

Monade

Kako bi interpretirali program $\vdash M:\text{int}$, ki sproža:

- nobenega uanka - $\llbracket \text{int} \rrbracket = \mathbb{Z}$
- izjeme - $\mathbb{Z} + E$ $\begin{matrix} L_1(m) \dots \text{program vrne št. } m \\ L_2(e) \dots \text{program sproži izjemo } e \end{matrix}$
- nedeterminizem - $\mathcal{P} \mathbb{Z}$
 $f_{\text{in}} \curvearrowright$ končne podmnožice \mathbb{Z}
- pisanje po izhodu - $\mathbb{Z} \times Q^*$ $\curvearrowright Q$ izhodna abeceda
- branje z vhoda - \mathbb{Z}^{I^*} $\curvearrowright I$ vhodna abeceda
- branje in pisanje po pomnilniku - $(\mathbb{Z} \times S)^S$ \curvearrowright množica stanj
- izjeme & pomnilnik - $((\mathbb{Z} + E) \times S)^S$ ali $(\mathbb{Z} \times S + E)^S$

Def Funktor F je predpis, ki:

- vsaki množici X priredi množico FX
- vsaki preslikavi $f: X \rightarrow Y$ priredi preslikavo $Ff: FX \rightarrow FY$,
da velja

$$F \text{id}_X = \text{id}_{FX}$$

$$F(g \circ f) = Fg \circ Ff \quad \text{za } f: X \rightarrow Y, g: Y \rightarrow Z$$

Poleg tega potrebujemo še preslikavo $X \rightarrow FX$, ki predstavlja vrnjenne vrednosti, ter preslikavo $FX \times (FY)^X \rightarrow FY$.

Def Monada (ali Kleislijeva trojica) je trojica $(T, \eta, \gg=)$,
kjer je:

- T funktor
- η družina preslikav $\eta_x: X \rightarrow TX$ za vse množice X
(narečna transformacija)
- $\gg=$ družina preslikav $\gg=_{x,y}: TX \times (X \rightarrow Ty) \rightarrow Ty$ za vse X, Y ,

da velja

$$\forall x \in X, k: X \rightarrow Ty. (\eta_x(x) \gg= k) = k(x)$$

$$\text{let } y = \text{return } V \text{ in } M = M[V/x]$$

$$\forall m \in TX. (m \gg= \eta_x) = m$$

$$\text{let } y = M \text{ in return } y = M$$

$$\forall m \in TX, k: X \rightarrow Ty, k': y \rightarrow Tz$$

$$\underbrace{(m \gg=_{x,y} k)}_{Ty} \gg=_{y,z} k' =$$

$$\underbrace{\hspace{10em}}_{Tz} m \gg=_{x,z} \left(x \mapsto k(x) \gg=_{y,z} k' \right)$$

$$\begin{array}{l} \text{let } y = \\ \text{in } M_2 \\ M_3 \end{array} \quad \text{let } x = M_1 \text{ in}$$

$$\begin{array}{l} \text{let } x = M_1 \text{ in} \\ \text{let } y = M_2 \text{ in} \\ M_3 \end{array}$$

Primer Monada za nedeterminizem

$$(P, \eta, \gg=)$$

$$\eta(x) = \{x\}$$

$$m \gg= k = \bigcup_{x \in m} k(x)$$

$\begin{matrix} \text{P}_X & & \text{P}_Y \\ \downarrow & & \downarrow \\ x & \rightarrow & y \end{matrix}$

$$\bullet \eta(x) \gg= k = \{x\} \gg= k = \bigcup_{y \in \{x\}} k(y) = k(x)$$

$$\bullet m \gg= \eta = \bigcup_{x \in m} \eta(x) = \bigcup_{x \in m} \{x\} = m$$

• asociativnost $\gg=$ D.N.

