

Programming with Math

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Why people hate types?

- Types limit our ability to **reuse** code
- **Generic** code is hard to write in strongly typed languages
- Working with types requires learning a **new language**
- Type **errors** are cryptic
- Proof: JavaScript has many **more libraries** than C++

On the other hand...

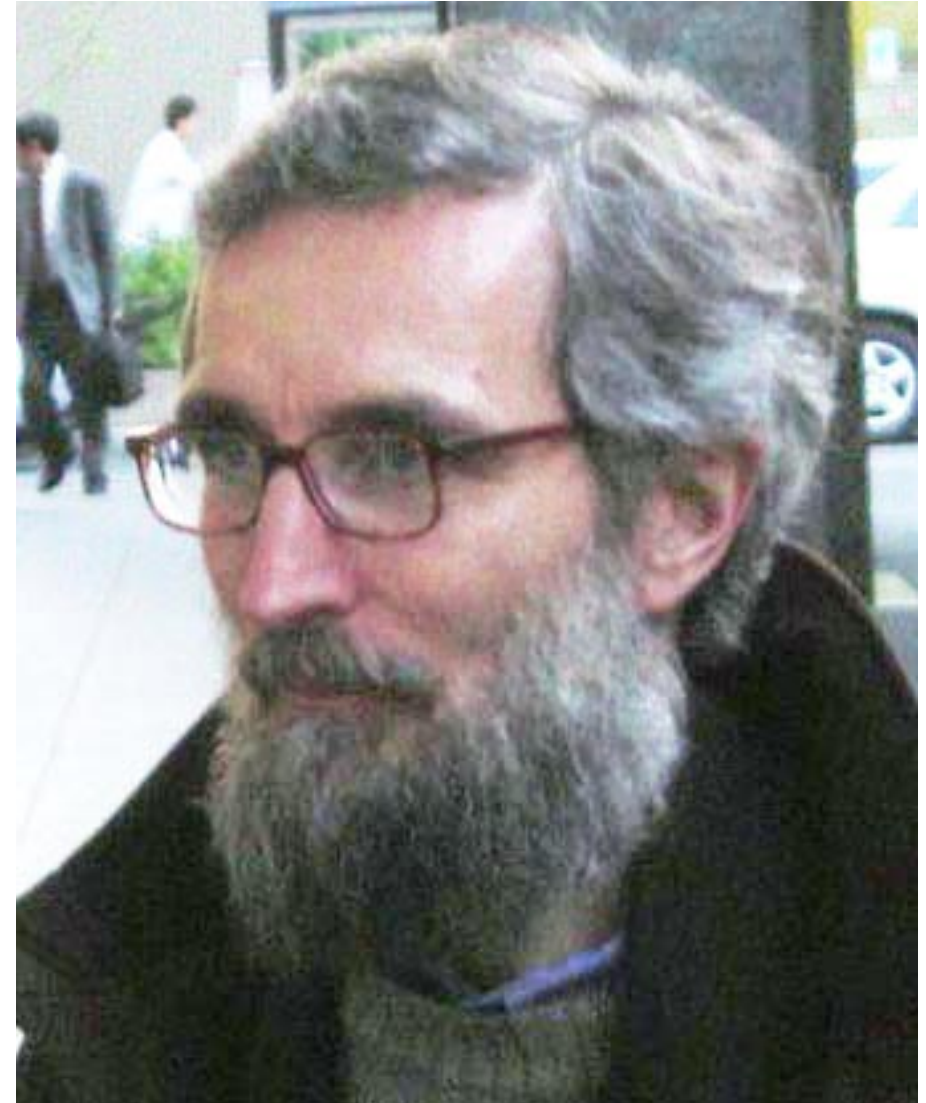
- Type checker detects lots of **bugs** at compile time
- Types provide up-to-date **documentation**
- Types can drive the **design** of software
- Proof: JavaScript libraries are notoriously **low quality**

The problem

- Most strongly typed languages have **ad-hoc** type systems
- Generics are added as an **afterthought**
- There is good theory, but language designer mostly **ignore it**
- Without **good basics**, it's hard to build higher level abstractions

