

# Reasoning about types and code: an overview

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# A new book: *The Science of Functional Programming*

With examples in Scala

Practitioners of functional programming need to know how to:

- reason about types:
  - ▶ design the required custom data types for the given application
  - ▶ derive an equivalent simpler type when possible
  - ▶ use type constructions to create data types with required properties
- reason about code:
  - ▶ verify that given implementations satisfy the required laws (e.g. monad)
  - ▶ derive lawful custom implementations of important typeclasses
  - ▶ verify that certain functions are computationally equivalent
  - ▶ derive an equivalent simpler code when possible

This requires a *very limited* amount of mathematics (polynomials, monoids)

The book will explain (with examples and exercises):

- known techniques of reasoning about types and type constructors
- known techniques for symbolic calculations with code
- deriving and verifying laws symbolically (as equations for functions)
- real-life motivations for (and applications of) these techniques

# Examples of reasoning tasks

- 1 Can we compute a value of type `Either[Z, R => A]` given a value of type `R => Either[Z, A]`? And conversely? (`A`, `R`, `Z` are type parameters.)
- 2 How to use `for/yield` with `Option[A]` and `Future[A]` together?

```
val result = for {  
  a <- Future(...) // A computation that takes time and may fail.  
  b <- Option(...) // A computation whose result may be unavailable.  
  c <- Future(...) // A computation that takes time and may fail.  
} yield ??? // Continue computations when results are available.
```

Should `result` have type `Option[Future[A]]` or `Future[Option[A]]`?

- 3 Can we implement `flatMap` for the type constructor `Option[(A, A, A)]`?
- 4 What type describes a chain of `Future[A]` operations that, on any failure, will automatically execute specified cleanups in reverse order?
- 5 Different people define a “free monad” via different sets of case classes. Are these definitions equivalent? What is the difference?
- 6 How to define a free monad generated by a `Pointed` functor (i.e. when the functor already has the `pure` method)? Will that type have better performance than the standard free monad generated by a functor?

# Notation for types

- A concise mathematical notation for types and type constructors:

Scala syntax	Type notation
type parameter $A$	$A$
tuple type $(A, B)$ , or <code>case class C(a: A, b: B)</code>	$A \times B$
disjunctive type <code>Either[A, B]</code> or <code>trait/case classes</code>	$A + B$
function type $A \Rightarrow B$	$A \Rightarrow B$
<code>Unit</code> or a “named” unit type	$\mathbb{1}$
primitive type ( <code>Int</code> , <code>String</code> , etc.)	$\text{Int}, \text{String}, \dots$
<code>Nothing</code> (the void type)	$\mathbb{0}$
type constructor <code>type P[A] = Option[(A, A, A)]</code>	$P^A \triangleq \mathbb{1} + A \times A \times A$
parameterized method <code>def f[A]: A =&gt; (A, A)</code>	$f^A : A \Rightarrow A \times A$
parameterized value (Scala 3) <code>[A] =&gt; P[A]</code>	$\forall A. P^A$

This notation proved convenient for reasoning about equivalence of types:

$$(A + B) \times C \cong A \times C + B \times C \quad , \quad A \Rightarrow B \Rightarrow C \cong A \times B \Rightarrow C \quad , \\ \mathbb{0} + A \cong A \quad , \quad A + B \Rightarrow C \cong (A \Rightarrow C) \times (B \Rightarrow C)$$

# Notation for code

- A concise mathematical notation for code:

Scala syntax	Type notation
variable, or function argument <code>x: A</code>	$x^A$
tuple value <code>(a, b)</code>	$a \times b$ or $a^A \times b^B$
value of disjunctive type <code>Left[A, B](x)</code>	$x^A + 0^B$
nameless function <code>{x: A =&gt; expr}</code>	$x^A \Rightarrow \text{expr}$
<code>Unit</code> value, <code>()</code>	$1$
<code>def f[A, B]: A =&gt; B =&gt; A = x =&gt; _ =&gt; x</code>	$f^{A \Rightarrow B \Rightarrow A} \triangleq x^A \Rightarrow \_ ^B \Rightarrow x$
<code>identity[A]</code> (the identity function)	$\text{id}^A$ or $\text{id}^{A \Rightarrow A}$
forward composition, <code>f andThen g</code>	$f \circ g$ or $f^{A \Rightarrow B} \circ g^{B \Rightarrow C}$
argument piping, <code>x.pipe(f)</code> (Scala 2.13)	$x \triangleright f$ where $x^A$ and $f^{A \Rightarrow B}$
lifted function, <code>p.map(f)</code> where <code>p: P[A]</code>	$p \triangleright f^{\uparrow P}$ where $p^{P^A}$

This notation proved convenient for reasoning about equational laws:

$$f^{\uparrow P} \circ g^{\uparrow P} \circ h^{\uparrow P} = (f \circ g \circ h)^{\uparrow P}$$

1 Show