# Functional Programming GADT: Generalized Algebraic DataType

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WS 2024/25

## Interpreters, again

## Language definition

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#### **Evaluation**

```
1 eval :: Term -> Integer
2 eval (I n) = n
3 eval (Add t u) = eval t + eval u
```

# A language with multiple types

## Language definition

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#### **Evaluation**

```
1 data Value = Int Integer | Bool Bool
             deriving Show
4 eval :: Term -> Value
5 \text{ eval } (I \text{ n}) = Int \text{ n}
_{6} eval (B b) = Bool b
7 eval (Add t t') = case (eval t, eval t') of
                    (Int i, Int i2) -> Int (i + i2)
9 eval (Eql t t') = case (eval t, eval t') of
                    (Int i, Int i2) \rightarrow Bool (i == i2)
                    (Bool i, Bool i2) \rightarrow Bool (i == i2)
```

- The interpreter can fail because of type mismatch.
- We can to deal with failures manually (for instance by making the interpreter monadic).
- The more values we have in the language, the more complicated it becomes.
- The Haskell type system does not help us.

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## Generalized Algebraic Data Type

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1 {-# LANGUAGE GADTs #-}
2
3 data Maybe a where
4 Nothing :: Maybe a
5 Just :: a -> Maybe a
```

- Now we also specify the return type of the data constructors!
- We cannot change the type constructor Maybe, but its arguments may vary
- Inspired by inductive datatypes in type theory

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- We cannot change the type constructor Maybe, but its arguments may vary
- Inspired by inductive datatypes in type theory

# Language definition without GADTs

# Language definition with GADT syntax

```
1 data Term where
2 I :: Integer -> Term
3 B :: Bool -> Term
4 Add :: Term -> Term
5 Eql :: Term -> Term
```

## Language definition with GADTs

```
1 data Term a where
2          I :: Integer -> Term Integer
3          B :: Bool -> Term Bool
4          Add :: Term (?) -> Term (?)
5          Eql :: Term (?) -> Term (?) -> Term (?)
```

## Language definition with GADTs

```
data Term a where

I :: Integer -> Term Integer

B :: Bool -> Term Bool

Add :: Term Integer -> Term Integer

Eql :: Term (?) -> Term (?)
```

# Language definition with GADTs

```
data Term a where

I :: Integer -> Term Integer

B :: Bool -> Term Bool

Add :: Term Integer -> Term Integer

Eql :: (Eq x) => Term x -> Term Bool
```

Read the last line as "the exists some type x such that x is an instance of Eq and the two
arguments have the same type Term x."

```
1 eval :: Term a -> a -- This type annotation is mandatory
2 eval (I i) = i
3 eval (B b) = b
4 eval (Add t t') = eval t + eval t'
5 eval (Eql t t') = eval t == eval t'
```

- This kind of interpreter is called "tag-less", because it does not require type tags like the data constructors Int and Bool.
- Pattern matching specializes the type a according to the return type of the constructor.
- The corresponding right hand side is checked against this specialization of type a

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#### What about functions?

We want to add functions to our language.

```
First try

data FExp a where

Var :: FExp a

Lam :: FExp b -> FExp (a -> b)

App :: FExp (a -> b) -> FExp a -> FExp b
```

Problem: the types of a lambda and its bound variable are not connected

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1 data FExp a where

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Problem: the types of a lambda and its bound variable are not connected!

## Existential Types

In the definition of App, a is present in the argument types, but not in the result. Such a type variable stands for an *existential type*:

For each use of App there is some type a so that the types of the subterms work out.

Demo!

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For each use of App there is some type a so that the types of the subterms work out.

Demo!

# Type definition

```
1 data env :- a where
  App :: env :- (a -> b)
  -> env :- a
  -> env :- b
```

Demo

# Type definition

```
1 data env :- a where
  App :: env :- (a -> b)
     -> env :- a
   -> env :- b
5 Lam :: (a, env) :- b
 -> env :- (a -> b)
```

Demo

## Type definition

```
1 data env :- a where
   App :: env :- (a -> b)
    -> env :- a
-> env :- b
Lam :: (a, env) :- b
   -> env :- b
 -> env :- (a -> b)
7 Var :: env :> a
  -> env :- a
10 data env :> a where
11 Zero :: (a, env) :> a
12 Succ :: env :> a
  -> (b, env) :> a
```

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## Type definition

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   App :: env :- (a -> b)
    -> env :- a
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Demo!

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  - ▶ Augustsson & Petersson (1994): Silly Type Families
  - ► Cheney & Hinze (2003): First-Class Phantom Types.
  - ▶ Xi, Chen & Chen (2003): Guarded Recursive Datatype Constructors.
- Type *checking* is decidable.
- Type inference is undecidable.
- Pattern matching is more complicated.

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#### • GADTs can express extra properties in types:

- typing of an embedded language
- structural properties of data: non-empty lists, red-black trees
- ▶ more examples: https://github.com/upenn-cis5520/07-GADTs
- We leverage Haskell's type system.
- GADTs do not solve all the problems. For example, you can try to write a function of type
  - parse :: String -> Expr a
    - But we can get close: Richard A. Eisenberg. Stitch: the sound type-indexed type checker (functional pearl). Haskell@ICFP 2020: 39-53.
- GADTs can be combined with other Haskell features such as type classes and type families

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