

Applicatives Overview (3A)

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Based on

<http://learnyouahaskell.com/making-our-own-types-and-typeclasses#the-functor-typeclass>

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Haskell in 5 steps

https://wiki.haskell.org/Haskell_in_5_steps

Currying

Currying recursively transforms
a function that takes multiple arguments
into a function that takes just a single argument and
returns another function if any arguments are still needed.

$f :: a \rightarrow b \rightarrow c$

$f :: a \rightarrow b \rightarrow c \quad \rightarrow \quad f :: a \rightarrow (b \rightarrow c)$

$f \ x \ y$

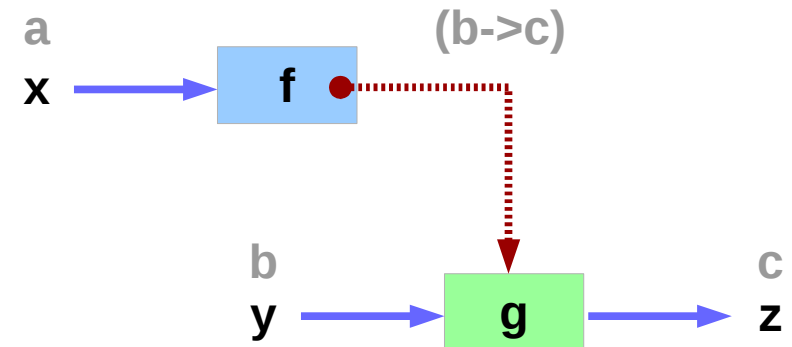
$f :: a \rightarrow b \rightarrow c$

$(f \ x) \ y$

$f :: a \rightarrow (b \rightarrow c)$

$g \ y$

$g :: b \rightarrow c$



<https://wiki.haskell.org/Currying>

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Curry & Uncurry

$f :: a \rightarrow b \rightarrow c$ is the curried form of $g :: (a, b) \rightarrow c$

$f = \text{curry } g$

$g = \text{uncurry } f$

$f \ x \ y = g \ (x,y)$

the curried form is usually more convenient because it allows **partial application**.

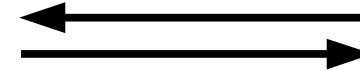
all functions are considered **curried**

all functions take **just one argument**

the curried form

$f :: a \rightarrow b \rightarrow c$

currying



$g :: (a, b) \rightarrow c$

uncurrying

$f \ x \ y$

$g \ (x,y)$

<https://wiki.haskell.org/Currying>

The Functor Typeclass

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

If a type **f** is an instance of **Functor**,
fmap can be used to apply
a function of the type $(a \rightarrow b)$
to values of a type **a** in it (**f a**).

fmap promotes functions $(a \rightarrow b)$
to act on **functorial values**. $(f a \rightarrow f b)$

```
fmap id = id -- 1st functor law
fmap (g . h) = fmap g . fmap h -- 2nd functor law
```

```
g :: b -> c
h :: a -> b
g . h :: a -> c
```

To ensure **fmap** works sanely,
any instance **f** of **Functor**
must comply with the above two laws

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

Examples of `fmap` over the `Maybe` Functor instance

`fmap negate (Just 2)`

≡

`negate <$> Just 2`

Just (-2)

Just (-2)

`fmap negate Nothing`

≡

`negate <$> Nothing`

Nothing

Nothing

Infix synonym

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

Applying two argument functions

Problem:

to apply a function of two arguments
to functorial values

Ex: to sum **Just 2** and **Just 3**

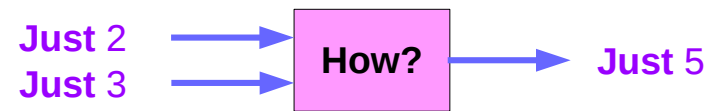
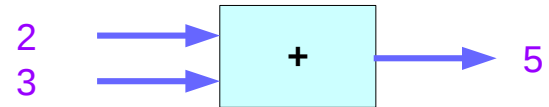
The brute force approach would be

extracting the values from the **Maybe** wrapper.

- we have to do tedious checks for **Nothing**
- extracting the value might is not possible
for functors like **IO**

Partial application

- use **fmap** to partially apply (+) to the first argument:



https://en.wikibooks.org/wiki/Haskell/Applicative_functors

Partial Application

```
Prelude> :t (+)
```

```
(+) :: Num a => a -> a -> a
```

```
Prelude> :t (+) <$> Just 2
```

```
(+) <$> Just 2 :: Num a => Maybe (a -> a)
```

Functions wrapped in Maybe

```
(+) <$> Just 2 →
```

```
Just (2+)
```

```
Prelude> (<$> Just 3) <$> (+) <$> Just 2 →  
Just (Just 5)
```

```
(<$> Just 3) <$> (+) <$> Just 2
```

```
(<$> Just 3) <$> Just (2+)
```

```
Just( (2+) <$> Just 3)
```

```
Just (Just 5)
```

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

Partial Application

```
Prelude> :t (<$> Just 3)
(<$> Just 3) :: Num a => (a -> b) -> Maybe b
```

```
Prelude> (<$> Just 3) (*3)
```

```
Just 9
```

```
Prelude> (<$> Just 3) (+3)
```

```
Just 6
```

```
Prelude> :t (+)
```

```
(+) :: Num a => a -> a -> a
```

```
Prelude> :t (+) <$> Just 2
```

```
(+) <$> Just 2 :: Num a => Maybe (a -> a)
```

```
Prelude> (<$> Just 3) <$> (+) <$> Just 2 →
Just (Just 5)
```

```
(<$> Just 3) <$> (+) <$> Just 2
```

```
(<$> Just 3) <$> Just (2+)
```

```
Just( <$> Just 3 (2+) )
```

```
Just( (2+) <$> Just 3 )
```

```
Just (Just 5)
```

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

<*> Operator

$(\langle * \rangle) :: f (a \rightarrow b) \rightarrow f a \rightarrow f b$

$(+) \langle \$ \rangle \text{Just } 2 \langle * \rangle \text{Just } 3$

$\text{Just } (2+) \langle * \rangle \text{Just } 3$

$\text{Just } 5$

$(+) \langle \$ \rangle \text{Just } 2 :: f (a \rightarrow b)$

$\text{Just } (2+) :: f (a \rightarrow b)$

$\text{Just } 3 :: f a$

$((+) \langle \$ \rangle \text{Just } 2) \langle * \rangle \text{Just } 3 : f (a \rightarrow b) \rightarrow f a$

$\text{Just } 5 :: f b$

Prelude> :t $(\langle * \rangle)$

$(\langle * \rangle) :: \text{Applicative } f \Rightarrow f (a \rightarrow b) \rightarrow f a \rightarrow f b$

$(+) \langle \$ \rangle \text{Just } 2 \langle * \rangle \text{Just } 3$

$\text{Just } 5$

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

Applicative Style

`(<*>)` is one of the methods of **Applicative** the type class of applicative functors - functors that support function application within their contexts.

