

Functional Programming WS 2012/13

Harald Zankl (VO) Cezary Kaliszyk (PS) Thomas Sternagel (PS)

Computational Logic Institute of Computer Science University of Innsbruck

week 8

Overview

- Week 8 Efficiency
 - Summary of Week 7
 - Fibonacci Numbers
 - Tupling

73+SIGI

Tail Recursion

Overview

• Week 8 - Efficiency • Summary of Week 7 Fibonacci Numbers • Tupling 173+SIGI

Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

Induction Principle

$$(\underbrace{P(m)}_{k \to \infty} \land \forall k \ge m.(P(k) \to P(k+1))) \to \forall n \ge m.P(n)$$

base case

Induction Principle

$$(P(m) \land \underbrace{\forall k \ge m.(P(k) \to P(k+1))}) \to \forall n \ge m.P(n)$$

step case

Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls

Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle

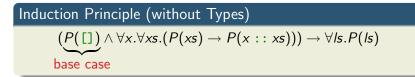
$$(P(m) \land \forall k \geq m.(P(k) \rightarrow P(k+1))) \rightarrow \forall n \geq m.P(n)$$

- first domino will fall
- if a domino falls also its right neighbor falls



Induction Principle (without Types)

$$(P([]) \land \forall x. \forall xs. (P(xs) \rightarrow P(x :: xs))) \rightarrow \forall ls. P(ls)$$



Induction Principle (without Types)

$$(P([]) \land \forall x.\forall xs.(P(xs) \rightarrow P(x :: xs))) \rightarrow \forall ls.P(ls)$$
step case

Induction Principle (without Types)

$$(P([]) \land \forall x.\forall xs.(P(xs) \to P(x::xs))) \to \forall ls.P(ls)$$

Lemma (append is associative)

$$xs @ (ys @ zs) = (xs @ ys) @ zs$$

where

```
let rec (@) xs ys = match xs with
    [] -> ys
    | x::xs -> x :: (xs @ ys)
```

Induction Principle (without Types)

$$(P([]) \land \forall x. \forall xs. (P(xs) \rightarrow P(x :: xs))) \rightarrow \forall ls. P(ls))$$

Lemma (append is associative)

$$xs @ (ys @ zs) = (xs @ ys) @ zs$$

where

```
let rec (0) xs ys = match xs with
| [] -> ys
| x::xs -> x :: (xs 0 ys)
```

Proof.

Blackboard

- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors

Usage

- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors

Usage

- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors

Example • lists

- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors



- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors



- can be used on every variant type
- base cases correspond to non-recursive constructors
- step cases correspond to recursive constructors



This Week

Practice I

OCaml introduction, lists, strings, trees

Theory I

lambda-calculus, evaluation strategies, induction, reasoning about functional programs

Practice II

efficiency, tail-recursion, combinator-parsing

Theory II

type checking, type inference

Advanced Topics

lazy evaluation, infinite data structures, monads, ...

Overview

Week 8 - Efficiency Summary of Week 7

• Fibonacci Numbers

• Tupling

173+SIGI

Mathematical

Definition (n-th Fibonacci number)

$${\operatorname{fib}}(n) \stackrel{\scriptscriptstyle{\operatorname{def}}}{=} egin{cases} 1 & {\operatorname{if}} \ n \leq 1 \ {\operatorname{fib}}(n-1) + {\operatorname{fib}}(n-2) & {\operatorname{otherwise}} \end{cases}$$

Mathematical

Definition (*n*-th Fibonacci number)

$$\operatorname{fib}(n) \stackrel{\text{\tiny def}}{=} \begin{cases} 1 & \text{if } n \leq 1 \\ \operatorname{fib}(n-1) + \operatorname{fib}(n-2) & \text{otherwise} \end{cases}$$

Graph



Example			
1, 1			

Example

1, 1, 2

Example

1, 1, 2, 3

Example

1, 1, 2, 3, 5

Example

1, 1, 2, 3, 5, 8

Mathematical (cont'd)

Example

1, 1, 2, 3, 5, 8, 13

Mathematical (cont'd)

Example

1, 1, 2, 3, 5, 8, 13, 21

Mathematical (cont'd)

Example

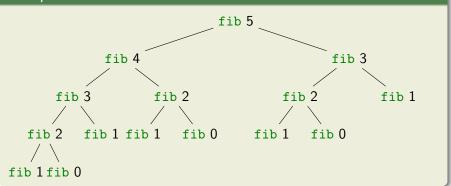
1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, 1597, 2584, 4181, 6765, 10946, 17711, 28657, 46368, 75025, 121393, 196418, 317811, 514229, 832040, 1346269, 2178309, 3524578, 5702887, 9227465, 14930352, 24157817, 39088169, 63245986, 102334155, 165580141, 267914296, 433494437, 701408733, 1134903170, 1836311903, 2971215073, ...

OCaml

Definition

let rec fib n = if n < 2 then 1 else fib(n-1) + fib(n-2)

Example



Overview

• Week 8 - Efficiency

- Summary of Week 7
- Fibonacci Numbers

ail Recursion

Tupling

673+SIGI

Tupling

- use tuples to return more than one result
- make results available as return values instead of recomputing them

Example

```
let rec fibpair n = if n < 1 then (0,1) else (
    if n = 1 then (1,1)
            else let (f1,f2) = fibpair (n-1) in (f2,f1+f2)
)</pre>
```

Example

```
let rec fibpair n = if n < 1 then (0,1) else (
    if n = 1 then (1,1)
        else let (f1,f2) = fibpair (n-1) in (f2,f1+f2)
)</pre>
```

• this function is linear

Example

```
let rec fibpair n = if n < 1 then (0,1) else (
    if n = 1 then (1,1)
        else let (f1,f2) = fibpair (n-1) in (f2,f1+f2)
)</pre>
```

