

Applicative Functors

September 20, 2024

Functions

- Consider the addition function:

Functions

- Consider the addition function:
 - $1 + 1 = 2$

Functions

- Consider the addition function:
 - $1 + 1 = 2$
 - $2 + 2 = 4$

Functions

- Consider the addition function:
 - $1 + 1 = 2$
 - $2 + 2 = 4$
- $(+) :: \text{Num } a \Rightarrow a \rightarrow a \rightarrow a$

Maps

- Remember maps:

Maps

- Remember maps:
 - `map succ [1,2] = [2,3]`

Maps

- Remember maps:
 - `map succ [1,2] = [2,3]`
 - `map (+) [0,2] [1,2] =`

Maps

- Remember maps:
 - `map succ [1,2] = [2,3]`
 - `map (+) [0,2] [1,2] =`
Couldn't match expected type '[Integer] -> t'
with actual type '[Integer -> Integer]'
Relevant bindings include it :: t (bound at
<interactive>:2:1)
The function 'map' is applied to three arguments,
but its type '(Integer -> Integer -> Integer)
-> [Integer] -> [Integer -> Integer]'
has only two
In the expression: `map (+) [0, 2] [1, 2]`
In an equation for 'it': `it = map (+) [0, 2] [1, 2]`

Maps

- First of all, what do we expect $\text{map } (+) [0,2] [1,2]$ to be?

Maps

- First of all, what do we expect `map (+) [0,2] [1,2]` to be?
 - Python: `[0,2] + [1,2] = [0,2,1,2]`

Maps

- Lists as nondeterminism:

Maps

- Lists as nondeterminism:
 - We want to add two numbers, but we don't know what they are

Maps

- Lists as nondeterminism:
 - We want to add two numbers, but we don't know what they are
 - All we know is that we have two boxes of numbers, $[0,2]$ and $[1,2]$

Maps

- Lists as nondeterminism:
 - We want to add two numbers, but we don't know what they are
 - All we know is that we have two boxes of numbers, $[0,2]$ and $[1,2]$
 - We pick a number from the first box and a number from the second box, and add them

Maps

- Lists as nondeterminism:
 - We want to add two numbers, but we don't know what they are
 - All we know is that we have two boxes of numbers, $[0,2]$ and $[1,2]$
 - We pick a number from the first box and a number from the second box, and add them
 - What are our possible results?

Maps

- Lists as nondeterminism:
 - We want to add two numbers, but we don't know what they are
 - All we know is that we have two boxes of numbers, $[0,2]$ and $[1,2]$
 - We pick a number from the first box and a number from the second box, and add them
 - What are our possible results?
 - $[0+1, 0+2, 2+1, 2+2] = [1, 2, 3, 4]$

Maps

- The function 'map' is applied to three arguments, but its type '(Integer -> Integer -> Integer) -> [Integer] -> [Integer -> Integer]' has only two

Maps

- The function 'map' is applied to three arguments, but its type '(Integer -> Integer -> Integer) -> [Integer] -> [Integer -> Integer]' has only two
 - Let's give it two arguments!

Maps

- The function 'map' is applied to three arguments, but its type '(Integer -> Integer -> Integer) -> [Integer] -> [Integer -> Integer]'

has only two

- Let's give it two arguments!
- $(\text{map } (+) [0,2]) [1,2] = ([(0+), (2+)]) [1,2] =$

Maps

- The function 'map' is applied to three arguments, but its type '(Integer -> Integer -> Integer) -> [Integer] -> [Integer -> Integer]'

has only two

- Let's give it two arguments!
- (map (+) [0,2]) [1,2] = ([[0+),(2+)]) [1,2] =
Couldn't match expected type '[Integer] -> t'
with actual type '[Integer -> Integer]'
Relevant bindings include it :: t (bound at <interactive>:3:1)
The function '[(0 +), (2 +)]' is applied to one argument,
but its type '[Integer -> Integer]' has none
In the expression: ([[0 +), (2 +)]) [1, 2]
In an equation for 'it': it = ([[0 +), (2 +)]) [1, 2]