Expressions `(+) <$> Just 2 <*> Just 3` are said to be written in applicative style, which look like regular function application while working with a functor.

`(+) <$> Just 2 <*> Just 3`
`(+) 2 3`

`(+) <$> Just 2 <*> Just 2`

`Just ((+) 2 3)`

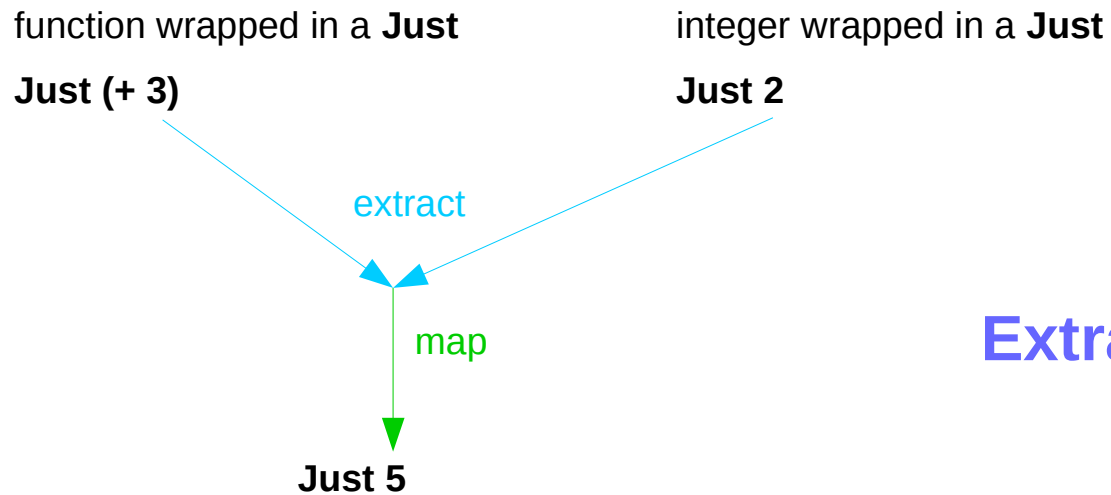
`Just 5`

https://en.wikibooks.org/wiki/Haskell/Applicative_functors

<*> Application of a function

Just (+3) <*> Just 2

(<*>) :: f (a -> b) -> f a -> f b

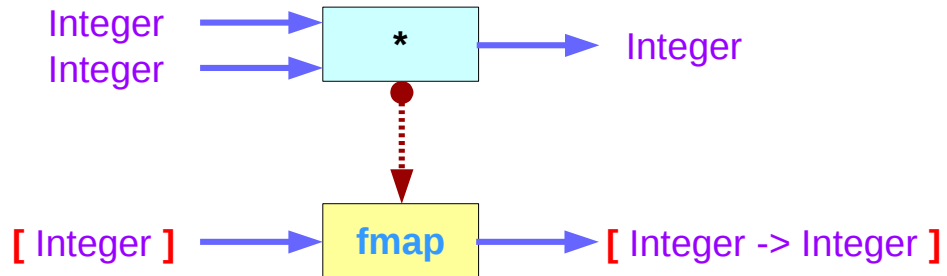


Extracting and **Mapping**

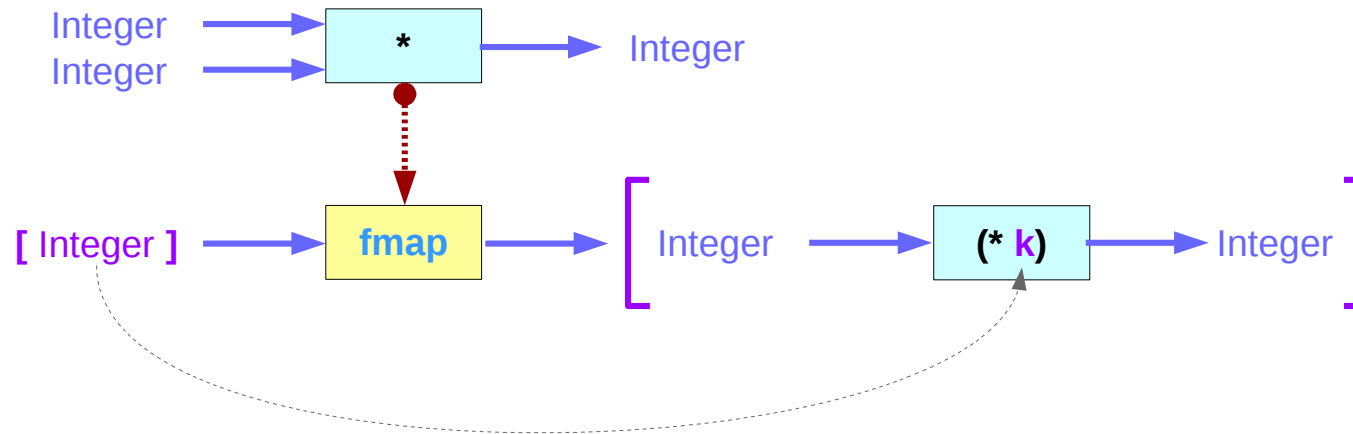
Just 5

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

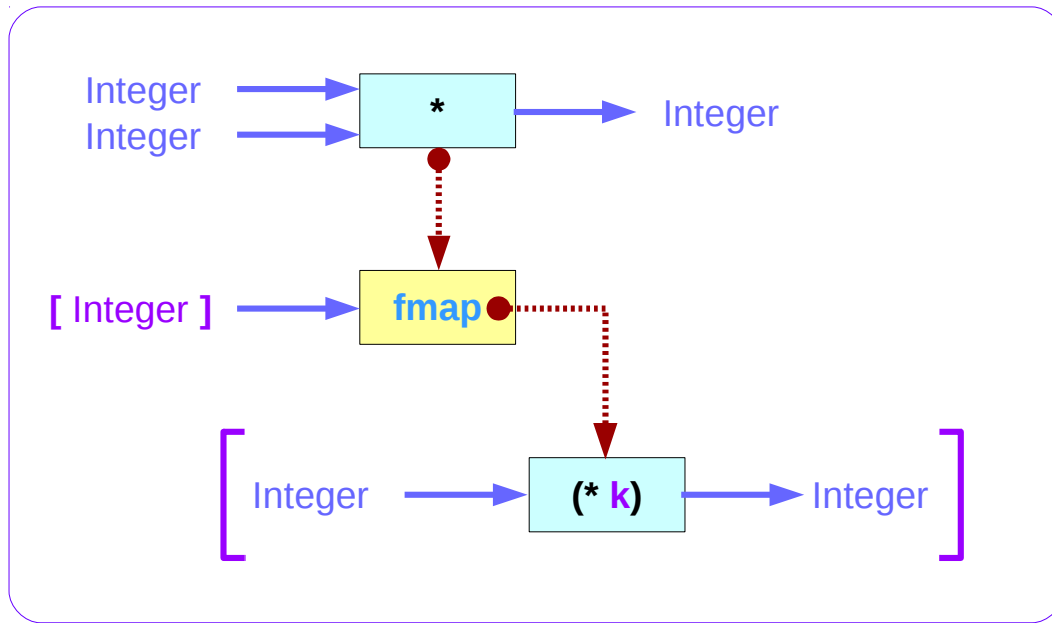
Mapping functions over the Functor [] (1)



