COMP4075: Lecture 8

Introduction to Monads

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A Blessing and a Curse

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  Can add a lot of clutter, make it hard to maintain code

Conundrum

“Shall I be pure or impure?” (Wadler, 1992)

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- Absence of effects
  - facilitates understanding and reasoning
  - makes lazy evaluation viable
  - allows choice of reduction order, e.g. parallel
  - enhances modularity and reuse.

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“Shall I be pure or impure?” (Wadler, 1992)

- Absence of effects
  - facilitates understanding and reasoning
  - makes lazy evaluation viable
  - allows choice of reduction order, e.g. parallel
  - enhances modularity and reuse.
- Effects (state, exceptions, . . .) can
  - help making code concise
  - facilitate maintenance
  - improve the efficiency.

Answer to Conundrum: Monads (1)

- Monads bridges the gap: allow effectful programming in a pure setting.

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- Monads originated in Category Theory.
- Adapted by
  - Moggi for structuring denotational semantics
  - Wadler for structuring functional programs

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- support ***changes*** to the effect structure with minimal impact on the overall program structure;

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Monads

- promote ***disciplined*** use of effects since the type reflects which effects can occur;
- allow great ***flexibility*** in tailoring the effect structure to precise needs;
- support ***changes*** to the effect structure with minimal impact on the overall program structure;
- allow integration into a pure setting of ***real*** effects such as
  - I/O
  - mutable state.

This Lecture

Pragmatic introduction to monads:

- Effectful computations
- Identifying a common pattern
- Monads as a ***design pattern***

Example 1: A Simple Evaluator

$$
\begin{aligned}
\textbf{data}\ Exp = &\ Lit\ Integer \\
|&\ Add\ Exp\ Exp \\
|&\ Sub\ Exp\ Exp \\
|&\ Mul\ Exp\ Exp \\
|&\ Div\ Exp\ Exp
\end{aligned}
$$

$$
\begin{aligned}
&eval :: Exp \rightarrow Integer \\
&eval\ (Lit\ n) \qquad\quad = n \\
&eval\ (Add\ e1\ e2) = eval\ e1 + eval\ e2 \\
&eval\ (Sub\ e1\ e2)\ = eval\ e1 - eval\ e2 \\
&eval\ (Mul\ e1\ e2) = eval\ e1 * eval\ e2 \\
&eval\ (Div\ e1\ e2)\ = eval\ e1\ `div`\ eval\ e2
\end{aligned}
$$

Making the Evaluator Safe (1)

$$\textbf{data}\ Maybe\ a = Nothing \mid Just\ a$$

$$safeEval :: Exp \rightarrow Maybe\ Integer$$
$$safeEval\ (Lit\ n) \qquad = Just\ n$$
$$safeEval\ (Add\ e1\ e2) =$$
$$\quad \textbf{case}\ safeEval\ e1\ \textbf{of}$$
$$\qquad Nothing \rightarrow Nothing$$
$$\qquad Just\ n1\ \rightarrow \textbf{case}\ safeEval\ e2\ \textbf{of}$$
$$\qquad\qquad Nothing \rightarrow Nothing$$
$$\qquad\qquad Just\ n2\ \rightarrow Just\ (n1 + n2)$$

Making the Evaluator Safe (2)

$$
\begin{array}{l}
safeEval\ (Sub\ e1\ e2) = \\
\quad \textbf{case}\ safeEval\ e1\ \textbf{of} \\
\quad\quad Nothing \rightarrow Nothing \\
\quad\quad Just\ n1\ \rightarrow \textbf{case}\ safeEval\ e2\ \textbf{of} \\
\quad\quad\quad\quad\quad\quad Nothing \rightarrow Nothing \\
\quad\quad\quad\quad\quad\quad Just\ n2\ \rightarrow Just\ (n1 - n2)
\end{array}
$$

