a -> (view : Type)

View of Data
Structure

(view: Type) -> a

# Pattern Matching on the Left

Mike Harris

@MikeMKH

Data
Structure

#### Iterator

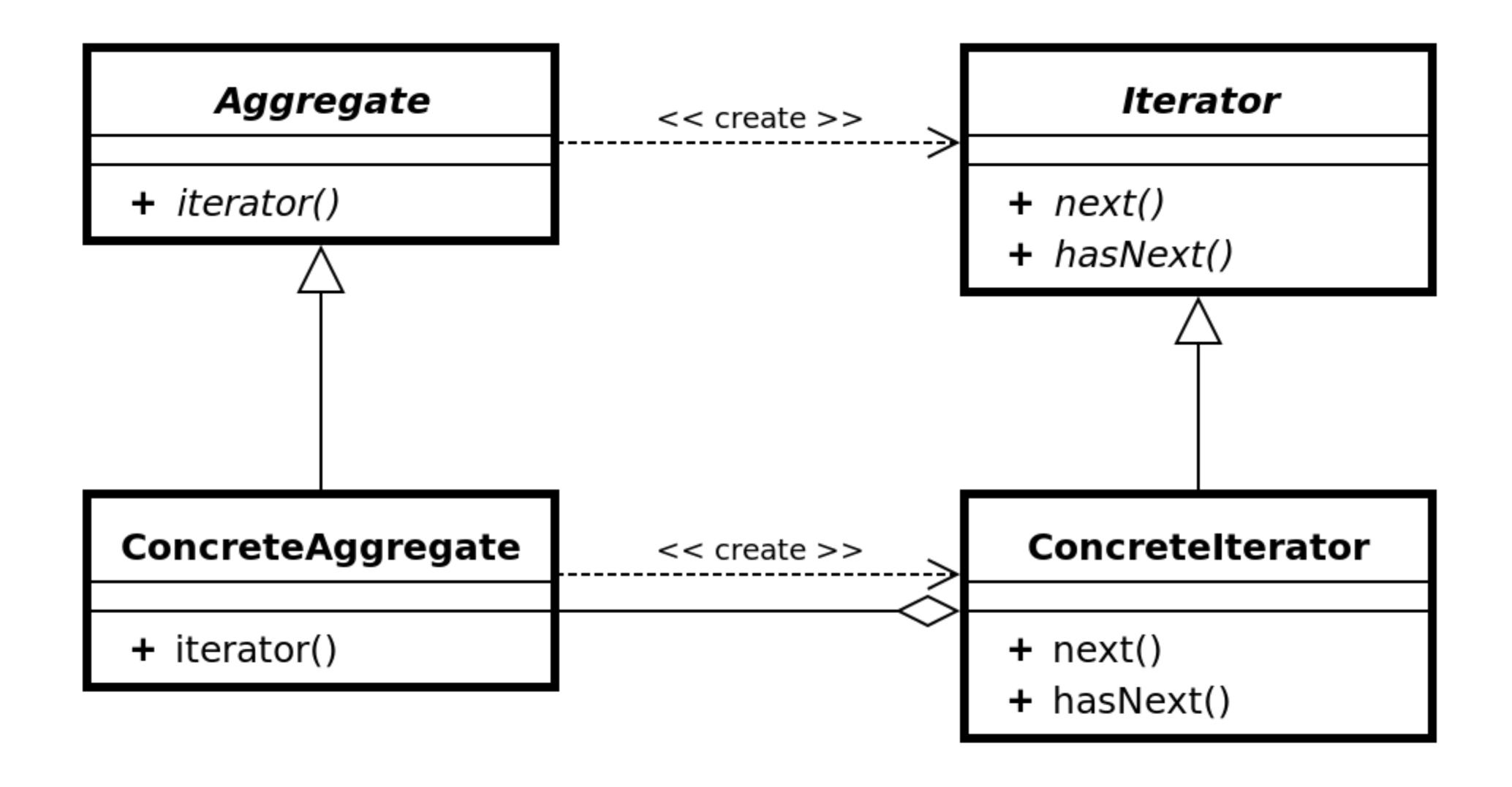


 Provide a way to access the elements of an aggregate object sequentially without exposing its underlying representation. (GoF, 257)

