# Zippers and Derivatives

Shuwei Hu Supervised by: Manuel Eberl

December 11, 2017

## Outline

#### Overview

Zipper Examples

Context as a Derivative

Combinatorial Species

Conclusion

## Overview

➤ Zipper = context type, which helps moving through and "modifying" a functional data structure [1]

#### Overview

- ➤ Zipper = context type, which helps moving through and "modifying" a functional data structure [1]
- ▶ Deriving context types vs. differentiating real-valued functions [2]

#### Overview

- Zipper = context type, which helps moving through and "modifying" a functional data structure [1]
- Deriving context types vs. differentiating real-valued functions [2]
- ▶ Relation with combinatorial species [3]

# Outline

Overview

Zipper Examples

Context as a Derivative

Combinatorial Species

Conclusion

▶ datatype 'a list = Nil | Cons 'a ('a list)

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- Suppose we are implementing a functional text editor

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- Suppose we are implementing a functional text editor
- ▶ How to define a "pointer" p into a list 1, supporting:

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- ► Suppose we are implementing a functional text editor
- ▶ How to define a "pointer" p into a list 1, supporting:
  - $\triangleright$  p = begin(1)

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- Suppose we are implementing a functional text editor
- ▶ How to define a "pointer" p into a list 1, supporting:
  - $\triangleright$  p = begin(1)
  - prev(p)

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- ► Suppose we are implementing a functional text editor
- ▶ How to define a "pointer" p into a list 1, supporting:
  - $\triangleright$  p = begin(1)
  - prev(p)
  - next(p)

- ▶ datatype 'a list = Nil | Cons 'a ('a list)
- ► Suppose we are implementing a functional text editor
- ▶ How to define a "pointer" p into a list 1, supporting:
  - $\triangleright$  p = begin(1)
  - ▶ prev(p)
  - next(p)
  - ▶ \*p := a

'a list\_pointer = 'a list \* 'a \* 'a list

```
▶ 'a list_pointer = 'a list * 'a * 'a list
```

```
• (... \leftarrow x \leftarrow x) (y) (z -> z -> ...)
```

- 'a list\_pointer = 'a list \* 'a \* 'a list
  - ▶ (... <- x <- x) (y) (z -> z -> ...)
- ▶ begin (Cons x xs) = (Nil, x, xs)

- ▶ begin (Cons x xs) = (Nil, x, xs)
- ▶ prev (x#xs, y, zs) = (xs, x, y#zs)

 $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \underline{\mathbf{x}}) \quad (\underline{\mathbf{x}}) \quad (\underline{\mathbf{y}} \quad - \mathbf{>} \quad \underline{\mathbf{z}} \quad - \mathbf{>} \quad \ldots)$ 

'a list\_pointer = 'a list \* 'a \* 'a list  $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots)$ ▶ begin (Cons x xs) = (Nil, x, xs) prev (x#xs, y, zs) = (xs, x, y#zs)  $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \underline{\mathbf{x}}) \quad (\underline{\mathbf{x}}) \quad (\underline{\mathbf{y}} \quad - \mathbf{>} \quad \underline{\mathbf{z}} \quad - \mathbf{>} \quad \ldots)$ ▶ next (xs, y, z#zs) = (y#xs, z, zs) ▶ (... <- x <- y) (z) (z -> ...)

'a list\_pointer = 'a list \* 'a \* 'a list  $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots)$ ▶ begin (Cons x xs) = (Nil, x, xs) prev (x#xs, y, zs) = (xs, x, y#zs)  $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \underline{\mathbf{x}}) \quad (\underline{\mathbf{x}}) \quad (\underline{\mathbf{y}} \quad - \mathbf{>} \quad \underline{\mathbf{z}} \quad - \mathbf{>} \quad \ldots)$ ▶ next (xs, y, z#zs) = (y#xs, z, zs) ▶ (... <- x <- y) (z) (z -> ...)  $\triangleright$  assign (xs, \_, zs) y = (xs, y, zs)

