

# Lecture 14. Monadic utilities and traversables

Functional Programming 2018/19

Alejandro Serrano



# Goals

- ▶ Look at some utilities for monadic code
  - ▶ How to write functions working on monads
- ▶ In particular, learn about *traversable* functors

Chapter 14.3 from Hutton's book



# The functor - applicative - monad hierarchy

```
class Functor f where
```

```
  fmap :: (a -> b) -> f a -> f b
```

```
class Functor f => Applicative f where
```

```
  pure  :: a -> f a
```

```
  (<*>) :: f (a -> b) -> f a -> f b
```

```
class Applicative f => Monad f where
```

```
  -- return is the same as Applicative's pure
```

```
  (>=>) :: f a -> (a -> f b) -> f b
```



# Monadic utilities



# The “final M” family

Many standard functions have monadic counterparts

```
map  :: (a -> b) -> [a] -> [b]
```

```
mapM :: (a -> m b) -> [a] -> m [b]
```

```
filter :: (a -> Bool) -> [a] -> [b]
```

```
filterM :: (a -> m Bool) -> [a] -> m [b]
```

```
foldl :: (b -> a -> b) -> b -> [a] -> [b]
```

```
foldM :: (b -> a -> m b) -> b -> [a] -> m [b]
```

```
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
```

```
zipWithM :: (a -> b -> m c) -> [a] -> [b] -> m [c]
```



# Cooking filterM

1. Define the type

```
filterM :: (a -> m Bool) -> [a] -> m [b]
```

2. Enumerate the cases

```
filterM p [] = _  
filterM p (x:xs) = _
```

3. Define the simple (base) cases

► Remember that we work in a monadic context

```
filterM _ [] = return []
```



# Cooking filterM

## 4. Define the other (recursive) cases

- ▶ We cannot use a guard, because `p` does not return `Bool`

```
filterM p (x:xs) | p x = _  -- Does not work
```

- ▶ For the same reason, we cannot use an `if` directly

```
filterM p (x:xs) = if p x then _ else _  -- Nope
```

- ▶ `p` returns its value wrapped in a monad

- ▶ We unwrap it by means of `<-` in a `do`-block

```
filterM p (x:xs) = do q <- p x
```

...



# Cooking filterM

## 4. Define the other (recursive) cases

- ▶ Let us try to write the rest as with `filter`

```
filterM p (x:xs) = do
  q <- p x
  if q
    then x      : filterM p xs
      -- :: a      :: m [a]
    else filterM p xs
```

- ▶ Wrong: `x` is pure but the result of `filterM` is monadic





# Cooking filterM

## 4. Define the other (recursive) cases

- ▶ Solution 1: unwrap the result of `filterM` with `<-`

```
filterM p (x:xs) = do
  q <- p x
  r <- filterM p xs
  if q then return (x:r) else return r
```

- ▶ Solution 2: lift the pure part with applicatives

```
filterM p (x:xs) = do
  q <- p x
  if q then (x:) <$> filterM p xs
  else      filterM p xs
```



# Cooking filterM

Having to unwrap `p x` distracts a bit

- ▶ We just need a “lifted” if-then-else
- ▶ Why not define our own `ifM` which does just that?

```
ifM :: m Bool -> m a -> m a -> m a
ifM q t e = do q' <- q
              if q' then t else e
```

```
filterM _ []      = return []
filterM p (x:xs) = ifM (p x)
                      ((x:) <$> filterM p xs)
                      (filterM p xs)
```



# Cooking zipWithM

Using a do-block:

```
zipWithM _ [] _ = return []  
zipWithM _ _ [] = return []  
zipWithM f (x:xs) (y:ys) = do  
  z <- f x y  
  r <- zipWithM f xs ys  
  return (z:r)
```



# Cooking zipWithM

Using a do-block:

```
zipWithM _ [] _ = return []  
zipWithM _ _ [] = return []  
zipWithM f (x:xs) (y:ys) = do  
  z <- f x y  
  r <- zipWithM f xs ys  
  return (z:r)
```

Using applicative style:

```
zipWithM _ [] _ = return []  
zipWithM _ _ [] = return []  
zipWithM f (x:xs) (y:ys)  
  = (:) <$> f x y <*> zipWithM f xs ys
```



# Traversables



# Functors generalize maps

We started with a `map` function for lists

```
map :: (a -> b) -> [a] -> [b]
```

which we generalized to arbitrary functors

```
mapTree :: (a -> b) -> Tree a -> Tree b
```

```
mapMay :: (a -> b) -> Maybe a -> Maybe b
```

...

```
fmap :: Functor f => (a -> b) -> f a -> f b
```



Can we do something similar for `mapM`?



