

Functional programming, Seminar No. 7

Danya Rogozin

Lomonosov Moscow State University,

Serokell OÜ

Higher School of Economics

The Department of Computer Science

On the previous seminar, we

- got acquainted with the notion of a monad as a uniform interface for pipelines of actions

Today we

Introduction

On the previous seminar, we

- got acquainted with the notion of a monad as a uniform interface for pipelines of actions

Today we

- study such monads as IO, Reader, Writer, and State

The Input/Output Monad

The problem of purity

- The purity of functions is rather a problem than advantage if we deal with input and output
- If input/output functions were pure, then they would yield the same value at the same point, since their behaviour is fully determined by the referential transparency principle.

The problem of purity

- Input/output functions are clearly impure. Here are some example of such functions

```
getChar :: IO Char
```

```
getLine :: IO String
```

- In fact, these functions have types:

```
getChar :: RealWorld -> (RealWorld, Char)
```

```
getLine :: RealWorld -> (RealWorld, String)
```

The problem of purity

- Input/output functions are clearly impure. Here are some example of such functions

```
getChar :: IO Char
```

```
getLine :: IO String
```

- In fact, these functions have types:

```
getChar :: RealWorld -> (RealWorld, Char)
```

```
getLine :: RealWorld -> (RealWorld, String)
```

- The philosophical question: what is RealWorld?

The approximate definition of IO

- The value of the `IO a` type is such value that can perform input/output actions
- The approximate Haskell implementation:

```
newtype IO a = IO (RealWorld -> (RealWorld, a))
```

- According to Hoogse, “RealWorld is deeply magical. It is primitive... We never manipulate values of type RealWorld... it’s only used in the type system”
- That is, an engineer has no access to the RealWorld and we cannot use the same RealWorld twice!

The IO as a Monad

- The rough Monad instance

```
instance Monad IO where
  return x = IO $ \w -> (w, x)
  m >>= k = IO $ \w ->
    case m w of
      (w', a) -> k a w'
```

- A side effect of every action occurs only once
- The order of side effects is strictly determined

The basic console input/output function

- Input:

```
getChar  :: IO Char
getLine  :: IO String
getContents :: IO String
```

- Output:

```
putStrLn :: String -> IO ()
print    :: Show a => a -> IO ()
```

- Input/output:

```
interact :: (String -> String) -> IO ()
```

The example of IO

```
main :: IO ()
main = do
    putStrLn "Hello, what is your name?"
    name <- getLine
    putStrLn $ "Hi, " ++ name
    putStrLn "Now leave me alone, I'm tired of you"
```

The Reader Monad

The Writer Monad

The State Monad
