

Unlocking magic of **Monads** with **Java 8**

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ZeroTurnaround



Who am I



What do we want to achieve?

- > have fun while learning stuff
- > understand the concept of **Monad**
- > get generic constructs for Monads
- > solve a real-world problem

What do we want to achieve?

- > have fun while learning stuff
- > understand the concept of **Monad**
- > get generic constructs for Monads
- > solve a real-world problem
- > ignore lack of “ad hoc” polymorphism and other slightly relevant facts

Offer good 7/27 thru 8/30/14

Lay's
BRAND

CAPPUCCINO
Flavored



Java 8: lambda recap

```
@FunctionalInterface  
public interface Function<T, R> {  
    R apply(T t);  
}
```

Java 8: lambda recap

```
Function<String, Integer> f =  
    Integer::valueOf;
```

Java 8: lambda recap

```
String prefix = "JFokus: ";
```

```
Function<String, Integer> f = (str) -> {  
    System.out.println(prefix + str);  
    return str.hashCode();  
};
```


Death by 1000 tutorials



Problem driven education



Problem statement

```
$( "#button" ).fadeIn( "slow",  
    function() {  
        console.log( "hello world" );  
    }  
);
```

Problem statement

```
object.interact("option1", () -> {
  object.doThing("fast", () -> {
    if(wasSuccessful()) {
      object.celebrate(100, TimeUnit.SECONDS, () -> {
        System.out.println("Back to work");
      });
    }
    else {
      object.beSad(":((", () -> {
        System.out.println("Still back to work");
      });
    }
  });
});
```

Problem statement



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I Am Devloper @iamdevloper · 14h

Callback Hell (noun) - “a term used by developers looking for a way to mask the fact they can’t structure their code properly”.

RETWEETS

256

FAVORITES

177



12:27 PM - 3 Feb 2015 · Details



Kinda solution

```
object.interact("option1")
  .then(o => o.doThing("fast"))
  .then(o => o.celebrate(100,
                        SECONDS,
                        () =>
{ System.out.println("Back to work"); })))
  .or(o => o.beSad(":("));
```

Type: async result

```
> java.util.concurrent.Future<V>  
> boolean isDone();  
> V get() ...  
> V get(long timeout, TimeUnit unit)
```

Type: async result

Can we do better?

```
> java.util.concurrent.Future<V>  
> boolean isDone();  
> V get();  
> V get(long timeout, TimeUnit unit)
```


