Informatics 1

Functional Programming Lectures 13 and 14

Type Classes

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Part I

Type classes

Element

```
elem :: Eq a => a -> [a] -> Bool

-- comprehension
elem x ys        =  or [ x == y | y <- ys ]

-- recursion
elem x []        =  False
elem x (y:ys)    =  x == y || elem x ys

-- higher-order
elem x ys        =  foldr (||) False (map (x ==) ys)
```

You've seen types like the one for elem, beginning with Eq a => ... resp. Ord a => ...
These express the requirement that a is a type whose values can be tested for equality resp. order (<).

Here are 3 ways of writing elem. No matter how you defined it, you need to use ==.
That's where the requirement Eq a comes from.

Using element

```
*Main> elem 1 [2,3,4]
False
```

elem works for Int

```
*Main> elem 'o' "word"
True
```

elem works for Char

```
*Main> elem (1,'o') [(0,'w'),(1,'o'),(2,'r'),(3,'d')]
True
```

elem works for (Int,Char)

```
*Main> elem "word" ["list","of","word"]
True
```

elem works for String = [Char]

```
*Main> elem (\x -> x) [(\x -> -x), (\x -> -(-x))]
No instance for (Eq (a -> a)) arising from a use of `elem'
Possible fix: add an instance declaration for (Eq (a -> a))
```

but elem doesn't work for functions

Testing equality of two functions f,g :: Int -> Int would require testing f x == g x for every possible x :: Int.
That would take forever. So Haskell refuses to try.
The same goes for any type INVOLVING functions, for instance (Int->Int,Bool).
The error message invites you to define equality for this type yourself - see below for how to do that.

Equality type class

Here's how you could define the TYPE CLASS Eq if it wasn't built in.
The definition gives one or more functions that need to be provided
by any instance of that class.

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

instance  Eq Int  where
  (==)  =  eqInt
```

Then you can declare that a type is an INSTANCE of the type class
by saying what that function / those functions are for that type.

```
instance  Eq Char  where
  x == y                =  ord x == ord y

instance  (Eq a, Eq b) => Eq (a,b)  where
  (u,v) == (x,y)        =  (u == x) && (v == y)

instance  Eq a => Eq [a]  where
  [] == []              =  True
  [] == y:ys            =  False
  x:xs  ==  []          =  False
  x:xs  ==  y:ys        =  (x == y) && (xs == ys)
```

The definitions of the required functions can be as complicated as you like.

Element, translation

```
data EqDict a     =  EqD (a -> a -> Bool)

eq :: EqDict a -> a -> a -> Bool
eq (EqDict f)  =  f

elem :: EqDict a -> a -> [a] -> Bool

-- comprehension
elem d x ys          =  or [ eq d x y | y <- ys ]

-- recursion
elem d x []          =  False
elem d x (y:ys)      =  eq d x y || elem x ys

-- higher-order
elem d x ys          =  foldr (||) False (map (eq d x) ys)
```

You can define Haskell with type classes by giving a translation into Haskell without type classes.
EqDict a is an equality DICTIONARY - an equality function packaged up into a new type.
(In general, a dictionary will package up several functions.)
eq extracts the equality function from an equality dictionary.
We can then define elem with an extra argument d, which tells it how to compute equality on a.
Instead of x==y, we write eq d x y

Type classes, translation

```
dInt                    :: EqDict Int
dInt                    =  EqD eqInt

dChar                   :: EqDict Char
dChar                   =  EqD f
  where
  f x y                 =  eq dInt (ord x) (ord y)

dPair                   :: (EqDict a, EqDict b) -> EqDict (a,b)
dPair (da,db)           =  EqD f
  where
  f (u,v) (x,y)         =  eq da u x && eq db v y

dList                   :: EqDict a -> EqDict [a]
dList d                 =  EqD f
  where
  f [] []               =  True
  f [] (y:ys)           =  False
  f (x:xs) []           =  False
  f (x:xs) (y:ys)       =  eq d x y && eq (dList d) xs ys
```

We build up dictionaries, sometimes using other dictionaries.
Each INSTANCE declaration creates a dictionary.

Using element, translation

