All About Applicative

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```
{-# LANGUAGE NoImplicitPrelude #-}
import Prelude hiding ((<*>), Applicative, pure)
```

infixl 4 <*>

```
instance Applicative (Either e) where
  Right f <*> Right a = Right $ f a
```

Left e <*> _ = Left e _ <*> Left e = Left e

pure = Right

= [a]

pure a

```
class Functor f => Monoidal f where
  (<**>) :: f a -> f b -> f (a, b)
  unit :: a -> f a
```

infixl 4 <**>

```
class Functor f => Monoidal f where
 (<**>) :: f a -> f b -> f (a, b)
```

unit :: a -> f a

infixl 4 <**>

fmap :: (Functor f) => (a -> b) -> f a -> f b

```
class Functor f => Monoidal f where
  (<**>) :: f a -> f b -> f (a, b)
  unit :: a -> f a
```

```
infixl 4 <**>
fmap :: (Functor f) => (a -> b) -> f a -> f b
```

(>>=) :: (Monad m) => m a -> (a -> m b) -> m b

```
-- Applicative ~> Monoidal
ff <*> fa = fmap (uncurry $) (ff <**> fa)
pure = unit
-- Monoidal ~> Applicative
```

fa <**> fb = (,) <\$> fa <*> fb

unit = pure

Associativity:

$$(\mathit{fa}\otimes\mathit{fb})\otimes\mathit{fc}\sim\mathit{fa}\otimes(\mathit{fb}\otimes\mathit{fc})$$

$$(\mathit{fa}\otimes\mathit{fb})\otimes\mathit{fc}\sim\mathit{fa}\otimes(\mathit{fb}\otimes\mathit{fc})$$

Identity:

fa
$$\otimes$$
 unit $()$

~

 $unit() \otimes fa$

 \sim

fa

$$(a \times b) \times c \equiv a \times (b \times c)$$

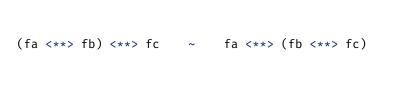
Identity:

$$a \times 1 \equiv 1 \times a \equiv a$$

import Control.Applicative (Const(..))

-- newtype Const a b = Const { getConst :: a }

```
import Control.Applicative (Const(..))
-- newtype Const a b = Const { getConst :: a }
instance Monoid a => Monoidal (Const a) where
  fa <**> fb = Const $ getConst fa `mappend` getConst fb
  unit = const $ Const mempty
```



```
(fa <**> fb) <**> fc ~ fa <**> (fb <**> fc)

(Const $ getConst fa `mappend` getConst fb) <**> fc
```

```
(fa <**> fb) <**> fc ~ fa <**> (fb <**> fc)

(Const $ getConst fa `mappend` getConst fb) <**> fc
(a `mappend` b) <**> fc
```

```
(fa <**> fb) <**> fc ~ fa <**> (fb <**> fc)

(Const $ getConst fa `mappend` getConst fb) <**> fc
(a `mappend` b) <**> fc
(a `mappend` b) `mappend` c
```

```
(fa <**> fb) <**> fc ~ fa <**> (fb <**> fc)

(Const $ getConst fa `mappend` getConst fb) <**> fc
(a `mappend` b) <**> fc
(a `mappend` b) `mappend` c
```

a `mappend` (b `mappend` c)

```
(fa <**> fb) <**> fc ~ fa <**> (fb <**> fc)

(Const $ getConst fa `mappend` getConst fb) <**> fc
(a `mappend` b) <**> fc
(a `mappend` b) `mappend` c
```

a `mappend` (b `mappend` c)

fa <**> (fb <**> fc)



traverseL ::	: (Monoidal	f) =>	(a ->	f b) ->	[a] -> f	[b]

traverseL :: (Monoidal f) => (a -> f b) -> [a] -> f [b]
<pre>traverseL f = foldr acc (unit [])</pre>

