Functional Programming

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Haskell Ramp-Up (Part 2)

- Haskell's system of types is extensible. Users may
  - introduce synonyms for existing types (using keyword `type`)

    or

  - define entirely new types (using keywords `newtype` and `data`).
- We are focusing on **algebraic data types** now.

Algebraic Data Types (Sum-of-Product Types)

- Recall: `[]` and `(:)` are the constructors for type `[a]`.
- Can define entirely new type `T` and its constructors K_i:

```
data T a₁ a₂ … aₙ = K₁ b₁₁ … b₁₍ₙ₁₎
                  | K₂ b₂₁ … b₂₍ₙ₂₎
                  ⋮
                  | Kᵣ bᵣ₁ … bᵣ₍ₙᵣ₎
```

  - Defines **type constructor** `T` and *r* **value constructors** K_i with types

```
Kᵢ :: bᵢ₁ -> … -> bᵢ₍ₙᵢ₎ -> T a₁ a₂ … aₙ
```

  K_i: identifier with uppercase first letter or symbol starting with a colon (`:`).

Algebraic Data Types (Sum Type)

- Example (**sum type**, or: enumeration, choice): no constructor has arguments (all n_i = 0).

File: weekday.hs

```
-- A sum type (enumeration)

data Weekday = Mon | Tue | Wed | Thu | Fri | Sat | Sun

-- Is this day on a weekend?
weekend :: Weekday -> Bool
weekend Sat = True
weekend Sun = True
weekend _   = False

main :: IO ()
main = print (weekend Thu, weekend Sat)
```

Algebraic Data Types (deriving)

- Add deriving (*c*, *c*, …) to data declaration to define canonical operations for the new data type:

c (class)	operations
Eq	equality (==, /=)
Show	printing (show)
Ord	ordering (<, <=, max, ...)
Enum	enumeration ([x..y], ...)
Bounded	bounds (minBound, maxBound)

Algebraic Data Types (Product Type)

- Example (**product type**):
  r = 1 (single constructor), with n_1 = 2.

File: sequence.hs

```haskell
-- A product type (single constructor)

data Sequence a = S Int [a]
  deriving (Eq, Show)

fromList :: [a] -> Sequence a
fromList xs = S (length xs) xs

(+++) :: Sequence a -> Sequence a -> Sequence a
S lx xs +++ S ly ys = S (lx + ly) (xs ++ ys)

len :: Sequence a -> Int
len (S l _) = l

main :: IO ()
main = print $ len (fromList ['a'..'m'] +++ fromList ['n'..'z'])
```

Algebraic Data Types (Sum of Product Types)

- Examples (**sum-of-product types**):

```haskell
data Maybe a = Nothing                      -- "optional a"
             | Just a


data Either a b = Left a                    -- "either a or b"
                | Right b


data List a = Nil                           -- "list of a" (recursive)
            | Cons a (List a)
```

Types [a] and List a are Isomorphic

- The built-in list type [a] is not special.

  Our own sum-of-product type List a has the same structure and can fully replace [a]:

$$\begin{tikzcd}
\text{List a} \arrow[r, dashed, "\text{fromList}"] \arrow[d, "g"'] \arrow[dr, phantom, "."] & {[a]} \arrow[d, "f"] \\
\text{List b} & {[b]} \arrow[l, dashed, "\text{toList}"]
\end{tikzcd}$$

```
g ≡ toList . f . fromList
```

A Super-Simple Stack Machine

- Operations Push and DoAdd act on the machine's stack (let *‹st›* denote some arbitrary stack contents):

```
❶
             |    |                  | x  |◂
             |‹st›|◂   --Push x--→   |‹st›|
             |____|                  |____|


❷
             | x  |◂                 |    |
             | y  |                  | x+y|◂
             |‹st›|    ---DoAdd--→   |‹st›|
             |____|                  |____|
```

- Once all operations have been processed, the top of the stack (denoted ◂) holds the answer of the machine.

Type Classes

- Haskell's type system implements **type classes**, the instances of which implement a common set of operations, each in a type-specific fashion.

  Type classes provide **ad-hoc polymorphism** (or **overloading**).

- **Example:** We want to express equality for all sorts of types (`Int`, `String`, `(a,b)`, `[a]`, `Exp a`):

  1. Want to continue to use the single symbol `==` (not `eqInt`, `eqString`, ...).
  2. Obviously, the type-specific implementations of `==` need to differ.
  3. Some types may not be able to implement `==` at all (consider `a -> b`).

Type Classes

- A **type class** C defines a family of *n* type signatures ("methods") which all **instances** of C must implement:

```
class C a where                         -- class name C: Uppercase
  f₁ :: t₁
        ⋮
  fₙ :: tₙ
```

  - Read: *"If type a is an instance of C, then all methods f_i are implemented for a."*
  - The types t_i *must* mention type a.
  - For any f_i, the class may provide a **default** definition (that instances may overwrite).

Type Classes

- **Example** (type class Eq defines what it means for type a to support equality comparisons):

```
class  Eq a  where
   (==) :: a -> a -> Bool
   (/=) :: a -> a -> Bool

x /= y = not (x == y)     -- default definitions
x == y = not (x /= y)
```

  - If type a wants to support equality (be a member of class Eq), defining either == or /= suffices.

Type Classes: Class Constraints

- A **class constraint**

$$\texttt{e :: }\overbrace{\texttt{C a}}^{\text{class constraint}}\texttt{ => t}$$
$$\texttt{e = …}$$

(where t mentions a) says that expression e has type t *only if* a is an instance of class C.

⇒ In the definition of e we may use the methods of class C on values of type a.

Type Classes: Class Inheritance

- Defining

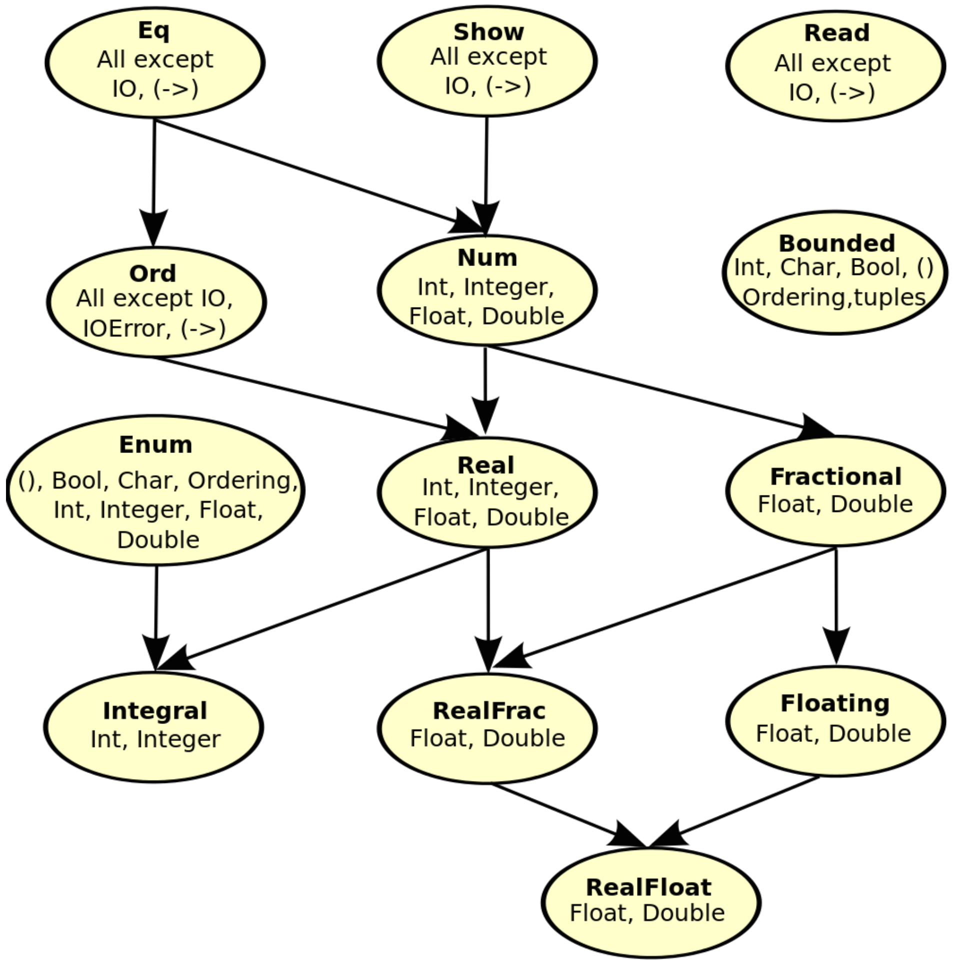
```
class (C1 a, C2 a, …) => C a where …
```

  makes type class `C` a **subclass** of the classes `Cᵢ`. `C` inherits all `Cᵢ` methods.

  - The class constraint `C a => t` thus implies the larger constraint `(C1 a, C2 a, …, C a) => t`:

    Writing the type `f :: Ord a => a -> a -> Bool` abbreviates `f :: (Eq a, Ord a) => a -> a -> Bool` and function `f` may, e.g., use `<=` as well as `==` on type `a`.

Type Classes: Class Inheritance



Inheritance of standard Haskell type classes

Type Classes: Class Instances

- Now: Define type-specific behavior for the class methods (→ **overloading**).

- Implementing all methods of class C makes t an **instance** of C:

```
instance  C t  where
  f₁ = ‹def of f₁›      -- all fᵢ may be provided, minimal
      ⋮                 --   complete definition must be provided
  fₙ = ‹def of fₙ›      -- types must match definition of C
```

  - Class constraint C t is satisfied from now on.

- **Example:**

```
instance Eq Bool where
    x == y = (x && y) || (not x && not y)
```

Type Classes: Class Instances

- An instance definition for **type constructor** `t` may formulate type constraints for its argument types `a`, `b`, …:

```
instance (C1 a, C2 a, C3 b, …) => C (t a b …) where
  …
```

- **Example:**

```
-- print sequences as «3|[10,20,30]»
instance (Show a) => Show (Sequence a) where
  show (Sequence l xs) = "«" ++ show l ++ "|" ++ show xs ++ "»"
```

  - ⚠️ This makes use of two other `Show` instances:
    1. `instance Show Int`
    2. `instance (Show a) => Show [a]`

Type Classes: Deriving Class Instances

- Automatically make user-defined data types (data ...) instances of classes C_i ∈ {Eq, Ord, Enum, Bounded, Show, Read}:

```
data T a₁ a₂ … an = …          -- ⎫  regular algebraic
                  | …          -- ⎭  data type definition
  deriving (C1, C2, …)
```

C_i	Semantics of derived instance
Eq	for all sum-of-prod types, equality of constructors, recursive equality of components
Ord	for all sum-of-prod types, lexicographic ordering of constructors in data definition
Enum	only for sum types, nth constructor mapped to n-1
Bounded	only for sum types, minBound/maxBound ≡ first/last constructor
Show	show generates syntactically correct Haskell presentation
Read	read reads string generated by Show instance