

# Programs as Data

## The Scala language: kinds, monads, implicits

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# Agenda

- More Scala
  - More about for-`yield` expressions
  - Higher-kinded types: functions on types
  - Monads
  - Implicit arguments
- Other new languages
  - Go, Clojure, Ceylon, Dart, ...
  - Coffeescript, Typescript, ...

# Map, filter and flatMap on lists

- `[x1...xn] map f` equals `[f(x1) ... f(xn)]`
- `[x1...xn] filter p` equals subsequence `[xi1...xim]` where `p(xij) == true`
- `[x1...xn] flatMap f` equals `[y11...y1m ... yn1...ynk]` where `[yi1...yim] = f(xi)`
- Exactly the `Select`, `Where`, `SelectMany` extension methods on .NET's `IEnumerable<T>` interface
- And `xs flatMap f == (xs map f).flatten`

# More on for-expressions

```
for (x <- primes; if x*x < 100) yield 3*x
```

generator

filter

transformer

- A for-yield expression is translated into

- map
- filter
- flatMap

```
primes  
  filter (x => x*x < 100)  
  map (x => 3*x)
```

# Translation of for-yield, part 1

```
for (x <- e1) yield er
```



```
e1 map (x => er)
```

```
for (x <- e1; if p) yield er
```



```
for (x <- e1 filter (x => p)) yield er
```

```
for (x <- e1; if p; more) yield er
```



```
for (x <- e1 filter (x => p); more) yield er
```

## Translation of for-yield, part 2

```
for (x <- e1; y <- e2; more) yield er
```



```
e1 flatMap  
  (x => for (y <- f(x); more) yield er)
```

```
for ((x1, x2) <- e1) yield er
```



```
e1 map { case (x1, x2) => er }
```

```
for (pat <- e1) yield er
```



```
e1 filter { ... } map { case pat => er }
```

# For-yield works on list, set, option ...

- In fact, for-yield works on anything that supports
  - map
  - filter
  - flatMap
- Provided the types are correct, like so:

```
abstract class C[A] {  
  def map[B] (f: A => B) : C[B]  
  def filter(p: A => Boolean) : C[A]  
  def flatMap[B] (f: A => C[B]) : C[B]  
  def foreach(b: A => Unit) : Unit  
}
```

Think of C[A] as  
a collection of A's

# Higher-kinded types

- A *type* represents many similar values
  - Eg: `Int` represents `0, 1, 2, ..., -1, -2, ...`
  - Eg: `List[Int]` represents `List(2,3), List(13,21), ...`
- A *kind* represents many similar types
  - Eg: `*` represents `Int, String, Double, ...`
  - Eg: `* -> *` represents `List[_], Tree[_], ...`
- Sounds cool, but why bother?
- Because even generic types lead to some code duplication (and maintenance trouble)



# Motivation: filter and remove

Examples due to  
David Christiansen

```
trait Iterable[T] {  
  def filter(p: T => Boolean): Iterable[T]  
  def remove(p: T => Boolean): Iterable[T]  
    = this.filter(x => !p(x))  
}
```

Neat  
enough

```
trait List[T] extends Iterable[T] {  
  def filter(p: T => Boolean): List[T] = ...  
  override def remove(p: T => Boolean): List[T]  
    = this.filter(x => !p(x))  
}
```

Not neat: silly to  
have to redefine

- If remove were just inherited, it would have result type `Iterable[T]` not `List[T]`
- But the result of removing from a list should be a list, not an iterable

# Type constructors to the rescue

- A *type constructor* is a function from types to a type. A generic class is a type constructor.
- Idea: Allow type constructors as arguments to types.

```
trait Iterable[T, Result[_]] {  
  def filter(p: T => Boolean): Result[T]  
  def remove(p: T => Boolean): Result[T]  
    = this.filter(x => !p(x))  
}  
trait List[T] extends Iterable[T, List] {  
  def filter(p: T => Boolean): List[T] = ...  
}
```

Takes a type and returns a type

The List type constructor

- In List[T] the inherited `remove` has return type Result[T] = List[T] as desired
- No need to redefine `remove`

# The need for kinds

- Some uses of Iterable would be meaningless:  
Iterable[Int, Double]
- Double is a type (\*), not type function (\*->\*)
- We can use *kinds* to describe legal uses of List, Iterable and so on:
  - Int: \*
  - List: \* -> \*
  - List[Int]: \*
  - Result: \* -> \*
  - Iterable: \* -> (\* -> \*) -> \*
- See Moors, Piessens, Odersky: *Generics of a higher kind*, OOPSLA2008

# Extensions of the eval function

- Consider (again) very simple expressions:

```
sealed abstract class Expr
case class CstI(value: Int)
  extends Expr
case class Prim(op: String, e1: Expr, e2: Expr)
  extends Expr
```

