

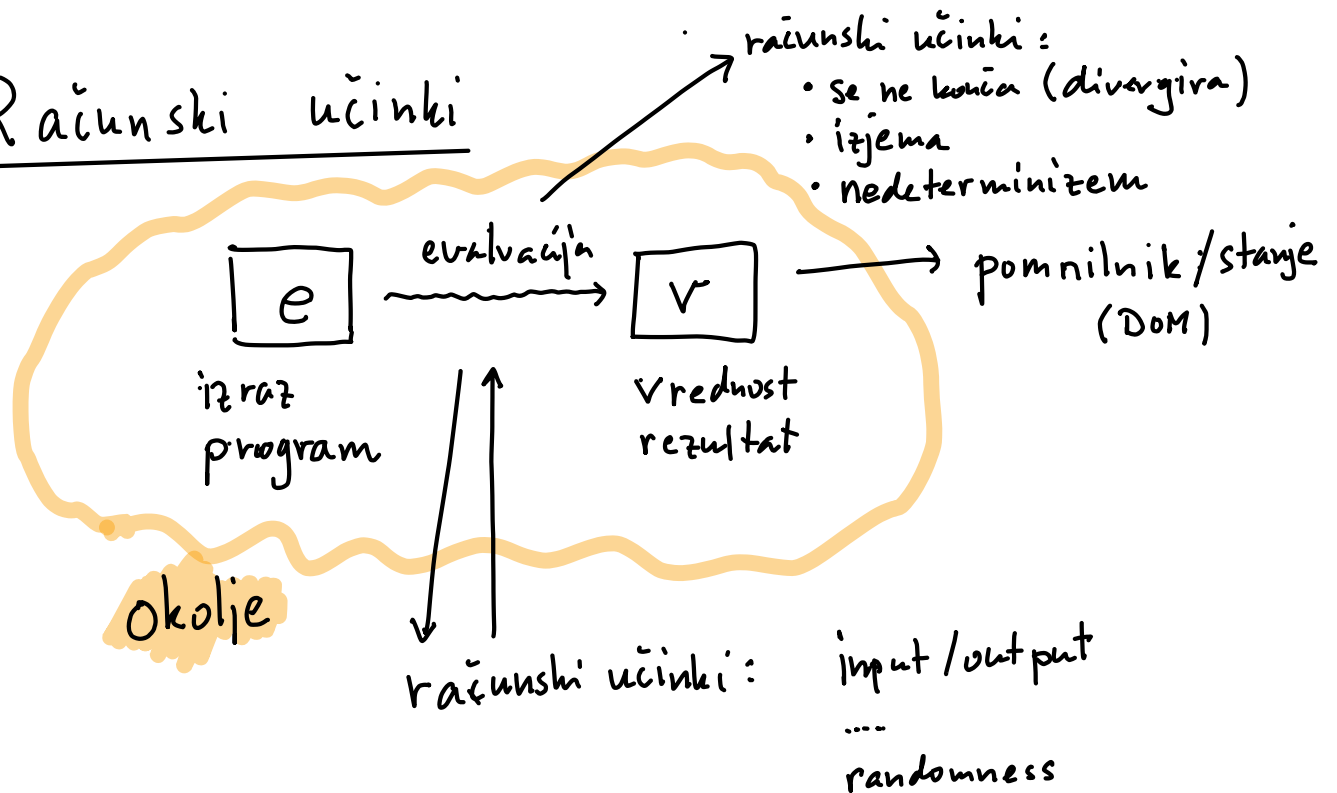
Monade

Monoid $1, \cdot$

Functor `fmap`

Applicative `pure` `<*`

Računski učinki

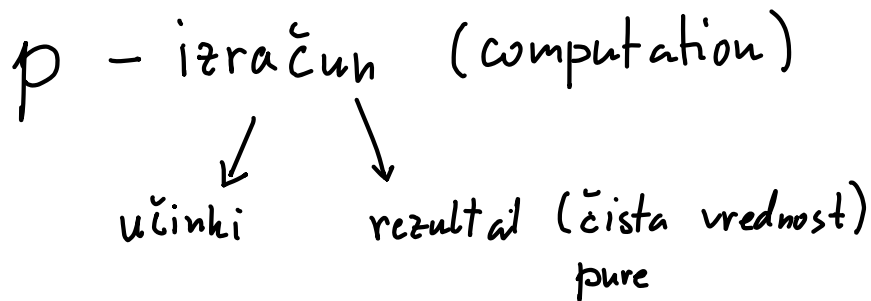


Python, Java, OCaml : nabor učinkov (I/O, izjeme, stanje, ...)

