

# Generic views on data types

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# Introduction

- There are several approaches to generic programming: PolyP, Generic Haskell, Scrap Your Boilerplate, etc.
- This talk develops a framework in which a number of these approaches can be encoded in Generic Haskell.
- The framework
  - makes generic programming more expressive: we can implement functions we couldn't implement before in a single framework;
  - makes the definitions of some generic functions easier or more efficient.

## Collecting values generically

Consider the following data types defining trees and lambda terms

```
data Tree a = Leaf | Branch (Tree a) a (Tree a)
data Term var = Var var | Abs var Term | App Term Term
```

and functions that collect tree elements and term variables respectively

```
colTree :: ∀a . Tree a → [a]
colTree Leaf = []
colTree (Branch t1 x t2) = colTree t1 ++ [x] ++ colTree t2
colTerm :: ∀var . Term var → [var]
colTerm (Var x) = [x]
colTerm (Abs x t) = [x] ++ colTerm t
colTerm (App t u) = colTerm t ++ colTerm u
```

As we will see later, we can write a generic function *col* that subsumes these two.

## Problem: generic recursive children

Let us turn our attention to functions that return the recursive children of a data type.

**data** Tree a = Leaf | Branch (Tree a) a (Tree a)

**data** Term var = Var var | Abs var Term | App Term Term

*subtrees* ::  $\forall a . \text{Tree } a \rightarrow [\text{Tree } a]$

*subtrees* (Leaf) = []

*subtrees* (Branch l x r) = [l, r]

*subterms* ::  $\forall \text{var} . \text{Term } \text{var} \rightarrow [\text{Term } \text{var}]$

*subterms* (Var x) = []

*subterms* (Abs x t) = [t]

*subterms* (App t u) = [t, u]

It is not possible to write a generic function that returns the recursive children of a data type.

## More problems

- Inefficient generic encoding function.
- Some XPath query like functions benefit from a regular representation of data types.
- Until now we could not encode the programming idioms of the SYB approach.

## Solution: Generic views on data types

- Generic Haskell has a unique standard representation of data types, thus, generic functions *view* data types in a unique way.
- To solve these problems we extend Generic Haskell with support for additional representations of data types. We call these representations *Generic Views*.
- Creating appropriate generic views, we can write generic functions that solve the problems that we just saw.

# Summary

In the rest of this presentation we will look at the following:

- Generic Haskell functions and the standard view,
- the fixed point view and how it solves the recursive children problem,
- the implementation of generic views,
- conclusions.

## Structure types in Generic Haskell

In Generic Haskell, a generic function is defined by induction over the structure of types. The *structure types* we use are defined with the following view types:

```
data Unit      = Unit  
data Sum a b = Inl a | Inr b  
data Prod a b = a × b
```



## A generic collect function

We define the type-indexed function *col* to collect values from a data structure.

$$\begin{aligned} \text{col } \langle a :: \star \mid c :: \star \rangle &:: (\text{col } \langle a \mid c \rangle) \Rightarrow a \rightarrow [c] \\ \text{col } \langle \text{Unit} \rangle \quad \text{Unit} &= [] \\ \text{col } \langle \text{Sum } \alpha \beta \rangle \quad (\text{Inl } a) &= \text{col } \langle \alpha \rangle a \\ \text{col } \langle \text{Sum } \alpha \beta \rangle \quad (\text{Inr } b) &= \text{col } \langle \beta \rangle b \\ \text{col } \langle \text{Prod } \alpha \beta \rangle \quad (a \times b) &= \text{col } \langle \alpha \rangle a ++ \text{col } \langle \beta \rangle b \\ \text{col } \langle \text{Int} \rangle \quad n &= [] \\ \text{col } \langle \text{Char} \rangle \quad c &= [] \end{aligned}$$

Types for instances:

$$\begin{aligned} \text{col } \langle \text{Int} \rangle &:: \forall c. \text{Int} \rightarrow [c] \\ \text{col } \langle \text{Tree } \alpha \rangle &:: \forall c a. (\text{col } \langle \alpha \rangle :: a \rightarrow [c]) \Rightarrow \text{Tree } a \rightarrow [c] \end{aligned}$$

## Applying a generic function

To collect the elements of a tree we can use a *generic application*.

```
tree :: Tree Int
tree = (Branch (Branch Leaf 1 Leaf) 2 (Branch Leaf 3 Leaf))
let col⟨ $\alpha$ ⟩ =  $\lambda x \rightarrow [x]$ 
in col⟨Tree  $\alpha$ ⟩ tree
     $\rightsquigarrow [1, 2, 3]$ 
```

The function  $\lambda x \rightarrow [x]$  in the *local redefinition* specifies what to do with the tree elements.

