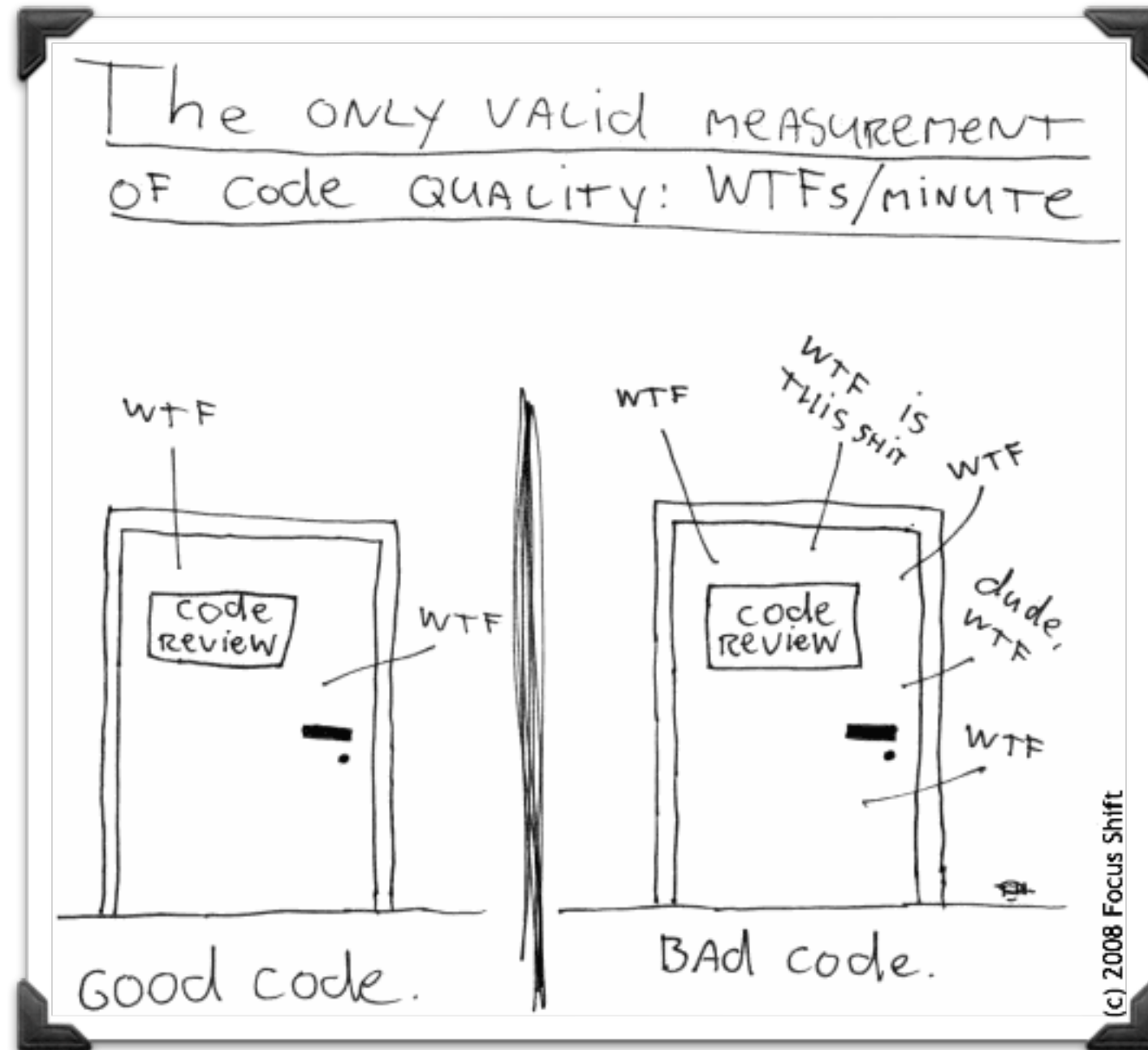


Refactoring



Outline

- **Good Haskell style**
- What is refactoring?
- Strategies for refactoring
- Emphasizing function composition

Good Haskell style



Why it matters:

- layout is significant!
- expunging misconceptions
- we care about *elegance*

Easy stuff:

- use spaces (layout)
- align patterns and guards

See course web page for links to style guides

Formatting function applications

Function application ...

