

# Monadic Effects

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# Monad madness

Monads are

- like burritos
- not metaphors
- trees with grafting
- not scary!
- elephants
- promiscuous
- a class of hard drugs
- easy
- monoids
- red herrings
- too much for me

## Product Details



Monad

of LINQ  
es not fear

Comp  
equiv  
progr

- 1992-08 [Monads f](#)
- 1995 [Monadic IO](#)
- 1999-02 [What the](#)
- 1999 [Monads for](#)
- 2002 [Yet Another](#)
- 2003-08 [All about](#)
- 2004-07 [A Scheme](#)
- 2004-07 [Monads a](#)
- 2004-08 [Monads i](#)
- 2005-07 [Monads i](#)
- 2005-11 [Of monad](#)
- 2006-03 [Understa](#)
- 2006-07 [The Mon](#)
- 2006-08 [You could](#)
- 2006-09 [Meet Bob](#)
- 2006-10 [Monad T](#)
- 2006-11 [There's a](#)
- 2006-12 [Maybe M](#)
- 2007-01 [Think of a](#)
- 2007-02 [Understa](#)
- 2007-02 [Crash Cou](#)
- 2007-04 [The Real](#)
- 2007-03 [Monads i](#)
- 2007-07 [Monads!](#)
- 2007-08 [Monads a](#)
- 2007-08 [Understa](#)
- 2007-08 [Monad \(s](#)
- 2008-06 [Monads \(](#)
- 2008 [Monads, Cha](#)
- 2009-01 [Abstrac](#)
- 2009-03 [A Monad](#)
- 2009-11 [What a Monad is not](#) A desperate attempt to end the eternal chain
- 2010-07 [I come from Java and want to know what monads are in Haskell](#) - Tim Carsterns An example showing how a simple Java class is translated into a
- 2010-08 [A Fistful of Monads](#) from Learn You a Haskell An introduction to monads that builds on applicative functors
- 2010-08 [Yet Another Monad Tutorial](#) An ongoing sequence of extremely detailed tutorials deriving monads from first principles.



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# Programming Language Semantics

- Operational
  - $\langle C, S \rangle \Downarrow S'$  or  $\langle C, S \rangle \mapsto \langle C', S' \rangle$
  - $(\lambda x. M) V \mapsto M[V/x]$
- Denotational
  - Compositional interpretation of syntactic phrases as more abstract mathematical objects
  - What sort of objects affected by
    - syntactic category, or type, of the phrase
    - the language as a whole
    - which aspects of the behaviour of programs we decide to observe
  - Compositionality
    - Denotation has to encode all possible observations arising from placing that phrase in a larger context
    - But want to abstract away from non-observable behaviours; ideally having equal denotations for observationally equivalent things
    - Finding collections of values that have enough information content and structure to interpret phrases, yet do not make too many spurious distinctions, can be hard
    - A good choice embodies a great deal of metatheory about the language before we even consider particular programs

# While programs

$c ::= \text{skip} \mid x := e \mid c; c \mid \text{ifnz } e \text{ then } c \text{ else } c \mid \text{while } e \text{ do } c$

Semantics using (partial) functions

$Store \stackrel{def}{=} Var \rightarrow \mathbb{Z}$

$\llbracket e \rrbracket : Store \rightarrow \mathbb{Z}$

$\llbracket c \rrbracket : Store \rightarrow Store$

$\llbracket x := e \rrbracket (s) = s[x \mapsto \llbracket e \rrbracket (s)]$

$\llbracket c_0; c_1 \rrbracket = \llbracket c_1 \rrbracket \circ \llbracket c_0 \rrbracket$

$\llbracket \text{ifnz } e \text{ then } c_0 \text{ else } c_1 \rrbracket (s) = \begin{cases} \llbracket c_0 \rrbracket (s) & \text{if } \llbracket e \rrbracket (s) \neq 0 \\ \llbracket c_1 \rrbracket (s) & \text{if } \llbracket e \rrbracket (s) = 0 \end{cases}$

$\llbracket \text{while } e \text{ do } c \rrbracket = \text{fix } \Phi = \bigcup_i \Phi^i(\emptyset)$

where

$\Phi : (Store \rightarrow Store) \rightarrow (Store \rightarrow Store)$

$\Phi(f)(s) = \begin{cases} f(\llbracket c \rrbracket (s)) & \text{if } \llbracket e \rrbracket (s) \neq 0 \\ s & \text{if } \llbracket e \rrbracket (s) = 0 \end{cases}$

Operational and Denotational:

$$\langle c, s \rangle \mapsto^* \langle \text{skip}, s' \rangle \iff \langle c, s \rangle \Downarrow s' \iff \llbracket c \rrbracket(s) = s'$$

Contextual Equivalence:

$$c \simeq_{ctx} c' \iff \forall C[\cdot] s s', \langle C[c], s \rangle \Downarrow s' \iff \langle C[c'], s \rangle \Downarrow s'$$

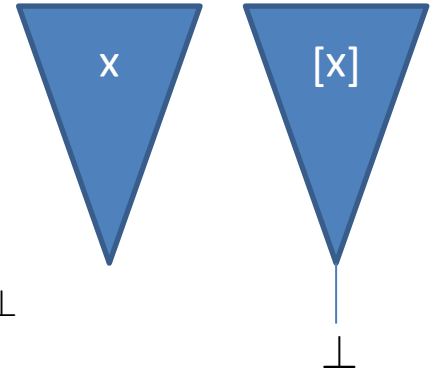
Justifies equations:

$$(x := 3; y := 5) \simeq_{ctx} (y := 5; x := 3)$$

$$(\text{ifnz } 0 \text{ then } c_0 \text{ else } c_1) \simeq_{ctx} c_1$$

$$((\text{ifnz } e \text{ then } c_0 \text{ else } c_1); c) \simeq_{ctx} (\text{ifnz } e \text{ then } (c_0; c) \text{ else } (c_1; c))$$

# Variations



Using  $\omega$ -cpo instead of sets and partial functions

- Either  $\llbracket c \rrbracket$  a *strict* (continuous) map  $Store_{\perp} \rightarrow Store_{\perp}$
- Or  $\llbracket c \rrbracket : Store \rightarrow Store_{\perp}$

In latter case, note  $\llbracket c_0; c_1 \rrbracket = (\llbracket c_1 \rrbracket)^* \circ \llbracket c_0 \rrbracket$ , where if  $f : X \rightarrow Y_{\perp}$ ,

$$f^* : X_{\perp} \rightarrow Y_{\perp}$$

$$f^* a = \begin{cases} f x & \text{if } a = [x] \\ \perp & \text{if } a = \perp \end{cases}$$

Adding non-determinism,  $\langle c_0 \sqcap c_1, s \rangle \mapsto \langle c_0, s \rangle$  and  $\langle c_0 \sqcap c_1, s \rangle \mapsto \langle c_1, s \rangle$ . Take  $\llbracket c \rrbracket \in Rel(Store, Store)$ , i.e.  $\llbracket c \rrbracket \subseteq (Store \times Store)$ , with sequential composition interpreted by relational composition

- There's a choice here:  $\llbracket c \rrbracket = \llbracket c \sqcap (\text{while } 1 \text{ do skip}) \rrbracket$
- Equivalently,  $\llbracket c \rrbracket : Store \rightarrow \mathbb{P}(Store)$ , then  $\llbracket c_0; c_1 \rrbracket = (\llbracket c_1 \rrbracket)^* \circ \llbracket c_0 \rrbracket$  where if  $f : X \rightarrow \mathbb{P}(Y)$ ,  $f^* : \mathbb{P}(X) \rightarrow \mathbb{P}(Y)$  given by  $f^*(xs) = \bigcup_{x \in xs} f(x)$