'a list\_pointer = 'a list \* 'a \* 'a list  $\qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots)$ ▶ begin (Cons x xs) = (Nil, x, xs) prev (x#xs, y, zs) = (xs, x, y#zs)  $\qquad \qquad (\ldots \leftarrow x) (x) (y \rightarrow z \rightarrow z \rightarrow \ldots)$ ▶ next (xs, y, z#zs) = (y#xs, z, zs) ▶ (... <- x <- y) (z) (z -> ...) ▶ assign (xs, \_, zs) y = (xs, y, zs) reconstruct (xs, y, zs) = rev xs @ [y] @ zs

```
'a list_pointer = 'a list * 'a * 'a list
     \qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots) 
▶ begin (Cons x xs) = (Nil, x, xs)
prev (x#xs, y, zs) = (xs, x, y#zs)
    ▶ next (xs, y, z#zs) = (y#xs, z, zs)
    ▶ (... <- x <- y) (z) (z -> ...)
▶ assign (xs, _, zs) y = (xs, y, zs)
▶ reconstruct (xs, y, zs) = rev xs @ [y] @ zs
Equivalent definition:
```

```
'a list_pointer = 'a list * 'a * 'a list
     \qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots) 
▶ begin (Cons x xs) = (Nil, x, xs)
prev (x#xs, y, zs) = (xs, x, y#zs)
    ▶ next (xs, y, z#zs) = (y#xs, z, zs)
    ▶ (... <- x <- y) (z) (z -> ...)
▶ assign (xs, _, zs) y = (xs, y, zs)
reconstruct (xs, y, zs) = rev xs @ [y] @ zs
Equivalent definition:
```

```
'a list_pointer = 'a list * 'a * 'a list
      \qquad \qquad \bullet \quad (\ldots \quad \leftarrow \quad \chi \quad \leftarrow \quad \chi) \quad (\forall) \quad (z \rightarrow z \rightarrow \ldots) 
▶ begin (Cons x xs) = (Nil, x, xs)
prev (x#xs, y, zs) = (xs, x, y#zs)
      \qquad \qquad (\ldots \leftarrow x) (x) (y \rightarrow z \rightarrow z \rightarrow \ldots) 
▶ next (xs, y, z#zs) = (y#xs, z, zs)
     ▶ (... <- x <- y) (z) (z -> ...)
▶ assign (xs, _, zs) y = (xs, y, zs)
reconstruct (xs, y, zs) = rev xs @ [y] @ zs
Equivalent definition:
     'a list context = 'a list * 'a list
```

'a btree = Leaf | Node 'a ('a btree) ('a btree)

- ▶ 'a btree = Leaf | Node 'a ('a btree) ('a btree)
- 'a btree\_pointer = 'a \* 'a btree\_context

- ▶ 'a btree = Leaf | Node 'a ('a btree) ('a btree)
- 'a btree\_pointer = 'a \* 'a btree\_context

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree pointer = 'a * 'a btree context
'a btree_context = 'a btree * 'a btree
                    * 'a btree ancestors
'a btree ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree pointer = 'a * 'a btree context
'a btree context = 'a btree * 'a btree
                     * 'a btree ancestors
'a btree ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
   ▶ (2, Leaf, Leaf,
      IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree_pointer = 'a * 'a btree_context
▶ 'a btree context = 'a btree * 'a btree
                     * 'a btree_ancestors
'a btree_ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
    ▶ (2, Leaf, Leaf,
       IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
      (Node 0 (Node 1 Leaf
                     (Node 2 Leaf
                            Leaf))
             (Node 3 Leaf
                     Leaf))
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree_pointer = 'a * 'a btree_context
▶ 'a btree context = 'a btree * 'a btree
                     * 'a btree_ancestors
'a btree_ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
    ▶ (2, Leaf, Leaf,
       IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
      (Node 0 (Node 1 Leaf
                     (Node 2 Leaf
                            Leaf))
             (Node 3 Leaf
                     Leaf))
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree_pointer = 'a * 'a btree_context
▶ 'a btree context = 'a btree * 'a btree
                     * 'a btree_ancestors
'a btree_ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
    ▶ (2, Leaf, Leaf,
       IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
      (Node 0 (Node 1 Leaf
                     (Node 2 Leaf
                            Leaf))
             (Node 3 Leaf
                     Leaf))
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree_pointer = 'a * 'a btree_context
▶ 'a btree context = 'a btree * 'a btree
                     * 'a btree_ancestors
'a btree_ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
    ▶ (2, Leaf, Leaf,
       IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
      (Node 0 (Node 1 Leaf
                     (Node 2 Leaf
                            Leaf))
             (Node 3 Leaf
                     Leaf))
```

```
'a btree = Leaf | Node 'a ('a btree) ('a btree)
'a btree_pointer = 'a * 'a btree_context
▶ 'a btree context = 'a btree * 'a btree
                     * 'a btree_ancestors
'a btree_ancestors =
     Top
    | IsLeft 'a ('a btree) ('a btree ancestors)
    | IsRight 'a ('a btree) ('a btree ancestors)
    ▶ (2, Leaf, Leaf,
      IsRight 1 Leaf (IsLeft 0 (Node 3 Leaf Leaf) Top))
      (Node 0 (Node 1 Leaf
                     (Node 2 Leaf
                            Leaf))
             (Node 3 Leaf
                     Leaf))
```

▶ up, down, left, right for btree\_pointer:

```
▶ up, down, left, right for btree_pointer:
```

```
up (a, (1c, rc, IsLeft p r anc))
= (p, (Node a lc rc, r, anc))
| up (a, (1c, rc, IsRight p l anc))
= (p, (1, Node a lc rc, anc))
```

```
up, down, left, right for btree_pointer:
```

```
up (a, (1c, rc, IsLeft p r anc))
= (p, (Node a lc rc, r, anc))
| up (a, (1c, rc, IsRight p l anc))
= (p, (1, Node a lc rc, anc))
```

