conversions between letters and integers. To do this, you need some way to provide alternatives in definitions, so that the intFromLtr function can apply the conversion formula when its argument is a capital letter and can signal an error[1] if its argument is something else.

Definitions present alternative results by prefacing each alternative with a guard. The guard is a formula denoting a Boolean value. If the value is True, the result it guards is delivered as the value

1. Any function can signal an error by delivering as its value the result of applying the function error to a string. The effect of delivering this value will be for the Haskell system to stop running the program and send the string as a message to the screen.

of the function. If not, the Haskell system proceeds to the next guard. The first guard to deliver True selects its associated formula as the value of the function. The last guard is always the keyword otherwise: if the Haskell system gets that far, it selects the alternative guarded by otherwise as the value of the function. One way to look at this is that each formula that provides an alternative value for the function is guarded by a Boolean value: they are a collection of guarded formulas.

A guard appears in a definition as a Boolean formula following a vertical bar (|, like the one used in list comprehensions). After a guard comes an equal sign (=), and then the formula that the guard, if True, is supposed to select as the value of the function. Here's a function that delivers 1 if its argument exceeds zero and -1 otherwise:

```
HASKELL DEFINITION • f x
HASKELL DEFINITION •   | x > 0    = 1
HASKELL DEFINITION •   | otherwise  = -1
```

Try to apply this idea in the following script defining a safer version of the Caesar cipher system. In case the conversion functions intFromLtr and ltrFromInt encounter anything other than capital letters, use the error function to deliver their values. To test for capital letters, you can use the intrinsic function isUpper Char -> Bool, which delivers the value True if its argument is a capital letter, and False otherwise.

```
¿ HASKELL DEFINITION ? import Char(isUpper)
¿ HASKELL DEFINITION ? cipherJulius :: String -> String
¿ HASKELL DEFINITION ? cipherJulius = map(shiftAZ 3)
¿ HASKELL DEFINITION ? shiftAZ :: Int -> Char -> Char
¿ HASKELL DEFINITION ? shiftAZ n c = ltrFromInt((intFromLtr c + n) `mod` 26)
¿ HASKELL DEFINITION ? decipherJulius :: String -> String
¿ HASKELL DEFINITION ? decipherJulius = map(shiftAZ (-3))
¿ HASKELL DEFINITION ? intFromLtr :: Char -> Int
¿ HASKELL DEFINITION ? intFromLtr c          -- you fill in the two-alternative definition
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ? ltrFromInt :: Int -> Char
¿ HASKELL DEFINITION ? ltrFromInt n          -- again, you fill in the definition
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
```

2

```
HASKELL COMMAND • cipherJulius "VENIVIDIVICI"
HASKELL RESPONSE • "YHQLYLGLYLFL"
```

```
HASKELL COMMAND • cipherJulius "Veni vidi vici."
HASKELL RESPONSE • "Y
HASKELL RESPONSE • Program error: intFromLtr(non-letter) not allowed
```

Another problem with the Caesar cipher system is that it uses a modern alphabet. The Roman alphabet in Caesar's time had twenty-three letters, not twenty-six. The letters J, U, and W from the modern alphabet were not in the ancient one.[1] This, too, can be fixed by putting some additional alternatives in the conversion functions to squeeze out the gaps in that the omission of J, U, and W leave in the integer codes.

The idea is to check to see what range the letter is in A-I, K-T, V, or X-Z, then adjust by zero, one, two, or three, respectively. (Of course the clock arithmetic has to be done mod 23 rather than mod 26, too.) Checking for a range like A-I takes two tests: *c* >= 'A' and *c* < 'J'. For compound formulas like this, Haskell provides the and-operator (&&). It takes two Boolean operands and delivers the value True if both operands are True and False otherwise. (Haskell also provides an or-operator (||) and a not-function (not), but they won't be needed in this case.)

Try to work out the gaps in the following script, which encodes using the ancient Roman alphabet.

```
¿ HASKELL DEFINITION ? cipherJulius :: String -> String
¿ HASKELL DEFINITION ? cipherJulius = map(shiftRomanLetter 3)
¿ HASKELL DEFINITION ? shiftRomanLetter :: Int -> Char -> Char
¿ HASKELL DEFINITION ? shiftRomanLetter n c = romFromInt((intFromRom c + n) `mod` 23)
¿ HASKELL DEFINITION ? intFromRom :: Char -> Int
¿ HASKELL DEFINITION ? intFromRom c      -- you fill in the definition (5 alternatives)
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?     where
¿ HASKELL DEFINITION ?     cInt = fromEnum c - fromEnum 'A'
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ? romFromInt :: Int -> Char
¿ HASKELL DEFINITION ? romFromInt n      -- again, you fill in the definition
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
```

1. A problem the cipher system doesn't have that it might seem to have is that it can't deal with spaces and punctuation. As it happens, the Romans didn't use spaces and punctuation in their writing. I don't know if they used lower case letters or not, but the all-upper-case messages look really Roman to me.


```
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?     where
¿ HASKELL DEFINITION ?     fromASCII code = toEnum(code + fromEnum 'A')
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ? decipherJulius :: String -> String
¿ HASKELL DEFINITION ? decipherJulius = map(shiftRomanLetter (-3))
HASKELL COMMAND • cipherJulius "VENIVIDIVICI"
HASKELL RESPONSE • "ZHQMZMGMZMFM"
HASKELL COMMAND • decipherJulius "ZHQMZMGMZMFM"
HASKELL RESPONSE • "VENIVIDIVICI"
```

3

The Caesar cipher is not a very good one. You can look at even a short ciphertext, such as "ZHQMZMGMZMFM" and guess that M probably stands for a vowel. Ciphers like Caesar's are easy to break.[1]

Review Questions

1 Guards in function definitions
- a hide the internal details of the function from other software components
- b remove some of the elements from the sequence
- c select the formula that delivers the value of the function
- d protect the function from damage by cosmic rays

2 The formula `map reverse ["able", "was", "I"]` delivers the value
- a ["I", "saw", "elba"]
- b ["elba", "saw", "I"]
- c ["I", "was", "able"]
- d ["able", "was", "I", "not"]

3 The formula `map f xs` delivers the value
- a f x
- b [f x | x <- xs]
- c f xs
- d [f xs]

4 Which of the following formulas is equivalent to the formula `[g x y | y <- ys]` ?
- a (map . g x) ys
- b (map g x) ys
- c map(g x y) ys
- d map(g x) ys

1. The article "Contemporary Cryptology: An Introduction," by James L. Massey, which appears in *Contemporary Cryptology, The Science of Information Integrity*, edited by Gustavus J. Simmons (IEEE Press, 1992), discusses methods of constructing good ciphers.

5 The following function delivers

```
HASKELL DEFINITION •   h  xs
HASKELL DEFINITION •        | xs == reverse xs      = "yes"
HASKELL DEFINITION •        | otherwise             = "no"
```

a "yes", unless xs is reversed
b "yes" if its argument is a palindrome, "no" if it's not
c "no" if xs is not reversed
d "yes" if its argument is written backwards, "no" if it's not

6 The following function

```
HASKELL DEFINITION •   s  x
HASKELL DEFINITION •        | x < 0    =  -1
HASKELL DEFINITION •        | x == 0   =   0
HASKELL DEFINITION •        | x > 0    =   1
```

a the value of its argument
b the negative of its argument
c a code indicating whether its argument is a number or not
d a code indicating whether its argument is positive, negative, or zero

7 Assuming the following definitions, which of the following functions puts in sequence of x's in place of all occurrences of a given word in a given sequence of words?

```
length :: [a] -> Int
length[x1, x2, ..., xn] = n
```

```
HASKELL DEFINITION •   rep  n  x  =  [ x | k <- [1 . . n]]
HASKELL DEFINITION •   replaceWord badWord word
HASKELL DEFINITION •     | badWord == word    = rep (length badWord) 'x'
HASKELL DEFINITION •     | otherwise   = word
```

a censor badWord = map (replaceWord badWord)
b censor badWord = map . replaceWord badWord
c censor badWord = replaceWord badWord . map
d censor badWord = map badWord . replaceWord

17 Modules as Libraries

Encryption is an important application of computational power. It is also an interesting problem in information representation, and in that way is related to the question of representing numbers by numerals, which you have already studied. In fact, the numeral/number conversion software you studied earlier can be used to implement some reasonably sophisticated ciphers. So, constructing encryption software provides an opportunity to reuse some previously developed software.

Reusing existing software in new applications reduces the development effort required. For this reason, software reuse is an important idea in software engineering. Programming languages provide a collection of intrinsic functions and operations. Whenever you use one of these, you are reusing existing software. Similarly, when you package functions in a module, then import them for use in an application, you are reusing software. Modules and intrinsic functions provide repositories or **libraries** of software intended to be used in other applications.

This chapter presents some software for encryption, that is for encoding messages so that they will be difficult for people other than the intended receivers to decode. Encoding methods for this purpose are known as ciphers.

Substitution ciphers, in which there is a fixed replacement for each letter of the alphabet, are easy to break because the distribution of letters that occur in ordinary English discourse (or any other language) are known. For example, the letter E occurs most frequently in English sentences, followed by the letter T, etc. If you have a few sentences of ciphertext, you can compute the distribution of occurrence of each letter. Then you can guess that the most frequently occurring letter is the letter E, or maybe T, or one of the top few of the most frequently occurring letters. After guessing a few of the letter-substitutions by this method, you can break the code easily.[1]

The statistics on pairs of letters are also known. So, even if the cipher is designed to substitute a fixed new pair of letters for each pair that occur in the original message (maybe XQ for ST, RY for PO, and so on for all possible two-letter combinations), the cipher will not be hard to break. The code breaker will need access to a longer ciphertext, however, because the statistical differences among occurrences of different letter combinations are more subtle than for individual letters.

The same goes for substitution ciphers that use three-letter combinations, and so on. But, the longer the blocks of letters for which the cipher has a fixed replacement, the harder it is to break the code. Ciphers of this kind (that is, multi-letter substitution ciphers) make up a class known as block ciphers. The Data Encryption Standard (DES), which was designed and standardized in the 1970s, is a substitution cipher based on blocks of eight to ten letters, depending on how the message is represented. The method of computing the replacement combination, given the block of characters for which a new block is to be substituted, has sixteen stages of successive changes. It scrambles the message very successfully, but in principle, it is a multi-letter, substitution cipher.

To encode a message with the DES cipher, the correspondents agree on a key. The DES cipher then uses this key to compute the substitutions it will make to encrypt and decrypt messages. As

1. Edgar Allan Poe's story, *The Gold Bug*, contains an account of the breaking of a substitution cipher.

long as the key is kept secret, people other than the correspondents will have a very tough time decoding encrypted messages.

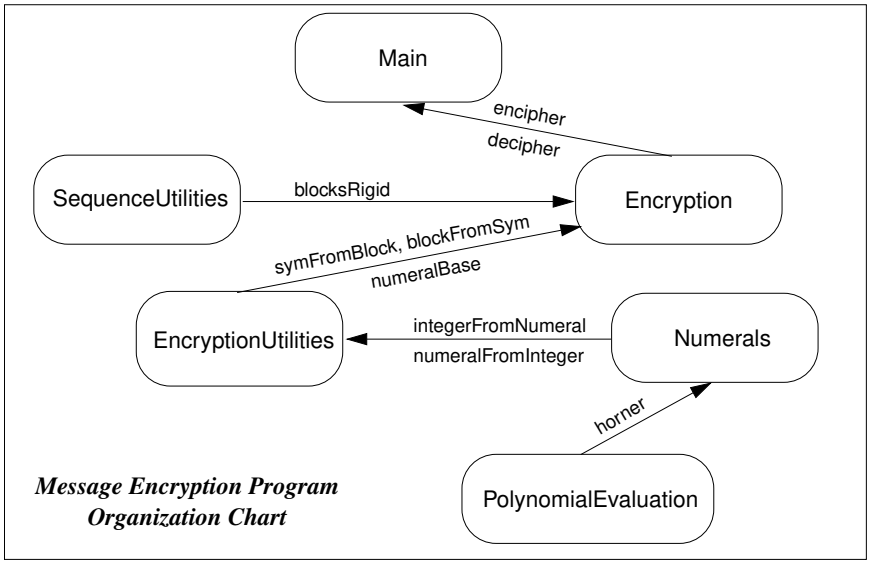
A block cipher is like the Caesar cipher, but on a larger alphabet. For example, if the message-alphabet consisted of capital letters and blanks, 27 symbols in all, and the block cipher substituted new three-letter combinations for the three-letter combinations in the message, then this would be a substitution cipher on an alphabet with 27×27×27 letters — that's 19,683 letters in all.

The following module, Encryption, contains software that implements a block cipher of this kind. It is not limited to three-letter combinations. Instead, it is parameterized with respect to the number of letters in the substitution-blocks. They can be of any length.

DES Efficiency

The encryption software developed in this lesson scrambles messages successfully, but requires much more computation than the DES procedure, which is carefully engineered for both security and efficient use of computational resources.

The overall structure of the program to be constructed is illustrated in the accompanying program organization chart. The Encryption module will import a function from the SequenceUtilities module (in the Appendix) to package messages into blocks. Each block will then be encrypted, with the help of some entities imported from an EncryptionUtilities module, which, itself, gets some help from the Numerals module developed previously. The Numerals module imported a function from the PolynomialEvaluation module. The program organization chart displays all these relationships. You can use it to help you keep track of what is going on as you work your way through this lesson.



Message Encryption Program Organization Chart

The encipher and decipher functions in the Encryption module are also parameterized with respect to the key. The correspondents can agree on any sequence of characters they like as a key for the software to use to encipher and decipher messages.

The cipher works like this. Given a fixed block size, it partitions the message into blocks of that length (say, for example, 20 characters per block). If the number of characters in the message is not an exact multiple of the block size, then the last block is padded with blanks to make it come out even.

Each block is then converted to a numeral (see page 74) by translating its block of characters into a block of integers. To do this, each letter in the alphabet that the message is written in is associated with an integer code (first letter coded as zero, second letter as on, etc.). The resulting numeral then denotes a number in standard, positional notation with a radix equal to the number of letters in the alphabet. The function integerFromNumeral (from the Numerals module), the numeral is converted into an integer, and it is this integer that is viewed as a character in the cipher alphabet.

The number of characters in the cipher alphabet varies with the chosen block size:

$$\text{cipher-alphabet size} = \alpha^{\beta},$$

where α = message-alphabet size
β = block size

The message alphabet consists of the printable characters of the ASCII character set (see "ASCII character set" page 78) plus the space, tab, and newline characters, for a total of 97 characters ($\alpha = 97$). If the correspondents were to choose a block size of one ($\beta = 1$) then the cipher alphabet would contain the same number of symbols as the message alphabet (97), which would produced a simple substitution cipher similar to the Caesar cipher. But, with a block size of five ($\beta = 5$), the number of symbols in the cipher alphabet goes up to several billion ($97^5 = 8{,}587{,}340{,}257$), and with a block size of twenty ($\beta = 20$) up to huge number with forty digits in its decimal numeral (enter the Haskell command (97::Integer)^20 if you want to see the exact number).

character-blocks as numerals

The encryption software essentially interprets each block of characters as a base-97 numeral. The "digits" in the numeral are ASCII characters.

Example, block-length 3, numeral "AbX":

AbX

denotes the cipher-alphabet symbol

$\text{code(A)}\times 97^2 + \text{code(b)}\times 97^1 + \text{code(X)}\times 97^0$

where code(A), code(b), and code(X) are numbers between zero and 96 computed from the ASCII codes for those characters.

After converting a block of characters in the original message to an integer (denoting a symbol in the cipher alphabet), an integer version of the key is added. (The integer version of the key is gotten by interpreting the key as a base-97 numeral, just as with blocks of characters from a message.) This sum denotes another symbol in the cipher alphabet, shifted from the original symbol by the amount denoted by the key (just as with the Caesar cipher, but on a larger scale: the remainder is computed modulo the number of characters in the cipher alphabet — that is 97^{β}, where β is the block size). And, finally, the shifted integer is converted back to a block of characters by reversing the process used to convert the block of characters in the original message to an integer.

```
HASKELL DEFINITION • module Encryption
HASKELL DEFINITION •    (encipher, decipher)
HASKELL DEFINITION •    where
HASKELL DEFINITION •
HASKELL DEFINITION •    import EncryptionUtilities
HASKELL DEFINITION •    import SequenceUtilities
HASKELL DEFINITION •
HASKELL DEFINITION •    encipher, decipher :: Int -> String -> String  -> String
HASKELL DEFINITION •    encipher blockSize key =
HASKELL DEFINITION •       cipher blockSize (symFromBlock key)
HASKELL DEFINITION •    decipher blockSize key =
HASKELL DEFINITION •       cipher blockSize (- symFromBlock key)
HASKELL DEFINITION •
HASKELL DEFINITION •    cipher :: Int -> Integer -> String -> String
HASKELL DEFINITION •    cipher blockSize keyAsInteger =
HASKELL DEFINITION •       concat .                                    -- de-block
HASKELL DEFINITION •       map blockFromSym .          -- back to blocks (from symbols
HASKELL DEFINITION •       map shiftSym .                           -- encipher symbols
HASKELL DEFINITION •       map symFromBlock .     -- convert to cipher-alphabet symbo
HASKELL DEFINITION •       blocksRigid blockSize ' '                 -- form blocks
HASKELL DEFINITION •       where
HASKELL DEFINITION •       shiftSym n = (n + keyAsInteger) `mod` alphabetSize
HASKELL DEFINITION •       alphabetSize = numeralBase^blockSize
```

In this way, encoding a message is a five-step process:

1. group characters in original message into blocks
2. convert each block to a symbol in the cipher alphabet
3. shift the cipher-alphabet symbol by the amount denoted by the key
4. convert each (shifted) cipher-alphabet symbol into a block of characters
5. string the blocks together into one string, which is the encoded message (ciphertext)

The function cipher in the Encryption module is defined as five-step composition of functions, one function for each step in the encoding process. The functions encipher and decipher both use the function cipher, one with a forward version of the key and the other with a backward version (just as in the Caesar cipher, where the forward key advanced three letters in the alphabet to find the substitute letter, and the backward key shifted three letter back in the alphabet). The structure of these functions matches their counterparts in the Caesar cipher software, except for the addition of the blocking and de-blocking concepts.