```
*Main> elem dInt 1 [2,3,4]
False

*Main> elem dChar 'o' "word"
True

*Main> elem (dPair dInt dChar) (1,'o') [(0,'w'),(1,'o')]
True

*Main> elem (dList dChar) "word" ["list","of","word"]
True
```

Haskell uses types to write code for you!

Uses of elem then require the appropriate dictionary as an explicit argument.
But Haskell does all of this automatically, using the types that it can infer.
You don't need to do it yourself and you don't have an opportunity to get it wrong.

Part II

Eq, Ord, Show

Eq, Ord, Show

Eq, Ord and Show are built-in type classes.

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

  -- minimum definition: (==)
  x /= y  =  not (x == y)
```

Eq actually has two functions, == and /=

You can define a default for some functions in terms of others but instances can override the default.

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

  -- minimum definition: (<=)
  x < y   =  x <= y && x /= y
  x > y   =  y < x
  x >= y  =  y <= x
```

Ord EXTENDS Eq

Notice that the default definition of < requires equality.

```
class  Show a  where
  show  :: a -> String
```

Show: need a way of converting a value to a String.

Part III

Booleans, Tuples, Lists

Instances for booleans

```
instance Eq Bool where
  False == False  =  True
  False == True   =  False
  True  == False  =  False
  True  == True   =  True

instance Ord Bool where
  False <= False  =  True
  False <= True   =  True
  True  <= False  =  False
  True  <= True   =  True

instance Show Bool where
  show False      =  "False"
  show True       =  "True"
```

Here's how instances of Eq, Ord and Show can be defined for Bool.

Instances for pairs

```
instance (Eq a, Eq b) => Eq (a,b) where
  (x,y) == (x',y')  =  x == x' && y == y'

instance (Ord a, Ord b) => Ord (a,b) where
  (x,y) <= (x',y')  =  x < x' || (x == x' && y <= y')

instance (Show a, Show b) => Show (a,b) where
  show (x,y)  =  "(" ++ show x ++ "," ++ show y ++ ")"
```

Here's how instances of Eq, Ord and Show can be defined for pairs, using Eq, Ord and Show for each component type.

Instances for lists

```
instance Eq a => Eq [a] where
  []     ==  []     =  True
  []     ==  y:ys   =  False
  x:xs   ==  []     =  False
  x:xs   ==  y:ys   =  x == y && xs == ys

instance Ord a => Ord [a] where
  []     <=  ys     =  True
  x:xs   <=  []     =  False
  x:xs   <=  y:ys   =  x < y || (x == y && xs <= ys)

instance Show a => Show [a] where
  show []        =  "[]"
  show (x:xs)    =  "[" ++ showSep x xs ++ "]"
    where
    showSep x []       =  show x
    showSep x (y:ys)   =  show x ++ "," ++ showSep y ys
```

List is similar. We've seen equality already.
Order is an extension of the order on pairs: called dictionary ordering or LEXICOGRAPHIC ORDERING.

Deriving clauses

```
data Bool = False | True
      deriving (Eq, Ord, Show)

data Pair a b = MkPair a b
      deriving (Eq, Ord, Show)

data List a = Nil | Cons a (List a)
      deriving (Eq, Ord, Show)
```

Haskell uses types to write code for you!

You can get definitions of instances of Eq, Ord and Show for free for algebraic types.

Part IV

Sets, revisited

Sets, revisited

```
instance Ord a => Eq (Set a) where
  s == t  =  s `equal` t
```

Note that this differs from the derived instance!

Here's how we can make Set a an instance of Eq.
This refers to the equality function that we defined on the underlying representation of sets.
The one that Haskell would give you for free is different (except for sets represented as ordered lists).

Part V

Numbers

Numerical classes

```
class (Eq a, Show a) => Num a where
  (+),(-),(*)    ::  a -> a -> a
  negate         ::  a -> a
  fromInteger    ::  Integer -> a
  -- minimum definition: (+),(-),(*),fromInteger
  negate x       =   fromInteger 0 - x

class (Num a) => Fractional a where
  (/)            ::  a -> a -> a
  recip          ::  a -> a
  fromRational   ::  Rational -> a
  -- minimum definition: (/), fromRational
  recip x        =   1/x

class (Num a, Ord a) => Real a where
  toRational     :: a -> Rational

class (Real a, Enum a) => Integral a where
  div, mod       :: a -> a -> a
  toInteger      :: a -> Integer
```

\There are several type classes for different kinds of numbers. Here's a simplified version of some of them.

A built-in numerical type

```
instance Num Float where
  (+)           =  builtInAddFloat
  (-)           =  builtInSubtractFloat
  (*)           =  builtInMultiplyFloat
  negate        =  builtInNegateFloat
  fromInteger   =  builtInFromIntegerFloat

instance Fractional Float where
  (/)           =  builtInDivideFloat
  fromRational  =  builtInFromRationalFloat
```

Natural.hs (1)

```
module Natural(Nat) where
import Test.QuickCheck

data Nat = MkNat Integer

invariant :: Nat -> Bool
invariant (MkNat x)   =   x >= 0

instance Eq Nat where
  MkNat x == MkNat y   =   x == y

instance Ord Nat where
  MkNat x <= MkNat y   =   x <= y

instance Show Nat where
  show (MkNat x)   =   show x
```

We can also define our own numerical types.
Natural numbers are integers that are >= 0.

Remember, we introduce a constructor that is not exported in order to protect the abstraction.

Natural.hs (2)

```
instance Num Nat where
  MkNat x + MkNat y    =  MkNat (x + y)
  MkNat x - MkNat y
         | x >= y      =  MkNat (x - y)
         | otherwise   =  error (show (x-y) ++ " is negative")
  MkNat x * MkNat y    =  MkNat (x * y)
  fromInteger x
         | x >= 0      =  MkNat x
         | otherwise   =  error (show x ++ " is negative")
  negate               =  undefined
```

Now we can declare Nat as an instance of Num.
We need these operations to PRESERVE THE INVARIANT: if x, y satisfy the invariant, so should x+y etc.

Natural.hs (3)

```
prop_plus :: Integer -> Integer -> Property
prop_plus m n  =
  (m >= 0) && (n >= 0) ==> (m+n >= 0)

prop_times :: Integer -> Integer -> Property
prop_times m n  =
  (m >= 0) && (n >= 0) ==> (m*n >= 0)

prop_minus :: Integer -> Integer -> Property
prop_minus m n  =
  (m >= 0) && (n >= 0) && (m >= n) ==> (m-n >= 0)
```

Here are QuickCheck properties for checking that the invariant is preserved.
The invariant isn't preserved if Nat is represented using Int (computer integers)
because adding big numbers can give a negative result,
but it is preserved if they are represented using Integer (infinite-precision integers).

NaturalTest.hs

```
module NaturalTest where
import Natural

m, n :: Nat
m  =  fromInteger 2
n  =  fromInteger 3
```

Test run

```
ghci NaturalTest
Ok, modules loaded: NaturalTest, Natural.
*NaturalTest> m
2
*NaturalTest> n
3
*NaturalTest> m+n
5
*NaturalTest> n-m
1
*NaturalTest> m-n
*** Exception: -1 is negative
*NaturalTest> m*n
6
*NaturalTest> fromInteger (-5) :: Nat
*** Exception: -5 is negative
*NaturalTest> MkNat (-5)
Not in scope: data constructor ‘MkNat’
```

Hiding—the secret of abstraction

```
module Natural(Nat) where ...

