

# Collections of things: Tuples and Lists

A first taste!

# Tuples

```
examplePair :: (Double, Bool)
```

```
examplePair = (3.14 , False)
```

```
exampleTriple :: (Bool, Int, String)
```

```
exampleTriple = (False, 42, "Answer")
```

```
exampleFunction :: (Bool, Int, String) -> Bool
```

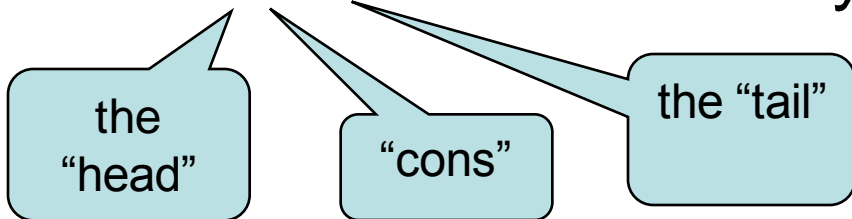
```
exampleFunction (b, i, s) = not b && length s < i
```

# Lists

- The “duct tape” of functional programming
- Collections of things of the same type.
  - Two lists of the same type may have different number of elements
- For any type  $x$ ,  $[x]$  is the type of lists of  $x$ 's
  - e.g.  $[Bool]$  is the type of lists of  $Bool$

# Lists

- The values in  $[A]$  are either of the form
  - $[]$ , the empty list (also called *nil*)
  - $x:xs$  where  $x$  has type  $A$  and  $xs$  has type  $[A]$ .



- Which of these are in  $[Bool]$  ?

True :  $[]$

True:False

False:(False:[ ])

# List shorthands

- The following are all equivalent ways of writing the list `1:(2:(3:[ ]))`
  - `1:2:3:[ ]`
  - `[1,2,3]`
  - `[1..3]`
- The third is a bit special – it is really a shorthand for an expression which builds the list. Other examples: `['a'..'z']` and `[1..]`

# Functions over lists

- Functions over lists can be defined using pattern matching. E.g.,

```
summerize :: [String] -> String
summerize [ ] = "None"
summerize [x] = "Only " ++ x
summerize _ = "Several things."
```

The "don't care" pattern

# Functions over lists

- Primitive recursion is the most common form:

```
doubles :: [Integer] -> [Integer]
  -- doubles [3,6,12] = [6,12,24]
doubles [ ]      = ...
doubles (x:xs) = ...
```

# Functions over lists

- Primitive recursion is the most common form:

```
doubles :: [Integer] -> [Integer]
-- doubles [3,6,12] = [6,12,24]
doubles []         = []
doubles (x:xs)    = (2*x) : doubles xs
```

- Would not write it in this way – it is such a common pattern that we define a general function



# map

```
-- map f [x1,x2,...,xn] = [f x1,f x2,...,f xn]  
map f [ ] = ...  
map f (x:xs) = ...
```

# map

```
-- map f [x1, x2, ..., xn] = [f x1, f x2, ..., f xn]  
map f [ ] = [ ]  
map f (x:xs) = f x : map f xs
```

Note: map is part of the standard Prelude - does not need to be defined

# filter

Produce a list by removing all elements which do not have a certain property from a given list:

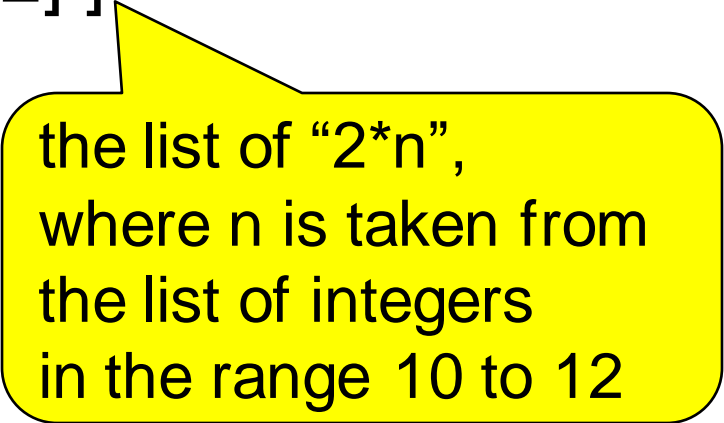
e.g. `filter even [1..9]` gives `[2,4,6,8]`

```
filter :: (a -> Bool) -> [a] -> [a]
filter p [] = []
filter p (x:xs)
  | p x      = x : (filter p xs)
  | otherwise = filter p xs
```

# List comprehensions

- An alternative notation with the power of map and filter is **list comprehensions**

```
Prelude> [ 2*n | n<- [10..12] ]  
[20,22,24]  
Prelude>
```



the list of “2\*n”,  
where n is taken from  
the list of integers  
in the range 10 to 12

Based on set-theory notation; used in earlier functional languages (Hope, KRC). Popularised by Python.

# List comprehensions

- `[ 3*n | n<- [10..12], even n]`  
*"the list of all 3\*n, where n is taken from the list of integers from 10 to 12, and n is even".*
  - equivalent to:  
`filter even [3*n | n <- [10..12] ]`  
`map (3*) [ n | n <- [10..12], even n]`  
`map (3*) (filter even [10..12])`

# Further example

- This example has multiple “generators”

```
pythag :: Int -> [(Int, Int, Int)]
pythag n = [(x,y,z) |
             x <- [1..n],
             y <- [x..n],
             z <- [y..n],
             x^2 + y^2 == z^2]
```

- Note that a generator can be any list-producing expression (of appropriate type), not just [a..b]-expressions.