# Simple Types

$A, B := \text{int} \mid \text{unit} \mid A \times B \mid A \rightarrow B \mid A + B$

$$\Gamma, x : A \vdash x : A \quad \Gamma \vdash \underline{n} : \text{int} \quad \Gamma \vdash () : \text{unit} \quad \frac{\Gamma \vdash M : A \quad \Gamma \vdash N : B}{\Gamma \vdash (M, N) : A \times B}$$

$$\frac{\Gamma \vdash M : A \times B}{\Gamma \vdash \text{fst } M : A} \quad \frac{\Gamma \vdash M : A \times B}{\Gamma \vdash \text{snd } M : B} \quad \frac{\Gamma \vdash M : A \rightarrow B \quad \Gamma \vdash N : A}{\Gamma \vdash MN : B}$$

$$\frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash (\lambda x : A. M) : A \rightarrow B} \quad \frac{\Gamma \vdash M : A}{\Gamma \vdash \text{inl } M : A + B} \quad \frac{\Gamma \vdash N : B}{\Gamma \vdash \text{inr } N : A + B}$$

$$\frac{\Gamma \vdash M : A + B \quad \Gamma, x : A \vdash N : C \quad \Gamma, y : B \vdash P : C}{\Gamma \vdash \text{case } M \text{ of inl } x \Rightarrow N \mid \text{inr } y \Rightarrow P : C}$$

$$\frac{E \vdash M : \text{int} \quad E \vdash M' : \text{int}}{E \vdash M + M' : \text{int}}$$

# Operational semantics

Call by value:

$$V := x \mid \lambda x : A. M \mid (V, V) \mid \underline{n} \mid \text{inl } V \mid \text{inr } V$$

$$\frac{M \Downarrow \lambda x : A. M' \quad N \Downarrow V \quad M'[V/x] \Downarrow V'}{M N \Downarrow V'} \qquad \frac{M \Downarrow V \quad N \Downarrow V'}{(M, N) \Downarrow (V, V')}$$

$$\frac{M \Downarrow (V_1, V_2)}{\text{fst } M \Downarrow V_1} \qquad \frac{M \Downarrow V}{\text{inl } M \Downarrow \text{inl } V} \qquad \frac{M \Downarrow \text{inl } V \quad N[V/x] \Downarrow V'}{\text{case } M \text{ of inl } x \Rightarrow N \mid \text{inr } y \Rightarrow N' \Downarrow V'}$$

$$V \Downarrow V \qquad \frac{M \Downarrow \underline{m} \quad N \Downarrow \underline{n}}{M + N \Downarrow \underline{m + n}}$$

Call by name:

$$W := \lambda x : A. M \mid (M, M) \mid \underline{n} \mid \text{inl } M \mid \text{inr } M$$

$$\frac{M \Downarrow \lambda x : A. M' \quad M'[N/x] \Downarrow W}{M N \Downarrow W} \qquad \frac{M \Downarrow (N_1, N_2) \quad N_1 \Downarrow W}{\text{fst } M \Downarrow W}$$

$$\frac{M \Downarrow \text{inl } M' \quad N[M'/x] \Downarrow W}{\text{case } M \text{ of inl } x \Rightarrow N \mid \text{inr } y \Rightarrow N' \Downarrow W} \qquad \frac{M \Downarrow \underline{m} \quad N \Downarrow \underline{n}}{M + N \Downarrow \underline{m + n}}$$



# Semantics in Set

$$\llbracket \text{int} \rrbracket = \mathbb{Z}$$

$$\llbracket \text{unit} \rrbracket = 1$$

$$\llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket$$

$$\llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket \rightarrow \llbracket B \rrbracket \quad (= \llbracket B \rrbracket^{\llbracket A \rrbracket})$$

$$\llbracket A + B \rrbracket = \llbracket A \rrbracket + \llbracket B \rrbracket$$

$$\llbracket x_1 : A_1, \dots, x_n : A_n \rrbracket = \llbracket A_1 \rrbracket \times \dots \times \llbracket A_n \rrbracket$$

$$\llbracket \vec{x}_i : \vec{A}_i \vdash x_i : A_i \rrbracket \rho = \pi_i(\rho)$$

$$\llbracket \Gamma \vdash \underline{n} : \text{int} \rrbracket \rho = n$$

$$\llbracket \Gamma \vdash () : \text{unit} \rrbracket \rho = *$$

$$\llbracket \Gamma \vdash (M, N) : A \times B \rrbracket \rho = (\llbracket \Gamma \vdash M : A \rrbracket \rho, \llbracket \Gamma \vdash N : B \rrbracket \rho)$$

$$\llbracket \Gamma \vdash \text{fst } M : A \rrbracket \rho = \pi_1(\llbracket \Gamma \vdash M : A \times B \rrbracket \rho)$$

$$\llbracket \Gamma \vdash M N : B \rrbracket \rho = (\llbracket \Gamma \vdash M : A \rightarrow B \rrbracket \rho) (\llbracket \Gamma \vdash N : A \rrbracket \rho)$$

$$\llbracket \Gamma \vdash \lambda x : A. M : A \rightarrow B \rrbracket \rho = \lambda a \in \llbracket A \rrbracket. (\llbracket \Gamma, x : A \vdash M : B \rrbracket (\rho, a)) \quad \dots$$

# Equations

$$\Gamma \vdash M \simeq_{ctx} N : A \iff \forall C[\cdot] : (\Gamma \vdash A) \triangleright \text{int}, C[M] \Downarrow \underline{n} \iff C[N] \Downarrow \underline{n}$$

beta:

$$(\lambda x : A. M) N = M[N/x] \quad \text{fst}(M, N) = M \quad \text{snd}(M, N) = N$$

$$\text{case inl } M \text{ of inl } x \Rightarrow N \mid \text{inr } y \Rightarrow N' = N[M/x]$$

$$\text{case inr } M \text{ of inl } x \Rightarrow N \mid \text{inr } y \Rightarrow N' = N'[M/y] \quad M + N = N + M$$

$$\underline{n} + \underline{m} = \underline{n + m} \quad \dots$$

eta:

$$M = () \quad M = \lambda x : A. M x \quad (a \notin \text{fv}(M)) \quad M = (\text{fst } M, \text{snd } M)$$

$$\text{case } M \text{ of inl } x \Rightarrow \text{inl } x \mid \text{inr } y \Rightarrow \text{inr } y = M$$

$$(\text{better: case } M \text{ of inl } x \Rightarrow N[\text{inl } x/z] \mid \text{inr } y \Rightarrow N[\text{inr } y/z] = N[M/z])$$

