

# Lightweight higher-kinded polymorphism

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# Pining for Haskell

(the story)

## Pining for Haskell: laziness?

```
fibs =  
  0 : 1 : zipWith (+) fibs (tail fibs)
```

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```
fibs =  
  0 : 1 : zipWith (+) fibs (tail fibs)
```

```
let rec fibs =  
  lazy (0 :: lazy (1 :: zipWith (+) fibs (tail fibs)))
```

## Pining for Haskell: type classes?

```
find x l = case l of
  (y, z) : tl → if x == y then Just z
                else find x tl
  [] → Nothing
```

## Pining for Haskell: type classes?

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                else find x tl
  [] → Nothing
```

```
let rec find (==) x = function
  | (y, z) :: tl → if x == y then Some z
                   else find (==) x tl
  | [] → None
```

## Pining for Haskell: purity?

```
swap (x, y) = (y, x)
```

## Pining for Haskell: purity?

```
swap (x, y) = (y, x)
```

```
let swap (x, y) = (y, x)
```



monads in Haskell vs monads in ML

(the motivating example)

# Monads in Haskell

```
when c a = if c then a else return ()
```

# Monads in Haskell

```
when :: Monad (m :: * -> *) => Bool -> m () -> m ()  
when c a = if c then a else return ()
```

# Monads in Haskell ... and ML

```
when :: Monad (m :: * -> *) => Bool -> m () -> m ()  
when c a = if c then a else return ()
```

---

```
module When (M: MONAD) =  
struct  
  let whn c a = if c then a else M.return ()  
end
```

## Monads in Haskell, continued

```
unless c a = when (not c) a
```

```
when True []
```

## Monads in Haskell ... and ML, continued

```
unless c a = when (not c) a
```

```
when True []
```

---

```
module Unless (M: MONAD) =
```

```
struct
```

```
  module When_M = When(M)
```

```
  let unless c a = When_M.whn (not c) a
```

```
end
```

```
let module WhenList = When(List_monad) in
```

```
  length (WhenList.whn true [])
```

Why all the verbosity? What's missing?

(the crisis)

Why all the verbosity? What's missing?

**type classes**

**higher kinds**



Why all the verbosity? What's missing?

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Show `a → a → String` ✓

# Why all the verbosity? What's missing?

## type classes

Show a → a → String ✓

Show a ⇒ a → String ✗

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Maybe Int ✓

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f Int ✗

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## type classes

Show a → a → String ✓

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## higher kinds

Maybe Int ✓

Maybe a ✓

f Int ✗ ← **this talk**

# Defunctionalization

(the inspiration)

## Defunctionalization: eliminating higher-order functions

```
(* fold : ('a × 'b → 'b) → 'b → 'a list → 'b *)  
let rec fold cons nil = function  
  [] → nil  
| x :: xs → cons (x, fold cons nil xs)  
  
let sum l = fold (fun (x, y) → x + y) 0 l  
  
let map f l = fold (fun (x, xs) → f x :: xs) [] l
```



## Defunctionalization: eliminating higher-order functions

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```

## Defunctionalization: eliminating higher-order functions

```
(* fold : ('a × 'b, 'b) arr → 'b → 'a list → 'b *)  
let rec fold cons nil = function  
  [] → nil  
| x :: xs → apply (cons, (x, (fold cons nil xs)))  
  
let sum l = fold Plus 0 l  
  
let map f l = fold (FCons f) [] l
```

# Defunctionalization: eliminating higher-order functions

```
(* fold : ('a × 'b, 'b) arr → 'b → 'a list → 'b *)  
let rec fold cons nil = function  
  [] → nil  
| x :: xs → apply (cons, (x, (fold cons nil xs)))  
  
let sum l = fold Plus 0 l  
  
let map f l = fold (FCons f) [] l  
  
type ('a, 'b) arr =  
  Plus : (int × int, int) arr  
| FCons : ('a → 'b) → ('a × 'b list, 'b list) arr  
  
let apply : type a b. (a, b) arr × a → b = function  
  Plus, (x, y) → x + y  
| FCons f, (x, xs) → f x :: xs
```

