

Functional Programming

Monadic Prelude

Jevgeni Kabanov

Department of Computer Science
University of Tartu

Introduction

Previously on Functional Programming

- Monadic laws
- *Monad* class ($\gg=$ and *return*)
- *MonadPlus* class (*mzero* and *mplus*)
- **do**-notation
- Maybe monad
- List monad
- State monad
- IO monad

Overview

- 1 List functions
- 2 Conditionals
- 3 Lifting
- 4 *MonadPlus* functions

Introduction

Overview

- Monad power comes from very high degree of abstraction
- Haskell comes with a library of functions that are defined across all monads
- These functions correspond to control structures in most imperative languages
- In fact given the **do**-notation and these functions we can program in Haskell using imperative approach

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Outline

- 1 List functions
- 2 Conditionals
- 3 Lifting
- 4 *MonadPlus* functions

Monadic Prelude

sequence definition

```
sequence _ :: Monad m => [m a] → m ()  
sequence _ = foldr (>>) (return ())  
sequence :: Monad m => [m a] → m [a]  
sequence = foldr mcons (return [])  
  where mcons p q =  
        p >>= λx → q >>= λy → return (x : y)
```

sequence

sequence example

```
Monads> sequence [print 1, print 2, print 'a']
```

```
1
```

```
2
```

```
'a'
```

```
*Monads> it
```

```
[( ), ( ), ( )]
```

```
*Monads> sequence_ [print 1, print 2, print 'a']
```

```
1
```

```
2
```

```
'a'
```

```
*Monads> it
```

```
( )
```

sequence

sequence example 3

```
Prelude> sequence [Just 1, Just 2, Nothing, Just 3]
```

sequence

sequence example 3

```
Prelude> sequence [Just 1, Just 2, Nothing, Just 3]  
Nothing
```

Maybe is asymmetrical with respect to nothing!

mapM

mapM definition

```
mapM :: Monad m => (a -> m b) -> [a] -> m [b]
mapM f as = sequence (map f as)
mapM _ :: Monad m => (a -> m b) -> [a] -> m ()
mapM _ f as = sequence _ (map f as)
```

mapM

mapM example 1

```
Monads> mapM_ print [1,2,3,4,5]
```

```
1
```

```
2
```

```
3
```

```
4
```

```
5
```

mapM example 2

```
putString :: [Char] → IO ()
```

```
putString s = mapM_ putChar s
```

forM

forM definition

```
forM :: Monad m => [a] -> (a -> m b) -> m [b]  
forM = flip mapM  
forM _ :: Monad m => [a] -> (a -> m b) -> m ()  
forM _ = flip mapM _
```

forM _ example

```
main = do  
  forM _ [1..10] (\i -> print i)
```

filterM

filterM definition

```
filterM :: Monad m => (a -> m Bool) -> [a] -> m [a]
filterM p [] = return []
filterM p (x : xs) = do b <- p x
  ys <- filterM p xs
  return (if b then (x : ys) else ys)
```

filterM example

```
main = do
  names <- getArgs
  dirs <- filterM doesDirectoryExist names
  mapM _ putStrLn dirs
```


foldM

foldM definition

foldl :: $(a \rightarrow b \rightarrow a) \rightarrow a \rightarrow [b] \rightarrow a$

foldl *f* *z* [] = *z*

foldl *f* *z* (*x* : *xs*) = *foldl* *f* (*f* *z* *x*) *xs*

foldM :: $(Monad\ m) \Rightarrow (a \rightarrow b \rightarrow m\ a) \rightarrow a \rightarrow [b] \rightarrow m\ a$

foldM *f* *a* [] = *return* *a*

foldM *f* *a* (*x* : *xs*) = *f* *a* *x* >>= $\lambda y \rightarrow foldM\ f\ y\ xs$

Note that we lift the result of all functions under the monad.

foldM

foldM explanation

```
foldM f a1 [x1, x2, ..., xn] = do  
  a2 ← f a1 x1  
  a3 ← f a2 x2  
  ...  
  f an xn
```

foldM

foldM example

```
Monads> foldM (\a b ->
                putStrLn (show a ++ "+" ++ show b ++
                            "=" ++ show (a+b)) »
                return (a+b)) 0 [1..5]
```

```
0+1=1
```

```
1+2=3
```

```
3+3=6
```

```
6+4=10
```

```
10+5=15
```

```
Monads> it
```

```
15
```

foldM

foldM example 2

```
data Sheep = Sheep { name :: String,  
    mother :: Maybe Sheep, father :: Maybe Sheep }  
  
dolly :: Sheep  
dolly = let  
    adam = Sheep "Adam" Nothing Nothing  
    eve   = Sheep "Eve" Nothing Nothing  
    uranus = Sheep "Uranus" Nothing Nothing  
    gaea  = Sheep "Gaea" Nothing Nothing  
    kronos = Sheep "Kronos" (Just gaea) (Just uranus)  
    holly = Sheep "Holly" (Just eve) (Just adam)  
    roger  = Sheep "Roger" (Just eve) (Just kronos)  
    molly = Sheep "Molly" (Just holly) (Just roger)  
in Sheep "Dolly" (Just molly) Nothing
```

foldM

foldM example 2

```
traceFamily ::  
  [(Sheep → Maybe Sheep)] → Sheep → Maybe Sheep  
traceFamily l s = foldM (flip ($)) s l  
paternalGrandmother =  
  traceFamily [father, mother]  
mothersPaternalGrandfather =  
  traceFamily [mother, father, father]
```

Output:

```
*Main> paternalGrandmother dolly  
Nothing  
*Main> mothersPaternalGrandfather dolly  
Just "Kronos"
```

foldM

Map definition

data *Map* *k* *a*

empty :: *Map* *k* *a*

insert :: *Ord* *k* \Rightarrow *k* \rightarrow *a* \rightarrow *Map* *k* *a* \rightarrow *Map* *k* *a*

lookup :: (*Monad* *m*, *Ord* *k*) \Rightarrow *k* \rightarrow *Map* *k* *a* \rightarrow *m* *a*

toList :: *Map* *k* *a* \rightarrow [(*k*, *a*)]

foldM

foldM example 3

```
data Entry = Entry{key :: String, value :: String}
type Dict = Map String String
addEntry :: Dict → Entry → Dict
addEntry d e = insert (key e) (value e) d
addDataFromFile :: Dict → Handle → IO Dict
addDataFromFile dict hdl = do
  contents ← hGetContents hdl
  entries ← return (map read (lines contents))
  return (foldl (addEntry) dict entries)
```

foldM

foldM example 3

```
main :: IO ()  
main = do  
  files ← getArgs  
  handles ← mapM openForReading files  
  dict ← foldM addDataFromFile empty handles  
  print (toList dict)
```


join

join definition

$$\begin{aligned} \text{join} &:: (\text{Monad } m) \Rightarrow m (m\ a) \rightarrow m\ a \\ \text{join } x &= x \gg= \text{id} \end{aligned}$$

Note that $x \gg= f = (\text{join} \circ \text{fmap } f) x$.

join example

```
Monads> join (Just (Just 'a'))
Just 'a'
Monads> join (return (putStrLn "hello"))
hello
Monads> return (putStrLn "hello")
Monads> join [[1,2,3],[4,5]]
[1,2,3,4,5]
```

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when

when and *unless* definition

```
when :: (Monad m) => Bool -> m () -> m ()  
when p s = if p then s else return ()  
unless :: (Monad m) => Bool -> m () -> m ()  
unless p s = when (¬ p) s
```

when example

```
Monads> mapM_ (\l -> when (not $ null l) (putStrLn l))  
          [ "", "abc", "def", "", "", "ghi"]
```

```
abc  
def  
ghi
```

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liftM

liftM and *liftM2* definition

$liftM :: (Monad\ m) \Rightarrow (a \rightarrow b) \rightarrow (m\ a \rightarrow m\ b)$

$liftM\ f = \lambda a \rightarrow \mathbf{do}\ \{ a' \leftarrow a; \mathbf{return}\ (f\ a') \}$

$liftM2 :: (Monad\ m) \Rightarrow$

$(a \rightarrow b \rightarrow c) \rightarrow (m\ a \rightarrow m\ b \rightarrow m\ c)$

$liftM2\ f =$

$\lambda a\ b \rightarrow \mathbf{do}\ \{ a' \leftarrow a; b' \leftarrow b; \mathbf{return}\ (f\ a'\ b') \}$

- Lifting allows to apply pure functions point-free to monadic values
- Together with monadic bind it constitutes a functional approach as apposed to the **do**-notation

liftM

liftM and *liftM2* definition

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

$\text{liftM } f = \lambda a \rightarrow \text{do } \{ a' \leftarrow a; \text{return } (f\ a') \}$