Monads to the rescue

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

Monads to the rescue

class Monad m where

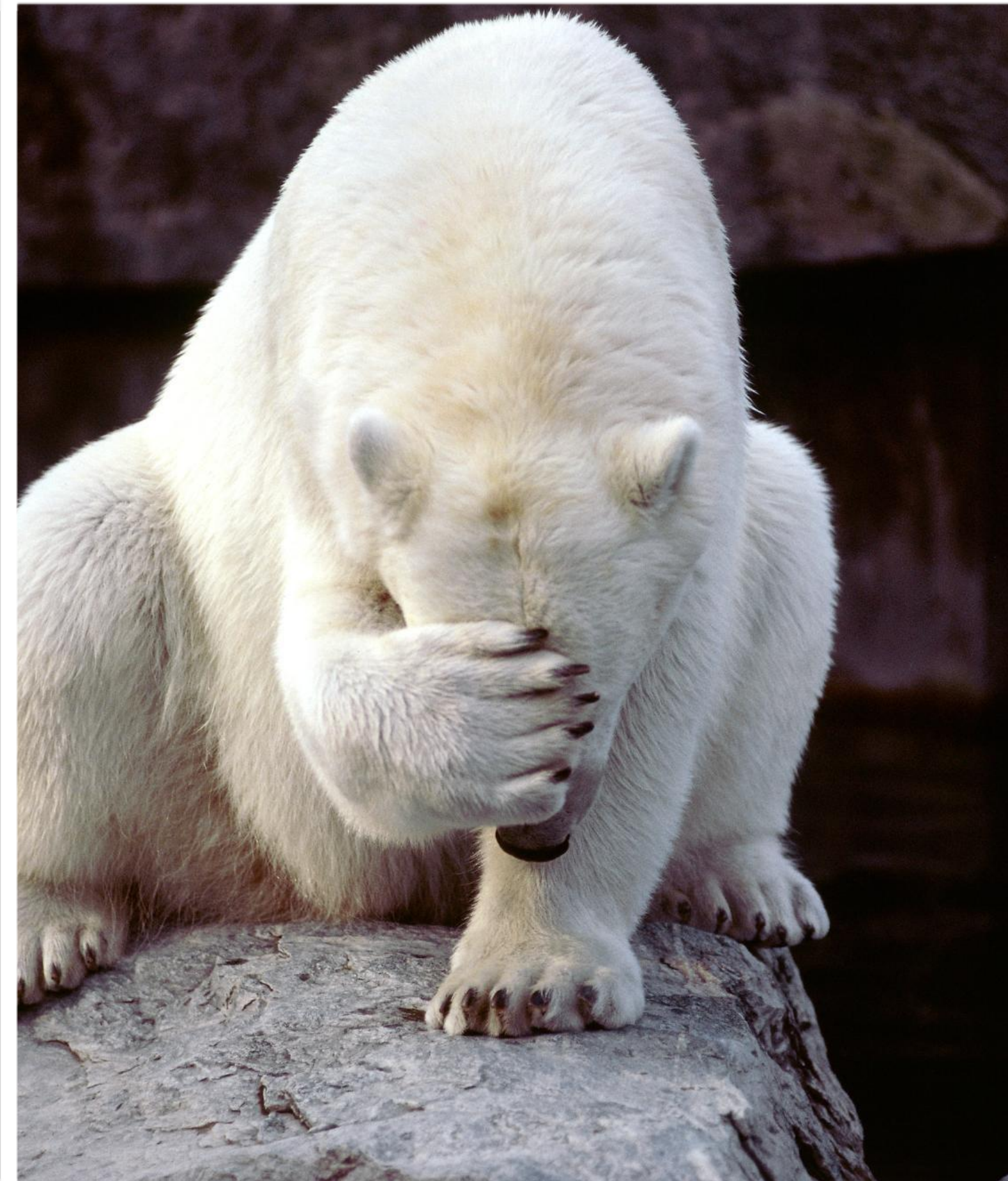
code here

is three

lines long

Oh my...

- > a **monad** in X is just a monoid in the category of endofunctors of X , with product \times replaced by composition of endofunctors and unit set by the **identity** endofunctor.



It is known

Every cook can
understand,
compile and
use **monads**...

V. Lenin (1923)





Monads: intuition

- > **wrapping** things
- > **chaining** functions on those things
- > monad is a **type**



Wrapping: return / pure

- > Take *instance of "a"*, return: *"m a"*
- > **Constructor** / Factory method

Pure in Java

```
public interface Monad<V> {  
    Monad<V> pure(V value);  
}
```

Chaining: bind / (\gg =)

> take:

> *monad*: "m a"

> *function*: "a => m b"

> *return*: monad "m b"

Bind in Java

```
public interface Monad<V> {  
    Monad<V> pure(V v);  
    <R> Monad<R> bind(Function<V, Monad<R>> f);  
}
```

Hacking time

- > `Promise<V>` - result of async computation
- > Kinda like `Future<V>`
- > supports chaining functions: **bind**

Imagined Promise<V>

> **Future operations**

> p.invokeWithException(Throwable t);

> p.invoke(V v);

> p.onRedeem(Action<Promise<V>> callback);

Promise<V>: pure

```
public static <V> Promise<V> pure (final V v)
{
    Promise<V> p = new Promise<>();
    p.invoke(v);
    return p;
}
```

Promise<V>: bind

```
public <R> Promise<R> bind(final Function<V, Promise<R>>
function) {
    Promise<R> result = new Promise<>();
    this.onRedeem(callback -> {
        V v = callback.get();
        Promise<R> applicationResult = function.apply(v);
        applicationResult.onRedeem(c -> {
            R r = c.get();
            result.invoke(r);
        });
    });
    return result;
}
```

Promise<V>: get

```
public V get() throws InterruptedException,  
ExecutionException {  
    taskLock.await();  
    if (exception != null) {  
        throw new ExecutionException(exception);  
    }  
    return result;  
}
```


Example

```
Promise<String> p = Async.submit(() -> {  
    return "hello world";  
});
```

```
Promise<Integer> result = p.bind(string ->  
Promise.pure(Integer.valueOf(string.hashCode())));
```

```
System.out.println("HashCode = " + result.get());
```

Checkpoint

- > **Promise** - represents async computation
- > Values and exceptions handling
- > Chaining of functions

Wait, is that it?

> **Monad** vs. **Instance of monad**

Typeclass? Higher functions?

- > Common interface
- > Generic functions over all monads



Greatness

- > Common operations for **Monads**
 - > **sequence, zip**
- > Limited under parametrised polymorphism in Java

Sequence

```
Monad<List<V>> sequence(Monad<V>... monads);
```

Some languages have it easier than others

> $m \gg n = m \gg= _ \rightarrow n$

> $f\ x\ a = \dots a$

> `Implicit get()`

Monad in Java

```
public interface Monad<V> {  
    Monad<V> pure(V v);  
    <R> Monad<R> bind(Function<V, Monad<R> f);  
  
    V get();  
}
```


> One does not simply call
itself a monad!





