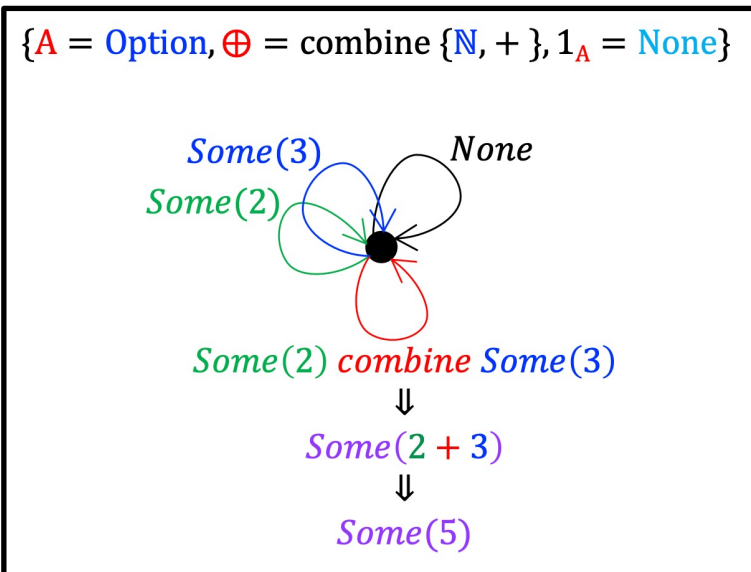
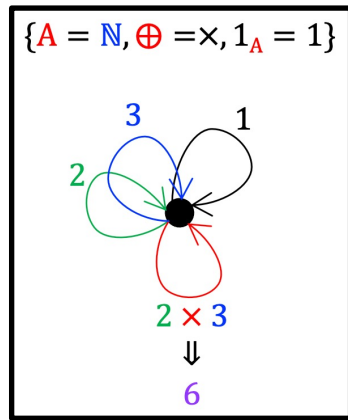
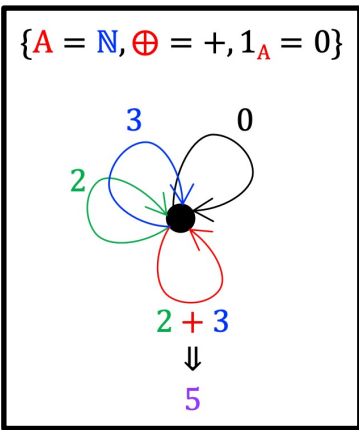


