

# Theory of Programming and Types

## Exercise 3

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### 1 Exercise 1, datatype kinds

```
data Tree a b = Tip a | Branch (Tree a b) b (Tree a b)
data GList f a = GNil | GCons a (GList f (f a))
data Bush a = Bush a (GList Bush (Bush a))
data HFix f a = HIn {hout :: f (HFix f) a}
data Exists b where
    Exists :: a → (a → b) → Exists b
data Exp where
    Bool :: Bool → Exp
    Int :: Int → Exp
    GT :: Exp → Exp → Exp
    Add :: Exp → Exp → Exp -- I have added this
    IsZero :: Exp → Exp
    Succ :: Exp → Exp
    If :: Exp → Exp → Exp → Exp
```

These are the kinds of the types. The type aliases only provide a place to put the kind signatures.

```

type TreeK  = (Tree  :: * → * → *)
type GListK = (GList :: (* → *) → * → *)
type BushK  = (Bush  :: * → *)
type HFixK  = (HFix  :: ((* → *) → * → *) → * → *)
type ExistsK = (Exists :: * → *)
type ExpK    = (Exp    :: *)

```

## 2 Exercise 2

### 2.1 Exercise 2a, eval Exp

The eval function evaluates Exps:

```

eval :: Exp → Maybe (Either Int Bool)
eval (GT a b) = asBool ($) ((>)  <$> evalInt a <*> evalInt b)
eval (Add a b) = asInt  ($) ((+ )  <$> evalInt a <*> evalInt b)
eval (If c t e) =          bool  <$> eval e <*> eval t <*> evalBool c
eval (Bool b)   = return (asBool b)
eval (Int i)    = return (asInt  i)
eval (IsZero n) = asBool ($) ((≡ 0) <$> evalInt n)
eval (Succ n)   = asInt  ($) ((+1)  <$> evalInt n)

```

```

evalInt :: Exp → Maybe Int
evalInt e = eval e >>= safeLeft

```

```

evalBool :: Exp → Maybe Bool
evalBool e = eval e >>= safeRight

```

```

asInt = Left
asBool = Right

```

```

safeLeft :: Either a b → Maybe a
safeLeft (Left a) = Just a
safeLeft _       = Nothing

```

```

safeRight :: Either a b → Maybe b
safeRight (Right b) = Just b
safeRight _        = Nothing

```

### 2.2 Exercise 2b, Fix and Exp'

We define Exp' isomorphically to Exp using Fix by defining ExpF

```

newtype Fix f = In { out :: f (Fix f) }
type Exp'      = Fix ExpF

```

```

data ExpF e where
  Bool'  :: Bool →      ExpF e

```

```

Int'    :: Int →      ExpF e
GT'     :: e → e →   ExpF e
Add'    :: e → e →   ExpF e
IsZero' :: e →       ExpF e
Succ'   :: e →       ExpF e
If'     :: e → e → e → ExpF e

```

### 2.3 Exercise 2c, functor and algebra

**instance** *Functor* *ExpF* **where**

```

fmap f (Bool' b)  = Bool' b
fmap f (Int' i)   = Int' i
fmap f (GT' a b)  = GT' (f a) (f b)
fmap f (Add' a b) = Add' (f a) (f b)
fmap f (IsZero' n) = IsZero' (f n)
fmap f (Succ' n)  = Succ' (f n)
fmap f (If' c t e) = If' (f c) (f t) (f e)

```

*fold* :: *Functor* *f* ⇒ (*f* *a* → *a*) → *Fix* *f* → *a*

*fold* *f* = *f* ∘ *fmap* (*fold* *f*) ∘ *out*

**where** *out* = ⊥

*eval'* :: *Exp'* → *Maybe* (*Either* *Int* *Bool*)

*eval'* = *fold* *evalAlg*

**where**

```

evalAlg :: ExpF (Maybe (Either Int Bool)) → Maybe (Either Int Bool)
evalAlg (Bool' b)  = Just (Right b)
evalAlg (Int' i)   = Just (Left i)
evalAlg (GT' a b)  = asBool ($) ((>) ($) getInt a (*) getInt b)
evalAlg (Add' a b) = asInt ($) ( (+) ($) getInt a (*) getInt b)
evalAlg (IsZero' n) = asBool ($) ((0 ≡) ($) getInt n)
evalAlg (Succ' n)  = asInt ($) ((1+) ($) getInt n)
evalAlg (If' c t e) = bool ($) e (*) t (*) getBool c
getInt  = (≫safeLeft)
getBool = (≫safeRight)

```

### 2.4 Exercise 2d, well-typed language

**type** *ExpT'* = *HFix* *ExpTF*

**data** *ExpTF* *e* *t* **where**

```

PureTF  :: a →      ExpTF e a
GTTF    :: e Int → e Int →   ExpTF e Bool
AddTF   :: e Int → e Int →   ExpTF e Int
IsZeroTF :: e Int →      ExpTF e Bool
SuccTF  :: e Int →      ExpTF e Int
IfTF    :: e Bool → e a → e a → ExpTF e a

```

This expression can be evaluated but would be ill-typed

```
example = If (Bool True) (Succ (Int 12)) (Bool False)
```

An attempt to define the ill-typed expression in the well-typed representation:

```
IfTF (PureTF True) (PureTF (12 :: Int)) (PureTF False)
```

The Haskell type checker will complain that it can not match `Int` with `Bool`, as expected.

