

Functional programming, Seminar No. 5

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On the previous seminar, we

- introduced data types, new types, records, and type synonyms
- told about right and left folds
- discussed lazy evaluation enforcing

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Today we

- motivate and introduce functors
- generalise left and right folds with the type class `Foldable`

Functor

Motivation

- Let us take a look at these functions

```
map :: (a -> b) -> [a] -> [b]
```

```
map _ [] = []
```

```
map f (x : xs) = f x : map f xs
```

```
mapMaybe :: (a -> b) -> Maybe a -> Maybe b
```

```
mapMaybe _ Nothing = Nothing
```

```
mapMaybe f (Just x) = Just (f x)
```

- One has the same pattern, a unary function carries through a computational context (lists and optional values)
- This idea has a generalisation with the type class `Functor`, a Haskell counterpart of categorical functor

Here comes the Functor

Instances of the type class `Functor` are type constructors that has kind `* -> *`:

```
class Functor (f :: * -> *) where
  fmap :: (a -> b) -> (f a -> f b)
```

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

```
instance Functor [a] where
  map _ [] = []
  map f (x : xs) = f x : map f xs
```

The full definition of a functor

```
class Functor (f :: * -> *) where
  fmap          :: (a -> b) -> f a -> f b
  (<$)          :: a -> f b -> f a
  (<$)          = fmap . const

infixl 4 <$>, <$

(<$>) :: Functor f => (a -> b) -> f a -> f b
(<$>) = fmap

void :: Functor f => f a -> f ()
void x = () <$ x
```

The example of a Functor instance

```
import Data.Functor

data Tree a = Leaf a | Node (Tree a) a (Tree a)
    deriving Show

instance Functor Tree where
    fmap f (Leaf a) = Leaf (f a)
    fmap f (Node ls a rs) = Node (fmap f ls) (f a) (fmap f rs)

left = Node (Leaf 2) 3 (Leaf 5)
right = Node (Leaf 5) 7 (Leaf 11)
tree = Node left 13 right

treeWord = (\x -> show x ++ show x) <$> tree
voidTree = void tree
constTree = "Anna" <$> treeWord
```


The example of a `Functor` instance. The `DeriveFunctor`

One may derive the `Functor` automatically, if one has a permission to the structure of an observed data type.

```
{-# LANGUAGE DeriveFunctor #-}
```

```
import Data.Functor
```

```
data Tree a = Leaf a | Node (Tree a) a (Tree a)  
    deriving (Show, Functor)
```

One may ensure that the calls from the previous slide yield the same output:

```
treeWord = (\x -> show x ++ show x) <$> tree  
voidTree = void tree  
constTree = "Anna" <$> treeWord
```

The Functor instances for two-parametric data types

Let us take a look at the Functor for type constructors that have kind $* \rightarrow * \rightarrow *$

```
instance Functor ((,) a) where
    fmap f (x,y) = (x, f y)
```

```
instance Functor ((->) r) where
    fmap = (.)
```

```
instance Functor (Either a) where
    fmap _ (Left x) = Left x
    fmap f (Right y) = Right (f y)
```

The Functor laws

Functor has the following axioms:

$$\text{fmap id } fx = fx$$
$$\text{fmap } (f \ . \ g) \ fx = (\text{fmap } f \ . \ \text{fmap } g) \ fx$$

The Functor laws. Example

Let us check that the list data type is a Functor. In other words, let us check that the Functor instance satisfies required conditions.

```
fmap id [] = map id [] = []
```

```
fmap id (x : xs) =
```

```
  id x : fmap id xs =
```

```
  x : fmap id xs =      -- Induction hypothesis
```

```
  x : xs
```

```
fmap (f . g) [] = []
```

```
fmap (f . g) (x : xs) =
```

```
  (f . g) x : fmap (f . g) xs =      -- Induction hypothesis
```

```
  (f . g) x : (fmap f . fmap g) xs =
```

```
  f (g x) : fmap f (fmap g xs)
```

Applicative functors

Motivation

- It is clear that we would like to have something like `fmap` for functions that have an arbitrary arity:

`fmap2`

```
:: (a -> b -> c)
-> f a -> f b -> f c
```

`fmap3`

```
:: (a -> b -> c -> d)
-> f a -> f b -> f c -> f d
```

`fmap4`

```
:: (a -> b -> c -> d -> e)
-> f a -> f b -> f c -> f d -> e
```

...

- That is, one needs to generalise a functor
- The solution is the `Applicative` type class that extends `Functor`

The Applicative class

```
class Functor f => Applicative f where
  {-# MINIMAL pure, ((<*>) / liftA2) #-}
  pure :: a -> f a

  (<*>) :: f (a -> b) -> f a -> f b
  (<*>) = liftA2 id  -- the same as liftA2 ($)

  liftA2 :: (a -> b -> c) -> f a -> f b -> f c
  liftA2 f x = (<*>) (fmap f x)
```

The Applicative class. Example

```
instance Applicative (Maybe a) where
  pure = Just
  Nothing <*> _ = Nothing
  _ <*> Nothing = Nothing
  Just f <*> Just x = Just (f x)

instance Applicative [a] where
  pure x = [x]
  fs <*> fx = [ f x | f <- fs, x <- xs]
```