# Nat, List and Option Monoids

from scratch

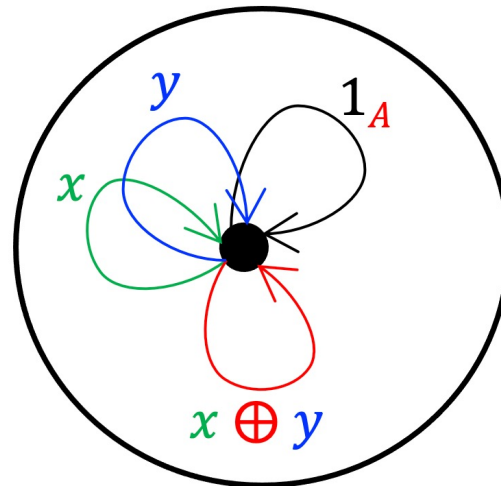
## Combining and Folding

an example

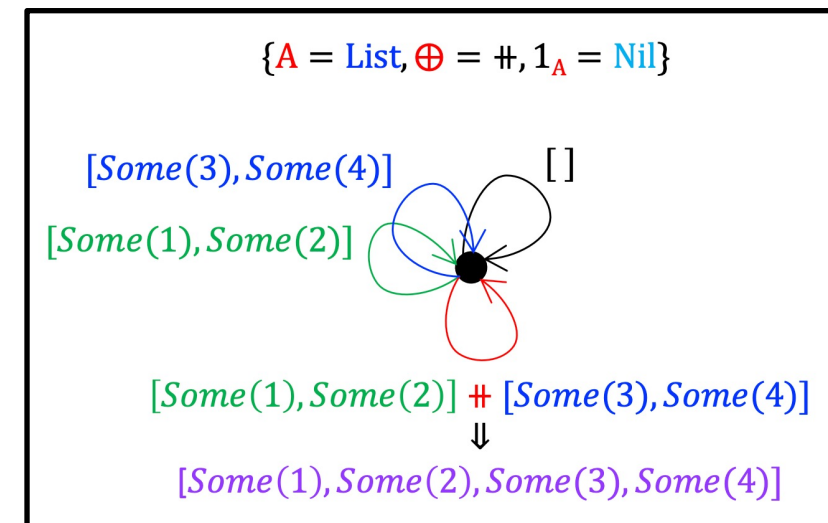


 **Scala**

Nat



List



Option



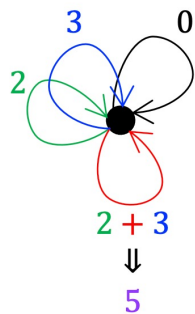


`data Nat = Zero | Succ Nat`

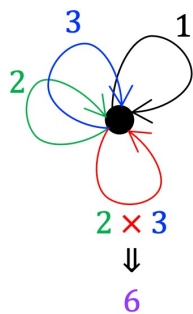
$(+)$   $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$   
 $m + \text{Zero} = m$   
 $m + \text{Succ } n = \text{Succ } (m + n)$

$(\times)$   $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$   
 $m \times \text{Zero} = \text{Zero}$   
 $m \times \text{Succ } n = (m \times n) + m$

$\{A = \mathbb{N}, \oplus = +, 1_A = 0\}$



$\{A = \mathbb{N}, \oplus = \times, 1_A = 1\}$



### Monoid

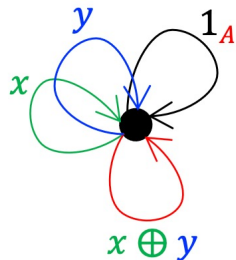
$A$ : type (set of values)

$\oplus: A \times A \rightarrow A$

$1_A$ : identity for  $\oplus$

Identity:  $x = x \oplus 1_A = 1_A \oplus x$

Associativity:  $(x \oplus y) \oplus z = x \oplus (y \oplus z)$



`enum Nat:`  
`case Zero`  
`case Succ(n: Nat)`

`extension (m: Nat)`  
  
`def +(n: Nat): Nat = n match`  
`case Zero => m`  
`case Succ(n) => Succ(m + n)`

`def *(n: Nat): Nat = n match`  
`case Zero => Zero`  
`case Succ(n) => m * n + m`

`val zero = Zero`  
`val one = Succ(zero)`  
`val two = Succ(one)`

`val three = Succ(two)`  
`val four = Succ(three)`  
`val five = Succ(four)`  
`val six = Succ(five)`

`assert( zero + one == one )`  
`assert( one + zero == one )`  
  
`assert( one + two == three )`  
`assert( one + two + three == six )`

`assert( two * one == two )`  
`assert( one * two == two )`  
  
`assert( two * three == six )`  
`assert( one * two * three == six )`



```

trait Semigroup[A]:
  def combine(x: A, y: A): A

  object Semigroup:
    extension [A](lhs: A)(using m: Semigroup[A])
      def ⊕(rhs: A): A = m.combine(lhs, rhs)

```

```

trait Monoid[A] extends Semigroup[A]:
  def unit: A

```

```

given Monoid[Nat] with
  def unit: Nat = Zero
  def combine(x: Nat, y: Nat): Nat = x + y

```

```

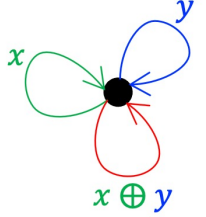
assert( summon[Monoid[Nat]].combine(two,three) == five )
assert( (two ⊕ three) == five )
assert( (one ⊕ two ⊕ three) == six )

```

### Semigroup

$A$ : type (set of values)  
 $\oplus: A \times A \rightarrow A$

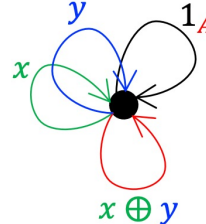
Associativity:  $(x \oplus y) \oplus z = x \oplus (y \oplus z)$



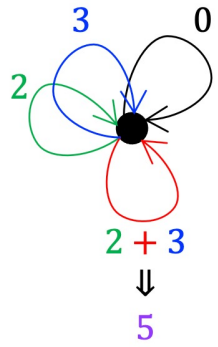
### Monoid

$A$ : type (set of values)  
 $\oplus: A \times A \rightarrow A$   
 $1_A$ : identity for  $\oplus$