Laws (don't be scared)

> $\text{return } a \gg= f \equiv f a$

> $m \gg= \text{return} \equiv m$

> $(m \gg= f) \gg= g \equiv m \gg= (\lambda x \rightarrow f x \gg= g)$

Left identity

> **`pure(v).bind(f) ≡ f.apply(v)`**

Right identity

> $m.\text{bind}(m::\text{pure}) \equiv m$

Associativity

> **$m.\text{bind}(f).\text{bind}(g) \equiv m.\text{bind}(\lambda v. f.\text{apply}(v).\text{bind}(g))$**

Some have it easy

- > Referential transparency
- > Partial application
- > \equiv is easy

Mortal platforms

- > No referential transparency
- > `f.apply(v) != f.apply(v)`
- > `equals() + hashCode()`

Defining \equiv for Java

- > Side effects are similar
- > `m.get()` observes the same values
- > values or exceptions

Promise: left identity

```
Function<Integer, Promise<Boolean>> f =  
(x) -> {  
    return submit(() -> x % 2 == 0);  
};  
Integer val = new Integer(100);  
  
assertEquals(Promise.pure(val).bind(f).get(),  
             f.apply(val).get());
```

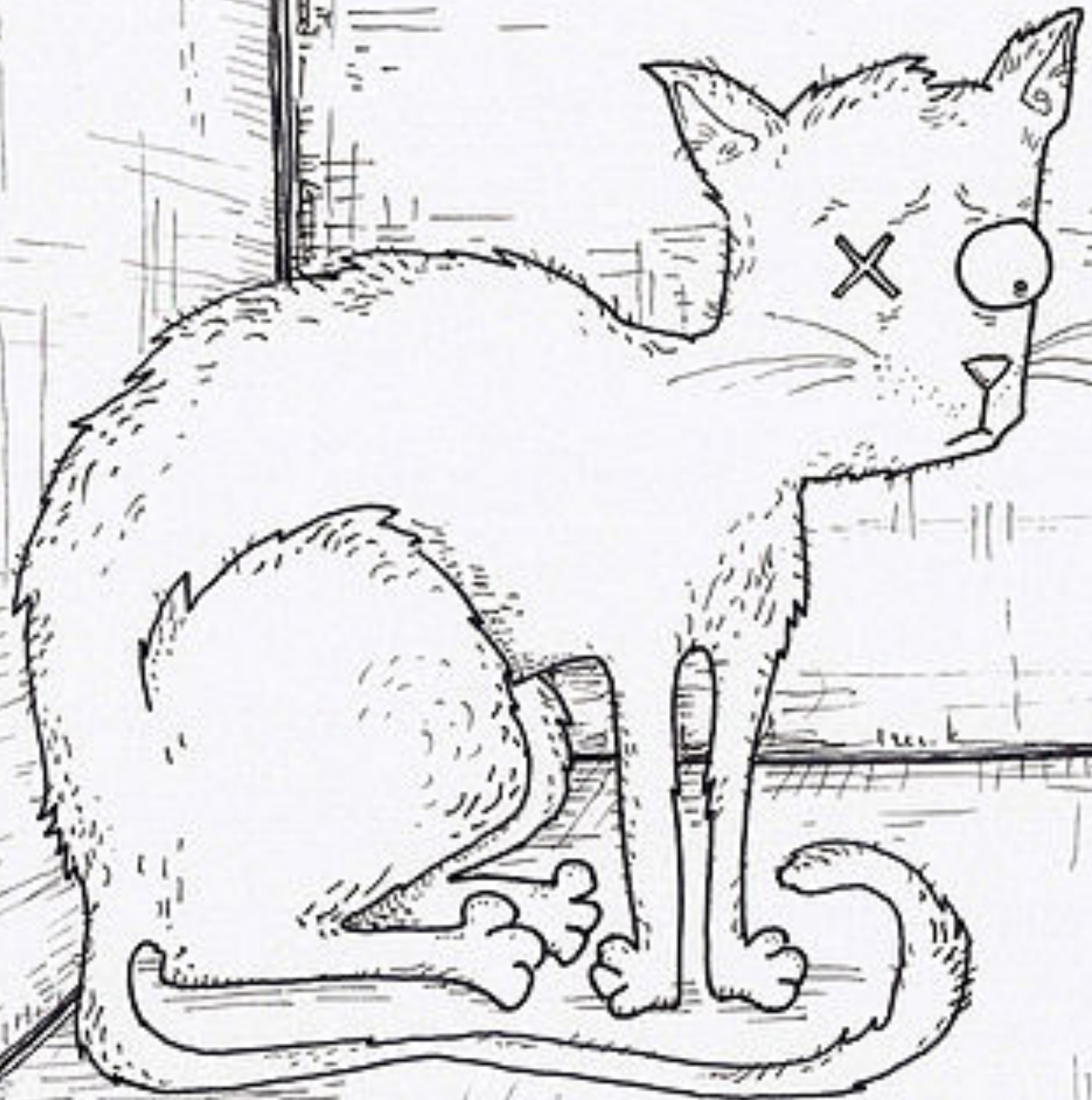
Promise: right identity

```
Integer val = new Integer(100000);  
Promise<Integer> p =  
Promise.pure(val).bind(Promise::pure);  
  
assertEquals(val, p.get());  
assertEquals(identityHashCode(val),  
              identityHashCode(p.get()));
```

