



TopHat: a stylish journey through modular interactive workflows

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Task Oriented Programming (TOP)

Workflows

coordinate collaboration

Interactive

driven by user input

Modular

higher order

elementary building blocks and concepts

labeled transition system

embedding in simply typed λ -calculus
(with clearly separated semantics)

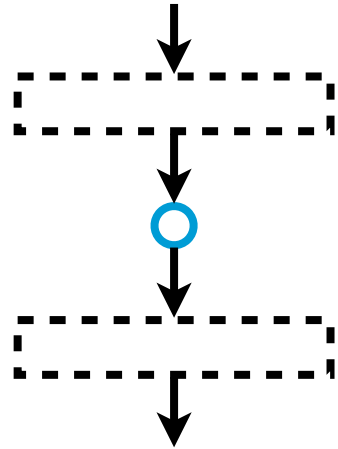
Foundation for formal reasoning
and comparison to other frameworks



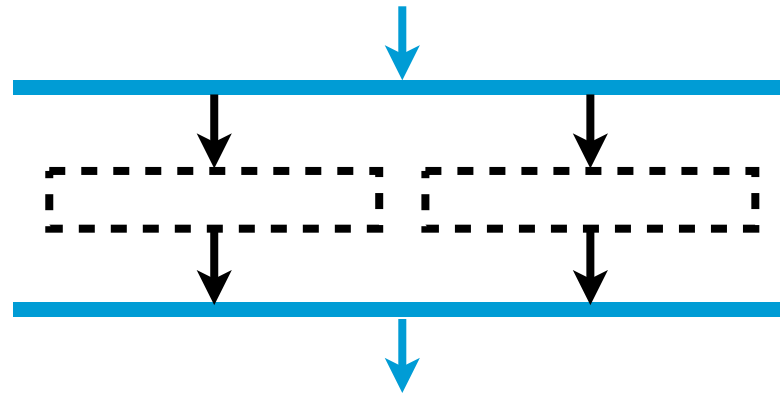


Concepts

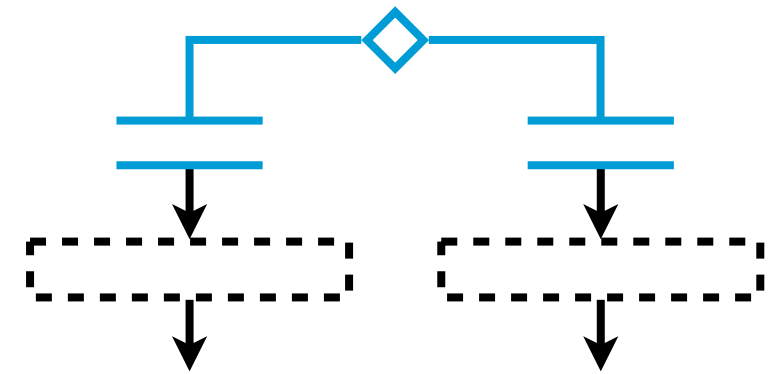
Collaboration



AFTER EACH OTHER



AT THE SAME TIME



CONDITIONALLY

Communication is taken care of!

“We do A and B at the same time, then we continue with C .”



