

# Type introduction illustrated

for casual haskellers

*to get over the Foldable*

Takenobu T.

“What is this description ?!”

`foldr :: Foldable t => (a -> b -> b) -> b -> t a -> b`

## NOTE

- This document shows one of the mental model.
- Please see also references.
- This is written for Haskell, especially ghc7.10/8.0 and later.

# Contents

## 1. Introduction

- Values, Types, Type classes
- Polymorphic types
- Type constructors
- Polymorphic and type constructors

## 2. more, Types and Type classes

- Function types
- Type class operations

## 3. What is this?

## Appendix I - Various types

- Bool, Char, Int, Float
- Maybe, List, Either, Tuple

## Appendix II - Various type classes

- Eq, Ord
- Num
- Foldable
- Functor, Applicative, Monad
- Monoid
- Traversable

## Appendix III - Advanced topics

## References

# 1. Introduction

# 1. Introduction

Values, Types, Type classes

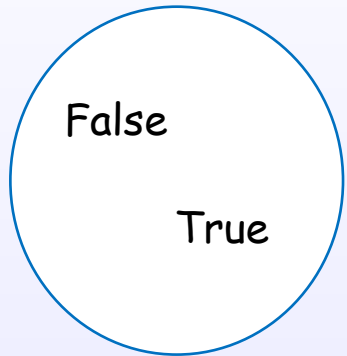
# Values

False      1      2      1.0      'a'      'h'

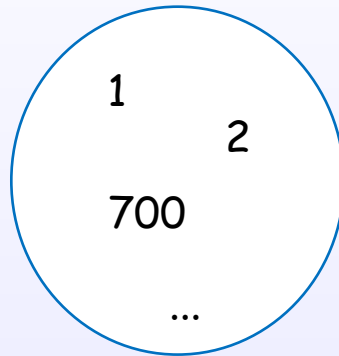
True      700      1.5      3.14      '5'

# Types

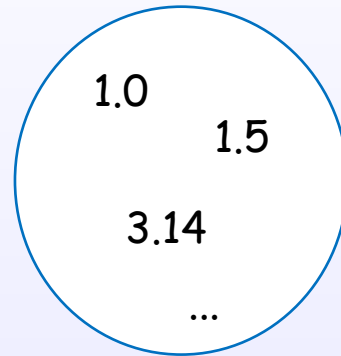
"Bool" type



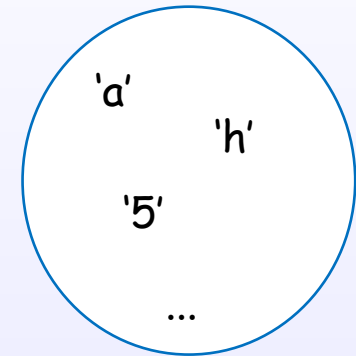
"Int" type



"Float" type



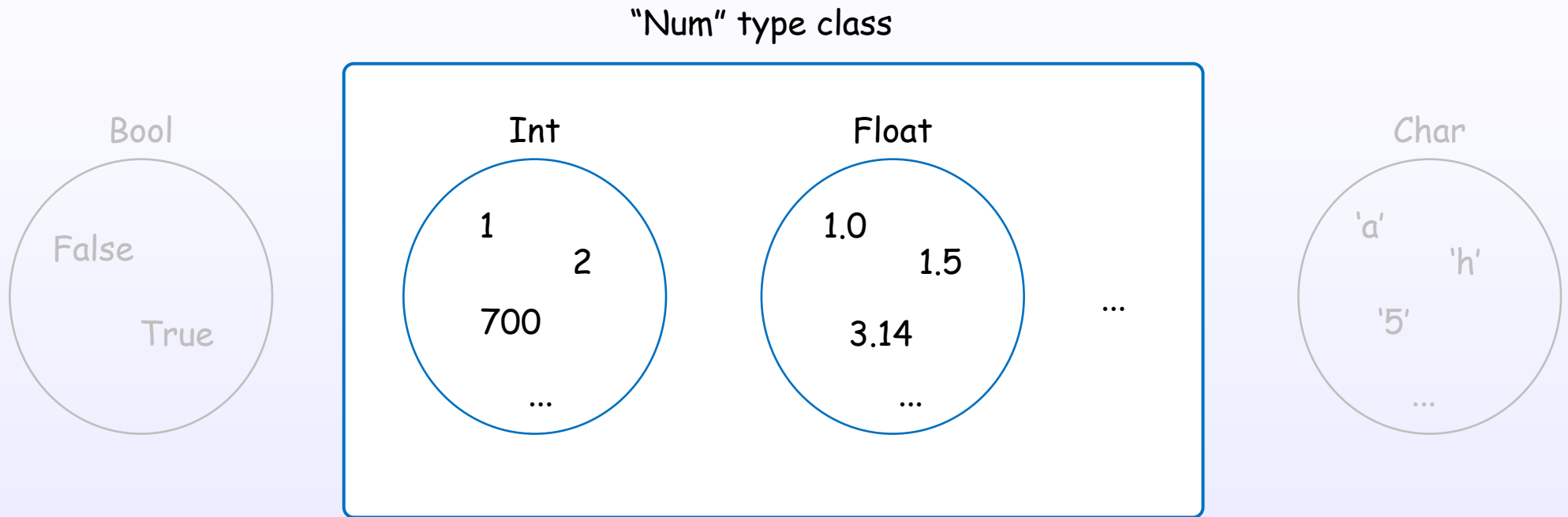
"Char" type



A type is a collection of values which have common property.



# Type classes

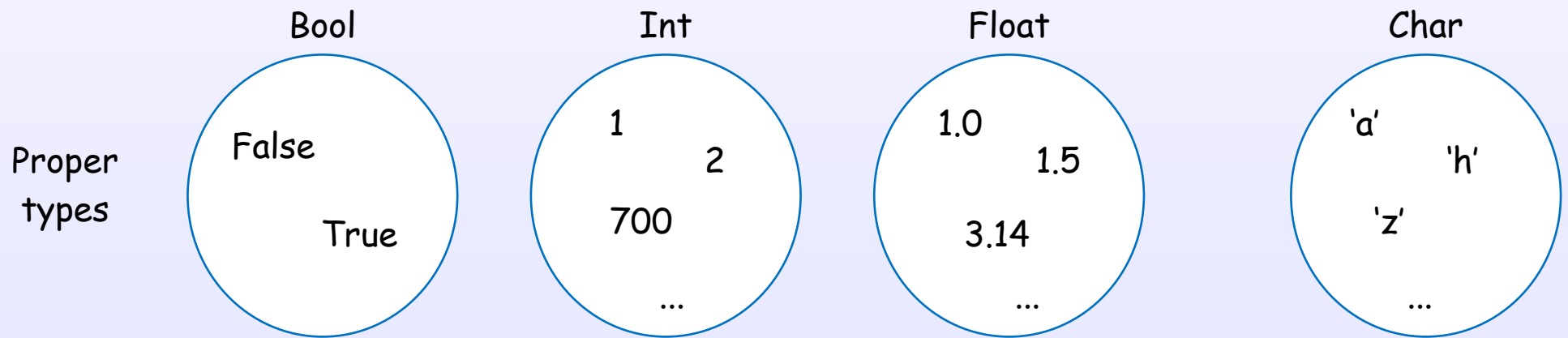


A type class is a collection of types which have common operations.

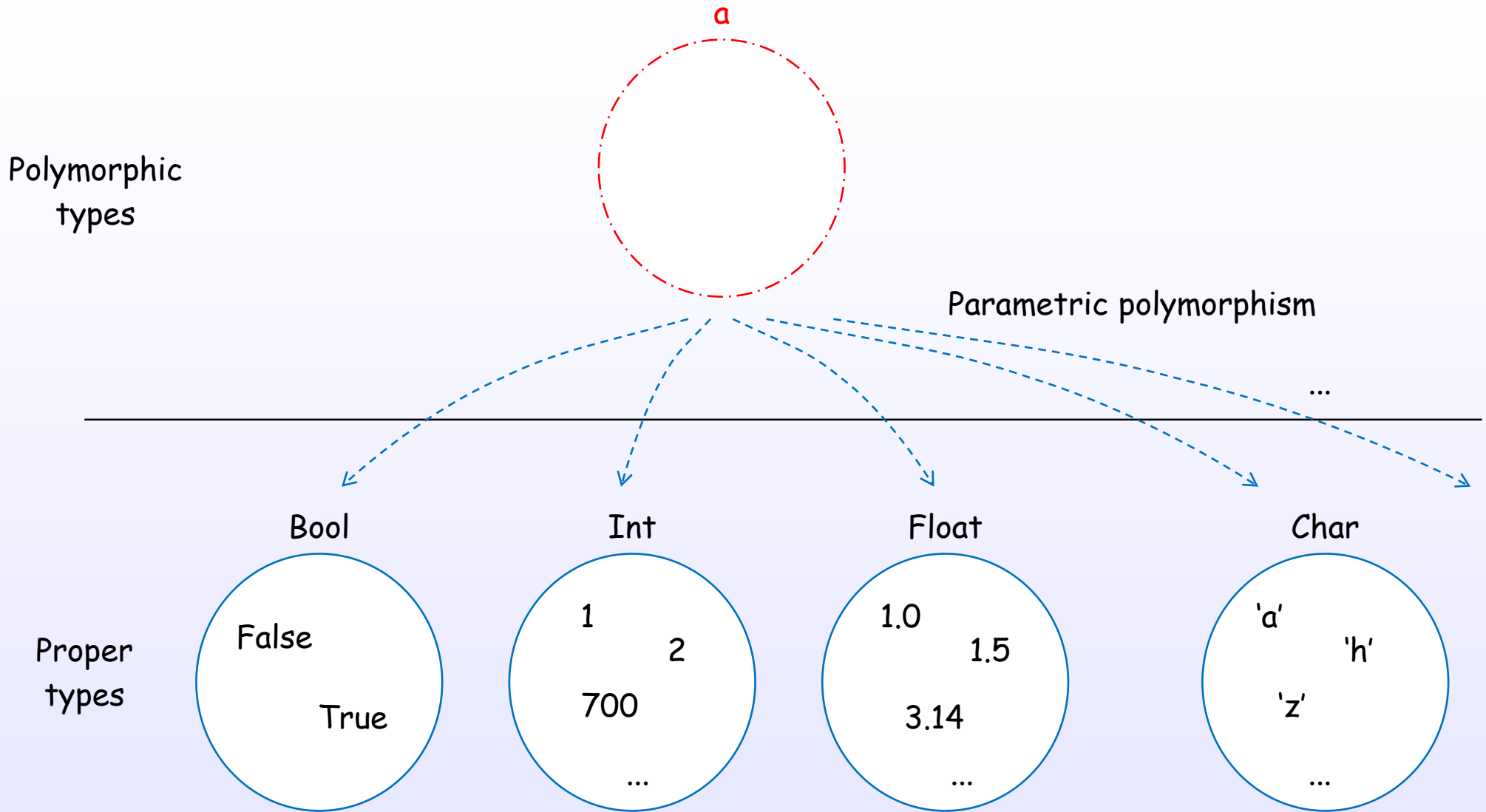
# 1. Introduction

Polymorphic types

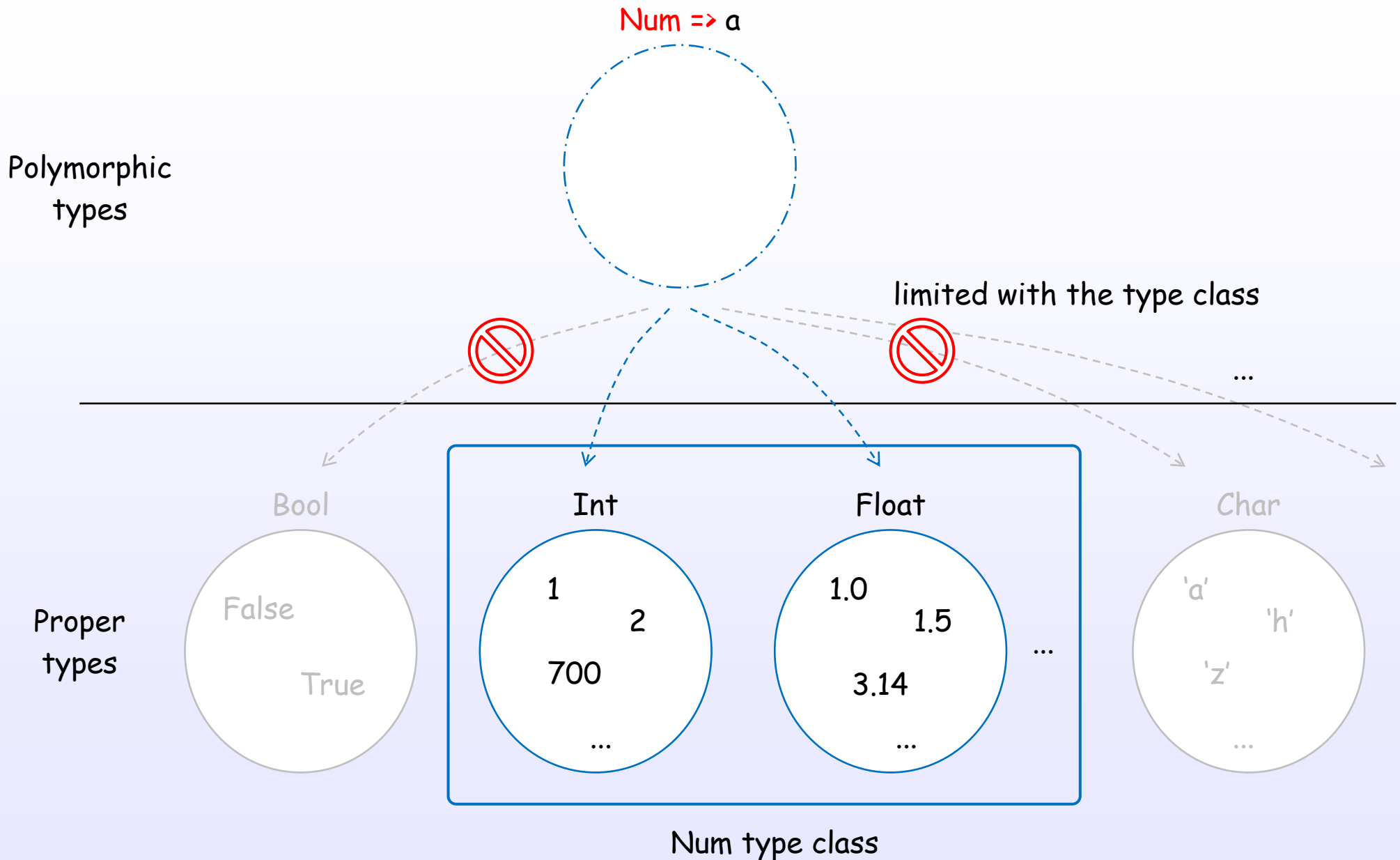
# Proper types



# Polymorphic types

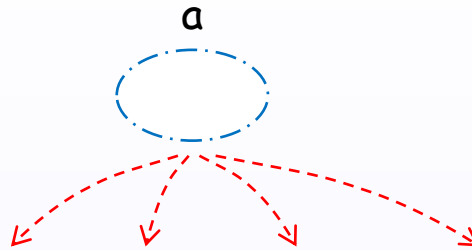


# Polymorphic types restricted with type classes

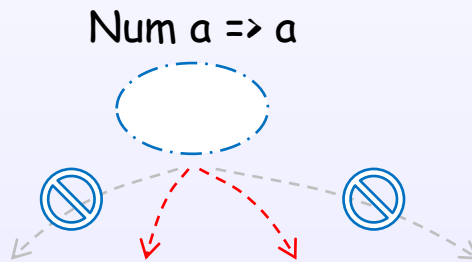


# Polymorphic types

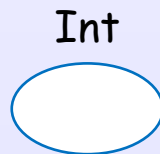
Polymorphic  
types



polymorphic  
types  
with type class



Proper  
types



# 1. Introduction

Type constructors

# Type constructors

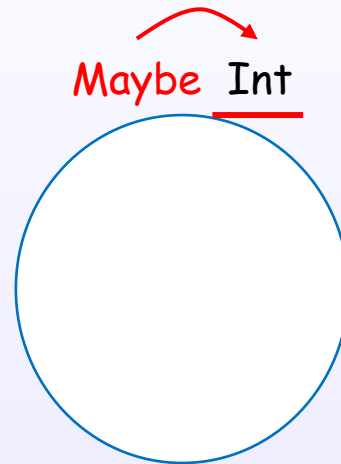
nullary type constructor





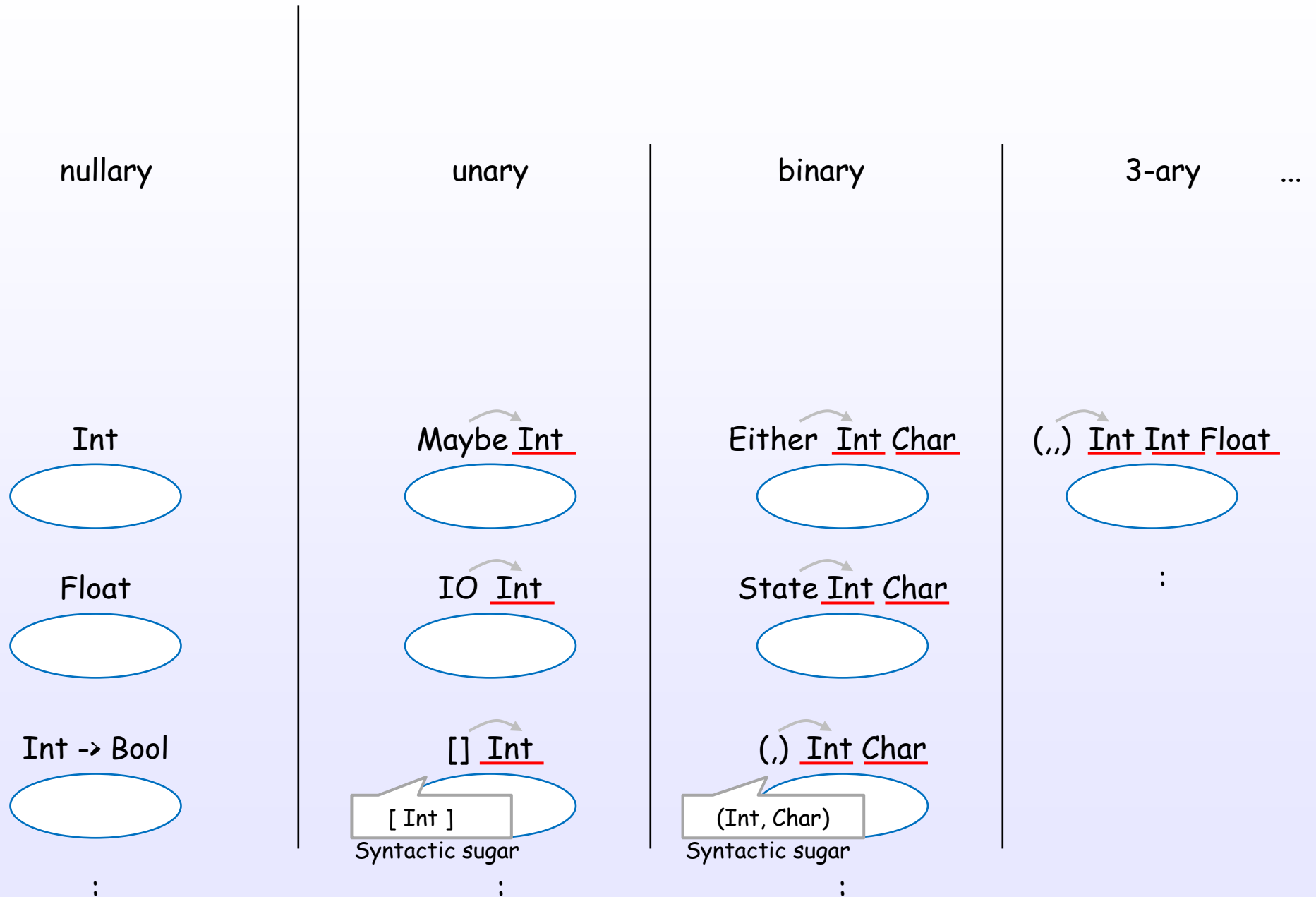
# Type constructors

unary type constructor



"Maybe" type constructor takes one type argument (unary).