The Encryption module imports functions from a module called EncryptionUtilities to convert between blocks of ASCII characters (type String) and cipher-alphabet symbols (type Integer). It maps the block-to-symbol function (called symFromBlock) onto the sequence of blocks of the original message, then maps the symbol-shifter function (shiftSym) onto the sequence of symbols, and then maps the symbol-to-block function (blockFromSym) onto the sequence of shifted symbols to get back to blocks again.

append operator **(++)**
glues two sequences together

"Thelma" ++ "Louise" *means* "ThelmaLouise"

[1, 2, 3, 4] ++ [5, 6, 7] *means* [1, 2, 3, 4, 5, 6, 7]

The Encryption module also uses the variable numeralBase from the EncryptionUtilities module, which provides the size of the cipher alphabet (alphabetSize). The Encryption module needs this value to do the shifting modulo the size of the alphabet, so that symbols that would shift off the end of the cipher-alphabet are recirculated to the front.

The Encryption module also uses a function called blocksRigid from the module SequenceUtilities to build blocks of characters from the original message string. It uses an intrisic function, concat, to paste the blocks of the encoded message back into a single string.

The SequenceUtilities module appears in the Appendix. It is a library of several functions useful for building or converting sequences in various ways. The blocksRigid function takes three arguments: a block size, a pad, and a sequence to group into blocks. It groups the sequence into as many blocks as it takes to contain all of its elements. The last block will be padded at the end, if necessary, to make it the same size as the others (the second argument says what pad-character to use). For now, it's best to accept that this function works as advertised, but when you have some free time, you can take a look at the Appendix and try to understand it. The definition uses some intrinsic functions that you haven't studied. You can look them up in the *Haskell Report*.

The intrinsic function, concat, which converts the blocks back into one long string works as if you had put an append operator (++) between each pair of blocks in the sequence. In fact, it could be defined in exactly that manner using a fold operator.

concat :: [[a]] -> [a]

concat [[1,2,3], [4,5], [6,7,8,9]] = [1, 2, 3, 4, 5, 6, 7, 8, 9]

concat = foldr (++) [ ]

The Encryption module defines two functions for export: encipher and decipher. It also defines a private function, cipher, which describes the bulk of the computation (that's where the five-link chain of function compositions is). It imports two functions (symFromBlock and blockFromSym) and a variable (numeralBase) from the EncryptionUtilities module. These entities are not exported from the Encryption module, so a script importing the Encryption module would not have access to symFromBlock, blockFromSym, or numeralBase. This is by design: presumably a script importing the Encryption module would do so to be able to encipher and decipher messages; it would not import the Encryption module to get access to the utility functions needed to encipher and decipher messages. The additional functions would just clutter up the name space.

Now, take a look at the EncryptionUtilities module (see page 90). It defines four functions: symFromBlock, blockFromSym, integerCodeFromChar, and charFromIntegerCode.

The purpose of the functions integerCodeFromChar, and charFromIntegerCode is to convert between values of type Integer and blocks with elements of type Char. These functions make this conversion for individual elements, and then they are mapped onto blocks to make the desired conversion. The functions are defined in a manner similar to intFromLtr and ltrFromInt in cipherJulius (see page 80), except that the new functions are simpler because there is only one gap in the ASCII codes for the characters involved (the ancient Roman character set had three gaps).

The ASCII codes for the space character and the 94 printable characters are contiguous, running from 32 for space (fromEnum(' ')=32) up to 126 for tilde (fromEnum('~')=126). The only gap is

between those characters and the other two in the character set the software uses for encoding messages, namely tab (ASCII code 9 — fromEnum('/t')=9) and newline (ASCII code 10 — fromEnum('/n')=10). Given this information, try to write the definitions of these functions that convert between integers and code-characters.

Try to write the other two functions, too. Their definitions can be constructed as a composition of one of the integer/numeral conversion-functions in the Numerals module (see page 74) and a mapped version of one of the integer/code-character conversion-functions. It might take you a while to puzzle out these definitions — the three-minute rule is a bit short here. But, if you can work these out, or even get close, you should feel like you're really getting the hang of this.

```
¿ HASKELL DEFINITION ?  module EncryptionUtilities
¿ HASKELL DEFINITION ?    (symFromBlock, blockFromSym, numeralBase)
¿ HASKELL DEFINITION ?    where
¿ HASKELL DEFINITION ?    import Numerals
¿ HASKELL DEFINITION ?    symFromBlock :: String -> Integer          -- you write the function
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    blockFromSym :: Integer -> String              -- again, you write it
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    integerCodeFromChar :: Char -> Integer     -- write this one, too
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      | fromEnum c >= minCode =
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    charFromIntegerCode :: Integer -> Char             -- and this one
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      | intCode >=
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    maxCode, minCode, numExtraCodes :: Int
¿ HASKELL DEFINITION ?    maxCode = 126                        -- set of code-characters =
¿ HASKELL DEFINITION ?    minCode = 32          -- {tab, newline, toEnum 32 ... toEnum 126}
¿ HASKELL DEFINITION ?    numExtraCodes = 2
```



```
¿ HASKELL DEFINITION ?  numeralBase :: Integer
¿ HASKELL DEFINITION ?  numeralBase =
¿ HASKELL DEFINITION ?    fromIntegral(maxCode - minCode + 1 + numExtraCodes)
```
2

As you can see, the EncryptionUtilities module is rather fastidious about the differences between type Int and type Integer. The reason the issue arises is that the functions fromEnum and toEnum, which are used to convert between characters and ASCII codes, deal with type Int. They may as well, after all, because all the integers involved are between zero and 255, so there is no need to make use of the unbounded capacity of type Integer. Type Int is more than adequate with its range limit of 2^{29} - 1, positive or negative (see page 58).

However, Int is definitely *not adequate* for representing the integers that will occur in the cipher alphabet. These numbers run out of the range of Int as soon as the block size exceeds four.[1] So, the computations specified by the integer/numeral conversion functions of the Numerals module must be carried out using type Integer. For this reason, the functions integerCodeFromChar and charFromIntegerCode use type Integer on the integer side of the conversion and type Int on the character side. To do this it is necessary to convert between Int and Integer, and an intrinsic function is available to do this: fromIntegral. The function fromIntegral, given an argument in the class Integral (that is, an argument of type Int or Integer), delivers a number of the appropriate type for the context of the invocation.

The following script encrypts a maxim from Professor Dijkstra, which appeared in an open letter in 1975 and later in an anthology of his writings.[2] It imports the Encryption module and uses its exported functions. As the commands demonstrate, enciphering the message, then deciphering it gets back to the original (plus a few blanks at the end, depending on how the blocking goes).

```
HASKELL DEFINITION •  import Encryption
HASKELL DEFINITION •
HASKELL DEFINITION •  maximDijkstra, ciphertext, plaintext :: String
HASKELL DEFINITION •  maximDijkstra =
HASKELL DEFINITION •    "Besides a mathematical inclination, an exceptionally\n" ++
HASKELL DEFINITION •    "good mastery of one's native tongue is the most vital\n" ++
HASKELL DEFINITION •    "asset of a competent programmer.\n"
HASKELL DEFINITION •  ciphertext = encipher blockSize key maximDijkstra
HASKELL DEFINITION •  plaintext = decipher blockSize key ciphertext
HASKELL DEFINITION •
HASKELL DEFINITION •  key :: String
HASKELL DEFINITION •  key = "computing science"
HASKELL DEFINITION •  blockSize :: Int
HASKELL DEFINITION •  blockSize = 10
```
3

Using this program involves displaying messages that may be several lines long. If these messages are displayed directly as strings, they will be represented in the form that strings are denoted in Haskell programs. In particular, newline characters will appear in the form "\n", and, of course the string will be enclosed in quotation marks.

1. $97^5 > 2^{29} - 1$
2. *Selected Writings on Computing: A Personal Perspective*, Edsger W. Dijkstra (Springer-Verlag, 1982).

The putStr directive makes it possible to display the contents of a string, rather than the Haskell notation for the string. This leaves off the surrounding quotation marks and interprets special characters in their intended display form. For example, the newline will be displayed by starting a new line and displaying subsequent characters from that point. The following commands, making use of the above program, use putStr to improve the display in this way.

putStr ***directive***
putStr :: String -> IO( )

Causes the contents of the string specified as its argument to be displayed on the screen with each character interpreted in the normal way (e.g., newline characters start new lines, tabs cause spacing, etc.).

```
HASKELL COMMAND • putStr maximDijkstra                    — display contents of string
HASKELL RESPONSE • Besides a mathematical inclination, an exceptionally
HASKELL RESPONSE • good mastery of one's native tongue is the most vital
HASKELL RESPONSE • asset of a competent programmer.
HASKELL COMMAND • putStr ciphertext                       — display contents of encrypted string
HASKELL RESPONSE • 2Mv^IPYqEg]Iw]JXHdNIQT# … and a bunch more gobbledygook …
HASKELL COMMAND • putStr plaintext                        — display contents of deciphered string
HASKELL RESPONSE • Besides a mathematical inclination, an … etc. (as above) …
```

Review Questions

1 Software libraries
- a contain functions encapsulated in modules
- b provide a way to package reusable software
- c both of the above
- d none of the above

2 A module that supplies reusable software should
- a export all of the functions it defines
- b import all of the functions it defines
- c export reusable functions, but prevent outside access to functions of limited use
- d import reusable functions, but avoid exporting them

3 The formula `concat ["The", "Gold", "Bug"]` delivers
- a "The Gold Bug"
- b ["The", "Gold", "Bug"]
- c "TheGoldBug"
- d [["The], ["Gold"], ["Bug"]]

4 Encryption is a good example to study in a computer science course because
- a it is an important use of computers
- b it involves the concept of representing information in different ways
- c both of the above
- d well … really … it's a pretty dumb thing to study

5 The DES cipher is a block cipher. A block cipher is
- a a substitution cipher on a large alphabet
- b a rotation cipher with scrambled internal cycles
- c less secure than a substitution cipher
- d more secure than a substitution cipher

6 Professor Dijkstra thinks that in the software development profession
- a mathematical ability is the only really important asset that programmers need
- b the ability to express oneself in a natural language is a great asset to programmers
- c mathematical ability doesn't have much influence on a programmer's effectiveness
- d it's a waste of time to prove, mathematically, the correctness of program components

Interactive Keyboard Input and Screen Output 18

Input and output are managed by the operating system. Haskell communicates with the operating system to get these things done. Through a collection of intrinsic functions that deliver values of IO type, Haskell scripts specify requests for services from the operating system. The Haskell system interprets IO type values and, as part of this interpretation process, asks the operating system to perform input and output.

For example, the following script uses the intrinsic function putStr to display the string “Hello World” on the screen:

```
HASKELL DEFINITION •  main = putStr "Hello World"
```

By convention, Haskell scripts that perform input and/or output define a variable named main in the main module. Entering the command main then causes Haskell system to compute the value of the variable main. That value, itself, is of no consequence. But, in computing the value, Haskell uses the operating system to perform the input/output specified in the script.

```
HASKELL COMMAND •  main
OP SYS RESPONSE •  Hello World
```

When the value delivered by a Haskell command is of IO type (e.g., main) the Haskell system does not respond by printing the value. Instead it responds by sending appropriate signals to the operating system. In this case, those signals cause the operating system to display the string "Hello World" on the screen. This is an output directive performed by the operating system.

Input directives are another possibility. For example, Haskell can associate strings entered from the keyboard with variables in a Haskell program.

Any useful program that reads input from the keyboard will also contain output directives. So, a script containing an input directive will contain one or more output directives, and these directives will need to occur in a certain sequence. In Haskell, such sequences of input/output directives are specified in a do-expression.

```
HASKELL DEFINITION •  main =
HASKELL DEFINITION •     do
HASKELL DEFINITION •        putStr "Please enter your name.\n"
HASKELL DEFINITION •        name <- getLine
HASKELL DEFINITION •        putStr("Thank you, " ++ name ++ ".\n" ++
HASKELL DEFINITION •           "Have a nice day (:-)\n"   )

HASKELL COMMAND •  main
OP SYS RESPONSE •  Please enter your name.
    OP SYS ECHO •  Fielding Mellish
OP SYS RESPONSE •  Thank you, Fielding Mellish.
OP SYS RESPONSE •  Have a nice day (:-)
```

Haskell-induced output

echo by operating system of keyboard entry

A do-expression consists of the keyword do followed by a sequence of input/output directives. The example presented here contains a sequence of three such directives:

```
1  putStr "Please enter your name.\n"
2  name <- getLine
3  putStr("Thank you, " ++ name ++ ".\n" ++
       "Have a nice day (:-)\n"   )
```

causes operating system to display a line on the screen

causes operating system to read a line entered at the keyboard — the string entered becomes the value of the variable name

causes operating system to display two lines on screen

The first directive sends the string "Please enter your name.\n" to the screen. Since the string ends in a newline character, the string "Please enter your name." appears on the screen, and the cursor moves to the beginning of the next line. The second directive (name <- getLine) reads a line entered from the keyboard and associates the sequence of characters entered on the line[1] with the variable specified on the left side of the arrow (<-), which in this example is the variable called name. Any subsequent directive in the do-expression can refer to that variable, but the variable is not accessible outside the do-expression. And finally, the third directive sends a string constructed from name (the string retrieved from the keyboard) and some other strings ("Thank you, ", a string containing only the newline character, and "Have a nice day (:-)\n").

When the name is entered, the Haskell system builds a string from the characters entered and associates that string with the variable called name. While it is doing this, the operating system is sending the characters entered to the screen. This is known as echoing the input, and it is the normal mode of operation; without echoing, people could not see what they were typing.

echo

Operating systems normally send characters to the screen as they are entered at the keyboard. This is known as echoing the characters, and it is usually the desired form of operation. Most operating systems have a way to turn off the echo when that is more desirable, such as for password entry. Haskell provides a directive to control echoing. See the Haskell Report.

When the string is complete, the person at the keyboard enters a newline character. This terminates the getLine directive (a newline is what it was looking for). And, since the operating system echoes the characters as they come in, the newline entry causes the cursor on the screen to move to the beginning of the line following the name-entry line.

The third directive sends a string to the screen containing two newline characters. In response to this signal, two new lines appear on the screen. You can see by looking at the script that the first one ends with a period, and the second one ends with a smiley-face.

What happens to the rest of the characters? The ones entered at the keyboard after the newline? Well, this particular script ignores them. But, if the sequence of input/output directives in the do-expression had contained other getLine directives, the script would have associated the strings entered on those lines with the variables specified in the getLine directives.

The sequence of input/output directives in the do-expression could, of course, include more steps. The following script retrieves two entries from the keyboard, then incorporates the entries into a screen display, and finally retrieves a sign-off line from the keyboard.

1. That is, all the characters entered up to, but not including, the newline character. The newline character is discarded

```
HASKELL DEFINITION •  main =
HASKELL DEFINITION •    do
HASKELL DEFINITION •       putStr "Please enter your name: "
HASKELL DEFINITION •       name <- getLine
HASKELL DEFINITION •       putStr "And your email address, please: "
HASKELL DEFINITION •       address <- getLine
HASKELL DEFINITION •       putStr(unlines[
HASKELL DEFINITION •          "Thank you, " ++ name ++ ".",
HASKELL DEFINITION •          "I'll send your email to " ++ address,
HASKELL DEFINITION •          "Press Enter to sign off."])
HASKELL DEFINITION •       signOff <- getLine
HASKELL DEFINITION •       return()
HASKELL COMMAND •     main
HASKELL RESP / OS ECHO • Please enter your name: Captain Ahab        (underline shows OS echo)
HASKELL RESP / OS ECHO • And your email address, please: cap@mobydick.org
HASKELL RESPONSE •    Thank you, Captain Ahab.
HASKELL RESPONSE •    I'll send your email to cap@mobydick.org
HASKELL RESPONSE •    Press Enter to sign off.
OP SYS ECHO •                 (echo of Enter-key from keyboard)
```

There are a few subtleties going on with newline characters. The string sent to the screen by the first directive does not end with a newline. For that reason, the cursor on the screen remains at the end of the string "Please enter your name: " while waiting for the name to be entered.

After completing the name entry, the person at the keyboard presses the Enter key (that is, the newline character). The operating system echoes the newline to the screen, which moves the cursor to the beginning of the next line, and the Haskell system completes its performance of the getLine directive. Then, a similar sequence occurs again with the request for an email address.

Next, the putStr directive sends a three-line display to the screen. This string is constructed with an intrinsic function called unlines. The unlines function takes a sequence of strings as its argument and constructs a single string containing all of the strings in the argument sequence, but with a newline character inserted at the end of each them. In this case, there are three strings in the argument, so the result is a string containing three newline characters. This string, displayed on the screen, appears as three lines.

unlines :: [String] -> String

```
unlines = concat . map (++ "\n")

unlines ["line1", "line2", "line3"] =
                        "line1\nline2\nline3\n"]
```

unlines *takes a sequence of strings and delivers a string that appends together the strings in the sequence, each followed by a newline character.*

The last input/output directive in the do-expression is another getLine. This one simply waits for the entry of a newline character. Because the variable that gets the value entered (signOff) is not used elsewhere in the script, all characters entered up to and including the expected newline are, effectively, discarded.

