

Folds and unfolds all around us

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This talk is a literate Haskell program.

```
module FoldsAndUnfolds where
```

I'll use some non-standard (for Haskell) type notation:

```
type 1    = ()
```

```
type (+) = Either
```

```
type (×) = (,)
```

```
infixl 7 ×
```

```
infixl 6 +
```

Recursive functional programming

On numbers:

$$fact_0\ 0 = 1$$

$$fact_0\ n = n \times fact_0\ (n - 1)$$

On lists:

$$\mathbf{data}\ [a] = [] \mid a : [a]$$

$$product_L :: [Integer] \rightarrow Integer$$

$$product_L\ [] = 1$$

$$product_L\ (a : as) = a \times product_L\ as$$

$$range_L :: Integer \rightarrow Integer \rightarrow [Integer]$$

$$range_L\ l\ h \mid l > h = []$$

$$\mid otherwise = l : range_L\ (succ\ l)\ h$$

Recursive functional programming

On (binary leaf) trees:

data $T\ a = L\ a \mid B\ (T\ a)\ (T\ a)$ **deriving** *Show*

$product_T :: T\ Integer \rightarrow Integer$

$product_T\ (L\ a) = a$

$product_T\ (B\ s\ t) = product_T\ s \times product_T\ t$

$range_T :: Integer \rightarrow Integer \rightarrow T\ Integer$

$range_T\ l\ h \mid l \equiv h = L\ l$

$\mid otherwise = B\ (range_T\ l\ m)\ (range_T\ (m + 1)\ h)$

where $m = (l + h) \text{ 'div' } 2$

Recursive functional programming?



Structured functional programming

... recursive equations are the “assembly language” of functional programming, and direct recursion the goto.

Jeremy Gibbons, *Origami programming*

A structured alternative:

- identify commonly useful patterns,
- determine their properties, and
- apply the patterns and properties.

Folds (“catamorphisms”)

Contract a structure *down* to a single value.

For lists:

$$\mathit{fold}_L :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

$$\mathit{fold}_L _ b [] = b$$

$$\mathit{fold}_L f b (a : as) = f a (\mathit{fold}_L f b as)$$

$$\mathit{sum}_L = \mathit{fold}_L (+) 0$$

$$\mathit{product}_L = \mathit{fold}_L (\times) 1$$

$$\mathit{reverse}_L = \mathit{fold}_L (\lambda a r \rightarrow r \# [a]) []$$

For trees:

$$\mathit{fold}_T :: (b \rightarrow b \rightarrow b) \rightarrow (a \rightarrow b) \rightarrow (T a \rightarrow b)$$

$$\mathit{fold}_T _ l (L a) = l a$$

$$\mathit{fold}_T b l (B s t) = b (\mathit{fold}_T b l s) (\mathit{fold}_T b l t)$$

$$\mathit{product}_T = \mathit{fold}_T (\times) \mathit{id}$$

Unfolds (“anamorphisms”)

Expand a structure *up from* a single value.

Lists:

$$\text{unfold}_L :: (b \rightarrow \text{Maybe } (a \times b)) \rightarrow (b \rightarrow [a])$$
$$\text{unfold}_L f b = \mathbf{case} f b \mathbf{of}$$
$$\text{Just } (a, b') \rightarrow a : \text{unfold}_L f b'$$
$$\text{Nothing} \rightarrow []$$
$$\text{rangeL}' :: \text{Integer} \times \text{Integer} \rightarrow [\text{Integer}]$$
$$\text{rangeL}' = \text{unfold}_L g$$

where

$$g(l, h) \mid l > h = \text{Nothing}$$
$$\mid \text{otherwise} = \text{Just } (l, (\text{succ } l, h))$$

Unfolds (“anamorphisms”)

Trees:

$$\text{unfold}_T :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T a)$$
$$\text{unfold}_T g x = \mathbf{case} g x \mathbf{of}$$
$$\text{Left } a \quad \rightarrow L a$$
$$\text{Right } (c, d) \rightarrow B (\text{unfold}_T g c) (\text{unfold}_T g d)$$
$$\text{range}_{TP} :: \text{Integer} \times \text{Integer} \rightarrow T \text{ Integer}$$
$$\text{range}_{TP} = \text{unfold}_T g$$

where

$$g (l, h) \mid l \equiv h \quad = \text{Left } l$$
$$\quad \mid \text{otherwise} = \text{Right } ((l, m), (m + 1, h))$$

where $m = (l + h) \text{ 'div' } 2$

Factorial again

Assembly language:

$$fact_0\ 0 = 1$$

$$fact_0\ n = n \times fact_0\ (n - 1)$$

You may have seen this Haskellly definition:

$$fact_1\ n = product\ [1..n]$$

Theme: replace control structures by data structures and standard combining forms.

Carry this theme further.

Combining *unfold* and *fold*

Equivalently,

$$fact_1 = product_L \circ range_L \ 1$$

Note: composition of unfold ($range_L$) and fold $product_L$.

More explicit:

$$fact_2 = fold_L (\times) 1 \circ unfold_L g$$

where

$$g \ 0 = Nothing$$

$$g \ n = Just \ (n, n - 1)$$

This combination of *unfold* and *fold* is called a “hylomorphism”.

Fibonacci

Assembly language:

$$fib_0\ 0 = 0$$

$$fib_0\ 1 = 1$$

$$fib_0\ n = fib_0\ (n - 1) + fib_0\ (n - 2)$$

Via trees:

$$fib_T :: Integer \rightarrow T\ Integer$$

$$fib_T\ 0 = L\ 0$$

$$fib_T\ 1 = L\ 1$$

$$fib_T\ n = B\ (fib_T\ (n - 1))\ (fib_T\ (n - 2))$$

$$sum_T :: T\ Integer \rightarrow Integer$$

$$sum_T = fold_T\ (+)\ id$$

$$fib_1 :: Integer \rightarrow Integer$$

$$fib_1 = sum_T \circ fib_T$$

More explicitly hylomorphic:

$$\mathit{unfold}_T :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T\ a)$$

$$\mathit{fib}_2 :: \mathit{Integer} \rightarrow \mathit{Integer}$$

$$\mathit{fib}_2 = \mathit{fold}_T (+) \mathit{id} \circ \mathit{unfold}_T\ g$$

where

$$g\ 0 = \mathit{Left}\ 0$$

$$g\ 1 = \mathit{Left}\ 1$$

$$g\ n = \mathit{Right}\ (n - 1, n - 2)$$

Generalizing folds and unfolds

Summary of *fold* and *unfold*:

$$\text{fold}_L \quad :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

$$\text{unfold}_L \quad :: (b \rightarrow \text{Maybe } (a \times b)) \rightarrow (b \rightarrow [a])$$

$$\text{fold}_T \quad :: (b \rightarrow b \rightarrow b) \rightarrow (a \rightarrow b) \rightarrow (T\ a \rightarrow b)$$

$$\text{unfold}_T \quad :: (b \rightarrow a + b \times b) \rightarrow (b \rightarrow T\ a)$$

Why the asymmetry?

Playing with type isomorphisms

$$\begin{aligned} \text{fold}_L &:: (a \rightarrow b \rightarrow b) \rightarrow b && \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \rightarrow b && \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \rightarrow (\mathbf{1} \rightarrow b) \rightarrow ([a] \rightarrow b) \\ &\simeq (a \times b \rightarrow b) \times (\mathbf{1} \rightarrow b) \rightarrow ([a] \rightarrow b) \\ &\simeq ((a \times b + \mathbf{1}) \rightarrow b) && \rightarrow ([a] \rightarrow b) \\ &\simeq (\text{Maybe } (a \times b) \rightarrow b) && \rightarrow ([a] \rightarrow b) \end{aligned}$$

Why *Maybe* $(a \times b)$?

Because

$$\begin{aligned} [a] &\simeq \text{Maybe } (a \times (\text{Maybe } (a \times (\text{Maybe } (a \times (\dots)))))) \\ &\simeq \text{Fix } (\lambda b \rightarrow \text{Maybe } (a \times b)) \end{aligned}$$

Regularizing

Recall:

$$\mathit{fold}_L :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow ([a] \rightarrow b)$$

A more standard interface:

$$\begin{aligned} \mathit{fold}_{LF} &:: (\mathit{Maybe} (a \times b) \rightarrow b) \rightarrow ([a] \rightarrow b) \\ \mathit{fold}_{LF} h &= \mathit{fold}_L (\mathit{curry} (h \circ \mathit{Just})) (h \mathit{Nothing}) \end{aligned}$$

Now the duality emerges:

$$\begin{aligned} \mathit{unfold}_L &:: (b \rightarrow \mathit{Maybe} (a \times b)) \rightarrow (b \rightarrow [a]) \\ \mathit{fold}_{LF} &:: (\mathit{Maybe} (a \times b) \rightarrow b) \rightarrow ([a] \rightarrow b) \end{aligned}$$

Similarly for tree fold and unfold.

List and tree *unfold* and *fold* – pictures

$$\begin{array}{ccc} \text{Maybe } (a \times b) & & \\ \uparrow g & & \\ b & \xrightarrow{\text{unfold}_L g} & [a] \end{array}$$

$$\begin{array}{ccc} \text{Maybe } (a \times b) & & \\ & & \downarrow h \\ [a] & \xrightarrow{\text{fold}_L h} & b \end{array}$$

$$\begin{array}{ccc} a + b \times b & & \\ \uparrow g & & \\ b & \xrightarrow{\text{unfold}_T g} & T a \end{array}$$

$$\begin{array}{ccc} a + b \times b & & \\ & & \downarrow h \\ T a & \xrightarrow{\text{fold}_T h} & b \end{array}$$

General regular algebraic data types – pictures

Build up from “base functor” F to fixpoint μF :

$$\begin{array}{ccc} F b & & \\ \uparrow g & & \\ b & \xrightarrow{\text{unfold } g} & \mu F \end{array}$$

$$\begin{array}{ccc} & & F b \\ & & \downarrow h \\ \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

General regular algebraic data types – Haskell

Build up from “base functor” f :

newtype $Fix\ f = Roll\ \{unRoll :: f\ (Fix\ f)\}$

$fold :: Functor\ f \Rightarrow (f\ b \rightarrow b) \rightarrow (Fix\ f \rightarrow b)$

$fold\ h = h \circ fmap\ (fold\ h) \circ unRoll$

$unfold :: Functor\ f \Rightarrow (a \rightarrow f\ a) \rightarrow (a \rightarrow Fix\ f)$

$unfold\ g = Roll \circ fmap\ (unfold\ g) \circ g$

$hylo :: Functor\ f \Rightarrow (f\ b \rightarrow b) \rightarrow (a \rightarrow f\ a) \rightarrow (a \rightarrow b)$

$hylo\ h\ g = fold\ h \circ unfold\ g$

Let’s revisit our examples.

Factorial via list *hylo*

```
data LF a t = NilF | ConsF a t deriving Functor  
type L' a = Fix (LF a)
```

```
fact3 :: Integer → Integer
```

```
fact3 = hylo h g
```

```
where
```

```
g :: Integer → LF Integer Integer
```

```
g 0 = NilF
```

```
g n = ConsF n (n - 1)
```

```
h :: LF Integer Integer → Integer
```

```
h NilF = 1
```

```
h (ConsF n u) = n × u
```

Fibonacci via tree *hylo*

data $TF\ a\ t = LF\ a \mid BF\ t\ t$ **deriving** *Functor*

type $T'\ a = Fix\ (TF\ a)$

$fib_3 :: Integer \rightarrow Integer$

$fib_3 = hylo\ h\ g$

where

$g :: Integer \rightarrow TF\ Integer\ Integer$

$g\ 0 = LF\ 0$

$g\ 1 = LF\ 1$

$g\ n = BF\ (n - 1)\ (n - 2)$

$h :: TF\ Integer\ Integer \rightarrow Integer$

$h\ (LF\ n) = n$

$h\ (BF\ u\ v) = u + v$

Factorial via tree hylo

type $Range = Integer \times Integer$

$fact_4 :: Integer \rightarrow Integer$

$fact_4\ n = hylo\ h\ g\ (1, n)$

where

$g :: Range \rightarrow TF\ Integer\ Range$

$g\ (lo, hi) = \mathbf{case}\ lo\ \text{'compare'\ } hi\ \mathbf{of}$

$GT \rightarrow LF\ 1$

$EQ \rightarrow LF\ lo$

$LT \rightarrow \mathbf{let}\ mid = (lo + hi)\ \text{'div'\ } 2\ \mathbf{in}$

$BF\ (lo, mid)\ (mid + 1, hi)$

$h :: TF\ Integer\ Integer \rightarrow Integer$

$h\ (LF\ i) = i$

$h\ (BF\ u\ v) = u \times v$

Parallel-friendly!

Another look and *unfold* and *fold*

$$\begin{array}{ccc} F a & \xrightarrow{F(\text{unfold } g)} & F(\mu F) \\ \uparrow g & & \downarrow \text{Roll} \\ a & \xrightarrow{\text{unfold } g} & \mu F \end{array} \qquad \begin{array}{ccc} F(\mu F) & \xrightarrow{F(\text{fold } h)} & F b \\ \uparrow \text{unRoll} & & \downarrow h \\ \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

newtype $\text{Fix } f = \text{Roll } \{ \text{unRoll} :: f (\text{Fix } f) \}$

$\text{unfold} :: \text{Functor } f \Rightarrow (a \rightarrow f a) \rightarrow (a \rightarrow \text{Fix } f)$

$\text{unfold } g = \text{Roll} \circ \text{fmap } (\text{unfold } g) \circ g$

$\text{fold} :: \text{Functor } f \Rightarrow (f b \rightarrow b) \rightarrow (\text{Fix } f \rightarrow b)$

$\text{fold } h = h \circ \text{fmap } (\text{fold } h) \circ \text{unRoll}$

Another look and *hylo*

$$a \overset{\textit{hylo } hg}{\dashrightarrow} b$$

Another look and *hylo*

$$a \xrightarrow{\text{unfold } g} \mu F \xrightarrow{\text{fold } h} b$$

Definition of *hylo*.

