



Monoids & Friends

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Recap so far

Monads are just **monoids** in the category of endofunctors



```
def sum[T](list: List[T]): T = ???
```

```
trait Adder[T] {  
  def add(lhs: T, rhs: T): T  
}
```

```
trait Adder[T] {  
  def add(lhs: T, rhs: T): T  
}
```

```
class IntAdder extends Adder[Int] {  
  def add(lhs: Int, rhs: Int): Int = lhs + rhs  
}
```

```
trait Adder[T] {  
  def add(lhs: T, rhs: T): T  
}
```

```
class IntAdder extends Adder[Int] {  
  def add(lhs: Int, rhs: Int): Int = lhs + rhs  
}
```

```
def sum[T](list: List[T])(adder: Adder[T]): T =  
  list.reduce((a, b) => adder.add(a, b))
```

Definition [\[edit\]](#)

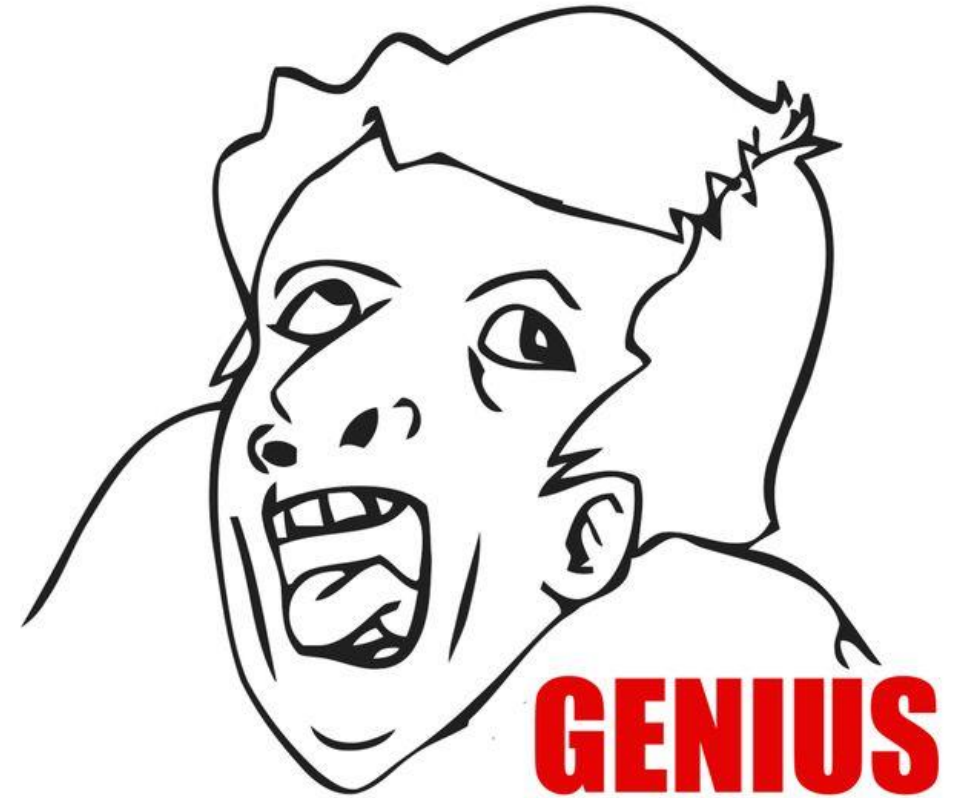
A semigroup is a [set](#) S together with a [binary operation](#) "." (that is, a [function](#) $\cdot : S \times S \rightarrow S$) that satisfies the [associative property](#):

For all $a, b, c \in S$, the equation $(a \cdot b) \cdot c = a \cdot (b \cdot c)$ holds.

Semigroup

```
trait Adder[T] {  
  def append(t1: T, t2: T): T  
}
```

```
Semigroup  
trait Adder[T] {  
  def append(t1: T, t2: T): T  
}
```



