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# Chapter 1

## Background Information

### 1.1 Introduction to Algebraic Effect Handler

Algebraic effects handler is a feature in functional programming where the concept of *algebraic effects* were first introduced by Plotkin and Power in 2003 [11] and later in 2013, *algebraic effect handlers* were introduced by Power and Pretnar [12]. In general, an effect can be thought of as a subroutine that can be passed and called from anywhere in the program, and which may or may not return a value. This provides a way to structure programs that have side-effects in a more modular and compositional approach, and it gives the ability to express complex control-flow operations such as I/O, exception, state management and concurrency etc.

There are a few different ways to implement effect handlers. One of them is to use a monadic style of programming, where side-effects are explicitly passed around as values [8]. Another way is to use a continuation-passing style, where the continuation is used to specify what should happen after the side-effect has been handled [6]. However, the general idea is to define a handler function that takes one argument: a function to call (the "effect"), and this function has two parameters: the actual argument(s) passed into that function and the captured continuation. The handler function can then do whatever it wants with the effect and argument(s), and eventually resume the process by yielding to the continuation.

#### 1.1.1 Advantages on using effect handlers

Effect handlers allow programmers to express complex interactions between program components in a concise and declarative way. For example, consider a program that needs to perform a series of actions in response to user input. Each action may need to be performed in a different order depending on the input. With effect handlers, the programmer can specify the order in which the actions should be performed, without having to write code to handle all the possibilities.

Effect handlers can also be used to modularize programs. For instance, a program that uses a database can be divided into two parts: the part that interacts with the database, and the part that performs other computations. The two parts can be written in different

languages, and the database interaction can be isolated from the rest of the program with the use of effect handler. This makes it easier to reason about the program, and to change or optimize the database interaction without affecting the rest of the program.

### 1.1.2 Disadvantages on using effect handlers

There are some disadvantages to using effect handlers as well. One is that they can make programs more difficult to understand, since it is not always clear what effect a given handler will have on the rest of the program. Another is that they can make it more difficult to debug programs, since it can be hard to track down the source of an error when side-effects are involved.

## 1.2 React Overview

React is a JavaScript based front-end framework for building interactive user interfaces [14]. The core concept of React is to compose the components where each component is isolated and independent code block that has its own user interface (UI) and state management system.

Compare with the traditional front-end development using vanilla JavaScript with the case of changing the state and UI of the web-page, developers have to constantly query and manipulate the desired elements in the Document Object Model (DOM) [4] which is a tree-like data representation where each nodes represent a HTML element. React provides extensive syntax sugars that simplify this process with better performance and reusability of code by mobilizing each individual components to manage and maintain their own states and re-render the UI automatically when the state changes.

This section will discuss some of the advanced features of React that make use of the concept of Effect Handler.

### 1.2.1 Hooks

Even though it is revolutionary for React to introduce the concept of component, it becomes a pain when it comes to managing the state across multiple independent but related components. As the project scales larger, the ideal implementation would be that the project is being composed by a lot of small but reuseable components with each of them focus on one specific functionality. However in reality, the components often become cumbersome with deeply nested components and complicated logic [1]. In other words, it is very difficult to separate and reuse the stateful components due to the inconvenience for sharing logic.

One of the solutions is instead of conceptualize component as a *stateful container*, it would be more suitable to consider it as a *data pipeline*. Therefore the better approach to design components is to implement them as pure functions (known as Functional Component) instead of traditional classes as in Object Oriented Programming (known as Class Component). However, Functional Component does not support React features

such as state management and lifecycle methods (functions that will be invoked when components are created, updated and destroyed) etc.

React Hooks is designed to solve these issues by introducing React features and side-effects into Functional Components that enables developers to write React application with pure functions. In the context of Algebraic Effects, React Hooks provide abstractions over the actual implementations of hooks where each hooks (such as `useState`, `useEffect`, `useContext`, etc) are actually effects injected into the functions and handled by React during each render cycles [16].

### 1.2.2 Fiber

In the older version of React (v15), it uses *stack reconciler* to traverse components and construct the virtual DOM [15] (an auxiliary representation of DOM stored in the memory). Then this reconciler detects the difference between the newly established virtual DOM with the current virtual DOM. If any elements differ, it will then inform the *renderer* to take that new virtual DOM and update the changes on the actual DOM tree for rendering [7].

The reason for the reconciler in React v15 named as *stack reconciler* is that the reconciliation algorithm used to traverse the components and make virtual DOM comparison is purely recursive so the term "stack" refers to the call stack. The problem then arises from this recursive algorithm that the traversal cannot be interrupted once it starts running which leads to the issue of dropped frames.

