

Generic Programming for Mutually Recursive Families

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Motivation

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Goal

Design and implement a “user-friendly” GP library for handling mutually recursive families



Generic Programming Primer

- ▶ Translate class of datatypes to uniform representation

$$T \xrightarrow{\text{from}} \text{Rep } T$$



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$$T \xrightarrow{\text{from}} \text{Rep } T \xrightarrow{f} \text{Rep } U \xrightarrow{\text{to}} U$$

class *Generic t* **where**

from :: $t \rightarrow \text{Rep } t$

to :: $\text{Rep } t \rightarrow t$



The Design Space

- ▶ Class of representable datatypes
 - ▶ Regular, Nested, Mutually Recursive, ...



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- ▶ Codes versus Pattern Functors



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 - ▶ Regular, Nested, Mutually Recursive, ...
- ▶ Representation of Recursion
 - ▶ Implicit versus Explicit
- ▶ Codes versus Pattern Functors

These choices determine the flavour of generic functions:

- ▶ Expressivity
- ▶ Ease of use



The Landscape

	Pattern Functors	Codes
No Explicit Recursion	<code>GHC.Generics</code>	<code>generics-sop</code>
Simple Recursion	<code>regular</code>	<code>generics-mrsop</code>
Mutual Recursion	<code>multirec</code>	



Pattern Functors (GHC.Generics)

Defines the representation of a datatype directly:

```
data Bin a = Leaf a
             | Fork (Bin a) (Bin a)
Rep (Bin a) = K1 a
              :+: (K1 (Bin a) :* K1 (Bin a))
```



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```

```
data (f :+: g) x = L1 (f x) | R1 (g x)
```

```
data (f :* g) x = f x :* g x
```

```
data K1 a x = K1 x
```



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```
data K1 a x = K1 x
```

Note the absence of a pattern functor for handling recursion.



Pattern Functors (regular)

The regular and multirec have a pattern functor for representing recursion.

data $I x = I x$

Now, $Rep (Bin a) = K1 a :+: (I **: I)$,



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which allows for explicit least fixpoints:

$Bin a \approx Rep (Bin a) (Bin a)$



Pattern Functors (regular)

The `regular` and `multirec` have a pattern functor for representing recursion.

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Now, $Rep\ (Bin\ a) = K1\ a\ :+:\ (I\ :*:\ I)$,
which allows for explicit least fixpoints:

$Bin\ a \approx Rep\ (Bin\ a)\ (Bin\ a)$

Enabling generic recursion schemes:

$cata :: (Rep\ f\ a \rightarrow a) \rightarrow f \rightarrow a$



Pattern Functors

Regardless of recursion, class dispatch is used for generic functions:

```
class GSize (rep :: * → *) where
```

```
  gsize :: rep x → Int
```

```
instance (GSize f, GSize g) ⇒ GSize (f :+: g) where
```

```
  gsize (L1 f) = gsize f
```

```
  gsize (R1 g) = gsize g
```

```
  ...
```

```
size :: Bin a → Int
```

```
size = gsize ∘ from
```



Pattern Functors Drawbacks

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- ▶ No guarantee about the form of *Rep*: product-of-sums is valid
- ▶ No guarantee about combinators used in *Rep*:
K1 Int :+: *Maybe* breaks class-dispatch.
- ▶ Class-dispatch fragile and hard to extend.



Codes (generics-sop)

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Codes (generics-sop)

- ▶ Addresses the issues with pattern functors.
- ▶ The language that representations are defined over.

```
data Bin a = Leaf a
           | Fork (Bin a) (Bin a)
type family   Code (a :: *) :: '['[*]]
type instance Code (Bin a) = '['[a], '[Bin a, Bin a]]
```



Interpreting Codes (generics-sop)

Start with n-ary sums and products:

data $NS :: (k \rightarrow *) \rightarrow [k] \rightarrow *$ **where**

$Here :: f x \rightarrow NS f (x' : xs)$

$There :: NS f xs \rightarrow NS f (x' : xs)$

data $NP :: (k \rightarrow *) \rightarrow [k] \rightarrow *$ **where**

$Nil :: NP f []$

$Cons :: f x \rightarrow NP f xs \rightarrow NP f (x' : xs)$

data $I x = I x$



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$Nil :: NP f []$

$Cons :: f x \rightarrow NP f xs \rightarrow NP f (x' : xs)$

data $I x = I x$

Define the representation:

type $Rep = NS (NP I) :: '[[*]] \rightarrow *$



Interpreting Codes (generics-sop)

type $Rep = NS (NP I) :: '[[*]] \rightarrow *$

data $Bin a = Leaf a$
| $Fork (Bin a) (Bin a)$



Interpreting Codes (generics-sop)