opisemo matematično z monado

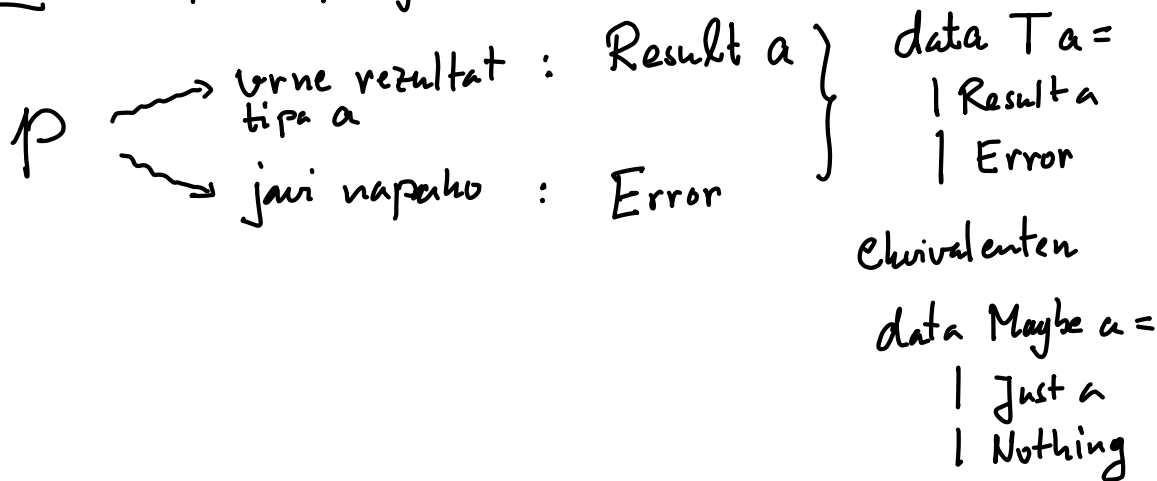
Haskell : simuliramo učinke \rightsquigarrow stil programiranja
vzorec programiranja