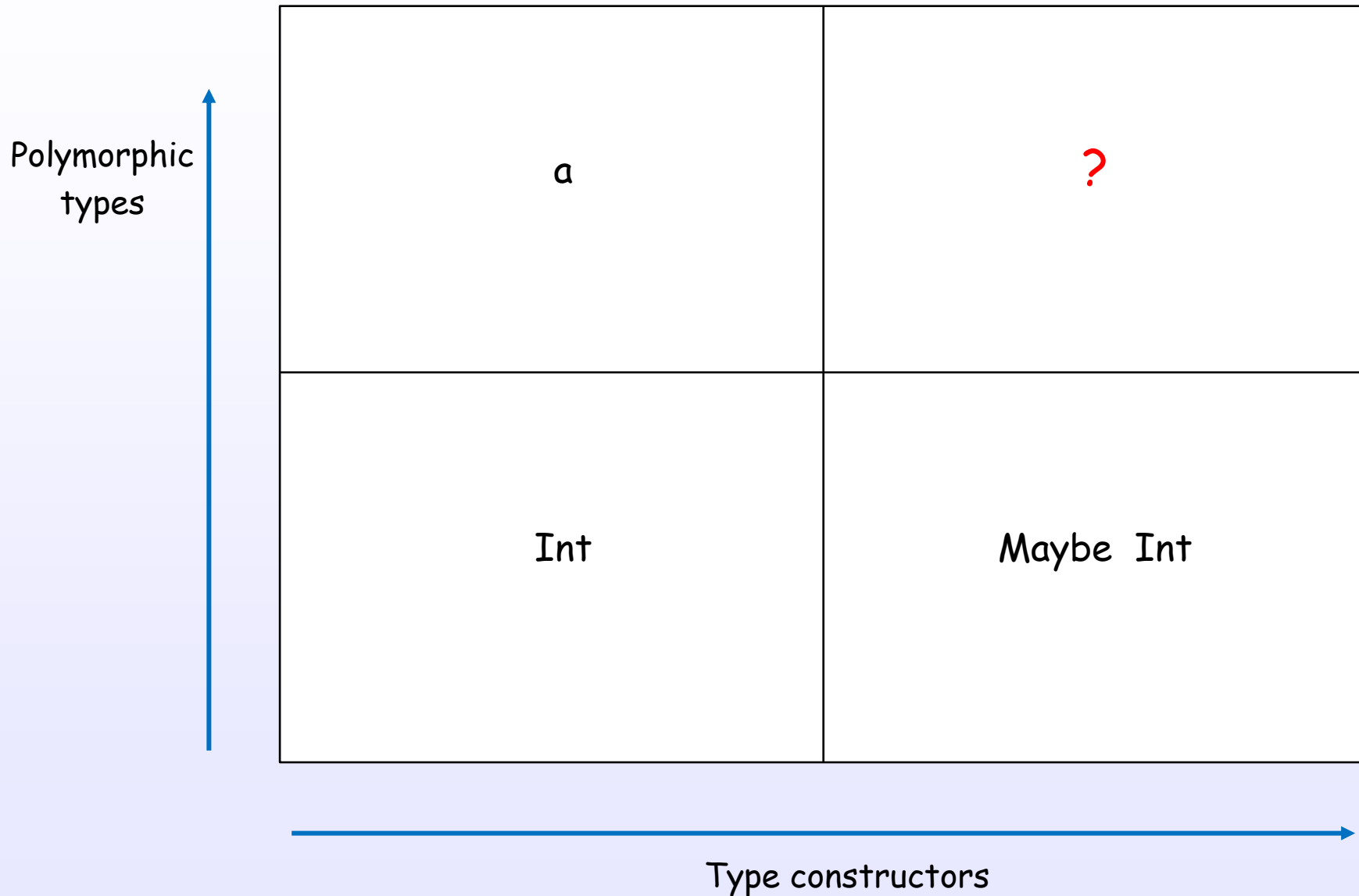
# Type constructors



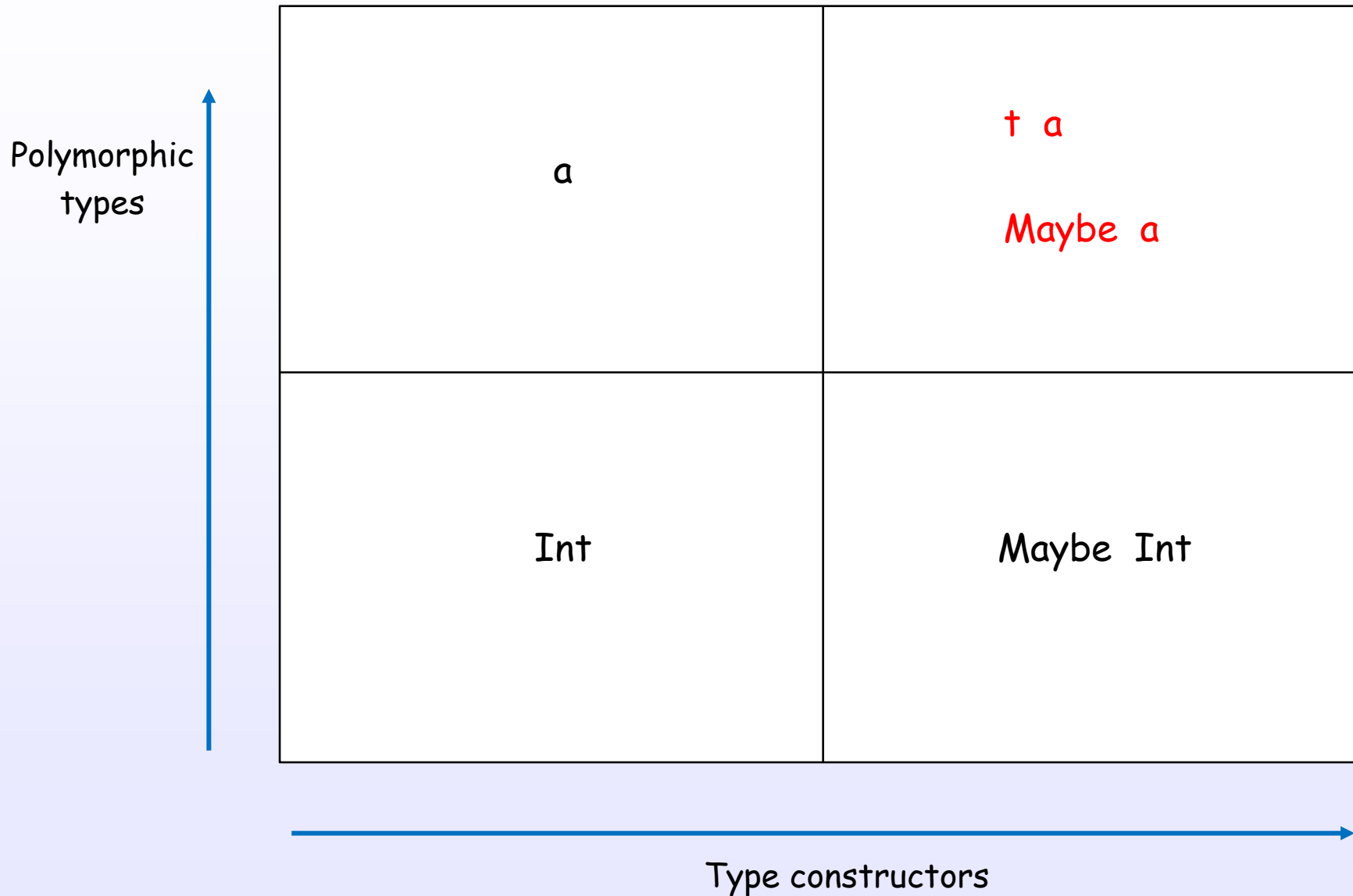
## 1. Introduction

Polymorphic types and type constructors

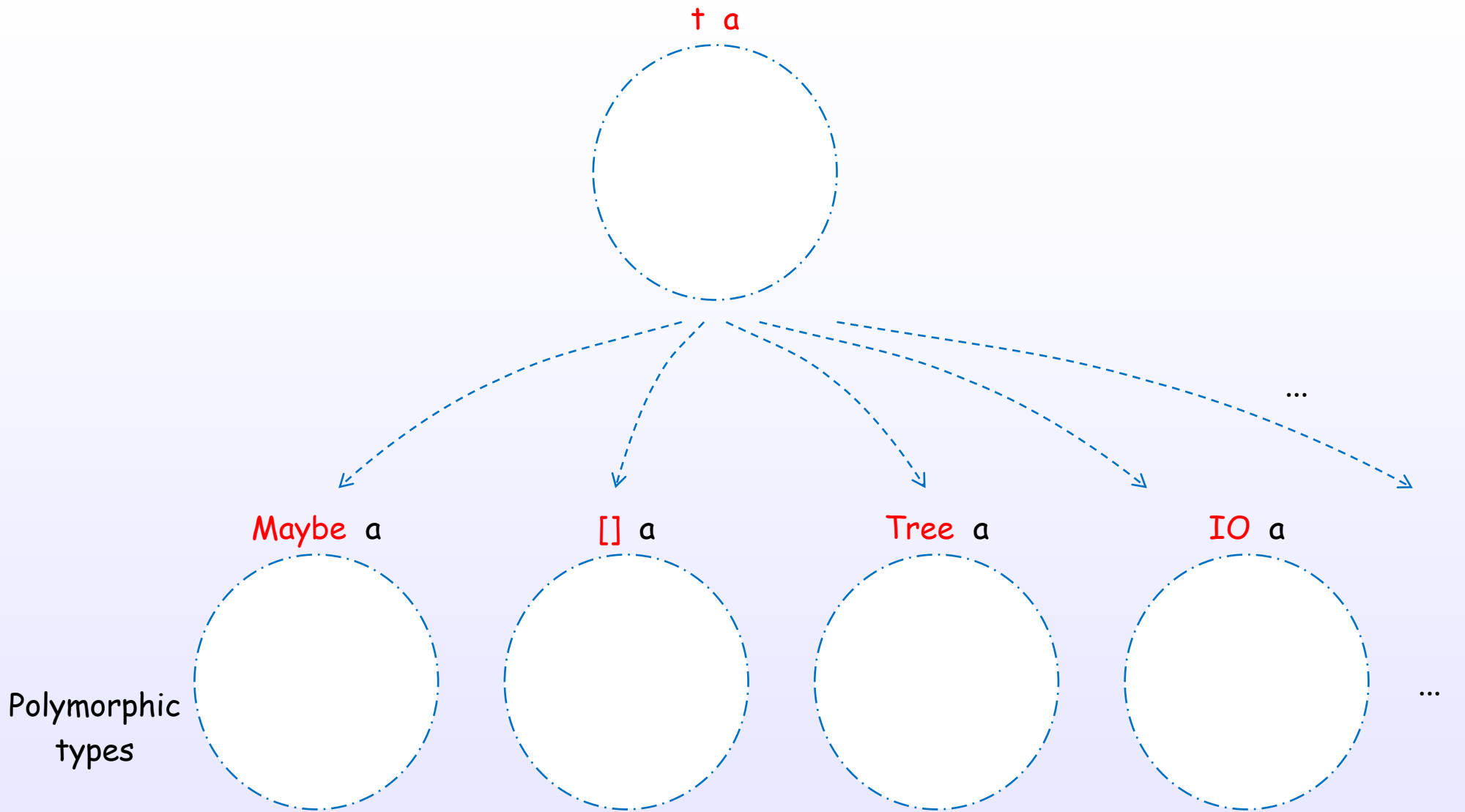
# Polymorphic types and type constructors



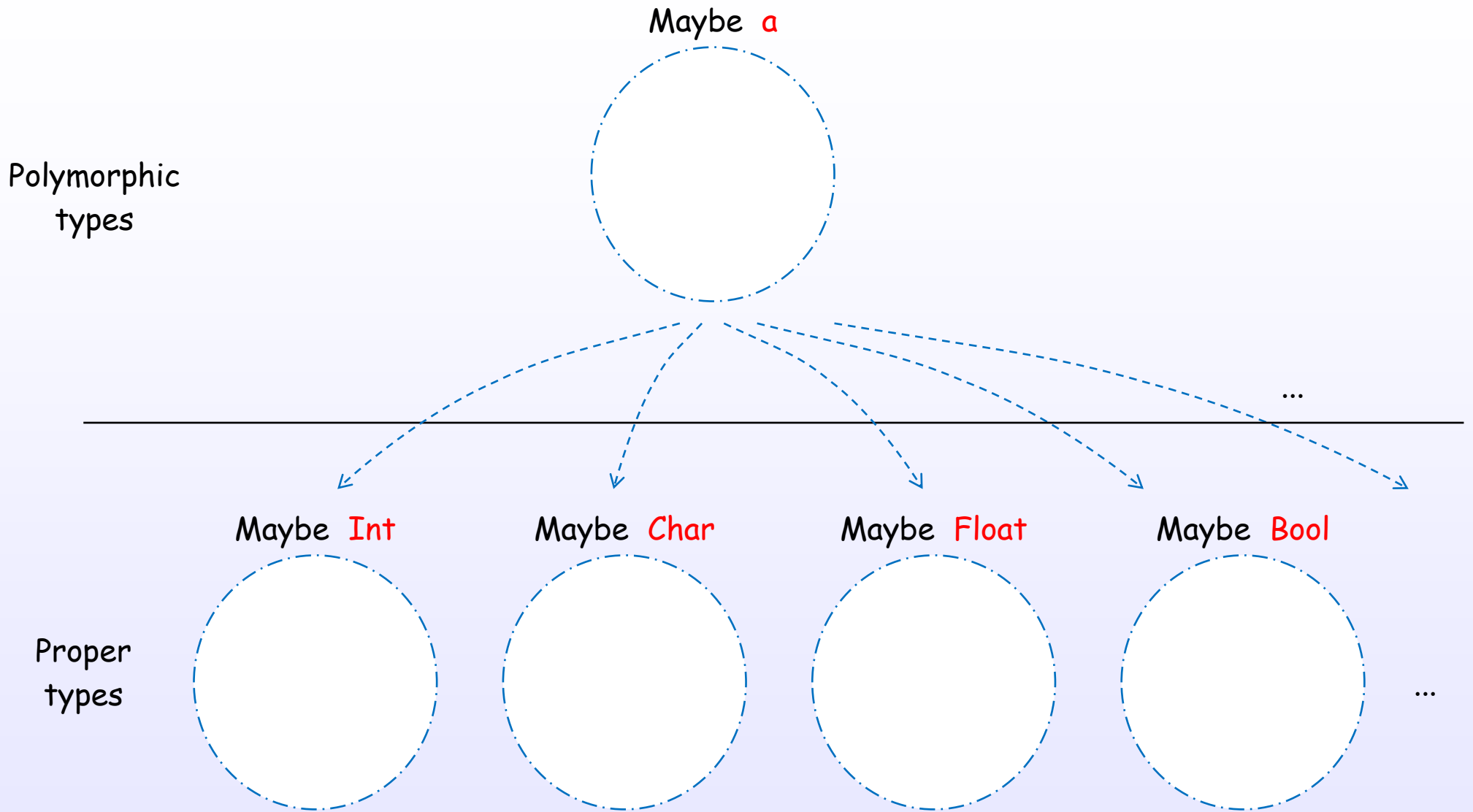
# Polymorphic types and type constructors



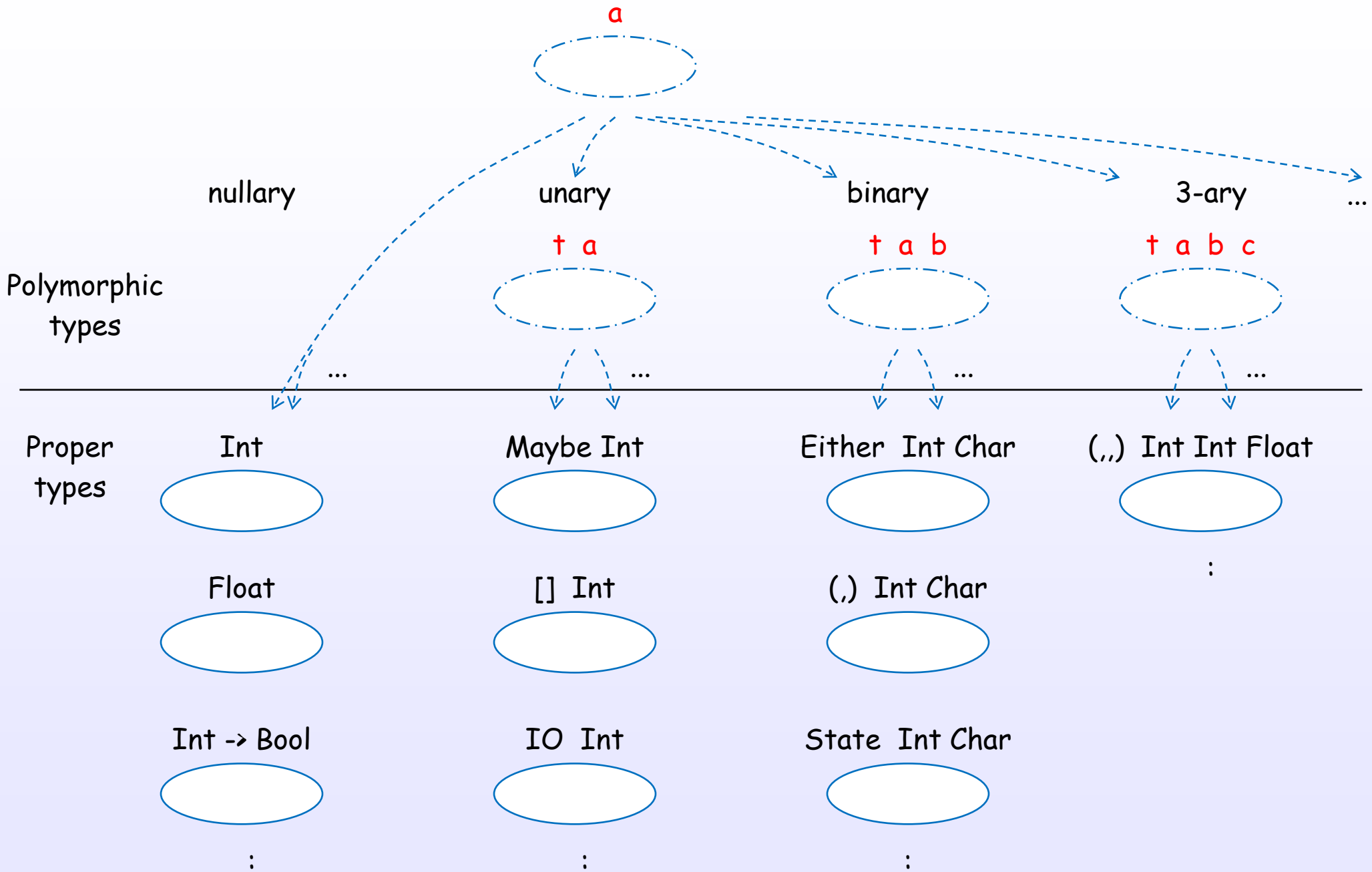
# Polymorphic types and type constructors