Functors

- Functors are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $F\ a \rightarrow F\ b$)

Functors

- Lists are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $[a] \rightarrow [b]$)

Functors

- Lists are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $[a] \rightarrow [b]$)
- But now we have functions **inside** of boxes (of type $[a \rightarrow b]$)

Functors

- Lists are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $[a] \rightarrow [b]$)
- But now we have functions **inside** of boxes (of type $[a \rightarrow b]$)
 - How do we extract these functions and apply them to a box of type $[a]$ to get a box of type $[b]$?

Applicative Functors

- `class (Functor f) => Applicative f` where
 `pure :: a -> f a`
 `(<*>) :: f (a -> b) -> f a -> f b`

Applicative Functors

- `class (Functor f) => Applicative f where`
 - `pure :: a -> f a`
 - `(<*>) :: f (a -> b) -> f a -> f b`
- `pure` takes a value and puts it in a box

Applicative Functors

- `class (Functor f) => Applicative f` where
 - `pure :: a -> f a`
 - `(<*>) :: f (a -> b) -> f a -> f b`
- `pure` takes a value and puts it in a **default context**

Applicative Functors

- `class (Functor f) => Applicative f` where
 - `pure :: a -> f a`
 - `(<*>) :: f (a -> b) -> f a -> f b`
- `pure` takes a value and puts it in a **default context**
- `(<*>)` takes a box of functions and returns a function over boxes

Applicative Functors

- `class (Functor f) => Applicative f` where
 - `pure :: a -> f a`
 - `(<*>) :: f (a -> b) -> f a -> f b`
- `pure` takes a value and puts it in a **default context**
- `(<*>)` takes a function in a **context** and returns a function over **contexts**

Lists are Applicative Functors

- `instance Applicative []` where
 `pure x = [x]`
 `fs <*> xs = [f x | f <- fs, x <- xs]`

Lists are Applicative Functors

- $[(0+), (2+)] \langle * \rangle [1,2] = [f \ x \mid f \leftarrow [(0+), (2+)], x \leftarrow [1,2]]$

Lists are Applicative Functors

- $[(0+), (2+)] \langle * \rangle [1, 2] = [f \ x \mid f \leftarrow [(0+), (2+)], x \leftarrow [1, 2]]$
= $[(0+) \ 1, (0+) \ 2, (2+) \ 1, (2+) \ 2]$

Lists are Applicative Functors

- $[(0+), (2+)] \langle * \rangle [1, 2] = [f \ x \mid f \leftarrow [(0+), (2+)], x \leftarrow [1, 2]]$
= $[(0+) \ 1, (0+) \ 2, (2+) \ 1, (2+) \ 2]$
= $[1, 2, 3, 4]$

Applicative Style

- $[1,2,3,4] = [(0+), (2+)] \langle * \rangle [1,2]$

Applicative Style

- $[1,2,3,4] = [(0+), (2+)] \langle * \rangle [1,2]$
= $(\text{fmap } (+) [0,2]) \langle * \rangle [1,2]$

Applicative Style

- $[1,2,3,4] = [(0+), (2+)] \langle * \rangle [1,2]$
= $(\text{fmap } (+) [0,2]) \langle * \rangle [1,2]$
= $(+) \langle \$ \rangle [0,2] \langle * \rangle [1,2]$

Applicative Style

- $[1,2,3,4] = [(0+), (2+)] \langle * \rangle [1,2]$
= $(\text{fmap } (+) [0,2]) \langle * \rangle [1,2]$
= $(+) \langle \$ \rangle [0,2] \langle * \rangle [1,2]$
 - $f \langle \$ \rangle x = \text{fmap } f x$

Applicative Style

- $[1,2,3,4] = [(0+), (2+)] \langle * \rangle [1,2]$
 $= (\text{fmap } (+) [0,2]) \langle * \rangle [1,2]$
 $= (+) \langle \$ \rangle [0,2] \langle * \rangle [1,2]$
- $f \langle \$ \rangle x = \text{fmap } f x$
 - Does this remind you of anything?