Making the Evaluator Safe (3)

$$
\begin{array}{l}
\mathit{safeEval}\ (\mathit{Mul}\ \mathit{e1}\ \ \mathit{e2}) = \\
\quad \textbf{case}\ \mathit{safeEval}\ \mathit{e1}\ \textbf{of} \\
\quad\quad \mathit{Nothing} \rightarrow \mathit{Nothing} \\
\quad\quad \mathit{Just}\ \mathit{n1}\ \ \rightarrow \textbf{case}\ \mathit{safeEval}\ \mathit{e2}\ \textbf{of} \\
\quad\quad\quad\quad\quad\quad\quad\quad \mathit{Nothing} \rightarrow \mathit{Nothing} \\
\quad\quad\quad\quad\quad\quad\quad\quad \mathit{Just}\ \mathit{n2}\ \ \rightarrow \mathit{Just}\ (\mathit{n1} * \mathit{n2})
\end{array}
$$

Making the Evaluator Safe (4)

$$
\begin{array}{l}
\mathit{safeEval}\ (\mathit{Div}\ e1\ \ e2) = \\
\quad \textbf{case}\ \mathit{safeEval}\ e1\ \textbf{of} \\
\qquad \mathit{Nothing} \rightarrow \mathit{Nothing} \\
\qquad \mathit{Just}\ n1\ \ \rightarrow \textbf{case}\ \mathit{safeEval}\ e2\ \textbf{of} \\
\qquad\qquad\qquad\qquad \mathit{Nothing} \rightarrow \mathit{Nothing} \\
\qquad\qquad\qquad\qquad \mathit{Just}\ n2\ \ \rightarrow \\
\qquad\qquad\qquad\qquad\quad \textbf{if}\ n2 \equiv 0 \\
\qquad\qquad\qquad\qquad\quad \textbf{then}\ \mathit{Nothing} \\
\qquad\qquad\qquad\qquad\quad \textbf{else}\ \mathit{Just}\ (n1\ \text{`}\mathit{div}\text{`}\ n2)
\end{array}
$$

Any Common Pattern?

Clearly a lot of code duplication!
Can we factor out a common pattern?

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We note:

- ***Sequencing*** of evaluations (or ***computations***).

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We note:

- ***Sequencing*** of evaluations (or ***computations***).
- If one evaluation fails, fail overall.
- Otherwise, make result available to following evaluations.

Sequencing Evaluations

$$
\begin{aligned}
&evalSeq :: Maybe\ Integer \\
&\qquad\qquad \to (Integer \to Maybe\ Integer) \\
&\qquad\qquad \to Maybe\ Integer \\
&evalSeq\ ma\ f = \textbf{case}\ ma\ \textbf{of} \\
&\qquad\qquad\qquad Nothing \to Nothing \\
&\qquad\qquad\qquad Just\ a \to f\ a
\end{aligned}
$$

Exercise 1: Refactoring *safeEval*

Rewrite *safeEval*, case *Add*, using *evalSeq*:

```
safeEval (Add e1 e2) =
    case safeEval e1 of
        Nothing -> Nothing
        Just n1 ->
            case safeEval e2 of
                Nothing -> Nothing
                Just n2 -> Just (n1 + n2)

evalSeq ma f =
    case ma of
        Nothing -> Nothing
        Just a  -> f a
```

Exercise 1: Solution

$$
\begin{array}{l}
safeEval :: Exp \rightarrow Maybe\ Integer \\
safeEval\ (Add\ e1\ e2) = \\
\quad evalSeq\ (safeEval\ e1) \\
\qquad\qquad (\lambda n1 \rightarrow evalSeq\ (safeEval\ e2) \\
\qquad\qquad\qquad\qquad (\lambda n2 \rightarrow Just\ (n1 + n2)))
\end{array}
$$

or

$$
\begin{array}{l}
safeEval :: Exp \rightarrow Maybe\ Integer \\
safeEval\ (Add\ e1\ e2) = \\
\quad safeEval\ e1\ `evalSeq`\ \lambda n1 \rightarrow \\
\quad safeEval\ e2\ `evalSeq`\ \lambda n2 \rightarrow \\
\quad Just\ (n1 + n2)
\end{array}
$$

Refactored Safe Evaluator (1)

$$
\begin{array}{l}
safeEval :: Exp \rightarrow Maybe\ Integer \\
safeEval\ (Lit\ n) = Just\ n \\
safeEval\ (Add\ e1\ e2) = \\
\quad safeEval\ e1\ `evalSeq`\ \lambda n1 \rightarrow \\
\quad safeEval\ e2\ `evalSeq`\ \lambda n2 \rightarrow \\
\quad Just\ (n1 + n2) \\
safeEval\ (Sub\ e1\ e2) = \\
\quad safeEval\ e1\ `evalSeq`\ \lambda n1 \rightarrow \\
\quad safeEval\ e2\ `evalSeq`\ \lambda n2 \rightarrow \\
\quad Just\ (n1 - n2)
\end{array}
$$