# Polymorphic types and type constructors



# Polymorphic types and type constructors



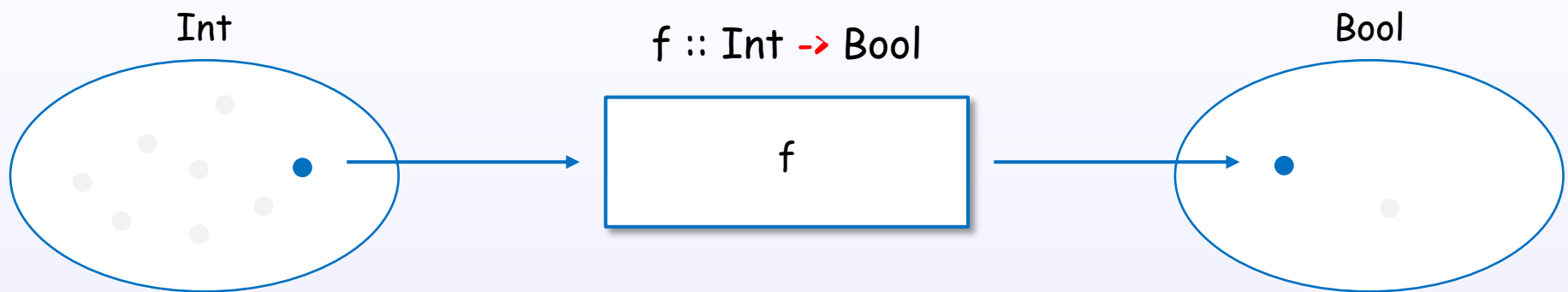


## 2. more, Types and Type classes

## 2. more, Types and Type classes

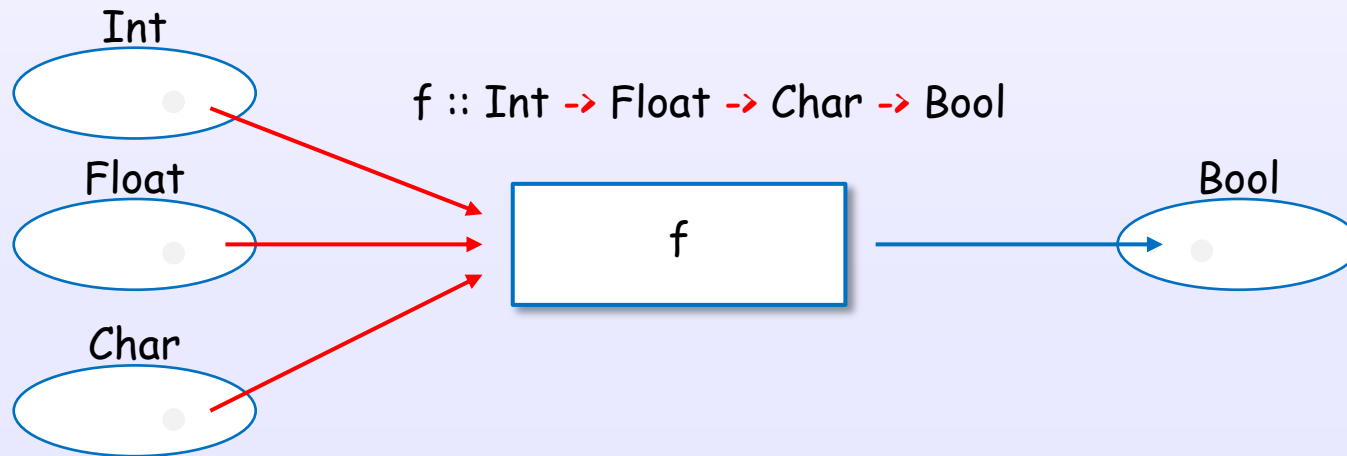
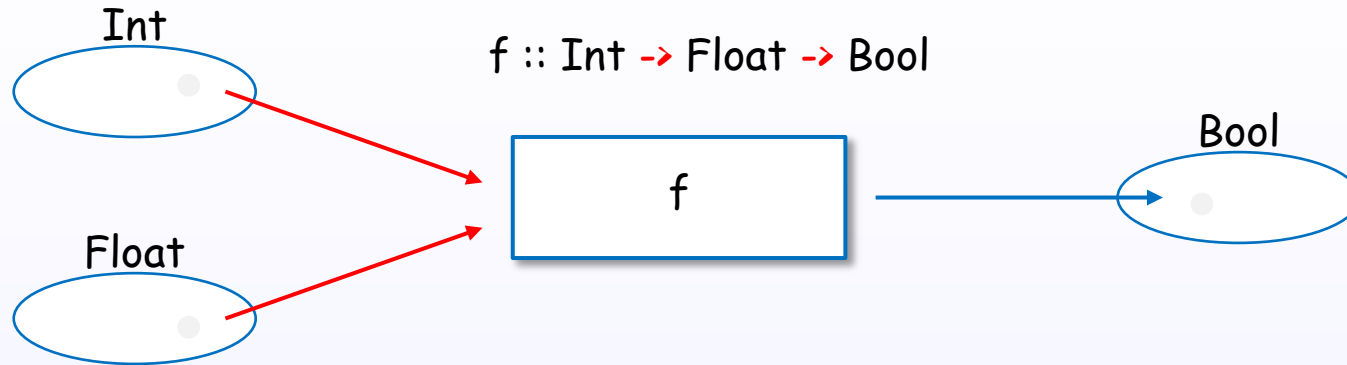
### Function types

# Function type

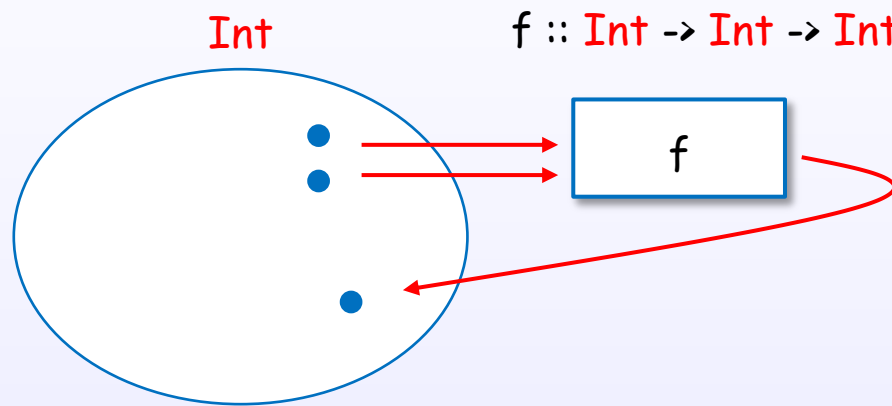


The " $\rightarrow$ " represents the function type.

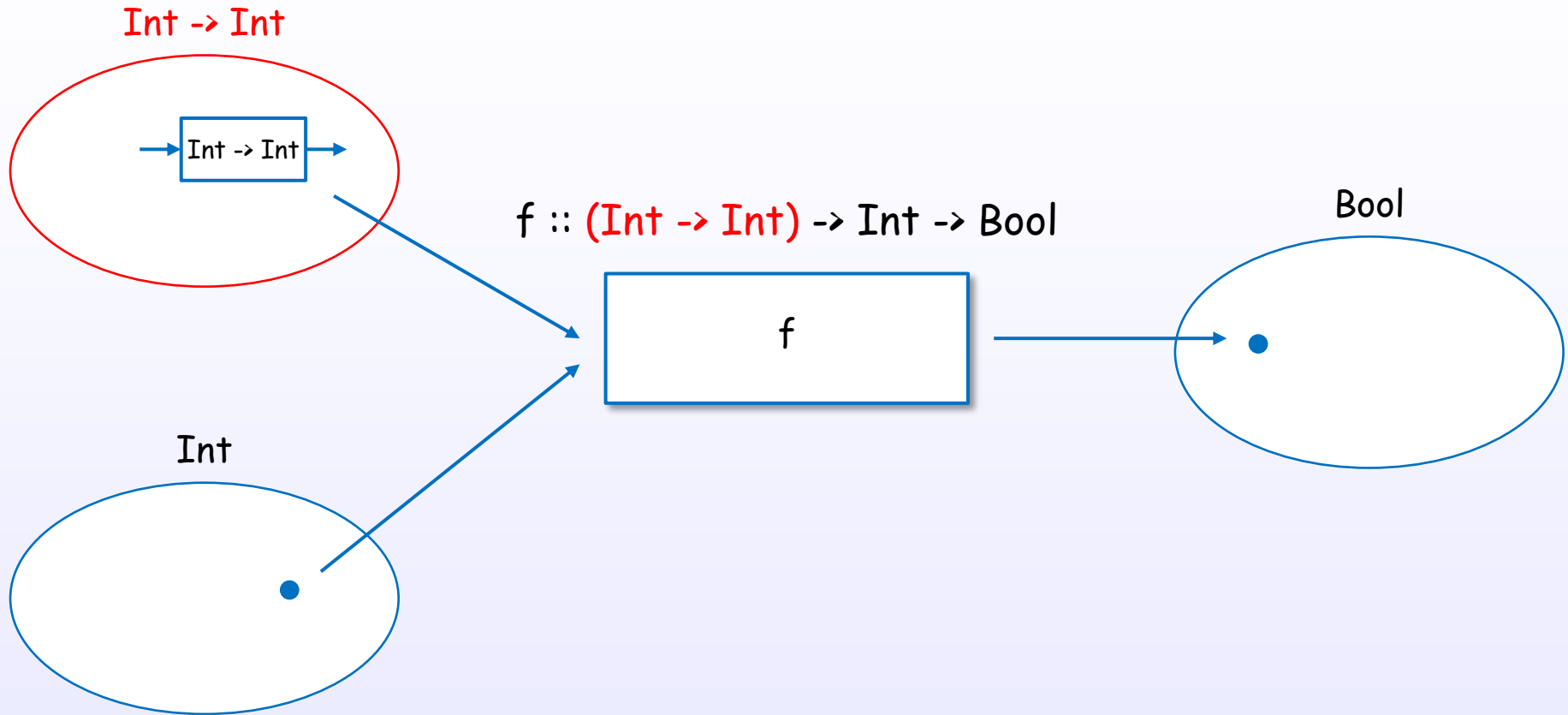
# Function type with multiple arguments



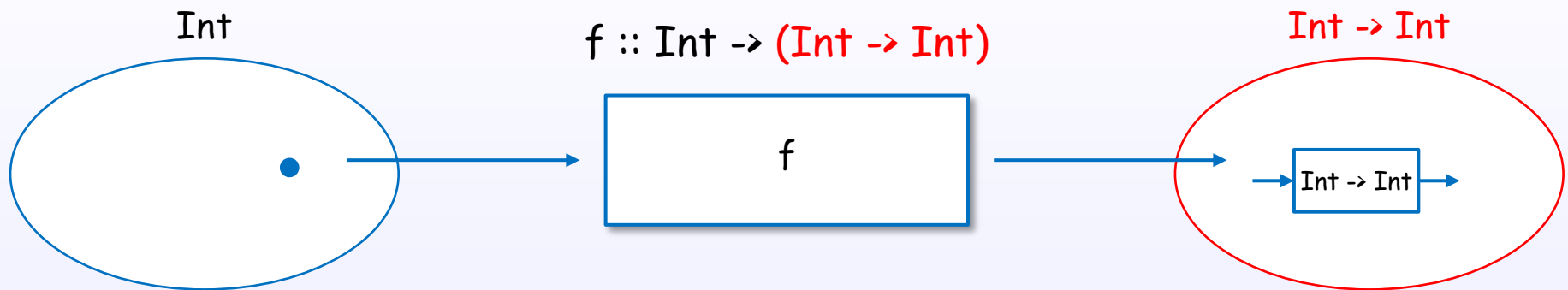
# Function type with same type



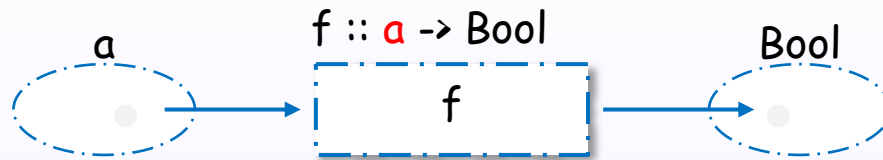
# Function type with function as argument



# Function type with function as result



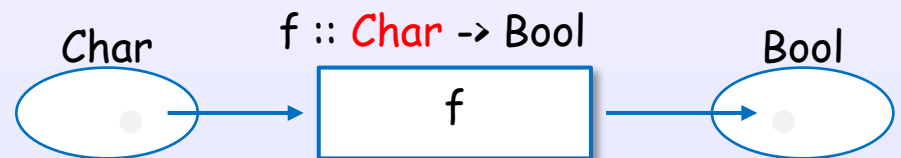
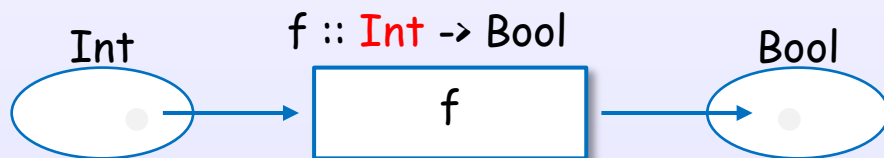
# Function type with polymorphic function



Polymorphic  
types

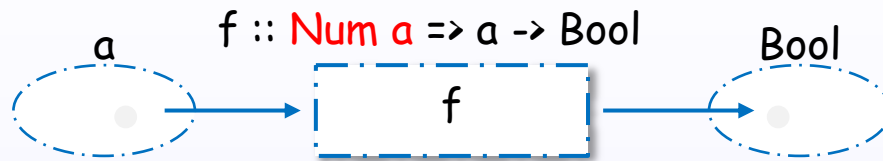
Parametric polymorphism

Proper  
types





# Function type for polymorphic function with type class

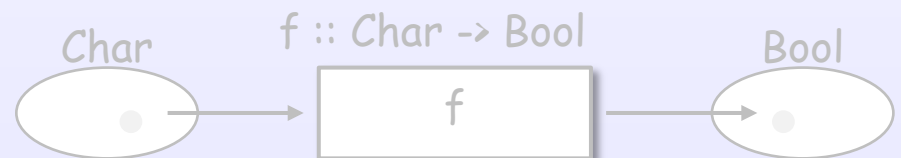
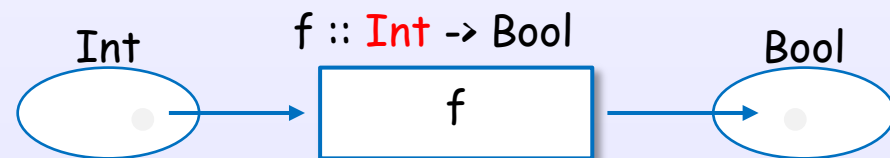