Applicative Style

- $1 + 1 = 2$

Applicative Style

- $1 + 1 = 2$
 (+)
 1 1 = 2

Applicative Style

- $1 + 1 = 2$
 $(+) \quad 1 \quad 1 = 2$
 $((+) \$ 1) \quad 1 = 2$

Applicative Style

- $1 + 1 = 2$
 $(+) \quad 1 \quad 1 = 2$
 $((+) \$ 1) 1 = 2$
 $(+) < \$ > [1] < * > [1] = [2]$

Applicative Style

- $1 + 1 = 2$

(+) 1 1 = 2

((+) \$ 1) 1 = 2

(+) <\$> [1] <*> [1] = [2]

- \$ is function application, <\$> is **lifted** function application

Applicative Style

- $1 + 1 = 2$

$(+) \quad 1 \quad 1 = 2$

$((+) \ \$ \ 1 \) \ 1 = 2$

$(+) \ \langle \$ \rangle \ [1] \ \langle * \rangle \ [1] = [2]$

- $\$$ is function application, $\langle \$ \rangle$ is **lifted** function application
- **liftA2** $f \ a \ b = f \ \langle \$ \rangle \ a \ \langle * \rangle \ b$ (imported from `Control.Applicative`)

IO is an Applicative Functor

- instance Applicative IO where

```
pure = return
```

```
a <*> b = do
```

```
  f <- a
```

```
  x <- b
```

```
  return (f x)
```

IO is an Applicative Functor

- instance Applicative IO where

```
pure = return
```

```
a <*> b = do
```

```
  f <- a
```

```
  x <- b
```

```
  return (f x)
```

- instance Functor IO where

```
f <$> b = do
```

```
  x <- b
```

```
  return (f x)
```

IO is an Applicative Functor

- instance Applicative IO where

```
pure = return
```

```
a <*> b = do
```

```
  f <- a
```

```
  x <- b
```

```
  return (f x)
```

- Get an `x` from the outside world, apply `f` to `x`, and wrap it up in an IO box

- instance Functor IO where

```
f <$> b = do
```

```
  x <- b
```

```
  return (f x)
```


IO is an Applicative Functor

- instance Applicative IO where

```
pure = return
```

```
a <*> b = do
```

```
  f <- a
```

```
  x <- b
```

```
  return (f x)
```

- Get an `x` from the outside world, apply `f` to `x`, and wrap it up in an IO box
- Get both an `f` and an `x` from the outside world, apply `f` to `x`, and wrap it up in an IO box

- instance Functor IO where

```
f <$> b = do
```

```
  x <- b
```

```
  return (f x)
```

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together
 - `myAction = do`
 `a <- getLine`
 `b <- getLine`
 `return $ a ++ b`

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together

- `myAction = do`

```
  a <- getLine
```

```
  b <- getLine
```

```
  return $ a ++ b
```

```
    = (++) <$> getLine <*> getLine
```

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together

- `myAction = do`

```
  a <- getLine
```

```
  b <- getLine
```

```
  return $ a ++ b
```

```
      = (++) <$> getLine <*> getLine
```

- Get a line `a`, apply `(++)` to `a` (to get `((++) a)`), and wrap it up in an IO box

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together

- `myAction = do`
 `a <- getLine`
 `b <- getLine`
 `return $ a ++ b`

`= (++) <$> getLine <*> getLine`

- Get a line `a`, apply `(++)` to `a` (to get `((++) a)`), and wrap it up in an IO box
- Take `((++) a)` out of the box, get another line `b`, apply `((++) a)` to `b` (to get `a ++ b`), and wrap it up in another IO box

