



CS 311O

Monads

Prof. Clarkson
Fall 2019

Today's music: *Vámanos Pal Monte* by Eddie Palmieri

CLICKER QUESTION 1

Review

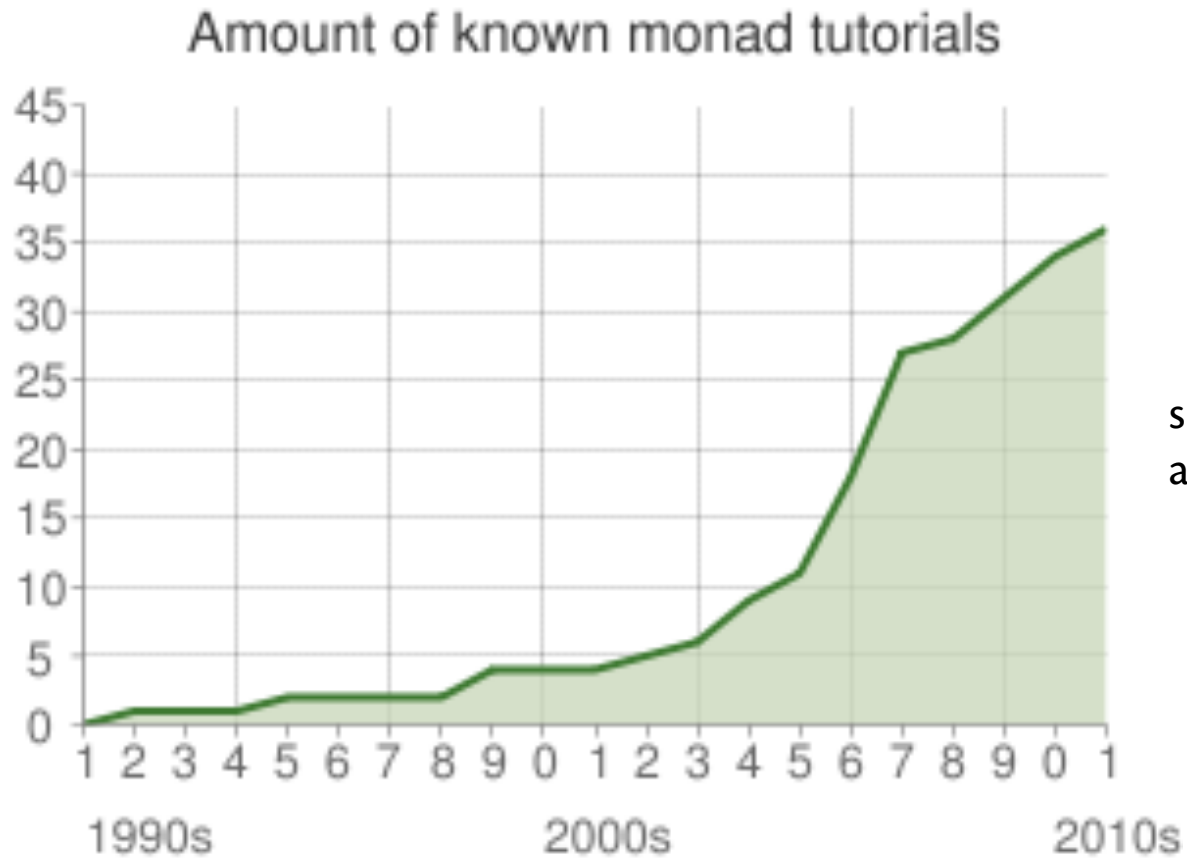
Currently in 3110: Advanced functional programming

- Streams
- Laziness
- Promises

Today:

- Monads

Monad tutorials



since 2011:
another 34 at least

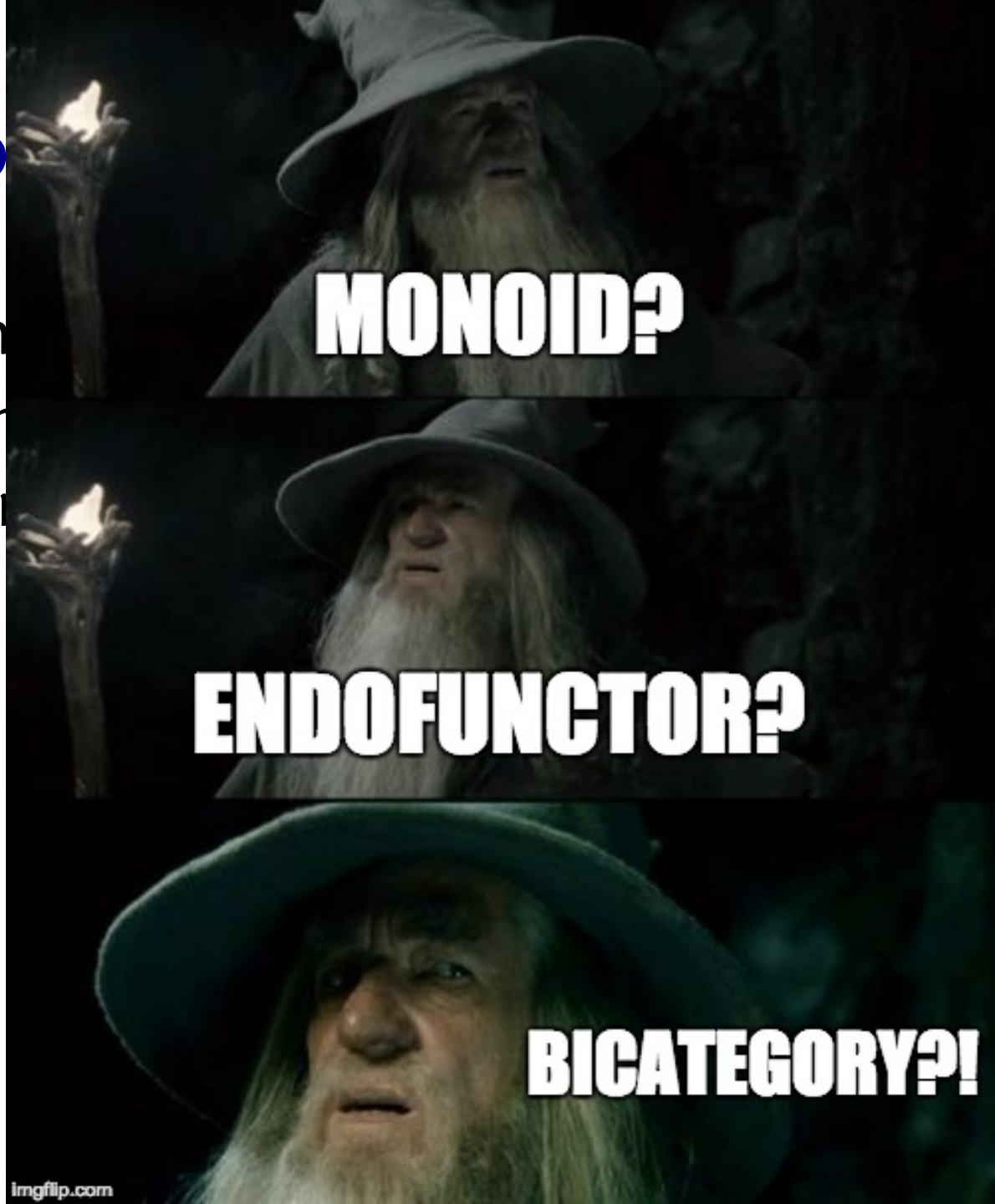
source: https://wiki.haskell.org/Monad_tutorials_timeline

What is a monad?

"A monad is a monoid object in a category of endofunctors....It might be helpful to see a monad as a lax functor from a terminal bicategory."

What is a monad

"A monad is a monoidal endofunctor....It may be seen as a lax functor from the monoidal category of monoids to the monoidal category of monoids."



What is a monad?

"Monads are burritos." [<http://chrisdone.com/posts/monads-are-burritos>]



Monad

For our purposes:

```
module type Monad = sig  
  type 'a t  
  val bind    : 'a t -> ('a -> 'b t) -> 'b t  
  val return : 'a -> 'a t  
end
```

Any structure that implements the **Monad** signature* is a **monad**.

*And satisfies an algebraic specification we'll give at the end

What's the big deal???

Example 1:

LOGGABLE FUNCTIONS

CLICKER QUESTION 2

LOGGABLE FUNCTIONS

Upgrading a function

What if we could upgrade a loggable function to accept the input from another loggable function?

```
upgrade f_log  
      : int * string -> int * string
```

Another kind of upgrade

- Given $f : \text{int} \rightarrow \text{int}$
- How to make it loggable, but with empty log message?
- Need to "lift" a function
from $\text{int} \rightarrow \text{int}$
to $\text{int} \rightarrow \text{int} * \text{string}$

Types

Consider the types:

```
val upgrade :  
    (int -> int * string)  
-> int * string -> int * string
```

```
val trivial :  
    int -> (int * string)
```

Types

Another way of writing those types:

```
type 'a t = 'a * string
```

```
val upgrade :  
    (int    -> int t)  
->  int t -> int t
```

```
val trivial :  
    int -> int t
```

Have you seen those types before???