Review Questions

1 Values of IO type
- a are in the equality class Eq
- b specify requests for operating system services
- c represent tuples in a unique way
- d describe Jovian satellites

2 Which of the following intrinsic functions in Haskell causes output to appear on the screen?
- a concat :: [[any]] -> [any]
- b putStr :: String -> IO ()
- c printString :: Message -> Screen
- d getLine :: IO String

3 What will be the effect of the command main, given the following script?

```
HASKELL DEFINITION •  main =
HASKELL DEFINITION •     do    putStr "Good "
HASKELL DEFINITION •           putStr "Vibrations\n"
HASKELL DEFINITION •           putStr "   by the Beach Boys\n"
```

- a one line displayed on screen
- b two lines displayed on screen
- c three lines displayed on screen
- d audio effects through the speaker

4 What will be the effect of the command main, given the following script?

```
HASKELL DEFINITION •  main =
HASKELL DEFINITION •     do    putStr "Please enter your first and last name (e.g., John Doe): "
HASKELL DEFINITION •           firstLast <- getLine
HASKELL DEFINITION •           putStr (reverse firstLast)
```

- a display of name entered, but with the last name first
- b display of last name only, first name ignored
- c display of last name only, spelled backwards

5 display of name spelled backwards How should the last input/output directive in the preceding question be changed to display the first name only?
- a putStr(take 1 firstLast)
- b putStr(drop 1 firstLast)
- c putStr(takeWhile (/= ' ') firstLast)
- d putStr(dropWhile (/= ' ') firstLast)

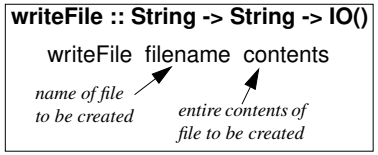
Interactive Programs with File Input/Output 19

Software can interact with people through the keyboard and the screen, and you have learned how to construct software that does this (see “Interactive Keyboard Input and Screen Output” on page 93). Since the screen is a highly volatile device, information displayed on it doesn’t last long — it is soon overwritten with other information. The computer system provides a facility known as the file system for recording information to be retained over a period of time and retrieved as needed. By interacting with the file system, software can retrieve information from files that were created at an earlier time, possibly by other pieces of software, and can create files containing information for processing at a later time.

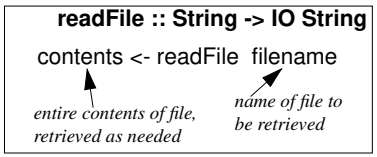
Suppose, for example, you wanted to write a Haskell script that would record, in a file that could be accessed at a later time, a line of text entered at the keyboard. The script would begin by displaying a message on the screen asking the person at the keyboard to enter the line of text. Then it would write a file consisting of that line.

```
HASKELL DEFINITION • main =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         putStr(unlines["Enter one line."])
HASKELL DEFINITION •         lineFromKeyboard <- getLine
HASKELL DEFINITION •         writeFile filename lineFromKeyboard
HASKELL DEFINITION •         putStr("Entered line written to file \"" ++ filename ++ "\"")
HASKELL DEFINITION •     where
HASKELL DEFINITION •     filename = "oneLiner.txt"
```

Writing the file is accomplished through an output directive called writeFile. The first argument of writeFile is a string containing the name of the file to be created, and the second argument is the string to be written to the file. In this case, the string contains only one line, but it could contain any number of lines. For example, the following script writes a file containing three lines.




```
HASKELL DEFINITION • main =
HASKELL DEFINITION •     writeFile "restaurant.dat" (unlines pepes)
HASKELL DEFINITION •     where
HASKELL DEFINITION •         pepes = ["Pepe Delgados", "752 Asp", "321-6232"]
```



So, the writeFile directive creates a file of text. The readFile directive does the reverse: it retrieves the contents of an existing file. In a script, the readFile directive is used much as getLine is used, except that instead of retrieving a single line from the screen, readFile retrieves the entire contents of a file.

The contents are retrieved on an as-needed basis, following the usual Haskell strategy of lazy evaluation. But, the script accesses the file contents through the variable named on the left of the arrow (<-) preceding the readFile directive, and any input/output command following the readFile command in the do-expression containing it can refer to that variable.

To illustrate the use of file input/output, consider the problem of encrypting the text contained in a file. That is, suppose you want to retrieve a text from a file, encrypt it, then create a new file containing an encrypted version of the file contents.

The following script solves this problem by first asking for the name of a file from the keyboard, confirming it, then asking for a sequence of characters to use as an encryption key. When the key is entered, the script reads the contents of the file (that is, the plaintext), enciphers it using a function from the Encryption module developed earlier (page 87), and writes the encrypted message in a file with the same name as the one containing the plaintext, but with an extended name (“.ctx”, for ciphertext, is added to the filename).

```
HASKELL DEFINITION • import Encryption(encipher)
HASKELL DEFINITION •
HASKELL DEFINITION • main =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         filename <- getFilename
HASKELL DEFINITION •         confirmFilename filename
HASKELL DEFINITION •         key <- getKey
HASKELL DEFINITION •         confirmKey
HASKELL DEFINITION •         putStr(msgReading filename)
HASKELL DEFINITION •         plaintext <- readFile filename
HASKELL DEFINITION •         putStr msgComputing
HASKELL DEFINITION •         writeFile (outFile filename) (encipher blockSize key plaintext)
HASKELL DEFINITION •         putStr (msgSignOff(outFile filename))
HASKELL DEFINITION •
HASKELL DEFINITION • getFilename =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         putStr msgEnterFilename
HASKELL DEFINITION •         filename <- getLine
HASKELL DEFINITION •         return filename
HASKELL DEFINITION •
HASKELL DEFINITION • confirmFilename filename = putStr (msgThxForFilename filename)
HASKELL DEFINITION •
HASKELL DEFINITION • getKey =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         putStr msgEnterKey
HASKELL DEFINITION •         key <- getLine
HASKELL DEFINITION •         return key
HASKELL DEFINITION •
HASKELL DEFINITION • confirmKey = putStr msgThxForKey
HASKELL DEFINITION •
HASKELL DEFINITION • msgEnterFilename = "Enter name of file containing plaintext: "
HASKELL DEFINITION •
```

```
HASKELL DEFINITION • msgThxForFilename filename =
HASKELL DEFINITION •     unlines[
HASKELL DEFINITION •         "Thank you",
HASKELL DEFINITION •         "   ... will read plaintext from " ++ filename,
HASKELL DEFINITION •         "   ... and write ciphertext to " ++ outFile filename]
HASKELL DEFINITION •
HASKELL DEFINITION • msgEnterKey = "Enter key: "
HASKELL DEFINITION •
HASKELL DEFINITION • msgThxForKey =
HASKELL DEFINITION •     unlines[
HASKELL DEFINITION •         "Thank you ...",
HASKELL DEFINITION •         "   ... will use key, then throw into bit-bucket"]
HASKELL DEFINITION •
HASKELL DEFINITION • msgReading filename =
HASKELL DEFINITION •     unlines["Reading plaintext from " ++ filename]
HASKELL DEFINITION •
HASKELL DEFINITION • msgComputing = unlines["  ... computing ciphertext"]
HASKELL DEFINITION •
HASKELL DEFINITION • msgSignOff filename =
HASKELL DEFINITION •     unlines["  ... ciphertext written to " ++ filename]
HASKELL DEFINITION •
HASKELL DEFINITION • outFile filename = filename ++ ".ctx"
HASKELL DEFINITION •
HASKELL DEFINITION • blockSize :: Int
HASKELL DEFINITION • blockSize = 10
```

Some of the functions in this script retrieve input from the keyboard (getLine or readFile) and need to deliver the input as their IO String values. This can be accomplished from a do-expression by using the return directive. When the return directive at the end of a do-expression containing input/output directives is supplied with an argument that is a String, then the do-expression delivers a value that can be used in the same way as a value delivered by getLine or readFile. In this way, you can write functions that do specialized sorts of input directives, such prompting for and retrieving the filename (getFilename) and the key (getKey) in the above script.

The following interactive session illustrates the use of the preceding script. Its effects, other than the interaction you seen on the screen, are the file reading and writing shown in the diagram.

```
HASKELL COMMAND •  main
HASKELL RESP / OS ECHO •  Enter name of file containing plaintext: sussman.txt
HASKELL RESPONSE •  Thank you
HASKELL RESPONSE •  Reading plaintext from sussman.txt
HASKELL RESPONSE •  Writing ciphertext to sussman.txt.ctx
HASKELL RESP / OS ECHO •  Enter key (best if 10 or more characters): functional programming
HASKELL RESPONSE •  Thank you ...
HASKELL RESPONSE •     ... will use key, then throw into bit-bucket
```

underline indicates OS echo

file: sussman.txt

The ultimate value generated by computer scientists is the invention of languages for describing processes ... What computer science delivers, has delivered, and is continuing to and will be developing in the future, are methods of describing complicated processes such that what used to take hundreds of pages of English text to describe will take a few lines in a formal language. Formal is important, because it is possible for us to understand it, and to communicate it quickly, and for it not to be ambiguous and perhaps for us to run it.

Gerald Sussman (Comm ACM, Nov 1991)

reads this file

writes this file

3

file: sussman.txt.ctx

```
HYMuX[cT]IhUjjD[dOqOY_NfDcTNqJlrLcP_d_UZudL]
H]cTc\frRfccWOqQbgNbWX^XqWYrUUQVdLWMfrOc
TpSPcKfZK]QUp[bWWV\gHaoy~wtHQUVpRZ]XieNedb
RTUVWUjXH[XaUZf}j\DapOUT]gNfHR{lQVWrRfcR^
YdQbfRbIpcYqIbTjkL[ZlRMuUNjH[^[YVZrRadcWOqNi
e^fG{pLbMt^NhK^S]qWYrMYVRaTRQbWjWR\_WYK
UeNWd_aZSMgdNfdbdNWihYJgcfWLciidNWdc]ldI_Uj\
X]S]ULfrXYd_PRU[u`Nu(]VWY[[r]Y[bo_^iXV\WUXQ
Oq_]]TuWPZOqIuWNjd[XYU[uZVuCpUZbUU\j`D]V`Q
OY
i:Ra\L[i]cj]P_^]dIbduuETRLe[XrRgdXal`WgdRVOSpQ_Z
                                    … etc. …
```

newline characters not shown accurately

Fractional Numbers 20

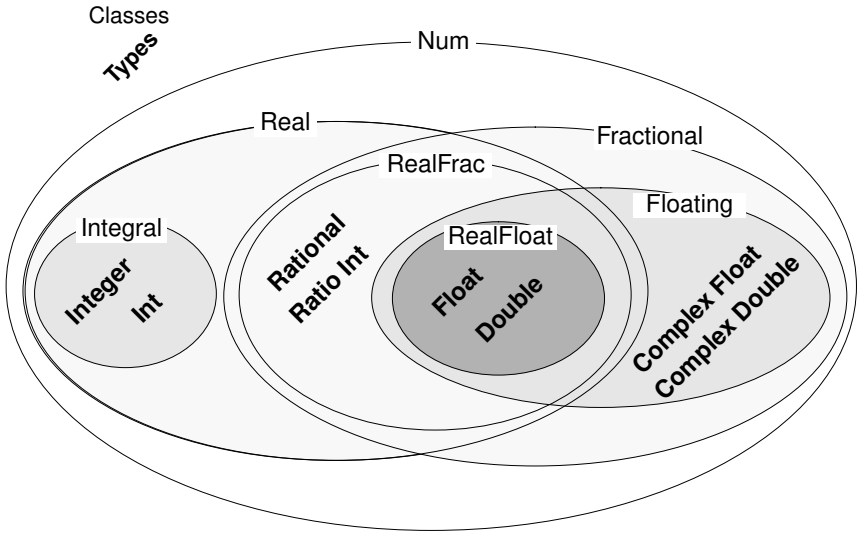
All of the software developed so far in this textbook has dealt primarily with strings or, in some cases integral numbers, but even then with some sort of string processing as an ultimate goal. This chapter discusses a computing application that makes use of non-integral numbers — that is, numbers in the Haskell class Fractional. This class encompasses the intrinsic types in Haskell that represent numbers with fractional parts.

There are six intrinsic types in this class. Two of them, the Complex types, are used to build models of many phenomena studied in mathematics, physics, and engineering. You can learn about Complex types on your own, using the Haskell Report as a reference, if you decide to build software that requires them. The types used in the examples in this chapter fall into the subclass RealFrac.

The term "real number," in mathematics, refers to the kinds of numbers used to count things and measure things. They can be whole numbers, which Haskell represents by the class Integral, or numbers with fractional parts, which Haskell represents by the class RealFrac. The most commonly used types in this class are Float and Double.

Numbers of type Float and Double have two parts: a **mantissa** and an **exponent**. The mantissa can be viewed as a whole number with a fixed number of digits (maybe decimal digits, but probably binary digits — the Haskell system uses a radix compatible with the computer system's instruction set), and the exponent as another whole number that specifies a scaling factor for the

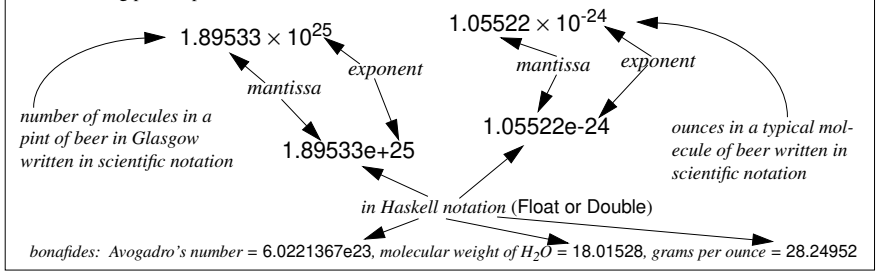
The Class of Numbers



mantissa. The scaling factor will be a power of the radix of the number system used to represent the mantissa. In effect, the exponent moves the decimal point in the mantissa (or binary point … or whatever) to the right or left. The decimal point moves to the right when the exponent is positive and to the left when it is negative. This is called a **floating point** representation. It is the basis of most numerical computations in scientific computing. All computers intended for use in studying models of scientific phenomena include, in their basic instruction sets, operators to do arithmetic with floating point numbers at speeds ranging from thousands of floating point operations per second on inexpensive systems to billions per second on computers intended for large-scale scientific computation.

floating point numbers and scientific notation

Because the numbers that occur in measuring physical phenomena range from very small to very large, and because the precision with which they can be measured runs from a few decimal digits to many, but usually not more than ten or twenty decimal digits of precision, measurements are often expressed as numbers that specify quantities in the form of a mantissa times a power of ten. In effect, the power of ten shifts the decimal point to scale the measured quantity appropriately. This scheme for denoting numbers, known as scientific notation, is a form of floating point representation.



The difference between type Float and type Double is that numbers of type Double carry about twice the precision of numbers of type Float (that is, their mantissas contain twice as many digits). Both types are denoted in Haskell scripts by a decimal numeral specifying the mantissa and another decimal numeral specifying the exponent. The mantissa portion is separated from the exponent portion by the letter e.

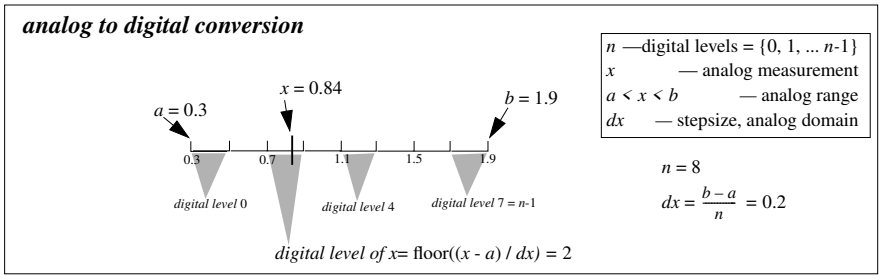
The exponent portion is optional. It may be either negative (indicated by a minus sign beginning the exponent) or positive (indicated by a plus sign beginning the exponent or by the absence of a sign on the exponent). If the exponent part is present, then the mantissa must contain a decimal point, and that decimal point must be imbedded between two digits. Negative numbers have a minus sign at the beginning of the mantissa.

This chapter illustrates the use of fractional numbers through an example that builds a graphical representation of a numeric function. That is, given a function that, when supplied with a fractional number, delivers a new fractional number, the software will deliver a string that represents the curve the function describes. When printed, this string will look like a graph of the function.[1]

1. Not a very good picture of the graph, really. It will be printed as ordinary text, so the resolution (distance between discrete points on the display device) will be poor. But, in principle, the ideas developed in the chapter could be applied to a graphical display device capable of any level of resolution.

A key step in the computation of a graphical representation of a numeric function is the conversion of analog values to digital values. The plotting device is a printer or screen, which has a certain number of positions along the horizontal axis in which it can display marks, and, likewise, a discrete resolution in the vertical direction. A printer is, in this sense, a digital display device.

Analog display devices are not limited to certain fixed display points. In principle, an analog display device would be able to display a point anywhere within a given range.[1] The numeric function whose graph will be plotted has an analog character. It's input will be a fractional number, and its output will be a fractional number. Both numbers will be of high enough precision that it is reasonable to view them as analog measurements. The software will have to convert each analog measurement into a digital level that represents a position in which a printer can make a mark.



