

Monads Are *Not* About Sequencing

Lawful Monads in a Concurrent Setting



functional scala

Tomas Mikula
Dec 1st, 2023

“Monads are about sequencing.”

-folk knowledge

What Does Sequencing Mean?

What Does Sequencing Mean?

¿ Sequence-like syntax ?

What Does Sequencing Mean?

- ¿ Sequence-like syntax ?
- ¿ Enforced sequential execution ?

What Does Sequencing Mean?

- ¿ Sequence-like syntax ?
- ¿ Enforced sequential execution ?
- ¿ Enforced order of “effects” ?

What Does Sequencing Mean?

Spoiler

- ¿ Sequence-like syntax ?
- ¿ Enforced sequential execution ?
- ¿ Enforced order of “effects” ?

What Does Sequencing Mean?

Spoiler

- ¿ Sequence-like syntax ? ← the only defensible claim
- ¿ Enforced sequential execution ?
- ¿ Enforced order of “effects” ?

Monads: Refresher

Monads: Refresher

```
trait Monad[M[_]]:
```

Monads: Refresher

```
trait Monad[M[_]]:  
  def map[A, B] (ma: M[A]) (f: A => B) : M[B]
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B] =
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B] =
        flatten(map(ma)(f))
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B] =
        flatten(map(ma)(f))
```

... plus the monad laws ...

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Extensions to let us write ma.map(f), ma.flatMap(f). */
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Extensions to let us write ma.map(f), ma.flatMap(f). */
    extension [M[_], A] (ma: M[A]) (using M: Monad[M])
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

/* Extensions to let us write ma.map(f), ma.flatMap(f). */

extension [M[_], A] (ma: M[A]) (using M: Monad[M])

    def map[B]      (f: A => B) : M[B] = M.map(ma)(f)

    def flatMap[B] (f: A => M[B]) : M[B] = M.flatMap(ma)(f)
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Kleisli composition: f >=> g */
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Kleisli composition: f >=> g */
    extension [M[_], A, B] (f: A => M[B]) (using Monad[M])
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Kleisli composition: f >=> g */
    extension [M[_], A, B] (f: A => M[B]) (using Monad[M])
        def >=>[C] (g: B => M[C]) : A => M[C] =
```

Monads: Refresher

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]

    /* Kleisli composition: f >=> g */
    extension [M[_], A, B] (f: A => M[B]) (using Monad[M])
        def >=>[C] (g: B => M[C]) : A => M[C] =
            f(_).flatMap(g)
```

Monads in Action

Monads in Action

```
given M: Monad[M]
```

```
val ma: M[A]
```

```
val f: A => M[B]
```

```
val g: B => M[C]
```

```
val h: C => M[D]
```

Monads in Action

```
given M: Monad[M]          for  
  
val ma: M[A]                a <- ma  
  
val f: A => M[B]            b <- f(a)  
  
val g: B => M[C]            c <- g(b)  
  
val h: C => M[D]            d <- h(c)  
  
yield d
```

Monads in Action

```
given M: Monad[M]           for          f >=> g >=> h : A => M[D]
val ma: M[A]                 a <- ma
val f: A => M[B]            b <- f(a)
val g: B => M[C]            c <- g(b)
val h: C => M[D]            d <- h(c)
                                yield d
```

Monads in Action

```
given M: Monad[M]           for          f >=> g >=> h : A => M[D]  
val ma: M[A]                a <- ma  
val f: A => M[B]            b <- f(a)  
val g: B => M[C]            c <- g(b) ] ← Sequence!  
val h: C => M[D]            d <- h(c)  
                             yield d
```

Monads in Action

given $M: \text{Monad}[M]$

val $ma: M[A]$

val $f: A \Rightarrow M[B]$

val $g: B \Rightarrow M[C]$

val $h: C \Rightarrow M[D]$

for

$a \leftarrow ma$

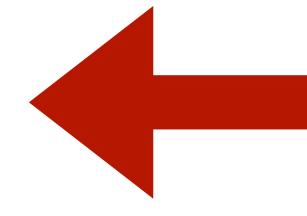
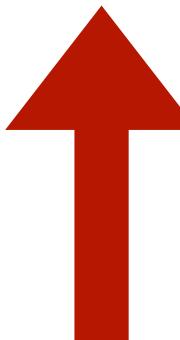
$b \leftarrow f(a)$

$c \leftarrow g(b)$

$d \leftarrow h(c)$

yield d

$f \gg g \gg h : A \Rightarrow M[D]$



Sequence!

Monads in Action

given $M: \text{Monad}[M]$ for $f \gg g \gg h : A \Rightarrow M[D]$

val $ma: M[A]$ $a \leftarrow ma$

val $f: A \Rightarrow M[B]$ $b \leftarrow f(a)$

val $g: B \Rightarrow M[C]$ $c \leftarrow g(b)$

val $h: C \Rightarrow M[D]$ $d \leftarrow h(c)$

yield d

Sequence!

$M[M[M[M[D]]]]$

Of course Monads are about Sequencing!

Of course Monads are about Sequencing!

Right?

Monads: Generally

```
trait Monad[M[_]]:

    def map[A, B] (ma: M[A]) (f: A => B) : M[B]

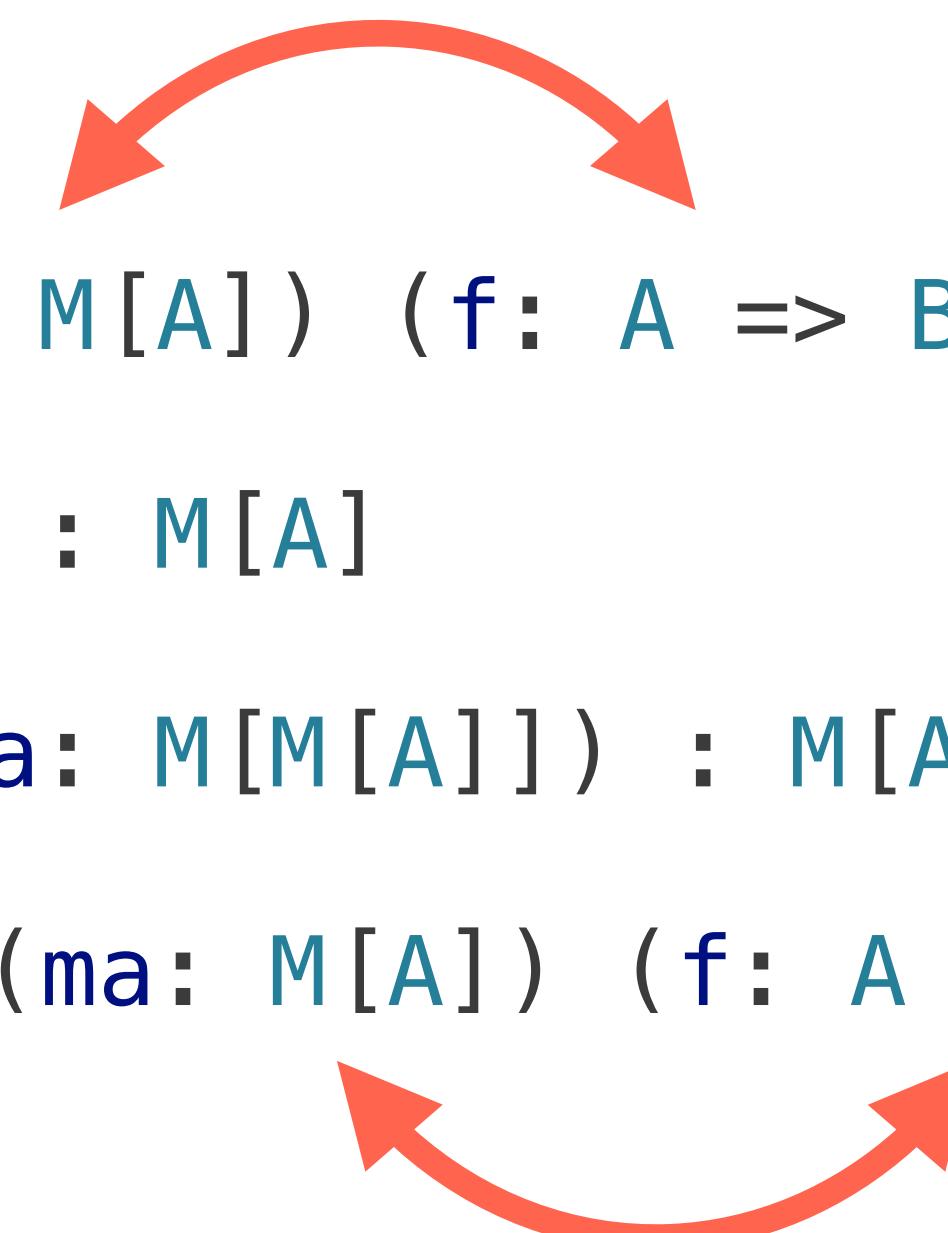
    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]
```

Monads: Generally

```
trait Monad[M[_]]:  
    def map[A, B] (ma: M[A]) (f: A => B) : M[B]  
    def pure[A] (a: A) : M[A]  
    def flatten[A] (mma: M[M[A]]) : M[A]  
    def flatMap[A, B] (ma: M[A]) (f: A => M[B]) : M[B]
```



Monads: Generally

```
trait Monad[M[_]]:

    def map[A, B] (f: A => B) (ma: M[A]) : M[B]

    def pure[A] (a: A) : M[A]

    def flatten[A] (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (f: A => M[B]) (ma: M[A]) : M[B]
```

Monads: Generally

```
trait Monad[M[_]]:

    def map[A, B] (f: A => B)           (ma: M[A]) : M[B]

    def pure[A]                           (a: A) : M[A]

    def flatten[A]                      (mma: M[M[A]]) : M[A]

    def flatMap[A, B] (f: A => M[B]) (ma: M[A]) : M[B]
```

Monads: Generally

```
trait Monad[M[_]]:

    def map[A, B] (f: A => B)           : M[A]   => M[B]

    def pure[A]                          : A      => M[A]

    def flatten[A]                      : M[M[A]] => M[A]

    def flatMap[A, B] (f: A => M[B]) : M[A]   => M[B]
```

Monads: Generally

```
trait Monad[->[_, _], M[_]]:
```

```
def map[A, B] (f: A -> B) : M[A] -> M[B]
```

```
def pure[A] : A -> M[A]
```

```
def flatten[A] : M[M[A]] -> M[A]
```

```
def flatMap[A, B] (f: A -> M[B]) : M[A] -> M[B]
```

Monads: Generally

```
trait Monad[->[_, _], M[_]]:

    def map[A, B] (f: A -> B)           : M[A] -> M[B]

    def pure[A]                          : A -> M[A]

    def flatten[A]                      : M[M[A]] -> M[A]

    def flatMap[A, B] (f: A -> M[B]) : M[A] -> M[B]
```

Monads: Generally

```
trait Monad[>[_ , _], M[_]]:  
  
  given cat : Category[>]  
  
    def map[A, B] (f: A -> B)           : M[A] -> M[B]  
  
    def pure[A]                          : A -> M[A]  
  
    def flatten[A]                      : M[M[A]] -> M[A]  
  
    def flatMap[A, B] (f: A -> M[B]) : M[A] -> M[B]
```

Monads: Generally

```
trait Category[→[_ , _]]:

    def andThen[A, B, C](f: A → B, g: B → C): A → C

    def id[A]: A → A

trait Monad[→[_ , _] , M[_]]:

    given cat : Category[→]

    def map[A, B] (f: A → B)           : M[A] → M[B]
    def pure[A]                      : A → M[A]
    def flatten[A]                   : M[M[A]] → M[A]
    def flatMap[A, B] (f: A → M[B]) : M[A] → M[B]
```

Monads: Generally

```
trait Category[•→○[_], _]:  
  def andThen[A, B, C](f: A →○ B, g: B →○ C): A →○ C  
  def id[A]: A →○ A  
  
trait Monad[•→○[_], M[_]]:  
  given cat : Category[•→○]  
    def map[A, B] (f: A →○ B) : M[A] →○ M[B]  
    def pure[A] : A →○ M[A]  
    def flatten[A] : M[M[A]] →○ M[A]  
    def flatMap[A, B] (f: A →○ M[B]) : M[A] →○ M[B]
```

Subtype Relation $<:<$ Forms a Category

```
given Category[<:<] with
```

```
  def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
  def id[A]: A <:< A = <:<.refl
```

Monads in <:<

given Category[<:<] with

```
def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
def id[A]: A <:< A = <:<.refl
```

given Monad[<:<, M] with

```
def map[A, B] (f: A <:< B) : M[A] <:< M[B] = ???
```

```
def pure[A] : A <:< M[A] = ???
```

```
def flatten[A] : M[M[A]] <:< M[A] = ???
```

Monads in <:<

given Category[<:<] with

```
def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
def id[A]: A <:< A = <:<.refl
```

given Monad[<:<, M] with

```
def map[A, B] (f: A <:< B) : M[A] <:< M[B] = ???
```

```
def pure[A] : A <:< M[A] = ???
```

```
def flatten[A] : M[M[A]] <:< M[A] = ???
```

M[_] must be:

Monads in <:<

given Category[<:<] with

```
def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
def id[A]: A <:< A = <:<.refl
```

given Monad[<:<, M] with

```
def map[A, B] (f: A <:< B) : M[A] <:< M[B] = ???
```

```
def pure[A] : A <:< M[A] = ???
```

```
def flatten[A] : M[M[A]] <:< M[A] = ???
```

M[_] must be:

→ Monotone

Monads in <:<

given Category[<:<] with

def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g

def id[A]: A <:< A = <:<.refl

given Monad[<:<, M] with

def map[A, B] (f: A <:< B) : M[A] <:< M[B] = ???

def pure[A] : A <:< M[A] = ???

def flatten[A] : M[M[A]] <:< M[A] = ???

M[_] must be:

→ Monotone

→ Extensive

Monads in <:<

```
given Category[<:<] with
```

```
  def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
  def id[A]: A <:< A = <:<.refl
```

```
given Monad[<:<, M] with
```

```
  def map[A, B](f: A <:< B) : M[A] <:< M[B] = ???
```

```
  def pure[A] : A <:< M[A] = ???
```

```
  def flatten[A] : M[M[A]] <:< M[A] = ???
```

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in <:<

```
given Category[<:<] with
```

```
  def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
```

```
  def id[A]: A <:< A = <:<.refl
```

```
given Monad[<:<, M] with
```

```
  def map[A, B](f: A <:< B) : M[A] <:< M[B] = ???
```

```
  def pure[A] : A <:< M[A] = ???
```

```
  def flatten[A] : M[M[A]] <:< M[A] = ???
```

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category <:< are **Closure Operators**.

Monads

given Category [$<:<$] with

```
def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C
```

```
def id[A]: A <:< A
```

given Monad [$<:<$, M] with

```
def map[A, B](f: A <:< B): M[A] <:< M[B] = ???
```

```
def pure[A]: A <:< M[A] = ???
```

```
def flatten[A]: M[M[A]] <:< M[A] = ???
```

Any

$<:<$

Nothing

$A <:< C = f \text{ andThen } g$

$A <:< A = <:<.refl$

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $<:<$ are **Closure Operators**.

Monads

given Category [$\triangleleft\triangleright$] with

```
def andThen[A, B, C](f: A  $\triangleleft\triangleright$  B, g: B  $\triangleleft\triangleright$  C): A  $\triangleleft\triangleright$  C
```

```
def id[A]: A  $\triangleleft\triangleright$  A
```

given Monad [$\triangleleft\triangleright$, M] with

```
def map[A, B](f: A  $\triangleleft\triangleright$  B): M[A]  $\triangleleft\triangleright$  M[B] = ???
```

```
def pure[A]: A  $\triangleleft\triangleright$  M[A] = ???
```

```
def flatten[A]: M[M[A]]  $\triangleleft\triangleright$  M[A] = ???
```

Any

A

Nothing

$A \triangleleft\triangleright C = f \text{ andThen } g$

$A \triangleleft\triangleright A = \triangleleft\triangleright.\text{refl}$

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft\triangleright$ are **Closure Operators**.

Monads

given Category [$\triangleleft\triangleright$] with

```
def andThen[A, B, C](f: A  $\triangleleft\triangleright$  B, g: B  $\triangleleft\triangleright$  C): A  $\triangleleft\triangleright$  C
```

```
def id[A]: A  $\triangleleft\triangleright$  A
```

given Monad [$\triangleleft\triangleright$, M] with

```
def map[A, B](f: A  $\triangleleft\triangleright$  B): M[A]  $\triangleleft\triangleright$  M[B] = ???
```

```
def pure[A]: A  $\triangleleft\triangleright$  M[A] = ???
```

```
def flatten[A]: M[M[A]]  $\triangleleft\triangleright$  M[A] = ???
```

Any

$\triangleleft\triangleright$

A

B

$\triangleleft\triangleright$ C

A $\triangleleft\triangleright$ A

Nothing

= f andThen g

= $\triangleleft\triangleright$.refl

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft\triangleright$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with

```
def andThen[A, B, C](f: A  $\triangleleft \triangleleft$  B, g: B  $\triangleleft \triangleleft$  C) = f andThen g
```

```
def id[A]:
```

given Monad [$\triangleleft \triangleleft$, M] with

```
def map[A, B](f: A  $\triangleleft \triangleleft$  B) : M[A]  $\triangleleft \triangleleft$  M[B] = ???
```

```
def pure[A] : A  $\triangleleft \triangleleft$  M[A] = ???
```

```
def flatten[A] : M[M[A]]  $\triangleleft \triangleleft$  M[A] = ???
```

Any

M[A]

B

A

A $\triangleleft \triangleleft$ A

Nothing

= f andThen g

= $\triangleleft \triangleleft$.refl

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???

Any

M[A]

B

A

A $\triangleleft \triangleleft$ A

Nothing

$\triangleleft \triangleleft$ C = f andThen g

A $\triangleleft \triangleleft$ A = $\triangleleft \triangleleft$.refl

$M[\underline{ }]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???

Any

M[B]

M[A]

A

B

$\triangleleft \triangleleft C$

A $\triangleleft \triangleleft A$

= f andThen g

= $\triangleleft \triangleleft . refl$

Nothing

$M[\underline{ }]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???

Any

M[B]

M[A]

B

A

A $\triangleleft \triangleleft$ A

$\triangleleft \triangleleft$ C

= f andThen g

A $\triangleleft \triangleleft$ A

= $\triangleleft \triangleleft$.refl

Nothing

$M[\underline{_}]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$<:<$] with $M[M[A]]$

def andThen[A, B, C](

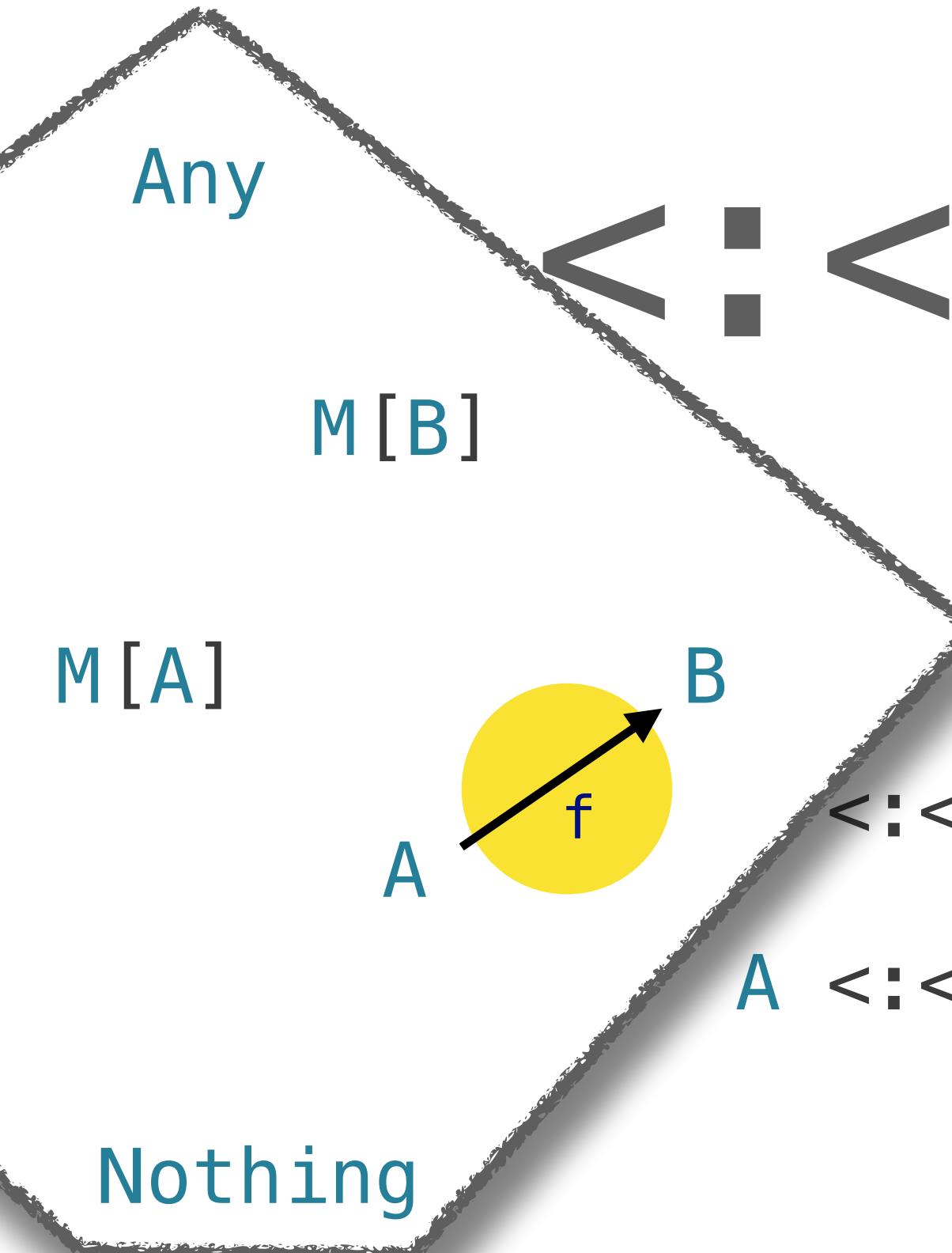
def id[A]:

given Monad [$<:<$, M] with

def map[A, B] (f: $A <:< B$) : $M[A] <:< M[B] = ???$

def pure[A] : $A <:< M[A] = ???$

def flatten[A] : $M[M[A]] <:< M[A] = ???$



$= f \text{ andThen } g$

$= <:<.refl$

$M[\underline{_}]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $<:<$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

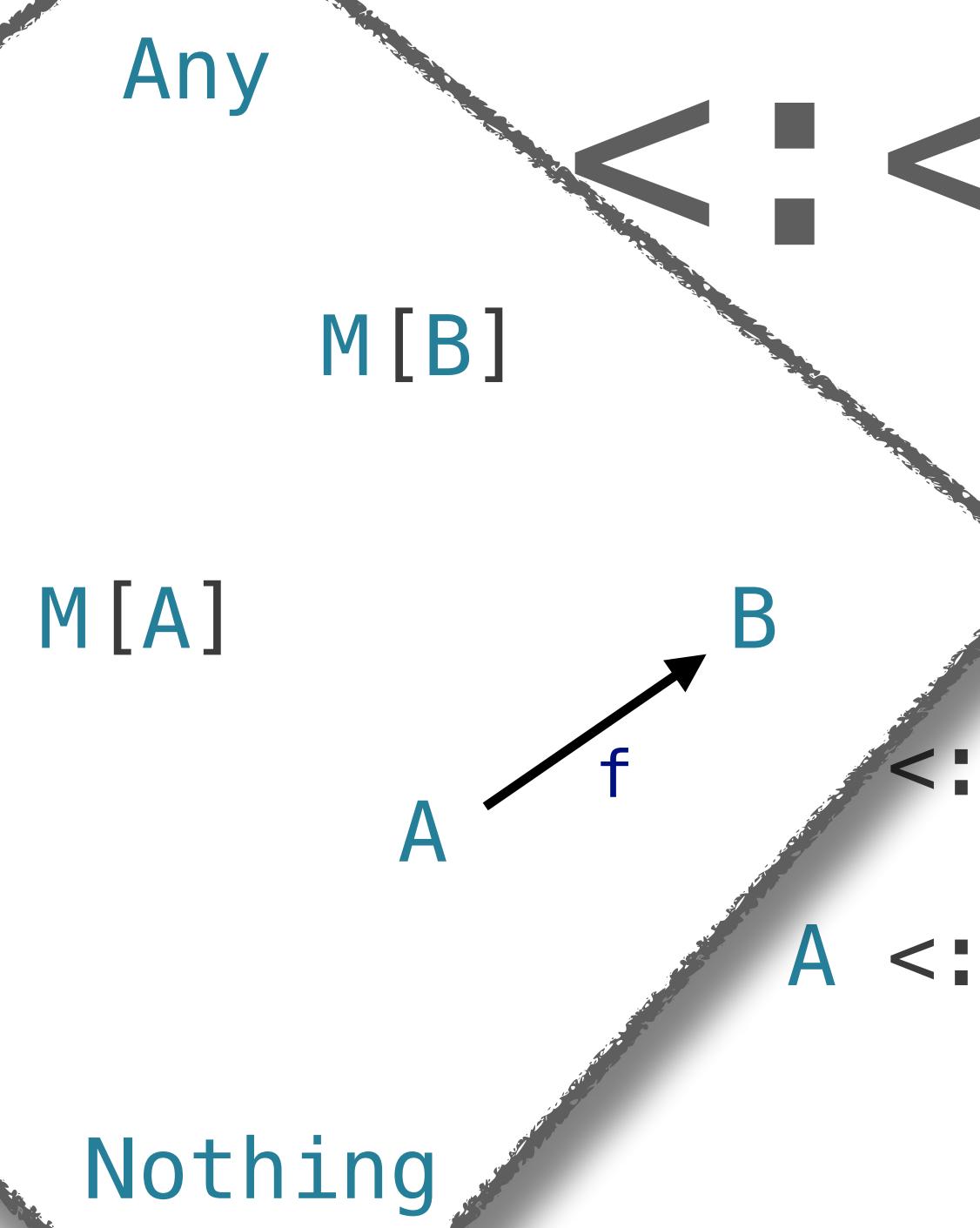
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???



$= f \text{ andThen } g$

$A \triangleleft \triangleleft A = \triangleleft \triangleleft.\text{refl}$

$M[_]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

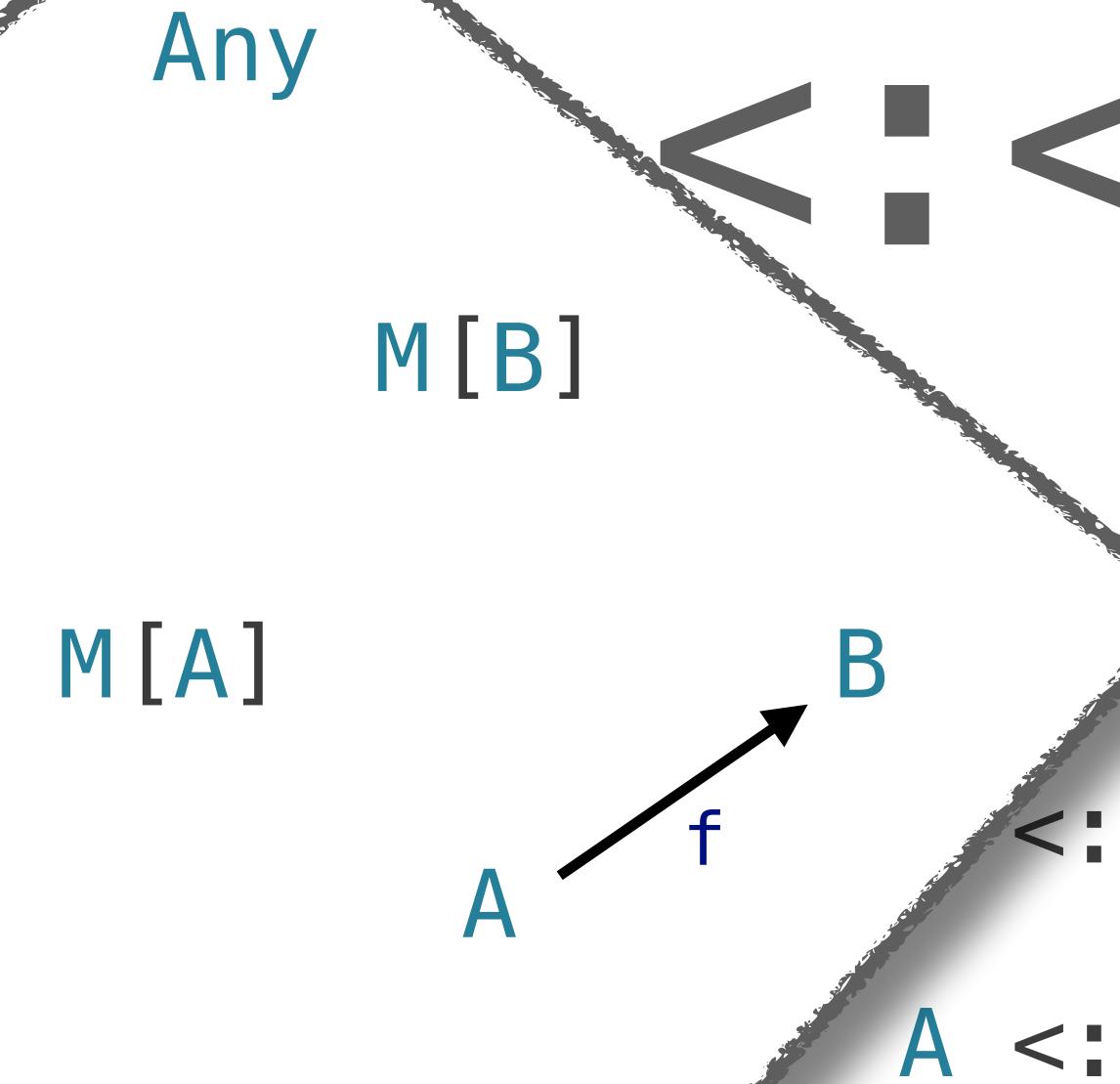
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : $M[A] \triangleleft \triangleleft M[B]$ = ???

def pure[A] : A $\triangleleft \triangleleft M[A]$ = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft M[A]$ = ???



Nothing

$M[\underline{_}]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

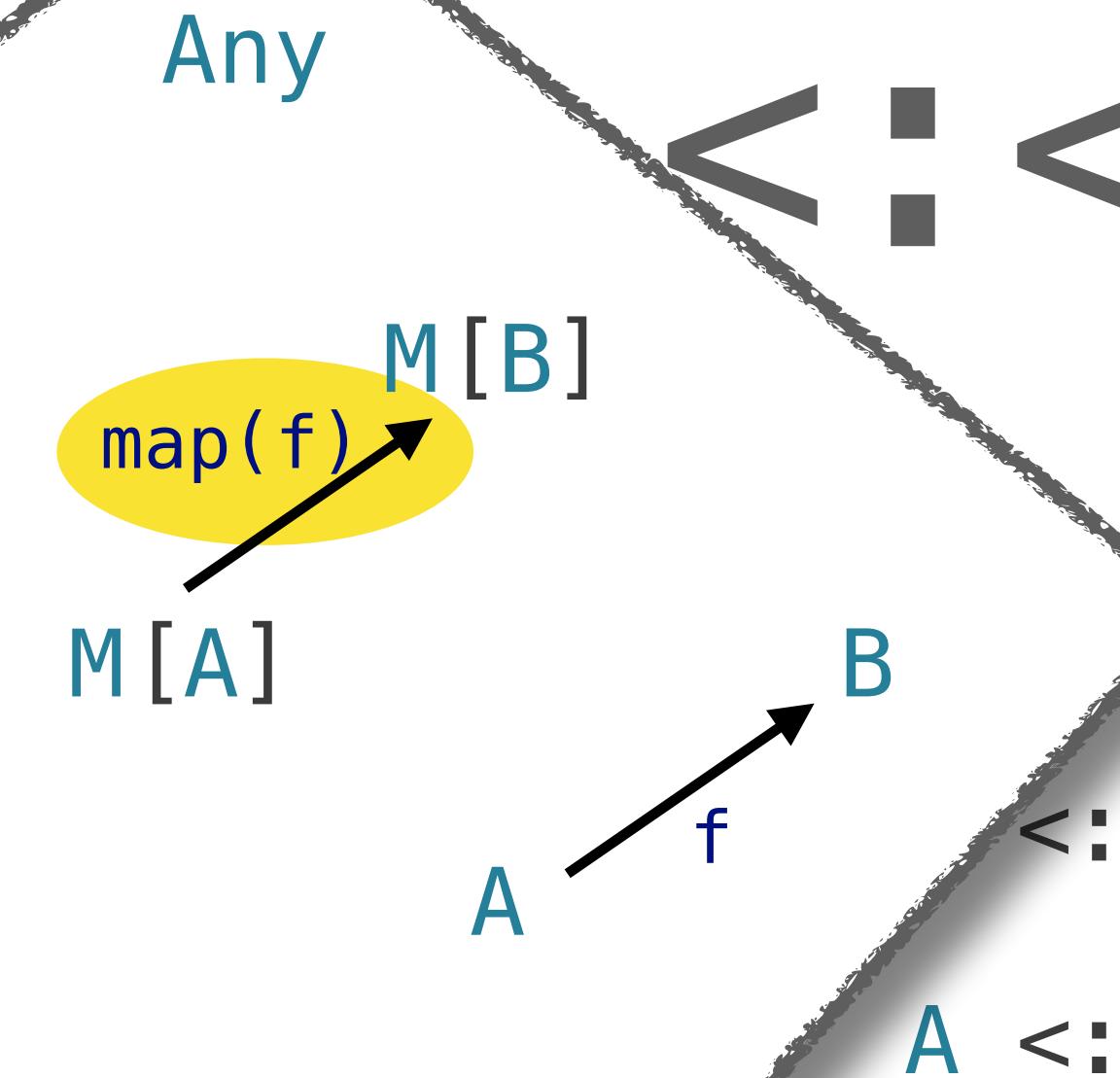
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : $M[A] \triangleleft \triangleleft M[B]$ = ???

def pure[A] : A $\triangleleft \triangleleft M[A]$ = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft M[A]$ = ???



Nothing

= f andThen g

= <: <.refl

$M[_]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

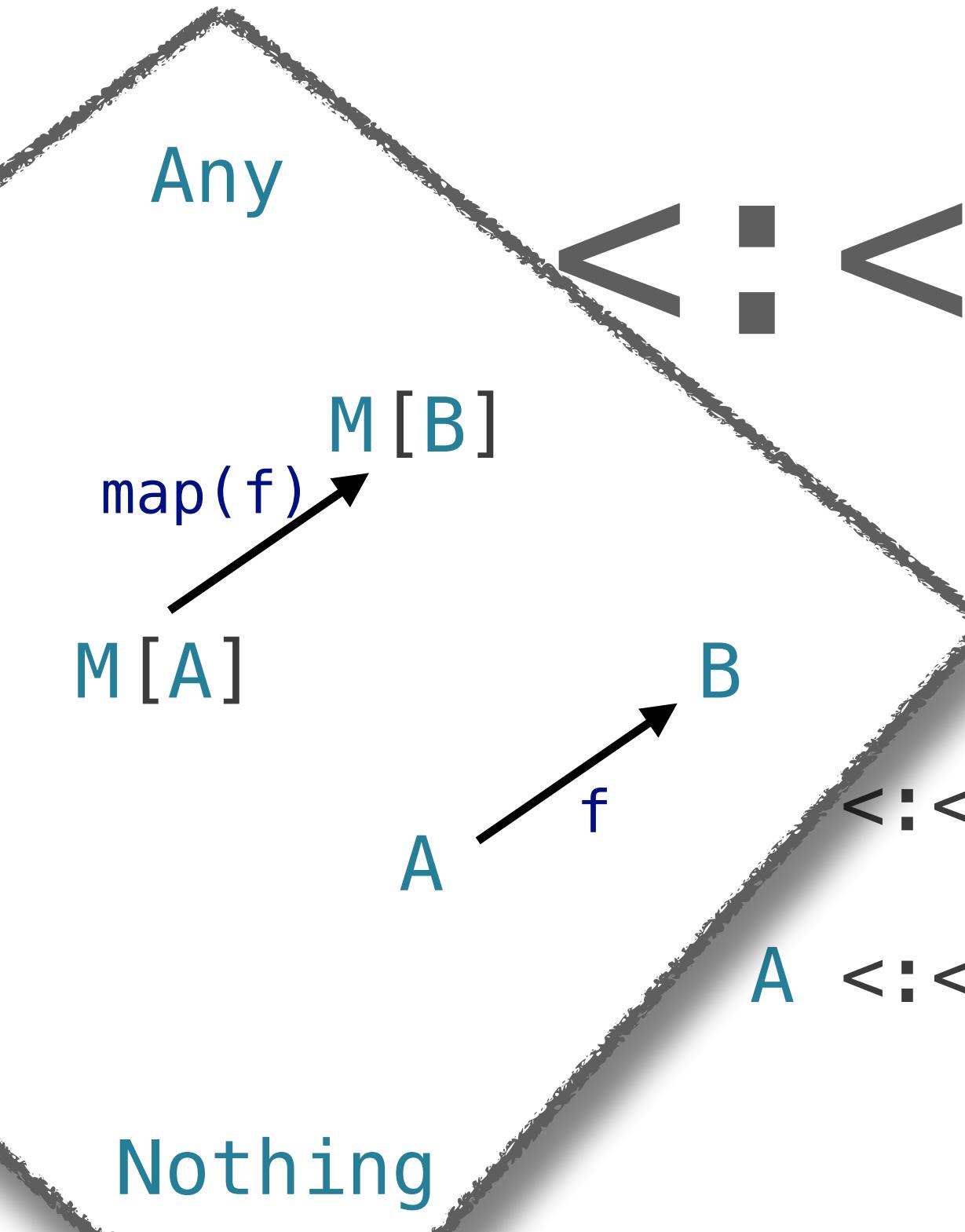
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???



$M[_]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

def andThen[A, B, C](

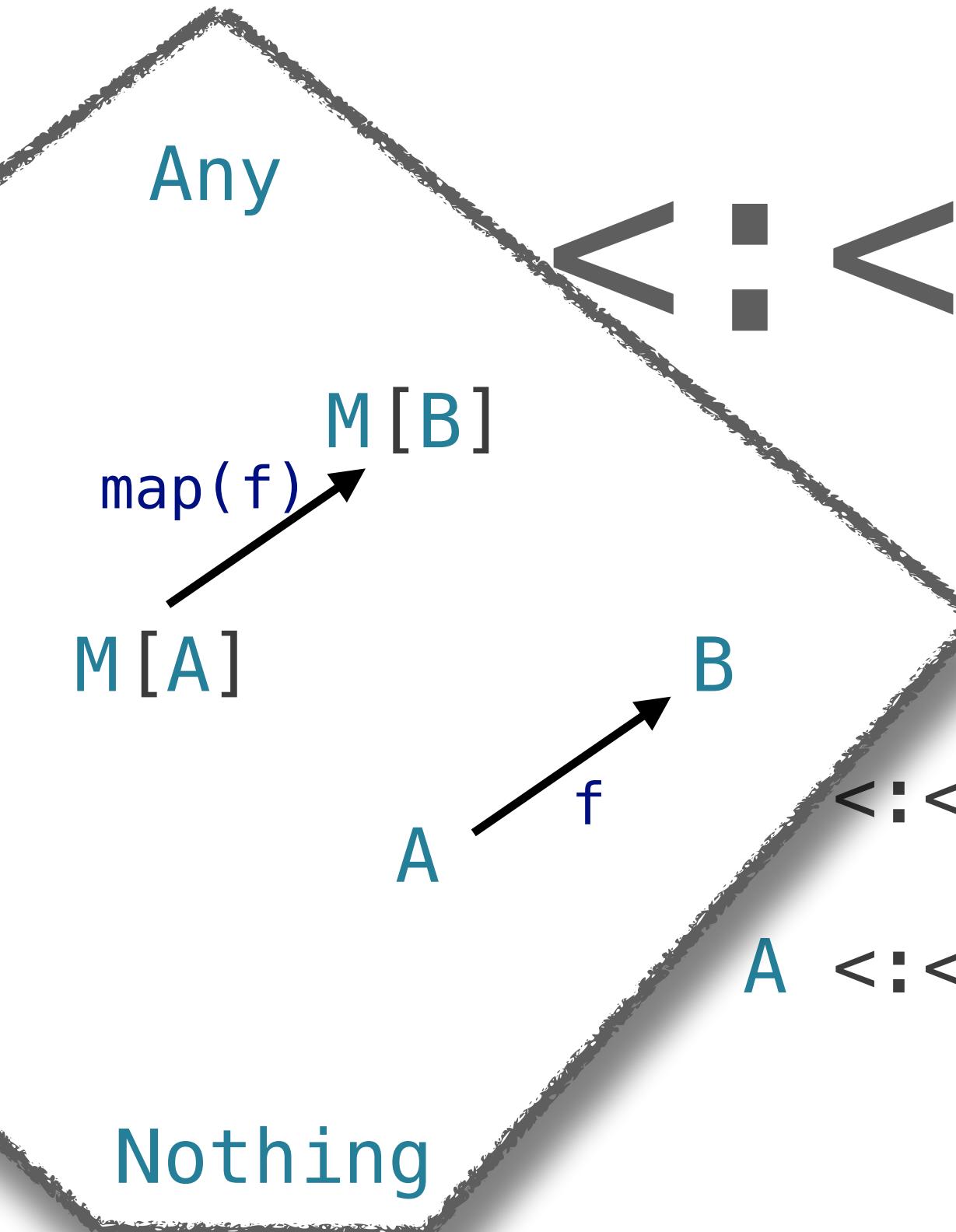
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???