# Recursion (hence divergence) in CBV

$$\frac{\Gamma, x : A, f : A \rightarrow B \vdash M : B}{\Gamma \vdash (\text{rec } f : A \rightarrow B \ x = M) : A \rightarrow B}$$

$$\frac{M \Downarrow (\text{rec } f \ x = M') \quad N \Downarrow V' \quad M'[V'/x, (\text{rec } f \ x = M')/f] \Downarrow V}{M \ N \Downarrow V}$$

$$- = (\text{rec } f \ x = f \ x)()$$

$$(\lambda x.M) N \neq_v M[N/x] \quad \text{consider } (\lambda x.()) - \quad (\lambda x.M) V =_v M[V/x]$$

$$\text{fst}(M_1, M_2) \neq_v M_1$$

$$\text{fst}(V_1, V_2) =_v V_1$$

$$M \neq_v \lambda x.M \ x$$

$$V =_v \lambda x.V \ x$$

# Recursion in CBN

$$\frac{\Gamma, x : A \vdash M : A}{\Gamma \vdash (\text{rec } x : A.M) : A} \qquad \frac{M[(\text{rec } x.M)/x] \Downarrow W}{(\text{rec } x.M) \Downarrow W}$$

$$- = (\text{rec } x.x)$$

PCF - observation at ground type  $(\lambda x.M) N = M[N/x]$

$$\text{fst}(M_1, M_2) = M_1$$

$$(\lambda x.M x) = M \quad \text{in particular, } \lambda x.- = -$$

$$(\text{fst } M, \text{snd } M) = M$$

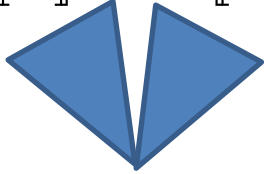
Haskell - observation at all types

$$(\lambda x.M x) \neq M$$

$$(\text{fst } M, \text{snd } M) \neq M$$

# Denotational Semantics CBV

Use pointed  $\omega$ -cpo and strict maps

$$\begin{array}{lll}
 \llbracket \text{int} \rrbracket = \mathbb{Z}_\perp & \llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket \multimap \llbracket B \rrbracket & \llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket \\
 \llbracket A + B \rrbracket = \llbracket A \rrbracket \oplus \llbracket B \rrbracket & \llbracket \vec{x}_i : \vec{A}_i \rrbracket = \bigotimes_i \llbracket A_i \rrbracket & \llbracket \Gamma \vdash M : A \rrbracket : \llbracket \Gamma \rrbracket \rightarrow \llbracket A \rrbracket
 \end{array}$$


Use  $\omega$ -cpo and explicit lifting

$$\begin{array}{lll}
 \llbracket \text{int} \rrbracket = \mathbb{Z} & \llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket \rightarrow (\llbracket B \rrbracket)_\perp & \llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket \\
 \llbracket A + B \rrbracket = \llbracket A \rrbracket + \llbracket B \rrbracket & \llbracket \vec{x}_i : \vec{A}_i \rrbracket = \prod_i \llbracket A_i \rrbracket & \llbracket \Gamma \vdash M : A \rrbracket : \llbracket \Gamma \rrbracket \rightarrow (\llbracket A \rrbracket)_\perp
 \end{array}$$

$$\llbracket \Gamma \vdash \lambda x.M : A \rightarrow B \rrbracket = \Gamma \xrightarrow{\text{cur} \llbracket M \rrbracket} (A \rightarrow B_\perp) \xrightarrow{[\cdot]} (A \rightarrow B_\perp)_\perp$$

$$\llbracket \Gamma \vdash M N : B \rrbracket = \Gamma \xrightarrow{\langle \llbracket M \rrbracket, \llbracket N \rrbracket \rangle} (A \rightarrow B_\perp)_\perp \times A_\perp \longrightarrow ((A \rightarrow B_\perp) \times A)_\perp \xrightarrow{ev^*} B_\perp$$

# Denotational Semantics: CBN

For PCF: Pointed cpos and continuous maps

$$\begin{aligned} \llbracket \text{int} \rrbracket &= \mathbb{Z}_\perp & \llbracket A \rightarrow B \rrbracket &= \llbracket A \rrbracket \rightarrow \llbracket B \rrbracket & \llbracket A \times B \rrbracket &= \llbracket A \rrbracket \times \llbracket B \rrbracket \\ & & \llbracket A + B \rrbracket &= (\llbracket A \rrbracket + \llbracket B \rrbracket)_\perp & & \end{aligned}$$

For Haskell: Pointed cpos and continuous maps, more lifting

$$\begin{aligned} \llbracket \text{int} \rrbracket &= \mathbb{Z}_\perp & \llbracket A \rightarrow B \rrbracket &= (\llbracket A \rrbracket \rightarrow \llbracket B \rrbracket)_\perp & \llbracket A \times B \rrbracket &= (\llbracket A \rrbracket \times \llbracket B \rrbracket)_\perp \\ & & \llbracket A + B \rrbracket &= (\llbracket A \rrbracket + \llbracket B \rrbracket)_\perp & & \end{aligned}$$

# CBV with global store

$$\Gamma \vdash !X : \text{int} \qquad \frac{\Gamma \vdash M : \text{int}}{\Gamma \vdash (X := M) : \text{unit}}$$

$$\langle s, !X \rangle \Downarrow \langle s, \underline{s(X)} \rangle \qquad \frac{\langle s, M \rangle \Downarrow \langle s', \underline{n} \rangle}{\langle s, X := M \rangle \Downarrow \langle s' [X \mapsto n], () \rangle}$$

$$\frac{\langle s, M \rangle \Downarrow \langle s', \lambda x. M' \rangle \quad \langle s', N \rangle \Downarrow \langle s'', V \rangle \quad \langle s'', M' [V/x] \rangle \Downarrow \langle s''', V' \rangle}{\langle s, M N \rangle \Downarrow \langle s''', V' \rangle}$$

Further inequations

$$(\lambda x. \lambda y. (x, y)) M N \neq (\lambda y. \lambda x. (x, y)) N M$$

$$(\lambda x. (x, x)) M \neq (\lambda x. \lambda y. (x, y)) M M$$

plus various equations involving the new operations.

# Denotational

$$\llbracket \text{int} \rrbracket = \mathbb{Z}$$

$$\llbracket \text{unit} \rrbracket = 1$$

$$\llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket$$

$$\llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket \times \text{Store} \rightarrow \llbracket B \rrbracket \times \text{Store}$$

$$\llbracket \vec{x}_i : \vec{A}_i \rrbracket = \prod_i \llbracket A_i \rrbracket$$

$$\llbracket \Gamma \vdash M : A \rrbracket : \llbracket \Gamma \rrbracket \times \text{Store} \rightarrow \llbracket A \rrbracket \times \text{Store}$$

$$\llbracket \Gamma \vdash (M, N) : A \times B \rrbracket (\rho, s) =$$

$$((x, y), s'') \text{ where } \llbracket N \rrbracket (\rho, s') = (s'', y) \text{ where } \llbracket M \rrbracket (\rho, s) = (x, s')$$

$$\Gamma \times S \xrightarrow{\Delta \times 1} \Gamma \times \Gamma \times S \xrightarrow{1 \times \llbracket M \rrbracket} \Gamma \times A \times S \xrightarrow{\sigma \times 1} A \times \Gamma \times S \xrightarrow{1 \times \llbracket N \rrbracket} A \times B \times S$$