```
left (a, (llc, lrc, IsRight p (Node b rlc rrc) anc))
= (b, (rlc, rrc, IsLeft p (Node a llc lrc) anc))
```

- up, down, left, right for btree\_pointer:
- up (a, (1c, rc, IsLeft p r anc))
  = (p, (Node a lc rc, r, anc))
  | up (a, (1c, rc, IsRight p l anc))
  = (p, (1, Node a lc rc, anc))
- left (a, (llc, lrc, IsRight p (Node b rlc rrc) anc))
  = (b, (rlc, rrc, IsLeft p (Node a llc lrc) anc))
- down and right are defined similarly

```
up, down, left, right for btree_pointer:
up (a, (lc, rc, IsLeft p r anc))
```

```
up (a, (1c, rc, IsLeft p r anc))
= (p, (Node a lc rc, r, anc))
| up (a, (1c, rc, IsRight p l anc))
= (p, (1, Node a lc rc, anc))
```

- left (a, (llc, lrc, IsRight p (Node b rlc rrc) anc))
  = (b, (rlc, rrc, IsLeft p (Node a llc lrc) anc))
- down and right are defined similarly
- Simpler definition:

'a tree = Leaf | Node 'a ('a tree list)

- 'a tree = Leaf | Node 'a ('a tree list)
- 'a tree\_pointer = 'a \* 'a tree\_context

- 'a tree = Leaf | Node 'a ('a tree list)
- 'a tree\_pointer = 'a \* 'a tree\_context
- 'a tree\_context = 'a tree list \* 'a tree\_ancestors

'a tree = Leaf | Node 'a ('a tree list)

'a tree\_pointer = 'a \* 'a tree\_context

'a tree\_context = 'a tree list \* 'a tree\_ancestors

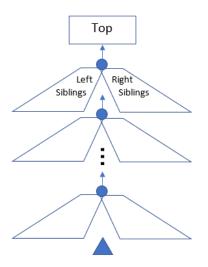
'a tree\_ancestors =
 Top
 | IsChild ('a tree list) 'a ('a tree list)

('a tree ancestors)

up, down left, right here are similar as for btree\_pointer

- 'a tree = Leaf | Node 'a ('a tree list) 'a tree\_pointer = 'a \* 'a tree\_context 'a tree context = 'a tree list \* 'a tree\_ancestors 'a tree\_ancestors = Top | IsChild ('a tree list) 'a ('a tree list) ('a tree ancestors)
- up, down left, right here are similar as for btree\_pointer
- Simpler definition:

### $Zipper!^1$





<sup>&</sup>lt;sup>1</sup>Image source: www.pacifictrimming.com

► For ordered trees with payload only on leaves:

► For ordered trees with payload only on leaves:

```
▶ 'a ltree = Leaf 'a | Node 'a ('a ltree list)
```

► For ordered trees with payload only on leaves:

```
▶ 'a ltree = Leaf 'a | Node 'a ('a ltree list)
```

Focus on a subtree instead of an element

- For ordered trees with payload only on leaves:
  - ▶ 'a ltree = Leaf 'a | Node 'a ('a ltree list)
- Focus on a subtree instead of an element
  - ▶ 'a ltree\_pointer = 'a 'a ltree \* 'a ltree\_context

- For ordered trees with payload only on leaves:
  - ▶ 'a ltree = Leaf 'a | Node 'a ('a ltree list)
- Focus on a subtree instead of an element
  - ▶ 'a ltree\_pointer = 'a 'a ltree \* 'a ltree\_context
  - ▶ 'a ltree\_context = 'a ltree list \* 'a ltree\_ancestors

- For ordered trees with payload only on leaves:
  - ▶ 'a ltree = Leaf 'a | Node 'a ('a ltree list)
- Focus on a subtree instead of an element
  - ▶ 'a ltree\_pointer = 'a 'a ltree \* 'a ltree\_context
  - ▶ 'a ltree\_context = 'a ltree list \* 'a ltree\_ancestors

#### Outline

Overview

Zipper Examples

Context as a Derivative

Combinatorial Species

Conclusion

```
'a list = unit + 'a * 'a list
'a list_context = 'a list * 'a list
```

- 'a list = unit + 'a \* 'a list
  'a list\_context = 'a list \* 'a list
- 'a btree = unit + 'a \* 'a btree \* 'a btree
  'a btree\_context = 'a btree \* 'a btree
   \* (bool \* 'a \* 'a btree) list