Nothing

= f andThen g

A $\triangleleft \triangleleft$ A = $\triangleleft \triangleleft$.refl

$M[\underline{_}]$ must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

```
def andThen[A, B, C](
```

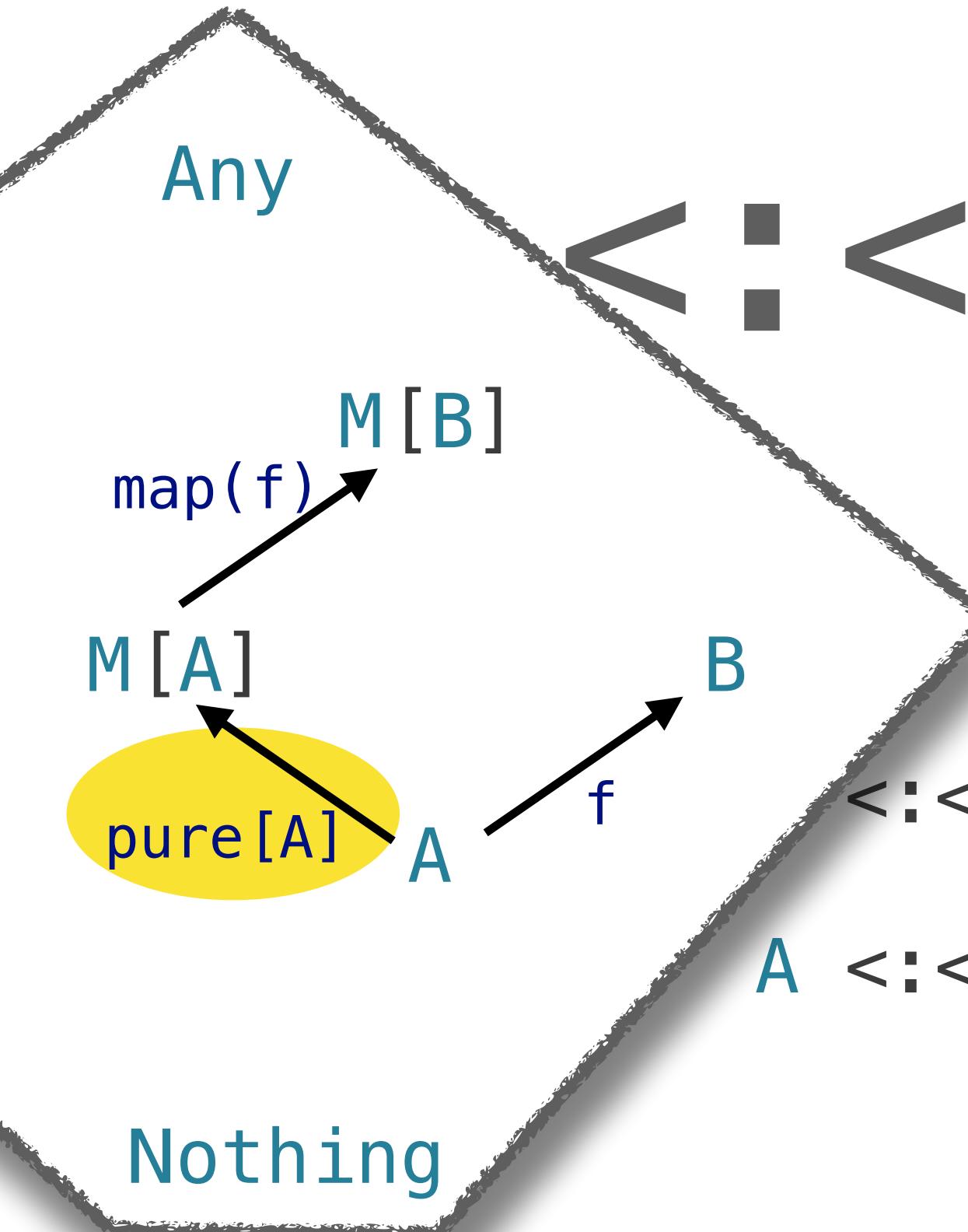
```
def id[A]:
```

given Monad [$\triangleleft \triangleleft$, M] with

```
def map[A, B] (f: A  $\triangleleft \triangleleft$  B) : M[A]  $\triangleleft \triangleleft$  M[B] = ???
```

```
def pure[A] : A  $\triangleleft \triangleleft$  M[A] = ???
```

```
def flatten[A] : M[M[A]]  $\triangleleft \triangleleft$  M[A] = ???
```



$= f \text{ andThen } g$

$= \triangleleft \triangleleft.\text{refl}$

$M[_]$ must be:

- Monotone

- Extensive

- Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with $M[M[A]]$

```
def andThen[A, B, C](
```

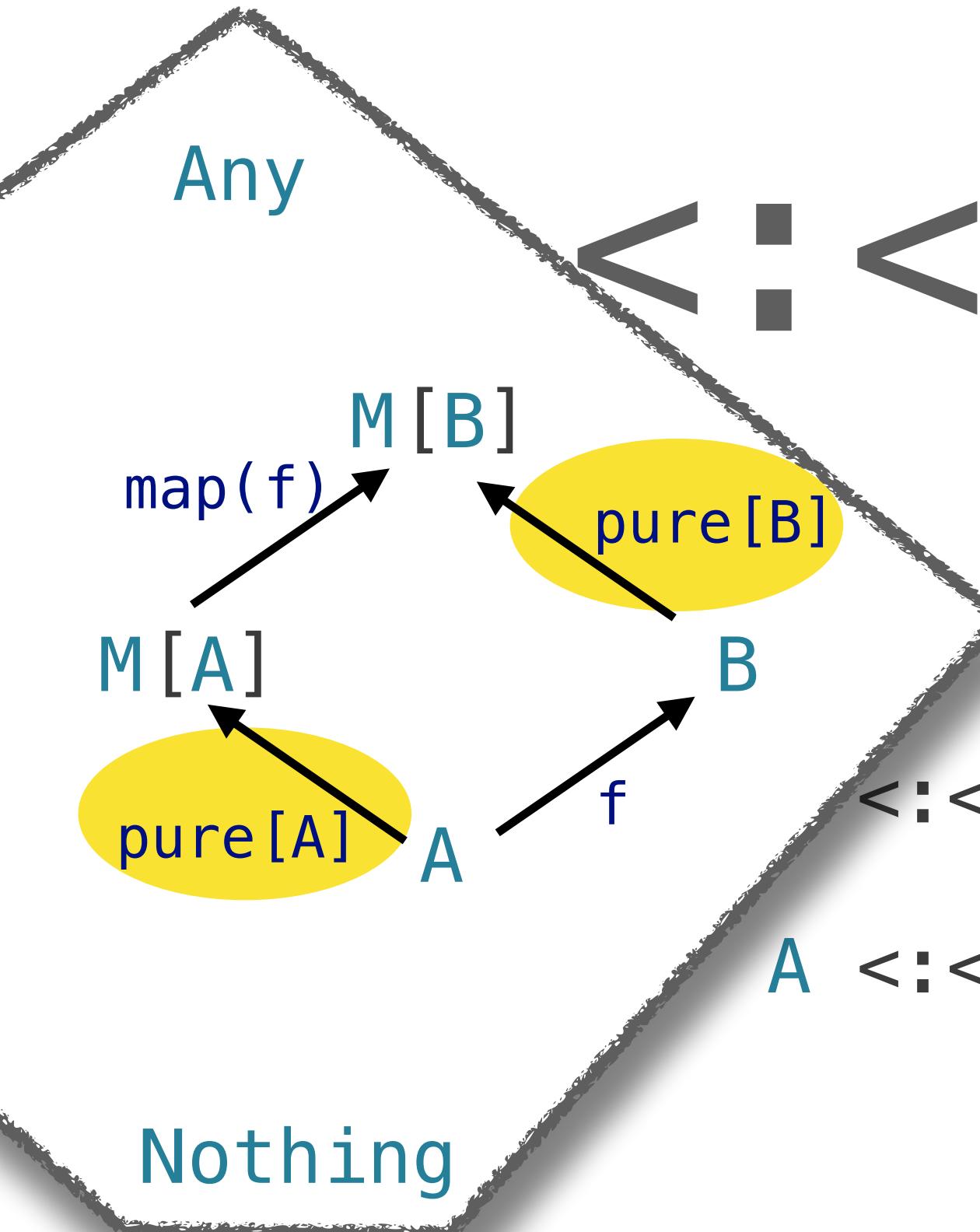
```
def id[A]:
```

given Monad [$\triangleleft \triangleleft$, M] with

```
def map[A, B] (f: A  $\triangleleft \triangleleft$  B) : M[A]  $\triangleleft \triangleleft$  M[B] = ???
```

```
def pure[A] : A  $\triangleleft \triangleleft$  M[A] = ???
```

```
def flatten[A] : M[M[A]]  $\triangleleft \triangleleft$  M[A] = ???
```



$= f \text{ andThen } g$

$= \triangleleft \triangleleft.\text{refl}$

$M[_]$ must be:

- Monotone

- Extensive

- Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with

def andThen[A, B, C](

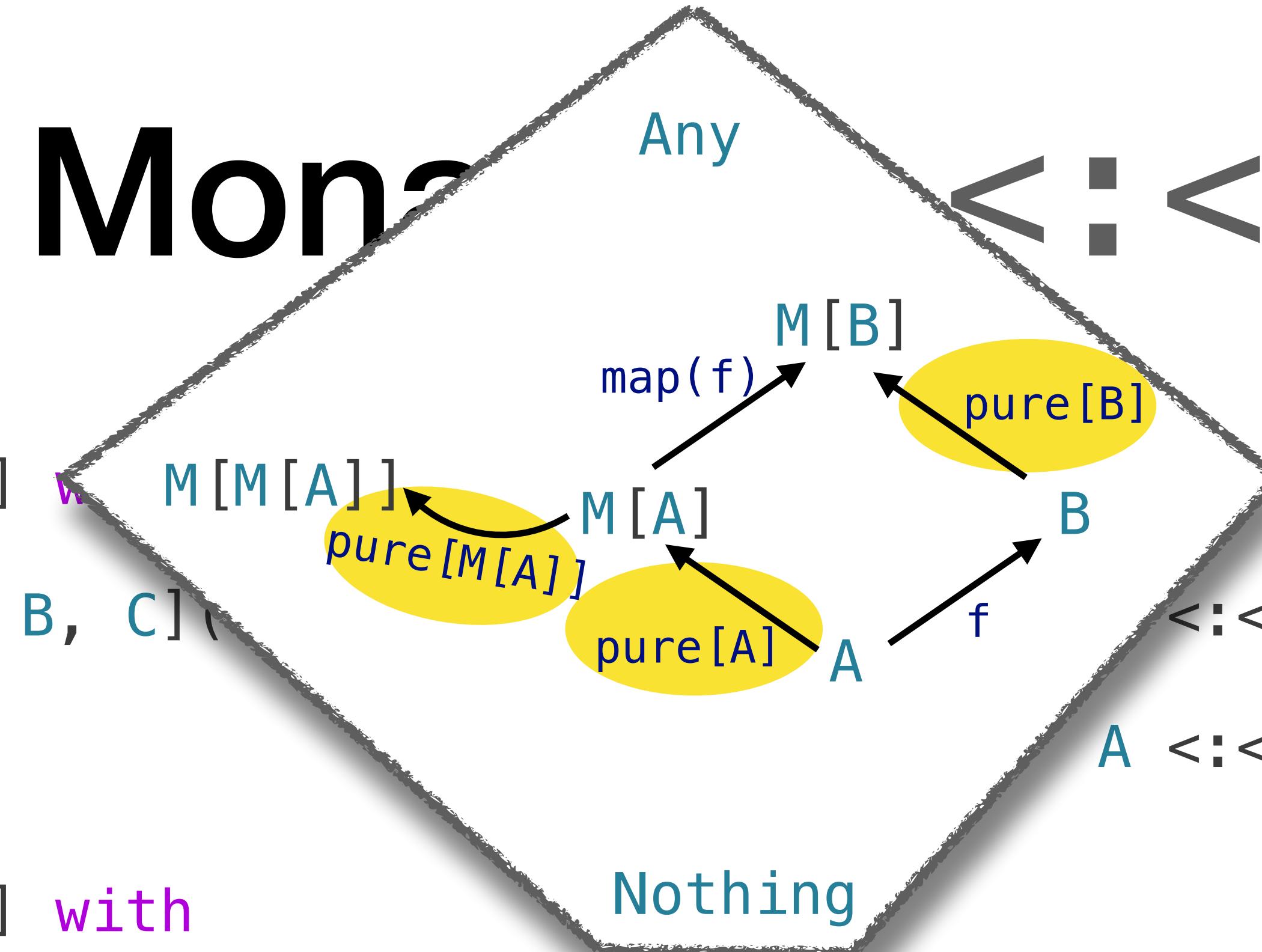
def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???



M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with

`def andThen[A, B, C](`

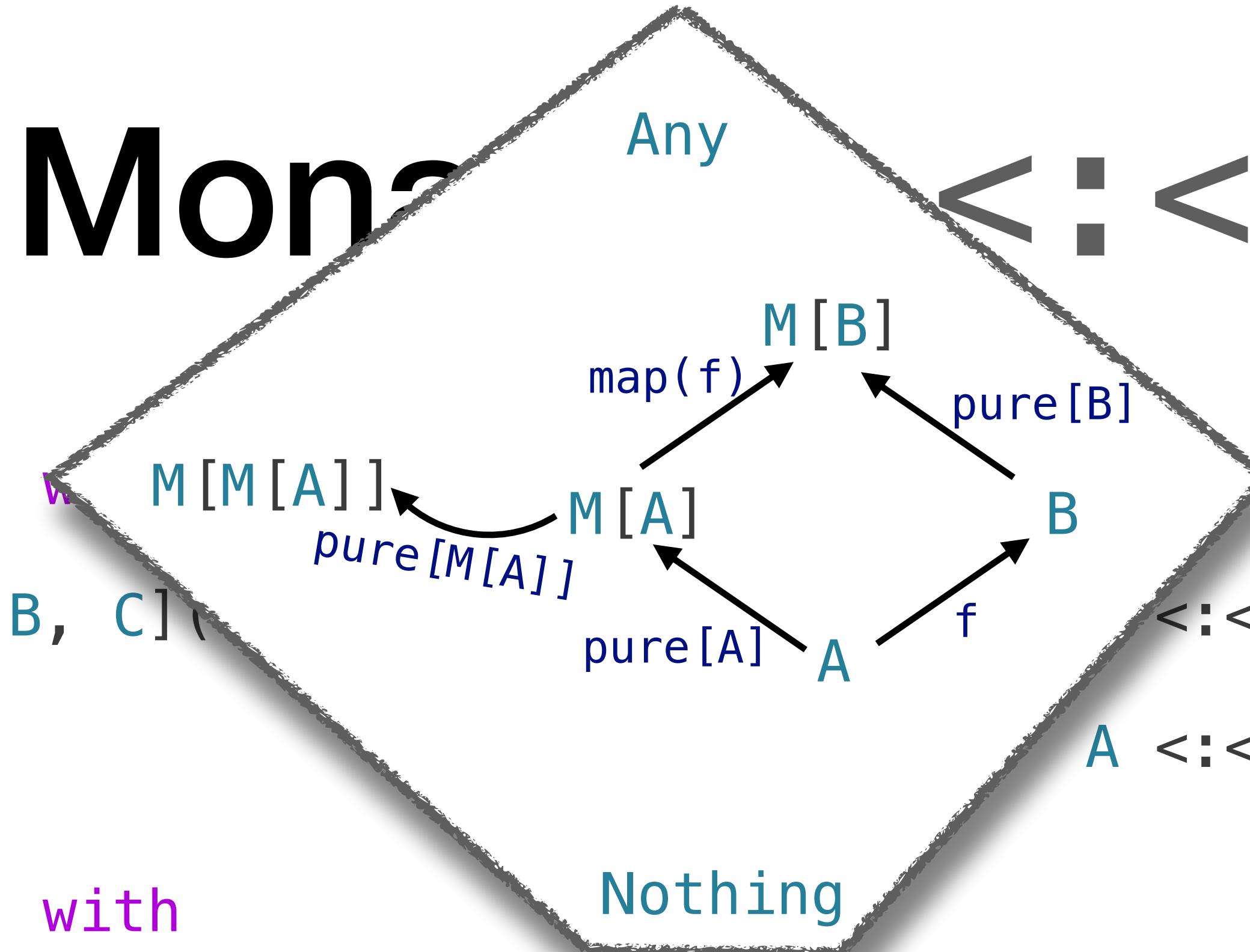
`def id[A]:`

given Monad [$\triangleleft \triangleleft$, M] with

`def map[A, B](f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???`

`def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???`

`def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???`



$= f \text{ andThen } g$

$= \triangleleft \triangleleft.\text{refl}$

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

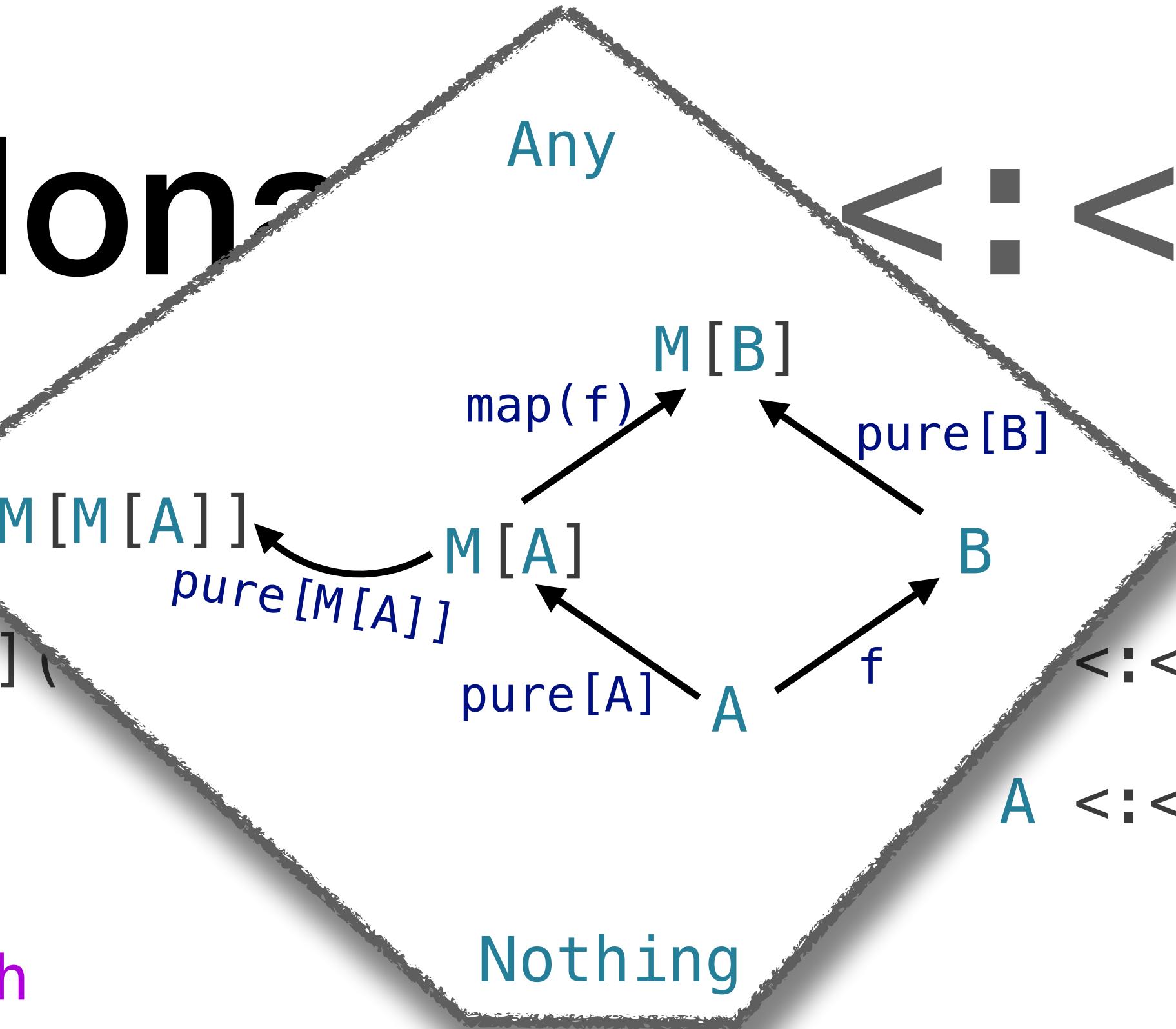
Monads

given Category [$<:<$] with

```

def andThen[A, B, C](f: A <:< B, g: B <:< C): A <:< C = f andThen g
def id[A]: A <:< A = <:<.refl

```



given Monad [$<:<$, M] with

```

def map[A, B](f: A <:< B): M[A] <:< M[B] = ???
def pure[A]: A <:< M[A] = ???
def flatten[A]: M[M[A]] <:< M[A] = ???

```

$M[_]$ = f andThen g
 $A <:< A$ = $<:<.refl$

$M[_]$ must be:

- Monotone
- Extensive
- Idempotent

Monads in the category $<:<$ are **Closure Operators**.

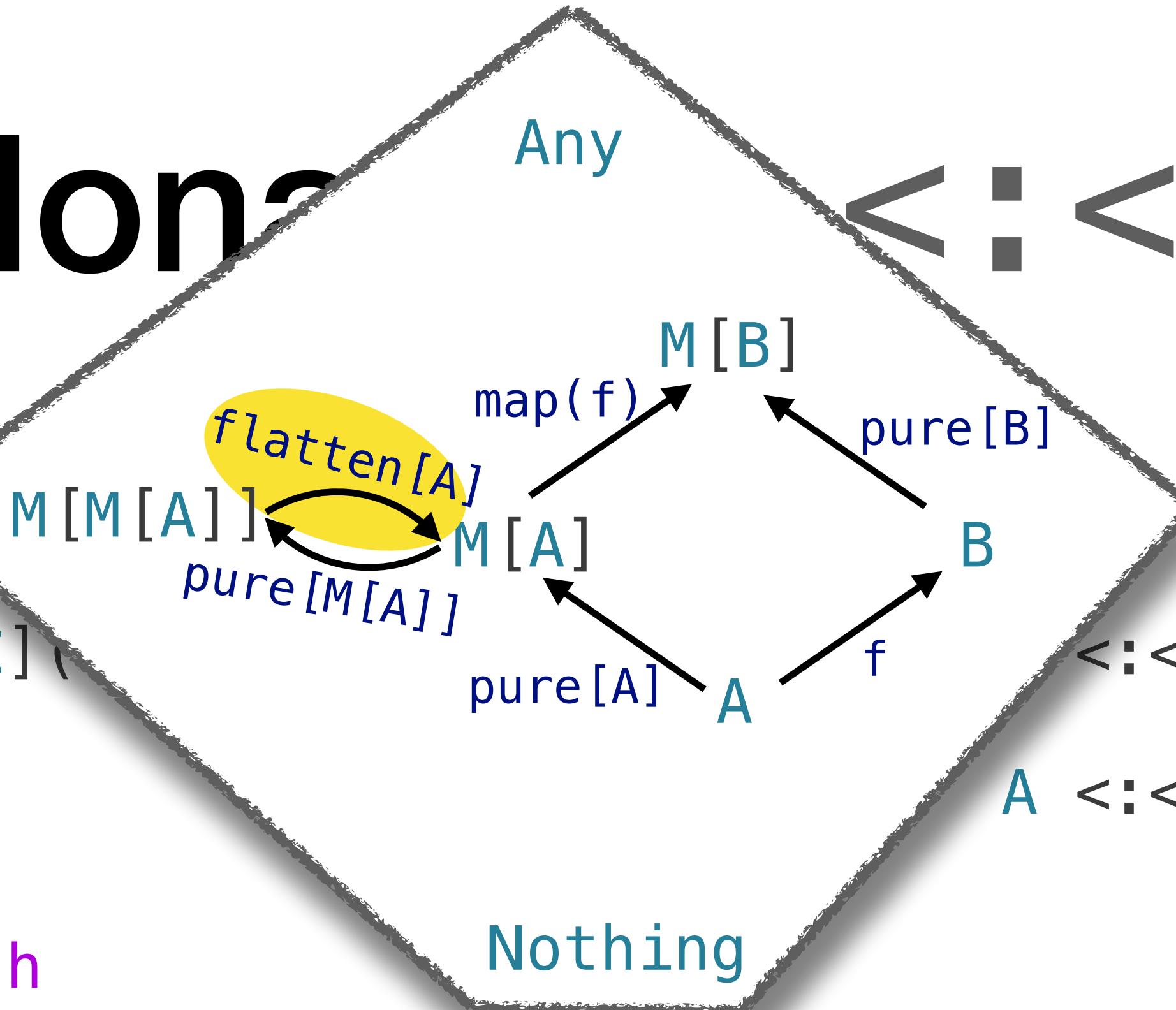
Monads

given Category [$\triangleleft \triangleleft$] with

```

def andThen[A, B, C](f: A <:<< B, g: B <:<< C): A <:<< C = f andThen g
def id[A]: A <:<< A = <:<<.refl

```



given Monad [$\triangleleft \triangleleft$, M] with

```

def map[A, B] (f: A <:<< B) : M[A] <:<< M[B] = ???
def pure[A] : A <:<< M[A] = ???
def flatten[A] : M[M[A]] <:<< M[A] = ???

```

$M[\underline{_}]$ must be:

- Monotone
- Extensive
- Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

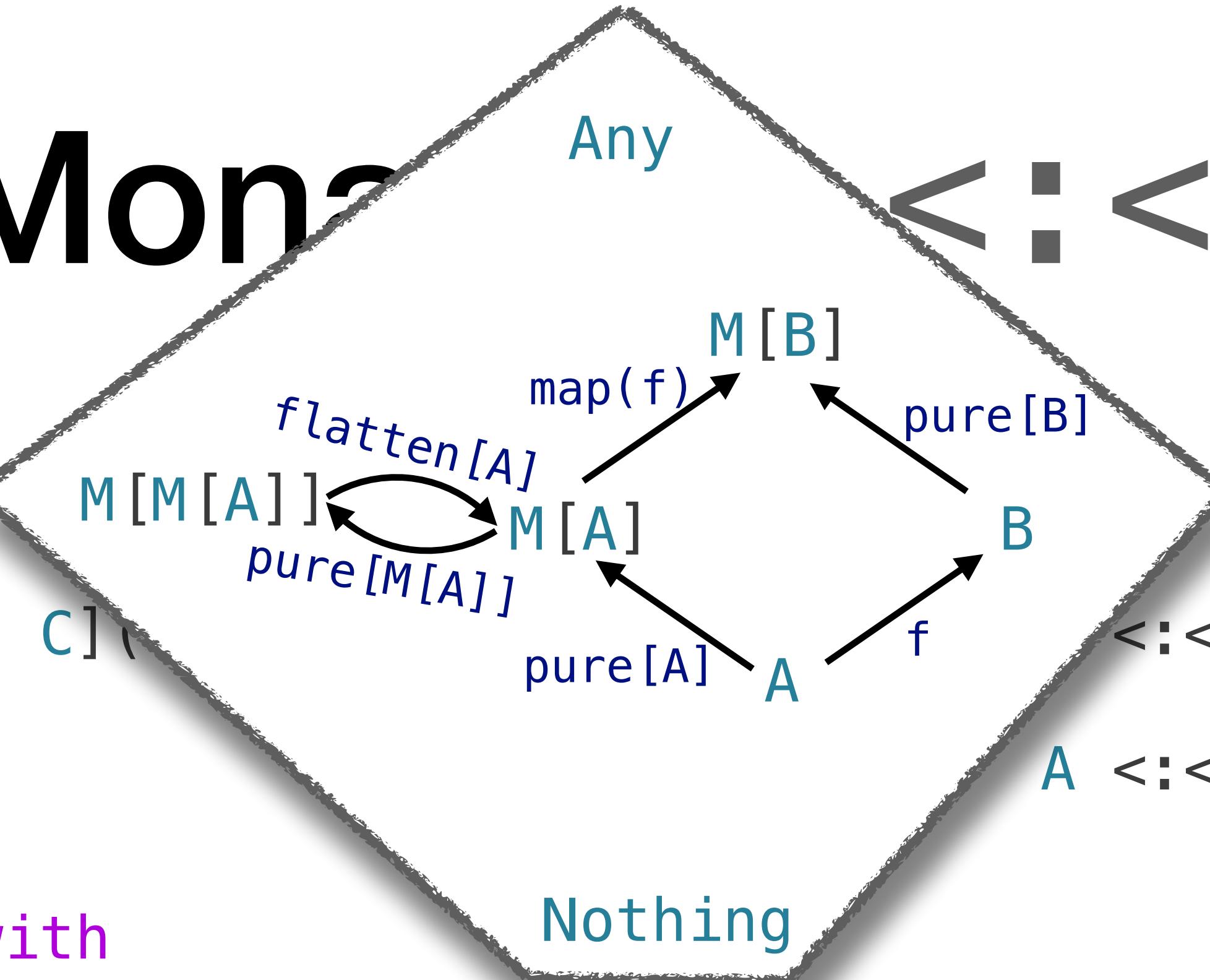
Monads

given Category [$\triangleleft \triangleleft$] with

```

def andThen[A, B, C](f: A <:<< B, g: B <:<< C): A <:<< C = f andThen g
def id[A]: A <:<< A = <:<<.refl

```



given Monad [$\triangleleft \triangleleft$, M] with

```

def map[A, B](f: A <:<< B): M[A] <:<< M[B] = ???
def pure[A]: A <:<< M[A] = ???
def flatten[A]: M[M[A]] <:<< M[A] = ???

```

$M[\underline{_}]$ must be:

- Monotone
- Extensive
- Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

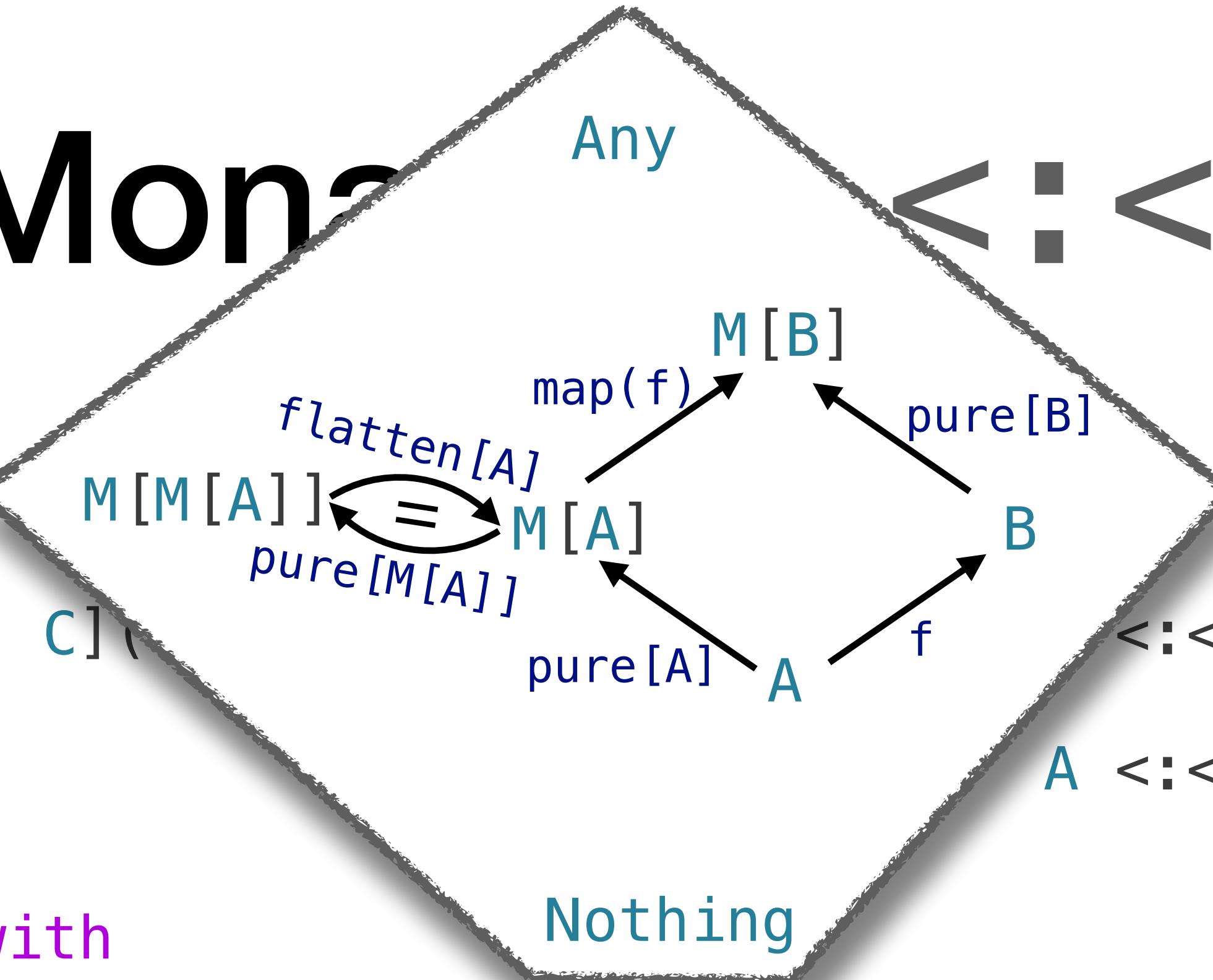
Monads

given Category [$\triangleleft \triangleleft$] with

```

def andThen[A, B, C](f: A <:<< B, g: B <:<< C): A <:<< C = f andThen g
def id[A]: A <:<< A = <:<<.refl

```



given Monad [$\triangleleft \triangleleft$, M] with

```

def map[A, B](f: A <:<< B): M[A] <:<< M[B] = ???
def pure[A]: A <:<< M[A] = ???
def flatten[A]: M[M[A]] <:<< M[A] = ???

```

$M[\underline{_}]$ must be:

- Monotone
- Extensive
- Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads

given Category [$\triangleleft \triangleleft$] with

def andThen[A, B, C](

def id[A]:

given Monad [$\triangleleft \triangleleft$, M] with

def map[A, B] (f: A $\triangleleft \triangleleft$ B) : M[A] $\triangleleft \triangleleft$ M[B] = ???

def pure[A] : A $\triangleleft \triangleleft$ M[A] = ???

def flatten[A] : M[M[A]] $\triangleleft \triangleleft$ M[A] = ???

Any

M[B]

M[A]

A

B

Nothing

= f andThen g

= $\triangleleft \triangleleft$.refl

M[_] must be:

→ Monotone

→ Extensive

→ Idempotent

Monads in the category $\triangleleft \triangleleft$ are **Closure Operators**.

Monads in <:< : Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B] (f: A <:< B) : Res[A] <:< Res[B] =
    ???

  def pure[A] : A <:< Res[A] =
    ???

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    ???
```

Monads in <:< : Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B] (f: A <:< B) : Res[A] <:< Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    ???

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    ???
```

Monads in <:< : Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B] (f: A <:< B) : Res[A] <:< Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    ???
```

Monads in <:< : Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B] (f: A <:< B) : Res[A] <:< Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```

Monads in <:< Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B](f: A <:< B) : Res[A] <:< Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```

Sequencing?

Monads in <:< Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with

  def map[A, B](f: A <:< B) : Res[A] <:< Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```

Sequencing?

Monads in <:< Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with
  def map[A, B] (f: A <:< B) : Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```

Sequencing?

Monads in <:< Example

```
type Res[+A] = Error | A
```

```
given Monad[<:<, Res] with
```

```
def map[A, B] (f: A <:< B) : Res[B] =
```

```
f.liftCo[Res]
```

```
def pure[A] : A <:< Res[A] =
```

```
summon[A <:< (Error | A)]
```

```
def flatten[A] : Res[Res[A]] <:< Res[A] =
```

```
summon[(Error | Error | A) <:< (Error | A)]
```

A large white diamond shape with a black outline and a black scribble texture inside. Inside the diamond, the text "Res[Res[A]]" is on the left and "Res[A]" is on the right, connected by a curved arrow pointing from left to right.