Identity:  $x = x \oplus 1_A = 1_A \oplus x$   
 Associativity:  $(x \oplus y) \oplus z = x \oplus (y \oplus z)$



$\{A = \mathbb{N}, \oplus = +, 1_A = 0\}$





```
data List α = Nil | Cons α (List α)
```

```
Cons 1 (Cons 2 (Cons 3 Nil))
```

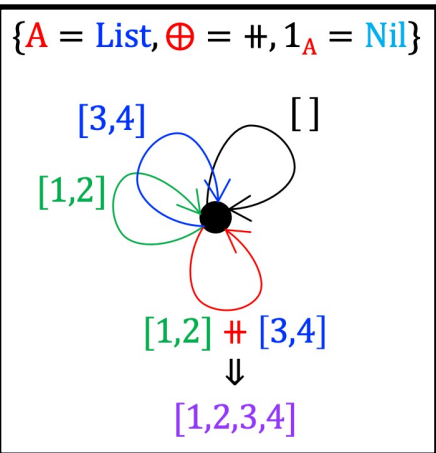


```
enum List[+A]:
  case Cons(head: A, tail: List[A])
  case Nil
```

```
object List:
```

```
def append[A](lhs: List[A], rhs: List[A]): List[A] = lhs match
  case Nil => rhs
  case Cons(a, rest) => Cons(a, append(rest, rhs))
```

```
extension [A](lhs: List[A])
  def ++(rhs: List[A]): List[A] = append(lhs, rhs)
```



```
val oneTwo = Cons(one, Cons(two, Nil))
val threeFour = Cons(three, Cons(four, Nil))
```

```
assert(append(oneTwo, threeFour) == Cons(one, Cons(two, Cons(three, Cons(four, Nil)))))
assert(oneTwo ++ threeFour == Cons(one, Cons(two, Cons(three, Cons(four, Nil)))))
```

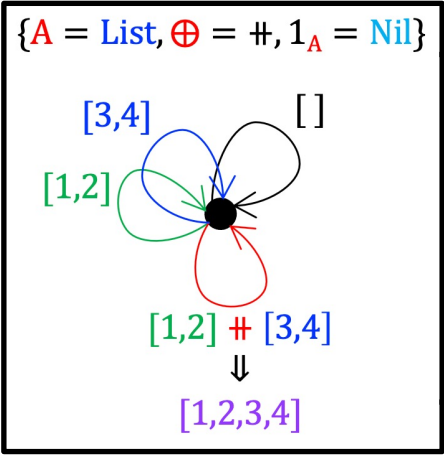


```
object List:

  def apply[A](as: A*): List[A] = as match
    case Seq() => Nil
    case _ => Cons(as.head, List(as.tail*))

  def append[A](lhs: List[A], rhs: List[A]): List[A] = lhs match
    case Nil => rhs
    case Cons(a, rest) => Cons(a, append(rest, rhs))

  extension [A](lhs: List[A])
    def ++(rhs: List[A]): List[A] = append(lhs, rhs)
```



```
assert(List(one, two, three) == Cons(one, Cons(two, Cons(three, Nil))))
assert(List(one, two) ++ List(three, four) ++ Nil == List(one, two, three, four))
```

```
given ListMonoid[A]: Monoid[List[A]] with
  def unit: List[A] = Nil
  def combine(lhs: List[A], rhs: List[A]): List[A] = lhs ++ rhs
```

```
assert(summon[Monoid[List[Nat]]].combine(List(one, two), List(three, four)) == List(one, two, three, four))
assert((List(one, two) ⊕ List(three, four)) == List(one, two, three, four))
```



```

object List:

  def apply[A](as: A*): List[A] = as match
    case Seq() => Nil
    case _ => Cons(as.head, List(as.tail*))

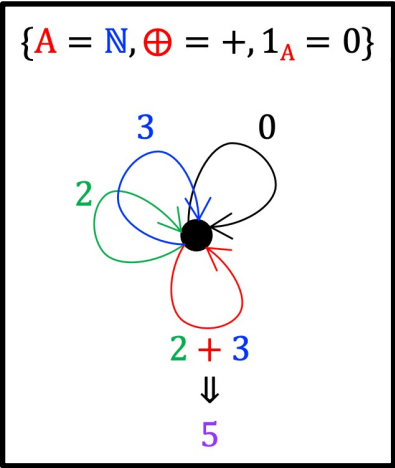
  def nil[A]: List[A] = Nil

  def append[A](lhs: List[A], rhs: List[A]): List[A] = lhs match
    case Nil => rhs
    case Cons(a, rest) => Cons(a, append(rest, rhs))

  extension [A](lhs: List[A])
    def ++(rhs: List[A]): List[A] = append(lhs, rhs)

  def fold[A](as: List[A])(using ma: Monoid[A]): A = as match
    case Nil => ma.unit
    case Cons(a, rest) => ma.combine(a, fold(rest))