Monade - ideja

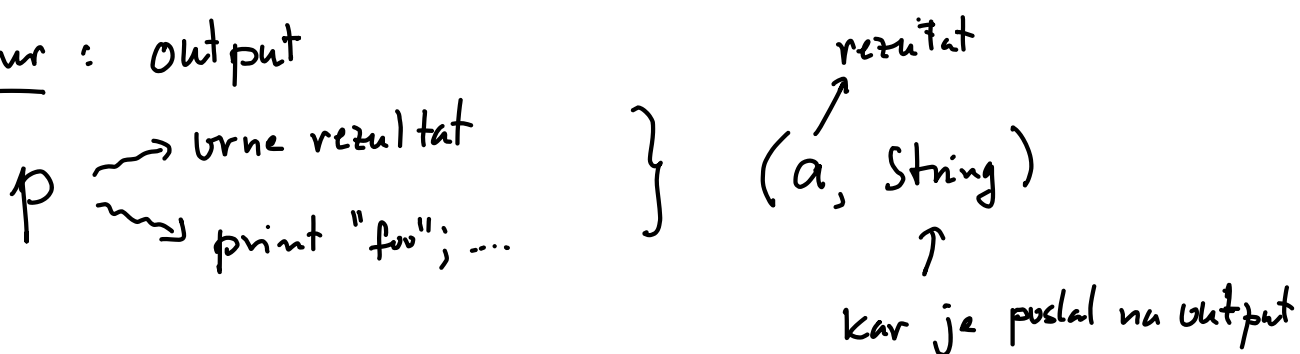


$p : A \rightarrow$ tip izračuna naj izrazi
tudi učinke in
"simulira" učinek

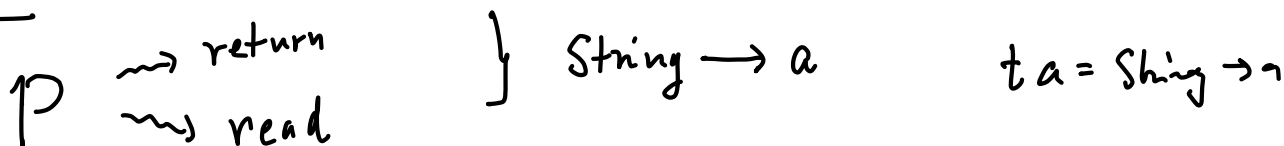
Primer: napaka / izjeme



Primer: output

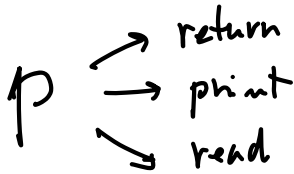


Primer: input

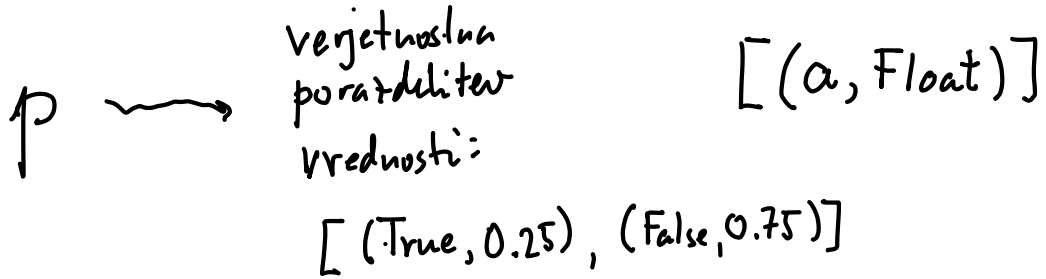


Primer : 1/0

data $T_a = ?$



Primer : verjetnostno računanje

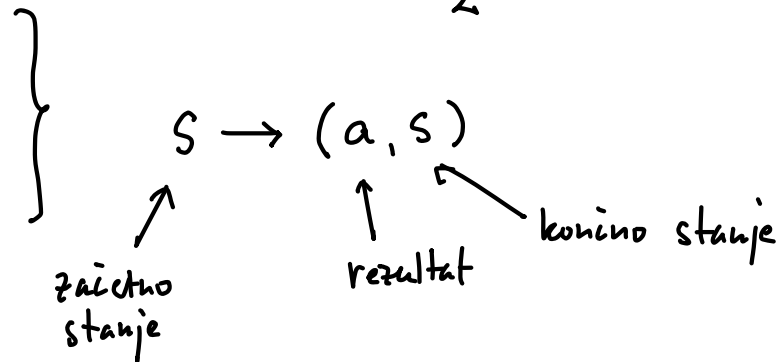
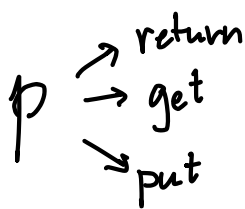


Primer : stanje

Množica stanj S
 tip s

byte 2^3 biti
 kilobyte 2^{10}
 Mb 2^{20}
 Gb 2^{30} bytov
 2^{33} bitov
 $2^{2^{33}}$ stanj

protoni 10^{30}
 2^{320}
 2^{2^9}



Monada:

$t\ a$ podatkovni tip izračunov,
ki vrnejo rezultat tipa a

$f :: * \rightarrow *$
 f slika tipe v
tipe

$\text{return} :: a \rightarrow t\ a$

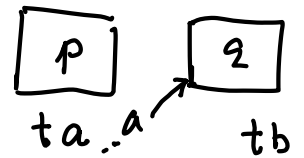
$\text{return}\ v$ Čisti izračun, ki vrne
vrednost v

bind kombiniramo ("kompozitum") izračune

$\text{bind} :: t\ a \rightarrow (a \rightarrow t\ b) \rightarrow t\ b$

NAROBE

$\gg=$
 $c \gg= f$
 $\underbrace{\hspace{10em}}_{t\ b}$



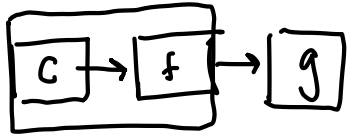
Zakoni:

Monada mora zadoščati se naslednjim zakonom:

1. $(\text{return}\ x) \gg= f = f\ x$
2. $(c \gg= \text{return}) = c$
3. $(c \gg= f \gg= g) = c \gg= (\lambda x \rightarrow f\ x \gg= g)$

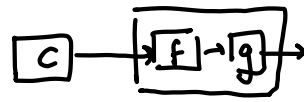
$\text{return}\ x \gg= f = f\ x$
 $c \gg= \text{return} = c$

$$(c \gg= f) \gg= g$$



$$(c \ f) \ g$$

$$c \gg= (\lambda x. f x \gg= g)$$



$$c \ (f \ g)$$

Notacija do:

$$c \gg= (\lambda v \rightarrow d) \dots$$

$$\text{do } v \leftarrow c$$

$$d$$

$$c_1 \gg= (\lambda v_1 \rightarrow c_2 \gg= (\lambda v_2 \rightarrow c_3)) \dots$$

$$\text{do } v_1 \leftarrow c_1$$

$$v_2 \leftarrow c_2$$

$$c_3$$

$$\text{do } v_1 \leftarrow c_1$$

$$\quad _ \leftarrow c_2$$

$$\quad _ \leftarrow c_3$$

$$c_4$$

...

$$\text{do } v_1 \leftarrow c_1$$

$$c_2$$

$$c_3$$

$$c_4$$