Mapping functions over the Functor [] (2)

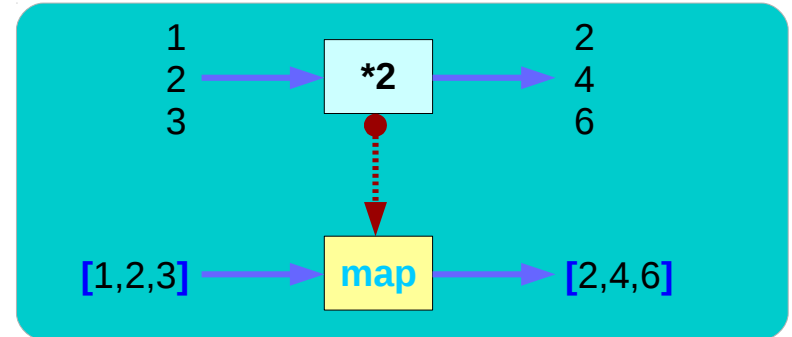
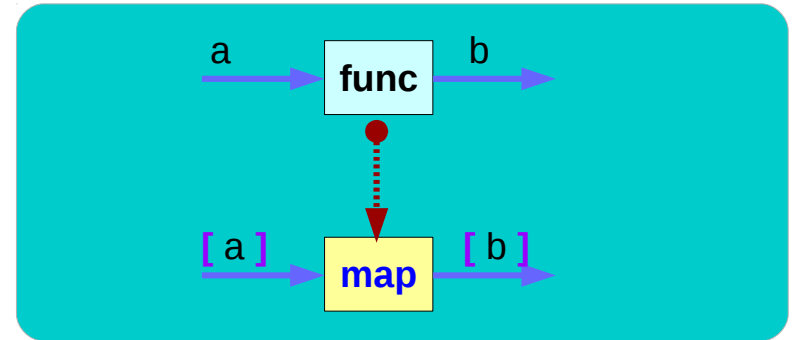
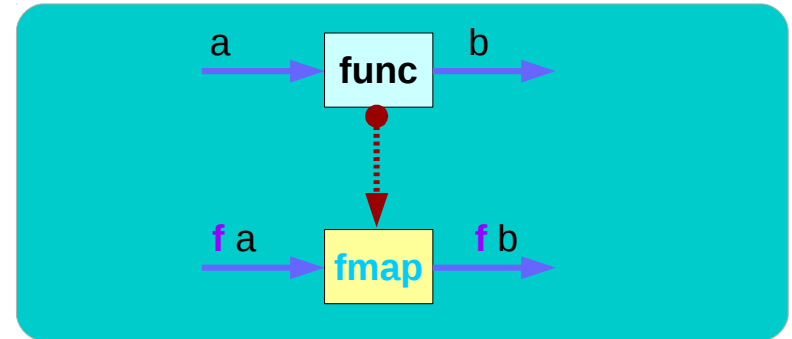


Mapping functions over the Functor [] (3)



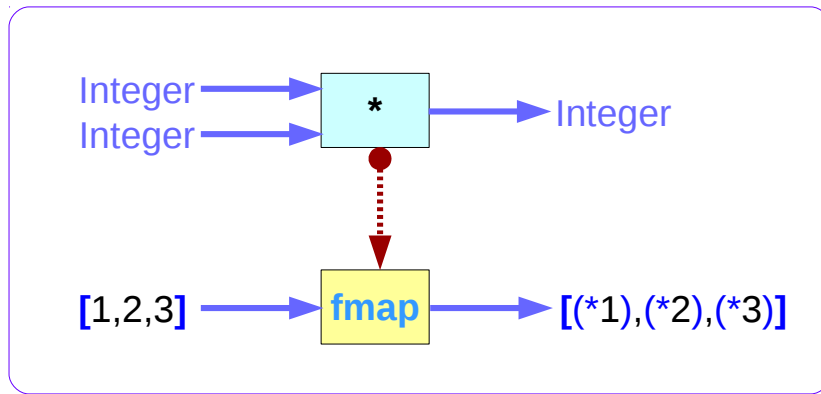
↑
Applicative

Functor →



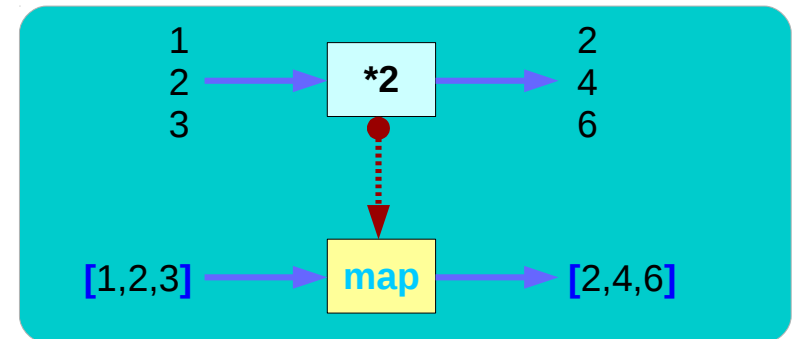
<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Mapping functions over the Functor [] (4)