## 2.5 Exercise 2e, HFunctor

The assignment defines the following:

```
class HFunctor f where
  hfmap :: (forall b o g b → h b) → f g a → f h a

  hfold :: HFunctor f ⇒ (forall b o f r b → r b) → HFix f a → r a
  hfold f = f ∘ hfmap (hfold f) ∘ hout

  -- newtype Id a = Id unId :: a
type Id = Identity -- I would rather re-use Identity
  unId = runIdentity

  evalT' :: ExpT' a → a
  evalT' = unId ∘ hfold evalAlgT

  evalAlgT :: ExpTF Id a → Id a
```

These definitions can be used to implement the evaluation function:

```
instance HFunctor ExpTF where
  hfmap f (PureTF v) = PureTF v
  hfmap f (GTTF a b) = GTTF (f a) (f b)
  hfmap f (AddTF a b) = AddTF (f a) (f b)
  hfmap f (IsZeroTF a) = IsZeroTF (f a)
  hfmap f (SuccTF a) = SuccTF (f a)
  hfmap f (IfTF c t e) = IfTF (f c) (f t) (f e)
```

The identity data type is an applicative functor, which is useful.

```
evalAlgT (PureTF v) = pure v
evalAlgT (GTTF a b) = (>) <$> a <*> b
evalAlgT (AddTF a b) = (+) <$> a <*> b
evalAlgT (IsZeroTF a) = (0 ≡) <$> a
evalAlgT (SuccTF a) = (1+) <$> a
evalAlgT (IfTF c t e) = bool <$> e <*> t <*> c
```

## 3 Exercise 3, children

This is the user-visible function:

*children* :: (*R.Regular* *r*, *Children* (*PF* *r*)) ⇒ *r* → [*r*]  
*children* = *children'* ∘ *R.from*

**class** *Children* *f* **where**  
*children'* :: *f* *a* → [*a*]

A recursive position has a single child

**instance** *Children* *I* **where**  
*children'* (*I* *x*) = [*x*]

The unit and constants have no children

**instance** *Children* *U* **where**  
*children'* \_ = []

**instance** *Children* (*K* *f*) **where**  
*children'* \_ = []

In case of a sum, use whichever we get

**instance** (*Children* *l*, *Children* *r*) ⇒ *Children* (*l* : + : *r*) **where**  
*children'* (*L* *l*) = *children'* *l*  
*children'* (*R* *r*) = *children'* *r*

In case of a product, give both

**instance** (*Children* *l*, *Children* *r*) ⇒ *Children* (*l* : \* : *r*) **where**  
*children'* (*l* : \* : *r*) = *children'* *l* ++ *children'* *r*

Ignore any constructor or selector names

**instance** (*Children* *f*) ⇒ *Children* (*C* *c* *f*) **where**  
*children'* (*C* *a*) = *children'* *a*

**instance** (*Children* *f*) ⇒ *Children* (*S* *c* *f*) **where**  
*children'* (*S* *a*) = *children'* *a*

\$ (*R.deriveAll* '' *Exp* "PFExp")  
**type instance** *PF* *Exp* = *PFExp*

If in *Exp* has three children

*length* (*children example*) ≡ 3

## 4 Exercise 4, parents

The user-visible function:

*parents* :: (*R.Regular* *r*, *Parents* (*PF* *r*), *Children* (*PF* *r*)) ⇒ *r* → [*r*]  
*parents* *x* = *includeself* ∘ *parents'* *parents* ∘ *R.from* \$ *x*  
**where** *includeself* = **if** *null* (*children* *x*)  
**then** *id*  
**else** (*x*.)

Because **parents'** needs access to the **parents** function and the proper **Parents** context is lost, we need to pass it explicitly.

```
class Parents f where
  parents' :: (a → [a]) → f a → [a]
```

Constant and unit have no children, so we don't need to look for parents (children with children) in them.

```
instance Parents I where
  parents' p (I x) = p x
```

```
instance Parents U where
  parents' p _ = []
```

```
instance Parents (K f) where
  parents' p _ = []
```

In case of a sum, use whichever we get

```
instance (Parents l, Parents r) ⇒ Parents (l : + : r) where
  parents' p (L l) = parents' p l
  parents' p (R r) = parents' p r
```

In case of a product, give both

```
instance (Parents l, Parents r) ⇒ Parents (l : * : r) where
  parents' p (l : * : r) = parents' p l ++ parents' p r
```

Ignore any constructor or selector names

```
instance (Parents f) ⇒ Parents (C c f) where
  parents' p (C a) = parents' p a
```

```
instance (Parents f) ⇒ Parents (S c f) where
  parents' p (S a) = parents' p a
```