```

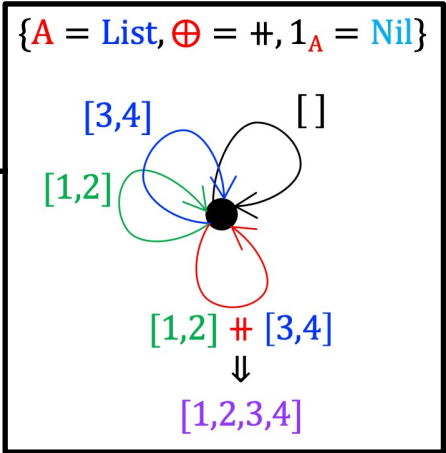


```

assert(fold(List(one, two, three, four)) == one + two + three + four)
assert(fold(nil[Nat]) == zero)

assert(fold(List(List(one, two), Nil, List(three, four), List(five, six)))
  == List(one, two, three, four, five, six))

```





```

object List:

  def apply[A](as: A*): List[A] = as match
    case Seq() => Nil
    case _ => Cons(as.head, List(as.tail*))

  def nil[A]: List[A] = Nil

  def append[A](lhs: List[A], rhs: List[A]): List[A] = lhs match
    case Nil => rhs
    case Cons(a, rest) => Cons(a, append(rest, rhs))

  extension [A](lhs: List[A])
    def ++(rhs: List[A]): List[A] = append(lhs, rhs)

  def fold[A](as: List[A])(using ma: Monoid[A]): A =
    foldRight(as, ma.unit, (a, b) => ma.combine(a, b))

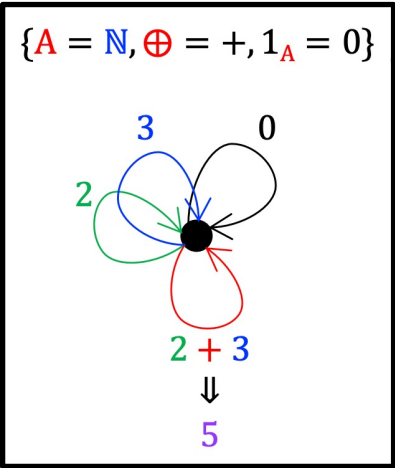
  def foldRight[A, B](as: List[A], b: B, f: (A, B) => B): B = as match
    case Nil => b
    case Cons(a, rest) => f(a, foldRight(rest, b, f))

```

Same as the previous slide, except that here we define **fold** in terms of **foldRight**.



@philip\_schwarz

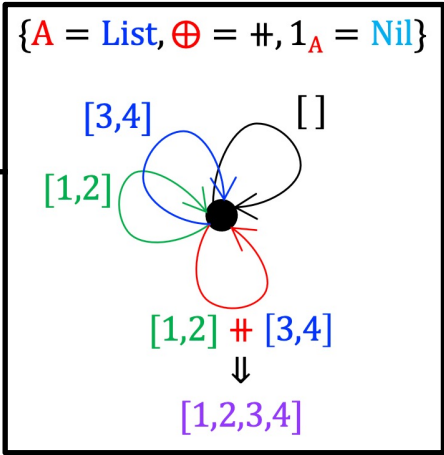


```

assert(fold(List(one, two, three, four)) == one + two + three + four)
assert(fold(nil[Nat]) == zero)

assert(fold(List(List(one, two), Nil, List(three, four), List(five, six)))
  == List(one, two, three, four, five, six))

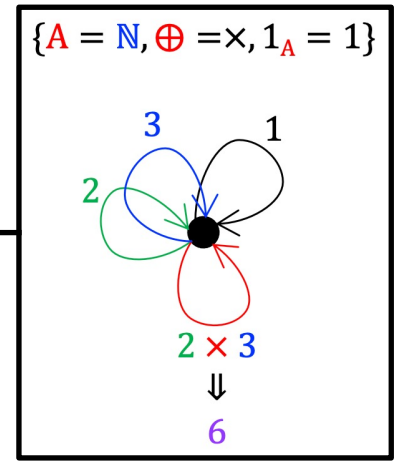
```





```
val natMultMonoid = new Monoid[Nat]:  
  def unit: Nat = Succ(Zero)  
  def combine(x: Nat, y: Nat): Nat = x * y
```

```
assert(fold(List(one, two, three, four))(using natMultMonoid) == one * two * three * four)  
assert(fold(nil[Nat])(using natMultMonoid) == one)
```