```
'a list = unit + 'a * 'a list
'a list_context = 'a list * 'a list
```

- 'a btree = unit + 'a \* 'a btree \* 'a btree
  'a btree\_context = 'a btree \* 'a btree
   \* (bool \* 'a \* 'a btree) list

- 'a list = unit + 'a \* 'a list
  'a list\_context = 'a list \* 'a list
- 'a btree = unit + 'a \* 'a btree \* 'a btree
  'a btree\_context = 'a btree \* 'a btree
   \* (bool \* 'a \* 'a btree) list
- ▶ Math-ly notation, e.g.  $list(a) = 1 + a \times list(a)$

- 'a list = unit + 'a \* 'a list 'a list context = 'a list \* 'a list
- 'a btree = unit + 'a \* 'a btree \* 'a btree 'a btree context = 'a btree \* 'a btree \* (bool \* 'a \* 'a btree) list
- 'a tree = unit + 'a \* a tree list 'a tree context = 'a tree list \* ('a tree list \* 'a \* 'a tree list) list
- ▶ Math-ly notation, e.g.  $list(a) = 1 + a \times list(a)$
- Context for an arbitrary algebraic data type?

▶ Note the context of type a inside type T by C[a](T)

- ▶ Note the context of type a inside type T by C[a](T)
  - e.g.  $C[a](list(a)) = list\_context(a) = list(a) \times list(a)$

- ▶ Note the context of type a inside type T by C[a](T)
  - e.g.  $C[a](\operatorname{list}(a)) = \operatorname{list\_context}(a) = \operatorname{list}(a) \times \operatorname{list}(a)$
- ► Context of type a inside type 1 (i.e. unit): impossible!

- ▶ Note the context of type a inside type T by C[a](T)
  - e.g.  $C[a](list(a)) = list\_context(a) = list(a) \times list(a)$
- ► Context of type a inside type 1 (i.e. unit): impossible!
  - C[a](1) = 0

- ▶ Note the context of type a inside type T by C[a](T)
  - e.g.  $C[a](list(a)) = list\_context(a) = list(a) \times list(a)$
- ► Context of type *a* inside type 1 (i.e. unit): impossible!
  - C[a](1) = 0
- Context of type a inside type a: dummy unit

- ▶ Note the context of type a inside type T by C[a](T)
  - e.g.  $C[a](list(a)) = list\_context(a) = list(a) \times list(a)$
- ► Context of type a inside type 1 (i.e. unit): impossible!
  - C[a](1) = 0
- Context of type a inside type a: dummy unit
  - C[a](a) = 1

## Context of Sum Type

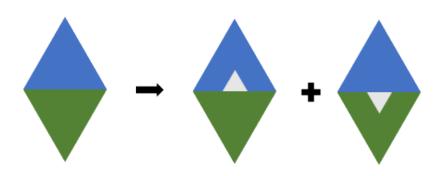
▶ Inside  $T_1 + T_2$ , type *a* occurs in either of them

$$C[a](T_1 + T_2) = C[a](T_1) + C[a](T_2)$$



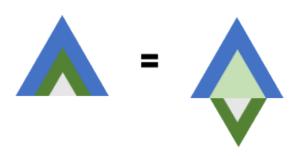
## Context of Product Type

- ▶ Inside  $T_1 \times T_2$ , type *a* occurs in one of them, while the other must be carried in the context
  - $C[a](T_1 \times T_2) = C[a](T_1) \times T_2 + T_1 \times C[a](T_2)$  content



## Context of Composed Type

- ▶ Inside composed type T(U(a)), type a occurs in one of U, which resides somewhere in T
  - $C[a](T(U(a))) = C[b](T(b))|_{b=U(a)} \times C[a](U(a))$



#### Context as Derivative

- Rules for context:
  - C[a](1) = 0
  - C[a](a) = 1
  - $\triangleright$   $C[a](T_1 + T_2) = C[a](T_1) + C[a](T_2)$
  - $ightharpoonup C[a](T_1 \times T_2) = C[a](T_1) \times T_2 + T_1 \times C[a](T_2)$
  - $C[a](T(U(a))) = C[b](T(b))|_{b=U(a)} \times C[a](U(a))$
- Rules for derivative:
  - $\rightarrow \frac{\partial}{\partial u}c = 0$
  - $\frac{\partial}{\partial x}x = 1$
  - $ightharpoonup \frac{\partial}{\partial y}(f+g) = \frac{\partial}{\partial y}f + \frac{\partial}{\partial y}g$
- $\blacktriangleright \frac{\partial}{\partial a}(T) \triangleq C[a](T)$

### Context of List, Revisit

$$\frac{\partial}{\partial \mathsf{a}} \operatorname{\mathsf{list}}(\mathsf{a}) = \frac{\partial}{\partial \mathsf{a}} (1 + \mathsf{a} \times \operatorname{\mathsf{list}}(\mathsf{a}))$$

### Context of List, Revisit

$$\frac{\partial}{\partial \mathsf{a}} \mathsf{list}(\mathsf{a}) = \frac{\partial}{\partial \mathsf{a}} (1 + \mathsf{a} \times \mathsf{list}(\mathsf{a}))$$
$$= 0 + \frac{\partial}{\partial \mathsf{a}} (\mathsf{a} \times \mathsf{list}(\mathsf{a}))$$

### Context of List, Revisit

$$\frac{\partial}{\partial a}\operatorname{list}(a) = \frac{\partial}{\partial a}(1 + a \times \operatorname{list}(a))$$
$$= 0 + \frac{\partial}{\partial a}(a \times \operatorname{list}(a))$$
