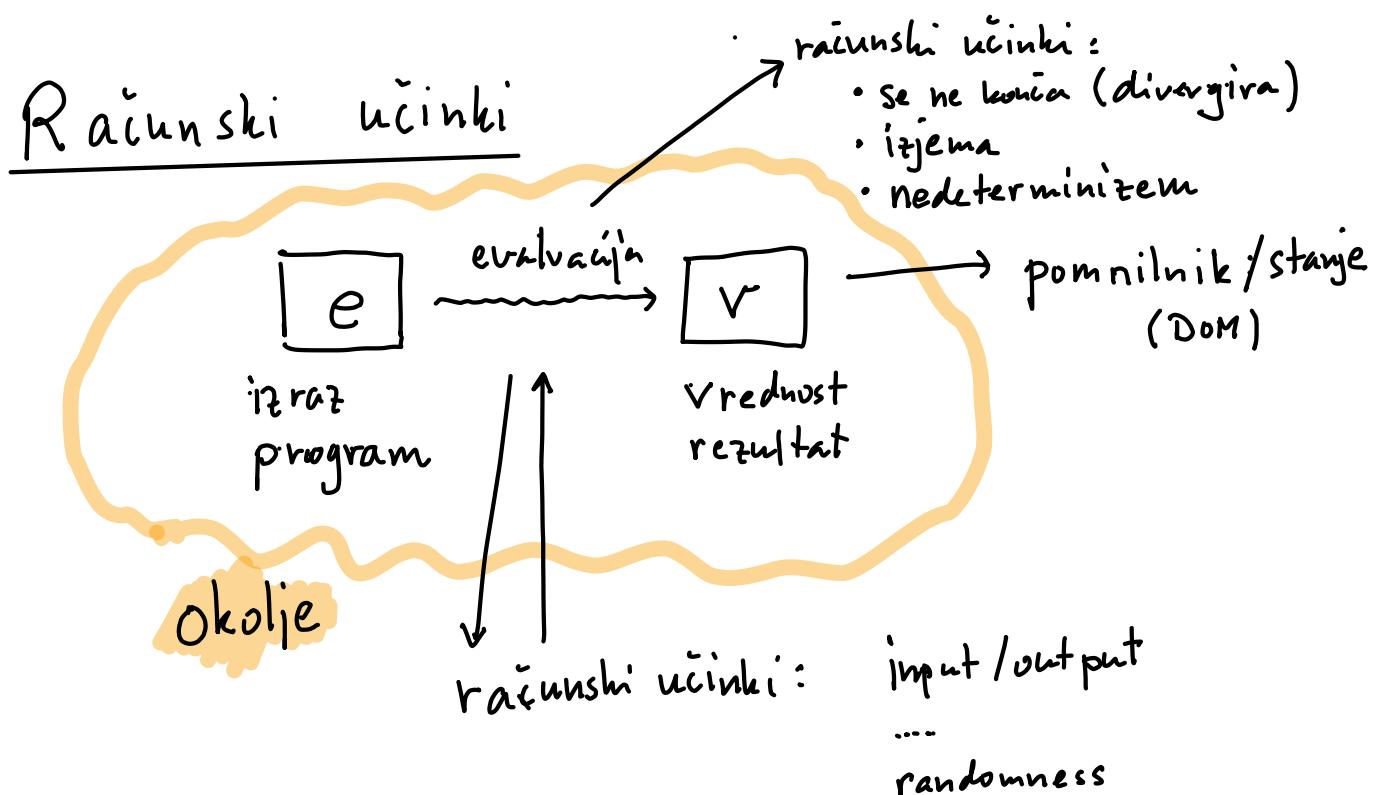


Monade

Monoïd 1.

Functor fmap

Applicative pure $\langle *\rangle$



Python, Java, OCaml : habor učinkov (I/O, izjeme, stanje,...)
Opisemo matematično z monado

Haskell : Simuliramo učinke \rightsquigarrow stil programiranja
Vzoreci programiranja

Monade - idea

p - izračun (computation)

učinki ↓ ↓ rezultat (čista vrednost)
 pure

$P : A \rightarrow$ tip izračuna najitrati
tudi učinke in
"simulira" učinke

Primer: Napaka / izjeme

P \rightarrow vrne rezultat : Result a } data Ta =
 tipa a | Result a
 \rightarrow javi napako : Error | Error

