

# Introduction to Programming: Lecture 6

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# Folding from the Left

- ▶ Sometimes it is useful to combine the elements of a list from left to right.

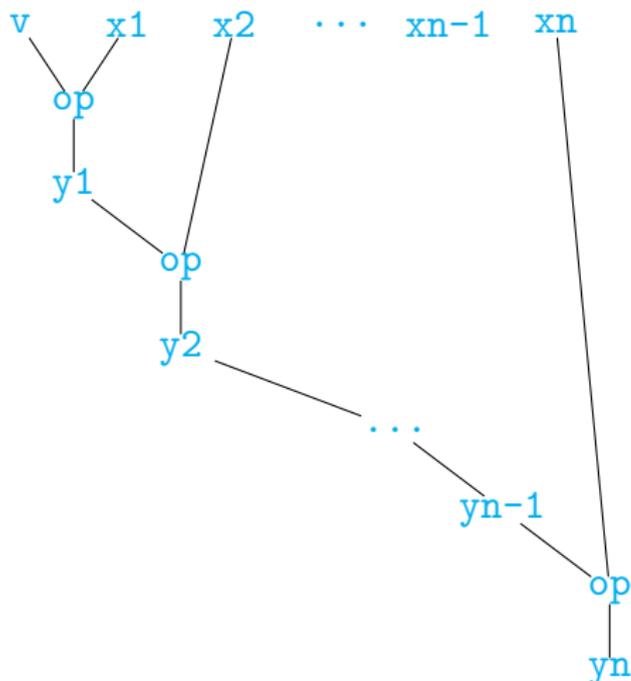
# Folding from the Left

- ▶ Sometimes it is useful to combine the elements of a list from left to right.
- ▶ `foldl :: (a -> b -> a) -> a -> [b] -> a`  
`foldl f v [] = v`  
`foldl f v (x:xs) = foldl f (f v x) xs`

# foldl

```
foldl f v [] = v
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  | ('0' <= c) && (c <= '9') = (ord c) - (ord '0')
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```
nextdigit :: Int -> Char -> Int
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```
nextdigit i c = 10*i + (chartonum c)
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- ▶ What next?

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- ▶ What next? Express `strtonum` using `nextdigit` either directly via recursion or using `foldl`

```
strtonum = foldl nextdigit 0
```

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- ▶ Order (`<`) is also not defined on higher order types.

In general it is not possible to check if two functions compute the same values on all inputs.

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- ▶ Two lists are equal if and only if they have the same length and the corresponding elements are equal.

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```
[1,2,3] = [1,2,3]
```

```
[1,2,3] /= [2,1,3]
```

- ▶ Two tuples are equal if and only if the corresponding positions have equal values.

```
(True, False) = (True,False)
```

```
(True, 17, False) = (True, 17, False)
```

```
(True, 17, False) /= (False, 17, True)
```

## Order in lists and tuples

- ▶ Tuples of the same type are ordered lexicographically provided all the underlying types are ordered.

```
(False, 17, 24) < (False, 18, 1)
```

```
(False, 89) < (False, 100)
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`[1,2,3] < [1,2,3,0]`

`[] < [1]`

`[1,2,3] < [1,2,4]`

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```

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```

```
insert 3 [] = [3]
```

- ▶ `insert Int -> [Int] -> [Int]`

```
insert x [] = [x]
```

```
insert x (y:ys)
```

```
  | (x <= y) = x:y:ys
```

```
  | otherwise = y : insert x ys
```

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- ▶ `insert Int -> [Int] -> [Int]`

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insert x [] = [x]
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```
insert x (y:ys)
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```
  | (x <= y) = x:y:ys
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  | otherwise = y : insert x ys
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- ▶ Note that `insert` is not polymorphic, in the sense that we have seen so far, as `<=` is not necessarily defined on all types.

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- ▶ Define `isort :: [Int] -> [Int]` using `insert`

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isort [] = []
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isort (x:xs) = insert x (isort xs)
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# Insertion Sorting

- ▶ Define `isort :: [Int] -> [Int]` using `insert`