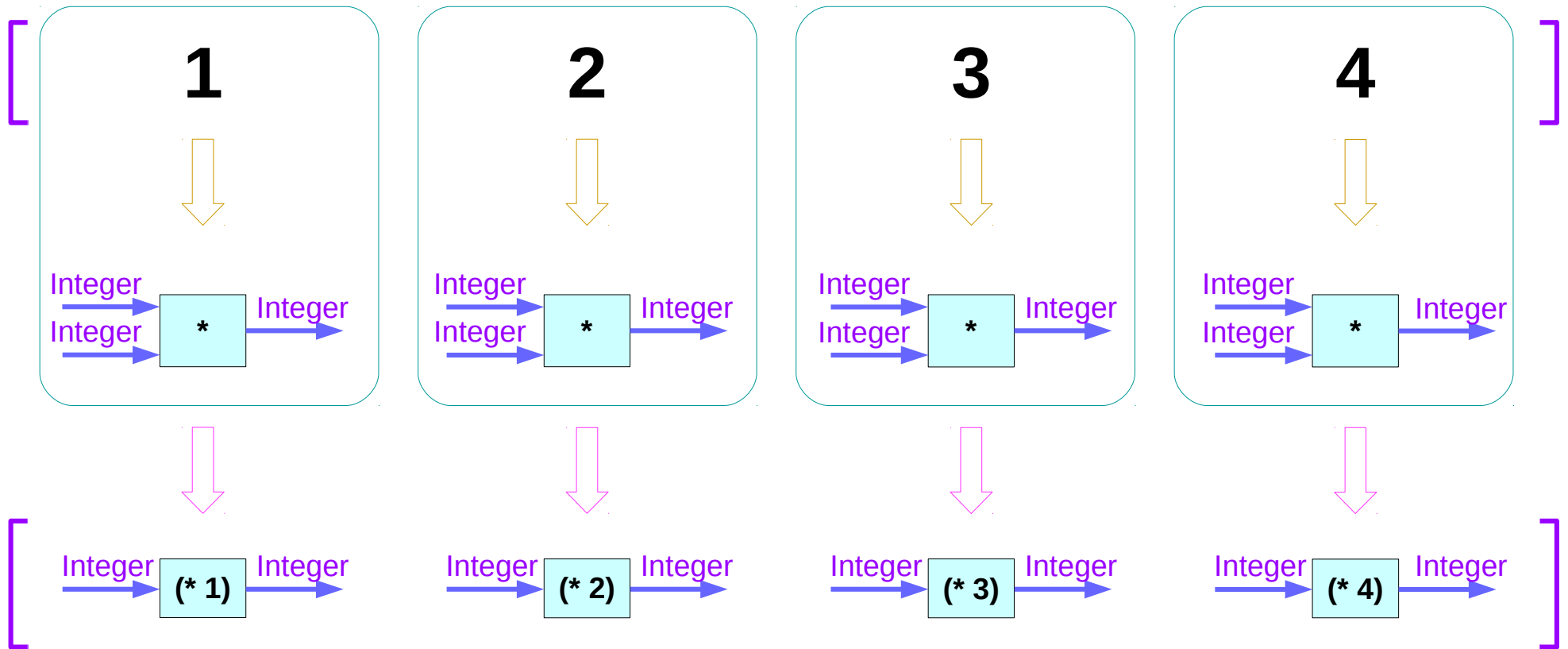
↑
Applicative

Functor →



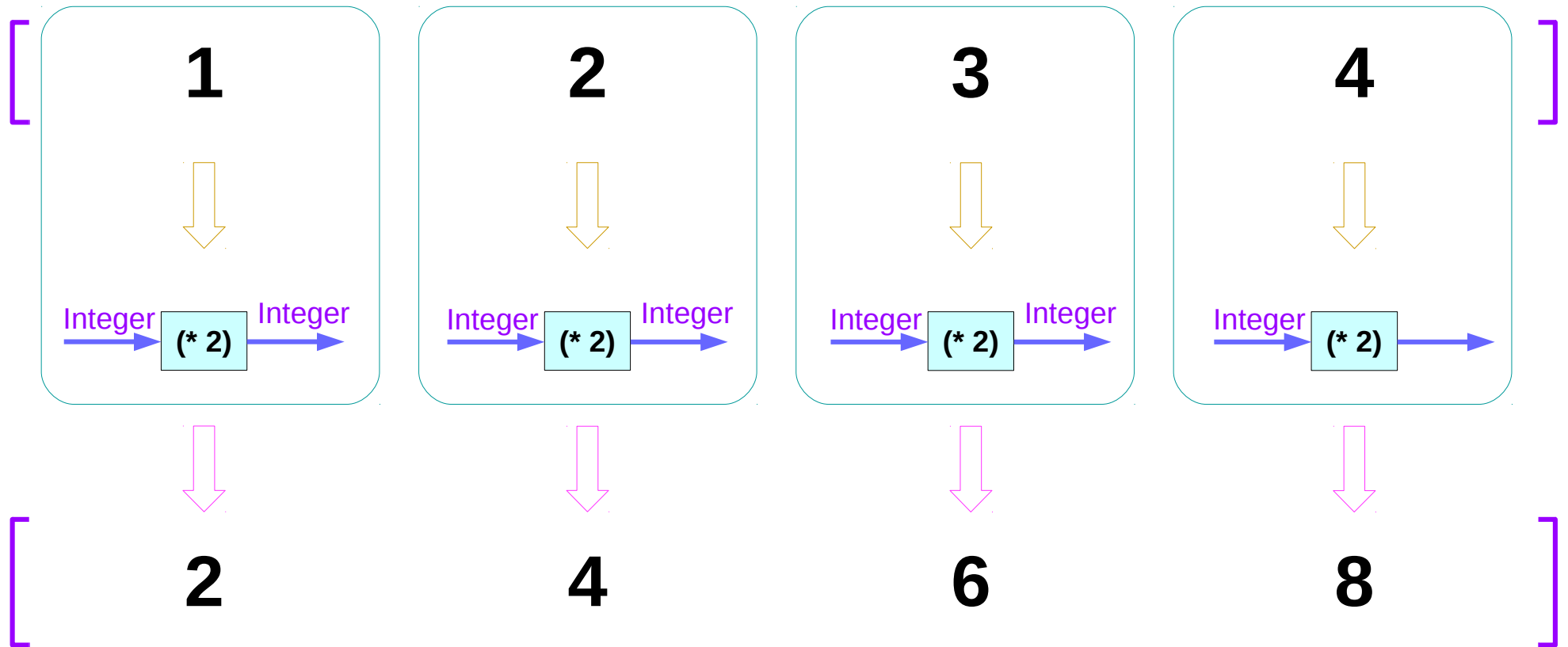
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Applicative : Mapping functions



