



meetup



Friendly Environment Policy



Berlin Code of Conduct



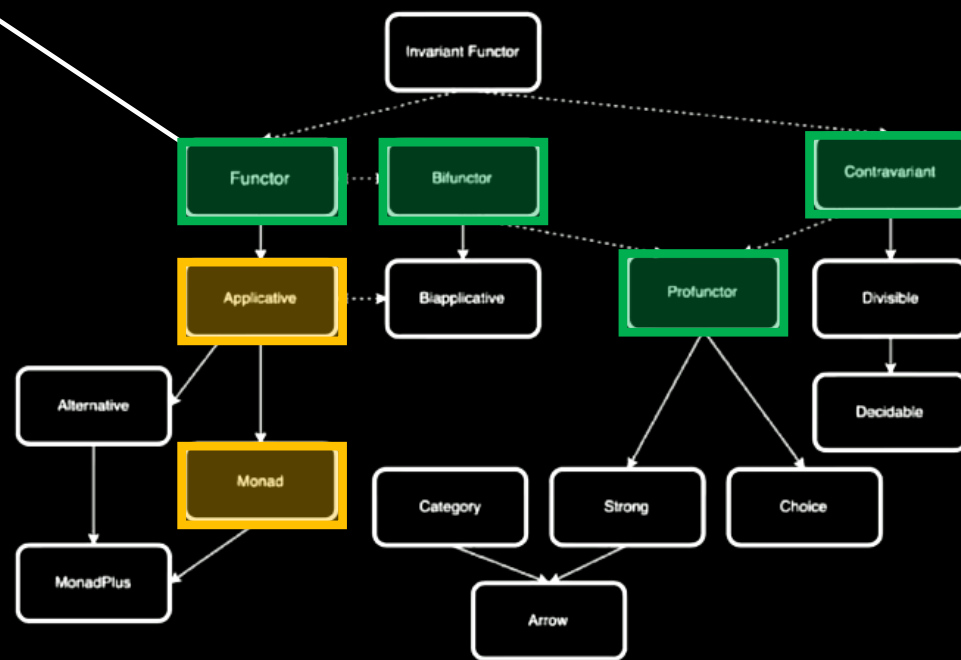
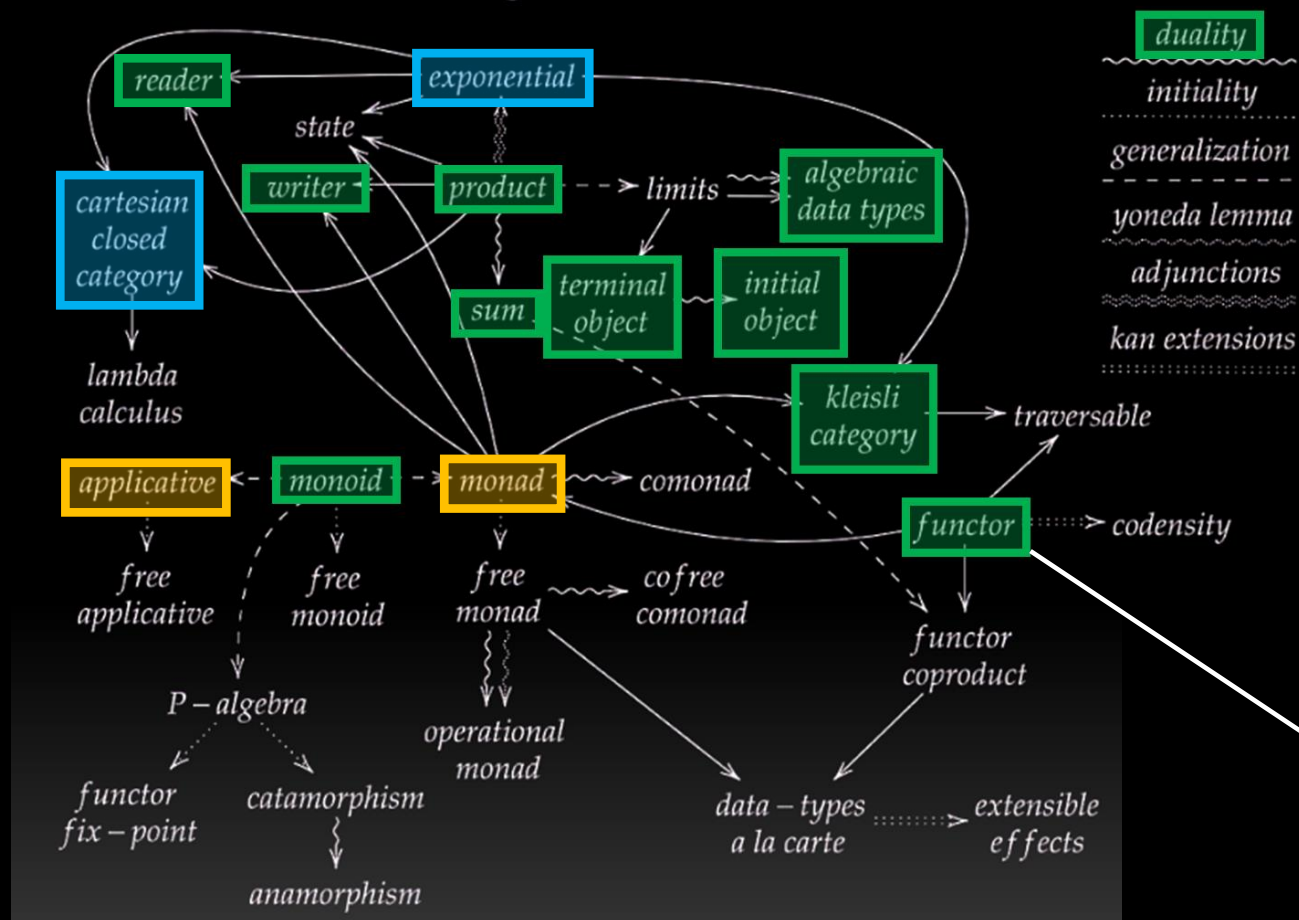
**CATEGORY THEORY  
FOR PROGRAMMERS**