• this function is linear

Lemma

$$fibpair(n+1) = (fib n, fib(n+1))$$

Example

```
let rec fibpair n = if n < 1 then (0,1) else (
    if n = 1 then (1,1)
            else let (f1,f2) = fibpair (n-1) in (f2,f1+f2)
)</pre>
```

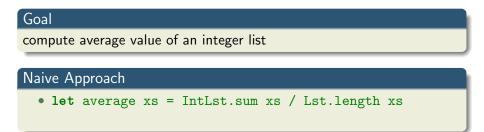
• this function is linear

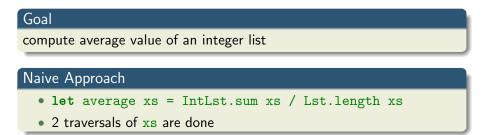
Lemma

$$fibpair(n+1) = (fib n, fib(n+1))$$

Proof.

Blackboard





Goal

compute average value of an integer list

Naive Approach

- let average xs = IntLst.sum xs / Lst.length xs
- 2 traversals of xs are done

Combined Function

- let rec sumlen = function
 | [] -> (0,0)
 | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
- let average1 xs = let (sum,len) = sumlen xs in sum/len

Goal

compute average value of an integer list

Naive Approach

- let average xs = IntLst.sum xs / Lst.length xs
- 2 traversals of xs are done

Combined Function

- let rec sumlen = function
 | [] -> (0,0)
 | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
- let average1 xs = let (sum,len) = sumlen xs in sum/len
- one traversal of xs suffices

Overview

• Week 8 - Efficiency

- Summary of Week 7
- Fibonacci Numbers
- Tupling
- Tail Recursion

- a function calling itself is recursive
- functions that mutually call each other are mutually recursive
- special kind of recursion is tail recursion

- a function calling itself is recursive
- functions that mutually call each other are mutually recursive
- special kind of recursion is tail recursion

- a function calling itself is recursive
- functions that mutually call each other are mutually recursive
- special kind of recursion is tail recursion

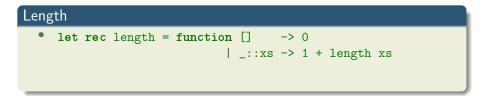
- a function calling itself is recursive
- functions that mutually call each other are mutually recursive
- special kind of recursion is tail recursion

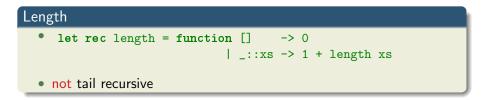
Idea

- a function calling itself is recursive
- functions that mutually call each other are mutually recursive
- special kind of recursion is tail recursion

Definition (Tail recursion)

a function is called tail recursive if the last action in the function body is the recursive call





mutually recursive (btw: also tail recursive)

Parameter Accumulation

- make function tail recursive
- · provide data as input instead of computing it before recursive call
- Why? (tail recursive functions can automatically be transformed into space-efficient loops)

```
• let rec sumlen = function
    | [] -> (0,0)
    | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
```

- let rec sumlen = function
 | [] -> (0,0)
 | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
- not tail recursive

```
• let rec sumlen = function
    | [] -> (0,0)
    | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
```

not tail recursive

```
• let sumlen xs =
   let rec sumlen sum len = function
        | [] -> (sum,len)
        | x::xs -> sumlen (sum+x) (len+1) xs
        in
        sumlen 0 0 xs
```

not tail recursive

```
• let sumlen xs =
    let rec sumlen sum len = function
    | [] -> (sum,len)
    | x::xs -> sumlen (sum+x) (len+1) xs
    in
    sumlen 0 0 xs
```

• tail recursive

not tail recursive

```
• let sumlen xs =
    let rec sumlen sum len = function
    | [] -> (sum,len)
    | x::xs -> sumlen (sum+x) (len+1) xs
    in
    sumlen 0 0 xs
```

- tail recursive
- let sumlen xs =
 Lst.foldl (fun (sum,len) x -> (sum+x,len+1)) (0,0) xs

```
• let rec sumlen = function
    | [] -> (0,0)
    | x::xs -> let (sum,len) = sumlen xs in (sum+x,len+1)
```

not tail recursive

```
• let sumlen xs =
   let rec sumlen sum len = function
        | [] -> (sum,len)
        | x::xs -> sumlen (sum+x) (len+1) xs
    in
     sumlen 0 0 xs
```

- tail recursive
- let sumlen xs =
 Lst.foldl (fun (sum,len) x -> (sum+x,len+1)) (0,0) xs
- tail recursive

• let rec range m n = if m >= n then []
else m::range (m+1) n

- let rec range m n = if m >= n then []
 else m::range (m+1) n
- not tail recursive

- not tail recursive

```
• let range_tl m n =
    let rec range acc m n =
        if m >= n then acc else range ((n-1)::acc) m (n-1)
        in
        range [] m n
```

- not tail recursive

```
• let range_tl m n =
    let rec range acc m n =
        if m >= n then acc else range ((n-1)::acc) m (n-1)
        in
        range [] m n
```

• tail recursive

- not tail recursive

- not tail recursive

- let rec reverse = function [] -> [] | x::xs -> (reverse xs) @ [x]
- not tail recursive
- tail recursive

- let rec reverse = function [] -> [] | x::xs -> (reverse xs) @ [x]
- not tail recursive
- tail recursive
- let rev xs = Lst.foldl (fun acc x -> x::acc) [] xs

- let rec reverse = function [] -> [] | x::xs -> (reverse xs) @ [x]
- not tail recursive
- tail recursive
- let rev xs = Lst.foldl (fun acc x -> x::acc) [] xs
- tail recursive