Structured Traversals for (Multiply) Recursive Algebraic Datatypes

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Context & Conventions

- Language: Haskell, with numerous language extensions
- Syntactic (e.g. LambdaCase)
- Clarifying (e.g. TypeApplications, InstanceSigs)
- Limited Dependent programming (e.g. DataKinds), for multiple recursion

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- Composition in diagrammatic order: f; g reads "f, then g"
- Haskell: f .> g

Structure

- 1 Single Recursion
 - Motivation
 - Theory
 - Implementation
- 2 Mutual Recursion
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```
length :: [a] \rightarrow Int
length = \lambdacase
[] \rightarrow 0
(_:xs) \rightarrow 1 + length xs
filter :: (a \rightarrow Bool) \rightarrow [a] \rightarrow [a]
filter p = go where
go [] = []
go (x:xs) = if p x then [x] else [] ++ go xs
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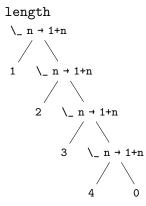
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```

- List Design pattern?
- Design Patterns are a poor man's abstraction
- Recognize common structure & find correct abstract notion

List 2 3

Traversals



filter p

```
g p x xs =
  (if p x then [x] else []) ++ xs
 g even
    g even
          g even
```

```
g p x xs =
  (if p x then [x] else []) ++ xs
2:4:[]
```

Insight

Even though the functions were defined recursively, their behaviour can be understood non-recursively as simply replacing the two constructors for [a] by functions of the same arity.

data List a = Nil | Cons a (List a)

GADT Syntax:

data List a where

Nil :: List a

Cons :: $a \rightarrow (List \ a) \rightarrow (List \ a)$

GADT Syntax:

```
data List a where
  Nil :: List a
  Cons :: a \rightarrow (List a) \rightarrow (List a)
list :: b \rightarrow (a \rightarrow b \rightarrow b) \rightarrow List a \rightarrow b
list nil cons = fold where
  fold Nil = nil
  fold (x 'Cons' xs) = x 'cons' fold xs
length' = list 0 (\ n \rightarrow 1+n)
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Now for Expressions

```
data Expr where
  Lit :: Int → Expr
  Plus :: Expr → Expr → Expr

expr :: (Int → b) → (b → b → b) → Expr → b

expr lit plus = fold where
  fold (Lit i) = lit i
  fold (1 'Plus' r) = (fold 1) 'plus' (fold r)
```

- We want to define a polytypic "fold", subsuming list, expr, which encapsulates the whole "replace constructors with functions" pattern
- We need a deeper understanding of what the datatypes we are working with *are*
- → Introduce a little AnarchyCategory Theory

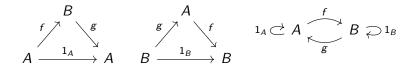
Category

A category $\mathcal C$ consists of collections $\mathcal C_0$ of objects and $\mathcal C_1$ of morphisms (or arrows) between them, with the following structure:

- For every two arrows $f: A \rightarrow B$, $g: B \rightarrow C$, there is a composite arrow $f; g: A \rightarrow C$
- lacksquare For every object $A:\mathcal{C}_0$ there is an identity morphism $1_A:A o A$
- Such that the following hold:
 - Composition is associative, that is: f; (g; h) = (f; g); h.
 - Composition satisfies unit laws: For every $f: A \rightarrow B$. id_A ; f = f, f; $id_B = f$.

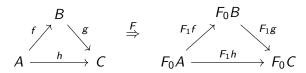
Isomorphisms

Given a category C and two objects $A, B : C_0$, we say A and B are isomorphic via $f : A \to B$, if there exists a $g : B \to A$ which is both a leftand right-inverse:



Functors

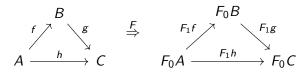
Let C, D be Categories. A *Functor F* is a pair of maps (F_0, F_1) , on the objects and morphisms of the category respectively, such that commuting diagrams are preserved, e.g.:



In particular, this means identities & composition are preserved.

Functors

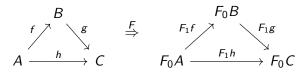
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Building the Functor kit

- Identity (IX := X) is a functor.
- Constant-to-A ($K_AX := A$), for $A : C_0$, is a functor.

Categories can have products (\times_C) and/or coproducts $(+_C)$. Think of coproducts as indexed unions in our case. Then if F, G are functors so are:

- $(F \times G)X := FX \times GX$
- (F+G)X := FX + GX

Algebra

Let $F: \mathcal{C} \to \mathcal{C}$ be an endofunctor $A: \mathcal{C}, \varphi: FA \to A$. Then $FA \xrightarrow{\varphi} A$ (or (A, φ)) is an *Algebra*, and A its *Carrier*.

Algebra
$$FA$$
 \downarrow^{φ}

Algebra-Hom:

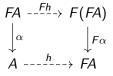
$$(A, \varphi) \xrightarrow{f} (B, \psi)$$

 $FA \xrightarrow{Ff} FB$
 $\downarrow \varphi \qquad \qquad \downarrow \psi$
 $A \xrightarrow{f} B$

Initial Algebra:
$$(A, \alpha)$$

s.t. $\forall (B, \psi)$.
 $FA \xrightarrow{Fh} FB$
 $\downarrow \alpha \qquad \qquad \downarrow \psi$
 $A \xrightarrow{h} B$

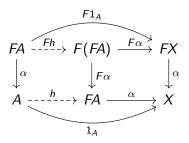




$$FA \xrightarrow{-Fh} F(FA) \xrightarrow{F\alpha} FX$$

$$\downarrow^{\alpha} \qquad \downarrow^{F\alpha} \qquad \downarrow^{\alpha}$$

$$A \xrightarrow{--h} FA \xrightarrow{\alpha} X$$



Fixed Point

The carrier A of the initial algebra (A, α) of a functor F is a least fixed point of F. Least, that is, in that there is a morphism from it to any other algebra, by initiality.

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$$FA \xrightarrow{Fh} FB$$
 $\alpha^{-1} \uparrow \downarrow \alpha \quad \circlearrowleft \quad \downarrow \psi$ We get a recursive definition for h: $h = \alpha^{-1}$; Fh ; ψ
 $A \xrightarrow{h} B$

Back Again

We will now return to the motivating problem and see how what we have just learned is applicable to its solution. In particular, we will see that:

- Our recursive datatypes correspond to fixpoints of associated "structural/base" functors, and are carriers of their initial algebras
- The non-recursive business logic of the traversals, that is, the functions to replace the constructors, correspond to algebras for this functor
- The morphism h we get given (B, ψ) is the polytypic *fold* we were looking for

Functors in Haskell

- Haskell can be seen as a category, where the objects are types and the arrows functions between them.
- Endofunctors in Haskell can be implemented as type constructors (* → *)
- Definition on arrows a → b via typeclass Functor, defining function fmap
- $F_1(h:A \rightarrow B): F_0A \rightarrow F_0B \sim$ fmap @F (h :: $A \rightarrow B$) :: $FA \rightarrow FB$

Structural Functors

- We obtain the structural functors for our datatypes by factoring the recursion out of their definition, then adding it back in via a fixed-point operator.
- We compare with how this can be done on the value level:

