

Algebraic Data Types

Hype for Types

January 24, 2023

Outline

- Look at types we already know from a different angle

Outline

- Look at types we already know from a different angle
- Formalize some important new type concepts

Outline

- Look at types we already know from a different angle
- Formalize some important new type concepts
- break the universe

Introduction to Counting

Warning

Be prepared to learn some very serious math such as

$$1 + 2 = 3$$

bool and order

Notation

Write $|\tau|$ to denote the number of elements in type τ^a .

^athis does not work quite well with polymorphism unfortunately.

```
datatype bool = false | true
datatype order = LESS | EQUAL | GREATER
```

What size are they?

bool and order

Notation

Write $|\tau|$ to denote the number of elements in type τ^a .

^athis does not work quite well with polymorphism unfortunately.

```
datatype bool = false | true
datatype order = LESS | EQUAL | GREATER
```

What size are they?

$$|\mathbf{bool}| = 2$$

$$|\mathbf{order}| = 3$$

bool and order

Notation

Write $|\tau|$ to denote the number of elements in type τ^a .

^athis does not work quite well with polymorphism unfortunately.

```
datatype bool = false | true
datatype order = LESS | EQUAL | GREATER
```

What size are they?

$|\mathbf{bool}| = 2$

$|\mathbf{order}| = 3$

Often, we refer to **bool** as 2 and **order** as 3:

true : 2

LESS : 3

Products

Products

Question

What is $|\tau_1 \times \tau_2|$?

Products

Question

What is $|\tau_1 \times \tau_2|$?

$|\tau_1| \times |\tau_2|$ - hence, the notation.

Products

Question

What is $|\tau_1 \times \tau_2|$?

$|\tau_1| \times |\tau_2|$ - hence, the notation.

For example,

$$\begin{aligned} |\mathbf{bool} \times \mathbf{order}| &= |\mathbf{bool}| \times |\mathbf{order}| \\ &= 2 \times 3 \\ &= 6 \end{aligned}$$

What do you know!

Theorem: Commutativity of Products

For all τ_1, τ_2 :

$$\tau_1 \times \tau_2 \simeq \tau_2 \times \tau_1$$

Theorem: Associativity of Products

For all τ_1, τ_2, τ_3 :

$$\tau_1 \times (\tau_2 \times \tau_3) \simeq (\tau_1 \times \tau_2) \times \tau_3$$

What do you know!

Theorem: Commutativity of Products

For all τ_1, τ_2 :

$$\tau_1 \times \tau_2 \simeq \tau_2 \times \tau_1$$

Theorem: Associativity of Products

For all τ_1, τ_2, τ_3 :

$$\tau_1 \times (\tau_2 \times \tau_3) \simeq (\tau_1 \times \tau_2) \times \tau_3$$

Question

How do we know?

Proving Type Isomorphisms

To prove that $\tau \simeq \tau'$, we need a *bijection* between τ and τ' .

Proving Type Isomorphisms

To prove that $\tau \simeq \tau'$, we need a *bijection* between τ and τ' .

We write two (total) functions, $f : \tau \rightarrow \tau'$ and $f' : \tau' \rightarrow \tau$, such that f and f' are *inverses*.

$$f' (f \ x) \cong x$$

$$f (f' \ x) \cong x$$

Associativity of Products: Proved!

Let's prove associativity of products:

$$\tau_1 \times (\tau_2 \times \tau_3) \simeq (\tau_1 \times \tau_2) \times \tau_3$$

Associativity of Products: Proved!

Let's prove associativity of products:

$$\tau_1 \times (\tau_2 \times \tau_3) \simeq (\tau_1 \times \tau_2) \times \tau_3$$

Need to write:

$$f : \tau_1 \times (\tau_2 \times \tau_3) \rightarrow (\tau_1 \times \tau_2) \times \tau_3$$

$$f' : (\tau_1 \times \tau_2) \times \tau_3 \rightarrow \tau_1 \times (\tau_2 \times \tau_3)$$

Associativity of Products: Proved!

Let's prove associativity of products:

$$\tau_1 \times (\tau_2 \times \tau_3) \simeq (\tau_1 \times \tau_2) \times \tau_3$$

Need to write:

$$f : \tau_1 \times (\tau_2 \times \tau_3) \rightarrow (\tau_1 \times \tau_2) \times \tau_3$$

$$f' : (\tau_1 \times \tau_2) \times \tau_3 \rightarrow \tau_1 \times (\tau_2 \times \tau_3)$$

Nice!

$$f = \text{fn } (a, (b, c)) \Rightarrow ((a, b), c)$$

$$f' = \text{fn } ((a, b), c) \Rightarrow (a, (b, c))$$

Multiplicative Identity?

Follow-Up

Is there an identity element, “1”?

$$\tau \times 1 = \tau$$

$$1 \times \tau = \tau$$

Multiplicative Identity?

Follow-Up

Is there an identity element, “1”?

$$\tau \times 1 = \tau$$

$$1 \times \tau = \tau$$

Yes - **unit!**

Multiplicative Identity?

Follow-Up

Is there an identity element, “1”?

$$\tau \times 1 = \tau$$

$$1 \times \tau = \tau$$

Yes - **unit**!

Theorem

For all types τ :

$$\tau \times \mathbf{unit} \simeq \tau$$

$$\mathbf{unit} \times \tau \simeq \tau$$

Sums

Increment

Question

Is there such thing as $\tau + 1$?

Increment

Question

Is there such thing as $\tau + 1$?

Answer

Yes! τ **option**.

Increment

Question

Is there such thing as $\tau + 1$?

Answer

Yes! τ **option**.

SOME x

(τ choices)

NONE

(1 choice)

Sums

`datatype ('a,'b) either = Left of 'a | Right of 'b`¹

¹In the Standard ML Basis, (almost) the `Either` structure!

Sums

datatype ('a,'b) either = Left of 'a | Right of 'b ¹

$$\frac{\Gamma \vdash e : \tau_1}{\Gamma \vdash \mathbf{Left} \ e : \tau_1 + \tau_2} \text{ (LEFT)}$$

$$\frac{\Gamma \vdash e : \tau_2}{\Gamma \vdash \mathbf{Right} \ e : \tau_1 + \tau_2} \text{ (RIGHT)}$$

¹In the Standard ML Basis, (almost) the Either structure!

Sums

datatype ('a,'b) either = Left of 'a | Right of 'b ¹

$$\frac{\Gamma \vdash e : \tau_1}{\Gamma \vdash \mathbf{Left} \ e : \tau_1 + \tau_2} \text{ (LEFT)}$$

$$\frac{\Gamma \vdash e : \tau_2}{\Gamma \vdash \mathbf{Right} \ e : \tau_1 + \tau_2} \text{ (RIGHT)}$$

$$\frac{\Gamma \vdash e : \tau_1 + \tau_2 \quad \Gamma, x_1 : \tau_1 \vdash e_1 : \tau \quad \Gamma, x_2 : \tau_2 \vdash e_2 : \tau}{\Gamma \vdash \mathbf{case} \ e \ \mathbf{of} \ x_1 \Rightarrow e_1 \mid x_2 \Rightarrow e_2 : \tau} \text{ (CASE)}$$

¹In the Standard ML Basis, (almost) the Either structure!

Sums

datatype ('a,'b) either = Left of 'a | Right of 'b¹

$$\frac{\Gamma \vdash e : \tau_1}{\Gamma \vdash \mathbf{Left} \ e : \tau_1 + \tau_2} \text{ (LEFT)}$$

$$\frac{\Gamma \vdash e : \tau_2}{\Gamma \vdash \mathbf{Right} \ e : \tau_1 + \tau_2} \text{ (RIGHT)}$$

$$\frac{\Gamma \vdash e : \tau_1 + \tau_2 \quad \Gamma, x_1 : \tau_1 \vdash e_1 : \tau \quad \Gamma, x_2 : \tau_2 \vdash e_2 : \tau}{\Gamma \vdash \mathbf{case} \ e \ \mathbf{of} \ x_1 \Rightarrow e_1 \mid x_2 \Rightarrow e_2 : \tau} \text{ (CASE)}$$

And of course...