Refactored Safe Evaluator (2)

$$
\begin{aligned}
&\mathit{safeEval}\ (\mathit{Mul}\ \mathit{e1}\ \ \mathit{e2}) = \\
&\quad \mathit{safeEval}\ \mathit{e1}\ `\mathit{evalSeq}`\ \lambda \mathit{n1} \rightarrow \\
&\quad \mathit{safeEval}\ \mathit{e2}\ `\mathit{evalSeq}`\ \lambda \mathit{n2} \rightarrow \\
&\quad \mathit{Just}\ (\mathit{n1} * \mathit{n2}) \\
&\mathit{safeEval}\ (\mathit{Div}\ \mathit{e1}\ \ \mathit{e2}) = \\
&\quad \mathit{safeEval}\ \mathit{e1}\ `\mathit{evalSeq}`\ \lambda \mathit{n1} \rightarrow \\
&\quad \mathit{safeEval}\ \mathit{e2}\ `\mathit{evalSeq}`\ \lambda \mathit{n2} \rightarrow \\
&\quad \mathbf{if}\ \mathit{n2} \equiv 0 \\
&\quad \mathbf{then}\ \mathit{Nothing} \\
&\quad \mathbf{else}\ \mathit{Just}\ (\mathit{n1}\ `\mathit{div}`\ \mathit{n2})
\end{aligned}
$$

`Maybe` Viewed as a Computation (1)

- Consider a value of type `Maybe a` as denoting a ***computation*** of a value of type `a` that ***may fail***.

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`Maybe` Viewed as a Computation (1)

- Consider a value of type `Maybe a` as denoting a ***computation*** of a value of type `a` that ***may fail***.
- When sequencing possibly failing computations, a natural choice is to fail overall once a subcomputation fails.
- I.e. ***failure is an effect***, implicitly affecting subsequent computations.
- Let's generalize and adopt names reflecting our intentions.

`Maybe` Viewed as a Computation (2)

Successful computation of a value:

$$mbReturn :: a \to Maybe\ \ a$$
$$mbReturn = Just$$

Sequencing of possibly failing computations:

$$\begin{aligned} & mbSeq :: Maybe\ \ a \to (a \to Maybe\ \ b) \to Maybe\ \ b \\ & mbSeq\ \ ma\ \ f = \mathbf{case}\ ma\ \mathbf{of} \\ & \qquad Nothing \to Nothing \\ & \qquad Just\ \ a \quad \to f\ \ a \end{aligned}$$

Maybe Viewed as a Computation (3)

Failing computation:

$$mbFail :: Maybe\ \ a$$
$$mbFail = Nothing$$

The Safe Evaluator Revisited

$$
\begin{aligned}
&\mathit{safeEval} :: \mathit{Exp} \to \mathit{Maybe\ Integer}\\
&\mathit{safeEval}\ (\mathit{Lit}\ n) = \mathit{mbReturn}\ n\\
&\mathit{safeEval}\ (\mathit{Add}\ e1\ e2) =\\
&\quad \mathit{safeEval}\ e1\ \text{`}\mathit{mbSeq}\text{`}\ \lambda n1 \to\\
&\quad \mathit{safeEval}\ e2\ \text{`}\mathit{mbSeq}\text{`}\ \lambda n2 \to\\
&\quad \mathit{mbReturn}\ (n1 + n2)\\
&\ldots\\
&\mathit{safeEval}\ (\mathit{Div}\ e1\ e2) =\\
&\quad \mathit{safeEval}\ e1\ \text{`}\mathit{mbSeq}\text{`}\ \lambda n1 \to\\
&\quad \mathit{safeEval}\ e2\ \text{`}\mathit{mbSeq}\text{`}\ \lambda n2 \to\\
&\quad \mathbf{if}\ n2 \equiv 0\ \mathbf{then}\ \mathit{mbFail}\ \mathbf{else}\ \mathit{mbReturn}\ (n1\ \text{`}\mathit{div}\text{`}\ n
\end{aligned}
$$

