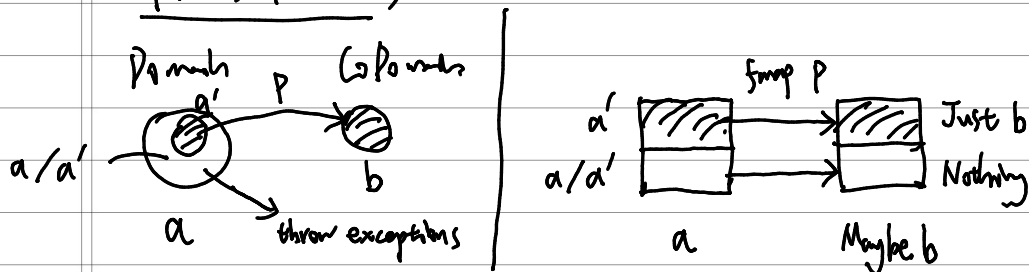


Partial Functions



Defined on a subset of Domain: $a' \subset a$

In regular programming language, primitive types (e.g. `String`, `Integer`) are not reshappable in the type system.

So function like $p :: a' \rightarrow b$

at best can have its type encoded as $a \rightarrow b$

where the program throws exceptions

whenever the input $x \notin a'$ (or $x \in a/a'$)

The programmer can handle this at logic level

by injecting conditionals/guard like

if $x \notin a'$ then return 'undefined' / `new Error()`;

But 'undefined' / `Error` $\notin b$ either.

So b has to be extended. $\Rightarrow b' = \begin{cases} \text{success } b \\ \text{Error} \end{cases}$

Generally, it's Maybe type: $\begin{cases} \text{Just } b \\ \text{Nothing} \end{cases}$

1) Partial Function: $a \xrightarrow{p} b \Rightarrow a \rightarrow \boxed{b} \stackrel{\Delta}{=} \boxed{\text{Maybe}} b$ currying:

2) Function refers to environment/config: $a \xrightarrow{e} b \Rightarrow (a, e) \rightarrow b \Rightarrow a \rightarrow e \rightarrow b$
 \uparrow
 nonce reference $\Rightarrow a \rightarrow (e \rightarrow b)$
 explicit in inputs $\stackrel{\Delta}{=} \boxed{\text{Reader } e} b$

3) Function mutates state / external data structure: $a \xrightarrow{s \rightarrow s+1} b \Rightarrow (a, s) \rightarrow (b, s) \Rightarrow a \rightarrow (s \rightarrow (b, s))$ currying:
 \downarrow current state \downarrow next state
 $\stackrel{\Delta}{=} \boxed{\text{State } s} b$

4) Function has indeterministic returns: $a \xrightarrow{?} b \Rightarrow a \rightarrow [b]$ (or $\boxed{\text{List}} b$)
 e.g. opponent's next move in chess (a potentially infinite list of possible values)

5) IO

Generalize Maybe, Reader e, State s, List \Rightarrow Effects

(all Functors, but not composable under Functor type class)

able to compose them \Leftarrow

$a \rightarrow \boxed{m} b$

kleisli arrows
 $(m :: * \rightarrow *)$
 unary

Prove State is also a Functor

data state s a = State (s → (a, s))

instance Functor (State s) where

fmap :: (a → b) → (State s) a → (State s) b
 $= s \rightarrow (a, s) \quad = s \rightarrow (b, s)$

fmap g (State f) = State (\ s →
 λ -expression \rightarrow let (a, s') = f s
 (anonymous function which introduces a hole/
 place holder) $b = g a$ in (b, s'))

$\begin{array}{c} s \\ \swarrow \searrow \\ (a, s') \\ \downarrow g \\ (b, s') \end{array} \approx \begin{array}{c} s \\ \downarrow \searrow \\ (b, s') \end{array}$

~~Function Composition~~ Arrow : (.) :: (b → c) → (a → b) → (a → c)

Kleisli Arrow Composition : (<=>) :: Monad m =>
 (b → m c) → (a → m b) → (a → m c)

> example: list

$$(<=<) :: (b \rightarrow [c]) \rightarrow (a \rightarrow [b]) \rightarrow (a \rightarrow [c])$$

$$g <=< f = \lambda a \rightarrow \text{let } \begin{array}{l} \xrightarrow{[b]} bs = f\ a \\ \xrightarrow{[[c]]} css = \text{fmap } g\ bs \\ cs = \text{concat } css \end{array} \text{ in } cs$$

$$(\text{concat} :: [[c]] \rightarrow [c])$$

concatenate all inner
lists into one list)

point-free style:

$$g <=< f = \text{concat} . \text{fmap } g . f$$

class Applicative m \Rightarrow Monad m where

$$(>>=) :: m a \rightarrow (a \rightarrow m b) \rightarrow m b \quad (\text{also called Bind})$$

$$\text{Return} :: a \rightarrow m a \quad (\text{wrap a value into the Monadic type, Applicative's property})$$

instance Monad Maybe where

$$\text{Return} :: a \rightarrow \text{Maybe } a$$

$$\text{Return } x = \text{Just } x$$

instance Monad (Reader e) where

$$\text{Return} :: a \rightarrow (\text{Reader } e) a \quad \swarrow \text{ignore the input/environment}$$

$$\text{Return } x = \text{Reader } (\lambda e \rightarrow x)$$

instance Monad (State s) where

Return :: a → (State s) a

Return x = State (\s → (x, s))

↑
the state transition doesn't
modify the given state

instance Monad [] where

Return :: a → [a]

Return x = [x] <- list with a single value
(x: Nil)

laws

1) Left Identity: $\text{Return} \leq \leq f = f$

2) Right Identity: $f \leq \leq \text{Return} = f$

3) Associativity: $(h \leq \leq g) \leq \leq f = h \leq \leq (g \leq \leq f)$