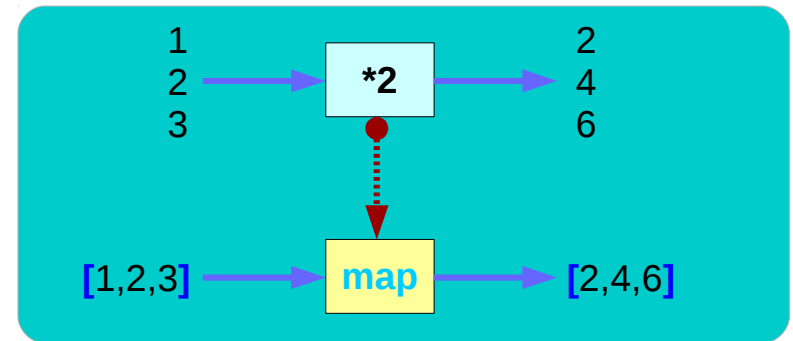
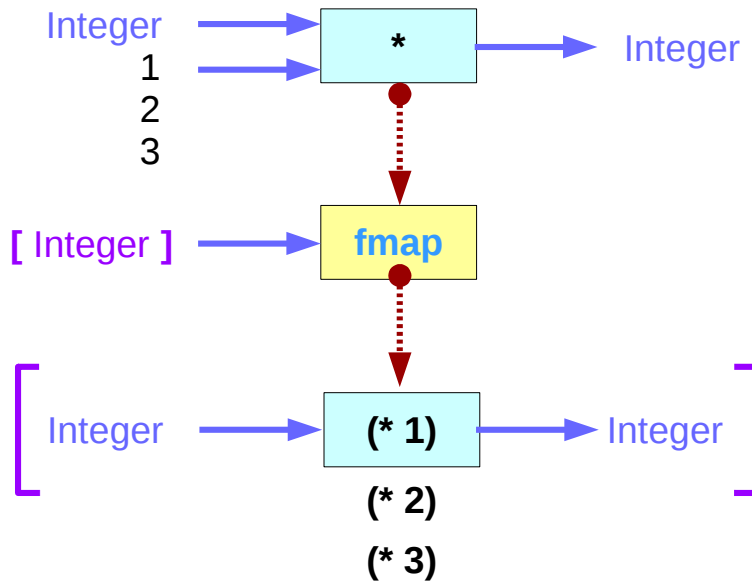
A list of functions

Functor : Mapping values



A list of integers

Applicatives vs. Functors



Double applications of `fmap` (1)

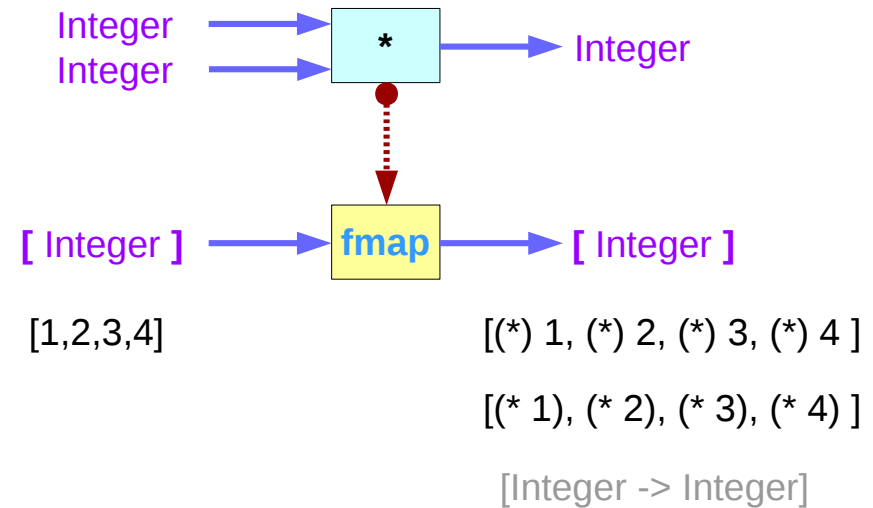
```
ghci> let a = fmap (*) [1,2,3,4]
```

```
ghci> :t a
```

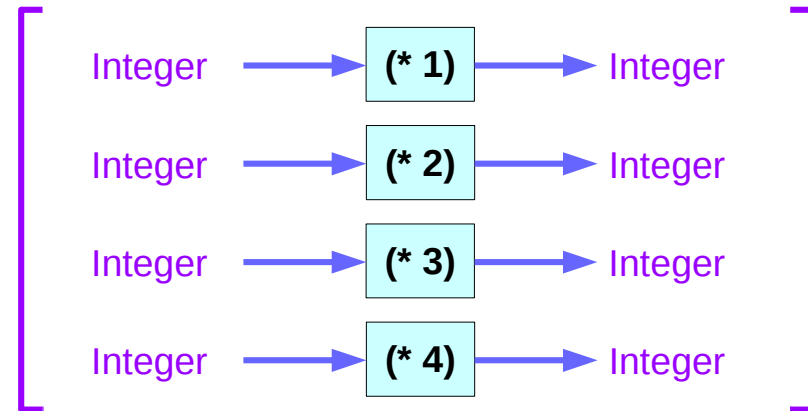
```
a :: [Integer -> Integer]
```

```
ghci> fmap (\f -> f 9) a
```

```
[9,18,27,36]
```



a =



<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Double applications of `fmap` (2)

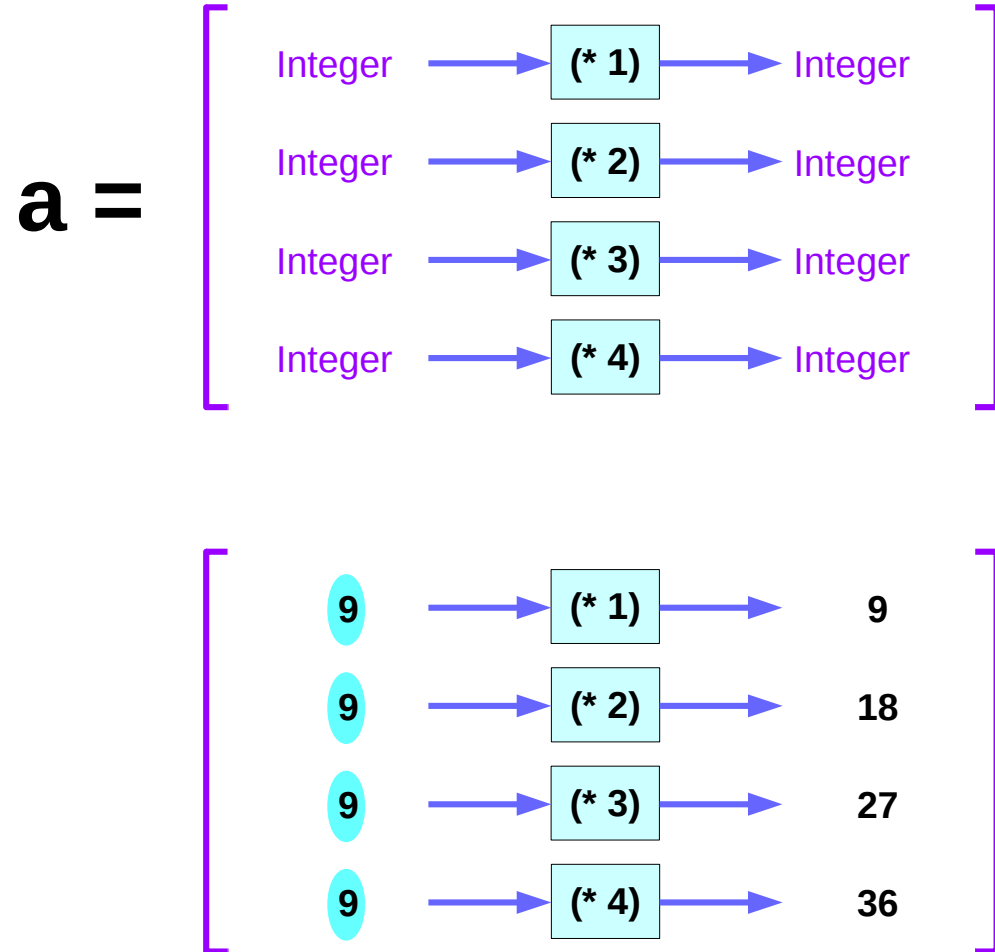
```
ghci> let a = fmap (*) [1,2,3,4]
```

