LECTURE 08

Theory and Design of PL (CS 538) February 27, 2020





HW1 GRADING

- Grading is in progress, back in a few days
- Style definitely matters
 - Don't repeat yourself
 - Don't use a ton of nested ifs
 - If you're not sure, hlint/ask us
- No points off for style this time
 - May deduct style points starting HW2

Read our comments on your HW!

LAST TIME: TYPECLASSES

Declare class with required functions
 Implement class for your type
 Fns can use typeclass constraints

EXAMPLE: ORD

data Nat = Zero | Succ Nat

instance Ord Nat where

Zero < Zero = False
Succ < Zero = False
Zero < Succ = True
Succ n < Succ m = n < m
-- ... more stuff</pre>

sort :: Ord a => [a] -> [a]
sort list = -- ... < ...</pre>

A PEEK UNDER THE

HOOD

ENCODE TYPECLASS INFO • Given *class* declaration...

class Ord a where (<) :: a -> a -> Bool (<=) :: a -> a -> Bool

• Compiler makes dictionary type...

data OrdDict a = MkOrdDict { (<) :: a -> a -> Bool , (<=) :: a -> a -> Bool }

ENCODE INSTANCE INFO

• Given instance declaration for type...

instance Ord Nat where

- n < n' = natLessThan n n'</pre>
- n <= n' = natLeqThan n n'</pre>

• Compiler makes dictionary...

NatOrdDict :: OrdDict Nat NatOrdDict = MkOrdDict { (<) = natLessThan $(<=) = natLeqThan \}$

THREAD THE DICTIONARY

• Say we have function to find the bigger tuple element

max :: Ord a => a -> a -> a max x y | x < y = y | otherwise = x

Compiler replaces constraint with dictionary
Gets method instances from the dictionary

ADJUST FUNCTION CALLS • Say we call the max function

bigger = max Zero (Succ Zero)

• Compiler adds in the dictionary for Nat

bigger = max' NatOrdDict Zero (Succ Zero)

Voilà! No more typeclasses, just plain functions

MAX ON OTHER TYPES

• Say we call the max function on Char

bigger = max 'a' 'b'

• Compiler adds in the dictionary for Char

bigger = max' CharOrdDict 'a' 'b'

TODAY: FUNCTOR

GOING UP A LEVEL

• So far: typeclass instances for types • Many things in Haskell are not types: Maybe • [] • They need a type argument to become a type: Maybe Int Int]

Define typeclasses for these things!

MAPPABLE

• We can map over many things: Maybe, lists, trees, ... • Factor this into a type class:

class Functor f where fmap :: $(a \rightarrow b) \rightarrow f a \rightarrow f b$

• Think: a container f is "mappable" if it has a fmap Note: f doesn't always need to be a "container"

EXAMPLES OF FUNCTOR

WARMUP: LISTS

• We already know a mapping function for lists:

instance Functor ([]) where fmap = map-- infix: foo <\$> bar === fmap foo bar -- What's the type?

-- fmap :: (a -> b) -> [a] -> [b]

MAYBE • Would like to map over a Maybe:

instance Functor Maybe where fmap f Nothing = Nothing fmap f (Just x) = Just (f x)

-- What's the type?

-- fmap :: $(a \rightarrow b) \rightarrow Maybe a \rightarrow Maybe b$

"RFADFR"

• Previous examples: containers • This example: type of "reader" functions Conversions from type r to something else

instance Functor ((->) r)

- -- What's the heck is this type??
- -- fmap :: (a -> b) -> ((->) r a) -> ((->) r b)
- -- fmap :: (a -> b) -> (r -> a) -> (r -> b)
- -- Solution is now clear:

fmap fab fra = $\langle r - \rangle$ fab (fra r)

FUNCTOR LAWS



A BROKEN FMAP

instance Functor Maybe where fmap f Nothing = Nothing fmap f (Just x) = Nothing

> -- What's the type? -- fmap :: $(a \rightarrow b) \rightarrow Maybe a \rightarrow Maybe b$

• Type is OK, but it doesn't seem to "map"...

FOLLOW THE LAWS

- Many Haskell typeclasses come with "laws" Expected equations that should hold You should check the laws hold Compiler won't check these laws for you Breaking laws is almost always a bug

FUNCTOR LAW: IDENTITY

-- Identity function id

fmap id === id

• Mapping a do-nothing function should do nothing

A BROKEN FMAP

instance Functor Maybe where fmap f Nothing = Nothing fmap f (Just x) = Nothing

> -- What's the type? -- fmap :: $(a \rightarrow b) \rightarrow Maybe a \rightarrow Maybe b$

• Breaks law: fmap id (Just 42) === Nothing

FUNCTOR LAW: COMPOSITION

-- Suppose: $f :: a \rightarrow b$, $g :: b \rightarrow c$ fmap (g . f) === fmap g . fmap f

• Map f then map g is same as map g . f