```
Res[Res[A]]
```

```
Res[A]
```

Sequencing?

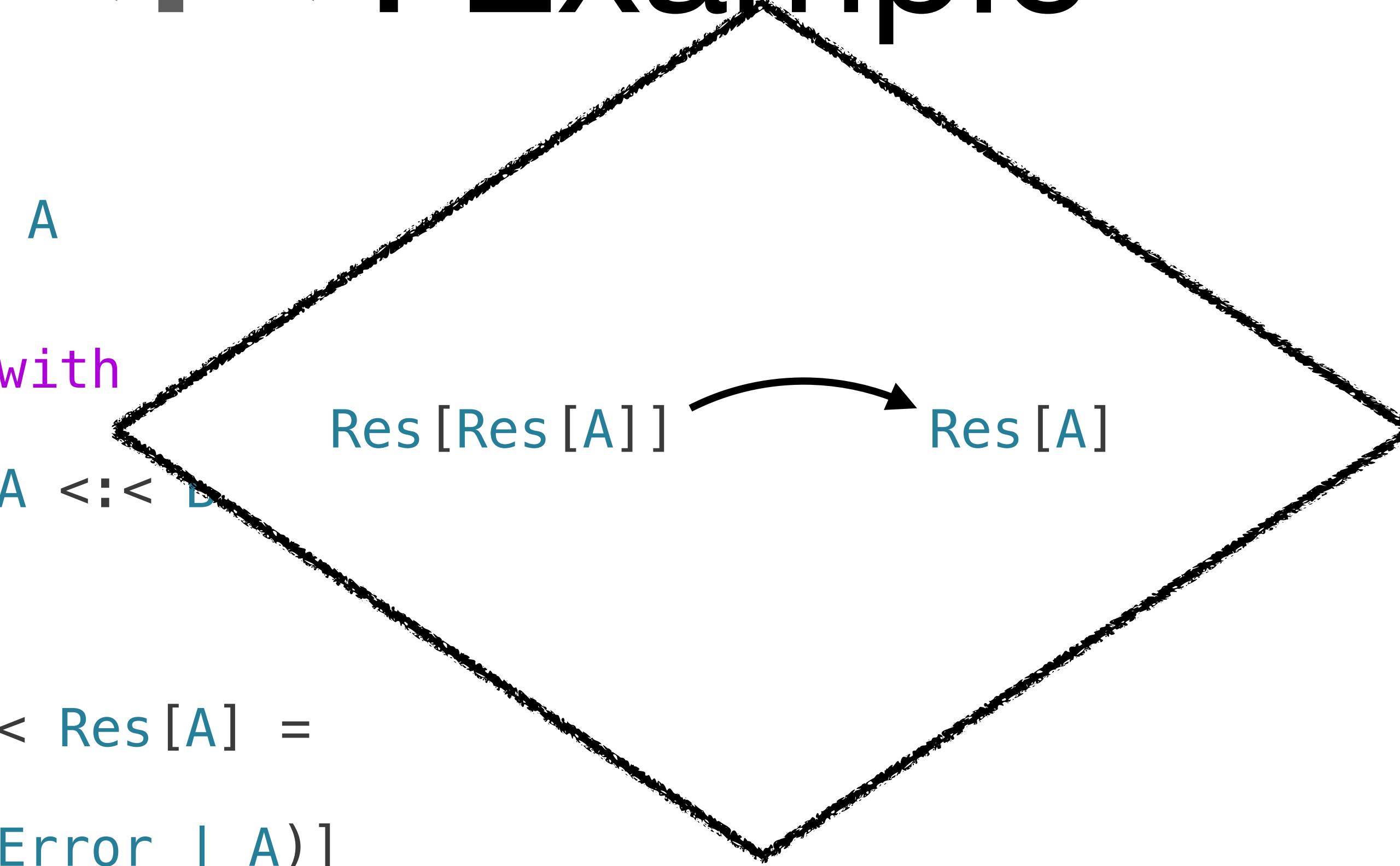
Monads in <:< Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with
  def map[A, B] (f: A <:< B) : Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```



Sequencing?

Monads in <:< Example

```
type Res[+A] = Error | A

given Monad[<:<, Res] with
  def map[A, B] (f: A <:< B) : Res[B] =
    f.liftCo[Res]

  def pure[A] : A <:< Res[A] =
    summon[A <:< (Error | A)]

  def flatten[A] : Res[Res[A]] <:< Res[A] =
    summon[(Error | Error | A) <:< (Error | A)]
```

A large diamond-shaped arrow points from the type `Res[Res[A]]` on the left to the type `Res[A]` on the right. The arrow is black with a textured appearance.

Sequencing? Not even execution! Just statements about types.

Lesson So Far

- Monads definable in **any** Category (even non-executable one, like `<:>`)

GAME

OVER

GAME

OVER

EXIT



GAME

OVER

EXIT

PLAY AGAIN

GAME

OVER

EXIT



PLAY AGAIN



The Opposite Category

```
case class Op[A, B](run: B => A)
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

```
given Category[<=] with
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

```
given Category[<=] with
```

```
def andThen[A, B, C](f: A <= B, g: B <= C): A <= C =
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

```
given Category[<=] with
```

```
def andThen[A, B, C](f: A <= B, g: B <= C): A <= C =  
  Op(g.run andThen f.run)
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

```
given Category[<=] with
```

```
def andThen[A, B, C](f: A <= B, g: B <= C): A <= C =
```

```
Op(g.run andThen f.run)
```

```
def id[A]: A <= A =
```

The Opposite Category

```
case class Op[A, B](run: B => A)
```

```
type <= [A, B] = Op[A, B]
```

```
given Category[<=] with
```

```
def andThen[A, B, C](f: A <= B, g: B <= C): A <= C =
```

```
Op(g.run andThen f.run)
```

```
def id[A]: A <= A =
```

```
Op(a => a)
```

Monads in <=

Monads in \leq

Monads in \leq are exactly the *co-monads* in $=>$.

Monads in <=

Monads in <= are exactly the *co-monads* in =>.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

```
given Monad[<=, Id] with
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

```
given Monad[<=, Id] with
```

```
  def map[A, B](f: A <= B): Id[A] <= Id[B] =
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

```
given Monad[<=, Id] with
```

```
def map[A, B](f: A <= B): Id[A] <= Id[B] =  
  Op { case Id(b) => Id(f.run(b)) }
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)

given Monad[<=, Id] with

  def map[A, B](f: A <= B): Id[A] <= Id[B] =
    Op { case Id(b) => Id(f.run(b)) }

  def pure[A]: A <= Id[A] =
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

```
given Monad[<=, Id] with
```

```
def map[A, B](f: A <= B): Id[A] <= Id[B] =  
  Op { case Id(b) => Id(f.run(b)) }
```

```
def pure[A]: A <= Id[A] =  
  Op(_.a)
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)

given Monad[<=, Id] with

  def map[A, B](f: A <= B): Id[A] <= Id[B] =
    Op { case Id(b) => Id(f.run(b)) }

  def pure[A]: A <= Id[A] =
    Op(_.a)

  def flatten[A]: Id[Id[A]] <= Id[A] =
```

Monads in <=

Monads in \leq are exactly the *co-monads* in $=>$.

Example: The **Id** (co-)monad

```
case class Id[A](a: A)
```

```
given Monad[<=, Id] with
```

```
def map[A, B](f: A <= B): Id[A] <= Id[B] =  
  Op { case Id(b) => Id(f.run(b)) }
```

```
def pure[A]: A <= Id[A] =  
  Op(_.a)
```

```
def flatten[A]: Id[Id[A]] <= Id[A] =  
  Op(Id(_))
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]     = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int      <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]   = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]     = Op { case Id(i)  => println("g"); i % 2 == 0 }
val h: Int    <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]     = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int      <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]     = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int      <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

// Output:

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

```
// Output:
// 
//   h
//   g
//   f
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

// Output:

```
//  
//   h  
//   g  
//   f
```



Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

// Output:

// h

// g

// f

Reverse Order!

```
(for
  s <- summon[Monad[<=, Id]].pure[String]
  b <- f(s)
  i <- g(b)
  l <- h(i)
  yield l)
  .run(Id(Nil))
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

// Output:
//
// h
// g
// f

Reverse Order!

```
(for
  s <- summon[Monad[<=, Id]].pure[String]
  b <- f(s)
  i <- g(b)           // Output:
  l <- h(i)           //      h
  yield l)             //      g
  .run(Id(Nil))        //      f
```

Monads in <=

```
val f: String <= Id[Boolean] = Op { case Id(b) => println("f"); String.valueOf(b) }
val g: Boolean <= Id[Int]    = Op { case Id(i) => println("g"); i % 2 == 0 }
val h: Int     <= Id[List[Int]] = Op { case Id(xs) => println("h"); xs.sum }
```

```
(f >=> g >=> h)
  .run(Id(Nil))
```

// Output:
//
// h
// g
// f

Reverse Order!

```
(for
  s <- summon[Monad[<=, Id]].pure[String]
  b <- f(s)
  i <- g(b)           // Output:
  l <- h(i)           //  
yield l)             // h
  .run(Id(Nil))        // g

```

// f

Reverse Order!

Lessons So Far

- Monads definable in **any** Category (even non-executable one, like `<:>`)

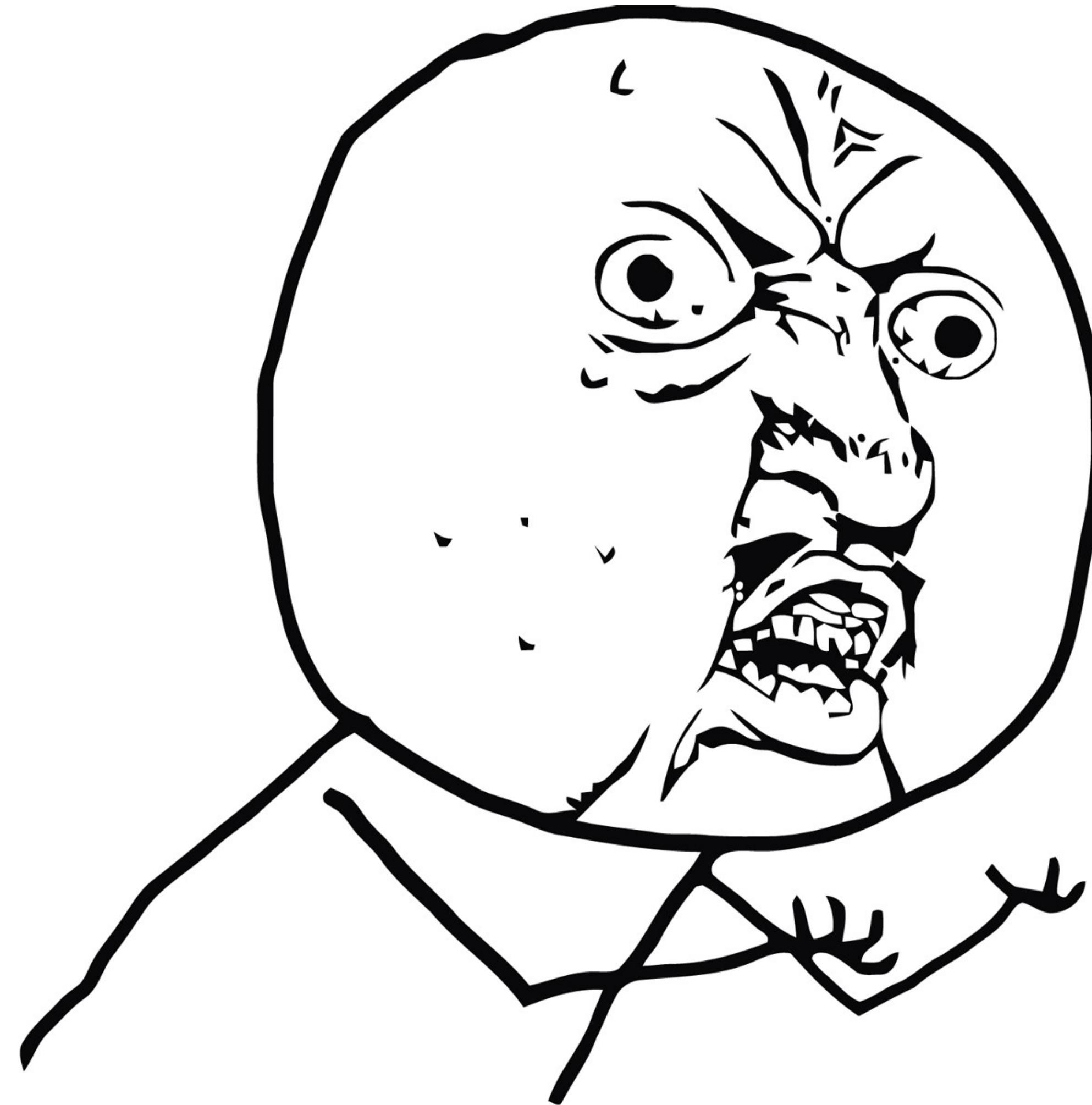
Lessons So Far

- Monads definable in **any** Category (even non-executable one, like `<:>`)
- **Syntactically**, monads *do* support **sequential composition**

Lessons So Far

- Monads definable in **any** Category (even non-executable one, like `<:<`)
- **Syntactically**, monads *do* support **sequential composition**
- Sequential composition \neq sequential **execution** (e.g. monads in `<=`)

Y U NO UNDERSTAND



IT'S THE EFFECTS THAT ARE SEQUENCED

“flatten sequences the *effects*.”

“flatten sequences the *effects*.”

What?

“flatten sequences the *effects*.”

What?

Hidden assumptions:

“flatten sequences the *effects*.”

What?

Hidden assumptions:

- an “*effect*” associated with every monad

“flatten sequences the *effects*.”

What?

Hidden assumptions:

- an “*effect*” associated with every monad
- clear what “*sequencing of effects*” means

“flatten sequences the *effects*.”

What?

Hidden assumptions:

- an “*effect*” associated with every monad
- clear what “*sequencing of effects*” means

A **vague** statement that can be **reinterpreted** at will.

“flatten sequences the *effects*.”

What?

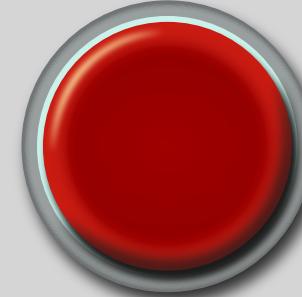
Hidden assumptions:

- an “effect” associated with every monad
- clear what “sequencing of effects” means

A **vague** statement that can be **reinterpreted** at will.

Just reject this game. 

Demand clarity.



“flatten sequences the *effects*.”

What?

Hidden assumptions:

- an “effect” associated with every monad
- clear what “sequencing of effects” means

A **vague** statement that can be **reinterpreted** at will.

Just reject this game. 🤢

Demand clarity.



Play some more.

“flatten sequences the *effects*.”

What?

Hidden assumptions:

- an “effect” associated with every monad
- clear what “sequencing of effects” means

A **vague** statement that can be **reinterpreted** at will.

Just reject this game. 🤢

Demand clarity.



Play some more.



Writer Monad with a Twist

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

```
(List("Fun"), (List("Scala"), (List("2023"), a))))
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

```
(List("Fun"), (List("Scala"), (List("2023"), a)))  
→ (List("Fun", "Scala", "2023"), a)
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

```
(List("Fun"), (List("Scala"), (List("2023"), a)))  
→ (List("Fun", "Scala", "2023"), a)
```

Twist:

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)  
  
def flatten[A]: (List[String], (List[String], A)) => (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

```
(List("Fun"), (List("Scala"), (List("2023"), a)))  
→ (List("Fun", "Scala", "2023"), a)
```

Twist:

`Writer[A]` is a lawful *M*onad for **any** lawful *M*onoid on `List[String]`.

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

`Writer[A]` is a lawful *Monad* for **any** lawful *Monoid* on `List[String]`.

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

`Writer[A]` is a lawful *Monad* for **any** lawful *Monoid* on `List[String]`.

```
given Monoid[List[String]] with
  def combine(a: List[String], b: List[String]): List[String] = b ++ a
  def unit: List[String] = Nil
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

`Writer[A]` is a lawful *Monad* for **any** lawful *Monoid* on `List[String]`.

```
given Monoid[List[String]] with
  def combine(a: List[String], b: List[String]): List[String] = b ++ a
  def unit: List[String] = Nil
```

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

`Writer[A]` is a lawful *Monad* for **any** lawful *Monoid* on `List[String]`.

```
given Monoid[List[String]] with
  def combine(a: List[String], b: List[String]): List[String] = b ++ a
  def unit: List[String] = Nil
```

reverse order

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer[A] is a lawful Monad for **any** lawful Monoid on List[String].

```
given Monoid[List[String]] with
    def combine(a: List[String], b: List[String]): List[String] = b ++ a
    def unit: List[String] = Nil
```

reverse order

Lawful Monoid ✓

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer[A] is a lawful Monad for **any** lawful Monoid on List[String].

```
given Monoid[List[String]] with
  def combine(a: List[String], b: List[String]): List[String] = b ++ a
  def unit: List[String] = Nil
```

reverse order

```
(List("Fun"), (List("Scala"), (List("2023"), a))))
```

Lawful Monoid ✓

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer[A] is a lawful Monad for **any** lawful Monoid on List[String].

```
given Monoid[List[String]] with
    def combine(a: List[String], b: List[String]): List[String] = b ++ a
    def unit: List[String] = Nil
```

reverse order

Lawful Monoid ✓

```
(List("Fun"), (List("Scala"), (List("2023"), a)))
```

→ (List("2023", "Scala", "Fun"), a)

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer[A] is a lawful Monad for **any** lawful Monoid on List[String].

```
given Monoid[List[String]] with
  def combine(a: List[String], b: List[String]): List[String] = b ++ a
  def unit: List[String] = Nil
```

reverse order

Lawful Monoid ✓

```
(List("Fun"), (List("Scala"), (List("2023"), a)))
```



```
→ (List("2023", "Scala", "Fun"), a)
```

reverse order (inner first)

Writer Monad with a Twist

```
type Writer[A] = (List[String], A)
```

Effect: writing items to a log

Sequencing: items appear in the same order as in code (outer first)

Writer[A] is a lawful Monad for any lawful Monoid on List[String].

```
given Monoid[List[String]] with
    def combine(a: List[String], b: List[String]): List[String] = b ++ a
    def unit: List[String] = Nil
```

reverse order

Lawful Monoid ✓

```
(List("Fun"), (List("Scala"), (List("2023"), a)))
```

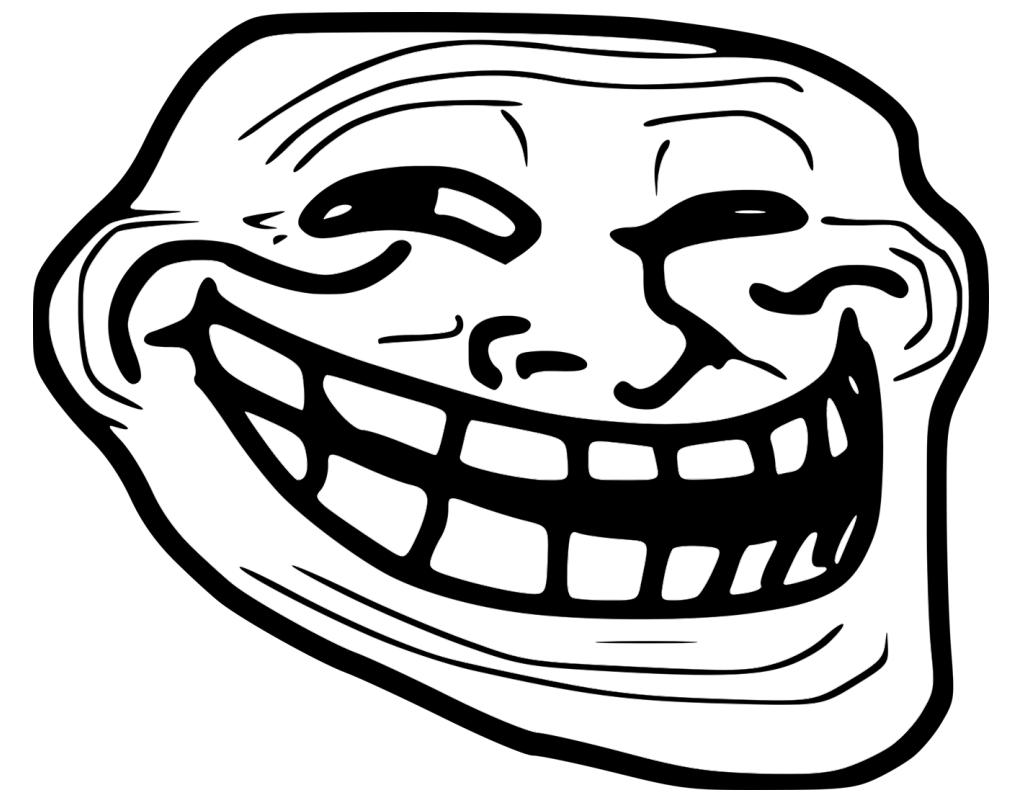


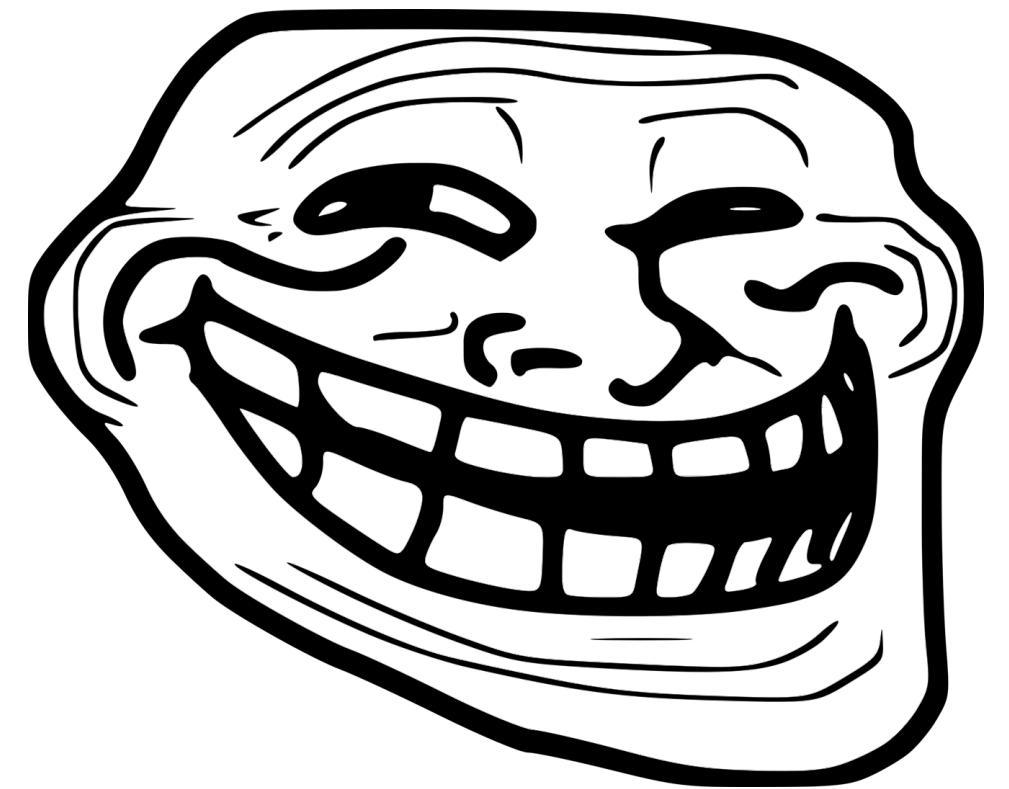
```
(List("2023", "Scala", "Fun"), a)
```

reverse order (inner first)

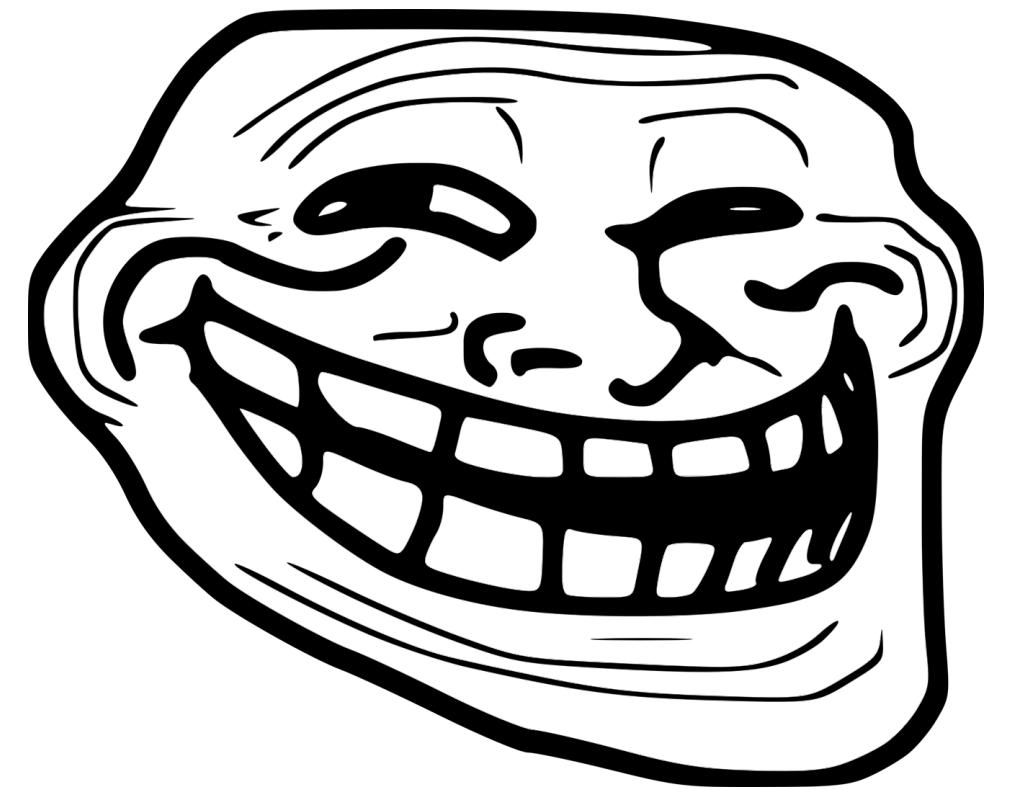
[... REINTERPRETING ...]





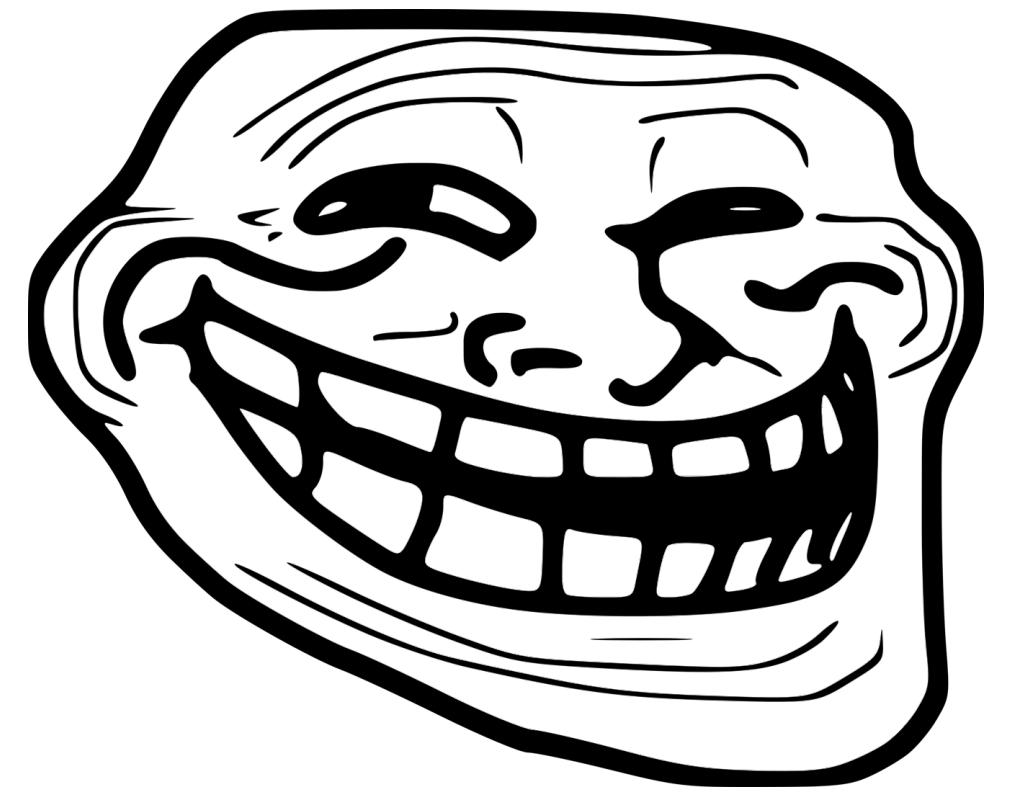


“The effect of **that** monad is **prepend**ing to the log.”



“The effect of **that** monad is **prepend**ing to the log.”

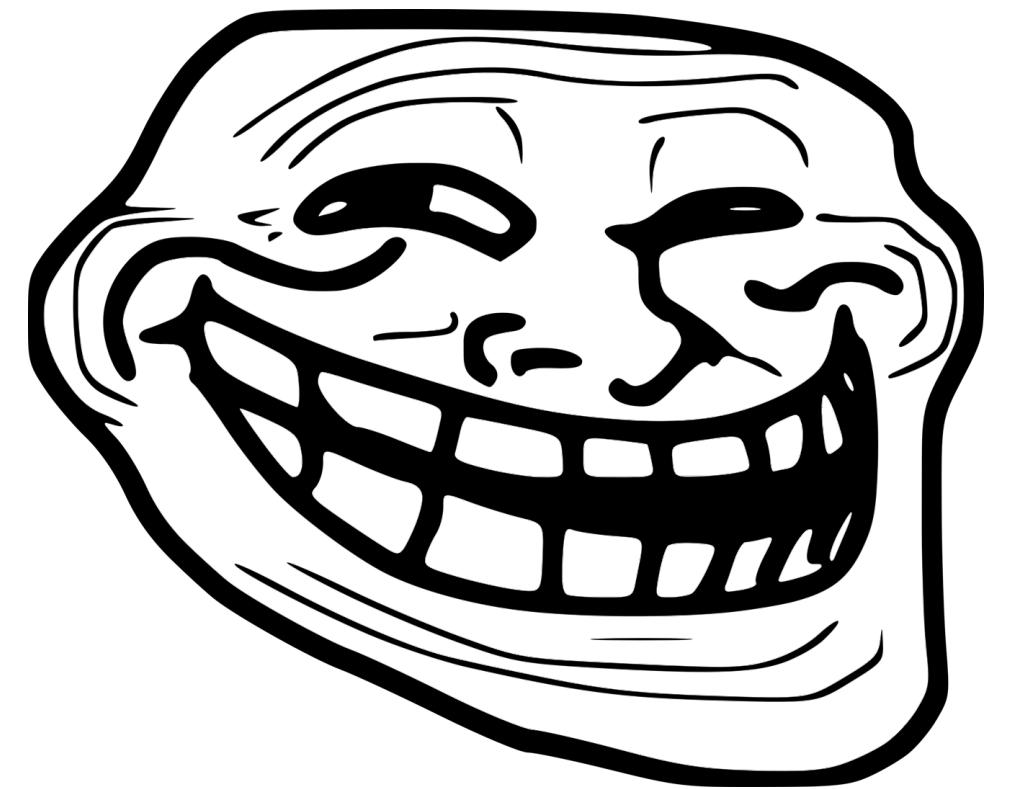
“Monads are all about sequencing!”



“The effect of **that** monad is **prepend**ing to the log.”

“Monads are all about sequencing!”



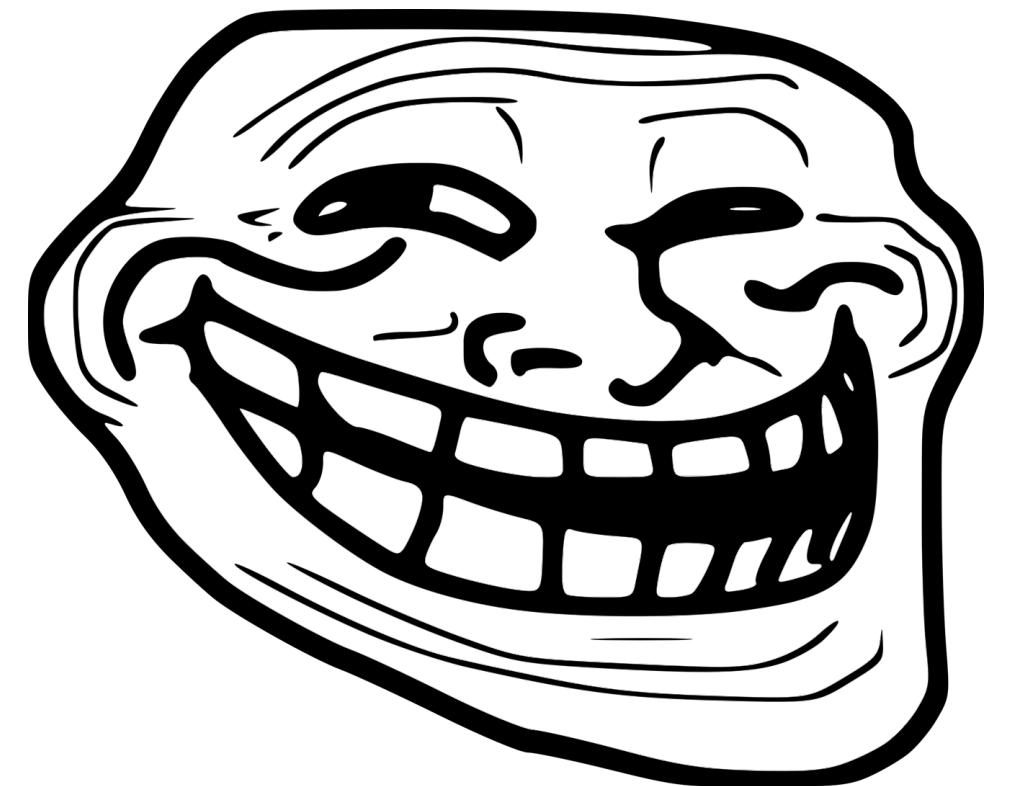


“The effect of **that** monad is **prepend**ing to the log.”

“Monads are all about sequencing!”

OK, so





“The effect of **that** monad is **prepend**ing to the log.”

“Monads are all about sequencing!”

OK, so

effect = monad





“The effect of **that** monad is **prepend**ing to the log.”

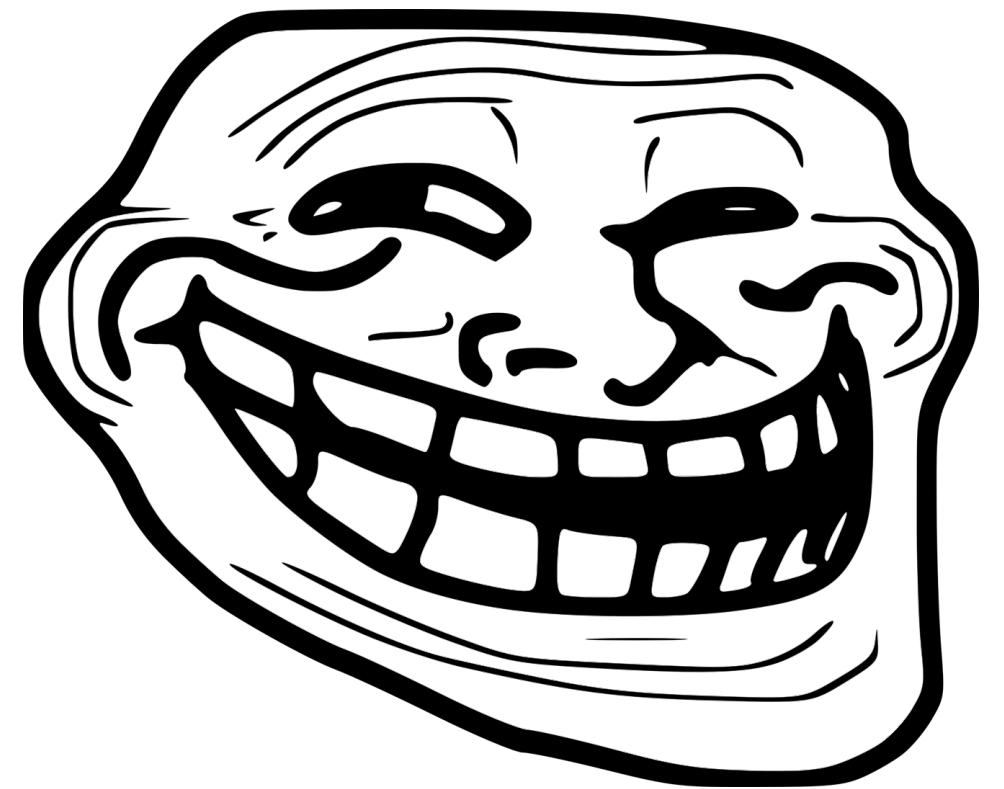
“Monads are all about sequencing!”

OK, so

effect = monad

sequencing = whatever **flatten** does





“The effect of **that** monad is **prepend**ing to the log.”

“Monads are all about sequencing!”

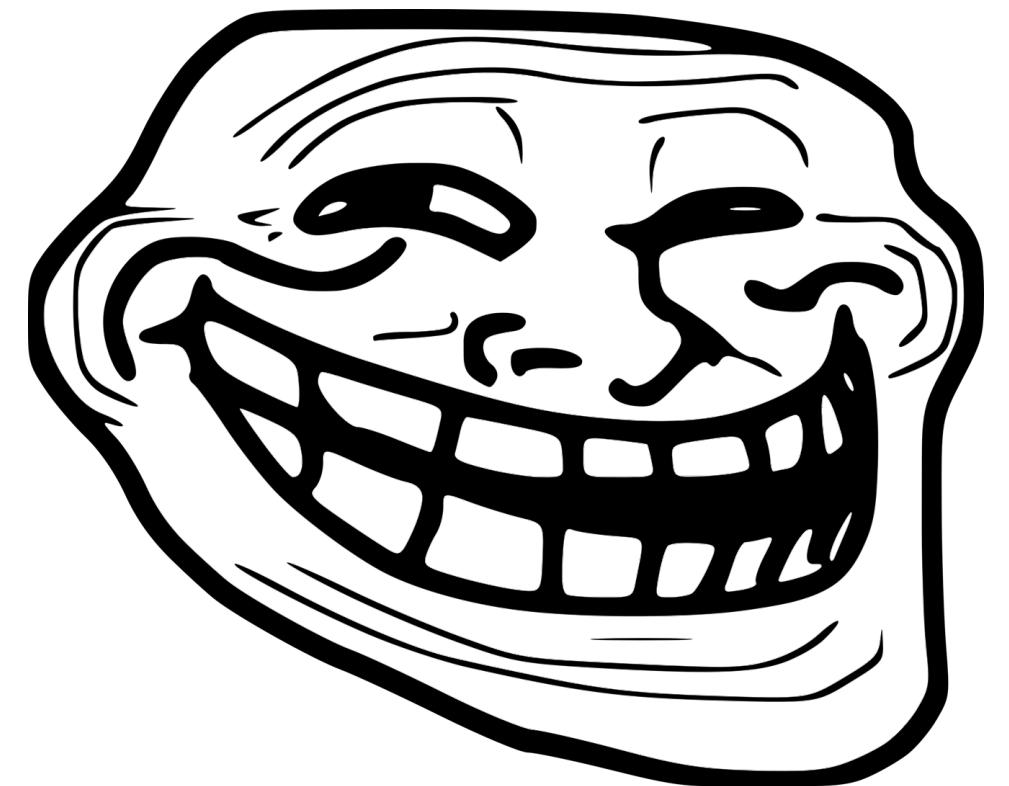
OK, so

effect = monad

sequencing = whatever **flatten** does

?





“The effect of **that** monad is prepending to the log.”

“Monads are all about sequencing!”

OK, so

effect = monad

sequencing = whatever **flatten** does

?





“The effect of **that** monad is prepending to the log.”

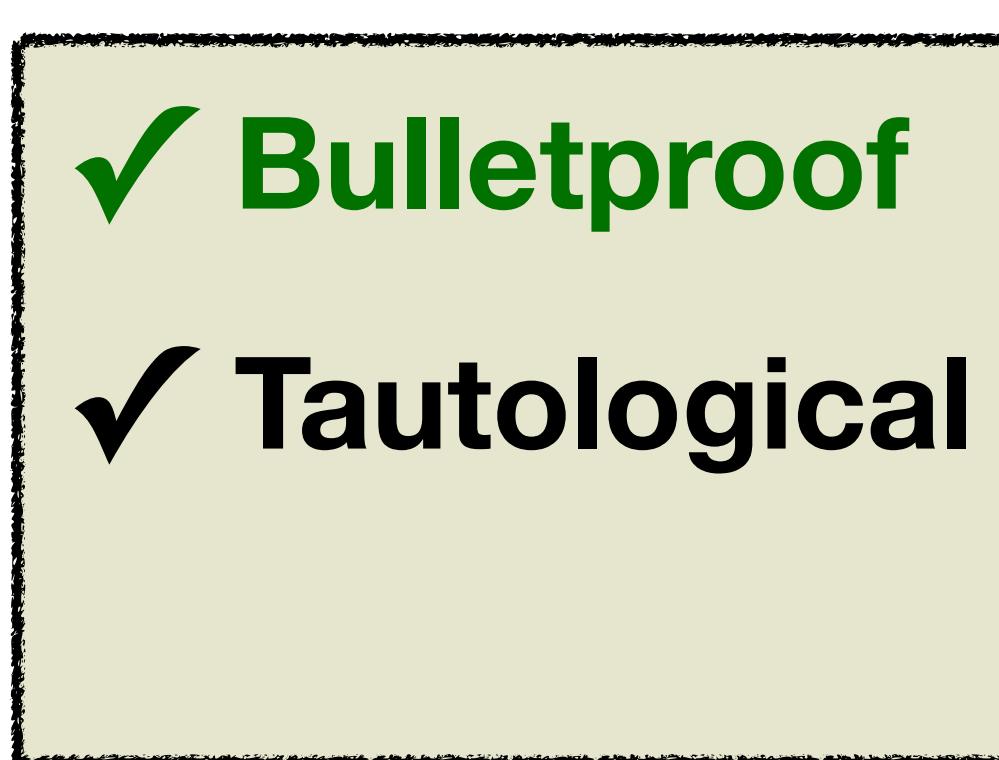
“Monads are all about sequencing!”

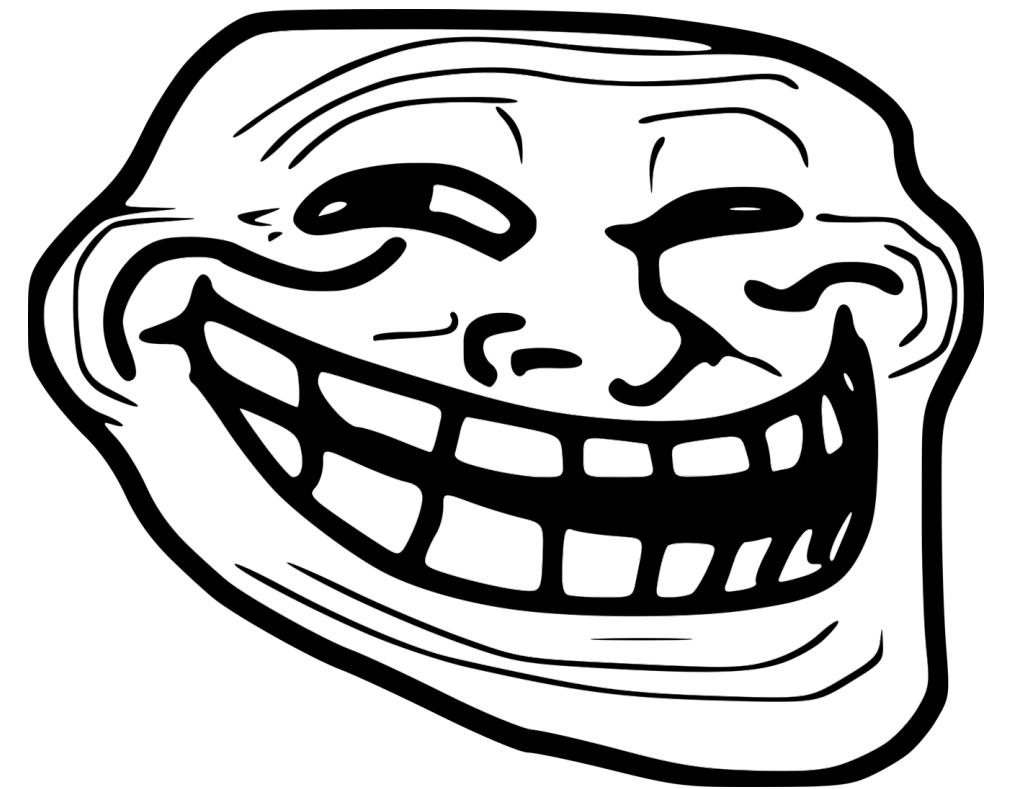
OK, so

effect = monad

sequencing = whatever **flatten** does

?