1st fmap

```
ghci> fmap (\f -> f 9) a
```

```
[9,18,27,36]
```

2nd fmap



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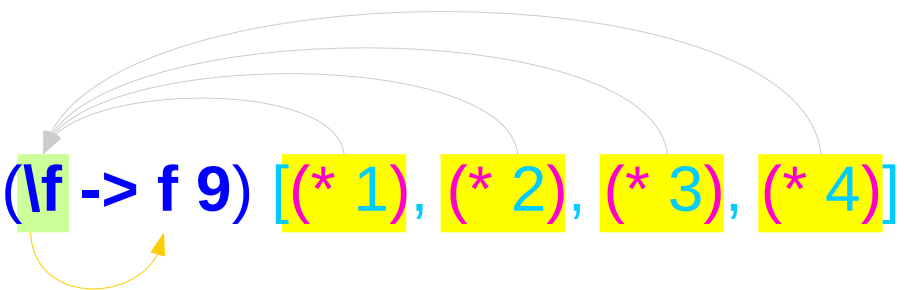
Applications of `fmap`

```
fmap (*) [1, 2, 3, 4]
```

```
[(*) 1, (*) 2, (*) 3, (*) 4]
```

```
[(*) 1), (*) 2), (*) 3), (*) 4)]
```

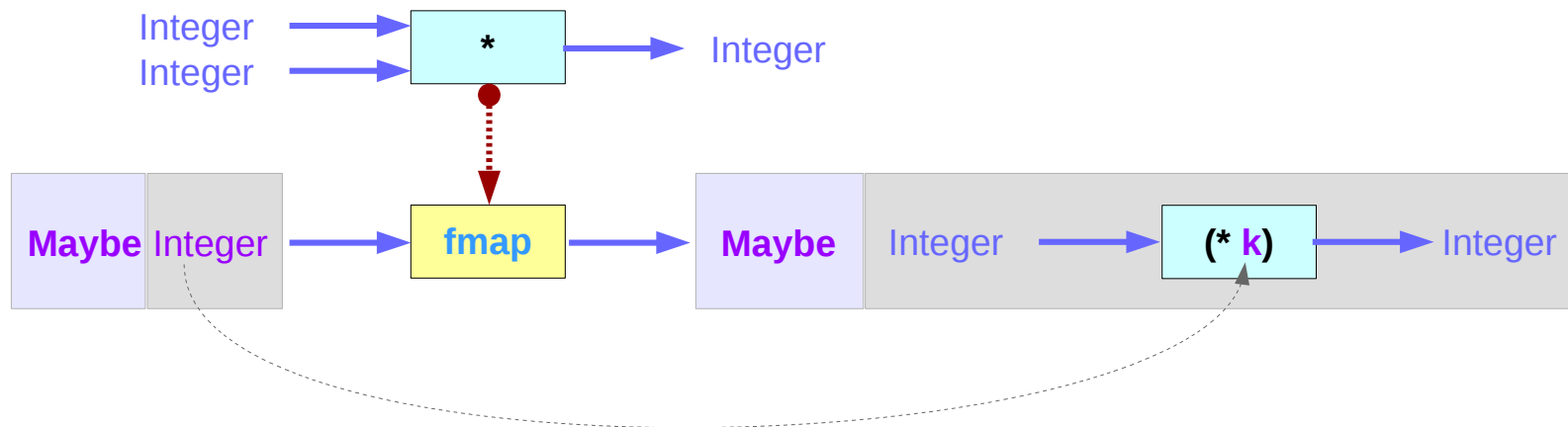
```
fmap (λf -> f 9) [(*) 1), (*) 2), (*) 3), (*) 4)]
```



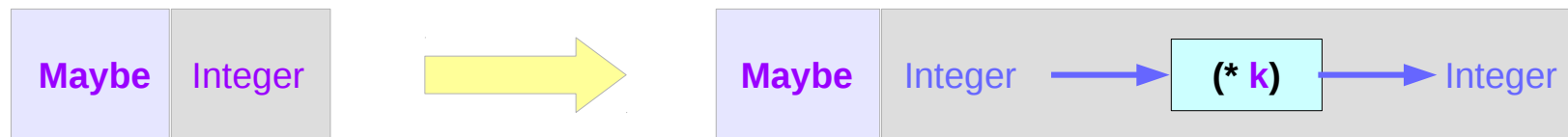
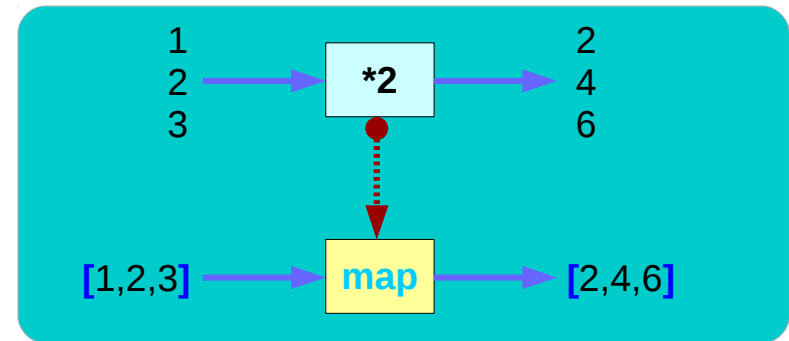
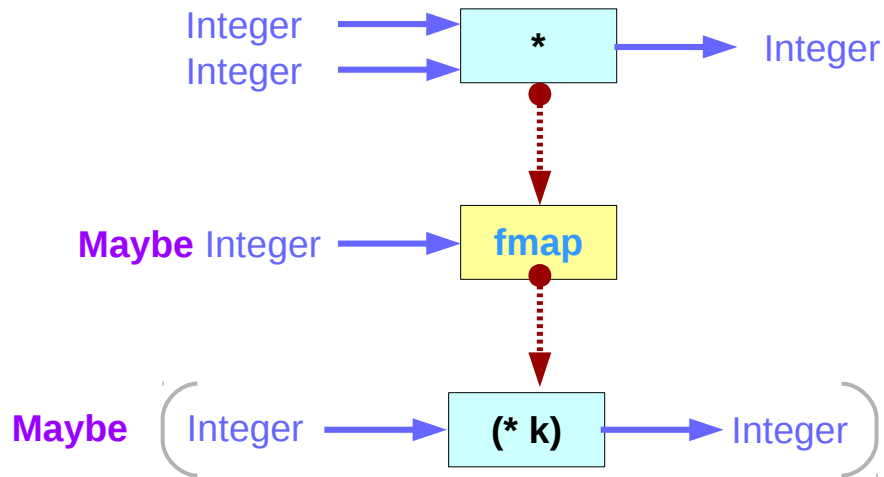
```
[9,18,27,36]
```