Polymorphic  
types



limited with the type class

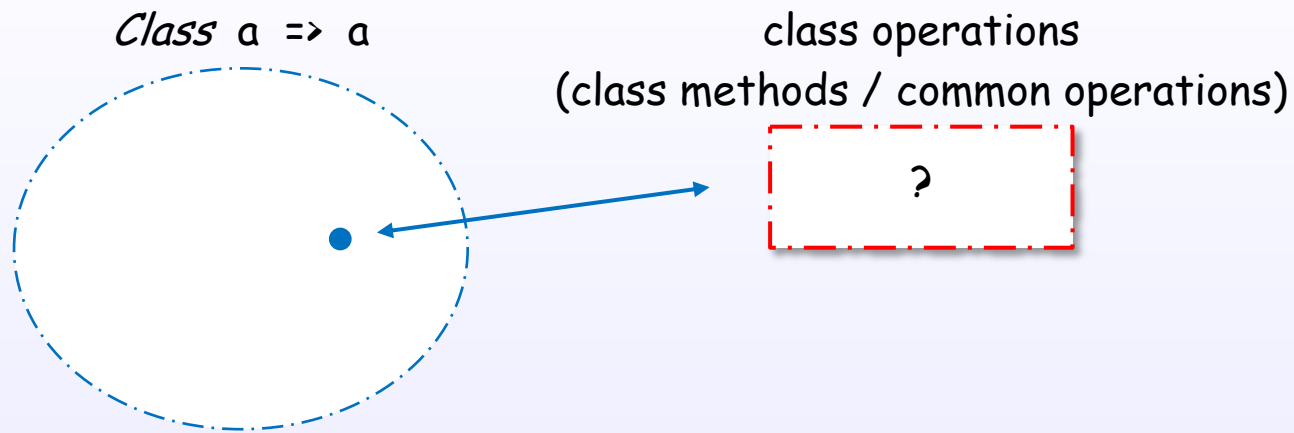
Proper  
types



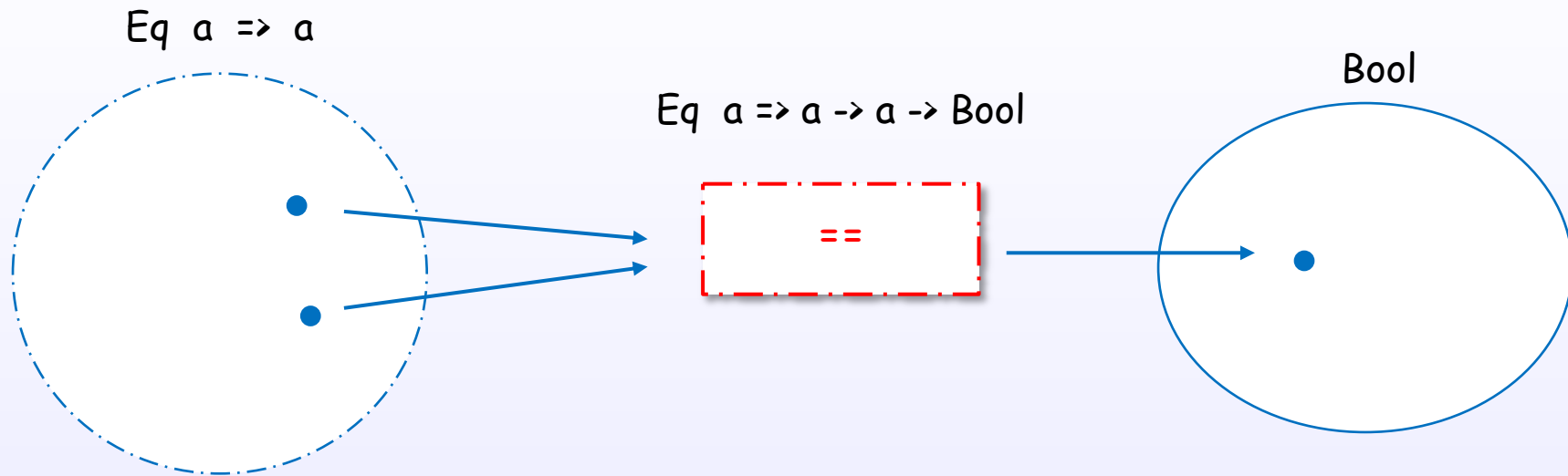
## 2. more, Types and Type classes

### Type class operations

# A type class has the class operations

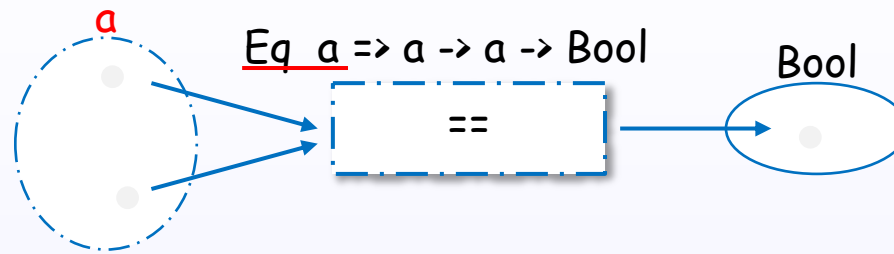


# A type class has the class operations

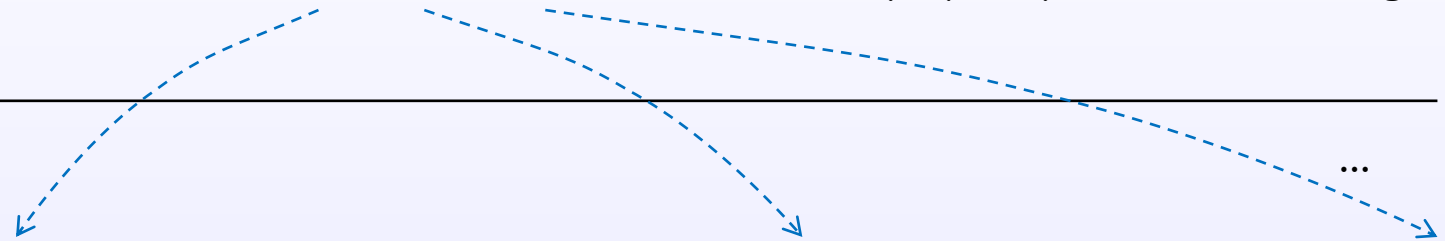


`Eq` class has `"=="` (equality) operation.

# A type class has the class operations

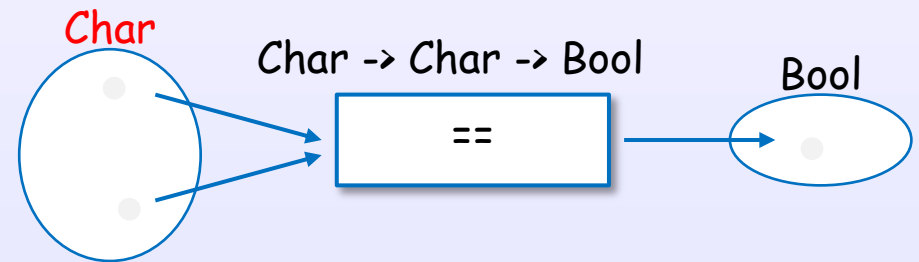
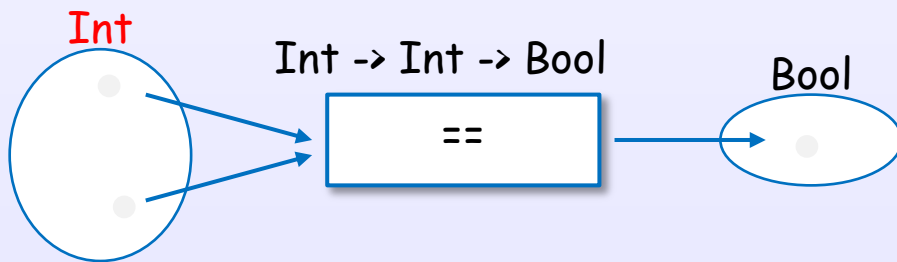


Ad-hoc polymorphism (overloading)



Polymorphic  
types

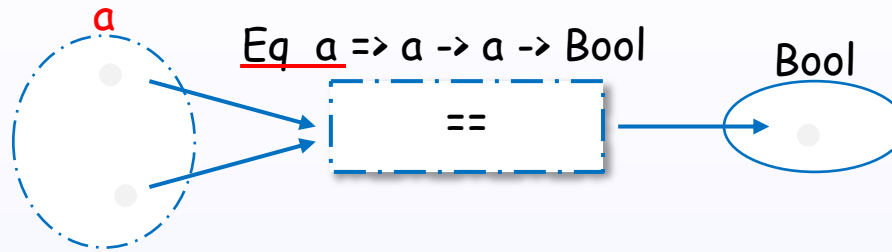
Proper  
types



Each type, that belongs to the type class, must be support the overloaded operations.

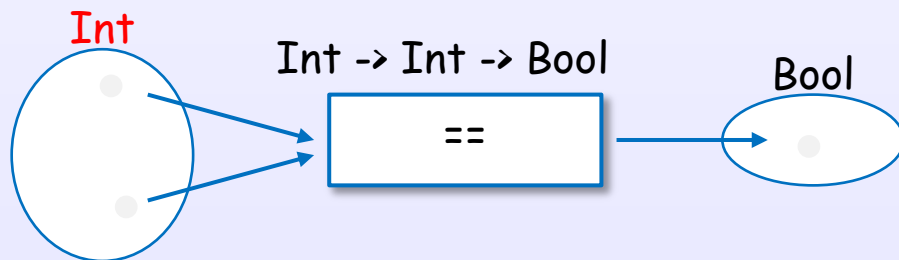
# Declaration of a type class and instances

```
class Eq a where  
  (==) :: a -> a -> Bool
```

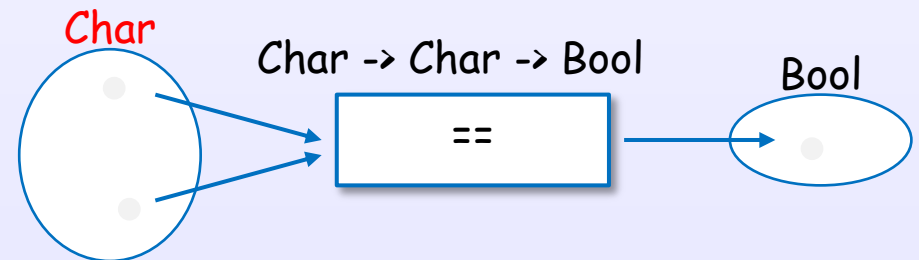


Polymorphic  
types

Proper  
types



```
instance Eq Int where  
  (==) = eqInt
```



```
instance Eq Char where  
  (==) = ...
```

### 3. What is this?

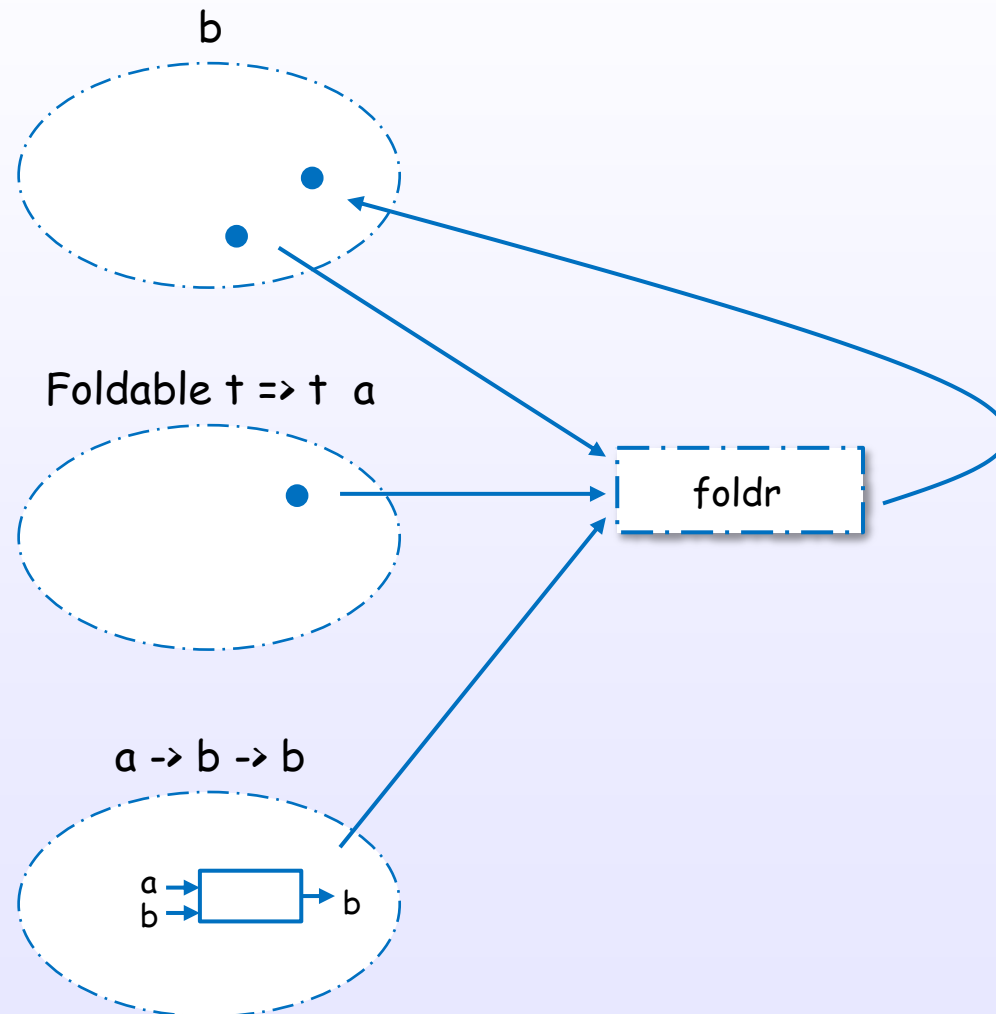
# What is this ?!

`foldr :: Foldable t => (a -> b -> b) -> b -> t a -> b`  
`foldr = ...` ?



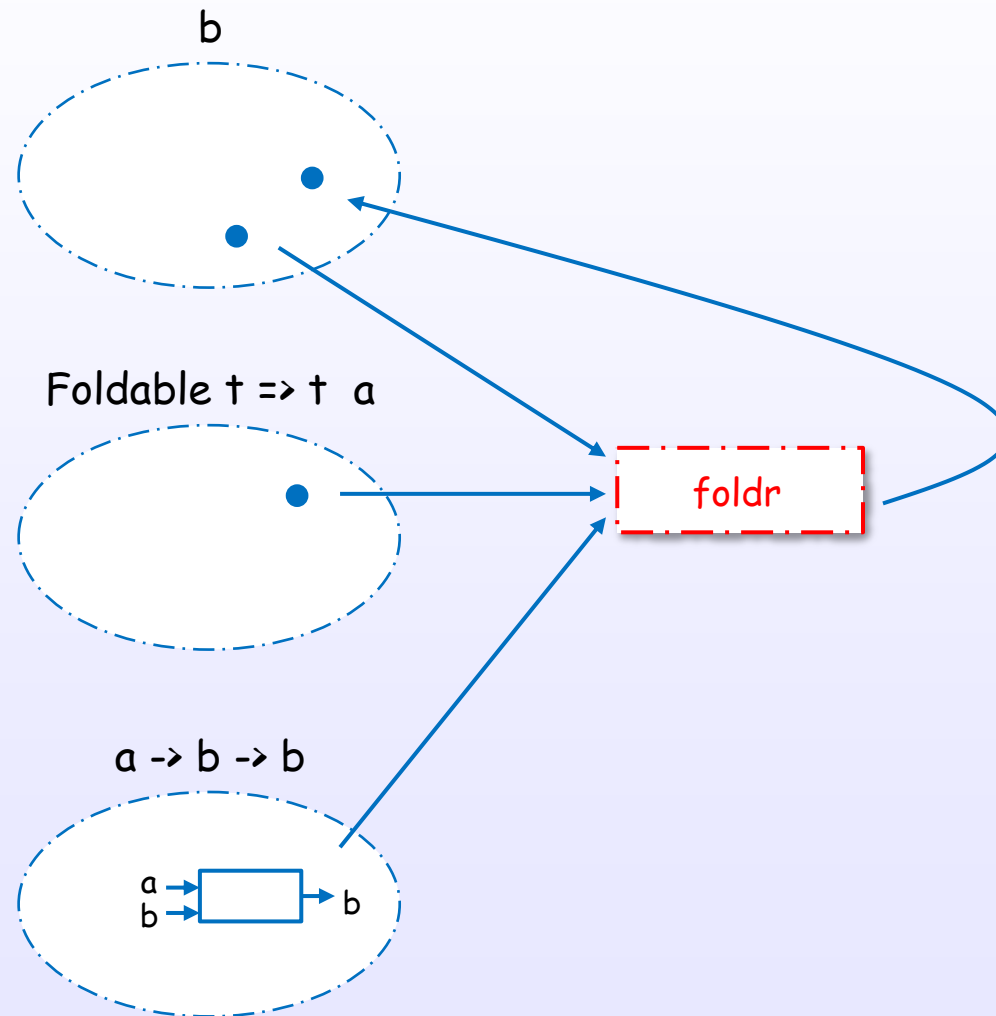
# What is this ?!

$\text{foldr} :: \text{Foldable } t \Rightarrow (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow t\ a \rightarrow b$



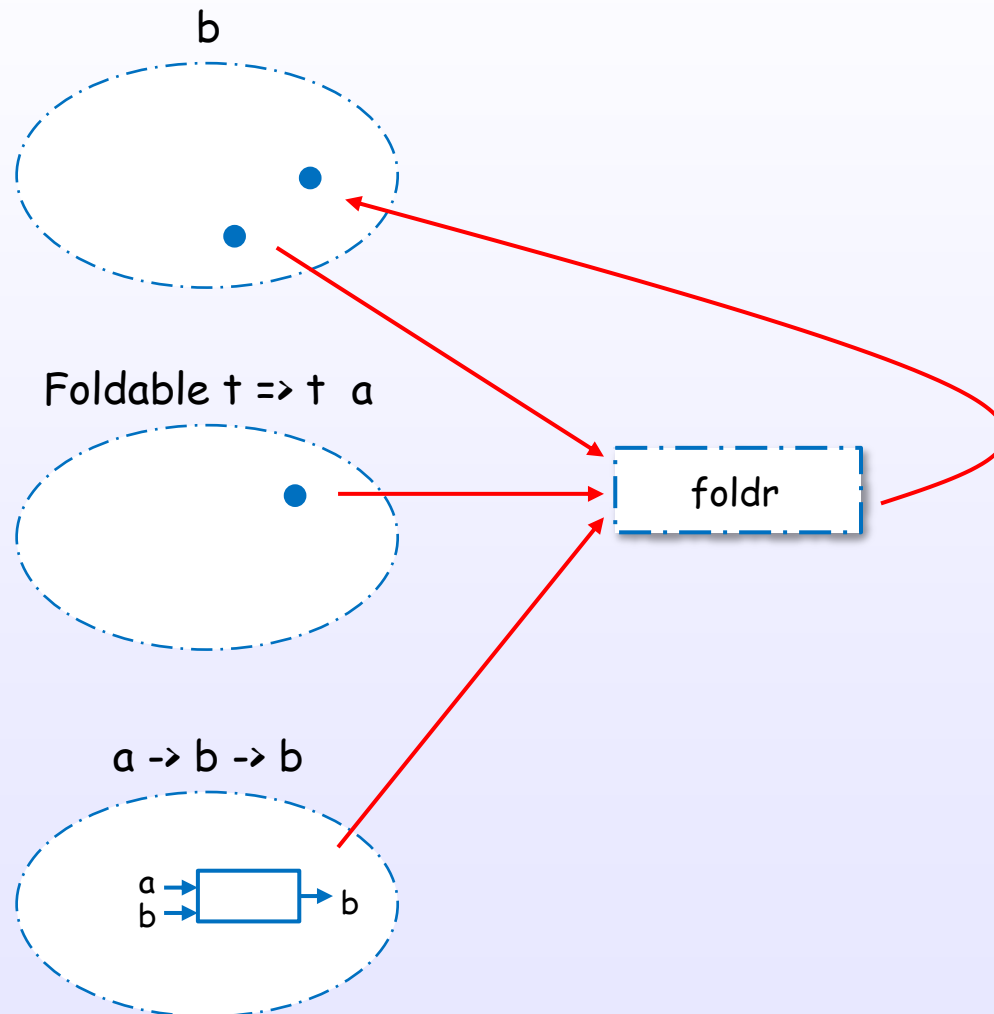
# What is this ?!

foldr :: Foldable t => (a -> b -> b) -> b -> t a -> b



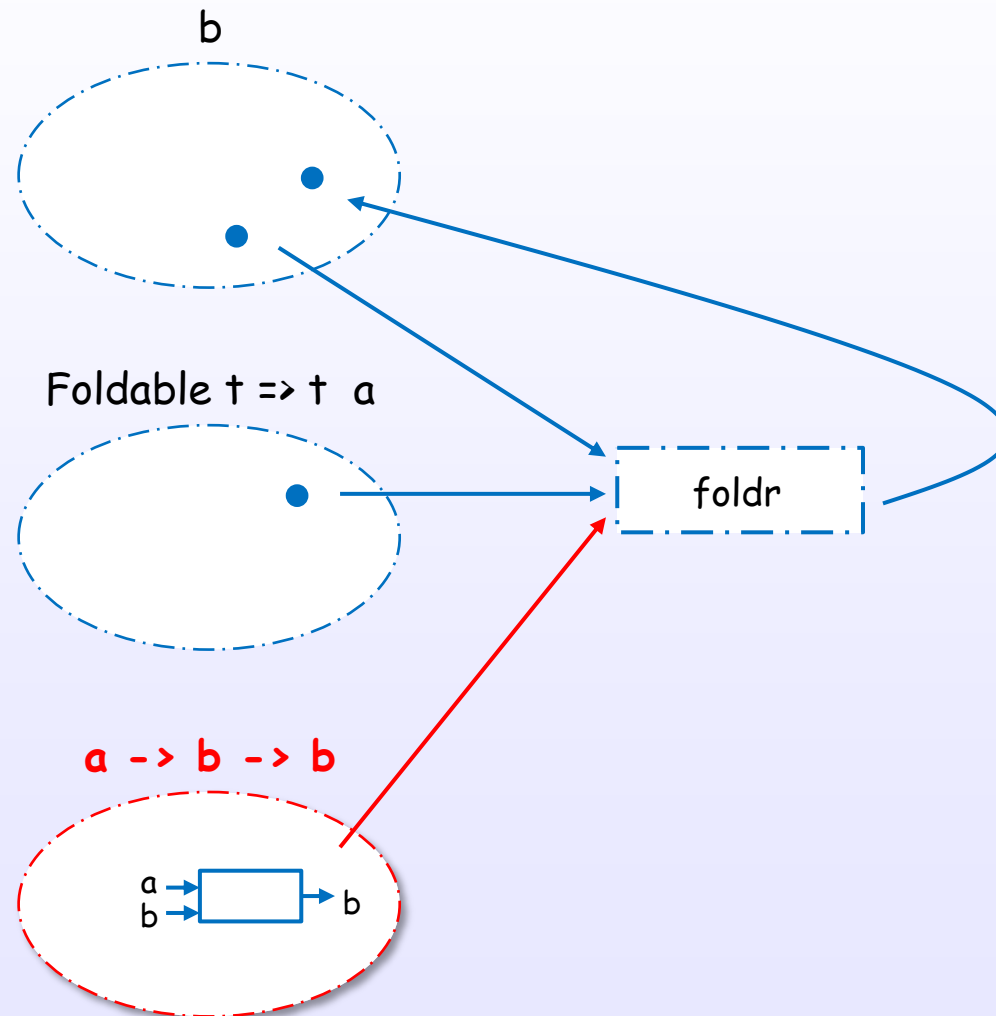
# What is this ?!