“The effect of **that** monad is prepending to the log.”

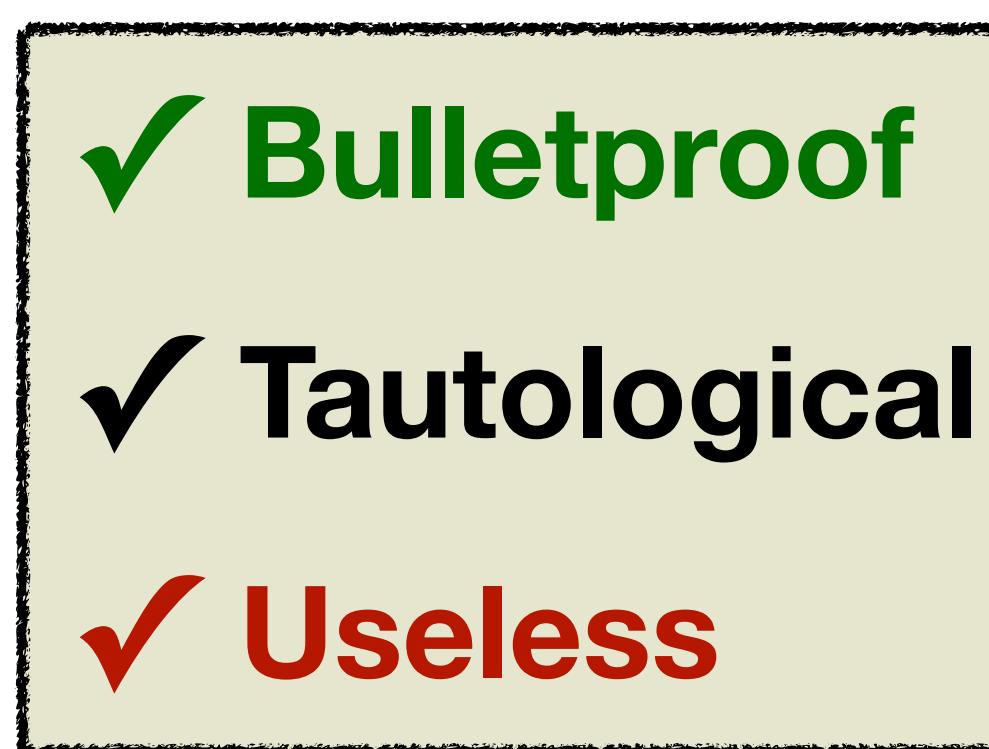
“Monads are all about sequencing!”

OK, so

effect = monad

sequencing = whatever **flatten** does

?



Lessons So Far

- Monads definable in **any** Category (even non-executable one, like `<:<`)
- **Syntactically**, monads *do* support **sequential composition**
- Sequential composition \neq sequential **execution** (e.g. monads in `<=`)

Lessons So Far

- Monads definable in **any** Category (even non-executable one, like `<:<`)
- **Syntactically**, monads *do* support **sequential composition**
- Sequential composition \neq sequential **execution** (e.g. monads in `<=`)
- “*Sequencing of effects*” is **vague**, definable only **tautologically**



IT IS SEQUENCING!!!

(the behavior of twisted Writer)



IT IS SEQUENCING!!!

(the behavior of twisted Writer)

Just say NO! 🚫

Don't feed the trolls.



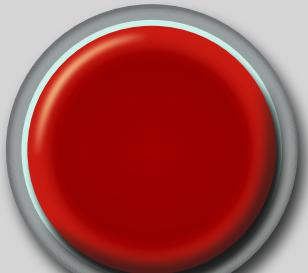


IT IS SEQUENCING!!!

(the behavior of twisted Writer)

Just say NO! 🤝

Don't feed the trolls.



Accept & Continue





IT IS SEQUENCING!!!

(the behavior of twisted Writer)

Just say NO! 🤝

Don't feed the trolls.



Accept & Continue



Up Next:
Concurrent, Non-deterministic Writer

Up Next:

Concurrent, Non-deterministic Writer

But first, a quick introduction to

Libretto,

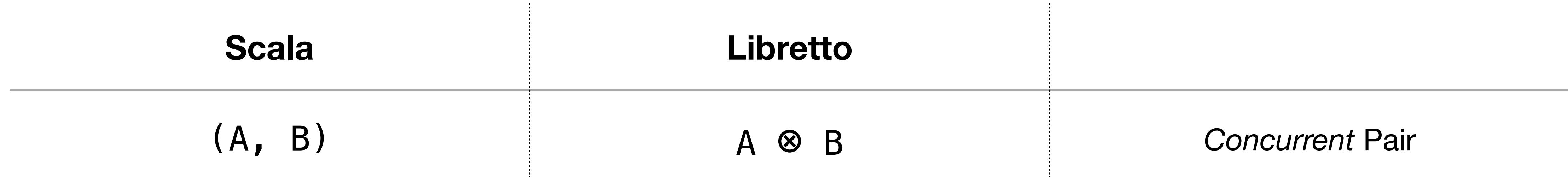
a *concurrent-by-default* DSL embedded in Scala.

Libretto for Scala Programmers

Scala

Libretto

Libretto for Scala Programmers



Libretto for Scala Programmers

Scala	Libretto	
(A, B)	$A \otimes B$	<i>Concurrent Pair</i>
<code>Either[A, B]</code>	$A \oplus B$	Meaning closer to <code>Future[Either[A, B]]</code>

Libretto for Scala Programmers

Scala	Libretto	
(A, B)	$A \otimes B$	<i>Concurrent Pair</i>
<code>Either[A, B]</code>	$A \oplus B$	Meaning closer to <code>Future[Either[A, B]]</code>
<code>Unit</code>	<code>One</code>	

Libretto for Scala Programmers

Scala	Libretto	
(A, B)	$A \otimes B$	<i>Concurrent Pair</i>
<code>Either[A, B]</code>	$A \oplus B$	Meaning closer to <code>Future[Either[A, B]]</code>
<code>Unit</code>	<code>One</code>	
$A \Rightarrow B$	$A \multimap B$	Functions in Libretto are <i>linear</i> .

Libretto for Scala Programmers

Scala	Libretto	
(A, B)	$A \otimes B$	<i>Concurrent Pair</i>
<code>Either[A, B]</code>	$A \oplus B$	Meaning closer to <code>Future[Either[A, B]]</code>
<code>Unit</code>	<code>One</code>	
$A \Rightarrow B$	$A \multimap B$	Functions in Libretto are <i>linear</i> .
<code>Promise[A]</code>	$-[A]$	Cannot be ignored. Cannot be completed twice.

List in Scala vs. Libretto

Scala

```
type List[A] = Either[Unit, (A, List[A])]
```

Libretto

```
type List[A] = One ⊕ (A ⊗ List[A])
```

Libretto List : Intuition

Libretto List : Intuition

- Types in Libretto describe interfaces of interaction

Libretto List : Intuition

- Types in Libretto describe interfaces of interaction

List [A]

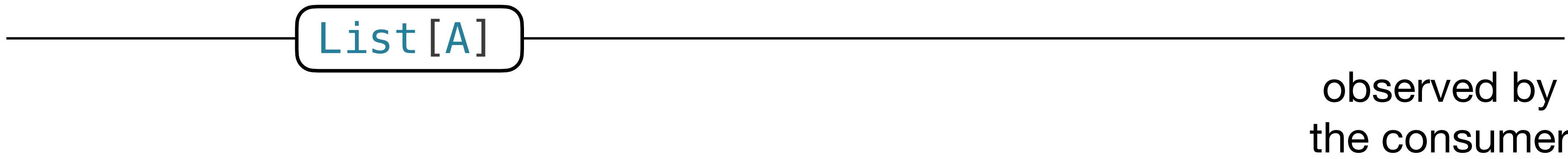
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction

List [A]

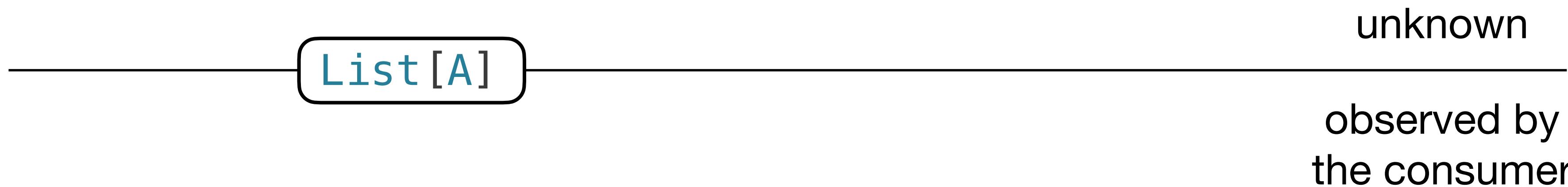
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction



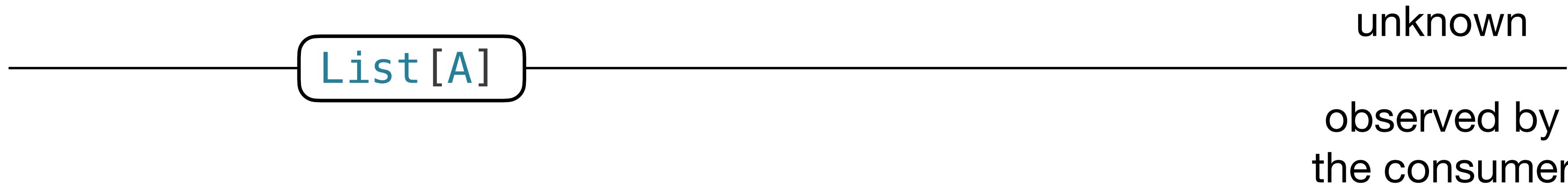
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction



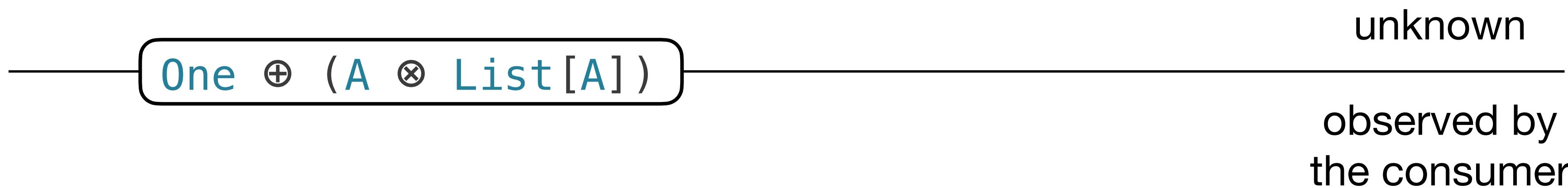
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



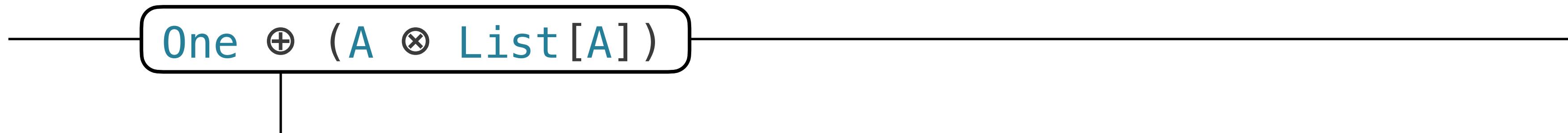
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



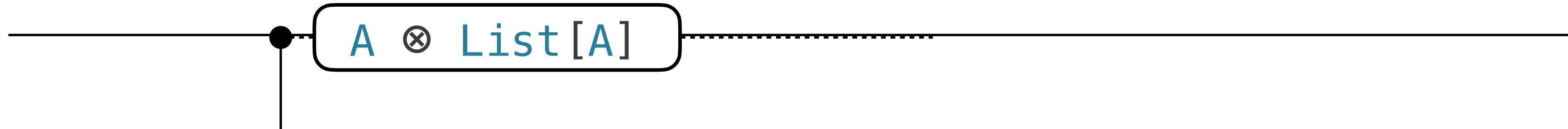
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



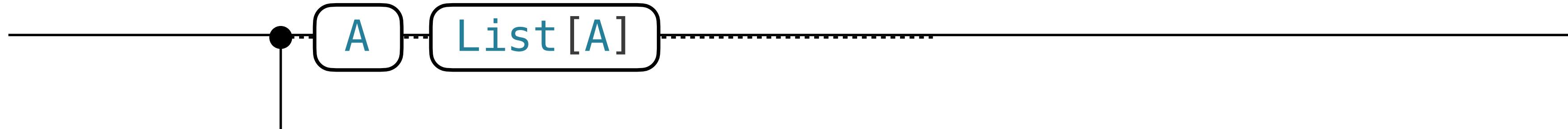
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



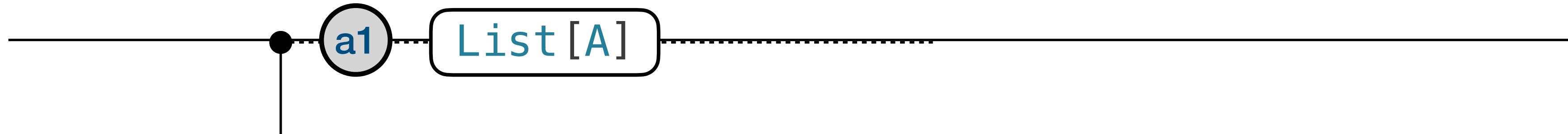
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



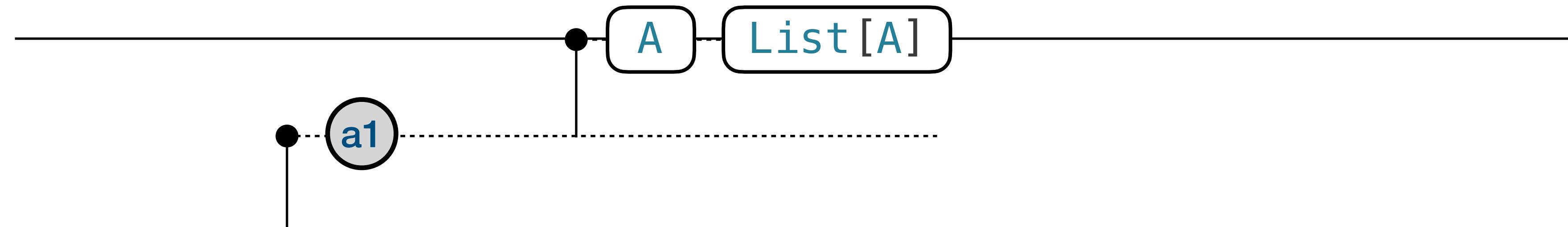
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



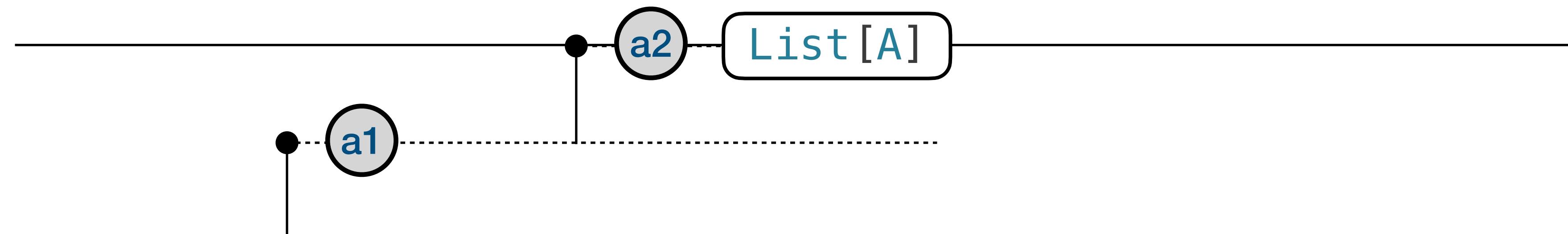
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



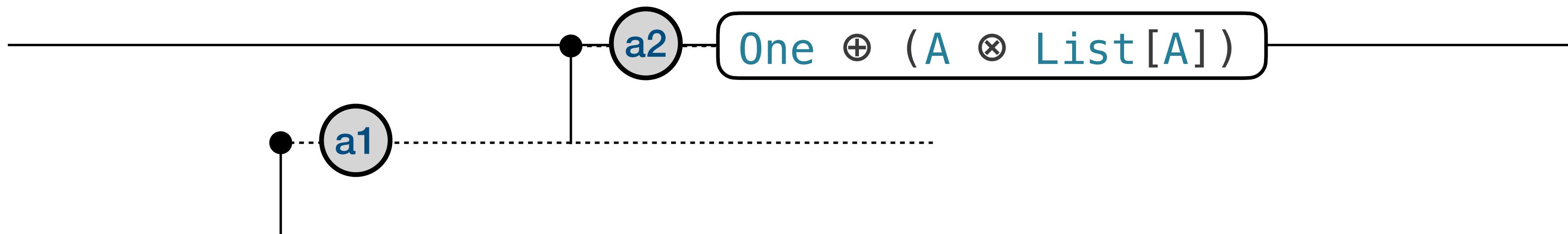
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



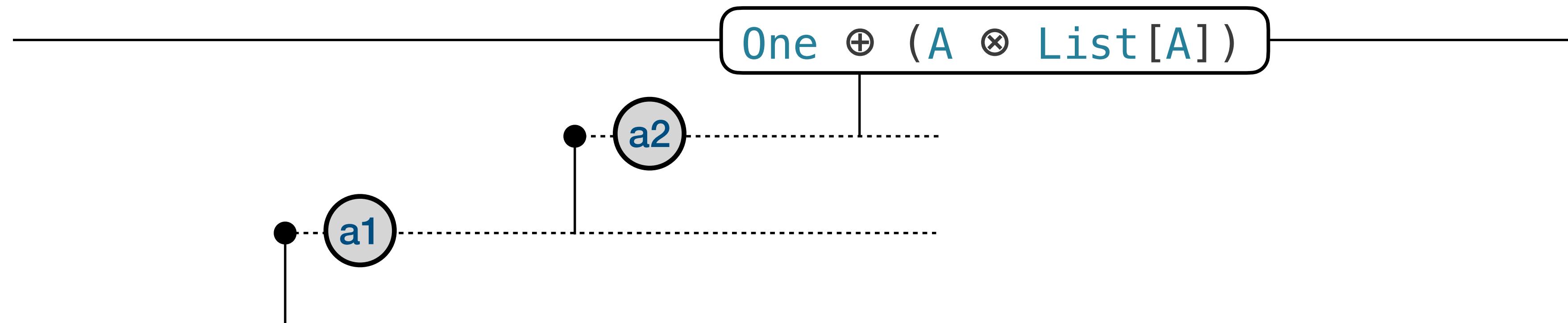
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



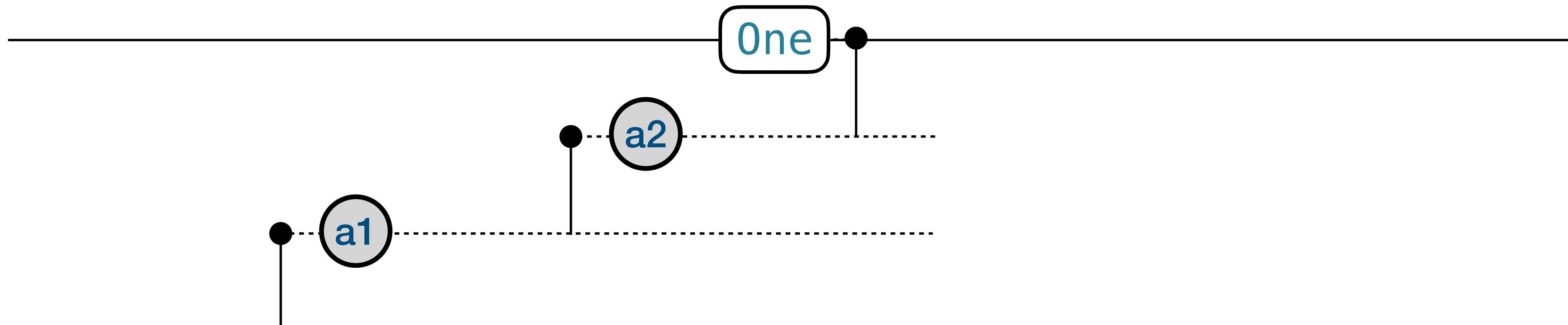
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



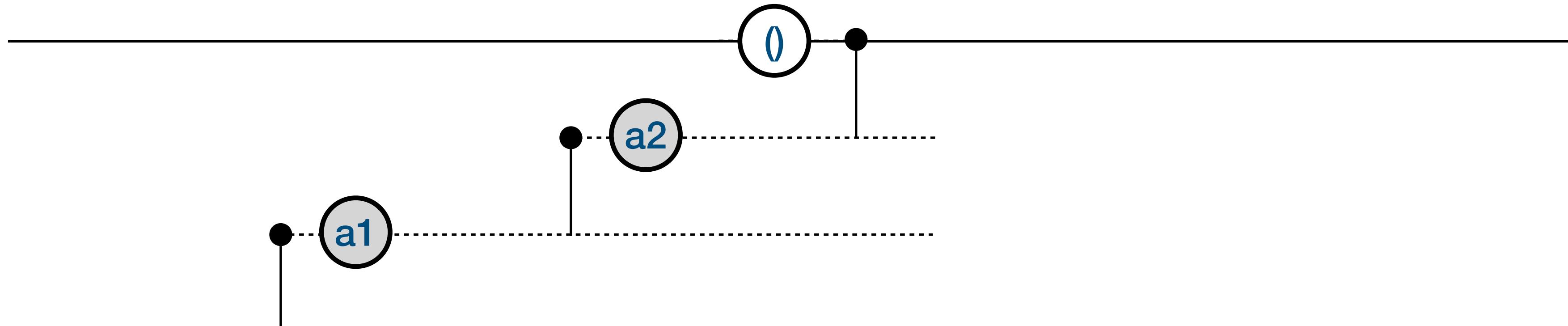
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



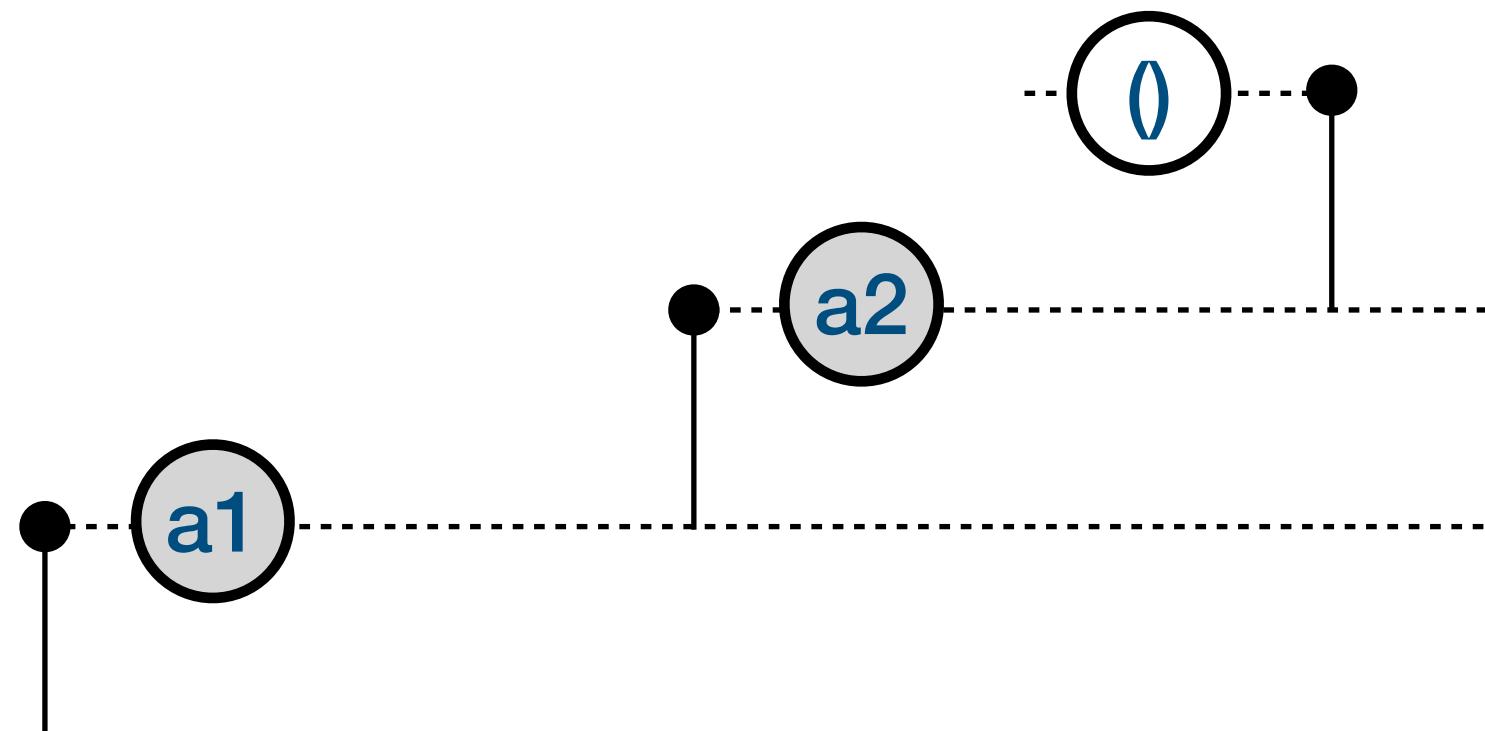
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
- List is produced (and observed) **gradually**



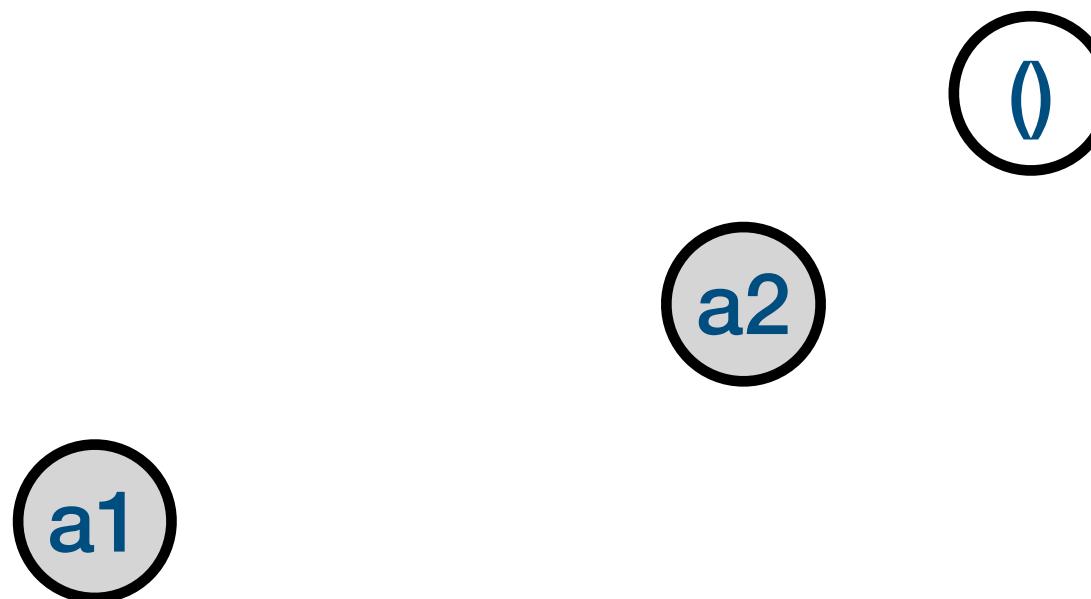
Libretto List : Intuition

- Types in Libretto describe interfaces of interaction
 - List is produced (and observed) **gradually**
-

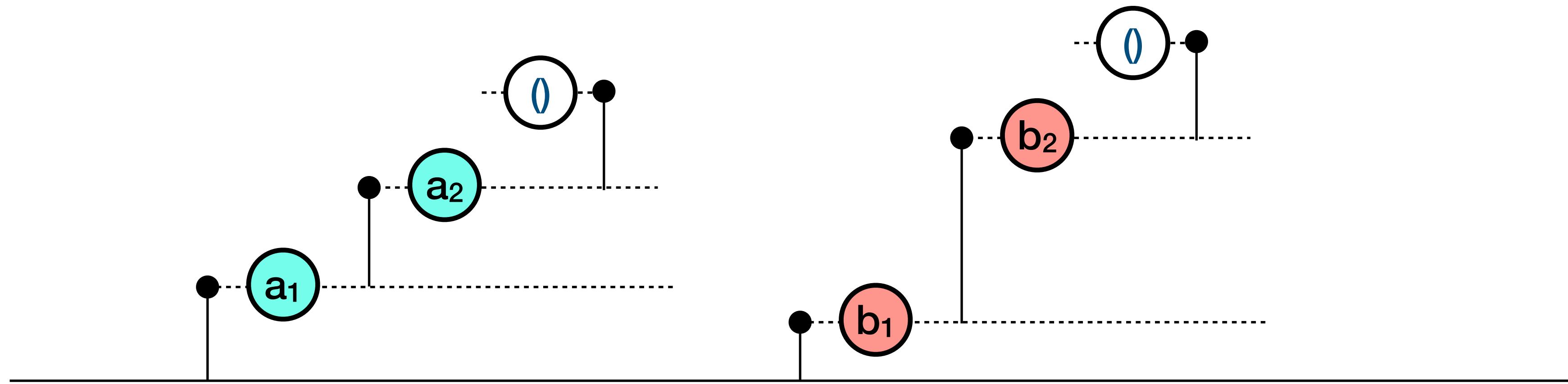


Libretto List : Intuition

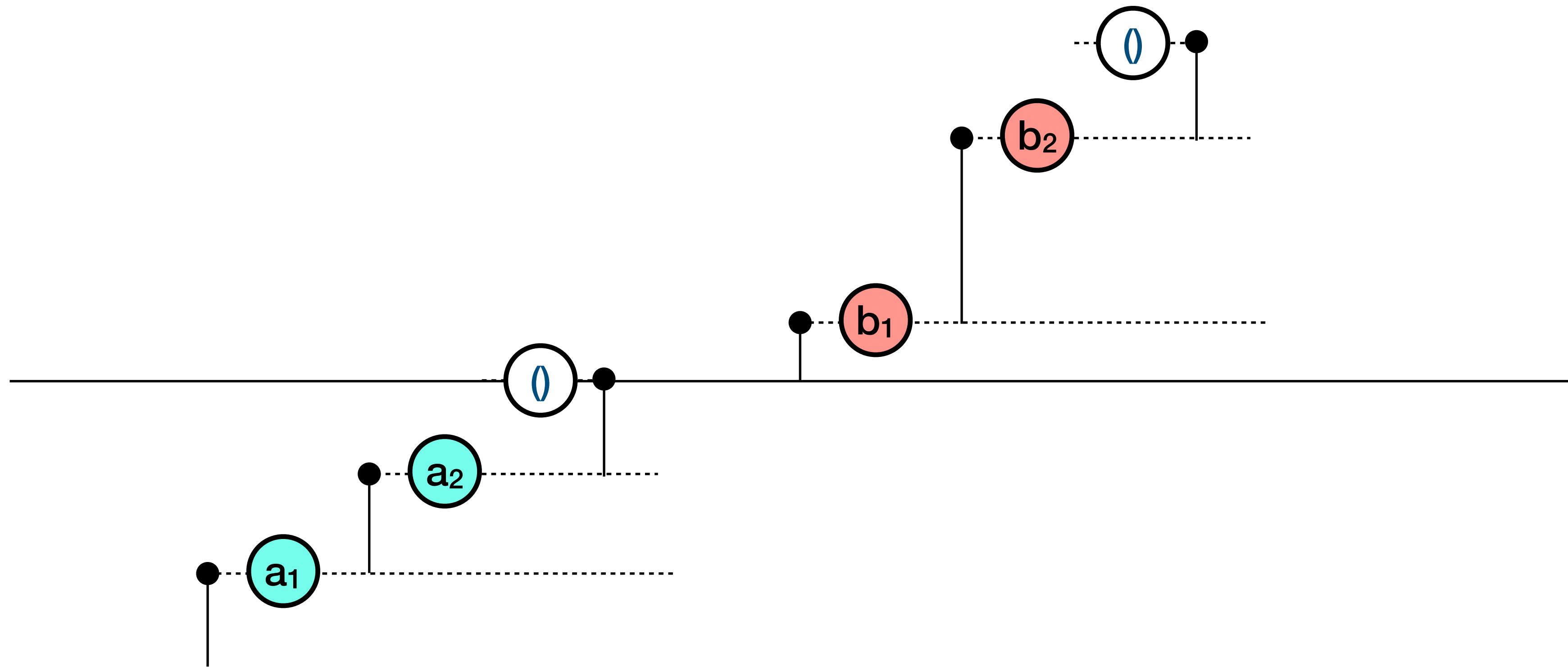
- Types in Libretto describe interfaces of interaction
 - List is produced (and observed) **gradually**
-



