Typeclasses

Pepe García

2020-04-20

Typeclasses

Facilitate polymorphism and abstraction. Unlike OO polymorphism, typeclasses allows us to expand the functionality of **existing types**. In Java, if `String` doesn't implement the interface you want, you can't do anything. With typeclasses you can do it ;)

Typeclasses

with OO polymorphism we have 2 steps, interface and datatype declaration+implementation

```
trait Serializable

case class Car(brand: String) extends Serializable
```

Typeclasses

typeclasses add another step to polymorphism:

```
trait Encoder[A] {
  def encode(a: A): String
}

// we don't extend from the typeclass
case class Car2(brand: String)

implicit val serializableCar2: Encoder[Car2] =
  new Encoder[Car2] {
    def encode(car: Car2): String =
      s"""{"brand": "${car.brand}"}"""
  }
// serializableCar2: Encoder[Car2] = repl.Session$App$$anon
```

Typeclasses

Let's try to identify a pattern in these functions:

```
def sum(a: Int, b: Int): Int = a + b
def concat(a: String, b: String): String = a + b
def and(a: Boolean, b: Boolean): Boolean = a && b
```

Typeclasses

declaration of the typeclass

The typeclass will be declared as a generic trait.

```
trait Sumable[A] {
  def sum(a: A, b: A): A
}
```

Typeclasses

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val intSumSumable: Sumable[Int] =
  new Sumable[Int]{
    def sum(a: Int, b: Int): Int = a + b
  }
// intSumSumable: Sumable[Int] = repl.Session$App$$anon$2@
```

Typeclasses

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val stringSumable: Sumable[String] =
  new Sumable[String]{
    def sum(a: String, b: String): String = a + b
  }
// stringSumable: Sumable[String] = repl.Session$App$$anon
```

Typeclasses

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val booleanAndSumable: Sumable[Boolean] =
  new Sumable[Boolean]{
    def sum(a: Boolean, b: Boolean): Boolean = a && b
  }
// booleanAndSumable: Sumable[Boolean] = repl.Session$App$
```

Typeclasses

Laws

Another important feature of typeclasses are laws. Laws are properties that ensure that typeclass instances are correct.
For example, we can derive from our `Sumable` that it's associative.

```
sum(a, sum(b, c)) == sum(sum(a, b), c)
```

Typeclasses

Laws

Typeclasses, together with laws, provide

- **Recognizability**: when we see the use of `Sumable` we'll know that it's an associative binary operation, regardless of the type.
- **Generality**: If we create a datatype, and we see it's `Sumable`, we'll be able to use all functions that operate on `Sumables`.

Using typeclasses

When using typeclasses, we'll need to make our function generic and require the implicit instance for the typeclass.

```
def needsTypeclassContextBound[A: Sumable] = ???
def needsTypeclassImplicit[A](
  implicit x: Sumable[A]
) = ???
```

Typeclasses

There are lots of typeclasses libraries for Scala, but we'll use `cats` in our examples.

We've already seen a very common typeclass in our examples, `Sumable`. It's normally called `Semigroup` in Functional programming.

Semigroup

```
trait Semigroup[A] {
  def combine(a: A, b: A): A
}
```

Monoid

Monoids are semigroups that have an identity element. What's an identity element? one that used in combine has no effect.

```
trait Monoid[A] extends Semigroup[A] {
  def identity: A
  def combine(a: A, b: A): A
}
```

Monoid

What could be the `identity` element for the three semigroups we created?

Monoid

implementation

```
implicit val intSumMonoid: Monoid[Int] =
  new Monoid[Int] {
    def identity: Int = 0
    def combine(a: Int, b: Int): Int = a + b
  }
// intSumMonoid: Monoid[Int] = repl.Session$App$$anon$5@5b
```

Monoid

implementation

```
implicit val stringMonoid: Monoid[String] =
  new Monoid[String] {
    def identity: String = ""
    def combine(a: String, b: String): String = a + b
  }
// stringMonoid: Monoid[String] = repl.Session$App$$anon$6
```

Monoid

implementation

```
implicit val booleanAndMonoid: Monoid[Boolean] =
  new Monoid[Boolean] {
    def identity: Boolean = true
    def combine(a: Boolean, b: Boolean): Boolean =
      a && b
  }
// booleanAndMonoid: Monoid[Boolean] = repl.Session$App$$a
```

Monoid

Laws

Now that we have `identity` we can add a couple of more laws to Monoid:

```
sum(a, sum(b, c)) == sum(sum(a, b), c) // associativity
sum(a, identity) == a // right identity
sum(identity, a) == a // left identity
```

Eq

we need to be able to compare values of types, but the solution we got in the JVM was not perfect (`Object.equals`).

FP proposes a new way of comparing objects, the `Eq` typeclass:

```
trait Eq[A] {
  def eqv(a: A, b: A): Boolean
}
```

This approach to object equality has another benefit: trying to compare values of different types will result in a compiler error.

Show

The same happens with the string representation of values. Java tries to solve it with `Object.toString`, but that's not perfect either. We might not want to be able to print passwords, for example.

```
trait Show[A] {
  def show(a: A): String
}
```

Foldable

Is a typeclass whose type parameter is a type constructor that can be folded to produce a value.

```
trait Foldable[F[_]] {
  def foldLeft[A, B](
    fa: F[A], b: B
  )(f: (B, A) => B): B
}
```

Functor

Is a typeclass for type constructors that can be mapped over. Let's see how it's declared.

```
trait Functor[F[_]] {
  def map[A, B](fn: A => B)(fa: F[A]): F[B]
}
```

Applicative

Applicatives are Functors that have two features:

- can put pure values into its context
- can map a function lifted to its context over all its elements

```
trait Applicative[F[_]] extends Functor[F] {
  def pure[A](a: A): F[A]
  def ap[A, B](fn: F[A => B])(fa: F[A]): F[B]
}
```

Monad

Monads are Applicatives that can sequence operations with a `flatMap` method.

```
trait Monad[F[_]] extends Applicative[F] {
  def flatMap[A, B](fn: A => F[B])(fa: F[A]): F[B]
}
```

Exercise 5