```
isort [] = []
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```
isort (x:xs) = insert x (isort xs)
```

or more succinctly `isort = foldr insert []`

# Sorting: Merge Sorting

- ▶ Here is another method to sort a list.
  - ▶ Divide the list into two halves.
  - ▶ Sort each recursively using this algorithm.
  - ▶ Merge together the two sorted lists into a single sorted list.

## Merging two sorted lists

5 16 83 99

33 55 85 93

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# Mergesort

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99	5	83	16	85	33	93	55
----	---	----	----	----	----	----	----

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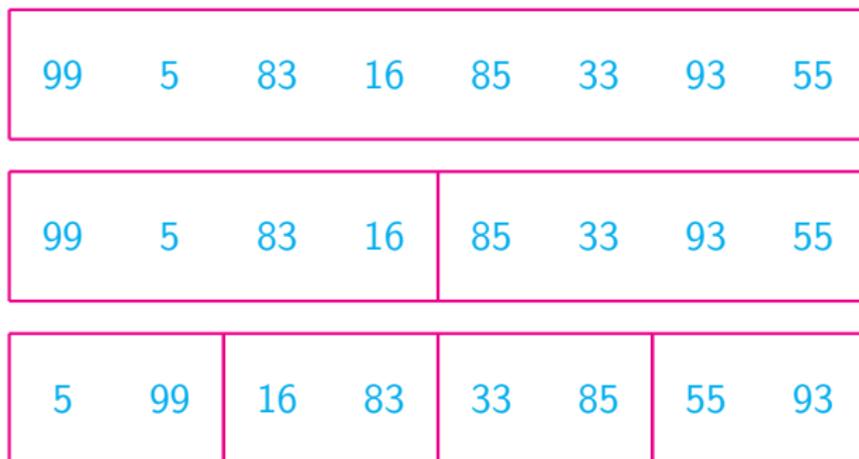
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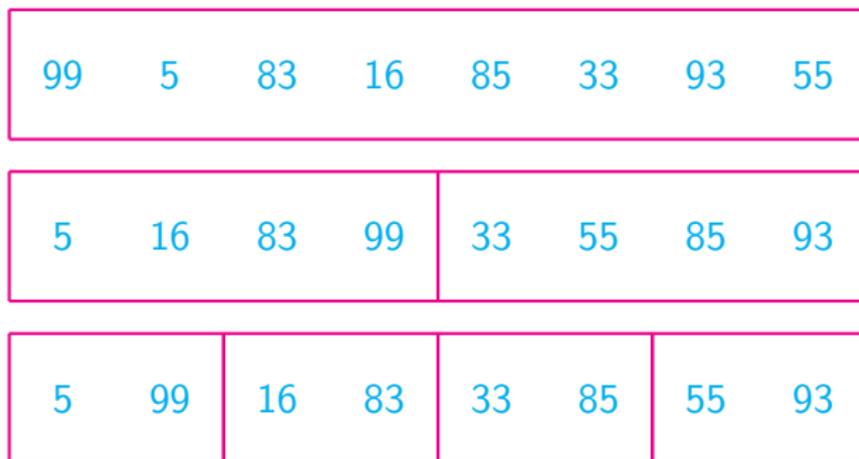
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merge :: [Int] -> [Int] -> [Int]
merge [] l = l
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merge (x:xs) (y:ys)
  | (x < y) = x : merge xs (y:ys)
  | otherwise = y : merge (x:xs) ys
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- ▶ Once again, `merge` is not polymorphic, in the sense that we have seen so far, as it uses `<`.

# Mergesort in Haskell

- ▶ Using `merge` to write down a `mergesort`

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```
mergesort :: [Int] -> [Int]
mergesort [] = []
mergesort [x] = [x]
mergesort l = merge (mergesort fhalf)
                    (mergesort shalf)
    where
        fhalf = take n l
        shalf = drop n l
        n = div (length l) 2
```

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**Median is not easy to find.**

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- ▶ Sort  $L_1$  and  $L_2$  recursively.

## Quicksort ...

265 319 389 345 159 267 348 365 128

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## Quicksort ...

```
quicksort :: [Int] -> [Int]
quicksort [] = []
quicksort (x:xs) = (quicksort lower) ++
                   [splitter] ++
                   (quicksort upper)

  where
    splitter = x
    lower    = filter (<= x) xs
    upper    = filter (> x) xs
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- ▶ In the worst case, `lower` or `upper` is empty
  - ▶ For our choice of `splitter`, worst case input is any sorted list

# Measuring efficiency in Haskell

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```
[1,2,3] ++ [4,5,6] ->
1:([2,3] ++ [4,5,6]) ->
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```

- ▶ In `l1 ++ l2` we use the second rule `length l1` times and the first rule once
- ▶ It takes as many steps as `length l1 + 1`

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# Efficiency ...

- ▶ We would like to define the **complexity** of a program to be a function from the size of the input to the number of steps.  
 $T(n) = n$  for `++` where  $n$  is the length of the left argument.
- ▶ The function `++` takes the same number of steps on inputs of the same length.

This need not always be the case.

## Efficiency ...

```
elem :: Int -> [Int] -> Bool
elem i [] = False
elem i (x:xs)
  | (i==x) = True
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        elem 3 [] ->
          False
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```

```
elem 3 [4,7,8,9] ->
  elem 3 [7,8,9] ->
    elem 3 [8,9] ->
      elem 3 [9] ->
        elem 3 [] ->
          False
```

- ▶ What do we take the value of  $T(n)$  to be?

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  - ▶ The maximum among all inputs of length  $n$ . **Worst-case complexity**
  - ▶ The minimum among all inputs of length  $n$ . **Best-case complexity**
  - ▶ The average among all inputs of length  $n$ . **Average-case complexity**

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  - ▶ The minimum among all inputs of length  $n$ . **Best-case complexity**
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- ▶ Average-case is perhaps a more accurate description. But is usually very difficult to calculate.
- ▶ For the purposes of this course, we stick to worst-case analysis.

## Measuring efficiency in Haskell ...

- ▶ What is the complexity of `reverse`?

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reverse [] = []
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- ▶ Expand and solve

$$T(n) = T(n-1) + n$$

$$= (T(n-2) + n-1) + n$$

$$= (T(n-3) + n-2) + n-1 + n$$

$$= \dots$$

$$= T(0) + 1 + 2 + \dots + n$$

$$= 1 + 1 + 2 + \dots + n$$

$$= n(n+1)/2 + 1$$

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- ▶ Clearly `transfer l1 l2 = (reverse l1)++l2`
- ▶ Therefore `reverse l = transfer l []`
- ▶ For `transfer`, input size is `length l1`

$$T(0) = 1$$

$$T(n) = T(n-1) + 1$$

- ▶ Thus  $T(n) = n + 1$