Opombi

• Monade lahko definiramo tudi z trojicami:

• (T, η, μ) , kjer je μ nar. transf. $\mu_x: TTX \rightarrow TX$

Tedaj je $m \gg= k := \mu(Tk(m))$ z ustreznimi lastnostmi

$\begin{matrix} \text{množenje} \\ T X & X \rightarrow T Y & \\ & & T X \rightarrow T T Y \end{matrix}$

obratno $\mu(mm) := m \gg= id_{TX}$

$\begin{matrix} T T X & & T X & X & T X \rightarrow T X \end{matrix}$

• $(T, \eta, -^*)$, kjer je $-^*$ ^{dvig} dvig, ki preslikavi $f: X \rightarrow Ty$ priredi $f^*: TX \rightarrow Ty$

$$\gg= : TX \times (X \rightarrow Ty) \rightarrow Ty$$

$$-^* : (X \rightarrow Ty) \rightarrow (TX \rightarrow Ty)$$

• Pri definiciji z $\gg=$ in $-^*$ ne potrebujemo tega, da je T funktor, dovolj je da podamo predpis na množicah, saj je $Tf = (\eta_y \circ f)^*$

Predpostavimo, da imamo monado (T, η, \gg)

Tedaj vsak tip A interpretiramo z $\llbracket A \rrbracket$, kjer je

$$\llbracket \text{int} \rrbracket = \mathbb{Z} \quad \llbracket \text{bool} \rrbracket = \mathbb{B} \quad \llbracket A \rightarrow B \rrbracket = (T \llbracket B \rrbracket)^{\llbracket A \rrbracket}$$

vrednosti $\Gamma \vdash_v V : A$ in izračune $\Gamma \vdash_c M : A$ pa s preslikavami

$$\llbracket \Gamma \vdash_v V : A \rrbracket : \llbracket \Gamma \rrbracket \rightarrow \llbracket A \rrbracket \quad \llbracket \Gamma \vdash_c M : A \rrbracket : \llbracket \Gamma \rrbracket \rightarrow T \llbracket A \rrbracket$$

podarimo kot

$$\llbracket x_1 : A_1, \dots, x_n : A_n \vdash_v x_i : A_i \rrbracket (a_1, \dots, a_n) = a_i$$

$$\vdots$$

$$\llbracket \Gamma \vdash_v \lambda x. M : A \rightarrow B \rrbracket (\vec{a}) = y \in \llbracket A \rrbracket \mapsto \llbracket \Gamma, x : A \vdash_c M : B \rrbracket (\vec{a}, y)$$

$$\llbracket \Gamma \vdash_c V_1 V_2 : B \rrbracket (\vec{a}) = (\llbracket \Gamma \vdash_v V_1 : A \rightarrow B \rrbracket (\vec{a})) (\llbracket \Gamma \vdash_v V_2 : A \rrbracket (\vec{a}))$$

$$\llbracket \Gamma \vdash_c \text{return } V : A \rrbracket (\vec{a}) = \eta_{\llbracket A \rrbracket} (\llbracket \Gamma \vdash_v V : A \rrbracket (\vec{a}))$$

$$\llbracket \Gamma \vdash_c \text{let } x = M_1 \text{ in } M_2 : B \rrbracket (\vec{a}) =$$

$$\llbracket \Gamma \vdash_c M_1 : A \rrbracket (\vec{a}) \underset{\substack{\hookrightarrow \\ T \llbracket A \rrbracket}}{\gg} \underset{\substack{\llbracket A \rrbracket, \llbracket B \rrbracket}}{(y \in \llbracket A \rrbracket \mapsto \underbrace{\llbracket \Gamma, x : A \vdash_c M_2 : B \rrbracket (\vec{a}, y)}_{T \llbracket B \rrbracket})}$$

To je samo okvir, za posamezne učinke pa moramo dodati še njihove vire, npr.

$$\llbracket \Gamma \vdash_c \text{raise } E : A \rrbracket (\vec{a}) = L_2(E) \in \llbracket A \rrbracket \nrightarrow E$$

$$\llbracket \Gamma \vdash_c \text{try } M \text{ with } E_i \rightarrow M_i : A \rrbracket (\vec{a}) = \begin{cases} L_1(x) & \llbracket M \rrbracket = L_1(x) \\ \llbracket M_1 \rrbracket & \llbracket M \rrbracket = L_2(E_1) \\ \vdots & \vdots \\ \llbracket M_n \rrbracket & \llbracket M \rrbracket = L_2(E_n) \end{cases}$$

$$\llbracket \Gamma \vdash_c M_1 \oplus M_2 : A \rrbracket (\vec{a}) = \llbracket \Gamma \vdash_c M_1 : A \rrbracket (\vec{a}) \cup \llbracket \Gamma \vdash_c M_2 : A \rrbracket (\vec{a})$$