Functor (1A)

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Based on

http://learnyouahaskell.com/making-our-own-types-and-typeclasses#the-functor-typeclass

Haskell in 5 steps
https://wiki.haskell.org/Haskell_in_5_steps

Typeclasses

Typeclasses are like interfaces

defines some behavior
- comparing for equality
- comparing for ordering
- enumeration

Instances of that typeclass
- types possessing such behavior

Such behavior is defined by
- **function definition**
- **type declaration** to be implemented

a type is an instance of a typeclass implies
the functions defined by the typeclass with that type can be used

No relation with classes in Java or Python

http://learnyouahaskell.com/making-our-own-types-and-typeclasses#the-functor-typeclass

A Typeclass Example

the Eq typeclass

defines the functions **==** and ***/=***

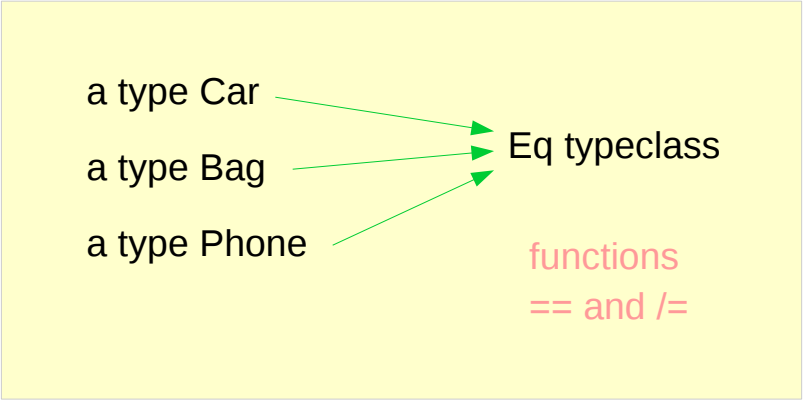
a type Car

comparing two cars c1 and c2 with the equality function ==

The Car type is an instance of Eq typeclass

Instances : various types

Typeclass : a group or a class of these similar types



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Eq Typeclass Example

```
class Eq a where
   (==) :: a -> a -> Bool          - a type declaration
   (/=) :: a -> a -> Bool          - a type declaration
   x == y = not (x /= y)           - a function definition
   x /= y = not (x == y)           - a function definition
```

```
data TrafficLight = Red | Yellow | Green
```

```
instance Eq TrafficLight where
   Red    == Red    = True
   Green  == Green  = True
   Yellow == Yellow = True
   _      == _      = False
```

```
ghci> Red == Red
True
ghci> Red == Yellow
False
ghci> Red `elem` [Red, Yellow, Green]
True
```

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Show Typeclass Example

```
class Show  a where
   show :: a  -> String              - a type declaration
   * * *
```

```
data TrafficLight = Red | Yellow | Green

instance Show TrafficLight where
    show Red = "Red light"
    show Yellow = "Yellow light"
    show Green = "Green light"
```

```
ghci> [Red, Yellow, Green]
[Red light,Yellow light,Green light]
```

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Show Typeclass Example

```
class (Eq a) => Num a where
  ...

class Num a where
  ...
```

class constraint on a class declaration
only we state that our type a must be an instance of **Eq**

an instance of **Eq**
before being an instance of **Num**

When defining the required function bodies
in the class declaration or
in instance declarations,

we can safely use == because a is a part of **Eq**

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Show Typeclass Example

class constraints in class declarations

to make a typeclass a subclass of another typeclass

class constraints in instance declarations

to express requirements about the contents of some type.

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Show Typeclass Example

the **a** : a concrete type

Maybe : not a concrete type
: a type constructor that takes one parameter
produces a concrete type.