# Moggi's brilliant idea

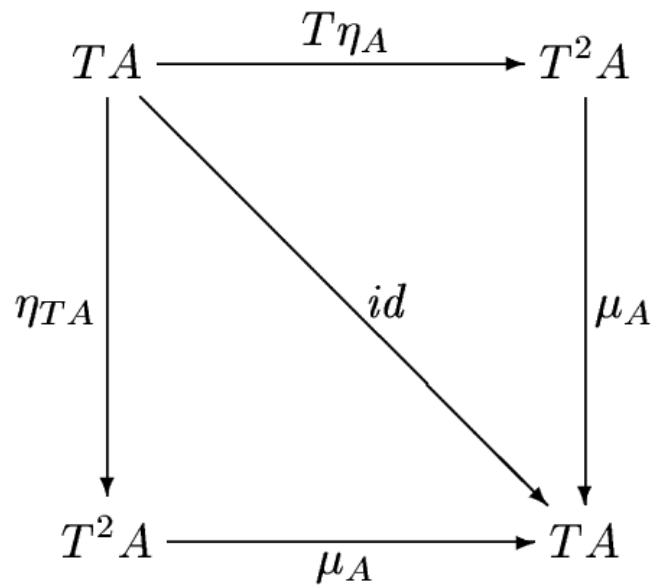
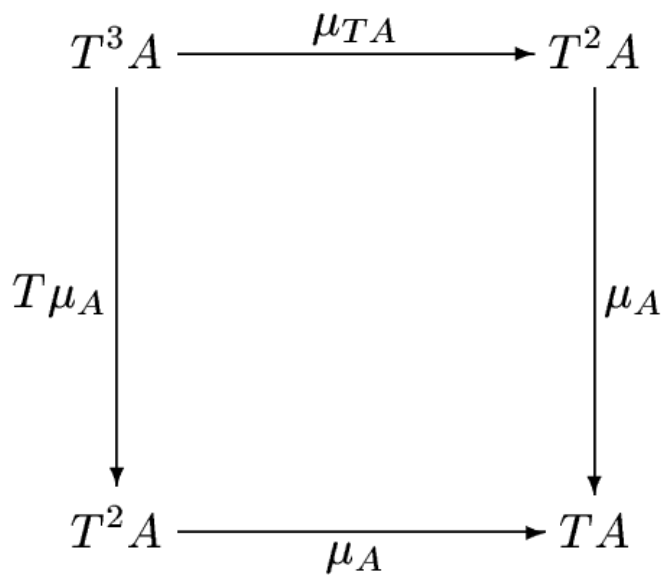
- The extra structure we add to models of the pure language to deal with these, and many other, notions of side effect always has the same “shape”
- And there are common patterns for just how we use that structure to modify the interpretations of types
- And corresponding patterns apply to the interpretation of terms
- We can capture this commonality by *factoring* our semantics via a new, generic, *computational metalanguage*
- Doing things this way saves repeated work, modularizes, explains, cleans up reasoning by moving side-conditions into the type system, sets us up for further generalizations



# The structure

- Separate *values*  $A$  from *computations*  $TA$ , which may have observable behaviour other than producing a value of type  $A$
- $T$  is *functor*  $T:C \rightarrow C$ , so can lift  $f:A \rightarrow B$  to  $Tf:TA \rightarrow TB$ , and this preserves identity and composition
- There's a natural transformation with components  $\eta_A:A \rightarrow TA$  which expresses how values may be (uniformly) viewed as trivial computations
- There's a natural transformation  $\mu_A : TTA \rightarrow TA$  that lets us (uniformly) combine effectful behaviours, so we can see a computation of a computation as a computation
- Satisfying some conditions

# Monad conditions



# Strength

$$\tau_{A,B} : A \otimes TB \rightarrow T(A \otimes B)$$

$$\begin{array}{ccc}
 I \otimes TA & \xrightarrow{\tau} & T(I \otimes A) \\
 \searrow l & & \downarrow T(l) \\
 & & TA
 \end{array}
 \qquad
 \begin{array}{ccc}
 A \otimes B & \xrightarrow{1 \otimes \eta} & A \otimes TB \\
 \searrow \eta & & \downarrow \tau \\
 & & T(A \otimes B)
 \end{array}$$

$$\begin{array}{ccc}
 (A \otimes B) \otimes TC & \xrightarrow{\tau} & T((A \otimes B) \otimes C) \\
 \downarrow \alpha & & \downarrow T(\alpha) \\
 A \otimes (B \otimes TC) & \xrightarrow{1 \otimes \tau} & A \otimes T(B \otimes C) \xrightarrow{\tau} T(A \otimes (B \otimes C))
 \end{array}$$

$$\begin{array}{ccc}
 A \otimes T^2 B & \xrightarrow{\tau} & T(A \otimes TB) \xrightarrow{T(\tau)} T^2(A \otimes B) \\
 \downarrow 1 \otimes \mu & & \downarrow \mu \\
 A \otimes TB & \xrightarrow{\tau} & T(A \otimes B)
 \end{array}$$

# Examples

- Lifting over  $\omega$ -cpo.  $TX = X_{\perp}$ ,  $\eta(x) = [x]$ ,  $\mu([x]) = x$ ,  $\mu(\perp) = \perp$
- Nondeterminism.  $TX = \mathbb{P}(X)$ ,  $\eta(x) = \{x\}$ ,  $\mu(H) = \bigcup_{S \in H} S$
- Exceptions.  $TX = X + E$ ,  $\eta(x) = \text{inl}(x)$ ,  $\mu(w) = \text{case } w \text{ of inl } w' \Rightarrow w' \mid \text{inr } e \Rightarrow \text{inr } e$
- State.  $TX = S \rightarrow X \times S$ ,  $\eta(x) = \lambda s.(x, s)$ ,  $\mu(M) = \lambda s.f s'$  where  $M s = (f, s')$
- Read-only state.  $TX = S \rightarrow X$ ,  $\eta(x) = \lambda s.x$ ,  $\mu(M) = \lambda s.M s s$
- Output.  $TX = X \times M$  for  $M$  a monoid.  $\eta(x) = (x, \epsilon)$ ,  $\mu((x, m), m') = (x, m \cdot m')$
- Resumptions.  $TX = X + TX$ ,  $\eta(x) = \text{inl } x$ ,  $\mu(M) = \text{case } M \text{ of inl } c \Rightarrow c \mid \text{inr } M' \Rightarrow \text{inr } \mu(M')$
- Continuations.  $TX = (X \rightarrow R) \rightarrow R$ ,  $\eta(x) = \lambda k.x x$ ,  $\mu(M) = \lambda k.M (\lambda c.c k)$

# CBV interpretations

$$\llbracket \text{int} \rrbracket = \mathbb{Z} \quad \llbracket A \rightarrow B \rrbracket = \llbracket A \rrbracket \rightarrow T(\llbracket B \rrbracket) \quad \llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket$$

$$\llbracket A + B \rrbracket = \llbracket A \rrbracket + \llbracket B \rrbracket \quad \llbracket \vec{x}_i : \vec{A}_i \rrbracket = \prod_i \llbracket A_i \rrbracket \quad \llbracket \Gamma \vdash M : A \rrbracket : \llbracket \Gamma \rrbracket \rightarrow T(\llbracket A \rrbracket)$$

$$\llbracket \Gamma \vdash \lambda x.M : A \rightarrow B \rrbracket = \Gamma \xrightarrow{\text{cur} \llbracket M \rrbracket} (A \rightarrow TB) \xrightarrow{\eta} T(A \rightarrow TB)$$

$$\llbracket \Gamma \vdash M N : B \rrbracket =$$

$$\Gamma \xrightarrow{\Delta} \Gamma \times \Gamma \xrightarrow{1 \times \llbracket M \rrbracket} \Gamma \times T(A \rightarrow TB) \xrightarrow{\tau} T(\Gamma \times (A \rightarrow TB))$$

$$\cdot \xrightarrow{T\sigma} T((A \rightarrow TB) \times \Gamma) \xrightarrow{T(1 \times \llbracket N \rrbracket)} T((A \rightarrow TB) \times TA)$$

$$\cdot \xrightarrow{T\tau} T^2((A \rightarrow TB) \times A) \xrightarrow{T^2 \text{ev}} T^3 B \xrightarrow{T\mu} T^2 B \xrightarrow{\mu} TB$$

# Kleisli presentation of monads

$$T : C \rightarrow C \quad \eta_A : A \rightarrow TA \quad f^* : TA \rightarrow TB \text{ for each } f : A \rightarrow TB$$

such that  $\eta_A^* = 1_{TA}$  and

$$\begin{array}{ccccc}
 A & \xrightarrow{\eta_A} & TA & & \\
 & \searrow f & \downarrow f^* & \searrow (f; g^*)^* & \\
 & & TB & \xrightarrow{g^*} & TC
 \end{array}$$

The formulations are equivalent:

$$(f : A \rightarrow TB)^* = TA \xrightarrow{Tf} T^2B \xrightarrow{\mu_B} TB$$

$$T(f : A \rightarrow B) = (A \xrightarrow{f} B \xrightarrow{\eta_B} TB)^*$$

$$\mu_A = (TA \xrightarrow{1_{TA}} TA)^*$$

Parameterized  $f : \Gamma \times A \rightarrow TB$ ,  $f^* : \Gamma \times TA \rightarrow TB$ . Precompose with  $\tau$ .