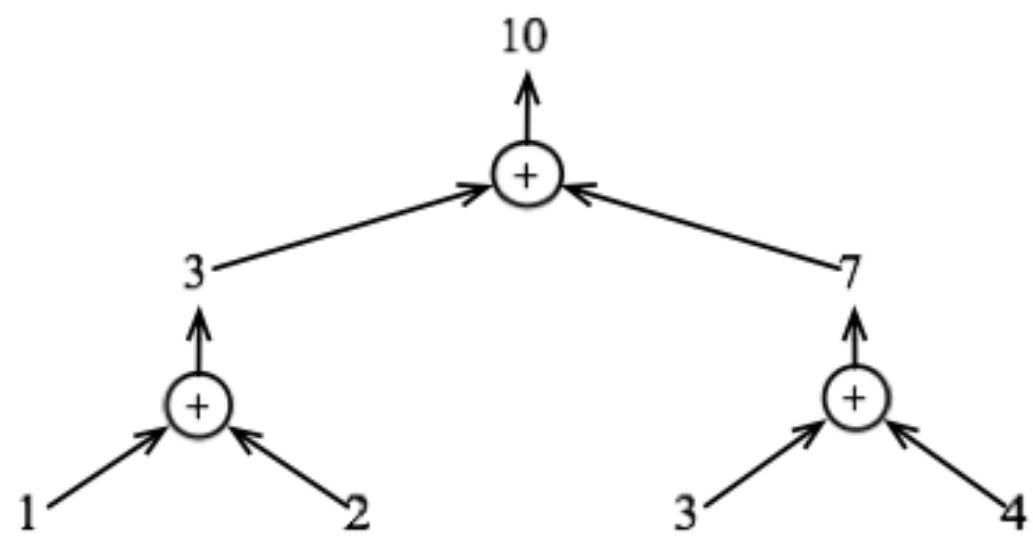
```
import org.scalacheck.Properties
import org.scalacheck.Prop.forAll

object SemigroupLaws extends Properties("semigroup") {

  val m = new IntSumSemigroup

  property("associativity") = forAll { (a: Int, b: Int, c: Int) =>
    m.append(m.append(a, b), c) == m.append(a, m.append(b, c))
  }
}
```

+ semigroup.associativity: OK, passed 100 tests.



“stri” + “ng” == “string”

1 + 2 = 3

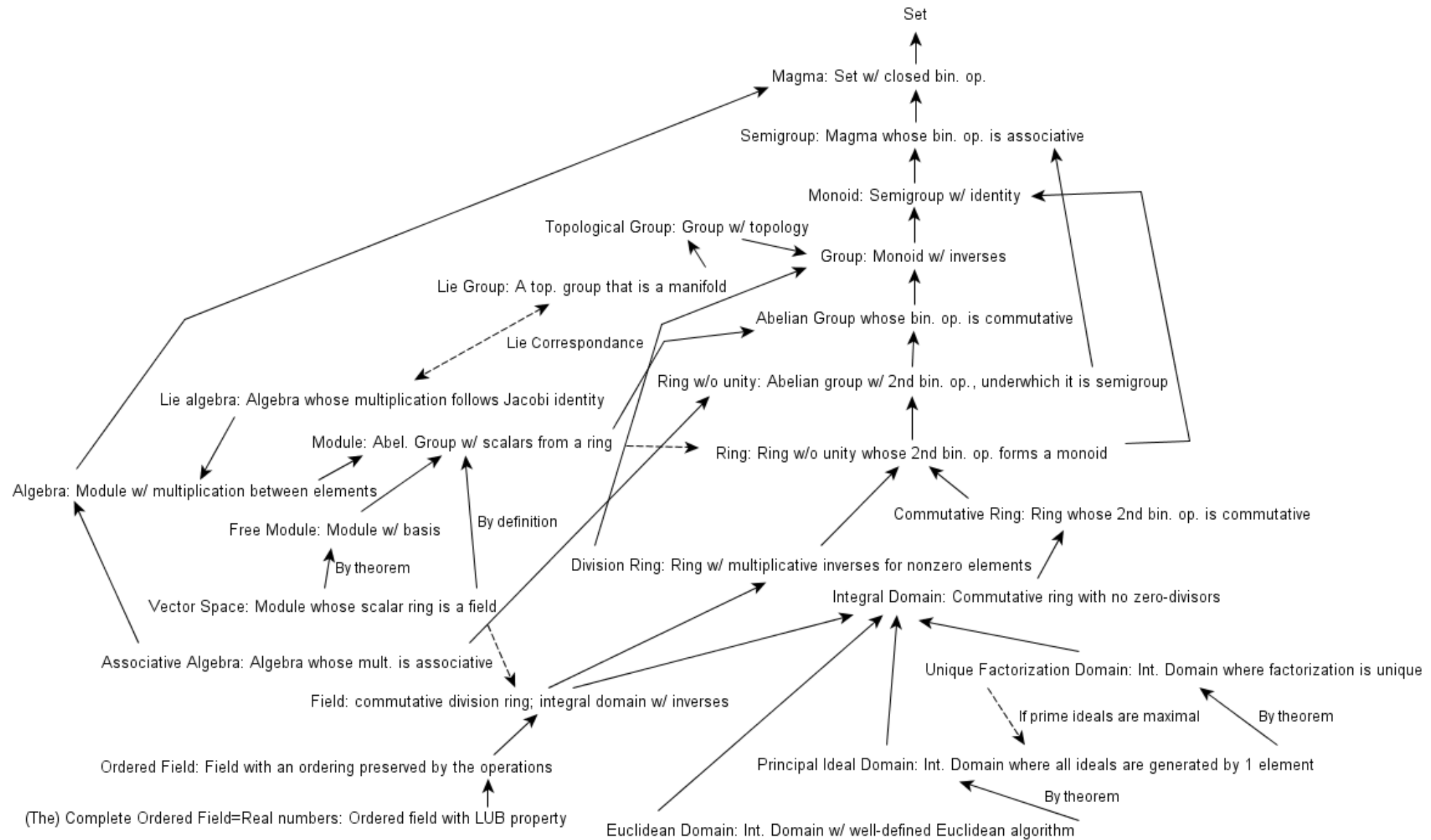
[1, 2] + [3, 4] = [1, 2, 3, 4]