ConcreteAggregate << create >> ConcreteIterator

+ iterator() + next()
+ hasNext()

#### Iterator



### Iterator Example

```
[Fact]
public void GivenCollectionWeCanIteratorThroughIt()
 IEnumerable<int> col = new HashSet<int>() { 1, 2, 3 };
 IEnumerator<int> iterator = col.GetEnumerator();
 var results = new LinkedList<int>();
 while (iterator.MoveNext())
    results.AddLast(iterator.Current);
 Assert. Equal(results, col);
```

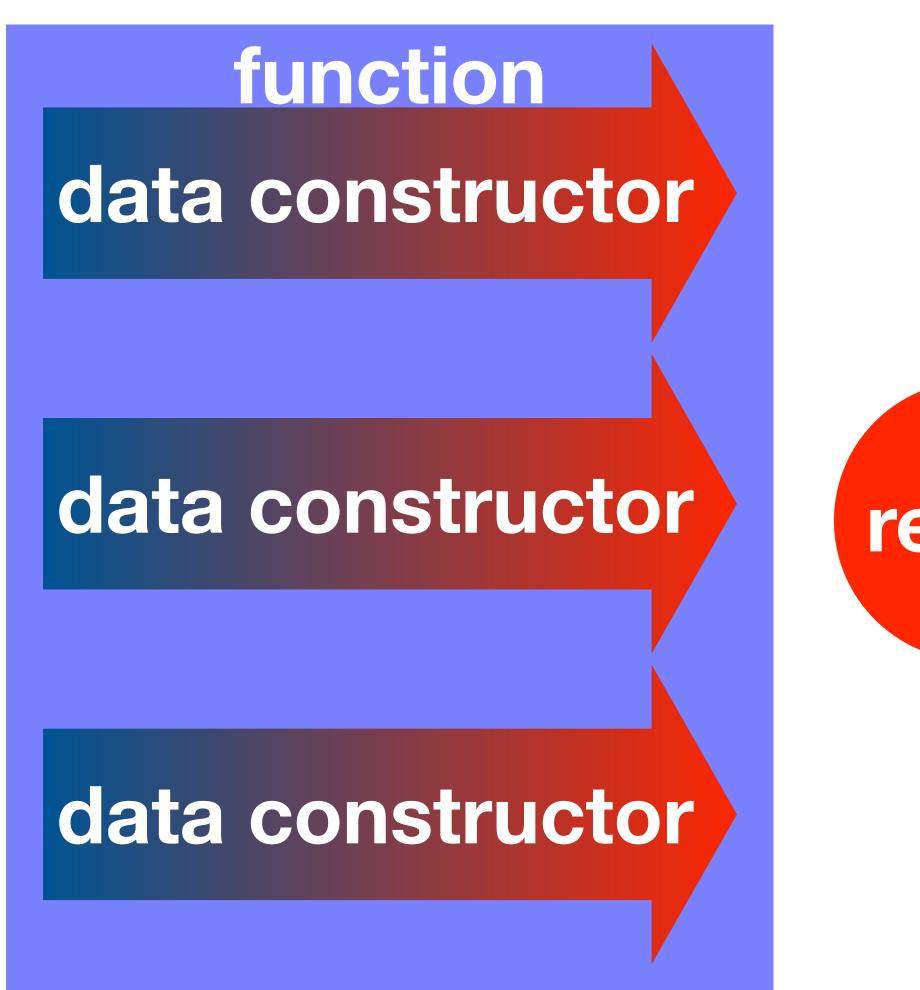
# Pattern Matching

function constructor

 Pattern matching is a mechanism for checking a value against a pattern. (Scala Docs)

