## Explaining List Folds

An easy explanation of the fold-left and fold-right functions

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#### List data structure

data List t = Nil | t : List t

- foldl :: (b -> a -> b) -> b -> List a -> b
- foldr :: (a -> b -> b) -> b -> List a -> b

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• Nil and List are often denoted []

#### Examples of List values

- 1:2:3:Nil
- 1:(2:(3:Nil))
- 'x':'y':'z':Nil

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• A:B:C:[]

- We are going to be discussing the foldl and foldr functions on **cons lists**.
- In the Scala programming language, these are called foldLeft and foldRight.
- The C# programming language provides an approximation for foldl called Aggregate<sup>1</sup>.
- Our discussion is language-independent and so applies equally to Haskell, Scala and more.

<sup>&</sup>lt;sup>1</sup>there is no foldr equivalent as the structure is not a proper cons list = -2

#### There are all types of explanations of list fold functions out there.



## Fold Diagrams



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#### Short, concise descriptions

• foldl applies a function to a list, associating to the left.

• \f z -> (f (f (f a z) b) c)

foldr applies a function to a list, associating to the right.
\f z -> (f a (f b (f c z)))

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## But then I am hit with more questions

- How does folding right start from the right but work on infinite lists?
- How do I recognise when it is appropriate to use a fold function?

• When do I choose to use one over the other?

## Goals for today

- Develop a robust and accurate description for the list fold functions.
- Infer answers to practical questions from this description.
- Propose a tacit argument that you should use this description when discussing with others.

## First things first

In practice, the fold1 and foldr functions are very different.

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So let us think about and discuss each separately.

The fold1 function is a machine that requires three values:

f :: b -> a -> b
z :: b
list :: List a
It will give you back a value of the type b.

foldl :: (b -> a -> b) -> b -> List a -> b

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### What does this machine do?

- OK, so foldl takes three arguments.
- But what does this machine do to those three arguments to compute the return value?

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A standard loop, exactly in a way in which we are familiar

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```
\f z list ->
var r = z
foreach(e in list)
r = f(r, e)
return r
```

## Really, is that all?

To compute the product of the list, let:

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```
Yes, that is all
```

```
product list =
  var r = 1
  foreach(e in list)
    r = *(r, e)
  return r
```

product list = foldl (\*) 1 list

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#### Another example

To reverse a list, let:

•  $f = xs x \rightarrow x : xs$ 

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2 z = Nil

```
Reversing a cons list
```

```
reverse list =
  var r = Nil
  foreach(e in list)
    r = :(e, r)
  return r
```

reverse list = foldl (\xs x -> x : xs) [] list

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#### Observations about foldl

- We might compute the length of a list with foldl.
- We might compute the sum of a list with foldl.
- Importantly, fold1 will never work on an infinite list.

There is nothing more or less to fold1 than what has just been described.

The foldr function is a machine that requires three values<sup>2</sup>:

2 z :: b

Iist :: List a

It will give you back a value of the type b.

foldr :: (a  $\rightarrow$  b  $\rightarrow$  b)  $\rightarrow$  b  $\rightarrow$  List a  $\rightarrow$  b

<sup>&</sup>lt;sup>2</sup>similar to fold1, although the function's arguments are swapped in order  $\circ \circ \circ \circ$ 

#### What does the foldr machine do?

- Like fold1, foldr takes three arguments.
- But what this machine do to those three arguments?

• A loop like foldl? Something else?

## The foldr function performs constructor replacement.

The expression foldr f z list replaces in list:

- Every occurrence of the cons constructor (:) with f.
- **2** Any occurrence of the nil constructor [] with  $z^3$ .

<sup>&</sup>lt;sup>3</sup>The nil constructor may be absent —an infinite list  $\rightarrow \langle \mathbb{P} \rightarrow \langle \mathbb{P}$ 

#### Constructor Replacement?

- Let list = A : (B : (C : (D : [])))
- The expression foldr f z list
- list = A 'f' (B 'f' (C 'f' (D 'f' z)))

• Suppose we wish to append two lists

• list1 = U : (V : (W : []))

• result = U : (V : (W : (X : (Y : (Z : [])))))

- How might the foldr machine help us?
- Is this a candidate problem for constructor replacement?



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# example — append U : (V : (W : [])) X : (Y : (Z : []))U : (V : (W : (X : (Y : (Z : [])))))

In list1:

- replace (:) with (:)
- replace [] with list2

• How do we perform constructor replacement?

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• foldr ? ? ?

- How do we perform constructor replacement?
- foldr ? ? ?
- On what are we performing constructor replacement?

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• foldr ? ? list1

- How do we perform constructor replacement?
- foldr ? ? ?
- On what are we performing constructor replacement?

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- foldr ? ? list1
- What are we replacing the [] constructor with?
- foldr ? list2 list1

- How do we perform constructor replacement?
- foldr ? ? ?
- On what are we performing constructor replacement?
- foldr ? ? list1
- What are we replacing the [] constructor with?
- foldr ? list2 list1
- What are we replacing the (:) constructor with?

• foldr (:) list2 list1

```
append list1 list2 =
foldr (:) list2 list1
```

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#### More examples

You can repeat this exercise for

- map :: (a -> b) -> List a -> List b
- filter :: (a -> Bool) -> List a -> List a
- concat :: List (List a) -> List a
- concatMap :: (a -> List b) -> List a -> List b

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• and many more

Try it!

## Observations

- foldr may work on an infinite list.
  - There is no order specified, however, there is associativity.
  - Depends on the strictness of the given function.
  - Replaces the [] constructor if it ever comes to exist.
- The expression foldr (:) [] leaves the list unchanged.
  - In other words, passing the list constructors to foldr produces an *identity* function.

- A function that produces an identity, given constructors for a data type, is called its *catamorphism*.
- foldr is the list catamorphism.

- foldl performs an *imperative loop*, just like we are familiar with3.
- foldl will never work on an infinite list.
- foldr performs constructor replacement.
- foldr may work on an infinite list.
- foldr is the list catamorphism.
- Everything discussed applies equally to all programming languages.