
Z A K L A D N I D E F I N I C E

```
--Co je to arrow
class Arrow a where
  --povinne
  arr :: (b->c) -> a b c
  (>>>) :: a b c -> a c d -> a b d
  first :: a b c -> a (b,d) (c,d)

  --nepovinne, lze definovat z povinnych
  second :: a b c -> a (d,b) (d,c)
  second f = arr swap >>> first f >>> arr swap
  where
    swap (x,y) = (y,x)

  (***) :: a b1 c1 -> a b2 c2 -> a (b1,b2) (c1,c2)
  f *** g = first f >>> second g

  (&&&) :: a b c1 -> a b c2 -> a b (c1,c2)
  f &&& g = arr (\b->(b,b)) >> (f *** g)

--Monady jsou Arrow
newtype Kleisli m a b = K (a -> mb)
instance Monad m => Arrow (Kleisli m) where
  arr f = K (\b -> return (f b))                                -- K (return $ f id)
  K f >>> K g = K (\b -> f b >>= g)                            -- K (f id >>= g)
  first (K f) = K (\(b,d) -> f b >>= \c -> return (c,d))

--Dalsi rozsireni Arrow
class Arrow a => ArrowZero a where zeroArrow :: a b c
class Arrow a => ArrowPlus a where (+++) :: a b c -> a b c

--Choice
class Arrow a => ArrowChoice a where
  --povinne
  left :: a b c -> a (Either b d) (Either c d)

  --nepovinne
  right f = arr mirror >>> left f >>> arr mirror
  where
    mirror (Left x) = Right x
    mirror (Right x) = Left x

  f <+> g = left f >>> right g

  f ||| g = (f <+> g) >>> arr untag
  where
    untag (Left x) = x
    untag (Right x) = x

instance Monad m => ArrowChoice (Kleisli m) where
  left (K f) = K (\x -> case x of Left b -> f b >>= \c -> return (Left c)
                           Right d -> return (Right d))

--Apply
class Arrow a => ArrowApply a where
  app :: a (a b c , b) c

instance Monad m => ArrowApply (Kleisli m) where
  app = K( \ (K f, x) -> f x)

--ArrowApply uz je Monada
newtype ArrowApply a => ArrowMonad a b = M (a Void b)
instance ArrowApply a => Monad (ArrowMonad a) where
  return x = M (arr (\z -> x))
  M m >>= f = M (m >>
                    arr (\x -> let M h = f x in (h, ())) >>>
                    app )
```

 S T A T E A R R O W

```

prod::(a1->b1)->(a2->b2)->(a1,a2)->(b1,b2)
(f `prod` g) (a1,a1) = (f a1, g a2)

newtype State s a b = ST {unST :: ((s,a)->(s,b))}

instance Arrow (State s) where
    arr f = ST (id `prod` f)
    ST f >>> ST g = ST (g . f)
    first (ST s) = ST (assoc . (f `prod` id) . unassoc) where
        assoc ((a,b),c) = (a,(b,c))
        unassoc (a,(b,c)) = ((a,b),c)

fetch::State s () s
fetch = ST (\(s,_) -> (s,s))

store::State s s ()
store = ST (\(_ ,s') -> (s', ()))

nextNum::State Int () Int
nextNum = fetch >>> arr ((+1)`prod` id) >> first store >>> arr snd

```

 I N T E R P R E T E R V M O N A D A C H A A R R O W

```

--1) promenne a cisla
data Exp = Var String | Add Exp Exp
data Val = Cislo Int
type Env = [(String, Val)]

--M O N A D Y
eval::Exp -> Env -> M Val
eval (Var s) env = return (lookup s env)
eval (Add e1 e2) env =
    liftM2 add (eval e1 env) (eval e2 env)
    where
        add (Cislo a) (Cislo b) = Cislo (a+b)

--2) podminky
data Exp = ... | If Exp Exp Exp
data Val = ... | Bl Bool

--M O N A D Y
eval (If e1 e2 e3) env = do
    podm <- eval e1 env
    if b then eval e2 env
    else eval e3 env
    eval (If e1 e2 e3) = (eval e1 &&& arr id) >>>
        arr (\(Bl b,env) -> if b then Left env else Right env) >>>
        (eval e2 ||| eval e3)

--3) lambda-kalkulus
data Exp = ... | Lam String Exp | App Exp Exp
data Val = ... | Fun (Val -> M Val) -- monad
data Val = ... | Fun (A Val Val) -- arrow

--M O N A D Y
eval (Lam x e) env =
    return (Fun (\v -> eval e((x,v) : env)))
eval (App e1 e2) env = eval e1 env >>=
    \Fun f -> eval e2 env >>= \v -> f v
    ((eval e1 >>> arr (\Fun f -> f)) &&& eval e2)
    >>> app

--DO NOTACE
eval (Add e1 e2) env = do
    Cislo a1 <- eval e1 env
    Cislo a2 <- eval e2 env
    return $ Cislo (a1 + a2)

eval (If e1 e2 e3) env = do
    podm <- eval e1 env
    if b then eval e2 env else eval e3 env
    eval (Add e1 e2) = proc env -> do
        Cislo a1 <- eval e1 -< env
        Cislo a2 <- eval e2 -< env
        returnA $ Cislo (a1 + a2)

    eval (If e1 e2 e3) = proc env -> do
        podm <- eval e1 -< env
        (eval e2 ||| eval e3) ->
            if podm then Left env
            else Right env

```

```

nextNum::State Int () Int
nextNum = proc () -> do
    n <- fetch -< ()
    store -< (n+1)
    returnA -< n

    S T R E A M      P R O C E S O R Y
    -----
data SP a b = Put b (SP a b) | Get (a -> SP a b)

instance Arrow SP where
arr f = Get (\x->Put (f x) (arr f))

spl      >>> Put c sp2 = Put c (spl>>>sp2)
Put b sp1 >>> Get f      = sp1 >>> f b
Get f1   >>> sp2       = Get (\x -> f1 x >>> sp2)

first f = bypass [] f where
  bypass ds (Get f) = Get (\(b,d)->bypass (ds++[d]) (f b))
  bypass (d:ds) (Put c sp) = Put (c,d) (bypass ds sp)
  bypass [] (Put c sp) = Get (\(b,d)->Put (c,d) (bypass [] sp))

fibs::SP Int Int
fibs = Put 0 fibs' where fibs' = Put 1 (liftA2 (+) fibs fibs')

instance ArrowZero SP where zeroArrow = Get (\x->zeroArrow)

instance ArrowPlus SP where Put b sp1 <+> sp2 = Put b (sp1<+>sp2)
                                sp1 <+> Put b sp2 = Put b (sp1<+>sp2)
                                Get f1 <+> Get f2 = Get (\a->f1 a<+>f2 a)

instance ArrowChoice SP where left (Put c sp)=Put (Left c) (left sp)
                                left (Get f) = Get (\z->case z of
                                  Left a->left (f a)
                                  Right a->Put (Right a) (left (Get f)))

```

P A R S E R S E S T A T I C K O U I N F O R M A C I

```

data StaticParser      = SP Bool [Char]
data DynamisParser a b = DP ((a, String)->(b, String))
data Parser           a b = P StaticParser (DynamicParser a b)

instance Arrow Parser where
arr f = P (SP True []) (DP (\(b,s)->(f b,s)))

P (SP e1 s1) (DP p1) >>> P (SP e2 s2) (DP p2) =
  P (SP (e1 && e2) (s1 `union` if e1 then s2 else []))
  (DP (p2 . p1))

first (P sp (DP p)) = P sp (\((b,d),s)->let (c,s')=p (b,s) in ((c,d),s'))

instance ArrowZero Parser where zeroArrow = P (SP False []) (DP undefined)
instance ArrowPlus Parser where P (SP e1 s1) (DP p1) <+> P (SP e2 s2) (DP p2) =
  P (SP (e1 || e2) (s1 ++ s2)) (DP (\(b,s)->case s of
    [] -> if e1 then p1 [] else p2 []
    c:cs-> if c`elem`s1 then p1 s else
              if c`elem`s2 then p2 s else
              if e1 then p1 s else p2 s))
--neni ArrowChoice ani ArrowApply

```

N E D E T E R M I N I S T I C K E V Y P O C T Y

```

newtype NonDet a b = ND (a->[b])

instance Arrow NonDet where
  arr f = ND (\a->[f a])
  ND f >>> ND g = ND (\a->[c | b<-f a, c<-g b])
  first (ND f) = ND (\(b,d)->[(c,d) | c<-f b])

instance ArrowZero NonDet where zeroArrow = ND (\_ ->[])
instance ArrowPlus NonDet where ND f <+> ND g = ND (\a->f a ++ g a)

instance ArrowChoice NonDet where
  left (ND f) = ND (\i->case i of Left a ->then Left (f a)
                           Right b->then Right [b])

instance ArrowApply NonDet where
  app = ND (\(ND f,a) -> f a)

```

Z M E N Y C H O V A N I

```

newtype MapTrans t a b = MT ((t->a) -> (t->b))

instance Arrow (MapTrans t) where
  arr f = ND (f .)
  MT f >>> MF g = MT (g . f)
  first (MT f) = MT (zipMap . (f `prod` id) . unzipMap) where
    zipMap :: (t->a, t->b) -> (t->(a,b))
    zipMap (f,g) t = (f t, g t)
    unzipMap :: (t->(a,b)) -> (t->a, t->b)
    unzipMap fg = (fst fg, snd fg)

--neni ArrowChoice
--neni ArrowApply

```