$$= \operatorname{list}(a) + a \times \frac{\partial}{\partial a}\operatorname{list}(a)$$

#### Context of List, Revisit

$$\frac{\partial}{\partial \mathsf{a}} \mathsf{list}(\mathsf{a}) = \frac{\partial}{\partial \mathsf{a}} (1 + \mathsf{a} \times \mathsf{list}(\mathsf{a}))$$

$$= 0 + \frac{\partial}{\partial \mathsf{a}} (\mathsf{a} \times \mathsf{list}(\mathsf{a}))$$

$$= \mathsf{list}(\mathsf{a}) + \mathsf{a} \times \frac{\partial}{\partial \mathsf{a}} \mathsf{list}(\mathsf{a})$$

$$\frac{\partial}{\partial \mathsf{a}} \mathsf{list}(\mathsf{a}) = \mathsf{list}(\mathsf{a}) \times \mathsf{list}(\mathsf{a})$$

#### Context of List, Revisit

$$\frac{\partial}{\partial a} \operatorname{list}(a) = \frac{\partial}{\partial a} (1 + a \times \operatorname{list}(a))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \operatorname{list}(a))$$

$$= \operatorname{list}(a) + a \times \frac{\partial}{\partial a} \operatorname{list}(a)$$

$$\frac{\partial}{\partial a} \operatorname{list}(a) = \operatorname{list}(a) \times \operatorname{list}(a)$$

$$= \operatorname{list\_context}(a)$$

$$\frac{\partial}{\partial a}$$
 btree(a) =  $\frac{\partial}{\partial a}$ (1 + a × btree<sup>2</sup>(a))

$$\frac{\partial}{\partial a} \mathbf{btree}(a) = \frac{\partial}{\partial a} (1 + a \times \mathbf{btree}^{2}(a))$$
$$= 0 + \frac{\partial}{\partial a} (a \times \mathbf{btree}^{2}(a))$$

$$\frac{\partial}{\partial a} \mathbf{btree}(a) = \frac{\partial}{\partial a} (1 + a \times \mathbf{btree}^{2}(a))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \mathbf{btree}^{2}(a))$$

$$= \mathbf{btree}^{2}(a) + a \times \frac{\partial}{\partial a} \mathbf{btree}^{2}(a)$$

$$\frac{\partial}{\partial a} \mathbf{btree}(a) = \frac{\partial}{\partial a} (1 + a \times \mathbf{btree}^{2}(a))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \mathbf{btree}^{2}(a))$$

$$= \mathbf{btree}^{2}(a) + a \times \frac{\partial}{\partial a} \mathbf{btree}^{2}(a)$$

$$= \mathbf{btree}^{2}(a) + a \times 2 \times \mathbf{btree}(a) \times \frac{\partial}{\partial a} \mathbf{btree}(a)$$

$$\frac{\partial}{\partial a} \operatorname{btree}(a) = \frac{\partial}{\partial a} (1 + a \times \operatorname{btree}^{2}(a))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \operatorname{btree}^{2}(a))$$

$$= \operatorname{btree}^{2}(a) + a \times \frac{\partial}{\partial a} \operatorname{btree}^{2}(a)$$

$$= \operatorname{btree}^{2}(a) + a \times 2 \times \operatorname{btree}(a) \times \frac{\partial}{\partial a} \operatorname{btree}(a)$$

$$\frac{\partial}{\partial a} \operatorname{btree}(a) = \operatorname{btree}^{2}(a) \times \operatorname{list}(2 \times a \times \operatorname{btree}(a))$$

$$\frac{\partial}{\partial a} \, \mathbf{btree}(a) = \frac{\partial}{\partial a} (1 + a \times \mathbf{btree}^2(a))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \mathbf{btree}^2(a))$$

$$= \mathbf{btree}^2(a) + a \times \frac{\partial}{\partial a} \, \mathbf{btree}^2(a)$$

$$= \mathbf{btree}^2(a) + a \times 2 \times \mathbf{btree}(a) \times \frac{\partial}{\partial a} \, \mathbf{btree}(a)$$

$$\frac{\partial}{\partial a} \, \mathbf{btree}(a) = \mathbf{btree}^2(a) \times \mathbf{list}(2 \times a \times \mathbf{btree}(a))$$

$$= \mathbf{btree}_{\mathbf{context}}(a)$$

$$\frac{\partial}{\partial a} \operatorname{tree}(a) = \frac{\partial}{\partial a} (1 + a \times \operatorname{list}(\operatorname{tree}(a)))$$

$$\frac{\partial}{\partial a} \operatorname{tree}(a) = \frac{\partial}{\partial a} (1 + a \times \operatorname{list}(\operatorname{tree}(a)))$$
$$= 0 + \frac{\partial}{\partial a} (a \times \operatorname{list}(\operatorname{tree}(a)))$$

$$\frac{\partial}{\partial a} \operatorname{tree}(a) = \frac{\partial}{\partial a} (1 + a \times \operatorname{list}(\operatorname{tree}(a)))$$

$$= 0 + \frac{\partial}{\partial a} (a \times \operatorname{list}(\operatorname{tree}(a)))$$

