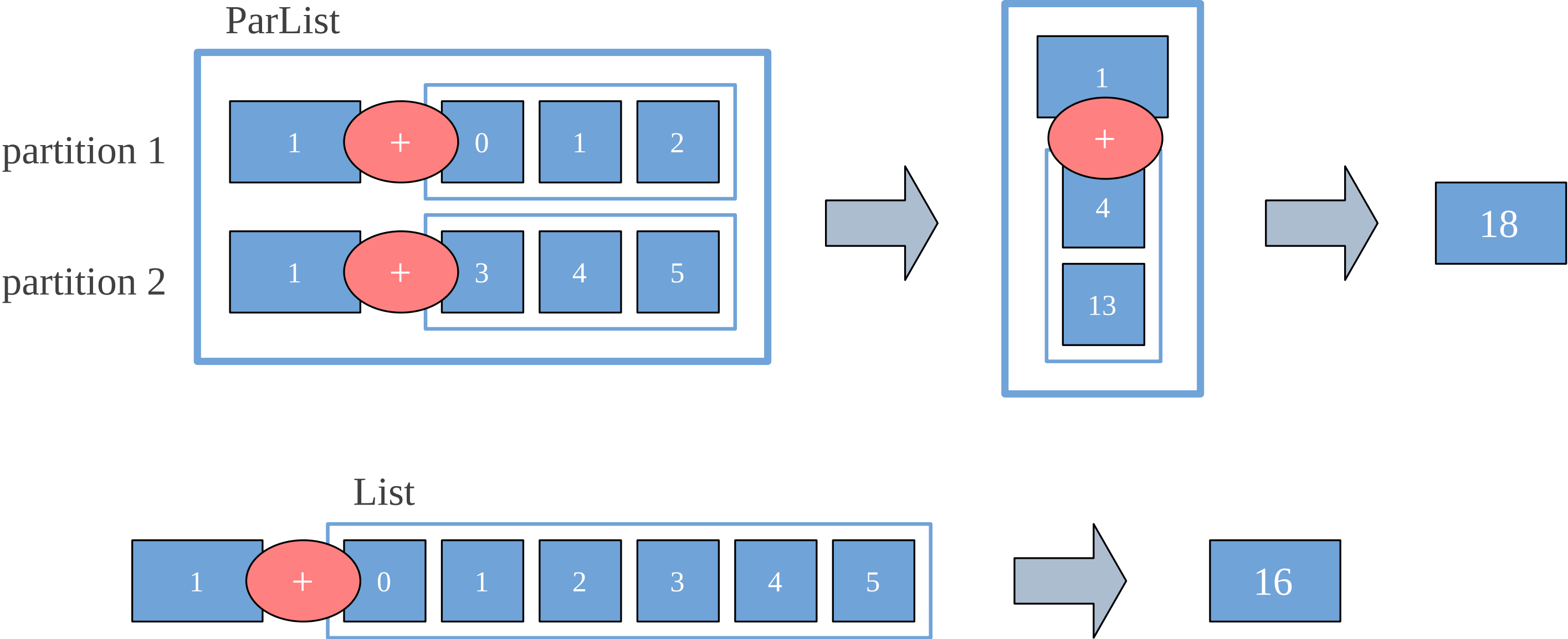


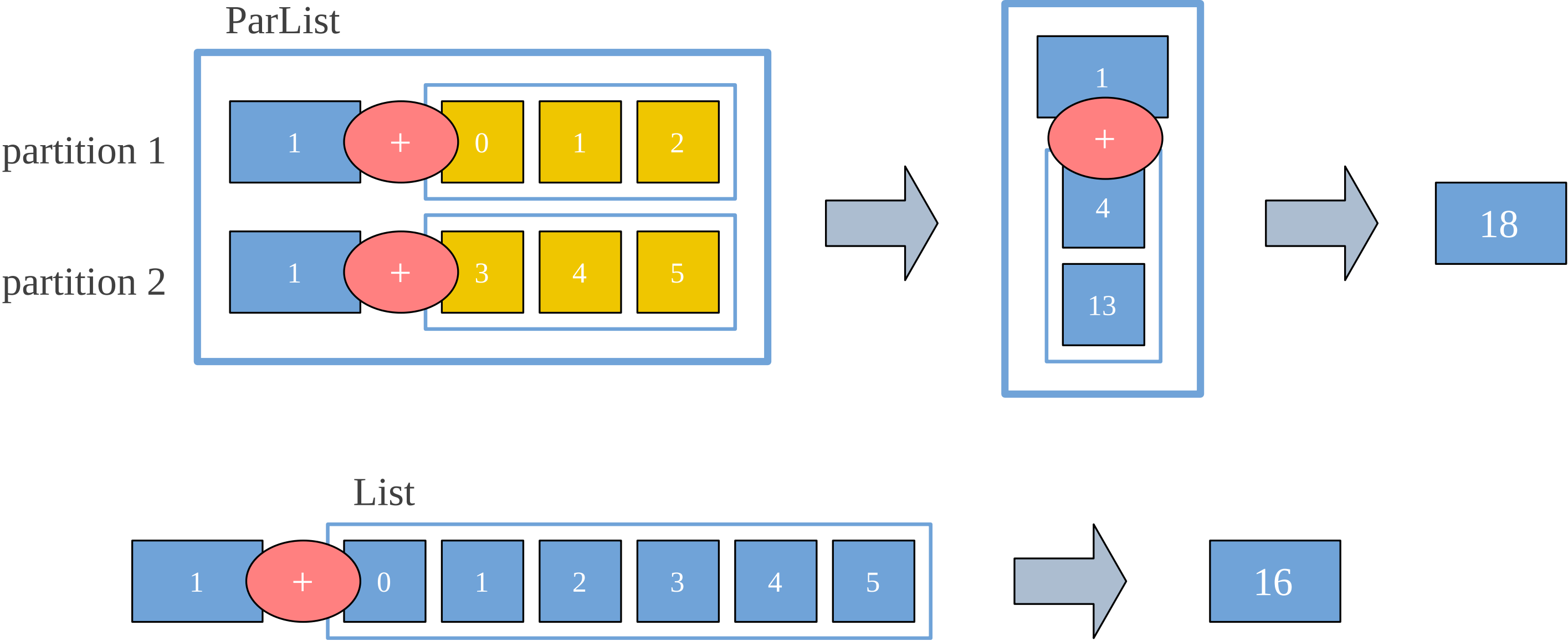


ANALYSIS OF GLOBAL TEMPERATURE PART 2

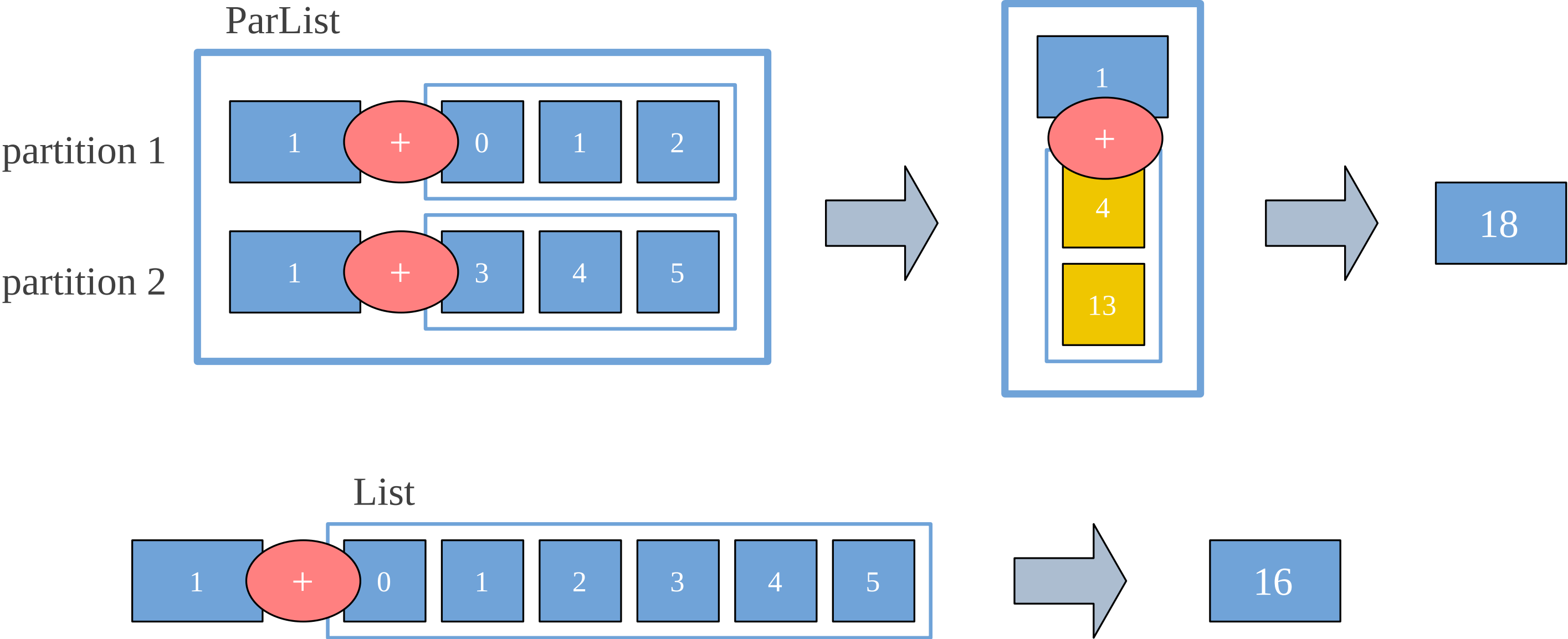
monoFoldLeft vs List foldLeft



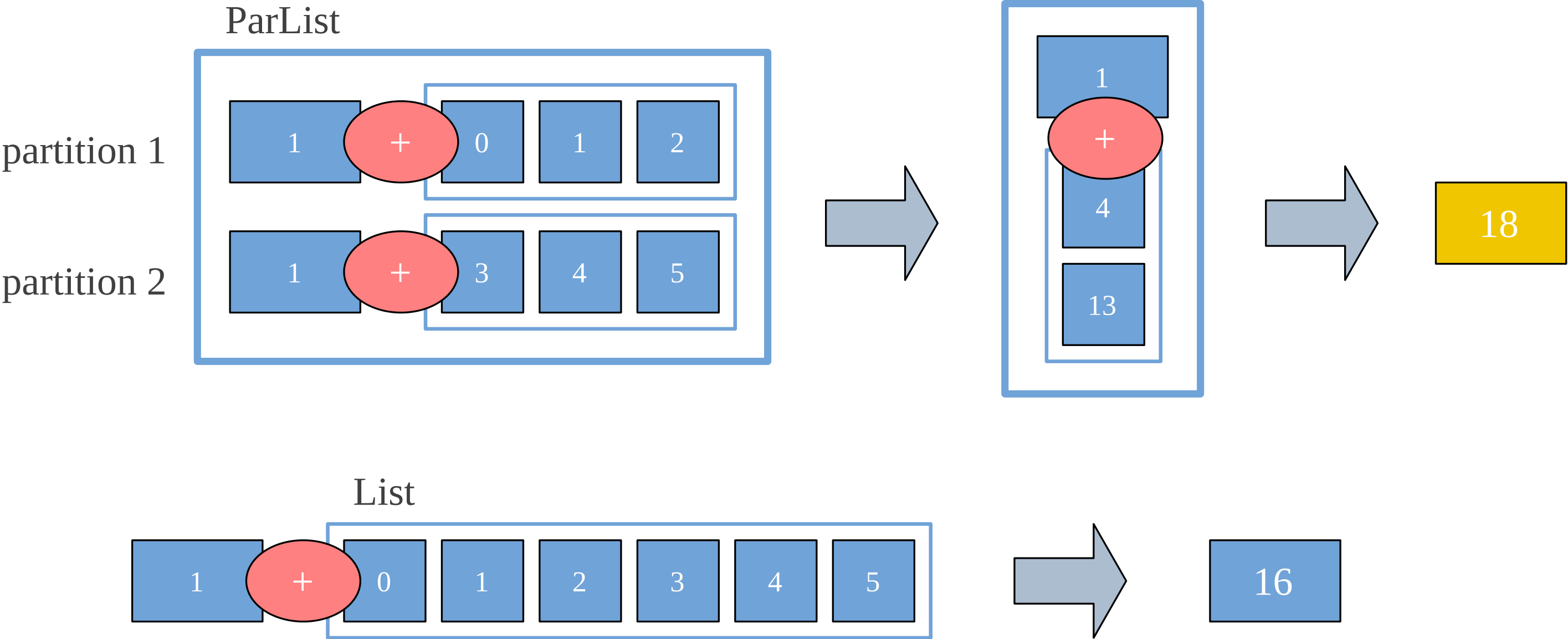
monoFoldLeft vs List foldLeft



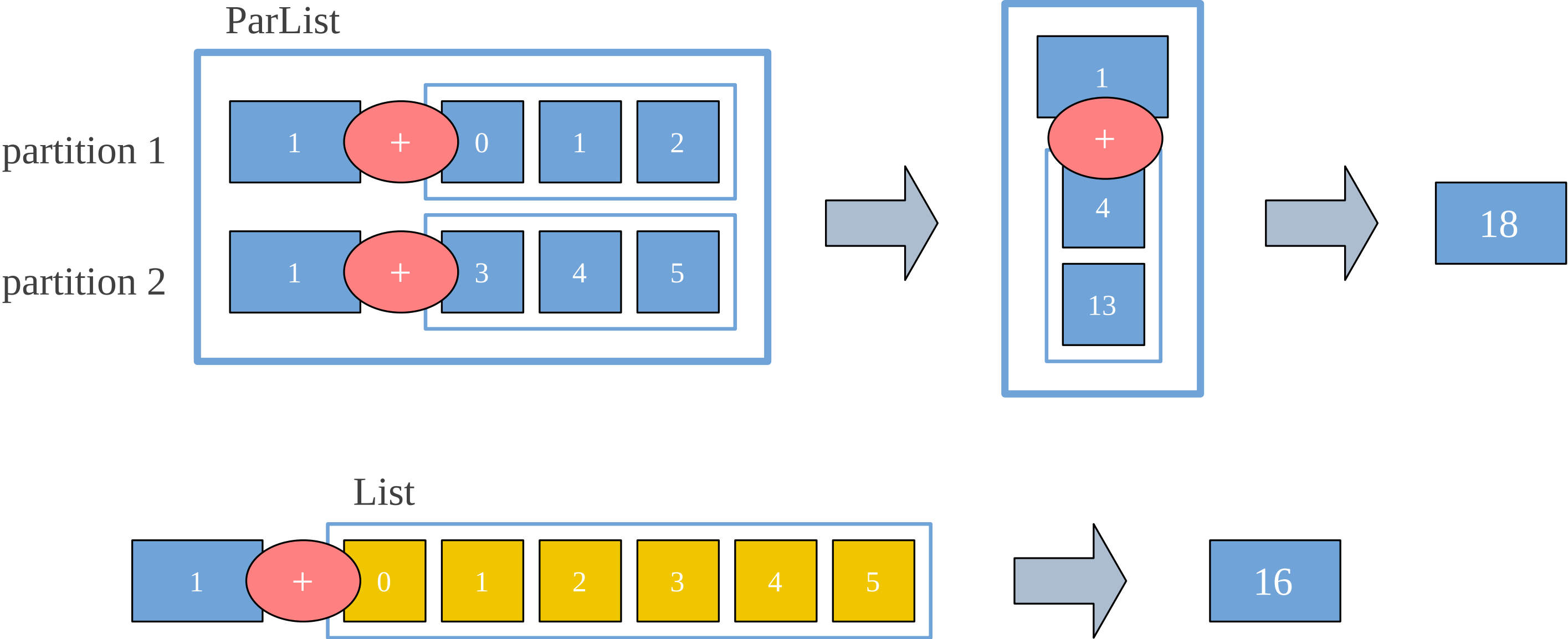
monoFoldLeft vs List foldLeft



