

Classes Based on Other Classes "=_i" is context, stating that the second class depends on the first

Polymorphic Type Classes

How might we define an Eq instance for lists?

- For [Bool] instance Eq [Bool] where

```
[ ] == [ ] = True
(b1:bs1) == (b2:bs2) = b1 == b2 && bs1 == bs2
_ == _ = False
```
- Cant we do this polymorphically?
- We can!

```
instance (Eq a) => Eq [a] where
[ ] == [ ] = True
(x1:xs1) == (x2:xs2) = x1 == x2 && xs1 == xs2
_ == _ = False
```

We can define equality on [a] provided we have equality set up for a
Here we are defining equality for a type constructor ([] for lists) applied to a type a.

How Haskell Handles a Class Name/Operator

Consider the following polymorphic function:

```
threewayEq :: Eq a => [a] -> [a] -> [a] -> Bool
threewayEq xs ys zs = xs == ys && ys == zs
```

The code for threewayEq is polymorphic so at compilation time, we cant say which implementation of == is used. But in the general case, a function like this gets an additional parameter, a "class dictionary".

This is used at run-time to look up the implementation of ==, once a concrete instance for type a is known.

Type-Constructor Classes

Consider the class declaration for Functor

```
class Functor f where
fmap :: (a -> b) -> f a -> f b
```

The idea here is that fmap f applied to a value of type f a will apply f to all occurrences of a within that value.

Here, we are associating a class with a type-constructor f

Type-Constructor Examples

The Maybe type-constructor

```
data Maybe a = Nothing | Just a
```

Instances of Functor

```
Maybe as a Functor
instance Functor Maybe where
fmap f Nothing = Nothing
```

```
fmap f (Just a) = Just (f x)
```

Functor Instance for Maybe

```
class Functor f where
```

```
fmap :: (a -> b) -> f a -> f b
```

```
instance Functor Maybe where
```

```
fmap (f :: a -> b) (Nothing :: Maybe a) = Nothing :: Maybe b
```

```
fmap f (Just (x :: a) :: Maybe a) = Just (f x :: b) :: Maybe b
```

An Example: Expressions

We are going to write functions that manipulate expressions in a variety of ways.

```
data Expr
```

```
  = Val Double
```

```
  | Add Expr Expr
```

```
  | Mul Expr Expr
```

```
  | Sub Expr Expr
```

```
  | Dvd Expr Expr
```

```
deriving Show -- makes it possible to see values (DEMO!)
```

(10 + 5) * 90 becomes `Mul (Add (Val 10) (Val 5)) (Val 90)`

10 + (5 * 90) becomes `Add (Val 10) (Mul (Val 5) (Val 90))`

We can write a function to calculate the result of these expressions:

```
eval :: Expr -> Double
```

```
eval (Val x) = x
```

```
eval (Add x y) = eval x + eval y
```

```
eval (Mul x y) = ... --similar to above. do similarly for sub and dvd
```

```
> eval Add (Val 10) (Mul (Val 5) (Val 90))
```

```
460.0
```

We can also write a function to simplify expressions

```
simp :: Expr -> Expr
```

```
simp (Val x) = (Val x)
```

We can use pattern matching in let-expressions!

```
simp (Add e1 e2) = let (Val x) = simp e1
```

```
  (val y) = simp e2
```

```
in Val (x+y)
```

```
simp (Dvd x y) = ....
```

Adding Variables to Expressions

```

data Expr = Val Double
          | Add Expr Expr
          | Mul Expr Expr
          | Sub Expr Expr
          | Div Expr Expr
          | Var Id
  deriving Show

type Id = String

```

We can also see that our simplification will return either a (Val value) or a (Var var).

```
simp (Var v) = (Var v)
```

This complicates our simp somewhat because we can no longer assume that simp always returns a Val.

Simplification for Operators

We now have to pattern-match on the results of recursive calls to simp

```

simp (Add e1 e2)
  = let e1' = simp e1
      e2' = simp e2

      in case (e1',e2') of
        (Val 0.0,e)  -> e
        (e,Val 0.0)  -> e
        _            -> Add e1' e2'
simp (Mul e1 e2) = ... -- similar (and Sub,Div)
simp e = e -- catches all remaining cases (Val, Var)

```

Evaluating Exprs with Variables

We can't fully evaluate our extended expression language without some way of knowing what values any of the variables (Var) have. We can imagine eval should have a signature like this:

```
eval :: Dict Id Double -> Expr -> Double
```

It now has a new (first) argument, a Dict that associates Double (data values) with Id (key values).

How to model a lookup dictionary?

A dictionary maps keys to data values. An obvious approach is to use a list of key/data pairs:

```
type Dict k d = [ (k,d) ]
```

Defining a link between key and data is simply cons-ing such a pair onto the start of the list:

```

define :: Dict k d -> k -> d -> Dict k d
define d s v = (s,v):d

```

Lookup simply searches along the list:

```

find :: Eq k => Dict k d -> k -> Maybe d
find [] _ = Nothing
find ((s,v) : ds) name — name == s = Just v
—otherwise = find ds name

```

We need to handle the case when the key is not present, using the Maybe type

Expressions with Local Variable Declarations

```

data Expr = Val Double
          | Add Expr Expr
          | Mul Expr Expr
          | Sub Expr Expr
          | Div Expr Expr
          | Var Id
          | Def Id Expr Expr

```

`Def x e1 e2` means: `x` is in scope in `e2`, but not in `e1`; compute value of `e1`, and assign value to `x`; then evaluate `e2` as the overall result

Abstracting Functions

Consider the following function definitions:

```

f a b = sqrt a + sqrt b
g x y = sqrt x * sqrt y

```

They all have the same general form:

```

fname arg1 arg2 = someF arg1 'someOp' anotherF arg2

```

We can abstract this by adding parameters to represent the bits of the general form.

```

absF someF anotherF someOp arg1 arg2 = someF arg1 'someOp' anotherF
arg2

```

Now `f` and `g` can be defined using `absF`:

```

f a b = absF sqrt sqrt (+) a b
g x y = absF sqrt sqrt (*) x y

```