For all τ_1, τ_2 :

$$|\tau_1 + \tau_2| = |\tau_1| + |\tau_2|$$

¹In the Standard ML Basis, (almost) the Either structure!

Options as Sums

```
datatype ('a,'b) either = Left of 'a | Right of 'b
```

Notice:

```
type 'a option = ('a,unit) either
```

We can represent τ **option** as $\tau + \mathbf{unit}$.

Example: Distributivity

Claim

For all types A, B, C :

$$(A \times B) + (A \times C) \simeq A \times (B + C)$$

Example: Distributivity

Claim

For all types A, B, C :

$$(A \times B) + (A \times C) \simeq A \times (B + C)$$

$f : ('a * 'b, 'a * 'c) \text{ either} \rightarrow 'a * ('b, 'c) \text{ either}$
 $f' : 'a * ('b, 'c) \text{ either} \rightarrow ('a * 'b, 'a * 'c) \text{ either}$

Example: Distributivity

Claim

For all types A, B, C :

$$(A \times B) + (A \times C) \simeq A \times (B + C)$$

$f : ('a * 'b, 'a * 'c) \text{ either} \rightarrow 'a * ('b, 'c) \text{ either}$
 $f' : 'a * ('b, 'c) \text{ either} \rightarrow ('a * 'b, 'a * 'c) \text{ either}$

$f = \text{fn Left } (a, b) \Rightarrow (a, \text{Left } b) \mid \text{Right } (a, c) \Rightarrow (a, \text{Right } c)$
 $f' = \text{fn } (a, \text{Left } b) \Rightarrow \text{Left } (a, b) \mid (a, \text{Right } c) \Rightarrow \text{Right } (a, c)$

Example: Distributivity

Claim

For all types A, B, C :

$$(A \times B) + (A \times C) \simeq A \times (B + C)$$

$f : ('a * 'b, 'a * 'c) \text{ either} \rightarrow 'a * ('b, 'c) \text{ either}$
 $f' : 'a * ('b, 'c) \text{ either} \rightarrow ('a * 'b, 'a * 'c) \text{ either}$

$f = \text{fn Left } (a, b) \Rightarrow (a, \text{Left } b) \mid \text{Right } (a, c) \Rightarrow (a, \text{Right } c)$
 $f' = \text{fn } (a, \text{Left } b) \Rightarrow \text{Left } (a, b) \mid (a, \text{Right } c) \Rightarrow \text{Right } (a, c)$

Practical Application

Code refactoring principle! If both cases store the same data, factor it out.

Zero to Hero

If we can add, what's 0?

Zero to Hero

If we can add, what's 0?

We call it **void**, the empty type.²

²Unlike C's void type, which is actually **unit**.

Zero to Hero

If we can add, what's 0?

We call it **void**, the empty type.²

void is a type which has no value (terminology is *uninhabited*). How do we construct a type with no value (in SML)?

$$\frac{\Gamma \vdash e : \mathbf{void}}{\Gamma \vdash \mathbf{absurd}(e) : \tau} \text{ (ABSURD)}$$

²Unlike C's void type, which is actually **unit**.

Zero to Hero

If we can add, what's 0?

We call it **void**, the empty type.²

void is a type which has no value (terminology is *uninhabited*). How do we construct a type with no value (in SML)?

$$\frac{\Gamma \vdash e : \mathbf{void}}{\Gamma \vdash \mathbf{absurd}(e) : \tau} \text{ (ABSURD)}$$

Implementing via SML Hacking

```
datatype void = Void of void
fun absurd (Void v) = absurd v
```

Notice: `absurd` is total!

²Unlike C's `void` type, which is actually **unit**.

void*

Claim

For all types τ :

$$\tau + \mathbf{void} \simeq \tau$$

void*

Claim

For all types τ :

$$\tau + \mathbf{void} \simeq \tau$$

$f : ('tau, void) \text{ either} \rightarrow 'tau$
 $f' : 'tau \rightarrow ('tau, void) \text{ either}$

Claim

For all types τ :

$$\tau + \mathbf{void} \simeq \tau$$

$$f : ('tau, void) \text{ either} \rightarrow 'tau$$
$$f' : 'tau \rightarrow ('tau, void) \text{ either}$$
$$f = \text{fn Left } x \Rightarrow x \mid \text{Right } v \Rightarrow \text{absurd } v$$
$$f' = \text{fn } x \Rightarrow \text{Left } x$$
$$= \text{Left}$$

Functions

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ?

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ? $|B|$

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ? $|B|$
- How many choices for the output of the second?

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ? $|B|$
- How many choices for the output of the second? $|B|$

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ? $|B|$
- How many choices for the output of the second? $|B|$
- By using our cherished Multiplication Principle from concepts ...

How Many Functions?

How many (total) values are there of type $A \rightarrow B$, in terms of $|A|$ and $|B|$?

- How many choices for output of first object of type A ? $|B|$
- How many choices for the output of the second? $|B|$
- By using our cherished Multiplication Principle from concepts ...

Theorem

There are $|B|^{|A|}$ total functions from type A to type B .

Example: Power of a Power

In math, it's true that:

$$(C^B)^A = C^{A \times B}$$

Example: Power of a Power

In math, it's true that:

$$(C^B)^A = C^{A \times B}$$

In terms of types, that would mean:

$$A \rightarrow (B \rightarrow C) \simeq A \times B \rightarrow C$$

Example: Power of a Power

In math, it's true that:

$$(C^B)^A = C^{A \times B}$$

In terms of types, that would mean:

$$A \rightarrow (B \rightarrow C) \simeq A \times B \rightarrow C$$

Yes!

`f = Fn.uncurry : ('a -> 'b -> 'c) -> ('a * 'b -> 'c)`

`f' = Fn.curry : ('a * 'b -> 'c) -> ('a -> 'b -> 'c)`

Recursive Types

Lists

```
datatype 'a list = Nil | Cons of 'a * 'a list
```


Lists

```
datatype 'a list = Nil | Cons of 'a * 'a list
```

```
datatype 'a list = Left of unit | Right of 'a * 'a list
```

Lists

```
datatype 'a list = Nil | Cons of 'a * 'a list
```

```
datatype 'a list = Left of unit | Right of 'a * 'a list
```

```
type 'a list = (unit, 'a * 'a list) either
```

Lists

```
datatype 'a list = Nil | Cons of 'a * 'a list
```

```
datatype 'a list = Left of unit | Right of 'a * 'a list
```

```
type 'a list = (unit, 'a * 'a list) either
```

$$L(\alpha) \simeq \mathbf{unit} + \alpha \times L(\alpha)$$

Lists

```
datatype 'a list = Nil | Cons of 'a * 'a list
```

```
datatype 'a list = Left of unit | Right of 'a * 'a list
```

```
type 'a list = (unit, 'a * 'a list) either
```

$$L(\alpha) \simeq \mathbf{unit} + \alpha \times L(\alpha)$$

$$\begin{aligned} L(\alpha) &= 1 + \alpha \times L(\alpha) \\ &= 1 + \alpha \times (1 + \alpha \times L(\alpha)) \\ &= 1 + \alpha + \alpha \times L(\alpha) \\ &= 1 + \alpha + \alpha \times (1 + \alpha \times L(\alpha)) \\ &= 1 + \alpha + \alpha^2 + \alpha^3 + \dots \end{aligned}$$

Natural Numbers

How many natural numbers are there?

Natural Numbers

How many natural numbers are there?

```
datatype nat = Zero | Succ of nat
```

Natural Numbers

How many natural numbers are there?

```
datatype nat = Zero | Succ of nat
```

nat = unit + nat

Natural Numbers

How many natural numbers are there?

```
datatype nat = Zero | Succ of nat
```

nat = unit + nat

nat = 1 + 1 + 1 + ... = ∞

Natural Numbers

How many natural numbers are there?

```
datatype nat = Zero | Succ of nat
```

$$\mathbf{nat = unit + nat}$$

$$\mathbf{nat = 1 + 1 + 1 + \dots = \infty}$$

Therefore, we would expect:

$$\infty = 1 + \infty$$

$$\mathbf{nat \simeq nat\ option}$$

Natural Numbers

How many natural numbers are there?

```
datatype nat = Zero | Succ of nat
```

nat = unit + nat

nat = 1 + 1 + 1 + ... = ∞

Therefore, we would expect:

$\infty = 1 + \infty$

nat \simeq nat option

```
f  = fn Zero => NONE | Succ n => SOME n
```

```
f' = fn NONE => Zero | SOME n => Succ n
```

Binary Trees

```
datatype 'a tree  
  = Empty  
  | Node of 'a tree * 'a * 'a tree
```

Binary Trees

```
datatype 'a tree
  = Empty
  | Node of 'a tree * 'a * 'a tree
```

$$\begin{aligned} T(\alpha) &\simeq \mathbf{unit} + T(\alpha) \times \alpha \times T(\alpha) \\ &\simeq \mathbf{unit} + \alpha \times T(\alpha)^2 \end{aligned}$$

Binary Shrubs

```
datatype 'a shrub  
  = Leaf of 'a  
  | Node of 'a shrub * 'a shrub
```

Binary Shrubs

```
datatype 'a shrub
  = Leaf of 'a
  | Node of 'a shrub * 'a shrub
```

$$\begin{aligned} S(\alpha) &\simeq \alpha + S(\alpha) \times S(\alpha) \\ &\simeq \alpha + S(\alpha)^2 \end{aligned}$$

Counting

How many binary shrubs are there?

Counting

How many binary shrubs are there?

$$S(\alpha) = \alpha + S(\alpha)^2$$

Counting

How many binary shrubs are there?

$$S(\alpha) = \alpha + S(\alpha)^2$$

$$0 = S(\alpha)^2 - S(\alpha) + \alpha$$

Counting

How many binary shrubs are there?

$$S(\alpha) = \alpha + S(\alpha)^2$$

$$0 = S(\alpha)^2 - S(\alpha) + \alpha$$

$$S(\alpha) = \frac{1 - \sqrt{1 - 4\alpha}}{2} \quad (\text{quadratic formula})$$

Counting

How many binary shrubs are there?

$$S(\alpha) = \alpha + S(\alpha)^2$$

$$0 = S(\alpha)^2 - S(\alpha) + \alpha$$

$$S(\alpha) = \frac{1 - \sqrt{1 - 4\alpha}}{2} \quad (\text{quadratic formula})$$

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

(Taylor series)

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value
- Any 1 leaf shrub form would contribute α^1 to the count

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value
- Any 1 leaf shrub form would contribute α^1 to the count
- Any 4 leaf shrub form would contribute α^4 to the count

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value
- Any 1 leaf shrub form would contribute α^1 to the count
- Any 4 leaf shrub form would contribute α^4 to the count

Revelation

$\frac{1}{n} \binom{2n-2}{n-1}$ is the number of 'a' shrubs of n nodes!

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value
- Any 1 leaf shrub form would contribute α^1 to the count
- Any 4 leaf shrub form would contribute α^4 to the count

Revelation

$\frac{1}{n} \binom{2n-2}{n-1}$ is the number of 'a shrubs of n nodes!

- This sequence is called the Catalan numbers

What does that even MEAN?

$$S(\alpha) = \alpha^1 + \alpha^2 + 2\alpha^3 + 5\alpha^4 + \dots + \frac{1}{n} \binom{2n-2}{n-1} \alpha^n + \dots$$

- Each leaf has α choices for its value
- Any 1 leaf shrub form would contribute α^1 to the count
- Any 4 leaf shrub form would contribute α^4 to the count

Revelation

$\frac{1}{n} \binom{2n-2}{n-1}$ is the number of 'a shrubs of n nodes!

- This sequence is called the Catalan numbers
- This technique is called Generating Functions

haha type derivatives go brrr

Taking Things Too Far

Question

What is $\frac{d}{d\alpha}\tau(\alpha)$?

Taking Things Too Far

Question

What is $\frac{d}{d\alpha}\tau(\alpha)$?

Smart Idea

Dismiss the idea outright - this is madness!

Taking Things Too Far

Question

What is $\frac{d}{d\alpha}\tau(\alpha)$?

Smart Idea

Dismiss the idea outright - this is madness!

Our Plan

>:)

>:)

$$\frac{d}{d\alpha}\alpha^3 = \left(\frac{d}{d\alpha}\alpha \times \alpha \times \alpha\right) + \left(\alpha \times \frac{d}{d\alpha}\alpha \times \alpha\right) + \left(\alpha \times \alpha \times \frac{d}{d\alpha}\alpha\right)$$

>:)

$$\frac{d}{d\alpha}\alpha^3 = \left(\frac{d}{d\alpha}\alpha \times \alpha \times \alpha\right) + \left(\alpha \times \frac{d}{d\alpha}\alpha \times \alpha\right) + \left(\alpha \times \alpha \times \frac{d}{d\alpha}\alpha\right)$$

$$\frac{d}{d\alpha}\alpha^3 = 3\alpha^2$$

>:)

$$\frac{d}{d\alpha}\alpha^3 = \left(\frac{d}{d\alpha}\alpha \times \alpha \times \alpha\right) + \left(\alpha \times \frac{d}{d\alpha}\alpha \times \alpha\right) + \left(\alpha \times \alpha \times \frac{d}{d\alpha}\alpha\right)$$

$$\frac{d}{d\alpha}\alpha^3 = 3\alpha^2$$

$$\alpha \times \alpha \times \alpha \quad \mapsto \quad 3 \times (\alpha \times \alpha)$$

>:)

$$\frac{d}{d\alpha}\alpha^3 = \left(\frac{d}{d\alpha}\alpha \times \alpha \times \alpha\right) + \left(\alpha \times \frac{d}{d\alpha}\alpha \times \alpha\right) + \left(\alpha \times \alpha \times \frac{d}{d\alpha}\alpha\right)$$

$$\frac{d}{d\alpha}\alpha^3 = 3\alpha^2$$

$$\alpha \times \alpha \times \alpha \quad \mapsto \quad 3 \times (\alpha \times \alpha)$$

Conclusion

Differentiating a power “eats” a tuple slot, and tells you which element was removed.

Differentiating a List

Recall that:

$$a + ar + ar^2 + ar^3 + \dots = \frac{a}{1 - r}$$

³What the hype is a negative type?

Differentiating a List

Recall that:

$$a + ar + ar^2 + ar^3 + \dots = \frac{a}{1-r}$$

We have:³

$$L(\alpha) = 1 + \alpha + \alpha^2 + \dots \stackrel{?}{=} \frac{1}{1-\alpha}$$

³What the hype is a negative type?

Differentiating a List

Recall that:

$$a + ar + ar^2 + ar^3 + \dots = \frac{a}{1-r}$$

We have:³

$$L(\alpha) = 1 + \alpha + \alpha^2 + \dots \stackrel{?}{=} \frac{1}{1-\alpha}$$

$$\begin{aligned} \frac{d}{d\alpha} L(\alpha) &= \frac{d}{d\alpha} \frac{1}{1-\alpha} \\ &= \frac{1}{(1-\alpha)^2} \\ &= \left(\frac{1}{1-\alpha} \right)^2 \\ &= L(\alpha)^2 \end{aligned}$$

³What the hype is a negative type?

Tree for Two, and Two for Tree

We said:

$$T(\alpha) = 1 + \alpha T(\alpha)^2$$

Here we go again...