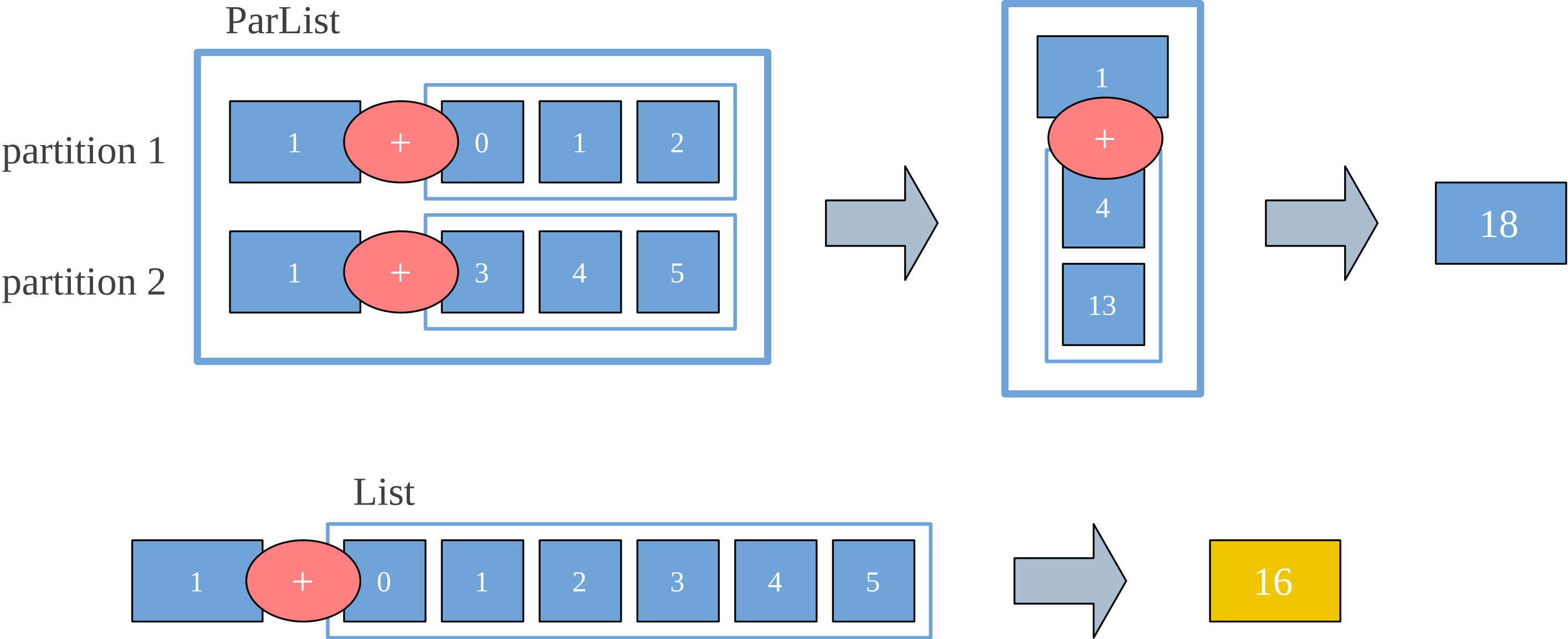
monoFoldLeft vs List foldLeft



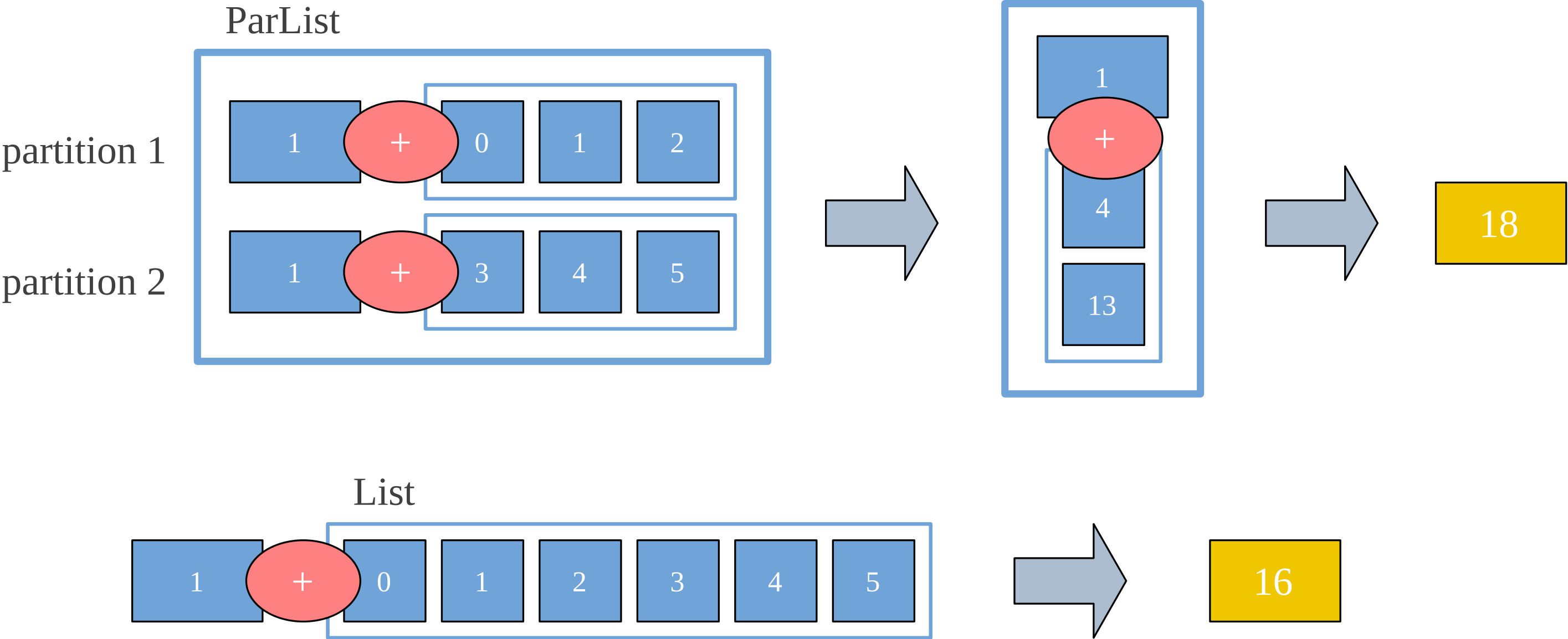
monoFoldLeft vs List foldLeft



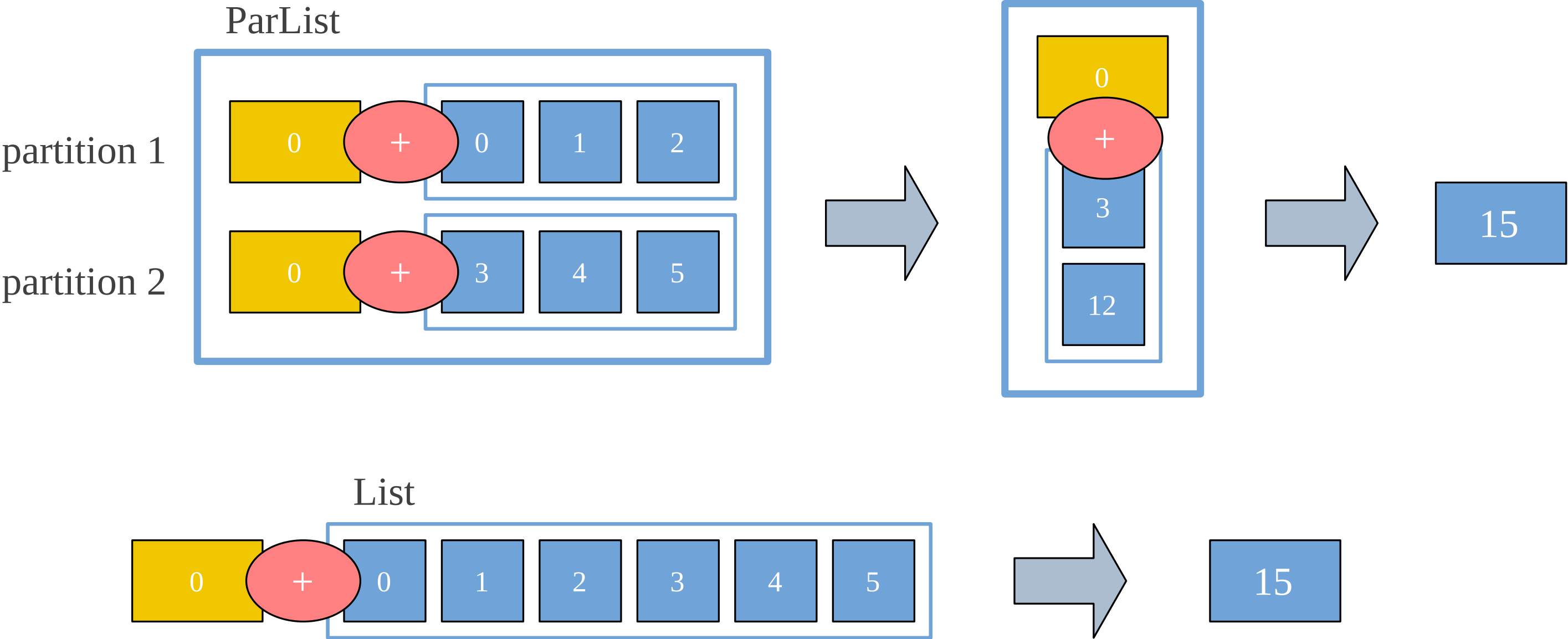
monoFoldLeft vs List foldLeft



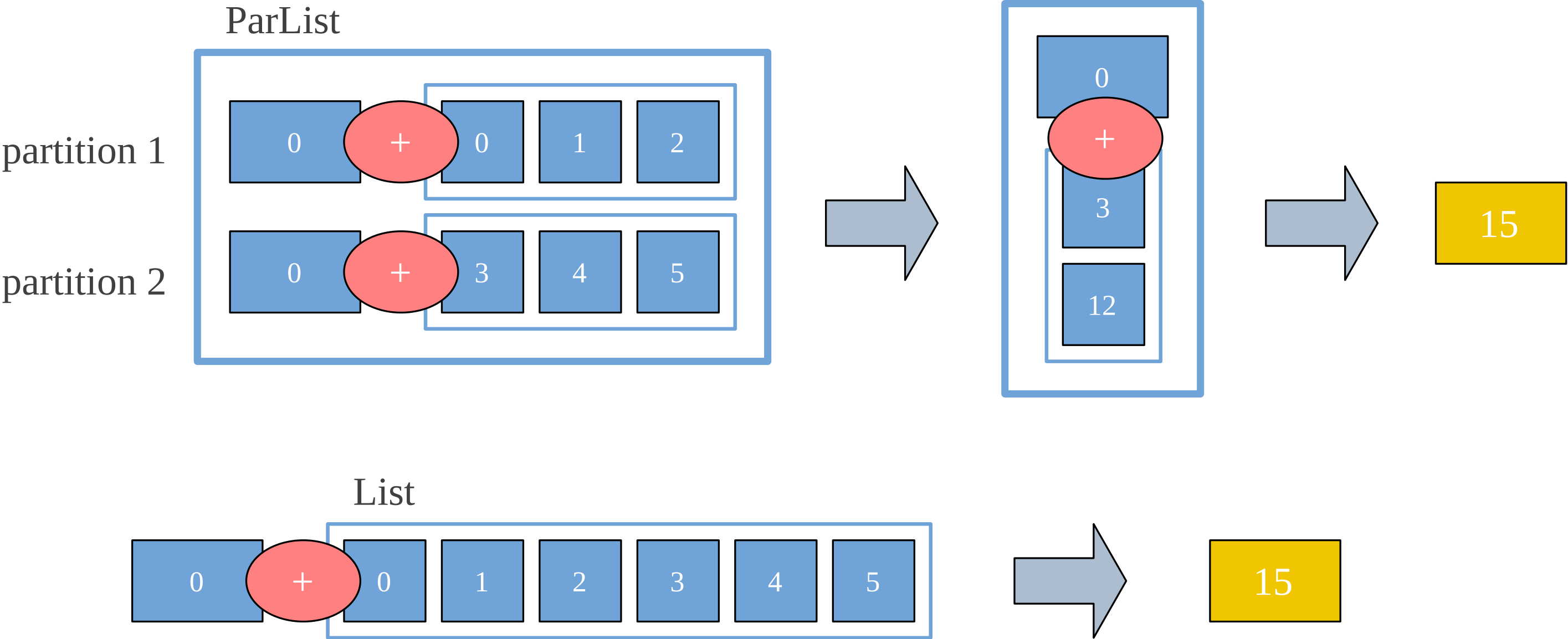
monoFoldLeft vs List foldLeft



monoFoldLeft vs List foldLeft



