f

Bind

Match

f1

Fold

f2

f3

f1

f1

Map

function

function

success

failure

fun. 1

success

failure

fun. 2

success

failure

fun. 2

Connect?

failure

fun. 1

success

failure

fun. 2

success

failure

*on success*

*bypass*

Bind

f

Bind

fun. 2

fun. 1

success

failure

success

failure

Bind

fun. 2

fun. 1

success

failure

success

failure

Bind

fun. 3

success

failure

`

Vital force

Become alive!

Remaining vital force

Dead body part



Live body part

Dead part

Create step   
in recipe

Become alive!



Become alive A!

Dead part A



Live part A

Become alive B!

Dead part B



Live part B

Become alive A!

Dead part A



**Live part A**

Become alive B!

Dead part B



**Live part B**

How to connect the two steps??

How to combine the live parts?

Vital force

Become alive!

Remaining vital force

Dead body part



Live body part



Become alive!



Step 1

Step 2

Step 3



Become alive!

Become alive!

Dead part

Create step   
in recipe

M<LivePart>

A function in the world of M<thing>s

World of things

World of M<\_> things

LeftLeg, BrokenArm, etc

Something -> SomethingElse

M<LeftLeg>, M<BrokenArm>, etc

M<Something> -> M<SomethingElse>

**mapM**

A function in the world of things

World of things

World of M<\_> things

LeftLeg, BrokenArm, etc

Param1 -> Param2 -> Result

M<LeftLeg>, M<BrokenArm>, etc

M<Param1> -> M<Param2> -> M<Result>

**Map2M**

A 2-param function in the world of things

A 2-param function in the world of M<thing>s

World of things

World of M<\_> things

LeftLeg, BrokenArm, etc

Something

M<LeftLeg>, M<BrokenArm>, etc

M<Something> -> M<SomethingElse>

**bindM**

A function that goes from the world of things to the world of M<thing>s

A function in the world of M<thing>s

-> M<SomethingElse>

Dead Broken Arm

Dead Unbroken Arm

Live Arm

Become alive!

🗶

Dead Broken Arm

Live Arm

Become alive!

Live Broken Arm

HealBrokenArm

Dead Broken Arm

M<Live Arm>

Become alive!

✓

M<Live Broken Arm>

**HealBrokenArmM**

🗶

✓

M<Live Arm>

✓

M<Live Broken Arm>

HealBrokenArmM

Live Broken Arm

Live Arm

HealBrokenArm

**mapM**

Where do we get this from?

✓

M<Live Arm>

**ArmSurgeryM**

Dead Lower Arm

Become alive!

M<Live Lower Arm>

✓

Where do we get this from?

Dead Upper Arm

Become alive!

M<Live Upper Arm>

✓

M<Live Head>

Map2M

Dead Brain

Become alive!

M<Live Brain>

✓

What goes here?

Skull

**???**

M<Skull>

Dead Heart

M<Live Heart>

✓

Live Heart

M<Beating Heart>

***Before***

Dead Heart

M< Beating Heart>

**???**

🗶

✓

Live Heart

M<Beating Heart>

***After***

M<Beating Heart>

M<Live Heart>

Dead Heart

M<Live Heart>

✓

M<Beating Heart>

✓

M<Live Heart>

✓

M<Beating Heart>

M<Live Heart>

makeBeatingHeart

**???**

A

M<B>

B

M<C>

C

M<D>

M<C>

**bindM**

**bindM**

🗶

M<B>

A

M<B>

✓

🗶

M<C>

M<D>

✓

A function in the world of M<thing>s

World of M<\_> things

M<LeftLeg>, M<BrokenArm>, etc

M<function> applyM M<value>