Equivalenten

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

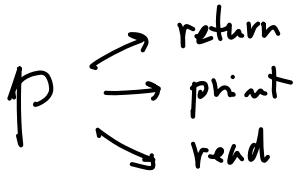
Primer : output

p ↗ vrne rezultat
↗ print "foo"; ... } (a, String)
↑
kar je postal na vstop

Primer : input

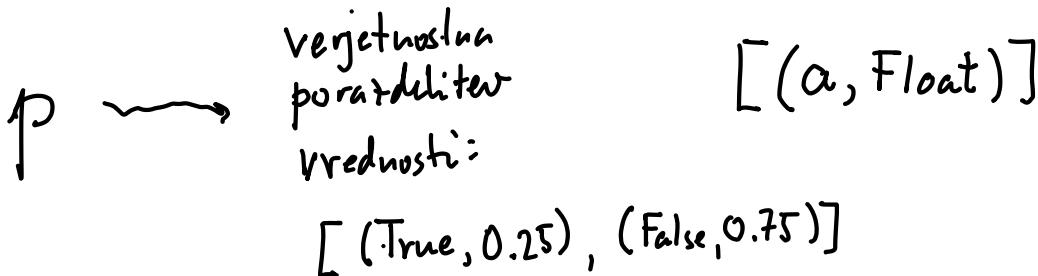
\overline{P} ↗ return ↗ read } String \rightarrow a ta = String \rightarrow a

Primer : 1/0



data Ta = ?

Primer : verjetnostno računanje

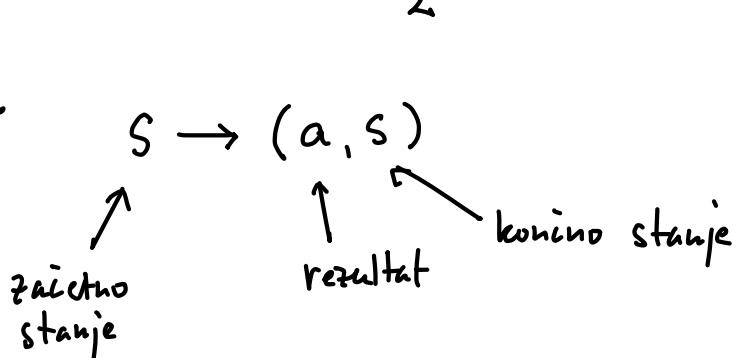
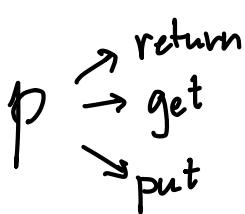


Primer : Stanje

Množica stanj S

tip s

byte	2^3	biti
kilobyte	2^{10}	
Mb	2^{20}	
Gb	2^{30}	bytov
protoni	10^{80}	2^{33} bitov
	2^{320}	
	2^{29}	
	2^{23}	stanj



Monada:

$t a$ podatkovni tip izračunov,
ki vrnejo rezultat tipa a $t :: * \rightarrow *$
 t slika tipa v tipu

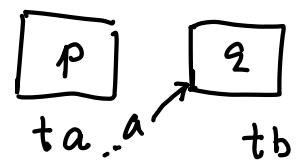
$\text{return} :: a \rightarrow t a$

$\text{return } v \dots \text{čisti izračun, ki vrne}$
 $vrednost n$

$\text{bind} \dots \text{kombiniramo ("kompozitum") izračune}$

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

$\gg=$ $\begin{matrix} t a \\ \uparrow \\ c \gg= f \end{matrix} \quad \begin{matrix} a \rightarrow t b \\ \nearrow \\ t b \end{matrix}$



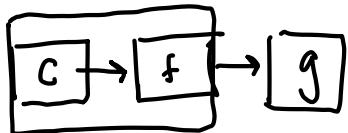
Zakoni:

Monada mora zadoščati se naslednjim zakonom:

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

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

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



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



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

Notacja do:

$$c \gg= (\lambda v \rightarrow d) \dots \text{do } v \leftarrow c \\ d$$

$$c_1 \gg= (\lambda v_1 \rightarrow c_2 \gg= (\lambda v_2 \rightarrow c_3)) \dots \text{do } v_1 \leftarrow c_1 \\ v_2 \leftarrow c_2 \\ c_3$$

$$\text{do } v_1 \leftarrow c_1 \dots \text{do } v_1 \leftarrow c_1 \\ - \leftarrow c_2 \\ - \leftarrow c_3 \\ c_4 \qquad \qquad \qquad c_2 \\ c_3 \\ c_4$$