data constructor

# Pattern Matching

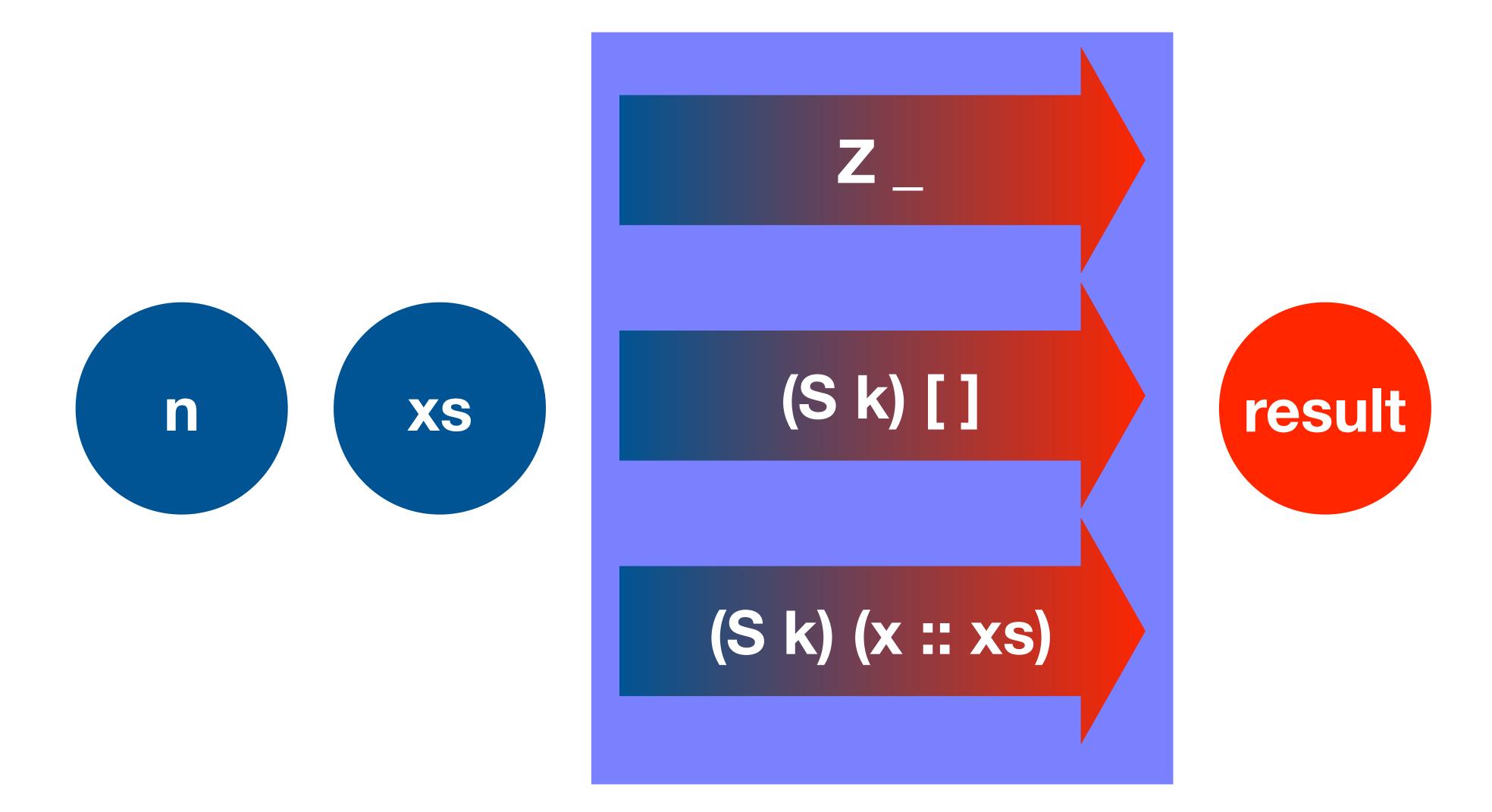


input



### take

#### take



```
take : (n : Nat) -> (xs : List a) -> List a
```

```
take : (n : Nat) -> (xs : List a) -> List a take n xs = ?take_rhs
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z xs = ?take_rhs_1
take (S k) xs = ?take_rhs_2
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z xs = []
take (S k) xs = ?take_rhs_2
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z _ = []
take (S k) xs = ?take_rhs_2
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z _ = []
take (S k) [] = ?take_rhs_1
take (S k) (x :: xs) = ?take_rhs_3
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z _ = []
take (S k) [] = []
take (S k) (x :: xs) = ?take_rhs_3
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z _ = []
take (S k) [] = []
take (S k) (x :: xs) = x :: take k xs
```

```
take : (n : Nat) -> (xs : List a) -> List a
take Z _ = []
take (S k) [] = []
take (S k) (x :: xs) = x :: take k xs
```

### takeLast

```
takeLast: (n: Nat) -> (xs: List a) -> List a
```

```
takeLast : (n : Nat) -> (xs : List a) -> List a
takeLast Z xs = []
takeLast (S k) [] = []
takeLast (S k) (x :: []) = ?takeLast_rhs_1
takeLast (S k) (x :: (y :: xs)) = ?takeLast_rhs_2
```

```
takeLast : (n : Nat) -> (xs : List a) -> List a
takeLast n xs = reverse $ take n $ reverse xs
```

a -> (view : Type)

in n

out Zeroout (Succ n)

View of Data Structure

Data
Structure

(view: Type) -> a

if 
$$n = 0$$
- 1), if  $n > 0$ 

snocList

in n

 $egin{array}{c} \mathbf{out} \ Zero \ \mathbf{out} \ (Succ \ n) \end{array}$ 

SnocList

List

takeLast

if 
$$n = 0$$
  
- 1), if  $n > 0$ 

#### SnocList view in

#### SnocList view data structure

#### SnocList view out

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) [] | Empty = []