Suppose the analog measurements x fall in the range $a < x < b$, for some fractional numbers a and b, and the available digital levels are $\{0, 1, 2, \ldots, n\text{-}1\}$ for some integral number n. The idea is to divide the analog range into n segments, label the segments from smallest to largest, 0, 1, … n-1, and figure out which segment x falls in. The label of that segment will be the digital level of the analog measurement x.

floor ::
(RealFrac x, Integral n) => x -> n
floor x = largest integer not exceeding x

There is an arithmetic formula that produces the digital level from the analog measurement x, given the analog range (a, b) and the number of digital levels n. It works like this: divide x - a, which is the distance between x and the low end of the analog range, by $dx = (b - a) / n$, which is the length of the segments in the analog range corresponding to the digital levels (dx is called the step size in the analog domain), then convert the quotient to a whole number by dropping down to the next smaller integer (if by chance the quotient falls on an integral boundary, just use that integer as the converted quotient — this next-lower-integer, or, more precisely, the largest integer not exceeding x, is known as the floor of x). The whole number delivered by this process is the digital level of the analog measurement x.

$$\text{digital level of } x = \text{floor}((x - a) / dx)$$

This formula always works properly when the computations are exact. Floating point numbers, however, involve approximate arithmetic because the precision of the mantissa is limited. Imprecise arithmetic causes no problems for most of the range of values of the analog measurement x. At worst, the digital level is off by one when x is very close to a segment boundary — no big deal. No big deal, that is, unless off by one can put the digital level outside the set of n possible digital levels $\{0, 1, 2, \ldots, n\text{-}1\}$.

If that happens, it's a disaster, because the software will need to use the digital level to control a digital device that cannot operate with digital levels outside its expectations. So, it is best to make a special case in the calculation when x is near the low end of the range, a, or near the high end of the range, b.

These ideas are put together in the following definition of the function digitize. It selects a special formula to avoid the out-of-range disaster when the analog value is within a half-step of either end of the analog range and uses the standard formula otherwise.

The definition has two other notable features. One, it signals an error if invoked with zero or a negative number of digital levels — no way to make sense out of such a request. Two, it uses the function fromIntegral to make the divisor compatible with the dividend in the computation of the step size. The function is packaged with some other utilities for numeric computation in a module called NumericUtilities, (provided in the Appendix).

```
¿ HASKELL DEFINITION ?  -- n-way analog-to-digital converter for a <= x < b
¿ HASKELL DEFINITION ?     digitize:: RealFrac num => Int -> num -> num -> num -> Int
¿ HASKELL DEFINITION ?     digitize n a b x                          -- you write this function
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?        where
¿ HASKELL DEFINITION ?        xDist = x - a
¿ HASKELL DEFINITION ?        dx = analogRangeSize/(fromIntegral nSafe)
¿ HASKELL DEFINITION ?        halfStep = dx/2
¿ HASKELL DEFINITION ?        nSafe   | n > 0   = n
¿ HASKELL DEFINITION ?                | otherwise   = error "digitize: zero or negative levels"
¿ HASKELL DEFINITION ?        analogRangeSize = b - a                                          1
```

The function digitize is polymorphic: it can deal with any representation of analog values in the class RealFrac. This includes not only floating point numbers, but also rational numbers. Rational numbers are constructed from a numerator and denominator, both of which are integral numbers. If the numerator and denominator have type Integer, then the rational number has type Rational (short for Ratio Integer). If they have type Int, then the rational number has type Ratio Int. Rational numbers are written as a pair of Haskell integral numbers with a percent sign between them. The graph-plotting function, showGraph, will make use of a rational number denoted in this way.

With the digitizing function understood, the next step is to construct the graph-plotting function. This will be done in steps, from a version that is relatively easy to design, but not very desirable to use, to a version that has more complex formulas, but is more convenient to use.

1. In practice, this will not be so. Any physical device is capable of a certain amount of precision. The real difference between digital devices and analogue devices is that digital representations are exactly reproducible. You can make an exact copy of a digital picture. Analog representations, on the other hand, are only approximately reproducible. A copy will be almost the same, but not exactly.

***Haskell notations for numbers in class* RealFrac**

numbers of type Float *or* Double

3.14159

0.31415926e+01

31415926356.0e-10

-3.1415926

-0.31416e+01

.1 — *dangling decimal point not allowed*

100. — *dangling decimal point not allowed*

numbers of type Rational *or* Ratio Int

3%5 — *three fifths*

5%3 — *five thirds*

-279%365 — *negative two hundred seventy-nine three hundred sixty-fifths*

The graph-plotting function will deliver a string that, when displayed on the screen, will appear as lines containing asterisks to form the curve that represents the graph of the function being plotted. The arguments supplied to the graph-plotting function will include the function to be plotted, the extent of the domain over which to plot the function, and the desired number of digitizing levels to break the range into.

graph-plotting function — showGraph
arguments
w — number of digitizing levels for the abscissa (a value of type Int)
f — function to plot (type num->num, where num is a type in the class RealFrac)
a — left-hand endpoint of the domain over which to plot the function
b — right-hand endpoint of the domain over which to plot the function
result delivered
string that will display a curve representing the function-graph $\{f\ x \mid a < x < b\}$

unlines :: [String] -> String

concatenates all the strings in the argument together and inserts newline character at the end of each

unlines ["IEEE", "Computer"] = "IEEE\nComputer\n"

unlines = concat . map(++"\n")

The function will first build a sequence of strings, each to become one line in the result, then apply the intrinsic function unlines to convert this sequence of strings in to one string with newline characters separating the strings in the original sequence.

The string will display the curve with the abscissa running down the screen[1] for w lines in all (one line for each segment in the digitized version of the abscissa). The function will need to choose some appropriate level of digitization for the ordinate. Initially, this will be 20, corresponding to 20 character positions across a line, but it could be any number, as long the printed characters will fit on a line of the printing device. (If they were to wrap around or get lopped off, the graph wouldn't look right.)

The step size in the direction of the abscissa will be $dx = (b - a) / w$, so digital level k corresponds to the segment $a + k*dx < x < a + (k+1)*dx$. The function's value at the centers of these segments will be plotted. This means that the function values must be computed at the set of points

$$\{\ a + dx / 2 + k*dx \mid n \in \{0, 1, \ldots, w\text{-}1\}\ \}$$

1. This is not very desirable. The abscissa is normally plotted along the horizontal axis. This is one of the things to be improved in subsequent versions of the showGraph function.

The maximum and minimum of the function values at these points (call them *yMax* and *yMin*) determine the range of values on the ordinate scale. This scale will be digitized into 20 levels by applying digitize to each of the function values.

maximum, minimum :: Real num => [num] -> num

computing the largest or smallest number in a sequence

maximum[5, 9, 2] = 9
minimum[4.7, -1.3, 3.14] = -1.3

The sketch of the function showGraph outlines this plan. Try to fill in the details yourself, to make sure you understand how to apply the concepts and formulas presented so far.

```
¿ HASKELL DEFINITION ?   showGraph:: RealFrac num =>
¿ HASKELL DEFINITION ?      Int -> (num->num) -> num -> num -> String
¿ HASKELL DEFINITION ?   showGraph w f a b = unlines graph
¿ HASKELL DEFINITION ?      where
¿ HASKELL DEFINITION ?      graph = [spaces y ++ "*" | y <- ysDigitized]
¿ HASKELL DEFINITION ?      ysDigitized =                  -- use the digitize function for this
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      ys = [f x| x<-xs]                                  -- ordinates
¿ HASKELL DEFINITION ?      xs =                  -- centered abscissas (you define xs)
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      dx =                  -- step size for abscissa (you define dx)
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      yMax = maximum ys
¿ HASKELL DEFINITION ?      yMin = minimum ys
```

fromIntegral *converts* w *to the type of* (b-a)

2

```
HASKELL COMMAND •  putStr(showGraph 20 sin (-2*pi) (2*pi))
HASKELL RESPONSE •                    *
HASKELL RESPONSE •                          *
HASKELL RESPONSE •                            *
HASKELL RESPONSE •                          *
HASKELL RESPONSE •                    *
HASKELL RESPONSE •              *
HASKELL RESPONSE •   *
HASKELL RESPONSE • *
HASKELL RESPONSE •   *
HASKELL RESPONSE •              *
HASKELL RESPONSE •                    *
HASKELL RESPONSE •                          *
HASKELL RESPONSE •                            *
HASKELL RESPONSE •                          *
HASKELL RESPONSE •                    *
HASKELL RESPONSE •              *
HASKELL RESPONSE •   *
HASKELL RESPONSE • *
HASKELL RESPONSE •   *
HASKELL RESPONSE •              *
```

sin :: Floating num => num-> num

sin *is an intrinsic function that delivers the (approximate) trigonometric sine of a floating point argument*

pi :: Floating num => num

pi *is an intrinsic variable whose value approximates the ratio of the circumference of a circle to its diameter*

In the definition of showGraph, the variable graph is a sequence of strings, one string for each line that will appear in the display. Each of these lines is a sequence of spaces (delivered by a function, spaces — see SequenceUtilities (Appendix) followed by an asterisk. The spaces shift the asterisk further to the right for larger function values, and the overall effect is a curve showing the behavior of the function, as shown in the following Haskell command and response.

It's a little disorienting to see the curve running down the page. Normally the abscissa is plotted in the horizontal direction. The next version of showGraph corrects this situation.

Think of the display of the graph as a table of rows and columns of characters. The rows go across the page and the columns go up and down. Each row has 20 characters, since that is the number of digitized levels in the ordinate, and each column has w characters, since w specifies the number of digitized levels in the abscissa.

To display the graph in the usual orientation (horizontal axis for the abscissa), the last column of the table (that is, the right-most column) needs to become the top row, the next-to-last column the second row, and so on. This is known as a transposition of rows and columns in the table. A function called transpose in the SequenceUtilities module (Appendix) that does this operation.

Well … not quite. The function transpose actually makes the left-most column the top row and the right-most column the bottom row, rather than the other way around.[1] This can be fixed by reversing the order of the strings that plot the abscissas before feeding this sequence of strings to the unlines function.

However, there is a slight complication that needs to addressed before the transpose function will work properly in this application. The complication is that the strings in the graph variable are not full rows. They don't have all 20 characters in them. Instead, they have just enough spaces, followed by an asterisk, to plot a point on the graph in the right position.

For transpose to work as intended, the rows must be full, 20-column units. So, the formula for a row must append enough spaces on the end to fill it out to 20 columns. Try to put the proper row-formula in the following version of showGraph.

```
¿ HASKELL DEFINITION ?   showGraph:: RealFrac num =>
¿ HASKELL DEFINITION ?      Int -> (num->num) -> num -> num -> String
¿ HASKELL DEFINITION ?   showGraph w f a b = (unlines . reverse . transpose) graph
¿ HASKELL DEFINITION ?      where
¿ HASKELL DEFINITION ?      graph                          -- you fill in the formula for graph
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      ysDigitized = [digitize 20 yMin yMax y| y<-ys]
¿ HASKELL DEFINITION ?      ys = [f x| x<-xs]
¿ HASKELL DEFINITION ?      xs = [a + dx/2 + fromIntegral(k)*dx| k<-[0..w-1]]
¿ HASKELL DEFINITION ?      dx = (b-a)/fromIntegral(w)
```

1. The function transpose is designed to work on matrices. According to the usual conventions in mathematics, the transpose of a matrix makes the left-most column into the top row, the second column (from the left) into the second row, and so on.


```
¿ HASKELL DEFINITION ?   yMax = maximum ys
¿ HASKELL DEFINITION ?   yMin = minimum ys
```


With this change, the showGraph function displays the graph in the usual orientation (abscissa running horizontally).

```
HASKELL COMMAND •  putStr(showGraph 20 sin (-2*pi) (2*pi))
HASKELL RESPONSE •      *                   *
HASKELL RESPONSE •    *   *               *   *
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •  *     *         *     *
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •            *     *         *     *
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •
HASKELL RESPONSE •              *   *             *   *
HASKELL RESPONSE •                *                 *
```

Wait a minute! Why is the graph all squeezed up?

There are two factors involved in this phenomenon. One is that the program exercises no discretion about how many levels to use in digitizing the ordinate. It just picks 20 levels, no matter what. So, some graphs will look squeezed up, some spread out, depending on scale.

This can be fixed by scaling the ordinate to match the abscissa, so that a unit moved in the vertical direction on the plotting device will correspond to about the same range of numbers as a unit moved in the horizontal direction. Another way to look at this is to choose the scaling factor so that a segment in the range of the abscissa that corresponds to one digitization level has the same length as a digitization segment in the range of the ordinate. In arithmetic terms, the following proportions need to be approximated:

$$height \,/\, w = (yMax - yMin) \,/\, (b - a)$$

where *height* is the number of digitizing levels in the vertical (ordinate) direction.

The other factor is that the resolution of the printer in the vertical direction is not the same as the resolution in the horizontal direction. Typically a movement on the printer in the vertical direction is about twice as far as a movement in the horizontal direction. The exact ratio depends on the printer, but a ratio of about five to three is typical. So, to get the proportions right, horizontal units need to be adjusted by a factor of three-fifths to make them comparable to vertical units.

Combining this aspect ratio of the horizontal and vertical resolutions of the printer with the maintenance of the above scaling proportions leads to the following formula for the number of digitizing levels in the vertical direction:

$$height = \text{nearest integer to } w*\tfrac{3}{5}*(yMax - yMin) / (b - a)$$

The final version of showGraph is packaged in a module for use in other scripts. The module assumes that the function digitize can be imported from a module called NumericUtilities and that the functions spaces and transpose can be imported from a module called SequenceUtilities.

Try to use the above formulas to fill in the details of the function showGraph. To compute the nearest integer to a fractional number, apply the intrinsic function round. Note that the transpose function has been packaged in the SequenceUtilities module, and the digitize function has been packaged in the NumericUtilities module. Both of these modules are contained in the Appendix.

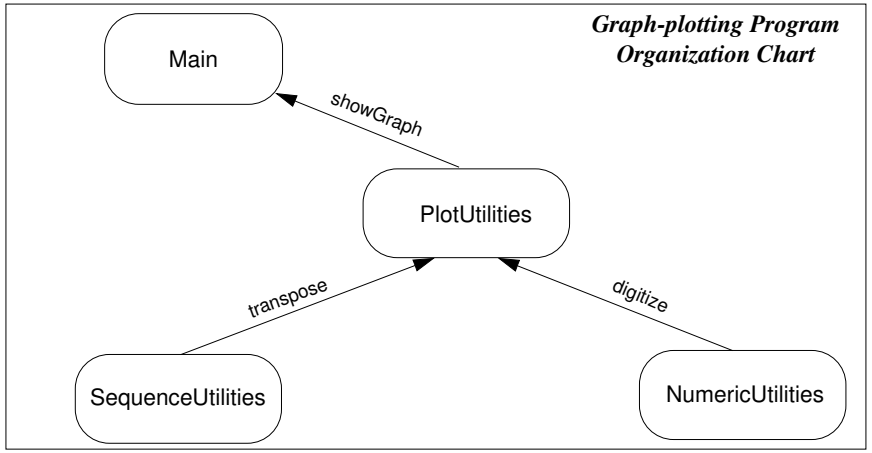
```
¿ HASKELL DEFINITION ?  module PlotUtilities
¿ HASKELL DEFINITION ?    (showGraph)
¿ HASKELL DEFINITION ?    where
¿ HASKELL DEFINITION ?    import SequenceUtilities(transpose)
¿ HASKELL DEFINITION ?    import NumericUtilities(digitize)
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?    showGraph:: RealFrac num =>
¿ HASKELL DEFINITION ?       Int -> (num->num) -> num -> num -> String
¿ HASKELL DEFINITION ?    showGraph w f a b = (unlines . reverse . transpose) graph
¿ HASKELL DEFINITION ?       where
¿ HASKELL DEFINITION ?       graph =                                  -- you define graph
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?       ysDigitized = [digitize height yMin yMax y| y<-ys]
¿ HASKELL DEFINITION ?       height =                                 -- you define height
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?       ys = [f x| x<-xs]
¿ HASKELL DEFINITION ?       xs = [a + dx/2 + fromIntegral(k)*dx| k<-[0..w-1]]
¿ HASKELL DEFINITION ?       dx = (b-a)/fromIntegral(w)
¿ HASKELL DEFINITION ?       yMax = maximum ys
¿ HASKELL DEFINITION ?       yMin = minimum ys
¿ HASKELL DEFINITION ?       aspect = fromRational(3%5)
```


The following command applies showGraph in the usual way.

```
HASKELL DEFINITION •  import PlotUtilities(showGraph)
HASKELL COMMAND •     putStr(showGraph 20 sin (-2*pi) (2*pi))
HASKELL RESPONSE •    *****       *****
HASKELL RESPONSE •          *****       *****
```

Whoops! Poor resolution in the vertical direction. Doubling the resolution gives a better picture.

```
HASKELL COMMAND •     putStr(showGraph 40 sin (-2*pi) (2*pi))
HASKELL RESPONSE •      ******                  ******
HASKELL RESPONSE •    **      **              **      **
HASKELL RESPONSE •              **      **              **      **
HASKELL RESPONSE •                ******                  ******
```



Review Questions

1 The Haskell class Fractional includes
   a integral, real, and complex numbers
   b numbers between zero and one, but not numbers bigger than one
   c both floating point and rational numbers
   d the Mandelbrot set

2 The mantissa of a floating point number determines
   a where the decimal point goes
   b the range of the number and its sign
   c the magnitude and precision of the number
   d the sign of the number and the digits in its decimal numeral

3 The exponent of a floating point number determines
   a where the decimal point goes
   b the range of the number and its sign
   c the magnitude and precision of the number
   d the sign of the number and the digits in its decimal numeral

4 The following denote floating point numbers as the should appear in a Haskell script
   a 1.89533e+25, 18.01528974, 1.05522e-24, +27.0
   b 1.89533×10^{25}, 18.01528974, 1.05522×10^{-24}, -27.0
   c 1.89533e+25, 18.01528974, 1.05522e-24, -27.0
   d all of the above

5 Analog to digital conversion converts a number
   a from a set containing a great many numbers to a number from a much smaller set
   b to zero or one
   c to a pattern of zeros and ones
   d by a digital analogy process

6 Which of the following formulas would useful for analog to digital conversion?
   a floor((x - a)/dx)
   b floor(n*(x - a)/(b - a))
   c floor . (/ dx) . (+(- a))
   d all of the above

7 Numbers of type Rational in Haskell scripts are
   a compatible with floating point numbers in arithmetic operations
   b constructed from two integers by putting a percent-sign between them
   c especially useful when precision is not the most important factor
   d all of the above

Patterns as Formal Parameters 21

When you know something about the structure of an argument that may be supplied to a function, you can take advantage of that knowledge to make the definition more concise and easier to understand. For example, suppose you are writing a function whose argument will be a two-tuple of numbers, and the function is supposed to deliver the sum of those numbers. You could write the definition as follows.

```
HASKELL DEFINITION • sumPair :: Num num => (num, num) -> num
HASKELL DEFINITION • sumPair (x, y) = x + y
```

The formal parameter in this case is a two-tuple pattern. When the function is used in a formula, it will be supplied with a two-tuple of numbers as an argument. At that point, the first component of the tuple argument gets associated with the first component of the tuple-pattern in the definition (that is, x), and the second component of the tuple argument gets associated with the second component of the tuple-pattern (that is, y).

```
HASKELL COMMAND • sumPair(12, 25)        — matches x in definition with 12, y with 25
HASKELL RESPONSE • 37                                  — delivers 12 + 25
```

This idea can also be used with arguments that are sequences. For example, the following function expects its argument to be a sequence of two strings, and it returns a string containing the first character in the first string and the last character in the second string.

```
HASKELL DEFINITION • firstAndLast :: [String] -> String
HASKELL DEFINITION • firstAndLast [xs, ys] = [head xs] ++ [last ys]
```

This function could be generalized to handle arguments with other sequence-patterns. Values to be delivered for other patterns are simply written in separate equations. The following definition would cover three cases: (1) an argument with two elements, as above, (2) an argument with one element, and (3) an argument with no elements.

```
HASKELL DEFINITION • firstAndLast :: [String] -> String
HASKELL DEFINITION • firstAndLast [xs, ys] = [head xs] ++ [last ys]
HASKELL DEFINITION • firstAndLast [xs] = [head xs] ++ [last xs]
HASKELL DEFINITION • firstAndLast [ ] = [ ]
```

This amounts to a function with three separate cases in its definition. The appropriate case is selected by matching the supplied argument against the patterns in the defining equations and choosing the defining equation that matches. If no pattern matches the supplied argument, the function is not defined for that argument. The preceding definition of firstAndLast does not define the function on sequences with three or more elements.