# The computational metalanguage

Extend simple types

$$A ::= \dots \mid TA$$

$$\frac{\Gamma \vdash M : A}{\Gamma \vdash \text{val } M : TA}$$

$$\frac{\Gamma \vdash M : TA \quad \Gamma, x : A \vdash N : TB}{\Gamma \vdash \text{let } x \leftarrow M \text{ in } N : TB}$$

Interpret in CCC with strong monad/parameterized Kleisli triple

$$\llbracket \Gamma \vdash \text{val } M : TA \rrbracket = \Gamma \xrightarrow{\llbracket M \rrbracket} \llbracket A \rrbracket \xrightarrow{\eta} TA$$

$$\llbracket \Gamma \vdash \text{let } x \leftarrow M \text{ in } N : TB \rrbracket = \Gamma \xrightarrow{\Delta} \Gamma \times \Gamma \xrightarrow{1 \times \llbracket M \rrbracket} \Gamma \times TA \xrightarrow{\llbracket N \rrbracket^*} TB$$



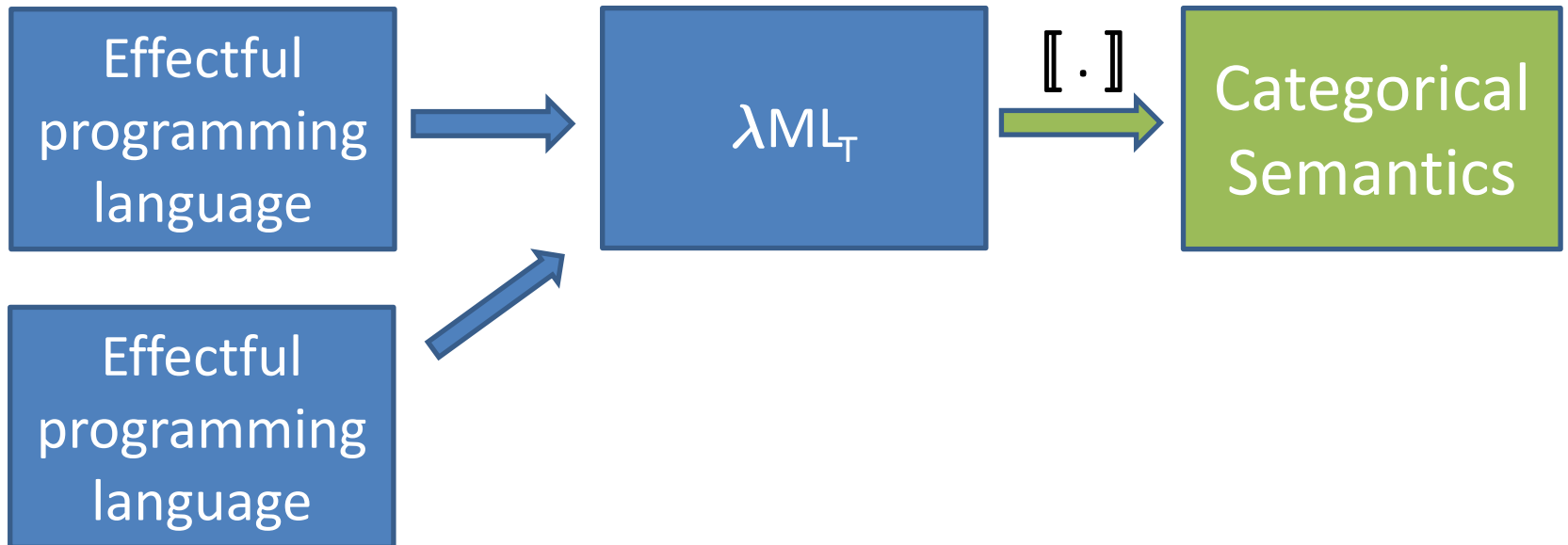
# Equations

Full  $\beta$  and  $\eta$  for simple type constructors, plus

$$\text{let } x \Leftarrow \text{val } M \text{ in } N = N[M/x]$$

$$\text{let } x \Leftarrow M \text{ in val } x = M$$

$$\text{let } x \Leftarrow (\text{let } y \Leftarrow M \text{ in } N) \text{ in } P = \text{let } y \Leftarrow M \text{ in let } x \Leftarrow N \text{ in } P$$



# CBV translation into $\lambda ML_{\top}$

$$\begin{aligned} 1^* &= 1 \\ (X \times Y)^* &= X^* \times Y^* \\ (X \rightarrow Y)^* &= X^* \rightarrow TY^* \\ (\Theta \vdash t : X)^* &= \Theta^* \vdash t^* : TX^* \\ (\Theta, x : X \vdash x : X)^* &= \Theta^*, x : X^* \vdash [x] : TX^* \\ (\Theta \vdash () : 1)^* &= \Theta^* \vdash [()] : T1 \\ (\Theta \vdash (s, t) : X \times Y)^* &= \Theta^* \vdash \text{let } x \leftarrow s^* \text{ in let } y \leftarrow t^* \text{ in } [(x, y)] : T(X^* \times Y^*) \\ (\Theta \vdash \text{fst } s : X)^* &= \Theta^* \vdash \text{let } z \leftarrow s^* \text{ in } [\text{fst } z] : TX^* \\ (\Theta \vdash \text{snd } s : Y)^* &= \Theta^* \vdash \text{let } z \leftarrow s^* \text{ in } [\text{snd } z] : TY^* \\ (\Theta \vdash \lambda x : X. s : X \rightarrow Y)^* &= \Theta^* \vdash [(\lambda x : X^*. s^*)] : T(X^* \rightarrow TY^*) \\ (\Theta \vdash s t : Y)^* &= \Theta^* \vdash \text{let } z \leftarrow s^* \text{ in let } x \leftarrow t^* \text{ in } z x : TY^* \end{aligned}$$

# Lifted CBN translation

$$\begin{aligned} 1^\dagger &= 1 \\ (X \times Y)^\dagger &= (TX^\dagger \times TY^\dagger) \\ (X \rightarrow Y)^\dagger &= TX^\dagger \rightarrow TY^\dagger \\ (\Theta \vdash t : X)^\dagger &= T\Theta^\dagger \vdash t^\dagger : TX^\dagger \\ (\Theta, x : X \vdash x : X)^\dagger &= T\Theta^\dagger, x : TX^\dagger \vdash x : TX^\dagger \\ (\Theta \vdash () : 1)^\dagger &= T\Theta^\dagger \vdash [()]:T1 \\ (\Theta \vdash (s, t) : X \times Y)^\dagger &= T\Theta^\dagger \vdash [(s^\dagger, t^\dagger)]:T(TX^\dagger \times TY^\dagger) \\ (\Theta \vdash \text{fst } s : X)^\dagger &= T\Theta^\dagger \vdash \text{let } z \leftarrow s^\dagger \text{ in fst } z : TX^\dagger \\ (\Theta \vdash \text{snd } s : Y)^\dagger &= T\Theta^\dagger \vdash \text{let } z \leftarrow s^\dagger \text{ in snd } z : TY^\dagger \\ (\Theta \vdash \lambda x : X. s : X \rightarrow Y)^\dagger &= T\Theta^\dagger \vdash [(\lambda x : TX^\dagger. s^\dagger)]:T(TX^\dagger \rightarrow TY^\dagger) \\ (\Theta \vdash s t : Y)^\dagger &= T\Theta^\dagger \vdash \text{let } z \leftarrow s^\dagger \text{ in } z t^\dagger : TY^\dagger \end{aligned}$$

# CPS translations

Treating CBN and CBV via different translations into common language, rather than via different evaluation orders, already familiar. E.g. for CBV

$$(M N)^* = \lambda k.M^* (\lambda f.N^* (\lambda x.f x k))$$

With types

$$(A \rightarrow B)^* = A^* \rightarrow ((B^* \rightarrow R) \rightarrow R) \cong (B^* \rightarrow R) \rightarrow (A^* \rightarrow R)$$

Operational behaviour of transformed terms matches source, independent of evaluation strategy of target. Full  $\beta\eta$  on target proves source equations missed by  $\lambda_v$ .

