

# Recursion schemes in Scala

and also fixed point data types



# Yo

**Today we will speak about freaky  
functional stuff, enjoy :)**

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# Functional programming

a method for structuring programs mainly as sequences of possibly nested function procedure calls.

```
((x: Array[Byte]) => x)
  .andThen(encodeBase64)
  .andThen(name => s"Hello $name")
  .andThen(println)
```

# Recursive schemas

everywhere!

- Lists and trees
- Filesystems
- Databases

```
list match {  
  // Cons(1, Cons(2, Cons(3, Nil)))  
  case 1 :: 2 :: 3 :: Nil =>  
  case Nil =>  
}
```

01

**Example**

# Math equasion

evaluation

- Sum
- Multiply
- Divide
- Square

# Lets define our DSL

```
sealed trait Exp
```

```
case class IntValue(value: Int) extends Exp
```

```
case class DecValue(value: Double) extends Exp
```

```
case class Sum(exp1: Exp, exp2: Exp) extends Exp
```

```
case class Multiply(exp1: Exp, exp2: Exp) extends Exp
```

```
case class Divide(exp1: Exp, exp2: Exp) extends Exp
```

```
case class Square(exp: Exp) extends Exp
```

# Example equation

$$4^2 + 3.3 * 4$$

```
Sum(  
    Square(  
        IntValue(4)  
    ),  
    Multiply(  
        DecValue(3.3),  
        IntValue(4)  
    )  
)
```



```
val evaluate: Exp => Double = {  
  case DecValue(value) => value  
  case IntValue(value) => value.toDouble  
  case Sum(exp1, exp2) =>  
    evaluate(exp1) + evaluate(exp2)  
  case Multiply(exp1, exp2) =>  
    evaluate(exp1) * evaluate(exp2)  
  case Divide(exp1, exp2) =>  
    evaluate(exp1) / evaluate(exp2)  
  case Square(exp) =>  
    val v = evaluate(exp)  
    v * v  
}
```

```
val stringify: Exp => String = {  
  case DecValue(value) => value.toString  
  case IntValue(value) => value.toString  
  case Sum(exp1, exp2) =>  
    s"${stringify(exp1)} + ${stringify(exp2)}"  
  case Square(exp) =>  
    s"${stringify(exp)} ^ 2"  
  case Multiply(exp1, exp2) =>  
    s"${stringify(exp1)} * ${stringify(exp2)}"  
  case Divide(exp1, exp2) =>  
    s"${stringify(exp1)} / ${stringify(exp2)}"  
}
```

# It will work!

```
evaluate(expression) // prints 29.2  
stringify(expression) // prints 4 ^ 2 + 3.3 * 4
```

## but...

# There are a lot of mess

```
case Sum(exp1: Exp, exp2: Exp) =>  
  evaluate(exp1) + evaluate(exp2)
```

## And not only...

# Problem of partial interpretation

```
val optimize: Exp => Exp = {  
  case Multiply(exp1, exp2) if exp1 == exp2 =>  
    Square(optimize(exp1))  
  case other => ???  
}
```

Lets improve

02

going to  
result  
types

# Generalize it

```
sealed trait Exp[T]
```

```
case class IntValue[T](value: Int) extends Exp[T]
```

```
case class DecValue[T](value: Double) extends Exp[T]
```

```
case class Sum[T](exp1: T, exp2: T) extends Exp[T]
```

```
case class Multiply[T](exp1: T, exp2: T) extends Exp[T]
```

```
case class Divide[T](exp1: T, exp2: T) extends Exp[T]
```

```
case class Square[T](exp: T) extends Exp[T]
```

# Nesting types issue

```
val expression: Exp[Exp[Exp[Unit]]] =  
Sum[Exp[Exp[Unit]]](  
  Square[Exp[Unit]](  
    IntValue[Unit](4)  
  ),  
  Multiply[Exp[Unit]](  
    DecValue[Unit](3.3),  
    IntValue[Unit](4)  
  )  
)  
)
```



