Lecture 4. Data types and type classes

Functional Programming

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Why learn (typed) functional programming?

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Why Haskell?

Goal of typed purely functional programming

Keep programs easy to reason about by

- data-flow only through function arguments and return values
  - no hidden data-flow through mutable variables/state

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- high-level declarative data-structures
  - no explicit reference-based data structures

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- data-flow only through function arguments and return values
  - no hidden data-flow through mutable variables/state
- (almost) unique types
  - no inheritance hell
- high-level declarative data-structures
  - no explicit reference-based data structures
- function call and return as only control-flow primitive
  - no loops, `break`, `continue`, `goto`

Goal of typed purely functional programming: programs that are easy to reason about

So far:

- data-flow only through function arguments and return values
  - no hidden data-flow through mutable variables/state
  - instead: tuples!

Goal of typed purely functional programming: programs that are easy to reason about

Today:

- (almost) unique types
  - no inheritance hell
  - instead of classes + inheritance: variant types!
  - (almost): type classes

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- (almost) unique types
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  - instead of classes + inheritance: variant types!
  - (almost): type classes
- high-level declarative data structures
  - no explicit reference-based data structures
  - instead: (immutable) algebraic data types!

Goal of typed purely functional programming: programs that are easy to reason about

Today:

- (almost) unique types
  - no inheritance hell
  - instead of classes + inheritance: variant types!
  - (almost): type classes
- high-level declarative data structures
  - no explicit reference-based data structures
  - instead: (immutable) algebraic data types!

Next time:

- function call and return as only control-flow primitive

Goals for today

- Define your own algebraic data types:
  - tuples (recap), variants, and recursive
- Define your own type classes and instances
- Understand the difference between parametric and ad-hoc polymorphism
- Understand the value and limitations of algebraic data types

Chapter 8 (until 8.6) from Hutton's book

Data types

Types and logic – Curry-Howard

Observe

- So far: tuples are like AND
  - `(A, B)` holds pairs of an expression of type `A` AND one of type `B`

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Types and logic – Curry-Howard

Observe

- So far: tuples are like AND
  - `(A, B)` holds pairs of an expression of type `A` AND one of type `B`
- New today: variants/sum types are like OR – to hold expressions that are either of type `A` OR of type `B`
- Next time: functions are like IMPLIES
  - `A -> B` holds expressions which produce one of type `B`, IF we supply one of type `A`

In the previous lectures…

… we have only used built-in types!

- Basic data types
  - `Int`, `Bool`, `Char`…
- Compound types parametrized by others
  - Some with a definite number of elements, like tuples
  - Some with an indefinite number of them, like lists

It's about time to define our own!

Direction

```haskell
data Direction = North
               | South
               | East
               | West
```

- `data` declares a new data type
- The name of the type must start with Uppercase
- Then we have a number of constructors separated by |
  - Each of them also starting by uppercase
  - The same constructor cannot be used for different types
- Such a simple data type is called an enumeration

Building a list of directions

Each constructor defines a value of the data type

```
> :t North
North :: Direction
```

You can use `Direction` in the same way as `Bool` or `Int`

```
> :t [North, West]
[North, West] :: [Direction]
> :t (North, True)
(North, True) :: (Direction, Bool)
```

Pattern matching over directions

To define a function, you proceed as usual:

1. Define the type

   ```
   directionName :: Direction -> String
   ```

2. Enumerate the cases
   - The cases are each of the constructors

   ```
   directionName North = _
   directionName South = _
   directionName East  = _
   directionName West  = _
   ```

Pattern matching over directions

3. Define each of the cases

```
directionName North = "N"
directionName South = "S"
directionName East  = "E"
directionName West  = "W"
```

```
> map directionName [North, West]
["N","W"]
```

Built-in types are just data types

- `Bool` is a simple enumeration

```
data Bool = False | True
```

- `Int` and `Char` can be thought as very long enumerations

```
data Int  = ... | -1 | 0 | 1 | 2 | ...
data Char = ... | 'A' | 'B' | ...
```

  - The compiler treats these in a special way

Points

Data types may store information within them

```
data Point = Pt Float Float
```

- The name of the constructor is followed by the list of types of each argument
- Constructor and type names may overlap

  ```
  data Point = Point Float Float
  ```

Using points

- To create a point, we use the name of the constructor followed by the value of each argument

```
> :t Pt 2.0 3.0
Pt 2.0 3.0 :: Point
```

Using points

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> :t Pt 2.0 3.0
Pt 2.0 3.0 :: Point
```

- To pattern match, we use the name of the constructor and further matchs over the arguments