3 hrs 2 mins + 5 mins = 3 hrs 7 mins

set(1, 2, 3) + set(2, 3, 4) = set(1, 2, 3, 4)

etc ...

Finding the right, or most appropriate, abstractions is the most important part of engineering software systems [...] They are the fundamental job of software engineering.



```
trait Monoid[T] extends Semigroup[T] {  
  def zero: T  
}
```



```
trait Group[T] extends Monoid[T] {  
  def inverse(t: T): T  
}
```

Integers: $3 - 3 = 0$

Rotations: left + right = nothing

DB operations: insert + delete = nothing

```
trait Ring[T] {  
  def addition: Group[T]  
  def multiplication: Monoid[T]  
}
```

```
trait Field[T] {  
  def addition: Group[T]  
  def multiplication: Group[T]  
}
```

```
class Matrix[T](private val items: Seq[Seq[T]]) {  
    def add(m: Matrix[T])(implicit sg: Semigroup[T]): Matrix[T] = /* exercise */  
    def times(m: Matrix[T])(implicit rg: Ring[T]): Matrix[T] = /* exercise */  
    def inverse(implicit fl: Field[T]): Matrix[T] = /* exercise */  
}
```



NOT IMPRESSED

Real Life Example: Classifying URLs

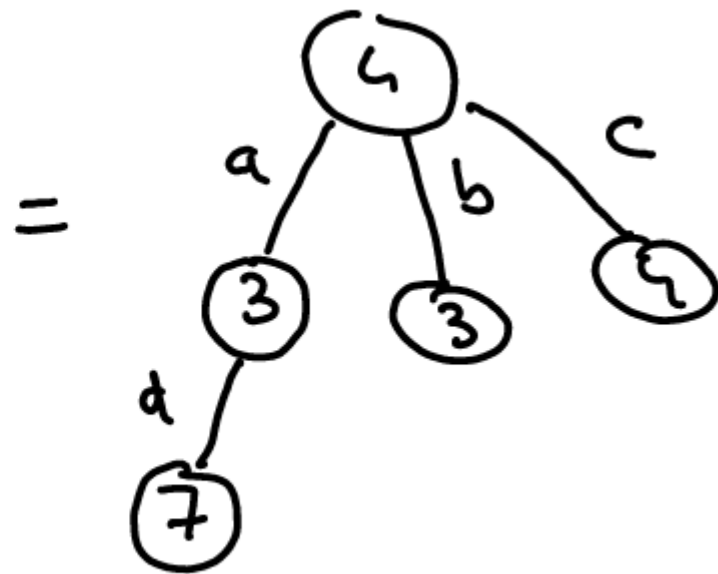
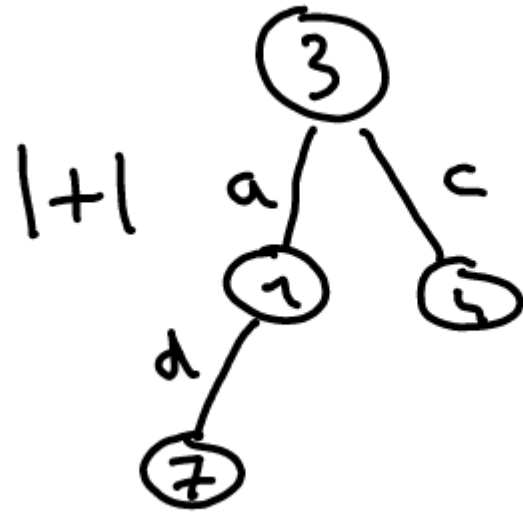
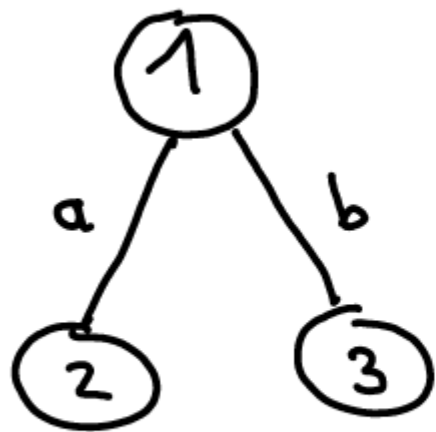
Problem