Collecting variables:

```
term :: Term String
term = (Abs "x" (Var "x"))
let col⟨ $\alpha$ ⟩ =  $\lambda x \rightarrow [x]$ 
in col⟨Term  $\alpha$ ⟩ term
     $\rightsquigarrow ["x", "x"]$ 
```

## From type-indexed to generic

To obtain an instance of a generic function for a data type that does not appear as type index, we use a structure type.

The structure representation of types is expressed in terms of data types such as units, sums, products, and base types such as integers, characters, etc. For example

```
data [a]    = [] | a : [a]  
data Tree a = Leaf | Branch (Tree a) a (Tree a)
```

have the following structure representations:

```
type Str([]) a    = Sum Unit (Prod a [a])  
type Str(Tree) a = Sum Unit (Prod (Tree a) (Prod a (Tree a)))
```

## Embedding-projection pairs

To move between a type and its isomorphic structure type, we use an *embedding-projection pair*:

**data** EP a b = EP {*from* :: (a → b), *to* :: (b → a) }

A type  $T$  and its structural representation type  $Str(T)$  are isomorphic, witnessed by a value  $conv_T :: EP\ T\ Str(T)$ . For example, for the list data type we have that  $conv_{[]} = EP\ from_{[]} to_{[]}$ , where  $from_{[]}$  and  $to_{[]}$  are defined by

$from_{[]} \quad \quad \quad :: [a] \rightarrow Str([])\ a$

$from_{[]} [] \quad \quad \quad = Inl\ Unit$

$from_{[]} (a : as) \quad \quad = Inr\ (a \times as)$

$to_{[]} \quad \quad \quad \quad \quad :: Str([])\ a \rightarrow [a]$

$to_{[]} (Inl\ Unit) \quad \quad = []$

$to_{[]} (Inr\ (a \times as)) = a : as$

## Views

- Views were introduced by Wadler to reconcile pattern matching and data abstraction. For example:

$$\begin{aligned} \text{view } \text{int} &::= \text{Zero} \mid \text{Succ } \text{int} \\ \text{inn } n \mid n \equiv 0 &= \text{Zero} \\ &\mid n > 0 = \text{Succ } (n - 1) \\ \text{out } \text{Zero} &= 0 \\ \text{out } (\text{Succ } n) &= n + 1 \end{aligned}$$

- The sums and products structure representation of Generic Haskell is only one of several views on data types.

# A fixed-point view

## Generic recursive children

$subtrees :: \forall a . Tree\ a \rightarrow [Tree\ a]$

$subtrees\ (Leaf) = []$

$subtrees\ (Branch\ l\ x\ r) = [l, r]$

$subterms :: \forall var . Term\ var \rightarrow [Term\ var]$

$subterms\ (Var\ x) = []$

$subterms\ (Abs\ x\ t) = [t]$

$subterms\ (App\ t\ u) = [t, u]$

- Both function *subterms* and *subtrees* calculate the immediate recursive children of a data type.
- Generalizing *subterms* and *subtrees* into a generic function *children* requires access to the recursion.
- Hence, we cannot write *children* in the standard view.

## Fixed points

Suppose that the recursive data type `Tree`

```
data Tree a = Leaf | Branch (Tree a) a (Tree a)
```

is represented by an explicit fixed point of a functor:

```
type StrF(Tree) a = Fix (TreeBase a)
```

```
data TreeBase a r = LeafBase  
                  | BranchBase r a r
```

```
data Fix f      = In (f (Fix f))
```

Now it is possible to have *children* collect the recursive elements in the functor:

$$\text{children}\langle a :: \star \rangle :: (\forall b. \text{col} \langle a \mid b \rangle) \Rightarrow a \rightarrow [a]$$
$$\text{children}\langle \text{Fix } \phi \rangle (\text{In } r) = \mathbf{let} \text{col}\langle \alpha \rangle x = [x] \mathbf{in} \text{col}\langle \phi \alpha \rangle r$$



## A fixed-point view

- With a *fixed point view*, the compiler automatically derives the fixed point structure type and the corresponding embedding-projection pairs for any recursive data type.