> ghci NaturalTest
*NaturalTest> let m = fromInteger 2
*NaturalTest> let s = fromInteger (-5)
*** Exception: -5 is negative
*NaturalTest> let s = MkNat (-5)
Not in scope: data constructor `MkNat'
```

vs.

```
module NaturalUnabs(Nat(MkNat)) where ...

> ghci NaturalUnabs
*NaturalUnabs> let p = MkNat (-5)   -- breaks invariant
*NaturalUnabs> invariant p
False
```

If I export Nat and not MkNat, I can't break the abstraction.
If you check that all of the functions preserve the invariant, then all values are guaranteed to satisfy it.

Part VI

Seasons

Seasons

```
data Season = Winter | Spring | Summer | Fall

next :: Season -> Season
next Winter  =  Spring
next Spring  =  Summer
next Summer  =  Fall
next Fall    =  Winter

warm :: Season -> Bool
warm Winter  =  False
warm Spring  =  True
warm Summer  =  True
warm Fall    =  True
```

Eq, Ord

```
instance Eq Season where
  Winter == Winter  =  True
  Spring == Spring  =  True
  Summer == Summer  =  True
  Fall   == Fall    =  True
  _      == _       =  False

instance Ord Season where
  Spring <= Winter  =  False
  Summer <= Winter  =  False
  Summer <= Spring  =  False
  Fall   <= Winter  =  False
  Fall   <= Spring  =  False
  Fall   <= Summer  =  False
  _      <= _       =  True

instance Show Season where
  show Winter  =  "Winter"
  show Spring  =  "Spring"
  show Summer  =  "Summer"
  show Fall    =  "Fall"
```

Here's how to define Season as an instance of Eq, Ord and Show

Class Enum

```
class  Enum a  where
  toEnum           :: Int -> a
  fromEnum         :: a -> Int
  succ, pred       :: a -> a
  enumFrom         :: a -> [a]                -- [x..]
  enumFromTo       :: a -> a -> [a]           -- [x..y]
  enumFromThen     :: a -> a -> [a]           -- [x,y..]
  enumFromThenTo   :: a -> a -> a -> [a]      -- [x,y..z]

  -- minimum definition: toEnum, fromEnum
  succ x           =  toEnum (fromEnum x + 1)
  pred x           =  toEnum (fromEnum x - 1)
  enumFrom x
    =  map toEnum [fromEnum x ..]
  enumFromTo x y
    =  map toEnum [fromEnum x .. fromEnum y]
  enumFromThen x y
    =  map toEnum [fromEnum x, fromEnum y ..]
  enumFromThenTo x y z
    =  map toEnum [fromEnum x, fromEnum y .. fromEnum z]
```

Here's another type class, Enum, used for giving meaning to expressions like [x..y].

Syntactic sugar

```
-- [x..]      =  enumFrom x
-- [x..y]     =  enumFromTo x y
-- [x,y..]    =  enumFromThen x y
-- [x,y..z]   =  enumFromThenTo x y z
```

Enumerating Int

```
instance Enum Int where
  toEnum   x          =  x
  fromEnum x          =  x
  succ x              =  x+1
  pred x              =  x-1
  enumFrom x          =  iterate (+1) x
  enumFromTo x y      =  takeWhile (<= y) (iterate (+1) x)
  enumFromThen x y    =  iterate (+(y-x)) x
  enumFromThenTo x y z
                      =  takeWhile (<= z) (iterate (+(y-x)) x)

iterate :: (a -> a) -> a -> [a]
iterate f x  =  x : iterate f (f x)

takeWhile :: (a -> Bool) -> [a] -> [a]
takeWhile p []                  =  []
takeWhile p (x:xs) | p x        =  x : takeWhile p xs
                   | otherwise  =  []
```

Now we can declare Int as an instance of Enum.

Enumerating Seasons

```
instance Enum Season where

  fromEnum Winter  =  0
  fromEnum Spring  =  1
  fromEnum Summer  =  2
  fromEnum Fall    =  3

  toEnum 0  =  Winter
  toEnum 1  =  Spring
  toEnum 2  =  Summer
  toEnum 3  =  Fall
```

Here is Season defined as an instance of Enum.

Deriving Seasons

```
data Season = Winter | Spring | Summer | Fall
              deriving (Eq, Ord, Show, Enum)
```

Haskell uses types to write code for you!

Seasons, revisited

```
next :: Season -> Season
next x  =  toEnum ((fromEnum x + 1) `mod` 4)

warm :: Season -> Bool
warm x  =  x `elem` [Spring .. Fall]

-- [Spring .. Fall] = [Spring, Summer, Fall]
```

Having defined Season as an instance of Enum, we can give better definitions of next and warm.

Part VII

Shape

Shape

```
type  Radius  =  Float
type  Width   =  Float
type  Height  =  Float

data  Shape  =  Circle Radius
             |  Rect Width Height

area :: Shape -> Float
area (Circle r)  =  pi * r^2
area (Rect w h)  =  w * h
```

Eq, Ord, Show

```
instance  Eq Shape  where
  Circle r == Circle r'    =  r == r'
  Rect w h == Rect w' h'   =  w == w' && h == h'
  _        == _            =  False

instance  Ord Shape  where
  Circle r <= Circle r'    =  r < r'
  Circle r <= Rect w' h'   =  True
  Rect w h <= Rect w' h'   =  w < w' || (w == w' && h <= h')
  _        <= _            =  False

instance  Show Shape  where
  show (Circle r)     =  "Circle " ++ showN r
  show (Radius w h)   =  "Radius " ++ showN w ++ " " ++ showN h

showN :: (Num a) => a -> String
showN x | x >= 0      =  show x
        | otherwise   =  "(" ++ show x ++ ")"
```

Here's Shape as an instance of Eq, Ord and Show.

Deriving Shapes

```
data  Shape  =  Circle Radius
             |  Rect Width Height
             deriving (Eq, Ord, Show)
```

Haskell uses types to write code for you!

You get all of that for free using deriving.

Part VIII

Expressions

Expression Trees

```
data  Exp  =  Lit Int
            | Exp :+: Exp
            | Exp :*: Exp

eval :: Exp -> Int
eval (Lit n)     =  n
eval (e :+: f)   =  eval e + eval f
eval (e :*: f)   =  eval e * eval f

*Main> eval (Lit 2 :+: (Lit 3 :*: Lit 3))
11
*Main> eval ((Lit 2 :+: Lit 3) :*: Lit 3)
15
```

Eq, Ord, Show

```
instance  Eq Exp  where
  Lit n     ==  Lit n'      =  n == n'
  e :+: f   ==  e' :+: f'   =  e == e' && f == f'
  e :*: f   ==  e' :*: f'   =  e == e' && f == f'
  _         ==  _           =  False

instance  Ord Exp  where
  Lit n     <=  Lit n'      =  n < n'
  Lit n     <=  e' :+: f'   =  True
  Lit n     <=  e' :*: f'   =  True
  e :+: f   <=  e' :+: f'   =  e < e' || (e == e' && f <= f')
  e :+: f   <=  e' :*: f'   =  True
  e :*: f   <=  e' :*: f'   =  e < e' || (e == e' && f <= f')
  _         <=  _           =  False

instance  Show Exp  where
  show (Lit n)      =  "Lit " ++ showN n
  show (e :+: f)    =  "(" ++ show e ++ ":+:" ++ show f ++ ")"
  show (e :*: f)    =  "(" ++ show e ++ ":*:" ++ show f ++ ")"
```

Here's Exp as an instance of Eq, Ord and Show.

Deriving Expressions

```
data  Exp  =  Lit Int
           | Exp :+: Exp
           | Exp :*: Exp
           deriving (Eq, Ord, Show)
```

Haskell uses types to write code for you!

You get all of that for free using deriving.