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

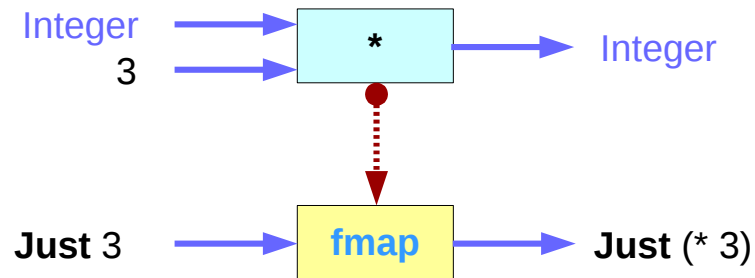
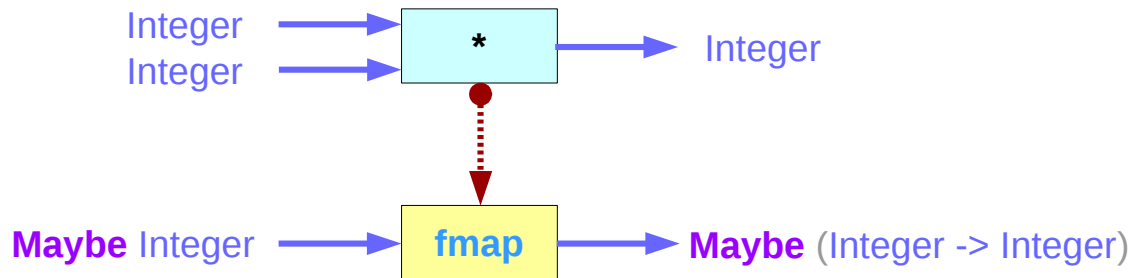
Mapping functions over the Functor Maybe (1)



Mapping functions over the Functor Maybe (2)

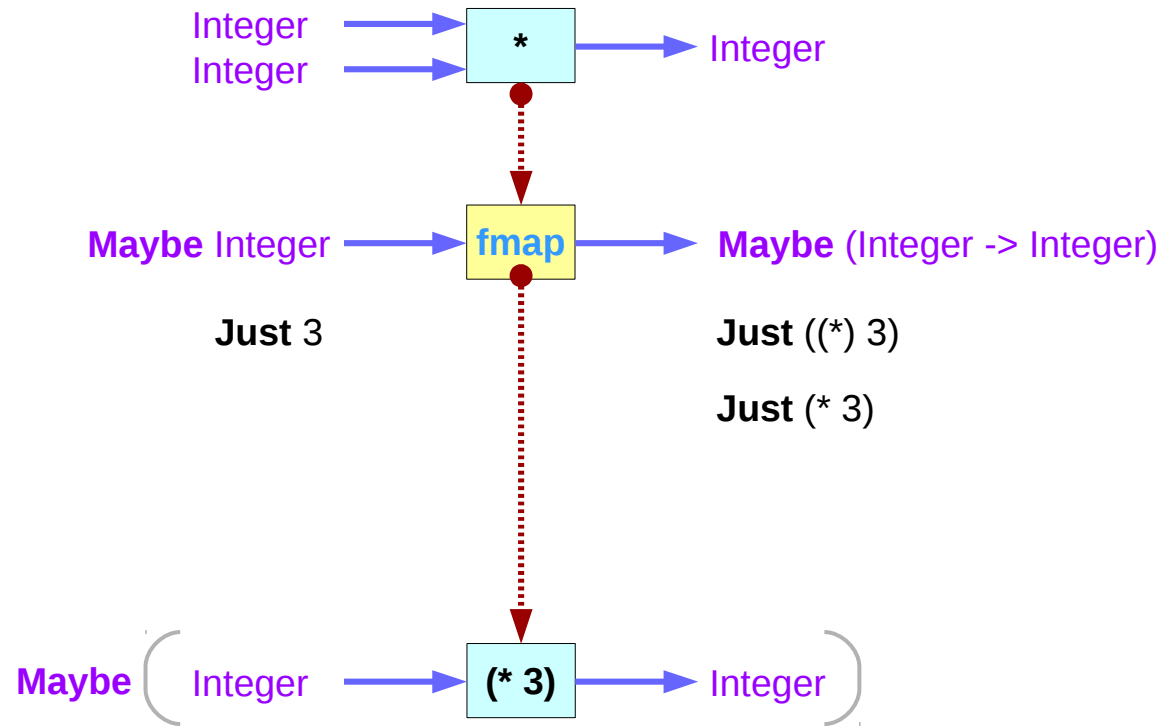


Mapping functions over the Functor Maybe (3)



Function wrapped in Just

`fmap (*) (Just 3)`



function wrapped in a **Just**

Just (* 3)

