



# Generic programming for the masses

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## Common scenario

- We have a function we want to implement for many data types
- Equality, comparison, pretty-printing, etc.
- In Haskell, usually accomplished via type classes

# One example

# Another example

## Notice a pattern?

- All `Equal` instances have the very similar structure
- Tedious, and requires maintenance
- Surely there must be a way to automate this!

# Common ways to automate the creation of instances

- Built-in language support (straight-up magic)
- Macros (slightly more palatable magic)

# Built-in language support

- You can automatically derive certain privileged typeclasses
- The deriving Show bit causes this code to be generated:

## deriving drawbacks

- Complete hides the algorithm from users (unless you want to dig through GHC's source to understand it!)
- If your type class isn't one of the exalted few (Eq, Ord, Read, Show, etc.), you can't use deriving with it



# Macros

- GHC has macro system called Template Haskell (TH)
- Allows programmers to
  - Reify info about top-level definition
  - Quasiquote Haskell source code into a manipulatable TH AST
  - Splice TH AST back into source code
- Can be leveraged to derive instances

# Template Haskell example

(Code by Sami Hangaslammi: <https://gist.github.com/shangaslammi/1524967>)

## Template Haskell example (cont'd.)

- Typing this into Haskell source code:
- Splices this instance (visible via `ghc -ddump-splices`):

# Template Haskell drawbacks

- TH is a nice tool when you can use it, but...
  - Learning curve
  - Staging issues
  - Ugly as sin
  - Still requires several gallons of magic to work

# We need a better way to automatically derive instances

- Goals:
  - 1 Make the instance deriving algorithm transparent to programmers
  - 2 Extensible to many type classes
  - 3 Use as much pure Haskell as possible (minimize magic)

## Aside: regular datatypes form an algebra!

- We can form an algebra (semiring) out of Haskell datatypes (Yorgey and Piponi)
- A *semiring* is a set  $R$  with:
  - Associative operations  $+$ ,  $\bullet$  with identities  $0$ ,  $1$
  - $+$  is commutative
  - $\bullet$  distributes over  $+$
  - Neither  $+$  nor  $\bullet$  necessarily have inverses
- Examples:  $(\mathbb{N}, +, \times)$ ,  $(\{\text{true}, \text{false}\}, \text{or}, \text{and})$

# Putting the algebra in algebraic datatypes

- We can view Haskell datatypes abstractly through the lens of *polynomial functors*
- We inductively define the universe **Fun** of polynomial functors:
  - Constant functors:  $K_A \in \mathbf{Fun}$  where  $K_A a = A$
  - Identity functor:  $X \in \mathbf{Fun}$  where  $X a = a$
  - Sums of functors:  $\forall F, G \in \mathbf{Fun}, F + G \in \mathbf{Fun}$  where  $(F + G) a = F a + G a$
  - Products of functors:  $\forall F, G \in \mathbf{Fun}, F \times G \in \mathbf{Fun}$  where  $(F \times G) a = F a \times G a$ 
    - Abbreviate  $F \times G$  as  $FG$

## Putting the algebra in algebraic datatypes (cont'd)

- Polynomial functors form a semiring under  $+$  and  $\times$ , where  $1 = K_{\text{Unit}}$  and  $0 = K_{\text{Void}}$
- Haskell datatypes are isomorphic to polynomial functors!
- Examples:
  - `data Bool = False | True`  
 $B = 1 + 1$
  - `data List a = Nil | Cons a (List a)`  
 $L(A) = 1 + A \times L(A)$
  - `data Tree a = Leaf | Node a | Branch (Tree a) a (Tree a)`  
 $T(A) = 1 + A + A \times T(A)^2$



## Putting it into code

- Translating this encoding of datatypes to Haskell proves straightforward:

# Putting it into code

- Continuing the previous examples:
  - 
  - 
  -
- Now we have a common vocabulary for talking about any datatype!

# Implementing Equal generically

- Recall our earlier example:
- Using our new generic datatype technology, we should be able to derive Equal instances with ease
- To that end, let's invent a generic Equal counterpart:<sup>1</sup>

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<sup>1</sup>Note that the parameter in Equal is of kind \*, but the one in GEqual is of kind \* -> \*. More on this later.

# Implementing Equal generically

- Case 1: data U1 p = U1
  - A nullary constructor is always equal to itself

# Implementing Equal generically

- Case 2:  $\text{data } (f \text{ :+: } g) \text{ p} = \text{L1 } (f \text{ p}) \mid \text{R1 } (g \text{ p})$ 
  - One branch of a sum is only equal to the another value from the same branch (and only if the underlying types are equal)

# Implementing Equal generically

- Case 3:  $\text{data } (f \text{ :*: } g) \text{ } p = f \text{ } p \text{ :*: } g \text{ } p$ 
  - A product is equal to another product if its constituent types are equal to the corresponding types in the other pair

# Implementing Equal generically

- Case 4: `newtype Rec0 c p = Rec0 c`
  - For constants, defer to the underlying `Equal` instance:

# Implementing Equal generically

- Case 5: data V1 p
  - If a datatype is not inhabited by any values, we punt.



# Implementing Equal generically

- Now we need a way to use GEqual in an Equal instance
- Solution: another typeclass!
- Example instance:

# Implementing Equal generically

- Now implementing an `Equal` instance for any `Generic` instance is a breeze!

## Further elimination of boilerplate

- We inadvertently introduced more boilerplate by having to define `Generic` instances
- To remedy this, we'll introduce one small piece of magic. This:
- can be done with this:

## Further elimination of boilerplate

- There's also the `eq = genericEq` boilerplate.
- Use default instance signatures to get around this:
- Now you don't have to implement the default definition yourself:

## Further elimination of boilerplate

- You can get the best of both worlds with GHC 7.10's `-XDeriveAnyClass` extension:

## What else can you do with generics?

- You can encode metadata with another representation type:

# Caveats

- GHC generics can incur a runtime cost due to conversion to/from representation types
  - Good chance representation types can be inlined away, though
- Cannot handle certain sophisticated type features, e.g.,

## Takeaways

- A generic programming technique with a much lower learning curve
- Eliminates large swaths of boilerplate
- Avoids many of the frustrations of `deriving` and Template Haskell

Any questions?



# How GHC generics gets its metadata (pre-GHC 8.0)

- `-XDeriveGeneric` generates proxy datatypes for metadata instances:

# How GHC generics gets its metadata (GHC 8.0 and later)

- Encode the metadata in the type!
- Uses singleton types reify the type information as a value:
- No need to generate any extra datatypes or instances!

# Generic1

- There's also a way to generically implement typeclasses of kind  $* \rightarrow *$ :
- An example of a typeclass of kind  $* \rightarrow *$ :

# Generic1

- We can generically derive Mappable using the same machinery!