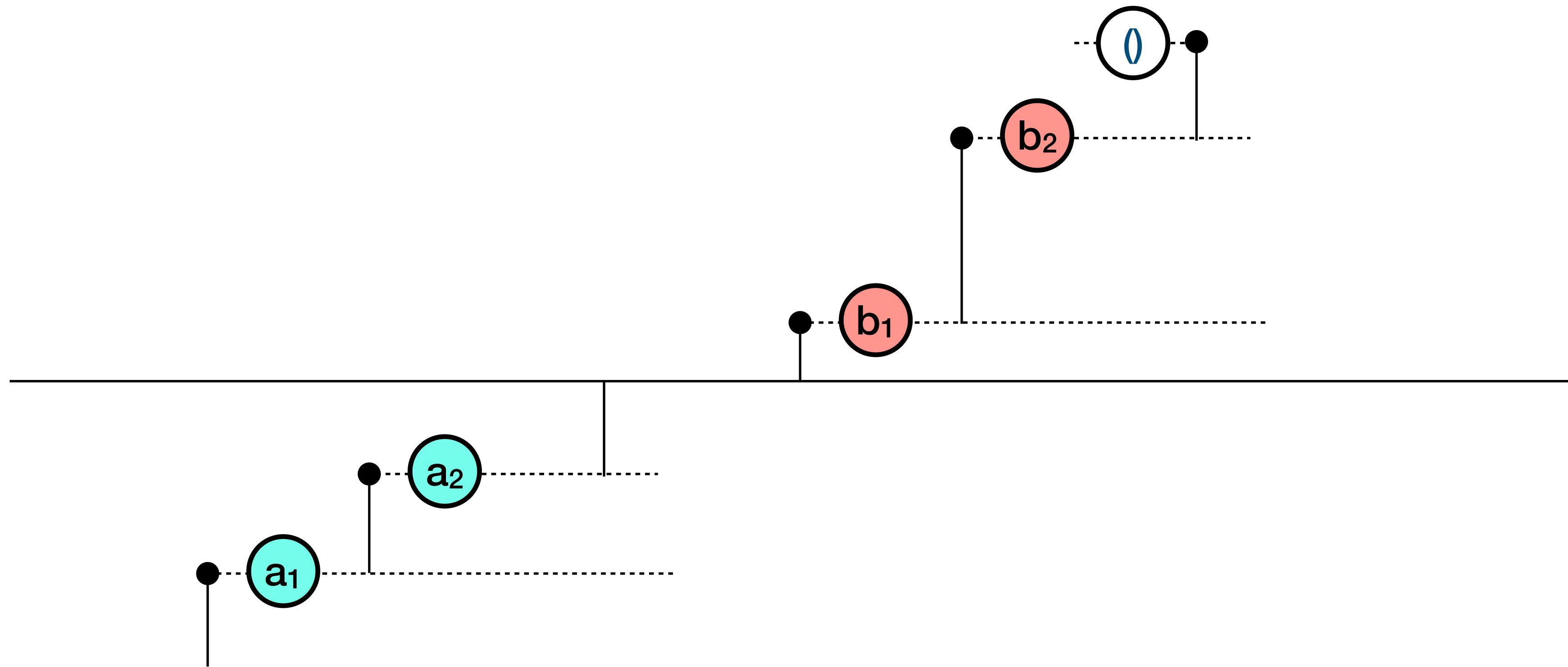
Libretto List : concat



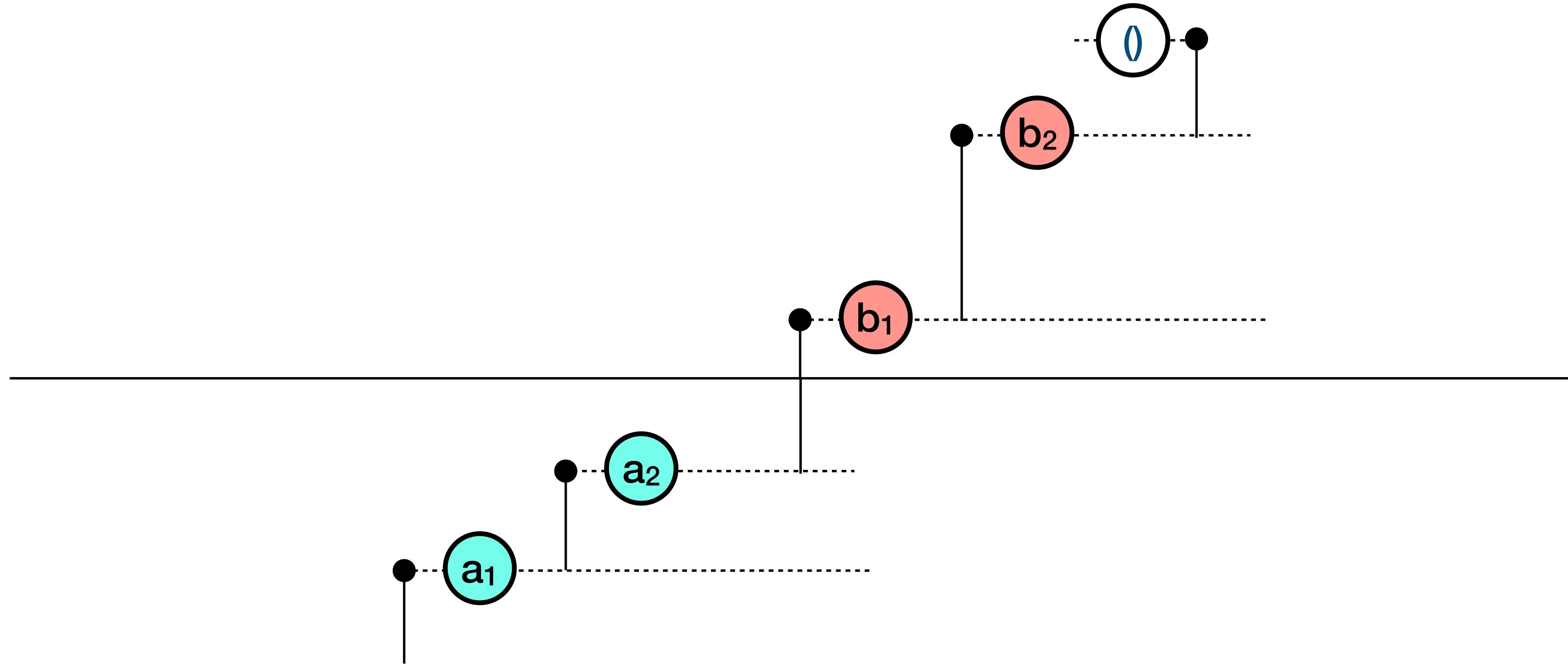
Libretto List : concat



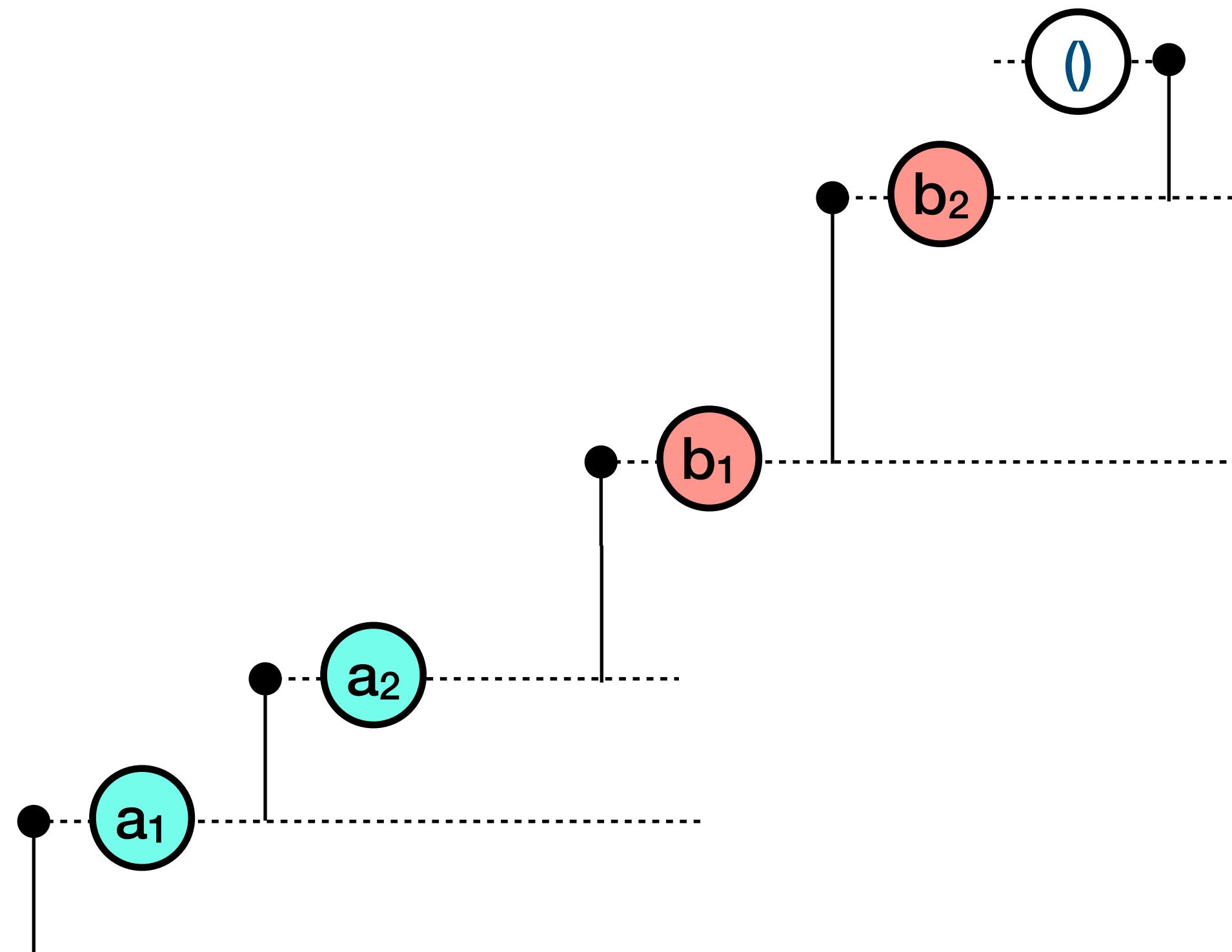
Libretto List : concat



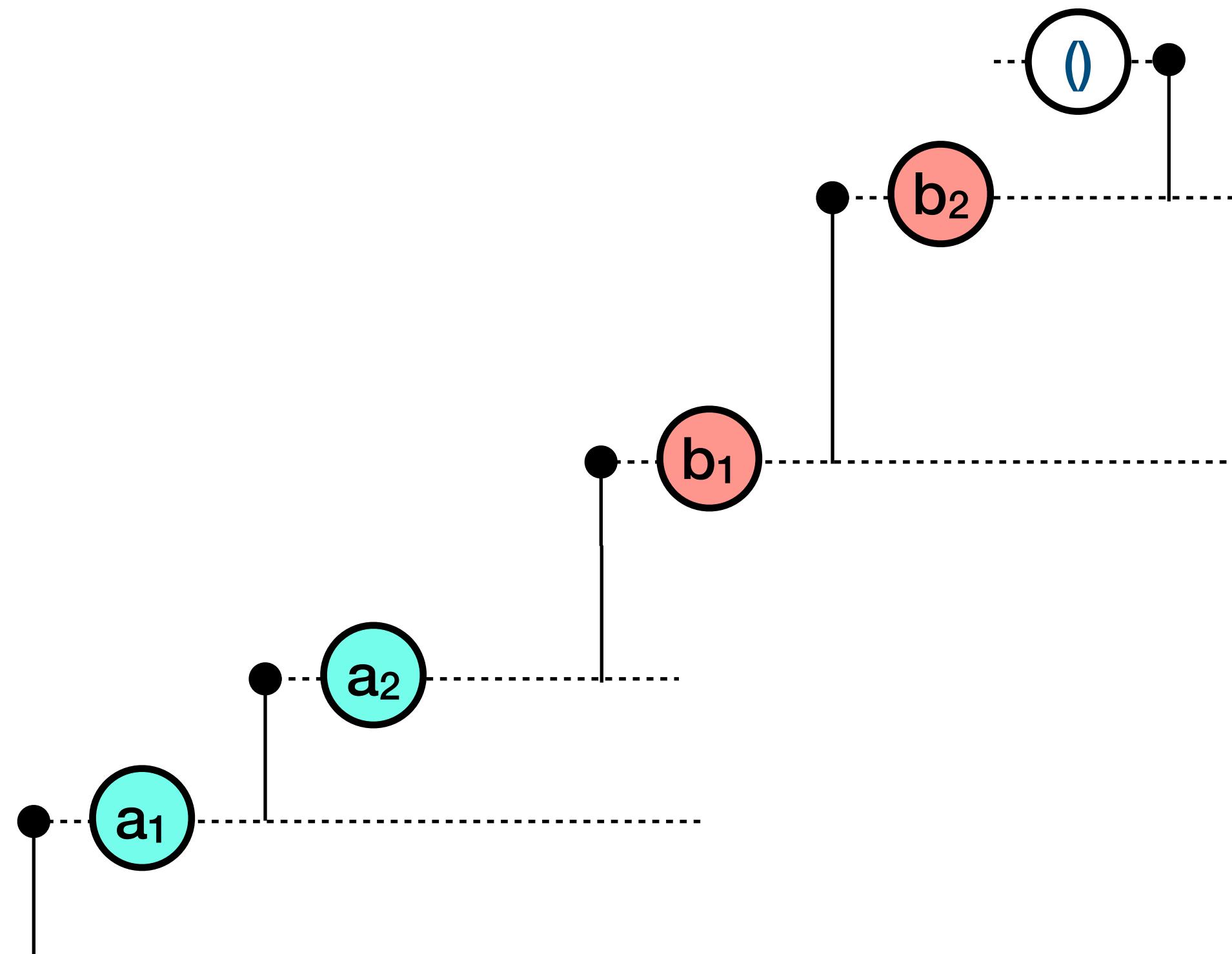
Libretto List : concat



Libretto List : concat

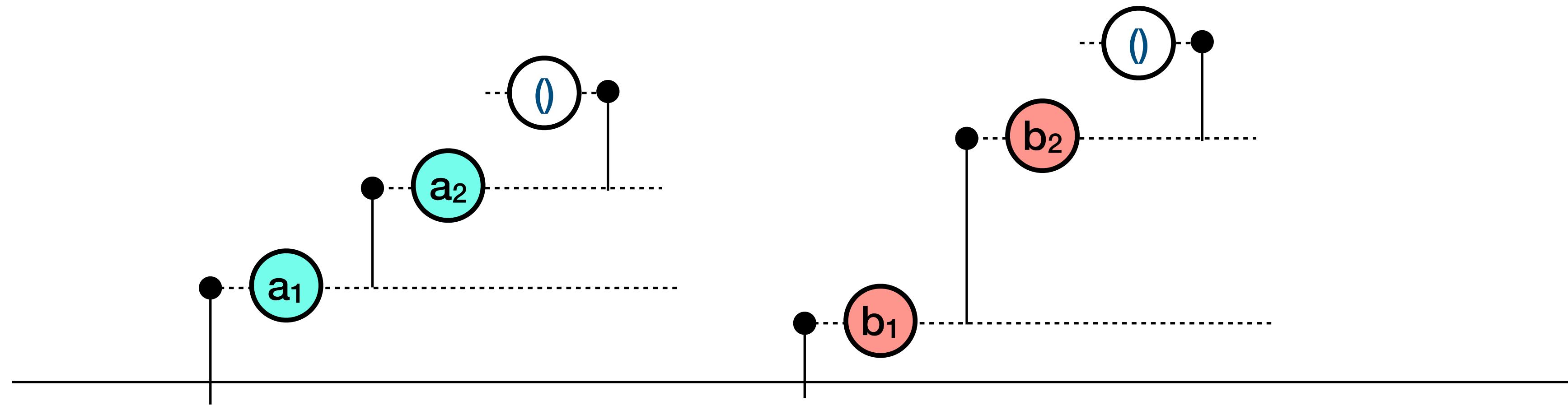


Libretto List : concat

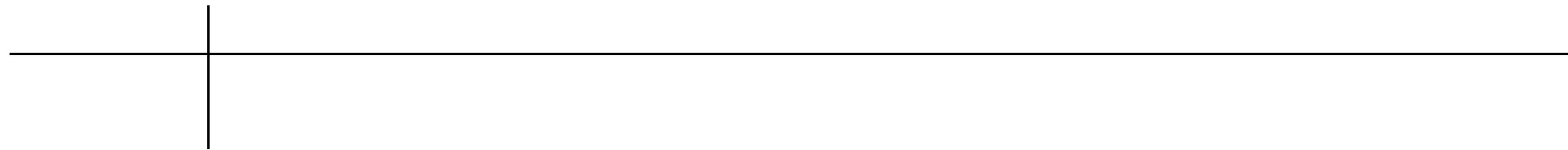
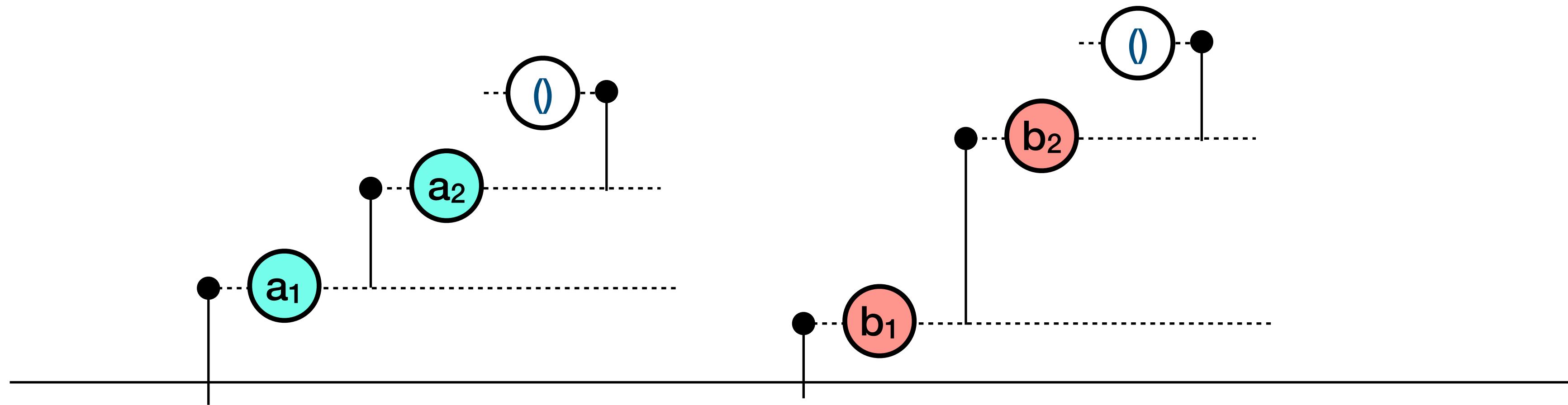


Forms the usual Monoid on List

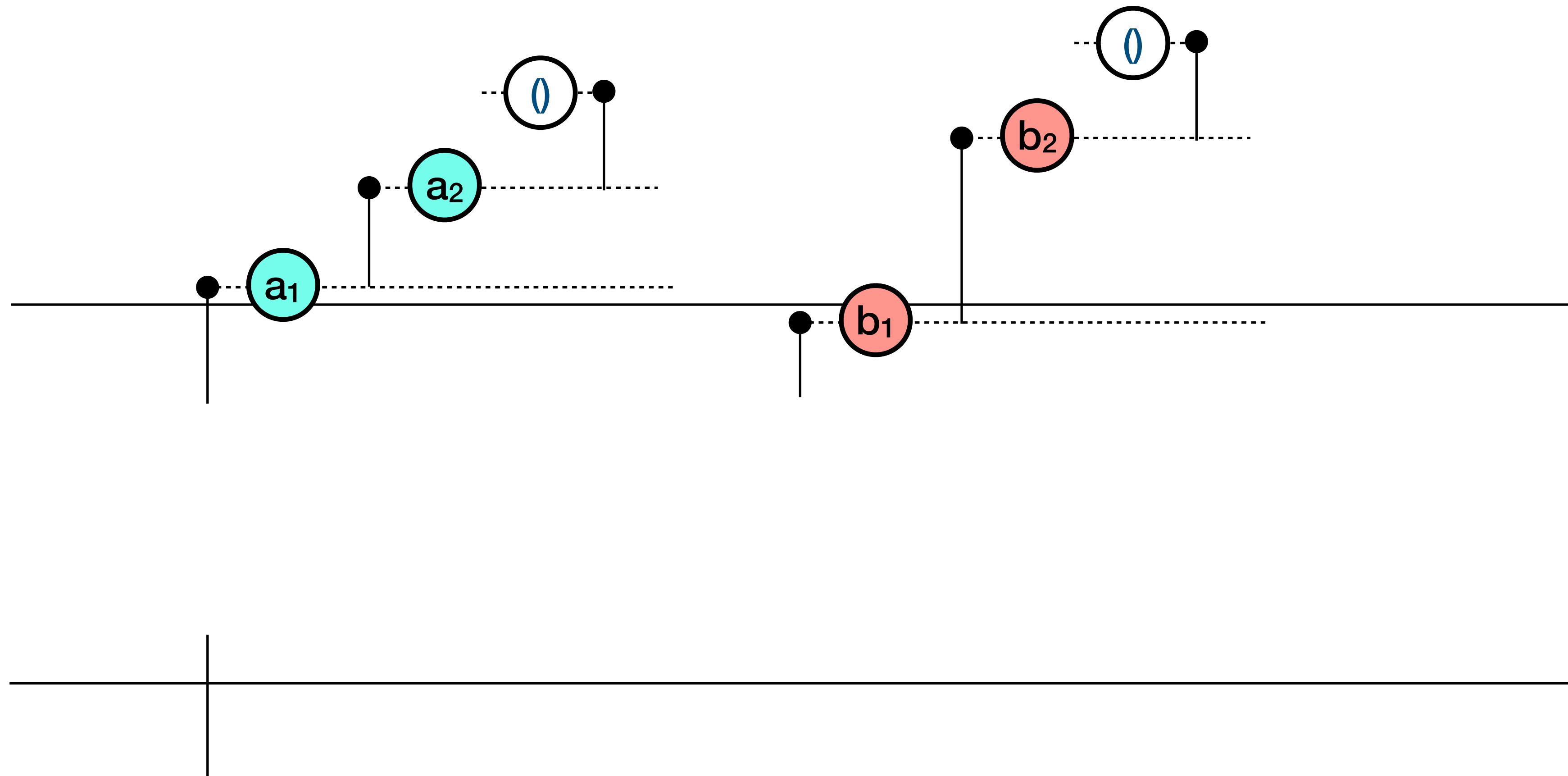
Libretto List : merge



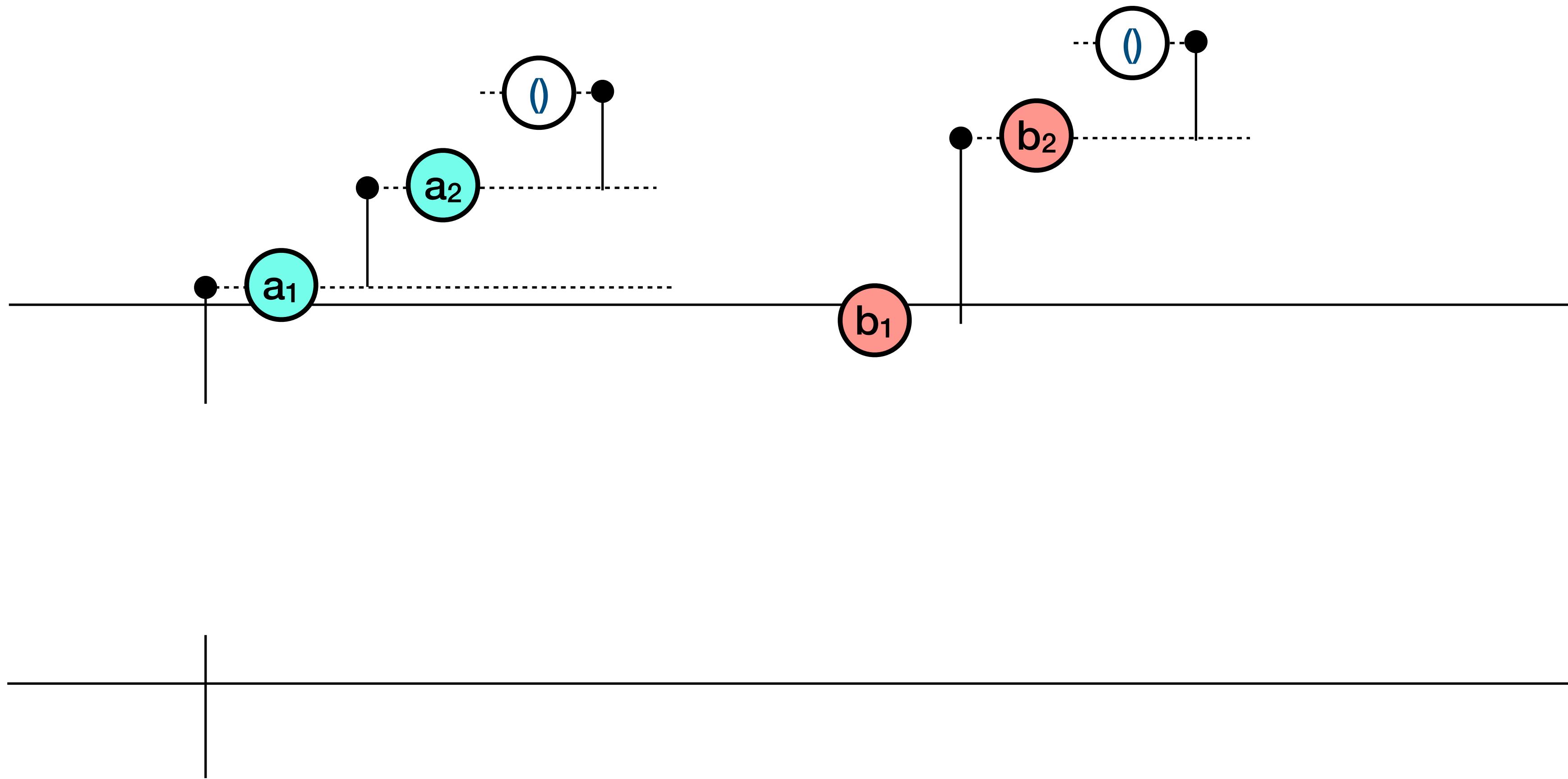
Libretto List : merge



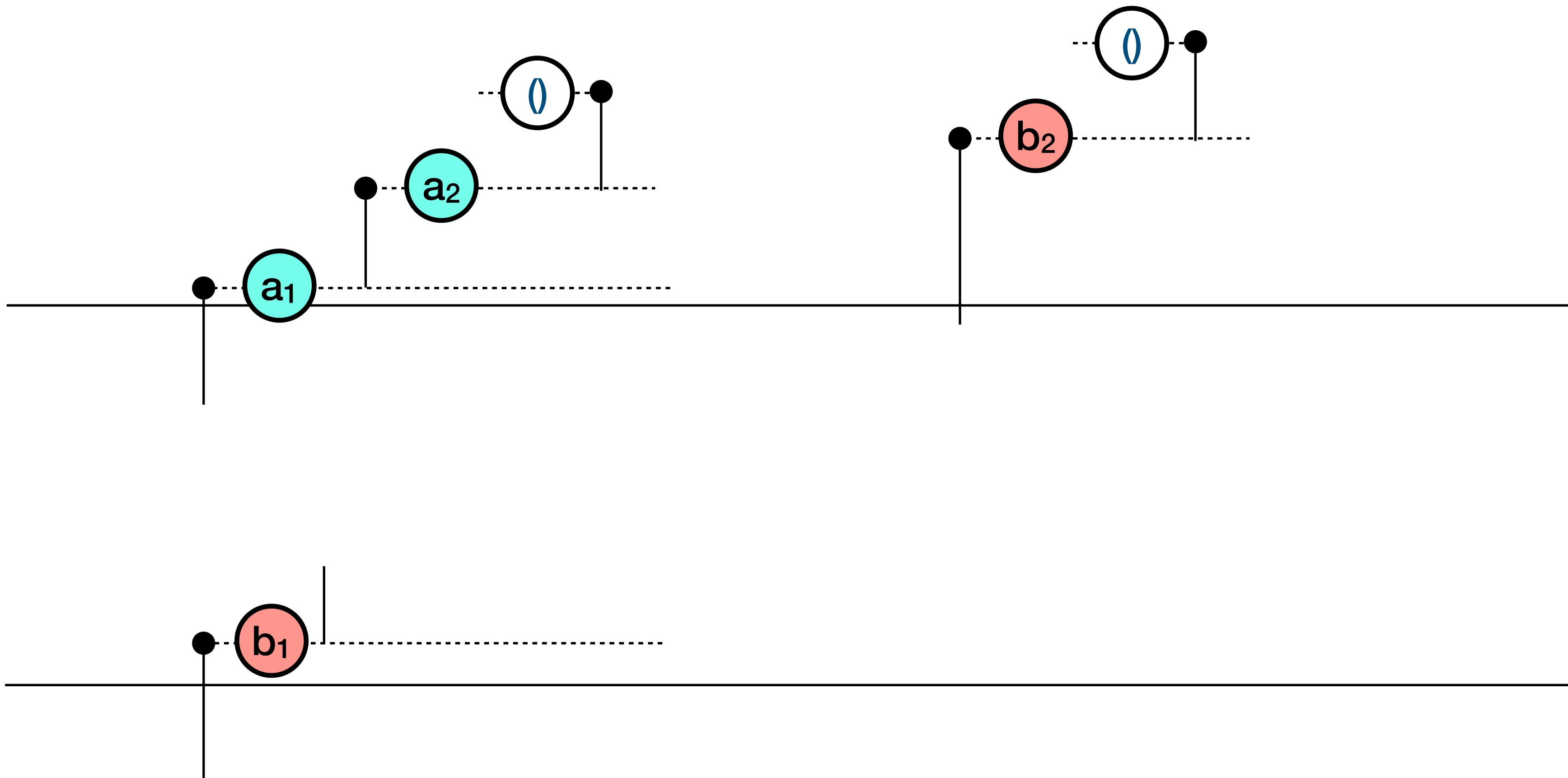
Libretto List : merge



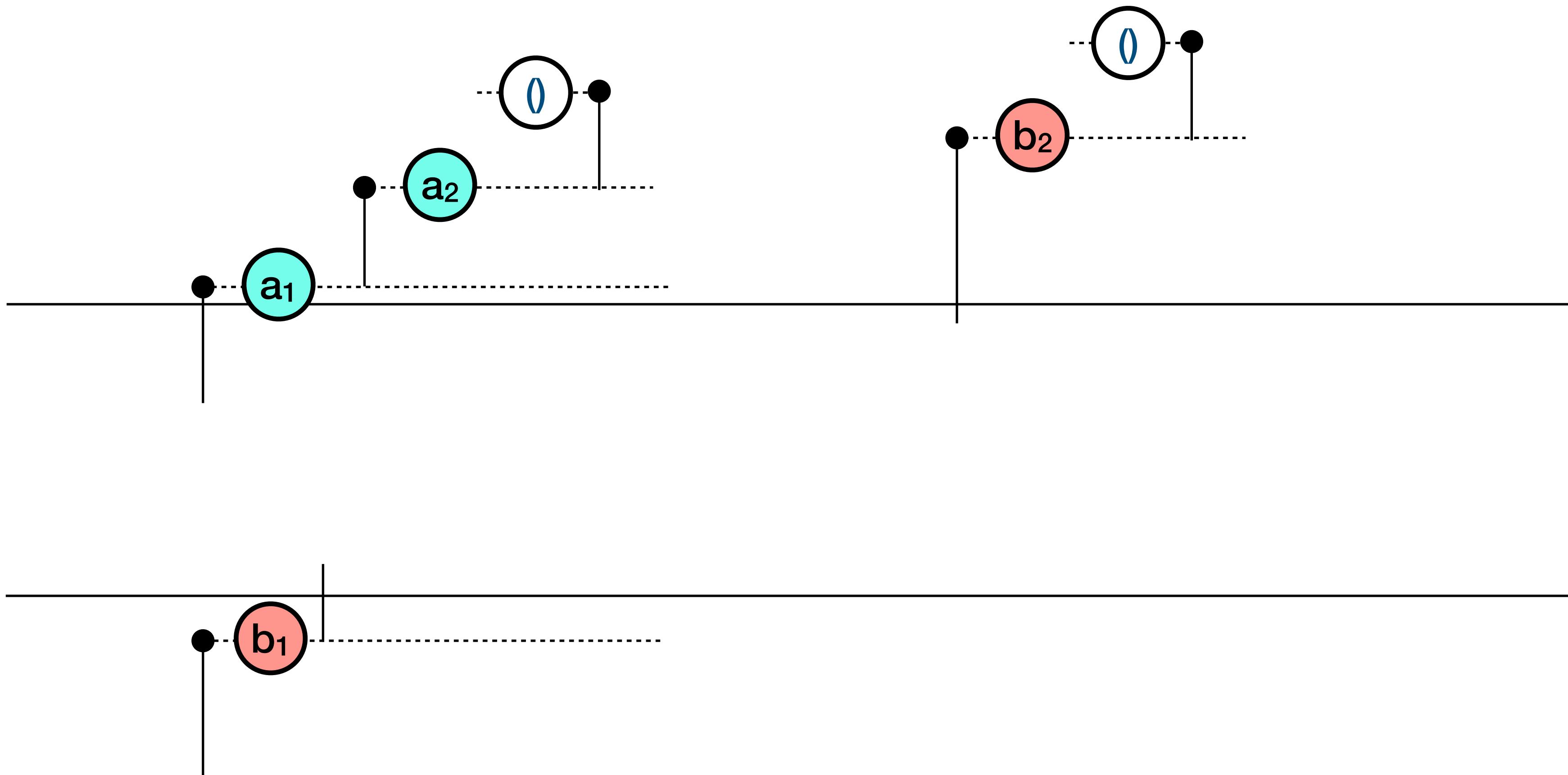
Libretto List : merge



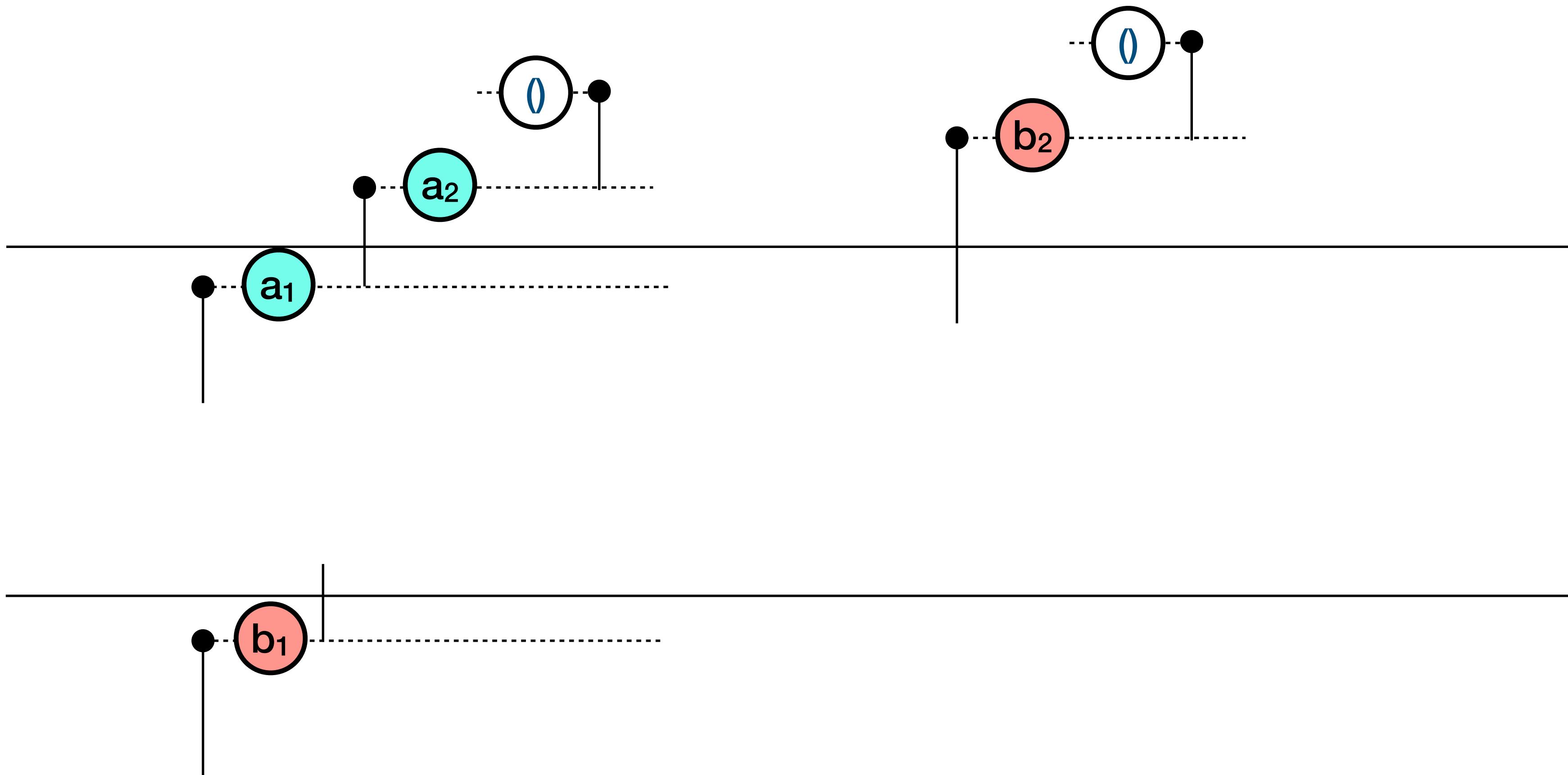
Libretto List : merge



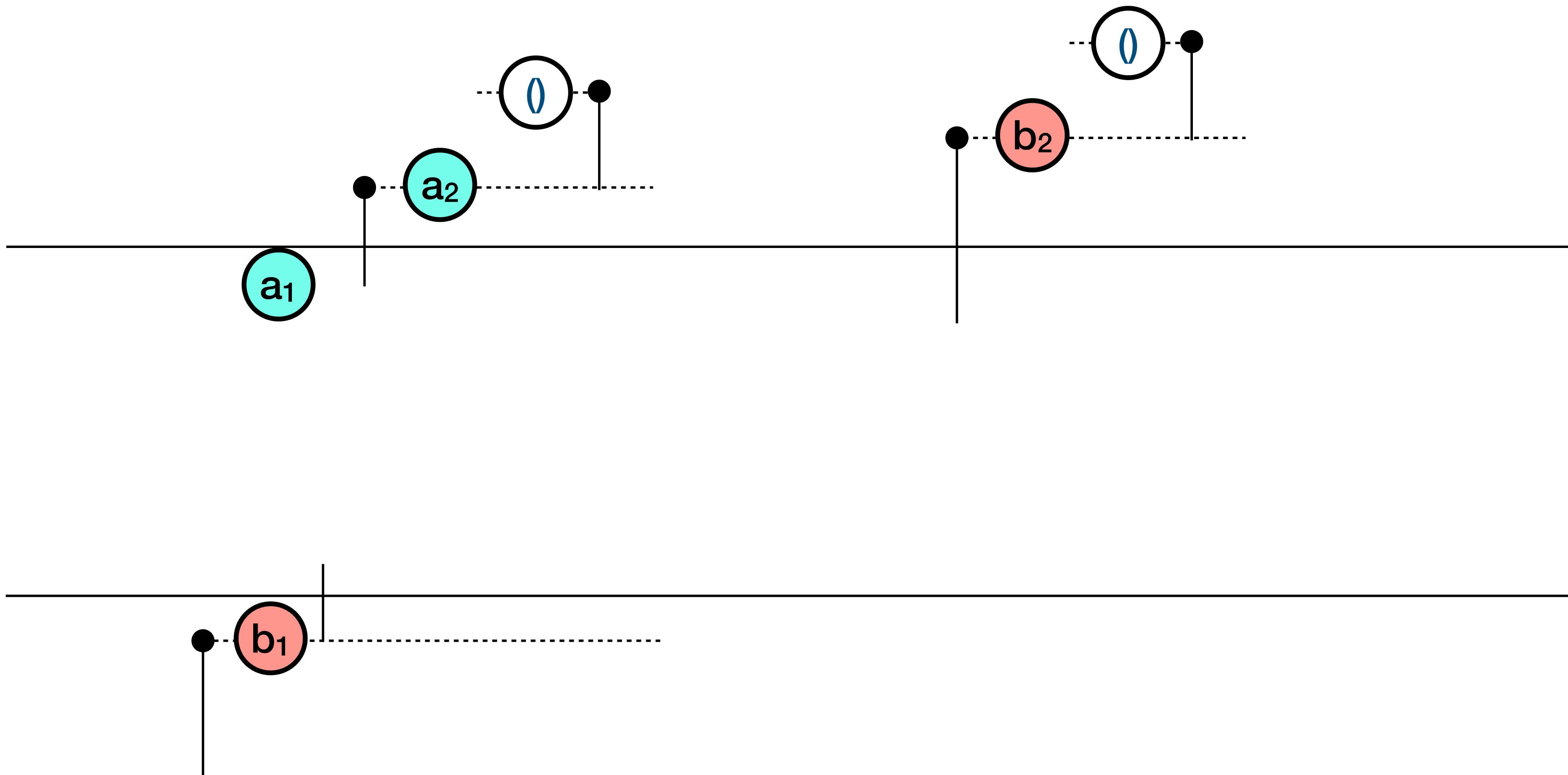
Libretto List : merge



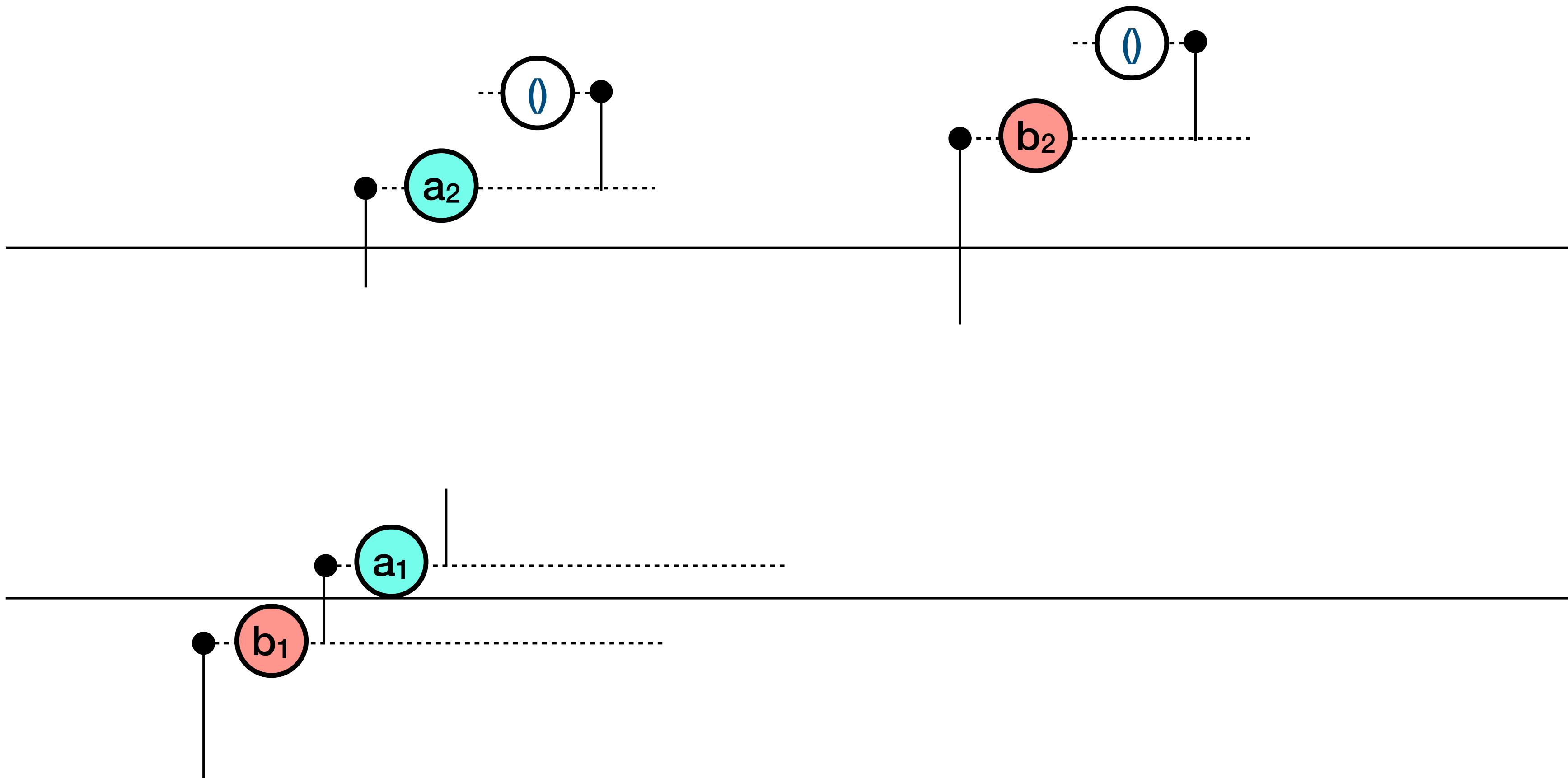
Libretto List : merge



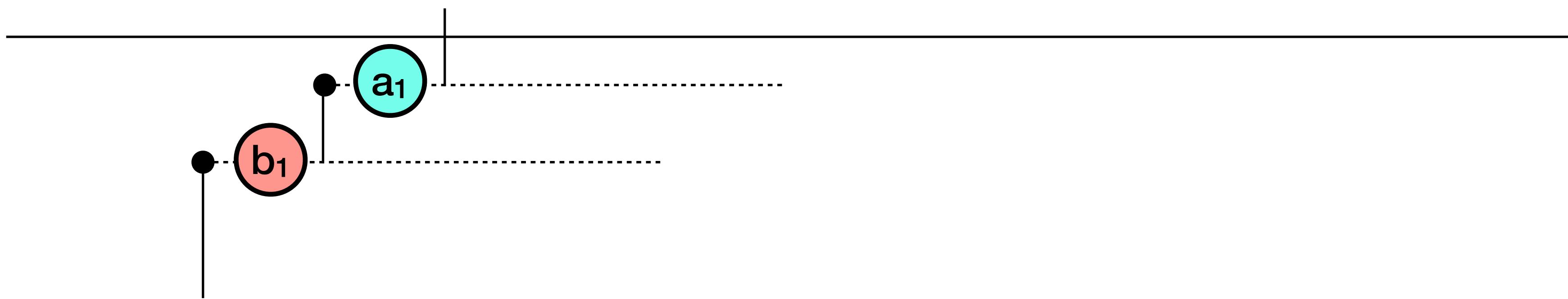
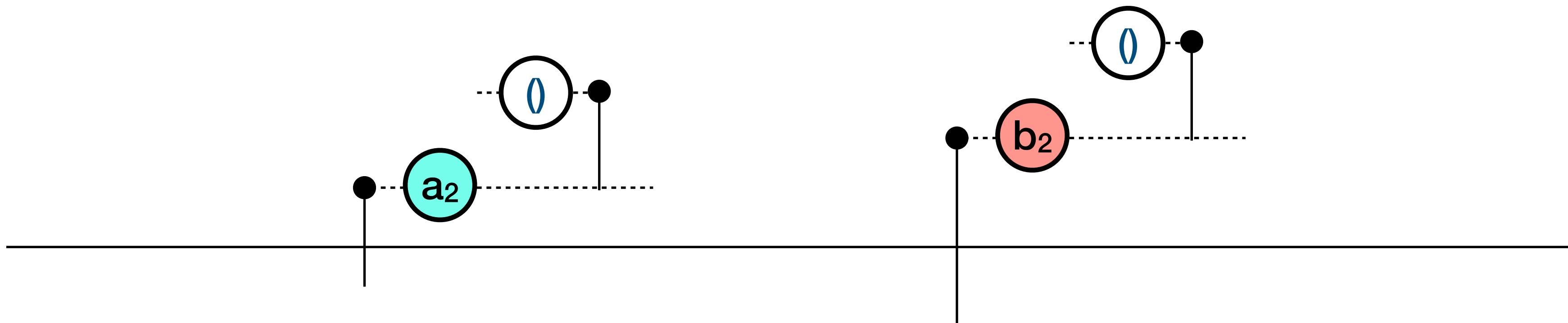
Libretto List : merge