$\text{liftM2} :: (\text{Monad } m) \Rightarrow$

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$\text{liftM2 } f =$

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- Lifting allows to apply pure functions point-free to monadic values
- Together with monadic bind it constitutes a functional approach as apposed to the **do**-notation

liftM

liftM example 1

```
getName :: String → Maybe String  
getName name = do  
  let db =  
    [ ("John", "Smith, John"),  
      ("Mike", "Caine, Michael") ]  
  tempName ← lookup name db  
  return (swapNames tempName)
```

Can be rewritten as:

```
getName name = do  
  let db = ...  
  liftM swapNames (lookup name db)
```


liftM

liftM example 2

```
addDataFromFile :: Dict → Handle → IO Dict
addDataFromFile dict hdl = do
    contents ← hGetContents hdl
    entries ← return (map read (lines contents))
    return (foldl (addEntry) dict entries)
```

Can be rewritten as:

```
addDataFromFile dict =
    liftM (foldl addEntry dict ∘ map read ∘ lines)
    ∘ hGetContents
```

liftM

liftM2 example 1

What does this do?

```
allCombinations :: (a → a → a) → [[a]] → [a]  
allCombinations fn [] = []  
allCombinations fn (l : ls) = foldl (liftM2 fn) l ls
```

liftM

liftM2 example 1

What does this do?

```
allCombinations :: (a → a → a) → [[a]] → [a]
allCombinations fn [] = []
allCombinations fn (l : ls) = foldl (liftM2 fn) l ls
```

Output

```
Main> allCombinations (+) [[0,1],[1,2,3]]
[0+1,0+2,0+3,1+1,1+2,1+3] = [1,2,3,2,3,4]
Main> allCombinations (*) [[0,1],[1,2],[3,5]]
[0+1,0+2,0+3,1+1,1+2,1+3] = [0,0,0,0,3,5,6,10]
```

ap

ap definition

ap helps when both function and argument are in the monad.

$$\begin{aligned} \text{ap} &:: (\text{Monad } m) \Rightarrow m (a \rightarrow b) \rightarrow m a \rightarrow m b \\ \text{ap} &= \text{liftM2 } (\$) \end{aligned}$$

Note that $\text{liftM2 } f \ x \ y$ is equivalent to $\text{return } f \ 'ap' \ x \ 'ap' \ y$.

Output

```
Main> [( *2 ), ( +3 )] 'ap' [0,1,2]
[0,2,4,3,4,5]
Main> (Just ( *2 )) 'ap' (Just 3)
Just 6
```

ap example

```
words :: String → [String]
lookup :: (Eq a) ⇒ a → [(a, b)] → Maybe b
ap :: (Monad m) ⇒ m (a → b) → m a → m b

main = do
  let fns =
    [("double", (2*)), ("halve", ('div'2)),
     ("square", (λx → x * x)), ("negate", negate),
     ("incr", (+1)), ("decr", (+(-1)))]
  args ← getArgs
  let val = read (args !! 0)
      cmds = map ((flip lookup) fns) (words (args !! 1))
  print $ foldl (flip ap) (Just val) cmds
```

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msum

msum definition

```
class Monad m => MonadPlus m where
  mzero :: m a
  mplus :: m a -> m a -> m a
  msum :: MonadPlus m => [m a] -> m a
  msum xs = foldr mplus mzero xs
```

msum

msum example

```
type Variable = String
type Value = String
type EnvironmentStack = [(Variable, Value)]
lookupVar ::
  Variable → EnvironmentStack → Maybe Value
lookupVar var stack =
  msum $ map (lookup var) stack
```


guard

guard definition

```
guard :: MonadPlus m => Bool → m ()  
guard p = if p then return () else mzero
```

guard example

```
data Record = Rec{ name :: String, age :: Int }  
type DB = [Record]  
getYoungerThan :: Int → DB → [Record]  
getYoungerThan limit db =  
  mapMaybe (λr →  
    do { guard (age r < limit); return r }) db
```

List comprehensions

Syntax 1

```
list = [r | x1 <- xs1, x2 <- xs2, ..., b1, b2, ...]
```

Syntax 2

```
list = do x1 <- xs1
         x2 <- xs2
         ...
         guard b1
         guard b2
         ...
         return r
```