monoFoldLeft vs List foldLeft



$$0 + X == X$$

$$X + 0 == X$$

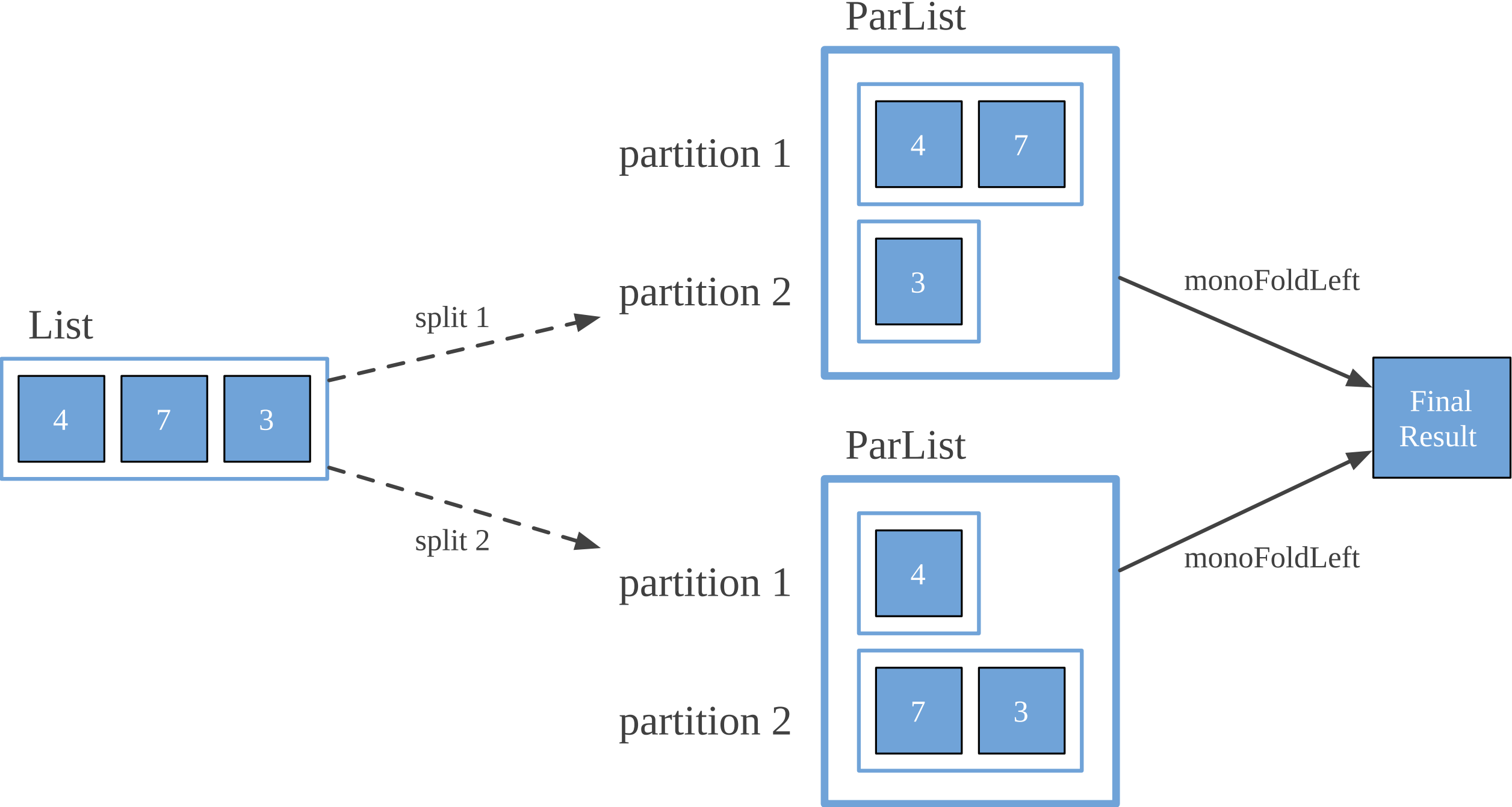
$0 + x == x$

$x + 0 == x$

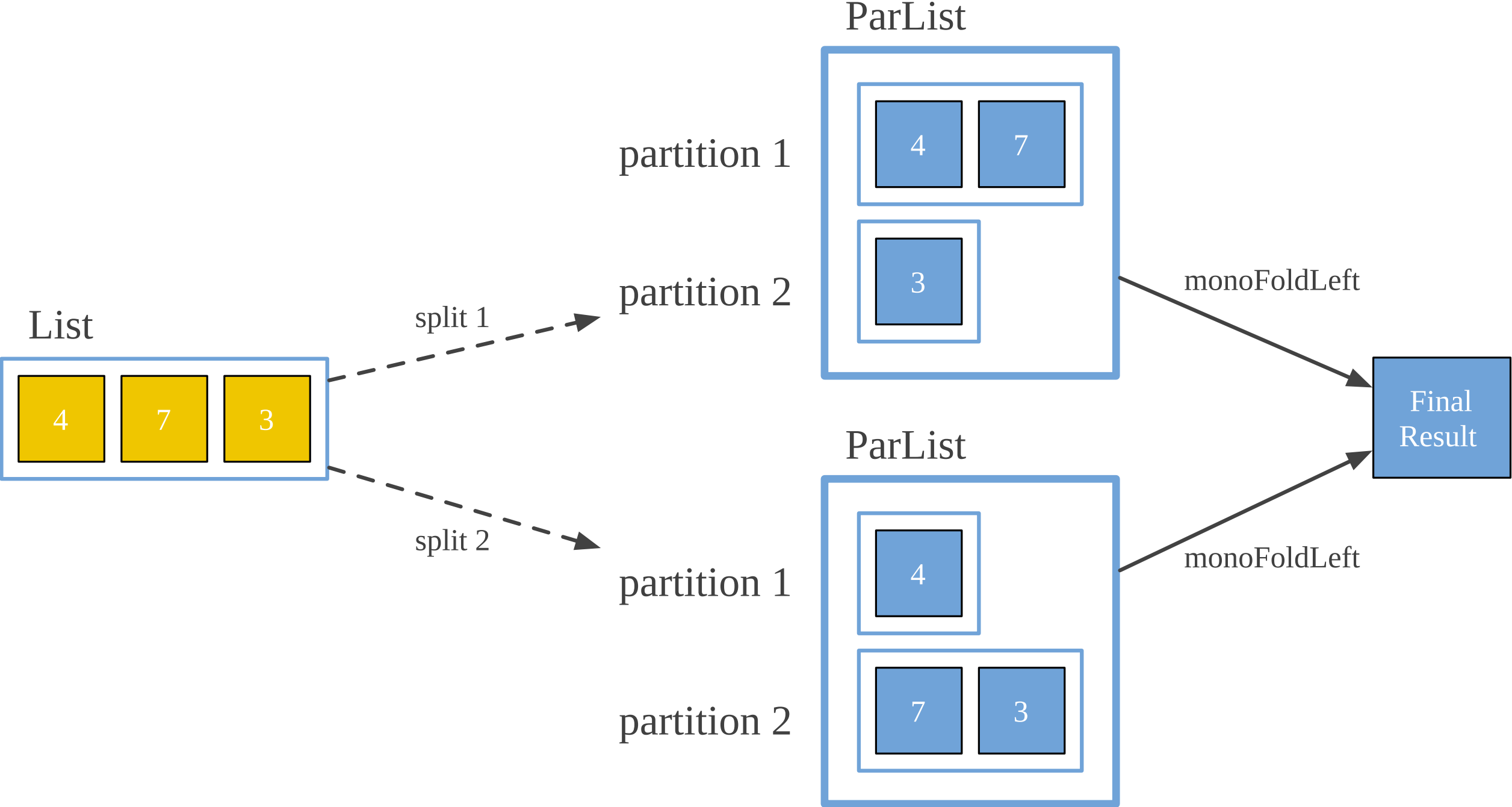
`combine(default, x) == x`

`combine(x, default) == x`

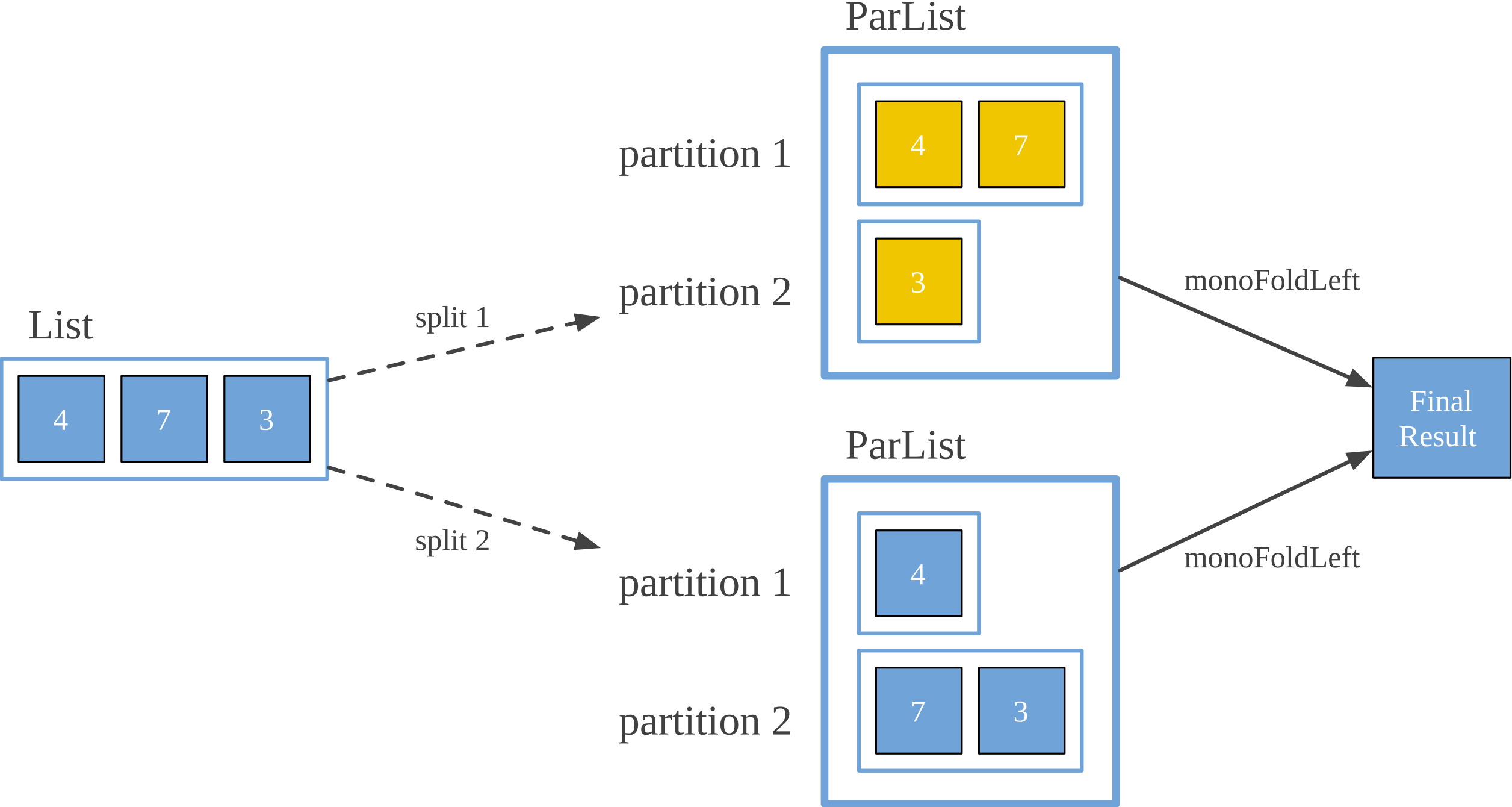
monoFoldLeft is stable



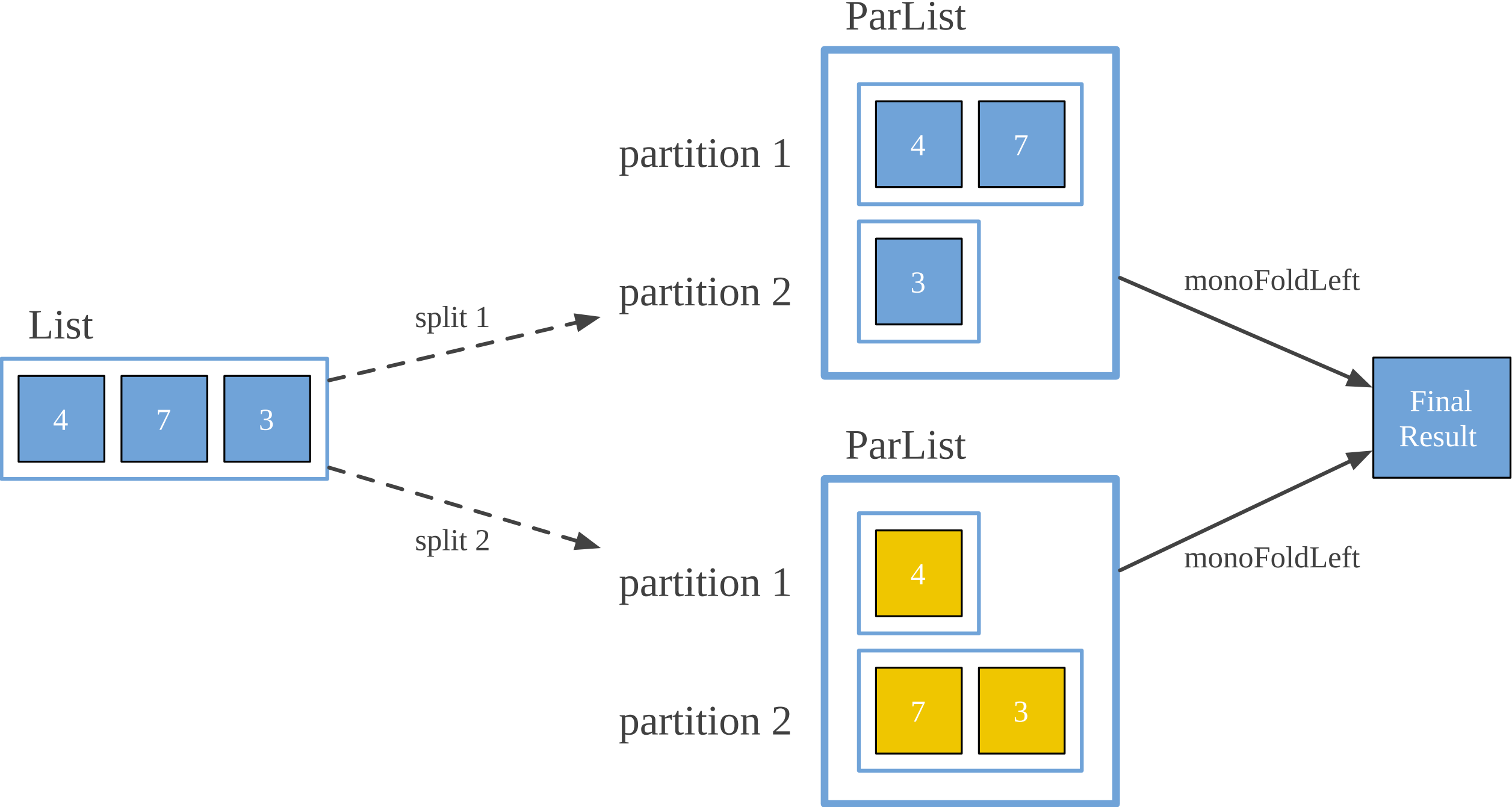