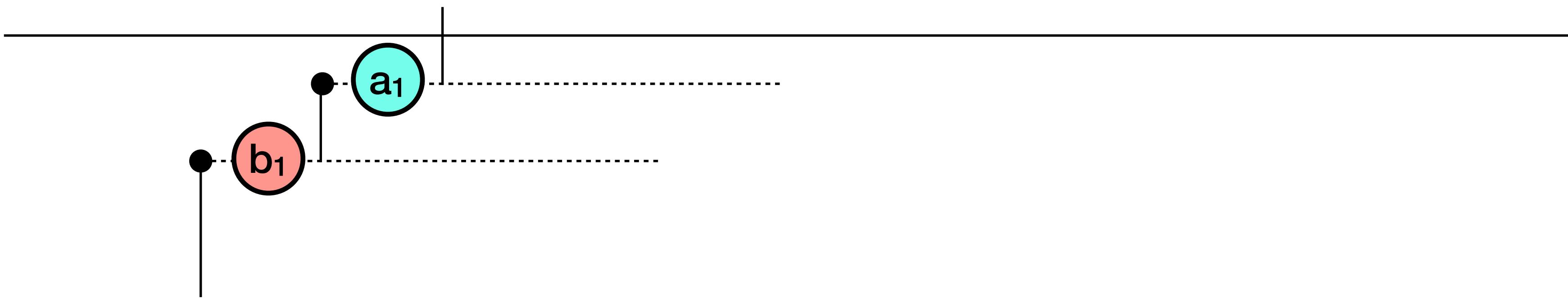
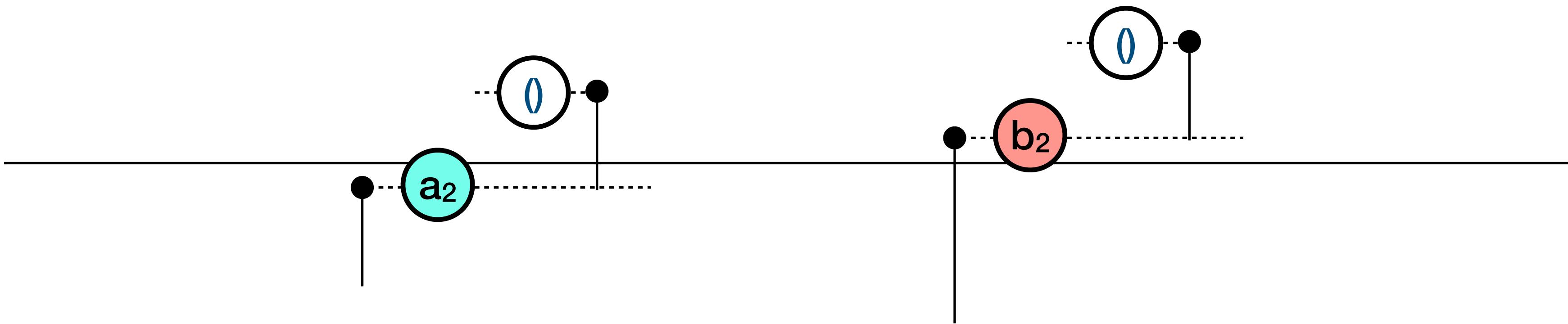
Libretto List : merge



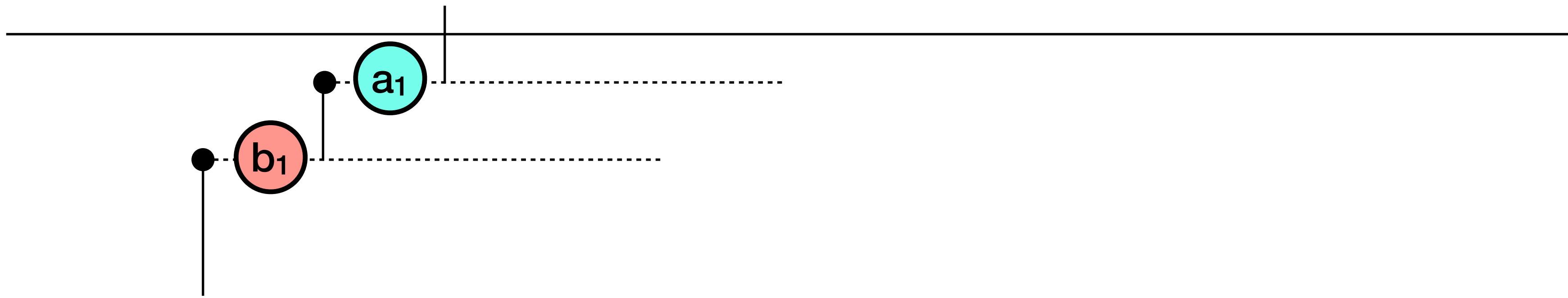
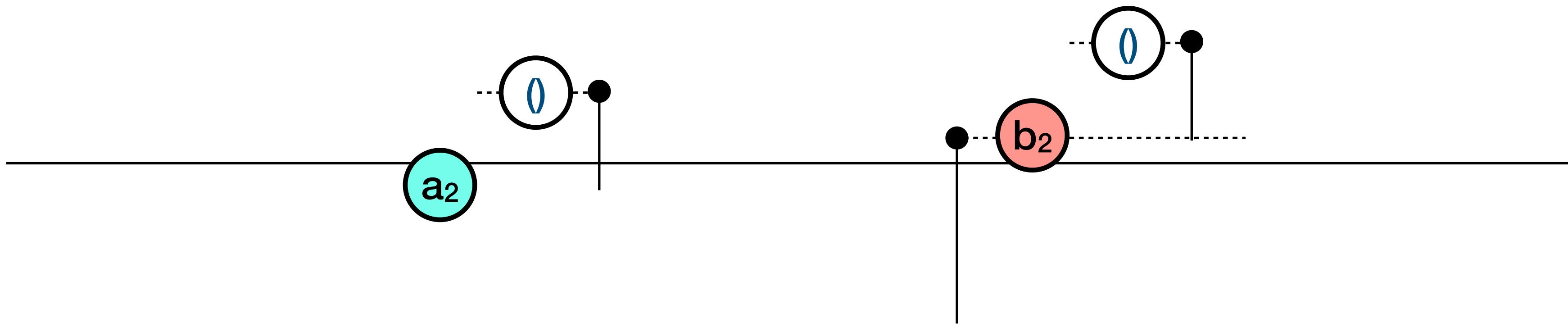
Libretto List : merge



