Type Class: The Ultimate Ad Hoc

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Type classes are a language feature

- Haskell
- Eta
- Purescript
- Clean

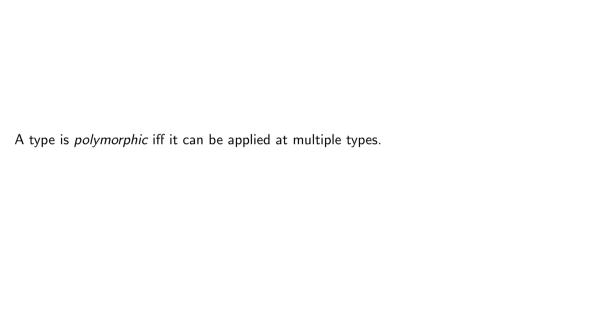
Type classes are a language feature

- Haskell
- ▶ Eta

► Clean

- Purescript
- or sometimes a design pattern
- Scala
 - ▶ OCaml

Polymorphism



Polymorphism is good

- ▶ less duplication
- more reuse
- ▶ fewer possible implementations

Broadly speaking there are two major forms of polymorphism:

- parametric polymorphism
- ► ad-hoc polymorphism

A type is parametrically polymorphic iff it has at least one type parameter which can be instantiated to any type.

```
reverse :: [a] -> [a] id :: a -> a
```

 $(.) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow c)$

A type which is ad-hocly polymorphic can be instantiated to different types, and may behave differently at each type



```
interface Equal<A> {
   public boolean eq(A other);
}
```

```
interface Equal<A> {
  public boolean eq(A other);
class Person implements Equal<Person> {
  public int age;
  public String name;
  public boolean eq(Person other) {
    return this.age == other.age && this.name.equals(other.name);
```

```
static <A extends Equal<A>> boolean elementOf(A a, List<A> list) {
   for (A element : list) {
      if (a.eq(element)) return true;
   }
   return false;
```

```
static <A extends Equal<A>> boolean elementOf(A a, List<A> list) {
   for (A element : list) {
      if (a.eq(element)) return true;
   }
   return false;
```

elementOf(me, functionalProgrammers);

// true

```
package java.lang;

class String {
   private char[] value;
   // other definitions
}
```

```
package java.lang;

class String implements Equal<String> {
   private char[] value;
   // other definitions
}
```

```
class List<A> {
    // implementation details
```

```
class List<A> implements Equal<List<A>> {
   // implementation details
```

```
class List<A> implements Equal<List<A>> {
    // implementation details

public boolean eq(List<A> other) {
    // implementation...
```

```
class List<A> implements Equal<List<A>> {
    // implementation details

public boolean eq(List<A> other) {
```

// ... but how do we compare A for equality?

// implementation...

► Interface implementation can't be conditional
We can only implement interfaces for types we control

Type Classes

class Equal a where

eq :: a -> a -> Bool

```
class Equal a where
  eq :: a -> a -> Bool

data Person = Person {
  age :: Int
```

, name :: String

```
class Equal a where
  eq :: a -> a -> Bool

data Person = Person {
  age :: Int
, name :: String
```

```
instance Equal Person where
```

eq p1 p2 = eq (age p1) (age p2) && eq (name p1) (name p2)

```
elementOf :: Equal a => a -> [a] -> Bool
elementOf a list =
  case list of
```

(h:t) -> eq a h || elementOf a t

[] -> False

Instances can be constrained

eq (x:xs) (y:ys) = eq x y && eq xs ys

eq [] (y:ys) = False

Instances can be constrained

eq [] (y:ys) = False

We can add type class instances for types we didn't write

eq (x:xs) (y:ys) = eq x y && eq xs ys

- Writing an instance for your type can unlock many functions
- Writing functions with typeclass constraints is easy
- You can write instances for types you did not write
 Instances can depend on other instances if necessary

talk about where instances are allowed to be talk about orphan instances	

TODO show why type classes aren't perfectly flexible
no custom local instances, maybe show newtypes for sum and product or something)

Implicits

case class Person(age: Int, name: String)

```
case class Person(age: Int, name: String)
```

```
trait Equal[A] {
  def eq(a: A, b: A): Boolean
```

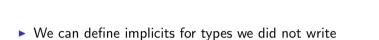
```
case class Person(age: Int, name: String)
```

```
trait Equal[A] {
  def eq(a: A, b: A): Boolean
}
```

```
def eq(a: Person, b: Person): Boolean =
    a.age == b.age && a.name == b.name
}
```

implicit def equalPerson: Equal[Person] = new Equal[Person] {

```
implicit def equalList(implicit equalA: Equal[A]): Equal[List[A]] =
  new Equal[List[A]] {
    def eq(a: List[A], b: List[A]): Boolean = {
        (a,b) match {
        case (Nil, Nil) => true
        case (x::xs, Nil) => false
        case (Nil, y::ys) => false
        case (x::xs, y::ys) => equalA.eq(x,y) || eq(xs,ys)
```



▶ We can write implicits that depend on implicits

```
case object LT extends Ordering case object EQ extends Ordering case object GT extends Ordering
```

sealed trait Ordering

trait Order[A] {

```
def compare(a: A, b: A): Ordering
}
```

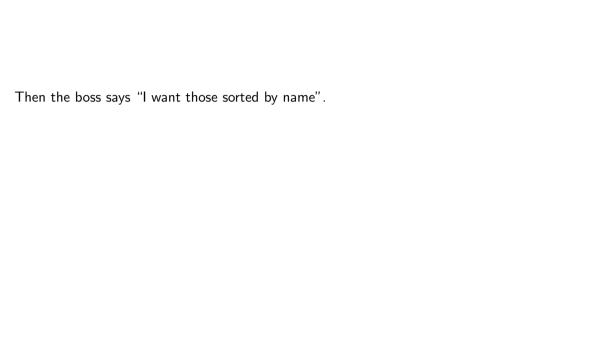
```
case object LT extends Ordering
case object EQ extends Ordering
case object GT extends Ordering
trait Order[A] {
  def compare(a: A, b: A): Ordering
implicit def orderPerson: Order[Person] = new Order[Person] {
  def compare(a: Person, b: Person): Ordering =
    intOrder.compare(a.age, b.age) match {
      case LT => LT
      case EQ => stringOrder.compare(a.name, b.name)
      case GT => GT
```

sealed trait Ordering

```
def sort[A](list: List[A])(implicit orderA: Order[A]): List[A] = {
    // quicksort goes here
```

```
sort(
 List (
    Person (30, "Robert")
  , Person (20, "John")
  , Person(40, "Alfred")
```

```
sort (
 List (
    Person(30, "Robert")
  , Person(20, "John")
  , Person(40, "Alfred")
==>
List (
 Person(20, "John")
, Person(30, "Robert")
, Person (40, "Alfred")
```



Then the boss says "I want those sorted by name".

stringOrder.compare(a.age, b.age)

```
implicit def personOrderByName: Order[Person] = new Order[Person] {
  def compare(a: Person, b: Person): Ordering =
```

```
sort(
 List (
    Person (30, "Robert")
  , Person (20, "John")
  , Person(40, "Alfred")
```

```
sort (
 List (
    Person(30, "Robert")
  , Person(20, "John")
  , Person(40, "Alfred")
==>
List (
 Person(40, "Alfred")
, Person(20, "John")
, Person(30, "Robert")
```

talk about how impossible it is to understand understand which implicit wins
show Set example about incoherence doing nasty things quietly
talk about applying discipline in scala to get coherence