monoFoldLeft is stable



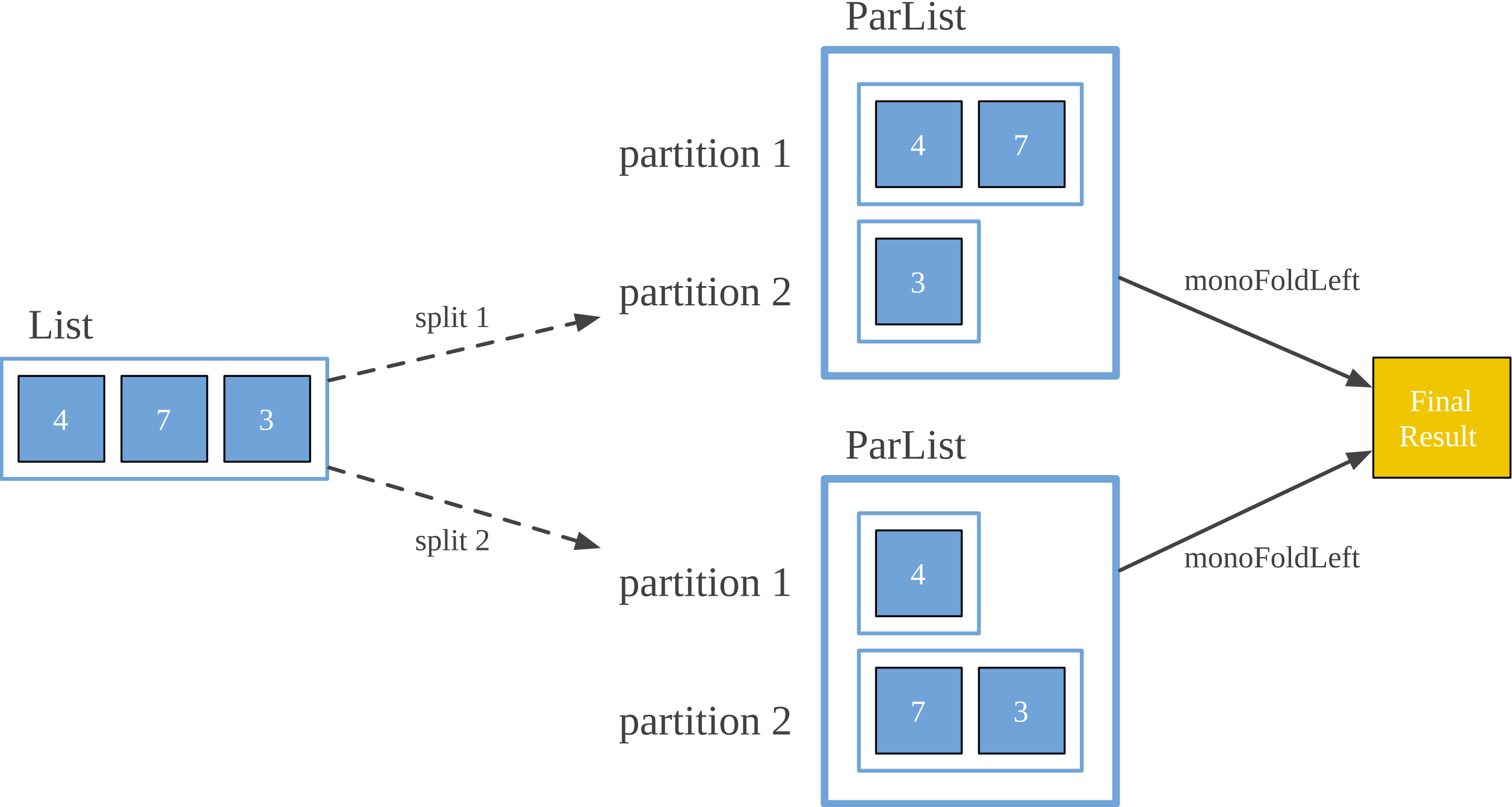
monoFoldLeft is stable



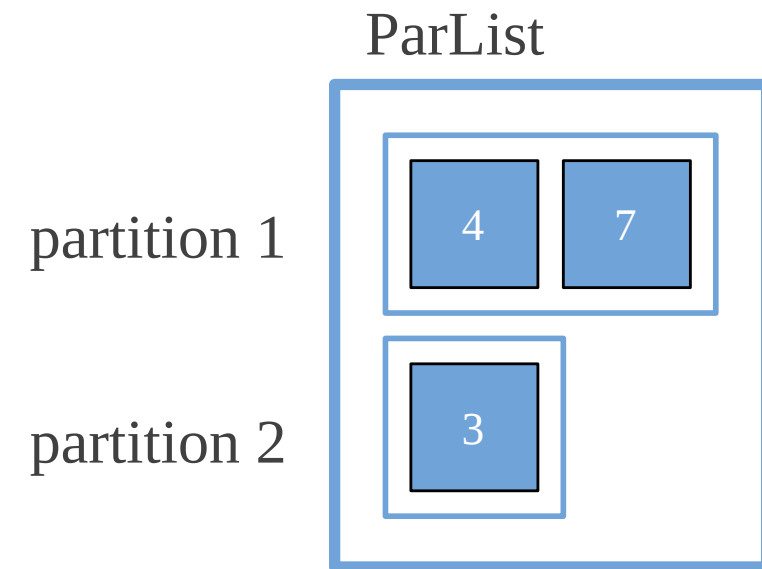
monoFoldLeft is stable



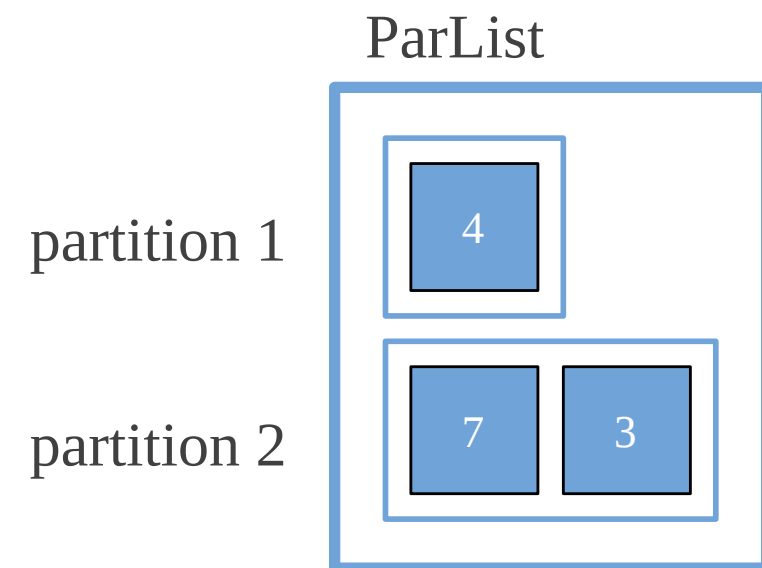
monoFoldLeft is stable



monoFoldLeft is stable

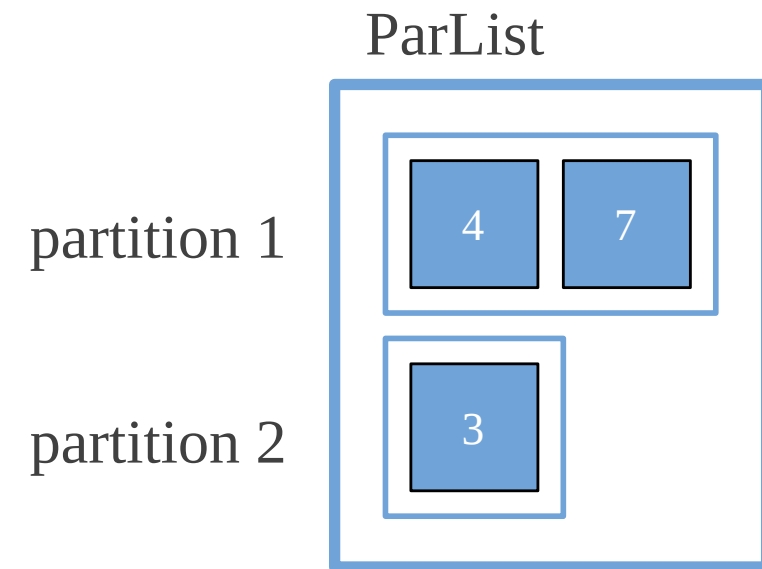


```
val partition1 = combine(combine(default, 4), 7)
