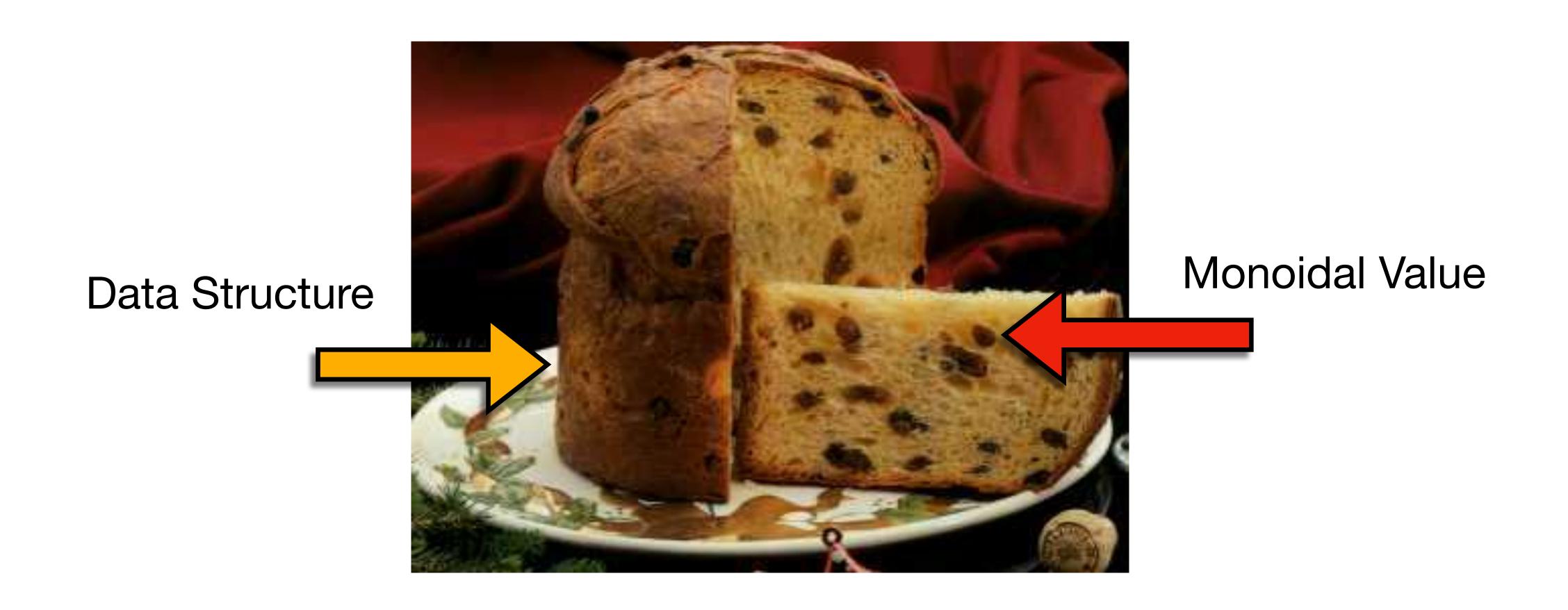
## Monoidal Catamorphisms

**Recursion Schemes with Monoids** 



Can be easily parallelized

data Fold a b = forall m. Monoid m => Fold (a -> m) (m -> b)

fold :: Fold a b -> [a] -> b

fold (Fold toM fromM) = fromM . mconcat . fmap toM

```
instance Functor (Fold a) where
  fmap f (Fold toM fromM) = Fold toM (f . fromM)
class Monoidal f where
 init :: f ()
 combine :: f a -> f b -> f (a, b)
                  ()
```

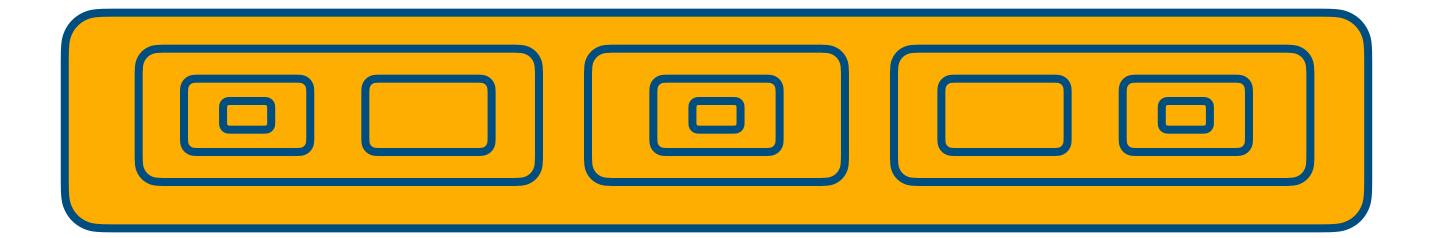
```
instance Monoidal (Fold a) where
  -- Fold a ()
  init = Fold bang id
  -- Fold a b -> Fold a c -> Fold a (b, c)
  combine (Fold t f) (Fold t' f') = Fold (tuple t t') (bimap f f')
bang :: a -> ()
bang = ()
tuple :: (c -> a) -> (c -> b) -> (c -> (a, b))
```

