

Fundamental Haskell notes

Encyclopedcal handbook for learning and undersatanding fundamentals

Anton Latukha

March 16, 2020

Contents

I	Introduction	22
II	Definitions	25
1	Algebra	26
1.1	*	26
1.2	Algebraic	26
1.3	Algebraic structure	26
1.3.1	*	27
1.3.2	Fundamental theorem of algebra	27
1.4	Modular arithmetic	27
1.4.1	*	27
1.4.2	Modulus	27
1.4.2.1	*	27
2	Category theory	28
2.1	*	28
2.2	Abelian category	29
2.2.1	*	29
2.3	Composition	30
2.3.1	*	30
2.4	Endofunctor category	30
2.5	Functor	30
2.5.1	*	31
2.5.2	Power set functor	31
2.5.2.1	*	31
2.5.2.2	Power set functor laws	31
2.5.2.2.1	*	31
2.5.2.2.2	Power set functor identity law	31
2.5.2.2.3	Power set functor composition law	32
2.5.2.3	Lift	32
2.5.2.3.1	*	32
2.5.2.4	Power set functor is a free monad	32
2.5.3	Functorial	32
2.5.4	Forgetful functor	32
2.5.4.1	*	32
2.5.5	Identity functor	32
2.5.6	Endofunctor	33
2.5.6.1	*	33
2.5.7	Applicative functor	33
2.5.7.1	*	33
2.5.7.2	Applicative law	33
2.5.7.3	*	33

2.5.7.3.1	Applicative identity law	34
2.5.7.3.2	Applicative composition law	34
2.5.7.3.3	Applicative homomorphism law	34
2.5.7.3.4	Applicative interchange law	34
2.5.7.4	Applicative function	34
2.5.7.4.1	liftA*	34
2.5.7.4.1.1	liftA	34
2.5.7.4.1.2	liftA2	34
2.5.7.4.1.3	«<liftA2 (<*>)»>	34
2.5.7.4.1.4	«<liftA2 (liftA2 (<*>))»>	34
2.5.7.4.1.5	liftA3	34
2.5.7.4.2	Conditional applicative computations	35
2.5.7.5	Special applicatives	35
2.5.7.5.1	Identity applicative	35
2.5.7.5.2	Constant applicative	35
2.5.7.5.3	Maybe applicative	35
2.5.7.5.4	Either applicative	35
2.5.7.5.5	Validation applicative	36
2.5.7.6	Monad	36
2.5.7.6.1	*	37
2.5.7.6.2	Monad law	37
2.5.7.6.2.1	*	37
2.5.7.6.2.2	Monad left identity law	37
2.5.7.6.2.3	Monad right identity law	37
2.5.7.6.2.4	Monad associativity law	37
2.5.7.6.3	Monad type class	38
2.5.7.6.3.1	MonadPlus type class	38
2.5.7.6.4	Functor -> Applicative -> Monad progression	38
2.5.7.6.5	Monad function	38
2.5.7.6.5.1	Return function	38
2.5.7.6.5.2	Join function	38
2.5.7.6.5.3	Bind function	39
2.5.7.6.5.4	Sequencing operator (») == (>*):	39
2.5.7.6.5.5	Monadic versions of list functions	39
2.5.7.6.5.6	liftM*	40
2.5.7.6.6	Comonad	40
2.5.7.6.7	Kleisli arrow	40
2.5.7.6.7.1	*	41
2.5.7.6.8	Kleisli composition	41
2.5.7.6.9	Kleisli category	41
2.5.7.6.10	Special monad	41
2.5.7.6.10.1	Identity monad	41
2.5.7.6.10.2	Maybe monad	42
2.5.7.6.10.3	Either monad	43
2.5.7.6.10.4	Error monad	43
2.5.7.6.10.5	List monad	43
2.5.7.6.10.6	Reader monad	43
2.5.7.6.10.7	Writer monad	45
2.5.7.6.10.8	State monad	45
2.5.7.6.11	Monad transformer	47
2.5.7.6.11.1	MaybeT	47
2.5.7.6.11.2	EitherT	47
2.5.7.6.11.3	ReaderT	48
2.5.7.6.11.4	MonadTrans type class	48
2.5.7.7	Alternative type class	49

	2.5.7.7.1	*	50
2.5.8	Monoidal functor		50
2.5.9	Fusion		50
2.5.10	$\ll = \$ > = \gg$		50
2.5.11	Multifunctor		50
	2.5.11.1	*	51
2.5.12	*		51
2.6	Hask category		51
2.6.1	*		51
2.7	Magma		51
2.7.1	Mag category		51
	2.7.1.1	*	51
2.7.2	Semigroup		52
	2.7.2.1	*	52
	2.7.2.2	Monoid	52
		2.7.2.2.1	*
		2.7.2.2.2	Monoid laws
			2.7.2.2.2.1
			2.7.2.2.2.2
			2.7.2.2.2.3
			2.7.2.2.3
			2.7.2.2.3.1
			2.7.2.2.4
			2.7.2.2.4.1
			2.7.2.2.4.2
2.8	Morphism		53
2.8.1	*		54
2.8.2	Homomorphism		54
	2.8.2.1	*	54
2.8.3	Identity morphism		54
	2.8.3.1	Identity	54
		2.8.3.1.1	Two-sided identity of a predicate
		2.8.3.1.2	Left identity of a predicate
		2.8.3.1.3	Right identity of a predicate
	2.8.3.2	Identity function	55
2.8.4	Monomorphism		55
	2.8.4.1	*	55
2.8.5	Epimorphism		55
	2.8.5.1	*	56
2.8.6	Isomorphism		56
	2.8.6.1	*	56
	2.8.6.2	Lax	56
2.8.7	Endomorphism		56
	2.8.7.1	Automorphism	57
		2.8.7.1.1	*
	2.8.7.2	*	57
2.8.8	Catamorphism		57
	2.8.8.1	*	57
	2.8.8.2	Catamorphism law	57
		2.8.8.2.1	Hylomorphism
			2.8.8.2.1.1
	2.8.8.3	Anamorphism	58
		2.8.8.3.1	*
2.8.9	Kernel		58
	2.8.9.1	Kernel homomorphism	58

2.9	Set category	58
2.10	Natural transformation	59
2.10.1	*	60
2.10.2	Natural transformation component	60
2.10.2.1	*	60
2.10.3	Natural transformation in Haskell	60
2.10.4	Cat category	61
2.10.4.1	*	61
2.10.4.2	Bicategory	61
2.11	Category dual	61
2.11.0.0.1	*	62
2.11.1	Coalgebra	62
2.12	Thin category	62
2.12.1	*	62
2.13	Commuting diagram	62
2.13.1	*	62
2.14	Universal construction	62
2.14.1	*	63
2.15	Product	63
2.15.1	*	63
2.16	Coproduct	63
2.16.1	*	64
2.17	Free object	64
2.18	Internal category	64
2.19	Hom set	64
2.19.1	*	64
2.19.2	Hom-functor	64
2.19.3	Exponential object	65
2.19.3.1	*	65
2.19.3.2	Enriched category	65
2.19.3.2.1	*	65
3	Data type	66
3.1	*	66
3.2	Actual type	66
3.3	Algebraic data type	66
3.3.1	*	66
3.4	Cardinality	66
3.4.1	*	66
3.5	Data constant	67
3.6	Data constructor	67
3.7	data declaration	67
3.8	Dependent type	67
3.8.1	*	67
3.9	Gen type	67
3.10	Higher-kinded data type	67
3.10.1	*	67
3.11	newtype declaration	68
3.12	Principal type	68
3.13	Product data type	68
3.13.1	*	68
3.13.2	Sequence	68
3.13.2.1	*	69
3.13.2.2	List	69
3.14	Proxy type	69

3.15	Static typing	70
3.16	Structural type	70
3.16.1	*	70
3.17	Structural type system	70
3.17.1	*	70
3.18	Sum data type	70
3.19	Type alias	70
3.20	Type class	70
3.20.1	*	71
3.20.2	Arbitrary type class	71
3.20.2.1	Arbitrary function	71
3.20.3	CoArbitrary type class	71
3.20.3.1	*	71
3.20.4	Typeable type class	71
3.20.4.1	*	71
3.20.5	Type class inheritance	71
3.20.6	Derived instance	72
3.20.6.1	*	72
3.21	Type constant	72
3.22	Type constructor	73
3.23	type declaration	73
3.24	Typed hole	73
3.24.1	*	73
3.25	Type inference	73
3.25.1	*	73
3.26	Type class instance	73
3.27	Type rank	73
3.27.1	*	74
3.28	Type variable	74
3.29	Unlifted type	74
3.29.1	*	74
3.30	Linear type	75
3.30.1	*	75
3.31	NonEmpty list data type	75
3.32	Session type	75
3.33	Binary tree	75
3.34	Bottom value	75
3.34.1	*	76
3.35	Bound	76
3.35.1	*	76
3.36	Constructor	76
3.36.1	*	76
3.37	Context	76
3.37.1	*	76
3.38	Inhabit	76
3.39	Maybe	77
3.39.0.1	*	77
3.40	Expected type	77
3.41	ADT	77
3.42	Concrete type	77
3.43	Type punning	77
3.44	Kind	77
3.44.1	*	78
3.45	IO	78

4	Expression	79
4.1	*	79
4.2	Closed-form expression	79
4.3	RHS	79
4.4	LHS	79
4.5	Redex	80
4.6	Concatenate	80
4.7	Alpha equivalence	80
4.8	Ground expression	80
4.8.1	*	80
4.9	Variable	80
4.9.1	*	80
4.10	Phrase	81
5	Function	82
5.1	*	82
5.2	Arity	83
5.3	Bijection	83
5.3.1	*	83
5.4	Combinator	83
5.4.1	Ψ -combinator	84
5.4.1.1	*	84
5.5	Function application	84
5.5.1	*	84
5.6	Function body	84
5.7	Function composition	84
5.7.1	*	85
5.8	Function head	85
5.9	Function range	85
5.10	Higher-order function	85
5.10.1	*	85
5.10.2	Fold	85
5.11	Injection	86
5.11.1	*	86
5.12	Partial function	86
5.13	Purity	86
5.13.1	*	86
5.14	Pure function	86
5.15	Sectioning	87
5.16	Surjection	87
5.16.1	*	87
5.17	Unsafe function	87
5.17.1	*	87
5.18	Variadic	87
5.19	Domain	87
5.20	Codomain	87
5.21	Open formula	88
5.22	Recursion	88
5.22.1	*	88
5.22.2	Base case	88
5.22.3	Tail recursion	88
5.22.4	Polymorphic recursion	88
5.22.4.1	*	88
5.23	Free variable	88
5.24	Closure	88

5.24.1	*	89
5.25	Parameter	89
5.25.1	*	89
5.26	Partial application	89
5.26.1	*	89
5.27	Well-formed formula	89
5.27.1	*	89
6	Homotopy	90
6.1	*	90
7	Lambda calculus	91
7.1	*	91
7.2	Lambda cube	91
7.2.1	*	92
7.3	Lambda function	92
7.3.1	*	93
7.3.2	Anonymous lambda function	93
7.3.2.1	*	93
7.3.3	Uncurry	93
7.4	β -reduction	93
7.4.1	*	93
7.4.2	β -normal form	93
7.4.2.1	*	93
7.5	Calculus of constructions	93
7.5.1	*	94
7.6	Curry–Howard correspondence	94
7.6.1	*	94
7.7	Currying	94
7.7.1	*	94
7.8	Hindley–Milner type system	94
7.8.1	*	95
7.9	Reduction	95
7.9.1	*	95
7.10	β - η normal form	95
7.10.1	*	95
7.11	η -abstraction	95
7.11.1	*	95
7.12	Lambda expression	96
8	Operation	97
8.1	Constant	97
8.2	Binary operation	97
8.2.1	*	97
8.3	Operator	97
8.3.1	Shift operator	97
8.3.1.1	*	97
8.3.2	Differential operator	98
8.3.2.1	*	98
8.4	Infix	98
8.5	Fixity	98
8.5.1	*	98
8.6	Zero	99
8.7	Bind	99
8.7.1	*	99

8.8	Declaration	99
8.9	Dispatch	99
8.10	Evaluation	99
9	Permutation	100
10	Point-free	101
10.1	*	101
10.2	Blackbird	101
10.2.1	*	101
10.3	Swing	102
10.4	Squish	102
11	Polymorphism	103
11.1	*	103
11.2	Levity polymorphism	103
11.3	Parametric polymorphism	103
11.3.1	Rank-1 polymorphism	103
11.3.1.1	*	103
11.3.2	Let-bound polymorphism	104
11.3.3	Constrained polymorphism	104
11.3.3.1	Ad hoc polymorphism	104
11.3.3.1.0.1	*	104
11.3.4	Impredicative polymorphism	104
11.3.4.1	*	104
11.3.5	Higher-rank polymorphism	104
11.3.5.1	*	105
11.4	Subtype polymorphism	105
11.5	Row polymorphism	105
11.6	Kind polymorphism	105
11.7	Linearity polymorphism	106
12	Pragma	107
12.1	LANGUAGE pragma	107
12.1.1	LANGUAGE option	107
12.1.1.1	*	107
12.1.1.2	Useful by default	107
12.1.1.3	AllowAmbiguousTypes	107
12.1.1.4	ApplicativeDo	107
12.1.1.5	ConstrainedClassMethods	108
12.1.1.6	CPP	108
12.1.1.7	DeriveFunctor	108
12.1.1.8	ExplicitForAll	108
12.1.1.9	FlexibleContexts	108
12.1.1.10	FlexibleInstances	109
12.1.1.11	GeneralizedNewtypeDeriving	109
12.1.1.12	ImplicitParams	109
12.1.1.13	LambdaCase	109
12.1.1.14	MultiParamTypeClasses	109
12.1.1.15	MultiWayIf	110
12.1.1.16	OverloadedStrings	110
12.1.1.17	PartialTypeSignatures	110
12.1.1.18	RankNTypes	110
12.1.1.19	ScopedTypeVariables	111
12.1.1.20	TupleSections	111
12.1.1.21	TypeApplications	111

12.1.1.22	TypeSynonymInstances	111
12.1.1.23	UndecidableInstances	112
12.1.1.24	ViewPatterns	112
12.1.1.25	DatatypeContexts	112
12.1.1.26	StandaloneKindSignatures	112
12.1.1.26.1	*	113
12.1.1.27	PartialTypeSignatures	113
12.1.2	How to make a GHC LANGUAGE extension	114
13	Compositionality	115
13.1	*	115
14	Referential transparency	116
14.1	*	116
15	Semantics	117
15.1	Operational semantics	117
15.1.1	Argument	117
15.1.1.1	Argument of a function	117
15.1.1.1.1	*	117
15.1.1.2	First-class	117
15.1.2	Relation	118
15.1.2.1	*	118
15.2	Denotational semantics	118
15.2.1	Abstraction	118
15.2.1.1	*	118
15.2.1.2	Leaky abstraction	118
15.2.1.2.1	*	119
15.2.1.3	Object	119
15.2.1.3.1	*	119
15.2.1.3.2	Arrow	119
15.2.1.3.2.1	*	119
15.2.1.3.3	Terminal object	119
15.2.1.3.4	Initial object	120
15.2.1.3.5	Value	120
15.2.1.3.5.1	*	120
15.2.1.3.6	Tensor	120
15.2.1.3.6.1	*	120
15.2.2	Ambigram	120
15.2.3	Binary	121
15.2.4	Arbitrary	121
15.2.5	Refutable	121
15.2.6	Irrefutable	121
15.2.7	Superclass	121
15.2.8	Unit	121
15.2.9	Nullary	122
15.2.10	Syntax tree	122
15.2.10.1	Abstract syntax tree	122
15.2.10.1.1	*	122
15.2.10.2	Concrete syntax tree	122
15.2.10.2.1	*	122
15.2.11	Stream	122
15.2.12	Linear	123
15.2.12.1	*	123
15.2.13	Predicative	123

15.2.14	Quantifier	123
15.2.14.1	*	123
15.2.14.2	Forall quantifier	123
15.2.14.2.1	*	124
15.3	Axiomatic semantics	124
15.3.1	Property	124
15.3.1.1	*	124
15.3.1.2	Associativity	124
15.3.1.2.1	*	124
15.3.1.3	Left associative	124
15.3.1.3.1	*	125
15.3.1.4	Right associative	125
15.3.1.5	Non-associative	125
15.3.1.6	Basis	125
15.3.1.6.1	Contravariant	125
15.3.1.6.1.1	*	125
15.3.1.6.2	Covariant	125
15.3.1.6.2.1	*	126
15.3.1.7	Commutativity	126
15.3.1.7.1	*	126
15.3.1.8	Idempotence	126
15.3.1.8.1	*	126
15.3.1.9	Distributive property	126
15.3.1.9.1	*	126
15.3.2	Effect	126
15.3.3	Bisimulation	126
15.3.3.1	*	127
15.4	Content word	127
15.5	Ancient Greek and Latin prefixes	127
15.5.1	*	127
15.6	Idiom	127
15.6.1	*	127
15.7	Impredicative	127
15.8	Context-free grammar	127
15.8.1	*	127
16	Set	129
16.1	*	129
16.2	Closed set	129
16.3	Power set	129
16.4	Singleton	129
16.5	Russell's paradox	129
16.6	Cartesian product	130
16.6.1	Pullback	130
16.6.1.1	*	130
17	Testing	131
17.1	Property testing	131
17.1.1	Function property	131
17.1.2	Property testing type	131
17.1.3	Generator	131
17.1.3.1	*	132
17.1.3.2	Custom generator	132
17.1.4	Reusing test code	132
17.1.4.1	Test Commutative property	132

17.1.4.2	Test Symmetry property	132
17.1.4.3	Test Equivalence property	133
17.1.4.4	Test Inverse property	133
17.1.5	QuickCheck	133
17.1.5.1	Manual automation with QuickCheck properties	133
17.2	Write tests algorithm	134
17.3	Shrinking	134
18	Logic	135
18.1	Proposition	135
18.1.1	*	135
18.1.2	Atomic proposition	135
18.1.2.1	*	135
18.1.3	Compound proposition	135
18.1.3.1	*	135
18.1.4	Propositional logic	135
18.1.4.1	*	136
18.1.4.2	First-order logic	136
18.1.4.2.1	*	136
18.1.4.2.2	Second-order logic	136
18.1.4.2.2.1	Higher-order logic	136
18.2	Logical connective	136
18.2.1	*	136
18.2.2	Conjunction	136
18.2.3	Disjunction	137
18.3	Predicate	137
18.4	Statement	137
18.4.1	*	137
18.5	Iff	138
19	Haskell structure	139
19.1	*	139
19.2	Pattern match	139
19.2.1	As-pattern	139
19.2.1.1	*	139
19.2.2	Wild-card	139
19.2.2.1	*	140
19.2.3	Case	140
19.2.4	Guard	140
19.2.4.1	*	140
19.2.5	Pattern guard	140
19.2.5.1	*	141
19.2.6	Lazy pattern	141
19.2.6.1	*	141
19.2.7	Pattern binding	141
19.2.7.1	*	142
19.3	Smart constructor	142
19.4	Level of code	142
19.4.1	*	142
19.4.2	Type level	142
19.4.2.1	Type level declaration	142
19.4.2.1.1	*	142
19.4.2.2	Type check	142
19.4.2.2.1	*	143
19.4.2.2.2	Complete user-specific kind signature	143

19.4.2.2.2.1	*	143
19.4.3	Term level	143
19.4.4	Compile level	143
19.4.4.1	*	143
19.4.5	Runtime level	143
19.4.6	Kind level	143
19.4.6.1	Kind check	143
19.4.6.1.1	*	144
19.5	Orphan instance	144
19.6	undefined	144
19.7	Hierarchical module name	144
19.7.1	*	149
19.8	Reserved word	149
19.8.1	*	150
19.8.2	import	150
19.8.3	let	150
19.8.3.1	*	151
19.8.4	where	151
19.8.4.1	*	151
19.9	Haskell Language Report	151
19.9.1	*	151
19.10	Haskell'	151
19.10.1	*	151
19.11	Lense	152
20	Computer science	153
20.1	Guerrilla patch	153
20.1.1	Monkey patch	153
20.2	Interface	153
20.3	Module	153
20.4	Scope	153
20.4.1	Dynamic scope	153
20.4.2	Lexical scope	153
20.4.2.1	*	154
20.4.3	Local scope	154
20.4.3.1	*	154
20.5	Shadowing	154
20.6	Syntatic sugar	154
20.7	System F	154
20.7.1	*	154
20.8	Tail call	154
20.9	Thunk	154
20.10	Application memory	155
20.11	Turing machine	155
20.11.1	Turing complete	155
20.11.1.1	*	155
20.12	REPL	155
20.13	Domain specific language	155
20.13.1	*	155
20.13.2	Embedded domain specific language	156
20.13.2.1	*	156
20.14	Data structure	156
20.14.1	Cons cell	156
20.14.2	Construct	156
20.14.2.1	*	156

20.14.3 Leaf	156
20.14.4 Node	156
20.14.5 Spine	156
21 Graph theory	158
21.1 Successor	158
21.1.1 Direct successor	158
21.2 Predecessor	158
21.2.1 Direct predecessor	158
21.3 Degree	158
21.3.1 Indegree	158
21.3.2 Outdegree	158
21.4 Adjacency matrix	158
21.4.0.1 InstanceSigs	159
21.5 Strongly connected	159
21.5.1 *	159
21.5.2 Strongly connected component	159
21.5.2.1 *	159
22 Tagless-final	160
III Give definitions	161
23 Identity type	162
24 Constant type	163
25 Gen	164
26 Tensorial strength	165
27 Strong monad	166
28 Weak head normal form	167
28.1 *	167
29 Function image	168
29.1 *	168
30 Invertible	169
31 Invertibility	170
32 Define LANGUAGE pragma options	171
32.1 ExistentialQuantification	171
32.2 GADTs	171
32.3 *	171
32.4 GeneralizedNewTypeClasses	171
32.5 FuncitonalDependencies	171
33 GHC check keys	172
33.1 -Wno-partial-type-signatures	172
34 Generalised algebraic data types	173
34.1 *	173

35 Order theory	174
35.1 Domain theory	174
35.2 Lattice	174
35.3 Order	174
35.3.1 Preorder	174
35.3.1.1 *	174
35.3.1.2 Total preorder	174
35.3.2 Partial order	175
35.3.2.1 *	175
35.4 Partial order	175
35.5 Total order	175
36 Universal algebra	176
37 Relation	177
37.1 Reflexivity	177
37.1.1 *	177
37.2 Irreflexivity	177
37.2.1 *	177
37.3 Transitivity	177
37.3.1 *	178
37.4 Symmetry	178
37.4.1 *	178
37.5 Equivalence	178
37.5.1 *	178
37.6 Antisymmetry	178
37.6.1 *	178
37.7 Asymmetry	178
37.7.1 *	179
38 Cryptomorphism	180
38.1 *	180
39 Lexically scoped type variables	181
40 Abstract data type	182
40.1 *	182
41 Functional dependencies	183
42 MonoLocalBinds	184
43 KindSignatures	185
44 ExplicitNamespaces	186
45 Combinator pattern	187
46 Symbolic expression	188
46.1 *	188
47 Polynomial	189
47.1 *	189
48 Data family	190
49 Type synonym family	191

50 Indexed type family	192
50.1 *	192
51 TypeFamilies	193
52 Error	194
52.1 *	194
53 Exception	195
53.1 *	195
54 ConstraintKinds	196
55 Specialisation	197
55.1 *	197
56 Diagram	198
57 Cathegory theoretical presheaf	199
58 Topological presheaf	200
59 Diagonal functor	201
60 Limit functor	202
61 Dual vector space	203
62 Fundamental group	204
63 Algebra of continuous function	205
64 Tangent and cotangent bundle	206
65 Group action / representation	207
66 Lie algebra	208
67 Tensor product	209
68 Forgetful functor	210
69 Free functor	211
70 Homomorphism group	212
71 Representable functor	213
72 Corecursion	214
73 Coinduction	215
74 Initial algebra of an endofunctor	216
75 Terminal coalgebra for an endofunctor	217

IV Citations	218
V Good code	220
76 Good: Type aliasing	221
77 Good: Type wideness	222
78 Good: Print	223
79 Good: Fold	224
80 Good: Computation model	225
81 Good: Make bottoms only local	226
82 Good: Newtype wrap is ideally transparent for compiler and does not change performance	227
83 Good: Instances of types/type classes must go with code you write	228
84 Good: Functions can be abstracted as arguments	229
85 Good: Infix operators can be bind to arguments	230
86 Good: Arbitrary	231
87 Good: Principle of Separation of concerns	232
88 Good: Function composition	233
89 Good: Point-free	234
89.1 Good: Point-free is great in multi-dimentionals	234
90 Good: Functor application	235
91 Good: Parameter order	236
92 Good: Applicative monoid	237
93 Good: Creative process	238
93.1 Pick phylosophy principles one to three the more - the harder the implementation	238
93.2 Draw the most blurred representation	238
93.3 Deduce abstractions and write remotely what they are	238
93.4 Model of computation	238
93.4.1 Model the domain	238
93.4.2 Model the types	238
93.4.3 Think how to write computations	238
93.5 Create	238
94 «<Good: About operators (<\$) (**>) (<*) (>) »>	239
94.1 «<= *>=>»>	239
95 Good: About functions like {mapM, sequence}_	240

96 Good: Guideliles	241
96.1 Wiki.haskell	241
96.1.1 Documentation	241
96.1.1.1 Comments write in application terms, not technical.	241
96.1.1.2 Tell what code needs to do not how it does.	241
96.1.2 Haddock	241
96.1.2.1 Put haddock comments to ever exposed data type and function.	241
96.1.2.2 Haddock header	241
96.1.3 Code	241
96.1.3.1 Try to stay closer to portable (Haskell98) code	241
96.1.3.2 Try make lines no longer 80 chars	241
96.1.3.3 Last char in file should be newline	241
96.1.3.4 Symbolic infix identifiers is only library writer right	241
96.1.3.5 Every function does one thing.	241
97 Good: Use Typed holes to progress the code	242
98 Good: Haskell allows infinite terms but not infinite types	243
99 Good: Use type sysonims to differ the information	244
100«<Good: Control.Monad.Error -> Control.Monad.Except»>	245
101Good: Monad OR Applicative	246
101.0.1 Start writing monad using 'return', 'ap', 'liftM', 'liftM2', '»' instead of 'do', '»='	246
101.0.2 Basic case when Applicative can be used	246
101.0.3 Applicative block vs Monad block	246
102Good: Haskell Package Versioning Policy	247
102.1 *	248
103Good: Linear type	249
104Good: Exception vs Error	250
105Good: Let vs. Where	251
106Good: RankNTypes	252
107Good: Orphan instance	253
108Good: Smart constructor	254
109Good: Thin category	255
110Good: Recursion	256
111Good: Monoid	257
112Good: Free monad	258
113Good: Use mostly where clauses	259
114Good: Where clause is in a scope with function parameters	260
115Good: Strong preference towards pattern matching over {head, tail, etc.} functions	261

116	Good: Patternmatching is possible on monadic bind in do	262
117	Good: Applicative vs Monad	263
118	Good: StateT, ReaderT, WriterT	264
119	Good: Working with MonadTrans and lift	265
120	Good: Don't mix Where and Let	266
121	Good: Where vs. Let	267
122	Good: The proper nature algorithm that models behaviour of many objects is computation heavy	268
123	Good: In Haskell parameters bound by lambda declaration instantiate to only one concrete type	269
124	Good: Instance is a good structure to draw a type line	270
125	Good: MTL vs. Transformers	271
VI Bad code		272
126	Bad pragma	273
126.1	Bad: Dangerous LANGUAGE pragma option	273
VII Useful functions to remember		274
127	Prelude	275
127.1	Ord	275
127.2	Calc	275
127.3	List operations	275
128	Data.List	276
129	Data.Char	277
130	QuickCheck	278
VIII Tools		279
131	ghc-pkg	280
132	Integration of NixOS/Nix with Haskell IDE Engine (HIE) and Emacs (Spacemacs)	281
132.11.	Install the Cachix	281
132.22.	Installation of HIE	281
132.2.1 2.1.	Provide cached builds	281
132.2.2 2.2.a.	Installation on NixOS distribution:	281
132.2.3 2.2.b.	Installation with Nix package manager:	282
132.33.	Emacs (Spacemacs) configuration:	282
132.44.	Open the Haskell file from a project	283
132.55.	Be pleased writing code	283
132.66.	(optional) Debugging	283

133	Debugger	285
134	GHCID	286
135	Continuous integration platrorms (CIs) for Open Source Haskell projects	287
IX	Libs	289
136	Exceptions	290
136.1	Exceptions - optionally pure extensible exceptions that are compatible with the mtl	290
136.2	Safe-exceptions - safe, simple API equivalent to the underlying implementation in terms of power, encourages best practices minimizing the chances of getting the exception handling wrong.	290
136.3	Enclosed-exceptions - capture exceptions from the enclosed computation, while reacting to asynchronous exceptions aimed at the calling thread.	290
137	Memory management	291
137.1	membrain - type-safe memory units	291
138	Parsers - megaparsec	292
139	CLIs - optparse-applicative	293
140	HTML - Lucid	294
141	Web applications - Servant	295
142	IO libraries	296
142.1	Conduit - practical, monolythic, guarantees termination return	296
142.2	Pipes + Pipes Parse - modular, more primitive, theoretically driven	296
143	JSON - aeson	297
144	Backpack	298
X	Drafts	299
145	Exception handling	300
146	Constraints	303
147	Monad transformers and their type classes	305
148	Layering monad transformers	306
149	Hoogle	307
149.1	Search	307
149.2	Scope	307
149.2.1	Default	307
149.2.2	Hierarchical module name system (from big letter):	307
149.2.3	Packages (lower case):	308
150	ST-Trick monad	309
150.1	*	309

151	Either	310
151.1 *		310
152	Inverse	311
153	Inversion	312
154	Inverse function	313
155	Inverse morphism	314
156	Partial inverse	315
157	PatternSynonyms	316
157.1 *		316
158	GHC debug keys	317
158.1-ddump-ds		317
158.1.1 *		317
159	GHC optimize keys	318
159.1-foptimal-applicative-do		318
160	Computational trinitarianism	319
160.1 *		319
161	Techniques functional programming deals with the state	321
161.1Minimizing		321
161.2Concentrating		321
161.3Deferring		321
162	Monadic Error handling	322
163	Functions	323
164	Void	324
164.1 *		324
165	Constructive proof	325
166	Intuitionistic logic	326
166.1 *		326
167	Principle of explosion	327
167.1 *		327
168	Universal property	328
169	Yoneda lemma	329
170	Monoidal category, functoriality of ADTs, Profunctors	330
171	Const functor	331
172	Arrow in Haskell	332
173	Contravariant functor	333
174	Profunctor	334

Part I

Introduction

“Employ your time in improving yourself by other men’s writings so that you shall come easily by what others have labored hard for.”
(Socrates by Plato)

Important notes on Haskell, [category](#) theory & related fields, terms and recommendations.

Book comes in forms:

- [Web book](#)
- [PDF](#)
- [Open in web PDF viewer](#)
- [L^AT_EX](#)
- [Source code in Org-mode](#)
- [GitHub](#)
- [GitLab](#)

This book is created using complex Org markup file with a lot of L^AT_EX and L^AT_EX formulas.
Be aware - GitHub & GitLab only partially parse Org into HTML.

To get the full view:

- [Outline navigation](#)
- [L^AT_EX formulas](#):
$$\left[-\frac{\hbar^2}{2m} \nabla^2 + V(\vec{r}, t) \right] \Psi(\vec{r}, t) = i\hbar \frac{\partial}{\partial t} \Psi(\vec{r}, t), \quad \sum_{k,j} \left[-\frac{\hbar^2}{\sqrt{a}} \frac{\partial}{\partial q^k} \left(\sqrt{a} a^{kj} \frac{\partial}{\partial q^j} \right) + V \right] \Psi + \frac{\hbar}{i} \frac{\partial \Psi}{\partial t} = 0$$
- [Interlinks](#): [Interlinks](#)

, please refer to Web book, PDF, L^AT_EX, or use Org-mode capable viewer/editor.

Note about the markup: `<<This is a radio target>>` - is the anchor for dynamic linking.

Users of Emacs can prettify radio targets to be shown as hyper-links with this Elisp snippet:

```
;;; 2019-06-12: NOTE:
;;; Prettify '<<Radio targets>>' to be shown as '_Radio_targets_',
;;; when `org-descriptive-links` set.
;;; This is improvement of the code from: Tobias&glmorous:
;;; https://emacs.stackexchange.com/questions/19230/how-to-hide-targets
;;; There exists library created from the sample:
```



```

;;; https://github.com/talwrii/org-hide-targets
(defcustom org-hidden-links-additional-re "\\(<\\|>\\)[[:print:]]+?\\(>\\|<\\)"
  "Regular expression that matches strings where the invisible-property
  of the sub-matches 1 and 2 is set to org-link."
  :type '(choice (const :tag "Off" nil) regexp)
  :group 'org-link)

(make-variable-buffer-local 'org-hidden-links-additional-re)

(defun org-activate-hidden-links-additional (limit)
  "Put invisible-property org-link on strings matching
  `org-hide-links-additional-re'."
  (if org-hidden-links-additional-re
      (re-search-forward org-hidden-links-additional-re limit t)
      (goto-char limit)
      nil))

(defun org-hidden-links-hook-function ()
  "Add rule for `org-activate-hidden-links-additional'
  to `org-font-lock-extra-keywords'.
  You can include this function in `org-font-lock-set-keywords-hook'."
  (add-to-list 'org-font-lock-extra-keywords
    (org-activate-hidden-links-additional
      (1 '(face org-target invisible org-link))
      (2 '(face org-target invisible org-link)))))

(add-hook 'org-font-lock-set-keywords-hook #'org-hidden-links-hook-function)

```

SCHT: and metadata in `:properties:` - of my `org-drill` practices, please just run `org-drill-strip-all-data`.