```
norm :: Point -> Float
norm (Pt x y) = sqrt (x*x + y*y)
```

Using points

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```
> :t Pt 2.0 3.0
Pt 2.0 3.0 :: Point
```

- To pattern match, we use the name of the constructor and further matchs over the arguments

```
norm :: Point -> Float
norm (Pt x y) = sqrt (x*x + y*y)
```

  - Do not forget the parentheses!

```
> norm Pt x y = x * x + y * y
<interactive>:2:6: error:
• The constructor ‘Pt’ should have 2 arguments,
  but has been given none
```

Constructors are functions

Each constructor in a data type is a function which build a value of that type given enough arguments

```
> :t North
North :: Direction  -- No arguments
> :t Pt
Pt :: Float -> Float -> Point  -- 2 arguments
```

Constructors are functions

Each constructor in a data type is a function which build a value of that type given enough arguments

```
> :t North
North :: Direction  -- No arguments
> :t Pt
Pt :: Float -> Float -> Point  -- 2 arguments
```

They can be used just like any other function:

```
zipPoint :: [Float] -> [Float] -> [Point]
zipPoint xs ys = map (uncurry Pt) (zip xs ys) where
    uncurry :: (a -> b -> c) -> (a, b) -> c
    uncurry f (x, y) = f x y
        -- = [Pt x y | (x, y) <- zip xs ys]
```

Shapes

A data type may have zero or more constructors, each of them holding zero or more arguments

```
data Shape = Rectangle Point Float Float
           | Circle    Point Float
           | Triangle  Point Point Point
```

Pattern matching over shapes

The function `perimeter` returns the length of the boundary of a shape

```
perimeter :: Shape -> Float
```

Pattern matching over shapes

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```
perimeter :: Shape -> Float
```

Gentle basic geometry reminder

$$P_{\text{rect}} = 2w + 2h$$

$$P_{\text{circle}} = 2\pi r$$

$$P_{\text{triang}} = \text{dist}(a, b) + \text{dist}(b, c) + \text{dist}(c, a)$$

Try it yourself!

Pattern matching over shapes

Each case starts with a constructor – in uppercase – and matches the arguments

```
area :: Shape -> Float
area (Rectangle _ w h) = w * h
area (Circle    _ r)   = pi * r ^ 2
area (Triangle  x y z) = sqrt (s*(s-a)*(s-b)*(s-c))
                         -- Heron's formula
  where a = distance x y
        b = distance y z
        c = distance x z
        s = (a + b + c) / 2

distance (Pt u1 u2) (Pt v1 v2)
  = sqrt ((u1-v1)^2+(u2-v2)^2)
```

ADTs versus object-oriented classes

```
abstract class Shape {
    abstract float area();
}
class Rectangle : Shape {
  public Point corner;
  public float width, height;
  public float area() { return width * height; }
}
// More for Circle and Triangle
```

- There is no inheritance involved in ADTs
- Constructors in an ADT are closed, but you can always add new subclasses in a OO setting
- Classes bundle methods, functions for ADTs are defined outside the data type

Nominal versus structural typing

```
data Point  = Pt  Float Float
data Vector = Vec Float Float
```

- These types are structurally equal
  - They have the same number of constructors with the same number and type of arguments
- But for the Haskell compiler, they are unrelated
  - You cannot use one in place of the other
  - This is called nominal typing

```
> :t norm
norm :: Point -> Float
> norm (Vec 2.0 3.0)
Couldn't match ‘Point’ with ‘Vector’
```

Lists and trees of numbers

Data types may refer to themselves

- They are called recursive data types; for example

```
data IntList
  = EmptyList | Cons Int IntList

data IntTree
  = EmptyTree | Node Int IntTree IntTree
```

Lists and trees of numbers

Data types may refer to themselves

- They are called recursive data types; for example

```
data IntList
  = EmptyList | Cons Int IntList

data IntTree
  = EmptyTree | Node Int IntTree IntTree
```

- Let's visualize an example!

Cooking `elemList`

1. Define the type

```
elemList :: Int -> IntList -> Bool
```

2. Enumerate the cases
   - One equation per constructor

```
elemList x EmptyList    = _
elemList x (Cons y ys) = _
```

3. Define the cases

```
elemList x EmptyList = False
elemList x (Cons y ys)
  | x == y            = True
  | otherwise         = elemList x ys
```


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Cooking `elemTree`

Try it yourself!