val partition2 = combine(default, 3)
val finalResult = combine(combine(default, partition1), partition2)
```

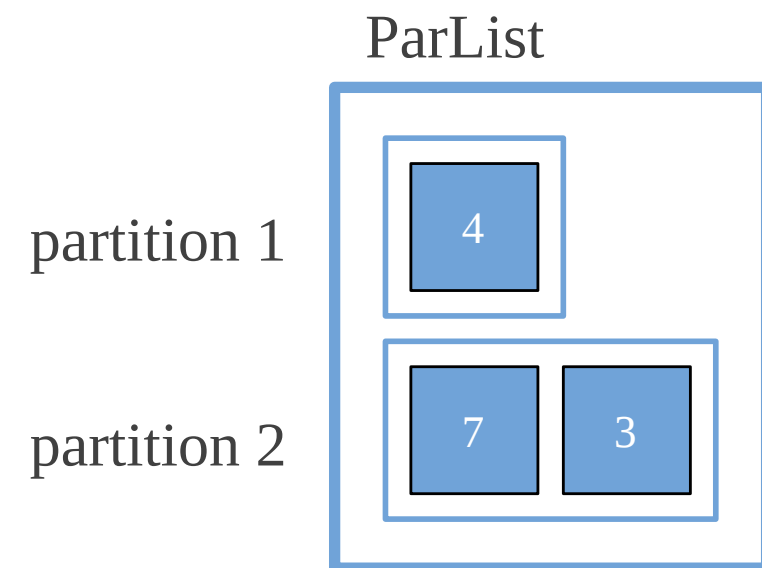


```
val partition1 = combine(default, 4)
val partition2 = combine(combine(default, 7), 3)
val finalResult = combine(combine(default, partition1), partition2)