Tree for Two, and Two for Tree

We said:

$$T(\alpha) = 1 + \alpha T(\alpha)^2$$

Here we go again...

$$\begin{aligned}\frac{d}{d\alpha} T(\alpha) &= \frac{d}{d\alpha} 1 + \frac{d}{d\alpha} \alpha T(\alpha)^2 \\ &= \alpha \times \frac{d}{d\alpha} T(\alpha)^2 + \frac{d}{d\alpha} \alpha \times T(\alpha)^2 \\ &= 2\alpha T(\alpha) \times \frac{d}{d\alpha} T(\alpha) + T(\alpha)^2 \\ \frac{d}{d\alpha} T(\alpha) &= T(\alpha)^2 \left(\frac{1}{1 - 2\alpha T(\alpha)} \right) \\ &= T(\alpha)^2 L(2\alpha T(\alpha))\end{aligned}$$

Holey Cow!

$$\frac{d}{d\alpha} \alpha^3 = 3\alpha^2$$

$$\frac{d}{d\alpha} L(\alpha) = L(\alpha)^2$$

$$\frac{d}{d\alpha} T(\alpha) = T(\alpha)^2 L(2\alpha T(\alpha))$$

Holey Cow!

$$\frac{d}{d\alpha} \alpha^3 = 3\alpha^2$$

$$\frac{d}{d\alpha} L(\alpha) = L(\alpha)^2$$

$$\frac{d}{d\alpha} T(\alpha) = T(\alpha)^2 L(2\alpha T(\alpha))$$

Theorem

The Derivative of a Regular Type is its Type of One-Hole Contexts.^a

^a<http://strictlypositive.org/diff.pdf>

Holey Cow!

$$\frac{d}{d\alpha} \alpha^3 = 3\alpha^2$$

“punctured” tuple

$$\frac{d}{d\alpha} L(\alpha) = L(\alpha)^2$$

$$\frac{d}{d\alpha} T(\alpha) = T(\alpha)^2 L(2\alpha T(\alpha))$$

Theorem

The Derivative of a Regular Type is its Type of One-Hole Contexts.^a

^a<http://strictlypositive.org/diff.pdf>

Holey Cow!

$$\frac{d}{d\alpha} \alpha^3 = 3\alpha^2$$

“punctured” tuple

$$\frac{d}{d\alpha} L(\alpha) = L(\alpha)^2$$

list zipper

$$\frac{d}{d\alpha} T(\alpha) = T(\alpha)^2 L(2\alpha T(\alpha))$$

Theorem

The Derivative of a Regular Type is its Type of One-Hole Contexts.^a

^a<http://strictlypositive.org/diff.pdf>

Holey Cow!

$$\frac{d}{d\alpha} \alpha^3 = 3\alpha^2$$

“punctured” tuple

$$\frac{d}{d\alpha} L(\alpha) = L(\alpha)^2$$

list zipper

$$\frac{d}{d\alpha} T(\alpha) = T(\alpha)^2 L(2\alpha T(\alpha))$$

tree zipper

Theorem

The Derivative of a Regular Type is its Type of One-Hole Contexts.^a

^a<http://strictlypositive.org/diff.pdf>

Conclusion

Conclusion

- Figured out the sizes of various types

⁴More on that later...

Conclusion

- Figured out the sizes of various types
- Generalized our type theory to include *sum types* (and **void**)

⁴More on that later...

Conclusion

- Figured out the sizes of various types
- Generalized our type theory to include *sum types* (and **void**)
- Considered *recursive types*⁴

⁴More on that later...

Conclusion

- Figured out the sizes of various types
- Generalized our type theory to include *sum types* (and **void**)
- Considered *recursive types*⁴
- Used type equations and generating functions to count objects

⁴More on that later...

Conclusion

- Figured out the sizes of various types
- Generalized our type theory to include *sum types* (and **void**)
- Considered *recursive types*⁴
- Used type equations and generating functions to count objects
- Invented a type-level hole punch

⁴More on that later...