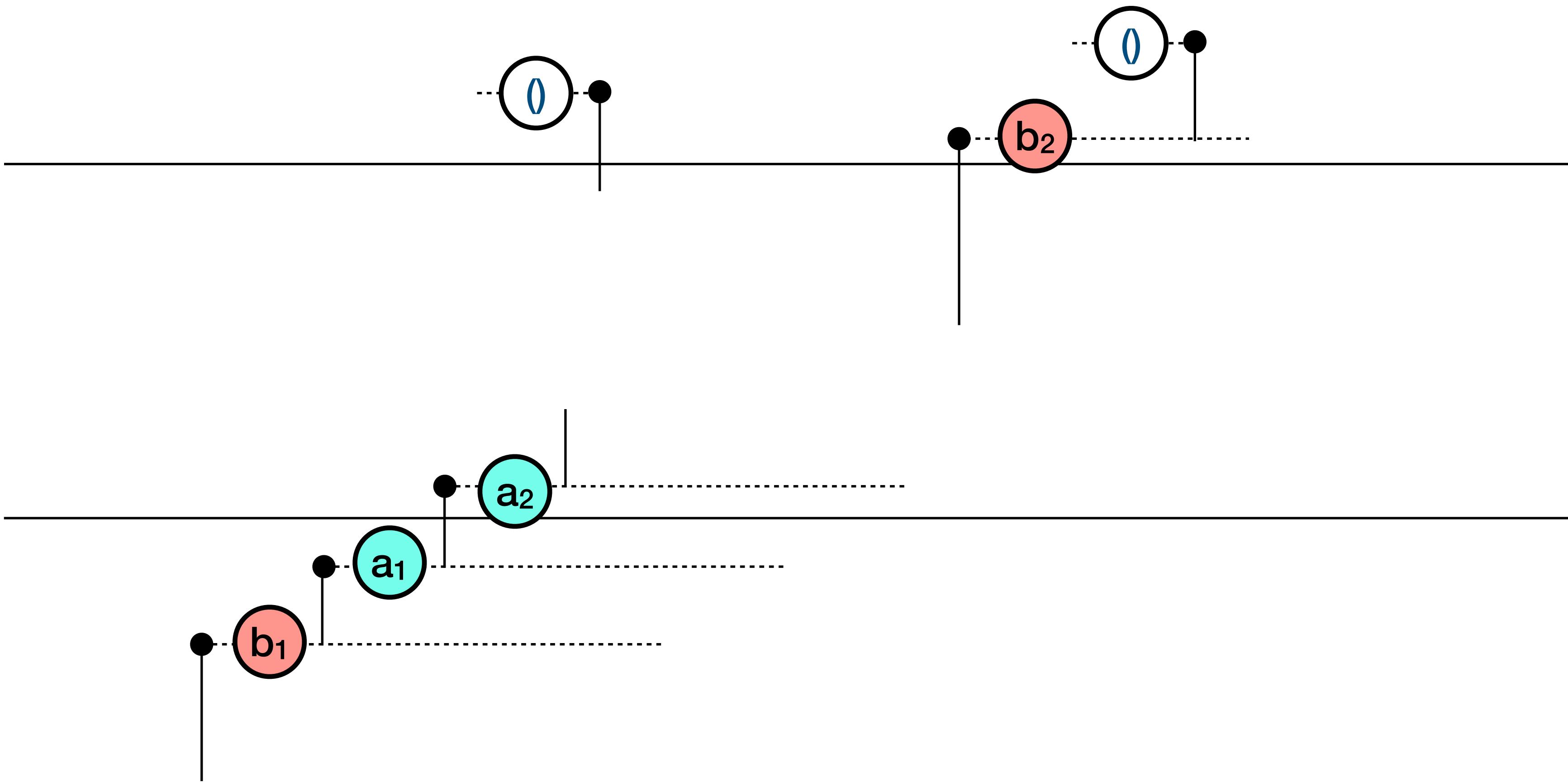
Libretto List : merge



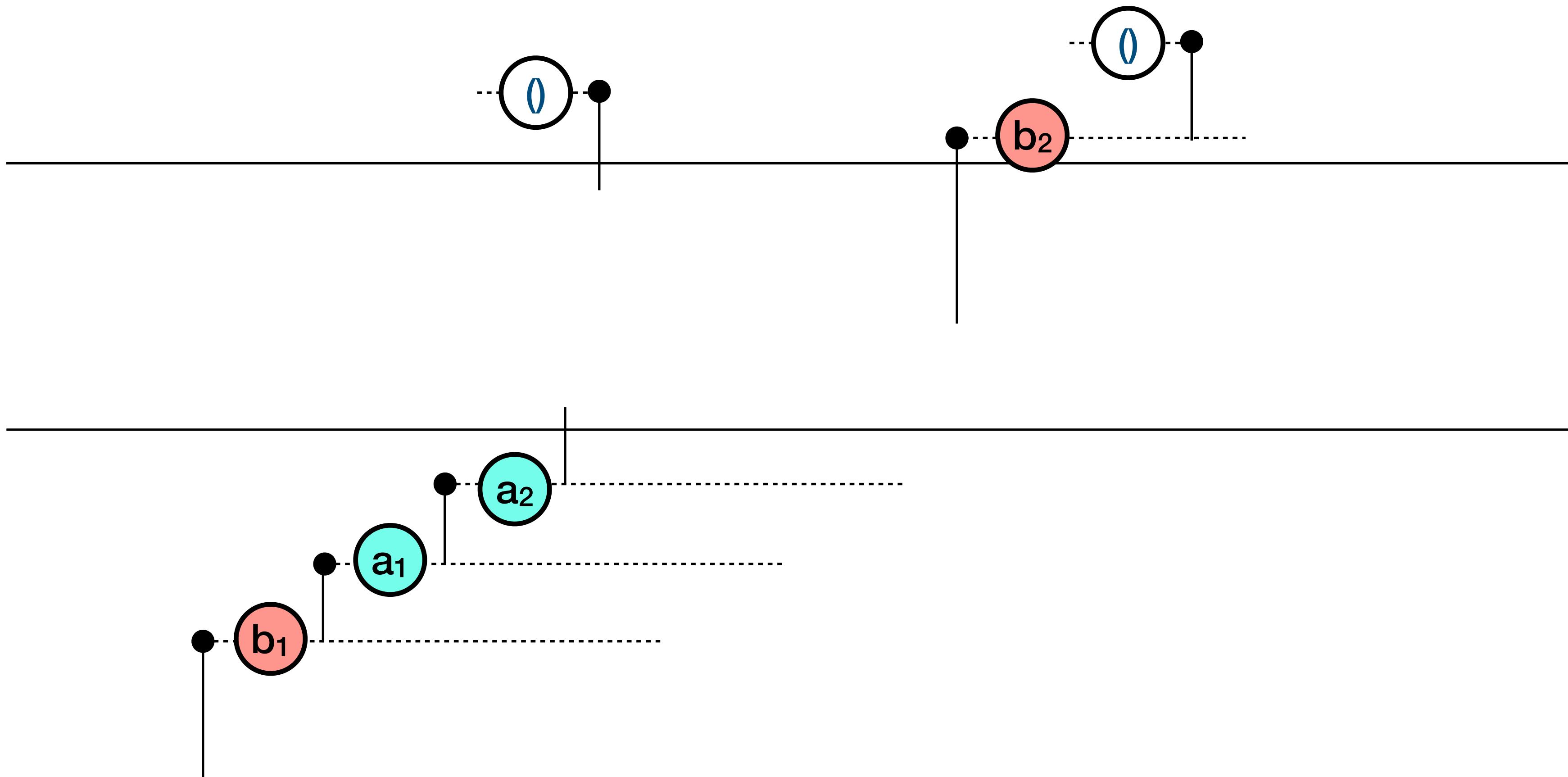
Libretto List : merge



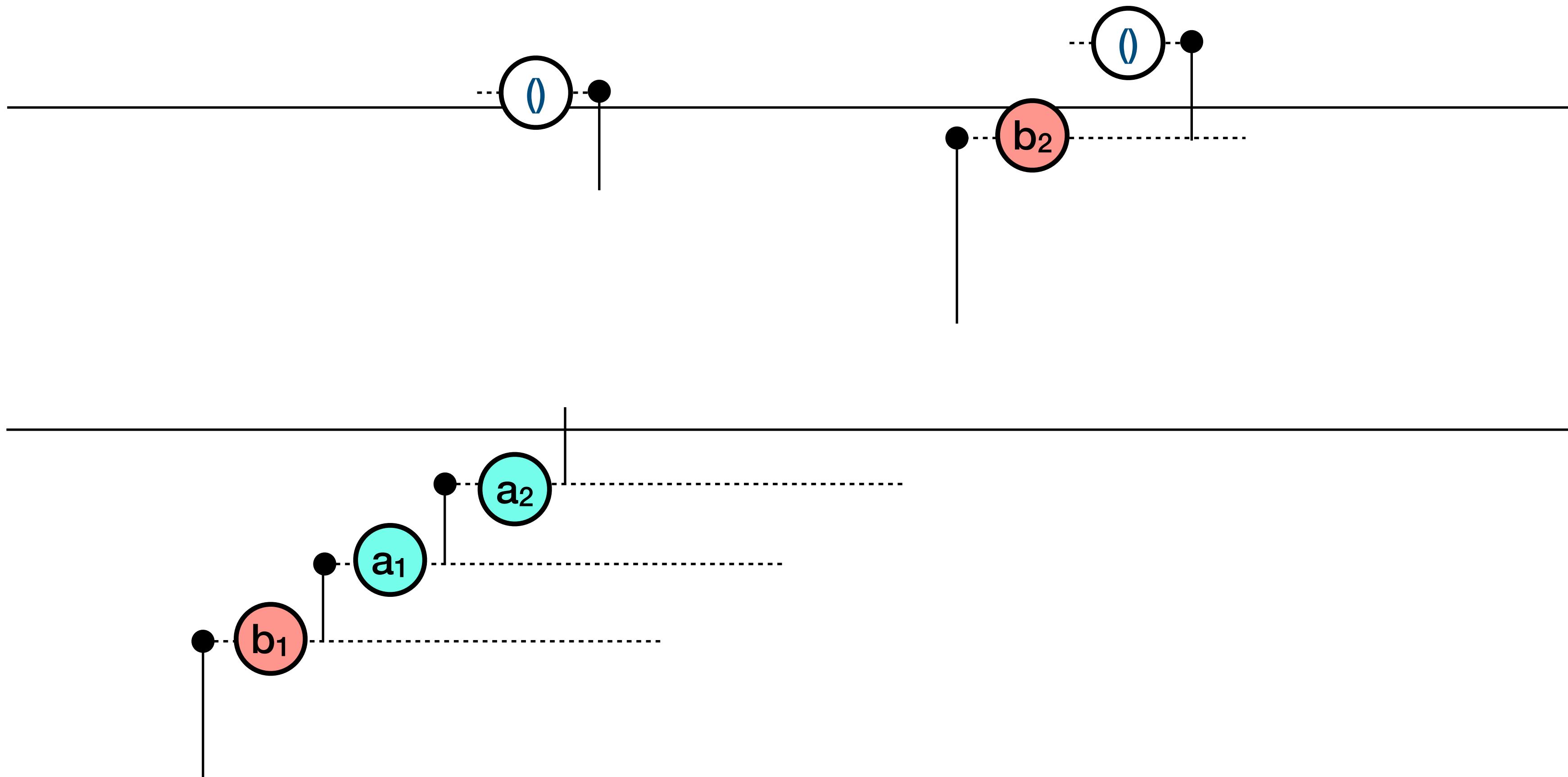
Libretto List : merge



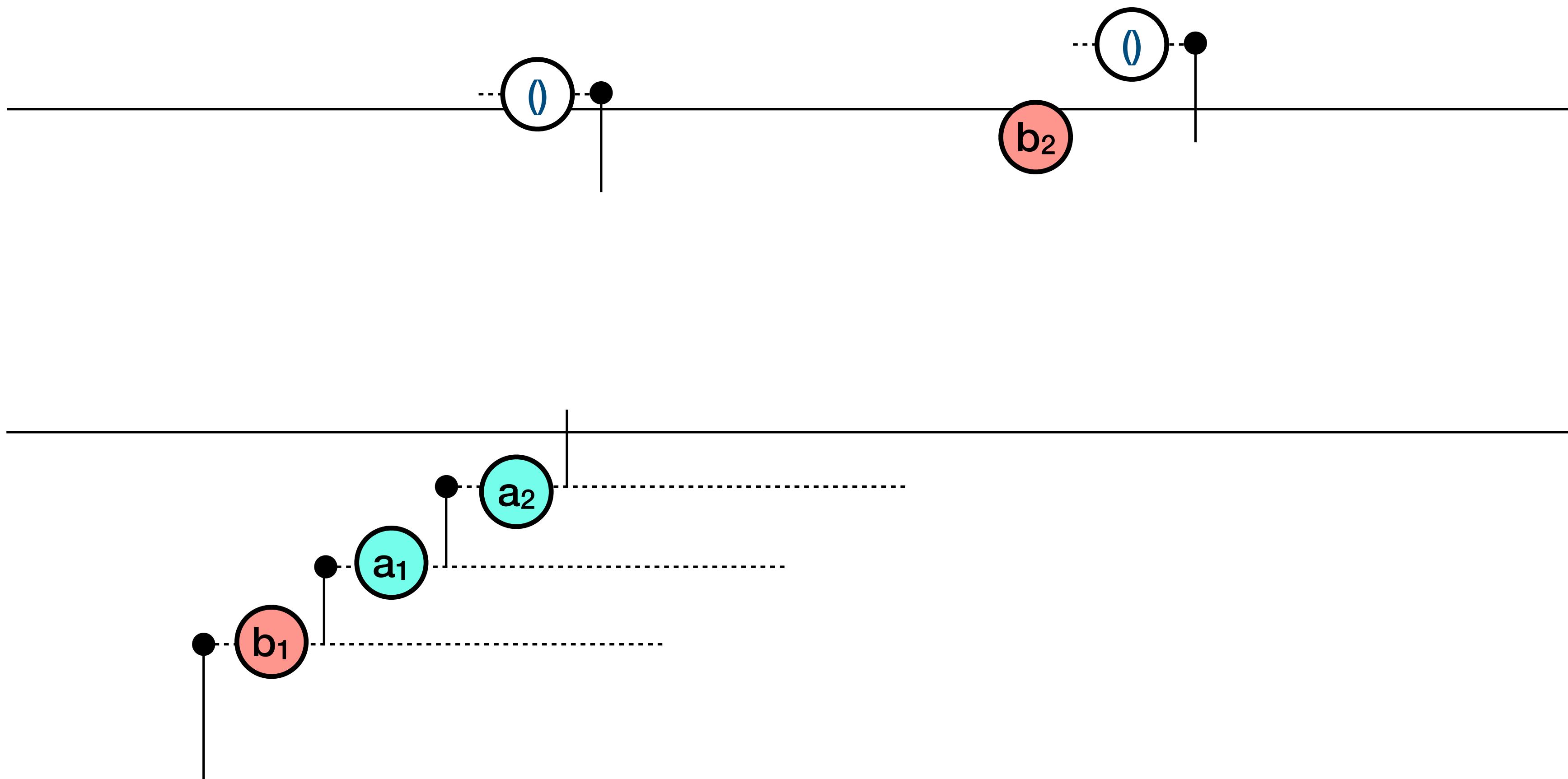
Libretto List : merge



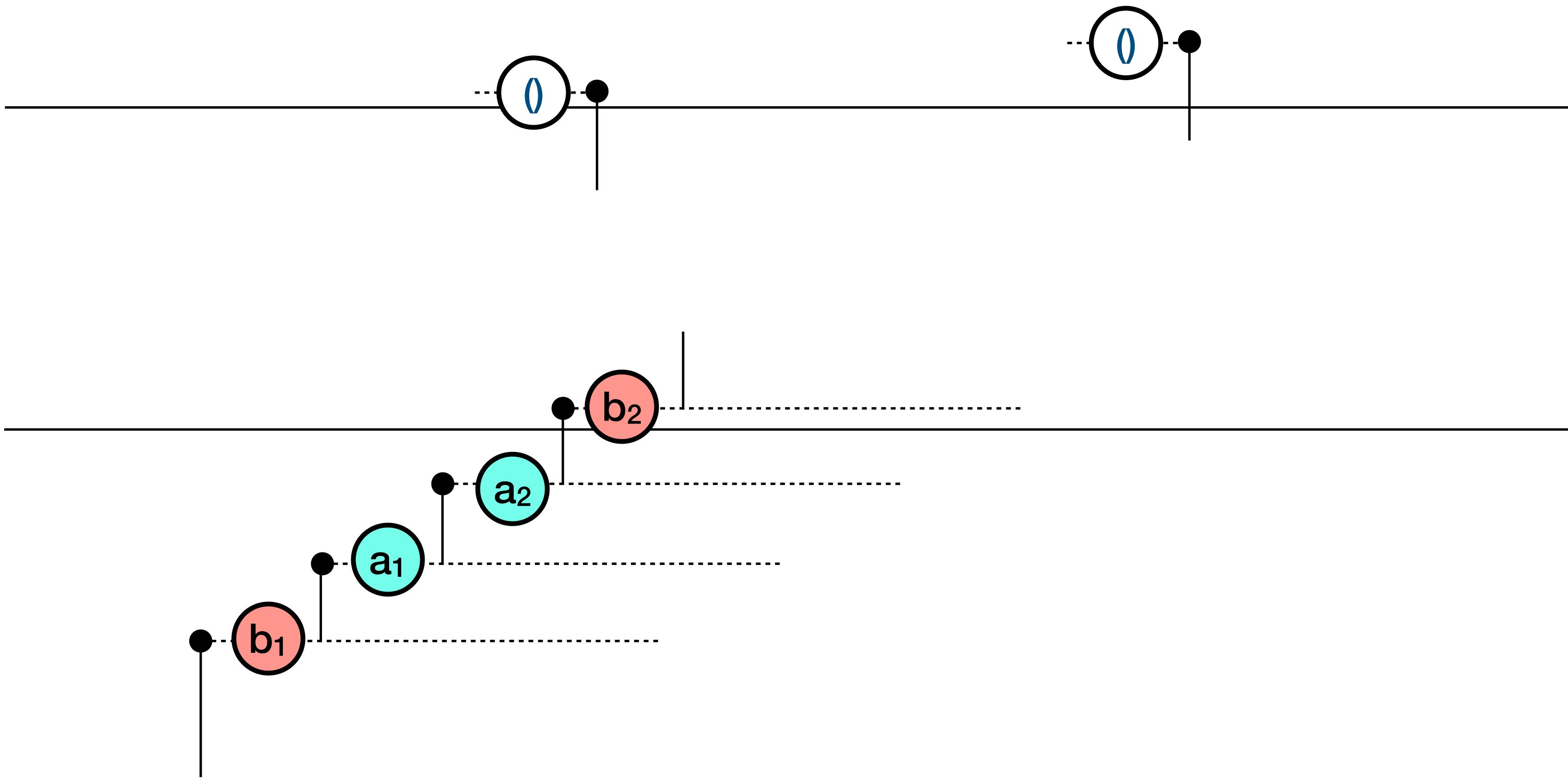
Libretto List : merge



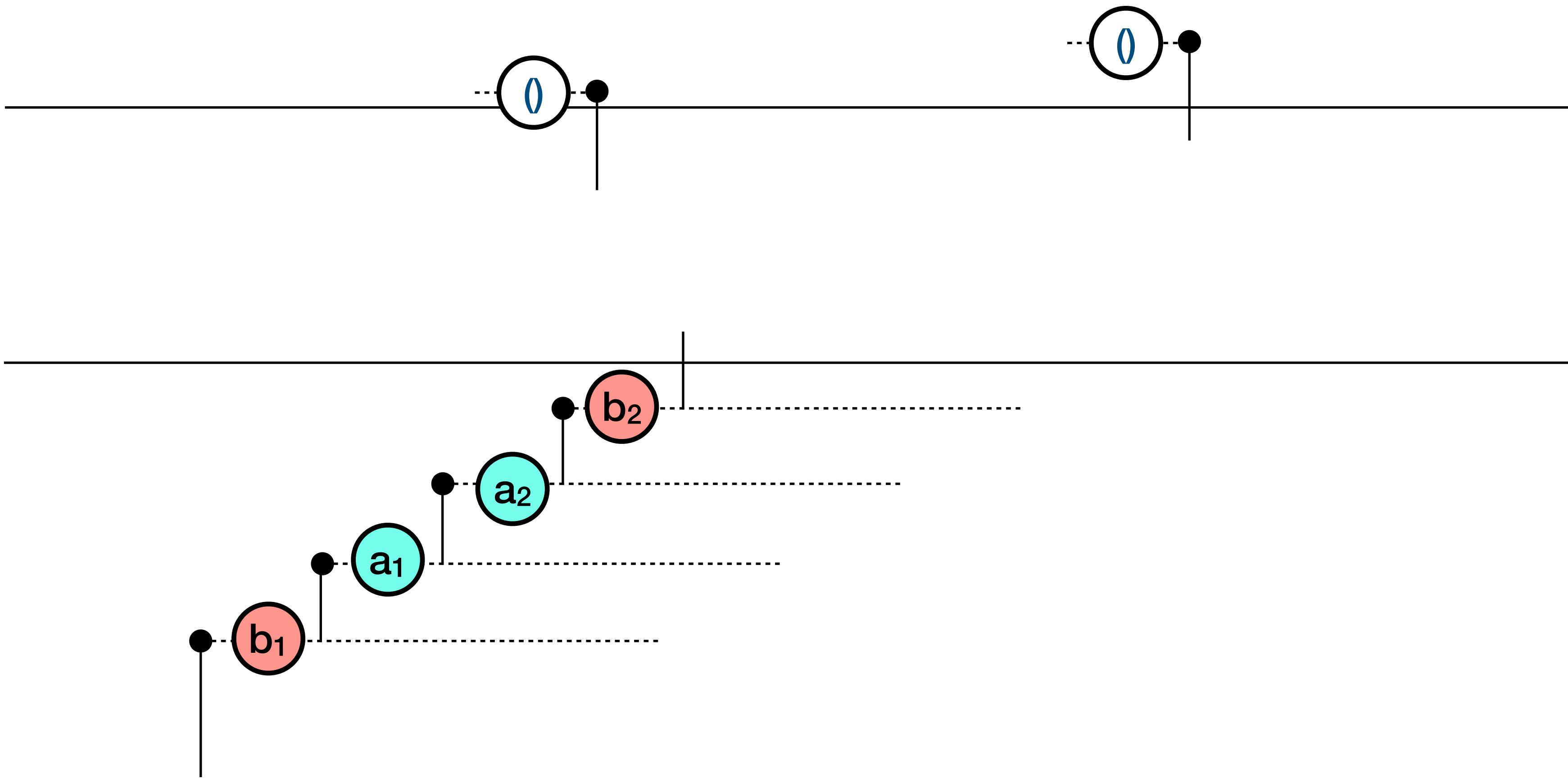
Libretto List : merge



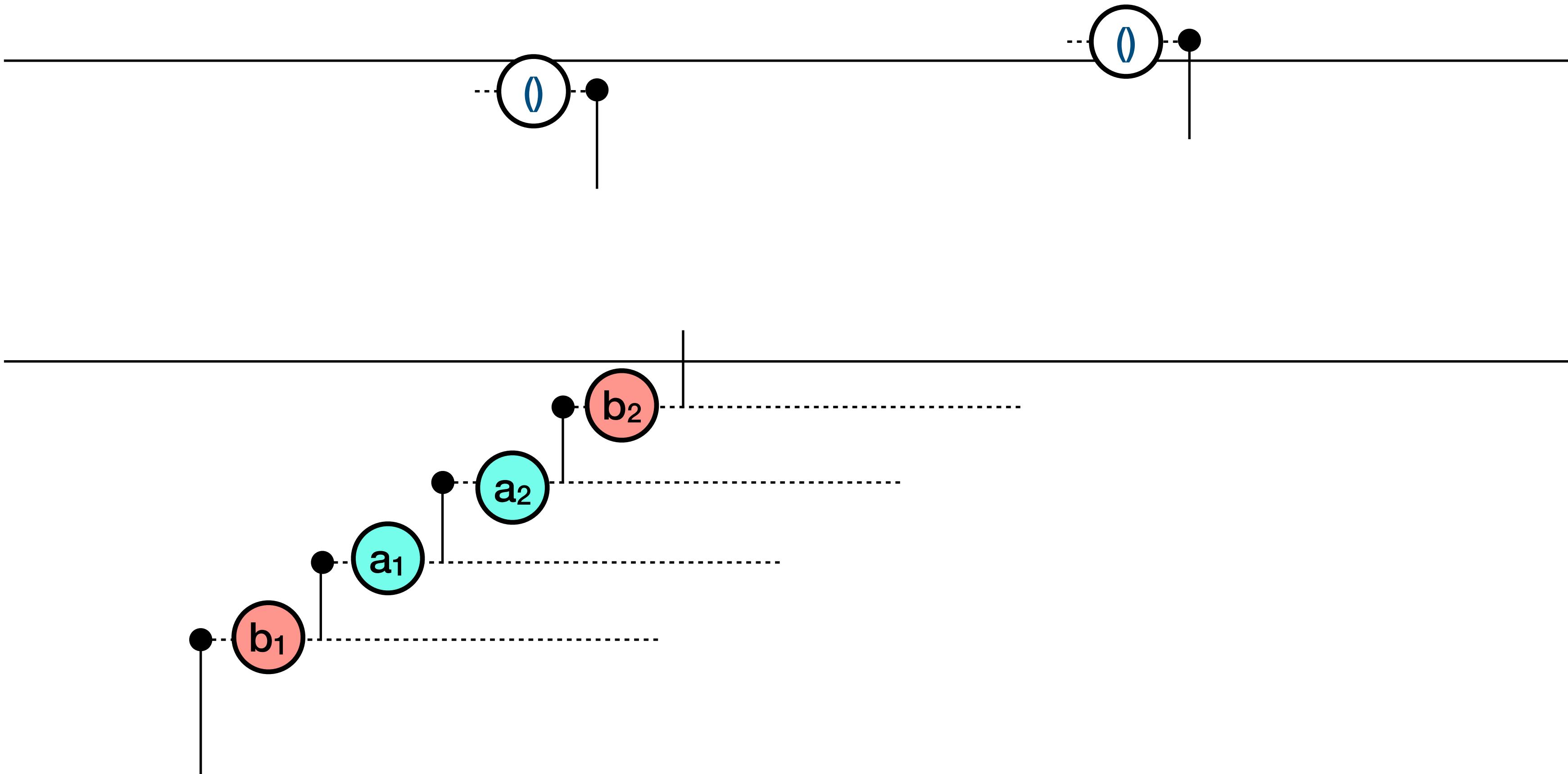
Libretto List : merge



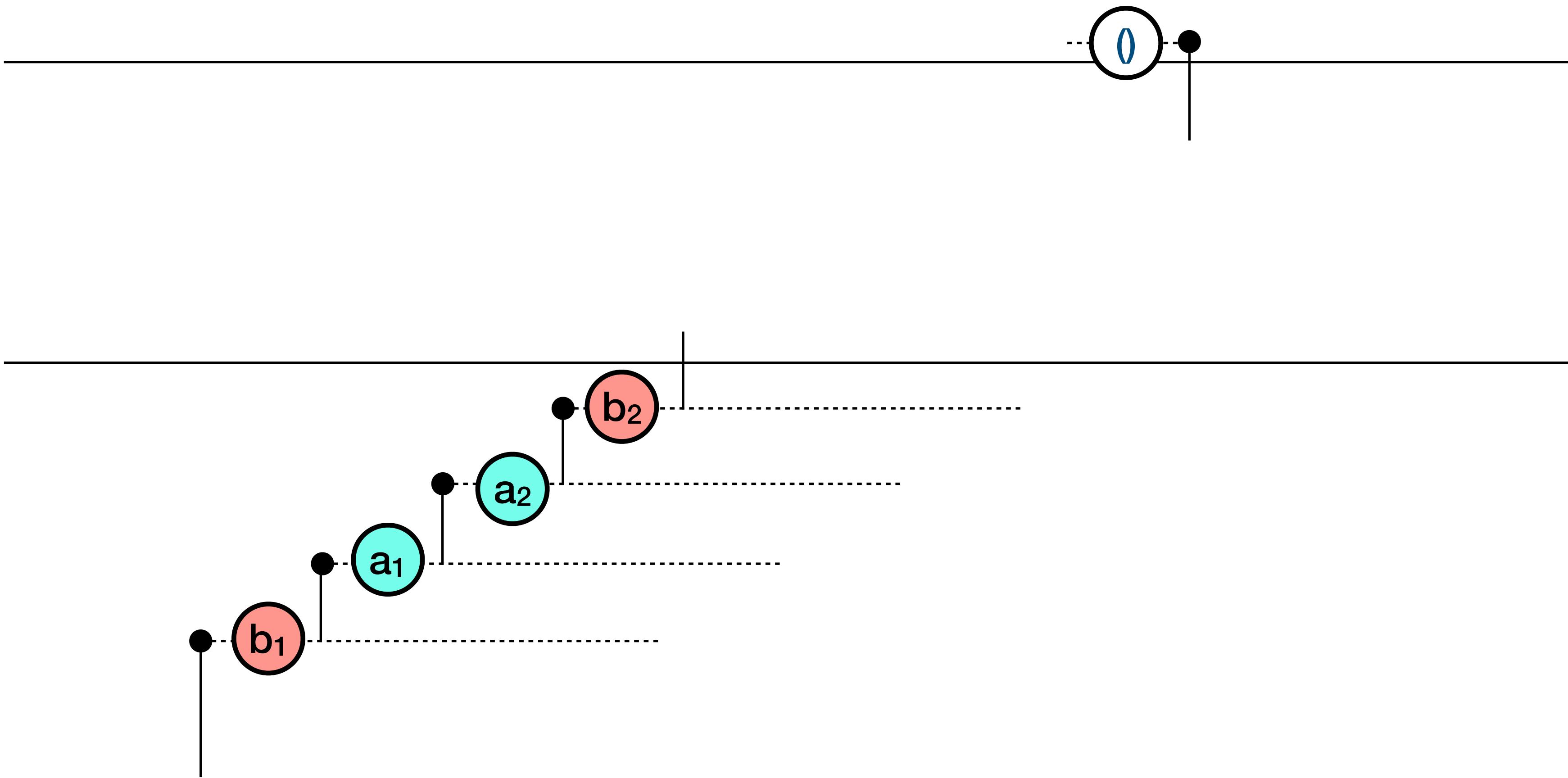
Libretto List : merge



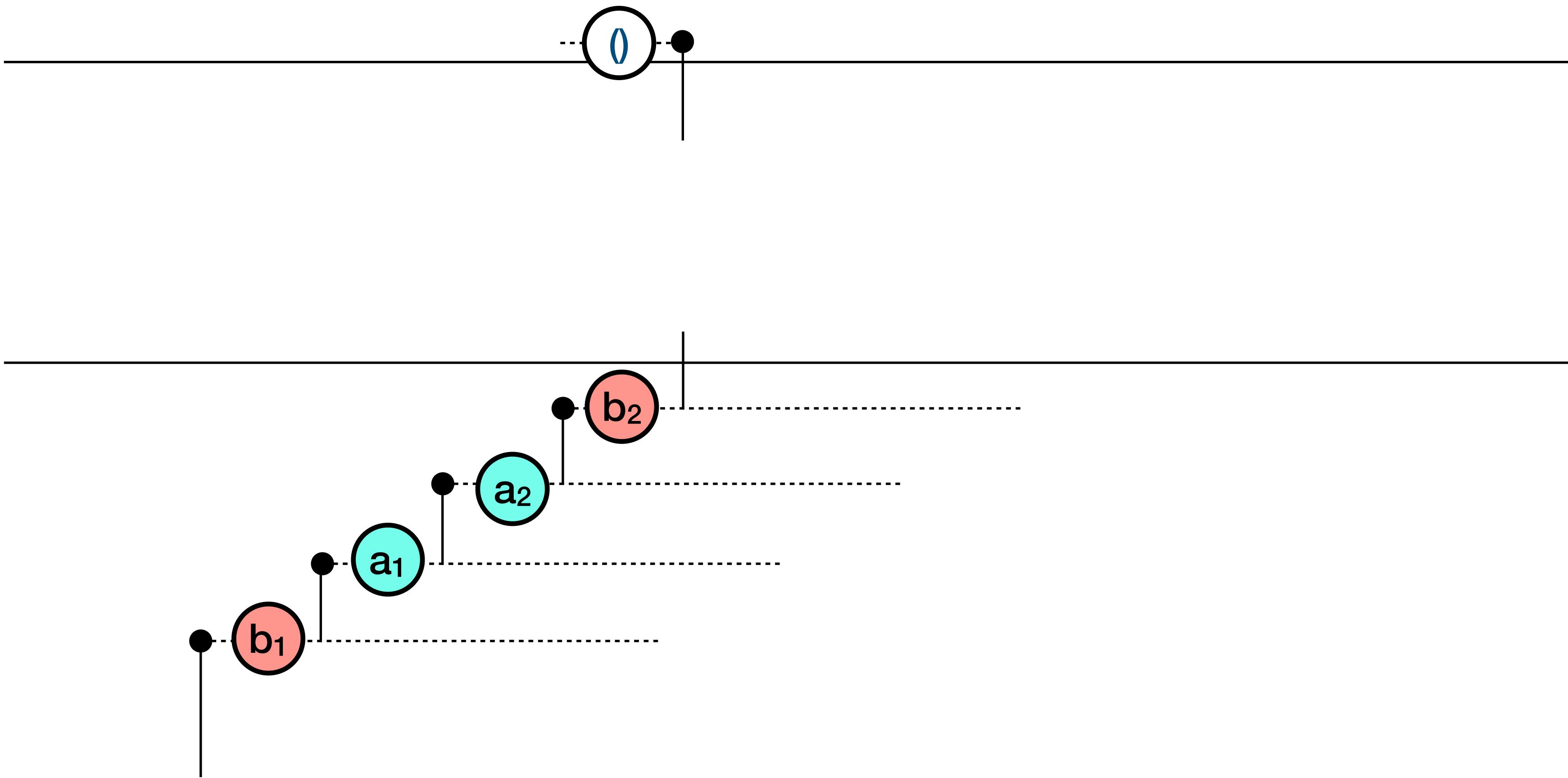
Libretto List : merge



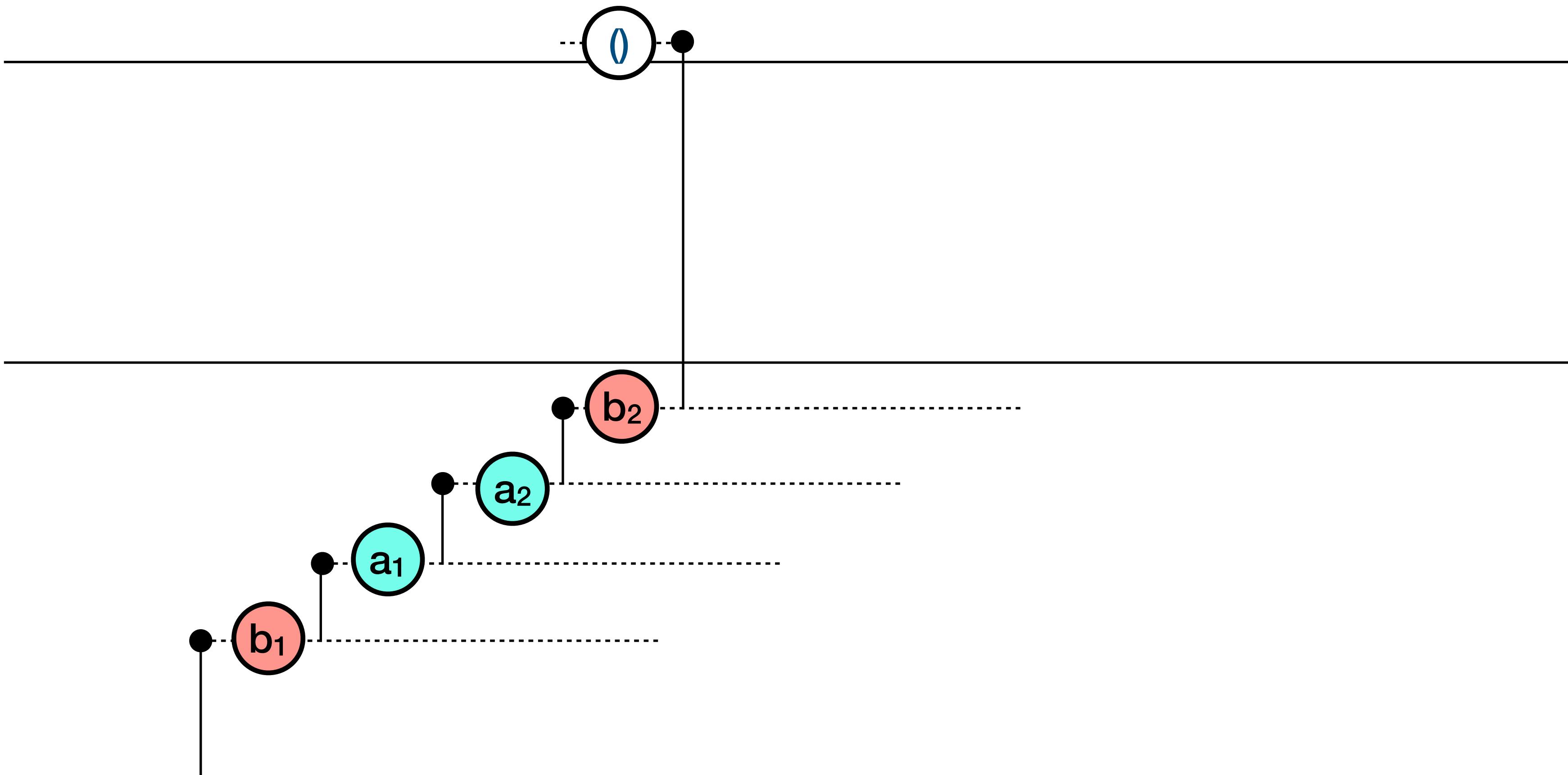
Libretto List : merge



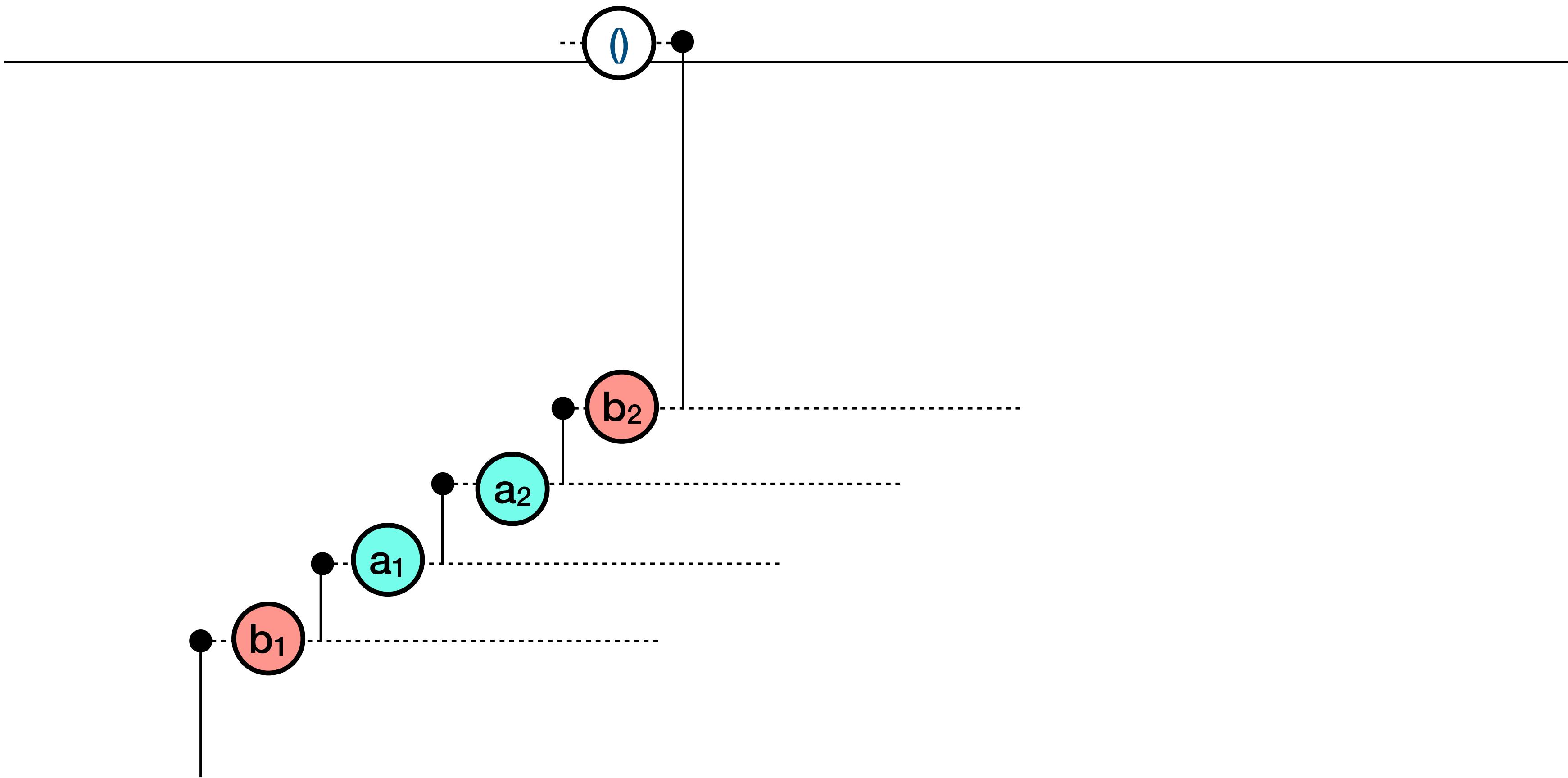
Libretto List : merge



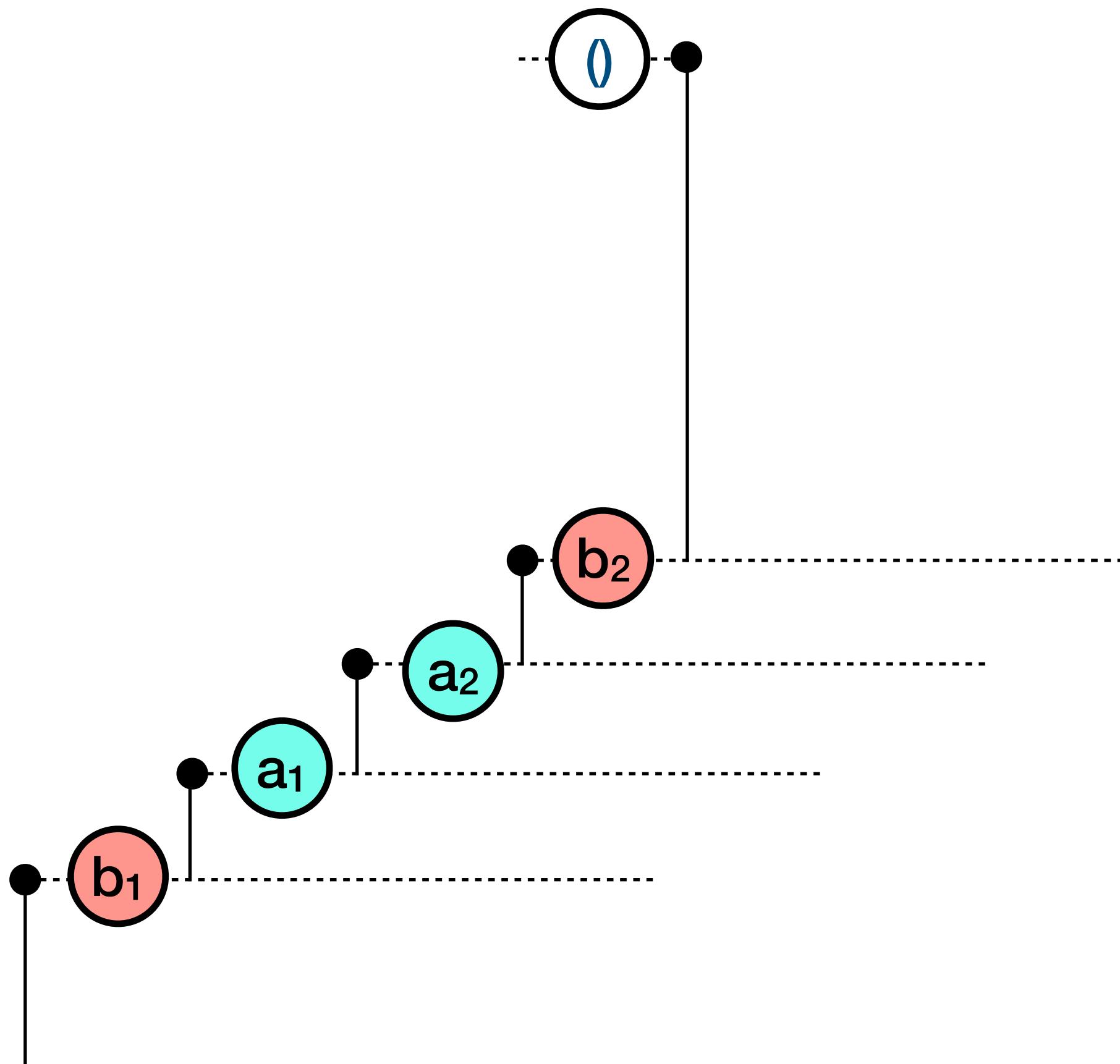
Libretto List : merge



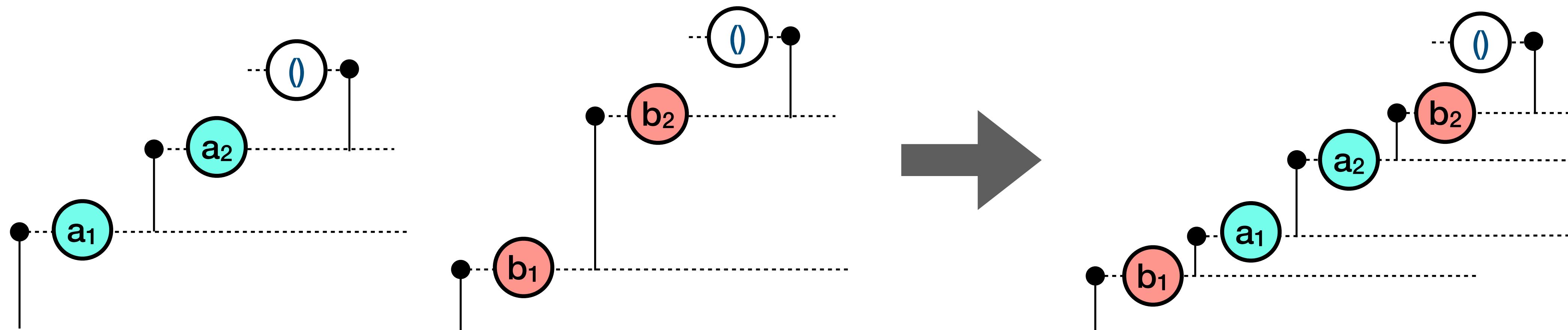
Libretto List : merge



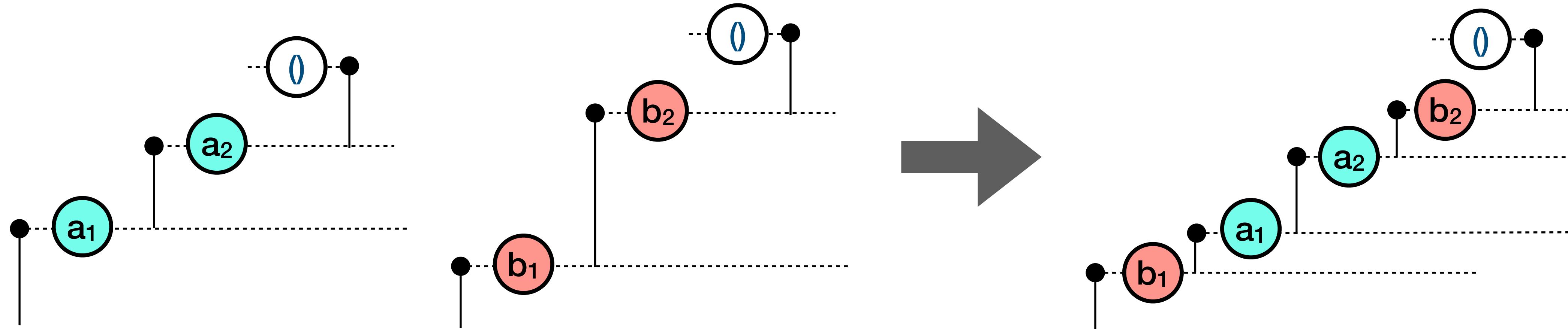
Libretto List : merge



Libretto List : merge



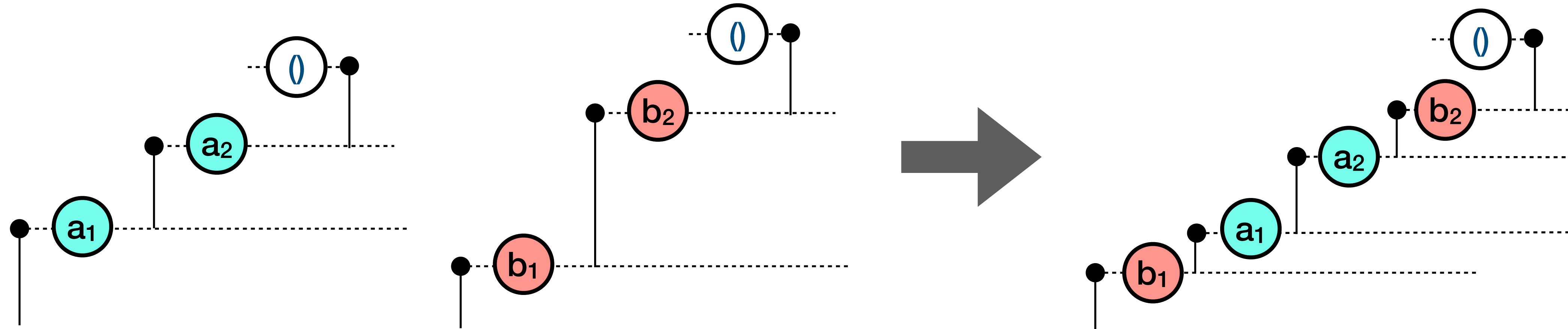
Libretto List : merge



Preserves “*temporal*”(*) order

(*) but there's no global time

Libretto List : merge

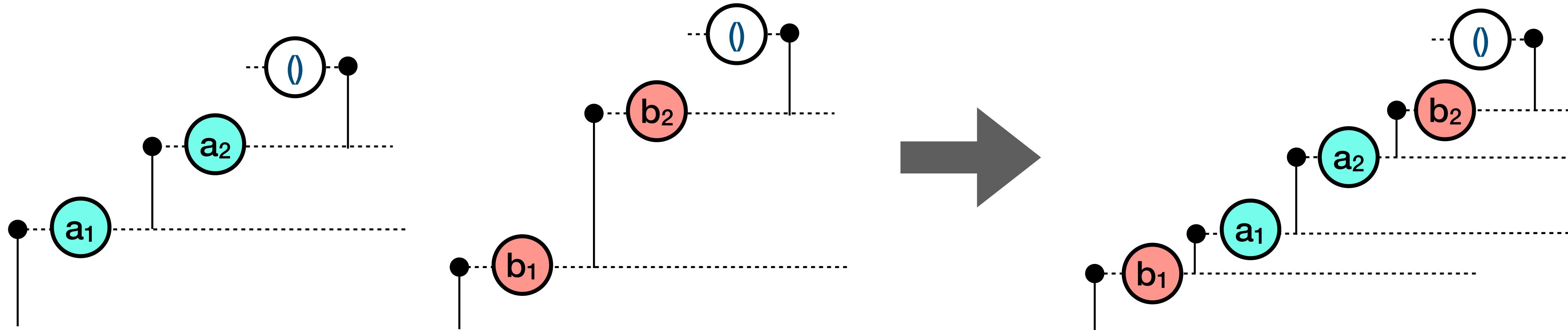


Preserves “*temporal*”(*) order

Is it associative?

(*) but there's no global time

Libretto List : merge



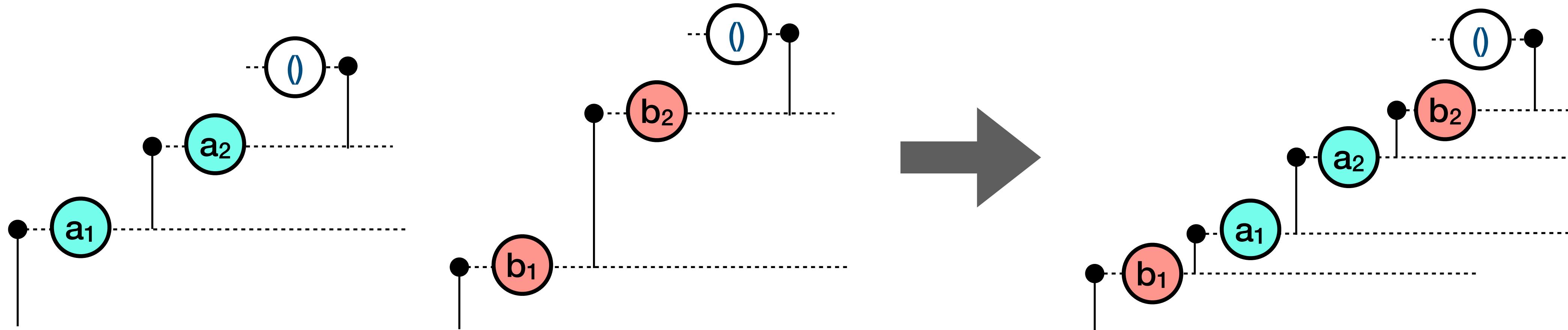
Preserves “*temporal*”(*) order

Is it associative?

`(as merge bs) merge cs =?= as merge (bs merge cs)`

(*) but there's no global time

Libretto List : merge



Preserves “*temporal*”(*) order

Is it associative?

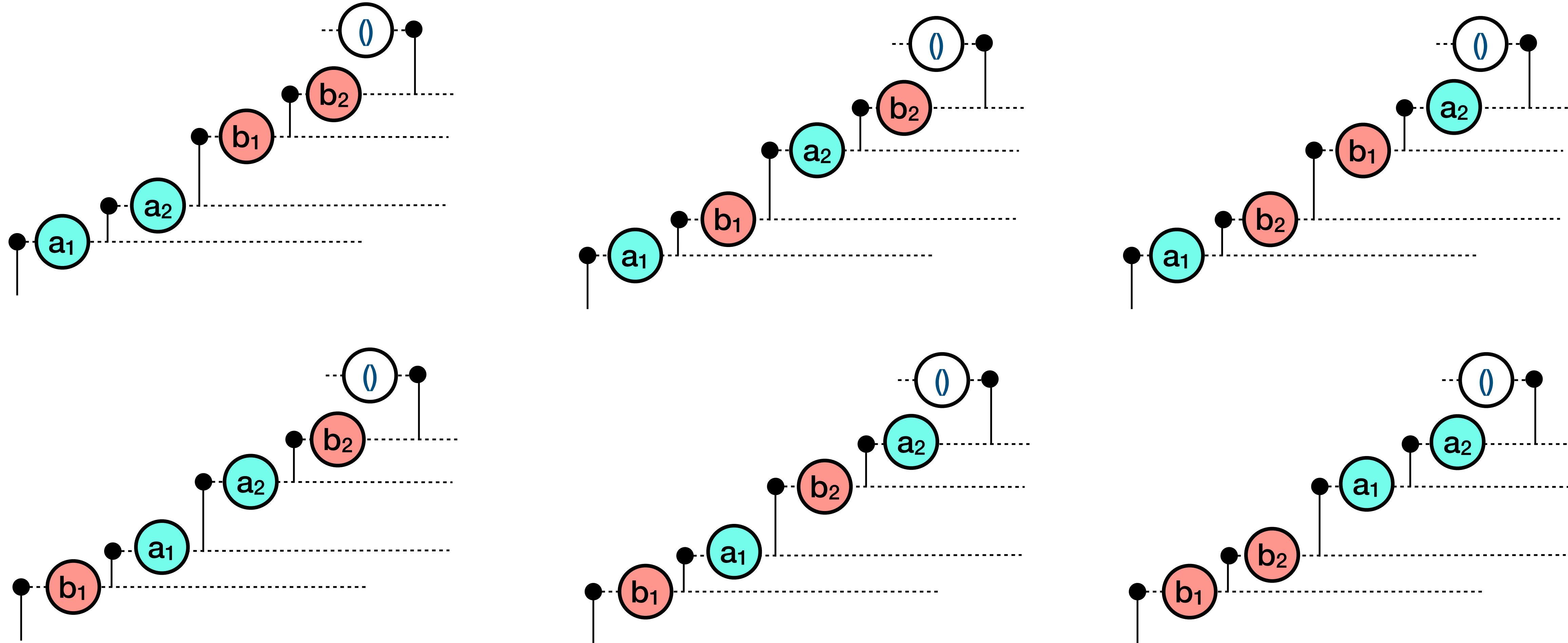
`(as merge bs) merge cs =?= as merge (bs merge cs)`

It seems so, but what about the **non-determinism**?

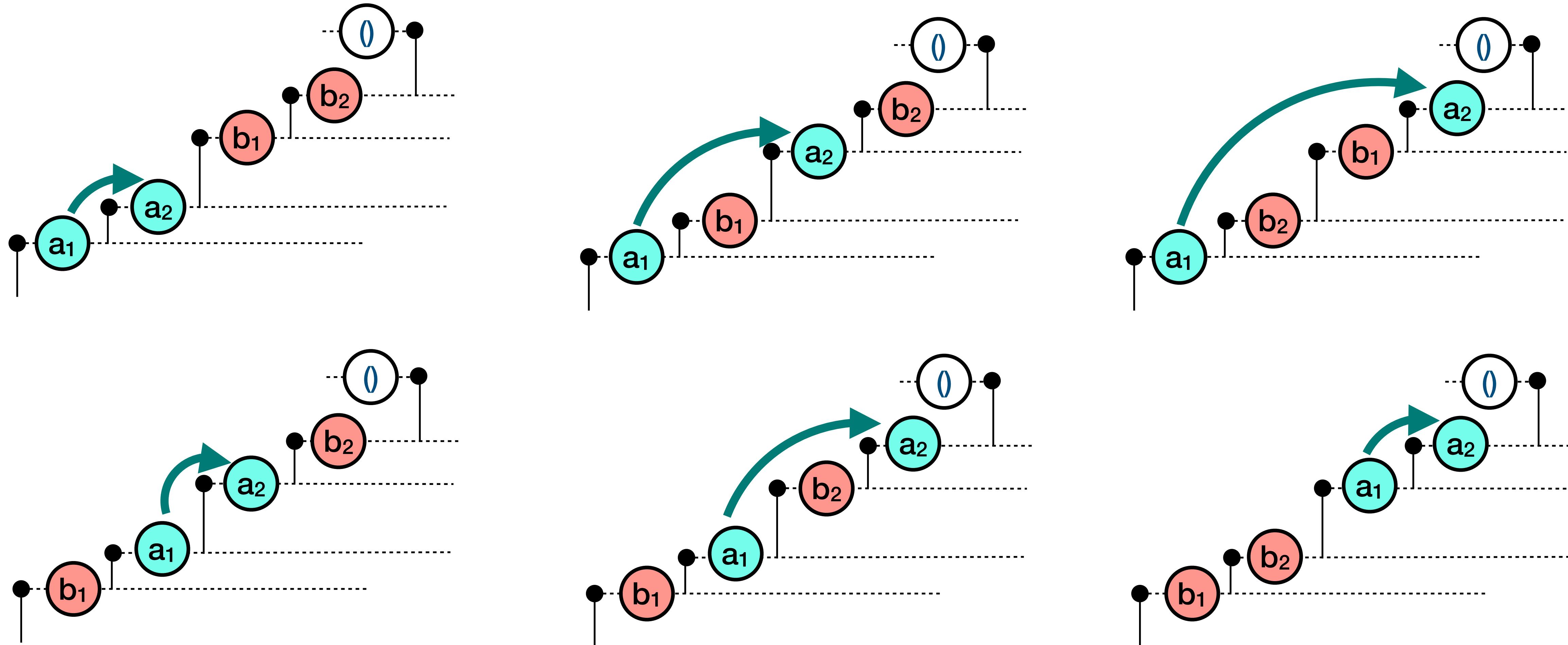
(*) but there's no global time

merge : possible outcomes

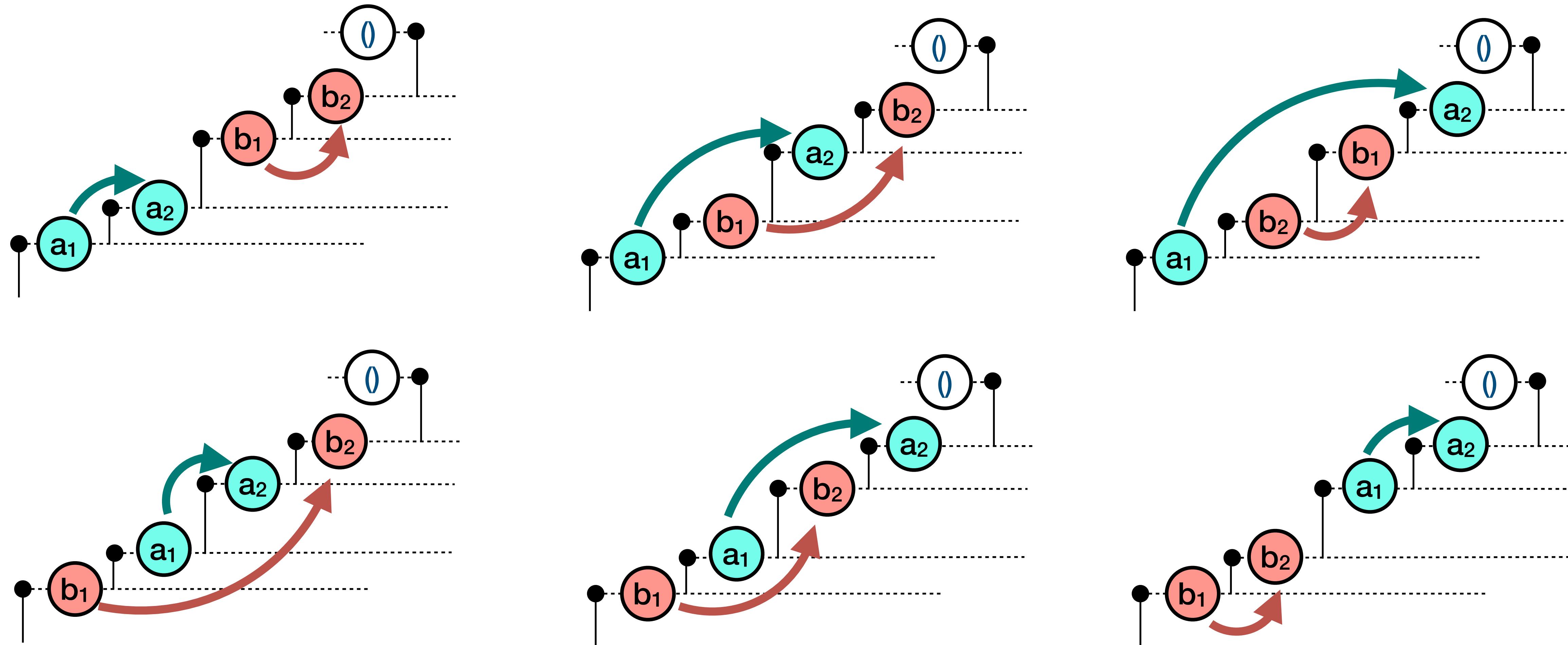
merge : possible outcomes



merge : possible outcomes



merge : possible outcomes



Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

- “*same input leads to same output*”: $\forall a: A . f(a) = g(a)$

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

- “*same input leads to same output*”: $\forall a: A . f(a) = g(a)$
- more generally: “*same observable behavior*”

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

- “*same input leads to same output*”: $\forall a: A . f(a) = g(a)$
- more generally: “*same observable behavior*”

Non-deterministic functions

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

- “*same input leads to same output*”: $\forall a: A . f(a) = g(a)$
- more generally: “*same observable behavior*”

Non-deterministic functions

- “**same set of observable behaviors**”

Equality of Non-deterministic Functions

$$f = g$$

What does it mean for **non-deterministic** f, g ?

Deterministic functions

- “*same input leads to same output*”: $\forall a: A . f(a) = g(a)$
- more generally: “*same observable behavior*”

Non-deterministic functions

- “*same set of observable behaviors*”
- not necessarily the same probabilistic distribution of them

merge : associativity

(**as** merge **bs**) merge **cs** =?= **as** merge (**bs** merge **cs**)

merge : associativity

(as merge bs) merge cs =?= as merge (bs merge cs)

Strategy: (intuitively, not a formal proof)

merge : associativity

(**as** merge **bs**) merge **cs** =?= **as** merge (**bs** merge **cs**)

Strategy: (intuitively, not a formal proof)

1. Consider any observable behavior of the left side.

merge : associativity

$$(\text{as merge } \text{bs}) \text{ merge } \text{cs} \quad =?=? \quad \text{as merge } (\text{bs merge } \text{cs})$$

Strategy: (intuitively, not a formal proof)

1. Consider any observable behavior of the left side.
2. Show that the same observable behavior may be exhibited by right side.

merge : associativity

`(as merge bs) merge cs` $=? =$ `as merge (bs merge cs)`

Strategy: (intuitively, not a formal proof)

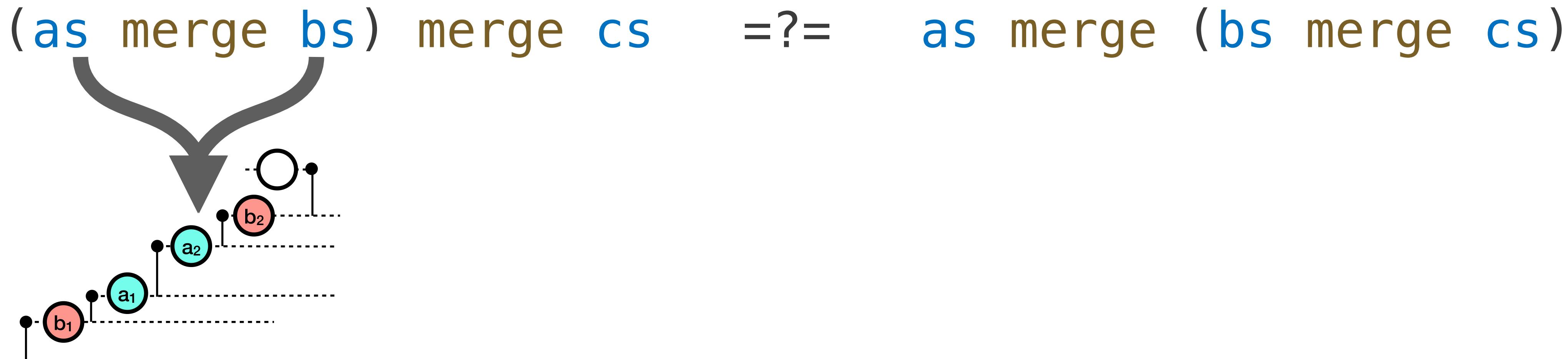
1. Consider any observable behavior of the left side.
2. Show that the same observable behavior may be exhibited by right side.
3. And vice versa.

merge : associativity

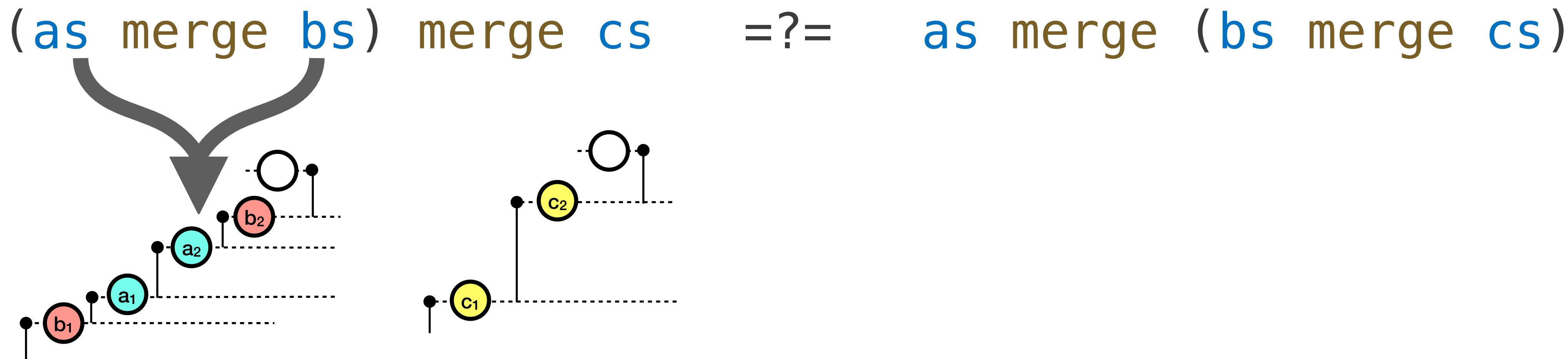
(**as** merge **bs**) merge **cs** =?= **as** merge (**bs** merge **cs**)

merge : associativity

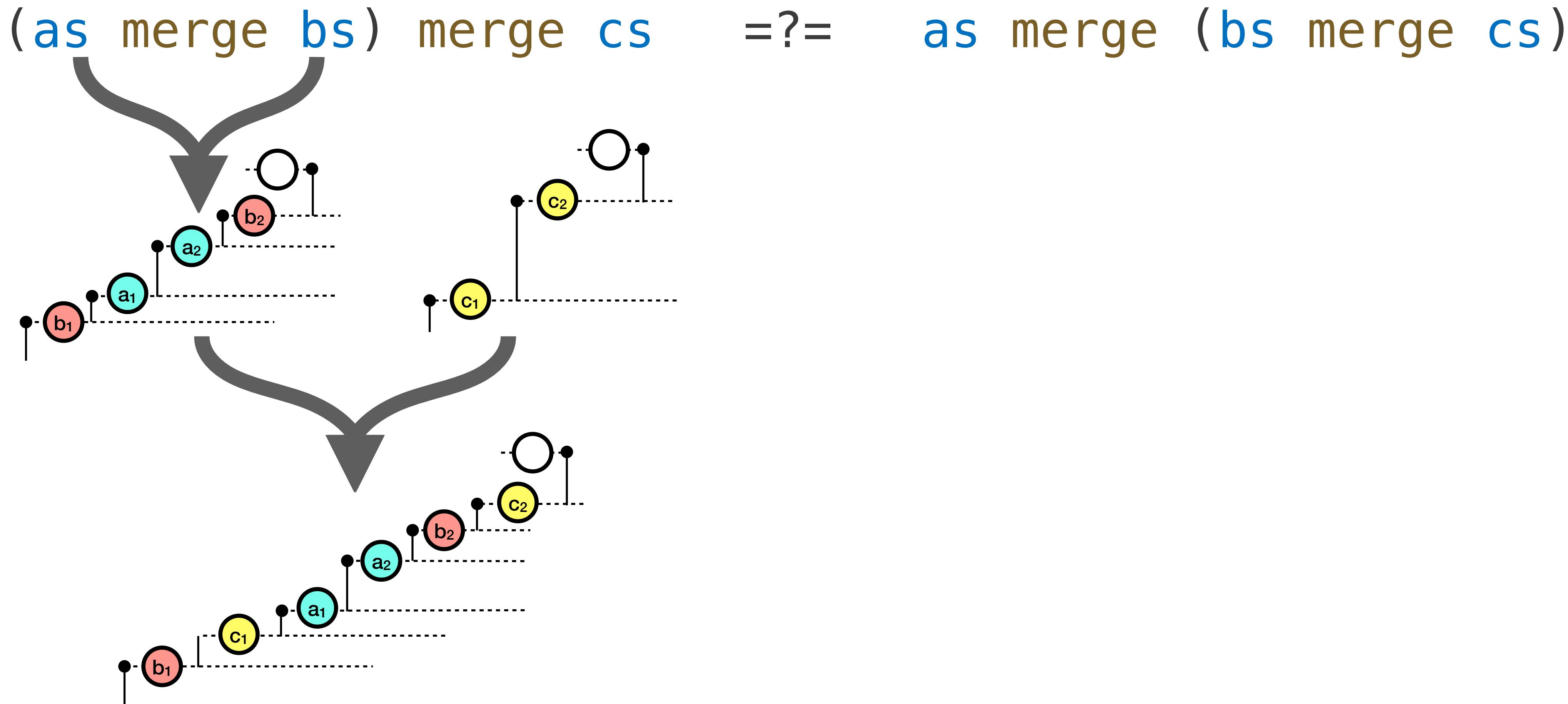
$(\text{as merge } \text{bs}) \text{ merge } \text{cs} =?= \text{as merge } (\text{bs merge } \text{cs})$



