

Monads

Why programmers care

by David Darais

Why bother?

- Who uses monads?
- Why use monads?
- Do we *need* monads?
- Will I use monads after learning about them?
- What do monads have to do with...
 - Monoids? Functors? Category Theory?

What Monads do

Maybe (Option in ML)

```
bobsFavoriteTeam :: Maybe Team
```

```
bobsFavoriteTeam =
```

```
  case lookup "Bob" of
```

```
    Nothing -> Nothing
```

```
    Just p ->
```

```
      case favoriteColor p of
```

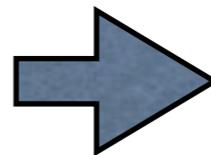
```
        Nothing -> Nothing
```

```
        Just c ->
```

```
          case teamOfColor c of
```

```
            Nothing -> Nothing
```

```
            Just t -> Just t
```



```
bobsFavoriteTeam :: Maybe Team
```

```
bobsFavoriteTeam = do
```

```
  p <- lookup "Bob"
```

```
  c <- favoriteColor p
```

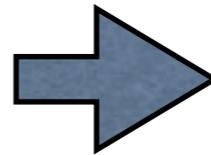
```
  t <- sportsTeamOfColor c
```

```
  return t
```

What Monads do

State

```
genThree :: Gen -> ([Num], Gen)
getThree g =
  let
    (n, g1) = nextGen g
    (n1, g2) = nextGen g1
    (n2, g3) = nextGen g2
  in ([n, n1, n2], g3)
```

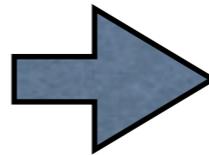


```
genThree :: Gen -> ([Num], Gen)
genThree = do
  n <- nextGen
  n1 <- nextGen
  n2 <- nextGen
  return [n, n1, n2]
```

What Monads do

Identity

```
area :: Rectangle -> Num
area r =
  let
    w = width r
    h = height r
  in (w * h)
```



```
area :: Rectangle -> Num
area = do
  w <- width r
  h <- height r
  return (w * h)
```

Monad is just two functions

- $(\gg=)$:: $m\ a \rightarrow (a \rightarrow m\ b) \rightarrow m\ b$
 - (some people call this “shove” or “bind”)
- $return$:: $a \rightarrow m\ a$

What Monads do

Maybe (Option in ML)

```
bobsFavoriteTeam :: Maybe Team
```

```
bobsFavoriteTeam =
```

```
  case lookup "Bob" of
```

```
    Nothing -> Nothing
```

```
    Just p ->
```

```
      case favoriteColor p of
```

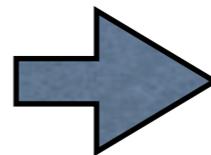
```
        Nothing -> Nothing
```

```
        Just c ->
```

```
          case teamOfColor c of
```

```
            Nothing -> Nothing
```

```
            Just t -> Just t
```



```
bobsFavoriteTeam :: Maybe Team
```

```
bobsFavoriteTeam = do
```

```
  p <- lookup "Bob"
```

```
  c <- favoriteColor p
```

```
  t <- sportsTeamOfColor c
```

```
  return t
```

What Monads do

Maybe (Option in ML)

`lookup :: String -> Maybe Person`

`bobsFavoriteTeam :: Maybe Team`

`bobsFavoriteTeam =`

`case lookup "Bob" of`
`Nothing -> Nothing`
`Just p ->`

`case favoriteColor p of`
`Nothing -> Nothing`
`Just c ->`

`case teamOfColor c of`
`Nothing -> Nothing`
`Just t -> Just t`

`favoriteColor :: Person -> Maybe Color`

`bobsFavoriteTeam :: Maybe Team`

`bobsFavoriteTeam = do`

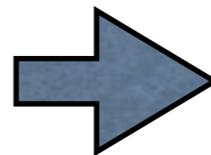
`p <- lookup "Bob"`

`c <- favoriteColor p`

`t <- sportsTeamOfColor c`

`return t`

`teamOfColor :: Color -> Maybe Team`



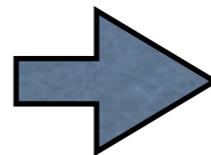
What Monads do

Maybe (Option in ML)

```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam = do
  lookup "Bob"
  case lookup "Bob" of
    Nothing -> Nothing
  Just p ->
    case favoriteColor p of
      Nothing -> Nothing
    Just c ->
      case teamOfColor c of
        Nothing -> Nothing
      Just t -> Just t
```

`lookup :: String -> Maybe Person`

`favoriteColor :: Person -> Maybe Color`



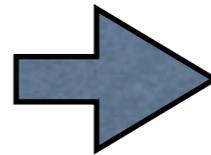
```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam = do
  p <- lookup "Bob"
  c <- favoriteColor p
  t <- sportsTeamOfColor c
  return t
```

