Naturality, but not as you know it

Ralf Hinze

Department of Computer Science, University of Oxford Wolfson Building, Parks Road, Oxford, OX1 3QD, England ralf.hinze@cs.ox.ac.uk http://www.cs.ox.ac.uk/ralf.hinze/

October 2013

Joint work with Fritz Henglein

0 Recap: Key-based sorting & searching

- *Idea:* employ the structure of sort keys *directly*.
- A hierarchy of operations:

sort :: Order $k \rightarrow [k \times v] \rightarrow [v]$ discr :: Order $k \rightarrow [k \times v] \rightarrow [[v]]$ trie :: Order $k \rightarrow [k \times v] \rightarrow \text{Trie } k[v]$

- Keys and satellite data, ie values, are separated.
- An element of *Order K represents* an order over the type *K*:

data Order :: $* \rightarrow *$ where OUnit :: Order () OSum :: Order $k_1 \rightarrow Order k_2 \rightarrow Order (k_1 + k_2)$ OProd :: Order $k_1 \rightarrow Order k_2 \rightarrow Order (k_1 \times k_2)$...

0 Structure of correctness proofs

- Show that *sort* is correct.
- Relate *sort* and *discr*.

 $concat \cdot discro = sorto$

- This is nontrivial as *discr* and *sort* have different algorithmic strategies: MSD versus LSD.
- Relate *discr* and *trie*:

 $discro = flatten \cdot trieo$

• This is straightforward.

• *reverse* :: $[a] \rightarrow [a]$ is a natural transformation:

 $maph \cdot reverse = reverse \cdot maph$

for all $h :: A \to B$.

- (Parametricity implies naturality.)
- (We work in Set.)

• Given *magic* :: $[a] \rightarrow [a]$ with

 $maph \cdot magic = magic \cdot maph$

- for all $h :: A \to B$.
- What do we know about *magic*?

• *magic* :: $[a] \rightarrow [a]$ is fully determined by its \mathbb{N} instance.

magic xs

- $= \{ \text{ introduce } ix : \mathbb{N} \to A \text{ so that } map ix [1..n] = xs \}$ magic (map ix [1..n])
- = { magic is natural } map ix (magic [1..n])

- Say, we suspect that *magic* = *reverse*.
- It suffices to show that magic[1..n] = reverse[1..n].

magic xs

- = { see above }
 - mapix(magic[1..n])
- = { proof obligation }
 - map ix (reverse [1..n])
- = { reverse is natural }
 - reverse(mapix[1..n])
- = { definition of *ix* }

reverse xs

- What about *magic*[] = []?
- (Intuitively, *magic* :: $[a] \rightarrow [a]$ *can*
 - rearrange elements,
 - delete elements,
 - duplicate elements,
- but it cannot
 - create elements.)

2 Strong naturality

• *reverse* :: $[a] \rightarrow [a]$ satisfies a stronger property:

 $filter p \cdot reverse = reverse \cdot filter p$

for all $p :: A \rightarrow Maybe B$.

- (You may want to view *p* as a partial function.)
- filter combines mapping and filtering.

 $\begin{array}{l} filter :: (a \rightarrow Maybe \ b) \rightarrow ([a] \rightarrow [b]) \\ filter \ p[] = [] \\ filter \ p(x:xs) = case \ pxof \\ Nothing \rightarrow filter \ pxs \\ Just \ y \rightarrow \ y: filter \ pxs \end{array}$

• (Also called *mapMaybe*.)

2 Strong naturality

• Given *magic* :: $[a] \rightarrow [a]$ with

 $filter p \cdot magic = magic \cdot filter p$

for all $p :: A \rightarrow Maybe B$.

• What do we know about *magic*?

2 Strong naturality

- What about *magic*[] = []?
- Let \emptyset be the totally undefined function, $\emptyset a = Nothing$, then

magic[]

- $= \{ \text{ property of filter} \} \\ magic (filter \oslash [])$
- = { magic is strongly natural }
 filter Ø (magic [])
- = { property of filter }
 []

2 Permutation

• If *magic* :: $[a] \rightarrow [a]$ additionally satisfies

magic[x] = [x]

then it permutes its input!

• (For simplicity, we only consider inputs with no repeated elements.)

2 Permutation

• If $magic :: [a] \rightarrow [a]$ additionally satisfies

magic[x] = [x]

then it permutes its input!

- (For simplicity, we only consider inputs with no repeated elements.)
- Let (x) be the partial function that maps x to x and is undefined otherwise, (x) a = if x == a then Just x else Nothing.
- Definition: $perm :: [a] \rightarrow [a]$ permutes its input if

```
filter \{x\} \cdot perm = filter \{x\}
```

for all *x* :: *a*.

2 Permutation

• Here is the proof:

filter $i \leq (magic [1..n])$

- = { magic is strongly natural }
 magic (filter \i) [1..n])
- = { definition of *filter* }

magic (**if** $1 \le i \le n$ **then** [*i*] **else** [])

= { conditionals }

if $1 \leq i \leq n$ then magic [i] else magic []

- $= \{ magic[] = [] \text{ and assumption } magic[i] = [i] \}$ if $1 \le i \le n$ then [i] else []
- = { definition of filter }
 filter `i` [1 . . n]

2 Reversal

• If *magic* :: $[a] \rightarrow [a]$ additionally satisfies

magic[x, y] = [y, x]

then it reverses its input!