I know that <http://www.cnn.com/sports/ufc/cormier-new-lhw-champ> is about sports, what about <http://www.cnn.com/sports/nba/cavs-advance-to-finals> ?





NOT SURE IF MONOID OR ...

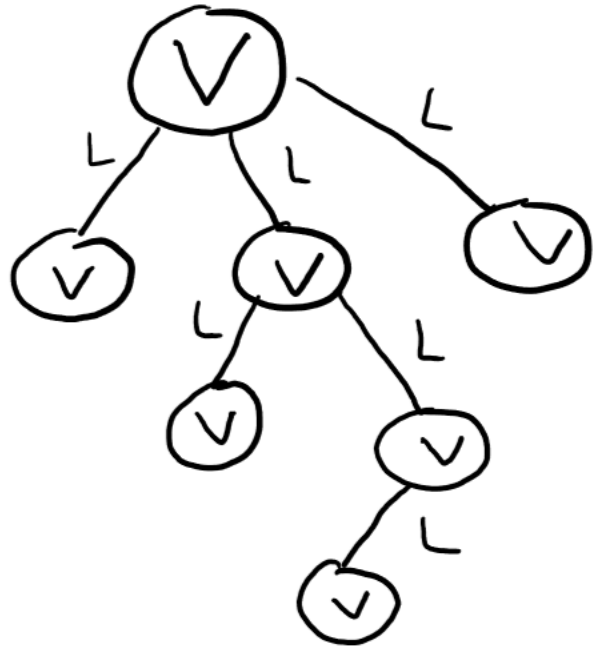


```
case class LabeledBranchTree[L, V](value: V, branches: Map[L, LabeledBranchTree[L, V]])

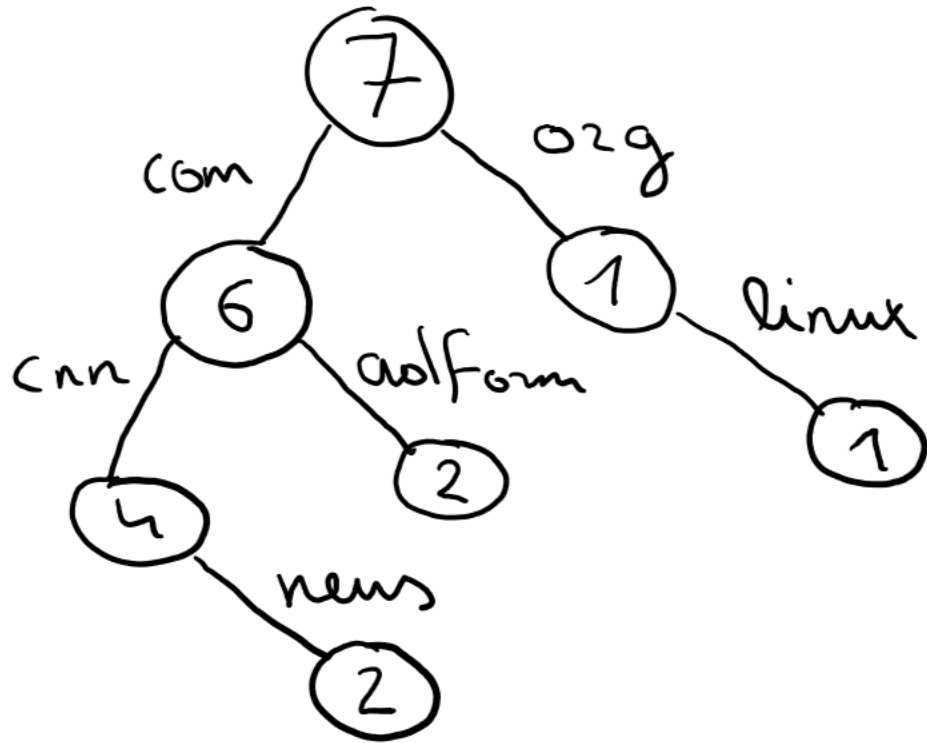
implicit def monoid[L, V: Monoid]: Monoid[LabeledBranchTree[L, V]] = new Monoid[LabeledBranchTree[L, V]] {

  override def zero: LabeledBranchTree[L, V] =
    LabeledBranchTree(implicitly[Monoid[V]].zero, implicitly[Monoid[Map[L, LabeledBranchTree[L, V]]].zero)

  override def append(f1: LabeledBranchTree[L, V], f2: => LabeledBranchTree[L, V]): LabeledBranchTree[L, V] =
    LabeledBranchTree(f1.value |+| f2.value, f1.branches |+| f2.branches)
}
```