$$\begin{aligned} \text{from}_{\text{Tree}} & :: \text{Tree } a \rightarrow \text{Str}_F(\text{Tree}) a \\ \text{from}_{\text{Tree}} \text{ Leaf} & = \text{In LeafBase} \\ \text{from}_{\text{Tree}} (\text{Branch } t_1 \ x \ t_2) & = \text{In } (\text{BranchBase } (\text{from}_{\text{Tree}} t_1) \ x \\ & \qquad \qquad \qquad (\text{from}_{\text{Tree}} t_2)) \\ \text{to}_{\text{Tree}} & :: \dots \end{aligned}$$

- The only thing we have to change in the definition of *children* to use the new view is to add its name to the type signature:

$$\text{children}\langle a :: \star \textbf{viewed Fix} \rangle :: (\forall b. \text{col}\langle a \mid b \rangle) \Rightarrow a \rightarrow [a]$$

- The structure of a data type is no longer perceived as a sum of products, but as the fixed point of a functor.
- For example, *children* $\langle [\text{Int}] \rangle [1, 2, 3]$  yields  $[[2, 3]]$ .

## Remarks about the fixed point view

The fixed point view faithfully encodes the PolyP approach. And hence it does not support

- mutually recursive data types,
- data types with higher kinded arguments (GRose),
- nested data types.

## Other views

Other views that can be supported in our framework are:

- A balanced sums view enables a more efficient encoding function.
- List-like sums and products views for functions that need a more regular structure type.
- A *BoilerPlate* view with which we can mimic the generic programming approach of Peyton Jones and Lämmel.

## What is a generic view?

A generic view on data types consists of the following components:

- A set of *view types*  $\mathcal{V}$  for representing data types.
  - In the standard view we have Unit, Sum and Prod; while in the fixed point we have Fix.
- A partial mapping from type declarations  $T$  to structure types  $u$  and a list of supporting Haskell type declarations  $\{D_i\}_{i \in 1..n}$ .
  - In the standard view the structure type is a sum of products with no supporting declarations; in the fixed point view the structure type applies the Fix data type to a functor declared in  $D_i$ .
- For each data type  $T$  in the domain of the view mapping, a pair of conversion expressions  $to_T$  and  $from_T$  between values and structure values.

## Properties of a generic view

We say a generic view  $\mathcal{V}$  is valid if the following properties hold:

- Kind preservation: the structure type has the same kind as the original type.
- The generated conversion expressions  $to_T$  and  $from_T$  must be well typed,
- and their composition must give the identity function  $to_D (from_D v) \equiv v$ .

From the first two properties it follows that the specializations generated for generic functions are well typed. This guarantees, for example, that the specialization  $col\langle Tree \rangle$  has type:

$$col_{Tree} :: \forall a c. (a \rightarrow [c]) \rightarrow Tree\ a \rightarrow [c]$$

## Fixed point view mapping

$$\boxed{\mathcal{F}[[D_0]]^{\text{str}} == u; \{D_i\}_i^j}$$

$$\frac{D \equiv \mathbf{data} T = \{\Lambda a_i :: \star .\}^i \{C_j \{t_{j,k}\}^k\}_j}{\mathbf{type} \mathcal{F}[[D]]^{\text{str}} == \{\Lambda a_i :: \star .\}^i \text{Fix}(\text{ptr}(T) \{a_i\}_i); [[D]]^{\text{ptr}}}$$

$$\boxed{[[D_1]]^{\text{ptr}} == D_2}$$

$$\frac{\{a_{\ell+1} \neq a_i\}^i \quad \{\{t'_{j,k} \equiv [a_{\ell+1} / T \{a_i\}_i] t_{j,k}\}^k\}^j}{D \equiv \mathbf{data} \text{ptr}(T) = \{\Lambda a_i :: \star .\}^i \Lambda a_{\ell+1} :: \star . \{\text{ptr}(C_j) \{t'_{j,k}\}^k\}_j}{[\mathbf{data} T = \{\Lambda a_i :: \star .\}^i \{C_j \{t_{j,k}\}^k\}_j]^{\text{ptr}} \equiv D}$$

## Conclusions and future work

- Generic views allow us to use different generic programming styles in a single framework.
- Some generic functions become simpler or more efficient.
- Adding a new view requires making a few localized changes to the compiler
- We intend to investigate generic views for type-indexed data types.
- Generic views are available in a branch of the Generic Haskell repository:

```
svn co https://svn.cs.uu.nl:12443/repos\  
/Generic-Haskell/branches/GenericViews
```