Part II

Definitions

Chapter 1

Algebra

/al-jabr/ assemble parts الجبر

A system of parts based on given axioms ([properties](#)) and operations on them.

=====

Additional meanings:

1. [Algebra](#) - a [set](#) with its [algebraic structure](#).
2. [Abstract algebra](#) - the study of number systems and operations within them.
3. [Algebra](#) - vector space over a field with a multiplication.

1.1 *

Algebras

1.2 Algebraic

Composite from simple parts.

Also: [Algebraic data type](#).

1.3 Algebraic structure

* includes axioms that must be satisfied and operations on the underlying (or "carrier") [set](#).

An underlying [set](#) with * on top of it also called "an [algebra](#)".

* include [groups](#), [rings](#), fields, and lattices. More complex [structures](#) can be defined by introducing multiple operations, different underlying [sets](#), or by altering the defining axioms. Examples of more complex * can be many modules, [algebras](#) and other vector spaces, and any variations that

the definition includes.

Table 1.1: Algebraic structures

	Closure	Associativity	Identity	Invertability	Commutativity
Semigroupoid		✓			
Small Category		✓	✓		
Groupoid		✓	✓	✓	
Magma	✓				
Quasigroup	✓			✓	
Loop	✓		✓	✓	
Semigroup	✓	✓			
Inverse Semigroup	✓	✓		✓	
Monoid	✓	✓	✓		
Group	✓	✓	✓	✓	
Ring	✓	✓	✓	✓	under +
Abelian group	✓	✓	✓	✓	✓

1.3.1 *

Algebraic structures

1.3.2 Fundamental theorem of algebra

Any non-constant single-variable polynomial with complex coefficients has at least one complex root.

From this definition follows property that the field of complex numbers is algebraically closed.

1.4 Modular arithmetic

System for integers where numbers wrap around the certain values (single - modulus, plural - moduli).

Example - 12-hour clock.

1.4.1 *

Clock arithmetic

1.4.2 Modulus

Special numbers where arithmetic wraps around in modular arithmetic.

1.4.2.1 *

Moduli - plural.

Chapter 2

Category theory

Category \mathcal{C} consists of the **basis**:

Primitives:

1. **Objects** - $a^{\mathcal{C}}$. A **node**. **Object** of some **type**. Often **sets**, than it is **Set category**.
2. **Arrows** - $(a, b)^{\mathcal{C}}$ (AKA **morphisms** mappings).
3. **Arrow (morphism) composition** - **binary operation**:
 $(a, b)^{\mathcal{C}} \circ (b, c)^{\mathcal{C}} \equiv (a, c)^{\mathcal{C}} \mid \forall a, b, c \in \mathcal{C}$
AKA principle of **compositionality** for **arrows**.

Properties (or axioms):

1. **Associativity** of **morphisms**:
 $h \circ (g \circ f) \equiv (h \circ g) \circ f \mid f_{a \rightarrow b}, g_{b \rightarrow c}, h_{c \rightarrow d}$
2. Every **object** has (two-sided) **identity morphism** (& in fact - exactly one):
 $1_x \circ f_{a \rightarrow x} \equiv f_{a \rightarrow x}, g_{x \rightarrow b} \circ 1_x \equiv g_{x \rightarrow b} \mid \forall x \exists 1_x, \forall f_{a \rightarrow x}, \forall g_{x \rightarrow b}$
3. Principle of **compositionality**.

From these axioms, can be proven that there is exactly one **identity morphism** for every **object**.

Object and **morphism** are complete **abstractions** for anything.

In majority of cases under **object** is a state and **morphism** is a change.

2.1 *

Category
Categories

2.2 Abelian category

Generalised [category](#) for homological [algebra](#) (having a possibility of basic constructions and techniques for it).

[Category](#) which:

- has a [zero object](#),
- has all [binary](#) biproducts,
- has all [kernel](#)'s and cokernels,
- (it has all [pullbacks](#) and pushouts)
- all [monomorphism](#)'s and [epimorphism](#)'s are normal.

[Abelian category](#) is a stable [structure](#); for example it is regular and satisfy the snake lemma. The class of [Abelian categories](#) is [closed](#) under several categorical constructions.

There is notion of [Abelian monoid](#) (AKS [Commutative monoid](#)) and [Abelian group](#) ([Commutative group](#)).

Basic examples of $*$:

- [category](#) of Abelian [groups](#)
- [category](#) of modules over a [ring](#).

$*$ are widely used in [algebra](#), [algebraic](#) geometry, and topology.

$*$ has many constructions like in [categories](#) of modules:

- kernels
- exact [sequences](#)
- [commutative](#) diagrams

$*$ has disadvantage over [category](#) of modules. [Objects](#) do not necessarily have elements that can be manipulated directly, so traditional definitions do not work. Methods must be supplied that allow definition and manipulation of [objects](#) without the use of elements.

2.2.1 $*$

Abelian categories

2.3 Composition

Axiom of [Category](#).

2.3.1 *

Composable
Compositions

2.4 Endofunctor category

From the name, in this [Category](#):

- [objects](#) of *End* are [Endofunctors](#) $E^{c \rightarrow c}$
- [morphisms](#) are [natural transformations](#) between [endofunctors](#)

2.5 Functor

* full translation (map) of one [category](#) into another.

Translating [objects](#) and [morphisms](#) (as input can take [morphism](#) or [object](#)).

* - [forgetful](#) - discards part of the [structure](#).

* - faithful - fully preserves all [morphisms](#) - [injective](#) on Hom-sets.

* - full - translation of [morphisms](#) fully covers all the [morphisms](#) between according objects in the target category.

For [Functor type class](#) or [fmap](#) - see [Power set functor](#).

[Functor properties](#) (axioms):

- $F^{c \rightarrow d}(a) \mid \forall a^c$ - every source [object](#) is mapped to [object](#) in target [category](#)
- $\overline{(F^{c \rightarrow d}(a), F^{c \rightarrow d}(b))}^d \mid \forall \overline{(a, b)}^c$ - every source [morphism](#) is mapped to target [category morphism](#) between corresponding [objects](#)
- $F^{c \rightarrow d}(\vec{g}^c \circ \vec{f}^c) = F^{c \rightarrow d}(\vec{g}^c) \circ F^{c \rightarrow d}(\vec{f}^c) \mid \forall y = \vec{f}^c(x), \forall \vec{g}^c(y)$ - [composition](#) of [morphisms](#) translates directly (tautologically goes from other two)

These axioms guarantee that [composition](#) of [functors](#) can be fused into one [functor](#) with [composition](#) of [morphisms](#). This [process](#) called [fusion](#).

In Haskell this axioms have form:

```
fmap id = id
fmap (f . g) = fmap f . fmap g
```

Since `*` is 1-1 mapping of initial [objects](#) - it is a memoizable dictionary with [cardinality](#) of initial [objects](#). Also in [Hask category](#) [functors](#) are obviously [endofunctors](#) \therefore they are special [kinds](#) of containers for the parametric values (AKA [product type](#)). In Haskell [product type](#) `*` are [endofunctors](#) from [polymorphic type](#) into a [functor](#) wrapper of a [polymorphic type](#).

`*` translates in one direction, and does not provide algorithm of reversing itself or retrieving the parametric value.

2.5.1 `*`

Functors

2.5.2 Power set functor

$\mathcal{P}^{\mathcal{S} \rightarrow \mathcal{P}(\mathcal{S})}$

`*` - [functor](#) from [set](#) S to its [power set](#) $\mathcal{P}(S)$.

[Functor type class](#) in Haskell defines a `*` and allows to do [function application](#) inside [type structure](#) layers (denoted f or m). [IO](#) is also such [structure](#).

[Power set](#) is unique to the [set](#), `*` is unique to the [category](#) ([data type](#)).

`*` embodies in itself any [endofunctor](#). It is easily seen from Haskell definition - that the `*` is the [polymorphic](#) generalization over any [endofunctor](#) in a [category](#). [Application](#) of a [function](#) to `*` gives a particular [endofunctor](#) (see [Hask category](#)).

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

[Functor](#) instance must be of [kind](#) $(* \rightarrow *)$, so instance for [higher-kinded data type](#) must be [applied](#) until this [kind](#).

[Composed](#) `*` can [lift functions](#) through any layers of [structures](#) that belong to [Functor type class](#).

`*` can be used to filter-out [error](#) cases ([Nothing](#) & Left cases) in [Maybe](#), [Either](#) and related [types](#).

2.5.2.1 `*`

`fmap`

Functor type class

2.5.2.2 Power set functor laws

[Type](#) instance of [functor](#) should abide this laws:

2.5.2.2.1 `*` Functor laws

2.5.2.2.2 Power set functor identity law

```
fmap id == id
```


2.5.2.2.3 Power set functor composition law

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

In words, it is if several functions are composed and then `fmap` is applied on them - it should be the same as if functions was fmapped and then composed.

2.5.2.3 Lift

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

Functor takes function `a -> b` and returns a function `f a -> f b` this is called lifting a function. Lift does a function application through the data structure.

2.5.2.3.1 * Lifting

2.5.2.4 Power set functor is a free monad

Since:

- $\forall e \in S : \exists \{e\} \in \mathcal{P}(S) \models \forall e \in S : \exists (e \rightarrow \{e\}) \equiv unit$
- $\forall \mathcal{P}(S) : \mathcal{P}(S) \in \mathcal{P}(S) \models \forall \mathcal{P}(S) : \exists (\mathcal{P}(\mathcal{P}(S)) \rightarrow \mathcal{P}(S)) \equiv join$

2.5.3 Functorial

Corresponds to functor laws.

2.5.4 Forgetful functor

Functor that forgets part or all of what defines structure in domain category. $F^{Grp \rightarrow Set}$ that translates groups into their underlying sets. Constant functor is another example.

2.5.4.1 *

Forgetful

2.5.5 Identity functor

Maps all category to itself. All objects and morphisms to themselves.

Denotation:
 $1^{C \rightarrow C}$

2.5.6 Endofunctor

Is a [functor](#) which source ([domain](#)) and target ([codomain](#)) are the same [category](#).

$$F^{C \rightarrow C}, E^{C \rightarrow C}$$

2.5.6.1 *

Endofunctors

2.5.7 Applicative functor

* - Computer science term. [Category](#) theory name - [lax monoidal functor](#). And in [category](#) *Set*, and so in [category](#) *Hask* all [applicatives](#) and [monads](#) are strong (have [tensorial strength](#)).

* - [sequences functorial](#) computations (plain [functors](#) can't).

```
(<*>) :: f (a -> b) -> f a -> f b
```

Requires [Functor](#) to exist.

Requires [Monoidal structure](#).

Has [monoidal structure](#) rules, separated from [function application](#) inside [structure](#).

[Data type](#) can have several [applicative](#) implementations.

Standard definition:

```
class Functor f => Applicative f
  where
    (<*>) :: f (a -> b) -> f a -> f b
    pure  :: a -> f a
```

`pure` - if a [functor](#), [identity Kleisli arrow](#), [natural transformation](#).

[Composition](#) of `*` always produces `*`, contrary to [monad](#) ([monads](#) are not [closed](#) under [composition](#)).

`Control.Monad` has an old [function](#) `ap` that is old implementation of `<*>`:

```
ap :: Monad m => m (a -> b) -> m a -> m b
```

2.5.7.1 *

Applicative

Applicatives

Applicative functors

2.5.7.2 Applicative law

2.5.7.3 *

Applicative laws

2.5.7.3.1 Applicative identity law

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

2.5.7.3.2 Applicative composition law [Function composition](#) works regularly.

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

2.5.7.3.3 Applicative homomorphism law Internal [function application](#) doesn't change the [structure](#) around values.

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

2.5.7.3.4 Applicative interchange law On condition that internal [order](#) of [evaluation](#) is preserved - [order](#) of operands is not relevant.

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

2.5.7.4 Applicative function

2.5.7.4.1 liftA*

2.5.7.4.1.1 liftA Essentially a [fmap](#).

```
:type liftA
liftA :: Applicative f => (a -> b) -> f a -> f b
```

Lifts [function](#) into [applicative function](#).

2.5.7.4.1.2 liftA2 Lifts [binary function](#) across two [Applicative functors](#).

```
liftA2 :: Applicative f => (a -> b -> c) -> f a -> f b -> f c
```

```
liftA2 f x y == pure f <*> x <*> y
```

2.5.7.4.1.3 «<liftA2 (<*>)»> liftA2 (<*>) is pretty useful. It can [lift binary operation](#) through the two layers:
It is two-layer [Applicative](#).

```
liftA2 :: Applicative f => (a -> b -> c) -> f a -> f b -> f c
<*> :: Applicative f => (f (a -> b) -> f a -> f b)
liftA2 (<*>) :: (Applicative f1, Applicative f2) => f1 (f2 (a -> b)) -> f1 (f2 a) -> f1 (f2 b)
```

2.5.7.4.1.4 «<liftA2 (liftA2 (<*>))»> liftA2 (<*>) 3-layer version.

2.5.7.4.1.5 liftA3 liftA2 3-parameter version.

```
liftA3 f x y z == pure f <*> x <*> y <*> z
```

2.5.7.4.2 Conditional **applicative** computations

```
when :: Applicative f => Bool -> f () -> f ()
```

Only when True - perform an **applicative** computation.

```
unless :: Applicative f => Bool -> f () -> f ()
```

Only when False - perform an **applicative** computation.

2.5.7.5 Special applicatives

2.5.7.5.1 Identity applicative

```
- Applicative f =>
- f ~ Identity
type Id = Identity
instance Applicative Id
  where
    pure :: a -> Id a
    (<*>) :: Id (a -> b) -> Id a -> Id b
```

```
mkId = Identity
xs = [1, 2, 3]
```

```
const <$> mkId xs <*> mkId xs'
- [1,2,3]
```

2.5.7.5.2 Constant applicative It holds only to one value. The **function** does not exist and last **parameter** is a phantom.

```
- Applicative f =>
- f ~ Constant e
type C = Constant
instance Applicative C
  where
    pure :: a -> C e a
    (<*>) :: C e (a -> b) -> C e a -> C e b
```

2.5.7.5.3 Maybe applicative "There also can be no **function** at all."

If **function** might not exist - embed **f** in **Maybe structure**, and use **Maybe applicative**.

```
- f ~ Maybe
type M = Maybe
pure :: a -> M a
(<*>) :: M (a -> b) -> M a -> M b
```

2.5.7.5.4 Either applicative pure is Right.

Defaults to Left.

And if there is two Left's - to Left of the first **argument**.

2.5.7.5.5 Validation applicative The Validation [data type](#) isomorphic to [Either](#), but has accumulative [Applicative](#) on the Left side.

Validation [data type](#) is not a [monad](#). Validation is an example of, "An [applicative functor](#) that is not a [monad](#)."

While [Either monad](#) on [Left case](#) just drops computation and returns this first [Left](#).

[Monad](#) needs to [process](#) the result of computation - it requires to be able to [process](#) all Left [error statement](#) cases for Validation, it is or non-terminating [Monad](#) or one which is impossible to implement in [polymorphic](#) way with Validation.

2.5.7.6 Monad

μόνος *monos* sole

μονάδα *monáda* unit

* - [monoid](#) in [endofunctor category](#) with η ([unit](#)) and μ ([join](#)) [natural transformations](#).

[Monad](#) on \mathcal{C} is $\{E^{\mathcal{C} \rightarrow \mathcal{C}}, \eta, \mu\}$:

- $E^{\mathcal{C} \rightarrow \mathcal{C}}$ - is an [endofunctor](#)
- two [natural transformations](#), $1^{\mathcal{C}} \rightarrow E$ and $E \circ E \rightarrow E$:

$$- \eta^{1^{\mathcal{C}} \rightarrow E} = \text{unit}^{Identity \rightarrow E}(x) = f^{x \rightarrow E(x)}(x)$$

$$- \mu^{(E \circ E) \rightarrow E} = \text{join}^{(E \circ E) \rightarrow (Identity \circ E)}(x) = |y = E(x)| = f^{E(y) \rightarrow y}(y)$$

where:

- \mathcal{C} is a [category](#)
- $1^{\mathcal{C}}$ denotes the \mathcal{C} [identity functor](#)
- $(E \circ E)$ - [endofunctor](#) $\mathcal{C} \rightarrow \mathcal{C}$

Definition with $\{E^{\mathcal{C} \rightarrow \mathcal{C}}, \eta, \mu\}$ (in [Hask](#): $\{e :: fa \rightarrow fb, \text{pure}, \text{join}\}$) - is classic categorical, in Haskell minimal complete definition is $\{fmap, \text{pure}, (\gg=)\}$.

If there is a [structure](#) S , and a way of taking [object](#) x into S and a way of collapsing $S \circ S$ - there probably a [monad](#).

Mostly [monads](#) used for sequencing actions (computations) (that looks like imperative programming), with ability to depend on previous chains. Note if [monad](#) is [commutative](#) - it does not [order](#) actions.

[Monad](#) can shorten/terminate [sequence](#) of computations. It is implemented inside [Monad](#) instance. For example [Maybe monad](#) on [Nothing](#) drops chain of computation and returns [Nothing](#).

* inherits the [Applicative](#) instance methods:

```
import Control.Monad (ap)
return == pure
ap == (<*>) - + Monad requirement
```

Table 2.1: [Monad](#) in mathematics and Haskell

Math	Meaning	Cat/Fctr	$X \in C$	Type	Haskell
Id	endofunctor "Id"	$C \rightarrow C$	$X \rightarrow Id(X)$	$a \rightarrow a$	id
E	endofunctor "monad"	$C \rightarrow C$	$X \rightarrow E(X)$	$m\ a \rightarrow m\ b$	fmap
η	natural transformation "unit"	$Id \rightarrow E$	$Id(X) \rightarrow E(X)$	$a \rightarrow m\ a$	pure
μ	natural transformation "multiplication"	$E \circ E \rightarrow E$	$E(E(X)) \rightarrow E(X)$	$m\ (m\ a) \rightarrow m\ a$	join

Internals of [Monad](#) are Haskell [data types](#), and as such - they can be consumed any number of times.

[Composition](#) of [monadic types](#) does not always results in [monadic type](#).

2.5.7.6.1 * Monads Monadic

2.5.7.6.2 Monad law [Monad](#) corresponds to [functor laws](#) & [applicative laws](#) and additionally:

2.5.7.6.2.1 * Monad laws

2.5.7.6.2.2 Monad left identity law

```
pure x >= f == f x
```

Explanation:

```
>= :: Monad f =>      f a  -> (a -> f b) -> f b
                pure x >=      f          == f x
```

Rule that `>=` must get first [argument structure](#) internals and [apply](#) to the [function](#) that is the second [argument](#).

2.5.7.6.2.3 Monad right identity law

```
f >= pure == f
```

Explanation:

```
>= :: Monad f => f a  -> (a -> f b) -> f b
                f    >=  pure      == f
```

AKA it is a [tacit](#) description of a [monad bind](#) as [endofunctor](#).

2.5.7.6.2.4 Monad associativity law

```
(m >= f) >= g == m >= (\ x -> f x >= g)
```

2.5.7.6.3 Monad type class

```
class Applicative m => Monad m where
  (>=) :: m a -> (a -> m b) -> m b
  (>=) :: m a -> m b -> m b
  return :: a -> m a
```

2.5.7.6.3.1 MonadPlus type class Is a [monoid](#) over [monad](#), with additional rules. The precise [set](#) of rules ([properties](#)) not agreed upon. Class instances obey *monoid* & *left zero* rules, some additionally obey *left catch* and others *left distribution*.

Overall there * currently reforms ([MonadPlus](#) reform proposal) in several smaller nad strictly defined [type classes](#).

Subclass of an [Alternative](#).

*

Monadplus

2.5.7.6.4 Functor -> Applicative -> Monad progression

```
<$> :: Functor      f => (a -> b) -> f a -> f b
<*> :: Applicative f => f (a -> b) -> f a -> f b
=< :: Monad         f => (a -> f b) -> f a -> f b
```

pure & join are [Natural transformations](#) for the fmap.

2.5.7.6.5 Monad function

2.5.7.6.5.1 Return function

`return == pure`

Nonstrict.

2.5.7.6.5.2 Join function

`join :: Monad m => m (m a) -> m a`

Generates knowledge of concat.

[Kleisli composition](#) that flattens two layers of [structure](#) into one.

The way to express ordering in [lambda calculus](#) is to nest.

*

join

`join . fmap == (=«)`

`- b = f b`

```
fmap      :: Monad f => (a -> f b) -> f a -> f (f b)
join      :: Monad f =>                      f (f a) -> f a
join . fmap :: Monad f => (a -> f b) -> f a          -> f b
flip      >= :: Monad f => (a -> f b) -> f a          -> f b
```

2.5.7.6.5.3 Bind function

```
>= :: Monad f => f a -> (a -> f b) -> f b
join . fmap :: Monad f => (a -> f b) -> f a -> f b
```

Nonstrict.

The most ubiquitous way to `>=` something is to use [Lambda function](#):

```
getLine >= \name -> putStrLn "age pls:"
```

Also a neat way is to bundle and handle [Monad](#) - is to bundle it with [bind](#), and leave [applied](#) partially.

And use that partial bundle as a [function](#) - every [evaluation](#) of the [function](#) would trigger [evaluation](#) of internal [Monad structure](#). Thumbs up.

```
printOneOf :: Bool -> IO ()
printOneOf False = putStr "1"
printOneOf True = putStr "2"

quant :: (Bool -> IO b) -> IO b
quant = (>=) (randomRIO (False, True))

recursePrintOneOf :: Monad m => (t -> m a) -> t -> m b
recursePrintOneOf f x = (f x) > (recursePrintOneOf f x)

main :: IO ()
main = recursePrintOneOf (quant) $ printOneOf
```

*

Monadic extend

Monadic bind

Monad bind

Binder

Binder function

(`>=`)

`>=`

(`=<`)

`=<`

2.5.7.6.5.4 Sequencing operator (`>`) == (`*>`):

Discard any resulting value of the action and [sequence](#) next action.

[Applicative](#) has a similar [operator](#).

```
(>) :: m a -> m b -> m b
(*>) :: f a -> f b -> f b
```

2.5.7.6.5.5 Monadic versions of list functions

```
sequence :: (Traversable t, Monad m) => t (m a) -> m (t a)
```

[Sequence](#) gets the traversable of [monadic](#) computations and swaps it into [monad](#) computation of traverse. In the result the collection of [monadic](#) computations turns into one long [monadic](#) computation on traverse of data.

If some step of this long computation fails - `monad` fails.

```
mapM :: (Traversable t, Monad m) => (a -> m b) -> t a -> m (t b)
```

`mapM` gets the `AMB function`, then takes traversable data. Then applies `AMB function` to traversable data, and returns converted `monadic` traversable data.

```
foldM :: (Foldable t, Monad m) => (b -> a -> m b) -> b -> t a -> m b
foldl :: Foldable t           => (b -> a -> b) -> b -> t a -> b
```

`*` is a `monadic foldl`.

`b` is initial cumulative value, `m b` is a cumulative bank.
Right folding achieved by reversing the input `list`.

```
filterM :: Applicative m => (a -> m Bool) -> [a] -> m [a]
filter :: (a -> Bool) -> [a] -> [a]
```

Take Boolean `monadic` computation, filter the `list` by it.

```
zipWithM :: Applicative m => (a -> b -> m c) -> [a] -> [b] -> m [c]
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
```

Take `monadic` combine `function` and combine two lists with it.

```
msum :: (Foldable t, MonadPlus m) => t (m a) -> m a
sum :: (Foldable t, Num a)         => t a -> a
```

2.5.7.6.5.6 `liftM*` `liftM` Essentially a `fmap`.

```
liftM :: Monad m => (a -> b) -> m a -> m b
```

Lifts a `function` into `monadic` equivalent.

`liftM2` `Monadic liftA2`.

```
liftM2 :: Monad m => (a -> b -> c) -> m a -> m a -> m c
```

Lifts `binary function` into `monadic` equivalent.

2.5.7.6.6 `Comonad` `Category C` `comonad` is a `monad` of `opposite category Cop`.

2.5.7.6.7 `Kleisli arrow` `Morphism` that while doing computation also adds `monadic`-able `structure`.

```
a -> m b
```

2.5.7.6.7.1 * Kleisli arrows

Kleisli morphism

Kleisli morphisms

2.5.7.6.8 Kleisli composition [Composition of Kleisli arrows](#).

```
(<=<) :: Monad m => (b -> m c) -> (a -> m b) -> a -> m c infixr 1
;; compare
(.)    ::          (b -> c) -> (a -> b) -> a -> c
```

Often used left-to-right version:

```
(>=>) :: Monad m => (a -> m b) -> (b -> m c) -> a -> m c
;; compare
(>=)  :: Monad m =>      m a -> (a -> m b)      -> m b
```

Which allows to replace [monadic bind](#) chain with [Kleisli composition](#).

```
f1 arg >= f2 >= f3
==
f1 >=> f2 >=> f3 $ arg
==
f3 <=< f2 <=< f1 $ arg
```

2.5.7.6.9 Kleisli category [Category](#) \mathcal{C} , $\langle E, \vec{\eta}, \vec{\mu} \rangle$ [monad](#) over \mathcal{C} .

[Kleisli category](#) \mathcal{C}_T of \mathcal{C} :

$$\text{Obj}(\mathcal{C}_T) = \text{Obj}(\mathcal{C})$$
$$\text{Hom}_{\mathcal{C}_T}(x, y) = \text{Hom}_{\mathcal{C}}(x, E(y))$$

2.5.7.6.10 Special monad

2.5.7.6.10.1 Identity monad [Wraps data in the Identity constructor](#).

Useful: Creates [monads](#) from [monad](#) transformers.

[Bind](#): Applies internal value to the [bound function](#).

Code: (see: [coerce](#))

```
newtype Identity a = Identity { runIdentity :: a }

instance Functor Identity where
    fmap      = coerce

instance Applicative Identity where
    pure      = Identity
    (<*>)     = coerce

instance Monad Identity where
    m >= k    = k (runIdentity m)
```

Example:

```
- derive the State monad using the StateT monad transformer
type State s a = StateT s Identity a
```

2.5.7.6.10.2 Maybe monad Something that may or may not return a result. Any lookups into the real world, database queries.

Bind: `Nothing` input gives `Nothing` output, `Just x` input uses `x` as input to the **bound function**.

When some computation results in **Nothing** - drops the chain of computations and returns **Nothing**.

Zero: `Nothing`

Plus: result in first occurrence of `Just` else **Nothing**.

Code:

```
data Maybe a = Nothing | Just a

instance Monad Maybe where
    return      = Just
    fail        = Nothing
    Nothing >= _ = Nothing
    (Just x) >= f = f x

instance MonadPlus Maybe where
    mzero      = Nothing
    Nothing `mplus` x = x
    x `mplus` _      = x
```

Example:

Given 3 dictionaries:

1. Full names to email addresses,
2. Nicknames to email addresses,
3. Email addresses to email preferences.

Create a **function** that finds a person's email preferences based on **either** a full name or a nickname.

```
data MailPref = HTML | Plain
data MailSystem = ...

getMailPrefs :: MailSystem -> String -> Maybe MailPref
getMailPrefs sys name =
    do let nameDB = fullNameDB sys
        nickDB = nickNameDB sys
        prefDB = prefsDB sys
        addr <- (lookup name nameDB) `mplus` (lookup name nickDB)
        lookup addr prefDB
```

2.5.7.6.10.3 Either monad When computation results in `Left` - drops other computations & returns the received `Left`.

2.5.7.6.10.4 Error monad Something that can fail, throw `exceptions`.

The failure `process` records the description of a failure. `Bind function` uses successful values as input to the `bound function`, and passes failure information on without executing the `bound function`.

Useful:

Composing `functions` that can fail. Handle `exceptions`, create `error` handling `structure`.

`Zero`: empty `error`.

Plus: if first `argument` failed then execute second `argument`.

2.5.7.6.10.5 List monad Computations which may return 0 or more possible results.

`Bind`: The `bound function` is `applied` to all possible values in the input `list` and the resulting lists are concatenated into `list` of all possible results.

Useful: Building computations from `sequences` of non-deterministic operations.

`Zero`: `[]`

Plus: `(++)`

`*`

`[] monad`

2.5.7.6.10.6 Reader monad Creates a read-only shared environment for computations.

The `pure function` ignores the environment, while `»=` passes the inherited environment to both subcomputations.

Today it is defined through `ReaderT` transformer:

```
type Reader r = ReaderT r Identity    - equivalent to ((->) e), (e ->)
```

Old definition was:

```
newtype Reader e a = Reader { runReader :: (e -> a) }
```

For `(e ->)`:

- `Functor` is `(.)`

```
fmap :: (b -> c) -> (a -> b) -> a -> c
fmap = (.)
```

- `Applicative`:

– pure is const

```
pure :: a -> b -> a
pure x _ = x
```

- (`<*>`) is:

```
(<*>) :: (a -> b -> c) -> (a -> b) -> a -> c
(<*>) f g = \a -> f a (g a)
```

- Monad:

```
(>=) :: (a -> b) -> (b -> a -> c) -> a -> c
(>=) m k = Reader $ \r ->
  runReader (k (runReader m r)) r
```

```
join :: (e -> e -> a) -> e -> a
join f x = f x x
```

```
runReader
  :: Reader r a - the Reader to run
  -> r - an initial environment
  -> a - extracted final value
```

Usage:

```
data Env = ...

createEnv :: IO Env
createEnv = ...

f :: Reader Env a
f = do
  a <- g
  pure a

g :: Reader Env a
g = do
  env <- ask - "Open the environment namespace into env"
  a <- h env - give env to h
  pure a

h :: Env -> a
... - use env and produce the result

main :: IO ()
main = do
  env <- createEnv
  a = runReader g env
  ...
```

In Haskell under normal circumstances impure [functions](#) should not directly call impure [functions](#). `h` is an impure [function](#), and `createEnv` is impure [function](#), so they should have intermediary.

2.5.7.6.10.7 Writer monad Computations which accumulate [monoid](#) data to a shared Haskell storage.

So `*` is parametrized by [monoidal type](#).

Accumulator is maintained separately from the returned values.

Shared value modified through [Writer monad](#) methods.

`*` frees creator and code from manually keeping the track of accumulation.

Bind: The [bound function](#) is [applied](#) to the input value, [bound function](#) allowed to `<>` to the accumulator.

```
type Writer r = WriterT r Identity
```

Example:

```
f :: Monoid b => a -> (a, b)
f a = if _condition_
      then runWriter $ g a
      else runWriter do
        a1 <- h a
        pure a1

g :: Monoid b => Writer b a
g a = do
  tell _value1_ - accumulator <> _value1_
  pure a - observe that accumulator stored inside monad
          - and only a main value needs to be returned.

h :: Monoid b => Writer b a
h a = do
  tell _value2_ - accumulator <> _value_
  pure a

runWriter :: Writer w a -> (a, w) - Unwrap a writer computation
                                   - as a (result, accumulator) pair.
                                   - The inverse of writer.
```

`WriterT`, `Writer` unnecessarily keeps the entire logs in the memory. Use `fast-logger` for logging.

2.5.7.6.10.8 State monad Computations that pass-over a state.

The [bound function](#) is [applied](#) to the input value to produce a state transition [function](#) which is [applied](#) to the input state.