`data Maybe  $\alpha$  = Nothing | Just  $\alpha$`

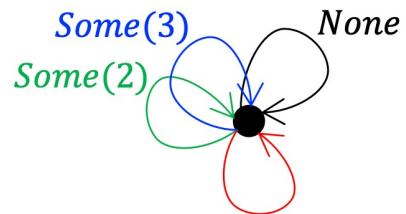


```
enum Option[+A]:
  case None
  case Some(value:A)
```

```
object Option:
  def none[A]: Option[A] = None
  def some[A](a:A): Option[A] = Some(a)
```

```
given OptionMonoid[A:Semigroup]: Monoid[Option[A]] with
  def unit: Option[A] = None
  def combine(ox: Option[A], oy: Option[A]): Option[A] = (ox,oy) match
    case (None,_) => oy
    case (_,None) => ox
    case (Some(x),Some(y)) => Some(x  $\oplus$  y)
```

`{A = Option,  $\oplus$  = combine {N, +}, 1A = None}`



`Some(2) combine Some(3)`

`Some(2 + 3)`

`Some(5)`

```
assert(summon[Monoid[Option[Nat]]].combine(Some(two),Some(three)) == Some(five))
assert(summon[Monoid[Option[Nat]]].combine(Some(two),None) == Some(two))
assert(summon[Monoid[Option[Nat]]].combine(none[Nat],Some(two)) == Some(two))
assert(summon[Monoid[Option[Nat]]].combine(none[Nat],None) == None)
```

```
assert((some(two)  $\oplus$  None) == Some(two))
assert((none[Nat]  $\oplus$  Some(two)) == Some(two))
assert((some(two)  $\oplus$  Some(three)) == Some(five))
assert((none[Nat]  $\oplus$  None) == None)
```



```
assert(fold(List(Some(two)),None,Some(three))) == Some(five))
assert(fold(nil[Option[Nat]]) == None)
```

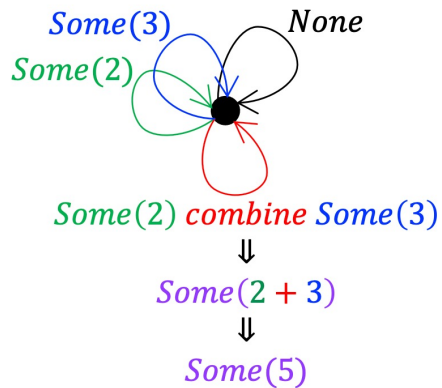
```
assert((List(Some(one)),None,Some(two)) ++ List(Some(three),None,Some(four)))
      == List(Some(one),None,Some(two),Some(three),None,Some(four)))

assert(summon[Monoid[List[Option[Nat]]]].combine(List(Some(one),None,Some(two)),List(Some(three),None,Some(four)))
      == List(Some(one),None,Some(two),Some(three),None,Some(four)))

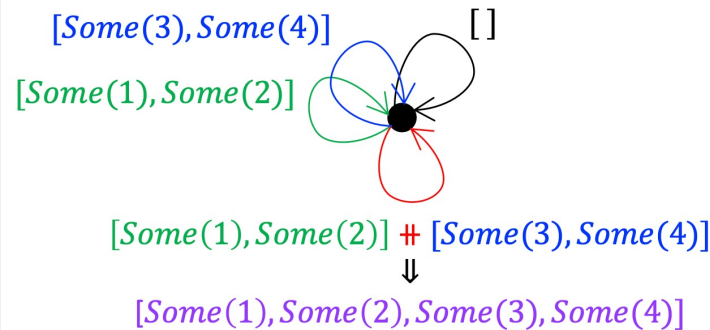
assert((List(Some(one)),None,Some(two)) ⊕ List(Some(three),None,Some(four)))
      == List(Some(one),None,Some(two),Some(three),None,Some(four)))
```

```
assert(fold(List(Some(one)),None,Some(two)) ⊕ List(Some(three),None,Some(four)))
      == Some(one + two + three + four))
```