To define firstAndLast on sequences with any number of elements, a pattern involving the sequence constructor can be used. The **sequence constructor** is an operator denoted by the colon (:) that inserts a new element at the beginning of an existing sequence.

```
x : xs  =  [x] ++ xs
```

Of course, you already know how to insert an element at the beginning of an existing sequence by using the append operator (++). Unfortunately, however, the append operator is not included in the class of operators that can be used to form patterns in formal parameters. Operators in this class are known as constructors, and it just happens that the colon operator is one of those, but the plus-plus operator isn't.

Using the sequence constructor, the definition of firstAndLast can be extended to deal with all finite sequences:

```
HASKELL DEFINITION • firstAndLast :: [String] -> String
HASKELL DEFINITION • firstAndLast (xs : yss) = [head xs] ++ [last(last(xs : yss))]
HASKELL DEFINITION • firstAndLast [ ] = [ ]
```

In this definition, the first equation will be selected to deliver the value if the supplied argument has one or more elements because the pattern (xs : yss) denotes a sequences that contains at least the element xs. If the supplied argument has no elements, then the second equation will be selected.

```
HASKELL COMMAND • firstAndLast ["A", "few", "words"]      — selects first equation
HASKELL RESPONSE • As
HASKELL COMMAND • firstAndLast["Only", "two"]             — selects first equation
HASKELL RESPONSE • Oo
HASKELL COMMAND • firstAndLast["one"]                     — selects first equation
HASKELL RESPONSE • oe
HASKELL COMMAND • firstAndLast [ ]                        — selects second equation
HASKELL RESPONSE • [ ]
```

Many definitions use patterns involving the sequence constructor (:) because it often happens that a different formula applies when an argument is non-empty than when the argument is empty.[1] Of course, you could always write the definition using guards:

```
HASKELL DEFINITION • firstAndLast :: [String] -> String
HASKELL DEFINITION • firstAndLast xss
HASKELL DEFINITION •     | null  xss      = [ ]
HASKELL DEFINITION •     | otherwise   = [head(head  xss)] ++ [last(last  xss)]
```

head, last :: [a] -> a — *intrinsic functions*
tail :: [a] -> [a]

head([*x*] ++ *xs*) = *x* tail([*x*] ++ *xs*) = *xs*
last = head . reverse

But, the pattern-matching form of the definition has the advantage of attaching names to the components of the sequence that can be used directly in the definition, rather than having to apply head or tail to extract them. For example, in the pattern-matching form of the definition of firstAndLast, the first component of the argument sequence in the non-empty case as associated with the name xs. So, it can be used in the definition: head xs, rather than the more complicated head(head xss) required in the definition that does not rely on pattern-matching.

1. In the firstAndLast function, for example, the an empty argument presents a special case because there are no strings from which to extract first and last elements.

Review Questions

1 The formula (x : xs) is equivalent to
  a x ++ xs
  b [x] ++ xs
  c [x] ++ [xs]
  d all of the above

2 The definition
  HASKELL DEFINITION • f(x : xs) = g x xs
  HASKELL DEFINITION • f [ ] = h
  a defines h in terms of g
  b defines f for arguments that are either empty or non-empty sequences
  c will not work if xs is the empty sequence
  d all of the above

3 The definition
  HASKELL DEFINITION • f(x : xs) = g x xs
  is equivalent to
  a f xs | null xs = g x xs
  b f xs = g x xs || h
  c f xs | not(null xs) = g (head x) (tail xs)
  d f x xs = g(x : xs)

4 Which of the following defines a function of type ([Char], Char) -> [Char] ?
  a f((x : xs), 'x') = [x] ++ reverse xs ++ ['x']
  b f(x , y : ys) = [ ] ++ reverse ys ++ [x]
  c f((xs : 'x'), x) = [x] ++ reverse xs ++ ['x']
  d all of the above

5 Which of the following formulas delivers every third element of the sequence xs?
  a foldr drop [ ] xs
  b [foldr drop [ ] suffix | suffix <- iterate (drop 3) xs]
  c [x | (x : suffix) <- takeWhile (/= [ ]) (iterate (drop 3) (drop 2 xs))]
  d takeWhile (/= [ ]) (iterate (take 3) xs)

Recursion 22

You have learned to use several patterns of computation that involve repetition of one sort or another: mapping (applying the same function to each element in a sequence), folding (collapsing all the elements of a sequence into one by inserting a binary operation between each adjacent pair), iterating (applying a function to its own output, repeatedly), filtering (forming a new sequence from the elements of an existing one that pass a certain criterion), and extracting a prefix or suffix of a sequence. Most important computations can be described using just these patterns of repetition. But not all.

Some computations require other patterns of repetition. In fact, there is no finite collection of patterns that cover all of the possibilities. For this reason, general purpose programming languages must provide facilities to permit the specification of arbitrary patterns of repetition. In Haskell, recursion provides this capability.

A definition that contains a formula that refers to the term being defined is called a **recursive formula**. All of the patterns of repetition that you have seen can be described with such formulas.

Take iteration, for example. The iterate function constructs a sequence in which each successive element is the value delivered by applying a given function to the previous element. It is an intrinsic function, of course, but if it weren't, the following equation would define it.

```
HASKELL DEFINITION •   iterate f x = [ x ] ++ iterate f (f x)
```

What does this mean? It means that the value iterate delivers will be a sequence whose first element is the same as the second argument supplied to iterate and whose subsequent elements can be computed by applying iterate to different arguments. Well … not completely different. The first argument is the same as the first argument originally supplied to iterate. The second argument is different, however. What was x before is now (f x).

Therefore, the first element of the value delivered by the subformula iterate f (f x) will be (f x). This value becomes the second element in the sequence delivered by iterate f x. What about the third element? The third element will be the second element delivered by the subformula iterate f (f x).

To see what this value is, just re-apply the definition of iterate:

```
iterate f (f x) = [(f x)] ++ iterate f (f (f x))
```

The second element in this sequence is the first element in the sequence delivered by the subformula iterate f (f (f x)), and that value is (f (f x)), as you can see from the definition of iterate.

And so on. This is how recursion works.

Look at another example: the function foldr, defined via recursion:

```
HASKELL DEFINITION •   foldr op z (x : xs) = op x (foldr op z xs)
HASKELL DEFINITION •   foldr op z [ ] = z
```

You can see the pattern of repetition that this definition leads to by applying the definition to the formula foldr (+) 0 [1, 2, 3].


```
foldr (+) 0 [1, 2, 3]   = (+) 1 (foldr (+) 0 [2, 3])          — according to the definition of foldr
                        = 1 + (foldr (+) 0 [2, 3])             — switching to operator notation for (+)
                        = 1 + ((+) 2 (foldr (+) 0 [3])         — applying the definition of foldr again
                        = 1 + (2 + (foldr (+) 0 [3]))          — switching to operator notation for (+)
                        = 1 + (2 + ((+) 3 (foldr (+) 0 [ ])))  — applying the definition again
                        = 1 + (2 + (3 + (foldr (+) 0 [ ])))    — switching to operator notation for (+)
                        = 1 + (2 + (3 + 0))                    — applying the definition again (empty-case this time)
```

This is the operational view of recursion — how it works. Generally, it's not a good idea to worry about how recursion works when you are using it to specify computations. What you should concern yourself with is making sure the equations you write establish correct relationships among the terms you are defining.

Try to use recursion to define the take function. The trick is to make the defining formula push the computation one step further along (and to make sure your equations specify correct relationships).

```
¿ HASKELL DEFINITION ?   take n (x : xs)                                  — you take a stab at the definition
¿ HASKELL DEFINITION ?     | n > 0      =
¿ HASKELL DEFINITION ?     | n == 0     =
¿ HASKELL DEFINITION ?     otherwise = error("take (" ++ show n ++ ") not allowed")
¿ HASKELL DEFINITION ?   take n [ ] =                                     — don't forget this case
```

So much for using recursion to define what you already understand. Now comes the time to try it on a new problem.

Suppose you have a sequence of strings that occur in more-or-less random order and you want to build a sequence containing the same elements, but arranged alphabetical order. This is known as sorting. The need for sorting occurs so frequently that it accounts for a significant percentage of the total computation that takes place in businesses worldwide, every day. It is one of the most heavily studied computations in computing.

There are lots of ways to approach the sorting problem. If you know something about the way the elements of the sequence are likely to be arranged (that is, if the arrangement is not uniformly random, but tends to follow certain patterns), then you may be able to find specialized methods that do the job very quickly. Similarly if you know something about the elements themselves, such as that they are all three-letter strings, then you may be able to do something clever. Usually, however, you won't have any specialized information. The sorting method discussed in this chapter is, on the average, the fastest known way[1] to sort sequences of elements when you don't know anything about them except how to compare pairs of elements to see which order they should go in.

Fortunately, it is not only the fastest known method, it is also one of the easiest to understand. It was originally discovered by C. A. R. Hoare in the early days of computing. He called it quicksort, and it goes like this: Compare each element in the sequence to the first element. Pile up the elements that should precede it in one pile and pile up the elements that should follow it in another pile. Then apply the sorting method to both piles (this is where the recursion comes in). When you

1. There are all sorts of tricks that can be applied to tweak the details and get the job done faster, but all of these tricks leave the basic method, the one discussed in this chapter, in place.

are finished with that, build a sequence that (1) begins with the elements from first pile (now that they have been sorted), (2) then includes the first element of the original sequence, and (3) ends with the elements from the second pile (which have also been sorted at this point).

Try your hand at expressing the quick-sort computation in Haskell.

```
¿ HASKELL DEFINITION ?  quicksort  (firstx : xs) =          — you try to define quicksort
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  quicksort [ ] = [ ]
HASKELL COMMAND •   quicksort["Billy", "Sue", "Tom", "Rita"]
HASKELL RESPONSE •  ["Billy", "Rita", "Sue", "Tom"]          — works on strings
HASKELL COMMAND •   quicksort[32, 5280, 12, 8]
HASKELL RESPONSE •  [8, 12, 32, 5280]                        — works on numbers, too
HASKELL COMMAND •   quicksort[129.92, -12.47, 59.99, 19.95]
HASKELL RESPONSE •  [-12.47, 19.95, 59.99, 129.92]
HASKELL COMMAND •   quicksort["Poe", "cummings", "Whitman", "Seuss", "Dylan"]
HASKELL RESPONSE •  ["Dylan", "Poe", "Seuss", "Whitman", "cummings"]   — whoops!
```

As written, quicksort puts numbers in increasing order and puts strings in alphabetical order. But, it seems to have some sort of lapse in the last of the preceding examples. It puts "cummings" last, when it should be first, going in alphabetical order.

The problem here is that quicksort is using the intrinsic comparison operation (<), and this operation arranges strings in the order determined by the ord function, applied individually to characters in the strings. The ord function places capital letters prior to lower case letters, so "cummings" is last because it starts with a lower case letter.

This kind of problem applies to many kinds of things you might want to sort. For example, if you had a sequence of tuples containing names, addresses, and phone numbers of a group of people, you might want to sort them by name, or by phone number, or by city. The built in comparison operation (<), no matter how it might be defined on tuples, could not handle all of these cases.

What the quicksort function needs is another argument. It needs to be parameterized with respect to the comparison operation. Then, an invocation could supply a comparison operation that is appropriate for the desired ordering.

A version of quicksort revised in this way is easy to construct from the preceding definition. Try to do it on your own.

```
¿ HASKELL DEFINITION ?  quicksortWith  precedes (firstx : xs)   — you define quicksortWith
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  quicksortWith precedes [ ] = [ ]
```

Now, if the intrinsic comparison operation (<) is supplied as the first argument of quicksortWith, it will work as quicksort did before.

```
HASKELL COMMAND •   quicksortWith (<) ["Poe", "cummings", "Whitman", "Seuss", "Dylan"]
HASKELL RESPONSE •  ["Dylan", "Poe", "Seuss", "Whitman", "cummings"]
```


However, if a special operation is provided to do a better job of alphabetic comparison, then quicksort can deliver an alphabetical arrangement that is not subject to the whims of ord.

```
HASKELL DEFINITION •  import Char  -- get access to toLower function
HASKELL DEFINITION •  precedesAlphabetically  x  y
HASKELL DEFINITION •      | xLower == yLower     =  x < y
HASKELL DEFINITION •      | otherwise             =  xLower < yLower
HASKELL DEFINITION •      where
HASKELL DEFINITION •      xLower = map toLower  x
HASKELL DEFINITION •      yLower = map toLower  y
¿ HASKELL COMMAND ?                                  — you write the invocation
¿ HASKELL COMMAND ?
HASKELL RESPONSE •  ["cummings", "Dylan", "Poe", "Seuss", "Whitman"]
```

The new version of quicksort is a general purpose sorting method for sequences. It can be applied to any kind of sequence, as long as a comparison operation is supplied to compare the elements of the sequence.

Review Questions

1 Which of the following defines a function that delivers the same results as the intrinsic function reverse?

a
```
rev(x : xs) = xs  ++  [x]
rev [ ]  =  [ ]
```
b
```
rev(xs : x) = x : xs
rev [ ]  =  [ ]
```
c
```
rev(x : xs) = rev xs  ++  [x]
rev [ ]  =  [ ]
```
d none of the above

2 Which of the following defines a function that would rearrange a sequence of numbers to put it in decreasing numeric order?

a `sortDecreasing  =  quickSortWith (>)`

b `sortDecreasing  =  quickSortWith (>) [18.01528974, 1.89533e+25, 1.05522e-24, 27.0]`

c `sortDecreasing  =  quickSortWith (>) numbers`

d all of the above

3 The following function

```
HASKELL DEFINITION •  sorta(x : xs) = insert x (sorta xs)
HASKELL DEFINITION •  sorta [ ] = [ ]
HASKELL DEFINITION •  insert a (x : xs)
HASKELL DEFINITION •    | a <= x       = [a, x] ++ xs
HASKELL DEFINITION •    | otherwise  = [x] ++ (insert a xs)
HASKELL DEFINITION •  insert a [ ] = [a]
```

a delivers the same results as quicksort

b delivers the same results as quicksortWith (<)

c both of the above

d neither of the above

Ifs, Lets and Unlimited Interactive Input 23

The interactive programs described up to this point have had a rigid structure. They all performed a fixed number of input/output directives. In each case, the exact number of input/output directives had to be known before the script was written. This is fine as far as it goes, but what do you do when you cannot predict in advance how many input items there might be?

For example, suppose you want to write a script that will ask the person at the keyboard in enter a sequence of names, any number of them, and finally enter some signal string like “no more names”, to terminate the input process. Then, the program is to display something based on the names entered, such as displaying the names in alphabetical order (using the quicksortWith function, which has been packaged in the SequenceUtilities module from the Appendix). In a case like this, you cannot know in advance how many input directives there will be. So, you cannot use a do-expression made up of a simple list of input/output directives.