Maybe a : a concrete type

```
instance (Eq m) => Eq (Maybe m) where
  Just x   == Just y      =  x == y
  Nothing  == Nothing     =  True
  _        == _           =  False
```

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Functor typeclass

the Functor typeclass is basically for things that can be *mapped over*

ex) mapping over lists

the list type is part of the Functor typeclass

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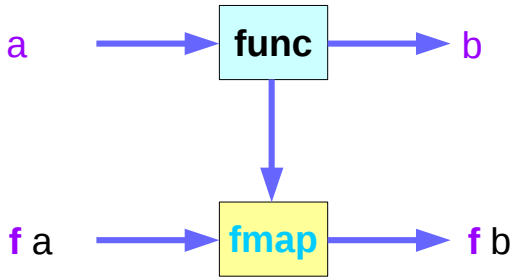
Functor typeclass

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```



function fmap
function func
type constructor f

The Functor typeclass

defines one function, **fmap**,

no default implementation

the **type variable f**

not a concrete type (a concrete type can hold a value)

a **type constructor** taking one type parameter

Maybe Int : a concrete type

Maybe : a type constructor that takes one type as the parameter

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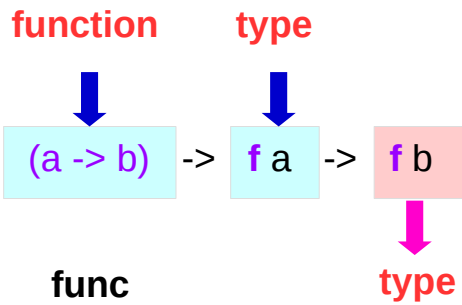
Function map & fmap

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```



fmap takes

- a **function** from one type to another (a -> b)
- a **Functor f** takes **one type** and returns another type (**f** a -> **f** b)

```
map :: (a -> b) -> [a] -> [b]
```

map takes

- a function from one type to another
- take a list of one type
- returns a list of another type

```
(* 2)
[ 1, 2, 3 ]
[ 2, 4, 6 ]
```

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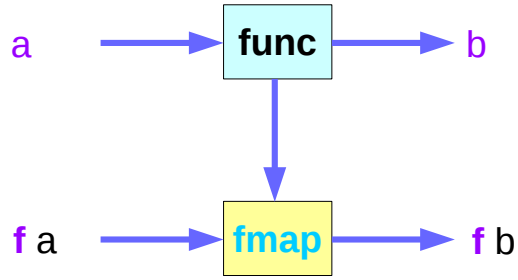
List : an instance of Functor typeclass

```
class Functor f where
    fmap :: (a -> b) -> f a -> f b
```

```
    map :: (a -> b) -> [a] -> [b]
```

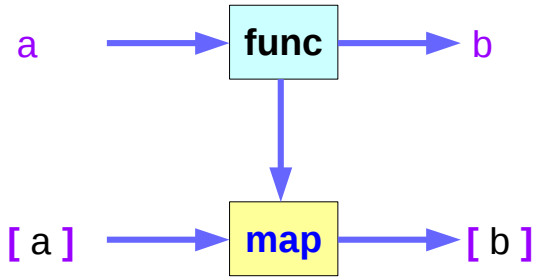


map is just a **fmap** that works only on **list**s

a list is an **instance** of the Functor typeclass.

```
instance Functor [ ] where
    fmap = map
```

function fmap
function func
type constructor f



f : a type constructor that takes one type
[ ] : a type constructor that takes one type
[a] : a concrete type ([Int], [String] or [[String]])

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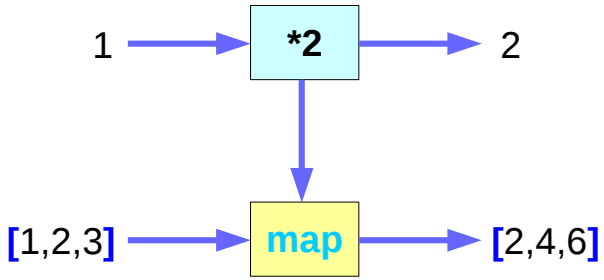
List Examples

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

```
map :: (a -> b) -> [a] -> [b]
```

```
instance Functor [ ] where
  fmap = map
```

```
map :: (a -> b) -> [a] -> [b]
ghci> fmap (*2) [1..3]
[2,4,6]
ghci> map (*2) [1..3]
[2,4,6]
```