{A = Option, ⊕ = combine {N, +}, 1<sub>A</sub> = None}



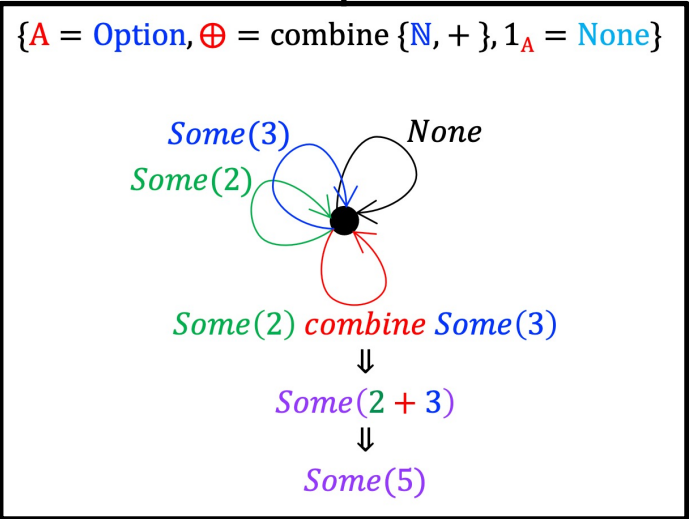
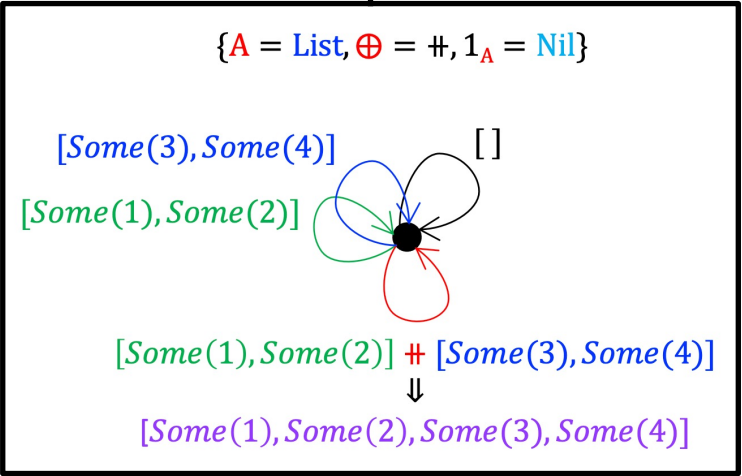
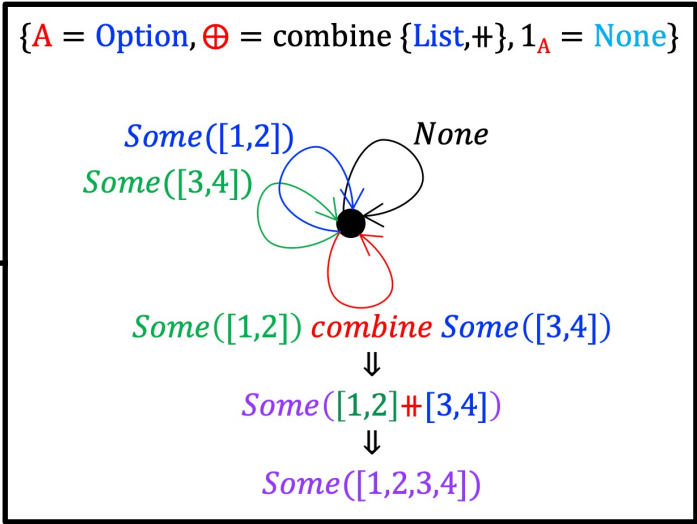
{A = List, ⊕ = #, 1<sub>A</sub> = Nil}





```
assert((some(List(one,two)) ⊕ None ⊕ Some(List(three,four)))
      == Some(List(one,two,three,four)))
```

```
assert(
  fold(
    fold(
      List(List(Some(one), None, Some(two)),
           List(Some(three), None, Some(four)),
           List(Some(five), None, Some(six)))
    )
  )
  == Some(one + two + three + four + five + six))
```





That's all.  
I hope you found it useful.

 [@philip\\_schwarz](https://twitter.com/philip_schwarz)