  takeLast (S k) (ys ++ [x]) | (Snoc rec) = takeLast k ys ++ [x] | rec
```

a -> (view : Type)

in n

out Zeroout (Succ n)

View of Data Structure

Data
Structure

(view: Type) -> a

if 
$$n = 0$$
- 1), if  $n > 0$ 

a -> (view : Type)

View of Data
Structure

(view: Type) -> a

 A view is a dependent type that describes the possible forms of another data type. (Brady, 677)

> Data Structure

### takeLast

#### takeLast

**Z**[]

Z (ys ++ [x])

(S k) []

(S k) (ys ++ [x])



nxs

```
takeLast : (n : Nat) -> List a -> List a
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs = ?takeLast_rhs
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (_)
takeLast n xs | with_pat = ?takeLast_rhs_rhs
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
takeLast n xs | with_pat = ?takeLast_rhs_rhs
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z xs | with_pat = ?takeLast_rhs_rhs_1
  takeLast (S k) xs | with_pat = ?takeLast_rhs_rhs_2
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = ?takeLast_rhs_rhs_3
  takeLast Z (ys ++ [x]) | (Snoc rec) = ?takeLast_rhs_rhs_4
  takeLast (S k) xs | with_pat = ?takeLast_rhs_rhs_2
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = ?takeLast_rhs_rhs_4
  takeLast (S k) xs | with_pat = ?takeLast_rhs_rhs_2
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) xs | with_pat = ?takeLast_rhs_rhs_2
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) [] | Empty = ?takeLast_rhs_rhs_1
  takeLast (S k) (ys ++ [x]) | (Snoc rec) = ?takeLast_rhs_rhs_3
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) [] | Empty = []
  takeLast (S k) (ys ++ [x]) | (Snoc rec) = ?takeLast_rhs_rhs_3
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) [] | Empty = []
  takeLast (S k) (ys ++ [x]) | (Snoc rec) = takeLast k ys ++ [x] | rec
```

