

COMP90048: Workshop 9

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Monads for great good

Setting the stage

- Consider the function $\text{head} :: [a] \rightarrow a$. What if you give it an empty list?

Setting the stage

- Consider the function `head :: [a] -> a`. What if you give it an empty list?

```
Prelude> head []
```

```
*** Exception: Prelude.head: empty list
```

Setting the stage

- **Better:**

```
maybeHead :: [a] -> Maybe a
```

```
maybeHead [] = Nothing
```

```
maybeHead (x:_) = Just x
```

Setting the stage

- **Example:** you are parsing a string and if it's a non-negative number, find its square root.

```
maybeRead :: Read a => String -> Maybe a
```

```
maybeSqrt :: Floating a => a -> Maybe a
```

```
maybeSqrt x
```

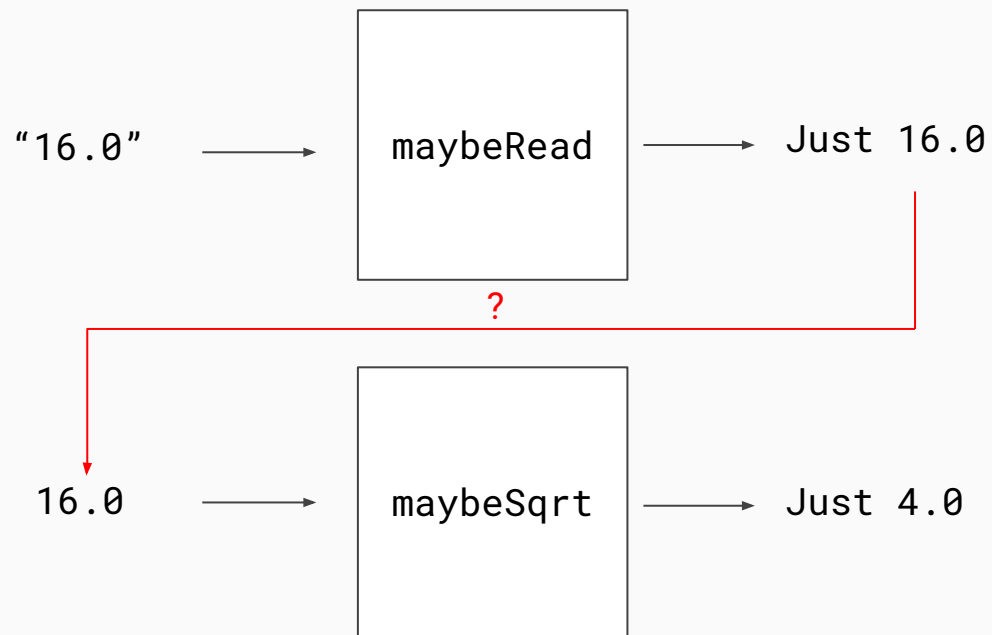
```
  | x >= 0    = Just (sqrt x)
```

```
  | otherwise = Nothing
```

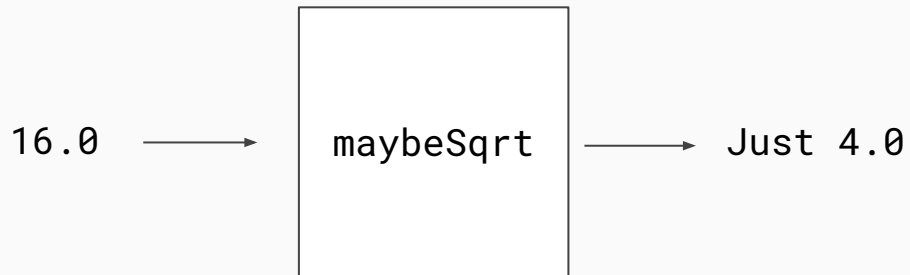
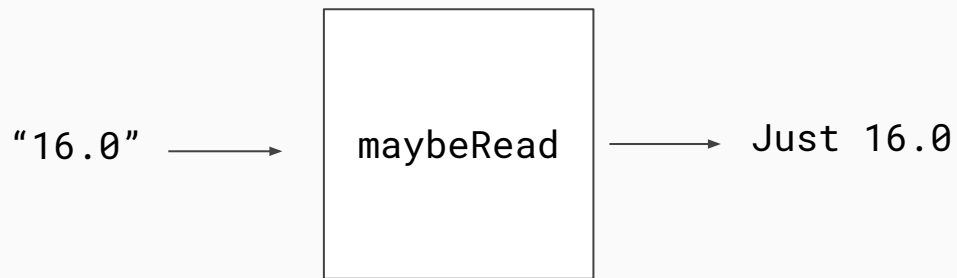
Setting the stage