The solution to the problem is to use a recursive formulation of the input function to continue the process as long as necessary and to select an alternative formulation, without the recursion, when the special signal (e.g., “no more names”) is entered. The following script does this. It uses two new kinds of expressions: let expressions and conditional expressions (if-then-else). Take a look at the script, and try to follow the logic. The new constructs are explained in detail in the text following the script.

```
HASKELL DEFINITION • import Char(toLower)
HASKELL DEFINITION • import SequenceUtilities(quicksortWith)
HASKELL DEFINITION •
HASKELL DEFINITION • main =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         names <- getNames
HASKELL DEFINITION •         do
HASKELL DEFINITION •             let sortedNames = quicksortWith namePrecedes names
HASKELL DEFINITION •             putStr(unlines sortedNames)
HASKELL DEFINITION •
HASKELL DEFINITION • getNames =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         name <- getName
HASKELL DEFINITION •         if name == "no more names"
HASKELL DEFINITION •             then return [ ]
HASKELL DEFINITION •             else
HASKELL DEFINITION •                 do
HASKELL DEFINITION •                     names <- getNames
HASKELL DEFINITION •                     return([name] ++ names)
HASKELL DEFINITION •
HASKELL DEFINITION • getName =
HASKELL DEFINITION •     do
HASKELL DEFINITION •         putStr "Enter name (or \"no more names\" to terminate): "
HASKELL DEFINITION •         name <- getLine
```



```
HASKELL DEFINITION •         return name
HASKELL DEFINITION •
HASKELL DEFINITION • namePrecedes name1 name2 = precedesAlphabetically lnf1 lnf2
HASKELL DEFINITION •     where
HASKELL DEFINITION •     lnf1 = lastNameFirst name1
HASKELL DEFINITION •     lnf2 = lastNameFirst name2
HASKELL DEFINITION •
HASKELL DEFINITION • lastNameFirst name =
HASKELL DEFINITION •     dropWhile (== ' ') separatorThenLastName ++ " " ++ firstName
HASKELL DEFINITION •     where
HASKELL DEFINITION •     (firstName, separatorThenLastName) = break (== ' ') name
HASKELL DEFINITION •
HASKELL DEFINITION • precedesAlphabetically :: String -> String -> Bool
HASKELL DEFINITION • precedesAlphabetically  x  y
HASKELL DEFINITION •     | xLower == yLower     =  x < y
HASKELL DEFINITION •     | otherwise                =  xLower < yLower
HASKELL DEFINITION •     where
HASKELL DEFINITION •     xLower = map toLower  x
HASKELL DEFINITION •     yLower = map toLower  y
```

Directives in a do-expression have a different nature from operations in ordinary formulas. One difference is that the do-expression imposes a sequence on the directives. Another is that variables used to stand for data retrieved from input directives are accessible only in subsequent directives within the do-expression. For these reasons, the where clauses and guarded formulas that you have been using to define functions do not fit into the realm of do-expressions.

Instead, two other notations are used for this purpose: the let expression serves the role of the where clause and the conditional expression (if-then-else) provides a way to select alternative routes through the sequence of input/output directives, much like guarded formulas provided a way to select alternative values for ordinary functions.

A let expression may appear at the beginning of a do-expression to give names to values to be used later in the do-expression. The let expression may contain any number of definitions, each of which associates a name with a value. These appear as equations following the let keyword, one equation per line and indented properly to observe the offsides rule for grouping. Variables defined in let expressions can be used at any subsequent point in the do-expression containing them, but they are not accessible outside that do-expression.

A conditional expression provides a way to select between two alternative sequences of input/output commands. It begins with the keyword if, which is followed by a formula that delivers a Boolean value (True or False). Following the Boolean formula is the keyword then and a sequence of input/output directives. Fnally, the keyword else followed by an alternative sequence of input/outpout directives completes the conditional expression. When the Boolean formula delivers the value True, the computation proceeds with the input/output commands in the then-branch of the conditional expression; otherwise, it proceeds with those in the else-branch.

Take another look at the function getNames in the script. This is the function that has uses recursion to allow the sequence of input/output directives to continue until the termination signal is entered, no matter how many names are entered before that point. The key step occurs in the con-

ditional expression. After retrieving a name from the keyboard, getNames tests it in the Boolean formula following the if keyword in the conditional expression. If the termination string "no more names" was entered, then getNames returns the empty list. Otherwise it returns a sequence beginning with the name retrieved and followed by all the rest of the names entered (as retrieved by the recursive invocation of getNames). In this way, getNames builds a sequence of names from the lines entered at the keyboard.

The rest of the script is composed from bits and pieces that you've seen before. The only other new element is the break function. This is an intrinsic function that splits a given sequence into two parts, breaking it at the first point in the sequence where an element occurs that passes a given test. The sequence is supplied as the second argument of break, and the test is supplied as the first argument of break in the form of a function that delivers a Boolean value when applied to an element of the sequence.

```
break :: (a -> Bool) -> [a] -> ([a],[a])
break breakTest xs =
        (takeWhile (not . breakTest) xs,
         dropWhile (not . breakTest) xs)
```


Algebraic Types 24

Up to this point, all of the Haskell formulas you have seen or written have dealt with types that are intrinsic in the language: characters, Boolean values, and numbers of various kinds, plus sequences and tuples built from these types, and functions with arguments and values in these domains, etc. This system of types provides a great many ways to represent information.

Some classes of computing problems, however, deal with information that is clumsy to describe in terms of Haskell's intrinsic types. For such problems, it is more effective to be able to design your own types, then write functions making use of those types. Haskell provides a way to do this.

In addition to making it more convenient to describe some computations, types defined by software designers also provide an important measure of safety. The type checking mechanisms in Haskell systems are put to work checking for consistent usage of these newly defined types. Since they cannot mix in unanticipated ways with other types, these consistency checks often prevent subtle and hard-to-find defects from slipping into your definitions.

Suppose, for example, you were creating some software that needed to deal with the primary colors red, yellow, and blue. You could define a data type to represent these colors and use it wherever your program needed to record a color:

```
HASKELL DEFINITION • data Color = Red | Yellow | Blue
```

This definition of the type Color names the three values the Color can take: Red, Yellow, and Blue. These values are known as the **constructors** of the type, and they are listed in the definition, one after another, separated by vertical bars.[1] Constructor names, like data types, must begin with capital letters.

To take the example a bit further, suppose your software needed to deal with two kinds of geometric figures: circles and rectangles. In particular, the software needs to record the dimensions for each such figure and its color. The following definition would provide an appropriate type for this application:

```
HASKELL DEFINITION • data Figure =
HASKELL DEFINITION •     Circle Color Double | Rectangle Color Double Double
```

This data type specifies two **fields** for the value that Circle constructs (a field of type Color, to record the color of the Circle, and a field of type Double, to record its radius) and three fields for Rectangle (for color, length, and width). The script could use the Figure data type to define variables.

```
HASKELL DEFINITION • circle = Circle Red 1
HASKELL DEFINITION • rectangle = Rectangle Blue 5 2.5
HASKELL DEFINITION • otherCircle = Circle Yellow pi
```

The above definitions define three variables of type Figure: two circles (a red one with unit radius and a yellow one with radius π) and a blue rectangle twice as long as it is wide.

1. This vertical bar is the same one used in list comprehensions, but in the context of data definitions, you should read it as "or." A value of type Color, for example, is either Red or Yellow or Blue.

When you define data types, you will normally want them to inherit certain intrinsic operations, such as equality tests (==, /=) and the show operator, which converts values to strings, so that they can be displayed on the screen or written to files. To accomplish this, attach a deriving clause to the definition that names the classes whose operators the type is to inherit.

```
HASKELL DEFINITION • data Color =
HASKELL DEFINITION •      Red | Yellow | Blue
HASKELL DEFINITION •      deriving (Eq, Ord, Enum, Show)
HASKELL DEFINITION •
HASKELL DEFINITION • data Figure =
HASKELL DEFINITION •      Circle Color Double | Rectangle Color Double Double
HASKELL DEFINITION •      deriving (Eq, Show)
```

With the above inheritance characteristics, equality and show operators can be applied to values of either Color or Figure type. In addition, order operators (<, >, etc.) can be applied to Color data, and sequences can be constructed over ranges of Color values.

show :: Text a => a -> String

show 2 = "2"
show (3+7) = "10"
show "xyz" = " \"xyz\" "
show 'x' = " 'x' "

- show delivers a string that would denote, in a script, the value of its argument
- useful primarily in putting together strings for output to the screen or files

```
HASKELL COMMAND • Red < Yellow
¿ HASKELL RESPONSE ?
HASKELL COMMAND • [Red .. Blue]
¿ HASKELL RESPONSE ?
HASKELL COMMAND • Circle Red 1  ==  Circle Red 2
¿ HASKELL RESPONSE ?
HASKELL COMMAND • show(Rectangle Blue 5 2.5)
HASKELL RESPONSE • "Rectangle Blue 5.0 2.5"
HASKELL COMMAND • [Circle Red 1 .. Circle Blue 2]
HASKELL RESPONSE • ERROR: Figure is not an instance of class "Enum"
```

The last command makes no sense because the type Figure is not in the Enum class. The deriving clause for Figure could not include the Enum class because only **enumeration types** (that is, types whose constructors have no fields) can be in that class.

The fields in type Figure have specific types (Color, Double). But, this need not always be the case. A field can polymorphic. For example, a script might want to use different kinds of numbers to represent the dimensions of circles and rectangles — Double in one part of the script, Integer in another, and perhaps Rational in a third part of the script.

To define polymorphic types, a type parameter (or several type parameters) can be included in the definition:

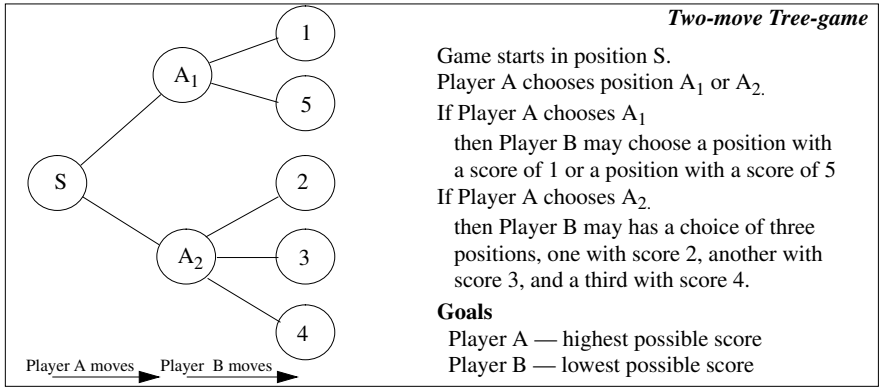
```
HASKELL DEFINITION • data (Real realNumber) =>
HASKELL DEFINITION •    Figure realNumber =
HASKELL DEFINITION •       Circle Color realNumber |
HASKELL DEFINITION •       Rectangle Color realNumber realNumber
HASKELL DEFINITION •    deriving (Eq, Show)
```


This polymorphic version of the Figure type defines several different types:

- Figure Double — measurements recorded as double-precision, floating point numbers
- Figure Int — measurements recorded as integers
- Figure Rational — measurements recorded as rational numbers

To illustrate the use of defined types in an important area of computing science, consider the problem of analyzing sequences of plays in certain kinds of two-player games. Such games fall into a general pattern that could be called minimax tree-games. Tic-tac-toe, chess, and gin rummy are a few examples. At each stage, one player or the other is obliged to take an action. The rules specify the allowable actions, and each action by one player presents a new stage of the game to the other player. That player is then obliged to select one of the actions permitted by the rules.

The opponents have opposite goals: what is good for one is bad for the other. The software in this lesson will represent these goals as numeric scores. One player will seek to conclude the game with the highest possible score, and the other try to force as low a score as possible.



Two-move Tree-game

Game starts in position S.
Player A chooses position A_1 or A_2.
If Player A chooses A_1
then Player B may choose a position with a score of 1 or a position with a score of 5
If Player A chooses A_2.
then Player B may has a choice of three positions, one with score 2, another with score 3, and a third with score 4.

Goals
Player A — highest possible score
Player B — lowest possible score

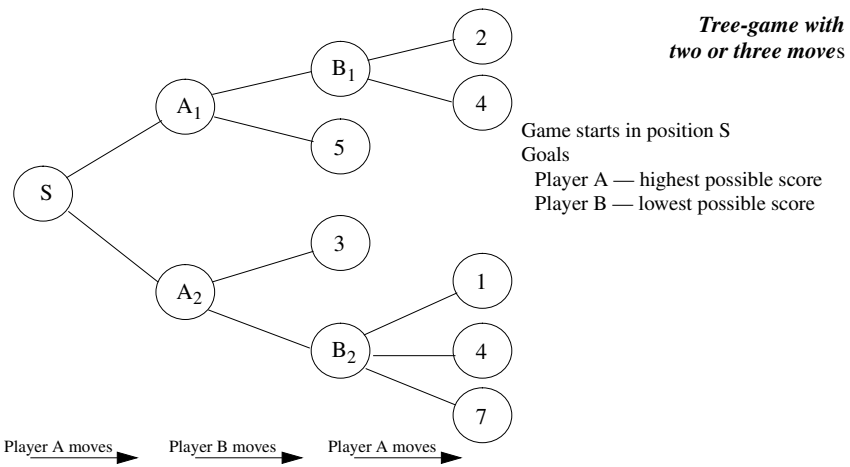
To get a feeling for this model, study the diagram of the two-move tree-game. In this game, Player A, to maximize his score, will choose position A_2. From position A_2 the worst score Player A can get is 2, while from position A_1 he could get a score as low as 1. In fact Player A will definitely get a score of 1 of he moves to position A_1 unless Player B makes a mistake.

When Player A chooses position A_2, he is using what is known as a **minimax strategy**. He chooses the position that maximizes, over the range of options available, the smallest possible score he could get. Player B uses the same strategy, but inverted. She chooses the position that minimizes, over her range of options, the largest possible score that she might obtain (because her goal is to force the game to end with the lowest score possible).

These games are artificial ones, described directly in terms of diagrams showing possible moves and eventual scores, but the same sort of structure can be used to describe many two-player

Test your understanding of minimax principles by analyzing this tree game.

It requires either two or three moves, depending on which move is chosen first.



games. If you have following three pieces of information about a game, you can draw diagram for the game similar to these tree-game charts:

1. **moves** — a rule that specifies what moves can take place from a given position,
2 **score** — a function that can compute the score from a position that ends a game, and
3 **player** — a rule that, given a game position, can determine which player is to play next.

Diagrams of this form occur frequently in computer science. They are called tree diagrams, or, more commonly, just **trees**. In general, a tree consists of an entity known as its root, plus a collection of subtrees. A subtree is, itself, a tree.

In these terms, the two-move game in the diagram is a tree with root S and two subtrees. One of the subtrees is a tree with root A1 and two subtrees (each of which has a root and an empty collection of subtrees). The other subtree is a tree with root A2 and three subtrees (each of which, again, has a root and an empty collection of subtrees).

The goal of this chapter will be to write a function that, given the three necessary pieces of information (in the form of other functions: moves, score, and player) and a starting position for a game will build a representation of a tree-diagram, use it to carry out a game played perfectly by both players, and report the position at the end of the game.

One piece of information the software will need to deal with from time to time is the identity of the player whose turn it is to proceed. This information could be represented in terms of intrinsic types in many ways. A player's identity could be known by a character for example, perhaps 'A' for Player A and 'B' for Player B. Or, integers could be chosen to designate the players, perhaps 1 for Player A and 2 for Player B.

Instead of using one of these alternatives, the identity of the player will be represented by a newly defined data type called Player. This will take advantage of the Haskell system's type checking facility to keep from mixing up a player's identity with a character or number used for some other purpose. The functions that need the player's identity will get a value of the newly defined type and will not be able to use it as if it were a character or integer or some other type of value. This reduces the number of ways that the program can be in error.

This definition establishes the Player type with two constructors, PlayerA and PlayerB:

HASKELL DEFINITION • `data Player = PlayerA | PlayerB`

A type need not have more than one constructor. For example, the following type will be used to represent game trees.

HASKELL DEFINITION • `data Game position = Plays position [Game position]`

The type Game is polymorphic. The parameter that makes it polymorphic (denoted by the name position in the definition), can be any type. Therefore, Game is really a family types, one for each possible type that position might be (Int, String, [Int], or whatever).

Any value of type Game will be built by the constructor Plays and will take the form of the constructor name Plays followed by a value of type position, followed in turn by a sequence of values of type Game. The definition is recursive, as you might expect it to be, since a game is a tree and a tree is a root and a collection of subtrees.

The name position in the definition of Game is simply a placeholder. A variable of type Game will actually have type Game Int if the placeholder is the type Int. On the other hand, the variable will have type Game [Int] if the placeholder is the type [Int]. The polymorphic nature of the type Game is necessary because the function to be written is supposed to work regardless of the details of the game itself. Different games, of course, would need to record different information to represent a position in the game. One representation of position would not fit all games.

The function to carry out a game from a given position, a function called perfectGameFromPosition, will be packaged in a module called Minimax. Since all computations requiring an understanding of the details of a value of type position will be performed by functions supplied as arguments to perfectGameFromPosition, the module Minimax can treat position in an entirely abstract way. It matters not at all to functions in the module Minimax how the type position is represented.

There are two components of the computation that perfectGameFromPosition carries out: one to generate the game tree and the other to use the minimax strategy to find the final position of a game played perfectly from the point of view of both players.

Consider first the problem of building the game tree. This can be done in stages. Starting from a given position, compute all of the positions attainable in one move from that position. (One of the functions supplied as an argument to perfectGameFromPosition is responsible for delivering this collection of positions — this function is referred to as moves in the module Minimax.)

The positions computed from the initial position become the starting positions of the subtrees of the root in the game tree Their game trees can, of course, be computed in the same way. The computation is recursive in the same way that the type representing game trees is recursive.

```
HASKELL DEFINITION •  gameTree:: (position -> [position]) -> position -> Game position
HASKELL DEFINITION •  gameTree moves p = Plays p (map (gameTree moves) (moves p))
```

Depending on the game, this tree could be infinite, in which case the minimax strategy won't work. To use the minimax strategy, potentially infinite games, such as checkers, must be arbitrarily cut off at some stage by the moves function. (This is what people do, in a sense, when they try to plan ahead a few moves in games like checkers. They analyze the situation as far ahead as they can manage, then guess that the final score will be related to the quality of their position at that point.) However, the game tree will be finite if every route down through the subtrees eventually comes to a tree containing an empty sequence of subtrees.

Now consider the problem of choosing a move from a collection of alternatives in the game tree. If it is Player A's turn to move, he will need to look at the scores Player B could get by making her best move from each of the positions Player A can move to. Once this is computed, all Player A has to do is choose the move that maximizes his score. The following definition of the function play follows this strategy, but only for the case when it is Player A's turn to play. (The function score in this definition is the function supplied to perfectGameFromPosition, which can compute the score in the game, given a game-ending position.)

```
HASKELL DEFINITION •  play PlayerA score (Plays p gs)
HASKELL DEFINITION •      | null gs    = p
HASKELL DEFINITION •      | otherwise  = foldr1 (maxPosition score)
HASKELL DEFINITION •                                  (map (play PlayerB score) gs)
HASKELL DEFINITION •  maxPosition score p q
HASKELL DEFINITION •      | score p > score q   = p
HASKELL DEFINITION •      | otherwise          = q
```

HASKELL DEFINITION • Player B would, of course, follow the same strategy, but looking for a minimal rather than a maximal score:

```
HASKELL DEFINITION •  play PlayerB score (Plays p gs)
HASKELL DEFINITION •      | null gs    = p
HASKELL DEFINITION •      | otherwise  = foldr1 (minPosition score)
HASKELL DEFINITION •                                  (map (play PlayerA score) gs)
HASKELL DEFINITION •  minPosition score p q
HASKELL DEFINITION •      | score p < score q   = p
HASKELL DEFINITION •      | otherwise          = q
```

All that is left to do to put together the function perfectGameFromPosition is to apply the play function to the game tree generated from the initial position supplied as an argument. Try to fill in the definition of perfectGameFromPosition yourself, as part of the module Minimax, which pulls together the functions defined so far in this chapter.

```
¿ HASKELL DEFINITION ?  module Minimax
¿ HASKELL DEFINITION ?      (Player(PlayerA, PlayerB),
¿ HASKELL DEFINITION ?          perfectGameFromPosition)
¿ HASKELL DEFINITION ?      where
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?      data Player = PlayerA | PlayerB
```



```
¿ HASKELL DEFINITION ?  data Game position = Plays position [Game position]
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  perfectGameFromPosition :: Real num =>
¿ HASKELL DEFINITION ?      (position->[position]) -> (position->num) -> (position->Player)
¿ HASKELL DEFINITION ?      -> position -> position
¿ HASKELL DEFINITION ?  perfectGameFromPosition moves score player p =
¿ HASKELL DEFINITION ?                                        --you define this function
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  gameTree:: (position -> [position]) -> position -> Game position
¿ HASKELL DEFINITION ?  gameTree moves p =
¿ HASKELL DEFINITION ?      Plays p (map (gameTree moves) (moves p))
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  play :: Real num =>
¿ HASKELL DEFINITION ?      Player -> (position -> num) -> Game position -> position
¿ HASKELL DEFINITION ?  play PlayerA score (Plays p gs)
¿ HASKELL DEFINITION ?      | null gs    = p
¿ HASKELL DEFINITION ?      | otherwise  = foldr1 (maxPosition score)
¿ HASKELL DEFINITION ?                                        (map (play PlayerB score) gs)
¿ HASKELL DEFINITION ?  play PlayerB score (Plays p gs)
¿ HASKELL DEFINITION ?      | null gs    = p
¿ HASKELL DEFINITION ?      | otherwise  = foldr1 (minPosition score)
¿ HASKELL DEFINITION ?                                        (map (play PlayerA score) gs)
¿ HASKELL DEFINITION ?
¿ HASKELL DEFINITION ?  minPosition, maxPosition:: Real num =>
¿ HASKELL DEFINITION ?      (position -> num) -> position -> position -> position
¿ HASKELL DEFINITION ?  minPosition score p q
¿ HASKELL DEFINITION ?      | score p < score q   = p
¿ HASKELL DEFINITION ?      | otherwise          = q
¿ HASKELL DEFINITION ?  maxPosition score p q
¿ HASKELL DEFINITION ?      | score p > score q   = p
¿ HASKELL DEFINITION ?      | otherwise          = q
```

1

A notable feature of the module Minimax is that it exports not only the function that carries out the minimax strategy, but also the type Player and its constructors. This is necessary because any other module using the facilities of Minimax will have to define a function that delivers the identity of the player whose turn it is to play, given a particular position in the game. To supply this function, the module will require access to the type used in module Minimax to represent players.

The other type defined in the module Minimax, that is the type Game position, does not need to be visible outside the module. So, Game position is not exported. The module Minimax does not import the facilities of any other module, but it will inherit the type position from any module that uses Minimax to carry out a game computation. In this sense, the type position, is abstract with respect to the module Minimax, while the type Player is concrete in Minimax and will also be concrete in any module using Minimax.

To see how the module Minimax can be used, consider the game of tic-tac-toe. Players take turns marking squares on a three-by-three grid. If one player marks three squares in a line (horizontally, vertically, or diagonally), that player wins. The game is sometimes called noughts and crosses because the first player to mark the grid normally marks with an X, the other an O.

One way to represent a position in tic-tac-toe is to use a sequence of nine integers. The first three positions in the sequence represent the top row of the grid, the next three the middle row, and the last three the bottom row. If an integer in the sequence is zero, it indicates that the corresponding square in the grid is unmarked. If the integer is a non-zero value *n*, it indicates that the corresponding square was marked in the n^{th} move of the game.

position and game history

The minimax computation delivers the final position of a game played perfectly from a supplied starting position. Normally, one would like to see the sequence of moves leading to the final position. One way to get that information is to design the representation of positions so that each position contains the entire sequence of moves leading up to it. The encoding chosen for TicTacToePosition follows this strategy.

From this representation, you can figure out which player marked each square: if the integer is odd, the X player marked it, and if it is even the O player marked it. You can also figure out which player's turn it is to play (the largest integer in the grid indicates which player played last — the other player is next to play). This provides a way to write the necessary player function:

```
HASKELL DEFINITION •  ticTacToePlayer(Grid g)
HASKELL DEFINITION •      | even(maximum g)  = PlayerA
HASKELL DEFINITION •      | otherwise        = PlayerB
```

You can also determine from a position represented in this form whether or not the game is over and, if it is over, which player won. To do this, just extract from the grid each of the triples of integers corresponding to eight straight lines through the grid (top row, middle row, bottom row, left column, middle column, right column, diagonal, and back diagonal).[1] Then check to see of any of these triples contains three X's (odd integers) or three O's (even integers other than zero).

```
odd :: Integral num => num -> Bool
even :: Integral num => num -> Bool
intrinsic functions
  odd = True iff argument is an odd integer
  even = not . odd
```

If there are three X's in a row, then X wins; score that as 1. If there are three O's in a row, then O wins; score that a -1 (since the Minimax module is set up so that PlayerB, the name it uses for the O player, tries to force the game to a minimum score). If the grid is entirely marked with X's and O's and there is no place left to mark, then the game is over, and it is a draw; score that as zero.

1. These elements of the grid could be extracted using combinations of head and tail, but it is more concise to use the indexing operator (!!). If xs is a sequence and n is an integer, the xs!!n is element n of xs. Elements are numbered starting from zero, so xs!!0 is head(xs), xs!!1 is head(tail(xs)), and so on. Of course, xs!!n is not defined if xs has no element n.

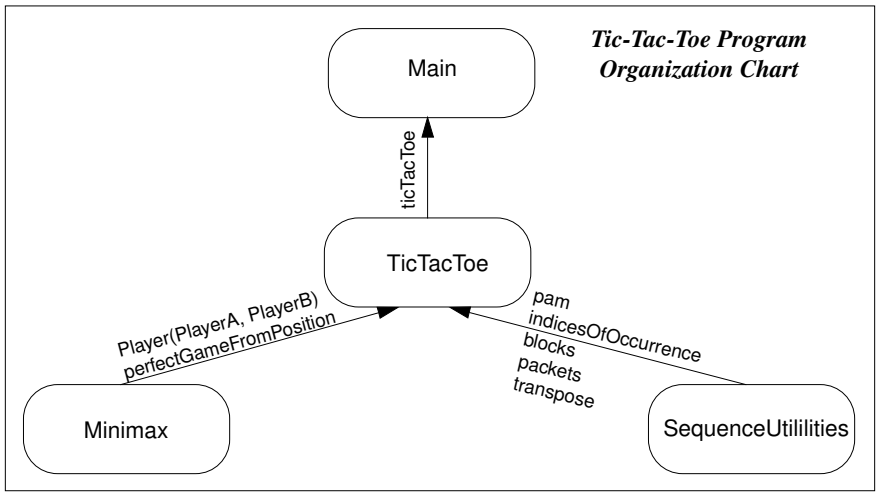

```
HASKELL DEFINITION •  ticTacToeScore p
HASKELL DEFINITION •      | win PlayerA p   = 1
HASKELL DEFINITION •      | win PlayerB p   = -1
HASKELL DEFINITION •      | otherwise  = 0
```

The win function used in the definition of ticTacToeScore is a bit awkward because it has to extract all the lines from the grid and deal with other technicalities. Nevertheless, it follows the above outline in a straightforward way. You can work out the details for yourself more easily than you can read an explanation of them.

The other function that the Minimax module uses to carry out the minimax calculation is the function that generates the possible moves for a player from a given position. Since a player can make a mark in any open square, this computation amounts to locating the unmarked squares, that is the squares with zeros in them. Given an existing position and the location of an open square, you can build a new position by copying the grid representing the old one, except that in the open square, you put an integer that is one greater than the largest integer in the existing grid.

```
HASKELL DEFINITION •  ticTacToeMoves:: TicTacToePosition -> [TicTacToePosition]
HASKELL DEFINITION •  ticTacToeMoves p
HASKELL DEFINITION •      | ticTacToeGameOver p    = [ ]
HASKELL DEFINITION •      | otherwise              = map (makeMark p) (openSquares p)
HASKELL DEFINITION •
```

Again, the details (buried in the functions makeMark and openSquares) are more easily understood by working them out for yourself than by reading someone else's explanation..



The preceding explanation will help you work your way through the following module. It imports several functions from the SequenceUtilities module (in the Appendix). And, you will need to either work out for yourself some way to display the information in a grid, or just accept the

showGrid function defined in the module as a suitable display generator. It builds a three-line sequence containing a picture of the grid marked with X's and O's and another picture marked with integers, so you can follow the progress of the game.

```
module TicTacToe(ticTacToe)
    where
    import Minimax
        (Player(PlayerA, PlayerB), perfectGameFromPosition)
    import SequenceUtilities
        (pam, indicesOfOccurence, blocks, packets, transpose)
    import Char(toUpper)

    ticTacToe =
        showGrid .
        perfectGameFromPosition
                    ticTacToeMoves ticTacToeScore ticTacToePlayer .
        positionFromString

    data TicTacToePosition  = Grid [Int]
                                  -- Grid g :: TicTacToePostition means
                                 -- g = [mark-1, mark-2, ..., mark-9] and
                                                      -- 0 <= mark-i <= 9
                                     -- mark-i = 0 means empty square
                                -- mark-i = odd means X occupies square
                           -- mark-i = even, > 0 means O occupies square

    data Gridline = Slice [Int]
                             -- row, column, or diagonal of grid (length 3)
                    -- Slice [mark-1, mark-2, mark-3] :: Gridline means
                                                      -- 0 <= mark-i <= 9

    positionFromString :: String -> TicTacToePosition
    positionFromString =
        Grid . map intFromDigit . takeWhile(/= '.') .
        convert '#' empties .
        convert 'O' movesO .
        convert 'X' movesX .
        (++ ".") . filter(`elem` "XO#") . map toUpper
        where
        empties = repeat '0'
        movesX = "13579"
        movesO = "2468"

    intFromDigit :: Char -> Int
    intFromDigit digit = fromEnum(digit) - fromEnum('0')

    convert :: Char -> String -> String -> String
```



```
convert thisMoveSymbol moveDigits =
    concat . zipWith pasteIn moveDigits .
                                        packets(== thisMoveSymbol)
    where
    pasteIn moveDigit otherMoveSymbols =
                                  otherMoveSymbols ++ [moveDigit]

ticTacToeMoves:: TicTacToePosition -> [TicTacToePosition]
ticTacToeMoves p
    | ticTacToeGameOver p     = [ ]
    | otherwise           = map (makeMark p) (openSquares p)

ticTacToeScore:: TicTacToePosition -> Int
ticTacToeScore p
    | win PlayerA p    =  1
    | win PlayerB p    = -1
    | otherwise        =  0

ticTacToeGameOver:: TicTacToePosition -> Bool
ticTacToeGameOver =
    or . pam[gridFull, win PlayerA, win PlayerB]

openSquares:: TicTacToePosition -> [Int]
openSquares(Grid g) = indicesOfOccurence 0 g

makeMark:: TicTacToePosition -> Int -> TicTacToePosition
makeMark (Grid g) indexOfSquare =
    Grid(take indexOfSquare g ++ [maximum g + 1] ++
    drop (indexOfSquare + 1) g)

diag, backdiag, toprow, midrow, botrow, lftcol, midcol, rgtcol ::
    TicTacToePosition -> Gridline
diag(Grid g)                          = Slice[g!!0, g!!4, g!!8]
backdiag(Grid g)                      = Slice[g!!2, g!!4, g!!6]
toprow(Grid g)                        = Slice[g!!0, g!!1, g!!2]
midrow(Grid g)                        = Slice[g!!3, g!!4, g!!5]
botrow(Grid g)                        = Slice[g!!6, g!!7, g!!8]
lftcol(Grid g)                        = Slice[g!!0, g!!3, g!!6]
midcol(Grid g)                        = Slice[g!!1, g!!4, g!!7]
rgtcol(Grid g)                        = Slice[g!!2, g!!5, g!!8]

gridlines:: [TicTacToePosition -> Gridline]
gridlines = [diag, backdiag,
                    toprow, midrow, botrow,  lftcol, midcol, rgtcol]

gridlineFilledByPlayer :: Player -> Gridline -> Bool
```

```
HASKELL DEFINITION •   gridlineFilledByPlayer PlayerA (Slice s) = (and . map odd) s
HASKELL DEFINITION •   gridlineFilledByPlayer PlayerB (Slice s) =
HASKELL DEFINITION •       (and . map positiveEven) s
HASKELL DEFINITION •       where
HASKELL DEFINITION •       positiveEven k = k > 0  &&  even k
HASKELL DEFINITION •
HASKELL DEFINITION •   win:: Player -> TicTacToePosition -> Bool
HASKELL DEFINITION •   win player =
HASKELL DEFINITION •       or . map(gridlineFilledByPlayer player) . pam gridlines
HASKELL DEFINITION •
HASKELL DEFINITION •   gridFull:: TicTacToePosition -> Bool
HASKELL DEFINITION •   gridFull(Grid g)   =   maximum g == 9
HASKELL DEFINITION •
HASKELL DEFINITION •   showGrid:: TicTacToePosition -> String
HASKELL DEFINITION •   showGrid(Grid g) =
HASKELL DEFINITION •       (unlines . map concat . transpose)
HASKELL DEFINITION •           [gridMarkedXO,  map ("  "++) gridMarkedByMoveNumber]
HASKELL DEFINITION •       where
HASKELL DEFINITION •       gridMarkedXO  = blocks 3 (map markFromMoveNumber g)
HASKELL DEFINITION •       gridMarkedByMoveNumber =
HASKELL DEFINITION •                                  blocks 3 (map digitFromMoveNumber g)
HASKELL DEFINITION •       markFromMoveNumber m
HASKELL DEFINITION •                                                    | m == 0     = '#'
HASKELL DEFINITION •                                                    | odd m      = 'X'
HASKELL DEFINITION •                                                   | otherwise  = 'O'
HASKELL DEFINITION •       digitFromMoveNumber m
HASKELL DEFINITION •                                                    | m == 0     = '#'
HASKELL DEFINITION •                                          | otherwise  = head(show m)
HASKELL DEFINITION •
HASKELL DEFINITION •   ticTacToePlayer :: TicTacToePosition -> Player
HASKELL DEFINITION •   ticTacToePlayer(Grid g)
HASKELL DEFINITION •       | odd(maximum g)  = PlayerB
HASKELL DEFINITION •       | otherwise       = PlayerA
```

The following module imports the tic-tac-toe module and defines a few game setups.The commands then show the results that the minimax strategy produces for these situations. The first two of the setups begin from a partially played game, played imperfectly, to show that the minimax strategy will if it has an opportunity.

```
HASKELL DEFINITION •   import TicTacToe(ticTacToe)
HASKELL DEFINITION •
HASKELL DEFINITION •   advantageO =
HASKELL DEFINITION •       "XX#" ++
HASKELL DEFINITION •       "###" ++
HASKELL DEFINITION •       "##O"
HASKELL DEFINITION •
HASKELL DEFINITION •   advantageX =
```



```
HASKELL DEFINITION •       "X##" ++
HASKELL DEFINITION •       "###" ++
HASKELL DEFINITION •       "O##"
HASKELL DEFINITION •
HASKELL DEFINITION •   cat8 =
HASKELL DEFINITION •       "###" ++
HASKELL DEFINITION •       "#X#" ++
HASKELL DEFINITION •       "###"
HASKELL DEFINITION •
HASKELL DEFINITION •   cat9 =
HASKELL DEFINITION •       "###" ++
HASKELL DEFINITION •       "###" ++
HASKELL DEFINITION •       "###"
HASKELL DEFINITION •                                                    2a
HASKELL COMMAND •      putStr(ticTacToe advantageO)
HASKELL RESPONSE •     XXO   134
HASKELL RESPONSE •     ##O   ##6
HASKELL RESPONSE •     #XO   #52
HASKELL COMMAND •      putStr(ticTacToe advantageX)
HASKELL RESPONSE •     X#X   1#7
HASKELL RESPONSE •     #OX   #65
HASKELL RESPONSE •     OOX   243
HASKELL COMMAND •      putStr(ticTacToe cat8)
HASKELL RESPONSE •     XOO   948
HASKELL RESPONSE •     OXX   615
HASKELL RESPONSE •     XXO   732
HASKELL COMMAND •      putStr(ticTacToe cat9)
HASKELL RESPONSE •     XOX   985
HASKELL RESPONSE •     XOO   726
HASKELL RESPONSE •     OXX   431
```

Some of the game sequences generated by minimax analysis may look like one player is intentionally throwing the game. When there are more routes than one to a win for one player or the other, the minimax computation will select one of those routes, without regard to whether it may or may not look competitive to an experienced player. The essential fact is this: when one player is in a position to win, there is nothing the other player can do to keep that player from winning. So, the losing player can make arbitrary moves without affecting the result. The minimax strategy examines all of the relevant possibilities, but the game it selects as its route to the end could be any of the possible routes. The winning player will never give the losing player an opportunity to win. But, the player in a losing position may give the other player an opportunity to win easily.