# fixed point types

its like a hiding of part that doesn't matter

# let's add typehack

```
case class Fix[F[_]](unFix: F[Fix[F]])
```

**F[\_]** is a generic type with a hole, after wrapping of **Exp** with that we will have **Fix[Exp]** type.

# Hacked code

```
val expression: Fix[Exp] = Fix(Sum(  
  Fix(Square(  
    Fix(IntValue(4))  
  )),  
  Fix(Multiply(  
    Fix(DecValue(3.3)),  
    Fix(IntValue(4))  
  ))  
))
```

# Let's do it cleaner

```
case class Square[T](exp: T) extends Exp[T]
object Square {
  def apply(fixExp: Exp[Fix[Exp]]) = Fix[Exp](fixExp)
}
```

```
val expression: Fix[Exp] = Square(
  Square(
    IntValue(4)
  )))
```

03

**time to traverse  
our structure**

# Functor 911

```
def map[F[_], A, B](fa: F[A])(f: A=>B): F[B]
```

# Scalaz example

For cats you will have same code

```
case class Container[T](data: T)

implicit val functor = new Functor[Container] {
  override def map[A, B](fa: Container[A])
    (f: A => B): Container[B] =
    Container(f(fa.data))
}

functor.map(Container(1))(_.toString) // "1"
```

```
implicit val functor = new Functor[Exp] {  
  override def map[A, B](fa: Exp[A])(f: A => B): Exp[B] =  
    fa match {  
      case IntValue(v) => IntValue(v)  
      case DecValue(v) => DecValue(v)  
      case Sum(v1, v2) => Sum(f(v1), f(v2))  
      case Multiply(v1, v2) => Multiply(f(v1), f(v2))  
      case Divide(v1, v2) => Divide(f(v1), f(v2))  
      case Square(v) => Square(f(v))  
    }  
}
```



04

catamorphism  
anamorphism  
hylomorphism

# catamorphism

generalized folding operation

**“Functional Programming with Bananas,  
Lenses, Envelopes and Barbed Wire”, by  
Erik Meijer**

# Lets define Algebra

```
type Algebra[F[_], A] = F[A] => A
val evaluate: Algebra[Exp, Double] = {
  case IntValue(v) => v.toDouble
  case DecValue(v) => v
  case Sum(v1, v2) => v1 + v2
  case Multiply(v1, v2) => v1 * v2
  case Divide(v1, v2) => v1 / v2
  case Square(v) => Math.sqrt(v)
}
```

# So as a result

```
val expression: Fix[Exp] = Sum(  
  Multiply(IntValue(4), IntValue(4)),  
  Multiply(DecValue(3.3), IntValue(4))  
)
```

```
import matryoshka.implicit._  
expression.cata(evaluate) // 29.2
```

# Extra profit

do you remember about partial interpretation?

```
val optimize: Algebra[Exp, Fix[Exp]] = {  
  case Multiply(Fix(exp), Fix(exp2)) if exp == exp2 =>  
    Fix(Square(exp))  
  case other => Fix[Exp](other)  
}  
  
import matryoshka.implicit._  
expression.cata(optimize).cata(stringify) // 4 ^ 2 + 3.3 * 4
```

```
val evaluate: Exp => Double = {
  case DecValue(value) => value
  case IntValue(value) => value.toDouble
  case Sum(exp1, exp2) =>
    evaluate(exp1) + evaluate(exp2)
  case Multiply(exp1, exp2) =>
    evaluate(exp1) * evaluate(exp2)
  case Divide(exp1, exp2) =>
    evaluate(exp1) / evaluate(exp2)
  case Square(exp) =>
    val v = evaluate(exp)
    v * v
}
```

```
type Algebra[F[_], A]
val evaluate: Algebra[Exp, Double] = {
  case IntValue(v) => v.toDouble
  case DecValue(v) => v
  case Sum(v1, v2) => v1 + v2
  case Multiply(v1, v2) => v1 * v2
  case Divide(v1, v2) => v1 / v2
  case Square(v) => Math.sqrt(v)
}
```

# Just good to know

catamorphism:  $F[_] \Rightarrow A$

anamorphism:  $A \Rightarrow F[_]$

hylomorphism:  $F[_] \Rightarrow A \Rightarrow F[_]$

# Summary

- **Fixed point types is perfect to create DSLs**
- **Recursion schemas is composable**
- **All you need to use that stuff, you already know from Scala**



**thank you.**

any questions?