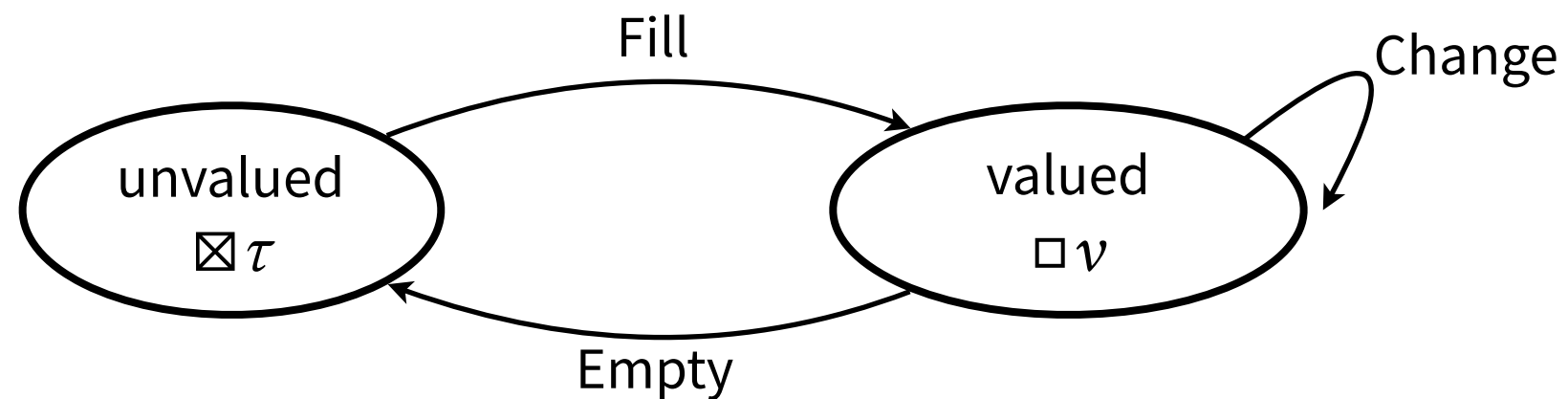
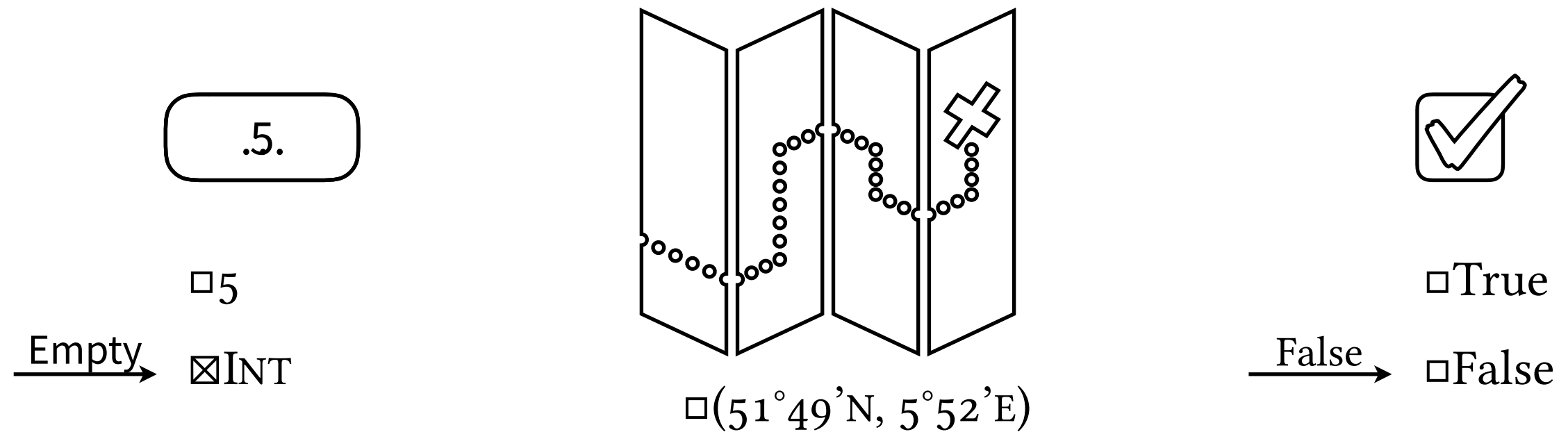
“When I send you M , you can do B and I’ll wait for you to send N .”