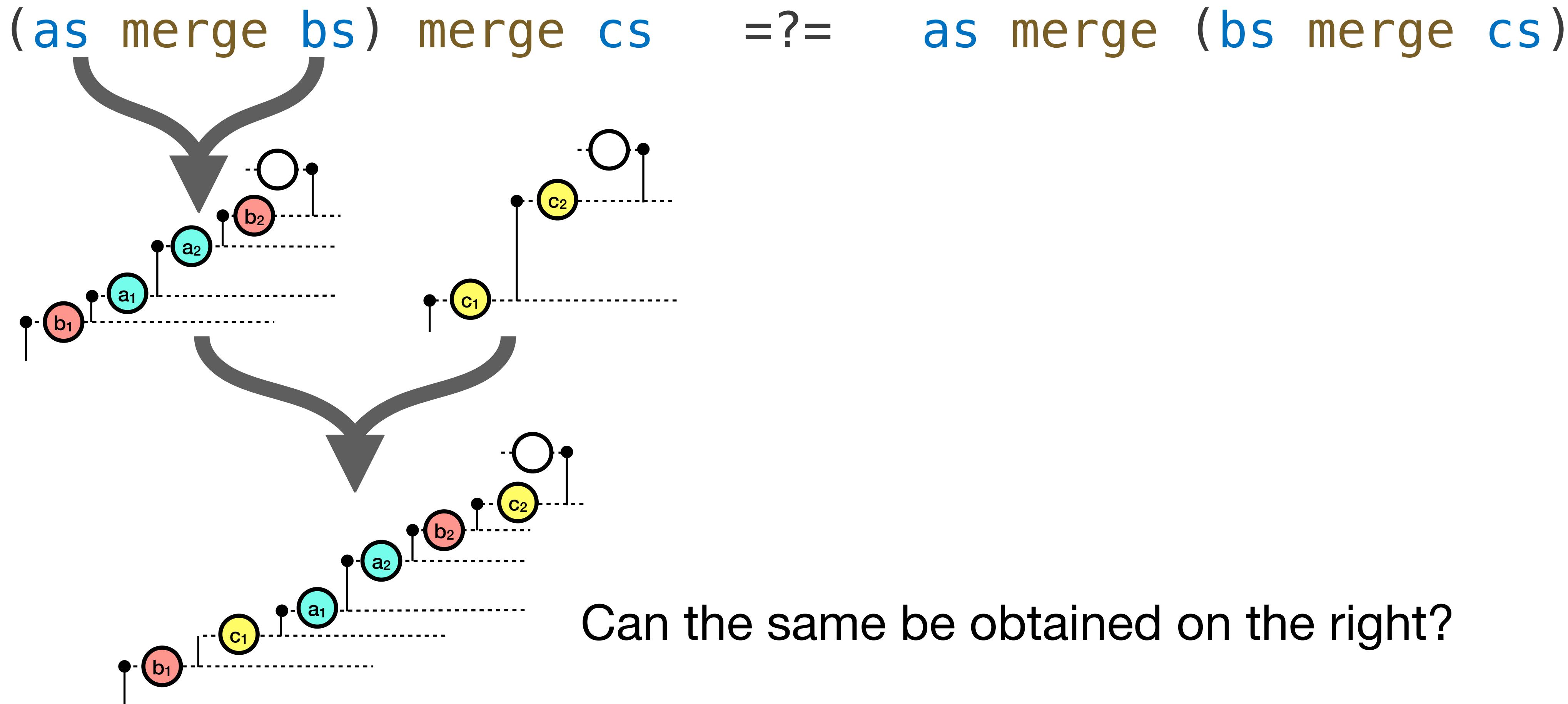
merge : associativity



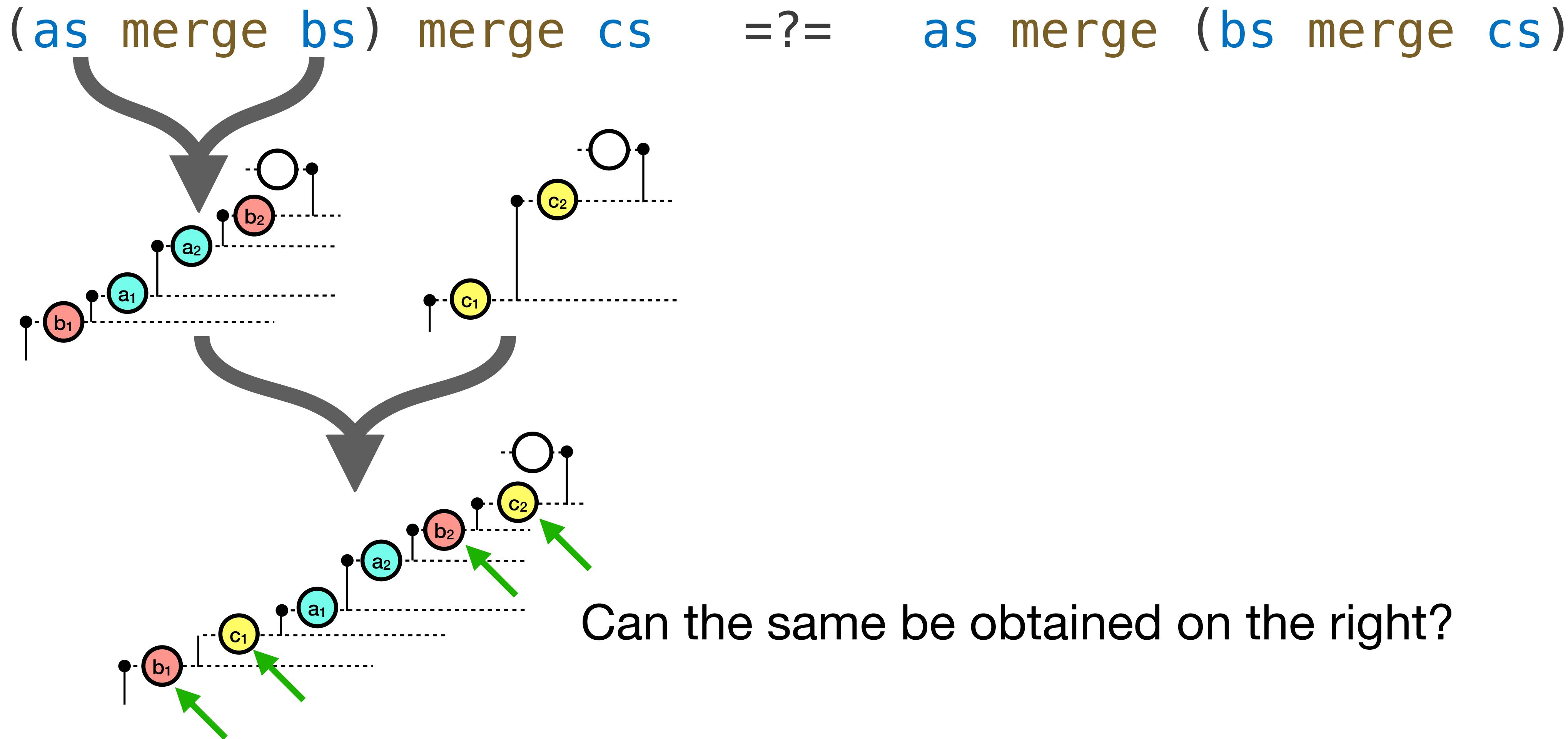
merge : associativity



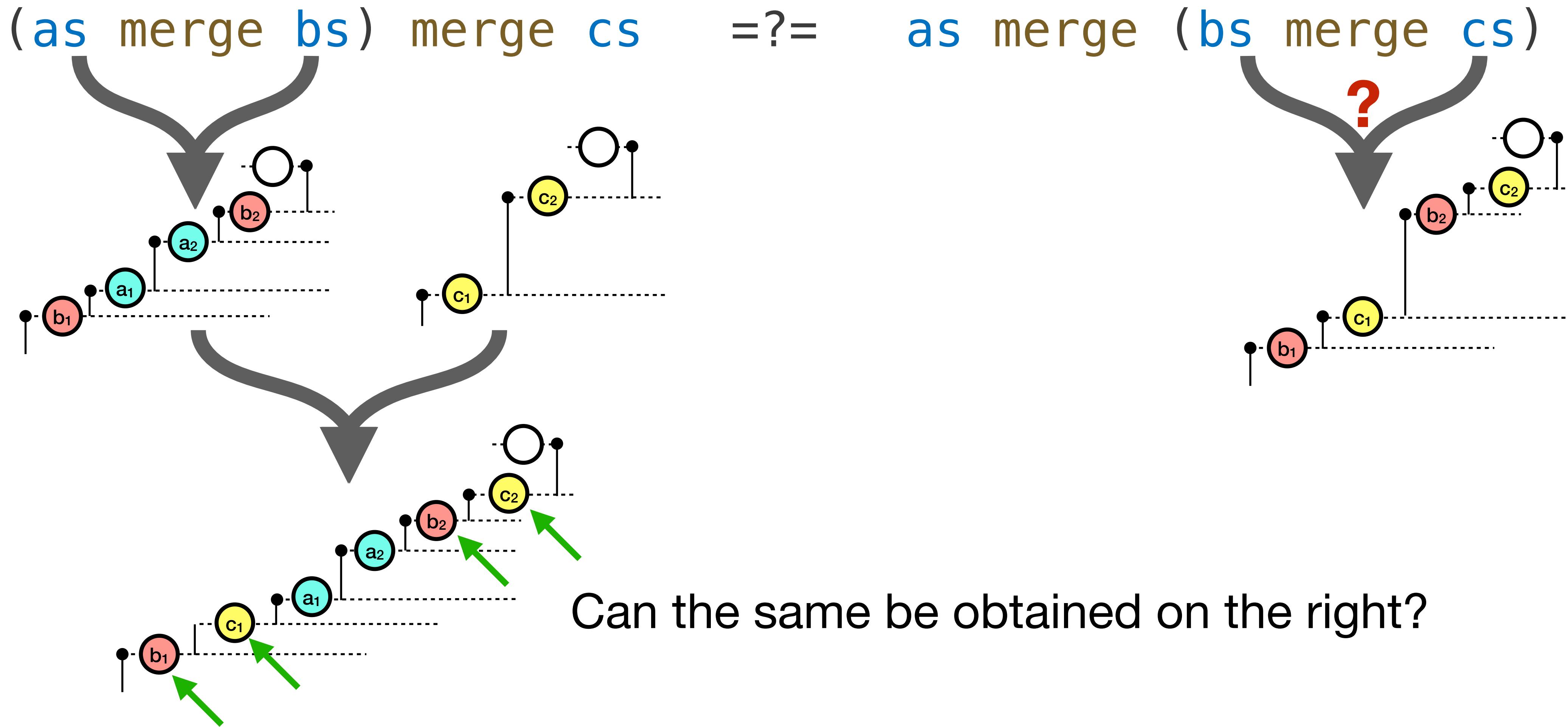
merge : associativity



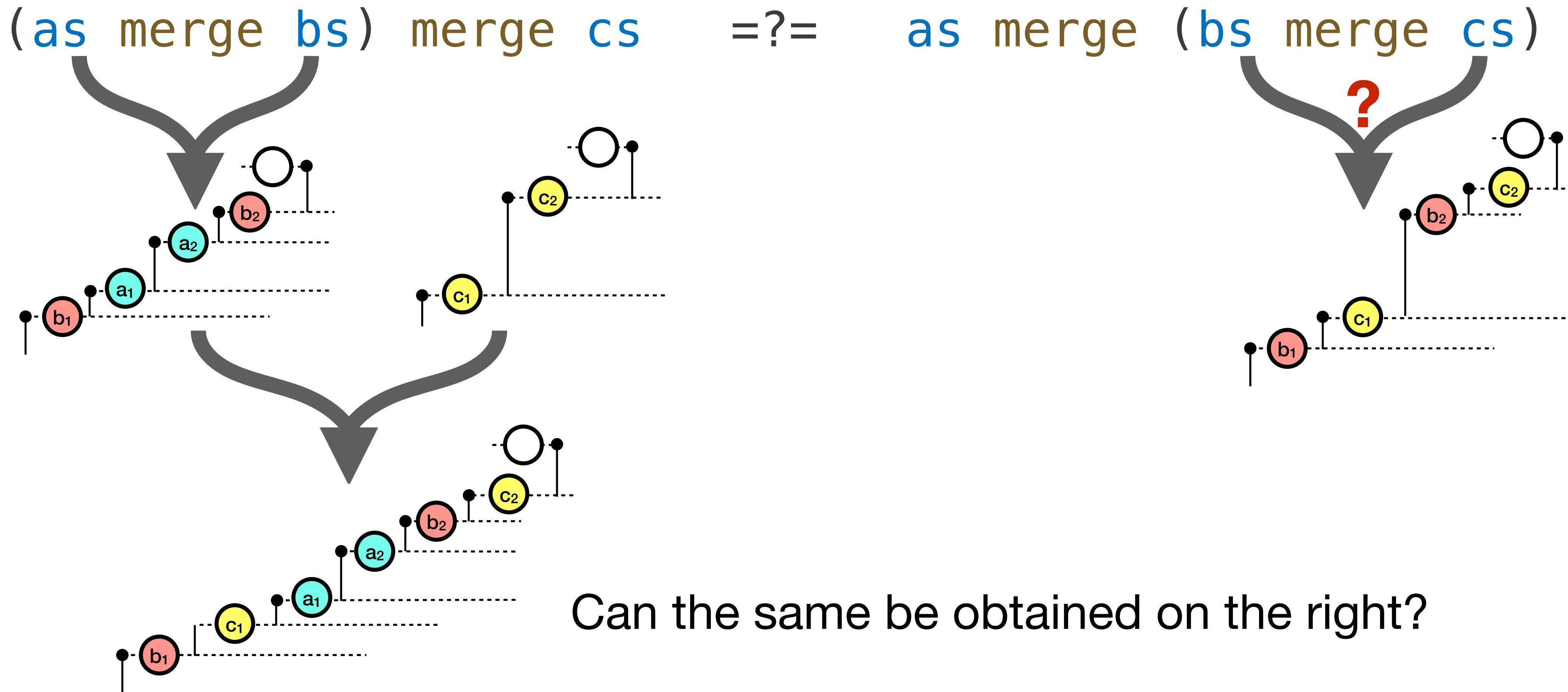
merge : associativity



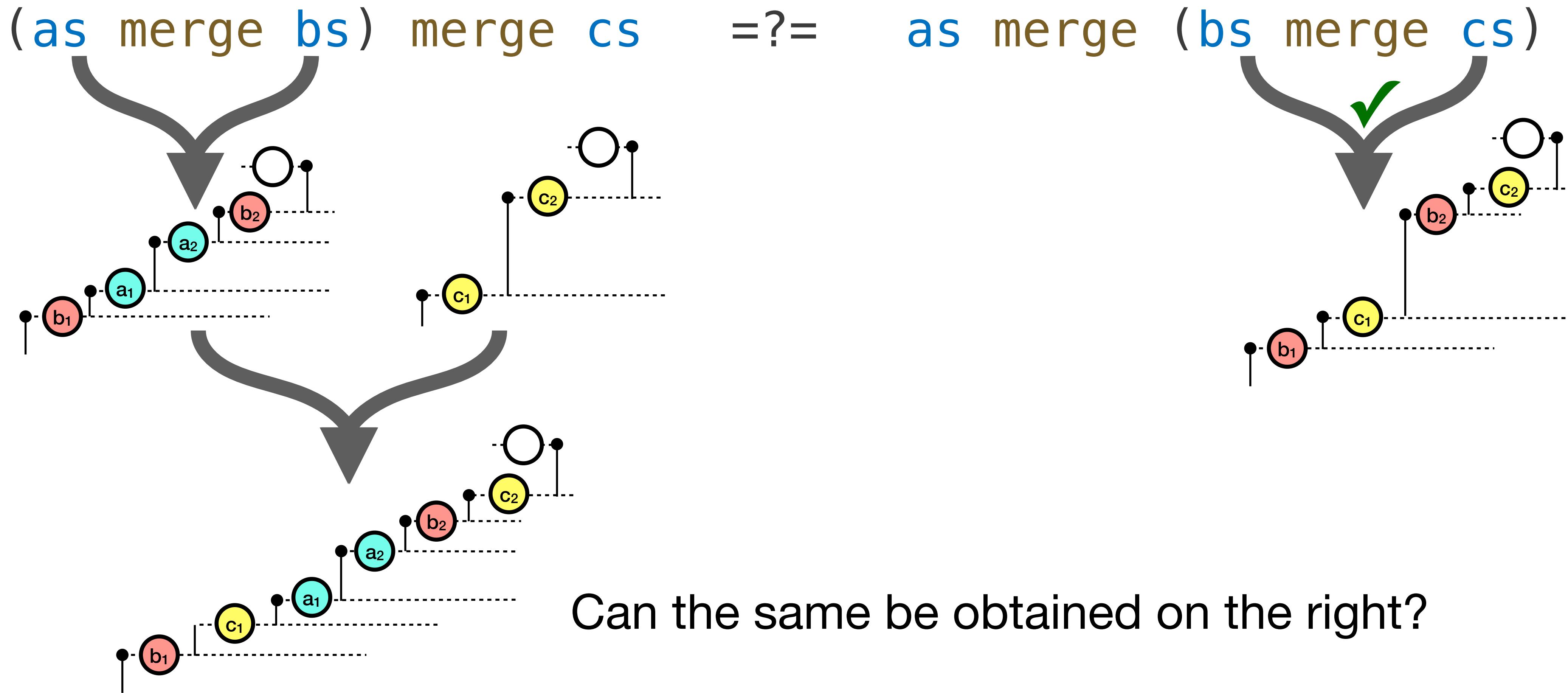
merge : associativity



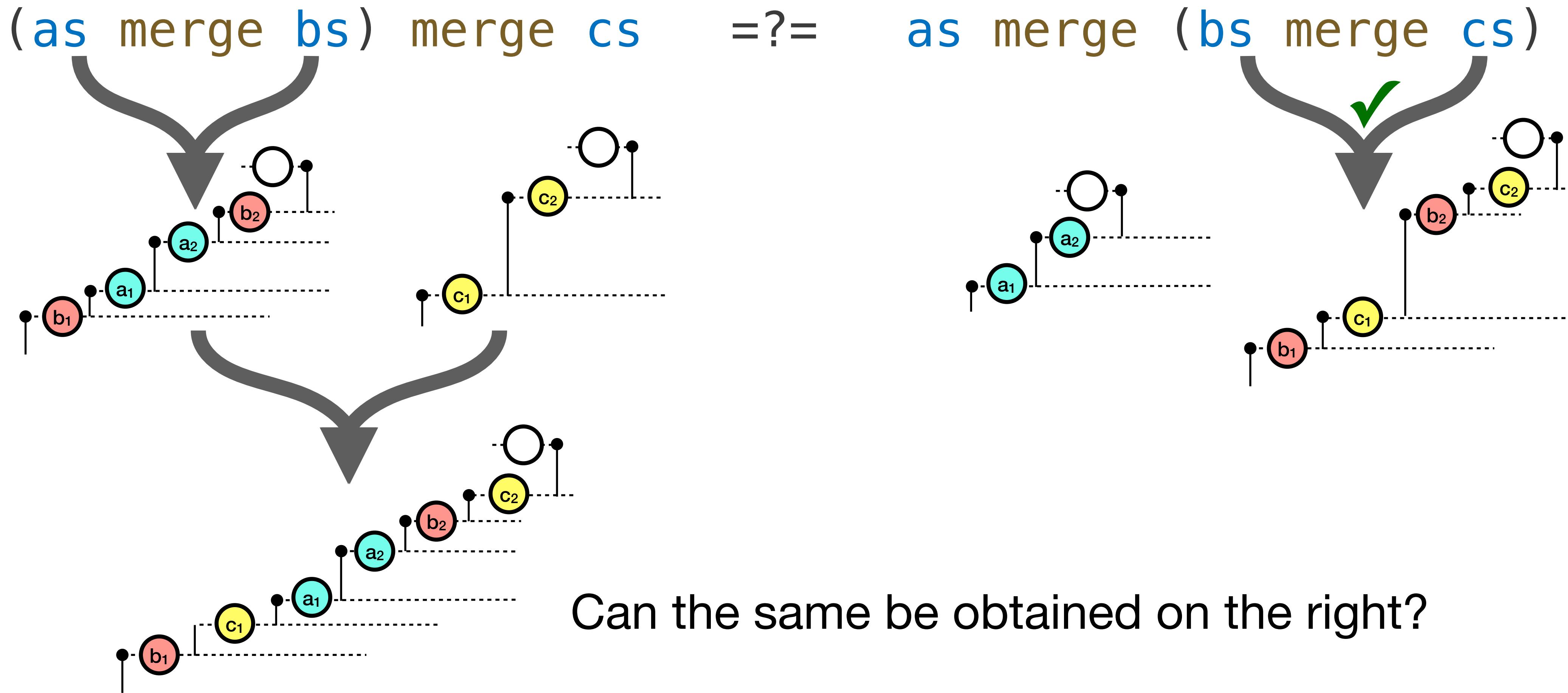
merge : associativity



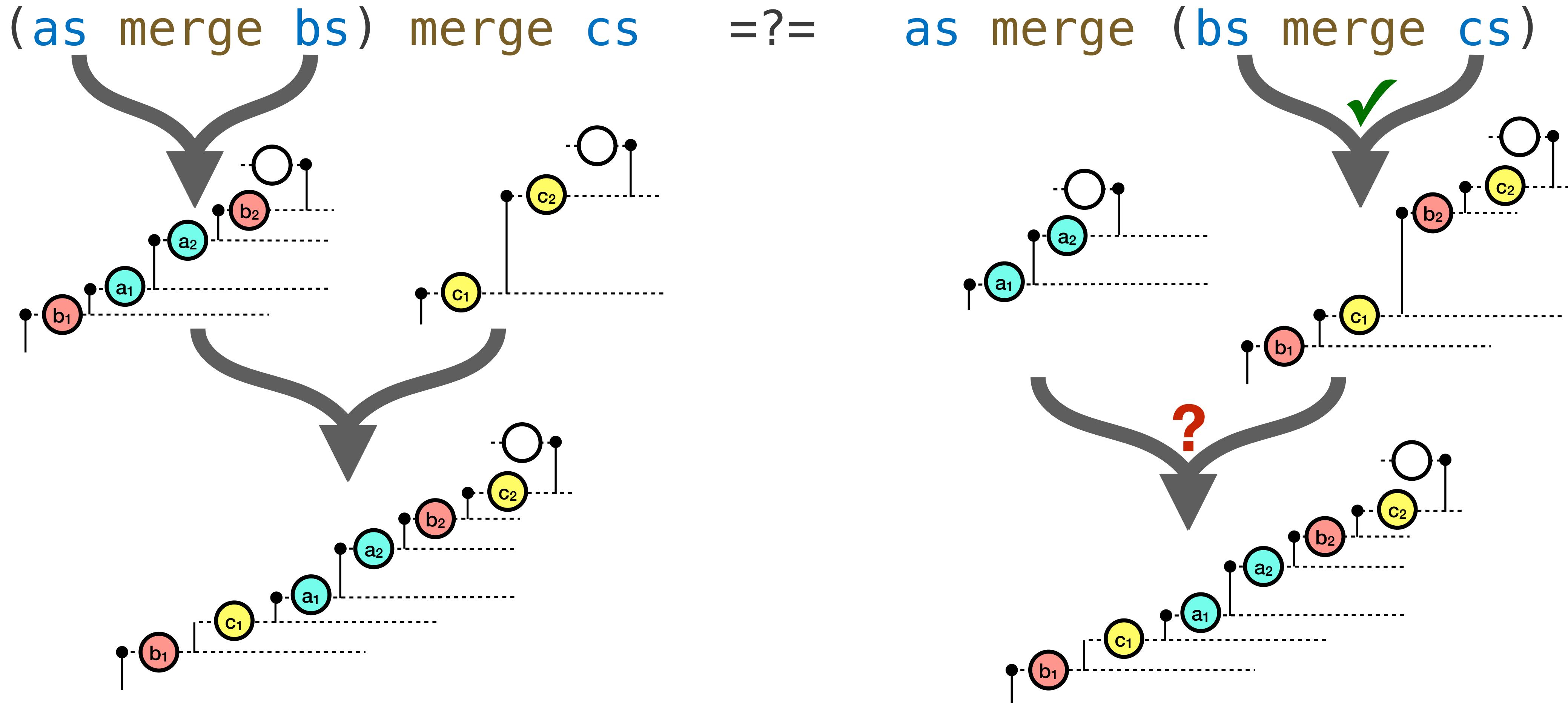
merge : associativity



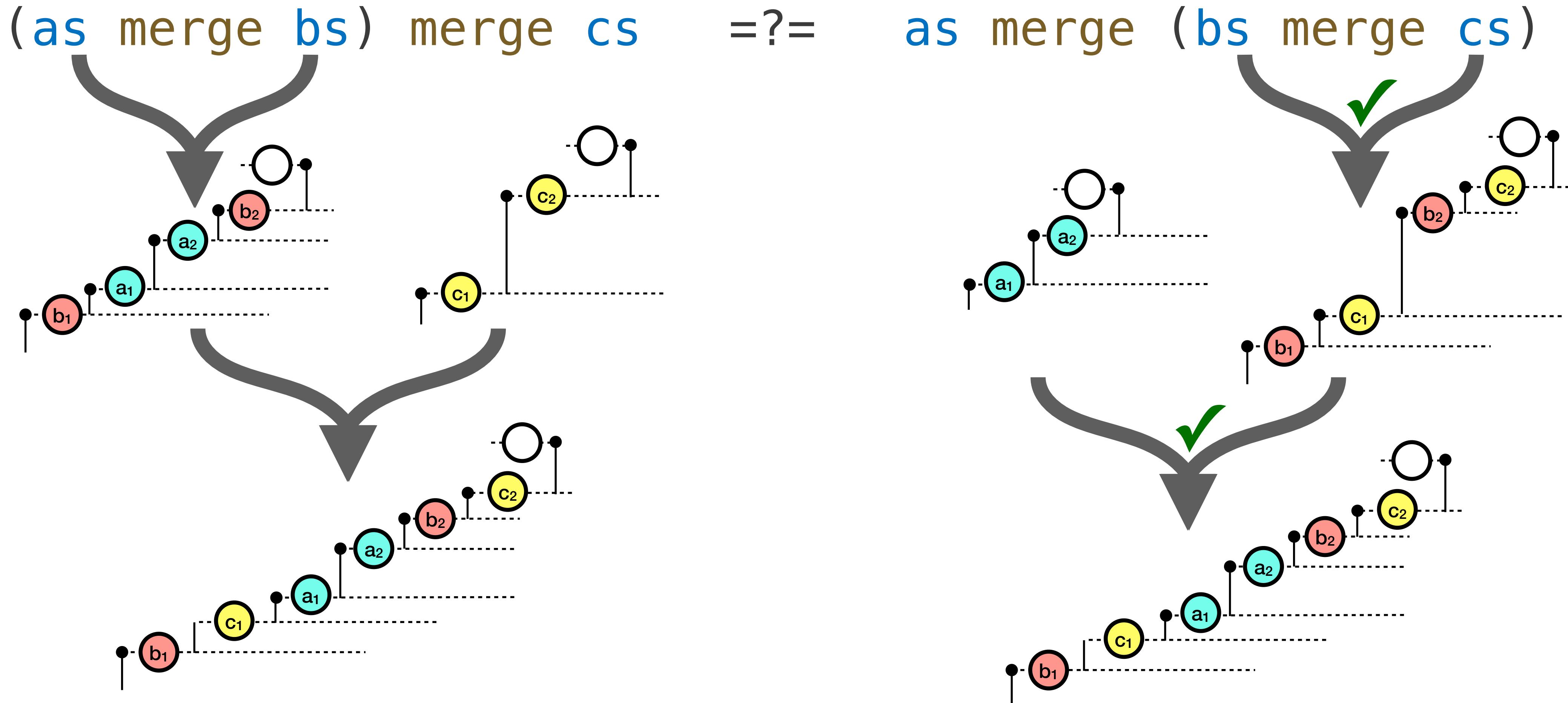
merge : associativity



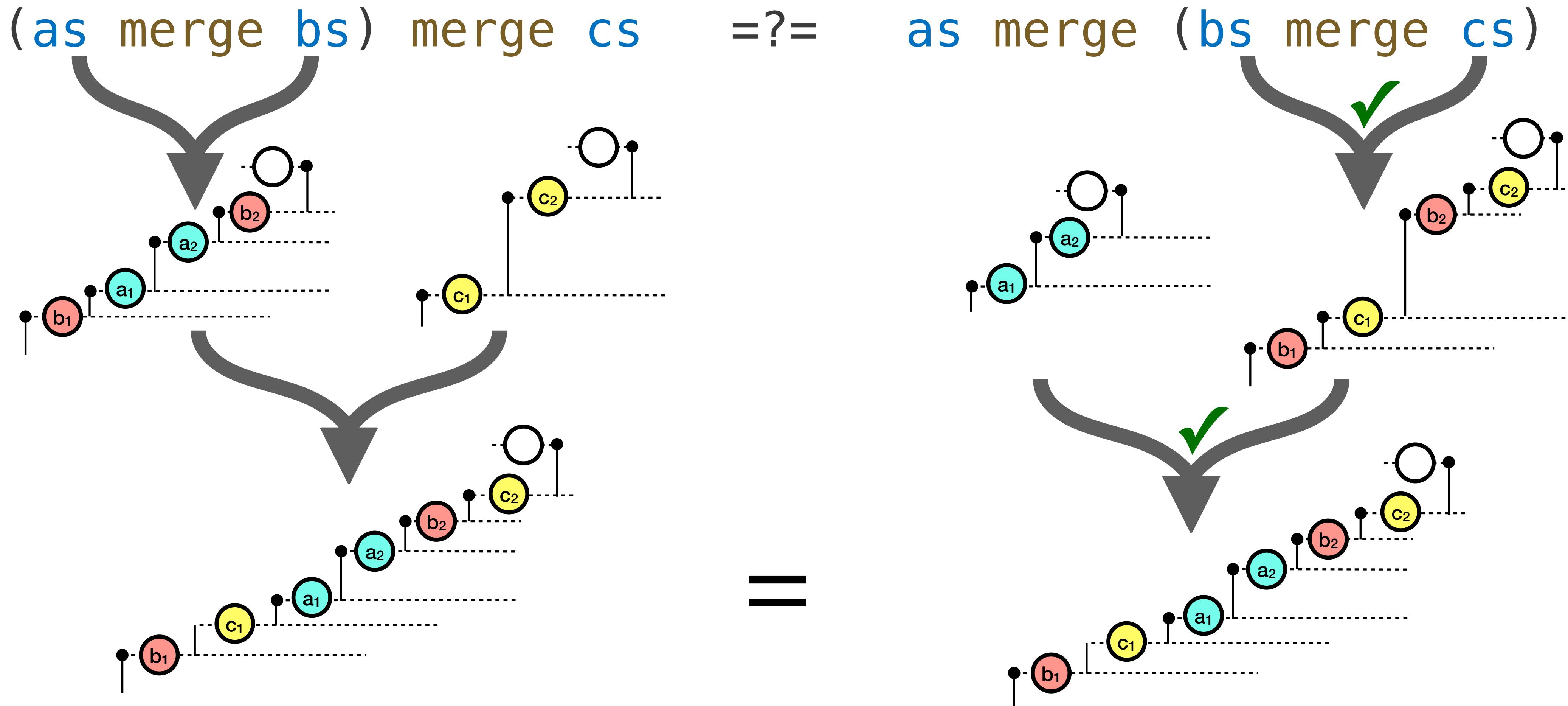
merge : associativity



merge : associativity



merge : associativity



List Monoid via merge

List Monoid via merge

✓ merge is associative

List Monoid via merge

- ✓ merge is associative
- ✓ empty List as left and right unit element

List Monoid via merge

- ✓ merge is associative
- ✓ empty List as left and right unit element
- ✓ lawful Monoid

Non-deterministic Writer

Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

- use the **merging** monoid to combine Lists

Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

- use the **merging** monoid to combine Lists
- is a **lawful monad**

Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

- use the **merging** monoid to combine Lists
- is a **lawful monad**

```
List[String] ⊗ (List[String] ⊗ (List[String] ⊗ A))
```

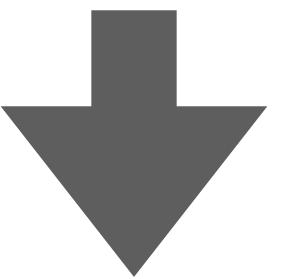
Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

- use the **merging** monoid to combine Lists
- is a **lawful monad**

```
List[String] ⊗ (List[String] ⊗ (List[String] ⊗ A))
```

flatten via

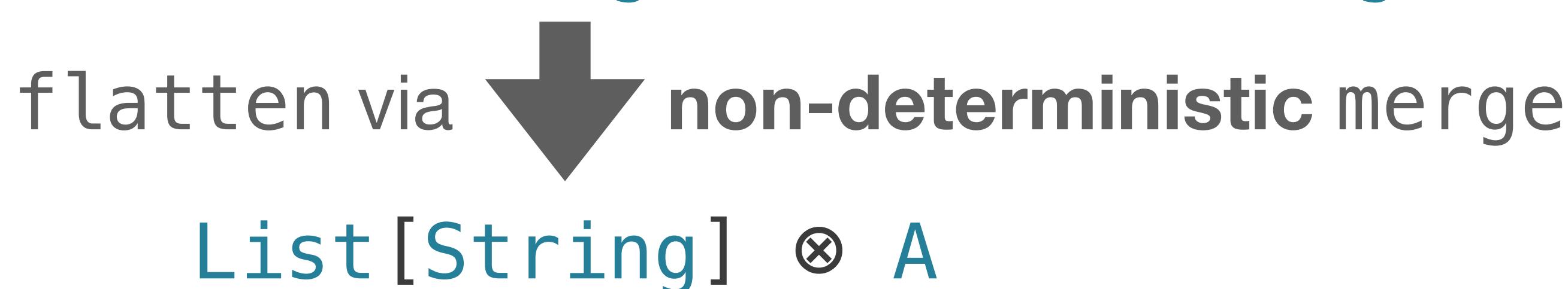


non-deterministic merge

Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

- use the **merging** monoid to combine Lists
- is a **lawful monad**

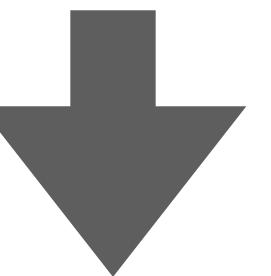
$$\text{List}[\text{String}] \otimes (\text{List}[\text{String}] \otimes (\text{List}[\text{String}] \otimes A))$$


Non-deterministic Writer

```
type Writer[A] = List[String] ⊗ A
```

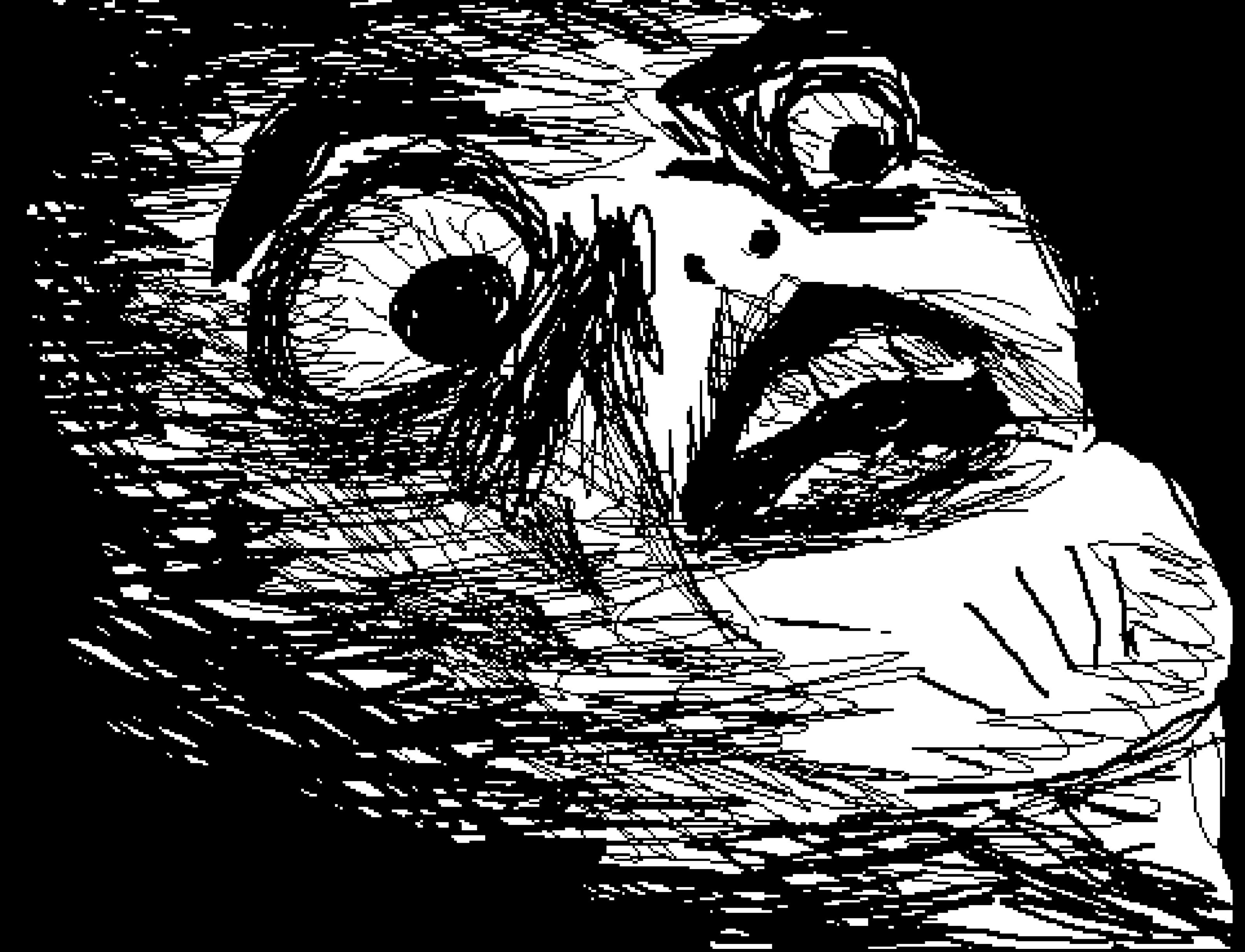
- use the **merging** monoid to combine Lists
- is a **lawful monad**

$$\text{List}[\text{String}] \otimes (\text{List}[\text{String}] \otimes (\text{List}[\text{String}] \otimes A))$$

flatten via  non-deterministic merge

$$\text{List}[\text{String}] \otimes A$$

Where's the sequencing?



THERE IS NO SEQUENCING

Lessons

- Monads definable in **any** Category (even non-executable one, like `<:<`)
- **Syntactically**, monads *do* support **sequential composition**
- Sequential composition \neq sequential **execution** (e.g. monads in `<=`)
- “*Sequencing of effects*” is **vague**, definable only **tautologically**

Lessons

- Monads definable in **any** Category (even non-executable one, like `<:<`)
- **Syntactically**, monads *do* support **sequential composition**
- Sequential composition \neq sequential **execution** (e.g. monads in `<=`)
- “*Sequencing of effects*” is **vague**, definable only **tautologically**
- There exist **lawful monads** with **non-deterministic** behavior

Lessons, Rephrased

Lessons, Rephrased

Monads (or their laws) do **not** require

Lessons, Rephrased

Monads (or their laws) do **not** require

- sequential execution

Lessons, Rephrased

Monads (or their laws) do **not** require

- sequential execution
- or any execution at all

Lessons, Rephrased

Monads (or their laws) do **not** require

- sequential execution
- or any execution at all
- ordering of effects

Lessons, Rephrased

Monads (or their laws) do **not** require

- sequential execution
- or any execution at all
- ordering of effects
- determinism

Closing Remarks

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language
- **What are monads about?**

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language
- **What are monads about?**
 - Flattening: Simplifying an arbitrarily nested structure to a single level.

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language
- **What are monads about?**
 - Flattening: Simplifying an arbitrarily nested structure to a single level.
- “*Monads are about sequencing*” might have been a **useful crutch**

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language
- **What are monads about?**
 - Flattening: Simplifying an arbitrarily nested structure to a single level.
- “*Monads are about sequencing*” might have been a **useful crutch**
 - Ultimately better off without crutches

Closing Remarks

- If not from monads, **where does** observed **sequencing come from?**
 - Hint: Function application & evaluation strategy of the language
- **What are monads about?**
 - Flattening: Simplifying an arbitrarily nested structure to a single level.
- “*Monads are about sequencing*” might have been a **useful crutch**
 - Ultimately better off without crutches
- **What else are we wrong about?**

Thank You!

Scala examples: <https://github.com/TomasMikula/non-sequencing-monads/>

Libretto: <https://github.com/TomasMikula/libretto/>