# Cooking mapTreeM

## 1. Define the type

- ▶ Remember: we want a monadic function as argument

```
mapTreeM :: Monad m  
          => (a -> m b) -> Tree a -> m (Tree b)
```

## 2. Enumerate the cases

```
mapTreeM f Leaf           = _  
mapTreeM f (Node l x r) = _
```

## 3. Define the simple (base) cases

- ▶ Remember: we are now in a monadic context

```
mapTreeM _ Leaf = return Leaf
```





# Cooking mapTreeM

## 4. Define the other (recursive) cases

- Solution 1: using do-notation

```
mapTreeM f (Node l x r) = do
  l' <- mapTreeM f l
  x' <- f x
  r' <- mapTreeM f r
  return (Node l' x' r')
```

- Solution 2: using applicative style

```
mapTreeM f (Node l x r)
  = Node <$> mapTreeM f l
      <*> f x
      <*> mapTreeM f r
```



## 5. Generalize and simplify

- ▶ The second implementation only needs `Applicative`, the first uses `do` and thus needs `Monad`
- ▶ Remember: `Applicative` is more general than `Monad`

```
mapTreeM :: Applicative f  
          => (a -> f b) -> Tree a -> f (Tree b)
```



# Traversable

The generalization of `Functor` to handle functions of the form `a -> f b` is called a **traversable** (functor)

```
class Functor t => Traversable t where
  traverse :: Applicative f
           => (a -> f b) -> t a -> f (t b)
```

- ▶ `f` defines the context in which the function run
- ▶ `t` defines the data structure which contains the elements to map over



# Cooking printTree

`printTree` `t` print the elements of the tree to the screen, in infix order, one per line

1. Define the type

```
printTree :: Show e => Tree e -> IO ()
```

2. `IO` is an applicative, `Tree` is a traversable

► We can just “map” the `print` function!

```
printTree = traverse print
```



# Cooking printTree

3. We run into a problem, the result of `traverse print` is `IO (Tree ())`, not `IO ()`

▶ Solution 1: explicitly return `()`

```
printTree t = do traverse print t
              return ()
```

▶ Solution 2: use `void :: Functor f => f a -> f ()` to discard the value

```
printTree = void . traverse print
```

4. This implementation works for any traversable

```
printTraversable :: (Show e, Traversable t)
                  => t e -> IO ()
```



# Summary

- ▶ Haskell has powerful ways to abstract
  - ▶ Code and design patterns become functions
- ▶ Higher-order functions
  - ▶ Maps, folds, filters...
- ▶ Higher-kinded abstractions
  - ▶ Functors, monads and applicatives for “contexts”
  - ▶ Functors and traversables for “containers”



sequence for arbitrary traversables is not part of  
2018/2019 contents

Note that sequence for IO *is* part of the contents



## Another look at zipWithM

What happens if we just zip the function?

```
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
f       :: (a -> b -> m r)
xs      :: [a]
ys      :: [b]
-- By making c = m r in the type of zipWith
zipWith f xs ys :: [m r]
```

Alas, what we require is `m [r]`





# sequence to the rescue

During the lecture on IO, we introduced a function

```
sequence :: [IO a] -> IO [a]
```

This function actually works on any monad

```
sequence :: Monad m => [m a] -> m [a]
```

We can write zipWithM with its help

```
zipWithM f xs ys = sequence (zipWith f xs ys)
```



# Generalizing sequence

A traversable admits a generic version of sequence

```
sequence :: Monad m => [m a]    -> m [a]
-- Generalized to traversables
sequence :: (Traversable t, Applicative f)
          => t (f a) -> f (t a)
```



# Cooking generic sequence

Let us try to find the implementation by looking at the types

```
traverse :: ( a -> f b) -> t a      -> f (t b)
sequence ::                      t (f r) -> f (t r)
```



# Cooking generic sequence

Let us try to find the implementation by looking at the types

```
traverse :: ( a -> f b) -> t a      -> f (t b)
sequence ::                t (f r) -> f (t r)
```

Solution: let us make  $a = f\ r$  and  $b = r$

```
traverse :: (f r -> f r) -> t (f r) -> f (t r)
```

How do we get a function of type  $f\ r \rightarrow f\ r$ ?



# Cooking generic sequence

Let us try to find the implementation by looking at the types

```
traverse :: ( a -> f b) -> t a      -> f (t b)
sequence ::                t (f r) -> f (t r)
```

Solution: let us make  $a = f\ r$  and  $b = r$

```
traverse :: (f r -> f r) -> t (f r) -> f (t r)
```

How do we get a function of type  $f\ r \rightarrow f\ r$ ?

```
sequence = traverse id
```