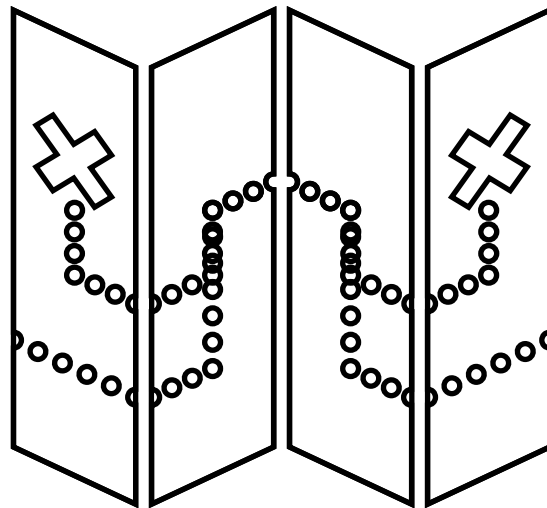


Building blocks

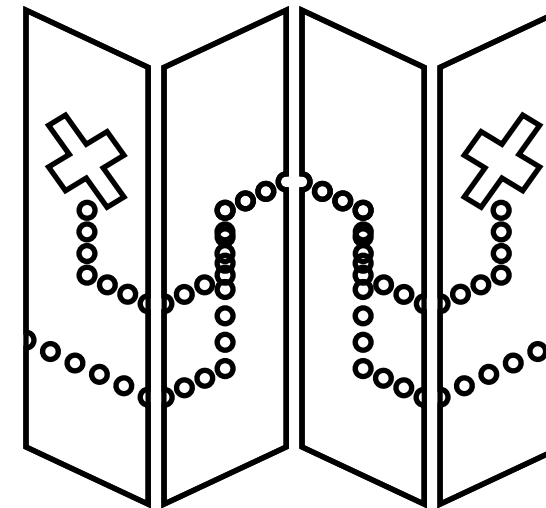
Editors



Shared editors



■(51°49'N, 5°52'E)



■(51°49'N, 5°52'E)

(51°49'N, 5°52'W)

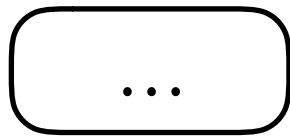
■(51°49'N, 5°52'W)



CAN NOT BE EMPTY!

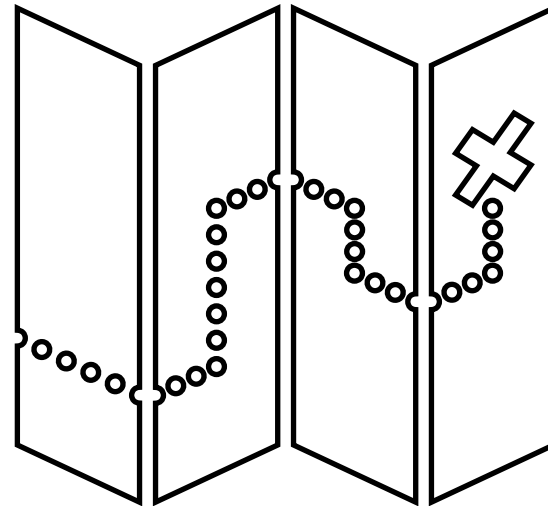
WATCHES A REFERENCE

Observations



$$\mathcal{V}(\boxtimes \text{INT}) = \perp$$

SOME TASKS DO NOT HAVE A VALUE



$$\begin{aligned} \mathcal{V}(\Box(51^{\circ}49'N, 5^{\circ}52'E)) \\ = (51^{\circ}49'N, 5^{\circ}52'E) \end{aligned}$$



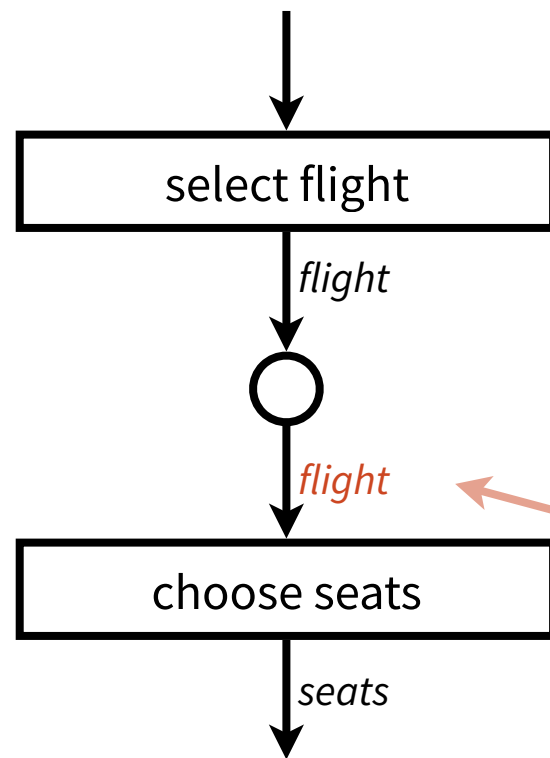
$$\mathcal{V}(\Box \text{True}) = \text{True}$$

value $\mathcal{V} : \text{TASK } \tau \rightarrow \text{MAYBE } \tau$

user interface $\mathcal{U} : \text{TASK } \tau \rightarrow \text{HTML}$ (or $\mathcal{U} : \text{TASK } \tau \rightarrow \text{STRING}$ or $\mathcal{U} : \text{TASK } \tau \rightarrow \dots$)