`teamOfColor :: Color -> Maybe Team`

What Monads do

State

```
genThree :: Gen -> ([Num], Gen)
getThree g =
  let
    (n, g1) = nextGen g
    (n1, g2) = nextGen g1
    (n2, g3) = nextGen g2
  in ([n, n1, n2], g3)
```



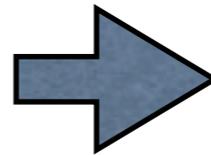
```
genThree :: Gen -> ([Num], Gen)
genThree = do
  n <- nextGen
  n1 <- nextGen
  n2 <- nextGen
  return [n, n1, n2]
```

What Monads do

State

```
nextGen :: Gen -> (Num, Gen)
```

```
genThree :: Gen -> ([Num], Gen)
getThree g =
  let
    (n, g1) = nextGen g
    (n1, g2) = nextGen g1
    (n2, g3) = nextGen g2
  in ([n, n1, n2], g3)
```



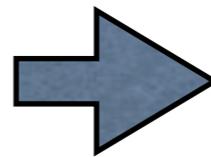
```
genThree :: Gen -> ([Num], Gen)
genThree = do
  n <- nextGen
  n1 <- nextGen
  n2 <- nextGen
  return [n, n1, n2]
```

What Monads do

State

```
nextGen :: Gen -> (Num, Gen)
```

```
genThree :: Gen -> ([Num], Gen)
getThree g =
  let
    (n, g1) = nextGen g
    (n1, g2) = nextGen g1
    (n2, g3) = nextGen g2
  in ([n, n1, n2], g3)
```



```
genThree :: Gen -> ([Num], Gen)
genThree = do
  n <- nextGen
  n1 <- nextGen
  n2 <- nextGen
  return [n, n1, n2]
```

Maybe Monad

```
data Maybe = Nothing | Just a
```

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

```
Nothing >>= f = Nothing
```

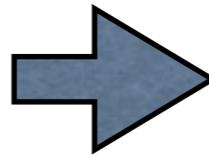
```
(Just a) >>= f = f a
```

```
return :: a -> Maybe a
```

```
return x = Maybe x
```

Desugaring “do”

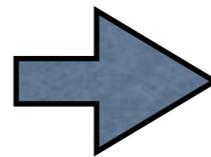
```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam = do
  p <- lookup "Bob"
  c <- favoriteColor p
  t <- sportsTeamOfColor c
  return t
```



```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p -> do
    c <- favoriteColor p
    t <- sportsTeamOfColor c
    return t)
```

Desugaring “do”

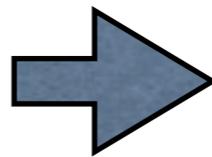
```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p -> do
    c <- favoriteColor p
    t <- sportsTeamOfColor c
    return t)
```



```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c -> do
      t <- sportsTeamOfColor c
      return t))
```

Desugaring “do”

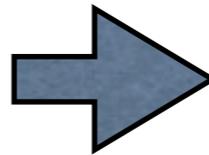
```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c -> do
      t <- sportsTeamOfColor c
      return t))
```



```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c ->
      sportsTeamOfColor c >>= (\t -> do
        return t)))
```

Desugaring “do”

```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c ->
      sportsTeamOfColor c >>= (\t -> do
        return t))))
```



```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c ->
      sportsTeamOfColor c >>= (\t ->
        return t))))
```

Desugaring “do”

```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam =
  lookup "Bob" >>= (\p ->
    favoriteColor p >>= (\c ->
      sportsTeamOfColor c >>= (\t ->
        return t)))
```

=

```
bobsFavoriteTeam :: Maybe Team
bobsFavoriteTeam = do
  p <- lookup "Bob"
  c <- favoriteColor p
  t <- sportsTeamOfColor c
  return t
```

Identity Monad

```
data Identity a = Identity a
```

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

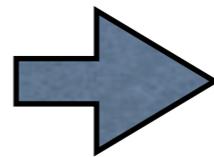
```
(Identity a) >>= f = f a
```

```
return :: a -> m a
```

```
return a = Identity a
```

Desugaring “do”

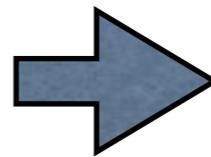
```
area :: Rectangle -> Num
area = do
  w <- width r
  h <- height r
  return (w * h)
```



```
area :: Rectangle -> Num
area =
  width r >>= (\w -> do
    h <- height r
    return (w * h))
```

Desugaring “do”

```
area :: Rectangle -> Num
area =
  width r >>= (\w -> do
    h <- height r
    return (w * h))
```



```
area :: Rectangle -> Num
area =
  width r >>= (\w ->
    height r >>= (\h ->
      return (w * h)))
```

What's Next?

- Functors and Monoids (useful like monads)
- Monad Transformers (necessary)
 - A way to compose multiple monads
- Arrows (really cool)
 - Also generalizes boilerplate
 - All monads are arrows

Building the State Monad

- State Monad in Scheme
- DFS state passing style
- DFS monad style