

COMP4075/G54RFP: Lecture 16

Optics

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Guest Tutorial: Preparations (1)

- Ben Clifford: Build a RESTful Room-Booking Server Using Servant and Aeson
Fri. 6 Dec 2019, 11:00–13:00, CS A32

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- Ben Clifford: Build a RESTful Room-Booking Server Using Servant and Aeson
Fri. 6 Dec 2019, 11:00–13:00, CS A32
- Goal: Building simple booking system accessible through a JSON+HTTP API using established Haskell libraries.
- Hands on tutorial! Preferably, bring laptop with:
 - Stack (cross-platform Haskell dev. system)
 - Tutorial prerequisites installed
 - WiFi connectivity

Guest Tutorial: Preparations (2)

- See link off guest lecture webpage for details:
`https://github.com/benclifford/2019-nottingham-prereq`

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- See link off guest lecture webpage for details:
<https://github.com/benclifford/2019-nottingham-prereq>
- To get most out of the tutorial, it is essential to:
 - Bring a laptop with prerequisites installed
 - Resolve issues *before* the tutorial

Optics: What?

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Optics: What?

- **Optics** are **functional references**: focusing on one part of a structure for access and update.
- Examples of “optics” include **Lens**, **Prism**, **Iso**, **Traversable**.
- Different kinds of “optics” allow different number of focal points and may or may not be invertible.
- Today, we’ll look at lenses. Lenses **compose** very nicely, allowing focusing on the target step-by-step.

Motivating Example (1)

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- Somewhat undeserved:
 - Merit of simplicity
 - Disciplined field naming conventions can mitigate some of the drawbacks
- Lenses go a long way to address other criticisms.

Motivating Example (2)

```
data Point = Point {  
    positionX :: Double,  
    positionY :: Double  
}
```

```
data Segment = Segment {  
    segmentStart :: Point,  
    segmentEnd   :: Point  
}
```

Motivating Example (3)

Field access is straightforward.
For example, given $seg :: Segment$:

$$end_y = positionY \circ segmentEnd \$ seg$$

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For example, given $seg :: Segment$:

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Field update is much clunkier:

```
let end = segmentEnd seg
in seg { segmentEnd =
        end { positionY = 2 * positionY end }
      }
```


Lenses to the rescue! (1)

Lenses for focusing on specific fields can be defined manually, but there is support for automating the process which is convenient if there are many fields.

Field names must then start by an underscore.

Lenses to the rescue! (2)

```
import Control.Lens

data Point = Point {
  _positionX :: Double,
  _positionY :: Double
}
makeLenses '' Point

data Segment = Segment {
  _segmentStart :: Point,
  _segmentEnd   :: Point
}
makeLenses '' Segment
```

Lenses to the rescue! (3)

This gives us lenses for the fields:

positionX :: *Lens' Point Double*

positionY :: *Lens' Point Double*

segmentStart :: *Lens' Segment Point*

segmentEnd :: *Lens' Segment Point*

Lenses to the rescue! (3)

This gives us lenses for the fields:

```
positionX      :: Lens' Point Double  
positionY      :: Lens' Point Double  
segmentStart   :: Lens' Segment Point  
segmentEnd     :: Lens' Segment Point
```

Individual fields can now be accessed and updated:

```
view segmentEnd seg  
set segmentEnd seg
```

Lenses to the rescue! (4)

But what is really cool is that lenses compose!

Ordinary function composition, but note the order: from “large” to “small”:

$$\begin{aligned} & \text{view } (\text{segmentEnd} \circ \text{position } Y) \text{ seg} \\ & \text{over } (\text{segmentEnd} \circ \text{position } Y) (2*) \text{ seg} \end{aligned}$$

How does this work? (1)

Lens' *a b* is a type synonym:

```
type Lens' s a =  
    Functor f  $\Rightarrow$  (a  $\rightarrow$  f a)  $\rightarrow$  (s  $\rightarrow$  f s)
```

How does this work? (1)

Lens' *a b* is a type synonym:

type *Lens'* *s a* =
Functor *f* \Rightarrow (*a* \rightarrow *f a*) \rightarrow (*s* \rightarrow *f s*)

This is a function that transforms an operation on a part of type *a* of a structure of type *s* to an operation on the whole structure.

How does this work? (2)

In particular:

$positionY ::$

$Functor f \Rightarrow$

$(Double \rightarrow f Double) \rightarrow (Point \rightarrow f Point)$

$segmentEnd ::$

$Functor f \Rightarrow$

$(Point \rightarrow f Point) \rightarrow (Segment \rightarrow f Segment)$

And thus:

$segmentEnd \circ positionY :: Functor f \Rightarrow$

$(Double \rightarrow f Double) \rightarrow (Segment \rightarrow f Segment)$

How does this work? (3)

Combinators like *view*, *set*, *over* instantiate the functor to something suitable to achieve the desired effect:

$$\text{set} \quad :: \text{ASetter } s \ t \ a \ b \rightarrow b \rightarrow s \rightarrow t$$
$$\text{over} \quad :: \text{ASetter } s \ t \ a \ b \rightarrow (a \rightarrow b) \rightarrow s \rightarrow t$$
$$\text{type ASetter } s \ t \ a \ b =$$
$$(a \rightarrow \text{Identity } b) \rightarrow s \rightarrow \text{Identity } t$$

Consequently, e.g.:

$$\text{over } (\text{segmentEnd} \circ \text{position } Y) ::$$
$$(\text{Double} \rightarrow \text{Double}) \rightarrow \text{Segment} \rightarrow \text{Segment}$$

How does this work? (4)

$view :: MonadReader\ s\ m \Rightarrow Getting\ a\ s\ a \rightarrow m\ a$
type $Getting\ r\ s\ a =$
 $(a \rightarrow Const\ r\ a) \rightarrow s \rightarrow Const\ r\ s$

Const is the constant functor:

newtype $Const\ a\ b = Const\ \{getConst :: a\}$

Consequently, e.g.:

$view\ (segmentEnd \circ position\ Y) ::$
 $MonadReader\ Segment\ m \Rightarrow m\ Double$

How does this work? (5)

As (\rightarrow) *Segment* is a reader monad,

$$\text{view } (\text{segmentEnd} \circ \text{position } Y) :: \\ \text{MonadReader } \text{Segment } m \Rightarrow m \text{ Double}$$

is just a function $\text{Segment} \rightarrow \text{Double}$.

Some other useful lenses

The *Lens* package defines lots of optics for standard types. In particular, it defines lenses for all field of tuples up to size 19. For example:

```
> view _2 (3, 4, 5)
```

```
4
```

```
> view _2 (5, 6, 7, 8)
```

```
6
```

```
> set _3 9 (5, 6, 7, 8)
```

```
(5, 6, 9, 8)
```

```
> over _3 (*2) (3, 4, 5)
```

```
(3, 4, 10)
```