```
type Endo a = a \rightarrow a
-- Recursive Definition:
fac :: Endo Int
fac n = n * fac (n-1)
-- Fixpoint operator:
fix :: (a \rightarrow a) \rightarrow a
fix f = f (fix f)
-- Factoring Fac:
fac' :: Endo Int
fac' = fix g where
  g :: Endo Int → Endo Int
  gfn = n * f(n-1)
```

Recall our list datatype:

```
data List a :: * =
   Nil | Cons a (List a)

-- Fixpoint operator (typelevel)
type Fix :: (* → *) → *
newtype Fix f = In (f (Fix f))
-- Factoring List
type List' a = Fix (ListF a)
data ListF a 1 =
   NilF | ConsF a 1
```

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type List' a = Fix (ListF a)
data ListF a l =
  NilF | ConsF a l
```

Business Logic as Algebra

We can store the functions meant to replace the constructors of a type as an algebra (using the transformation $B^A \times B^C \sim B^{A+C}$):

```
type Algebra f a = f a \rightarrow a
listBL :: b \rightarrow (a \rightarrow b \rightarrow b) \rightarrow Algebra (ListF a) b
listBL nil cons = \lambdacase
NilF \rightarrow nil
x 'ConsF' b \rightarrow x 'cons' b
```

Defining a Functor instance

- Do we have to manually define Functor instances?
- Not if working with *polynomial functors*
- Recall the functor kit from theory

Generic/Polytypic Programming

- fmap is a polytypic function
- Our iso to the generic representation is still boilerplate, though
- Some essentially polytypic functions derivable in Haskell, (e.g. (≡), via **deriving** Eq), fmap using {-# LANGUAGE DeriveFunctor #-}
- Whole topic on its own

Cigar!

Recall the recursive definition $h: A \to B = \alpha^{-1}$; Fh; ψ . To implement it, we only still lack $\alpha^{-1}: A \to FA$. Recall that a carrier of the initial algebra for functor F is Fix F. unFix: Fix $f \to f$ (Fix f) is easily defined:

```
unFix (In f) = f
```

- Finally, all parts are asembled for our polytypic *fold* function!
- Also called a catamorphism, like "cataclysm": Collapses a structure into a value (which of course can also again be a structure)

```
cata :: Functor f => Algebra f b \rightarrow (Fix f) \rightarrow b cata \psi = unFix .> fmap (cata \psi) .> \psi
```

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A simple AST

Consider the datatype

```
data Expr = Lit Int \mid Var Char \mid Plus Expr Expr \mid
  LetIn Decl Expr
data \ Decl = Bind \ Char \ Expr \mid Seg \ Decl \ Decl
Consider an example expression
e1 :: Expr
e1 = I.e.t.Tn
  (('x', 'Bind', (Lit 3))
  'Seg'
   ('y' 'Bind' (Lit 4))
  ) (Var 'x') 'Plus' (Var 'v')
```