Systematic type theory

- **Martin L \ddot{o} f** type theory
 - Algebraic data types
 - Dependent types
- Intuitionistic **logic**
 - Propositions as types
- **Category theory**
 - Functors, monoids, monads



Per Martin-L \ddot{o} f

Abstracting over types

- Generic types:
 - **Functions** on types, Type constructors
 - Systematic construction of types = **algebraic data types**
 - Generic algorithms: **polymorphic functions** working on generic types

The power of composition

- Define **primitive** things
- Define ways of **composing** things
- The science of composition
 - Logic
 - Category theory
 - Type theory

Unit

- Logic. Truth value: **T**
- Unit, **()**, **void** in C++/Java
- Set theory: **Singleton set**
- Introduction: **()**
- No elimination
- False: **\perp** (Void, empty set)

Products

Logic . conjunction : $a \wedge b$

- **Pairs**, tuples, structs, records, (classes)
- Set theory: cartesian product of sets
- Introduction: $a \rightarrow b \rightarrow (a, b)$
- Elimination:
 - $\text{fst} :: (a, b) \rightarrow a$
 - $\text{snd} :: (a, b) \rightarrow b$

Sums

Logic . Alternative : $a \vee b$

- **Either**, tagged unions, class hierarchies

```
data Either a b =  
  Left a | Right b
```

- Set theory: disjoint union

- Introduction:

- **Left** :: $a \rightarrow \text{Either } a \ b$

- **Right** :: $b \rightarrow \text{Either } a \ b$

- Elimination: Pattern matching, case statement

```
case e of  
  Left x -> f x  
  Right y -> g y
```

- Bool: $2 = 1 + 1$

Exponentials

Logic . Implication : $a \Rightarrow b$

$$(a \wedge b) \wedge c \Rightarrow a \wedge (b \wedge c)$$

`\x -> (fst (fst x), (snd (fst x), snd x))`

- Function types, first class functions
- Set theory: set of functions $a \rightarrow b$, exponential \mathbf{b}^a
- Introduction: lambda, `\x -> expr x`
- Elimination: evaluation, function application, `f x`

Algebraic identities

$$1 \times a \cong a$$

$$((), a) \sim a$$

$$a^{b+c} \cong a^b \times a^c$$

$$(b + c) \rightarrow a \sim (b \rightarrow a, c \rightarrow a)$$

$$a^2 \cong a^{1+1} \cong a \times a$$

$$\text{Bool} \rightarrow a \sim (a, a)$$

$$a^{b \times c} \cong (a^c)^b$$

$$(b, c) \rightarrow a \sim b \rightarrow (c \rightarrow a)$$

Type functions

$\Lambda a.1 + a$

Maybe a = Nothing | Just a

- Type constructor **Maybe**
- Data constructors
 - **Nothing**: no argument, singleton output
 - **Just**: takes **a**, produces **a** (identity)
- Elimination: function of sum = pair of functions

Infinite products

Logic . universal quantification : $\forall x . P(x)$

- Polymorphic values, infinite products
- Intro: Provide a value for every possible type
- Elimination: Project one such value (and use it)

id :: forall a. a -> a

id x = x

Infinite sums

Logic . existential quantification : $\exists x . P(x)$

- Existential types, implementation hiding, pimpl pattern
- Intro: provide a value for any of the types
- Elimination: use this value without knowing the type

Expr = exists a. (a, a -> Int)

Existential types

- Intro: provide a value for any of the types
 - Infinitely many constructors, one for every type

```
data Expr = forall a. Expr a (a -> Int)
```

```
plus :: Expr
```

```
plus = Expr (3, 7) (\(x, y) -> x + y)
```

- Elimination: use this value without knowing the type
 - Use polymorphic function

```
eval :: Expr -> Int
```

```
eval (Expr x f) = f x
```


Recursion

- Advantage: Turing completeness
- Price: Non-termination
- Fixed points of algebraic equations

$$L(a) = 1 + a \times L(a)$$

List a = Nil | Cons a (List a)

Conclusions

- There is a strong **foundation** for types
- Generic programming is programming **with types**
- Generic types are **functions on types**
- Built from (algebraic) **expressions** on types
- Recursive data types are solutions to **algebraic equations**
- Algorithms are **polymorphic** functions