[Pure](#) functional language cannot update values in place because it violates [referential transparency](#).

```
type State s = StateT s Identity
```

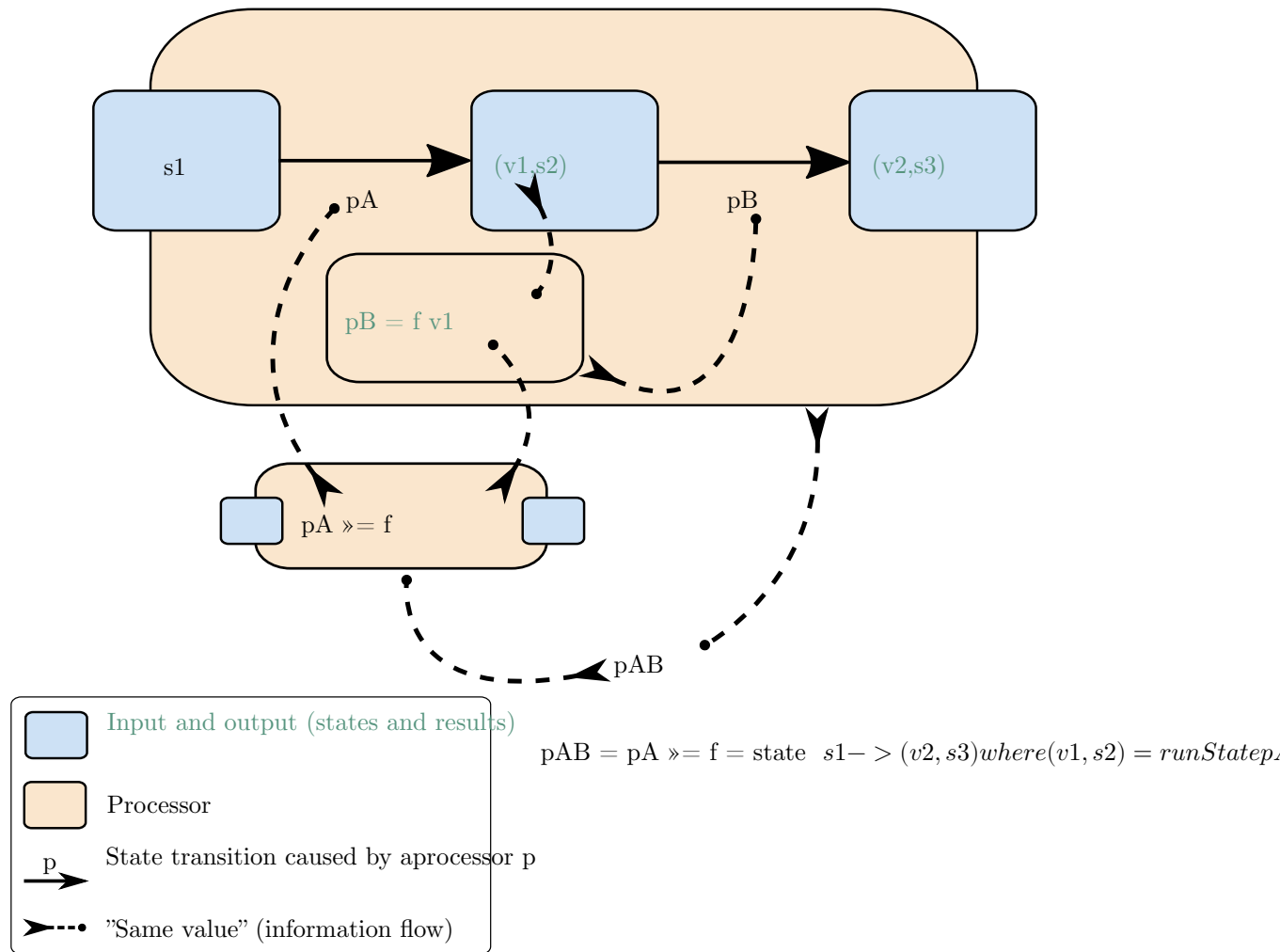
[Binding](#) copies and transforms the state [parameter](#) through the [sequence](#) of the [bound functions](#) so that the same state storage is never used twice. Overall this gives the illusion of in-place update to the programmer and in the code, while in fact the autogenerated transition [functions](#)

handle the state changes.

Example **type**: `State st a`

State describes **functions** that consume a state and produce a **tuple** of result and an updated state.

Monad manages the state with the next **process**:



Where:

- `f` - processor making **function**
- `pA`, `pAB`, `pB` - state processors
- `sN` - states
- `vN` - values

`Bind` with a processor making `function` from state processor (`pA`) creates a new state processor (`pAB`).

The wrapping and unwrapping by `State/runState` is implicit.

2.5.7.6.11 Monad transformer `*` is a practical solution to the current functional programming problem about `composition` of `monads`.

`Monad` is not `closed` under composition.

`Composition` of `monadic types` does not always results in `monadic type`.

Basic `case`: during implementation of `monadic type composition`, `type m T m a` arises, which does not allow to `unit`, `join` the `m monadic` layers.

`*` have desirable properties and can add them to `monads`. `*` use their implementation to solve the composition `type` layering and allow to attach desirable `property` to result.

`*` solve `monad composition` and `type` layering by cheating, using own `structure` and information about itself. It is often that `process` involves a `catamorphism` of a `* type` layer.

In `type` signatures of transformers `*T m -> m` is already an extended `monad`, so `*T` is just a wrapper to point that out.

Transformers have a light wrapper around the data that tags the modification with this transformer.

Main `monadic structure m` is wrapped around the internal data (core is `a`). The `structure` that corresponds to the transformer creation `properties` (if it emitted by η of a transformer), goes into `m`. Open `parameters` go external to the `m`.

```
newtype ExceptT e m a =  
  ExceptT { runExceptT :: m (Either e a) }
```

```
newtype MaybeT m a =  
  MaybeT { runMaybeT :: m (Maybe a) }
```

```
newtype ReaderT r m a =  
  ReaderT { runReaderT :: r -> m a }
```

This has an `effect` that on stacking `monad` transformers, `m` becomes `monad stack`, and every next transformer injects the transformer creation-specific properties η inside the `stack`, so out-most transformer has inner-most `structure`. Base `monad` is structurally the outermost.

2.5.7.6.11.1 MaybeT `*` extends `monads` by injecting `Maybe` layer underneath `monad`, and processing that `structure`:

```
newtype MaybeT m a = MaybeT { runMaybeT :: m (Maybe a) }
```

2.5.7.6.11.2 EitherT `*` extends `monads` by injecting `Either` layer underneath `monad`, and processing that `structure`:

```
newtype EitherT e m a = EitherT { runEitherT :: m (Either e a) }
```


`EitherT` of `either` package gets replaced by `ExceptT` of `transformers` or `mtl` packages.

* `ExceptT`

2.5.7.6.11.3 `ReaderT` Definition:

```
newtype ReaderT r m a = ReaderT { runReaderT :: r -> m a }
```

* **functions**: input `monad m a`, out: `m a` wrapped it in a free-variable `r` (**partially applied function**). That allows to use transformed `m a`, now it requires and can use the `r` passed environment.

To create a `Reader monad`:

```
type Reader r = ReaderT r Identity
```

2.5.7.6.11.4 `MonadTrans` **type class** Allows to **lift monadic** actions into a larger **context** in a neutral way.

`pure` takes a parametric **type** and embodies it into constructed **structure** (talking of **monad transformers** - **structure** of the stacked **monads**).

`lift` takes **monad** and extends it with a transformer.

In fact, for **monad transformers** - `lift` is a last stage of the `pure`, it follows from the **lift** law.

Method:

```
lift :: Monad m => m a -> t m a
```

Lift a computation from the **argument monad** to the constructed **monad**.

Neutral means:

```
lift . return = return
```

```
lift (m >= f) = lift m >= (lift . f)
```

The general pattern with `MonadTrans` instances is that it is usually lifts the **injection** of the known **structure** of transformer over some `Monad`.

`lift` embeds one **monadic** action into **monad transformer**.

The difference between `pure`, `lift` and `MaybeT` constructor becomes clearer if you look at the **types**:

Example, for `MaybeT IO a`:

```
pure      ::      a -> MaybeT IO a
lift     ::  IO a -> MaybeT IO a
MaybeT  :: IO (Maybe a) -> MaybeT IO a

x = (undefined :: IO a)
```

```

:t (pure x)
(pure x) :: Applicative t => t (IO a)  - t recieves one argument of product type
:t (pure x :: MaybeT IO a)
- Expected type: MaybeT IO a1
- Actual type: MaybeT IO (IO a0)

```

- While the real type would be

```

:t (pure x :: MaybeT IO (IO a))
(pure x :: MaybeT IO (IO a)) :: MaybeT IO (IO a) - This goes into a conflict of what type&kind (*)

```

```

:t (lift x)
(lift x) :: MonadTrans t => t IO a  - result is a proper expected product type

```

- To belabour

```

:t (lift x :: MaybeT IO a)
(lift x) :: MonadTrans t => t IO a  - result is a proper expected product type

```

lift is a [natural transformation](#) η from an [Identity monad](#) ([functor](#)) with other [monad](#) as content into transformer [monad](#) ([functor](#)), with the preservation of the contained [monad](#):

- Abstract monads with content as parameters. Define ' $\sim>$ ' as a family of morphisms that translate type $f \sim> g = \text{forall } x. f\ x \rightarrow g\ x$

- follows

```

lift :: m ~> t m

```

MonadIO [type class](#) $*$ - allows to lift IO action until reaching the IO monad layer at the top of the Monad stack (which is allways in the Haskell code that does IO).

```

class (Monad m) => MonadIO m where
  liftIO :: IO a -> m a

```

liftIO laws:

```

liftIO . pure = pure

```

```

liftIO (m >= f) = liftIO m >= (liftIO . f)

```

Which is identical laws to [MonadTrans lift](#).

Since lift is one step, and liftIO all steps - all steps defined in terms of one step and all other steps, so the most frequent implementation is self-recursive lift . liftIO:

```

liftIO ioa = lift $ liftIO ioa

```

*

liftIO

2.5.7.7 Alternative type class

[Monoid](#) over [applicative](#). Has left catch [property](#).

Allows to run simoltaneously several instances of a computation (or computations) and from them yeld one result by law from $(\langle | \rangle) :: \text{Type} \rightarrow \text{Type} \rightarrow \text{Type}$.

Minimal complete definition:

```
empty :: f a      - The identity element of <|>
(<|>) :: f a -> f a -> f a      - Associative binary operation
```

2.5.7.7.1 * Alternative

2.5.8 Monoidal functor

Functors between monoidal categories that preserves monoidal structure.

2.5.9 Fusion

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

* - functor axiom that allows to greatly simplify computations.

2.5.10 $\ll = \$ \gg = \gg$

Get & set a value inside Functor.

2.5.11 Multifunctor

Generalizes the concept of functor between categories, canonical morphisms between multicategories.

Works over N type arguments instead of one.

To put simply - accepts multiple argumets, from that informatioin constructs source product category (Cartesian product) of categories, and is a functor from product category to target category.

To put even simpler - functor that takes as an argument the product of types.

In Haskell there is only one category, **Hask**, so in Haskell * is still $(Hask \times Hask) \rightarrow Hask \Rightarrow |(Hask \times Hask) \equiv Hask| \Rightarrow Hask \rightarrow Hask$ endofunctor.

Any product or sum in a Cartesian category is a *.

Code definition:

```
class Bifunctor f
  where
    bimap :: (a -> a') -> (b -> b') -> f a a' -> f a a'
    bimap f g = first f . second g
    first :: (a -> a') -> f a b -> f a' b
    first f = bimap f id
    second :: (b -> b') -> f a b -> f a b'
    second = bimap id
```

2.5.11.1 *

Bifunctor

2.5.12 *

«<=<\$=»>

2.6 Hask category

Category of Haskell where objects are types and morphisms are functions.

It is a hypothetical category at the moment, since undefined and bottom values break the theory, is not Cartesian closed, it does not have sums, products, or initial object, () is not a terminal object, monad identities fail for almost all instances of the Monad class.

That is why Haskell developers think in subset of Haskell where types do not have bottom values. This only includes functions that terminate, and typically only finite values. The corresponding category has the expected initial and terminal objects, sums and products, and instances of Functor and Monad really are endofunctors and monads.

Hask contains subcategories, like Lst containing only list types.

Haskell and Category concepts:

- Things that take a type and return another type are type constructors.
- Things that take a function and return another function are higher-order functions.

2.6.1 *

Hask

2.7 Magma

Set with a binary operation which form a closure.

2.7.1 Mag category

The category of magmas, denoted *Mag*, has as objects - sets with a binary operation, and morphisms given by homomorphisms of operations (in the universal algebra sense).

2.7.1.1 *

MAG

Magma category

Category of magmas

2.7.2 Semigroup

[Magma](#) with [associative property](#) of [operation](#).

Defined in Haskell as:

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

2.7.2.1 *

Semigroups

2.7.2.2 Monoid

[Semigroup](#) with [identity](#) element. [Category](#) with a one [object](#).

Ideally fits as an accumulation class.

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

[*](#) can be simplified to [category](#) with a single [object](#), remember that [monoid operation](#) is a [composition](#) of [morphisms operation](#) in [category](#).

For example to represent the whole non-negative integers with the one [object](#) and [morphism](#) "1" is absolutely enough, [composition operation](#) is "+".

```
import Data.Monoid
do
  show (mempty :: Num a => Sum a)
  - "Sum {getSum = 0}"
  show $ Sum 1
  - "Sum {getSum = 1}"
  show $ (Sum 1) <> (Sum 1) <> (Sum 1)
  - "Sum {getSum = 3}"
  - ...
```

Also backwards - any single-[object category](#) is a [monoid](#). [Category](#) has an [identity](#) requirement and [associativity](#) of [composition](#) requirement, which makes it a free [monoid](#).

2.7.2.2.1 * Monoidal

Monoids

2.7.2.2.2 Monoid laws

2.7.2.2.2.1 Monoid left identity law

```
mempty <> x = x
```

2.7.2.2.2.2 Monoid right identity law

`x <> mempty = x`

2.7.2.2.2.3 Monoid associativity law

`x <> mempty = x (y <> z) = (x <> y) <> z`
`mconcat = foldr (mempty <>)`

Everything [associative](#) can be `mappend`.

2.7.2.2.3 Commutative monoid [Operation](#) that forms [structure](#) has [commutativity property](#):

$$x \circ y = y \circ x$$

Opens a big abilities in concurrent and distributed processing.

2.7.2.2.3.1 * Abelian monoid

2.7.2.2.4 Group [Monoid](#) that has [inverse](#) for every element.

2.7.2.2.4.1 * Groups

2.7.2.2.4.2 Commutative group [Commutative monoid](#) that is a [group](#).

*

Abelian group

Ring [Commutative group](#) under $+$ & [monoid](#) under \times , $+$ \times connected by [distributive property](#).

- and \times are generalized [binary](#) operations of addition and multiplication. \times has no requirement for [commutativity](#).

Example: [set](#) of same size square matrices of numbers with matrix operations form a [ring](#).

*

Rings

2.8 Morphism

μορφή *morphe* form

[Arrow](#) between two [objects](#) inside a [category](#).

[Morphism](#) can be anything.

[Morphism](#) is a generalization ($f(x * y) \equiv f(x) \diamond f(y)$) of [homomorphism](#) ($f(x * y) \equiv f(x) * f(y)$). Since general [morphisms](#) not so much often ment and discussed - under [morphism](#) people almost

always really mean the meaning of [homomorphism](#)-like [properties](#), hence they discuss the [algebraic structures](#) ([types](#)) and homomorphisms between them.

In most usage, on a level under the [objects](#): $*$ is most often means a map ([relation](#)) that translates from one mathematical [structure](#) (that source [object](#) represents) to another (that target [object](#) represents) (that is called (somewhat, somehow) "[structure](#)-preserving", but that [phrase](#) still means that translation can be lossy and irrevertable, so it is only bear reassemblance of preservation), and in the end the [morphism](#) can be anything and not hold to this conditions.

[Morphism](#) needs to correspond to [function](#) requirements to be it.

2.8.1 $*$

Morphisms

Arrow

Arrows

2.8.2 Homomorphism

$\acute{\alpha}\mu\acute{o}\varsigma$ *homos* same (was chosen because of initial English mistranslation to "similar")

$\mu\omicron\rho\rho\eta$ *morphe* form

similar form

$*$ map between two [algebraic structures](#) of the same [type](#), [operation](#)-preserving.

$$f_{x \rightarrow y} = f(a \star b) = f(a) \diamond f(b),$$

[where](#) x , y are [sets](#) with additonal [algebraic structure](#) that includes \star, \diamond accordingly; a , b are elements of [set](#) x .

$*$ sends [identity morphisms](#) to [identity morphisms](#) and inverses to inverses.

The concept of $*$ has been generalized under the name of [morphism](#) to many [structures](#) that [either](#) do not have an underlying [set](#), or are not [algebraic](#).

2.8.2.1 $*$

Homomorphic

2.8.3 Identity morphism

[Identity morphism](#) - or simply [identity](#): $x \in C : id_x = 1_x : x \rightarrow x$

[Composed](#) with other [morphism](#) gives same [morphism](#).

Corresponds to [Reflexivity](#) and [Automorphism](#).

2.8.3.1 Identity

[Identity](#) only possible with [morphism](#). See [Identity morphism](#).

There is also distinct [Zero](#) value.

2.8.3.1.1 Two-sided identity of a predicate $P(e, a) = P(a, e) = a \mid \exists e \in S, \forall a \in S$
 $P()$ is [commutative](#).

[Predicate](#)

2.8.3.1.2 Left identity of a predicate $\exists e \in S, \forall a \in S : P(e, a) = a$

[Predicate](#)

2.8.3.1.3 Right identity of a predicate $P(a, e) = a \mid \exists e \in S, \forall a \in S$

[Predicate](#)

2.8.3.2 Identity function

Return itself.

$(\backslash \ x.x)$

`id :: a -> a`

2.8.4 Monomorphism

$\mu\omicron\upsilon$ *mono* only

$\mu\omicron\varphi\varphi\eta$ *morphe* form

Maps one to one (uniquely), so invertable (always has [inverse morphism](#)), so preserves the information/[structure](#).

[Domain](#) can be equal or less to the [codomain](#).

$f^{X \rightarrow Y}, \forall x \in X \exists! y = f(x) \models f(x) \equiv f_{mono}(x)$ - from [homomorphism context](#)

$f_{mono} \circ g1 = f_{mono} \circ g2 \models g1 \equiv g2$ - from general [morphism context](#)

Thus $*$ is left cancelable.

If $*$ is a [function](#) - it is [injective](#). Initial [set](#) of f is fully uniquely mapped onto the [image](#) of f .

2.8.4.1 $*$

Monomorphic

Monomorphisms

2.8.5 Epimorphism

$\varepsilon\pi$ *epi* on, over

$\mu\omicron\varphi\varphi\eta$ *morphe* form

$*$ is right cancelable [morphism](#).

$f^{X \rightarrow Y}, \forall y \in Y \exists f(x) \models f(x) \equiv f_{epi}(x)$ - from [homomorphism context](#)

$g1 \circ f_{epi} = g2 \circ f_{epi} \Rightarrow g1 \equiv g2$ - from general [morphism context](#)

In **Set** category if $*$ is a **function** - it is **surjective** (image of it fully uses **codomain**)
Codomain is called a projection of the **domain**.

$*$ fully maps into the target.

2.8.5.1 $*$

Epimorphic
Epimorphisms

2.8.6 Isomorphism

ἴσος *isos* equal
μορφή *morphe* form

Not equal, but equal for current intents and purposes.

Morphism that has **inverse**.

Almost equal, but not quite: $(\text{Integer}, \text{Bool})$ & $(\text{Bool}, \text{Integer})$ - but can be transformed losslessly into one another.

Bijjective homomorphism is also **isomorphism**.

$$f^{-1, b \rightarrow a} \circ f^{a \rightarrow b} \equiv 1^a, f^{a \rightarrow b} \circ f^{-1, b \rightarrow a} \equiv 1^b$$

2 reasons for non-**isomorphism**:

- **function** at least ones collapses a values of **domain** into one value in **codomain**
- **image** (of a **function** in **codomain**) does not fill-in **codomain**. Then **isomorphism** can exists for **image** but not whole **codomain**.

Categories are **isomorphic** if there $R \circ L = ID$

2.8.6.1 $*$

Isomorphic
Isomorphisms

2.8.6.2 Lax

Holds up to **isomorphism**.
(upon the transformation can be used as the same)

2.8.7 Endomorphism

ἐνδο *endo* internal
μορφή *morphe* form

[Arrow](#) from [object](#) to itself.

[Endomorphism](#) forms a [monoid](#) ([object](#) exists and [category](#) requirements already in place).

2.8.7.1 Automorphism

αυτο auto self

μορφή form form

[Isomorphic endomorphism](#).

Corresponds to [identity](#), [reflexivity](#), [permutation](#).

2.8.7.1.1 * Automorphic

Automorphisms

2.8.7.2 *

Endomorphic

Endomorphisms

2.8.8 Catamorphism

κατά kata downward

μορφή morphe form

Unique [arrow](#) from an initial [algebra structure](#) into different [algebra structure](#).

* in FP is a generalization folding, deconstruction of a [data structure](#) into more primitive [data structure](#) using a [functor](#) F-[algebra structure](#).

* reduces the [structure](#) to a lower level [structure](#).

* creates a projection of a [structure](#) to a lower level [structure](#).

2.8.8.1 *

Catamorphic

Catamorphisms

2.8.8.2 Catamorphism law

Table 2.2: [Catamorphism](#) laws in Haskell

Rule name	Haskell
cata-cancel	<code>cata phi . InF = phi . fmap (cata phi)</code>
cata-refl	<code>cata InF = id</code>
cata-fusion	<code>f . phi = phi . fmap f => f . cata phi = cata phi</code>
cata-compose	<code>eps :: f ~> g => cata phi . cata (In . eps) = cata (phi . eps)</code>

2.8.8.2.1 Hylomorphism $\text{catamorphism} \circ \text{anamorphism}$

Expanding and collapsing the [structure](#).

2.8.8.2.1.1 * Hylomorphic Hylomorphisms

2.8.8.3 Anamorphism

Generalizes [unfold](#).

[Dual](#) concept to [catamorphism](#).

Increases the [structure](#).

[Morphism](#) from a [coalgebra](#) to the final [coalgebra](#) for that [endofunctor](#).

Is a [function](#) that generates a [sequence](#) by repeated [application](#) of the [function](#) to its previous result.

2.8.8.3.1 * Anamorphic Anamorphisms

2.8.9 Kernel

[Kernel](#) of a [homomorphism](#) is a number that measures the [degree homomorphism](#) fails to meet [injectivity](#) (AKA be [monomorphic](#)).

It is a number of [domain](#) elements that fail [injectivity](#):

- elements not included into [morphism](#)
- elements that collapse into one element in [codomain](#)

thou [Kernel](#) $[x|x \leftarrow 0 || x \geq 2]$.

Denotation:

$$\ker T = \{\mathbf{v} \in V : T(\mathbf{v}) = \mathbf{0}_W\}.$$

2.8.9.1 Kernel homomorphism

[Morphism](#) of elements from the [kernel](#).

Complementary [morphism](#) of elements that make main [morphism](#) not [monomorphic](#).

2.9 Set category

[Category](#) in which [objects](#) are [sets](#), [morphisms](#) are [functions](#).

Denotation:
Set

2.10 Natural transformation

Roughly $*$ is:

trans :: **F** a -> **G** a

, while **a** is polymorphic variable.

Naturality condition: $\forall a \exists (F a \rightarrow G a)$, or , analogous to parametric polymorphism in functions. Since $*$ in a category, stating $\forall (F a \rightarrow G a)$

Naturality condition means that all morphisms that take part in homotopy of source functor to target functor must exist, and that is the same, diagrams that take part in transformation, should commute, and different paths brings same result: if α - natural transformation, α_a natural transformation component - $G f \circ \alpha_a = \alpha_b \circ F f$.

Since $*$ are just a type of parametric polymorphic function - they can compose.

$(\vec{\eta}^{\mathcal{D}})$ is transforming : $\vec{\eta}^{\mathcal{D}} \circ F^{C \rightarrow \mathcal{D}} = G^{C \rightarrow \mathcal{D}}$.

$*$ abstraction creates higher-language of Category theory, allowing to talk about the composition and transformation of complex entities.

It is a process of transforming $F^{C \rightarrow \mathcal{D}}$ into $G^{C \rightarrow \mathcal{D}}$ using existing morphisms in target category \mathcal{D} .

Since it uses morphisms - it is structure-preserving transformation of one functor into another. It's mostly a lossy transformation. Only existing morphisms can make it exist.

Existence of $*$ between two functors can be seen as some relation.

Can be observed to be a "morphism of functors", especially in functor category.

$*$ by $\vec{\eta}_{y^c}^{\mathcal{D}}(\overrightarrow{(x, y)}^c) \circ F^{C \rightarrow \mathcal{D}}(\overrightarrow{(x, y)}^c) = G^{C \rightarrow \mathcal{D}}(\overrightarrow{(x, y)}^c) \circ \vec{\eta}_{x^c}^{\mathcal{D}}(\overrightarrow{(x, y)}^c)$, often written short $\vec{\eta}_b \circ F(\vec{f}) = G(\vec{f}) \circ \vec{\eta}_a$.

Notice that the $\vec{\eta}_{x^c}^{\mathcal{D}}(\overrightarrow{(x, y)}^c)$ depends on objects&morphisms of \mathcal{C} .

In words: $*$ depends on F and G functors, ability of \mathcal{D} morphisms to do a homotopy of F to G , and $*$:

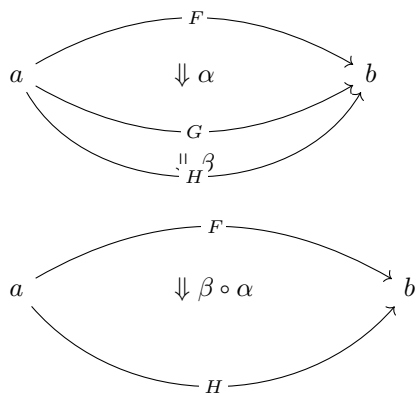
- for every object in \mathcal{C} picks natural transformation component in \mathcal{D} .
- for every morphism in \mathcal{C} picks the commuting diagram in \mathcal{D} , called naturality square.

Also see: Natural transformation in Haskell

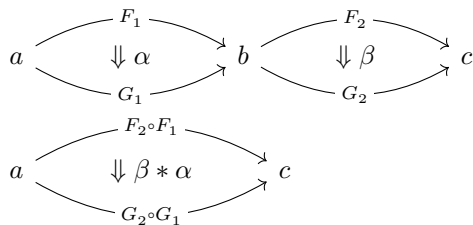
Knowledge of $*$ forms a 2-category.

Can be composed

- "vertically":



- "horizontally" ("Godement [product](#)"):



Vertical and horizontal [compositions](#) can be done in any [order](#), they abide the exchange law.

2.10.1 *

Natural transformations
 Naturality condition
 Naturality

2.10.2 Natural transformation component

$$\vec{\eta}^{\mathcal{D}}(x) = F^{\mathcal{D}}(x) \rightarrow G^{\mathcal{D}}(x) \mid x \in \mathcal{C}$$

2.10.2.1 *

Component of natural transformation

2.10.3 Natural transformation in Haskell

Family of [parametric polymorphism functions](#) between [endofunctors](#).

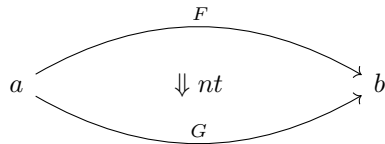
In [Hask](#) is $F\ a \rightarrow G\ a$. Can be analogued to repackaging data into another container, never modifies the [object](#) content, it only if - can delete it, because [operation](#) is lossy.

Can be sees as ortogonal to [functors](#).

2.10.4 Cat category

Category where:

	Part	Is	#
*	object	category	0-cell
\Rightarrow	morphism	functor	1-cell
\Rightarrow	2-morphism	natural transformation, morphisms homotopy	2-cell



Is Cartesian [closed category](#).

2.10.4.1 *

Cat

2-category

2.10.4.2 Bicategory

2-category that is [enriched](#) and [lax](#).

For handling relaxed [associativity](#) - introduces associator, and for [identity](#) 1-left/right unitor.

Forming from bicategories higher [categories](#) by stacking levels of [abstraction](#) of such [categories](#) - leads to explosion of special cases, differences of every level, and so overall difficulties.

Stacking groupoids ([category](#) in which [morphisms](#) are invertable) is much more homogenous up to infinity, and forms base of the [homotopy type](#) theory.

2.11 Category dual

[Category duality](#) behaves like a logical [inverse](#).

[Inverse](#) $\mathcal{C} = \mathcal{C}^{op}$ - inverts the direction of [morphisms](#).

[Composition](#) accordingly changes to the [morphisms](#): $(g \circ f)^{op} = f^{op} \circ g^{op}$

Any [statement](#) in the terms of \mathcal{C} in \mathcal{C}^{op} has the [dual](#) - the logical [inverse](#) that is true in \mathcal{C}^{op} terms.

Opposite preserves [properties](#):

- [products](#): $(\mathcal{C} \times \mathcal{D})^{op} \cong \mathcal{C}^{op} \times \mathcal{D}^{op}$
- [functors](#): $(F^{\mathcal{C} \rightarrow \mathcal{D}})^{op} \cong F^{\mathcal{C}^{op} \rightarrow \mathcal{D}^{op}}$
- [slices](#): $(\mathcal{F} \downarrow \mathcal{G})^{op} \cong (\mathcal{G}^{op} \downarrow \mathcal{F}^{op})$

2.11.0.0.1 * Opposite category

Opposite categories

Category duality

Duality

Dual category

Dual

2.11.1 Coalgebra

Structures that are [dual](#) (in the [category](#)-theoretic sense of reversing [arrows](#)) to unital [associative algebras](#).

Every [coalgebra](#), by vector space [duality](#), reversing [arrows](#) - gives rise to an [algebra](#). In finite dimensions, this [duality](#) goes in both directions. In infinite - it should be determined.

2.12 Thin category

\forall [Hom sets](#) contain [zero](#) or one [morphism](#).

$$f \equiv g \mid \forall x, y \forall f, g : x \rightarrow y$$

A proset ([preordered set](#)).

2.12.1 *

Proset category

Prosetal category

Poset category

Posetal category

2.13 Commuting diagram

Establishes equality in [morphisms](#) that have same source and target.

Draws the [morphisms](#) that are:

$$f = g \Rightarrow \{f, g\} : X \rightarrow Y$$

2.13.1 *

Diagram commutes

Commutes

2.14 Universal construction

Algorithm of constructing definitions in [Category](#) theory.

Specially good to translate [properties](#)/definitions from other theories ([Set theory](#)) to [Categories](#).

Method:

1. Define a pattern that you defining.
2. Establish ranking for pattern matches.
3. The top of ranking, the best match or [set](#) of matches - is the thing you was looking for.
Matches are [isomorphic](#) for defined rules.

* uses Yoneda lemma, and as such constructions are defined until [isomorphism](#), and so [isomorphic](#) between each-other.

2.14.1 *

Universal constructions

2.15 Product

[Universal construction](#):

$$\begin{array}{ccccc} & & c' & & \\ & p \swarrow & \downarrow ! & \searrow q & \\ a & \xleftarrow{\pi_a} & c & \xrightarrow{\pi_b} & b \end{array}$$

Pattern: $p : c \rightarrow a, q : c \rightarrow b$

Ranking: $\max \sum^{\forall} (! : c' \rightarrow c \mid p' = p \circ !, q' = q \circ !)$

c' is another candidate.

For [sets](#) - [Cartesian product](#).

* is a pair. Corresponds to [product data type](#) in [Hask](#) (inhabited with all elements of the [Cartesian product](#)).

[Dual](#) is [Coproduct](#).

2.15.1 *

Products

2.16 Coproduct

Universal constructuon:

$$\begin{array}{ccccc} & & c' & & \\ & p \nearrow & \uparrow ! & \nwarrow q & \\ a & \xrightarrow{\iota_a} & c & \xleftarrow{\iota_b} & b \end{array}$$

Pattern: $i : a \rightarrow c, j : b \rightarrow c$

Ranking: $\max \sum^{\forall} (! : c \rightarrow c' \mid i' = ! \circ i, j' = ! \circ j)$

c' is another candidate.

For [sets](#) - Disjoint union.

* is a [set](#) assembled from other two [sets](#), in Haskell it is a tagged [set](#) (analogous to disjoint union).

[Dual](#) is [Product](#).

2.16.1 *

Coproducts

2.17 Free object

General particular [structure](#).

In which [structure](#), [properties](#) autofollows from definition, axioms.

Also uses as a term when surcomstances of [structures](#), rules, [properties](#), axioms used coincide with the definition of a particular [object](#) \therefore form [object](#) of this [type](#) with the according [properties](#) and possibilities.

2.18 Internal category

[Category](#) which is included into a bigger [category](#).

2.19 Hom set

All [morphisms](#) from source [object](#) to target [object](#).

Denotation:

$$hom_C(X, Y) = (\forall f : X \rightarrow Y) = hom(X, Y) = C(X, Y)$$

Denotation was not standartized.

[Hom sets](#) belong to [Set category](#).

In [Set category](#): $\exists!(a, b) \iff \exists!Hom, \forall Hom \in Set$. [Set category](#) is special, [Hom sets](#) are also [objects](#) of it.

[Category](#) can include [Set](#), and [hom sets](#), or not.

2.19.1 *

Hom-set

Hom sets

2.19.2 Hom-functor

$$hom : \mathcal{C}^{op} \times \mathcal{C} \rightarrow Set$$

[Functor](#) from the [product](#) of \mathcal{C} with its [opposite category](#) to the [category](#) of [sets](#).

Denotation variants:

$$H_A = \text{Hom}(-, A)$$

$$h_A = \mathcal{C}(-, A)$$

$$Hom(A, -) : \mathcal{C} \rightarrow Set$$

Hom-bifunctor:

$$Hom(-, -) : \mathcal{C}^{op} \times \mathcal{C} \rightarrow Set$$

2.19.3 Exponential object

Generalises the notion of [function set](#) to internal [object](#).

As also [hom set](#) to [internal hom objects](#).

Cartesian [closed](#) ([monoidal](#)) [category](#) strictly required, as $*$ multiplication holds [composition](#) requirement:

$$\circ : hom(y, z) \otimes hom(x, y) \rightarrow hom(x, z)$$

Denotation:

$$b^a$$

[Universal construction](#):

$$\begin{array}{ccc} c & c \times a & \\ \vdots & \vdots & \searrow \\ u & u \times 1^a & \\ \downarrow & \downarrow & \\ b^a & b^a \times a \xrightarrow{eval} b & \end{array}, \text{ where in Category: } b^a - \text{exponential object, } \times - \text{product bifunctor, } a$$

- [argument](#) of $*$, b - result, c - candidate, $b^a \equiv (a \Rightarrow b) - *$.

$* b^a$ (also as $(a \Rightarrow b)$) represent exponentiation of [cardinality](#) of $\forall b^a$ possibilities.

2.19.3.1 $*$

Function object

Internal hom

Exponential objects

Hom object

Hom objects

2.19.3.2 Enriched category

Uses [Hom objects](#) ([exponential objects](#)), which do not belong into [Set category](#).

[Category](#) is no longer small, now may be called large.

$$hom(x, y) \in K.$$

Called: $*$ over K (which holds [hom objects](#)).

2.19.3.2.1 $*$ Enriched

Large category

Chapter 3

Data type

Set of values.

For [type](#) to have sense the values must share some sense, [properties](#).

3.1 *

Type

Types

Data types

3.2 Actual type

[Data type](#) recieved by ->[inferring](#)->compiling->execution.

3.3 Algebraic data type

Composite [type](#) formed by combining other [types](#).

3.3.1 *

AlgDT

3.4 Cardinality

Number of possible implementations for a given [type](#) signature.

[Disjunction](#), sum - adds [cardinalities](#).

[Conjunction](#), [product](#) - multiplies [cardinalities](#).

3.4.1 *

Cardinalities

3.5 Data constant

* - [constant](#) value; [nullary data constructor](#).

3.6 Data constructor

One instance that [inhabit data type](#).

3.7 data declaration

[Data type declaration](#) is the most general and versatile form to create a new [data type](#).
Form:

```
data [context =>] type typeVars1..n
  = con1  c1t1..i
  | ...
  | conm  cmt1..q
  [deriving]
```

3.8 Dependent type

When [type](#) and values have [relation](#) between them. [Type](#) has restrictions for values, value of a [type variable](#) has a result on the [type](#).

3.8.1 *

Dependent types

3.9 Gen type

[Generator](#). [Gen type](#) is to generate pseudo-random values for parent [type](#). Produces a [list](#) of values that gets infinitely cycled.

3.10 Higher-kinded data type

Any combination of * and ->

[Type](#) that take more [types](#) as arguments.

Humbly really a [function](#)

3.10.1 *

Higher-kinded data types

3.11 newtype declaration

Create a new [type](#) from old [type](#) by attaching a new [constructor](#), allowing [type class instance declaration](#).

```
newtype FirstName = FirstName String
```

Data will have exactly the same representation at runtime, as the [type](#) that is wrapped.

```
newtype Book = Book (Int, Int)
```

```
    (,)
    / \
Integer Integer
```

3.12 Principal type

The most generic [data type](#) that still [typechecks](#).

3.13 Product data type

Is an [algebraic data type](#) representation of a [product](#) construction.
Formed by logical [conjunction](#) (AND, '[*](#) [*](#)').

Haskell forms:

```
- 1. As a tuple (the uncurried & most true-form)
(T1, T2)
```

```
- 2. Curried form, data constructor that takes two types
C T1 T2
```

```
- 3. Using record syntax. =r# <inhabitant>= would return the respective =T#=.
C { r1 :: T1
    , r2 :: T2
    }
```

3.13.1 *

Product type

3.13.2 Sequence

Enumerated (ordered) [set](#).

Denotation:

```
()
( , )
( , , )
( , , ... )
```

More general mathematical denotation was not established, variants:

$$(n)_{n \in \mathbb{N}}$$

$$\omega \rightarrow X$$

$$\{i : Ord \mid i < \alpha\}$$

In Haskell: [Data type](#) that stores multiple ordered values withing a single value.

Table 3.1: [Sequence constructor](#) naming by [arity](#)

Name	Arity	Denotation
Unit , empty	0	()
Singleton	1	(_)
Tuple, pair, two-tuple	2	(_ , _)
Triple, three- tuple	3	(_ , _ , _)
Sequence	N	(_ , _ , ...)

3.13.2.1 *

Sequences
Tuples
Ordered pair
Ordered triple

3.13.2.2 List

[Sequence](#) of one [type](#) objects.

Denotation:

[\[\]](#)
[[_](#) , [_](#)]
[[_](#) , [_](#) , [_](#)]
[[_](#) , [_](#) , ...]

Haskell definition:

```
data [] a = [] | a : [a]
```

Definition is self-referential (self-[recursive](#)), can be seen as [anamorphism](#) (unfold) of the [\[\]](#) (empty [list](#), memory cell which is container of particular [type](#)) and [:](#) ([cons operation](#), pointer). As such - can create non-terminating [data type](#) (and computation), in other words - infinite.

3.14 Proxy type

[Proxy type](#) holds no data, but has a phantom [parameter](#) of [arbitrary type](#) (or even [kind](#)). Able to provide [type](#) information, even though has no value of that [type](#) (or it can be may too costly to create one).

```
data Proxy a = ProxyValue
```

```
let proxy1 = (ProxyValue :: Proxy Int) - a has kind `Type`  
let proxy2 = (ProxyValue :: Proxy List) - a has kind `Type -> Type`
```

3.15 Static typing

Typechecking takes place at compile level.

3.16 Structural type

Mathematical type. They form into structural type system.

3.16.1 *

Structural

3.17 Structural type system

Strict global hierarchy and relationships of types and their properties.

Haskell type system is *.

In most languages typing is name-based, not structural.

3.17.1 *

Structural typing

3.18 Sum data type

Algebraic data type formed by logical disjunction (OR '|').

3.19 Type alias

Create new type constructor, and use all data structure of the base type.

3.20 Type class

Type system construct that adds a support of ad hoc polymorphism.

Type class makes a nice way for defining behaviour, properties over many types/objects at once.

3.20.1 *

Type classes
Typeclass
Typeclasses

3.20.2 Arbitrary type class

Type class of `QuickCheck.Arbitrary` (that is reexported by `QuickCheck`) for creating a generator/distribution of values.

Useful function is `arbitrary` - that autogenerates values.

3.20.2.1 Arbitrary function

Depends on `type` and generates values of that `type`.

3.20.3 CoArbitrary type class

Pseudogenerates a function basing on resulting `type`.

```
coarbitrary :: CoArbitrary a => a -> Gen b -> Gen b
```

3.20.3.1 *

CoArbitrary

3.20.4 Typeable type class

Allows dynamic `type` checking in Haskell for a `type`.

Shift a `typechecking` of `type` from compile time to runtime.

* `type` gets wrapped in the universal `type`, that shifts the `type` checks to runtime.

Also allows:

- Get the `type` of something at runtime (ex. print the `type` of something `typeOf`).
- Compare the `types`.
- Reifying functions from polymorphic type to concrete (for functions like `:: Typeable a => a -> String`).

3.20.4.1 *

Typeable

3.20.5 Type class inheritance

Type class has a superclass.

3.20.6 Derived instance

Type class instances sometimes can be automatically [derived](#) from the parent [types](#).

Type classes such as Eq, Enum, Ord, Show can have instances generated based on definition of data type.

P.S.

Language options:

- DeriveAnyClass
- DeriveDataTypeable
- DeriveFoldable
- [DeriveFunctor](#)
- DeriveGeneric
- DeriveLift
- DeriveTraversable
- DerivingStrategies
- DerivingVia
- GeneralisedNewtypeDeriving
- StandaloneDeriving

3.20.6.1 *

Derived
Deriving

3.21 Type constant

[Nullary type constructor](#).

3.22 Type constructor

Name of the [data type](#).

[Constructor](#) that takes [type](#) as an [argument](#) and produces new [type](#).

3.23 type declaration

Synonym for existing [type](#). Uses the same [data constructor](#).

```
type FirstName = String
```

Used to distinct one entities from other entities, while they have the same [type](#).
Also main [type functions](#) can operate on a new [type](#).

3.24 Typed hole

`*` - is a `_` or `_name` in the [expression](#). On [evaluation](#) GHC would show the [derived type](#) information which should be in place of the `*`. That information helps to fill in the gap.

3.24.1 *

Typed holes

3.25 Type inference

Automatic [data type](#) detection for [expression](#).

3.25.1 *

Inferring
Infer
Infers
Inferred

3.26 Type class instance

Block of implementations of [functions](#), based on unique [type class](#)->[type](#) pairing.

3.27 Type rank

Weak ordering of [types](#).

The rank of [polymorphic type](#) shows at what level of nesting `forall` [quantifier](#) appears.
Count-in only [quantifiers](#) that appear to the left of [arrows](#).

```
f1 :: forall a b. a -> b -> a    ==    fi :: a -> b -> c
g1 :: forall a b. (Ord a, Eq b) => a -> b -> a    ==    g1 :: (Ord a, Eq b) => a -> b -> a
```

f1, g1 - [rank-1 types](#). Haskell itself implicitly adds universal [quantification](#).

```
f2 :: (forall a. a->a) -> Int -> Int
g2 :: (forall a. Eq a => [a] -> a -> Bool) -> Int -> Int
```

f2, g2 - [rank-2 types](#). Quantifier is on the left side of a \rightarrow . Quantifier shows that [type](#) on the left can be overloaded.

[Type inference](#) in Rank-2 is possible, but not higher.

```
f3 :: ((forall a. a->a) -> Int) -> Bool -> Bool
```

f3 - [rank3-type](#). Has [rank-2 types](#) on the left of a \rightarrow .

```
f :: Int -> (forall a. a -> a)
g :: Int -> Ord a => a -> a
```

f, g are rank 1. [Quantifier](#) appears to the right of an [arrow](#), not to the left. These [types](#) are not Haskell-98. They are supported in [RankNTypes](#).

3.27.1 *

- Type ranks
- Rank type
- Rank types
- Rank-1 type
- Rank-1 types
- Rank-2 type
- Rank-2 types
- Rank-3 type
- Rank-3 types

3.28 Type variable

Refer to an unspecified [type](#) in Haskell [type](#) signature.

3.29 Unlifted type

[Type](#) that directly exist on the hardware. The [type abstraction](#) can be completely removed. With [unlifted types](#) Haskell [type](#) system directly manages data in the hardware.

3.29.1 *

- Unlifted types

3.30 Linear type

Type system and algebra that also track the multiplicity of data.
There are 3 general linear type groups:

- 0 - exists only at type level and is not allowed to be used at value level. Aka **s** in ST-Trick.
- 1 - data that is not duplicated
- $1 <$ - all other data, that can be duplicated multiple times.

3.30.1 *

Linear types

3.31 NonEmpty list data type

Data.List.NonEmpty

Has a Semigroup instance but can't have a Monoid instance. It never can be an empty list.

```
data NonEmpty a = a :| [a]
  deriving (Eq, Ord, Show)
```

:| - an infix data constructor that takes two (type) arguments. In other words :| returns a product type of left and right

3.32 Session type

* - allows to check that behaviour conforms to the protocol.

So far very complex, not very productive (or well-established) topic.

3.33 Binary tree

```
data BinaryTree a
  = [[Leaf]]
  | [[Node]] (BinaryTree a) a (BinaryTree a)
```

3.34 Bottom value

A _ non-value in the type or pattern match expression. Placeholder for anything.

```
- _ fits *.
```

3.34.1 *

Bottom
Bottom values

3.35 Bound

Haskell * [type class](#) means to have lowest value & highest value, so a [bounded](#) range of values.

3.35.1 *

Bounded

3.36 Constructor

1. [Type constructor](#)
2. [Data constructor](#)

Also see: [Constant](#)

3.36.1 *

Constructors

3.37 Context

[Type constraints](#) for [polymorphic variables](#).
Written before the main [type](#) signature, denoted:

```
TypeClass a => ...
```

3.37.1 *

Contexts

3.38 Inhabit

Values that is a component of [data type set](#).

3.39 Maybe

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

Does not represent the information why `Nothing` happened.
For `error` - use `Either`.
Do not propagate `*`.

Handle `*` locally to `where` it is produced. `Nothing` does not hold useful info for debugging & short-circuits the processes. Do not expect code `type` being bug-free, do not return `Maybe` to end user since it would be impossible to debug, return something that preserves `error` information.

3.39.0.1 *

Nodes

3.40 Expected type

`Data type inferred` from the text of the code.

3.41 ADT

1. `Abstract data type`
2. `Algebraic data type`

3.42 Concrete type

Fully resolved, definitive, non-`polymorphic type`.

3.43 Type punning

When `type constructor` and `data constructor` have the same name.

Theoretically if person knows the rules - `*` can be solved, because in Haskell `type` and `data declaration` have different places of use.

3.44 Kind

`Kind -> Type -> Data`

3.44.1 *

Kinds

3.45 IO

Type for values whose evaluations has a possibility to cause side effects or return unpredictable result.

Haskell standard uses **monad** for constructing and transforming **IO** actions.

IO action can be evaluated multiple times.

IO data type has unpure imperative actions inside. Haskell is **pure Lambda calculus**, and unpure **IO** integrates in the Haskell purely (**type** system abstracts **IO** unpurity inside **IO data type**).

IO sequences effect computation one after another in **order** of needed computation, or occurrence:

```
twoBinds :: IO ()
twoBinds =
    putStrLn "First:" >
    getLine >=
    \a ->
    putStrLn "Second:" >
    getLine >=
    \b ->
    putStrLn ("First: "
        ++ a ++ ".\nSecond "
        ++ b ++ ".")
main = twoBinds
```

Sequencing is achieved by compilation of effects performing only while they receive the sugared-in & passed around the **RealWorld** fake **type** value, that value in the every computation gets the new "value" and then passed to the next requested computation. But special thing is about this **parameter**, this **RealWorld type** value passed, but never looked at. GHC realizes, since value is never used, - it means value and **type** can be equated to **()** and moreover reduced from the code, and sequencing stays.

Chapter 4

Expression

Finite combination of symbols that is well-formed according to [context-free grammar](#).

Generally meaningless. Meaning gets [derived](#) from an * & [context](#) (and/or content words) by congruency with knowledge & experience.

4.1 *

Expressions

4.2 Closed-form expression

* - mathematical [expression](#) that can be evaluated in a finite number of operations.

May contain:

- constants
- [variables](#)
- operations (e.g., $+$ $-$ \times \div)
- [functions](#) (e.g., nth root, exponent, logarithm, trigonometric [functions](#), and [inverse](#) hyperbolic [functions](#)), but usually no limit.

4.3 RHS

Right-hand side of the [expression](#).

4.4 LHS

Left-hand side of the [expression](#).

4.5 Redex

Reducible expression.

4.6 Concatenate

Link together [sequences](#), [expressions](#).

4.7 Alpha equivalence

[Equivalence](#) of a processes in [expressions](#). If [expressions](#) have according [parameters](#) different, but the internal processes are literally the same [process](#).

4.8 Ground expression

[Expression](#) that does not contain any free [variables](#).

4.8.1 *

Ground formula

4.9 Variable

A name for [expression](#).

++++

There frequently can be heard: one of most notable Haskell [properties](#) is Haskell `has immutable 'variables'` (and term here used in the sense that imperative programmers frequently use). Logically we see [statement](#) is contradictory with itself: "[variables](#)" - something that has change as a defining property - are not changing; it is a nonsensical [statement](#). Please, read the saying as: Haskell `has immutable values`, due to following the value [semantics](#): see "Value". And Haskell [expressions](#) are [functions](#) (that are [referentially transparent](#) - meaning itself immutable) - and they are also values (hence term "functional programming" means - [functions](#) are [first-class](#) values). Since values [bind](#) to [variables](#) - people are wrongly mix-up terms and say their names (according "*) are immutable.

As you see in the code - Haskell [variables](#) (same names) hold different values at different times. [Variables](#) are reused, meaning "names are reused" - binded to different values on [scope](#) changes. But all values that Haskell holds - are, by the design of the language, are treated immutable, any transformations Haskell resolves by creating new values, and frees the space by freeing-up from no longer needed values.

4.9.1 *

Variables

4.10 Phrase

Composable expression.

Chapter 5

Function

Full dependency of one quantity from another quantity.

Denotation:

$$y = f(x)$$

$$f : X \rightarrow Y,$$

where X is domain, Y is codomain.

Directionality and property of invariability emerge from one another.

- domain func codomain
* -> *

$$y(x) = (zx^2 + bx + 3 \mid b = 5)$$

\Name of the function
\Parameter
\Free variable
\Bound variable
\Var \Constant

Lambda abstraction is a function.
Function is a mathematical operation.

Function = Total function = Pure function. Function theoretically can be to memoized.

Also see:

Partial function

Inverse function - often partially exists (partial function).

5.1 *

Functions

Bound variable

5.2 Arity

Number of [parameters](#) of the [function](#).

- [nullary](#) - $f()$
- [unary](#) - $f(x)$
- [binary](#) - $f(x,y)$
- [ternary](#) - $f(x,y,z)$
- [n-ary](#) - $f(x,y,z..)$

5.3 Bijection

[Function](#) is a complete one-to-one pairing of elements of [domain](#) and [codomain](#) ([image](#)).
It means [function](#) both [surjective](#) (so [image](#) == [codomain](#)) and [injective](#) (every [domain](#) element has unique correspondence to the [image](#) element).

For [bijection inverse](#) always exists.

[Bijection operation](#) holds the [equivalence](#) of [domain](#) and [codomain](#).

Denotation:

\boxtimes
 $\succ \rightarrow \twoheadrightarrow$
 $f : X \boxtimes Y$

L^AT_EX needed to combine symbols:
 $f : X \succ \twoheadrightarrow Y$

Corersponds to [isomorphism](#).

5.3.1 *

Bijjective
Bijjective function

5.4 Combinator

[Function](#) without free [variables](#).
[Higher-order function](#) that uses only [function application](#) and other combinators.

```

\ a -> a
\ a b -> a b
\ f g x -> f (g x)
\ f g x y -> f (g x y)

```

Not combinators:

```

\ xs -> sum xs

```

Informal broad meaning: referring to the style of organizing libraries centered around the idea of combining things.

5.4.1 Ψ -combinator

Transforms two of the same [type](#), [applying](#) same mediate transformation, and then transforming those into the result.

```

import Data.Function (on)
on :: (b -> b -> c) -> (a -> b) -> a -> a -> c

```

```

a-\b
    * -c
a-/b

```

5.4.1.1 *

Psi-combinator
On-combinator

5.5 Function application

* - [bind](#) the [argument](#) to the [parameter](#) of a [function](#), and do a [beta-reduction](#).

5.5.1 *

Apply
Applied
Applying
Application

5.6 Function body

[Expression](#) that haracterizes the [process](#).

5.7 Function composition

```

(.) :: (b -> c) -> (a -> b) -> a -> c

```

```

a -> (a -> b) -> (b -> c) -> c

```

In Haskell inline [composition](#) requires:

```
h.g.f $ i
```

5.7.1 *

Composition

Compose

Composed

5.8 Function head

Is a part with name of the [function](#) and it's parameters.

AKA: $f(x)$

5.9 Function range

The range of a [function](#) refers to [either](#) the [codomain](#) or the [image](#) of the [function](#), depending upon usage. Modern usage almost always uses range to mean [image](#).

So, see [Function image](#).

5.10 Higher-order function

[Function](#) that has [arity](#) > 1 .

+===

[HOF](#) is:

- [function](#) that accepts [function](#) as a [parameter](#)
- [function](#) that has more then one [parameter](#).

[Application](#) of an [argument](#) to [*](#) produces a [function](#) that has [arity](#) $- 1$.

5.10.1 *

HOF

5.10.2 Fold

[Catamorphism](#) of a [structure](#) to a lower [type](#) of [structure](#). Often to a single value.

[*](#) is a [higher-order function](#) that takes a [function](#) which operates with both main [structure](#) and accumulator [structure](#), [*](#) applies units of [data structure](#) to a [function](#) wich works with accumulator. Upoun traversing the whole [structure](#) - the accumulator is returned.

5.11 Injection

Function one-to-one injects from **domain** into **codomain**.

Keeps distinct pairing of elements of **domain** and **image**.
Every element in **image** corresponds to one element in **domain**.

$$\forall a, b \in X, f(a) = f(b) \Rightarrow a = b$$

$$\exists(\text{inverse function}) \mid \forall(\text{injective function})$$

Denotion:

⊞

>->

f : X ⊞ Y

$f : X \rightarrowtail Y$

Corresponds to **Monomorphism**.

5.11.1 *

Injective
Injective function
Injectivity

5.12 Partial function

One that does not cover all **domain**.
Unsafe and causes trouble.

5.13 Purity

* means properly abstracted.

If the contrary - **abstraction** is unpure.

Also see: **pure function**.

5.13.1 *

Pure

5.14 Pure function

Function that is **pure** \equiv **referentially transparent function**.

5.15 Sectioning

Writing [function](#) in a parentheses. Allows to pass around [partially applied functions](#).

5.16 Surjection

[Function](#) uses [codomain](#) fully.

$$\forall y \in Y, \exists x \in X$$

Denotation:

$$f : X \twoheadrightarrow Y$$

Corresponds to [Epimorphism](#).

5.16.1 *

Surjective

Surjective function

5.17 Unsafe function

[Function](#) that does not cover at least one edge [case](#).

5.17.1 *

Unsafe

5.18 Variadic

* - having [variable arity](#) (often up to indefinite).

5.19 Domain

Source [set](#) of a [function](#).

X in $X \rightarrow Y$.

5.20 Codomain

Y in $X \rightarrow Y$.

[Codomain](#) - target [set](#) of a [function](#).

5.21 Open formula

Logical [function](#) that has [arity](#) and produces [proposition](#).

5.22 Recursion

Repeated [function application](#) when sometimes same [function](#) gets called.

Allows computation that may require indefinite amount of work.

5.22.1 *

Recursive

5.22.2 Base case

A part of a [recursive function](#) that trivially produces result.

5.22.3 Tail recursion

Tail calls are [recursive](#) invocations of itself.

5.22.4 Polymorphic recursion

[Type](#) of the [parameter](#) changes in [recursive](#) invocations of [function](#).

Is always a higher-ranked [type](#).

5.22.4.1 *

Milner–Mycroft typability
Milner–Mycroft calculus

5.23 Free variable

[Variable](#) in the function that is not [bound](#) by the head.

Until there are * - [function](#) stays [partially applied](#).

5.24 Closure

$f(x) = f^{x \rightarrow x} \mid \forall x \in \mathcal{X}, \mathcal{X}$ is [closed](#) under f , it is a trivial [case](#) when [operation](#) is legitimate for all values of the [domain](#).

[Operation](#) on members of the [domain](#) always produces a members of the [domain](#). The [domain](#) is [closed](#) under the [operation](#).

In the [case](#) when there is a [domain](#) values for which [operation](#) is not legitimate/not exists:

$f(x) = f^{\mathcal{V} \rightarrow \mathcal{X}} \mid \mathcal{V} \in \mathcal{X}, \forall x \in \mathcal{V}, \mathcal{X}$ is [closed](#) under f .

5.24.1 *

Closed

5.25 Parameter

παρά para subsidiary

μέτρον metron measure

Named variable of a [function](#).

[Argument](#) is a supplied value to a [function parameter](#).

[Parameter](#) ([formal parameter](#)) is an [irrefutable](#) pattern, and implemeted that way in Haskell.

5.25.1 *

Parameters

Formal parameter

Formal parameters

5.26 Partial application

Part of [function parameters](#) applied.

5.26.1 *

Partially applied

5.27 Well-formed formula

[Expression](#), logical [function](#) that is/can produce a [proposition](#).

5.27.1 *

Well formed formula

WFF

wff

WFFS

wffs

Chapter 6

Homotopy

ὁμός homós same

One can be "continuously deformed" into the other.

For example - [functions](#), [functors](#).

[Natural transformation](#) is a [homotopy](#) of [functors](#).

6.1 *

Homotopies

Homotopic

Chapter 7

Lambda calculus

Universal model of computation. Which means $*$ can implement any [Turing machine](#).
Based on [function abstraction](#) and [application](#) by substituting [variables](#) and [binding](#) values.

$*$ has [lambda terms](#):

- [variable](#) (x)
- [application](#) ($((ts))$)
- [abstraction](#) ([lambda function](#)) ($((\lambda x.t))$)

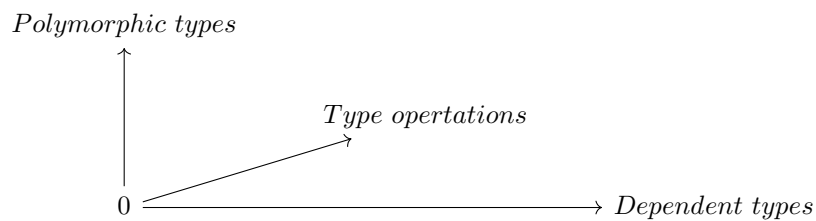
7.1 $*$

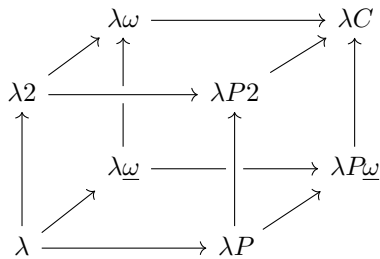
Lambda term
Lambda terms
Lambda variable
Lambda variables

7.2 Lambda cube

[\$\lambda\$ -cube](#) shows the 3 dimentions of generalizations from simply typed [Lambda calculus](#) to [Calculus of constructions](#).

+====





Each dimension of the cube corresponds to extensions (a new type of relation of objects depending on objects):

Table 7.1: Three degrees of type systems generalizations

Denotation	Name	Programming	New type of relations
2	Polymorphic types	First-class polymorphism of types	Terms depending on types
ω	Type operation	Type class, type families	Types depending on types
P	Dependent types	Higher-rank polymorphism, dependent types	Types depending on terms

Table 7.2: λ -cube: Names of the type systems

Denotation	Logical system
$\lambda \rightarrow$	(First Order) Propositional Calculus
$\lambda 2$	Second Order Propositional Caculus
$\lambda \omega$	Weakly Higher Order Propositional Calculus
$\lambda \underline{\omega}$	Higher Order Propositional Calculus
λP	(First Order) Predicate Logic
$\lambda P2$	Second Order Predicate Calculus
$\lambda P\omega$	Weak Higher Order Predicate Calculus
λC	Calculus of Constructions

7.2.1 *

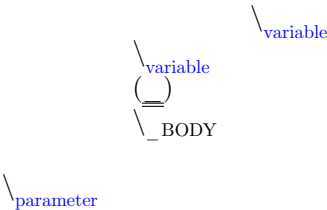
λ -cube
 λ -cube

7.3 Lambda function

Function of Lambda calculus.

$$\lambda xy.x^2 + y^3$$

^^ ^ ^



λ parameter
 $(\underline{\quad})$
 \backslash _HEAD

7.3.1 *

Lambda abstraction

7.3.2 Anonymous lambda function

[Lambda function](#) that is not binded to any name.

7.3.2.1 *

Anonymous lambda function

7.3.3 Uncurry

Replace sequenced lambda [functions](#) into single [function](#) taking [sequence/product](#) of values as [argument](#).

7.4 β -reduction

Equation of a [parameter](#) to a [bound variable](#), then reducing [parameter](#) from the head.

7.4.1 *

β reduction
 Beta-reduction
 Beta reduction

7.4.2 β -normal form

No [beta reduction](#) is possible.

7.4.2.1 *

β normal form
 Beta normal form
 Beta-normal form

7.5 Calculus of constructions

Extends the [Curry](#)–Howard correspondence to the proofs in the full intuitionistic [predicate](#) calculus (includes proofs of [quantified statements](#)).

[Type](#) theory, typed programming language, and constructivism (phylosophy) foundation for

mathematics.
Directly relates to Coq programming language.

7.5.1 *

«<CoC>»

7.6 Curry–Howard correspondence

Equivalence of {**First-order logic**, computer programming, **Category** theory}. They represent each-other, possible in one - possible in the other, so all the definitions and theorems have analogues in other two.

Gives a ground to the **equivalence** of computer programs and mathematical proofs.

Lambek added analogue to Cartesian **closed category**, which can be used to model logic and **type** theory.

Table 7.3: Table of basic correspondence

Logic	Type	Category
True	() (any inhabited type)	Terminal
False	Void	Initial
$a \wedge b$	(a, b)	$a \times b$
$a \vee b$	Either a b	a / b
$a \Rightarrow b$	$a \rightarrow b$	b^a

7.6.1 *

Curry–Howard isomorphism
Curry-Howard-Lambek

7.7 Currying

Translating the **evaluation** of a multiple **argument function** (or a **tuple** of arguments) into evaluating a **sequence** of **functions**, each with a single **argument**.

7.7.1 *

Curry

7.8 Hindley–Milner type system

Classical **type** system for the **Lambda calculus** with **Parametric polymorphism** and **Type inference**. **Types** marked as **polymorphic variables**, which enables **type inference** over the code.

7.8.1 *

Hindley-Milner

Damas-Milner

Damas-Hindley-Milner

7.9 Reduction

Take out something from a [structure](#), make simpler.

See [Beta reduction](#)

7.9.1 *

Reducible

7.10 β - η normal form

All [\$\beta\$ -reduction](#) and [\$\eta\$ -abstraction](#) are done in the [expression](#).

7.10.1 *

beta-eta normal form

beta eta normal form

7.11 η -abstraction

$(\lambda x.Mx) \xleftarrow{\eta} M$

$\backslash x \rightarrow g . f \ \$ x$
 $\backslash x \rightarrow g . f \quad \text{-eta-abstraction}$

7.11.1 *

η -reduction

η -conversion

η abstraction

η reduction

η conversion

eta-abstraction

eta-reduction

eta-conversion

eta abstraction

eta reduction

eta conversion

7.12 Lambda expression

See [Lambda calculus](#) ([Lambda terms](#)) and [Expression](#). In majority cases meaning some [Lambda function](#).

Chapter 8

Operation

Calculation into output value. Can have [zero](#) & more inputs.

8.1 Constant

[Nullary operation](#).

Also see: [Type constant](#).

8.2 Binary operation

$\forall(a, b) \in S, \exists P(a, b) = f(a, b) : S \times S \rightarrow S$

8.2.1 *

Binary operations

8.3 Operator

Denotation symbol/name for the [operation](#).

8.3.1 Shift operator

[Shift operator](#) defined by Lagrange through [Differential operator](#).

$$T^t = e^{t \frac{d}{dx}}$$

8.3.1.1 *

Shift

8.3.2 Differential operator

Denotation.
 $\frac{d}{dx}$, D , D_x , ∂_x .
Last one is partial.

$e^{t \frac{d}{dx}}$ - Shift operator.

8.3.2.1 *

Differential

8.4 Infix

Form of writing of operator or function in-between variables for application.
For priorities see Fixity.

8.5 Fixity

Declares the presedence of action of a function/operator.
Funciton application has presedence higher then all infix operators/functions (virtually giving it a priority 10).

Table 8.1: Haskell operators priority and fixity association

P	L	Non	R
10			F.A.
9	!!		.
8			^ ^ ^ **
7	*/ div		
6	+-		
5			: , ++
4		<comparison> elem	
3			&&
2			OR
1			
0			\$ \$! seq

8.5.1 *

Infixl
Infixr
Priority
Precedence

8.6 Zero

* is the value with which [operation](#) always yields [Zero](#) value.

$zero, n \in C : \forall n, zero * n = zero$

* is distinct from [Identity](#) value.

8.7 Bind

Establishing equality between two [objects](#).

Most often:

- equating [variable](#) to a value.
- equating [parameter](#) of a [function](#) to an [argument](#) ([variable](#)/value/[function](#)). This term often is equated to [applying argument](#) to a [function](#), which includes [\$\beta\$ -reduction](#).

8.7.1 *

Binds

Binding

Bindings

8.8 Declaration

[Binding](#) name to [expression](#).

8.9 Dispatch

Sort-out & send.

8.10 Evaluation

For FP see [Bind](#).

Chapter 9

Permutation

Bijjective function from domain to itself.

Domain & permutation functions & function composition form a group.

Chapter 10

Point-free

Paradigm [where function](#) only describes the [morphism](#) itself.

[Process](#) of converting [function](#) to [point-free](#).

If brackets `()` can be changed to `$` then `$` equal to [composition](#):

```
\ x -> g (f x)
\ x -> g $ f x
\ x -> g . f $ x
\ x -> g . f      -eta-abstraction
```

```
\ x1 x2 -> g (f x1 x2)
\ x1 x2 -> g $ f x1 x2
\ x1 x2 -> g . f x1 $ x2
\ x1      -> g . f x1
```

10.1 *

Pointfree
Tacit
Tacit programming

10.2 Blackbird

```
(.).(.) :: (b -> c) -> (a1 -> a2 -> b) -> a1 -> a2 -> c
```

[Composition of compositions](#) `(.).(.)`. Allows to [compose](#)-in a [binary function](#) `f1(c)` `(.).(.)` `f2(a,b)`.

```
\ f g x y -> f (g x y)
```

10.2.1 *

```
.) .
(.).(.)
Composition of compositions
```

10.3 Swing

```
swing :: ((a -> b) -> b) -> c -> d) -> c -> a -> d
swing = flip . (. flip id)
swing f = flip (f . runCont . return)
swing f c a = f ($) a c
```

10.4 Squish

```
f >= a . b . c =< g
```

Chapter 11

Polymorphism

$\pi\omicron\lambda\acute{\upsilon}\varsigma$ *polús* many

At once several forms.

In Haskell - [abstract](#) over [data types](#).

* [types](#):

11.1 *

Polymorphic

11.2 Levity polymorphism

Extending [polymorphism](#) to work with unlifted and lifted [types](#).

11.3 Parametric polymorphism

[Abstracting](#) over [data types](#) by [parameter](#).

In most languages named as 'Generics' (generic programming).

[Types](#):

11.3.1 Rank-1 polymorphism

[Parametric polymorphism](#) in [rank-1 types](#) by [type variables](#).

11.3.1.1 *

Prenex

Prenex polymorphism

11.3.2 Let-bound polymorphism

It is [property](#) chosen for Haskell [type](#) system.

Haskell is based on [Hindley-Milner type](#) system, it is [let-bound](#).

To have strict [type inference](#) with [*](#) - if [let](#) and [where](#) declarations are [polymorphic](#) - λ declarations - should be not.

See: [Good: In Haskell parameters bound by lambda declaration instantiate to only one concrete type](#).

11.3.3 Constrained polymorphism

Constrained [Parametric polymorphism](#).

11.3.3.1 Ad hoc polymorphism

Artificial [constrained polymorphism](#) dependent on incoming [data type](#).

It is [interface dispatch](#) mechanism of [data types](#).

Achieved by creating a [type class instance functions](#).

Commonly known as overloading.

11.3.3.1.0.1 * Ad-hoc polymorphism

Ad hoc polymorphic

Ad-hoc polymorphic

Constraint

Constraints

11.3.4 Impredicative polymorphism

[*](#) allows [type](#) τ entities with [polymorphic types](#) that can contain [type](#) τ itself.

$T = \forall X. X \rightarrow X : T \in X \models T \in T$

The most powerful form of [parametric polymorphism](#).

See: [Impredicative](#).

This approach has Girard's paradox ([type systems Russell's paradox](#)).

11.3.4.1 *

First-class polymorphism

11.3.5 Higher-rank polymorphism

Means that [polymorphic types](#) can appear within other [types](#) ([types of function](#)).

There is a case where [higher-rank polymorphism](#) than the Ad hoc - is needed. For example [where ad hoc polymorphism](#) is used in [constraints](#) of several different implementations of [functions](#), and you want to build a [function](#) on top - and use the [abstract interface](#) over these [functions](#).

```

- ad-hoc polymorphism
f1 :: forall a. MyType Class a => a -> String    ==    f1 :: MyType Class a => a -> String
f1 = - ...

- higher-rank polymorphism
f2 :: Int -> (forall a. MyType Class a => a -> String) -> Int
f2 = - ...

```

By moving forall inside the `function` - we can achieve `higher-rank polymorphism`.

From: <https://news.ycombinator.com/item?id=8130861>

Higher-rank polymorphism is formalized using System F, and there are a few implementations of (in
Useful example aslo a `ST-Trick monad`.

11.3.5.1 *

Rank-n polymorphism

11.4 Subtype polymorphism

Allows to declare usage of a `Type` and all of its Subtypes.

T - `Type`

S - Subtype of `Type`

<: - subtype of

$S <: T = S \leq T$

Subtyping is:

If it can be done to T, and there is subtype S - then it also can be done to S.

$S <: T : f^{T \rightarrow X} \Rightarrow f^{S \rightarrow X}$

11.5 Row polymorphism

Is a lot like `Subtype polymorphism`, but alings itself on allowence (with | r) of subtypes and `types` with requested `properties`.

```

printX :: { x :: Int | r } -> String
printX rec = show rec.x

printY :: { y :: Int | r } -> String
printY rec = show rec.y

- type is inferred as `{x :: Int, y :: Int | r } -> String`
printBoth rec = printX rec ++ printY rec

```

11.6 Kind polymorphism

Achieved using a phantom `type argument` in the `data type declaration`.

```
;;          * -> *
data Proxy a = ProxyValue
```

Then, by default the `data type` can be inhabited and fully work being partially defined.
But multiple instances of `kind polymorphic type` can be distinguished by their particular `type`.

Example is the `Proxy type`:

```
data Proxy a = ProxyValue

let proxy1 = (ProxyValue :: Proxy Int) - * :: Proxy Int
let proxy2 = (ProxyValue :: Proxy a)   - * -> * :: Proxy a
```

11.7 Linearity polymorphism

Leverages `linear types`.

For example - if `fold` over a dynamic array:

1. In basic Haskell - array would be copied at every step.
2. Use low-level `unsafe functions`.
3. With `Linear type function` we guarantee that the array would be used only at one place at a time.

So, if we use a `function` `(* -o * -o -o *)` in `foldr` - the `fold` will use the initial value only once.

Chapter 12

Pragma

Pragma - instruction to the compiler that specifies how a compiler should **process** the code. **Pragma** in Haskell have form:

```
{-# PRAGMA options #-}
```

12.1 LANGUAGE pragma

Controls what variations of the language are permitted.

It has a **set** of allowed options: https://downloads.haskell.org/~ghc/latest/docs/html/users_guide/glasgow_exts.html, which can be supplied.

12.1.1 LANGUAGE option

12.1.1.1 *

Language options

12.1.1.2 Useful by default

```
import EmptyCase
import FlexibleContexts
import FlexibleInstances
import InstanceSigs
import MultiParamTypeClasses
```

12.1.1.3 AllowAmbiguousTypes

Allow **type** signatures which appear that they would result in an unusable **binding**.

However GHC will still check and complain about a **functions** that can never be called.

12.1.1.4 ApplicativeDo

Enables an **alternative** in-depth **reduction** that translates the do-notation to the operators `<$>`, `<*>`, join as far as possible.

For GHC to pickup the patterns, the final **statement** must match one of these patterns exactly:

```

pure E
pure $ E
return E
return $ E

```

When the [statements](#) of [do expression](#) have dependencies between them, and [ApplicativeDo](#) cannot [infer](#) an [Applicative type](#) - GHC uses a heuristic $O(n^2)$ algorithm to try to use `<*>` as much as possible. This algorithm usually finds the best solution, but in rare complex cases it might miss an opportunity. There is also $O(n^3)$ algorithm that finds the optimal solution: `-foptimal-applicative-do`.

Requires `ap = <*>`, `return = pure`, which is true for the most [monadic types](#).

- Allows use of `do`-notation with [types](#) that are an instance of [Applicative](#) and [Functor](#)
- In some [monads](#), using the [applicative](#) operators is more efficient than [monadic bind](#). For example, it may enable more parallelism.

The only way it shows up at the source level is that you can have a `do expression` with only [Applicative](#) or [Functor](#) constraint.

It is possible to see the actual translation by using `-ddump-ds`.

12.1.1.5 ConstrainedClassMethods

Enable the definition of further [constraints](#) on individual class methods.

12.1.1.6 CPP

Enable [C preprocessor](#).

12.1.1.7 DeriveFunctor

Automatic [deriving](#) of instances for the [Functor type class](#).

For [type power set functor](#) is unique, its derivation implementation can be autochecked.

12.1.1.8 ExplicitForAll

Allow explicit [forall](#) quantifier in places [where](#) it is implicit by Haskell.

12.1.1.9 FlexibleContexts

Ability to use complex [constraints](#) in class [declaration contexts](#).

The only restriction on the [context](#) in a class [declaration](#) is that the class hierarchy must be acyclic.

```

class C a where
  op :: D b => a -> b -> b

class C a => D a where ...

```

$C \Rightarrow D$, so in C we can talk about D.

Synergizes with [ConstraintKinds](#).

12.1.1.10 FlexibleInstances

Allow [type class](#) instances [types](#) contain nested [types](#).

```
instance C (Maybe Int) where ...
```

Implies [TypeSynonymInstances](#).

12.1.1.11 GeneralizedNewtypeDeriving

Enable GHC's [newtype](#) cunning generalised [deriving](#) mechanism.

```
newtype Dollars = Dollars Int
  deriving (Eq, Ord, Show, Read, Enum, Num, Real, Bounded, Integral)
```

(In old Haskell-98 only Eq, Ord, Enum could be inherited.)

12.1.1.12 ImplicitParams

Allow definition of [functions](#) expecting implicit [parameters](#). In the Haskell that has static scoping of [variables](#) allows the dynamic scoping, such as in classic Lisp or ELisp. Sure thing this one can be puzzling as hell inside Haskell.

12.1.1.13 LambdaCase

Enables [expressions](#) of the form:

```
\case { p1 -> e1; ...; pN -> eN }
```

- OR

```
\case
  p1 -> e1
  ...
  pN -> eN
```

12.1.1.14 MultiParamTypeClasses

Implies: [ConstrainedClassMethods](#)

Enable the definitions of [typeclasses](#) with more than one [parameter](#).

```
class Collection c a where
```

12.1.1.15 MultiWayIf

Enable multi-way-if syntax.

```
if | guard1 -> code1
   | ...
   | guardN -> codeN
```

12.1.1.16 OverloadedStrings

Enable overloaded string literals (string literals become desugared via the `IsString` class).

With overload, string literals has [type](#):

```
(IsString a) => a
```

The usual string syntax can be used, e.g. `ByteString`, `Text`, and other variations of string-like [types](#).

Now they can be used in pattern matches as `char->integer` translations. To [pattern match](#) `Eq` must be [derived](#).

To use class `IsString` - [import](#) it from `GHC.Ext`.

12.1.1.17 PartialTypeSignatures

Partial [type](#) signature contains [wildcards](#), placeholders (`_`, `_name`).

Allows programmer to which parts of a [type](#) to annotate and which to [infer](#). Also applies to [constraint](#) part.

As untuped [expression](#), partly typed can not polymorphically recurse.

[-Wno-partial-type-signatures](#) supresses [infer](#) warnings.

12.1.1.18 RankNTypes

Enable [types](#) of [arbitrary](#) rank.

See [Type rank](#).

Implies [ExplicitForAll](#).

Allows `forall` [quantifier](#):

- Left side of \rightarrow
- Right side of \rightarrow
- as [argument](#) of a [constructor](#)
- as [type](#) of a field

- as `type` of an implicit `parameter`
- used in pattern `type` signature of `lexically scoped type variables`

12.1.1.19 ScopedTypeVariables

By default `type variables` do not have a `scope` except inside `type` signatures `where` they are used.

When there are internal `type` signatures provided in the code block (`where`, `let`, etc.) they (main `type` description of a `function` and internal `type` descriptions) restrain one-another and become not trully `polymorphic`, which creates a bounding interdependency of `types` that GHC would complain about.

* option provides the `lexical scope` inside the code block for `type variables` that have `forall quantifier`. Because they are now lexically scoped - those `type variables` are used across internal `type` signatures.

For details see: <https://ocharles.org.uk/guest-posts/2014-12-20-scoped-type-variables.html>

Implies `ExplicitForAll`.

12.1.1.20 TupleSections

Allow `tuple` section syntax:

```
(, True)
(, 'I', , , 'Love', , 1337)
```

12.1.1.21 TypeApplications

Allow `type application` syntax:

```
read @Int 5

:type pure @[]
pure @[] :: a -> [a]

:type (<*>) @[]
(<*>) @[] :: [a -> b] -> [a] -> [b]

-

instance (CoArbitrary a, Arbitrary b) => Arbitrary (a -> b)

λ> ($ 0) <$> generate (arbitrary @(Int -> Int))
```

12.1.1.22 TypeSynonymInstances

Now `type` synonym can have it's own `type class` instances.

12.1.1.23 UndecidableInstances

Permit instances which may lead to [type-checker](#) non-termination.

GHC has Instance termination rules regardless of [FlexibleInstances](#) [FlexibleContexts](#).

12.1.1.24 ViewPatterns

```
foo (f1 -> Pattern1) = c1
foo (fn -> Pattern2 a b) = g1 a b
```

(*expression* → *pattern*): take what is came to match - [apply](#) the *expression*, then do *pattern*-match, and return what originally came to match.

[Semantics](#):

- *expression* & *pattern* share the [scope](#), so also [variables](#).

```
:: t1 -> t2) && (pattern t2)=
    then
      (ViewPattern (/expression/ -> /pattern/) :: t1) (return what originally was recieved
into pattern match)
    else
      skip
```

- * are like [pattern guards](#) that can be nested inside of other patterns.
- * are a convenient way to pattern-match [algebraic data type](#).

Additional possible usage:

```
foo a (f2 a -> Pattern3 b c) = g2 b c - only for function definitions
foo ((f,_), f -> Pattern4) = c2 - variables can be bount to the left in data constructors and tu
```

12.1.1.25 DatatypeContexts

Allow [contexts](#) in [data types](#).

```
data Eq a => Set a = NilSet | ConsSet a (Set a)

- NilSet :: Set a
- ConsSet :: Eq a => a -> Set a -> Set a
```

Considered misfeature. Deprecated. Going to be removed.

12.1.1.26 StandaloneKindSignatures

[Type](#) signatures for [type-level declarations](#).

```
type <name_1> , ... , <name_n> :: <kind>
```

```

type MonoTagged :: Type -> Type -> Type
data MonoTagged t x = MonoTagged x

type Id :: forall k. k -> k
type family Id x where
    Id x = x

type C :: (k -> Type) -> k -> Constraint
class C a b where
    f :: a b

type TypeRep :: forall k. k -> Type
data TypeRep a where
    TyInt    :: TypeRep Int
    TyMaybe :: TypeRep Maybe
    TyApp    :: TypeRep a -> TypeRep b -> TypeRep (a b)

```

< GHC 8.10.1 - [type](#) signatures were only for [term level](#) declarations.

Extension makes signatures feature more uniformal.

Allows to [set](#) the [order](#) of [quantification](#), [order](#) of [variables](#) in a [kind](#). For example when using [TypeApplications](#).

Allows to [set](#) full [kind](#) of derivable class, solving situations with [GADT](#) return [kind](#).

12.1.1.26.1 * SAKS
Standalone kind signatures

12.1.1.27 PartialTypeSignatures

Very helpful. Helps to solve [type level](#), helps to establish [type](#) signatures and [constraints](#).
Allow to provide [_](#) in the [type](#) signatures to automatically infer in the [type](#) information there.

Wild cards:

- [Type](#)

```
f :: _ -> _ -> a
```

- [Constraint](#)

```
f :: _ => a -> b -> c
```

- [Named](#)

```
f :: _x -> _x -> a
```

allows to identify the same [wildcard](#).

12.1.2 How to make a GHC LANGUAGE extension

In `libraries/ghc-boot-th/GHC/LanguageExtensions/Type.hs` add new `constructor` to the `Extension` `type`

```
data Extension
  = Cpp
  | OverlappingInstances
  ...
  | Foo
```

`/main/DynFlags.hs` extend `xFlagsDeps`:

```
xFlagsDeps = [
  flagSpec 'AllowAmbiguousTypes' LangExt.AllowAmbiguousTypes,
  ...
  flagSpec 'Foo' LangExt.Foo
]
```

It is for basic `case`. For `testing`, parser see further: <https://blog.shaynefletcher.org/2019/02/adding-ghc-language-extension.html>

Chapter 13

Compositionality

Complex [expression](#) is determined by the constituent [expressions](#) and the rules used to combine them.

If the meaning fully obtainable from the parts and [composition](#) - it is full, [pure compositionality](#).

If there exists [composed idiomatic expression](#) - it is unfull, unpure [compositionality](#), because meaning leaks-in from the sources that are not in the [composition](#).

13.1 *

Principle of compositionality

Composition

Compositional

Chapter 14

Referential transparency

Given the same input return the same output.

So:

- * `expression` can be replaced with its corresponding resulting value without change for program's behavior.

- * `functions` are `pure`.

14.1 *

Referentially transparent

Chapter 15

Semantics

Philosophical study of meaning.
Meaning of symbols, words.

15.1 Operational semantics

Constructing proofs from logical [assertions](#) and verifying/checking/asserting things about execution and procedures their [properties](#), such as correctness, safety or security.

Good to solve in-point localized tasks.

[Process](#) of [abstraction](#).

15.1.1 Argument

arguere to make clear, to shine

* - evidence, proof, [statement](#) that results in system consequences.

15.1.1.1 Argument of a function

A value binded to the [function parameter](#). Value/topic that the fuction would [process](#)/deal with.

Also see Argument.

15.1.1.1.1 * Function argument

15.1.1.2 First-class

Means *it*:

- Can be used as value.
- Passed as an [argument](#).

From 1&2 -> *it* can include itself.

15.1.2 Relation

[Relationship](#) between two [objects](#).

By default it is not directed and not limited.

In [Set theory](#): some subset of a [Cartesian product](#) between [sets](#) of [objects](#).

15.1.2.1 *

Relations

Relationship

15.2 Denotational semantics

Construction of [objects](#), that describe/tag the meanings. In Haskell often [abstractions](#) that are ment (denotations), implemented directly in the code, sometimes exist over the code - allowing to reason and implement.

* are [composable](#).

Good to achieve more broad approach/meaning.

Also see [Abstraction](#).

15.2.1 Abstraction

abs away from, off (in absentia)

tractus draw, haul, drag

Purified generalization of [process](#).

Forgetting the details ([axiomatic semantics](#)). Simplified approach. Out of sight - out of mind.

* creates a new semantic level in which one can be absolutely precise ([operational semantics](#)).

It is a great did to name an [abstraction](#) ([denotational semantics](#)).

15.2.1.1 *

Abstractions

Abstracting

Abstract

15.2.1.2 Leaky abstraction

[Abstraction](#) that leaks details that it is supposed to [abstract](#) away.

15.2.1.2.1 * Leaky abstractions

15.2.1.3 Object

Absolute [abstraction](#).

Point.

Can have [properties](#).

Often abstracts something, for example some [structure](#), [maybe](#) mathematical.

[Objects](#) without [process](#) are in [constant](#) state.

15.2.1.3.1 * Structure

Structures

Objects

15.2.1.3.2 Arrow Second level of absolute [abstraction](#).

[Arrow](#).

Can have target, can have source. Both often are [objects](#).

Often abstracts [process](#).

Can have [properties](#).

Also alias in [Category](#) Theory for "morphism", thou theory imposes [properties](#).

15.2.1.3.2.1 * Arrows

Process

15.2.1.3.3 Terminal object One that recieves unique [arrow](#) from every [object](#).

$\exists ! : x \rightarrow 1 \mid \exists 1 \in \mathcal{C}, \forall x \in \mathcal{C}$

* is an empty [sequence](#) () in Haskell.

Called a [unit](#), so recieves *terminal* or [unit](#) arrow.

[Dual](#) of [initial](#) object.

Denotation:

[Category](#) theory

1

Haskell

()

15.2.1.3.4 Initial object One that emits unique [arrow](#) into every [object](#).

$\exists! : \emptyset \rightarrow x \mid \exists \emptyset \in \mathcal{C}, \forall x \in \mathcal{C}$

If [initial object](#) is `Void` (most frequently) - emitted [arrows](#) called absurd, because they can not be called.

Dual of [terminal object](#).

Denotation:

[Category](#) theory:

\emptyset

Haskell:

Void

15.2.1.3.5 Value What [object](#) abstracts. Without any [object](#) external [structure](#) (aka [identity](#) in [Category](#) Theory). So `*` is immutable. Such herecy is called "Value [semantics](#)" and leads such things as [referential transparency](#), functional programming and Haskell.

(Except, when you hack Haskell with explicit low-level functions, and start to directly mute values - then you are on your own, Haskell paradigm does not expect that.)

15.2.1.3.5.1 `*` Value [semantics](#)

Values

15.2.1.3.6 Tensor [Object](#) existing out of planes, thus it can translate [objects](#) from one plane into another.

`*` can be tried to be described with knowledge existing inside planes (from projection on the plane), but representation would always be partial.

[Tensor](#) of rank 1 is a vector.

Translations with [tensor](#) can be seen as [functors](#).

15.2.1.3.6.1 `*` Tensors

Tensorial

15.2.2 Ambigram

ambi both

γράμμα *grámma* written character

[Object](#) that from different points of view has the same meaning.

While this word has two contradictory diametrically opposite usages, one was chosen (more frequent).

But it has... Both.

TODO: For merit of differentiating the meaning about different meaning referring to [Tensor](#) as [object](#) with many meanings.

15.2.3 Binary

Two of something.

15.2.4 Arbitrary

arbitrarius uncertain

Random, any one of.

Used as: Any one with *this* [set](#) of [properties](#). ([constraints](#), [type](#), etc.).

When there is a talk about any [arbitrary](#) value - in fact it is a talk about the generalization of computations over the [set](#) of [properties](#).

15.2.5 Refutable

One that has an option to fail.

15.2.6 Irrefutable

One that can not fail.

15.2.7 Superclass

Broader parent class.

15.2.8 Unit

Represents existence. Denoted as empty [sequence](#).

[\(\)](#)

[Type](#) [\(\)](#) holds only self-representation [constructor](#) [\(\)](#), & [constructor](#) holds [nothing](#).

Haskell code always should receive something back, hence [nothing](#), emptiness, [void](#) can not be theoretically addressed, practically constructed or received - [unit](#) in Haskell also has a role of a stub in place of emptiness, like in IO [\(\)](#).

15.2.9 Nullary

Takes no entries (for example has the [arity](#) of [zero](#)).
Has the trivial [domain](#).

15.2.10 Syntax tree

Tree of syntactic elements (each [node](#) denotes [construct](#) occurring in the language/source code) that represent the full particular [expression](#)/implementation (or said).

15.2.10.1 Abstract syntax tree

"[Abstract](#)" since does not represent every detail of the syntax (ex. parentheses), but rather concentrates on [structure](#) and content.

Widely used in compilers to check the code [structure](#) for accuracy and coherence.

15.2.10.1.1 * AST

15.2.10.2 Concrete syntax tree

An ordered, rooted [syntax tree](#) that represents the syntactic [structure](#) of a string according to some [context-free grammar](#).

"Concrete" since (in contrast to "[abstract](#)") - concretely reflects the syntax of the input language.

15.2.10.2.1 * Parse tree

Derivation tree

15.2.11 Stream

* an infinite [sequence](#) that forgets previous [objects](#), and remembers only currently relevant [objects](#).

$E \mid X \rightarrow (X \times A + 1)$, the [set](#) (or [object](#)) of streams on A (final [coalgebra](#) A_* of E).

`cycle` is one of [stream functions](#).

```
a = (cycle [Nothing, Nothing, Just 'Fizz'])  
b = (cycle [Nothing, Nothing, Nothing, Nothing, Just 'Buzz'])
```

Can be:

- indexed, timeless, with current [object](#)
- timed:

```
* [(timescale, event)]
* [(realtime, event)]
```

Has amalgamation with Functional Reactive Programming.

15.2.12 Linear

Values consumed once or not used.

x^2 consumes/uses x two times ($x*x$).

15.2.12.1 *

Linearity

15.2.13 Predicative

Non-self-referencing definition.

+===

Antonym - [Impredicative](#).

15.2.14 Quantifier

Specifies the quantity of specimens.

Two most common [quantifiers](#) \forall ([Forall](#)) and \exists (Exists).
 $\exists!$ - one and only one (exists only unique).

15.2.14.1 *

Quantification
Quantifiers
Quantified

15.2.14.2 Forall quantifier

Permits to not [infer](#) the [type](#), but to use any that fits. The variant depends on the [LANGUAGE option](#) used:

- [ScopedTypeVariables](#)
- [RankNTypes](#)
- [ExistentialQuantification](#)

15.2.14.2.1 * Forall

15.3 Axiomatic semantics

Empirical [process](#) of studying something complex by finding and analyzing true [statements](#) about it.

Good for examining interconnections.

15.3.1 Property

Something has a [property](#) in the real world, and in theory its [property](#) corresponds to the law/laws, axioms.

In Haskell under [property](#)/law most often [properties](#) of [algebraic structures](#).

There [property testing](#) which does what it says.

15.3.1.1 *

Properties

15.3.1.2 Associativity

Joined with common purpose.

$$P(a, P(b, c)) \equiv P(P(a, b), c) \mid \forall (a, b, c) \in S,$$

* - the operations can be grouped arbitrarily.

[Property](#) that determines how operators of the same [precedence](#) are grouped, (in computer science also in the absence of parentheses).

Etymology:

Latin *associatus* past participle of *associare* "[join](#) with", from assimilated form of *ad* "to" + *sociare* "unite with", from *socius* "companion, ally" from PIE **sokw-yo-*, suffixed form of root **sekw-* "to follow".

In Haskell * has influence on parsing when compounds have same [fixity](#).

15.3.1.2.1 * Associative

Associative law

Associativity law

15.3.1.3 Left associative

* - the operations are grouped from the left.

Example:

In lambda [expressions](#) same level parts follow grouping from left to right.

$(\lambda x.x)(\lambda y.y)z \equiv ((\lambda x.x)(\lambda y.y))z$

15.3.1.3.1 * Left associativity
Left-associative

15.3.1.4 Right associative

* - the operations are grouped from the right.

15.3.1.5 Non-associative

Operations can't be chained.

Often is the [case](#) when the output [type](#) is incompatible with the input [type](#).

15.3.1.6 Basis

$\beta\alpha\sigma\iota\varsigma$ - stepping

The initial point, unreducible axioms and terms that spawn a theory.
AKA see [Category](#) theory, or Euclidian geometry [basis](#).

15.3.1.6.1 Contravariant The [property](#) of [basis](#), in which if new [basis](#) is a [linear](#) combination of the prior [basis](#), and the change of [basis](#) inverse-proportional for the description of a [Tensors](#) in this basis.

Denotation:

Components for [contravariant basis](#) denoted in the upper indices:

$V^i = x$

The [inverse](#) of a [covariant](#) transformation is a [contravariant](#) transformation. Whenever a vector should be invariant under a change of [basis](#), that is to say it should represent the same geometrical or physical [object](#) having the same magnitude and direction as before, its components must transform according to the [contravariant](#) rule.

15.3.1.6.1.1 * Contravariant cofunctor
Contravariant functor - More inline term is [Contravariant cofunctor](#)

15.3.1.6.2 Covariant The [property](#) of [basis](#), in which if new [basis](#) is a [linear](#) combination of the prior [basis](#), and the change of [basis](#) proportional for a descriptions of [tensors](#) in basis.

Denotation:

Components for [covariant basis](#) denoted in the upper indices:

$V_i = x$

15.3.1.6.2.1 * Covariant functor
Covariant cofunctor

15.3.1.7 Commutativity

$\forall(a, b) \in S : P(a, b) \equiv P(b, a)$

15.3.1.7.1 * Commutative
Commutative law

15.3.1.8 Idempotence

First [application](#) gives a result. Then same [operation](#) can be [applied](#) multiple times without changing the result.

Example: Start and Stop buttons on machines.

15.3.1.8.1 * Idempotent
Idempotency

15.3.1.9 Distributive property

Set S and two [binary](#) operators $+$ \times :

- $x \times (y + z) = (x \times y) + (x \times z)$ - \times is left-[distributive](#) over $+$
- $(y + z) \times x = (y \times x) + (z \times x)$ - \times is right-[distributive](#) over $+$
- left-&right-[distributive](#) - \times is [distributive](#) over $+$

15.3.1.9.1 * Distributive rule
Distributive axiom
Distributive law
Distributive

15.3.2 Effect

Observable action.

15.3.3 Bisimulation

When systems have exact external behaviour so for observer they are the same.

[Binary relation](#) between state transition systems that match each other's moves.

15.3.3.1 *

Bisimilar

15.4 Content word

Words that name [objects](#) of reality and their qualities.

15.5 Ancient Greek and Latin prefixes

15.5.1 *

Greek prefix

Latin prefix

15.6 Idiom

* - something having a meaning that can not be [derived](#) from the conjoined meanings of * constituents.

Meaning can be special for language speakers or human with particular knowledge.

* can also mean [applicative functor](#), people better stop making [idiom](#) from the term "idiom".

15.6.1 *

Idioms

Idiomatic

15.7 Impredicative

Self-referencing definition.

+===

Antonym - [Predicative](#).

15.8 Context-free grammar

[Type](#) of formal grammar that is: a [set](#) of production rules that describe all possible string is a given formal language.

Term is invented by Noam Chomsky.

15.8.1 *

CFG

Table 15.1: Ancient Greek and Latin prefixes

Meaning	Greek prefix	Latin prefix
above, excess	hyper-	super-, ultra-
across, beyond, through	dia-	trans-
after		post-
again, back		re-
against	anti-	contra-, (in-, ob-)
all	pan	omni-
around	peri-	circum-
away or from	apo-, ap-	ab- (or de-)
bad, difficult, wrong	dys-	mal-
before	pro-	ante-, pre-
between, among		inter-
both	amphi-	ambi-
completely or very		de-, ob-
down		de-, ob-
four	tetra-	quad-
good	eu-	ben-, bene-
half, partially	hemi-	semi-
in, into	en-	il-, im-, in-, ir-
in front of	pro-	pro-
inside	endo-	intra-
large	macro-	(macro-, from Greek)
many	poly-	multi-
not*	a-, an-	de-, dis-, in-, ob-
on	epi-	
one	mono-	uni-
out of	ek-	ex-, e-
outside	ecto-, exo-	extra-, extro-
over	epi-	ob- (sometimes)
self	auto-, aut-, auth-	ego-
small	micro-	
three	tri-	tri-
through	dia-	trans-
to or toward	epi-	ad-, a-, ac-, as-
two	di-	bi-
under, insufficient	hypo-	sub-
with	sym-, syn-	co-. com-, con-
within, inside	endo-	intra-
without	a-, an-	dis- (sometimes)

Chapter 16

Set

Well-defined collection of distinct [objects](#).

16.1 *

Sets
Set theory

16.2 Closed set

1. [Set](#) which complements an open [set](#).
2. Is form of [Closed-form expression](#). [Set](#) can be [closed](#) in under a [set](#) of operations.

16.3 Power set

For some [set](#) \mathcal{S} , the [power set](#) ($\mathcal{P}(\mathcal{S})$) is a [set](#) of all subsets of \mathcal{S} , including $\{\}$ & \mathcal{S} itself.

Denotation:
 $\mathcal{P}(\mathcal{S})$

16.4 Singleton

[Singleton](#) - [unit set](#) - [set](#) with exactly one element.
Also 1-[sequence](#).

16.5 Russell's paradox

If there exists normal [set](#) of all [sets](#) - it should contain itself, which makes it abnormal.

16.6 Cartesian product

$\mathcal{A} \times \mathcal{B} \equiv \sum^{\vee} (a, b) \mid \forall a \in \mathcal{A}, \forall b \in \mathcal{B}.$

[Operation](#), returns a [set](#) of all ordered pairs (a, b)

Any [function](#), [functor](#) is a subset of [Cartesian product](#).

$$\sum (elem \in (\mathcal{A} \times \mathcal{B})) = cardinality^{A \times B}$$

[Properties](#):

- not [associative](#)
- not [commutative](#)

16.6.1 Pullback

Subset of the [cartesian product](#) of two [sets](#).

16.6.1.1 *

Pullbacks

Chapter 17

Testing

17.1 Property testing

Since [property](#) has a law, then family of that [unit](#) tests can be abstracted into the [lambda function](#). And tests cases come from [generator](#).

17.1.1 Function property

[Property](#) corresponds to the according law.

In [property testing](#) you need to think additionally about [generator](#) and [shrinking](#).

17.1.2 Property testing type

Table 17.1: [Property testing types](#)

	Exhaustive	Randomized	Unit test
Whole set of values	Exhaustive property test	Randomised property test	One element
Special subset of values	Exhaustive specialised property test	Randomised specialised property test	One element

17.1.3 Generator

```
Seed
|
v
Gen A -> A
^
|
Size
```

Seed allows reproducibility.

There is anyway a need to have some seed.

Size allows setting upper [bound](#) on size of generated value. Think about infinity of [list](#).

After failed test - [shrinking](#) tests value parts of counterexample, finds a part that still fails, and recurses [shrinking](#).

