

Generic Programming

Pouya Larjani
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Generic Programming

- Want to write a *universal* algorithm for certain task that works on any data structure.
- Useful for traversals, searches, serialization (`show`), de-serialization (`re`
- Straight-forward approach contains a lot of “setup” code for traversal, and a small amount of code for real algorithm.

Generics

- Generics are polytypic constructs where value can have different types.
- Already seen basic examples in $\lambda 2$:

```
id :: forall a. a -> a
mypoly a b = (id a, id b)
mypoly 5 'a'
```
- Other languages:
 - Templates in C++
 - Generics in Java 5.0 and C# 2.0

Example

Standard representation of a campus:

```
data Campus = C Name [Building]
data Building = B Name Address [Floor]
data Floor = F Name [Room]
data Room = R Int Capacity
data Capacity = Cap Int
```

Need to reduce the capacity of each room by 25%:

```
decCap :: Int -> Capacity -> Capacity
decCap p (Cap c) = Cap $ 100 * c `div` (100 - p)
```

decCap is the only “interesting” part of the algorithm, the rest of the code is traversal routine:

```
decC :: Int → Campus → Campus
decC p (C n bs) = C n $ map (decB p) bs
decB :: Int → Building → Building
decB p (B n a fs) = B n a $ map (decF p) fs
decF :: Int → Floor → Floor
decF p (F n rs) = F n $ map (decR p) rs
decR :: Int → Room → Room
decR p (R n c) = R n $ decCap p c
```

Problems

- Most of the code was for traversal, not the real work we wanted to do.
- A different data structure is going to need another bunch of traversal code with the exact same idea.
- A different task on the same data structure (e.g. total capacity of all rooms) will again need a bunch of traversal code.

Using Generics

- Have a polymorphic traversal function that goes through every node in the data structure and applies a certain function.
- Another polymorphic function that performs the algorithm we want on the certain type of nodes, and leaves everything else untouched.

Approaches in Haskell

- Can't do this in (vanilla) Haskell98. Need to use some extensions.
- “Generic Haskell” (Andres Löh, Johan Jeuring, et al.)
 - Uses *Type-Indexed Values* to “index” over different type constructors. Can behave differently over different types to achieve polymorphism.
 - Generic applications: Applies a generic definition to a certain type.
 - Separate ghc compiler – doesn't work on GHC 6.4 of the box.

Approaches in Haskell

- “Scrap your boilerplate” (Lämmel & Peyton-John)
 - *Type Extensions*: Lift a function to apply it be able to apply it to any type.
 - *Generic Traversal Combinators*: Follows a certain method to traverse through a data structure and use a generic function.
 - Only needs GHC 6.4 extensions.

Required Extensions

- Reflection: Need to be able to determine the type of a polymorphic argument, and compare types.
- Second-rank polymorphism: We want to be able to have a polymorphic type on the left hand side of a function.
e.g. `(forall a. a -> a) -> (forall b. b -> b)`
- Unsafe coercion: Identity function that changes the type of its argument.

Revisiting the example

```
decCap :: Int -> Capacity -> Capacity
decCap p (Cap c) = Cap $ 100 * c `div` (100 - p)
```

We want to only use this in a generic program:

```
everywhere (gDecCap 25) mcMaster
```

The `gDecCap` function is the generic version of `decCap` which applies to any node in data structure, and behaves like `ident` on nodes that are not of type `Capacity`.

Type Extension

- We are going to lift a function to accept any type as its argument, and has the same behavior as before on its original domain.
- To do this, we need to be able to determine and compare the type of variables (i.e. reflection) and change the behavior of the function accordingly.