possible inputs $\mathcal{J} : \text{TASK } \tau \rightarrow \text{LIST INPUT}$

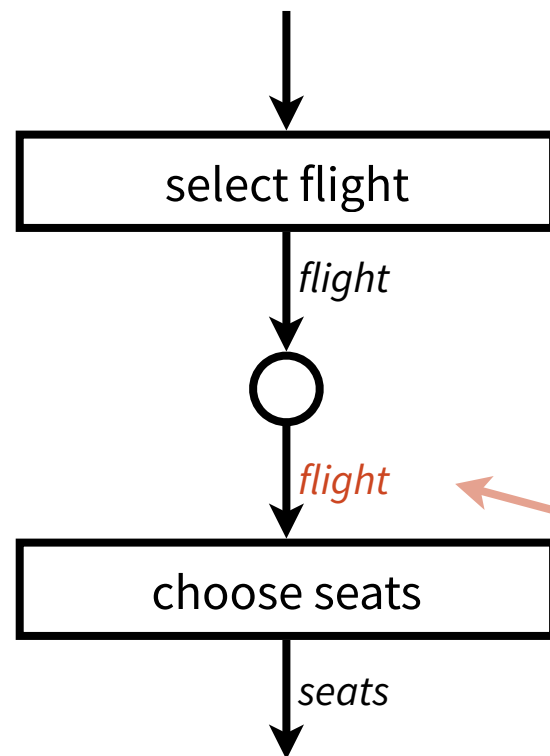
Steps



select_flight ► choose_seats

USE VALUE IN NEXT TASK?

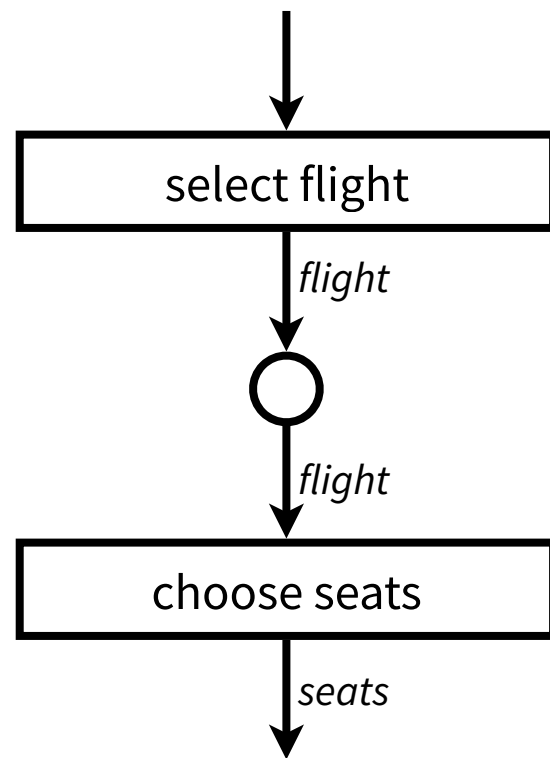
Steps



select_flight ► $\lambda flight.$ choose_seats *flight*

USE VALUE IN NEXT TASK?

Steps

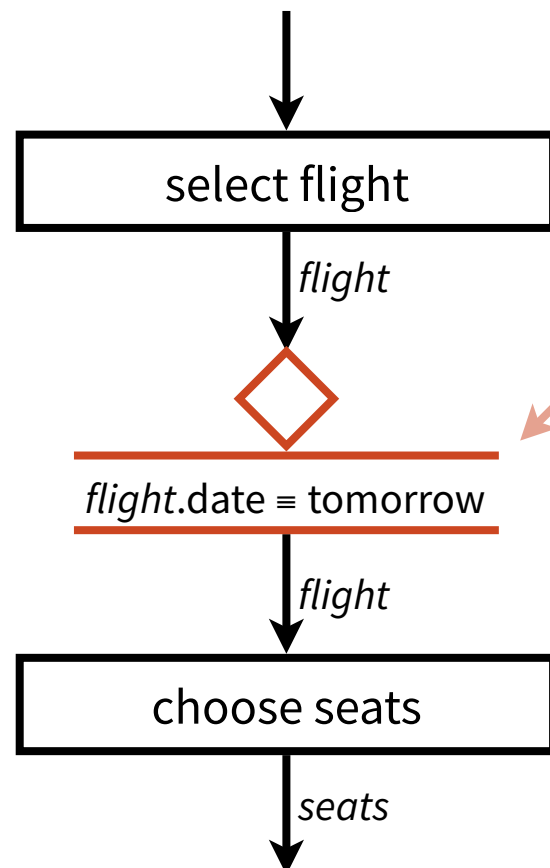


$\text{select_flight} \triangleright \lambda \text{flight}. \text{choose_seats } \text{flight}$