17.1.3.1 *

Generators

17.1.3.2 Custom generator

When certain theorem only works for a specific [set](#) of values - the according [generator](#) needs to be produced.

```
arbitrary :: Arbitrary a => Gen a
suchThat :: Gen a -> (a -> Bool) -> Gen a
elements :: [a] -> Gen a
```

17.1.4 Reusing test code

Often it is convinient to [abstract testing](#) of same [function properties](#):

It can be done with (aka TestSuite [combinator](#)):

```
- Definition
{-# LANGUAGE ScopedTypeVariables #-}
{-# LANGUAGE AllowAmbiguousTypes #-}
eqSpec :: forall a. Arbitrary a => Spec

- Usage
{-# LANGUAGE TypeApplications #-}
spec :: Spec
spec = do
  eqSpec @Int

Eq Int
(==) :: Int -> Int -> Bool
  is reflexive
  is symetric
  is transitive
  is equivalent to (\ a b -> not $ a /= b)
(/=) :: Int -> Int -> Bool
  is antireflexive
  is equivalent to (\ a b -> not $ a == b)
```

17.1.4.1 Test Commutative property

[Commutativity](#)

```
:: Arbitrary a => (a -> a -> a) -> Property
```

17.1.4.2 Test Symmetry property

[Symmetry](#)

```
:: Arbitrary a => (a -> a -> Bool) -> Property
```

17.1.4.3 Test Equivalence property

Equivalence

```
:: (Arbitrary a, Eq b) => (a -> b) -> (a -> b) -> Property
```

17.1.4.4 Test Inverse property

```
:: (Arbitrary a, Eq b) => (a -> b) -> (b -> a) -> Property
```

17.1.5 QuickCheck

Target is a member of the [Arbitrary type class](#).

Target -> Bool is something Testable. This [properties](#) can be complex.

[Generator](#) arbitrary gets the seed, and produces values of Target.

[Function](#) quickCheck runs the loop and tests that generated Target values always comply the property.

17.1.5.1 Manual automation with QuickCheck properties

```
import Test.QuickCheck
import Test.QuickCheck.Function
import Test.QuickCheck.Property.Common
import Test.QuickCheck.Property.Functor
import Test.QuickCheck.Property.Common.Internal
```

```
data Four' a b = Four' a a a b
  deriving (Eq, Show)
```

```
instance Functor (Four' a) where
  fmap f (Four' a b c d) = Four' a b c (f d)
```

```
instance (Arbitrary a, Arbitrary b) => Arbitrary (Four' a b) where
  arbitrary = do
    a1 <- arbitrary
    a2 <- arbitrary
    a3 <- arbitrary
    b <- arbitrary
    return (Four' a1 a2 a3 b)
```

```
- Wrapper around `prop_FunctorId`
prop_AutoFunctorId :: Functor f => f a -> Equal (f a)
prop_AutoFunctorId = prop_FunctorId T
```

```
type Prop_AutoFunctorId f a
  = f a
  -> Equal (f a)
```

```
- Wrapper around `prop_AutoFunctorCompose`
prop_AutoFunctorCompose :: Functor f => Fun a1 a2 -> Fun a2 c -> f a1 -> Equal (f c)
prop_AutoFunctorCompose f1 f2 = prop_FunctorCompose (applyFun f1) (applyFun f2) T
```

```
type Prop_AutoFunctorCompose structureType origType midType resultType
  = Fun origType midType
  -> Fun midType resultType
```

```

-> structureType origType
-> Equal (structureType resultType)

main = do
  quickCheck $ eq $ (prop_AutoFunctorId :: Prop_AutoFunctorId (Four' ()))Integer
  quickCheck $ eq $ (prop_AutoFunctorId :: Prop_AutoFunctorId (Four' ())) (Either Bool String)
  quickCheck $ eq $ (prop_AutoFunctorCompose :: Prop_AutoFunctorCompose (Four' ())) String Integer
  quickCheck $ eq $ (prop_AutoFunctorCompose :: Prop_AutoFunctorCompose (Four' ())) Integer String

```

17.2 Write tests algorithm

1. Pick the right language/[stack](#) to implement features.
2. How expensive breakage can be.
3. Pick the right tools to test this.

17.3 Shrinking

Process of reducing coplexity in the test [case](#) - re-run with smaller values and make sure that the test still fails.

Chapter 18

Logic

18.1 Proposition

Purely abstract & theoretical logical [object](#) (idea) that has a Boolean value.

* is expressed by a [statement](#).

18.1.1 *

Propositions

18.1.2 Atomic proposition

Logically undividable [unit](#). Does not contain [logical connectives](#).

18.1.2.1 *

Atomic propositions

18.1.3 Compound proposition

Formed by connecting [propositions](#) by [logical connectives](#).

18.1.3.1 *

Compound propositions

18.1.4 Propositional logic

Studies [propositions](#) and [argument](#) flow.

Refers to logically indivisible units ([atomic propositions](#)) as such, for theory - they are [abstractions](#) with Boolean [properties](#).

Not Turing-complete, impossible to [construct](#) an [arbitrary](#) loop.

18.1.4.1 *

Proposition logic
Proposition calculus
Propositional calculus
Statement logic
Sentential logic
Sentential calculus
Zeroth-order logic

18.1.4.2 First-order logic

Notation systems that use [quantifiers](#), [relations](#), [variables](#) over non-logical [objects](#), allows the use of [expressions](#) that contain [variables](#).

Turing-complete.

Extension of a [propositional logic](#).

18.1.4.2.1 * Predicate logic

First-order predicate logic
First-order predicate calculus

18.1.4.2.2 Second-order logic Extension over [first-order logic](#) that quantifies over [relations](#).

18.1.4.2.2.1 Higher-order logic Extension over [second-order logic](#) that uses additional [quantifiers](#), stronger [semantics](#).

Is more expressive, but model-theoretic [properties](#) are less well-behaved.

18.2 Logical connective

Logical [operation](#).

18.2.1 *

Logical connectives

18.2.2 Conjunction

Logical AND.

Denotation:

\wedge

Multiplies [cardinalities](#).

Haskell [kind](#):

* *

18.2.3 Disjunction

Logical *OR*

Denotation:

\vee

Summs [cardinalities](#).

18.3 Predicate

[Function](#) with Boolean [codomain](#).

$P : X \rightarrow \{true, false\}$ - * on X .

Notation: $P(x)$

Im many cases includes [relations](#), [quantifiers](#).

18.4 Statement

Declarative [expression](#) that is a bearer of a [proposition](#).

When we talk about [expression](#) or [statement](#) being true/false - in fact we refer to the [proposition](#) that they represent.

Difference between [proposition](#), [statement](#), [expression](#):

1. "2 + 3 = 5"
 2. "two plus three equals five"
- 1 & 2 are [statements](#). Each of them is a collection of transmission symbols (linguistic [objects](#)) from a symbol systems \equiv [expression](#). Each of them is [expression](#) that bears [proposition](#) (an idea resulting in a Boolean value) \equiv [statement](#).
 - 1 & 2 represent the same [proposition](#). [Proposition](#) from 1 \equiv [proposition](#) from 2.
 - [Statement](#) 1 \neq [statement](#) 2. They are two different [statements](#), written in different systems. And [statement](#) "2 + 3 = 5" \neq [statement](#) "3 + 2 = 5".

18.4.1 *

Assertion

Assertions

Statements

18.5 Iff

If and only if, exactly when, just.

Denotation:

\Leftrightarrow

Chapter 19

Haskell **structure**

19.1 *

Haskell **structures**

19.2 Pattern match

Are not **first-class**. It is a **set** of patten match semantic notations.

Must be **linear**.

* **precedence** (especially with more then one **parameter**, especially with **_** used) often changes the **function**.

19.2.1 As-pattern

```
f list@(x, xs) = ...
```

```
f (x:xs)    = x:x:xs - Can be compiled with reconstruction of x:xs
```

```
f a@(x:_) = x:a - Reuses structure without reconstruction
```

19.2.1.1 *

As-patterns

As pattern

As patterns

19.2.2 Wild-card

Matches anything and can not be binded. For matching someting that should pass not checked and is not used.

```
head (x:_)      = x
tail (_:xs)     = xs
```

19.2.2.1 *

Wild-cards
Wildcard
Wildcards

19.2.3 Case

```
case x of
  pattern1 -> ex1
  pattern2 -> ex2
  pattern3 -> ex3
  otherwise -> exDefault
```

Bolting [guards](#) & [expressions](#) with [syntactic sugar](#) on [case](#):

```
case () of _
| expr1      -> ex1
| expr2      -> ex2
| expr3      -> ex3
| otherwise  -> exDefault
```

Pattern matching in [function](#) definitions is realized with [case expressions](#).

19.2.4 Guard

Check values against the [predicate](#) and use the first match definition:

```
f x
| predicate1 = definition1
| predicate2 = definition2
...
| x < 0      = definitionN
...
| otherwise  = definitionZ
```

19.2.4.1 *

Guards

19.2.5 Pattern guard

Allows check a [list](#) of pattern matches against [functions](#), and then proceed.

$$(patternMatch1) <- (funcCheck1)$$

, (patternMatch2) <- (funcCheck2)
= [RHS](#)

```
lookup :: Eq a => a -> [(a, b)] -> Maybe b
```

```
addLookup l a1 a2
  | Just b1 <- lookup a1 l
  , Just b2 <- lookup a2 l
  = b1 + b2
{-...other equations...-}
```

Run [functions](#), they must succeed. Then [pattern match](#) results to b1, b2. Only if successful - execute the equation.

Default in Haskell 2010.

19.2.5.1 *

Pattern guards

19.2.6 Lazy pattern

Defers the [pattern match](#) directly to the last moment of need during execution of the code.

```
f (a, b) = g a b - It would be checked that the pattern of the pair constructor
- is present, and that parameters are present in the constructor.
- Only after that success - work would start on the RHS, aka then construction
- g would start only then.
```

```
f ~(a, b) = g a b - Pattern match of (a, b) deferred to the last moment,
- RHS starts, construction of g starts.
- For this lazy pattern the equivalent implementation would be:
- f p = g (fst p) (snd p) - RHS starts, during construction of g
- the arguments would be computed and found, or error would be thrown.
```

Due to full laziness deferring everything to the runtime execution - the [lazy pattern](#) is one-size-fits all ([irrefutable](#)), analogous to `_`, and so it does not produce any checks during compilation, and raises [errors](#) during runtime.

`*` is very useful during [recursive](#) construction of [recursive structure/process](#), especially infinite.

19.2.6.1 *

Lazy-pattern
Lazy patterns

19.2.7 Pattern binding

Entire [LHS](#) is a pattern, is a [lazy pattern](#).

```
fib@(1:tfib)    = 1 : 1 : [ a+b | (a,b) <- zip fib tfib ]
```

19.2.7.1 *

Pattern bindings

19.3 Smart constructor

[Process](#)/code placing extra rules & [constraints](#) on the construction of values.

19.4 Level of code

There are these levels of Haskell code:

19.4.1 *

Code level

19.4.2 Type level

[Level of code](#) that works with [data types](#).

19.4.2.1 Type level declaration

```
type ...  
newtype ...  
data ...  
class ...  
instance ...
```

19.4.2.1.1 * Type level declarations

Type-level declaration

Type-level declarations

19.4.2.2 Type check

if The [type level](#) information is complete ([strongly connected](#) graph)

then

Generalize the [types](#) and check if [type level](#) consistent to [term level](#).

else

Infer the missing [type level](#) part from the [term level](#). There are certain situations and [structures](#) [where](#) ambiguity arises and is unsolvable from the information of the [term level](#) (most basic example is [polymorphic recursion](#)).

19.4.2.2.1 * Typecheck

Typechecking

Typechecks

19.4.2.2.2 Complete user-specific kind signature [Type level declaration](#) is considered to "have a [CUSK](#)" if it has enough syntactic information to warrant completeness ([strongly connected graph](#)) and start checking [type level](#) correspondence to [term level](#), it is a ad-hock state of [type inferring](#).

In the future GHC would use other algorithm over/instead of [CUSK](#).

19.4.2.2.2.1 * CUSK

CUSKs

Complete user-specific kind signatures

Complete, user-specific kind signature

19.4.3 Term level

[Level of code](#) that does logical execution.

19.4.4 Compile level

[Level of code](#), about compilation processes/results.

19.4.4.1 *

Compilation level

19.4.5 Runtime level

[Level of code](#) of main program [operation](#), when machine does computations with compiled [binary code](#).

19.4.6 Kind level

[Level of code where kinds](#) & [kind](#) declarations are situated, inferred and checked.

19.4.6.1 Kind check

[Applying](#) the [type check](#) to [kind](#) check:

if The [kind](#) level information is complete ([strongly connected graph](#))

then

Check if [kind](#) level consistent to [term level](#).

else

Infer the missing [kind](#) level parts from the [type level](#). There are certain situations and [structures where](#) ambiguity arises and is unsolvable from the information of the [kind](#) level.

With `StandaloneKindSignatures` [kind](#) completeness happens against found (standalone) [kind](#) signature.

With CUSKs extension kind completeness happens against "[complete user-specific kind signature](#)"

19.4.6.1.1 * Kindcheck

Kind checks

19.5 Orphan instance

Hanging instance from inconsistent code base.

1. Supporting [structure](#) not fully present.
2. Several implementations of instance present.

19.6 undefined

Placeholder value that helps to do [typechecking](#).

19.7 Hierarchical module name

Hierarchical naming scheme:

Algebra	- Was this ever used?
DomainConstructor	- formerly DoCon
Geometric	- formerly BasGeomAlg
Codec	- Coders/Decoders for various data formats
Audio	
Wav	
MP3	
...	
Compression	
Gzip	
Bzip2	
...	
Encryption	
DES	
RSA	
BlowFish	
...	

Image	
GIF	
PNG	
JPEG	
TIFF	
...	
Text	
UTF8	
UTF16	
ISO8859	
...	
Video	
Mpeg	
QuickTime	
Avi	
...	
Binary	- these are for encoding binary data into text
Base64	
Yenc	
Control	
Applicative	
Arrow	
Exception	- (opt, inc. error & undefined)
Concurrent	- as hslibs/concurrent
Chan	- these could all be moved under Data
MVar	
Merge	
QSem	
QSemN	
SampleVar	
Semaphore	
Parallel	- as hslibs/concurrent/Parallel
Strategies	
Monad	- Haskell 98 Monad library
ST	- ST defaults to Strict variant?
Strict	- renaming for ST
Lazy	- renaming for LazyST
State	- defaults to Lazy
Strict	
Lazy	
Error	
Identity	
Monoid	
Reader	
Writer	
Cont	
Fix	- to be renamed to Rec?
List	
RWS	
Data	
Binary	- Binary I/O
Bits	
Bool	- &&, , not, otherwise

Tuple	- fst, snd
Char	- H98
Complex	- H98
Dynamic	
Either	
Int	
Maybe	- H98
List	- H98
PackedString	
Ratio	- H98
Word	
IORef	
STRef	- Same as Data.STRef.Strict
Strict	
Lazy	- The lazy version (for Control.Monad.ST.Lazy)
Binary	- Haskell binary I/O
Digest	
MD5	
...	- others (CRC ?)
Array	- Haskell 98 Array library
Unboxed	
IArray	
MArray	
IO	- mutable arrays in the IO/ST monads
ST	
Trees	
AVL	
RedBlack	
BTree	
Queue	
Bankers	
FIFO	
Collection	
Graph	- start with GHC's DiGraph?
FiniteMap	
Set	
Memo	- (opt)
Unique	
Edison	- (opt, uses multi-param type classes)
Prelude	- large self-contained packages should have
Collection	- their own hierarchy? Like a vendor branch.
Queue	- Or should the whole Edison tree be placed
Database	
MySQL	
PostgreSQL	
ODBC	
Dotnet	
...	- Mirrors the MS .NET class hierarchy
Debug	- see also: Test
Trace	
Observe	- choose a default amongst the variants

Textual	- Andy Gill's release 1
ToXmlFile	- Andy Gill's XML browser variant
GHood	- Claus Reinke's animated variant

Foreign

- Ptr
- StablePtr
- ForeignPtr - rename to FinalisedPtr? to void confusion with Foreign.Ptr
- Storable
- Marshal
 - Alloc
 - Array
 - Errors
 - Utils
- C
 - Types
 - Errors
 - Strings

GHC

- Exts - hslibs/lang/GlaExts
- ...

Graphics

- HGL
- Rendering
 - Direct3D
 - FRAN
 - Metapost
 - Inventor
 - Haven
 - OpenGL
 - GL
 - GLU
- Pan
- UI
 - FranTk
 - Fudgets
 - GLUT
 - Gtk
 - Motif
 - ObjectIO
 - TkHaskell
- X11
 - Xt
 - Xlib
 - Xmu
 - Xaw

Hugs

- ...

Language

- Haskell - hslibs/hssource
- Syntax

Lexer	
Parser	
Pretty	
HaskellCore	
Python	
C	
...	
Nhc	
...	
Numeric	- exports std. H98 numeric type classes
Statistics	
Network	- (== hslibs/net/Socket), depends on FFI only
BER	- Basic Encoding Rules
Socket	- or rename to Posix?
URI	- general URI parsing
CGI	- one in hslibs is ok?
Protocol	
HTTP	
FTP	
SMTP	
Prelude	- Haskell98 Prelude (mostly just re-exports other parts of the tree).
Sound	- Sound, Music, Digital Signal Processing
ALSA	
JACK	
MIDI	
OpenAL	
SC3	- SuperCollider
System	- Interaction with the "system"
Cmd	- (system)
CPUTime	- H98
Directory	- H98
Exit	- (ExitCode(..), exitWith, exitFailure)
Environment	- (getArgs, getProgName, getEnv ...)
Info	- info about the host system
IO	- H98 + IOExts - IOArray - IORef
Select	
Unsafe	- unsafePerformIO, unsafeInterleaveIO
Console	
GetOpt	
Readline	
Locale	- H98
Posix	
Console	
Directory	
DynamicLinker	
Prim	
Module	
IO	

```

    Process
    Time
Mem      - rename from cryptic 'GC'
    Weak      - (opt)
    StableName - (opt)
    Time      - H98 + extensions
    Win32     - the full win32 operating system API

Test
    HUnit
    QuickCheck

Text
    Encoding
        QuotedPrintable
        Rot13
    Read
        Lex      - cut down lexer for "read"
    Show
        Functions - optional instance of Show for functions.
    Regex
        Posix     - Posix regular expression interface
    PrettyPrint   - default (HughesPJ?)
        HughesPJ
        Wadler
        Chitil
        ...
    HTML          - HTML combinator lib
    XML
        Combinators
        Parse
        Pretty
        Types
    ParserCombinators - no default
        ReadP      - a more efficient "ReadS"
        Parsec
        Hutton_Meijer
        ...

Training      - Collect study and learning materials
    <name of the tutor>

```

19.7.1 *

Top-level module name
 Top-level module names

19.8 Reserved word

Haskell has special meaning for:

`case`, `class`, `data`, `deriving`, `do`, `else`, `if`, `import`,
`in`, `infix`, `infixl`, `infixr`, `instance`, `let`,

of, module, newtype, then, type, where

19.8.1 *

Reserved words

19.8.2 import

import [statement](#) by default imports identifiers from the other [module](#), using [hierarchical module name](#), brings into [scope](#) the identifiers to the global [scope](#) both into unqualified and qualifies by the [hierarchical module name](#) forms.

This possibilities can mix and match:

- `<modName> ()` - [import](#) only instances of [type classes](#).
- `<modName> (x, y)` - [import](#) only declared identifiers.
- `qualified <modName>` - discards unqualified names, force obligatory namespace for the imports.
- `hiding (x, y)` - skip [import](#) of declared identifiers.
- `<modName> as <modName>` - renames [module](#) namespace.
- `<type/class> (..)` - [import](#) class & it's methods, or [type](#), all its data [constructors](#) & field names.

19.8.3 let

* [expression](#) is a [set](#) of cross-recursive lazy [pattern bindings](#).

Declarations permitted:

- [type](#) signatures
- [function bindings](#)
- [pattern bindings](#)

It is an [expression](#) (macro) and that integrates in external [lexical scope expression](#) it [applied](#) in.

Form:

```
let
  b1
  bn
in
  c
```

19.8.3.1 *

Let expression
Let expressions

19.8.4 where

Part of the syntax of the whole [function declaration](#), has according [scope](#).

As part of whole [declaration](#) - can extend over definitions of the function (pattern matches, [guards](#)).

Form:

```
f match1 = y
f match2 = y
f x =
  | cond1 x = y
  | cond2 x = y
  | otherwise = y
where
  y = ... x ...
```

19.8.4.1 *

Where clause

19.9 Haskell Language Report

Document that is a standard of language.

19.9.1 *

Report
Haskell Report
Haskell 98 Language Report
Haskell 98 Report
Haskell 1998 Language Report
Haskell 2010 Language Report
Haskell 2010 Report

19.10 Haskell'

Current language development mod.

<https://prime.haskell.org/>

19.10.1 *

Haskell prime

19.11 Lense

Library of combinators to provide Haskell (functional language without mutation) with the emulation of **get**-ters and **set**-ters of imperative language.

Chapter 20

Computer science

20.1 Guerrilla patch

* changing code/[applying](#) patch sneakily - and possibility incompatibility with other at runtime. [Monkey patch](#) is derivative term.

20.1.1 Monkey patch

From [Guerrilla patch](#).

* is a way for program to modify supporting system software affecting only the running instance of the program.

20.2 Interface

Point of mutual meeting. Code behind [interface](#) determines how data is consumed.

20.3 Module

Importable organizational [unit](#).

20.4 Scope

Area [where binds](#) are accessible.

20.4.1 Dynamic scope

The name resolution depends upon the program state when the name is encountered, which is determined by the execution [context](#) or calling [context](#).

20.4.2 Lexical scope

[Scope bound](#) by the [structure](#) of source code [where](#) the named entity is defined.

20.4.2.1 *

Static scope

20.4.3 Local scope

[Scope](#) applies only in (current) area.

20.4.3.1 *

Local

20.5 Shadowing

When in the [local scope](#) bigger [scope variable](#) overridden by same name [variable](#) from the [local scope](#).

20.6 Syntactic sugar

Artificial way to make language easier to read and write.

20.7 System F

Is [parametric polymorphism](#) in programming.

Extends the [Lambda calculus](#) by introducing \forall (universal [quantifier](#)) over [types](#).

20.7.1 *

Girard–Reynolds polymorphic lambda calculus
Girard-Raynolds

20.8 Tail call

Final [evaluation](#) inside the [function](#). Produces the [function](#) result.

20.9 Thunk

Not evaluated calculation. Can be dragged around, until be lazily evaluated.

Table 20.1: [Application memory structural](#) parts

Storage of	Block name
All not currently processing data	Heap
Function call, local variables	Stack
Static and global variables	Static/Global
Instructions	Binary code

20.10 Application memory

When even Main invoked - it work in [Stack](#), and called [Stack](#) frame. [Stack](#) frame size for [function](#) calculated when it is compiled.

When stacked [Stack](#) frames exceed the [Stack](#) size - [stack](#) overflow happens.

20.11 Turing machine

Mathematical model of computation that defines [abstract Turing machine](#). [Abstract](#) machine which manipulates symbols on a strip of tape, according to a table of rules.

20.11.1 Turing complete

[Set](#) of action rules that can simulate any [Turing machine](#).

20.11.1.1 *

Turing incomplete

Turing incompleteness

Turing completeness

Computationally universal

20.12 REPL

Read-eval-print loop, aka interactive shell.

20.13 Domain specific language

Language design/fitted for particular [domain](#) of [application](#). Mainly should be [Turing incomplete](#), since general-purpose language implies [Turing completeness](#).

20.13.1 *

Domain-specific language

DSL

20.13.2 Embedded domain specific language

DSL used inside outer language.

Two levels of embedding:

- Shallow: DSL translates into Haskell directly
- Deep: Between DSL and Haskell there is a data structure that reflects the expression tree, AKA stores the syntax tree.

20.13.2.1 *

eDSL

20.14 Data structure

20.14.1 Cons cell

Cell that values may **inhabit**.

20.14.2 Construct

$$(\cdot) :: a \rightarrow [a] \rightarrow [a]$$

20.14.2.1 *

Cons

20.14.3 Leaf

—

20.14.4 Node

$$\begin{array}{c} * \\ \diagdown \quad \diagup \end{array}$$

20.14.5 Spine

Is a chain of memory cells, each points to the both value of element and to the next memory cell.

Array:

$$\begin{array}{c}
 : \\
 / \quad \backslash \\
 1 \quad : \\
 \quad / \quad \backslash \\
 \quad 2 \quad : \\
 \quad \quad / \quad \backslash
 \end{array}$$

3 []

1:2:3: []

Spine:

 :
 / \
- :
 / \
 :
 / \
 - []

Chapter 21

Graph theory

21.1 Successor

[Object](#) that receives the [arrow](#).

21.1.1 Direct successor

Immediate [successor](#).

21.2 Predecessor

[Object](#) that sends [arrow](#).

21.2.1 Direct predecessor

Immediate [predecessor](#).

21.3 Degree

Number of [arrows](#) of [object](#).

21.3.1 Indegree

Number of ingoing [arrows](#).

21.3.2 Outdegree

Number of outgoing [arrows](#).

21.4 Adjacency matrix

Matrix of connection of objects $\{-1, 0, 1\}$.

21.4.0.1 InstanceSigs

Allow adding [type](#) signatures to [type class function](#) instance [declaration](#).

21.5 Strongly connected

If every vertex in a graph is reachable from every other vertex.

It is possible to find all [strongly connected components](#) (and that way also test graph for strong connectivity), in [linear](#) time ($\Theta(V+E)$).

[Binary relation](#) of being [strongly connected](#) is an [equivalence relation](#).

21.5.1 *

Strongly-connected

21.5.2 Strongly connected component

Full [strongly connected](#) subgraph of some graph.

* of a directed graph G is a subgraph that is [strongly connected](#), and has [property](#): no additional edges or vertices from G can be included in the subgraph without breaking its [property](#) of being [strongly connected](#).

21.5.2.1 *

SCC

Strongly connected components

Strongly-connected component

Strongly-connected components

Chapter 22

Tagless-final

Method of embedding **eDSL** in a typed functional host language (Haskell). **Alternative** to the embedding as a (generalized) **algebraic data type**. For parsers of DLS **expressions**: (1/partial) evaluator, compiler, pretty printer, multi-pass optimizer.

* embedding is writing **denotational semantics** for the **DSL** in the host language.

Approach can be used **iff eDSL** is typed. Only well-typed terms become embeddable, and host language can implement also a **eDSL type** system. Approach that **eDSL** code interpretations are **type-preserving**.

One of main pros of * - extensibility: implementation of **DSL** can be used to analyze/evaluate/transform/pretty-print/compile and interpreters can be extended to more passes, optimizations, and new versions of **DSL** while keeping/using/reusing the old versions.

Example fields of **application**: language-integrated queries, non-deterministic & probabilistic programming, delimiter continuation, computability theory, **stream** processing, hardware description languages, generation of specialized numerical kernels, **semantics** of natural language.

Part III

Give definitions

Chapter 23

Identity type

Chapter 24

Constant type

Chapter 25

Gen

Chapter 26

Tensorial strength

Chapter 27

Strong monad

Chapter 28

Weak head normal form

28.1 *

WHNF

Chapter 29

Function image

29.1 *

Image

Chapter 30

Invertible

Chapter 31

Invertibility

Chapter 32

Define LANGUAGE pragma options

32.1 ExistentialQuantification

32.2 GADTs

GADT is a generalization over parametric [algebraic data types](#) which allow explicitly denote the [types](#) (type matching) of the [constructors](#) and define [data types](#) using pattern matching on the left side of "data" [statements](#).

32.3 *

GADT

Generalized algebraic data type

First-class phantom data type

Guarded recursive data type

Equality-qualified data type

32.4 GeneralizedNewTypeClasses

32.5 FuncitonalDependencies

Chapter 33

GHC check keys

33.1 -Wno-partial-type-signatures

Supresses [PartialTypeSignatures wildcard infer](#) warning.

Chapter 34

Generalised algebraic data types

LANGUAGE [GADTs](#)

34.1 *

GADT

Chapter 35

Order theory

Investigates in thepht the intuitive notion of [order](#) using [binary relations](#).

35.1 Domain theory

Formalizes approximation and convergense.
Has close [relation](#) to Topology.

35.2 Lattice

[Abstract structure](#) that consists of [partially ordered set](#), [where](#) every two elements have unique supremum and infimum. == * [algebraic structure](#) satisfying certain axiomatic identities.
* [order-theory](#) & [algebraic](#).

35.3 Order

35.3.1 Preorder

$R^X \rightarrow X$: [Reflexive](#) & [Transitive](#):
 aRa
 $aRb, bRc \Rightarrow aRc$

Generalization of [equivalence relations](#) [partial orders](#).

* [Antisymmetric](#) \Rightarrow Partial ordering.
* [Symmetric](#) \Rightarrow [Equivalence](#).

35.3.1.1 *

Preordered

35.3.1.2 Total preorder

$\forall a, b : a \leq b \vee b \leq a \Rightarrow$ [Total Preorder](#).

35.3.2 Partial order

A [binary relation](#) must be [reflexive](#), [antisymmetric](#) and [transitive](#).

Partial - not every elements between them need to be comparable.

Good example of $*$ is a genealogical descendancy. Only related people produce [relation](#), not related do not.

35.3.2.1 $*$

Partial orders

Partially ordered set

Partially ordered sets

Poset

Posets

35.4 Partial order

35.5 Total order

Chapter 36

Universal algebra

Studies [algebraic structures](#).

Chapter 37

Relation

37.1 Reflexivity

$$R^{X \rightarrow X}, \forall x \in X : xRx$$

[Order](#) theory: $a \leq a$

* - each element is comparable to itself.

Corresponds to [Identity](#) and [Automorphism](#).

37.1.1 *

Reflexive

Reflexive relation

37.2 Irreflexivity

$$R^{X \rightarrow X}, \forall x \in X : \neg R(x, x)$$

37.2.1 *

Anti-reflexive

Anti-reflexive relation

Irreflexive

Irreflexive relation

37.3 Transitivity

$$\forall a, b, c \in X, \forall R^{X \rightarrow X} : (aRb \wedge bRc) \Rightarrow aRc$$

* - the start of a chain of [precedence relations](#) must precede the end of the chain.

37.3.1 *

Transitive
Transitive relation

37.4 Symmetry

$$\forall a, b \in X : (aRb \iff bRa)$$

37.4.1 *

Symmetric
Symmetric relation

37.5 Equivalence

Reflexive	Symmetric	Transitive
$\forall x \in X, \exists R : xRx$ $a = a$	$\forall a, b \in X : (aRb \iff bRa)$ $a = b \iff b = a$	$\forall a, b, c \in X, \forall R^{X \rightarrow X} : (aRb \wedge bRc) \Rightarrow aRc$ $a = b, b = c \Rightarrow a = c$

37.5.1 *

Equivalent
Equivalent relation

37.6 Antisymmetry

$\forall a, b \in X : aRb, bRa \Rightarrow a = b \sim aRb, a \neq b \Rightarrow \nexists bRa.$
[Antisymmetry](#) does not say anything about $R(a, a)$.

* - no two different elements precede each other.

37.6.1 *

Antisymmetric
Antisymmetric relation

37.7 Asymmetry

$\forall a, b \in X (aRb \Rightarrow \neg(bRa))$
* \iff [Antisymmetric](#) \wedge [Irreflexive](#).
[Asymmetry](#) \neq "not [symmetric](#)"
[Symmetric](#) \wedge [Asymmetric](#) is only empty [relation](#).

37.7.1 *

Asymmetric

Asymmetric relation

Chapter 38

Cryptomorphism

[Equivalent](#), interconvertable with no loss of information.

38.1 *

Crypromorphic

Chapter 39

Lexically scoped type variables

Enable [lexical scope](#) for [forall quantifier](#) defined [type variables](#)

Implemented in [ScopedTypeVariables](#)

Chapter 40

Abstract data type

Several definitions here, reduce them.

Data type mathematical model, defined by its **semantics** from the user point of view, listing possible values, operations on the data of the **type**, and behaviour of these operations.

* class of **objects** whose logical behaviour is defined by a **set** of values and **set** of operations (analogue to **algebraic structure** in mathematics).

A specification of a **data type** like a **stack** or queue **where** the specification does not contain any implementation details at all, only the operations for that **data type**. This can be thought of as the contract of the **data type**.

40.1 *

AbsDT

Chapter 41

Functional dependencies

Chapter 42

MonoLocalBinds

Chapter 43

KindSignatures

Chapter 44

ExplicitNamespaces

Chapter 45

Combinator pattern

Chapter 46

Symbolic expression

Nested tree [data structure](#).

Introduced & used in Lisp. Lisp code and data are ***.

*** in Lisp: Atom or [expression](#) of the form $(x \ . \ y)$, *x* and *y* are ***.

Modern abbreviated notation of ***: $(x \ y)$.

46.1 ***

S-expression

S-expressions

Sexpression

Sexpressions

Sexp

Sexps

Sexpr

Sexprs

Chapter 47

Polynomial

Expression consisting of:

- variables
- coefficients
- addition
- subtraction
- multiplication (including positive integer variable exponentiation)

Polynomials form a ring. Polynomial ring.

47.1 *

Polynomials

Chapter 48

Data family

Indexed form of data and newtype definitions.

Chapter 49

Type synonym family

Indexed form of [type](#) synonyms.

Chapter 50

Indexed type family

* additional structure in language that allows ad-hoc overloading of [data types](#). AKA are to [types](#) as [type class](#) to methods.

Varieties:

- [data family](#)
- [type](#) synonym families

Defined by pattern matching the partial [functions](#) between [types](#).

Associates [data types](#) by [type](#)-level [function](#) defined by open-ended collection of valid instances of input [types](#) and corresponding output [types](#).