Mutual Recursion

- Expr, Decl are a mutually recursive data family. So it is unclear how we should factor out the correct "structural functor".
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```
foo = let

even = \lambdacase 0 \rightarrow True; n \rightarrow odd (n-1)

odd = \lambdacase 0 \rightarrow False; n \rightarrow even (n-1)

in even 42
```

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in even 42
```

- What if the language provides only a singly recursive let?
- Use a tupling trick:

```
bar = let (even, odd) = (

\lambdacase 0 \rightarrow True; n \rightarrow odd (n-1),

\lambdacase 0 \rightarrow False; n \rightarrow even (n-1)
```

in even 42

Product category

For two categories C and D, the *product category* $C \times D$ is constituted of the following:

- as objects pairs (C, D), $C : C_0$, $D : D_0$
- as morphisms pairs $(f: X \to Y, g: A \to B)$, $f: C_1, g: D_1$, such that composition is defined componentwise

Functors

In Haskell *Functor* represents endofunctors, so we cannot encode the product category. We can write some pseudocode though, for how our structural functor ought to look:

What we need is another way to represent tuples. A preliminary observation is that an n-tuple A^n can be seen as a function from the finite set of cardinality n to A: $n \to A$.

The functor for our example family has kind $(2 \rightarrow *) \rightarrow (2 \rightarrow *)$. First we should define this kind 2.

We can define define an Enum with two accesors for our expr/decl family, and use it as a kind (lifting its constructors to singleton types), using the GHC extension DataKinds

```
data Tag = E \mid D

data family ASTF1 :: (Tag \rightarrow *) \rightarrow (Tag \rightarrow *)

data instance ASTF1 \subset E =

Lit1 \ Int \mid Var1 \ Char \mid Plus1 \ (c \ E) \ (c \ E) \mid

LetIn1 \ (c \ D) \ (c \ E)

data instance ASTF1 \subset D =

Bind1 \ Char \ (c \ E) \mid Seq1 \ (c \ D) \ (c \ D)
```

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```

The type can be read as "given a table of types to be used in the recursive positions of Expr and Decl, respectively, return a table, where at tag E you find the configured Expr type, at D Decl".

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data family ASTF1 :: (Tag \rightarrow *) \rightarrow (Tag \rightarrow *)

data instance ASTF1 \subset E =

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LetIn1 \ (c \ D) \ (c \ E)

data instance ASTF1 \subset D =

Bind1 \ Char \ (c \ E) \mid Seq1 \ (c \ D) \ (c \ D)
```

The two instances define the the component of the structural functor¹ for Expr and Decl respectively. The tags on the rhs are used to access the components of c. If $c \cong (e,d)$, then c = e, c = d.

¹Actually, for technical reasons you need to write a GADT. I used type family syntax here since I believe it makes it clearer what is going on

IFunctor

We will need a new typeclass, IFunctor (standing for indexed functor), for functors of the discussed shape. What is the type of morphisms in $(k \to *)$? We saw that in the product category, morphisms were of the form (f,g). In generalizing, we are looking at a collection of maps of the form:

$$A_1$$
 A_2 \cdots A_k

$$\downarrow_{f_1}$$
 \downarrow_{f_2} \downarrow_{f_k}

$$A'_1$$
 A'_2 \cdots A'_k

```
class IFunctor (f :: (k \rightarrow *) \rightarrow (k \rightarrow *)) where iFmap :: (\forall (i :: k) \cdot r \ i \rightarrow r' \ i) \rightarrow f \ r \ ix \rightarrow f \ r' \ ix
```

Fixpoint & Algebra

Nothing very fancy happens here. Both result in a family and are defined pointwise via ix ::k.

```
type IFix :: ((k → *) → (k → *)) → (k → *)
data IFix f (ix :: k) =
    IIn (f (IFix f) ix)

iUnFix :: IFix f ix → f (IFix f) ix
iUnFix (IIn f) = f

type Algebra f r ix = f r ix → r ix
```

Cata

```
iCata :: \forall k (f :: (k \rightarrow *) \rightarrow (k \rightarrow *))

(r :: (k \rightarrow *))

(ix :: k) · IFunctor f =>

(\forall (i :: k) · Algebra f r i) \rightarrow (IFix f ix) \rightarrow r ix

iCata \psi = iUnFix .> iFmap (iCata \psi) .> \psi
```

Demo!

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Remarks

- There are a wealth of topics in the main paper and related literature not broached in this talk
- A small taste:
 - unfolds, producing datastructures, and more schemes
 - fusion laws derived from Category Theory

Conclusion

- using Category Theory, we were able to give a uniform implementation for a whole class of traversals
- We generalized from single to mutual recursion, noting that we didn't need any additional categorical notions
- Implementation details for mutual recursion are quite messy boilerplate still exists, but ergonomics & reach of recursion schemes have been increasing since their theoretical beginnings.
- If you know anyone who would like to supervise a research internship in this area, I'm looking.