Consider the refresh rate of mainstream browsers as 60Hz, which means the browsers will get refreshed in every  $\frac{1000ms}{60Hz} = 16.6ms$ . Therefore dropped frames occur when the reconciliation takes longer than 16.6ms [7]. As a result, the ability for reconciliation to pause and resume as well as taking priority towards certain updates are strongly desired.

In order to support the functionalities mentioned above during reconciliation, the process has to be asynchronous. Thus, *Fiber* is developed as a replacement for traditional call stack: it is designed specifically for React where each single fiber is a virtual stack frame [2]. In React v16, reconciler is reimplemented to adapt Fiber and introduced a new concept called scheduler [13]. This new architecture allows scheduler to first assign priority on each task and then pass them to the reconciler known as *Fiber reconciler*. Compare with recursive traversal, Fiber reconciler uses a loop that can be interrupted by toggling the boolean variable flag. Furthermore, Fiber has the ability to control and customize the behaviour of call stack that allows the program to directly manage the stack frames in memory and execute them based on the needs. These characteristics reveal the possibilities to implement behaviours that involve Effect Handler such as concurrency and error boundaries [2].

## 1.3 Links Overview

In the traditional web development process, developers have to master a myriad of languages: HTML and JavaScript for client-side frontend; Java or Python for server-side backend; and finally SQL for the queries in database. The overwhelming amount of

required knowledge uplifts the learning curve for beginner developers who want to build simple fullstack applications. Even worse, when attempting to link three tiers (i.e. frontend, backend and database) together, *impedance mismatch* problem [3] arises due to the fact that the transmitted data has to be converted to the corresponding acceptable data types between each tiers.

Links is developed to solve these issues. It is a strict, typed functional programming language that is used to write web applications that eliminates impedance mismatch problem with one single source code. On the other hand, since it is a research oriented academic language, the documentations for learning Links are fairly limited with most of the available resources being posted on GitHub in the form of example codes and Links Wiki page [10]. In this section, some of the important features that aids better understanding of this project will be introduced.

### 1.3.1 Foreign Function Interface

Links supports developers to call JavaScript functions inside Links programs via *Foreign Function Interface* (FFI). This features reveals the possibility to access Reactjs (React written in JavaScript) into Links. Therefore FFI will be used extensively in the early stage of this project to facilitate Reactjs features in Links as an initial prototype, then the core features and features with the use of effect handlers will gradually be re-implemented with native Links code.

A quick walk through on how to use JavaScript FFI in Links is first define a function in the JavaScript file:

```
// js/log.js
function _logMessage(msg) {
    return console.log(msg);
}

var logMessage = LINKS.kify(_logMessage);
```

In the above example, `_logMessage(msg)` is a normal JavaScript function that will log the value of `msg` variable in the console of the browser when being called. Then this function will be wrapped in a call to `LINKS.kify` [9] that will produce another function `logMessage` that can be accessed in Links program.

On the Links side, the JavaScript functions will be imported as a module to be accessed by the entire program:

```
// log.links
module Log {
    alien javascript "js/log.js" {
        logMessage : (String) ~%~> ();
    }
}
```

The keyword `alien` is used to bring the functions inside its block to the scope of this Links program `log.links` by specifying the external language (in this case

javascript) and its file path. To access the function `logMessage` in `Links`, simply call `Log.logMessage("Hello World")`

### 1.3.2 Programming with Effect Handlers

A straightforward way to explain the implementation of effect handlers in `Links` is through example code. The implementation is being composed by two parts: operation and handler.

Operation is like a function (start with a capital letter by convention) that takes one argument as input and produce an output after discharging [5]. In order to discharge an operation, the syntax is `do Operation(arg)`. Meanwhile, each operations should be properly handled by handler otherwise it will cause errors. The output of the operations depends entirely on the implementation of the effect handler.

The syntax for implementing handlers in `Links` is similar as the switch statement in imperative programming or pattern matching in functional programming:

```
handler h(m) {  
  case Operation1(p, k)  
  case Operation2(p, k)  
  case Operation3(p, k)  
  ...  
  case Return(x)  
}
```

The parameter `m` is the computation that is being handled. For every operations that is discharged within the computation `m`, it will be mapped to the corresponding `case` for the execution. One thing to notice here is as defined previously where each operation only takes one argument, but in handler the operations mapped on the case actually has two parameters: the first parameter `p` is the actual argument consumed by the operations, and the second parameter `k` is the captured continuation as a function that takes one argument. By invoking `k`, the control flow of the program will be transferred from the handler back to the point in computation `m` where this operation was discharged [5]. Lastly, the `Return` statement is an essential part of the handler which will only be invoked when the computation `m` finishes.

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