```
takeLast : (n : Nat) -> List a -> List a
takeLast n xs with (snocList xs)
  takeLast Z [] | Empty = []
  takeLast Z (ys ++ [x]) | (Snoc rec) = []
  takeLast (S k) [] | Empty = []
  takeLast (S k) (ys ++ [x]) | (Snoc rec) = takeLast k ys ++ [x] | rec
```

### Views

#### Views

a -> (view : Type)

in n

out Zeroout (Succ n)

View of Data Structure

Data
Structure

(view: Type) -> a

if 
$$n = 0$$
  
- 1), if  $n > 0$ 

#### Views

a -> (view : Type)

View of Data
Structure

(view: Type) -> a

 A view is a dependent type that describes the possible forms of another data type. (Brady, 677)

> Data Structure



#### Thank you!

Mike Harris @MikeMKH

https://github.com/MikeMKH/ talks/tree/master/patternmatching-on-the-left



### Next Steps

- Philip Wadler, Views: A way for pattern matching to cohabit with data abstraction. <a href="http://cs.ru.nl/~freek/courses/tt-2010/tvftl/wadler-views.pdf">http://cs.ru.nl/~freek/courses/tt-2010/tvftl/wadler-views.pdf</a>
- Edwin Brady, Type-Driven Development with Idris, chapter 10. <a href="https://www.manning.com/books/type-driven-development-with-idris">https://www.manning.com/books/type-driven-development-with-idris</a>
- Idris docs, Views and the "with" rule. <a href="http://docs.idris-lang.org/en/latest/tutorial/views.html">http://docs.idris-lang.org/en/latest/tutorial/views.html</a>

#### Sources

- Brady, Edwin. Type-driven development with Idris. Shelter Island, NY: Manning Publications Co, 2017. Print.
- Gamma, Erich. Design patterns: elements of reusable object-oriented software. Reading, Mass: Addison-Wesley, 1995. Print.
- Scala Docs: Tour of Scala, Pattern Matching. <a href="https://docs.scala-lang.org/tour/pattern-matching.html">https://docs.scala-lang.org/tour/pattern-matching.html</a>. Online.
- Wadler, Philip. Views: a way for pattern matching to cohabit with data abstraction. In Proceedings of the 14th ACM SIGACT-SIGPLAN symposium on Principles of programming languages (POPL '87). ACM, New York, NY, USA, 307-313. DOI=<a href="http://dx.doi.org/10.1145/41625.41653">http://dx.doi.org/10.1145/41625.41653</a>. Print.

#### Code

- Example C# code, <a href="https://github.com/MikeMKH/talks/blob/master/pattern-matching-on-the-left/Tests.cs">https://github.com/MikeMKH/talks/blob/master/pattern-matching-on-the-left/Tests.cs</a>
- Example Idris code, <a href="https://github.com/MikeMKH/talks/blob/master/pattern-matching-on-the-left/Example.idr">https://github.com/MikeMKH/talks/blob/master/pattern-matching-on-the-left/Example.idr</a>
- SnocList from Idris source, <a href="https://github.com/idris-lang/Idris-dev/blob/8ab4dc878a2bac542ee8a817f0054b378d9dad8a/libs/base/Data/List/Views.idr#L77-L93">https://github.com/idris-lang/Idris-dev/blob/8ab4dc878a2bac542ee8a817f0054b378d9dad8a/libs/base/Data/List/Views.idr#L77-L93</a>

#### lmages

- UML Iterator by Trashtoy My own work written with text editor., Public Domain, <a href="https://commons.wikimedia.org/w/index.php?curid=1698830">https://commons.wikimedia.org/w/index.php?curid=1698830</a>
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