# Defunctionalization: eliminating higher-order functions

## Function types

$a \rightarrow b$

# Defunctionalization: eliminating higher-order functions

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$$a \rightarrow b \quad \rightsquigarrow \quad (a, b) \text{ arr}$$

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## Building functions

`fun (x, y) → x + y`



# Defunctionalization: eliminating higher-order functions

## Function types

`a → b`  $\rightsquigarrow$  `(a, b) arr`

## Building functions

`fun (x, y) → x + y`  $\rightsquigarrow$  `Plus`

# Defunctionalization: eliminating higher-order functions

## Function types

$a \rightarrow b \rightsquigarrow (a, b) \text{ arr}$

## Building functions

`fun (x, y) → x + y`  $\rightsquigarrow$  Plus

## Calling functions

`f (x, y)`

# Defunctionalization: eliminating higher-order functions

## Function types

$a \rightarrow b \rightsquigarrow (a, b) \text{ arr}$

## Building functions

`fun (x, y) → x + y`  $\rightsquigarrow$  Plus

## Calling functions

`f (x, y)`  $\rightsquigarrow$  apply (f, (x, y))

## Eliminating higher-kinded type expressions

(the trick)

# Eliminating higher-kinded type expressions

```
(* 'm monad → bool → unit 'm → unit 'm *)  
let whn m c a =  
  if c then a else m#return ()  
  
let unless m c a =  
  whn m (not c) a  
  
length (whn mlist true [])
```

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let unless m c a =  
  whn m (not c) a  
  
length (whn mlist true [])
```



# Eliminating higher-kinded type expressions

```
(* 'm monad → bool → (unit, 'm) app → (unit, 'm) app *)  
let whn m c a =  
  if c then a else m#return ()  
  
let unless m c a =  
  whn m (not c) a  
  
length (Lst.prj (whn mlist true (Lst.inj [])))
```

# Eliminating higher-kinded type expressions

## **Type applications**

a m

# Eliminating higher-kinded type expressions

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$a\ m \rightsquigarrow (a, m)\ \text{app}$

# Eliminating higher-kinded type expressions

## Type applications

`a m`  $\rightsquigarrow$  `(a, m) app`

## Using type constructors polymorphically

`whn d c []`

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# Eliminating higher-kinded type expressions

## Type applications

`a m`  $\rightsquigarrow$  `(a, m) app`

## Using type constructors polymorphically

`whn d c []`  $\rightsquigarrow$  `whn d c (Lst.inj [])`

## Using applied constructors monomorphically

`whn d c l`

# Eliminating higher-kinded type expressions

## Type applications

`a m`  $\rightsquigarrow$  `(a, m) app`

## Using type constructors polymorphically

`whn d c []`  $\rightsquigarrow$  `whn d c (Lst.inj [])`

## Using applied constructors monomorphically

`whn d c l`  $\rightsquigarrow$  `Lst.prj (whn d c l)`

# The *higher* interface

(the library)



## The *higher* interface

```
type (_, _) app
```

## The *higher* interface

```
type (_, _) app

module type NEWTYPE = sig
  type _ s
  type t
  val inj : 'a s → ('a, t) app
  val prj : ('a, t) app → 'a s
end
```

## The *higher* interface

```
type (_, _) app

module type NEWTYPE = sig
  type _ s
  type t
  val inj : 'a s → ('a, t) app
  val prj : ('a, t) app → 'a s
end

module Newtype(T : sig type 'a t end) :
  NEWTYPE with type 'a s = 'a T.t
```

## The *higher* interface

```
type (_, _) app
```

```
module type NEWTYPE = sig
  type _ s
  type t
  val inj : 'a s → ('a, t) app
  val prj : ('a, t) app → 'a s
end
```

```
module Newtype(T : sig type 'a t end) :
  NEWTYPE with type 'a s = 'a T.t
```

---