```

monoFoldLeft is stable

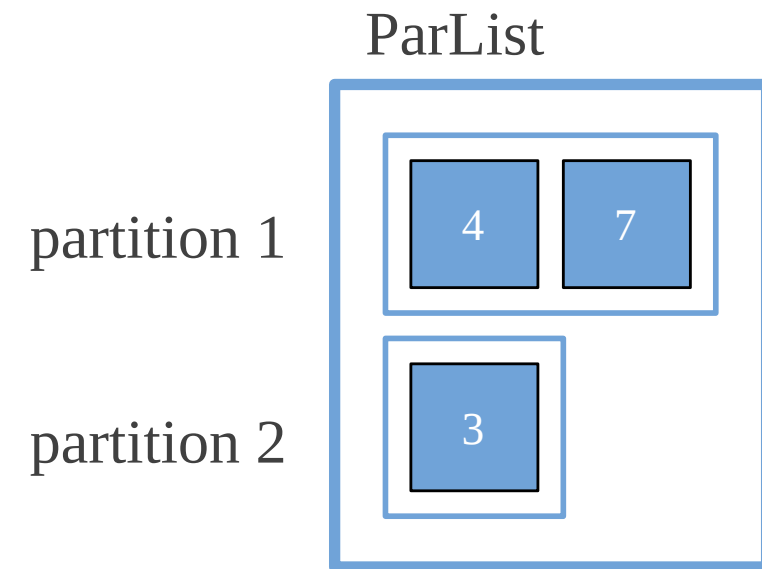


```
val partition1 = combine(combine(default, 4), 7)
val partition2 = combine(default, 3)
val finalResult = combine(combine(default, partition1), partition2)
```

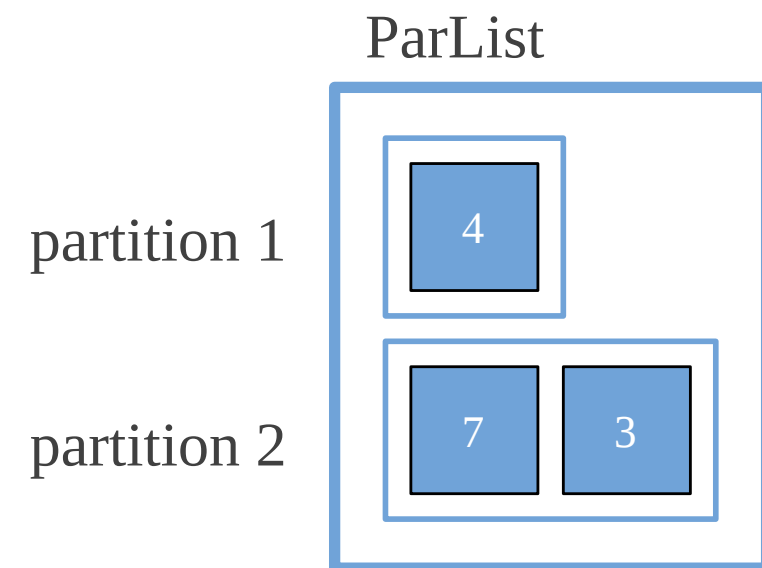


```
val partition1 = combine(default, 4)