- is *just a space*
- associates to the left
- binds most strongly



$f(x)$

$(f\ x)\ y$

$(f\ x) + (g\ y)$



$f\ x$

$f\ x\ y$

$f\ x + g\ y$

$f\ (g\ x)$

$f\ (x + y)$

Use parentheses only to override this behavior:

Use pattern matching



```
pop :: [a] -> (a, [a])
pop xs = if not (null xs)
         then (head xs, tail xs)
         else error "empty"
```

```
pop :: [a] -> (a, [a])
pop xs = case xs of
          (y:ys) -> (y, ys)
          []      -> error "empty"
```



```
pop :: [a] -> (a, [a])
pop (x:xs) = (x, xs)
pop []     = error "empty"
```

Prefer pattern guards



```
elem :: Int -> Tree Int -> Bool
elem _ Leaf = False
elem x (Node y l r) =
    if x == y then True
      else if x < y then elem l x
      else elem r x
```



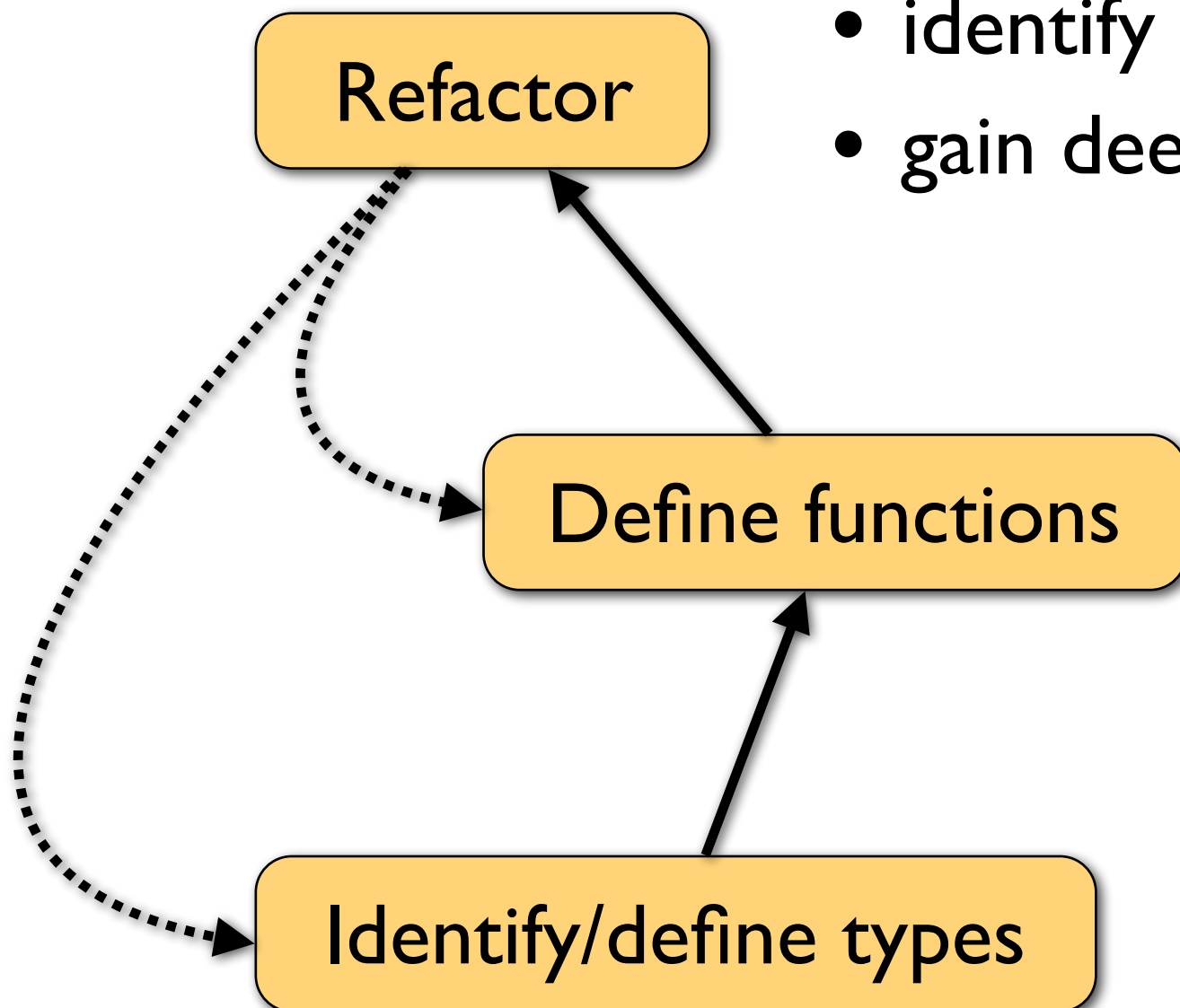
```
elem :: Int -> Tree Int -> Bool
elem _ Leaf = False
elem x (Node y l r)
    | x == y = True
    | x < y  = elem l x
    | otherwise = elem r x
```