WHEN TO PROCEED TO THE NEXT TASK?

$$\Rightarrow \mathcal{V}(\text{select_flight}) = v$$

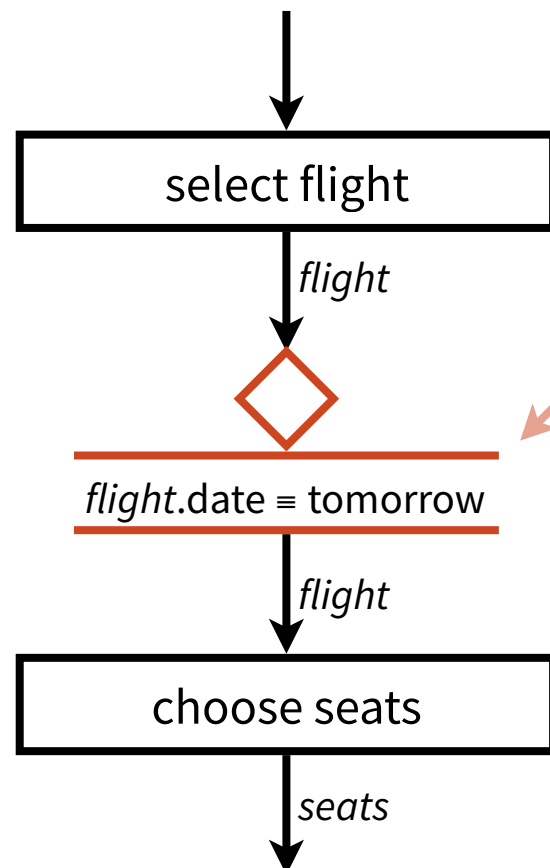
Guarded steps



ONLY WHEN GUARD IS TRUE?

$select_flight \triangleright \lambda flight. choose_seats\ flight$

Guarded steps



ONLY WHEN GUARD IS TRUE?

`select_flight` $\triangleright \lambda flight.$

if `flight.date == tomorrow`

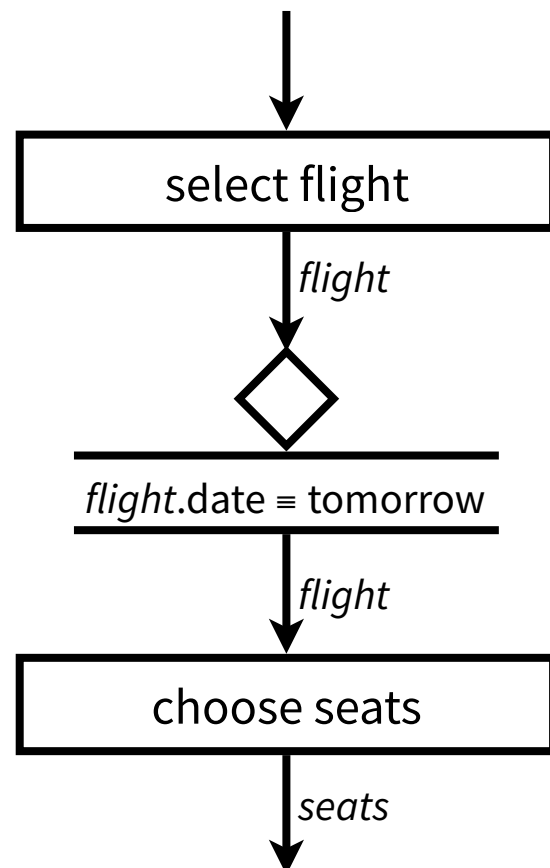
then `choose_seats flight`

else \Downarrow

FAILURE:

A TASK THAT NEVER ENDS
AND CAN NOT HANDLE USER INPUT

Guarded steps



$\text{select_flight} \triangleright \lambda \text{flight.}$
if $\text{flight.date} \equiv \text{tomorrow}$
then $\text{choose_seats } \text{flight}$
else \downarrow

WHEN TO PROCEED TO THE NEXT TASK?