val partition2 = combine(combine(default, 7), 3)
val finalResult = combine(combine(default, partition1), partition2)
```

monoFoldLeft is stable

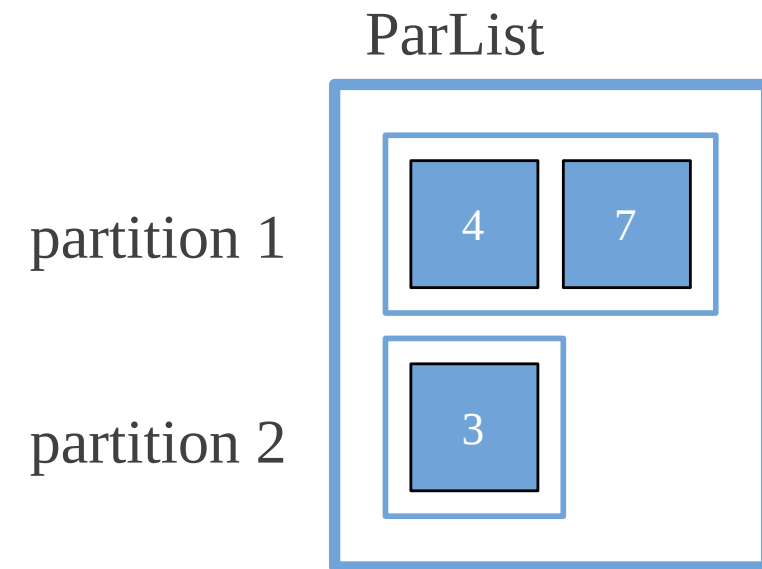


```
val partition1 = combine(combine(default, 4), 7)
val partition2 = combine(default, 3)
val finalResult = combine(combine(default, partition1), partition2)
```