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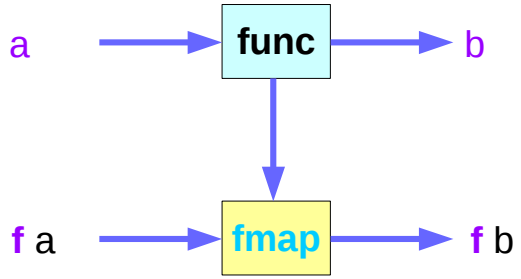
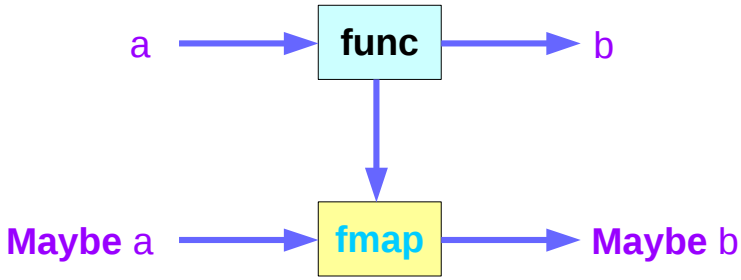
Maybe : an instance of Functor typeclass

```
class Functor f where
    fmap :: (a -> b) -> f a -> f b
```

```
instance Functor Maybe where
    fmap func (Just x) = Just (func  x)
    fmap func Nothing = Nothing
```



If an empty value of **Nothing**, then just return a **Nothing**.
If a single value packed up in a **Just**,
then we apply the **function** on the *contents* of the **Just**.




```
instance Functor Maybe where
    fmap f (Just x) = Just (f x)
    fmap f Nothing = Nothing
```

f is different from the type constructor **f**

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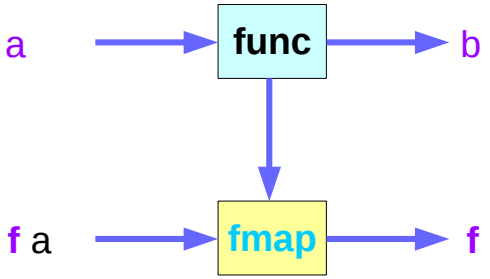
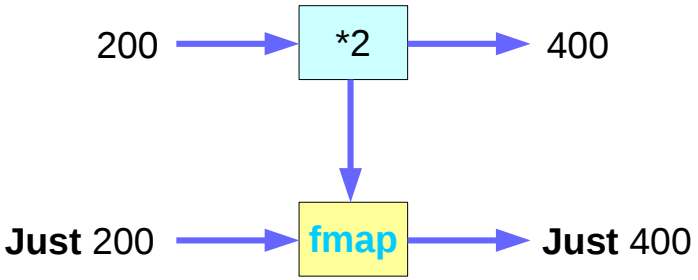
Maybe Examples (1)

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

```
instance Functor Maybe where
  fmap f (Just x) = Just (f x)
  fmap f Nothing = Nothing
```




```
ghci> fmap (*2) (Just 200)
Just 400
ghci> fmap (*2) Nothing
Nothing
```



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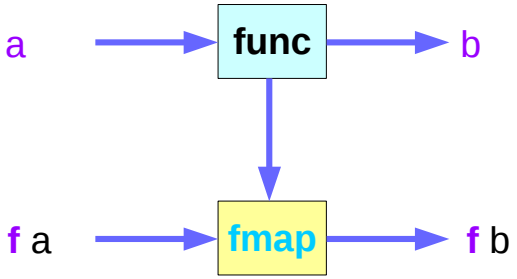
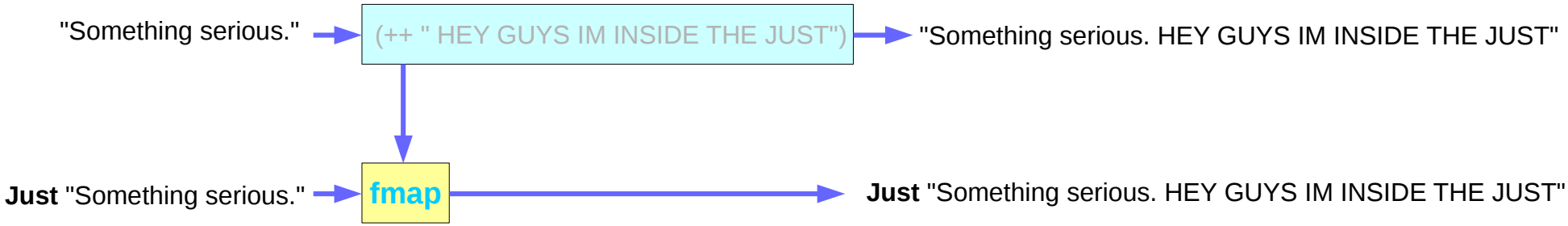
Maybe Examples (2)

```
class Functor f where
    fmap :: (a -> b) -> f a -> f b
```

```
instance Functor Maybe where
    fmap f (Just x) = Just (f x)
    fmap f Nothing = Nothing
```




```
ghci> fmap (++ " HEY GUYS IM INSIDE THE JUST") (Just "Something serious.")
Just "Something serious. HEY GUYS IM INSIDE THE JUST"
ghci> fmap (++ " HEY GUYS IM INSIDE THE JUST") Nothing
Nothing
```



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Maybe as a functor

Functor typeclass:

- transforming one type to another
- transforming operations of one type to those of another

Maybe a is an instance of a **functor** type class

Functor provides **fmap** method

maps functions of the base type (such as Integer)
to *functions* of the lifted type (such as Maybe Integer).

https://stackoverflow.com/questions/18808258/what-does-the-just-syntax-mean-in-haskell

Maybe as a functor

A *function* **f** transformed with **fmap**
can work on a **Maybe** value

```
case maybeVal of
  Nothing  -> Nothing       -- there is nothing, so just return Nothing
  Just val -> Just (f val)  -- there is a value, so apply the function to it
```

```
   father :: Person -> Maybe Person
   mother :: Person -> Maybe Person
```

```
       f :: Int                -> Int
fmap   f :: Maybe Integer -> Maybe Integer
```

a **Maybe Integer** value: **m_x**

```
fmap  f   m_x
```

https://stackoverflow.com/questions/18808258/what-does-the-just-syntax-mean-in-haskell

Maybe as a functor

In fact, you could apply a whole chain of
lifted Integer -> **Integer** functions to **Maybe Integer** values
and only have to worry about explicitly checking for **Nothing** once when you're finished.

https://stackoverflow.com/questions/18808258/what-does-the-just-syntax-mean-in-haskell

Then Operator (>>) and **do** Statements

```
putStr "Hello"  >>
putStr " "      >>
putStr "world!" >>
putStr "\n"
```

```
do { putStr "Hello"
   ; putStr " "
   ; putStr "world!"
   ; putStr "\n" }
```

https://en.wikibooks.org/wiki/Haskell/do_notation

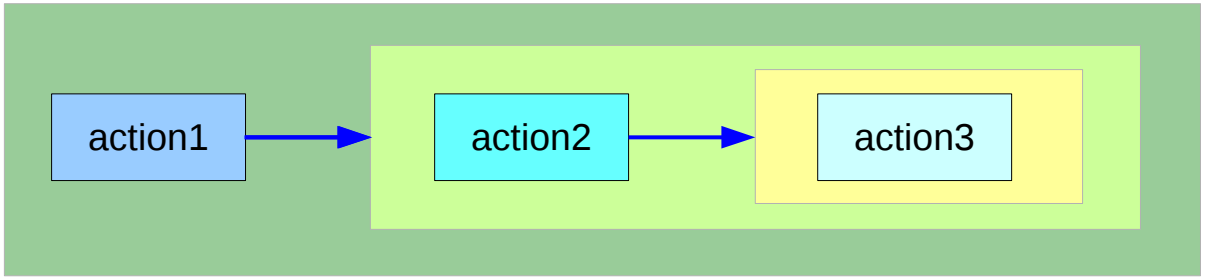
Translating in **do** notation

```
do { action1
   ; action2
   ; action3 }
```

```
action1 >>
do { action2
   ; action3 }
```

```
do { action1
   ; do { action2
        ; action3 } }
```

```
do { action1
   ; do { action2
        ; do { action3 } } }
```



can **chain** any actions
as long as all of them are
in **the same monad**

https://en.wikibooks.org/wiki/Haskell/do_notation

Bind Operator (>==) and **do** statements

The bind operator (>>=)

passes a value (the result of an action or function),
downstream in the binding sequence.

```
action1 >>= (\ x1 ->
  action2 >>= (\ x2 ->
    mk_action3 x1 x2 ))
```