$$= \operatorname{list}(\operatorname{tree}(a)) + a \times \frac{\partial}{\partial a} (\operatorname{list}(\operatorname{tree}(a)))$$

$$\begin{split} \frac{\partial}{\partial \mathsf{a}} \, \mathsf{tree}(\mathsf{a}) &= \frac{\partial}{\partial \mathsf{a}} (1 + \mathsf{a} \times \mathsf{list}(\mathsf{tree}(\mathsf{a}))) \\ &= 0 + \frac{\partial}{\partial \mathsf{a}} (\mathsf{a} \times \mathsf{list}(\mathsf{tree}(\mathsf{a}))) \\ &= \mathsf{list}(\mathsf{tree}(\mathsf{a})) + \mathsf{a} \times \frac{\partial}{\partial \mathsf{a}} (\mathsf{list}(\mathsf{tree}(\mathsf{a}))) \\ &= \mathsf{list}(\mathsf{tree}(\mathsf{a})) + \mathsf{a} \times \mathsf{list}^2 (\mathsf{tree}(\mathsf{a})) \times \frac{\partial}{\partial \mathsf{a}} (\mathsf{tree}(\mathsf{a})) \end{split}$$

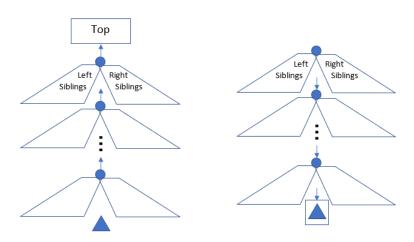
$$\begin{split} \frac{\partial}{\partial \mathsf{a}} \operatorname{tree}(\mathsf{a}) &= \frac{\partial}{\partial \mathsf{a}} (1 + \mathsf{a} \times \operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a}))) \\ &= 0 + \frac{\partial}{\partial \mathsf{a}} (\mathsf{a} \times \operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a}))) \\ &= \operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a})) + \mathsf{a} \times \frac{\partial}{\partial \mathsf{a}} (\operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a}))) \\ &= \operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a})) + \mathsf{a} \times \operatorname{\mathsf{list}}^2(\operatorname{\mathsf{tree}}(\mathsf{a})) \times \frac{\partial}{\partial \mathsf{a}} (\operatorname{\mathsf{tree}}(\mathsf{a})) \\ \frac{\partial}{\partial \mathsf{a}} \operatorname{\mathsf{tree}}(\mathsf{a}) &= \operatorname{\mathsf{list}}(\operatorname{\mathsf{tree}}(\mathsf{a})) \times \operatorname{\mathsf{list}}(\mathsf{a} \times \operatorname{\mathsf{list}}^2(\operatorname{\mathsf{tree}}(\mathsf{a}))) \end{split}$$

$$\begin{split} \frac{\partial}{\partial a} \operatorname{tree}(a) &= \frac{\partial}{\partial a} (1 + a \times \operatorname{list}(\operatorname{tree}(a))) \\ &= 0 + \frac{\partial}{\partial a} (a \times \operatorname{list}(\operatorname{tree}(a))) \\ &= \operatorname{list}(\operatorname{tree}(a)) + a \times \frac{\partial}{\partial a} (\operatorname{list}(\operatorname{tree}(a))) \\ &= \operatorname{list}(\operatorname{tree}(a)) + a \times \operatorname{list}^2(\operatorname{tree}(a)) \times \frac{\partial}{\partial a} (\operatorname{tree}(a)) \\ \frac{\partial}{\partial a} \operatorname{tree}(a) &= \operatorname{list}(\operatorname{tree}(a)) \times \operatorname{list}(a \times \operatorname{list}^2(\operatorname{tree}(a))) \\ &= \operatorname{tree} \operatorname{\_context}(a) \end{split}$$

## Huet's Zipper, Revisit

- ▶ ltree(a) = a + list(ltree(a))
- ▶ Differentiating against non-basic type is a bit tricky
- $ightharpoonup \frac{\partial}{\partial ltree}(ltree) = 1?$
- ► A hack:  $\frac{\partial}{\partial \text{ltree}} = ((1)) + \frac{\partial}{\partial \text{ltree}} (a + \text{list(ltree}))$ 
  - $=1+\frac{\partial}{\partial \operatorname{Itree}}(\operatorname{list}(\operatorname{Itree}))$
  - $= 1 + \mathsf{list}^2(\mathsf{ltree}) \times \frac{\partial}{\partial \, \mathsf{ltree}}(\mathsf{ltree})$
  - = ltree\_context

- $ightharpoonup \frac{\partial}{\partial a} \operatorname{tree}(a) = \operatorname{list}(\operatorname{tree}(a)) \times \operatorname{list}(a \times \operatorname{list}^2(\operatorname{tree}(a)))$
- ▶ Reversed interpretation of the recursion path:



## Subtraction and Division?

$$| \mathbf{list}(a) = 1 + a \times \mathbf{list}(a) |$$

### Subtraction and Division?

- ▶ list(a)  $\leftrightarrow \frac{1}{1-a}$ ?

### Subtraction and Division?

- $| \mathbf{list}(a) = 1 + a \times \mathbf{list}(a)$
- ▶  $list(a) \leftrightarrow \frac{1}{1-a}$ ?
- $\blacktriangleright \ \frac{\partial}{\partial a} \operatorname{list}(a) \leftrightarrow \frac{\partial}{\partial a} (\frac{1}{1-a}) = \frac{1}{(1-a)^2} \leftrightarrow \operatorname{list}^2(a) \ ?!$

#### Outline

Overview

Zipper Examples

Context as a Derivative

**Combinatorial Species** 

Conclusion

► General definition: endofunctor on the category of finite sets

- ► General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"

- ► General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"
- ▶ Examples:  $\{1, 2, 3\}$  →

- ► General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"
- ▶ Examples:  $\{1,2,3\}$  →
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$

- General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"
- $\blacktriangleright$  Examples:  $\{1,2,3\} \rightarrow$ 
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$

- General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"
- ightharpoonup Examples:  $\{1,2,3\} 
  ightarrow$ 
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$
  - species of sets:  $\{\{1,2,3\}\}$

- General definition: endofunctor on the category of finite sets
- ▶ Map every finite set of "labels" to a set of its "arrangements"
- $\blacktriangleright$  Examples:  $\{1,2,3\} \rightarrow$ 
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - $\blacktriangleright$  species of partitions:  $\Big\{ \big\{ \{1\}, \{2\}, \{3\} \big\}, \big\{ \{1\}, \{2,3\} \big\}, \cdots \Big\}$
  - species of sets:  $\{\{1,2,3\}\}$
  - species of pairs: {}

- General definition: endofunctor on the category of finite sets
- Map every finite set of "labels" to a set of its "arrangements"
- $\blacktriangleright$  Examples:  $\{1,2,3\} \rightarrow$ 
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$
  - species of sets:  $\{\{1,2,3\}\}$
  - species of pairs: {}
  - species of triplets:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$

- General definition: endofunctor on the category of finite sets
- Map every finite set of "labels" to a set of its "arrangements"
- ▶ Examples:  $\{1,2,3\}$  →
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$
  - ▶ species of sets: {{1,2,3}}
  - species of pairs: {}
  - species of triplets:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - **.** . . .

- General definition: endofunctor on the category of finite sets
- Map every finite set of "labels" to a set of its "arrangements"
- ▶ Examples:  $\{1,2,3\}$  →
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$
  - species of sets:  $\{\{1,2,3\}\}$
  - species of pairs: {}
  - species of triplets:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - **>** . . .
- ► Species, as functors, preserve identity arrow and composition of arrows

- General definition: endofunctor on the category of finite sets
- Map every finite set of "labels" to a set of its "arrangements"
- $\blacktriangleright$  Examples:  $\{1,2,3\} \rightarrow$ 
  - species of permutations:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - ▶ species of partitions:  $\{\{\{1\},\{2\},\{3\}\},\{\{1\},\{2,3\}\},\cdots\}$
  - species of sets:  $\{\{1,2,3\}\}$
  - species of pairs: {}
  - species of triplets:  $\{(1,2,3),(1,3,2),(2,3,1),\dots\}$
  - **>** . . .
- ► Species, as functors, preserve identity arrow and composition of arrows
  - ▶ should be obvious for *regular* species

▶ Composition of 0, 1, X, +, · and least fix-point

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- **▶** 0: {...} → {}
- ▶ 1:  $\{\} \rightarrow \{\{\}\}$ , otherwise  $\{\}$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1:  $\{\} \rightarrow \{\{\}\}$ , otherwise  $\{\}$
- ▶ X:  $\{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1:  $\{\} \rightarrow \{\{\}\}$ , otherwise  $\{\}$
- ▶ X:  $\{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$
- $F + G: S \to F(S) \sqcup G(S)$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1:  $\{\} \rightarrow \{\{\}\}$ , otherwise  $\{\}$
- ▶  $X: \{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$
- $\blacktriangleright F + G: S \to F(S) \sqcup G(S)$