tuple f  $g = \c -> (f c, g c)$ 

type Algebra f a = f a -> a

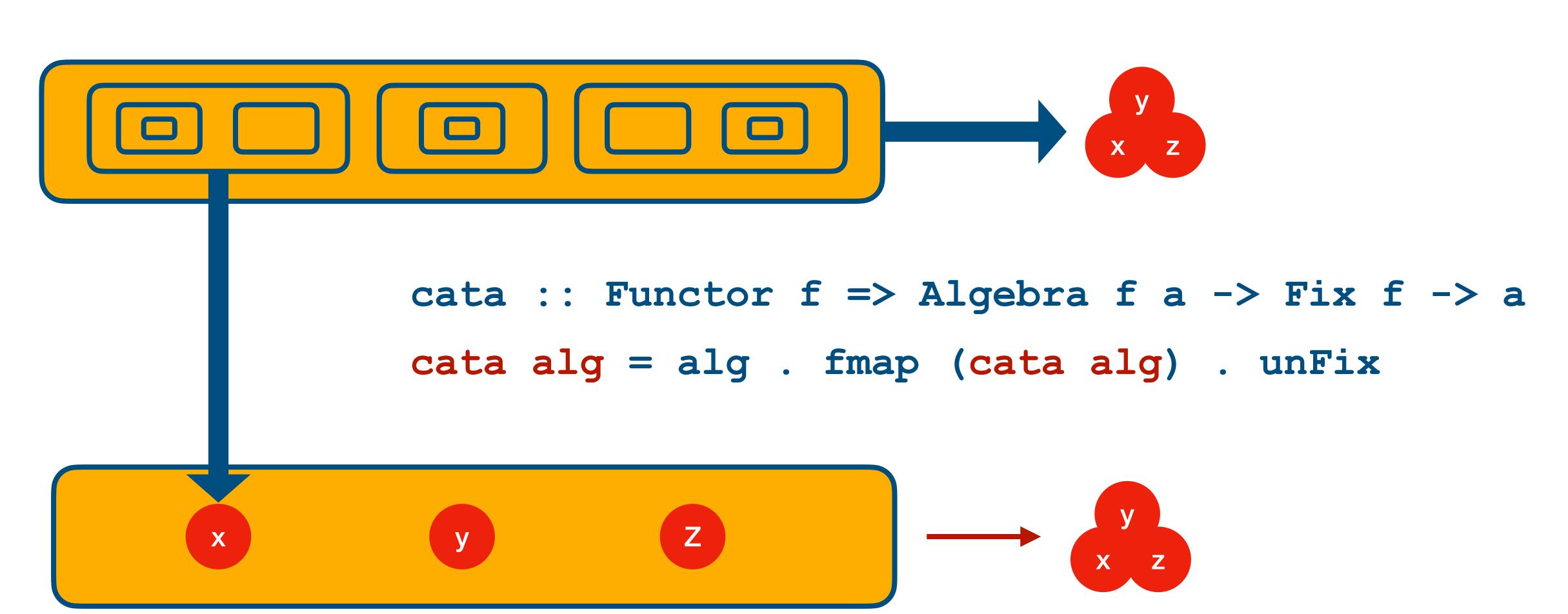


```
newtype Fix f = Fix { unFix :: f (Fix f) }
```

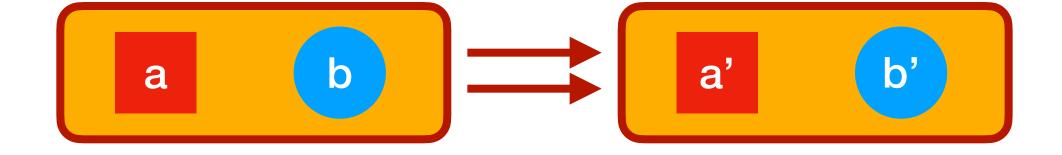


type Algebra f a = f a -> a





## class Bifunctor f where



Payload

a

Placeholder for children

instance Bifunctor f => Functor (f a) where
fmap g = bimap id g

type MAlgebra f = forall m. Monoid m => f m m -> m

$$m$$
  $m$   $m$ 

cat :: Bifunctor f => MAlgebra f -> Fold a b -> Fix (f a) -> b cat malg (Fold toM fromM) = fromM . cata alg where alg = malg . bimap toM id fromM m

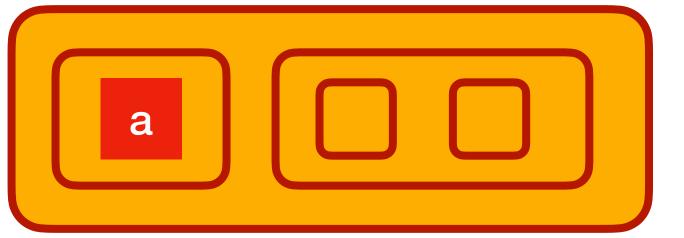
data TreeF a r = Leaf a | Node r r

a or r

instance Bifunctor TreeF where
bimap f g (Leaf a) = Leaf (f a)

bimap f g (Node r r') = Node (g r) (g r')