If we take  $TX = (X \rightarrow R) \rightarrow R$  then monadic translations are just the familiar CPS transformations. Plus get a nicer account of ‘administrative’ reductions.

# Kleisli category

Given Kleisli triple  $(T, \eta, \cdot^*)$  over  $C$ , Kleisli category  $C_T$  has

- Objects: same as  $C$
- Morphisms:  $C_T(A, B) = C(A, TB)$
- Identities: Identity on  $A$  in  $C_T$  is  $\eta_A : A \rightarrow TA$
- Composition: Given  $f \in C_T(A, B)$ ,  $g \in C_T(B, C)$ ,  $f;g \in C_T(A, C)$  is  $f;g^* : A \rightarrow TC$

The conditions on Kleisli triples are just what we need to make this a category. So the CBV interpretation of effectful programs lives in the Kleisli category.

# Eilenberg-Moore category

Given monad  $(T, \eta, \mu)$  on  $C$ , Eilenberg-Moore category  $C^T$  has objects  $T$ -algebras  $\alpha: TA \rightarrow A$  st

$$\begin{array}{ccc}
 T^2 A & \xrightarrow{\mu_A} & TA \\
 \downarrow T\alpha & & \downarrow \alpha \\
 TA & \xrightarrow{\alpha} & A
 \end{array}
 \qquad
 \begin{array}{ccc}
 A & \xrightarrow{\eta_A} & TA \\
 \searrow \text{id}_A & & \downarrow \alpha \\
 & & A
 \end{array}$$

Morphism  $(\alpha: TA \rightarrow A)$  to  $(\beta: TB \rightarrow B)$  in  $C^T$  is  $f: A \rightarrow B$  in  $C$  st

$$\begin{array}{ccc}
 TA & \xrightarrow{Tf} & TB \\
 \downarrow \alpha & & \downarrow \beta \\
 A & \xrightarrow{f} & B
 \end{array}$$

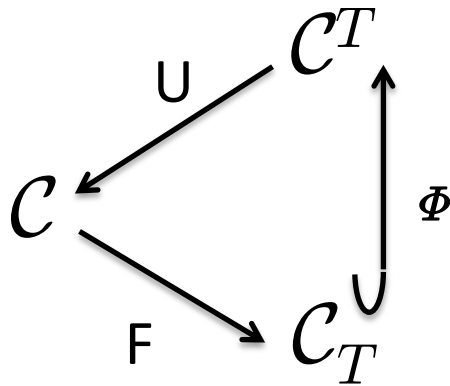
# Algebras

Given single-sorted signature  $\Sigma$ , monad  $T_\Sigma$  on set given by  $T_\Sigma(X) =$  the set of  $\Sigma$  terms with variables in  $X$ . Then

- $\eta: X \rightarrow TX$  includes variables as terms
- A function  $f: X \rightarrow TY$  is a substitution, assigning a  $Y$ -term to each  $X$ -variable. The Kleisli lifting  $f^*: TX \rightarrow TY$  applies the substitution. Can see this as building a term with variables in  $TY$  and then flattening.

$C^T$  is just  $\Sigma$ -algebras and homomorphisms. This extends to single-sorted theories

# Resolutions



$U(\alpha : TA \rightarrow A) = A$  the carrier of  $\alpha$

$FA = A$        $Ff = f; \eta$

$\Phi A = \mu_A : T^2 A \rightarrow TA$  the free  $T$ -algebra on  $A$

$F; \Phi \dashv U$     and     $F \dashv \Phi; U$

Both adjunctions induce the original monad  $T$



# Relationship with linear logic

- LNL model is symmetric monoidal adjunction between CCC  $C$  and SMCC  $L$  with  $F:C \rightarrow L$  left adjoint to  $G:L \rightarrow C$
- Comonad  $!$  on  $L$  gives model of linear logic, monad on  $C$  model of  $\lambda ML\_T$  with commutative monad
- In such a situation the three translations into the metalanguage correspond exactly to three translations into linear logic

# Computational Trinitarianism

- Proofs of Propositions (Logic)
- Programs (Terms) of Types (Language)
- Mappings between Structures (Categories)
  
- So what's the logical reading of the metalanguage?
  - Take the typing rules and throw away the terms
  - Leaving natural deduction formulation of an intuitionistic modal logic

# Natural deduction

$$\frac{}{\Gamma, A \vdash A} \textit{Identity}$$

$$\frac{}{\Gamma \vdash \top} (\top_I)$$

$$\frac{\Gamma, A \vdash B}{\Gamma \vdash A \supset B} (\supset_I)$$

$$\frac{\Gamma \vdash A \supset B \quad \Gamma \vdash A}{\Gamma \vdash B} (\supset_E)$$

$$\frac{\Gamma \vdash A \quad \Gamma \vdash B}{\Gamma \vdash A \wedge B} (\wedge_I)$$

$$\frac{\Gamma \vdash A \wedge B}{\Gamma \vdash A} (\wedge_E) \quad \frac{\Gamma \vdash A \wedge B}{\Gamma \vdash B} (\wedge_E)$$

$$\frac{\Gamma \vdash A}{\Gamma \vdash A \vee B} (\vee_I) \quad \frac{\Gamma \vdash B}{\Gamma \vdash A \vee B} (\vee_I)$$

$$\frac{\Gamma \vdash \perp}{\Gamma \vdash A} (\perp_E)$$

$$\frac{\Gamma \vdash A \vee B \quad \Gamma, A \vdash C \quad \Gamma, B \vdash C}{\Gamma \vdash C} (\vee_E)$$

$$\frac{\Gamma \vdash A}{\Gamma \vdash \diamond A} (\diamond_I) \quad \frac{\Gamma \vdash \diamond A \quad \Gamma, A \vdash \diamond B}{\Gamma \vdash \diamond B} (\diamond_E)$$

# Normalization

- Proof theory of logic forces the equations

$$\frac{\frac{\vdots}{A} (\diamond_I) \quad \frac{[A] \quad \vdots}{\diamond B} (\diamond_\varepsilon)}{\diamond B} \quad \text{which normalises to} \quad \frac{[A] \quad \vdots}{\diamond B}.$$

commutes to

$$\frac{\frac{\frac{\vdots}{\diamond A} \quad \frac{[A] \quad \vdots}{\diamond B} (\diamond_\varepsilon)}{\diamond B} \quad \frac{[B] \quad \vdots}{\diamond C} (\diamond_\varepsilon)}{\diamond C} (\diamond_\varepsilon)$$

$$\frac{\frac{\vdots}{\diamond A} \quad \frac{\frac{[A] \quad \vdots}{\diamond B} \quad \frac{[B] \quad \vdots}{\diamond C} (\diamond_\varepsilon)}{\diamond C} (\diamond_\varepsilon)}{\diamond C}.$$