File ExpressionsMonads.scala

- We shall make a series of evaluators:

```
eval:           Expr -> Int           standard
optionEval:    Expr -> Option[Int]    may fail
setEval:       Expr -> Set[Int]       nondeterministic
traceEval:     Expr -> (List[String], Int) tracing operators
```

- And use *monads* to make them look alike

# First, split the eval function

```
def eval1(e: Expr): Int = {  
  e match {  
    case CstI(i)          => i  
    case Prim(op, e1, e2) =>  
      val v1 = eval1(e1)  
      val v2 = eval1(e2)  
      op match {  
        case "+" => v1 + v2  
        case "*" => v1 * v2  
        case "/" => v1 / v2  
      }  
    }  
}
```

```
def eval2(e: Expr): Int = {  
  e match {  
    case CstI(i)          => i  
    case Prim(op, e1, e2) =>  
      val v1 = eval2(e1)  
      val v2 = eval2(e2)  
      opEval(op, v1, v2)  
    }  
}
```

7+9\*10

97

```
def opEval(op: String, v1: Int, v2: Int): Int =  
  op match {  
    case "+" => v1 + v2  
    case "*" => v1 * v2  
    case "/" => v1 / v2  
  }
```

# Expressions that may fail: Option

```
def optionEval1(e: Expr): Option[Int] = {  
  e match {  
    case CstI(i)          => Some(i)  
    case Prim(op, e1, e2) =>  
      optionEval1(e1) match {  
        case None      => None  
        case Some(v1) =>  
          optionEval1(e2) match {  
            case None      => None  
            case Some(v2) => opEvalOpt(op, v1, v2)  
          }  
      }  
  } } }
```

7+9\*10

Some(97)

```
def opEvalOpt(op: String, v1: Int, v2: Int): Option[Int] =  
  op match {  
    case "+" => Some(v1 + v2)  
    case "*" => Some(v1 * v2)  
    case "/" => if (v2==0) None else Some(v1/v2)  
  }
```

# Expressions that may have multiple results: Set

```
def setEval1(e: Expr): Set[Int] = {  
  e match {  
    case CstI(i)          => Set(i)  
    case Prim(op, e1, e2) =>  
      (setEval1(e1) map { (v1: Int) =>  
        (setEval1(e2) map { (v2: Int) => opEvalSet(op, v1, v2)  
          }) . flatten  
      }) . flatten  
  }  
}
```

7+choose(9,10)

**Set(16, 17)**

```
def opEvalSet(op: String, v1: Int, v2: Int): Set[Int] =  
  op match {  
    case "+" => Set(v1 + v2)  
    case "*" => Set(v1 * v2)  
    case "/" => if (v2==0) Set() else Set(v1 / v2)  
    case "choose" => Set(v1, v2)  
  }
```

# Expressions with tracing of operators: Trace

```
def traceEval1(e: Expr): Trace[Int] = {  
  e match {  
    case CstI(i)          => (List(), i)  
    case Prim(op, e1, e2) => {  
      val (trace1, v1) = traceEval1(e1)  
      val (trace2, v2) = traceEval1(e2)  
      val (traceOp, valOp) = opEvalTrace(op, v1, v2)  
      (trace1 ++ trace2 ++ traceOp, valOp)  
    }  
  }  
}
```

7+9\*10

type Trace[A] = (List[String], A)

(List(\*, +), 97)

```
def opEvalTrace(op: String, v1: Int, v2: Int): Trace[Int] =  
  op match {  
    case "+" => (List(op), v1 + v2)  
    case "*" => (List(op), v1 * v2)  
    case "/" => (List(op), v1 / v2)  
  }
```



# Commonality of the four evaluators

- To evaluate an integer constant  $\text{CstI}(n)$ 
  - Convert  $n$  to the result type:  
`Int`, `Option[Int]`, `Set[Int]`, `Trace[Int]`
- To evaluate a two-operand  $\text{Prim}(op, e1, e2)$ 
  - evaluate  $e1$  to get some result(s)
  - build on them, evaluate  $e2$  to get some result(s)
  - build on the combination of results, using an `opEval`, to produce final result(s)

# Monads

- A monad consists of
  - A type constructor  $M[_]$
  - A `unit` function:  $A \rightarrow M[A]$
  - A `bind` function:  $M[A] \rightarrow (A \rightarrow M[B]) \rightarrow M[B]$
- It must satisfy:
  - $\text{bind}(\text{unit}(a), f) = f(a)$
  - $\text{bind}(a, \text{unit}) = a$
  - $\text{bind}(\text{bind}(a, f), g) = \text{bind}(a, x \rightarrow \text{bind}(f(x), g))$
- Example, a set is a monad, in mathematics:
  - $M[A] =$  all sets of A's
  - $\text{unit}(x) = \{ x \}$
  - $\text{bind}(xs, f) = \bigcup \{ f(x) \mid x \in xs \}$
- Example, a list is a monad, in Scala (or F#):
  - $M[t] = \text{List}[t]$
  - $\text{unit}(x) = \text{List}(x)$
  - $\text{bind}(xs, f) = (xs \text{ map } f).flatten = xs \text{ flatMap } f$