(V : Monoid)

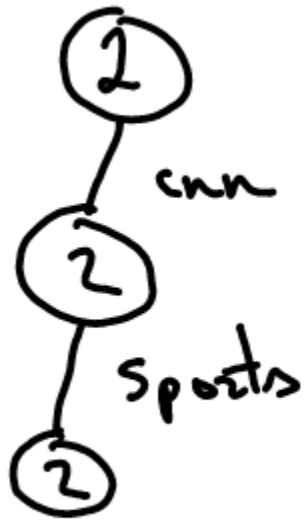


(L = String ; V = Int)

```
TextLine("data/pageviews.txt")
  .map(LogPageview.parse)
  .collect { case LogPageview(time, Some(url)) =>
    LabeledBranchTree.fromUrl(url -> 1)
  }
```

.sum

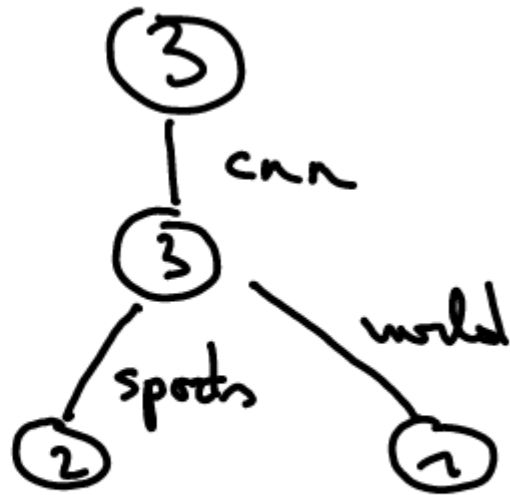
```
.write(TypedTsv("data/visits.txt"))
```



|+|



=



LabeledBranchTree[String, Int] counts visits

LabeledBranchTree[String, Set[Category]] tracks categories

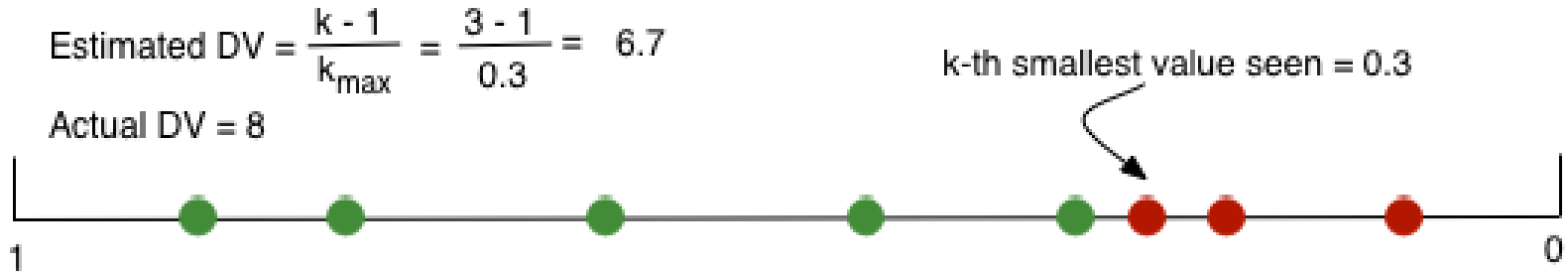
LabeledBranchTree[String, Set[User]] tracks unique users

LabeledBranchTree[String, (Set[User], Set[Category], Int)] does all of the above



TELL ME MORE

Approximate Counting Monoid



LabeledBranchTree[String, HyperLogLog] tracks unique users efficiently

TL;DR: good abstractions make your life super easy

WHAT?

