

The Brave New World of Haskell Type Classes

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```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
```

```
min a b = _
```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::           a → a → a
min a b = _
```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = _
```

```
-- | Linear order
```

```
class          Ord a where
(<) :: a -> a -> Bool
```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = _
```

```
-- | Linear order
```

```
class          Ord a where
  (<) :: a -> a -> Bool
```

```
instance Ord Bool where
  False < True = True
  _       < _     = False
```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b
```

```
-- | Linear order
```

```
class          Ord a where
  (<) :: a -> a -> Bool
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```
instance Ord Bool where
  False < True = True
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-- | Computes the smaller of two elements
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min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b
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```
-- | Linear order
```

```
class           Ord a where
  (<) :: a → a → Bool
  (≤) :: a → a → Bool
```

```
instance Ord Bool where
  False < True = True
  -      < -      = False
```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b

-- | Equality
class Eq a where
    (≡) :: a → a → Bool

-- | Linear order

class (Eq a) ⇒ Ord a where
    (<) :: a → a → Bool
    (≤) :: a → a → Bool

instance Ord Bool where
    False < True = True
    -      < -      = False
```

```

-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b

-- | Equality
class Eq a where
    (≡) :: a → a → Bool

-- | Linear order
-- * a ≡ b = ¬(a < b || b < a)
class (Eq a) ⇒ Ord a where
    (<) :: a → a → Bool
    (≤) :: a → a → Bool

instance Ord Bool where
    False < True = True
    -      < -      = False

```

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-- | Computes the smaller of two elements
-- min True False → False
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min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b

-- | Equality
class Eq a where
    (≡) :: a → a → Bool

-- | Linear order
-- * a ≡ b =  $\neg(a < b \text{ || } b < a)$ 
class (Eq a) ⇒ Ord a where
    (<) :: a → a → Bool
    ( $\leq$ ) :: a → a → Bool
    default instance Eq a where
        a ≡ b =  $\neg(a < b \text{ || } b < a)$ 

instance Ord Bool where
    False < True = True
    -      < -      = False

```

```
-- | Computes the smaller of two elements
-- min True False → False
-- min 3      5      → 3
min ::(Ord a) ⇒ a → a → a
min a b = if a < b then a else b
```

```
-- | Equality
class Eq a where
    (≡) :: a → a → Bool
```

```
-- | Linear order
-- * a ≡ b =  $\neg(a < b \parallel b < a)$ 
class (Eq a) ⇒ Ord a where
    (<) :: a → a → Bool
    ( $\leq$ ) :: a → a → Bool
```

```
default instance Eq a where
```

```
a ≡ b =  $\neg(a < b \parallel b < a)$ 
```

```
instance Ord Bool where
    False < True = True
    -      < -      = False
```

Contributions:

- reduced boilerplate
- more consistent
- better refactoring

