Categorical design patterns

FOP Away Day, 17 Jan 2007 Ondřej Rypáček University of Nottingham, UK

Design Patterns

Design Patterns : Elements of Reusable Object-Oriented Software (Gamma, Helm, Johnson, Vlissides) describe the "good" designs in OOP informal, ambiguous



Decorator Pattern:

... The decorator conforms to the interface component it decorates so that its presence transparent to the component's clients. The decorator forwards requests to the component may perform additional actions before or after forwarding...

Composite pattern



Formal Design Patterns

formal objects in the language support reasoning about programs replace inheritance and lots of hand-coding by formally defined refinement steps



Category of "simple objects"

Objects: parametric object types (signatures) **Arrows:** freely generated from *constructors*, *method calls*, *pairs*, *composition* Objects interpreted directly, not via functional models and **Set** [Reichel, Jacobs, Pierce, Hoffman]

Thanks to **Command** and **Visitor** patterns, the category has **exponents** and **co-products** (weakly) **terminal co-algebras** correspond to abstract object types and abstract methods



Decorator vs Composite

"Decorator is a singleton *Composite"*

Composite pattern – formally



Composite pattern – formally

 $C_{10} \xrightarrow{C_{10}} C_{\overline{F},0} \xrightarrow{is}_{\overline{F}} F_{10} \xrightarrow{is}_{\overline{F}} F_{$



Composite pattern – formally



Decorator pattern – formally



Conclusion and further steps

The approach is very promising We already have some new results natural interpretation of terminal coalgebras as abstract object-types natural zips correspond to rearrangement of inputs and outputs in an object discovered a relation between *composite*, decorator and adapter formalised the relation of *Composite* and initial algebras – recursive structure traversals Future: lot of work and more results