

Monads

Hype for Types

March 16, 2026

The Problem

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                          (* but [] has no answer      *)
fun div   (x, y)   = x div y
                          (* type says int*int -> int *)
                          (* but y=0 has no answer    *)
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Now the type tells the truth. Making a partial function total means returning `'a option` instead of `'a`.

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The option wrapper is the problem. Output type `'a list option` $\neq$ input type `'a list` — you must unwrap every result by hand before passing it on.

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fun tail_3 L =  
  case safe_tail L of  
    NONE      => NONE      (* try step 1      *)  
  | SOME L1 =>             (* step 1 failed: stop *)  
    (case safe_tail L1 of  
      NONE      => NONE      (* step 1 ok: continue *)  
    | SOME L2 => safe_tail L2) (* try step 2      *)  
    (* step 2 failed: stop *)  
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                                (* try step 2 *)  
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                                (* step 1 ok: continue *)  
                                (* step 1 failed: stop *)  
                                (* try step 1 *)
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Three applications. Three levels of nesting.

`tail_5` would be *five* levels deep. Every single step is the same dance: check `NONE`, propagate, unwrap `SOME`.

The actual logic — three calls to `safe_tail` — is buried.

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This shape appears at *every step* of every option chain.

It doesn't depend on what f is. It doesn't depend on the types.

When you see the same pattern everywhere, you **name it and abstract it**.

That abstraction is `bind`.

bind: Sequencing Effects

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(* bind : 'a option -> ('a -> 'b option) -> 'b option *)  
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f is the next step — a function that takes a plain value and returns the next option.

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What bind means in English

“If the previous step produced a value, pass it to the next step.
If it failed, stop — don’t bother calling the next step at all.”

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  | safe_head []      = NONE

(* bind opt f says: "opt, and then do f" *)
(* f is the continuation --- what to do next *)
bind (safe_head L) (fn x =>    (* if head succeeds... *)
bind (safe_tail L) (fn xs =>   (* ...and tail succeeds *)
SOME (x, xs)))                (* ...produce the pair *)
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`bind` threads the value through, or short-circuits on `NONE`.

The difference from plain CPS: in CPS, the continuation always runs. Here, `NONE` *cancels* the continuation. The effect is baked in.

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Why this notation?

`opt >>= fn x => next`: “take `opt`; if it succeeded, name the result `x` and run `next`.”

Chains left to right — matching the order you’d write the steps in English.

The Pyramid, Rewritten

Before and after

(BEFORE: manual case analysis at every step *)*

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fun tail_3 L =  
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    NONE      => NONE  
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```

(AFTER: bind handles the plumbing *)*

```
fun tail_3 L =  
  safe_tail L >>= fn L1 => (* and then... *)  
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`tail_5`? Two more lines, no more nesting.

Monads

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Definition

A *monad* is a type `'a t` with two operations:

- `return : 'a -> 'a t` lift a plain value; add no effect
- `bind : 'a t -> ('a -> 'b t) -> 'b t` “and then”: run the first, pass its result to the second

subject to three laws (next slide).

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Any type that provides `return` and `bind` satisfying the laws is a monad. `option` is one. `result` is another. There are many more.

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Option satisfies the monad interface

```
type 'a t = 'a option

fun return x = SOME x           (* wrap value; no failure *)

fun bind NONE      _ = NONE      (* no value: skip f *)
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return is SOME. bind is the pattern we extracted earlier.
The option monad sequences computations that might fail.

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Associativity: `(m >>= f) >>= g = m >>= (fn x => f x >>= g)`

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The laws are what make monadic code *refactorable*. Without them you couldn't safely regroup a chain of $\gg=$ steps.

More Monads

Result: Failure With a Reason

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Add a message to the failure case

```
datatype 'a result = Ok of 'a | Err of string
(* success: Ok x      failure: Err "why it failed" *)

fun safe_div (_, 0) = Err "division by zero"
  | safe_div (x, y) = Ok (x div y)

fun bind (Err e) _ = Err e    (* skip f, pass error on *)
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```
safe_div (10, 2) >=> fn x => safe_div (x, 0)
(* = Err "division by zero"  -- message intact *)
```


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Use when	failure is obvious	failure needs explanation

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Same monad, different payload

The bind logic is structurally identical in both. Monads give you a uniform interface regardless of what failure looks like.

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In OCaml, `let%bind` desugars to >>=

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(* Using >>= explicitly *)  
safe_tail 1  >>= fun l1 =>  
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let%bind x = m in rest means exactly $m \gg= \text{fn } x \Rightarrow \text{rest}$. Notation only — the monad is identical.

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The key point

do-notation works for *any* monad — option, result, state, IO, async.
It is not special I/O syntax. It is >>= in disguise.

Putting It Together

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Option	only if the last step succeeded	SML <code>option</code>
Result	only if succeeded, else carry error	OCaml <code>Or_error</code>
State	pass hidden state to the next step	Compilers, parsers
List	run next step for every result	Search, nondeterminism
IO	execute this effect, then continue	Haskell <code>IO</code>
Async	wait for this, then continue	OCaml <code>Async</code>

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The payoff

A monad is a pattern for **sequencing computations that carry an effect**. The effect changes. The interface — `bind` and `return` — stays the same.

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Vote for next week

Option A: Monads, Part 2

State monad in depth. Parser combinators. Monad transformers: stacking effects.

Option B: Parametric Polymorphism

What can a function with type $(\text{'a} \rightarrow \text{'b}) \rightarrow \text{'a list} \rightarrow \text{'b list}$ *possibly* do?

Free theorems. What types tell you for free.