Setting the stage

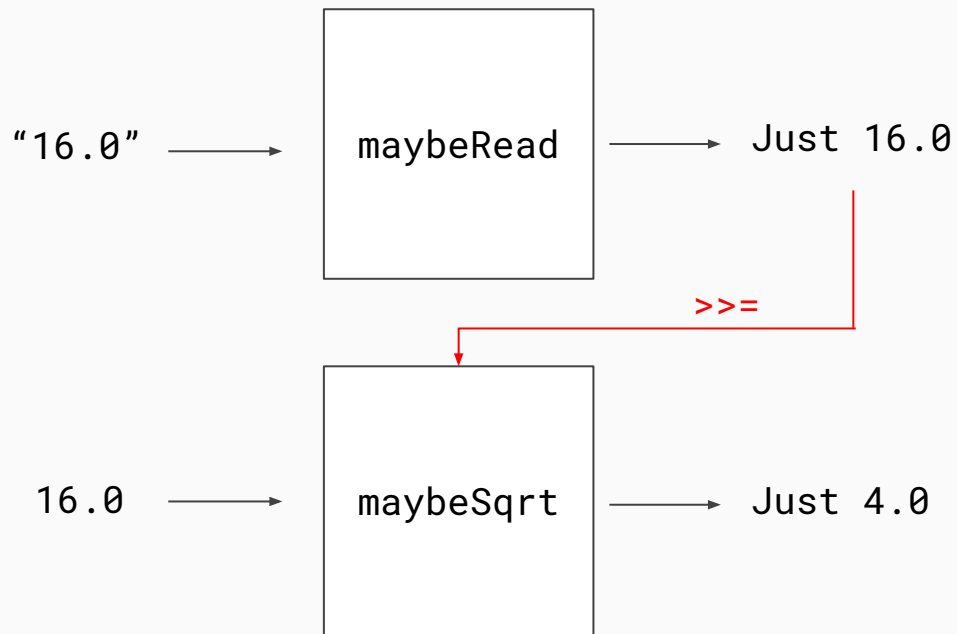


Setting the stage



```
readAndSqrt :: String -> Maybe Double
readAndSqrt str = case maybeRead str of
  Nothing -> Nothing
  Just x   -> maybeSqrt x
```

Introducing monadic bind!



```
readAndSqrt :: String -> Maybe Double  
readAndSqrt str =  
    maybeRead str >>= maybeSqrt
```

Introducing monadic bind!

- The **bind** operation combines functions that operate on **monads**.

$(\gg=) :: \text{Monad } m \Rightarrow m\ a \rightarrow (a \rightarrow m\ b) \rightarrow m\ b$

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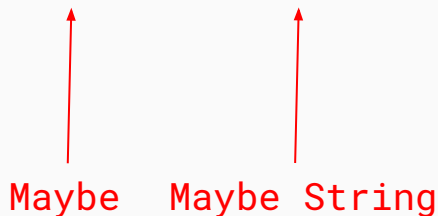
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Maybe

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Maybe Maybe String

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Maybe Maybe String maybeSqrt Maybe Double

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What is a monad?

- A monad should be thought of as “a type with a context”.
 - `Maybe a` is the type `a` with the context “may be missing”

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- A monad should be thought of as “a type with a context”.
 - `Maybe a` is the type `a` with the context “may be missing”
 - `[a]` is the type `a` with the context “additional data may follow”

What is a monad?

- Monads define two basic operations:
 - $(\gg=) :: m\ a \rightarrow (a \rightarrow m\ b) \rightarrow m\ b$
(monadic bind)
 - $return :: a \rightarrow m\ a$
("lift" a value into the monad)

Monads encapsulate side effects

- Haskell normally prevents side effects. Monads allow side effects *in strict contexts*.


```
echo :: IO ()  
echo = getLine >>=  
      putStrLn
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`getLine :: IO String`



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```

Annotations:

- `getLine :: IO String` (points to `getLine`)
- `putStrLn :: String -> IO ()` (points to `putStrLn`)

More side effects

```
greeter :: IO ()
greeter = putStr "First name:" >>
  getLine >>= \first ->
  putStr "Last name:" >>
  getLine >>= \last ->
  putStrLn ("Hello, " ++ first
            ++ " " ++ last ++ "!")
```

More side effects

```
greeter :: IO ()
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ignore return value



More side effects

```
greeter :: IO ()
```

```
greeter = putStr "First name: " >>
```

```
  getLine >>= \first ->
```

```
  putStr "Last name: " >>
```

```
  getLine >>= \last ->
```

```
  putStrLn ("Hello, " ++ first  
            ++ " " ++ last ++ "!" )
```

ignore return value

we'll use the return
value later

do notation

```
greeter :: IO ()
greeter = do
    putStr "First name: "
    first <- getLine
    putStr "Last name: "
    last  <- getLine
    putStrLn $ "Hello, " ++ first ++ " " ++ last ++ "!"
```

Practice, practice, practice!