

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
```

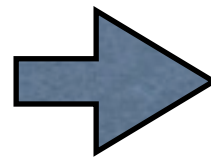
```
        Nothing -> Nothing
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```
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```
          case teamOfColor c of
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```
            Nothing -> Nothing
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            Just t -> Just t
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```
bobsFavoriteTeam :: Maybe Team
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bobsFavoriteTeam = do
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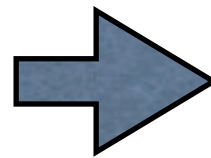
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  t <- sportsTeamOfColor c
```

```
  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)
```

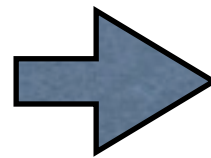


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genThree :: Gen -> ([Num], Gen)
genThree = do
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```

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
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  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”)
- $\text{return} :: a \rightarrow m\ a$

What Monads do

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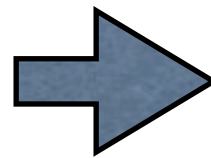
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  c <- favoriteColor p
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What Monads do

Maybe (Option in ML)

`lookup :: String -> Maybe Person`

`bobsFavoriteTeam :: Maybe Team`

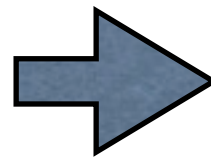
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`favoriteColor :: Person -> Maybe Color`



`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

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lookup :: String -> Maybe Person

favoriteColor :: Person -> Maybe Color

bobsFavoriteTeam :: Maybe Team

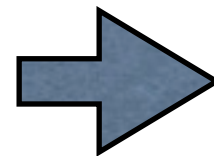
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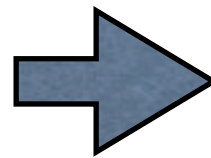


teamOfColor :: Color -> Maybe Team

What Monads do

State

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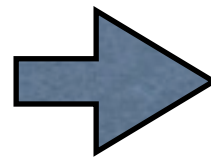
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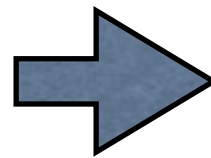
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```
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```

Maybe Monad

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

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

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

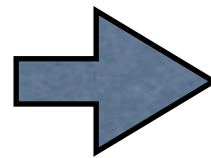
```
(Just a) >>= f = f a
```

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

```
return x = Maybe x
```

Desugaring “do”

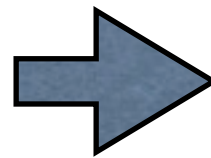
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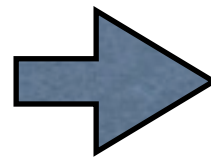
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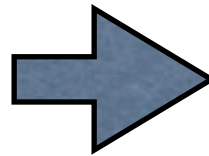
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=

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bobsFavoriteTeam :: Maybe Team
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  p <- lookup "Bob"
  c <- favoriteColor p
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```

Identity Monad

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

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

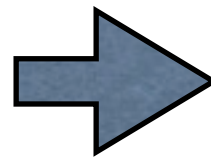
```
(Identity a) >>= f = f a
```

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

```
return a = Identity a
```

Desugaring “do”

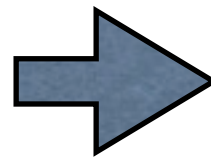
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Desugaring “do”

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area :: Rectangle -> Num
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area :: Rectangle -> Num
area =
  width r >>= (\w ->
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      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