$\Rightarrow \mathcal{V}(\text{select_flight}) = v$

and $\dots (v) \Downarrow t$ **where** $t \neq \downarrow$



USING HOST LANGUAGE SEMANTICS!



Calculus

Grammar

Take a λ -calculus...

$e ::=$		Expressions	
$\lambda x : \tau. e$	$e_1 e_2$	– abstraction, application	
x	c	$e_1 \star e_2$	– variable, constant, operation
if e_1 then e_2 else e_3	$\langle \rangle$	– branch, unit	
$\langle e_1, e_2 \rangle$	fst e	snd e	– pair, projections
ref e	! e	$e_1 := e_2$	– references, location
l			
p			– pretask
$c ::=$		Constants	
B	I	S	– boolean, integer, string

Grammar

Take a λ -calculus...

$e ::=$	Expressions
$\lambda x : \tau. e$ $e_1 e_2$	– abstraction, application
x c $e_1 \star e_2$	– variable, constant, operation
if e_1 then e_2 else e_3 $\langle \rangle$	– branch, unit
$\langle e_1, e_2 \rangle$ fst e snd e	– pair, projections
ref e $!e$ $e_1 := e_2$ l	– references, location
p	– pretask
$c ::=$	Constants
B I S	– boolean, integer, string

...embed a workflow language

$t ::=$	Tasks
$\square v$ $\boxtimes \tau$ $\blacksquare l$	– editors
$t_1 \blacktriangleright e_2$ $t_1 \triangleright e_2$	– steps
$\not\downarrow$ $t_1 \bowtie t_2$	– fail, combination
$t_1 \blacklozenge t_2$ $e_1 \diamond e_2$	– choices

COMBINATION OF TWO TASKS

CHOICE BETWEEN TWO TASKS

Semantics

Two layers \Rightarrow two semantics



$$\frac{\text{S-THENSTAY} \quad t_1, s \rightsquigarrow t'_1, s'}{t_1 \blacktriangleright e_2, s \rightsquigarrow t'_1 \blacktriangleright e_2, s'} \quad \mathcal{V}(t'_1, s') = \perp$$

$$\frac{\text{S-THENFAIL} \quad t_1, s \rightsquigarrow t'_1, s' \quad e_2 \ v_1, s' \downarrow t_2, s''}{t_1 \blacktriangleright e_2, s \rightsquigarrow t'_1 \blacktriangleright e_2, s'} \quad \mathcal{V}(t'_1, s') = v_1 \wedge \mathcal{F}(t_2, s'')$$

$$\frac{\text{S-THENCONT} \quad t_1, s \rightsquigarrow t'_1, s' \quad e_2 \ v_1, s' \downarrow t_2, s''}{t_1 \blacktriangleright e_2, s \rightsquigarrow t_2, s'''} \quad \mathcal{V}(t'_1, s') = v_1 \wedge \neg \mathcal{F}(t_2, s'')$$

Semantics

Two layers \Rightarrow ^{three} ~~two~~ semantics

$e \downarrow v$ **STANDARD BIG STEP SEMANTICS**

$p \rightsquigarrow t$ **SPECIAL TASK SEMANTICS**

But interaction... \Rightarrow additional layer

$t \xrightarrow{i} t'$ **HANDLING OF USER INPUT**

$$\frac{\text{S-THENSTAY} \quad t_1, s \rightsquigarrow t'_1, s'}{t_1 \blacktriangleright e_2, s \rightsquigarrow t'_1 \blacktriangleright e_2, s'} \quad \mathcal{V}(t'_1, s') = \perp$$

$$\frac{\text{S-THENFAIL} \quad t_1, s \rightsquigarrow t'_1, s' \quad e_2 \ v_1, s' \downarrow t_2, s''}{t_1 \blacktriangleright e_2, s \rightsquigarrow t'_1 \blacktriangleright e_2, s'} \quad \mathcal{V}(t'_1, s') = v_1 \wedge \mathcal{F}(t_2, s'')$$

$$\frac{\text{S-THENCONT} \quad t_1, s \rightsquigarrow t'_1, s' \quad e_2 \ v_1, s' \downarrow t_2, s''}{t_1 \blacktriangleright e_2, s \rightsquigarrow t_2, s'''} \quad \mathcal{V}(t'_1, s') = v_1 \wedge \neg \mathcal{F}(t_2, s'')$$