2 Reversal

• If $magic :: [a] \rightarrow [a]$ additionally satisfies

magic[x, y] = [y, x]

then it reverses its input!

- Let (*x*, *y*) be the partial function that maps *x* to *x* and *y* to *y* and is undefined otherwise.
- We have

 $xs = ys \iff \forall xy$. filter [x, y] xs = filter [x, y] ys

2 Reversal

• Here is the proof:

magic[1..n] = reverse[1..n]

 \iff { see above }

 $\forall ij. filter(i,j) (magic[1..n]) = filter(i,j) (reverse[1..n])$

• Assume $1 \leq i, j \leq n$, then

filter[i, j] (magic[1..n]) = filter[i, j] (reverse[1..n])

- $\iff \{ \text{ definition of } reverse \text{ and } filter \}$ filter [i, j] (magic [1..n]) = [j, i]
- $\iff \{ \text{ magic is strongly natural } \}$ magic (filter (i, j) [1..n]) = [j, i]
- $\iff \{ \text{ definition of filter } \}$ magic[i, j] = [j, i]
- The other cases are similar.

3 Categorically speaking

- *map* is the arrow part of a functor List : Set \rightarrow Set.
- *reverse* is a natural transformation between List and List.
- What about *filter*?

3 Categorically speaking

- *map* is the arrow part of a functor List : Set \rightarrow Set.
- *reverse* is a natural transformation between List and List.
- What about *filter*?
- *filter* is the arrow part of a functor Filter : $Set_{Maybe} \rightarrow Set$.
- Set_{Maybe} is the Kleisli category of the monad Maybe.
- (You may want to view **Set**_{Maybe} as the category of partial functions.)
- The object part of Filter is just Filter *A* = [*A*].
- reverse is a natural transformation between Filter and Filter.

3 Properties of *filter*

• *filter* is a monoid homomorphism:

filter p[] = []filter p(xs + ys) = filter pxs + filter pys

• *filter* preserves identity and composition:

filter id = id $filter (p \cdot q) = filter p \cdot filter q$

The arguments of *filter* live in the Kleisli category **Set**_{Maybe}.

4 Key-based sorting: correctness

- sort is correct:
 - *sort o* is strongly natural:

filter $p \cdot sort o = sort o \cdot filter(id \times p)$

- *sort o* produces a permutation of the input values:
 sort o [(k, v)] = [v]
- values are output in non-decreasing order of their keys:

 $sorto[(a, i), (b, j)] = [i, j] \iff leq o a b$

leq :: *Order* $k \to (k \to k \to \mathbb{B})$ interprets an order representation.

4 Key-based sorting: correctness

- Relate *sort* and *discr*:
 - *discr* commutes with *strong* natural transformations: if *perm* is strongly natural, *filter p* · *perm* = *perm* · *filter*(*id* × *p*), then

 $map \ perm \cdot discr \ o = discr \ o \cdot perm \cdot map \ swap : [K \times (A \times V)] \rightarrow [[V]]$

• This is straightforward then:

 $concat \cdot discro = sorto$

5 Summary

- Strong naturality: an amusing twist on naturality.
- Key-based sorting: strong naturality, coupled with preserving singletons and correct sorting of two-element lists, corresponds to Henglein's *consistent permutativity*, which characterizes stable sorting functions.
- For the details see:

Henglein, F., Hinze, R.: *Sorting and Searching by Distribution: From Generic Discrimination to Generic Tries.* In Shan, C., ed.: Proc. 11th Asian Symposium on Programming Languages and Systems (APLAS), (December 2013).

6 Generic key-based sorting

• *sort o* takes a list of key-value pairs and returns the values in non-decreasing order of their associated keys.

 $sort :: Order k \to [k \times v] \to [v]$ $sort o \qquad [] = []$ $sort (OUnit) \qquad rel = map val rel$ $sort (OSum o_1 o_2) rel = sort o_1 (filter from rel)$ $+ sort o_2 (filter from rel)$ $sort (OProd o_1 o_2) rel = sort o_1 (sort o_2 (map curryr rel))$

• LSD strategy:

curryr :: $(k_1 \times k_2) \times v \rightarrow k_2 \times (k_1 \times v)$ *curryr* $((k_1, k_2), v) = (k_2, (k_1, v))$

6 Generic key-based discrimination

• *discr o* returns a list of non-empty lists of values, where the inner lists group values whose keys are equivalent.

```
discr :: Order k \rightarrow [k \times v] \rightarrow [[v]]

discr o \qquad [] = []

discr o \qquad [(k,v)] = [[v]]

discr (OSum o_1 o_2) rel = discr o_1 (filter from lrel)

+ discr o_2 (filter from rel)

discr (OProd o_1 o_2) rel = concat (map (discr o_2))

(discr o_1 (map curry lrel)))
```

• MSD strategy:

 $\begin{aligned} curryl::(k_1\times k_2)\times v \to k_1\times (k_2\times v)\\ curryl((k_1,k_2),v) = (k_1,(k_2,v)) \end{aligned}$