```
elemTree :: Int -> IntTree -> Bool
```

Cooking `elemTree`

1. Define the type

```
elemTree :: Int -> IntTree -> Bool
```

2. Enumerate the cases
   - Each constructor needs to come with as many variables as arguments in its definition

```
elemTree x EmptyTree      = _
elemTree x (Node y rs ls) = _
```

3. Define the simple (base) cases

```
elemTree x EmptyTree = False
```

Cooking `elemTree`

4. Define the other (recursive) cases
   - Each recursive appearance of the data type as an argument usually leads to a recursive call in the function

```
elemTree x (Node y rs ls)
  | x == y    = True
  | otherwise = elemTree x rs || elemTree x ls

-- Or simpler
elemTree x (Node y rs ls)
  = x == y || elemTree x rs || elemTree x ls
```

Cooking `treeHeight`

The function `treeHeight` computes the height of a tree, that is, the length of the maximum path from the root to an `EmptyTree`.

```
> treeHeight (Node 42 (Node 1 EmptyTree EmptyTree)
                     EmptyTree)
2
> treeHeight EmptyTree
0
```

Try it yourself!

Tree height and size

- The tree height is the length of the maximum path from the root to an `EmptyTree`.
- The tree size is the number of nodes it has.

Question

Can you write a single higher-order function which can be instantiated to both?

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Cooking `treeToList`

1. Define the type

   ```
   treeToList :: IntTree -> IntList
   ```

2. Enumerate the cases

   ```
   treeToList EmptyTree      = _
   treeToList (Node x ls rs) = _
   ```

3. Define the simple (base) cases

   ```
   treeToList EmptyTree      = EmptyList
   ```

How do we proceed now?

Cooking `treeToList`

4. Define the other (recursive) cases

```
treeToList (Node x ls rs)
  = Cons x (concatList ls' rs')
    where ls' = treeToList ls
          rs' = treeToList rs

-- Left as an exercise to the audience
concatList :: IntList -> IntList
           -> IntList
concatList xs = _
```

Polymorphic data types

We have seen examples of types which are parametric

- Lists like `[Int]`, `[Bool]`, `[IntTree]`...
- Tuples `(A, B)`, `(A, B, C)` and so on

Functions over these data types can be polymorphic

- They work regardless of the parameter of the type

```
(++) :: [a] -> [a] -> [a]
zip  :: [a] -> [b] -> [(a, b)]
```

Optional values

`Maybe T` represents a value of type `T` which might be absent

```
data Maybe a = Nothing
             | Just a
```

- In the declaration of a polymorphic data type, the name `Maybe` is followed by one or more type variables
  - Type variables start with a lowercase letter
- The constructors may refer to the type variables in their arguments
  - In this case, `Just` holds a value of type `a`

Optional values

```
> :t Just True
Maybe Bool
> :t Nothing
Maybe a
```

Note that `Nothing` has a polymorphic type, since there is no information to fix what `a` is

Cooking `find`

`find p xs` finds the first element in `xs` which satisfies `p`

- Such an element may not exist
  - Think of `find even [1,3]`, or `find even []`
- Other languages resort to `null` or magic `-1` values
- Haskell always marks a possible absence using `Maybe`

1. Define the type

```
find :: (a -> Bool) -> [a] -> Maybe a
```

2. Enumerate the cases

```
find p []     = _
find p (x:xs) = _
```

Cooking `find`

3. Define the simple (base) cases

```
find _ [] = Nothing
```

4. Define the other (recursive) cases

```
find p (x:xs) | p x       = Just x
              | otherwise = find p xs
```

elem in terms of find

Let's define a small utility function

```
isJust :: Maybe a -> Bool
isJust Nothing  = False
isJust (Just _) = True
```

Then we can define `elem` as a composition of other functions

```
elem :: Eq a => a -> [a] -> Bool
elem x = isJust . find (== x)
```

Trees for any type

We can generalize our `IntTree` data type

- This is a polymorphic and recursive data type
- Mind the parentheses around the arguments

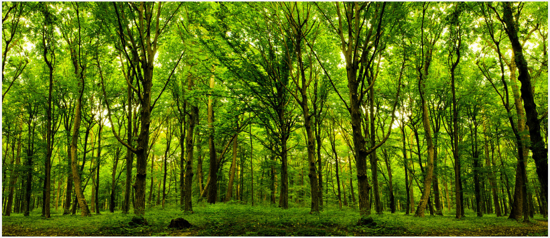
```
data Tree a = EmptyTree
            | Node a (Tree a) (Tree a)
```

More recipes with trees

Lecture 6

Many more operations over trees!

- Including search trees



Benefits and downsides of ADTs

+ Immutable and persistent

+ Pattern matching and recursion

– Limited to directed, acyclic data types

– Incur complexity cost for persistence

Type classes

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Polymorphism: definitions across many types

Parametric polymorphism - Generics

- Define once, not inspecting type
- Works at every instance of parametric data type (infinitely many)