Type Casting

- Assume we have a class `Typeable` that allows us to get a type representation any instance of it, and that all the type we have are instances of `Typeable`.
- GHC 6.4 allows us to automatically derive a data type from `Typeable` without worrying about manually instantiating

```
data Campus = C Name [Building]
              deriving (Typeable)
...
```

Type Casting

- `Typeable` class provides a `typeOf` method that we can use for getting a type representation of its argument. The argument of `typeOf` is *never* evaluated

```
cast :: (Typeable a, Typeable b) => a -> Maybe b
cast x = r where
  r = if typeOf x == typeOf (get r)
      then Just (unsafeCoerce x)
      else Nothing
get :: Maybe a -> a
get x = undefined
```

Type Extension

- To make a lift, we need a transformation of a certain type (`decCap p` in our example) and extend it to any type.
- If casting the function to our target type returns a `Nothing` (i.e. types didn't match) then we do normal identity map, otherwise we apply the function to the argument which we *know* is of correct type.

Make Transformation

- To make a transformation in SYB, use `mkT`, defined as:

```
mkT :: (Typeable a, Typeable b) => (b->b) -> a->a
mkT f = case cast f of
  Just g -> g
  Nothing -> id
```

- For our example, we can make `gDecCap` easily from `mkT` and `decCap`:

```
gDecCap p = mkT $ decCap p
```

Generic Traversal

- To traverse through the sub-items in a data structure, we need a generic transformation that traverses the value of that type.
- Defined through class `Data`:

```
class Typeable a => Data a where
  gmapT :: (forall b. Data b => b->b) -> a->a
```
- This is a rank-2 type, which is a Haskell extension supported by GHC 6.4

Single-Layer Traversals

- We need an instance of `Data` for every type now.
- Primitive types:

```
instance Data Int where gmapT f x = x
...
```
- Everything is already defined.
- Our sample types:

```
instance Data Room where
  gmapT f (R n c) = R (f n) (f c)
```

Generic Traversal

- GHC allows us to automatically derive from `Data` without having to write all the code:

```
data Campus = C Name [Building]
              deriving (Typeable, Data)
...
```
- Now the 'everywhere' traversal combinator is easy to make:

```
everywhere :: (forall b. Data b => b->b) ->
             (forall a. Data a => a->a)
everywhere f = f . gmapT (everywhere f)
```

Other Generic Traversals

- Now we can apply a certain transformation everywhere in data structure. What if we wanted to apply a summary operator to everything in the structure get a summary?
- Adding all the nodes of a type together e.g. find the total capacity of all the rooms in university.
- Search for something specific (use lazy evaluation)

Generic Queries

- **Make a query:**

```
mkQ :: (Typeable a, Typeable b) => r -> (b->r) -> a->r
```

- **Generic query map in Data class:**

```
gmapQ :: (forall b. Data b => b->r) -> a->[r]
```

- **Generic Traversal:**

```
everything :: (r -> r -> r) ->
             (forall b. Data b => b->r) ->
             (forall a. Data a => a->r)
everything k f x =
    foldl k (f x) (gmapQ (everything k f) x)
```

References

- *Exploring Generic Haskell*
Andres Löh, 2004
- *The Generic Haskell user's guide*
Andres Löh and Johan Jeuring (editors), et al
- *Scrap Your Boilerplate: A practical Design Pattern in
Generic Programming*
Ralf Lämmel and Simon Peyton-Jones, 2003
- *Scrap More Boilerplate: Reflection, Zips, and
Generalized Casts*
Ralf Lämmel and Simon Peyton-Jones, 2004

Examples

- **Find the total capacity of all rooms:**

```
getCap :: Capacity -> Int
getCap (Cap c) = c
everything (+) (mkQ 0 getCap) mcMaster
```

- **Find a building in university:**

```
findB :: String -> Building -> Maybe Building
findB n b@(B n' _ _) | n == n' = Just b
                    | otherwise = Nothing
orElse :: Maybe a -> Maybe a -> Maybe a
x `orElse` y = case x of
    Just _ -> x
    Nothing -> y
everything orElse (mkQ Nothing $ findB "ITB") mcMast
```