```
traverseL :: (Monoidal f) => (a -> f b) -> [a] -> f [b]
```

```
traverseL f = foldr acc (unit [])
where acc a bs = fmap (uncurry (:)) (f a <**> bs)
```

traverseL	:: (Monoidal	f)	=>	(a	->	f	b)	->	[a]	->	f [b]

```
-- traverseL :: (Monoidal f) => (a -> f b) -> [a] -> f [b]
-- f = IO
```

traverseLIO :: (a -> IO b) -> [a] -> IO [b]

```
-- traverseL :: (Monoidal f) => (a -> f b) -> [a] -> f [b]
-- f = I0
traverseLIO :: (a -> IO b) -> [a] -> IO [b]
```

-- f = Either e traverseLEither :: (a -> Either e b) -> [a] -> Either e [b]

```
instance Monoidal (Either e) where
Right a <**> Right b = Right (a, b)
Left e <**> _ = Left e
```

<**> Left e = Left e

= Right

unit

-- Left [2]

data Validated e a = Failure e | Success a

```
instance Functor (Validated e) where
fmap _ (Failure e) = Failure e
fmap f (Success a) = Success $ f a
```

import Data.Semigroup ((<>), Semigroup)

```
instance Semigroup e => Monoidal (Validated e) where
  Success a <**> Success b = Success (a, b)
  Failure e <**> Success _ = Failure e
  Success <**> Failure e = Failure e
```

import Data.Semigroup ((<>), Semigroup)

```
instance Semigroup e => Monoidal (Validated e) where
Success a <**> Success b = Success (a, b)
Failure e <**> Success _ = Failure e
Success _ <**> Failure e = Failure e
```

Failure e <**> Failure f = Failure \$ e <> f

```
import Data.Semigroup ((<>), Semigroup)
```

unit

```
instance Semigroup e => Monoidal (Validated e) where
  Success a <**> Success b = Success (a, b)
  Failure e <**> Success _ = Failure e
  Success _ <**> Failure e = Failure e
  Failure e <**> Failure f = Failure $ e <> f
```

= Success

-- Failure [2,4,6]



```
fmap :: (a - b) -> t a -> t b
```

-- Functor

-- Foldable

```
foldMap :: (Monoid m) => (a -> m) -> t a -> m
```

```
-- traverse :: (Traversable t, Applicative f) =>
-- (a -> f b) -> t a -> f (t b)
```

$$fmapT :: (Traversable t) => (a -> b) -> t a -> t b$$

```
-- traverse :: (Traversable t, Applicative f) =>
-- (a -> f b) -> t a -> f (t b)

fmapT :: (Traversable t) => (a -> b) -> t a -> t b

import Data.Functor.Identity (Identity(..))

fmapT f = runIdentity . traverse (Identity . f)
```

```
-- traverse :: (Traversable t, Applicative f) =>
-- (a -> f b) -> t a -> f (t b)
```

```
-- traverse :: (Traversable t, Applicative f) =>
-- (a -> f b) -> t a -> f (t b)
```

--
$$(a \rightarrow Const m b) \rightarrow t a \rightarrow Const m (t b)$$

foldMapT f = getConst . traverse (Const . f)

-- (a -> m) -> t a ->



import Data.Functor.Product (Product(..))

```
-- data Product f g a = Pair (f a) (g a)
```

```
-- instance (Applicative f, Applicative g) =>
-- Applicative (Product f g)
```

```
instance (Monoidal f, Monoidal g) =>
          Monoidal (Product f g) where
  -- (f a, g a) -> (f b, g b) -> (f (a, b), g(a, b))
  Pair fa ga <**> Pair fa' ga' =
   Pair (fa <**> fa') (ga <**> ga')
 unit a = Pair (unit a) (unit a)
instance (Monoid a, Monoid b) =>
          Monoid (a, b) where
 -- (a, b) -> (a, b) -> (a, b)
 (a. b) \mbox{ mappend} (a'. b') =
   (a `mappend` a', b `mappend` b')
 mempty = (mempty, mempty)
```