Example 2: Numbering Trees

$$\textbf{data}\ \mathit{Tree}\ a = \mathit{Leaf}\ a \mid \mathit{Node}\ (\mathit{Tree}\ a)\ (\mathit{Tree}\ a)$$

$$\mathit{numberTree} :: \mathit{Tree}\ a \rightarrow \mathit{Tree}\ \mathit{Int}$$
$$\mathit{numberTree}\ t = \mathit{fst}\ (\mathit{ntAux}\ t\ 0)$$
$$\quad \textbf{where}$$
$$\qquad \mathit{ntAux} :: \mathit{Tree}\ a \rightarrow \mathit{Int} \rightarrow (\mathit{Tree}\ \mathit{Int}, \mathit{Int})$$
$$\qquad \mathit{ntAux}\ (\mathit{Leaf}\ \_)\ n \qquad = (\mathit{Leaf}\ n, n + 1)$$
$$\qquad \mathit{ntAux}\ (\mathit{Node}\ \mathit{t1}\ \mathit{t2})\ n =$$
$$\qquad\quad \textbf{let}\ (\mathit{t1}', n') = \mathit{ntAux}\ \mathit{t1}\ n$$
$$\qquad\quad \textbf{in let}\ (\mathit{t2}', n'') = \mathit{ntAux}\ \mathit{t2}\ n'$$
$$\qquad\qquad \textbf{in}\ (\mathit{Node}\ \mathit{t1}'\ \mathit{t2}', n'')$$

Observations

- Repetitive pattern: threading a counter through a ***sequence*** of tree numbering ***computations***.

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Can we do better?

Stateful Computations (1)

- A ***stateful computation*** consumes a state and returns a result along with a possibly updated state.

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- The following type synonym captures this idea:

$$\textbf{type}\ S\ a = Int \rightarrow (a, Int)$$

(Only Int state for the sake of simplicity.)

Stateful Computations (1)

- A ***stateful computation*** consumes a state and returns a result along with a possibly updated state.
- The following type synonym captures this idea:

$$\mathbf{type}\ S\ a = Int \rightarrow (a, Int)$$

(Only Int state for the sake of simplicity.)

- A value (function) of type $S\ a$ can now be viewed as denoting a stateful computation computing a value of type a.

Stateful Computations (2)

- When sequencing stateful computations, the resulting state should be passed on to the next computation.

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- When sequencing stateful computations, the resulting state should be passed on to the next computation.
- I.e. ***state updating is an effect***, implicitly affecting subsequent computations.
  (As we would expect.)

Stateful Computations (3)

Computation of a value without changing the state (For ref.: $S\ a \ = \ Int \rightarrow (a, Int)$):

$$sReturn :: a \rightarrow S\ a$$
$$sReturn\ a = ???$$

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Computation of a value without changing the state (For ref.: $S\ a \;\; = \;\; Int \rightarrow (a, Int)$):

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Sequencing of stateful computations:

$$sSeq :: S\ a \rightarrow (a \rightarrow S\ b) \rightarrow S\ b$$
$$sSeq\ sa\ f = ???$$

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Computation of a value without changing the state (For ref.: $S\ a \ = \ Int \to (a, Int)$):

$$sReturn :: a \to S\ a$$
$$sReturn\ a = \lambda n \to (a, n)$$

Sequencing of stateful computations:

$$sSeq :: S\ a \to (a \to S\ b) \to S\ b$$
$$sSeq\ sa\ f = \lambda n \to$$
$$\quad \textbf{let}\ (a, n') = sa\ n$$
$$\quad \textbf{in}\ f\ a\ n'$$

Stateful Computations (4)

Reading and incrementing the state
(For ref.: $S\ a \quad = \quad Int \rightarrow (a, Int)$):

$$sInc :: S\ Int$$
$$sInc = \lambda n \rightarrow (n, n+1)$$

Numbering trees revisited

$$\textbf{data}\ Tree\ a = Leaf\ a \mid Node\ (Tree\ a)\ (Tree\ a)$$

$$numberTree :: Tree\ a \to Tree\ Int$$
$$numberTree\ t = fst\ (ntAux\ t\ 0)$$
$$\quad \textbf{where}$$
$$\qquad ntAux :: Tree\ a \to S\ (Tree\ Int)$$
$$\qquad ntAux\ (Leaf\ \_) =$$
$$\qquad\quad sInc\ `sSeq`\ \lambda n \to sReturn\ (Leaf\ n)$$
$$\qquad ntAux\ (Node\ t1\ t2) =$$
$$\qquad\quad ntAux\ t1\ `sSeq`\ \lambda t1' \to$$
$$\qquad\quad ntAux\ t2\ `sSeq`\ \lambda t2' \to$$
$$\qquad\quad sReturn\ (Node\ t1'\ t2')$$

Observations

- The “plumbing” has been captured by the abstractions.