# Monads in Scala

- A monad consists of
  - A type constructor `M[_]`
  - A `unit` function: `A -> M[A]`
  - A `bind` function: `M[A] -> (A -> M[B]) -> M[B]`

```
trait Monad[M[_]] {  
  def unit[A](a: A): M[A]  
  def bind[A,B](m: M[A])(f: A => M[B]): M[B]  
}
```

- The Monad trait is generic of higher kind:  
Monad: `(* -> *) -> *`
- The argument to Monad is a type constructor  
Such as Option, Set, List, ...

# The option monad

```
object OptionMonad extends Monad[Option] {  
  def unit[A] (a: A) = Some(a)  
  def bind[A,B] (a: Option[A]) (fb: A => Option[B]) =  
    a match {  
      case None      => None  
      case Some(v) => fb(v)  
    }  
}
```

- In Scala, `bind` on `Option` is called `flatMap`
- Useful in for-comprehensions

# The set monad

```
object SetMonad extends Monad[Set] {  
  def unit[A] (a: A) = Set(a)  
  def bind[A,B] (a: Set[A]) (fb: A => Set[B]) =  
    (a map fb) . flatten  
}
```

- In Scala, `bind` on `Set` is called `flatMap`
- Useful in for-comprehensions

# The trace monad

```
type Trace[A] = (List[String], A)

object TraceMonad extends Monad[Trace] {
  def unit[A](a: A) = (List(), a)
  def bind[A,B](a: Trace[A])(fb: A => Trace[B]) = {
    val (aTrace, aVal) = a
    val (fTrace, fVal) = fb(aVal)
    (aTrace ++ fTrace, fVal)
  }
}
```

# The identity monad

```
type Identity[A] = A

implicit object IdentityMonad extends Monad[Identity] {
  def unit[A](a: A) = a
  def bind[A,B](a: Identity[A])(fb: A => Identity[B]) =
    fb(a)
}
```

- Why, would you think, do we need this?

# A general, monadic evaluator

```
def monadEval[M[_]] (e: Expr) (monad: Monad[M],
  opEval: (String, Int, Int) => M[Int]): M[Int] = {
  e match {
    case CstI(i)           => monad.unit(i)
    case Prim(op, e1, e2) =>
      monad.bind(monadEval(e1) (monad, opEval)) { v1 =>
        monad.bind(monadEval(e2) (monad, opEval)) { v2 =>
          opEval(op, v1, v2) }
        }
  }
}
```

- Can now define all four evaluators:

```
def eval4(e: Expr)           = monadEval[Identity] (e) (IdentityMonad, opEval)
def optionEval4(e: Expr)    = monadEval(e) (OptionMonad, opEvalOpt)
def setEval4(e: Expr)       = monadEval(e) (SetMonad, opEvalSet)
def traceEval4(e: Expr)     = monadEval(e) (TraceMonad, opEvalTrace)
```



# Implicit arguments

- The Scala compiler infers type parameters
  - Eg it infers the type parameters [Option], [Set] and [Trace] in the previous three examples
  - Based on the types of ordinary parameters
- The Scala compiler can also do the opposite
  - Infer an ordinary parameter ...
  - Based on type parameters or ordinary parameters
- To do this
  - Declare the formal parameter to be `implicit`
  - Declare the inferrable objects to be `implicit`

# Implicits in the monadic evaluators

```
def monadEval[M[_]](e: Expr)(implicit monad: Monad[M],  
    implicit opEval: (String, Int, Int) => M[Int]): M[Int] =  
{ ... }
```

```
implicit object IdentityMonad extends Monad[Identity] { ... }  
implicit object OptionMonad extends Monad[Option] { ... }  
implicit object SetMonad extends Monad[Set] { ... }  
implicit object TraceMonad extends Monad[Trace] { ... }
```

```
implicit def opEval(op: String, v1: Int, v2: Int): Int = ...  
implicit def opEvalOpt(op: String, v1: Int, v2: Int): Option[Int] ...  
implicit def opEvalSet(op: String, v1: Int, v2: Int): Set[Int] = ...  
implicit def opEvalTrace(op: String, v1: Int, v2: Int): Trace[Int] ..
```

# Implicits in the monadic evaluators

- Now even neater evaluator definitions

```
def eval5(e: Expr)          = monadEval[Identity](e)
def optionEval5(e: Expr)   = monadEval[Option](e)
def setEval5(e: Expr)      = monadEval[Set](e)
def traceEval5(e: Expr)    = monadEval[Trace](e)
```