Bartosz Milewski

**Category  
Theory  
for  
Programmers  
Chapter 9:  
Function Types**

# The Tools for Thought



<b>9</b>	<b>Function Types</b>	<b>134</b>
9.1	Universal Construction . . . . .	136
9.2	Currying . . . . .	141
9.3	Exponentials . . . . .	144
9.4	Cartesian Closed Categories . . . . .	146
9.5	Exponentials and Algebraic Data Types . . . . .	147
9.5.1	Zeroth Power . . . . .	147
9.5.2	Powers of One . . . . .	148
9.5.3	First Power . . . . .	148
9.5.4	Exponentials of Sums . . . . .	149
9.5.5	Exponentials of Exponentials . . . . .	150
9.5.6	Exponentials over Products . . . . .	150
9.6	Curry-Howard Isomorphism . . . . .	150
9.7	Bibliography . . . . .	153

## 9.2 Currying

Currying is essentially built into the syntax of Haskell. A function returning a function:

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

is often thought of as a function of two variables. That's how we read the un-parenthesized signature:

```
a -> b -> c
```

Strictly speaking, a function of two variables is one that takes a pair (a product type):

$$(a, b) \rightarrow c$$



It's trivial to convert between the two representations, and the two (higher-order) functions that do it are called, unsurprisingly, `curry` and `uncurry`:

```
curry :: ((a, b) -> c) -> (a -> b -> c)
curry f a b = f (a, b)
```

and

```
uncurry :: (a -> b -> c) -> ((a, b) -> c)
uncurry f (a, b) = f a b
```


# Meeting C++ 2019

## Better Algorithm Intuition



Conor Hoekstra (he/him)

 code\_report

 codereport



**nvidia.**

**RAPIDS**

<https://rapids.ai>

Conor Hoekstra





Better  
Algorithm  
Intuition



# Meeting C++ 2019



## 905. Sort Array By Parity

Easy    586    62    Favorite    Share

Given an array `A` of non-negative integers, return an array consisting of all the even elements of `A`, followed by all the odd elements of `A`.

You may return any answer array that satisfies this condition.