Normal [type classes](#) define partial [functions](#) from [types](#) to a collection of named values by pattern matching on the input [types](#), while [type](#) families define partial [functions](#) from [types](#) to [types](#) by pattern matching on the input [types](#). In fact, in many uses of [type](#) families there is a single [type class](#) which logically contains both values and [types](#) associated with each instance. A [type family](#) declared inside a [type class](#) is called an associated [type](#).

50.1 *

Type family

Chapter 51

TypeFamilies

Allow use and definition of indexed [type](#) families and data families.

- * are [type](#)-level programming.
- * are overload [data types](#) in the same way that [type classes](#) overload [functions](#).
- * allow handling of [dependent types](#). Before it [Functional dependencies](#) and [GADTs](#) were used to solve that.
- * useful for generic programming, creating highly parametrised interfaces for libraries, and creating interfaces with enhanced static information (much like [dependent types](#)).

Implies: [MonoLocalBinds](#), [KindSignatures](#), [ExplicitNamespaces](#)

Two [types](#) of * are:

Chapter 52

Error

Mistake in the program that can be resolved only by fixing the program.

`error` is a sugar for `undefined`.

Distinct from [Exception](#).

52.1 *

Errors

Chapter 53

Exception

Expected but irregular situation.

Distinct from [Error](#). Also see Exception vs Error

53.1 *

Exceptions

Chapter 54

ConstraintKinds

`Constraints` are just handled as `types` of a particular `kind` (`Constraint`). Any `type` of the `kind` `Constraints` can be used as a `constraint`.

- Anything which is already allowed in code as a `constraint` without `*`. Saturated applications to `type classes`, implicit `parameter` and equality `constraints`.
- `Tuples`, all of whose component `types` have `kind` `Constraint`.

```
type Some a = (Show a, Ord a, Arbitrary a) - is of kind Constraint.
```

- Anything form of which is not yet known, but the user has declared for it to have `kind` `Constraint` (for which they need to `import` it from `GHC.Exts`):

```
Foo (f :: Type -> Constraint) = forall b. f b => b -> b - is allowed
- as well as examples involving type families:
type family Typ a b :: Constraint
type instance Typ Int b = Show b
type instance Typ Bool b = Num b

func :: Typ a b => a -> b -> b
func = ...
```

Chapter 55

Specialisation

Turns [ad hoc polymorphic function](#) into compiled [type](#)-specific implementations.

55.1 *

Specialise
Specialize
Specialization

Chapter 56

Diagram

For [categories](#) C and J , a [diagram](#) of [type](#) J in C is a [covariant functor](#) $D : J \rightarrow C$.

Chapter 57

Category theoretical presheaf

For [categories](#) C and J , a J -[presheaf](#) on C is a [contravariant functor](#) $D : C \rightarrow J$.

Chapter 58

Topological presheaf

If X is a topological space, then the open sets in X form a partially ordered set $\text{Open}(X)$ under inclusion. Like every partially ordered set, $\text{Open}(X)$ forms a small category by adding a single arrow $U \rightarrow V$ if and only if $U \subseteq V$. Contravariant functors on $\text{Open}(X)$ are called presheaves on X . For instance, by assigning to every open set U the associative algebra of real-valued continuous functions on U , one obtains a presheaf of algebras on X .

Chapter 59

Diagonal functor

The [diagonal functor](#) is defined as the [functor](#) from D to the [functor category](#) D^C which sends each [object](#) in D to the [constant functor](#) at that [object](#).

Chapter 60

Limit functor

For a fixed index [category](#) J , if every [functor](#) $J \rightarrow C$ has a limit (for instance if C is complete), then the [limit functor](#) $C^J \rightarrow C$ assigns to each [functor](#) its limit. The existence of this [functor](#) can be proved by realizing that it is the right-adjoint to the [diagonal functor](#) and invoking the Freyd adjoint [functor](#) theorem. This requires a suitable version of the axiom of choice. Similar remarks [apply](#) to the colimit [functor](#) (which is [covariant](#)).

Chapter 61

Dual vector space

The map which assigns to every vector space its **dual** space and to every **linear** map its **dual** or transpose is a **contravariant functor** from the **category** of all vector spaces over a fixed field to itself.

Chapter 62

Fundamental group

Consider the [category](#) of pointed topological spaces, i.e. topological spaces with distinguished points. The [objects](#) are pairs (X, x_0) , [where](#) X is a topological space and x_0 is a point in X . A [morphism](#) from (X, x_0) to (Y, y_0) is given by a continuous map $f : X \rightarrow Y$ with $f(x_0) = y_0$.

To every topological space X with distinguished point x_0 , one can define the [fundamental group](#) based at x_0 , denoted $\pi_1(X, x_0)$. This is the [group](#) of [homotopy](#) classes of loops based at x_0 . If $f : X \rightarrow Y$ is a [morphism](#) of pointed spaces, then every loop in X with base point x_0 can be [composed](#) with f to yield a loop in Y with base point y_0 . This [operation](#) is compatible with the [homotopy equivalence relation](#) and the [composition](#) of loops, and we get a [group homomorphism](#) from $\pi_1(X, x_0)$ to $\pi_1(Y, y_0)$. We thus obtain a [functor](#) from the [category](#) of pointed topological spaces to the [category](#) of [groups](#).

In the [category](#) of topological spaces (without distinguished point), one considers [homotopy](#) classes of generic curves, but they cannot be [composed](#) unless they share an endpoint. Thus one has the fundamental groupoid instead of the [fundamental group](#), and this construction is [functorial](#).

Chapter 63

Algebra of continuous function

A [contravariant functor](#) from the [category](#) of topological spaces (with continuous maps as [morphisms](#)) to the [category](#) of real [associative algebras](#) is given by assigning to every topological space X the [algebra](#) $C(X)$ of all real-valued continuous [functions](#) on that space. Every continuous map $f : X \rightarrow Y$ induces an [algebra homomorphism](#) $C(f) : C(Y) \rightarrow C(X)$ by the rule $C(f)(\varphi) = \varphi \circ f$ for every φ in $C(Y)$.

Chapter 64

Tangent and cotangent bundle

The map which sends every differentiable manifold to its tangent bundle and every smooth map to its derivative is a [covariant functor](#) from the [category](#) of differentiable manifolds to the [category](#) of vector bundles.

Doing this constructions pointwise gives the tangent space, a [covariant functor](#) from the [category](#) of pointed differentiable manifolds to the [category](#) of real vector spaces. Likewise, cotangent space is a [contravariant functor](#), essentially the [composition](#) of the tangent space with the [dual](#) space above.

Chapter 65

Group action / representation

Every [group](#) G can be considered as a [category](#) with a single [object](#) whose [morphisms](#) are the elements of G . A [functor](#) from G to [Set](#) is then [nothing](#) but a [group](#) action of G on a particular [set](#), i.e. a G -[set](#). Likewise, a [functor](#) from G to the [category](#) of vector spaces, Vect_K , is a [linear](#) representation of G . In general, a [functor](#) $G \rightarrow C$ can be considered as an "action" of G on an [object](#) in the [category](#) C . If C is a [group](#), then this action is a [group homomorphism](#).

Chapter 66

Lie algebra

Assigning to every real (complex) Lie [group](#) its real (complex) [Lie algebra](#) defines a [functor](#).

Chapter 67

Tensor product

If \mathcal{C} denotes the [category](#) of vector spaces over a fixed field, with [linear](#) maps as [morphisms](#), then the [tensor product](#) $V \otimes W$ defines a [functor](#) $\mathcal{C} \times \mathcal{C} \rightarrow \mathcal{C}$ which is [covariant](#) in both arguments.

Chapter 68

Forgetful functor

The functor $U : \mathbf{Grp} \rightarrow \mathbf{Set}$ which maps a group to its underlying set and a group homomorphism to its underlying function of sets is a functor.[8] Functors like these, which "forget" some structure, are termed forgetful functors. Another example is the functor $\mathbf{Rng} \rightarrow \mathbf{Ab}$ which maps a ring to its underlying additive abelian group. Morphisms in \mathbf{Rng} (ring homomorphisms) become morphisms in \mathbf{Ab} (abelian group homomorphisms).

Chapter 69

Free functor

Going in the opposite direction of [forgetful functors](#) are free [functors](#). The free functor $F : \mathbf{Set} \rightarrow \mathbf{Grp}$ sends every [set](#) X to the free [group](#) generated by X . [Functions](#) get mapped to [group](#) homomorphisms between free [groups](#). Free constructions exist for many [categories](#) based on structured [sets](#). See [free object](#).

Chapter 70

Homomorphism group

To every pair A, B of abelian groups one can assign the abelian group $\text{Hom}(A, B)$ consisting of all group homomorphisms from A to B . This is a functor which is contravariant in the first and covariant in the second argument, i.e. it is a functor $\text{Abop} \times \text{Ab} \rightarrow \text{Ab}$ (where Ab denotes the category of abelian groups with group homomorphisms). If $f : A_1 \rightarrow A_2$ and $g : B_1 \rightarrow B_2$ are morphisms in Ab , then the group homomorphism $\text{Hom}(f, g) : \text{Hom}(A_2, B_1) \rightarrow \text{Hom}(A_1, B_2)$ is given by $\varphi \mapsto g \circ \varphi \circ f$. See Hom functor.

Chapter 71

Representable functor

We can generalize the previous example to any [category](#) C . To every pair X, Y of [objects](#) in C one can assign the [set](#) $\text{Hom}(X, Y)$ of [morphisms](#) from X to Y . This defines a [functor](#) to [Set](#) which is [contravariant](#) in the first [argument](#) and [covariant](#) in the second, i.e. it is a [functor](#) $C^{\text{op}} \times C \rightarrow \text{Set}$. If $f : X_1 \rightarrow X_2$ and $g : Y_1 \rightarrow Y_2$ are [morphisms](#) in C , then the [group homomorphism](#) $\text{Hom}(f, g) : \text{Hom}(X_2, Y_1) \rightarrow \text{Hom}(X_1, Y_2)$ is given by $\varphi \mapsto g \circ \varphi \circ f$.

[Functors](#) like these are called representable [functors](#). An important goal in many settings is to determine whether a given [functor](#) is representable.

Chapter 72

Corecursion

Chapter 73

Coinduction

proper definition

* [dual](#) to induction.

Generalises to [corecursion](#).

Chapter 74

Initial algebra of an endofunctor

Chapter 75

Terminal coalgebra for an endofunctor

Part IV

Citations

"One of the finer points of the Haskell community has been its propensity for recognizing [abstract](#) patterns in code which have well-defined, lawful representations in mathematics." (Chris Allen, Julie Moronuki - "Haskell Programming from First Principles" (2017))

Part V

Good code

Chapter 76

Good: Type aliasing

Use [data type](#) aliases to differentiate logic of values.

Chapter 77

Good: Type wideness

Wider the [type](#) the more it is [polymorphic](#), means it has broader [application](#) and fits more [types](#).

The more constrained system has more usefulness.

Unconstrained means most flexible, but also most useless.

Chapter 78

Good: Print

```
print :: Show a => a -> IO ()  
print a = putStrLn (show a)
```


Chapter 79

Good: Fold

`foldr spine recursion` intermediated by the folding. Can terminate at any point.

`foldl spine recursion` is unconditional, then folding starts. Unconditionally recurses across the whole `spine`, if it infinite - infinitely.

Chapter 80

Good: Computation model

Model the [domain](#) and [types](#) before thinking about how to write computations.

Chapter 81

Good: Make bottoms only local

Chapter 82

Good: Newtype wrap is ideally transparent for compiler and does not change performance

Chapter 83

Good: Instances of types/type classes must go with code you write

Chapter 84

**Good: Functions can be
abstracted as arguments**

Chapter 85

**Good: Infix operators can be
bind to arguments**

Chapter 86

Good: Arbitrary

Product types can be tested as a product of random generators.

Sum types require to implement generators with separate constructors, and picking one of them, use oneof or frequency to pick generators.

Chapter 87

Good: Principle of Separation of concerns

Chapter 88

Good: Function composition

In Haskell inline [composition](#) requires:

```
h.g.f $ i
```

[Function application](#) has a higher [priority](#) than [composition](#). That is why parentheses over [argument](#) are needed.

This [precedence](#) allows idiomatically [compose partially applied functions](#).

But it is a way better then:

```
h (g (f i))
```

Chapter 89

Good: Point-free

Use `Tacit` very carefully - it hides `types` and harder to change code `where` it is used.
Use just enough `Tacit` to communicate a bit better. Mostly only partial `point-free` communicates better.

89.1 Good: Point-free is great in multi-dimensions

BigData and OLAP analysis.

Chapter 90

Good: Functor application

Function application on n levels beneath:

```
(fmap . fmap) function twoLevelStructure
```

How `fmap . fmap` [typechecks](#):

```
(.)      :: (b -> c) -> (a -> b) -> a -> c
fmap     :: Functor f => (m -> n) -> f m -> f n
fmap     :: Functor g => (x -> y) -> g x -> g y

fmap . fmap :: (Functor f, Functor g)
            => ((g x -> g y) -> f . g x -> f . g y)
            -> (( x -> y) -> g x -> g y)
            -> ( x -> y) -> f . g x -> f . g y
fmap . fmap :: (x -> y) -> f . g x -> f . g y
```

Chapter 91

Good: Parameter order

In [functions parameter order](#) is important.

It is best to use first the most reusable [parameters](#).

And as last one the one that can be the most [variable](#), that is important to chain.

Chapter 92

Good: Applicative monoid

There can be more than one valid [Monoid](#) for a [data type](#). &&

There can be more than one valid [Applicative](#) instance for a [data type](#). ->

There can be different [Applicatives](#) with different [Monoid](#) implementations.

Chapter 93

Good: Creative process

- 93.1 Pick philosophy principles one to three the more - the harder the implementation
- 93.2 Draw the most blurred representation
- 93.3 Deduce **abstractions** and write remotely what they are
- 93.4 Model of computation
 - 93.4.1 Model the **domain**
 - 93.4.2 Model the **types**
 - 93.4.3 Think how to write computations
- 93.5 Create

Chapter 94

«<Good: About operators (<\$)
(**>) (<*) (») »>

Where character is not present - discard the according processing of a [parameter](#).
(») is an [exception](#), it does the reverse. ignores the first [parameter](#).

94.1 «<= *>=»>

Do calculation, but ignore the value from the first [argument](#).

*> ≡ »

Chapter 95

**Good: About functions like
{mapM, sequence}_**

Trailing _ means ignoring the result.

Chapter 96

Good: Guideliles

96.1 Wiki.haskell

96.1.1 Documentation

96.1.1.1 Comments write in **application** terms, not technical.

96.1.1.2 Tell what code needs to do not how it does.

96.1.2 Haddock

96.1.2.1 Put haddock comments to ever exposed **data type** and **function**.

96.1.2.2 Haddock header

```
{- |
Module      : <File name or $Header$ to be replaced automatically>
Description : <optional short text displayed on contents page>
Copyright   : (c) <Authors or Affiliations>
License     : <license>

Maintainer  : <email>
Stability   : unstable | experimental | provisional | stable | frozen
Portability : portable | non-portable (<reason>)

<module description starting at first column>
-}
```

96.1.3 Code

96.1.3.1 Try to stay closer to portable (Haskell98) code

96.1.3.2 Try make lines no longer 80 chars

96.1.3.3 Last char in file should be newline

96.1.3.4 Symbolic **infix** identifiers is only library writer right

96.1.3.5 Every **function** does one thing.

Chapter 97

Good: Use Typed holes to progress the code

[Typed holes](#) help build code in complex situations.

Chapter 98

Good: Haskell allows infinite terms but not infinite types

That is why infinite [types](#) throw infinite [type error](#).

Chapter 99

Good: Use type synonyms to differ the information

Even if there is `types` - define `type` synonyms. They are free.

That distinction with synonyms, would allow `TypeSynonymInstances`, which would allow to create a different `type class` instances and behaviour for different information.

Chapter 100

«< Good: Control.Monad.Error
-> Control.Monad.Except» >

Chapter 101

Good: Monad OR Applicative

101.0.1 Start writing `monad` using 'return', 'ap', 'liftM', 'liftM2', '»' instead of 'do', '»='

If you wrote code and really needed only those - move that code to [Applicative](#).

```
return -> pure
ap -> <*>
liftM -> liftA -> <$>
» -> *>
```

101.0.2 Basic `case` when [Applicative](#) can be used

Can be rewritten in [Applicative](#):

```
func = do
  a <- f
  b <- g
pure (a, b)
```

Can't be rewritten in [Applicative](#):

```
somethingdoSomething' n = do
  a <- f n
  b <- g a
pure (a, b)
```

(f n) creates [monadic structure](#), [binds](#) it to *a* which is consumed then by *g*.

101.0.3 [Applicative](#) block vs [Monad](#) block

With [Type Applicative](#) every condition fails/succeeds independently. It needs a boilerplate [data constructor](#)/value pattern matching code to work. And code you can write only for so many cases and [types](#), so boilerplate can not be so flexible as [Monad](#) that allows [polymorphism](#).

With [Type Monad](#) computation can return value that dependent from the previous computation result. So abort or dependent processing can happen.

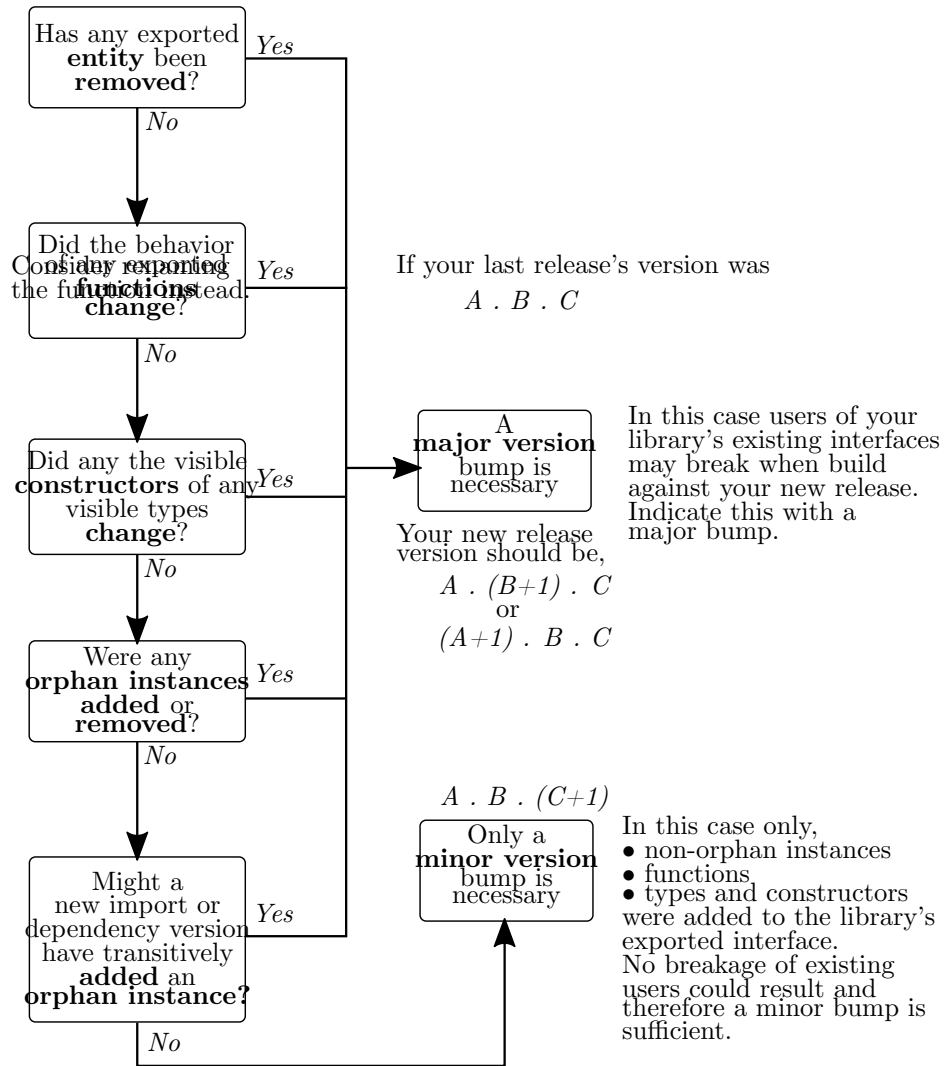
Chapter 102

Good: Haskell Package Versioning Policy

Version policy and dependency management.

So you are releasing a new package version?

Use this decision graph to determine how you should version your new release under Haskell Package Versioining Policy.



102.1 *

PVP

Good: PVP

Chapter 103

Good: Linear type

Linear types are great to control/minimize resource usage.

Chapter 104

Good: Exception vs Error

Many languages and Haskell have it all mixup. Here is table showing what belongs to one or other in standard libraries:

Exception	Prelude.catch, Control. Exception .catch, Control. Exception .try, IOError, Control. Monad . Error
Error	error , assert, Control. Exception .catch, Debug.Trace.trace

Chapter 105

Good: Let vs. Where

`let ... in ...` is a separate [expression](#). In contrast, `where` is [bound](#) to a surrounding syntactic [construct](#) (namespace).

Chapter 106

Good: RankNTypes

Can powerfully synergyze with [ScopedTypeVariables](#).

Chapter 107

Good: Orphan instance

Practice to address orphan instances:

Does [type class](#) or [type](#) defined by you:

Type class	Type	Recommendation
✓	✓	{ Type , instance} in the same module { Typeclass & instance} in the same module {Define newtype wrap, its instances} in the same module

Chapter 108

Good: Smart constructor

Only proper smart [constructors](#) should be exported. Do not export [data type constructor](#), only a [type](#).

Chapter 109

Good: Thin category

In * all [morphisms](#) are [epimorphisms](#) and [monomorphisms](#).

Chapter 110

Good: Recursion

Writing/thinking about [recursion](#):

1. Find the base cases, on input of which the answer can be provided right away. There is mostly one [base case](#), but sometimes there can be several of them. Typical base cases are: [zero](#), the empty [list](#), the empty tree, null, etc.
2. Do inductive [case](#). The [recursive](#) invocation. The [argument](#) of a [recursive](#) call needs to be smaller than the current [argument](#). So it would be gradually closer to the [base case](#). The idea is that processes eventually hits the [base case](#).

Simple functional [application](#) is used in the [recursion](#).

Assume that the [functions](#) would return the right result.

Chapter 111

Good: Monoid

<>:

[Sets](#) - union.

Maps - left-biased union.

Number - `Sum`, `Product` form separate [monoid categories](#).

Chapter 112

Good: Free monad

The main [case](#) of usage of Free [monads](#) in Haskell:

Start implementation of the [monad](#) from a Free [monad](#), drafting the base [monadic](#) operations, then add custom operations.

Gradually build on top of Free [monad](#) and try to find homomorphisms from [monad](#) to [objects](#), and if only [objects](#) are needed - get rid of the free [monad](#).

Chapter 113

Good: Use mostly where clauses

Chapter 114

**Good: Where clause is in a scope
with function parameters**

Chapter 115

Good: Strong preference towards pattern matching over {head, tail, etc.} functions

head and tail and alike [functions](#) are often partial ([unsafe](#)) functions.

Chapter 116

Good: Patternmatching is possible on monadic bind in do

Example:

```
instance (Monad m) => Functor (StateT s m) where
  fmap f m = StateT $ \s -> do
    (x, s') <- runStateT m s  - Here is a pattern matching bind
    return (f x, s')
```

Chapter 117

Good: Applicative vs Monad

Giving not `Monad` but `Applicative` requirement allows parallel computation, but if there should be a chaining of the intermediate state - it must be [monadic](#).

Chapter 118

Good: StateT, ReaderT, WriterT

Reader trait: (r ->).

Writer trait: (a, w).

State trait is combination of both:

```
newtype StateT s m a =  
  StateT { runStateT :: s -> m (a, s) }
```

```
newtype ReaderT r m a =  
  ReaderT { runReaderT :: r -> m a }
```

```
newtype WriterT w m a =  
  WriterT { runWriterT :: m (a, w) }
```

State trait fully replaces writer.

Chapter 119

Good: Working with MonadTrans and lift

From the `lift . pure = pure` follows that `MonadTrans` [type](#) can have a `pure` defined with `lift`.

Stacking of `MonadTrans` [monads](#) can result in a lot of chained `lift` and `unwraps`. There is many ways to cope with that but the most robust and common is to [abstract](#) representation with `newtype` on the `Monad` [stack](#). This can reduce caining or remove the manual [lifting](#) withing the [Monad](#).

For perfect combination for contributors to be able to extend the code - keep the `Internal` [module](#) that has a raw representation.

Chapter 120

Good: Don't mix Where and Let

`let` and `where` create a [recursive set](#) of definitions with can explode, don't mix them together in code.

Chapter 121

Good: Where vs. Let

Let is self-recursive lazy pattern. It is checked and errors only at execution time. **Binds** only inside **expression** it is binded to.

Where is a part of definition, scoped over definition implemetations and **guards**, not self-recursive.

Chapter 122

Good: The proper nature algorithm that models behaviour of many objects is computation heavy

God does not care about our mathematical difficulties. He integrates empirically.

One who is found of mathematical meaning loves to [apply](#) it. But if we implement the "real" algorithms behind nature processes, we face the need to go through the computations of laws of all particles.

Computation of nature is always a middle way between ideal theory behaviour and computation simplification.

Chapter 123

Good: In Haskell parameters bound by lambda declaration instantiate to only one concrete type

Because of [let-bound polymorphism](#):

This is illegal in Haskell:

```
foo :: (Int, Char)
foo = (\f -> (f 1, f 'a')) id
```

Lambda-bound function (i.e., one passed as [argument](#) to another [function](#)) cannot be instantiated in two different ways, if there is a [let-bound polymorphism](#).

Chapter 124

Good: Instance is a good structure to draw a type line

Instances for [data type](#) can differentiate by [constraints](#) & [types](#) of arguments. So instance can preserve [type](#) boundary, and [data type declaration](#) can stay very [polymorphic](#). If the need to extend the [type](#) boundaries arrive - the instances may extend, or new instances are created, while used [data type](#) still the same and unchanged.

Chapter 125

Good: MTL vs. Transformers

Default of `mtl`.

`Transformers` is Haskell-98, doesn't have functional dependencies, lacks the `monad` classes, has manual `lift` of operations to the composite `monad`.

MTL extends `transformers`, providing more instances, features and possibilities, may include `alternative` packages features as `mtl-tf`.

Part VI

Bad code

Chapter 126

Bad pragma

126.1 Bad: Dangerous **LANGUAGE pragma** option

- [DatatypeContexts](#)
- [OverlappingInstances](#)
- [IncoherentInstances](#)
- [ImpredicativeTypes](#)
- [AllowAmbiguousTypes](#)
- [UndecidableInstances](#) - often

Part VII

Useful **functions** to remember

Chapter 127

Prelude

```
enumFromTo
enumFromThenTo
reverse
show :: Show a => a -> String
flip
sequence - Evaluate each monadic action in the structure from left to right, and collect the results
:sprint - show variables to see what has been evaluated already.
minBound - smaller bound
maxBound - larger bound
cycle :: [a] -> [a] - indefinitely cycle s list
repeat - indefinit lis from value
elemIndex e l - return first index, returns Maybe
fromMaybe (default if Nothing) e :: Maybe a -> a
lookup :: Eq a => a -> [(a, b)] -> Maybe b
```

127.1 Ord

compare

127.2 Calc

div - always makes rounding down, to infinity

divMod - returns a tuple containing the result of integral division and modulo

127.3 List operations

```
concat - [ [a] ] -> [a]
elem x xs - is element a part of a list
zip :: [a] -> [b] -> [(a, b)] - zips two lists together. Zip stops when one list runs out.
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c] - do the action on corresponding elements of list a
```

Chapter 128

Data.List

`intersperse :: a -> [a] -> [a]` - gets the value and incerts it between values `in` array
`nub` - remove duplicates from the list

Chapter 129

Data.Char

```
ord (Char -> Int)  
chr (Int -> Char)  
isUpper (Char -> Bool)  
toUpper (Char -> Char)
```

Chapter 130

QuickCheck

```
quickCheck :: Testable prop => prop -> IO ()
```

```
quickCheck . verbose - run verbose mode
```

Part VIII

Tools

Chapter 131

ghc-pkg

[List](#) installed packages:

```
ghc-pkg list
```

Chapter 132

Integration of NixOS/Nix with Haskell IDE Engine (HIE) and Emacs (Spacemacs)

132.1 1. Install the Cachix

Upstream doc: <https://github.com/cachix/cachix>

132.2 2. Installation of HIE

Upstream doc: <https://github.com/infinisil/all-hies/#cached-builds>

132.2.1 2.1. Provide cached builds

```
cachix use all-hies
```

132.2.2 2.2.a. Installation on NixOS distribution:

```
{ config, pkgs, ... }:
```

```
let
```

```
    all-hies = import (fetchTarball "https://github.com/infinisil/all-hies/tarball/master") {};
```

```
in {
```

```
    environment.systemPackages = with pkgs; [
```

```
        (all-hies.selection { selector = p: { inherit (p) ghc865 ghc864; }; })
```

```
    ];
```

```
}
```

Insert your GHC versions.

Switch to new configuration:

```
sudo -i nixos-rebuild switch
```

132.2.3 2.2.b. Installation with Nix package manager:

`nix-env -iA selection -arg selector 'p: { inherit (p) ghc865 ghc864; }' -f 'https://github.com/in`

Insert your GHC versions.

132.3 3. Emacs (Spacemacs) configuration:

```
dotspacemacs-configuration-layers
'(

  auto-completion

  (lsp :variables
    default-nix-wrapper (lambda (args)
      (append
        (append (list 'nix-shell '-I' ''.' ''-command' )
          (list (mapconcat 'identity args '' )))
        )
      (list (nix-current-sandbox))
      )
    )

    lsp-haskell-process-wrapper-function default-nix-wrapper
  )

  (haskell :variables
    haskell-enable-hindent t
    haskell-completion-backend 'lsp
    haskell-process-type 'cabal-new-repl
  )

)

dotspacemacs-additional-packages '(
  direnv
  nix-sandbox
)

(defun dotspacemacs/user-config ()

  (add-hook 'haskell-mode-hook 'direnv-update-environment) ;; If direnv configured

)
```

Where:

auto-completion configures YASnippet.

nix-sandbox (<https://github.com/travisbhartwell/nix-emacs>) has a great helper functions. Using nix-current-sandbox function in default-nix-wrapper that used to properly configure lsp-haskell-process-wrapper-function.

Inside `nix-shell` the `haskell-process-type` `'cabal-new-repl` is required.

Refresh Emasc.