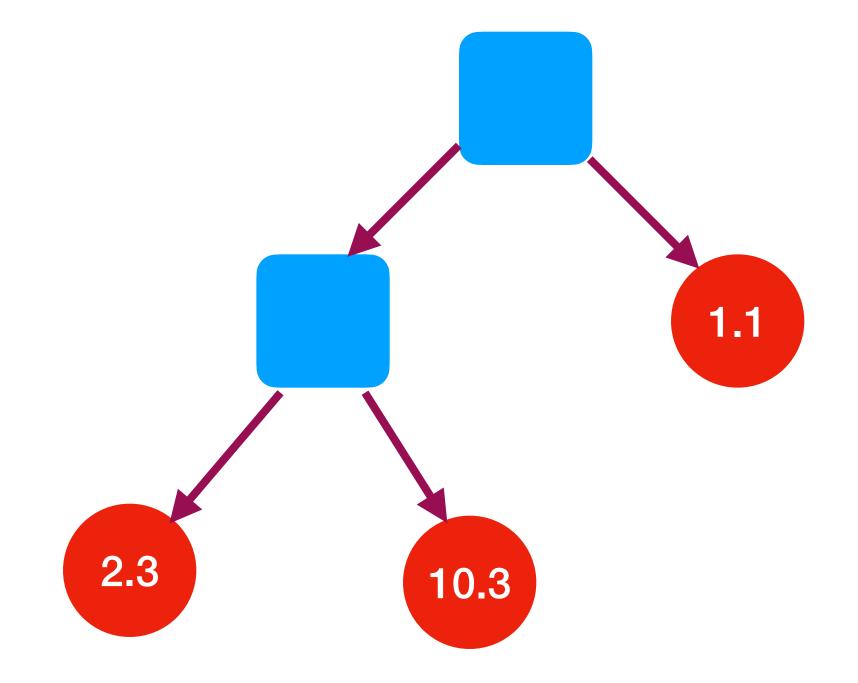
type Tree a = Fix (TreeF a)



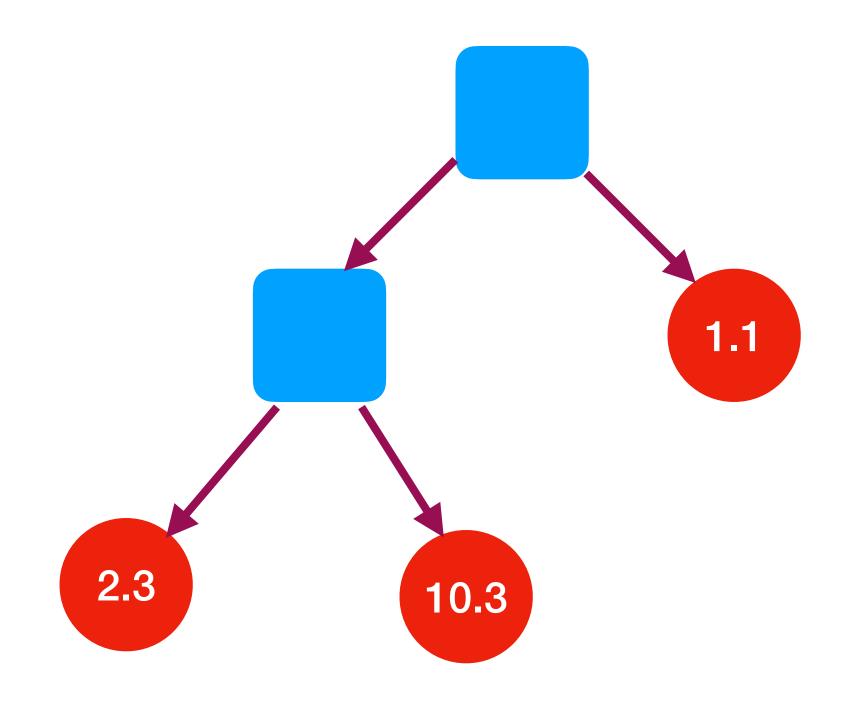
```
leaf :: a -> Tree a
```

leaf a = Fix (Leaf a)

node :: Tree a -> Tree a -> Tree a
node t t' = Fix (Node t t')



myTree :: Tree Double
myTree = node (node (leaf 2.3) (leaf 10.3)) (leaf 1.1)



```
> cat myAlg myFold myTree
> "13"
```

```
myAlg :: MAlgebra TreeF
myAlg (Leaf m) = m
myAlg (Node m m') = m <> m'
myFold :: Fold Double String
myFold = Fold floor' show'
    where
      floor' :: Double -> Sum Int
      floor' = Sum . floor
      show' :: Sum Int -> String
      show' = show . getSum
```

```
u :: a -> m
v :: n -> b

Fold (f . u) v
```

- Use the function u to extract monoidal values,
- •transform these values to another monoid using f,
- •do the folding in the second monoid, and
- translate the result using v

```
Fold u (v . f)
```

- Use the function u to extract monoidal values,
- do the folding in the first monoid,
- •use f to transform the result to the second monoid, and
- translate the result using v