- Given the evaluator's expected result type, the Scala compiler can infer:
  - The monad to use (optionMonad, setMonad, ...)
  - The operator evaluator (optionEval, setEval, ...)
- The Haskell language has very similar ideas
  - Allows for concise and very general programs

# New (?) languages all the time

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Features of some prominent languages	Lisp	C	C++	ML/Caml	Java	C#	Scala	F#	Clojure	Go	Ceylon	Dart	Objective C
	1958	1972	1984	1978	1994	1999	2003	2009	2009	2009	2011	2011	1986
<b>First created</b>	McCarthy	Kernighan, Ritchie	Stroustrup	Milner	Arnold, Goslin	Hejlsberg	Odersky	Syme	Rich Hickey	Pike	King	Bracha, Bak	Cox
<b>Chief designers</b>	MIT	Bell Labs	Bell Labs	Edinburgh U	Sun (Oracle)	Microsoft	EPFL (universi	Microsoft	(OSS?)	Google	Redhat	Google	Nextstep (App
<b>Company</b>	Own	(None)	(None)	Own	JVM	.NET/CLI	JVM	.NET/CLI	JVM	Own	JVM, Javascr	Javascript	Own
<b>Runtime</b>	Yes	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	(Yes)
<b>Garbage collection</b>	Yes	No	No	Yes	No	No	No	No	Yes?	No	Yes	(exercise)	(exercise)
References are safe	Yes	No	No	Yes	No	No	No	No	Yes?	No	Yes	(exercise)	(exercise)
<b>Object-oriented</b>	No	No	Yes	No	Yes	Yes	Yes	(Yes)	Yes	Yes	Yes	(exercise)	(exercise)
Method overloading	-	-	Yes	-	Yes	Yes	Yes	Yes	No	No	No	(exercise)	(exercise)
Virtual methods	-	-	Yes	-	Yes	Yes	Yes	Yes	Yes	Yes?	Yes	(exercise)	(exercise)
Inheritance	-	-	Multiple	-	Single	Single	Single	Single	Single	No?	Single	(exercise)	(exercise)
Interfaces/traits	-	-	No	-	Interfaces	Interfaces	Traits	?	Protocols	Interfaces	Traits (called i	(exercise)	(exercise)
<b>Functional</b>	(Yes)	No	No	Yes	No	Yes	Yes	Yes	Yes	No	Yes	(exercise)	(exercise)
Closures capture	-	-	-	rvalue	rvalue	lvalue	lvalue	lvalue	lvalue?	-	lvalue?	(exercise)	(exercise)
<b>Static types</b>	No	(Yes)	Yes	Yes	Yes	Yes	Yes	Yes	Optional	Yes	Yes	(exercise)	(exercise)
Generic types, parametric	No	No	(Yes)	Yes	Yes	Yes	Yes	Yes	-	No	Yes	(exercise)	(exercise)
Type parameter bounds	-	-	No	No	Yes	Yes	Yes	Yes	-	-	Yes	(exercise)	(exercise)
Co/contravariance	-	-	No	No	No	Yes	Yes	No	-	-	Yes	(exercise)	(exercise)
Higher-kinded types	-	-	No	No	No	No	Yes	No	-	out	No	(exercise)	(exercise)
<b>Pattern matching</b>	No	No	No	Yes	No	No	Yes	Yes	No	No	(Yes)	(exercise)	(exercise)
<b>Dynamic typing</b>	(Yes)	No	No	No	No	Yes	Yes	No	Yes	No?	No	(exercise)	(exercise)
<b>Exceptions</b>	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	(exercise)	(exercise)
Checked exceptions	-	-	No	No	Yes	No	No	No	No	-	No	(exercise)	(exercise)
<b>Reflection</b>	No	No	No	No	(Yes)	Yes	Yes	(Yes)	(Not quite)	Yes	Yes	(exercise)	(exercise)
<b>Concurrency</b>	No	OS processes	OS processes	OS processes	Threads	Threads, asyn	Actors	Async	Transactional i	"Goroutines"	Threads??	(exercise)	(exercise)
<b>Comm/sync</b>	No	(Library)	(Library)	(Library)	Locks	Locks, await	Messages	Messages	Atomic section	Channels	Locks??	(exercise)	(exercise)

File languagecomparison.xls

# What's next

- Monday 26 November:
  - Partial evaluation: Automatic program specialization, in the Scheme language
- No real exercises for Monday 26 November
- Voluntary exercise:
  - Complete the Dart and Objective-C columns
  - Possibly add another language of your choice
- Spørgetime: Onsdag 2. januar 2013 kl 0900
  - Room unknown at this time
- Eksamen: Torsdag 3. januar 2013