A tale of theories and data-structures

Jacques Carette, Musa Al-hassy, Wolfram Kahl

McMaster University, Hamilton

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A List is a Free Monoid

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List (equipped with constructors [], :: and functions map, ++, singleton, and foldr) is the language of monoids. In other words, List is the canonical term syntax for computing with monoids.

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Why on earth would we care about that? Let's see!

Non-categorical version

The requirements roughly translate to Monoid:

- Need a container C of α
- with a distinguished container e devoid of α 's
- a binary operation * that puts two containers together
- such that e is a left/right unit for *.

Functor:

- A way to apply a $(\alpha \to \beta)$ function to a $C\alpha$ to get a $C\beta$
- which "plays well" with id, \circ , \equiv and *.

Adjunction:

- An operation singleton embedding an α as a container $C\alpha$
- an operation foldr (over arbitrary Monoid)
- such that both operations "play well" with each other.

Extremely handy:

• Induction principle

The plot thickens

Given an arbitrary type A:

Theory	Free Structure	CoFree
Carrier	Identity A	Identity A
Pointed	Maybe A	_
Unary	Eventually $A, \mathbb{N} \times A$?
Involutive	$A \uplus A$	$A \times A$
Magma	Tree A	?
Semigroup	NEList A	?
Monoid	List A	?
Left Unital Semigroup	List $A \times \mathbb{N}$?
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What is the Free Structure? It is "the" term language in normal form associated to the theory.

Benefits

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- Obvious: Dispell silly conjectures/errors
- Discover some neat relationships between algebraic theories and data-structures
- fold (aka the counit)
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Examples: counit for Unary, Involutive

Extending the tale

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Commutative Monoid	?
Group	?
Abelian Group	?
Idempotent Comm. Monoid	?

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A Bag (over a type A) is an unordered finite collection of x where x:A.

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Implementation?

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Theorem (Within Martin-Löf Type Theory)

There's no free functor from Types to Commutative Monoids using \equiv .

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Implementation attempts:

• Nils Anders Danielsson's Bag Equivalence via a Proof-Relevant Membership Relation

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- Experimental library with permutations over tables
 - \Rightarrow proof that fold is well-behaved

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- Never use subst—even when building the identity permutation

Extending the tale, take 2

Given an arbitrary type A:

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Commutative Monoid	Bag	Setoid	proof-relevant permutations
Group	?	?	?
Abelian Group	Hybrid Sets	Setoid	proof-relevant permutations
Idemp. Comm. Monoid	Set	Setoid	logical equivalence

What's the deal with those axioms?

- Works easily:
 - Associativity: $\forall x, y, z. \ x * (y * z) \equiv (x * y) * z;$
 - ▶ Left-unit: $\forall x. \ e * x \equiv x;$
 - ▶ Right-unit: $\forall x. \ x * e \equiv x$
 - ▶ Involutive: $\forall x. \ inv(invx) \equiv x$
- Hard:
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Found the secret ingredient in *Algebraic Theories in Monoidal Categories* by L. Mauri: structural context rules (weakening, exchange, contraction).

More tale to tell

- \bot , \top , \mathbb{B} , \mathbb{N} , \mathbb{Z} show up as initial objects.
- Bivariate (but \times and \uplus are adjoint to diagonal, not forgetful functor)
- Indexed sets of operations

Potential data-structures

left-zero monoid, pointed unary, idempotent unary, commutative magma, pointed magma, quasigroup, loop, semilattice, medial magma, left semimedial magma, left distributive magma, idempotent magma, zeropotent magma, left unary magma, Steiner magma, null semigroup, BCI algebra, BCK algebra, squag, sloop, Moufang quasigroup, loop, left shelf, shelf, rack, spindle, quandle, Kei, involutive semigroup, band, rectangular band, hemigroup, pseudo inverse algebra, ringoid, left near semiring, near semiring, semifield, semiring, semiring, pre-dioid, dioid, star semiring, idempotent dioid, ring, commutative ring, idempotent semiring, Stone algebra, Kleene lattice, Kleene algebra, Heyting algebra, Goedel algebra, ortho lattice, directoid, semiheap, idempotent semiheap, heap, meadow, wheel.

Structures looking for a home

Difference list, stack, queue, finite map, rose tree, digraph, multigraph, partitions, oriented cycles, colorings, tri-colorings, hedges, derangements, ballots, commutative parenthesizations, linear order, permutations, even permutations, chains, oriented sets, even sets, octopus, vertebrae.

Math and CS

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