

## 50.054 Functor, Applicative and Monad

ISTD, SUTD

## Recap Monad

- ▶ List Monad
- ▶ Option Monad and EitherErr Monad
- ▶ Reader Monad (with ReaderReader)
- ▶ State Monad (with StateMonad)

## Recap Functor, Applicative and Monad

```

      Functor (map)
      ^
      |
Applicative (ap, pure) <- ApplicativeError (raiseError)
      ^                               ^
      |                               |
      Monad (bind)  <--  MonadError
      ^
    /   \
Monad[List]    ReaderMonad[R] <: Monad[ReaderM[R]] (ask, local)
Monad[Option]  StateMonad[S]  <: Monad[StateM[S]] (set, get)
```

# What is Functor, Applicative and Monad?



# What is Functor?

► the CS Dude

`BrokenLaptop` → `FixedLaptop`

► your secret contractor

`BrokenLaptop` → `FixedLaptop`

# What is Monad?

► the CS Dude

`BrokenLaptop` → `FixedLaptop`

► your reliable contractor

`BrokenLaptop` → `FixedLaptop`

# What is Applicative?

► the CS Dude

BrokenLaptop → FixedLaptop

► your  contractor

BrokenLaptop -> FixedLaptop

## Recap Reader Monad

```
case class Reader[R, A] (run: R=>A) {  
  // we need flatMap and map for for-comprehension  
  def flatMap[B] (f:A =>Reader[R,B]):Reader[R,B] = this match {  
    case Reader(ra) => Reader (  
      r => f(ra(r)) match {  
        case Reader(rb) => rb(r)  
      }  
    )  
  }  
  def map[B] (f:A=>B):Reader[R, B] = this match {  
    case Reader(ra) => Reader (  
      r => f(ra(r))  
    )  
  }  
}
```



## Recap Reader Monad

```
type ReaderM = [R] =>> [A] =>> Reader[R, A]

trait ReaderMonad[R] extends Monad[ReaderM[R]] {
  override def pure[A](v:A):Reader[R, A] = Reader (r => v)
  override def bind[A,B](fa:Reader[R, A])(f:A=>Reader[R,B]):Reader[R,B] =
    fa.flatMap(f)
  def ask:Reader[R,R] = Reader( r => r)
  def local[A](f:R=>R)(r:Reader[R,A]):Reader[R,A] = r match {
    case Reader(ra) => Reader( r => {
      val localR = f(r)
      ra(localR)
    })
  }
}
```

# Recap Reader Monad



```
▶ Let's say our monad is ReaderMonad[BrokenLaptop]
▶ Hence the container type is [A] =>> Reader[BrokenLaptop, A]

def callYourContractor (a : BrokenLaptop) : Cost
  = ...

val quote : Reader[BrokenLaptop, Cost] =
  Reader(callYourContractor)

def sendToContractor(a : BrokenLaptop)
  : FixedLaptop = ...

def getItFixed(c:Cost)
  : Reader[BrokenLaptop, FixedLaptop] =
  Reader(sendToContractor)

def yourTask(using i: ReaderMonad[BrokenLaptop])
  : Reader[BrokenLaptop, FixedLaptop] = for {
    cost    <- quote
    laptop <- getItFixed(cost)
  } yield laptop
```

## Recap State Monad

```
case class State[S,A]( run:S=>(S,A)) {  
  def flatMap[B](f: A => State[S,B]):State[S,B] = this match {  
    case State(ssa) => State(  
      s=> ssa(s) match {  
        case (s1,a) => f(a) match {  
          case State(ssb) => ssb(s1)  
        }  
      })  
    }  
  }  
  def map[B](f:A => B):State[S,B] = this match {  
    case State(ssa) => State(  
      s=> ssa(s) match {  
        case (s1, a) => (s1, f(a))  
      })  
    }  
  }  
}
```

## Recap State Monad

```
case class State[S,A]( run:S=>(S,A)) {  
  def flatMap[B](f: A => State[S,B]):State[S,B] = this match {  
    case State(ssa) => State(  
      s=> ssa(s) match {  
        case (s1,a) => f(a) match {  
          case State(ssb) => ssb(s1)  
        }  
      })  
    }  
  }  
  def map[B](f:A => B):State[S,B] = this match {  
    case State(ssa) => State(  
      s=> ssa(s) match {  
        case (s1, a) => (s1, f(a))  
      })  
    }  
  }  
}
```

# Recap State Monad



- ▶ Let's say our monad is `StateMonad[Money]`
- ▶ Hence the container type is `[A] =>> State[Money, A]`

```
def getItForFree(a : BrokenLaptop)(using i:StateMonad[Money])  
  : State[Money, BrokenLaptop] = i.pure(a)
```

```
def fixKeyboard (a : BrokenLaptop)(using i:StateMonad[Money])  
  : State[Money, LaptopWithBrokenScreen]  
  = ... // with some money deducted via i.get and i.set
```

```
val fixScreen (a : LaptopWithBrokenScreen)(using i:StateMonad[Money])  
  : State[Money, FixedLaptop]  
  = ... // with some money deducted via i.get and i.set
```

```
def yourTask(laptop:BrokenLaptop)(using i:StateMonad[Money])  
  : State[Money, FixedLaptop] = for {  
    laptop_with_state1 <- getItForFree(laptop)  
    laptop_with_state2 <- fixKeyboard(laptop_with_state1)  
    laptop_with_state3 <- fixScreen(laptop_with_state2)  
  } yield laptop_with_state3
```