Types

Let's swap the argument order of upgrade...

```
val upgrade :  
  (int -> int t)  
  -> int t  
  -> int t
```

```
let upgrade' x f = upgrade f x
```

```
val upgrade' :  
  int t  
  -> (int -> int t)  
  -> int t
```


Types

```
type 'a t = 'a * string
```

```
val upgrade' :  
    int t  
    -> (int -> int t)  
    -> int t
```

```
val trivial :  
    int -> int t
```

Have you seen those types before?

Types

```
type 'a t = 'a * string
```

```
val bind :  
    int t  
  -> (int -> int t)  
  -> int t
```

```
val return :  
    int -> int t
```

```
module type Monad = sig  
  type 'a t  
  val bind :  
      'a t  
    -> ('a -> 'b t)  
    -> 'b t  
  val return :  
      'a -> 'a t  
end
```

Loggable is a monad

```
module Loggable : Monad = struct  
  type 'a t = 'a * string  
  let bind (x, s1) f =  
    let (y, s2) = f x in  
    (y, s1 ^ s2)  
  let return x = (x, "")  
end
```

More often called the **writer** monad

Stepping back...

- We took functions
- We made them compute *something more*
 - A logging string
- We invented ways to pipeline them together
 - **upgrade, trivial**
- We discovered those ways correspond to the **Monad** signature

Example 2:

FUNCTIONS THAT PRODUCE ERRORS

Functions and errors

A *partial* function is undefined for some inputs

- e.g., **max_list : int list -> int**
- with that type, programmer probably intends to raise an exception on the empty list
 - could also produce an option
 - or could use variant to encode result...

What are the types?

```
type 'a t = Val of 'a | Err
```

```
val value : 'a -> 'a t
```

```
val (|>?) : 'a t -> ('a -> 'b t) -> 'b t
```

Have you seen those types before???

```
module type Monad = sig  
  type 'a t  
  val bind :  
    'a t  
    -> ('a -> 'b t)  
    -> 'b t  
  val return :  
    'a -> 'a t  
end
```

Error is a monad

```
module Error : Monad = struct
  type 'a t = Val of 'a | Err
  let return x = Val x
  let bind m f =
    match m with
    | Val x -> f x
    | Err -> Err
end
```


Option is a monad

```
module Option : Monad = struct
  type 'a t = Some of 'a | None
  let return x = Some x
  let bind m f =
    match m with
    | Some x -> f x
    | None -> None
end
```

Stepping back...

- We took functions
- We made them compute *something more*
 - A value or possibly an error
- We invented ways to pipeline them together
 - **value**, (|>?)
- We discovered those ways correspond to the **Monad** signature

Example 3:

LWT

Lwt is a monad

```
module Lwt : sig
  type 'a t
  val return : 'a -> 'a t
  val bind : 'a t -> ('a -> 'b t) -> 'b t
end
```

- `return` takes a value and returns an immediately resolved promise
- `bind` takes a promise, and a callback function, and returns a promise that results from applying the callback

Stepping back...

- We took functions
- The Lwt library made them compute *something more*
 - a promised result
- The Lwt library invented ways to pipeline them together
 - **return**, (**>>=**)
- Those ways correspond to the **Monad** signature
- So we call Lwt a *monadic concurrency library*

A specification for Monad

```
module type Monad = sig  
  (** a "boxed" value of type 'a *)  
  type 'a t  
  
  (** [m >=> f] unboxes m,  
      passes the result to f, which computes a new result,  
      and returns the boxed new result *)  
  val (>=>) : 'a t -> ('a -> 'b t) -> 'b t  
  
  (** [return x] is [x] in a box *)  
  val return : 'a -> 'a t  
end
```

(equate "box" with "tortilla" and you have the burrito metaphor)



A specification for Monad

```
module type Monad = sig  
  (** a value of type 'a wrapped in a tortilla shell *)  
  type 'a t  
  
  (** [m >=> f] unwraps m,  
    passes the result to f, which computes a new result,  
    and returns the new result wrapped in a shell *)  
  val (>=>) : 'a t -> ('a -> 'b t) -> 'b t  
  
  (** [return x] is [x] in a shell *)  
  val return : 'a -> 'a t  
end
```

(equate "box" with "tortilla" and you have the burrito metaphor)



SO... WHAT IS A MONAD?