Quality software

- > java.util.concurrent.**CompletableFuture**
- > thenApply(Function / Consumer / etc)
- > thenApplyAsync(Function / etc)
- > Async => FJP.common()

BEING SIMULTANEOUSLY DEAD AND ALIVE
IN THE BOX GAVE ME AN INCREDIBLE
PERSPECTIVE OVER THE "LIFE, THE
UNIVERSE AND EVERYTHING". AND
I AM HERE TO TELL IT TO THE WORLD!



Optional pure

```
static <T> Optional<T> of(T value) {  
    return new Optional<>(value);  
}
```

```
static <T> Optional<T> ofNullable(T value) {  
    return value == null ?  
        empty() :  
        of(value);  
}
```

Optional bind

```
public<U> Optional<U> flatMap(Function<T,  
                                Optional<U>> mapper) {  
    Objects.requireNonNull(mapper);  
    if (!isPresent())  
        return empty();  
    else {  
        return Objects.requireNonNull(mapper.apply(value));  
    }  
}
```

Optional bind

```
public<U> Optional<U> map(Function<T, U> mapper) {
    Objects.requireNonNull(mapper);
    if (!isPresent())
        return empty();
    else {
        return
            Optional.ofNullable(mapper.apply(value));
    }
}
```




@SadderDre

1h

Yoooo I ordered a Pizza & Came with no Toppings on it or anything, Its Just Bread 😞 @dominos



Domino's Pizza @dominos

22m

@SadderDre We're sorry to hear about this! Please let our friends at @dominos_uk know of this so they can help. *EV



Sneed retweeted



@SadderDre



Never mind, I opened the pizza upside down :/ @dominos @Dominos_UK



Free **STUFF**

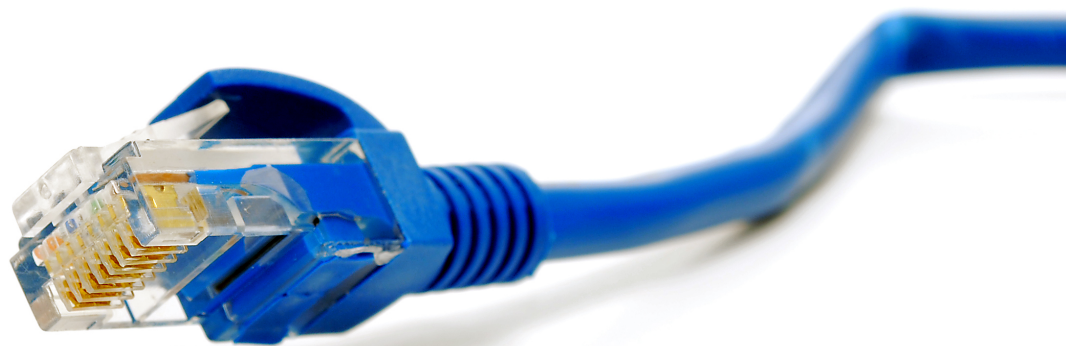
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tshirt!



BOOTH #8

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Contact me



oleg@zeroturnaround.com



[@shelajev](https://twitter.com/shelajev)



github.com/shelajev/promises

Minority report

- > Alternative definition of Monads:
- > $\text{fmap} :: (a \rightarrow b) \rightarrow f\ a \rightarrow f\ b$
- > $\text{join} :: m\ (m\ a) \rightarrow m\ a$

Exercises

- > Implement ($>>=$) in terms of `fmap` and `join`.
- > Now implement `join` and `fmap` in terms of ($>>=$) and `return`.