```
module Lst = Newtype(struct type 'a t = 'a list end)
```

*higher*: not just for monads

(the claim of generality)

# Perfect trees

Z  
|  
a

S  
|  
Z  
/ \  
a a

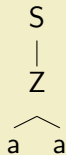
S  
|  
S  
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Z  
/ \  
a a / \  
a a

S  
|  
S  
|  
S  
|  
Z  
/ \  
a a / \  
a a / \  
a a / \  
a a

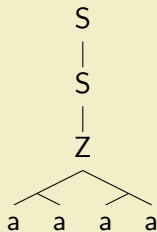
# Perfect trees: folds

Z  
|  
a

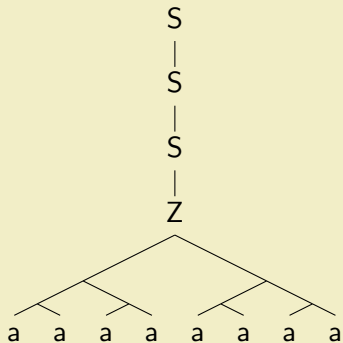
z a



s (z (a,a))



s (s (z ((a,a),  
(a,a))))



s (s (s (z ((a,a),(a,a)),  
(a,a),(a,a))))

# Perfect trees

```
type 'a perfect =  
  Zero : 'a → 'a perfect  
| Succ : ('a × 'a) perfect → 'a perfect
```



## Perfect trees: folds

```
type 'a perfect =  
  Zero : 'a → 'a perfect  
| Succ : ('a × 'a) perfect → 'a perfect
```

```
val fold :  
  ∀('f :: * → *).  
  (∀'a.'a → 'a 'f) →  
  (∀'a.('a × 'a) 'f → 'a 'f) →  
  ∀'b.'b perfect → 'b 'f
```

## Perfect trees: folds

```
type 'a perfect =  
  Zero : 'a → 'a perfect  
| Succ : ('a × 'a) perfect → 'a perfect
```

```
type 'f folder = {  
  z: 'a. 'a → ('a, 'f) app;  
  s: 'a. ('a × 'a, 'f) app → ('a, 'f) app;  
}
```

```
let rec fold : 'f 'b. 'f folder → 'b perfect → ('b, 'f) app
```

## Perfect trees: folds

```
type 'a perfect =  
  Zero : 'a → 'a perfect  
| Succ : ('a × 'a) perfect → 'a perfect  
  
type 'f folder = {  
  z: 'a. 'a → ('a, 'f) app;  
  s: 'a. ('a × 'a, 'f) app → ('a, 'f) app;  
}  
  
let rec fold : 'f 'b. 'f folder → 'b perfect → ('b,'f) app =  
  fun { z; s } → function  
  | Zero l → z l  
  | Succ p → s (fold { z; s } p)
```

## Perfect trees: folds

```
module Perfect = Newtype(struct type 'a t = 'a perfect end)
```

# Perfect trees

```
module Perfect = Newtype(struct type 'a t = 'a perfect end)  
  
let zero x = inj (Zero x)  
let succ x = inj (Succ (prj x))
```

# Perfect trees

```
module Perfect = Newtype(struct type 'a t = 'a perfect end)  
  
let zero x = inj (Zero x)  
let succ x = inj (Succ (prj x))  
  
let idp p = prj (fold { z = zero; s = succ } p)
```

In the paper

(the sales pitch)

## In the paper

- ★ Implementation: extensible variants + generative functors



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- ★ Implementation: an unchecked coercion

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*But wait — there's more!*

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- ★ Example: Leibniz equality!

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- ★ Implementation: extensible variants + generative functors
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- ★ Example: Leibniz equality!
- ★ Example: the codensity transform!

# In the paper

- ★ Implementation: extensible variants + generative functors
- ★ Implementation: an unchecked coercion

*But wait — there's more!*

- ★ Example: Leibniz equality!
- ★ Example: the codensity transform!
- ★ Example: kind polymorphism<sup>1</sup>!

---

<sup>1</sup>Conditions apply