# Sequent calculus

$$\frac{}{\Gamma, A \vdash A} \textit{Identity}$$

$$\frac{\Gamma \vdash B \quad B, \Gamma \vdash C}{\Gamma \vdash C} \textit{Cut}$$

$$\frac{}{\Gamma, \perp \vdash A} (\perp_{\mathcal{L}})$$

$$\frac{}{\Gamma \vdash \top} (\top_{\mathcal{R}})$$

$$\frac{\Gamma, A \vdash C}{\Gamma, A \wedge B \vdash C} (\wedge_{\mathcal{L}}) \quad \frac{\Gamma, B \vdash C}{\Gamma, A \wedge B \vdash C} (\wedge_{\mathcal{L}})$$

$$\frac{\Gamma \vdash A \quad \Gamma \vdash B}{\Gamma \vdash A \wedge B} (\wedge_{\mathcal{R}})$$

$$\frac{\Gamma, A \vdash C \quad \Gamma, B \vdash C}{\Gamma, A \vee B \vdash C} (\vee_{\mathcal{L}})$$

$$\frac{\Gamma \vdash A}{\Gamma \vdash A \vee B} (\vee_{\mathcal{R}}) \quad \frac{\Gamma \vdash B}{\Gamma \vdash A \vee B} (\vee_{\mathcal{R}})$$

$$\frac{\Gamma \vdash A \quad \Gamma, B \vdash C}{\Gamma, A \supset B \vdash C} (\supset_{\mathcal{L}})$$

$$\frac{\Gamma, A \vdash B}{\Gamma \vdash A \supset B} (\supset_{\mathcal{R}})$$

$$\frac{\Gamma, A \vdash \diamond B}{\Gamma, \diamond A \vdash \diamond B} \diamond_{\mathcal{L}}$$

$$\frac{\Gamma \vdash A}{\Gamma \vdash \diamond A} (\diamond_{\mathcal{R}})$$

# Hilbert System

- Usual stuff plus
  - $A \supset \diamond A$
  - $\diamond A \supset ((A \supset \diamond B) \supset \diamond B)$
- Alternatively
  - $A \supset \diamond A$
  - $\diamond \diamond A \supset \diamond A$
  - $(A \supset B) \supset (\diamond A \supset \diamond B)$
- Independently discovered by Fairtlough & Mendler (95), who called this Lax Logic
  - Originally motivated by a range of “true up to constraints” notions in hardware verification

# Curry 1952



“The referee has pointed out that for certain kinds of modality it [intro for  $\diamond$ ] is not acceptable ... because it allows the proof of

$$\diamond A, \diamond B \vdash \diamond(A \wedge B).$$

He has proposed a theory of possibility more strictly dual to that of necessity. Although this theory looks promising it will not be developed here.”

# Models

- CCC plus strong monad, obviously
- But if only interested in proveability, this degenerates to Heyting algebra with a closure operator (inflationary and idempotent)
- Also sound and complete for Kripke models with two relations

$$w \models \diamond A \text{ iff } \forall v \geq w. \exists u. vRu \text{ and } u \models A.$$



# Monad morphisms

Monad morphism  $\sigma : (T, \eta, -^*) \rightarrow (T', \eta', -^{*'})$  is family  $\sigma_A : TA \rightarrow T'A$  st

$$\begin{array}{ccc}
 A & \xrightarrow{\eta_A} & TA \\
 & \searrow \eta'_A & \downarrow \sigma_A \\
 & & T'A
 \end{array}
 \qquad
 \begin{array}{ccc}
 TA & \xrightarrow{f^*} & TB \\
 \downarrow \sigma_A & & \downarrow \sigma_B \\
 T'A & \xrightarrow{(f; \sigma_B)^{*'}} & T'B
 \end{array}
 \qquad
 \text{for } f : A \rightarrow TB$$

(In bijection with carrier preserving functors  $V : C^{T'} \rightarrow C^T$ .)

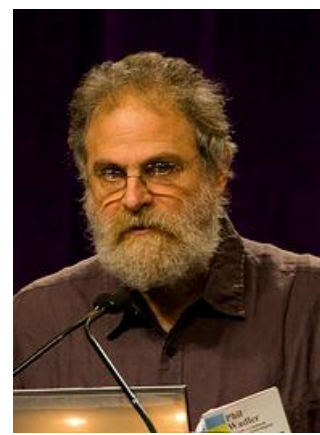
# Monad transformers

- Function  $F$  mapping monads to monads
- With a monad morphism  $\text{in}_T: T \rightarrow FT$  for each monad  $T$
- Think of  $F$  as adding a new effect to yield  $T'$
- New monad will come with its own operations
- Old operations, general form
  - $\text{op}: \forall X. A \rightarrow (B \rightarrow TX) \rightarrow TX$
- must be lifted to the new monad
  - $\text{op}': \forall X. A \rightarrow (B \rightarrow T'X) \rightarrow T'X$

# Structure on the Kleisli category

- Has coproducts if  $C$  does ( $F$  left adjoint)
- Premonoidal structure functorial in each arg
- Monoidal iff monad is commutative
- Morphisms  $F(f)$  commute with anything, they're central
- Premon cat has distinguish SM centre  $M$  and id on objects  $J$  into premon  $K$ , pres prod structure
- When  $M$  cartesian call it Frey cat

# Wadler's brilliant idea



- Functional programmers had been writing messy programs for a decade or so, doing explicitly what imperative programmers did implicitly
  - Passing around name supplies
  - Passing around states
  - Propagating errors
- Had already come up with list comprehensions along the lines of set comprehensions
- Then saw Moggi's work and realized that there was a new abstraction that could be used to refactor all these kinds of programs
- And we could pretty much express it in the languages we already had
- Comprehending Monads LFP'90
- The Essence of Functional Programming POPL'92

# Monads in Haskell

In Kleisli triple style, take  $T : * \rightarrow *$  to be a Haskell type constructor

```
return :: a -> T a
(>>=) :: T a -> (a -> T b) -> T b
```

So let  $x \leftarrow e_1$  in  $e_2$  becomes

```
e1 >>= \x -> e2
```

For example

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

```
return a = Just a
```

```
m >>= f = case m of
    Just a -> f a
    Nothing -> Nothing
```

```
failure = Nothing
```

# Failure *is* an option – using the Maybe monad

```
divide :: Maybe Int -> Maybe Int -> Maybe Int
divide a b = a >>= \m ->
             b >>= \n ->
             if n==0 then failure
             else return (a 'div' b)
```

# State

Three possibilities

```
type State s a = s -> (s,a)           -- type synonym
newtype State s a = State (s -> (s,a)) -- nominal, unlifted
data State s a = State (s -> (s,a))    -- lazy constructor, lifted

return a = State (\s -> (s,a))
State m >>= f = State (\s -> let (s',a) = m s
                               State m' = f a
                               in m' s')

readState :: State s s
readState = State (\s -> (s,s))

writeState :: s -> State s ()
writeState s = State (\_ -> (s, ()))

increment :: State Int ()
increment = readState >>= \s ->
           writeState (s+1)
```

# Type classes

```
class Monad m where
  return :: a -> m a
  (>>=) :: m a -> (a -> m b) -> m b
```

```
instance Monad Maybe where
  return a = Just a
  m >>= f = case m of
    Just a -> f a
    Nothing -> Nothing
```

```
instance Monad (State s) where
  return a = State (\s -> (s,a))
  State m >>= f = State (\s -> let (s',a) = m s
                                State m' = f a
                                in m' s')
```

```
addM a b = a >>= \m ->
  b >>= \n ->
  return (m+n)
```

```
addM :: (Monad m) => m Int -> m Int -> m Int
```



# Working with monads

```
liftM :: Monad m => (a -> b) -> m a -> m b
```

```
liftM2 :: Monad m => (a -> b -> c) -> m a -> m b -> m c
```