```
reverse :: [a] -> [a]
```

Polymorphism: definitions across many types

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- Define once, not inspecting type
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```
reverse :: [a] -> [a]
```

Ad-hoc polymorphism - Overloading

- Define many times, inspecting types
- Works at finitely many types, called instances of type class, e.g. `Num`, `Eq`

```
(+) :: Num a => a -> a -> a
```

- Warning! Terminology conflict with other languages

Mixing polymorphism

- Mixing examples 1 & 2:

```
foo  :: ???
foo x = x == 7

bar :: ???
bar x y = (x + 7, y == y)
```

- Mixing example 3:

```
baz :: ???
baz x y = (x + 7, y)
```


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Polymorphism

Mixing polymorphism

- Mixing examples 1 & 2:

```
foo  :: (Eq a, Num a) => a -> Bool
foo x = x == 7

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bar x y = (x + 7, y == y)
```

- Mixing example 3:

```
baz :: ???
baz x y = (x + 7, y)
```

Polymorphism

Mixing polymorphism

- Mixing 2 type classes

```
foo  :: (Eq a, Num a) => a -> Bool
foo x = x == 7

bar :: (Eq a, Num b) => b -> a -> (b, Bool)
bar x y = (x + 7, y == y)
```

- Mixing example 3:

```
baz :: ???
baz x y = (x + 7, y)
```

Mixing polymorphism

- Mixing 2 type classes

```
foo  :: (Eq a, Num a) => a -> Bool
foo x = x == 7

bar :: (Eq a, Num b) => b -> a -> (b, Bool)
bar x y = (x + 7, y == y)
```

- Mixing ad-hoc and parametric polymorphism

```
baz :: Num b => b -> a -> (b, a)
baz x y = (x + 7, y)
```

Class definition

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

- The name of the type class starts with Uppercase
- We declare a type variable – `a` in this case – to stand for the overloaded type in the rest of the declaration
- Each type class defines one or more methods which must be implemented for each instance
  - We do not write the constraint in the methods

Missing instances

```
> Pt 2.0 3.0 == Pt 2.0 3.0
<interactive>:2:1: error:
    • No instance for (Eq Point)
      arising from a use of '=='
```

- You have to give the instance declaration for your own data types, even for built-in type classes
  - In some cases, the compiler can write them for you

Instance declarations

```
instance Eq Point where
  Pt x y == Pt u v = x == u && y == v
  Pt x y /= Pt u v = x /= u || y /= v
```

- Almost like the class declaration, except that
  - The type variable is substituted by a real type
  - Instead of method types, you give the implementation

```
> Pt 2.0 3.0 == Pt 2.0 3.0
True
```

Conditional and recursive instances

Type class instances for polymorphic types may depend on their parameters

- For example, equality of lists, tuples, and trees
- These requisites are listed in front of the declaration

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

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

Overlapping instances

Imagine that I want tuples of `Int`s to work slightly different

```
instance Eq (Int, Int) where
  (x, y) == (u, v) = x * v == y * u
```

You cannot do this! This instance overlaps with the other one given for generic tuples

Recursive instances

Write the `Eq` instance for the `Tree` data type:

```
data Tree a = EmptyTree
            | Node a (Tree a) (Tree a)
```

Recursive instances

Write the `Eq` instance for the `Tree` data type:

```
data Tree a = EmptyTree
            | Node a (Tree a) (Tree a)

instance Eq a => Eq (Tree a) where
  EmptyTree == EmptyTree
        = True
  (Node x1 l1 r1) == (Node x2 l2 r2)
        = x1 == x2 && l1 == l2 && r1 == r2
        _         ==        _
        = False
```

Superclasses

A class might demand that other class is implemented

- We say that such a class has a superclass
- For example, any class with an ordering – `Ord` – has to implement equality – `Eq`

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

instance (Ord a, Ord b) => Ord (a, b) where
  (x, y) < (u, v) | x == u    = y < v
                  | otherwise = x < u
```

The meanings of =>

- In a type, it constrains a polymorphic function

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

- In a class declaration, it introduces a superclass

```
class Eq a => Ord a where ...
```

  - All instances of `Ord` must be instances of `Eq`
- In an instance declaration, it defines a requisite