- $\blacktriangleright F \cdot G: S \to \bigcup_{S_1 \oplus S_2 = L} (F(S_1) \times G(S_2))$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1:  $\{\} \rightarrow \{\{\}\}$ , otherwise  $\{\}$
- ▶ X:  $\{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$
- $\blacktriangleright F + G: S \to F(S) \sqcup G(S)$
- $\blacktriangleright F \cdot G: S \to \bigcup_{S_1 \oplus S_2 = L} (F(S_1) \times G(S_2))$
- ▶  $n \triangleq \underbrace{1 + (1 + (... + 1))}$ : {}  $\rightarrow$  {{}<sub>1</sub>, {}<sub>2</sub>, ..., {}<sub>n</sub>}

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1: {} → {{}}, otherwise {}
- ▶ X:  $\{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$
- $F + G: S \to F(S) \sqcup G(S)$
- $\blacktriangleright F \cdot G: S \to \bigcup_{S_1 \oplus S_2 = I} (F(S_1) \times G(S_2))$
- ►  $X^n \triangleq \underbrace{X \cdot (X \cdot (... \cdot X))}_{:} \{1, 2, ..., n\} \rightarrow \{\text{permutations}\}$

- ▶ Composition of 0, 1, X, +, · and least fix-point
- ▶ 0:  $\{...\} \to \{\}$
- ▶ 1: {} → {{}}, otherwise {}
- ▶ X:  $\{x\} \rightarrow \{\{x\}\}$ , otherwise  $\{\}$
- $F + G: S \to F(S) \sqcup G(S)$
- $\blacktriangleright F \cdot G: S \to \bigcup_{S_1 \oplus S_2 = L} (F(S_1) \times G(S_2))$
- ►  $X^n \triangleq \underbrace{X \cdot (X \cdot (... \cdot X))}_{:} \{1, 2, ..., n\} \rightarrow \{\text{permutations}\}$
- ►  $L \triangleq 1 + X \cdot L = 1 + X \cdot (1 + X \cdot (...)) \simeq 1 + X + X^2 + ...$

# **Exponential Generating Function**

- ▶ Counting function:  $C_F: |L| \to |F(L)|$  for species F
- Exponetial Generating Function:  $E_F(x) = C_F(0) + C_F(1) * \frac{x}{11} + C_F(2) * \frac{x^2}{21} + \dots$

$$E_0(x) = 0$$

$$E_1(x) = 1$$

$$E_{F+G}(x) = (C_F(0) + C_G(0)) + (C_f(1) + C_G(1)) * \frac{x}{1!} + \dots$$

$$= E_F(x) + E_G(x)$$

$$C_{F \cdot G}(i) * \frac{x^{i}}{i!} = \sum_{j=0}^{i} \frac{x^{i}}{i!} * \binom{i}{j} * C_{F}(j) * C_{G}(i-j)$$

$$= \sum_{i=0}^{i} \frac{x^{j}}{j!} * C_{F}(j) * \frac{x^{i-j}}{(i-j)!} * C_{G}(i-j)$$

► 
$$E_{F \cdot G}(x) = E_F(x) * E_G(x)$$

 $\triangleright$   $E_F$  and F share the same expression!

# Derivative of Regular Species

- ►  $F': S \to F(S \cup \{\Box\})$ ► e.g.  $(X^2)': \{1\} \to X^2(\{1, \Box\}) = \{(1, \Box), (\Box, 1)\}$
- ► Derivative rules apply:

• 
$$(F + G)' = F' + G'$$

$$(F \cdot G)' = F' \cdot G + F \cdot G'$$

- **.** . . .
- $(X^n)' = n * X^{n-1}$
- $E_{(X^n)'}(x) = E_{n \cdot X^{n-1}}(x) = n * x^{n-1} = (x^n)' = (E_{X^n}(x))'$
- ►  $E_{F'} = (E_F)'$
- Derivative preserves the consistency between regular species and its counting function!

$$L = 1 + X \cdot L$$

- $L = 1 + X \cdot L$
- $E_L(x) = 1 + x \cdot E_L(x)$

- $L = 1 + X \cdot L$
- $E_L(x) = 1 + x \cdot E_L(x)$
- $E_L(x) = \frac{1}{1-x}$

- $L = 1 + X \cdot L$
- $E_L(x) = 1 + x \cdot E_L(x)$
- $E_L(x) = \frac{1}{1-x}$

- $L = 1 + X \cdot L$
- $E_L(x) = 1 + x \cdot E_L(x)$
- $E_L(x) = \frac{1}{1-x}$
- ►  $L = \frac{1}{1-X} = ?$

$$L = 1 + X \cdot L$$

$$E_L(x) = 1 + x \cdot E_L(x)$$

► 
$$E_L(x) = \frac{1}{1-x}$$

• 
$$L = \frac{1}{1-X} = (\text{THE } F. E_F(x) = \frac{1}{1-x})$$

$$L = 1 + X \cdot L$$

$$E_L(x) = 1 + x \cdot E_L(x)$$

► 
$$E_L(x) = \frac{1}{1-x}$$

• 
$$L = \frac{1}{1-X} = (\text{THE } F. E_F(x) = \frac{1}{1-x})$$

• 
$$E_F = E_G \Longrightarrow F \simeq G$$

#### Outline

Overview

Zipper Examples

Context as a Derivative

Combinatorial Species

Conclusion

#### Conclusion

- "Functional pointer": context type
- ▶ The structure of context of ordered tree resembles a zipper
- Differentiating an algebraic datatype
- Combinatorial species and its EGF
- Regular species vs. algebraic datatype?

# Thank you for listening!

#### Reference

- 1. Huet, Gérard. "The zipper." Journal of functional programming 7.5 (1997): 549-554.
- 2. McBride, Conor. "The derivative of a regular type is its type of one-hole contexts." Unpublished manuscript (2001): 74-88.
- 3. Yorgey, Brent. "Functional Pearl: Species and Functors and Types, Oh My!."