anonymous function
(lambda expression)
is used

do notation assigns a variable name
to the passed value using the <-

```
do { x1 <- action1
   ; x2 <- action2
   ; mk_action3 x1 x2 }
```

https://en.wikibooks.org/wiki/Haskell/do_notation

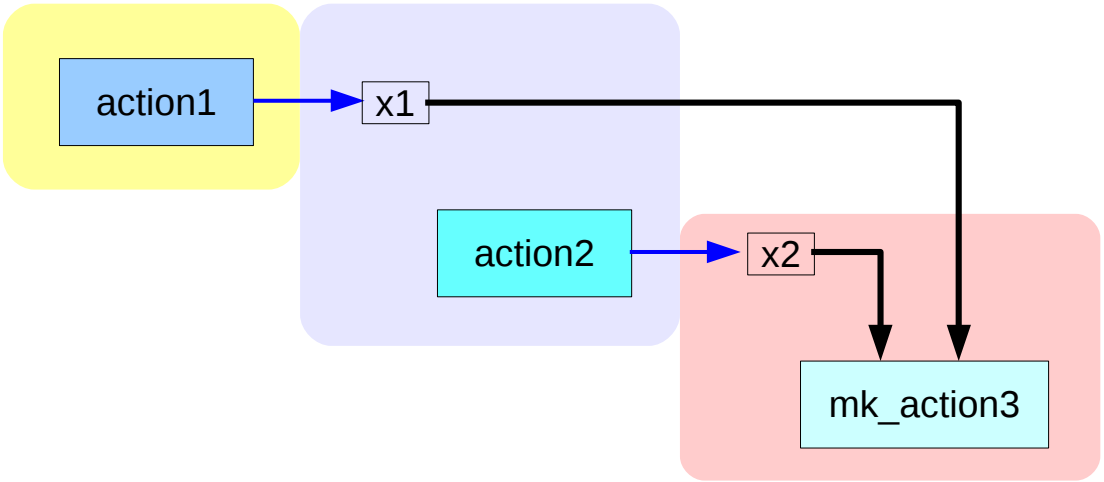
Translation using the bind operator (>>=)

```
do { x1 <- action1
   ; x2 <- action2
   ; mk_action3 x1 x2 }
```

```
action1 >>= (\ x1 -> action2 >>= (\ x2 -> mk_action3 x1 x2 ))
```

```
action1
  >>=
   (\ x1 -> action2
     >>=
      (\ x2 -> mk_action3 x1 x2 ))
```

```
action1 >>= (\ x1 ->
  action2 >>= (\ x2 ->
    mk_action3 x1 x2 ))
```



https://en.wikibooks.org/wiki/Haskell/do_notation

Anonymous Function

```
\x -> x + 1

(\x -> x + 1) 4
5 :: Integer


(\x y -> x + y) 3 5
8 :: Integer
```

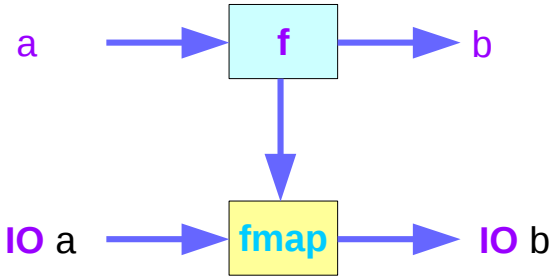
Lambda Expression

```
addOne = \x -> x + 1
```

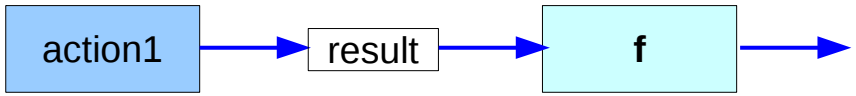
https://wiki.haskell.org/Anonymous_function

Functor Typeclass

```
instance Functor IO where
  fmap f action = do
    result <- action
    return (f result)
```




```
instance Functor Maybe where
  fmap func (Just x) = Just (func  x)
  fmap func Nothing = Nothing
```



http://learnyouahaskell.com/making-our-own-types-and-typeclasses#the-functor-typeclass

References

[1] ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf
[2] https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf