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Have you ever had this problem?



You are writing a data type, such as data Aircraft



So you decide that an Aircraft is the product of

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э.

- Manufacturer
- Designation
- Registration
- Category

and a Category is the sum of

- Aeroplane
- Helicopter
- Gyroplane
- Airship
- . . .



and on the Aeroplane constructor you have the product of

- NonEmpty Propulsion
- . . .



and a Propulsion is the product of

- Engine
- MountPosition



and an Engine is the product of

- Manufacturer
- Designation
- EngineType



and an EngineType is the sum of

- ICE
- Jet
- Electric
- Rocket



and an ICE is the product of

- AirInduction
- FuelInduction
- Ignition
- ICEType



and etc etc



You write all your code in terms of this Aircraft data type



Then you create a database schema and store aircraft in it



...and then ...



Project Manager: "can we just add an image to internal combustion engines?"



oh no





Your data type tree needs to grow



Trees That Grow is an approach to this extensibility



Trees That Grow data ICE = ICE AirInduction FuelInduction Ignition ICEType



but we came prepared with Trees That (will probably) Grow



```
Trees That Grow
type family XICE x
data ICE_ x =
  ICE
    AirInduction
    FuelInduction
    Ignition
    ICEType
    (XICE x)
type instance XICE () = ()
type ICE = ICE_ ()
```



pattern-matching becomes a pain in the undecorated case:

```
case ice of
  ICE_ air fuel ign typ () ->
```



```
Trees That Grow
so we write a pattern-synonym:
pattern ICE air fuel ign typ <-
ICE_ air fuel ign typ _
where ICE air fuel ign typ =
ICE_ air fuel ign typ ()
```



```
Trees That Grow
using the pattern-synonym:
case ice of
ICE air fuel ign typ ->
```



```
Trees That Grow
We can add an image to data ICE_
type instance XICE Image = Image
type ICE_Image = ICE Image
```



We can also add fields to sum types:

```
data Either a b =
  Left a
  | Right b
```



```
Trees That Grow
Either that grows
type family XEither x
data Either_ x a b =
   Left_ a (XEither x)
   | Right_ b (XEither x)
type instance XEither () = ()
type Either = Either_ ()
```



```
Trees That Grow
and add pattern-synonyms:
pattern Left a <- Left_ a _
where Left a = Left_ a ()
pattern Right a <- Right_ a _
where Right a = Right_ a ()</pre>
```



```
Trees That Grow
Note that there exists
xeither :: Lens (Either_ x a b) (XEither x)
data Either_ x a b =
Left_ a (XEither x)
| Right_ b (XEither x)
```



We can add constructors to sum types:



```
Trees That Grow
Theses that grow
type family XThese x
data These_ x a b =
  This_ a
  That b
  Both_ a b
  XThese_ (XThese x)
type instance XThese Void = Void
type These = These_ Void
```



We could add pattern-synonyms, like before



We could also write the prisms

This	::	Prism	(These	x	a	b)	a	
That	::	Prism	(These	х	a	b)	b	
Both	::	Prism	(These	x	a	b)	(a, b)	
XThese	::	Prism	(These	x	a	b)	(XThese	x)



Trees That Grow extends to:[NPJ16]

- existential types
- GADTs



Analysis This is my opinion of Trees That Grow



Alternatives

We already know that classy lenses (and prisms) work toward resolving this issue $% \left({{\left[{{{\rm{cl}}_{\rm{cl}}} \right]_{\rm{cl}}}} \right)$



Alternatives

class HasImage a where
 image :: Lens a Image

instance HasImage ICE_Image where



Alternatives

This requires creating a new data type:

```
data ICE_Image =
    ICE_Image
    ICE
    Image
```



One problem

One problem that I found with TTG is that the type-variable bubbles up the data type tree



One problem My Propulsion data type has 18 type-variables



One problem I start running out of names at 26

I didn't get to Aircraft (which is not at the top of the tree)



Therefore

I have come to prefer classy lenses and prisms.



Interesting Note

GHC plans to utilise TTG for its syntax tree, to achieve extensibility.







Shayan Najd and Simon Peyton-Jones, *Trees that grow. jucs* (2016), 2016.