Outline

- Good Haskell style
- **What is refactoring?**
- Strategies for refactoring
- Emphasizing function composition

Why refactor?

- make code easier to read and maintain
- generalize to new/related problems
- identify reusable components
- gain deeper insights



What is refactoring?

... a disciplined technique for restructuring existing code, altering its internal structure without changing its external behavior

— Martin Fowler

```
sum xs = if null xs then 0  
        else head xs + sum (tail xs)
```



```
sum []      = 0  
sum (x:xs)  = x + sum xs
```



```
sum = foldr (+) 0
```

Refactoring relations

Laws that are the formal basis for refactoring

Eta reduction

$$(\backslash x \rightarrow f\ x) \leq==> f$$

Map fusion

$$\text{map } f \ . \ \text{map } g \leq==> \text{map } (f \ . \ g)$$

“Algebra of computer programs”

John Backus, Can Programming be Liberated from the von Neumann style?
ACM Turing Award Lecture, 1978

Outline

- Good Haskell style
- What is refactoring?
- **Strategies for refactoring**
- Emphasizing function composition

Strategy: systematic generalization

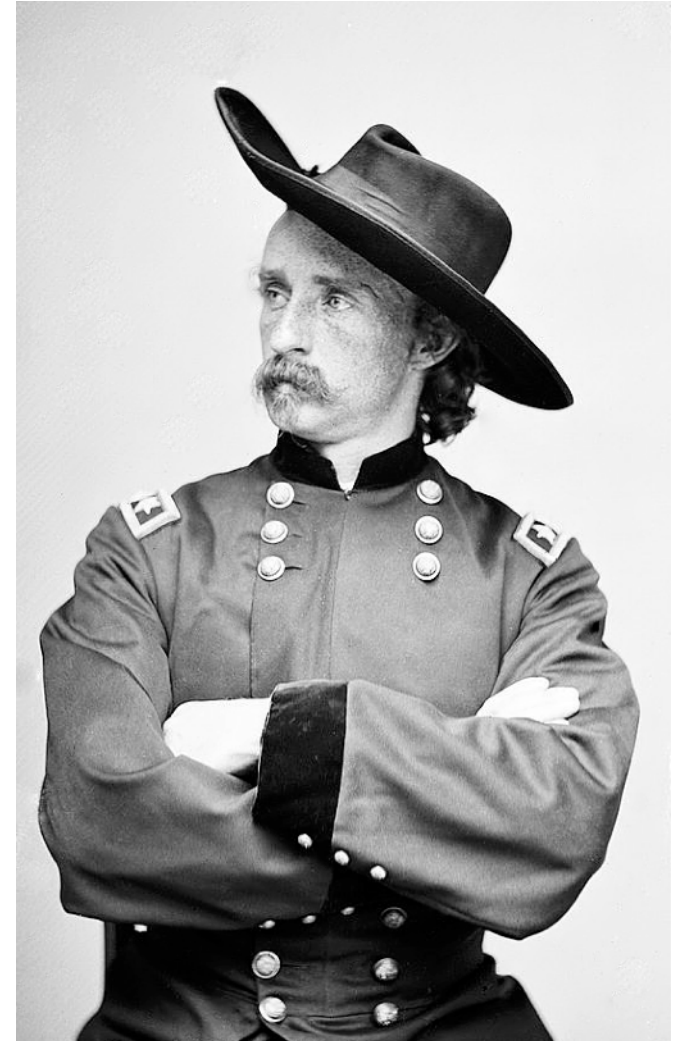
```
commas :: [String] -> [String]
commas []      = []
commas [x]     = [x]
commas (x:xs)  = x : ", " : commas xs
```

...introduce parameters for constants

```
seps :: String -> [String] -> [String]
seps _ []      = []
seps _ [x]     = [x]
seps s (x:xs)  = x : s : seps s xs
```

...then broaden the types

```
intersperse :: a -> [a] -> [a]
intersperse _ []      = []
intersperse _ [x]     = [x]
intersperse s (x:xs)  = x : s : intersperse s xs
```



Strategy: abstract repeated templates

```
showResult :: Maybe Float -> String  
showResult Nothing = "ERROR"  
showResult (Just v) = show v
```

```
getCommand :: Maybe Dir -> Command  
getCommand Nothing = Stay  
getCommand (Just d) = Move d
```

```
addToMaybe :: Int -> Maybe Int -> Int  
addToMaybe x Nothing = x  
addToMaybe x (Just y) = x + y
```

Repeated structure:

- *pattern match*
- *default value if empty*
- *apply function otherwise*

```
maybe :: b -> (a -> b) -> Maybe a -> b  
maybe b _ Nothing = b  
maybe _ f (Just a) = f a
```

```
showResult = maybe "ERROR" show  
getCommand = maybe Stay Move  
addToMaybe x = maybe x (x+)
```

Notes on abstraction

abstraction: to separate a concept from its specific instances and make it reusable



Haskell has powerful tools for abstraction:

- **referential transparency**
shared code can always safely be factored out
- **higher-order functions**
can capture high-level patterns as functions
- **lazy evaluation**
supports separation of concerns and definition of new control structures
- **type classes**
describe common interface across many data types

Refactoring data types

```
data Expr = Lit Int
          | Ref Var
          | Add Expr Expr
          | Sub Expr Expr
          | Mul Expr Expr
```

simplifies writing many functions

Factor out shared structure:

```
data Expr = Lit Int
          | Ref Var
          | Bin Op Expr Expr

data Op = Add | Sub | Mul
```

*... especially when we don't need
to distinguish these cases*

(BinOp.[1-3].hs)



Outline

- Good Haskell style
- What is refactoring?
- Strategies for refactoring
- **Emphasizing function composition**

Function composition


$$(.) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow a \rightarrow c$$
$$f (g x) \iff (f . g) x$$
$$f1 (f2 x (f3 (f4 y))) \longrightarrow (f1 . f2 x . f3 . f4) y$$

Advantages:

- *emphasizes functions over results*
- *reveals opportunities for eta reduction (next slide)*

Eta reduction

$$(\lambda x \rightarrow f x) \iff f$$

```
data Base = A | C | G | T deriving Show
type DNA = [Base]
```

```
showDNA :: DNA -> String
showDNA bs = concat (map (\b -> show b) bs)
```

```
showDNA :: DNA -> String
showDNA bs = concat (map show bs)
```

```
showDNA :: DNA -> String
showDNA bs = (concat . map show) bs
```

```
showDNA :: DNA -> String
showDNA = \bs -> (concat . map show) bs
```

```
showDNA :: DNA -> String
showDNA = concat . map show
```

Eta reduction

Rewrite as composition

$$f (g x) \iff (f . g) x$$

To lambda-notation

$$f x = y \iff f = \lambda x \rightarrow y$$

Eta reduction

Point-free style



Functions are defined:

- without referring to their arguments by name
- only by applying and composing other functions

```
sum :: [Int] -> Int
sum = foldr (+) 0
```

```
showDNA :: DNA -> String
showDNA = concat . map show
```

```
topGrades :: [(Name, Grade)] -> [Name]
topGrades = map fst . filter ((>= 0.9) . snd)
```

Point-free tradeoffs



Advantages:

- emphasize functions over data
 - *what does this function do? vs. how does it do it?*
- result of refactoring – often leads to insights
- shows off how clever you are :-)

But ... it's easy to get carried away – leads to obfuscation

```
flip flip snd . (ap .) . flip flip fst .  
((.) .) . flip . (((.) . (,)) .)
```

“pointless style”

```
vs. (\f g (x,y) -> (f x, g y))
```

Ordering arguments

Note that library functions are always:

- parameters first
- primary data structure last

```
map    :: (a -> b) -> [a] -> [b]
```

```
foldr :: (a -> b -> b) -> b -> [a] -> b
```

```
maybe :: b -> (a -> b) -> Maybe a -> a
```

Supports partial application and composition – you should do it too!

```
showMaybeInts :: [Maybe Int] -> String
```

```
showMaybeInts = concat . intersperse ", " . map (maybe "" show)
```