<https://leetcode.com/problems/sort-array-by-parity/>

**Conor Hoekstra**

## Better Algorithm Intuition





```
auto sortByParity(vector<int>& A) {  
    std::partition(  
        std::begin(A),  
        std::end(A),  
        [](auto e) {  
            return e % 2 == 0;  
        });  
    return A;  
}
```



[thrust::partition](#)

31

Conor Hoekstra

## Better Algorithm Intuition





```
auto sort_array_by_parity(auto& A) {  
    std::ranges::partition(A,  
        [](auto e) { return e % 2 == 0; });  
    return A;  
}
```



```
auto sort_array_by_parity(auto& A) {  
    auto is_even = [](auto e) { return e % 2 == 0; };  
    std::ranges::partition(A, is_even);  
  
    return A;  
}
```

# Meeting C++ 2019



[1,2,3,4,5,6]  
([1,3,5],[2,4,6])  
[1,3,5,2,4,6]

```
sortByParity :: [Int] -> [Int]
sortByParity = uncurry (++)
               . partition odd
```

Conor Hoekstra

**Better  
Algorithm  
Intuition**

33





```
Prelude Data.List> partition odd [1..10]  
([1,3,5,7,9],[2,4,6,8,10])
```

```
Prelude Data.List> :t (++)  
(++) :: [a] -> [a] -> [a]
```

```
Prelude Data.List> :t uncurry (++)  
uncurry (++) :: ([a], [a]) -> [a]
```



## 9.4 Cartesian Closed Categories

Although I will continue using the category of sets as a model for types and functions, it's worth mentioning that there is a larger family of categories that can be used for that purpose. These categories are called *Cartesian closed*, and **Set** is just one example of such a category.

A Cartesian closed category must contain:

1. The terminal object,
2. A product of any pair of objects, and
3. An exponential for any pair of objects.

Computers are not only helping mathematicians do their work — they are revolutionizing the very foundations of mathematics. The latest hot research topic in that area is called Homotopy Type Theory, and is an outgrowth of type theory. It's full of Booleans, integers, products and coproducts, function types, and so on. And, as if to dispel any doubts, the theory is being formulated in Coq and Agda. Computers are revolutionizing the world in more than one way.



Bartosz Milewski

19.8K subscribers

SUBSCRIBE

HOME

VIDEOS

PLAYLISTS

COMMUNITY

CHANNELS

ABOUT



Uploads PLAY ALL

≡ SORT BY



Category Theory III 7.2, Coends

4.1K views • 2 years ago



Category Theory III 7.1, Natural transformations as...