Sequencing Actions

1. Get a line
2. Get a line
3. "Return" the lines concatenated together

- `myAction = do`

```
  a <- getLine
```

```
  b <- getLine
```

```
  return $ a ++ b
```

```
      = (++) <$> getLine <*> getLine
```

- Actions

Sequencing Actions

1. Get a line
2. Get a line
3. “Return” the lines concatenated together

- `myAction = do`

```
  a <- getLine
```

```
  b <- getLine
```

```
  return $ a ++ b
```

```
      = (++) <$> getLine <*> getLine
```

- What to do with the results

Sequencing Actions

- Sequencing more actions

Sequencing Actions

- Sequencing more actions
 - (`\x y z -> x ++ y ++ z`)
`<$> getLine <*> getLine <*> getLine`

Sequencing Actions

- Sequencing more actions
 - $(\backslash x\ y\ z \rightarrow x\ ++\ y\ ++\ z)$
 $\langle \$ \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}$
 $=\ \text{liftA3}\ (\backslash x\ y\ z \rightarrow x\ ++\ y\ ++\ z)$
 $\text{getLine}\ \text{getLine}\ \text{getLine}$

Sequencing Actions

- Sequencing more actions

- $(\backslash x\ y\ z \rightarrow x\ ++\ y\ ++\ z)$
 $\langle \$ \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}$
 $=\ \text{liftA3}\ (\backslash x\ y\ z \rightarrow x\ ++\ y\ ++\ z)$
 $\text{getLine}\ \text{getLine}\ \text{getLine}$
- $(\backslash w\ x\ y\ z \rightarrow w\ ++\ x\ ++\ y\ ++\ z)$
 $\langle \$ \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}$

Sequencing Actions

- Sequencing more actions

- $(\backslash x\ y\ z\ \rightarrow\ x\ ++\ y\ ++\ z)$
 $\langle \$ \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}$
 $=\ \text{liftA3}\ (\backslash x\ y\ z\ \rightarrow\ x\ ++\ y\ ++\ z)$
 $\text{getLine}\ \text{getLine}\ \text{getLine}$

- $(\backslash w\ x\ y\ z\ \rightarrow\ w\ ++\ x\ ++\ y\ ++\ z)$
 $\langle \$ \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}\ \langle * \rangle\ \text{getLine}$
 $\neq\ \text{liftA4}\ (\backslash w\ x\ y\ z\ \rightarrow\ w\ ++\ x\ ++\ y\ ++\ z)$
 $\text{getLine}\ \text{getLine}\ \text{getLine}\ \text{getLine}$
 $=\ \langle \text{interactive} \rangle : 4 : 1 : \text{Not in scope: 'liftA4'}$

Sequencing Actions

- Sequencing an arbitrary number of actions

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA` [getLine, getLine, getLine]

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA [getLine, getLine, getLine]`
 - `sequenceA :: (Applicative f) => [f a] -> f [a]`

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA [getLine, getLine, getLine]`
 - `sequenceA :: (Applicative f) => [f a] -> f [a]`
 - Takes a list of actions and returns an action that contains a list of results

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA [getLine, getLine, getLine]`
 - `sequenceA :: (Applicative f) => [f a] -> f [a]`
 - Takes a list of actions and returns an action that contains a list of results
 - What to do with the results

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA [getLine, getLine, getLine]`
 - `sequenceA :: (Applicative f) => [f a] -> f [a]`
 - Takes a list of actions and returns an action that contains a list of results
 - What to do with the results
 - `(foldr (++) "")`
`<$> sequenceA [getLine, getLine, getLine]`

Sequencing Actions

- Sequencing an arbitrary number of actions
 - `sequenceA [getLine, getLine, getLine]`
 - `sequenceA :: (Applicative f) => [f a] -> f [a]`
 - Takes a list of actions and returns an action that contains a list of results
 - What to do with the results
 - `(foldr (++) "")`
 - `<$> sequenceA [getLine, getLine, getLine]`
 - See Chapter 6.5 for folds