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

```
addM = liftM2 (+)
```

```
addM a b = do m <- a
              n <- b
              return (m+n)
```

```
do e          = e
```

```
do x <- e     = e >>= (\x -> do c)
  c
```

```
do e          = e >>= (\_ -> do c)
  c
```

```
data Tree a = Leaf a | Bin (Tree a) (Tree a) deriving Show
```

```
unique :: Tree a -> Tree (a,Int)
```

```
unique' :: Tree a -> State Int (Tree (a,Int))
```

```
tick :: State Int Int
```

```
tick = do n <- readState  
         writeState (n+1)  
         return n
```

```
unique' (Leaf a) = do n <- tick  
                    return (Leaf (a,n))
```

```
unique' (Bin t1 t2) = liftM2 Bin (unique' t1) (unique' t2)
```

```
unique t = runState 1 (unique' t)
```

```
runState s (State f) = snd (f s)
```

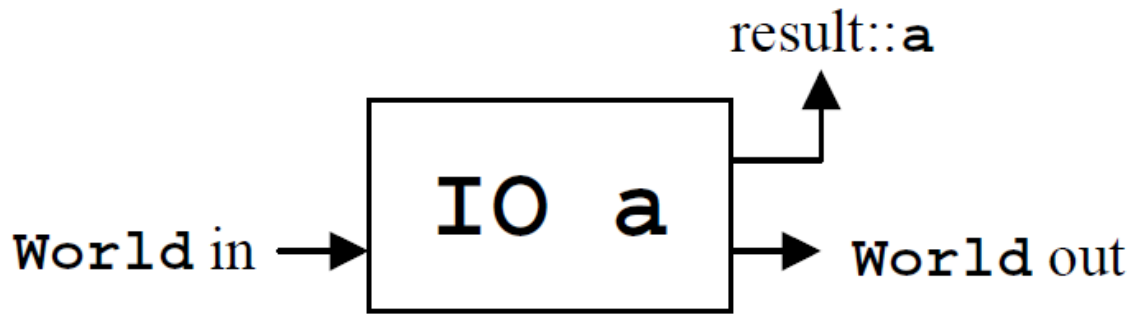
```
test3 = unique (Bin (Bin (Leaf 'a') (Leaf 'b')) (Leaf 'c'))
```

```
>Bin (Bin (Leaf ('a',1)) (Leaf ('b',2))) (Leaf ('c',3))
```

# Peyton Jones and Wadler's brilliant idea



- Lazy functional programmers had been struggling for ages with I/O
- Fundamentally impure – depends on and modifies the state of the world – so breaks all your lovely reasoning principles
- Can't just stick it in and hope for the best like the CBV guys did – evaluation order seriously unpredictable
  - Call by need predicated on the assumption that multiple evaluations always return the same result
- Stream IO, Continuation-based IO, linear types
- Imperative functional programming POPL'93
- We know how to *model* I/O within the language – basically its State Universe
- But within the language we could duplicate, roll back, discard the universe
- BUT if we make the monad abstract and only provide primitives that treat the universe linearly
  - It looks like a functional program to the programmer
  - But can mutate the universe “in place” under the hood
- The IO monad



```
getChar :: IO Char  
putChar :: Char -> IO ()
```

```
data IORef a -- An abstract type  
newIORef :: a -> IO (IORef a)  
readIORef :: IORef a -> IO a  
writeIORef :: IORef a -> a -> IO ()
```

```
openFile :: String -> IOMode -> IO Handle  
hPutStr :: Handle -> [Char] -> IO ()  
hGetLine :: Handle -> IO [Char]  
hClose :: Handle -> IO ()
```

# ST monad

- Purely functional code can be asymptotically less efficient than “equivalent” imperative code
- Can use IORefs, but then no way out
- Sometimes want to encapsulate imperative computation within a term that will behave purely functionally
- ST a is like State  $\rightarrow$  (State,a) except
  - State can hold dynamically allocated typed references
  - It’s abstract and can be implemented destructively
  - Its uses can be encapsulated

# runST

```
newSTRef  :: a -> ST s (STRef s a)
readSTRef :: STRef s a -> ST s a
writeSTRef :: STRef s a -> a -> ST s ()
```

$s$  is a dummy type variable, or *region*, that can be used to tag references and effects living in different States

```
runST :: (forall s. ST s a) -> a
```

This *rank-2* polymorphic type is the thing that lets us get *out* of the monad. We can only apply it to computations that are parametric in their region, so they cannot import references from the outside or leak them through their result value

# Examples

This is OK

```
impure = do x <- newSTRef 0
           y <- readSTRef x
           writeSTRef x (y+1)
           z <- readSTRef x
           return z
```

```
test4 = runST impure
```

But these are not

```
runST (newSTRef 0)
```

```
runST (do r<-newSTRef 0
          return (runST (readSTRef r)))
```

# Monad transformers

- Often want to combine monads, which we do by layering them on top of each other
- Instead of individual monads, work with monad *transformers* that extend an existing monad with a new effect
- Will be of kind  $( * \rightarrow * ) \rightarrow ( * \rightarrow * )$
- Use type class trickery to try to infer as much as possible



# MaybeT

```
newtype MaybeT m a = MaybeT (m (Maybe a))
```

```
instance Monad m => Monad (MaybeT m) where
```

```
  return x = MaybeT (return (Just x))
```

```
  MaybeT mm >>= f =
```

```
    MaybeT (do x <- mm                                -- desugars into m's >>=
```

```
      case x of
```

```
        Nothing -> return Nothing
```

```
        Just a -> let MaybeT m' = f a in m')
```

# A class for monad transformers

```
class (Monad m, Monad (t m)) => MonadTransformer t m where  
  lift :: m a -> t m a
```

```
instance Monad m => MonadTransformer MaybeT m where  
  lift m = MaybeT (do x <- m  
                    return (Just x))
```

Now need to add operations. The following isn't good enough:

```
failure :: MaybeT m a  
handle  :: MaybeT m a -> MaybeT m a -> MaybeT m a
```



# Maybe-like monads

```
class Monad m => MaybeMonad m where
  failure :: m a
  handle :: m a -> m a -> m a
```

Now anything we get by applying the MaybeT transformer is a MaybeMonad, but later there'll be others too

```
instance Monad m => MaybeMonad (MaybeT m) where
  failure = MaybeT (return Nothing)
  MaybeT m 'handle' MaybeT m' =
    MaybeT (do x <- m
              case x of
                Nothing -> m'
                Just a -> return (Just a))
```

# Recipe

- We define a type to represent the transformer, say `TransT`, with two parameters, the first of which should be a monad.
- We declare `TransT m` to be a `Monad`, under the assumption that `m` already is.
- We declare `TransT` to be an instance of class `MonadTransformer`, thus defining how computations are lifted from `m` to `TransT m`.
- We define a class `TransMonad` of ‘Trans-like monads’, containing the operations that `TransT` provides.
- We declare `TransT m` to be an instance of `TransMonad`, thus implementing these operations..

# Examples

```
newtype StateT s m a = StateT (s -> m (s, a))
```

```
class Monad m => StateMonad s m | m -> s where  
  readState :: m s  
  writeState :: s -> m ()
```

```
newtype ContT ans m a = ContT ((a -> m ans) -> m ans)
```

```
class Monad m => ContMonad m where  
  callcc :: ((a -> m b) -> m a) -> m a
```

# Building it up

```
newtype Id a = Id a
```

```
instance MaybeMonad m => MaybeMonad (StateT s m) where  
  failure = lift failure  
  StateT m 'handle' StateT m' = StateT (\s -> m s 'handle' m' s)
```

```
type Parser a = StateT String (MaybeT Id) a
```