2.6K views • 2 years ago



Category Theory III 6.2, Ends

2.3K views • 2 years ago



Category Theory III 6.1, Profunctors

2.5K views • 2 years ago



Category Theory III 5.2, Lawvere Theories

2.3K views • 2 years ago



Category Theory III 5.1, Eilenberg Moore and Lawvere

2.5K views • 2 years ago



Category Theory III 4.2, Monad algebras part 3

1.7K views • 2 years ago



Category Theory III 4.1, Monad algebras part 2

1.8K views • 2 years ago



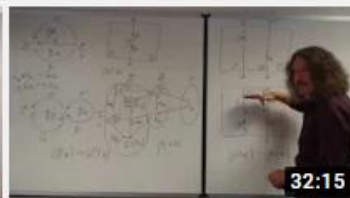
Category Theory III 3.2, Monad Algebras

2.6K views • 2 years ago



Category Theory III 3.1, Adjunctions and monads

2.8K views • 2 years ago



Category Theory III 2.2, String Diagrams part 2

2.8K views • 2 years ago



Category Theory III 2.1: String Diagrams part 1

3.9K views • 2 years ago



Category Theory III 1.2: Overview part 2

2.8K views • 2 years ago



Category Theory III 1.1: Overview part 1

8.6K views • 2 years ago



Category Theory II 9.2: Lenses categorically

3.8K views • 3 years ago



Category Theory II 9.1: Lenses

4.9K views • 3 years ago



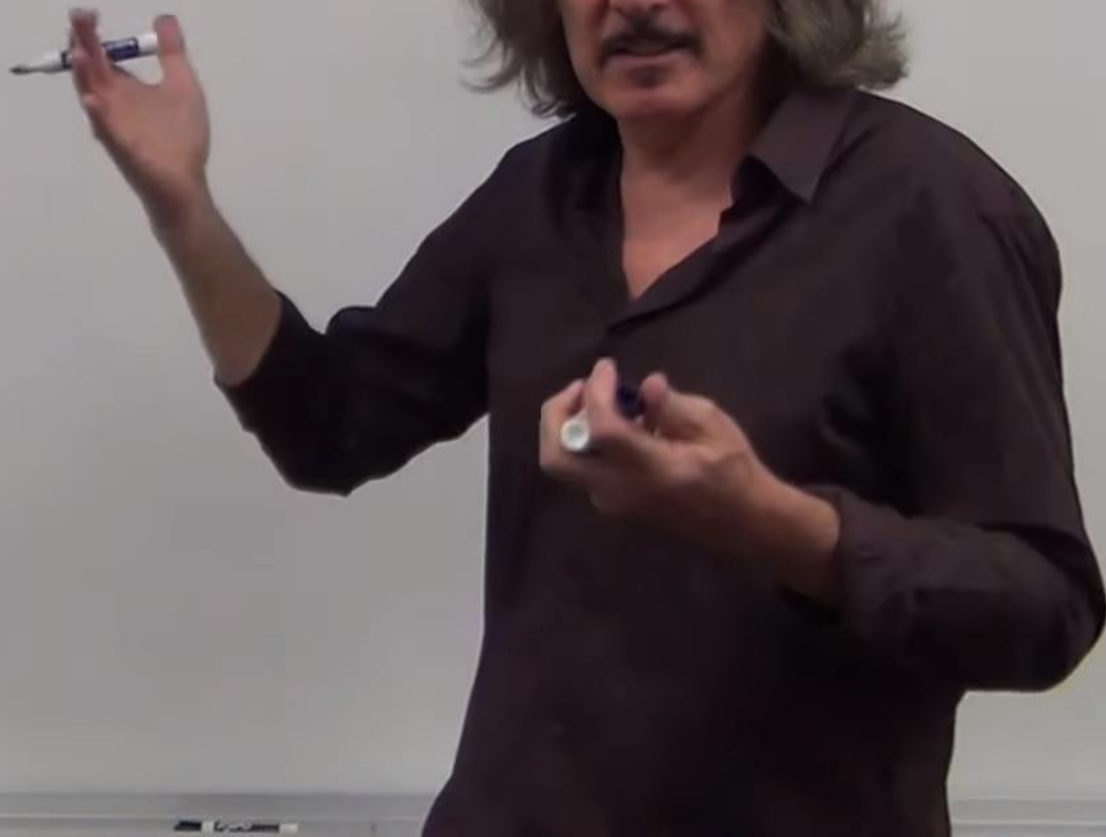
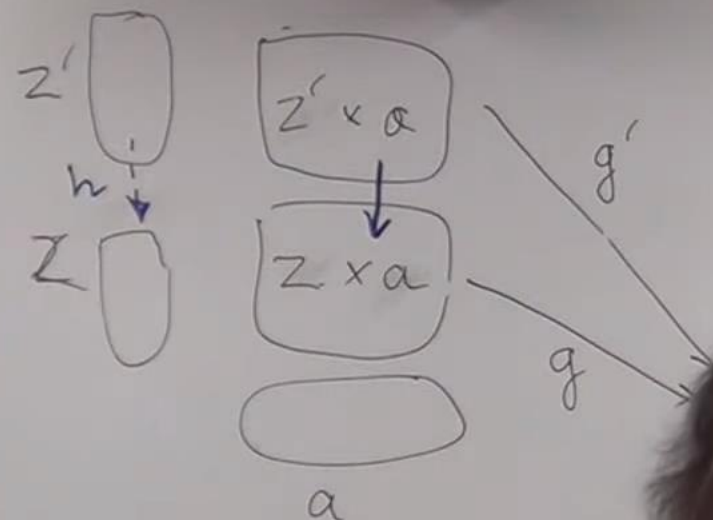
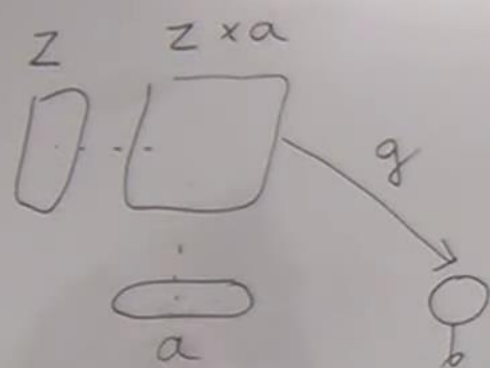
Category Theory II 8.2: Catamorphisms and...

4.4K views • 3 years ago



Category Theory II 8.1: F-Algebras, Lambek's lemma

5.7K views • 3 years ago



I needed the **functoriality of the product**  
... a **product is a bifunctor** ... not only  
does it take two objects and produces a  
third object but does the same for  
morphisms.

Bartosz Milewski – Lecture 8.1



meetup