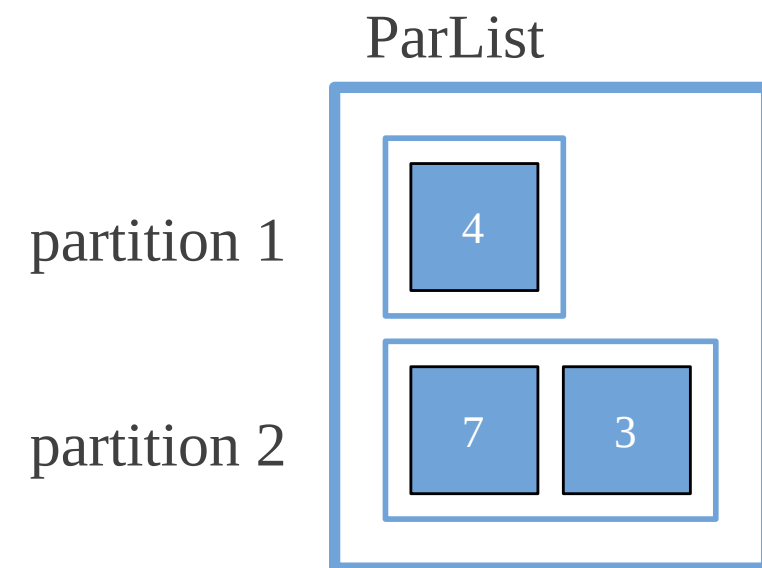


```
val partition1 = combine(default, 4)
val partition2 = combine(combine(default, 7), 3)
val finalResult = combine(combine(default, partition1), partition2)
```

monoFoldLeft is stable

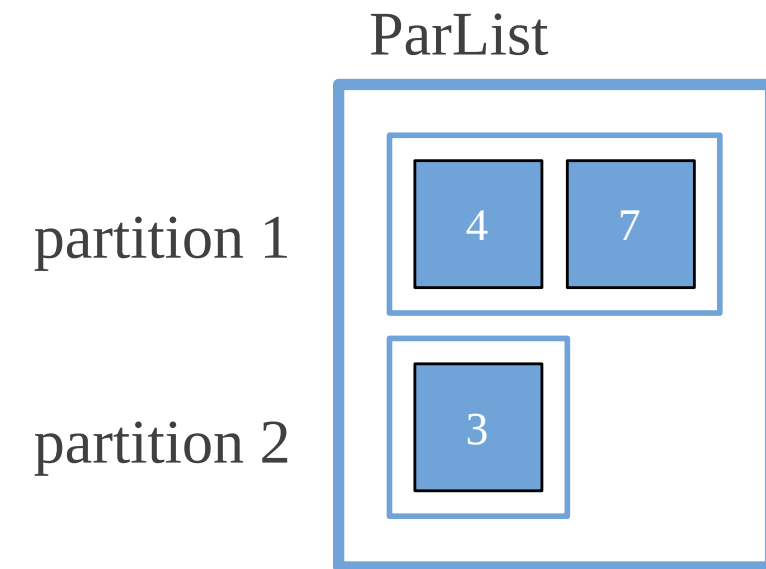


```
val partition1 = combine(combine(default, 4), 7)
val partition2 = combine(default, 3)
val finalResult = combine(combine(default, partition1), partition2)
```

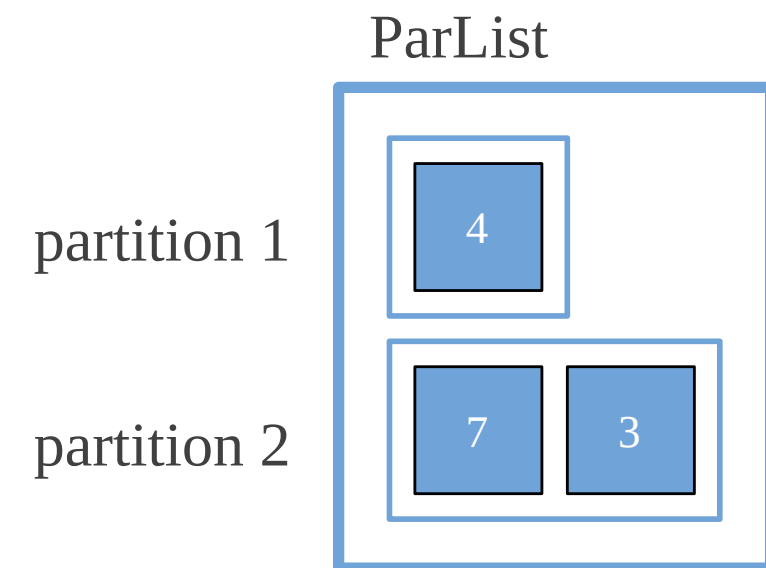


```
val partition1 = combine(default, 4)
val partition2 = combine(combine(default, 7), 3)
val finalResult = combine(combine(default, partition1), partition2)
```

monoFoldLeft is stable

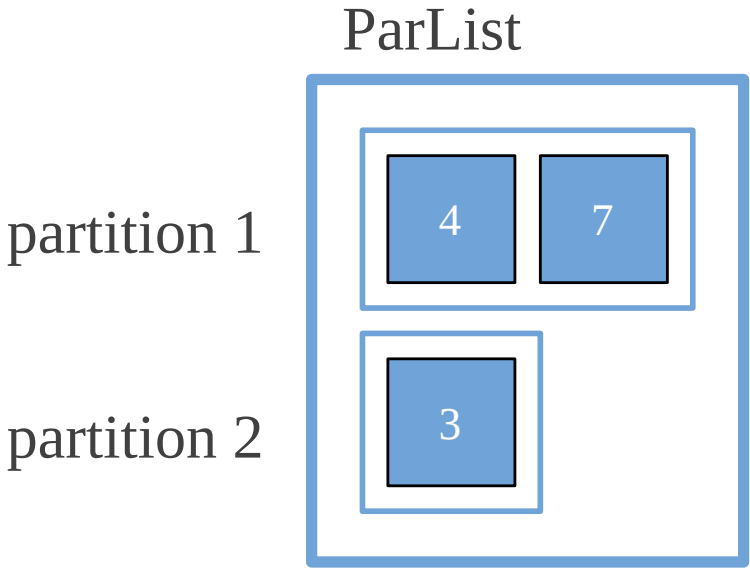


```
val partition1 = combine(4, 7)
val partition2 = 3
val finalResult = combine(partition1, partition2)
```

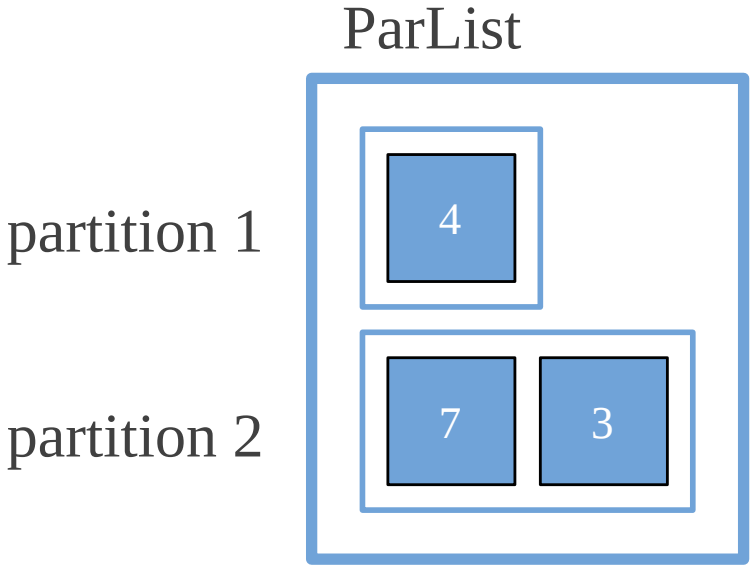


```
val partition1 = 4
val partition2 = combine(7, 3)
val finalResult = combine(partition1, partition2)
```

monoFoldLeft is stable



```
combine(combine(4, 7), 3)
```



```
combine(4, combine(7, 3))
```

Associative functions

```
(1 + (2 + 3)) == ((1 + 2) + 3)  
// res0: Boolean = true
```

```
(1 min (2 min 3)) == ((1 min 2) min 3)  
// res1: Boolean = true
```