The Applicative laws

```
fmap f x = pure f <*> x
```

```
pure id <*> v = v  -- identity
```

```
pure (.) <*> u <*> v <*> w = u <*> (v <*> w)  -- composition
```

```
pure f <*> pure x = pure (f x)  -- homomorphism
```

```
u <*> pure y = pure ($ y) <*> u  -- interchange
```

Let us check some of these laws for the Maybe data type on a whiteboard

The Applicative class. The list problem

- The list data type might have an alternative Applicative instance
- One has the function called `zipWith`:

```
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
```

```
zipWith _ [] _ = []
```

```
zipWith _ _ [] = []
```

```
zipWith f (x:xs) (y:ys) = f x y : zipWith f xs ys
```

- The signature of `zipWith` corresponds to the signature of `liftA2`
- On the other hand, we cannot have two instances for the same data type

The Applicative class. The list problem

Let us introduce the following data type:

```
newtype ZipList a = ZipList { getZipList :: [a] }
```

The instance is implemented via zipWith:

```
instance Functor ZipList where
    fmap f = ZipList . getZipList . fmap f
```

```
instance Applicative ZipList where
    liftA2 f (ZipList xs) (ZipList ys) =
        ZipList (zipWith f xs ys)
    zipF <*> zipX = liftA2 ($)
    pure = ???
```

How to implement pure to preverse the identity law?

The Applicative class. The list problem

Let us introduce the following data type:

```
newtype ZipList a = ZipList { getZipList :: [a] }
```

The instance is implemented via zipWith:

```
instance Applicative ZipList where
  liftA2 f (ZipList xs) (ZipList ys) =
    ZipList (zipWith f xs ys)
  zipF <*> zipX = liftA2 ($)
  pure a = ZipList $ iterate x
    where iterate x = x : iterate x
```

Monoid

The Monoid definition

```
class Semigroup a where  
  (<>) :: a -> a -> a
```

```
class Semigroup a => Monoid a where  
  mempty :: a  
  mappend :: a -> a -> a  
  mappend = (<>)  
  mconcat :: [a] -> a  
  mconcat = foldr mappend mempty
```

The operation in a semigroup should be associative and `mempty` is a neutral element

```
a <> (b <> c) = (a <> b) <> c  
a <> mempty = a = mempty <> a
```

The Monoid instances

```
instance Semigroup [a] where  
    (<>) = (++)
```

```
instance Monoid [a] where  
    mempty = []
```

It is clear that (++) is an associative operation and [] is neutral.

Numbers and Booleans as monoids

```
newtype Sum a = Sum { getSum :: a }  
    deriving (Show, Eq, Show)
```

```
newtype All = All { getAll :: Bool }  
    deriving (Show, Eq, Show)
```

```
instance Num a => Semigroup (Sum a) where  
    Sum a <> Sum b = Sum (a + b)
```

```
instance Semigroup All where  
    All a <> All b = All (a && b)
```

```
instance Num a => Monoid (Sum a) where  
    mempty = Sum 0
```

```
instance Monoid All where  
    mempty = All True
```


Foldable

Motivation

- Before we took a look at such fold functions as `foldr`

```
foldr :: (a -> b -> b) -> b -> [a] -> b
```

```
foldr _ ini [] = []
```

```
foldr f ini (x : xs) = f x (foldr f ini xs)
```

- One may generalise the idea of folding and consider a broader class of foldable data structures
- Before that, we introduce the type class called `Foldable`

The Foldable type class

```
class Foldable t where
  {-# MINIMAL foldMap | foldr #-}
  fold :: Monoid m => t m -> m
  fold = foldMap id

  foldMap :: Monoid m => (a -> m) -> t a -> m
  foldMap f = foldr (mappend . f) mempty

  foldr :: (a -> b -> b) -> b -> t a -> b
  foldr f z t = appEndo (foldMap (Endo . f) t) z

  foldl :: (b -> a -> b) -> b -> t a -> b
  foldl f z t =
    appEndo (getDual (foldMap (Dual . Endo . flip f) t)) z
```

Useful functions for foldable data types

Here we provide type signatures only:

```
toList :: Foldable t => t a -> [a]
```

```
null :: Foldable t => t a -> Bool
```

```
length :: Foldable t => t a -> Int
```

```
elem :: (Eq a, Foldable t) => a -> t a -> Bool
```

```
maximum :: (Ord a, Foldable t) => t a -> a
```

```
sum, product :: (Num a, Foldable t) => t a -> a
```

Foldable instances.

```
instance Foldable [] where
    elem      = List.elem
    foldl     = List.foldl
    foldr     = List.foldr
    length    = List.length
    maximum   = List.maximum
    product   = List.product
```

Foldable instances. Other examples

```
instance Foldable (Either a) where
```

```
    foldMap _ (Left _) = mempty
```

```
    foldMap f (Right y) = f y
```

```
    foldr _ z (Left _) = z
```

```
    foldr f z (Right y) = f y z
```

```
    length (Left _) = 0
```

```
    length (Right _) = 1
```

```
    null      = isLeft
```

```
instance Foldable ((,) a) where
```

```
    foldMap f (_, y) = f y
```

```
    foldr f z (_, y) = f y z
```

Traversable

The Traversable definition

```
class (Functor t, Foldable t) => Traversable t where
  traverse :: Applicative f => (a -> f b) -> t a -> f (t b)
  sequenceA :: Applicative f => t (f a) -> f (t a)
  {-# MINIMAL traverse / sequenceA #-}
```


Summary