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- In particular:
  - counter no longer manipulated directly
  - no longer any risk of “passing on” the wrong version of the counter!

Comparison of the examples

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  - A function constructing a computation by sequencing computations

Comparison of the examples

- Both examples characterized by sequencing of effectful computations.
- Both examples could be neatly structured by introducing:
  - A type denoting computations
  - A function constructing an effect-free computation of a value
  - A function constructing a computation by sequencing computations
- In fact, both examples are instances of the general notion of a ***MONAD***.

Monads in Functional Programming

A monad is represented by:

- A type constructor

  $$M :: * \to *$$

  $M\ T$ represents computations of value of type T.
- A polymorphic function

  $$return :: a \to M\ a$$

  for lifting a value to a computation.
- A polymorphic function

  $$(\gg=) :: M\ a \to (a \to M\ b) \to M\ b$$

  for sequencing computations.

Exercise 2: *join* and *fmap*

Equivalently, the notion of a monad can be captured through the following functions:

$$
\begin{aligned}
return &:: a \rightarrow M\ a \\
join &:: (M\ (M\ a)) \rightarrow M\ a \\
fmap &:: (a \rightarrow b) \rightarrow M\ a \rightarrow M\ b
\end{aligned}
$$

$join$ "flattens" a computation, $fmap$ "lifts" a function to map computations to computations.

Define $join$ and $fmap$ in terms of $(\gg=)$ (and $return$), and $(\gg=)$ in terms of $join$ and $fmap$.

$$(\gg=) :: M\ a \rightarrow (a \rightarrow M\ b) \rightarrow M\ b$$

Exercise 2: Solution

$$join :: M\ (M\ a) \rightarrow M\ a$$
$$join\ mm = mm \gg\!= id$$

$$fmap :: (a \rightarrow b) \rightarrow M\ a \rightarrow M\ b$$
$$fmap\ f\ m = m \gg\!= return \circ f$$

$$(\gg\!=) :: M\ a \rightarrow (a \rightarrow M\ b) \rightarrow M\ b$$
$$m \gg\!= f = join\ (fmap\ f\ m)$$

Monad laws

Additionally, the following ***laws*** must be satisfied:

$$
\begin{aligned}
return\ x \gg\!= f &= f\ x \\
m \gg\!= return &= m \\
(m \gg\!= f) \gg\!= g &= m \gg\!= (\lambda x \rightarrow f\ x \gg\!= g)
\end{aligned}
$$

I.e., $return$ is the right and left identity for $(\gg\!=)$, and $(\gg\!=)$ is associative.

Exercise 3: The Identity Monad

The ***Identity Monad*** can be understood as representing ***effect-free*** computations:

$$\textbf{type}\ I\ a = a$$

1. Provide suitable definitions of $return$ and $(\gg\!=)$.
2. Verify that the monad laws hold for your definitions.

Exercise 3: Solution

$$
\begin{aligned}
&return :: a \to I\ a \\
&return = id \\
&(\gg=) :: I\ a \to (a \to I\ b) \to I\ b \\
&m \gg= f = f\ m
\end{aligned}
$$

(Or: $(\gg=) = \mathit{flip}\ (\$)$)

Simple calculations verify the laws, e.g.:

$$
\begin{aligned}
return\ x \gg= f &= id\ x \gg= f \\
&= x \gg= f \\
&= f\ x
\end{aligned}
$$

Reading

- Philip Wadler. The Essence of Functional Programming. *Proceedings of the 19th ACM Symposium on Principles of Programming Languages (POPL'92)*, 1992.
- Nick Benton, John Hughes, Eugenio Moggi. Monads and Effects. In *International Summer School on Applied Semantics 2000*, Caminha, Portugal, 2000.
- *All About Monads.* `http://www.haskell.org/all_about_monads`