Purely Functional Effect-Handling

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Contents

Chapter 1

Introduction

1.1 Outline

1. Definition of a simple, typed lambda calculus
2. Context and definition of what *effects*
3. Explanation of how effects are handle'd in ML's style i.e. the program is strictly evaluated and effectual functions are treated like normal functions
4. Explain how this style is not strictly functional, because it requires a globally-mutable and globall-accessible state that is carried along implicitly at run-time

Chapter 2

Monadic Effects

2.1 Outline

1. Definition of monads
2. Explanation of how monads can model effects in general
3. Demonstration of the stateful monad

Chapter 3

Algebraic Effect Handlers

3.1 Outline

1.

Chapter 4

Freer Monadic Effects

4.1 Outline

1. TODO