```
instance Eq a => Eq [a] where ...
```

  - A list `[T]` supports equality only if `T` supports it

Before => you write an assumption or precondition

Default definitions

We could also write the following instance `Eq Point`

```
instance Eq Pt where
   Pt ... == Pt ... = _  -- as before
   p /= q = not (p == q)
```

In fact, this definition of `(/=)` works for any type

- You can include a default definition in `Eq`
- If an instance does not have a explicit definition for that method, the default one is used

```
class Eq a where
  (==), (/=) :: a -> a -> Bool
  x /= y = not (x == y)
```

Default definitions

- You could have also defined `(/=)` outside of the class

```
(/=) :: Eq a => a -> a -> Bool
x /= y = not (x == y)
```

  - This definition cannot be overriden in each instance
- Why do we prefer `(/=)` to live in the class?
  - Performance! For some data types it is cheaper to check for disequality than for equality

Automatic derivation

- Writing equality checks is boring
  - Go around all constructors and arguments
- Writing order checks is even more boring
- Turning something into a string is also boring

Let the compiler work for you!

```
data Point = Pt Float Float
             deriving (Eq, Ord, Show)
```

Historical note: many of the advances in automatic derivation of type classes where done here at UU

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Example: scalable things

Both shapes and vector have a notion of scaling

- Scale the size or scale the norm

```
class Scalable s where
  scale :: Float -> s -> s
```

Example: scalable things

Both shapes and vector have a notion of scaling

- Scale the size or scale the norm

```
class Scalable s where
  scale :: Float -> s -> s

instance Scalable Vector where
  scale s (Vec x y) = Vec (s*x) (s*y)

instance Scalable Shape where
  scale s (Rectangle p w h) = Rectangle p (s*w) (s*h)
  scale s (Circle    p r)   = Circle    p (s*r)
  scale s (Triangle x y z)  = ... -- This is hard
```

Generic functions for scalable things

- Some functions now work over any scalable thing

```
double :: Scalable s => s -> s
double = scale 2.0
```

- We may generic instances for composed scalables

```
instance Scalable s => Scalable [s] where
  scale s = map (scale s)
```

Exercise

1. Think about a generic notion (like scaling)
2. Define a type class with the least primitive operations
3. Think of instances for that type class
4. Think of derived operations using the type class
5. Post it in the FP Team!

Summary

Define your own data types!

Data types in Haskell are simple and cheap to define

- Introduce one per concept in your program

```
-- the following definition
data Status  = Stopped | Running
data Process = Process ... Status ...
-- is better than
data Process = Process ... Bool ...
-- what does 'True' represent here?
```

- Use type classes to share commonalities

Important concepts

- Algebraic data types: tuples, variants, recursive (e.g., trees!)
  - how to write functions on them using pattern matching

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- Algebraic data types: tuples, variants, recursive (e.g., trees!)
  - how to write functions on them using pattern matching
- Parameterized data types:
  - parametric polymorphism

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Important concepts

- Algebraic data types: tuples, variants, recursive (e.g., trees!)
  - how to write functions on them using pattern matching
- Parameterized data types:
  - parametric polymorphism
- Type classes and their instances:
  - ad-hoc polymorphism

Overloaded syntax

Numeric constants' weird type

What is going on?

```
> :t 3
3 :: Num t => t
```

Numeric constants can be turned into any `Num` type

```
> 3 :: Integer
3
> 3 :: Float
3.0
> 3 :: Rational   -- Type of fractions
3 % 1             -- Numerator % Denominator
```

Range syntax

The range syntax `[n .. m]` is a shorthand for

```
enumFromTo n m
```

`enumFromTo` lives in the class `Enum`

- `Bool` and `Char` are instances, among others

```
> ['a' .. 'z']
"abcdefghijklmnopqrstuvwxyz"
```

More range syntax

```
enumFrom       :: a ->                [a]
enumFromThenTo :: a -> a -> a -> [a]
```

- `enumFrom` does not specify a bound for the range
  - The list is possibly infinite

```
> take 5 [1 ..]
[1,2,3,4,5]
```

- `enumFromThenTo` generates a list where each pair of adjacent elements has the same distance

```
> [1.0, 1.2 .. 2.0]
[1.0,1.2,1.4,1.5999999999999999,
 1.7999999999999998,1.9999999999999998]
```

Deriving `Enum`

`enumFromTo` can be automatically derived for enumerations

- Data types without data in their constructors

```
data Direction = North | South | East | West
                 deriving (Eq, Ord, Show, Enum)
```

```
> [South .. West]
[South, East, West]
```