□5

$\xrightarrow{\text{Empty}} \boxtimes \text{INT}$

■(51°49'N, 5°52'E)

$\xrightarrow{(51°49'N, 5°52'W)} \blacksquare(51°49'N, 5°52'W)$



Summary



= the essence of collaboration

Language & formal semantics

$t ::=$

| $\square v$ | $\boxtimes \tau$ | $\blacksquare l$
| $t_1 \blacktriangleright e_2$ | $t_1 \triangleright e_2$
| $\not\downarrow$ | $t_1 \bowtie t_2$
| $t_1 \blacklozenge t_2$ | $e_1 \lozenge e_2$

Tasks

- editors
- steps
- fail, combination
- choices

Proved progress & preservation

Implemented in Idris

Still to do...

- Task equality
- Pre- and postconditions
- Symbolic execution

IDEAS APPRECIATED!





Thank you

Summary



Language & formal semantics



Proved progress & preservation



Implemented in Idris



Essence of task oriented programming

Grammar

TAKE A λ -CALCULUS...

$e ::=$
 $\mid \lambda x : \tau. e \mid e_1 e_2$
 $\mid x \mid c \mid e_1 \star e_2$
 $\mid \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \mid \langle \rangle$
 $\mid \langle e_1, e_2 \rangle \mid \text{fst } e \mid \text{snd } e$
 $\mid \text{ref } e \mid !e \mid e_1 := e_2 \mid l$
 $\mid p$
 $c ::=$
 $\mid B \mid I \mid S$

Expressions

- abstraction, application
- variable, constant, operation
- branch, unit
- pair, projections
- references, location
- pretask

Constants

- boolean, integer, string

...EMBED A WORKFLOW LANGUAGE

$t ::=$

$\mid \square v \mid \boxtimes \tau \mid \blacksquare l$
 $\mid t_1 \blacktriangleright e_2 \mid t_1 \triangleright e_2$
 $\mid \text{⚡} \mid t_1 \bowtie t_2$
 $\mid t_1 \blacklozenge t_2 \mid e_1 \diamond e_2$

Tasks

- editors
- steps
- fail, combination
- choices

RACE BETWEEN TWO TASKS

COMBINATION OF TWO TASKS



Summary

- Language for modular interactive workflows
- Essence of task oriented programming
- Formal semantics
- Proved progress & preservation
- Implemented in Idris

$t ::=$

| $\square v$ | $\boxtimes \tau$ | $\blacksquare l$
| $t_1 \blacktriangleright e_2$ | $t_1 \triangleright e_2$
| $\not\downarrow$ | $t_1 \bowtie t_2$
| $t_1 \blacklozenge t_2$ | $e_1 \lozenge e_2$