Open system monitor, observe the **process** of environment establishing, packages loading & compiling.

```

1 path = HmonadEffects t f m -> Filepath -> m (Maybe v) (FilePath)
2 path path <- do
3   path <- makeAbsolutePath ge of path
4   exists <- doesPathExist path
5   return $ if exists then Just path else Nothing
6
7 defaultImportPath
8   :: MonadIO m => m MonadState (Hashable FilePath HExprInfo) m
9   => Filepath
10  => m (Maybe t f m)
11 defaultImportPath path = do
12   trackM $ importing (Just <- path
13     <- withResource Info (Errortext $ "Unable to importing file " ++ show path) $ do
14       imports <- get
15       evalExprInfo <-> case M.lookup path imports of
16         Just expr -> pure expr
17         Nothing -> do
18           eres <- parseWithFileInfo path
19           case eres of
20             Failure err ->
21               throwError
22                 $ Errortext $
23                   "show $ fillStop [Parse during import failed!]", err)
24             Success expr -> do
25               modify (M.insert path expr)
26               pure expr
27
28 defaultPathDefaultFile :: MonadIO m => m Filepath -> m Filepath
29 defaultPathDefaultFile = pathDefaultFile
30
31 -- Given a path, determine the aux file to load
32 pathDefaultFile :: MonadIO m => Filepath -> m Filepath
33 pathDefaultFile file = p <- do
34   | dir <- doesDirectoryExist p
35   <- pure $ if !dir then p <-> "default.txt" else p
36
37 defaultDerivationContext
38   :: forall t f m . MonadIO m => m Value t f m -> m (Value t f m)
39 defaultDerivationContext = fromValue $ AttrSet (Value t f m) -> \v -> do
40   <-> Maybe (pure (Value t f m)) (Demand ?> fromValue $ M.lookup -> ignoreRelist a)
41   <-> M.fromList <-> maybeM (M.empty) (M.empty) (M.empty)
42   <-> fromValue <-> (Value t f m) -> M.empty (M.empty)
43   <-> M.empty (M.empty)
44   <-> M.empty (M.empty)
45   <-> M.empty (M.empty)
46   <-> M.empty (M.empty)
47   <-> M.empty (M.empty)
48   <-> M.empty (M.empty)
49   <-> M.empty (M.empty)
50   <-> M.empty (M.empty)
51   <-> M.empty (M.empty)
52   <-> M.empty (M.empty)
53   <-> M.empty (M.empty)
54   <-> M.empty (M.empty)
55   <-> M.empty (M.empty)
56   <-> M.empty (M.empty)
57   <-> M.empty (M.empty)
58   <-> M.empty (M.empty)
59   <-> M.empty (M.empty)
60   <-> M.empty (M.empty)
61   <-> M.empty (M.empty)
62   <-> M.empty (M.empty)
63   <-> M.empty (M.empty)
64   <-> M.empty (M.empty)
65   <-> M.empty (M.empty)
66   <-> M.empty (M.empty)
67   <-> M.empty (M.empty)
68   <-> M.empty (M.empty)
69   <-> M.empty (M.empty)
70   <-> M.empty (M.empty)
71   <-> M.empty (M.empty)
72   <-> M.empty (M.empty)
73   <-> M.empty (M.empty)
74   <-> M.empty (M.empty)
75   <-> M.empty (M.empty)
76   <-> M.empty (M.empty)
77   <-> M.empty (M.empty)
78   <-> M.empty (M.empty)
79   <-> M.empty (M.empty)
80   <-> M.empty (M.empty)
81   <-> M.empty (M.empty)
82   <-> M.empty (M.empty)
83   <-> M.empty (M.empty)
84   <-> M.empty (M.empty)
85   <-> M.empty (M.empty)
86   <-> M.empty (M.empty)
87   <-> M.empty (M.empty)
88   <-> M.empty (M.empty)
89   <-> M.empty (M.empty)
90   <-> M.empty (M.empty)
91   <-> M.empty (M.empty)
92   <-> M.empty (M.empty)
93   <-> M.empty (M.empty)
94   <-> M.empty (M.empty)
95   <-> M.empty (M.empty)
96   <-> M.empty (M.empty)
97   <-> M.empty (M.empty)
98   <-> M.empty (M.empty)
99   <-> M.empty (M.empty)
100  <-> M.empty (M.empty)
101  <-> M.empty (M.empty)
102  <-> M.empty (M.empty)
103  <-> M.empty (M.empty)
104  <-> M.empty (M.empty)
105  <-> M.empty (M.empty)
106  <-> M.empty (M.empty)
107  <-> M.empty (M.empty)
108  <-> M.empty (M.empty)
109  <-> M.empty (M.empty)
110  <-> M.empty (M.empty)
111  <-> M.empty (M.empty)
112  <-> M.empty (M.empty)
113  <-> M.empty (M.empty)
114  <-> M.empty (M.empty)
115  <-> M.empty (M.empty)
116  <-> M.empty (M.empty)
117  <-> M.empty (M.empty)
118  <-> M.empty (M.empty)
119  <-> M.empty (M.empty)
120  <-> M.empty (M.empty)
121  <-> M.empty (M.empty)
122  <-> M.empty (M.empty)
123  <-> M.empty (M.empty)
124  <-> M.empty (M.empty)
125  <-> M.empty (M.empty)
126  <-> M.empty (M.empty)
127  <-> M.empty (M.empty)
128  <-> M.empty (M.empty)
129  <-> M.empty (M.empty)
130  <-> M.empty (M.empty)
131  <-> M.empty (M.empty)
132  <-> M.empty (M.empty)
133  <-> M.empty (M.empty)
134  <-> M.empty (M.empty)
135  <-> M.empty (M.empty)
136  <-> M.empty (M.empty)
137  <-> M.empty (M.empty)
138  <-> M.empty (M.empty)
139  <-> M.empty (M.empty)
140  <-> M.empty (M.empty)
141  <-> M.empty (M.empty)
142  <-> M.empty (M.empty)
143  <-> M.empty (M.empty)
144  <-> M.empty (M.empty)
145  <-> M.empty (M.empty)
146  <-> M.empty (M.empty)
147  <-> M.empty (M.empty)
148  <-> M.empty (M.empty)
149  <-> M.empty (M.empty)
150  <-> M.empty (M.empty)
151  <-> M.empty (M.empty)
152  <-> M.empty (M.empty)
153  <-> M.empty (M.empty)
154  <-> M.empty (M.empty)
155  <-> M.empty (M.empty)
156  <-> M.empty (M.empty)
157  <-> M.empty (M.empty)
158  <-> M.empty (M.empty)
159  <-> M.empty (M.empty)
160  <-> M.empty (M.empty)
161  <-> M.empty (M.empty)
162  <-> M.empty (M.empty)
163  <-> M.empty (M.empty)
164  <-> M.empty (M.empty)
165  <-> M.empty (M.empty)
166  <-> M.empty (M.empty)
167  <-> M.empty (M.empty)
168  <-> M.empty (M.empty)
169  <-> M.empty (M.empty)
170  <-> M.empty (M.empty)
171  <-> M.empty (M.empty)
172  <-> M.empty (M.empty)
173  <-> M.empty (M.empty)
174  <-> M.empty (M.empty)
175  <-> M.empty (M.empty)
176  <-> M.empty (M.empty)
177  <-> M.empty (M.empty)
178  <-> M.empty (M.empty)
179  <-> M.empty (M.empty)
180  <-> M.empty (M.empty)
181  <-> M.empty (M.empty)
182  <-> M.empty (M.empty)
183  <-> M.empty (M.empty)
184  <-> M.empty (M.empty)
185  <-> M.empty (M.empty)
186  <-> M.empty (M.empty)
187  <-> M.empty (M.empty)
188  <-> M.empty (M.empty)
189  <-> M.empty (M.empty)
190  <-> M.empty (M.empty)
191  <-> M.empty (M.empty)
192  <-> M.empty (M.empty)
193  <-> M.empty (M.empty)
194  <-> M.empty (M.empty)
195  <-> M.empty (M.empty)
196  <-> M.empty (M.empty)
197  <-> M.empty (M.empty)
198  <-> M.empty (M.empty)
199  <-> M.empty (M.empty)
200  <-> M.empty (M.empty)
201  <-> M.empty (M.empty)
202  <-> M.empty (M.empty)
203  <-> M.empty (M.empty)
204  <-> M.empty (M.empty)
205  <-> M.empty (M.empty)
206  <-> M.empty (M.empty)
207  <-> M.empty (M.empty)
208  <-> M.empty (M.empty)
209  <-> M.empty (M.empty)
210  <-> M.empty (M.empty)
211  <-> M.empty (M.empty)
212  <-> M.empty (M.empty)
213  <-> M.empty (M.empty)
214  <-> M.empty (M.empty)
215  <-> M.empty (M.empty)
216  <-> M.empty (M.empty)
217  <-> M.empty (M.empty)
218  <-> M.empty (M.empty)
219  <-> M.empty (M.empty)
220  <-> M.empty (M.empty)
221  <-> M.empty (M.empty)
222  <-> M.empty (M.empty)
223  <-> M.empty (M.empty)
224  <-> M.empty (M.empty)
225  <-> M.empty (M.empty)
226  <-> M.empty (M.empty)
227  <-> M.empty (M.empty)
228  <-> M.empty (M.empty)
229  <-> M.empty (M.empty)
230  <-> M.empty (M.empty)
231  <-> M.empty (M.empty)
232  <-> M.empty (M.empty)
233  <-> M.empty (M.empty)
234  <-> M.empty (M.empty)
235  <-> M.empty (M.empty)
236  <-> M.empty (M.empty)
237  <-> M.empty (M.empty)
238  <-> M.empty (M.empty)
239  <-> M.empty (M.empty)
240  <-> M.empty (M.empty)
241  <-> M.empty (M.empty)
242  <-> M.empty (M.empty)
243  <-> M.empty (M.empty)
244  <-> M.empty (M.empty)
245  <-> M.empty (M.empty)
246  <-> M.empty (M.empty)
247  <-> M.empty (M.empty)
248  <-> M.empty (M.empty)
249  <-> M.empty (M.empty)
250  <-&gt
```

132.6 6. (optional) Debugging

- ```
readCreateProcess : cabal-helper-wrapper failure
```

HIE tries to run `cabal` operations like on the non-Nix system. So it is a problem with detection of `nix-shell` environment, running inside it.

1. If HIE keeps getting ready, failing & restarting - check that the projects `ghc -version` is declared in your `all-hie` NixOS configuration.

## Chapter 133

# Debugger

Provides:

- [set](#) a breakpoints
- observe step-by-step [evaluation](#)
- tracing mode

Breakpoints

```
:break 2
:show breaks
:delete 0
:continue
```

Step-by-step

```
:step main
```

[List](#) information at the breakpoint

```
:list
```

What been evaluated already

```
:sprint name
```

## Chapter 134

# GHCID

Commands to run the compile/check loop:

`cabal > 3.0` command:

```
ghcid -command='cabal v2-repl -repl-options=-fno-code -repl-options=-fno-break-on-exception -repl
```

`cabal < 3.0` command:

```
ghcid -command='cabal new-repl -ghc-options=-fno-code -ghc-options=-fno-break-on-exception -ghc-o
```

`nix-shell cabal > 3.0` command:

```
nix-shell -command 'ghcid -command='cabal v2-repl -repl-options=-fno-code -repl-options=-fno-brea
```

`nix-shell cabal < 3.0` command:

```
nix-shell -command 'ghcid -command='cabal new-repl -ghc-options=-fno-code -ghc-options=-fno-break
```

## Chapter 135

# Continuous integration platforms (CIs) for Open Source Haskell projects

Since Open Source projects mostly use free tiers of CIs, and different CIs have different features - there is a [constant](#) flux of how to [construct](#) the best possible integration pipeline for Haskell projects.

The current state of affairs is best put in this quote:

Probably the biggest [constraint](#) is whether or not CI needs to test Windows or OS X, since build machines for those are harder to come by. We currently use AppVeyor for Windows builds and Travis for OS X builds since they are free. For Linux you can basically use any CI provider, but in this [case](#) I pay for a Linode VM which I use to host all Dhall-related infrastructure (i.e. all of the \*.dhall-lang.org domains), so I reuse that to host Hydra for Nix-related CI so that I can use more parallelism and more efficient caching to test a wider range of GHC versions on a budget.

For [testing](#) OS X and Windows platforms we use [stack](#). The main reason we don't use Nix for [either](#) platform is that Nix only supports building release binaries on Linux (and even then it's still experimental).

So the basic summary I can give is:

For [testing](#) everything other than cross-platform support: Nix + Linux is best in my opinion

... because you get much more control and intelligent build caching, which is usually [where](#) most CI solutions fall short

For cross-platform support: [stack](#) + whatever CI provider provides free builds for that platform

Also, if you ever can pay for your own NixOS VM and you want to reuse the setup I built, you can find the NixOS configuration for dhall-lang.org here:



<https://github.com/dhall-lang/dhall-lang/tree/master/nixops>

## Part IX

### Libs

## Chapter 136

# Exceptions

- 136.1 **Exceptions** - optionally **pure** extensible **exceptions** that are compatible with the mtl
- 136.2 **Safe-exceptions** - safe, simple API **equivalent** to the underlying implementation in terms of power, encourages best practices minimizing the chances of getting the **exception** handling wrong.
- 136.3 **Enclosed-exceptions** - capture **exceptions** from the enclosed computation, while reacting to asynchronous **exceptions** aimed at the calling thread.

## Chapter 137

# Memory management

### 137.1 membrain - [type](#)-safe memory units

## Chapter 138

# Parsers - megaparsec

## Chapter 139

### CLIs - optparse-**applicative**

## Chapter 140

# HTML - Lucid

## Chapter 141

# Web applications - Servant



## Chapter 142

### IO libraries

- 142.1 Conduit - practical, monolythic, guarantees termination return
- 142.2 Pipes + Pipes Parse - modular, more primitive, theoretically driven

## **Chapter 143**

### **JSON - aeson**

## Chapter 144

# Backpack

On 1-st compilation - `*` analyzes the [abstract](#) signatures without loading side modules, doing the [type check](#) with assumption that modules provide right [type](#) signatures, the [process](#) does not emit any [binary](#) code and stores the intermediate code in a special form that allows flexibly connect modules provided. Which allows later to compile project with particular instantiations of the modules. Major work of this [process](#) being done by internal Cabal `* support` and `* system` that modifies the intermediate code to fit the [module](#).

# **Part X**

## **Drafts**

## Chapter 145

# Exception handling

**Exception** must include all **context** information that may be useful.

Store information in a form for further probable deeper automatic diagnostic.

Sensitive data/dummies for it - can be useful during development.

Sensitive data should be stripped from a program logging & **exceptions**.

**Exception** system should be extendable, data storage & representation should be easily extendable.

**Exception** system should allow easy exhaustive checking of **errors**, since the different **errors** can happen.

**Exception** system should be automatically well-documented and transparent.

**Exception** system should have controllable breaking changes downstream.

**Exception** system should allow complex composite (**sets**) **exceptions**.

**Exception** system should be lightweight on the **type** signatures of other **functions**.

**Exception** system should automate the collection of **context** for a **exception**.

**Exception** system should have **properties** and according **functions** for particular **types** of **errors**.

**String** is simple and convinient to throw **exception**, but really a mistake because it the most cumbersome choice:

- Any **Exception** instance can be converted to a **String** with **either** **show** or **displayException**.
- Does not include key debugging information in the **error** message.
- Does not allow developer to access/manage the **Exception** information.
- **Exception** messages need to be constructed ahead of time, it can not be internationalized, converted to some data/file format.
- **Exception** can have a sensitive information that can be useful for developer during work, but should not be logged/shown to end-user. Stripping it from **Strings** in the changing project is a hard task.
- Impossible to rely on this representation for further/deeper inspection.
- Impossible to have exhaustive checking - no knowledge no check, no warning if some cases are not handled.

Universal [exception type](#):

- Able to inspect every possible [error case](#) with [pattern match](#).
- Self-documenting. Shows the hierarchical system of all [exceptions](#).
- Transparent. Ability to discern in current situation what [exceptions](#) can happen
- New [exception constructor](#) causes breaking change to downstream.
- Wrongly implies completeness. Untreated [Errors](#) can happen, different [exception](#) can arrive from the outside code.

Sum [type](#) must be separate, and [product type structure](#) over it.

Separate [exception type](#) of

Individual [exception types](#):

- Writing & seeing & working with exactly what will go wrong because there is only one possible [error](#) for this [type of exception](#). [Pattern match](#) happens only on conditions, [constructors](#) that should happen.
- Knowledge what exactly goes wrong allows wide usage of [Either](#).
- It is hard to handle complex [exceptions](#) in the unitary system. Real world can return not a particular [case](#), but a [set](#) of cases {[object](#) not found, path is unreachable, access is denied}.
- [Type](#) signatures grow, and even can become complex, since every [case of exception](#) has its own [type](#).
- Impure [throw](#) that users can/should use for your code must account for all your [exception types](#).

[Abstract exception type](#):

[Exception type](#) entirely opaque and inspectable only by accessor [functions](#).

- Updating the internals without breaking the API
- Semi-automates the [context](#) of [exception](#) with passing it to accessors.
- Predicates can be [applied](#) to more than one [constructor](#). Which are [properties](#) that allows to make complex [exceptions](#) much easier to handle.
- Not self-documenting.

- Possible options by design are hidden from the downstream, documentation must be kept.
- When you change the `exception` handling/throwing `errors` it does not show to the downstream.

Composit approach:

Provide the `set` of `constructors` and also a `set` of predicates and `set` of accessors.

Use `pattern synonyms` to provide a documented accessor `set` without exposing internal `data type`.

In GHC 8.8 the change was made:

The `fail` method of `Monad` has been removed in favor of the method of the same name in the `MonadFail` class.

`MonadFail(..)` is now exported from the Prelude and `Control.Monad` modules.

The `MonadFailDesugaring` language extension is now deprecated, as its effects are always enabled.

So:

```
import Control.Monad.Fail
...
class MonadFail m => MonadFile m
...
- use error instead of fail
Nothing -> error (''Message '' <> show x)
```

# Chapter 146

## Constraints

Very strong Haskell [type](#) system makes possible to work with code from the top down, an [axiomatic semantics](#) approach, from [constraints](#) into [types](#).

- Helps to form the [type level](#) code (aka [join](#) points of the code).
- Uses the piling up of [constraints/types](#) information. At some point pick and satisfy [constraints](#), can be done one at a time.
- Provides hints through [type level](#) formulation for [term level](#) calculations, does not formulate the [term level](#).
- Tedious method (a lot of boilerplate and rewriting it) but pretty simple and relaxing.
- [Set](#) of [constraints](#).
- When it is needed or convenient, single [constraint](#) gets a little more realistically concrete/abstracted.

Main [type](#) detail annotation thread can happen in [main](#) or special wrapper [function](#), localization is inside [functions](#).

1. Rest of [constraints set](#) shifts to source [type](#).

- 3.a. For the class handled or known how to handle - write a [base case](#) instance description.

```
instance (Monad m) => MonadReader r (ReaderT r m)
```

- 3.b. For others write [recursive](#) instance descriptions:

All other unsolved [constraints](#) move into the source [polymorphic variable](#).

```
instance (MonadError e m) => MonadError e (ReaderT r m)
instance (MonadState s m) => MonadState s (ReaderT r m)
```



1. Repeat from 1 until considered done.
2. Code condensed into terse form.

`MonadError` [constraints](#) is `IOException`, not for the `String`. `IOException` vs `String`.

Reverse pluck `MonadReader` [constraint](#) with `runReader` on the [object](#).

`MonadState - StateT`

## Chapter 147

# **Monad transformers and their type classes**

## Chapter 148

# Layering **monad** transformers

Different layering of the same **monad** transformers is functionality is the same, but the form is different. Surrounding handling **functions** would need to be different.

# Chapter 149

## Hoogle

### 149.1 Search

Text search ([case](#) insensitive):

- `a`
- `map`
- `con map`

[Type](#) search:

- `:: a`
- `:: a -> a`

Text & [type](#):

`=id a -> a=`

### 149.2 [Scope](#)

#### 149.2.1 Default

[Scope](#) is [Haskell Platform](#) (and [Haskell keywords](#)).

All [Hackage](#) packages are available to search with:

#### 149.2.2 [Hierarchical module name](#) system (from big letter):

- `fold +Data.Map` finds results in the `Data.Map` [module](#)

- `file -System` excludes results from modules such as `System.IO`, `System.FilePath.Windows` and `Distribution.System`

### 149.2.3 Packages (lower **case**):

- `mode +platform`
- `mode +cmdargs` (only)
- `mode +platform +cmdargs`
- `file -base` (Haskell Platform, excluding the "base" package)

## Chapter 150

# ST-Trick monad

ST is like a [lexical scope](https://wiki.haskell.org/lexical_scope), where all the [variables](https://wiki.haskell.org/variables)/state disappear when the [function](https://wiki.haskell.org/function) returns  
[https://wiki.haskell.org.https://www.schoolofhaskell.com/school/to-infinity-and-beyond/older-but-still-interesting/deamortized-strg/Monad/ST](https://wiki.haskell.org/https://www.schoolofhaskell.com/school/to-infinity-and-beyond/older-but-still-interesting/deamortized-strg/Monad/ST)  
<https://dev.to/jvanbruegge/what-the-heck-is-polymorphism-nmh>

### 150.1 \*

ST-Trick

## Chapter 151

# Either

Allows to separate and preserve information about happened, ex. [error](#) handling.

### 151.1 \*

Either data type

## Chapter 152

# Inverse

1. [Inverse function](#)
2. In logic:  $P \rightarrow Q \Rightarrow \neg P \rightarrow \neg Q$ , & same for [category duality](#).
3. For [operation](#): element that allows reversing [operation](#), having an element that with the [dual](#) produces the [identity](#) element.
4. See [Inversion](#).



## Chapter 153

# Inversion

1. Is a [permutation where](#) two elements are out of [order](#).
2. See [Inverse](#)

## Chapter 154

# Inverse function

$$f_{x \rightarrow y} \circ (f_{x \rightarrow y})^{-1} = 1_x$$

\*  $\iff$  function is bijective.

Otherwise - partial inverse

## Chapter 155

# Inverse morphism

For  $f : x \rightarrow y$ :

$\exists g : g \circ f = 1^x$  -  $g$  is left [inverse](#) of  $f$ .

$\exists g : f \circ g = 1^y$  -  $g$  is right [inverse](#) of  $f$ .

## Chapter 156

# Partial inverse

\* when [function](#) is now [bijective](#). When [bijective](#) see [inverse function](#).

## Chapter 157

# PatternSynonyms

Enables [pattern synonym declaration](#), which always begins with the `pattern` word.  
Allows to [abstract](#)-away the [structures](#) of pattern matching.

### 157.1 \*

Pattern synonym  
Pattern synonyms

## Chapter 158

# GHC debug keys

### 158.1 -ddump-ds

Dump desugarer output.

#### 158.1.1 \*

Desugar  
GHC desugar

## Chapter 159

# GHC optimize keys

### 159.1 -foptimal-applicative-do

$O(n^3)$

Always finds optimal [reduction](#) into `<*>` for [ApplicativeDo](#) do notation.

## Chapter 160

# Computational trinitarianism

Taken from: <https://ncatlab.org/nlab/show/computational+trinitarianism>

Under the [statements](#):

- [propositions](#) as [types](#)
- programs as proofs
- [relation](#) between [type](#) theory and [category](#) theory

the following notions are [equivalent](#):

== [proposition](#) proof (Logic)

== generalized element of an [object](#) ([Category](#) theory)

== typed program with output ([Type](#) theory & Computer science)

### 160.1 \*

Trinitarism



Table 160.1: Computational trinitarianism

| Logic                             | Category theory                                                 | Type theory                                    |
|-----------------------------------|-----------------------------------------------------------------|------------------------------------------------|
| true                              | terminal object / (-2)-truncated object                         | h-level 0-type / unit type                     |
| false                             | initial object                                                  | empty type                                     |
| proposition                       | (-1)-truncated object                                           | h-proposition, mere proposition                |
| proof                             | generalized element                                             | program                                        |
| cut rule                          | composition of classifying morphisms / pullback of display maps | substitution                                   |
| cut elimination for implication   | countit for hom- <b>tensor</b> adjunction                       | beta reduction                                 |
| introduction rule for implication | unit for hom- <b>tensor</b> adjunction                          | eta conversion                                 |
| logical conjunction               | product                                                         | product type                                   |
| disjunction                       | coproduct ((-1)-truncation of)                                  | sum type (bracket type of)                     |
| implication                       | internal hom                                                    | function type                                  |
| negation                          | internal hom into initial object                                | function type into empty type                  |
| universal quantification          | dependent product                                               | dependent product type                         |
| existential quantification        | dependent sum ((-1)-truncation of)                              | dependent sum type (bracket type of)           |
| equivalence                       | path space object                                               | identity type                                  |
| equivalence class                 | quotient                                                        | quotient type                                  |
| induction                         | colimit                                                         | inductive type, W-type, M-type                 |
| <b>higher</b> induction           | higher colimit                                                  | higher inductive type                          |
| completely presented set          | discrete object / 0-truncated object                            | h-level 2-type / preset / h-set                |
| set                               | internal 0-groupoid                                             | Bishop set / setoid                            |
| universe                          | object classifier                                               | type of types                                  |
| modality                          | closure operator, (idempotent) monad                            | modal type theory, monad (in computer science) |
| linear logic                      | (symmetric, closed) monoidal category                           | linear type theory / quantum computation       |
| proof net                         | string diagram                                                  | quantum circuit                                |
| (absence of) contraction rule     | (absence of) diagonal                                           | no-cloning theorem                             |
|                                   | synthetic mathematics                                           | domain specific embedded programming language  |

## Chapter 161

# Techniques functional programming deals with the state

### 161.1 Minimizing

Do not rely on state, try not to change the state. Use it only when it is very necessary.

### 161.2 Concentrating

Concentrate the state in one place.

### 161.3 Deferring

Defer state to the last step of the program, or to external system.

## Chapter 162

# Monadic Error handling

```
(>=) :: m a -> (a -> m b) -> m b - $\lambda A.E \boxtimes A$ - computes and drops if error value happens.
catch :: c a -> (e -> c a) -> c a - $\lambda E.E \boxtimes A$ - handles "errors" as "normal" values and stops when
```

## Chapter 163

# Functions

Total **function** uses **domain** fully, but takes only part of the **codomain**.

**Function** allows to collapse **domain** values into **codomain** value. Meaning the **function** allows to loose the information.

So total **function** is a computation that looses the information or into bigger codomains.

That is why the **function** has a directionality, and **inverse** total **process** is partially possible.

Directionality and invertability are terms.

# Chapter 164

## Void

Emptiness.

Can not be grasped, touched.

A logically uninhabited [data type](#).

(Since [basis](#) of logic is tautologically True and [Void](#) value can not be addressed - there is a logical paradox with the [Void](#)).

Is an [object](#) included into the [Hask category](#), since:

```
:t (id :: Void -> Void)
(id :: Void -> Void) :: Void -> Void
```

id for it exists.

[Type](#) system corresponds to [constructive logic](#) and not to the classical logic.

Classical logic answers the question "Is this actually true".

Constuctive (Intuitionistic) logic answers the question "Is this provable".

Also has [functions](#):

*- Represents logical principle of explosion: from falsehood, anything follows.*

```
absurd :: Void -> a
```

*- If Functor holds only Void - it holds no values.*

```
vacuous :: Functor f => f Void -> f a
```

*- If Monad holds only Void - it holds no values.*

```
vacuousM :: Monad m => m Void -> m a
```

Design pattern: use [polymorphic data types](#) and [Void](#) to get rid of possibilities when you need to.

### 164.1 \*

Nothing, Haskell [expressions](#) can't return [Void](#).

Also see: [Maybe](#).

## Chapter 165

# Constructive proof

Method of proof that demonstrates the existence of a mathematical [object](#) by creating or providing a method for creating the [object](#).

## Chapter 166

# Intuitionistic logic

[Proposition](#) considered **True** due to direct evidence of existence through constructive proof using [Curry-Howard isomorphism](#).

$*$  does not include classic logic fundamental axioms of the excluded middle and double negation elimination. Hence  $*$  is weaker than classical logic. Classical logic includes  $*$ , all theorems of  $*$  are also in classical logic.

### 166.1 $*$

Constructive logic

## Chapter 167

# Principle of explosion

From asserted [statement](#) that contains contradiction - anything can be proven.  
Ancient principle of logic. Both in classical & intuitionistic logic.

### 167.1 \*

Ex falso quodlibet

Ex falso sequitur quodlibet

EFG

Ex contradictione quodlibet

Ex contradictione sequitur quodlibet

ECQ

Deductive explosion

Pseudo-Scotus



## Chapter 168

# Universal **property**

A **property** of some construction which boils down to (is manifestly **equivalent** to) the **property** that an associated **object** is a universal **initial object** of some (auxiliary) **category**.

## Chapter 169

# Yoneda lemma

Allows the embedding of any [category](#) into a [category](#) of [functors](#) ([contravariant set-valued functors](#)) defined on that [category](#). It also clarifies how the embedded [category](#), of representable [functors](#) and their [natural transformations](#), relates to the other [objects](#) in the larger [functor category](#).

The Yoneda lemma suggests that instead of studying the (locally small) [category](#)  $\mathcal{C}^{\{\{C\}\}}$ , *one should study the category*

## Chapter 170

# Monoidal category, functoriality of ADTs, Profunctors

Category equipped with tensor product.

$\langle \rangle$

wich is a functor for  $*$ .

Set category can be monoidal under both product (having terminal object) or coproduct (having initial object) operations, if according operation exist for all objects.

Any one-object category is  $*$ .

$(a, ()) \sim a$  up to unique isomorphism, which is called Lax monoidal functor.

Product and coproduct are functorial, so, since:  
Algebraic data type construction can use:

- Type constructor
- Data constructor
- Const functor
- Identity functor
- Product
- Coproduct

Any algebraic data type is functorial.

## Chapter 171

# Const functor

Maps all **objects** of source **category** into one (fixed) **object** of target **category**, and all **morphisms** to **identity morphism** of that fixed **object**.

```
instance Functor (Const c)
 where
 fmap :: (a -> b) -> Const c a -> Const c b
 fmap _ (Const c) = Const c
```

In **Category** theory denoted:

$\Delta$

Last **type parameter** that bears the target **type** of lifted **function** (b) and is a **proxy type**.

Analogy: the container that allways has an **object** attached to it, and everything that is put inside  
- changes the container **type** accordingly, and dissapears.

## Chapter 172

# Arrow in Haskell

```
(->) a b = a -> b
```

Functorial in the last argument & called Reader functor.

```
newtype Reader c a = Reader (c -> a)
```

```
fmap = (.)
```

## Chapter 173

# Contravariant functor

```
fmap :: (a -> b) -> Op c a -> Op c b
 (a -> c) -> (b -> c)
```

$$\begin{array}{ccc} a & \longrightarrow & b \\ & \searrow & \downarrow \\ & & c \end{array}$$
$$(a \rightarrow b)^C = (a \leftarrow b)^{C^{op}}$$

```
class Contravariant f
where
 contramap :: (b -> a) -> (f a -> f b)
```

$$\begin{array}{ccc} a & \longrightarrow & b \\ & \searrow & \downarrow \text{contravariant} \\ & & c \end{array}$$

If `arrows` does not commute Contravariant functor anyway allows to `construct` transformation between these such `arrows` to other `arrow`.

## Chapter 174

# Profunctor

$(\multimap) \text{ a b}$

$$C^{op} \times C \rightarrow C$$

It is called profunctor.

`dimap :: (a' -> a) -> (b -> b') -> p a b -> p a' b'`

So, profunctor in [case](#) of [arrow](#):

$$\begin{array}{ccc} a & \xleftarrow{f} & a' \\ \downarrow h & & \downarrow \text{profunctor} \\ b & \xrightarrow{g} & b' \end{array}$$

```
dimap :: (a' -> a) -> (b -> b') -> p a b -> p a' b'
dimap :: f g -> (a -> b) -> (a' -> b')
dimap :: f g -> h -> (a' -> b')
dimap = g . h . f
```

It is [contravariant functor](#) in the first [argument](#), and [covariant functor](#) in the second [argument](#).

```
dimap id <==> fmap
(flip dimap) id <==> contramap
```

# Chapter 175

## Coerce

Operates under condition that source and target [types](#) have same representation. Same representation means they are [type](#) aliases, or it the compiler can [infer](#) that they have the same representation.

Directly shares the values from the source [type](#) to the target [type](#).

Conversion is free, there is no run-time computations.

The [function](#) implementing the transition:

```
coerce :: Coercible a b => a -> b
```

[Type class](#) implementing the instances for transitions:

```
class a ~R# b => Coercible (a :: k0) (b :: k0)
```

When compiler detects [types](#) have same [structure](#), [type class](#) instances coerse implementation for this pairs of [types](#). This [type class](#) does not have regular instances; instead they are created on-the-fly during [type](#)-checking. Trying to manually declare an instance of Coercible is an [error](#).

### 175.1 \*

Coercible



# Part XI

## Reference

## Chapter 176

# Functor-Applicative-Monad Proposal

Well known event in Haskell history: [https://github.com/quchen/articles/blob/master/applicative\\_monad.md](https://github.com/quchen/articles/blob/master/applicative_monad.md).

Math justice was restored with a RETroactive CONtinuity. Invented in computer science term [Applicative](#) (lax monoidal functor) become a [superclass](#) of [Monad](#).

& that is why:

- `return = pure`
- `ap = <*>`
- `>= = *>`
- `liftM = liftA = fmap`
- `liftM* = liftA*`

Also, a side-kick - [Alternative](#) became a [superclass](#) of [MonadPlus](#). Hence:

- `mzero = empty`
- `mplus = (<|>)`

Work of unification continues under: <https://gitlab.haskell.org/ghc/ghc/wikis/proposal/monad-of-no-return>

### 176.1 \*

Applicative-Monad proposal  
AMP

# Chapter 177

## Haskell-98

### 177.1 Old instance termination rules

1.  $\forall$  class **constraint** ( $C\ t_1 \dots t_n$ ):
  - 1.1. **type variables** have occurrences  $\leq$  head
  - 1.2. **constructors**+**variables**+repetitions  $<$  head
  - 1.3.  $\neg$  **type functions** (**type func application** can expand to **arbitrary** size)
2.  $\forall$  **functional dependencies**,  $\boxtimes \text{tvs} \boxtimes_{\text{left}} \rightarrow \boxtimes \text{tvs} \boxtimes_{\text{right}}$ , of the class, every **type variable** in  $S(\boxtimes \text{tvs} \boxtimes_{\text{right}})$  must appear in  $S(\boxtimes \text{tvs} \boxtimes_{\text{left}})$ , **where**  $S$  is the substitution mapping each **type variable** in the class **declaration** to the corresponding **type** in the instance head.

## Chapter 178

# Performance results and comparisons of **types** & solutions

Haskell performance

## Chapter 179

# Literature

- GHC Team "GHC User's Guide Documentation": [https://downloads.haskell.org/~ghc/latest/docs/users\\_guide.pdf](https://downloads.haskell.org/~ghc/latest/docs/users_guide.pdf)
- Stephen Diehl & contributors "What I Wish I Knew When Learning Haskell": <http://dev.stephendiehl.com/hask/tutorial.pdf>

**Part XII**

**Giving back**

λειτ <- λαός *Laos* the people  
ουργός <- ἔργο *ergon* work  
λειτουργία *leitourgia* public work

Moral value of people developed from the community to give back, improving the community.

The life is beautiful.  
For all humans that make the life have more magic.

This study and work would not be possible without the community: teachers, mathematicians, Haskellers, scientists, creators, contributors. These sides of people are fascinating.

Special accolades for the guys at Serokell. They were the force that got me inspired & gave resources to seriously learn Haskell and create this pocket guide.