Computations

- A *function* maps an input to an output
- A *computation* does that and more: it has some *effect*
 - Loggable computation: effect is a string produced for logging
 - Error computation: effect is a possible error instead of a value
 - Option computation: effect is a possible None instead of a value
 - Promised computation: effect is delaying production of value until later
- A *monad* is a data type for computations
 - **return** has the trivial effect
 - (**>>=**) does the "plumbing" between effects

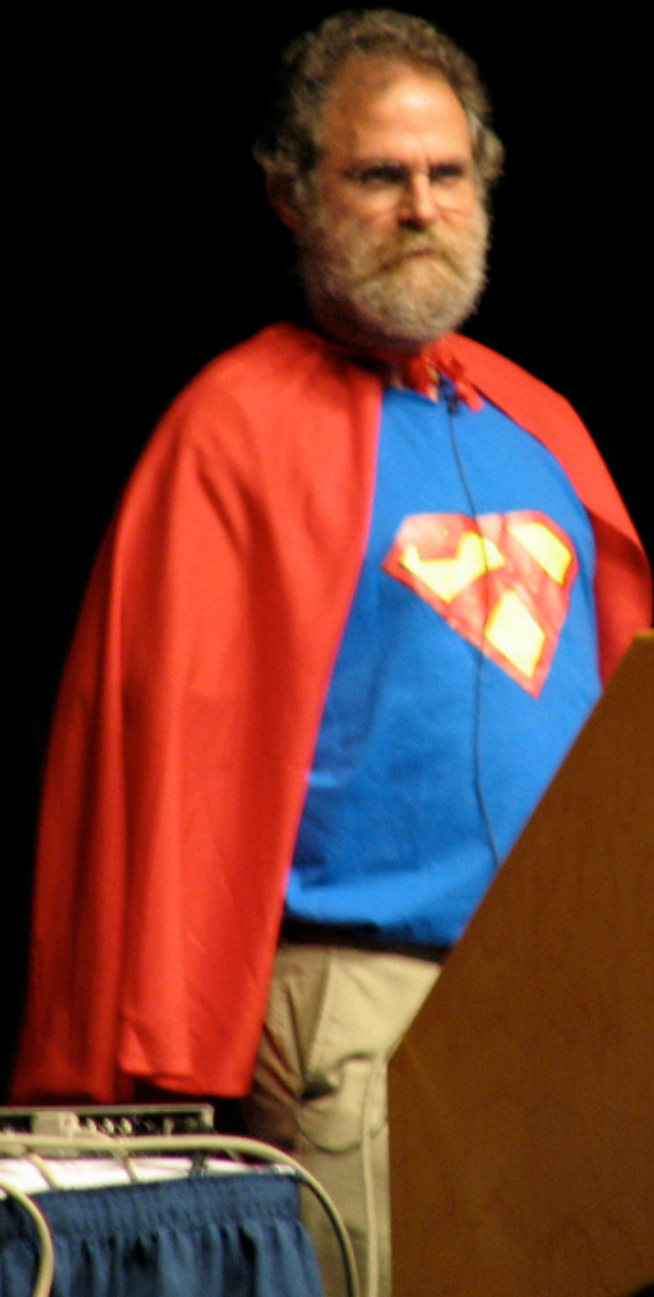
Phil Wadler



b. 1956

- A designer of Haskell
- Wrote *the* paper* on using monads for functional programming

* <http://homepages.inf.ed.ac.uk/wadler/papers/marktoberdorf/baastad.pdf>



Other monads

- **State:** modifying the state is an effect
- **List:** producing a list of values instead of a single value can be seen as an effect
- **Random:** producing a random value can be seen as an effect
- ...

Algebraic specification

- We expect data types to obey some algebraic laws
 - e.g., for stacks, **peek (push x s) = x**
 - We don't write them in OCaml types, but they're essential for expected behavior
- Monads must obey these laws:
 1. **return x >>= f** is equivalent to **f x**
 2. **m >>= return** is equivalent to **m**
 3. **(m >>= f) >>= g** is equivalent to **m >>= (fun x -> f x >>= g)**
- Why? The laws make sequencing of effects work the way you expect

Monad laws

1. $(\text{return } x \gg= f) = f \ x$

Doing the trivial effect then doing a computation **f** is the same as just doing the computation **f**

(return is left identity of bind)

2. $(m \gg= \text{return}) = m$

Doing only a trivial effect is the same as not doing any effect

(return is right identity of bind)

3. $((m \gg= f) \gg= g) = (m \gg= (\text{fun } x \rightarrow f \ x \gg= g))$

Doing **f** then doing **g** as two separate computations is the same as doing a single computation which is **f** followed by **g**

(bind is associative)

Upcoming events

- [Mon,Tue] MS3 demos
- [Tue] MS3 due (24 hr grace period)

This is effectful.

THIS IS 3110