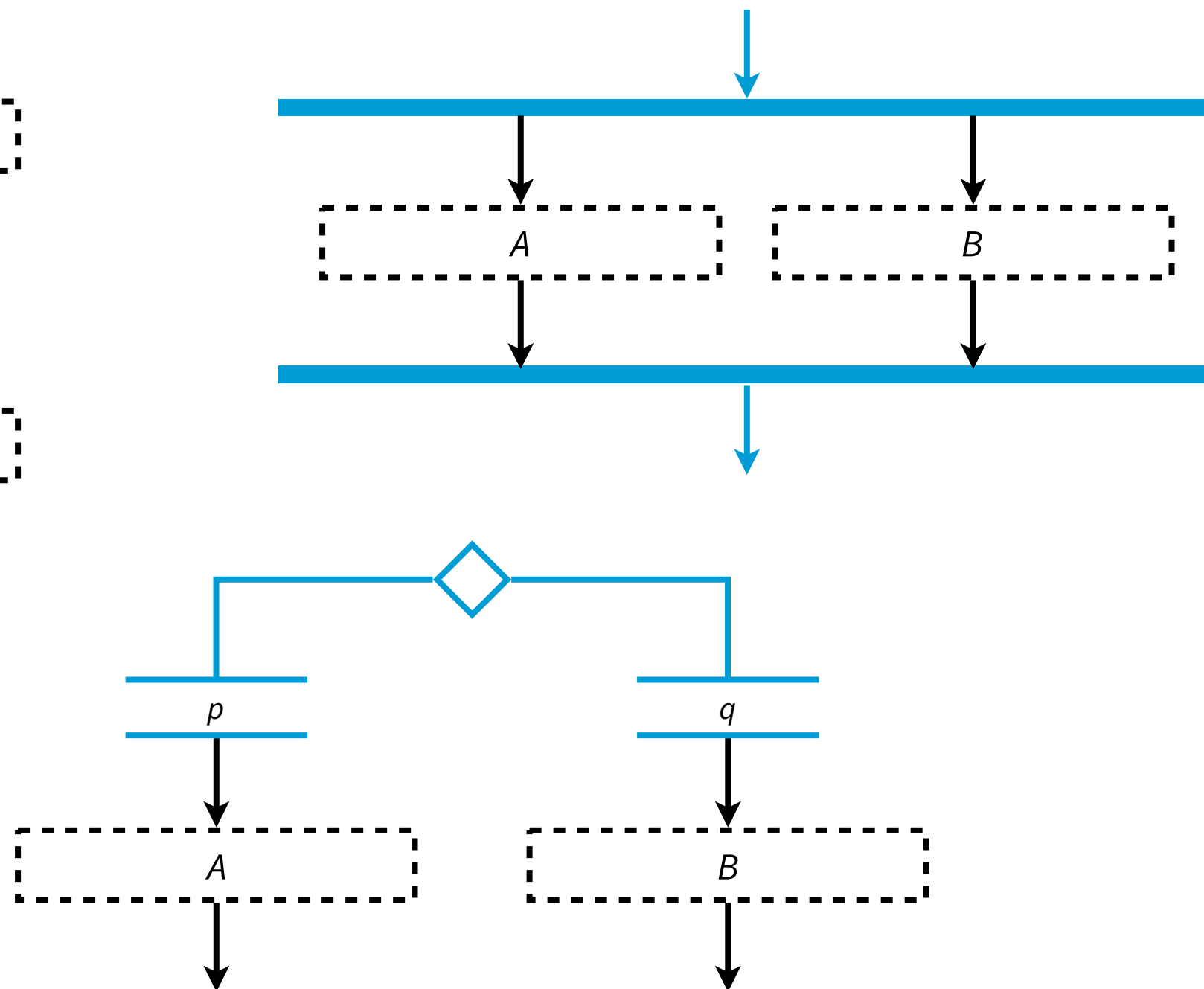
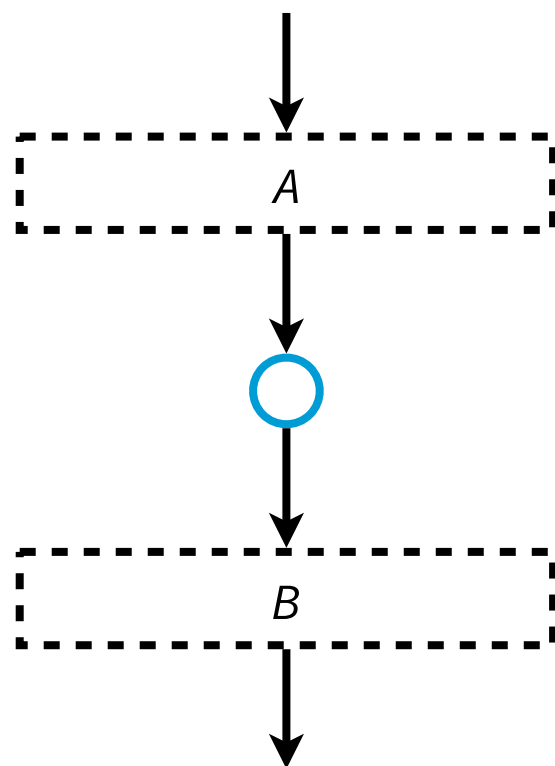
Tasks

- editors
- steps
- fail, combination
- choices

LANGUAGE
+
FORMAL SEMANTICS



Tasks



l , $\boxtimes \square \boxminus \blacksquare \square \blacksquare \square \blacksquare \square \blacksquare \square$

l , $\boxtimes \square \boxminus \blacksquare \square \blacksquare \square \blacksquare \square \blacksquare \square$

$\blacksquare l$, $\boxtimes \square \boxminus \blacksquare \square \blacksquare \square \blacksquare \square \blacksquare \square$