Applicative Laws

- Identity: `pure id <*> v = v`

Applicative Laws

- Identity: $\text{pure id } \langle * \rangle v = v$
- Composition: $\text{pure } (.) \langle * \rangle u \langle * \rangle v \langle * \rangle w = u \langle * \rangle (v \langle * \rangle w)$

Applicative Laws

- Identity: $\text{pure id } \langle * \rangle v = v$
- Composition: $\text{pure } (.) \langle * \rangle u \langle * \rangle v \langle * \rangle w = u \langle * \rangle (v \langle * \rangle w)$
- Compare to functor laws:
 - Identity: $\text{id } \langle \$ \rangle v = v$
 - Composition: $(.) u v \langle \$ \rangle w = u \langle \$ \rangle (v \langle \$ \rangle w)$

Applicative Laws

- Identity: $\text{pure id } \langle * \rangle v = v$
- Composition: $\text{pure } (.) \ \langle * \rangle u \ \langle * \rangle v \ \langle * \rangle w = u \ \langle * \rangle (v \ \langle * \rangle w)$
- Compare to functor laws:
 - Identity: $\text{id } \langle \$ \rangle v = v$
 - Composition: $(.) \ u \ v \ \langle \$ \rangle w = u \ \langle \$ \rangle (v \ \langle \$ \rangle w)$
- Compare to definitions of id and . :
 - Identity: $\text{id } \$ v = v$
 - Composition: $(.) \ u \ v \ \$ w = u \ \$ (v \ \$ w)$

Applicative Laws

- Identity: $\text{pure id } \langle * \rangle v = v$
- Composition: $\text{pure } (.) \langle * \rangle u \langle * \rangle v \langle * \rangle w = u \langle * \rangle (v \langle * \rangle w)$
- Homomorphism: $\text{pure } f \langle * \rangle \text{pure } x = \text{pure } (f x)$

Applicative Laws

- Identity: $\text{pure id} \langle * \rangle v = v$
- Composition: $\text{pure } (.) \langle * \rangle u \langle * \rangle v \langle * \rangle w = u \langle * \rangle (v \langle * \rangle w)$
- Homomorphism: $\text{pure } f \langle * \rangle \text{pure } x = \text{pure } (f\ x)$
- Interchange: $u \langle * \rangle \text{pure } y = \text{pure } (\$ y) \langle * \rangle u$

Applicative Laws

- Identity: `pure id <*> v = v`
- Composition: `pure (.) <*> u <*> v <*> w = u <*> (v <*> w)`
- Homomorphism: `pure f <*> pure x = pure (f x)`
- Interchange: `u <*> pure y = pure ($ y) <*> u`

- Bonus: `pure f <*> x = fmap f x = f <$> x`

Applicative Functors

- Other examples of applicative functors:

Applicative Functors

- Other examples of applicative functors:
 - Maybe

Applicative Functors

- Other examples of applicative functors:
 - Maybe
 - Functions $((\rightarrow) \text{ r})$

Applicative Functors

- Functors are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $F\ a \rightarrow F\ b$)

Applicative Functors

- Functors are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $F\ a \rightarrow F\ b$)
- Applicative functors are boxes that support **function application**

Applicative Functors

- Functors are boxes
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over boxes (of type $F\ a \rightarrow F\ b$)
- Applicative functors are boxes that support **function application**
 - If you have a normal function ($a \rightarrow b$), you can put it in a box ($F\ (a \rightarrow b)$), and **apply** it to a box ($F\ a$) to get another box ($F\ b$)

Applicative Functors

- Functors represent **context**
 - That implement maps that lift normal functions (of type $a \rightarrow b$) to functions over **context** (of type $F\ a \rightarrow F\ b$)
- Applicative functors represent **contexts** that support function application
 - If you have a normal function ($a \rightarrow b$), you can put it in a **context** ($F\ (a \rightarrow b)$), and apply it to a **context** ($F\ a$) to get another **context** ($F\ b$)