Continuation Passing Style for Effect Handlers

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7 January 2020

Abstract

We provide an implementation of algebraic effects and handlers by doing continuation passing style tranformation of the functional programming language Freak, which is based on the existing Links language [7].

1 Introduction

Implementation of Continuation Passing Style for Effect Handlers paper [7]

2 State of the art

Frank [10], Koka [9], Helium [4]

- 3 Syntax
- 4 Operational semantics
- 4.1 Integers
- 4.2 Binary operators
- 5 Usage guide

All commands are available within src directory.

5.1 Build and install

- Install dependencies: make install
- Compile: make build
- Link to PATH: sudo make link

• Remove artiacts: make clean

• Run tests: make tests

• Run code linter: make lint

After compiling and linking program to PATH, one may evaluate program as follows: freak programs/choicesList.fk. The actual code is described in subsection 7.1 Choice

5.2 Running tests

Test cases are available <u>here</u>, they include both inline and file-based tests. For more details about writing tests, one may refer to HUnit documentation [8].

• Run tests: make tests

• Run code linter: make lint

• Compile, run linter and tests: make check

6 Implementation

The Freak implementation is available at https://github.com/Tomatosoup97/freak. CPS based on [1]

6.1 Row types

6.2 Type inference

Type system as of this day is not implemented, as the focus has been put on CPS transformation. Further work is required.

7 Examples

In this section we present a few examples to show the capabilities of the language. The ideas has been based on [2], and thus will not be described in great details.

7.1 Choice

The first example will be based on modelling (nondeterministic) choice in the program. We will make two decisions, which will affect the computation result:

```
let c1 <- do Choice () in
let c2 <- do Choice () in
let x <- if c1 then return 10 else return 20 in
let y <- if c2 then return 0 else return 5 in
    return x - y</pre>
```

With that in hand, we may want to define effect handlers:

```
handle ... with {
   Choice p r ->
    let t <- r 1 in
   let f <- r 0 in
        <PLACEHOLDER> |
   return x -> return x
}
```

where in the <PLACEHOLDER> we can define on what to do with the computation. For example, min-max strategy for picking the minimum value:

```
if t < f then return t else return f
```

where the code evaluates to 5. Another example is a handler that collects all possible results, which can be achieved by putting return (t, f) in the <PLACEHOLDER>, which evaluates to ((10, 5), (20, 15)).

7.2 Exceptions

Exceptions are simply algebraic effect handlers which drop the resumption.

```
handle
    if x == 0 then do Raise ()
        else return 1 / x
with {
    Raise p r -> return 42 |
    return x -> return x
}
```

Where we imagine that x variable has been bound previously. More exemplary programs in Freak language can be found here.

8 Future work

8.1 Abstract machine

Implement abstract machine described in [5]

8.2 Multiple instances of algebraic effect

Proposed Helium [3], or Eff [2]

8.3 Make the language more usable

While the language is turing-complete, for convenient usage it requires more basic constructs and syntactic sugar for common patterns that would ease the programming.

8.4 Selective CPS

As in [9]

8.5 Exceptions as separate constructs

Exceptions are a trivial example of algebraic effect where the resumption is discarded, and as described in §4.5 [7], they can be modeled as a separate construct to improve performance.

8.6 Shallow handlers

X [6]

9 Conclusions

References

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