$\text{foldr} :: \text{Foldable } t \Rightarrow (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow t \ a \rightarrow b$



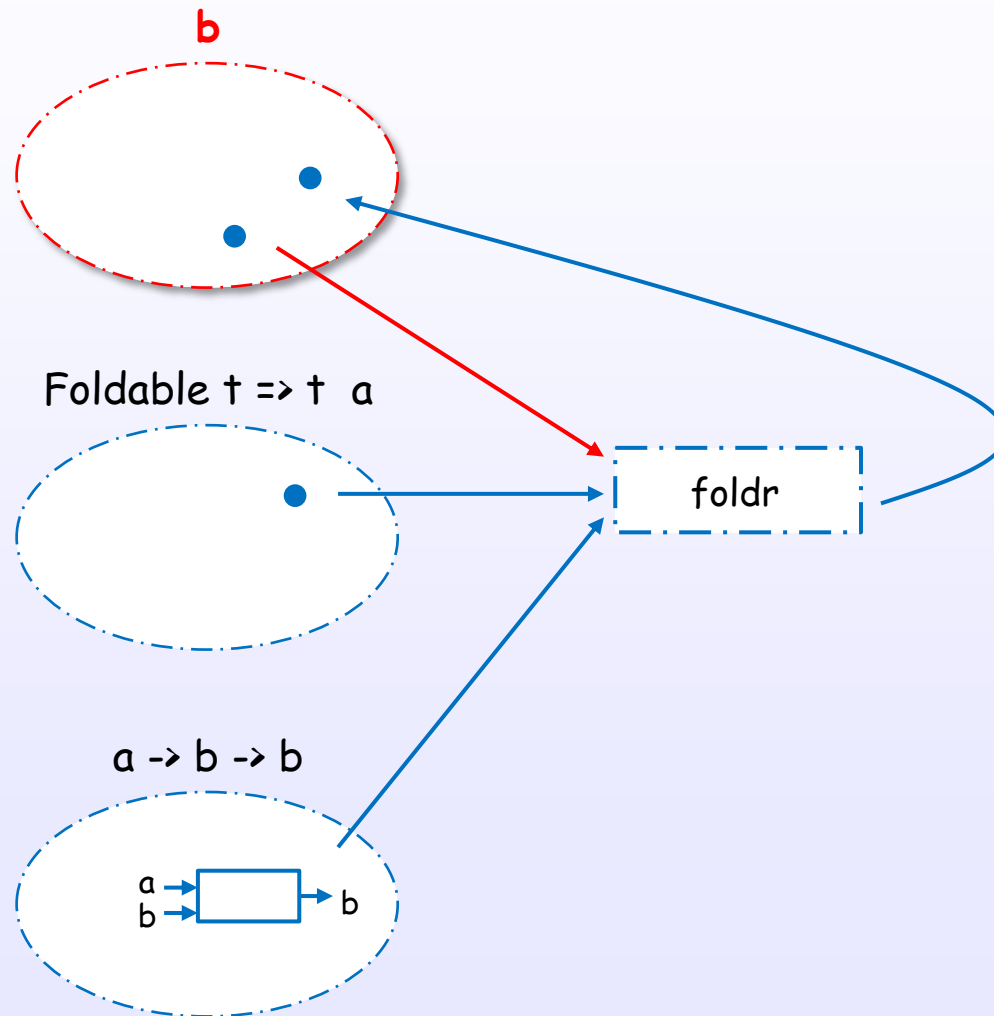
# What is this ?!

$\text{foldr} :: \text{Foldable } t \Rightarrow \underline{(a \rightarrow b \rightarrow b)} \rightarrow b \rightarrow t\ a \rightarrow b$



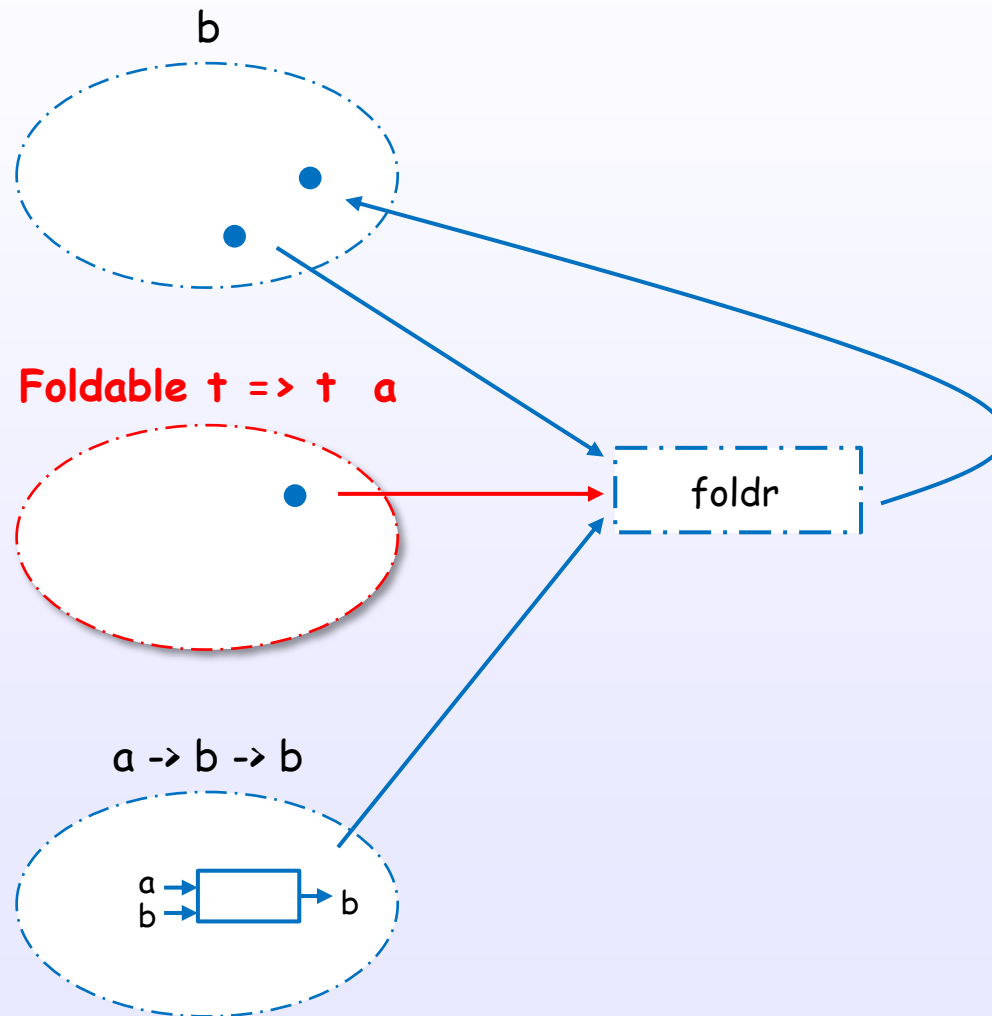
# What is this ?!

$\text{foldr} :: \text{Foldable } t \Rightarrow (a \rightarrow b \rightarrow b) \rightarrow \underline{b} \rightarrow t\ a \rightarrow b$



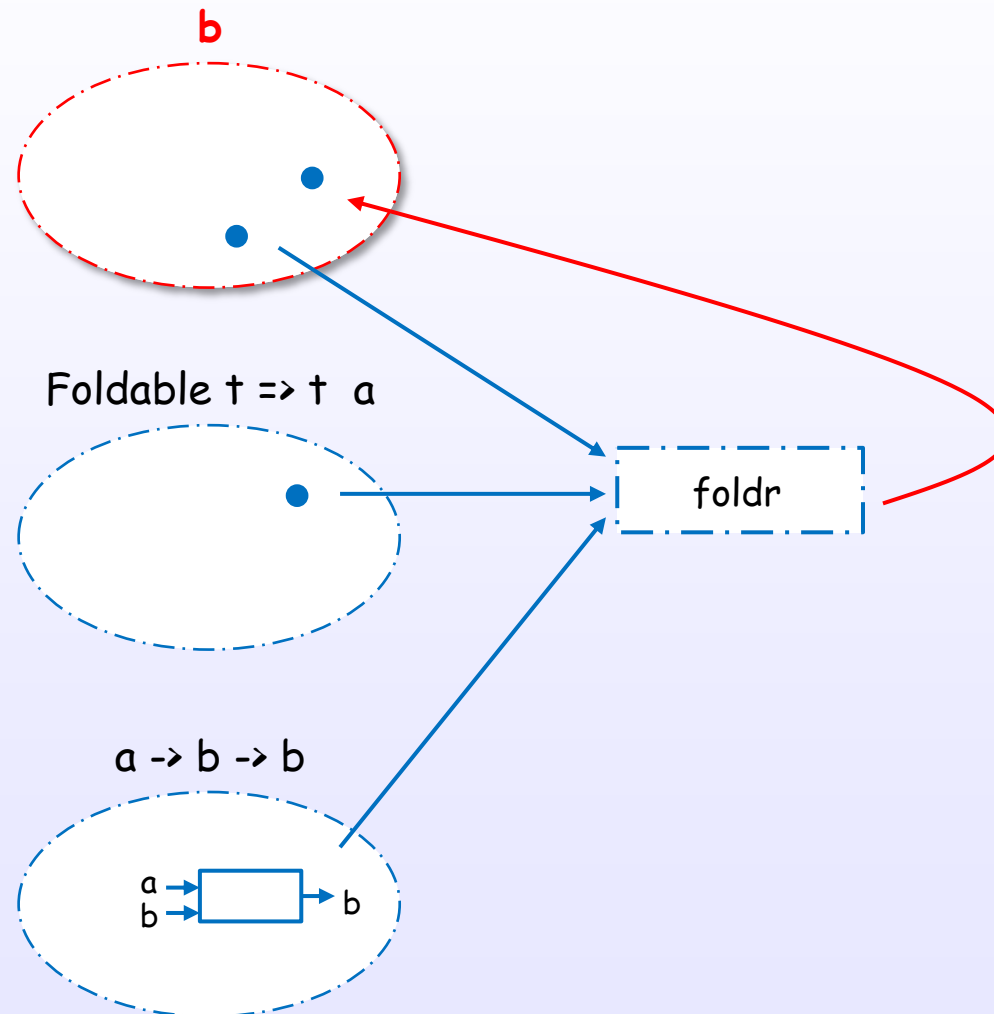
# What is this ?!

$\text{foldr} :: \text{Foldable } \underline{t} \Rightarrow (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow \underline{t} \, a \rightarrow b$

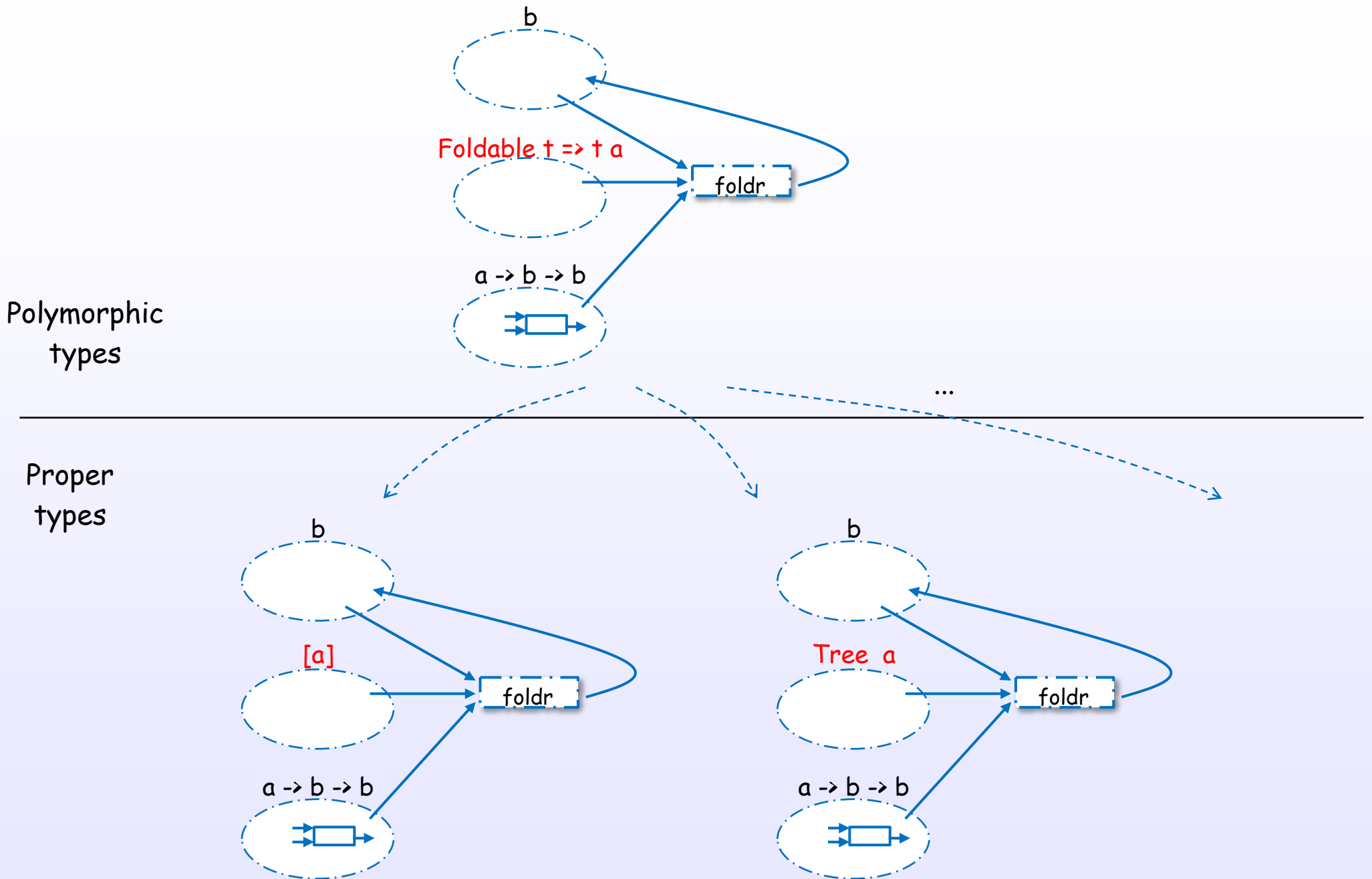


# What is this ?!

$\text{foldr} :: \text{Foldable } t \Rightarrow (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow t\ a \rightarrow \underline{b}$



# Example of polymorphism on foldr

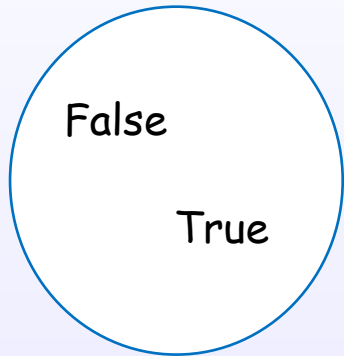




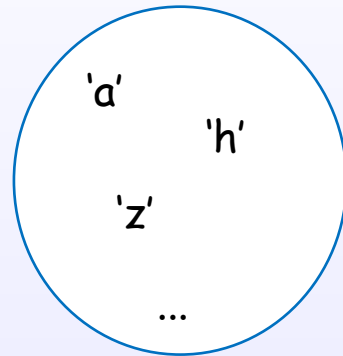
## Appendix I - Various types

# Bool, Char, Int, Float types

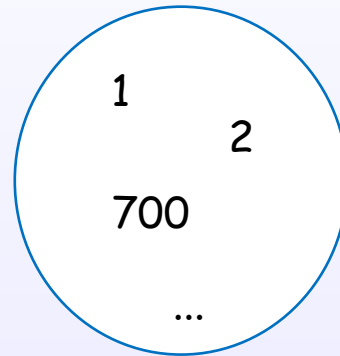
Bool



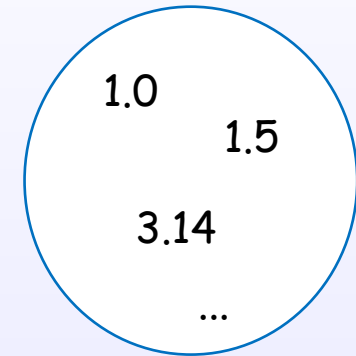
Char



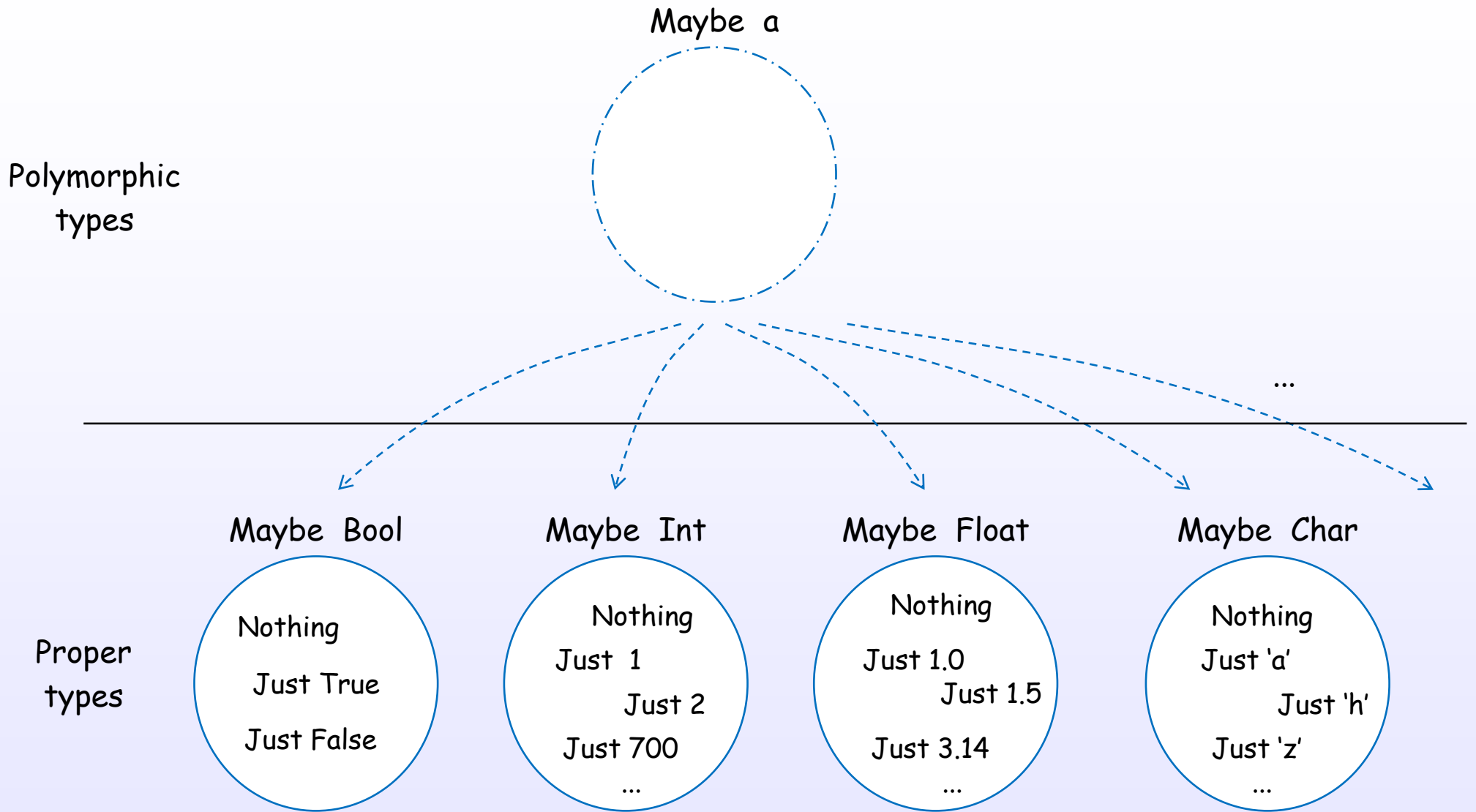
Int



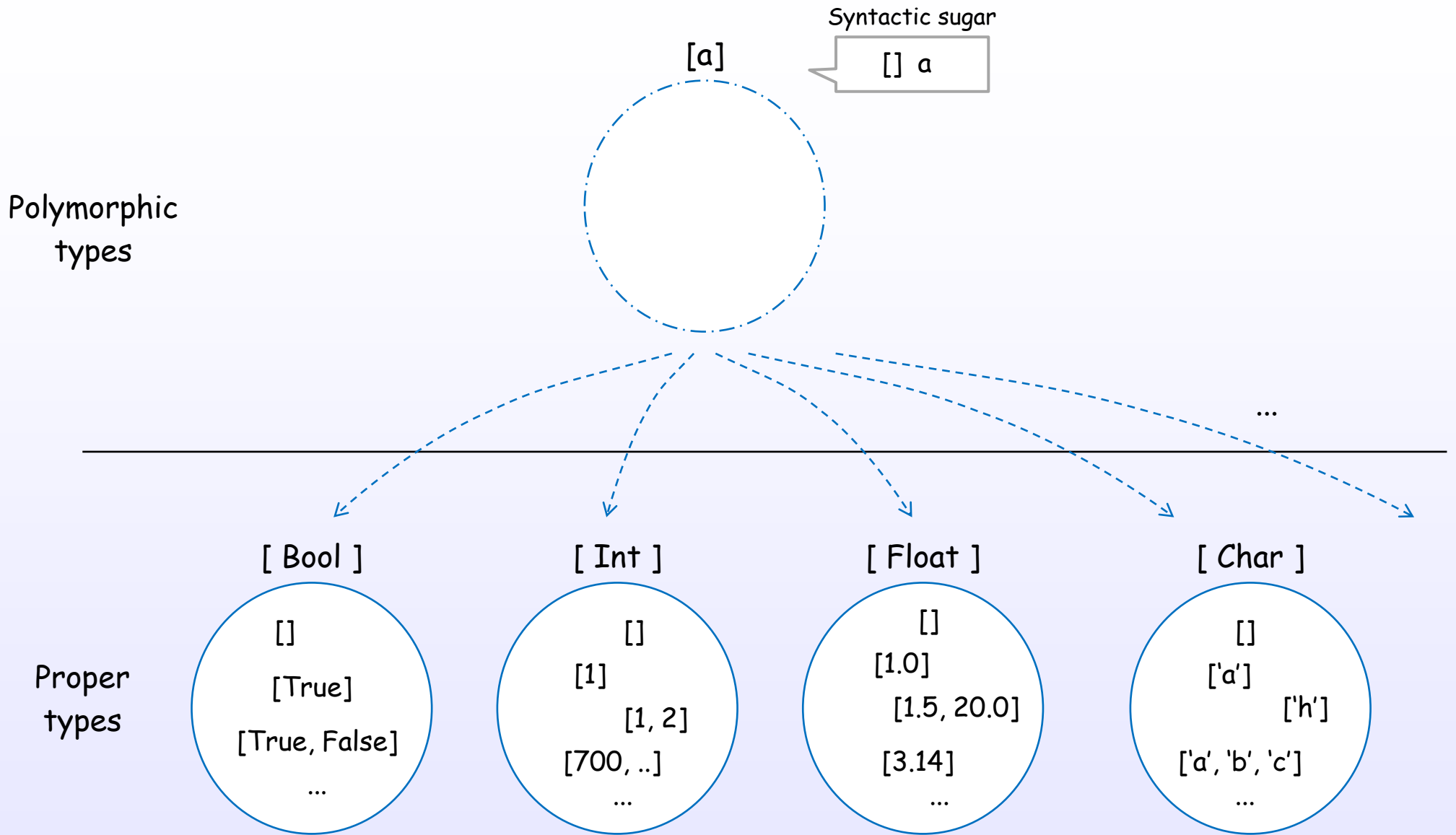
Float



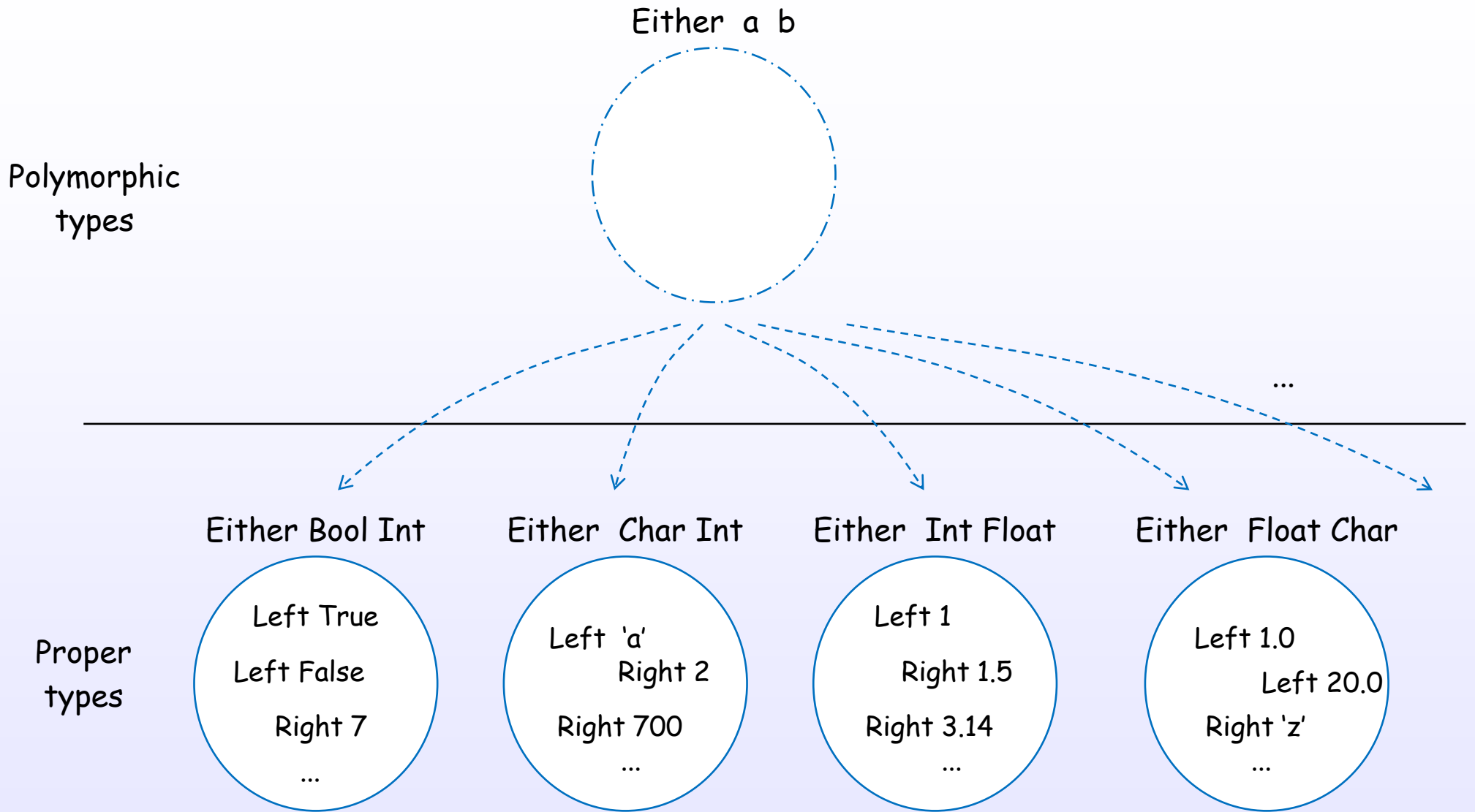
# Maybe type



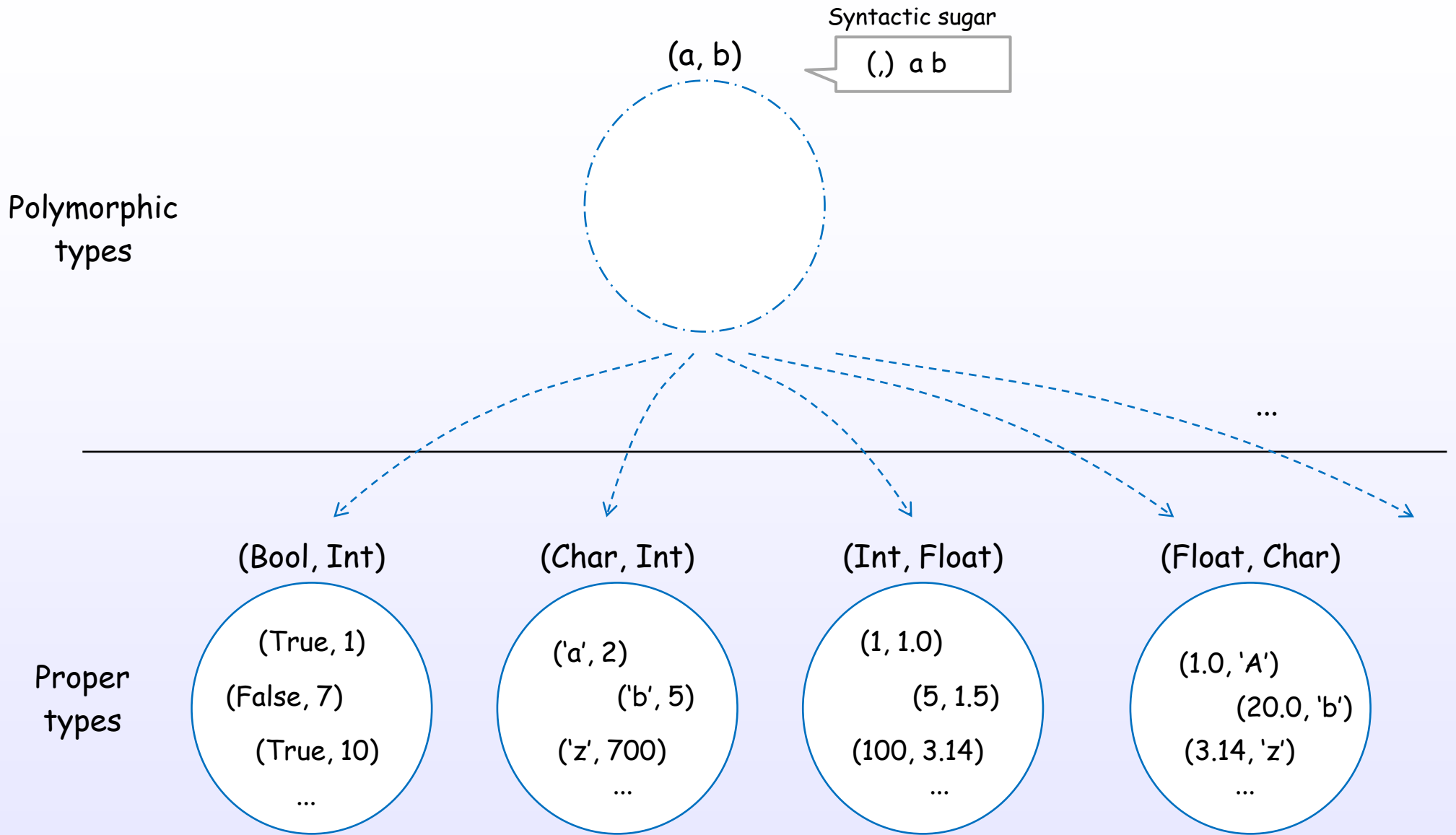
# List type



# Either type

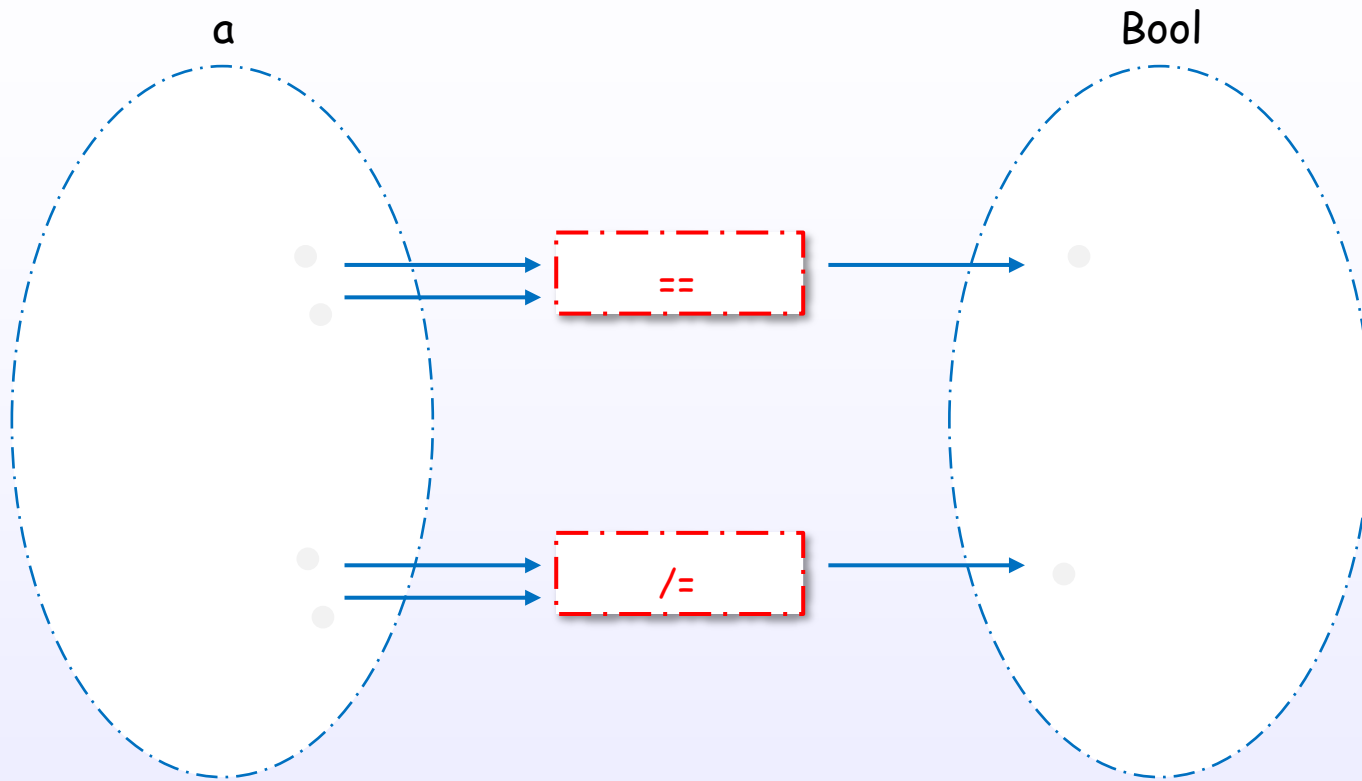


# Tuple (pair) type



## Appendix II - Various type classes

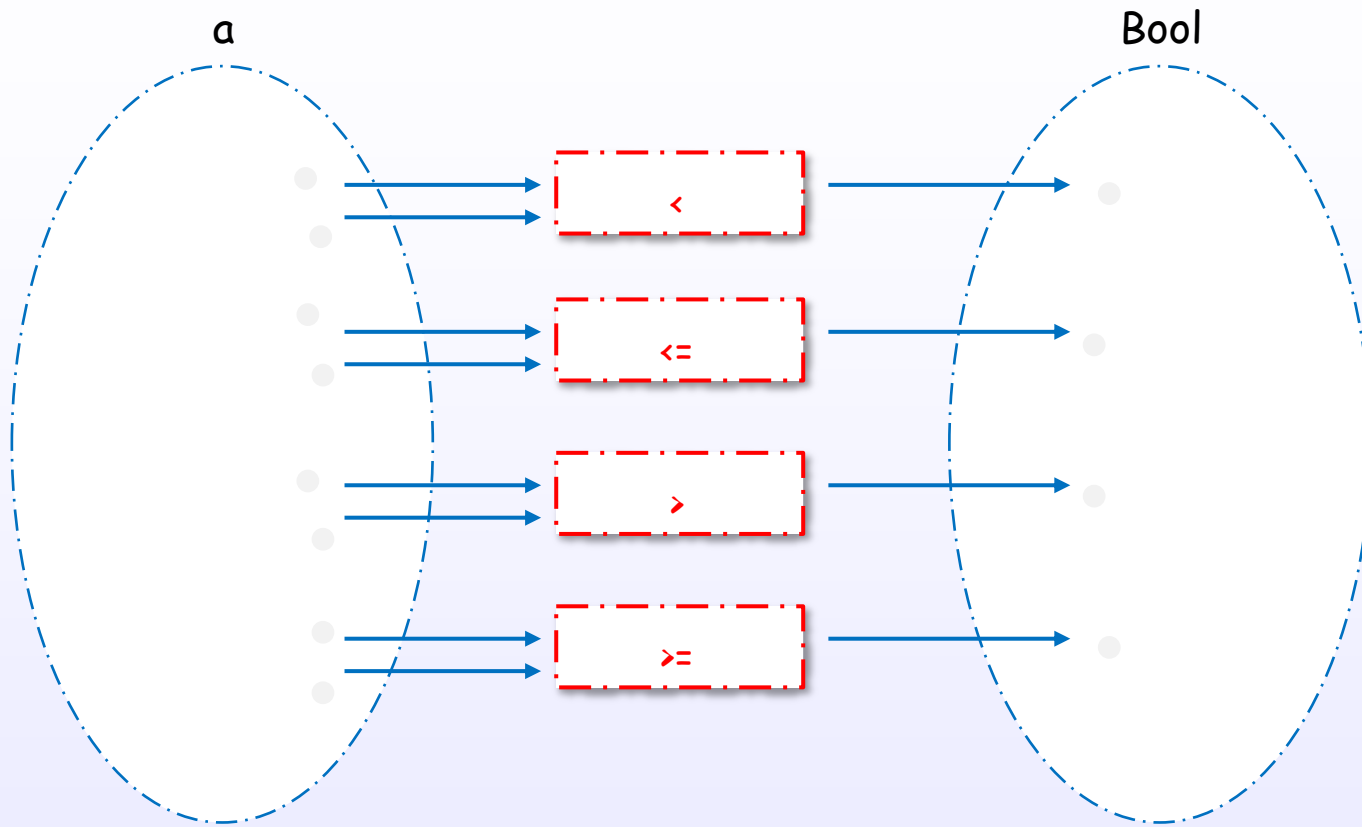
# Eq class's characteristic operations



The `Eq` class has equality operations.

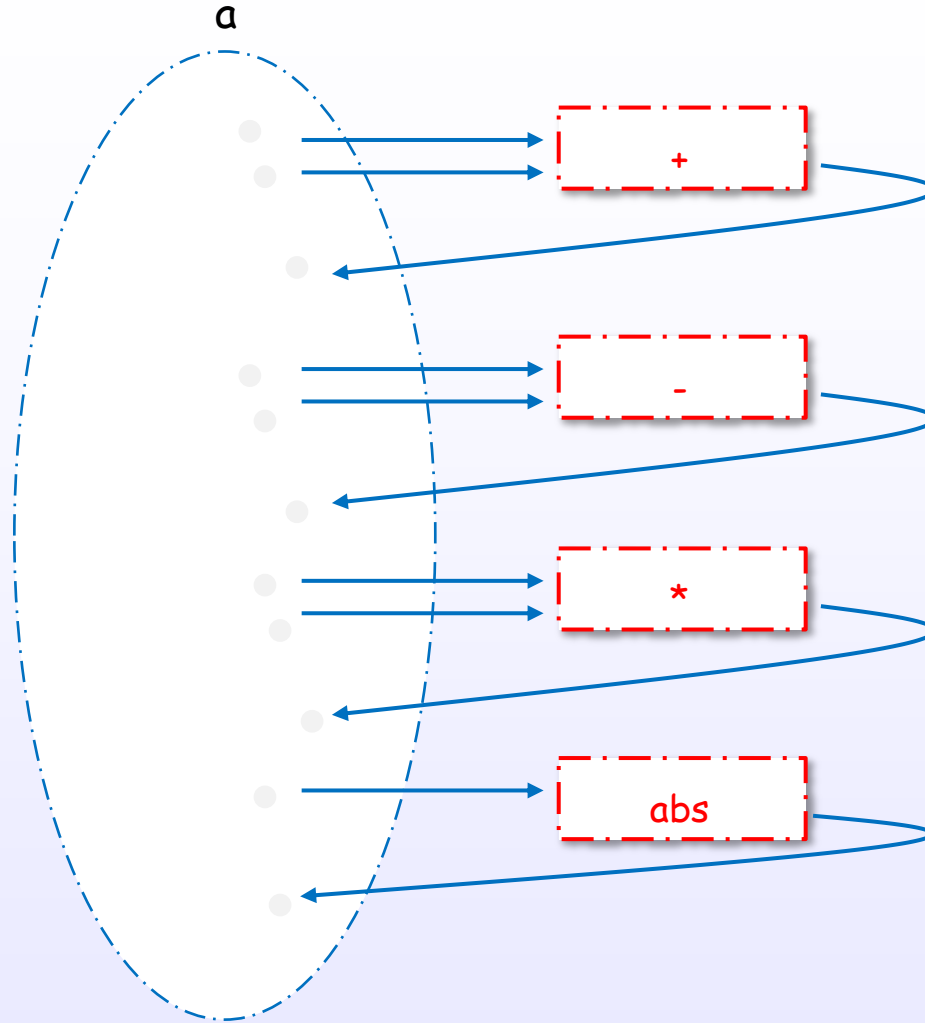


# Ord class's characteristic operations



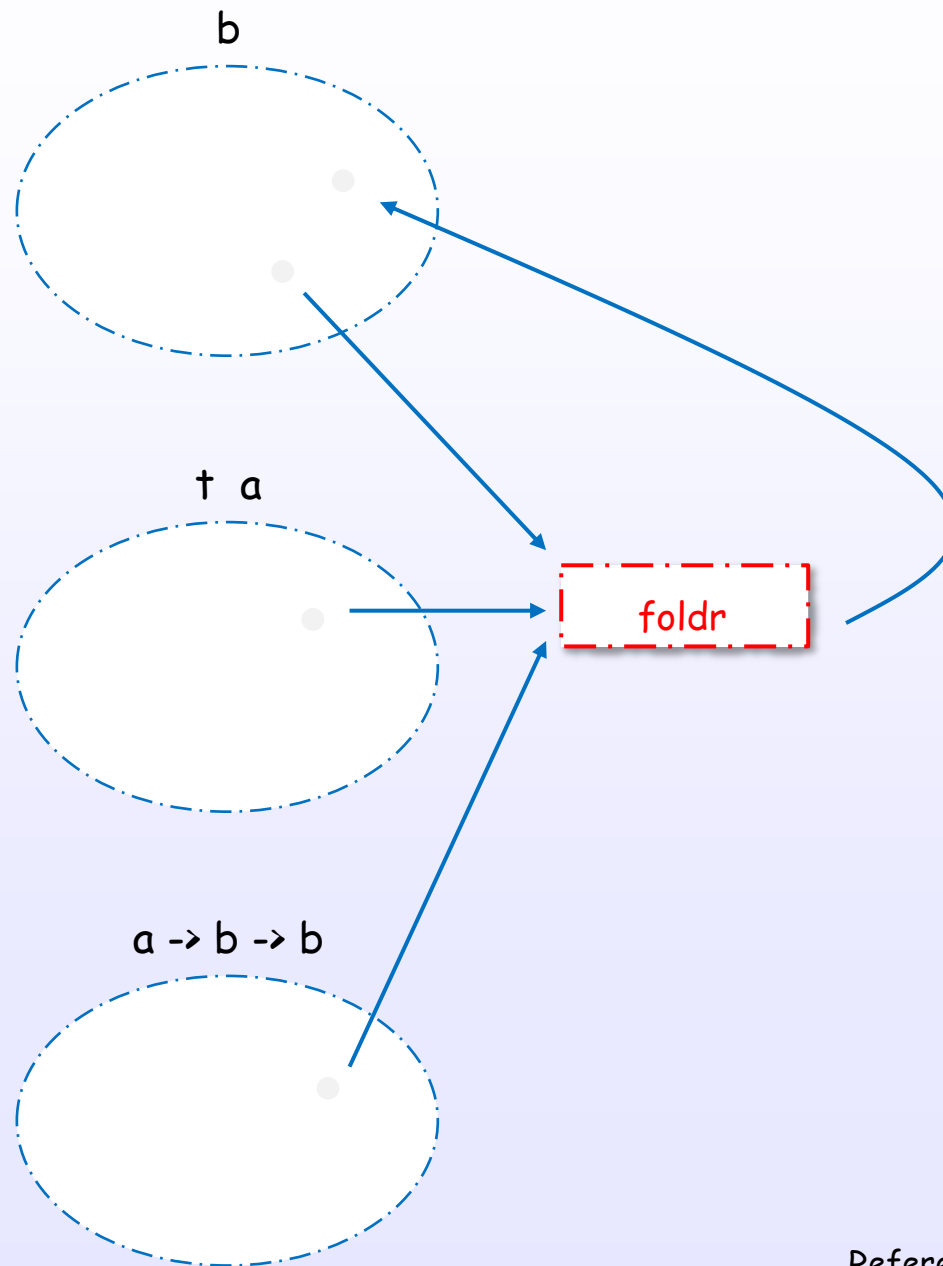
The `Ord` class has comparison operations.

# Num class's characteristic operations

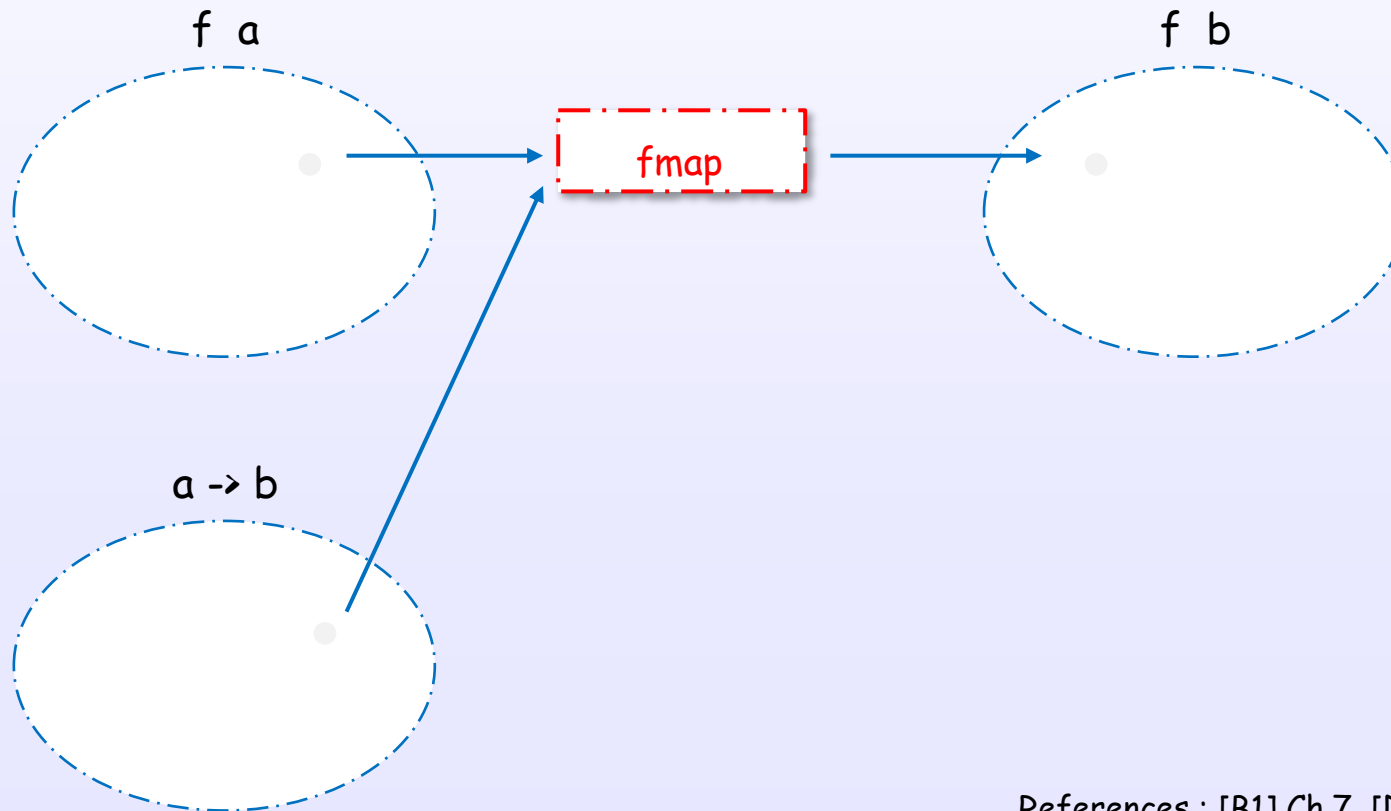


The Num class has arithmetic operations.

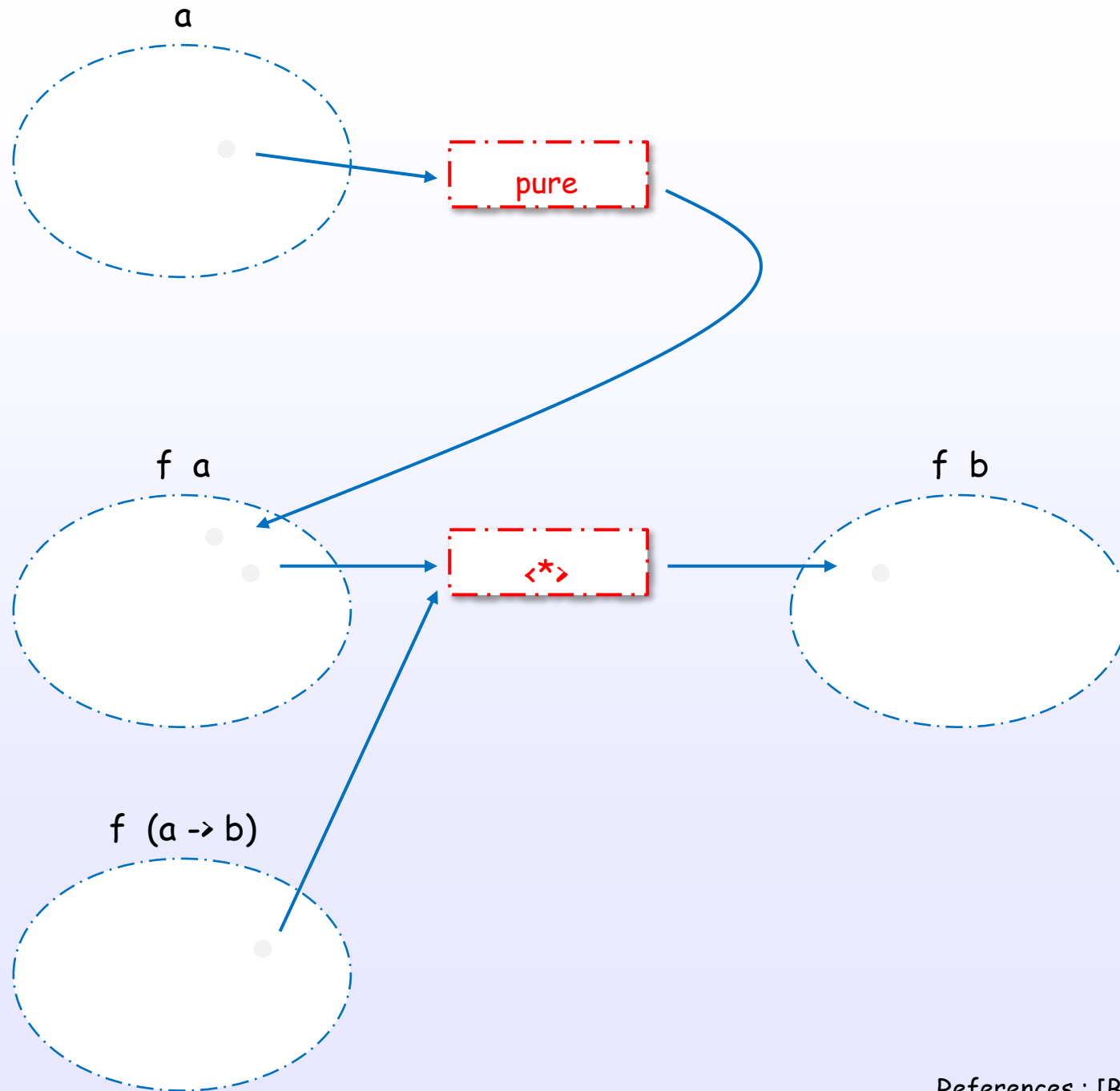
# Foldable class's characteristic operations



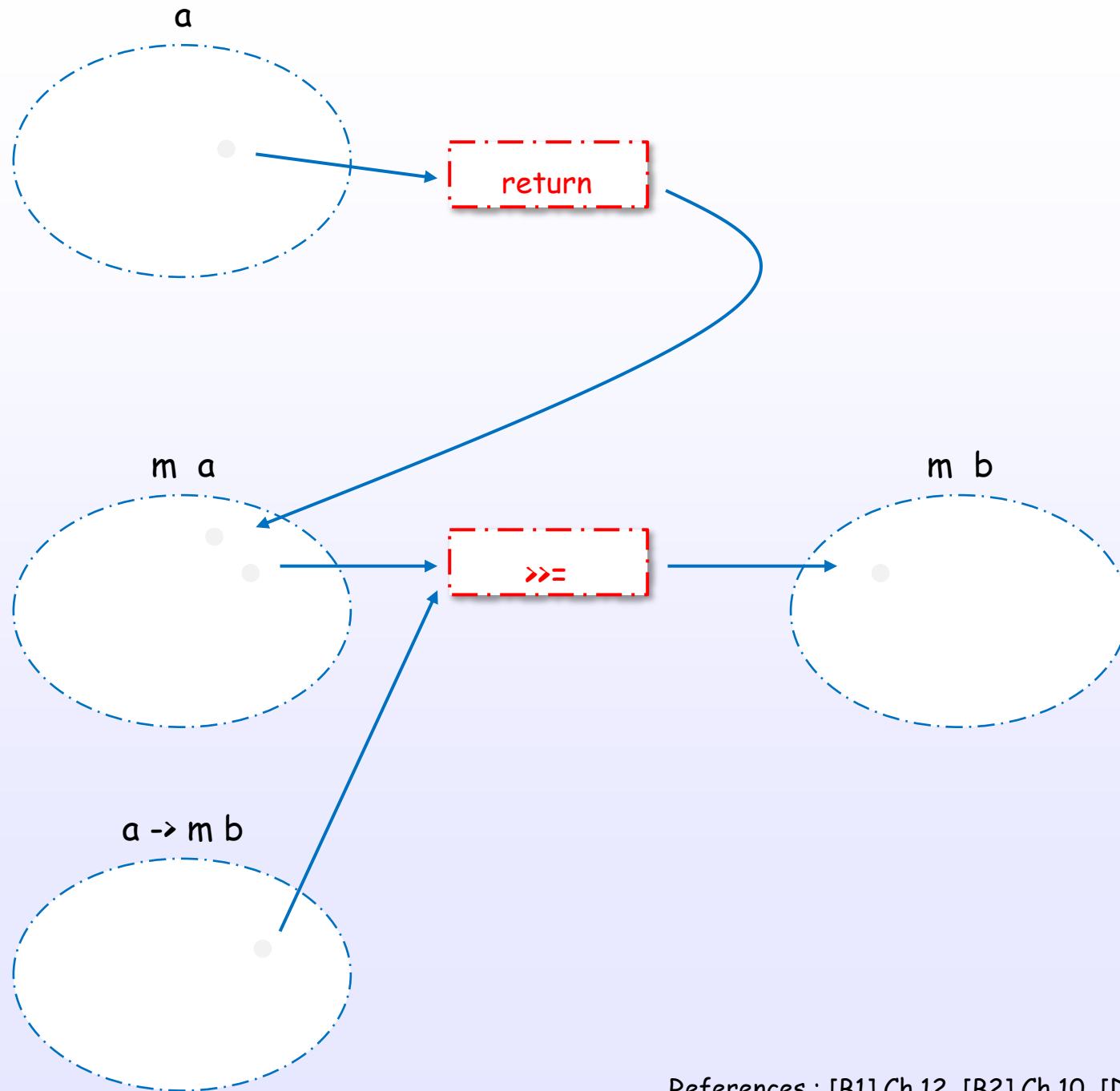
# Functor class's characteristic operations