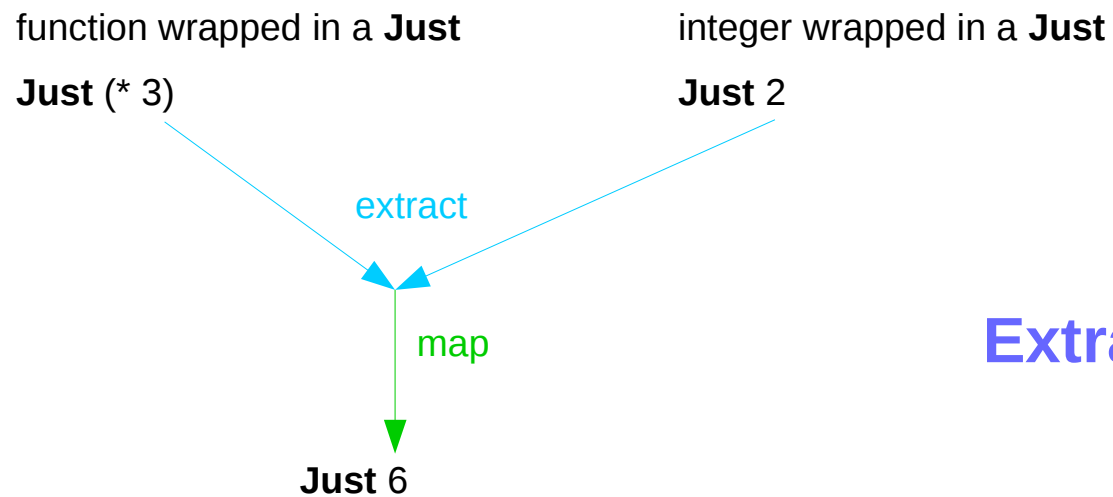
integer wrapped in a **Just**

Just 2

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

<*> Application of a function

Just (* 3) <*> Just 2



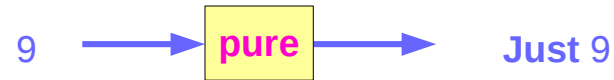
Extracting and **Mapping**

Just 6

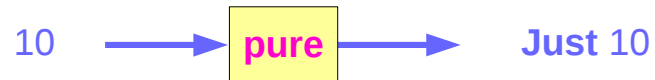
<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Default Container Function **Pure**

pure 9 = Just 9



pure 10 = Just 10



to wrap an **integer**

<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

Default Container Function **Pure**

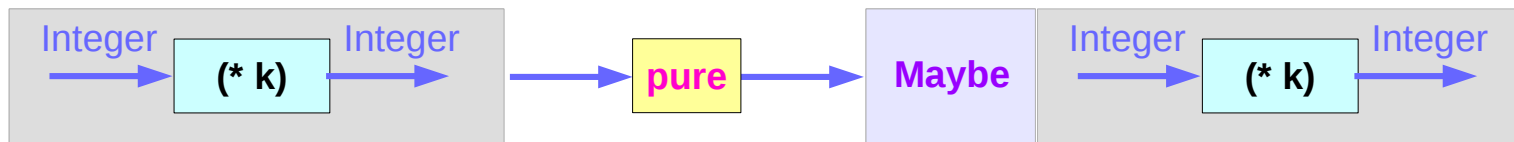
pure (+3) = **Just** (+3)

to wrap a **function**

pure (++"haha") = **Just** (++"haha")

(+3) → **pure** → **Just** (+3)

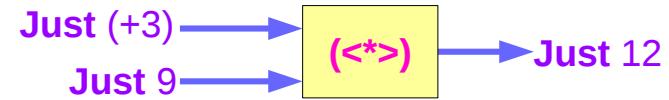
(++"haha") → **pure** → **Just** (++"haha")



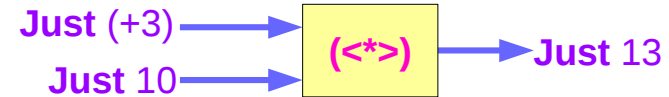
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Applicative Functor Apply <*> Examples (1)

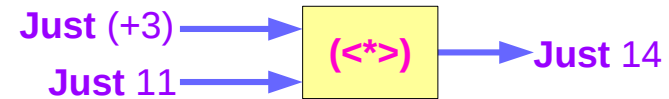
```
Prelude> Just (+3) <*> Just 9
Just 12
```



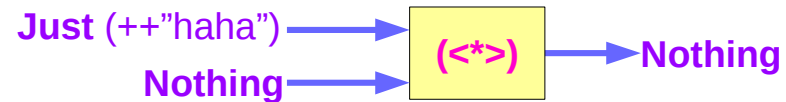
```
Prelude> pure (+3) <*> Just 10
Just 13
```



```
Prelude> pure (+3) <*> Just 11
Just 12
```



```
Prelude> Just (++"hahah") <*> Nothing
Nothing
```



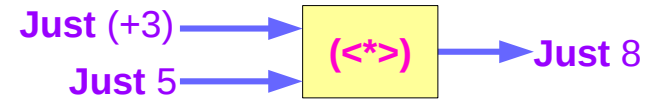
```
Prelude> Nothing <*> Just "woot"
Nothing
```



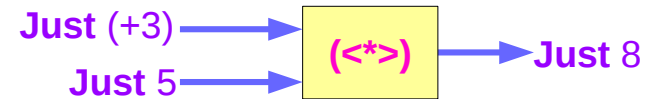
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Applicative Functor Apply <*> Examples (2)

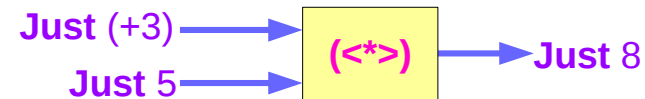
```
Prelude> (+) <$> Just 3 <*> Just 5  
Just 8
```



```
Prelude> pure (+) <*> Just 3 <*> Just 5  
Just 8
```



```
Prelude> Just (+) <*> Just 3 <*> Just 5  
Just 8
```



```
Prelude> :t (+) <$> Just 3  
(+) <$> Just 3 :: Num a => Maybe (a -> a)
```

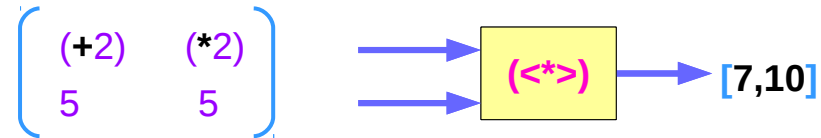
```
Prelude> :t Just (+3)  
Just (+3) :: Num a => Maybe (a -> a)
```

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Applicative Functor Apply <*> Examples (3)

Prelude> [(+), (*)] <*> [2] <*> [5]

[7,10]



Prelude> [(+), (*)] <*> [2,3] <*> [5]

[7,8,10,15]



Prelude> [(+), (*)] <*> [2,3] <*> [5,6]

[7,8,8,9,10,12,15,18]



<http://learnyouahaskell.com/functors-applicative-functors-and-monoids>

References

- [1] <ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf>
- [2] <https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf>