Code (Tuesday Week 8)

Phantom Types

GADTs

Untyped Evaluator

```
data Expr t = BConst Bool
            | Times (Expr Int) (Expr Int)
            | Less (Expr Int) (Expr Int)
            | And (Expr Bool) (Expr Bool)
            | If (Expr Bool) (Expr t) (Expr t)
           deriving (Show, Eq)
data Value = BVal Bool | IVal Int
            deriving (Show, Eq)
eval :: Expr -> Value
eval (BConst b) = BVal b
eval (IConst i) = IVal i
eval (Times e1 e2) = case (eval e1, eval e2) of
                      (IVal i1, IVal i2) -> IVal (i1 * i2)
eval (Less e1 e2) = case (eval e1, eval e2) of
                      (IVal i1, IVal i2) -> BVal (i1 < i2)
eval (And e1 e2) = case (eval e1, eval e2) of
                       (BVal b1, BVal b2) -> BVal (b1 && b2)
eval (If ec et ee) =
 case eval ec of
   BVal True -> eval et
   BVal False -> eval ee
```

Typed Evaluator

```
{-# LANGUAGE GADTs, KindSignatures #-}

data Expr :: * -> * where

BConst :: Bool -> Expr Bool

IConst :: Int -> Expr Int

Times :: Expr Int -> Expr Int

Less :: Expr Int -> Expr Bool

And :: Expr Bool -> Expr Bool

If :: Expr Bool -> Expr Bool

if :: Expr Bool -> Expr a -> Expr a

eval (IConst i) = i

eval (BConst b) = b

eval (Times e1 e2) = eval e1 * eval e2

eval (Less e1 e2) = eval e1 < eval e2

eval (And e1 e2) = eval e1 & eval e2

eval (If ec et ee) = if eval ec then eval et else eval ee
```

Length-indexed vectors

```
{-# LANGUAGE GADTs, KindSignatures #-}
{-# LANGUAGE DataKinds, StandaloneDeriving, TypeFamilies #-}

data Nat = Z | S Nat

plus :: Nat -> Nat -> Nat
plus Z n = n
```

```
plus (S m) n = S (plus m n)
type family Plus (m :: Nat) (n :: Nat) :: Nat where
  Plus Z n = n
 Plus (S m) n = S (Plus m n)
data Vec (a :: *) :: Nat -> * where
 Nil :: Vec a Z
  Cons :: a -> Vec a n -> Vec a (S n)
deriving instance Show a => Show (Vec a n)
appendV :: Vec a m -> Vec a n -> Vec a (Plus m n)
appendV Nil ys = ys
appendV (Cons x xs) ys = Cons x (appendV xs ys)
-- 0: Z
-- 1: S Z
-- 2: S (S Z)
hd :: Vec a (S n) -> a
hd (Cons x xs) = x
mapVec :: (a \rightarrow b) \rightarrow Vec a n \rightarrow Vec b n
mapVec f Nil = Nil
mapVec f (Cons x xs) = Cons (f x) (mapVec f xs)
```