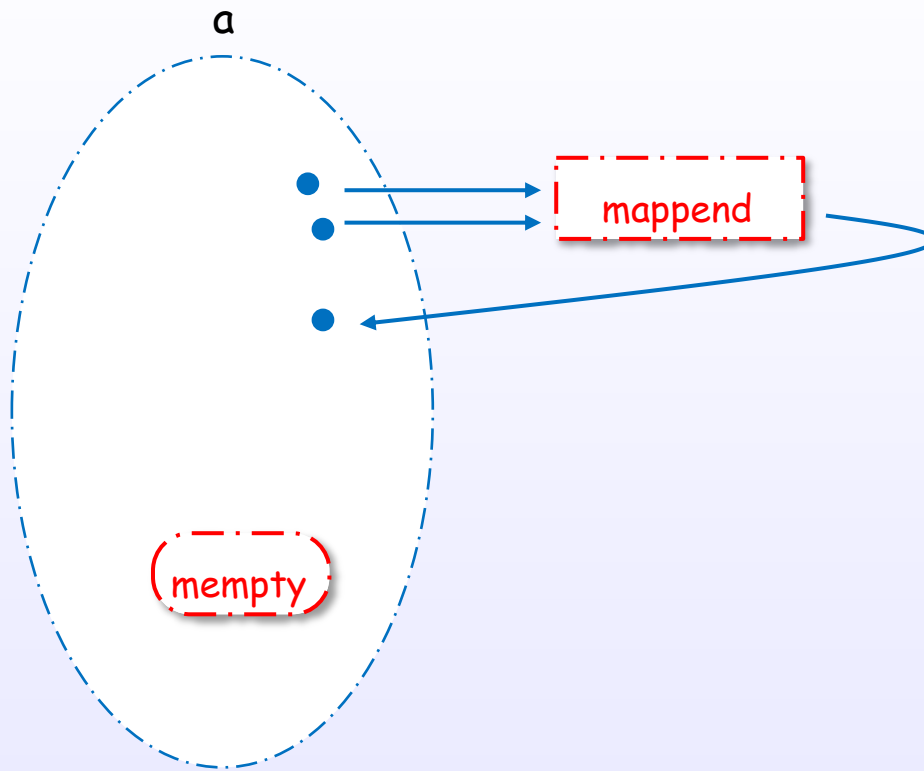
# Applicative class's characteristic operations



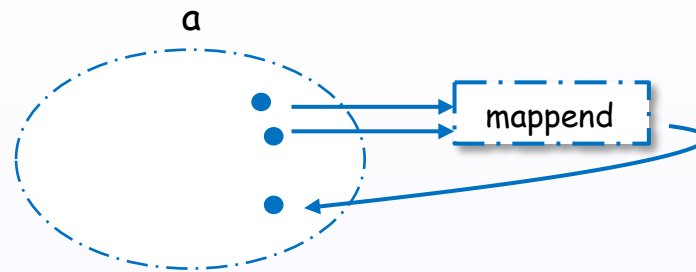
# Monad class's characteristic operations



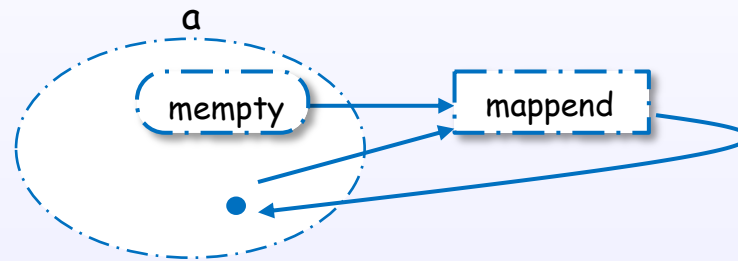
# Monoid class's characteristic operations



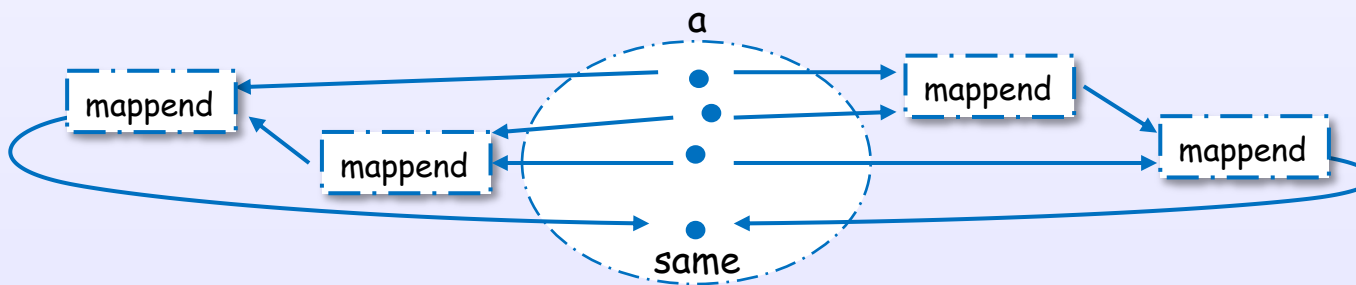
# Related topics: monoid laws



binary operation



unit law

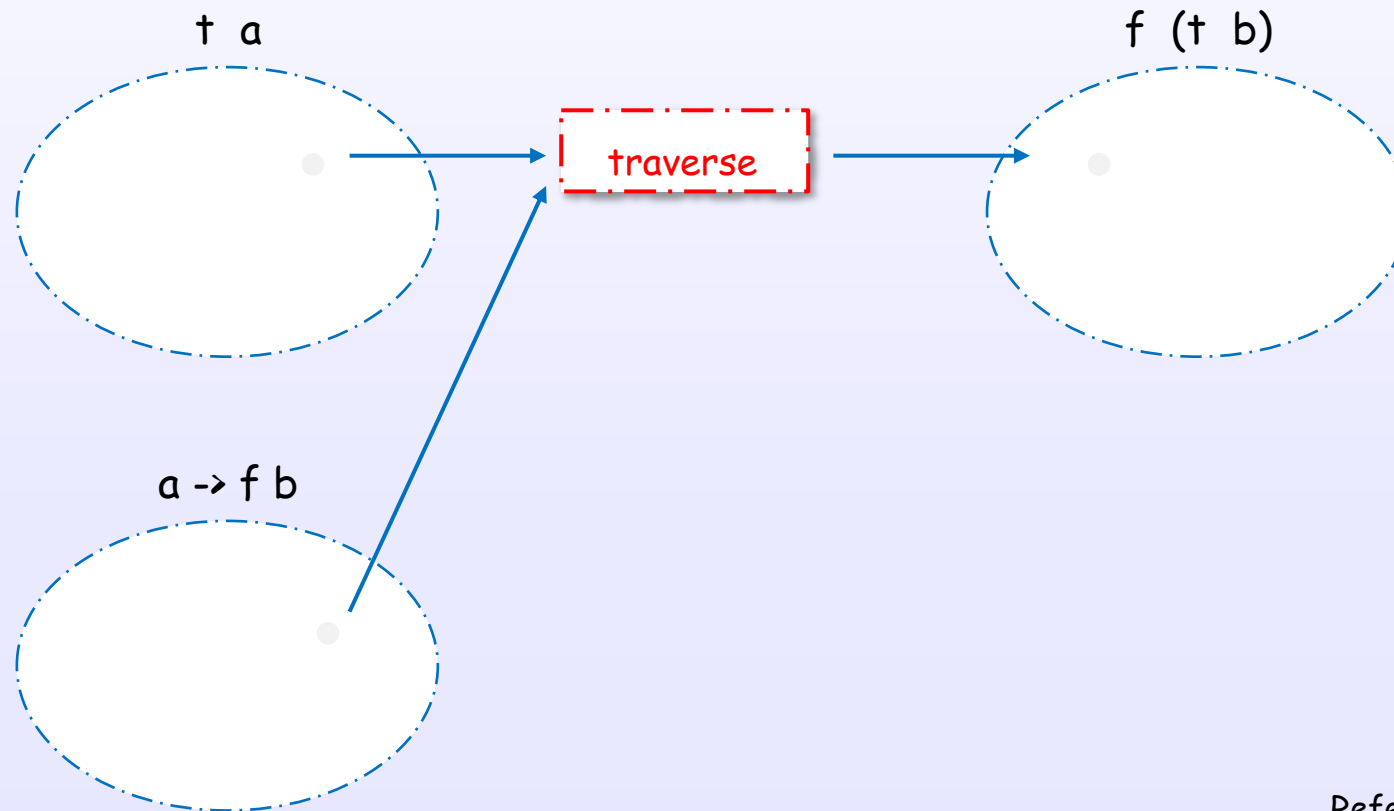


associative law

Programmers should satisfy the monoid laws.



# Traversable class's characteristic operations



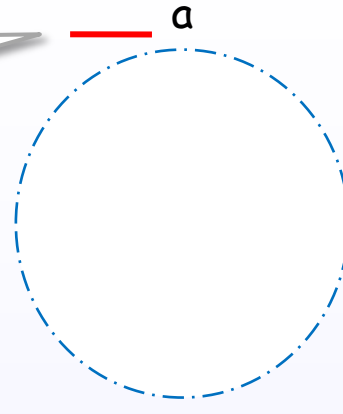
## Appendix III - Advanced topics

# Universally quantified types

forall a . a

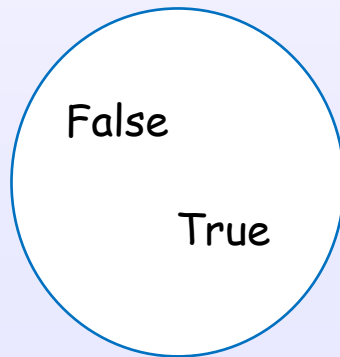
implicitly quantified with  
universal quantification ( $\forall a .$ )

Polymorphic  
types

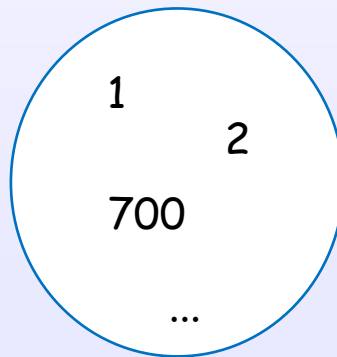


Proper  
types

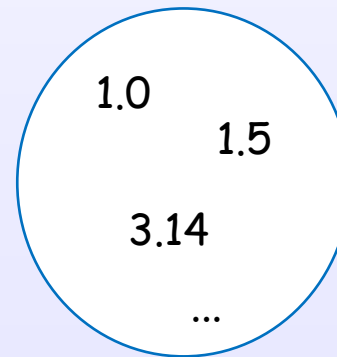
Bool



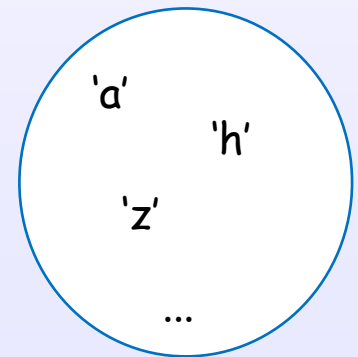
Int



Float

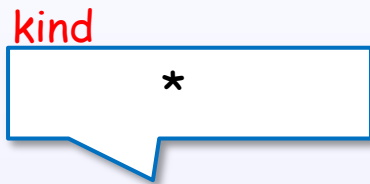


Char



# Kinds and type constructors

nullary



Int



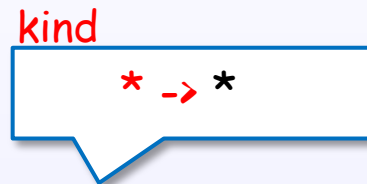
Float



Int -> Bool



unary



Maybe Int



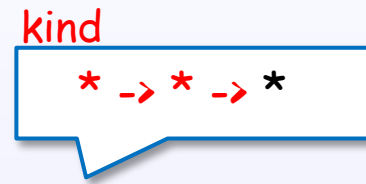
IO Int



[ ] Int



binary



Either Int Char



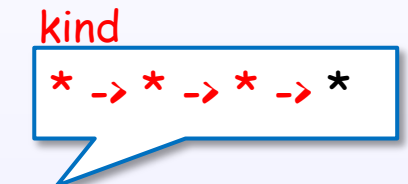
State Int Char



(,) Int Char



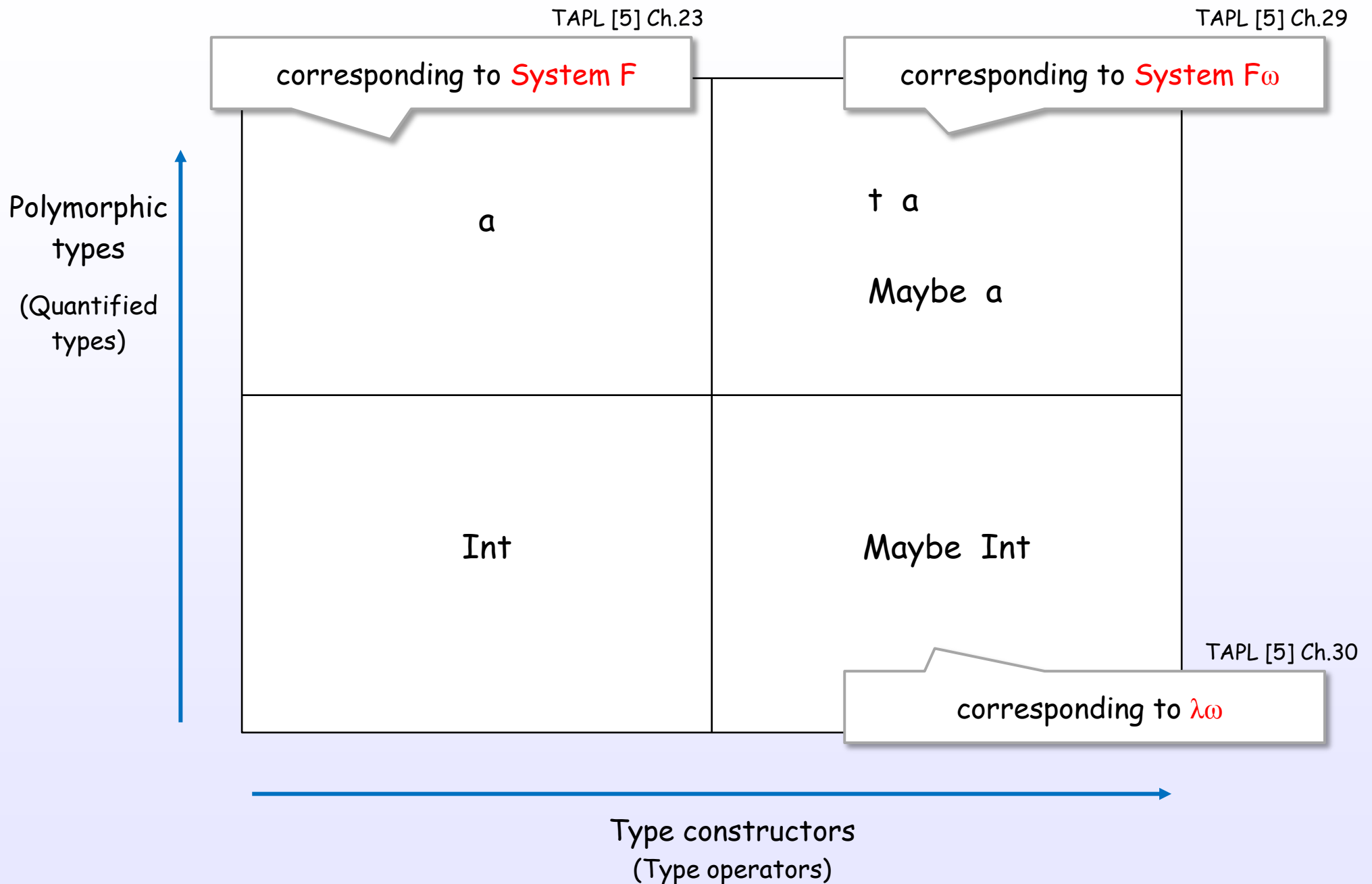
3-ary ...



(,,) Int Int Float



# Type systems



## References

# References

## Books

- [B1] Learn You a Haskell for Great Good!  
<http://learnyouahaskell.com/>
  
- [B2] Thinking Functionally with Haskell (IFPH 3rd edition)  
<http://www.cs.ox.ac.uk/publications/books/functional/>
  
- [B3] Programming in Haskell  
<https://www.cs.nott.ac.uk/~gmh/book.html>
  
- [B4] Real World Haskell  
<http://book.realworldhaskell.org/>
  
- [B5] Types and Programming Languages (TAPL)  
<https://mitpress.mit.edu/books/types-and-programming-languages>

## Documents

- [D1] CIS 194: Introduction to Haskell  
<http://www.seas.upenn.edu/~cis194/lectures.html>
  
- [D2] Type Systems  
[http://dev.stephendiehl.com/fun/004\\_type\\_systems.html](http://dev.stephendiehl.com/fun/004_type_systems.html)
  
- [D3] Typeclassopedia  
<http://www.cs.tufts.edu/comp/150FP/archive/brent-yorgey/tc.pdf>  
<https://wiki.haskell.org/Typeclassopedia>

# References

## Search

- [S1] Hoogle  
<https://www.haskell.org/hoogle>

## Specifications

- [H1] Haskell 2010 Language Report  
<https://www.haskell.org/definition/haskell2010.pdf>
- [H2] The Glorious Glasgow Haskell Compilation System (GHC user's guide)  
[https://downloads.haskell.org/~ghc/latest/docs/html/users\\_guide/index.html](https://downloads.haskell.org/~ghc/latest/docs/html/users_guide/index.html)  
[https://downloads.haskell.org/~ghc/latest/docs/users\\_guide.pdf](https://downloads.haskell.org/~ghc/latest/docs/users_guide.pdf)



# References

## Furthermore readings

- [A1] What I Wish I Knew When Learning Haskell  
<http://dev.stephendiehl.com/hask/>
- [A2] How to learn Haskell  
<https://github.com/bitemyapp/learnhaskell>
- [A3] Documentation  
<https://www.haskell.org/documentation>
- [A4] A Haskell Implementation Reading List  
[http://www.stephendiehl.com/posts/essential\\_compilers.htm](http://www.stephendiehl.com/posts/essential_compilers.htm)
- [A5] The GHC reading list  
<https://ghc.haskell.org/trac/ghc/wiki/ReadingList>