Finally, you may be interested in knowing that most game playing programs, such as chess players, checkers players, go players, backgammon players, and so on, use the minimax strategy for at least part of their analysis. However, they use a form of the computation that involves substantially less computation.

This more efficient form of the computation is known as the alpha-beta algorithm. It looks ahead in the game tree and eliminates, without further analysis on the subtree, options that cannot improve the situation for a given player.[1] This almost always makes it possible to complete the computation in something like a small multiple of the square root of the time it would take using the naive form of the minimax algorithm (the one presented in this chapter). The analysis can then proceed about twice as far down the game tree as it could have with naive minimax analysis.

Nevertheless, even with the alpha-beta form of minimax analysis, it is impractical to analyze very deeply in game trees for large games like chess because such game trees increase in size so rapidly with the number of moves analyzed that even the square root of the minimax time is still impossibly long. So, practical game playing programs combine minimax analysis (in its alpha-beta form) with specialized analysis methods designed around particular approaches to playing the game.

Review Questions

1 A tree, in computer science, is an entity
- a with a root and two subtrees
- b with a root and a collection of subtrees, each of which is also a tree
- c with a collection of subtrees, each of which has one or more roots
- d described in a diagram with circles, lines, and random connections

2 A sequence, in Haskell, is an entity
- a with one or more elements
- b that is empty or has a first element followed by a sequence of elements
- c whose elements are also sequences
- d with a head and one or more tails

3 The following definition specifies

HASKELL DEFINITION •
```
data WeekDay =
    Monday | Tuesday | Wednesday | Thursday | Friday
```
- a a type with five constructors
- b a type with five explicit constructors and two implicit ones
- c a tree with five roots
- d a sequence with five elements

4 Given the definition in the preceding question, what is the type of the following function f?

HASKELL DEFINITION •
```
f Tuesday = "Belgium"
```
- a f :: WeekDay -> String
- b f :: Tuesday -> "Belgium"
- c f :: Day -> Country
- d type of f cannot be determined

1. You can find out how it does this in any standard text on artificial intelligence. Also, the text *Introduction to Functional Programming* by Bird and Wadler, Prentice-Hall, 1988, contains an elegant derivation of the alpha-beta algorithm as a Haskell-like program from a form of the minimax program similar to the one in this chapter.

5 Types defined in Haskell scripts with the data keyword
- a must begin with a capital letter
- b may be imported from modules
- c must be used consistently in formulas, just like intrinsic types
- d all of the above

6 What kind of structure does the following type represent?

HASKELL DEFINITION •
```
data BinaryTree = Branch BinaryTree BinaryTree | Leaf String
```
- a a type with four constructors
- b a digital structure
- c a tree made up of ones and zeros
- d a tree in which each root has either two subtrees or none

7 Given the preceding definition of the type BinaryTree, which of the following defines a function that computes the total number of Branch constructors in an entity of type BinaryTree?
- a
```
branches binaryTree = 2
```
- b
```
branches (Branch left right) = 2
branches (Leaf x) = 0
```
- c
```
branches (Branch left right) = 1 + branches left + branches right
branches (Leaf x) = 0
```
- d
```
branches (Branch left right) = 2*branches left + 2*branches right
branches (Leaf x) = 1
```

8 The formula xs!!(length xs - 1)
- a is recursive
- b has the same type as xs
- c delivers the same result as last xs
- d none of the above

9 Given the definition of the function pam in the module SequenceUtilities, the formula
```
pam (map (+) [1 . .  5]) 10
```
- a delivers the same result as map (1+) [1 . . 5]
- b delivers the same result as pam [1 .. 5] (map (1+))
- c delivers the result [11, 12, 13, 14, 15]
- d all of the above

10 Given the Grid [1,3,0, 0,0,0, 0,0,2] (as in the tic-tac-toe script), what is the status of the game?
- a game over, X wins
- b game over, O wins
- c O's turn to play
- d X's turn to play

11 Which of the following formulas extracts the diagonal of a grid (as in the tic-tac-toe program)?
- a (take 3 . map head . iterate(drop 4)) grid
- b [head grid, head(drop 4 grid), head(drop 8 grid)]
- c [head grid, grid!!4, last(grid)]
- d all of the above

A

abstract data types. See types.
abstraction 20, 73
addition. See operators.
aggregates. See structures
algebraic types 122
alphabet. See characters, ASCII.
alpha-beta algorithm 135
alphabetizing. See sorting.
also. See commands.
analog/digital conversion 103, 104
apostrophe, backwards 54
apostrophes 17
append. See operators.
applications. See functions.
arguments 7
    omitted. See functions, curried
    omitted. See functions, curried.
arithmetic. See operators.
arrows
    (<-) See input/output operations. 98
    (->). See functions, type of.
ASCII. See characters.
aspect ratio 108
assembly lines. See functions, composition.
associative 43

B

backquote 54
backslash. See escape.
bang-bang (!!). See operators, indexing.
bar (|). See vertical bar.
base of numeral 73
batch mode 15
begin-end bracketing. See offsides rule.
binary numerals. See numerals.
Bird, Richard 135
Bool 33
Boolean (True, False) 8, 33
brackets (begin-end). See offsides rule.
break. See operators.

C

Caesar cipher 77, 78, 79, 80, 81, 82
Chalmers Haskell-B Compiler 16
character strings. See strings.
characters
    ASCII 78
    in formulas 17
    vs. strings 18
choice. See definitions, alternatives in.
ciphers 77, 78, 79, 80, 81, 82, 84, 87
    block substitution 84
    DES 84
classes 38
    Complex 101
    Enum 123
    equality (Eq) 38, 39, 50
    Floating 101
    Fractional 101
    Integral 48
    Num 57
    order (Ord) 40, 50
    RealFrac 101
    Show 123
clock remainder (mod). See operators.
coded message 77, 78, 79, 80, 81, 82, 84, 87
coded, ASCII. See characters.
colon. See operators.
commands
    :? 15
    :also 15
    :edit 14
    :load 14
    :quit 15
    Haskell 5
    type inquiry 34
comparing
    See also, operators, equality-class.
    strings 6, 7, 8
compilers
    Chalmers Haskell-B Compiler
    Glasgow Haskell Compiler
Complex. See classes.
composition of functions. See functions, composition
comprehensions, list 17, 77
computation
    lazy 98
    non-terminating 64
    patterns of 25
computer science 100
concat. See operators.
concatenation. See operators.
conditional expressions 119, 120
constructors
    sequences. See operators (:).
    types 122
conversion
    letter case. See toLower, toUpper.
    operators/functions 27, 54
curried invocations. See functions, curried.

D

Data Encryption Standard (DES) 84
data types. See types.
data. See algebraic types.
datatypes. See types.
decimal numerals 73, 74
    See also, numerals.
    See numerals.
decimal numerals. See numerals.
decipher 77, 78, 79, 80, 81, 82, 84, 87
definitions
    alternatives in 79, 80
    Haskell 10, 11, 12
    parameterized 11
    private (where) 48, 49
delivering input values. See return.
deriving 123
digital/analog conversion 103, 104
Dijkstra, E. W. 90
display. See operators, unlines.
division
    fractional (/). See operators
division. See operators.
divMod. See also: operators, division. 54
do-expression. See input/output.
do-expressions. See input/output.
Double. See numbers.
Dr Seuss 79
drop. See operators.
dropWhile. See operators.

E

echoing, operating system 94
edit. See commands.
embedded software 64
encapsulation 46, 71
encipher 77, 78, 79, 80, 81, 82, 84, 87
encryption 84, 87
enumeration types 123
equality
    class. See classes.
    operator (==). See operators.
equations. See definitions.
error. See operators.
errors
    type mismatch 33
escape (strings) 29, 30
evaluation
    lazy 98
    polynomial 73
exit. See command (quit).
exponent. See numbers.
exponentiation. See operators.
exporting definitions 72, 74

F

False. See Boolean.
feedback. See iteration.
fields in algebraic types 122
    polymorphic 123
files 97
filter. See operators.
Float. See numbers.
floating point. See numbers.
Floating. See classes.
floor. See operators.
folding 26, 64
    See operators (foldr, foldr1).
foldr. See operators.

foldr1
pronunciation 26
See operators.
vs. foldr 51
formulas 10, 11, 12
Fractional. See classes.
functions
applications 33
as operators 54
composition (.) 21, 22, 23, 25, 26
curried 23, 42, 43, 78
higher order 43
invocation 11, 22
missing arguments. See functions, curried. 42
polymorphic 37, 38
See also, operators.
type declaration 39
type of 37, 38
vs. operators 7

G

games 124, 135
tree 124, 125
generators (in list comprehension) 17, 29
generic functions. See polymorphism.
getLine. See input/output.
Glasgow Haskell Compiler 16
graphing 105, 106, 107, 108, 109
greater (>, >=). See operators.
guards
in list comprehension 17
See definitions, alternatives in 80
guards. See definitions, alternatives in.

H

Haskell
commands 5
definitions 10, 11, 12
programs 12
Haskell Report 3
head. See operators.
help. See command.
hexadecimal numerals. See numerals.
hiding information. See encapsulation.
higher order. See functions.
Hoare, C. A. R. 116
Horner formula 47, 48, 49, 51, 73
Hugs 14, 75

I

if-choice. See definitions, alternatives in.
if-then-else. See conditional expressions.
import. See importing definitions.
importing definitions 72, 73, 74
indentation 18, 48, 49
indexing. See operators
inequality (/=). See operators.
information
hiding. See encapsulation.
representation of 46
inheriting operators. See deriving.
input/output 93
do-expression 93, 94, 119
do-expression 120
getLine 94
putStr 91, 93
readFile 97
return 99
unlimited 119
writeFile 97
integers
from fractional numbers. See floor.
range 58
integers. See numbers.
integral division. See operators.
integral numbers
ambiguous 48
Integer, Int 48
literals 48
interactive mode 15
invocation. See function.
IO type 93
ISO8859-1. See characters, ASCII.
iterate. See operators.
iteration 61, 64

J

Jones, Mark 14

K

kinds. See types.

L

language definition. See Haskell Report.
last. See operators.
lazy evaluation 98
length. See operators.
less (<, <=). See operators.
let expressions 119, 120
letters
lower case. See toLower
libraries, software 84
lines display. See operators, unlines.
lines on screen 95
list comprehensions 17, 77
list constructor. See operators (:).
lists. See sequences.
literals
Booleans 8
characters 18
floating point numbers 102, 105
Integral, See integral numbers.
rational numbers 105
sequences 34
strings 6, 30
looping. See mapping, folding, zipping, iteration, recursion.
lower case. See toLower.

M

main module 93
mantissa. See numbers.
map. See operators.
mapping 28, 64, 77
match error (See also: types, errors) 33
matrix transpose 107
maximum. See operators.
Mellish, Fielding 93
message, coded 77, 78, 79, 80, 81, 82, 84, 87
minimax strategy 124, 134
minimum. See operators.
mod
See operators.
modularity. See encapsulation.
module, main 93
modules 71, 72, 73, 75, 84
See also, program organization charts
monomorphism restriction. See type specifications, explicit required.
multiplication. See operators.

N

names. See variables.
newline characters 95
non 64
non-terminating 64
not-equal-to operation (/=) 17
Num. See classes.
numbers
class Complex. 101
class Fractional. 101
class Num. 57
class RealFrac. 101
Double 101, 105
exponent 101, 102
Float 101, 105
floating point 102
imaginary. See Complex
Int 48
Integer 48
mantissa 101, 102
pi 106
precision 102
Rational 104, 105
numerals 86
arbitrary radix 74
base 73
binary 46
decimal 46, 47, 50, 51, 73, 74
hexadecimal 46
positional notation 46
Roman 46
vs. numbers 46

O

offsides rule 18, 48, 49
operands 7
operating system 93
operating system echo 94
operations
  repeated. See repetition.
operators
  addition(+) 48
  append (++, concat) 88
  as arguments 27
  as functions 27, 54
  break 121
  colon 112
  comparison 17
  composition (.) 21, 22, 23, 25, 26
  concatenation (++, concat) 88
  division, fractional (/) 104
  division, integral (div, mod) 48, 54, 55
  drop 66
  dropWhile 66, 67
  equality (==) 6, 7, 17, 39, 50
  error 79, 104
  exponentiation, integral (^) 48
  filter 64
  floor 103
  foldr 51, 64
  foldr1 26, 44
  greater(>, >=) 17, 50
  head 113
  indexing (!!) 129
  inequality (/=) 17, 50
  input/output, See input/output.
  integral remainder (mod) 48
  iterate 62, 63, 64
  last 113
  length 83
  less(<, <=) 17, 50
  map 64, 77
  maximum 106
  minimum 106
  mod 48
  multiplication(*) 48
  not equal to (/=) 17
  order of application 9
  plus-plus 88
  precedence 9
  reverse 5
  round 109
  section 68
  sequence constructor (:) 112
  show 123
  sin 106
  subscripting (!!) 129
  subtraction (-) 48
  tail 113
  take 66
  takeWhile 66, 67
  toLower 28, 37
  unlines 95, 105
  vs. functions 7
  zipWith 64
order class. See classes.
order of operations. See operators.
ordering. See sorting.
output. See input/output.

P

palindromes 11
parameterization 20
parameterized definitions 11
patterns
  as parameters 112
  See also, computation patterns.
  See also, repetition patterns. 64
  sequences 112
  tuple 54
period operator. See functions, composition.
persistent data. See files.
Peterson, John 3
pi. See numbers.
pipelines. See functions, composition.
plotting 105, 106, 107, 108, 109
polymorhic fields 123
polymorphism 37, 38
polynomial evaluation 73
positional notation. See numerals.
precedence. See operators.
precision. See numbers.
private definitions. See where clause, modules.
program organization charts 75
programming, procedural vs Haskell 4
putStr. See input/output.

Q

qualifiers 17
quick-sort 117, 118
quit. See command.
quotation marks (") 6
quotient. See operators, division.

R

radix 73
range of Int. See integers.
rational numbers. See numbers.
Rational. See numbers.
readFile. See input/output.
reading files. See input/output.
RealFrac. See classes.
rearranging in order. See sorting.
recursion 62, 115, 116
  in input/output 120
Reid, Alastair 14
remainder (mod). See operators.
repetition
  patterns of 62, 115
  See mapping, folding, zipping, iteration, recursion.
report on Haskell. See Haskell Report
representation of information 46
return. See input/output.
reverse. See operators. 5
Roman numerals. See numerals.
round. See operators.

S

scaling factor. See numbers, exponent.
scientific computation 102
scientific notation 102
sections. See operators.
selection. See definitions, alternatives in.
sequences 17, 27, 77
  all but first element. See operators, tail.
  constructor (:). See operators.
  first element. See operators, head.
  initial segment. See operators, take
  last element. See operators, last.
  See also types.
  trailing segment. See operators, drop.
  truncation. See operators, take, drop
set, notation for 17
Seuss, Dr 79
Show. See classes.
show. See operators.
significand. See numbers, mantissa.
sin. See operators.
software libraries 84
software, embedded 64
sorting 116, 117
strings 6
  equality of (==) 6, 7, 8
  special characters in 29, 30
  vs. characters 18
structures
  See program organization charts.
  See sequences.
  tuples 54, 55
subscripts. See operators.
subtraction. See operators.
Sussman, Gerald 100

T

tail. See operators.
take. See operators.
takeWhile. See operators.
tic-tac-toe 129
toLower. See operators.
transposing a matrix 107
tree games 124, 125
trees 125
trigonometric operators. See operators.
True. See Boolean.
tuple patterns. See patterns.
tuples. See structures.
type inquiry. See commands.

type specifications
explict required 78
type variables 34
types 18, 33, 34
abstract vs. concrete 129
algebraic 122
declaration 39
enumeration 123
of functions 38, 43
of functions. See functions.
polymorphic 126
recursive 126
See also: classes.
sequences 34

U

unlines. See operators. 95

V

variables 46
type 34
vertical bar (|)
See constructors, type 122
See definitions, alternatives in.
See list comprehensions.

W

Wadler, Phil 135
where clause 48, 49
writeFile. See input/output.
writing files. See input/output.

Y

Yale Haskell Project 3, 14

Z

zipping, See operators (zipWith).