```
type Rep = NS (NP I) :: '['[*]] → *  
data Bin a = Leaf a  
          | Fork (Bin a) (Bin a)
```

Recall the *Tree* example:

```
type instance Code (Bin a) = '['[a], '['[Bin a, Bin a]]  
leaf    :: a → Rep (Code (Tree a))  
leaf e = Here (Cons e Nil)  
bin     :: Tree a → Tree a → Rep (Code (Tree a))  
bin l r = There (Here (Cons l (Cons r Nil)))
```



Generic Functionality (generics-sop)

Codes allow for combinators instead of class-dispatch:

$$\mathit{elimNP} :: (\forall k . f k \rightarrow a) \rightarrow NP f xs \rightarrow [a]$$
$$\mathit{elimNS} :: (\forall k . f k \rightarrow a) \rightarrow NS f xs \rightarrow a$$


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class *Size* *a* **where**

$$\mathit{size} :: a \rightarrow Int$$
$$\mathit{gsize} :: (Generic a, All2 Size (Code a)) \Rightarrow a \rightarrow Int$$
$$\mathit{gsize} = \mathit{succ} \circ \mathit{sum} \circ \mathit{elimNS} (\mathit{elimNP} (\mathit{size} \circ \mathit{unI})) \circ \mathit{from}$$

where $\mathit{unI} (I x) = x$



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where $\mathit{unI} (I x) = x$

Still: no explicit recursion: typeclass and complicated constraints.



Mutual Recursion (generics-mrsop)

Start with *Rep* as before:

data $I\ x = I\ x$

type $Rep\ (f :: '[[*]])$
 $= NS\ (NP\ I)\ f$



Mutual Recursion (generics-mrsop)

Add codes to handle a single recursive position:

```
data Atom = I | KInt | ...  
data NA :: * → Atom → * where  
  NA_I  :: x → NA x I  
  NA_K  :: Int → NA x KInt  
  
type Rep (x :: *) (f :: '[Atom])  
      = NS (NP (NA x)) f
```



Mutual Recursion (generics-mrsop)

Augment codes to have n recursive positions:

```
data Atom = I Nat | KInt | ...
```

```
data NA :: (Nat → *) → Atom → * where
```

```
  NA_I  :: x n → NA x (I n)
```

```
  NA_K  :: Int → NA x KInt
```

```
type Rep (x :: Nat → *) (f :: '[Atom])  
      = NS (NP (NA x)) f
```



Example (generics-mrsop)

data $RTree\ a = RTree\ a\ (Forest\ a)$

data $Forest\ a = Nil \mid Cons\ (RTree\ a)\ (Forest\ a)$

type $Fam = '[RTree\ Int, Forest\ Int]$



Example (generics-mrsop)

data *RTree* a = *RTree* a (*Forest* a)

data *Forest* a = *Nil* | *Cons* (*RTree* a) (*Forest* a)

type *Fam* = '[*RTree Int*, *Forest Int*]

type *CodeRTree* = '['[*KInt*, *I 1*]

type *CodeForest* = '['[], '['*I 0*, *I 1*]

type *Codes* = '['*CodeRTree*, *CodeForest*]



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type *CodeRTree* = '['[*KInt*, *I* 1]

type *CodeForest* = '['[], '['[*I* 0, *I* 1]

type *Codes* = '['*CodeRTree*, *CodeForest*]

instance *Family* *Fam* *Codes* **where**

...



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- ▶ Define a family: $fam :: '[*]$



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- ▶ Define a family: $fam :: '[*]$
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- ▶ Define lookup:

type family $Lkup$ ($ls :: '[k]$) ($n :: Nat$) $:: k$ **where**

$$Lkup '[] _ = TypeError \text{ "Out of bounds"}$$
$$Lkup (x ': xs) Z = x$$
$$Lkup (x ': xs) (S n) = Lkup xs n$$


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Then, finally, the i -th type is represented by:

$$Rep (Lkup fam) (Lkup i codes)$$


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$Lkup$ can't be partially applied though.



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Create an *El* type to be able to partially apply it and wrap it all in a typeclass:



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Create an *El* type to be able to partially apply it and wrap it all in a typeclass:

```
data El :: '[*] → Nat → * where  
  El :: Lkup fam ix → El fam ix
```

```
class Family (fam :: '[*]) (codes :: '['[Atom]]) where  
  from :: SNat ix  
    → El fam ix  
    → Rep (El fam) (Lkup codes ix)  
  to   :: SNat ix  
    → Rep (El fam) (Lkup codes ix)  
    → El fam ix
```



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- ▶ In fact, there is no problem: one could define:
type $CodeRTree = '[[KInt, I 42]]$, the instance would be impossible to write.



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- ▶ One solution: **data** $Atom\ n = I (Fin\ n) \mid \dots$
Too complicated in Haskell.
- ▶ In fact, there is no problem: one could define:
type $CodeRTree = '[[KInt, I 42]]$, the instance would be impossible to write.
- ▶ Malformed codes \Rightarrow uninhabitable representations.
- ▶ Errors are caught at compile time.



Deep versus Shallow

Deep encoding comes for free!

$$\begin{aligned} &\text{newtype } \mathit{Fix} \text{ codes } ix \\ &= \mathit{Fix} (\mathit{Rep} (\mathit{Fix} \text{ codes}) (\mathit{Lkup} \text{ codes } ix)) \end{aligned}$$



Deep versus Shallow

Deep encoding comes for free!

newtype *Fix codes ix*
= *Fix (Rep (Fix codes) (Lkup codes ix))*

deep :: (*Family fam codes*)
⇒ *El fam ix* → *Fix codes ix*
deep = *Fix* ∘ *mapRep deep* ∘ *from*



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gsize :: (*Family fam codes*)
⇒ *El fam ix* → *Int*
gsize = *cata (succ* ∘ *sum* ∘ *elimNP (elimNA id))* ∘ *deep*



Custom Opaque Types

Recall our definition of *Atom*:

data *Atom* = *I Nat* | *KInt* | ...

data *NA* :: (*Nat* → *) → *Atom*

→ * **where**

NA_I :: *x n* → *NA x (I n)*

NA_K :: *Int* → *NA x KInt*



Custom Opaque Types

Add another parameter to it:

data *Atom kon* = *I Nat* | *K kon*

data *NA* :: (*kon* → *) → (*Nat* → *) → *Atom kon*
→ * **where**

NA_I :: *x n* → *NA ki x (I n)*

NA_K :: *ki k* → *NA ki x (K k)*



Custom Opaque Types

Add another parameter to it:

```
data Atom kon = I Nat | K kon
data NA :: (kon → *) → (Nat → *) → Atom kon
        → * where
  NA_I  :: x n → NA ki x (I n)
  NA_K  :: ki k → NA ki x (K k)
```

Define a kind for opaque types and their interpretation:

```
data Opaque = O_Int | O_Float
data OpaqueSingl :: Opaque → * where
  OS_Int   :: Int   → OpaqueSingl O_Int
  OS_Float :: Float → OpaqueSingl O_Float
```



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- ▶ Custom opaque types.
- ▶ Zippers for mutually recursive families.
- ▶ Automatic *Family* generation with Template Haskell.
- ▶ Metadata support inspired by generics-sop.



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Lessons and Discussion

- ▶ Found two bugs in GHC: #14987 and #15517 (closed)
- ▶ Working with deep representations is simpler:
 - ▶ Recursion schemes
 - ▶ No need to carry constraints around
- ▶ Very powerful tool to work with generic AST's
- ▶ Curious about handling GADTs?
Join Haskell Symposium tomorrow at 9h30!



Use it and Hack it!

<https://hackage.haskell.org/package/generics-mrsop>



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