3	1	
3	Language Engineering Lecture 14	
3	Language Ligineering Legion 1-1	
3	newtype Porco a: Porco (String -> [(String, a)]	Υ_
3	rewight lates an inter (sing -> Ecsmig, a)]	_
3	dring " String	
3	a ! b	
3		
3	b '	
3	(>=): Perer a → (a → Pener 6) → Paner 6	
3	(2-1. lover a - (a rener 6) - fones 6	
3	px >= pf is a poner that	
9	first uses px to pone a value	
€	x: a. The value x is used to as	
€	a parameter to the function f, such	
•	that fx:1 Perser b. We apply	
Э	fx to the remaining tohers that were not consumed when marking x.	
€	NB. There may have been more than one	
9	result (x, ts) from applying the	
· •	person px, so we may have different	
<u> </u>	fx combinations end final outputs.	
3		
Э		
3		
)	*	
9		

one Of: [Char] > Parser Char one Of $xs = satisfy (\lambda x \rightarrow x'elem'xs)$ alpha :: Poner Cher alpha = satisty is Alpha is Alpha :: Cher -> Bool from the prelude or alpha !! Paner Char dpha = oneOf(['a'.'2'] + ['A'..'2']) from prelude nat :: Paner Integer nat = read <\$> some (satisfy is Disit)

:: String mysteries we understand

The pener some !! Parer a -> Parer [a] is equivalent to the + operation in BNF, where some p is the some as pt. It is related to the parac many :: Parser a -> Parser [a], which is where many p corresponds to px in BNF some !! Alterative f > f a > f [a] which specializes to: Some :: Parser a -> Parser [a] Some v = (:) <\$> v <*> many v a > [e] > [e] Parwa Parcu [e] many : Alternative > fa -> f [a] many v = some v <1> produce [] Parser [a] Percar [a] To undertand some and many, we need to understand: (x>, <1>, and <\$> The simplest is: (<1>). p <1> q. This is an example of Alternative: class Alternative & where empty " fa (<1>) " fa → fa → fa This has to satisfy some laws: empty <1> q = q p <1> emply = p We won't force associativity if. (p<1>9x100 p <17 (c cur) Instance of this exist in May be ad []: instance Alterative Maybe where empty = Nothing Just x # q = Just x Nothing <1> q = q

instance Alternative II where empty = [] XS <17 ys = xs + ys The parser instance is a bit more complex: instance Alternative Parcer where empty = failure (<1>) = or Else orfice :: Poner a -> Poner a -> Poner a drElse (Parer px) (Parer py) = Parer (1 ts → case px ts of è [] > py ts $\chi_S \rightarrow \chi_S$ " [(String,a)] The result of orElse px py is a pours that first tries to proce px but if it fails, it tries py instead. If it succeeds then it is pro.

The <x> is a measure of the Applicative class: class Applicative f where pure ! Ma a > fa (<*>) " f (a → b) → f a → f b. pronounced 'up' for apply. Instance Applicative [] where pure x = [x] [a \rightarrow b] \rightarrow [a] \rightarrow [b] $fs \iff xs = [fx | f \in fs, x \in xs]$ of to each value in 25. 10.00 instance Applicative Maybe where -- pure : a → Mayle a pure x = Just x -- (<+>) : Mayle (a → b) + Mayle a → Mayle Nothing <*> mx
Just g <*> Just x = Just (f x) <*> = Nothing