Another look and *hylo*

$$\begin{array}{ccccc} F a & \xrightarrow{F(\text{unfold } g)} & F(\mu F) & \xrightarrow{F(\text{fold } h)} & F b \\ \uparrow g & & \uparrow \text{unRoll} \downarrow \text{Roll} & & \downarrow h \\ a & \xrightarrow{\text{unfold } g} & \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

By definitions of *fold* and *unfold*.

Another look and *hylo*

$$\begin{array}{ccccc} F a & \xrightarrow{F(\text{unfold } g)} & F(\mu F) & \xrightarrow{F(\text{fold } h)} & F b \\ \uparrow g & & & & \downarrow h \\ a & \xrightarrow{\text{unfold } g} & \mu F & \xrightarrow{\text{fold } h} & b \end{array}$$

Since *unRoll* and *Roll* are inverses.

Another look and *hylo*

$$\begin{array}{ccc} F a & \xrightarrow{F(\text{fold } h \circ \text{unfold } g)} & F b \\ \uparrow g & & \downarrow h \\ a & \xrightarrow{\text{fold } h \circ \text{unfold } g} & b \end{array}$$

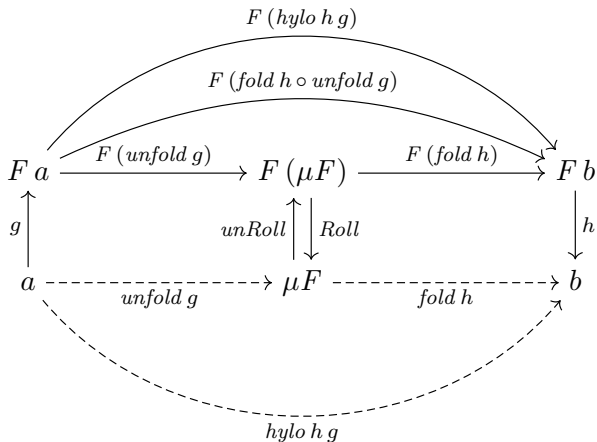
By the *Functor* law: $fmap v \circ fmap u \equiv fmap (v \circ u)$.

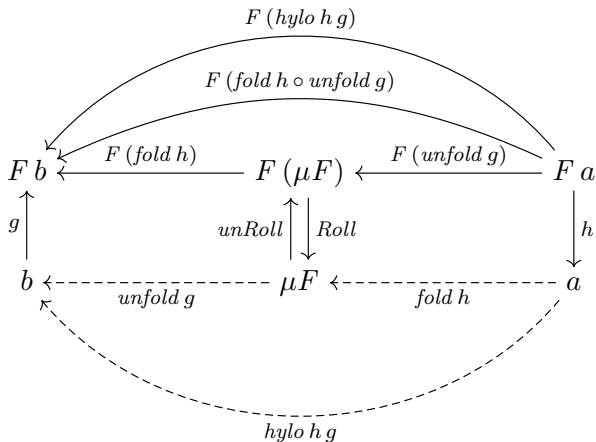
Another look and *hylo*

$$\begin{array}{ccc} F a & \xrightarrow{F(hylo\ h\ g)} & F b \\ \uparrow g & & \downarrow h \\ a & \xrightarrow{\text{dashed } hylo\ h\ g} & b \end{array}$$

Definition of *hylo*. Directly recursive!

All together





fold and *unfold* via *hylo*

hylo subsumes both *fold* and *unfold*:

$$\text{unfold } g = \text{hylo } \text{Roll } g$$

$$\text{fold } h = \text{hylo } h \text{ unRoll}$$

since

$$\text{hylo } h \ g \equiv \text{fold } h \circ \text{unfold } g$$

and

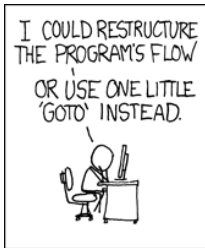
$$\text{fold } \text{Roll} \equiv \text{id} \equiv \text{unfold } \text{unRoll}$$

Summary

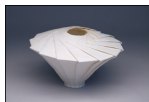
- *Fold* and *unfold* are structured replacements for the “assembly language” of recursive definitions.
- Unifying view of *fold* & *unfold* across data types via *functor fixpoints*.
- Recursive programs have a systematic translation to *unfold* and *fold*.
- The translation reveals parallelism clearly and simply.



A cautionary tale



Picture credits



- Robert Lang's Origami BiCurve Pot 13



- Maine Organic Farmers



- unknown



- Randall Munroe (xkcd)