Comodels as a gateway for interacting with the external world

Danel Ahman

(joint work with Andrej Bauer)

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Shonan, 26 March 2019



Computational effects in FP

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• Using monads (e.g., as in HASKELL)

```
type St a = String \rightarrow (a, String)

f :: St a \rightarrow St (a,a)

f c = c >>= (\x \rightarrow c >>= (\y \rightarrow return (x,y)))
```

• Using algebraic effects and handlers (e.g., as in Eff)

```
effect Get : int effect Put : int \rightarrow unit  
(*: int \rightarrow a*int!\{\} *)
let g (c:unit \rightarrow a!{Get,Put}) = with st_h handle (perform (Put 42); c ())
```

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• Using algebraic effects and handlers (e.g., as in Eff)

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effect Get : int effect Put : int \rightarrow unit (*: int \rightarrow a*int!\{\} *) let g (c:unit \rightarrow a!{Get,Put}) = with st_h handle (perform (Put 42); c ())
```

Works well for effects that can be represented as pure data!
 But what about effects that need access to the external world?

• Declare a **signature** of monads or algebraic effects

effect RandomFloat : float \rightarrow float

```
type IO a  \begin{array}{llll} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ &
```

• Declare a **signature** of monads or algebraic effects

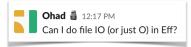
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type IO a  \begin{array}{llll} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ &
```

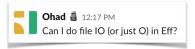
```
effect Raise : string \rightarrow empty

effect RandomInt : int \rightarrow int
effect RandomFloat : float \rightarrow float
```

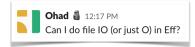
• And then treat them **specially** in the compiler, e.g.,

```
let rec top_handle op =
  match op with
  | ...
```









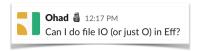


Ohad 🖥 8:35 PM
So here's the hack I added We should do something a bit more principled.

In pervasives.eff:

effect Write : (string*string) -> unit

in eval.ml, under let rec top_handle op = add the case:



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So here's the hack I added We should do something a bit more principled
In pervasives.eff:
 effect Write : (string*string) -> unit
in eval.ml under let rec top handle op = add the case:
     | "Write" ->
        (match v with
         | V.Tuple vs ->
            let (file_name :: str :: _) = List.map V.to_str vs in
            let file_handle = open_out_gen
                                 [Open_wronly
                                 :Open_append
                                 :Open creat
                                 :Open text
                                 ] 0o666 file_name in
            Printf.fprintf file_handle "%s" str:
            close out file handle:
            top handle (k V.unit value)
```

This talk — a principled (co)algebraic approach!

• let f (s:string) =
 let fh = fopen "foo.txt" in
 fwrite fh (s^s);
 fclose fh;
 return fh

let g s =
 let fh = f s in fread fh

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We could resolve this by typing fh linearly (but s non-linearly)

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- We could resolve this by typing fh linearly (but s non-linearly)
- But what if we wrap f in a handler?

```
let h = handler

| effect (FWrite fh s k) \rightarrow return fh

let g s = with h handle f ()
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- But what if we wrap f in a handler?

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let h = handler

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let g s = with h handle f () (* dangling fh ! *)
```



So, how could we solve these issues?

- We could try using existing programming mechanisms, e.g.,
 - Modules and abstraction, e.g., System.IO

• Linear (and non-linear) types and effects

```
linear type fhandle  {\bf effect} \ \ {\sf FClose} \ : \ ({\bf linear} \ \ {\sf fhandle}) \to {\sf unit}   {\bf linear} \ \ {\bf effect} \ \ {\sf FClose} \ : \ {\sf fhandle} \to {\sf unit}
```

• Handlers with **finally clauses**

So, how could we solve these issues?

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 - Modules and abstraction, e.g., System.IO

```
type IO a \mathsf{hClose} \ :: \ \mathsf{Handle} \to \mathsf{IO} \ \ ()
```

• Linear (and non-linear) types and effects

```
linear type fhandle  {\bf effect} \ \ {\sf FClose} \ : \ ({\bf linear} \ \ {\sf fhandle}) \to {\sf unit}   {\bf linear} \ \ {\bf effect} \ \ {\sf FClose} \ : \ {\sf fhandle} \to {\sf unit}
```

- Handlers with **finally clauses**
- Problem: They don't really capture the essence of the problem



• Let's look at HASKELL's IO monad again

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- A common explanation is to think of functions

$$a \rightarrow IO b$$

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$$\mathsf{a} \to (\mathsf{RealWorld} \to (\mathsf{b}, \mathsf{RealWorld}))$$

which is the same as

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- With the System.IO module abstraction ensuring that
 - We cannot get our hands on RealWorld
 - We have the impression of RealWorld used linearly
 - We don't ask more from RealWorld than it can provide

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which is the same as

 $\mathsf{hGetLine}: (\mathsf{Handle}, \mathsf{RealWorld}) \to (\mathsf{String}, \mathsf{RealWorld})$

hClose : (Handle, RealWorld) \rightarrow ((), RealWorld)

I.e., IO is about the external world rather than internal effects!

Important: co-operations (hClose) make a promise to return!

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• A comodel/coalgebra/cohandler W of Σ is given by

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- Intutively, comodels describe **evolution of the world** *W*
 - Operational semantics using a tensor of a model and a comodel (Plotkin & Power, Abou-Saleh & Pattinson)
 - <u>Stateful runners</u> of effectful programs (Uustalu)
 - <u>Linear state-passing translation</u> (Møgelberg and Staton)
 - Top-level behaviour of alg. effects in EFF v2 (Bauer & Pretnar)

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Now **external world** explicit, but **dangling** fh etc **still possible**

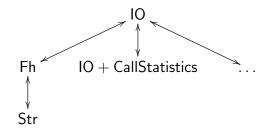
Better, but have to explicitly open and thread through fh

Now **external world** explicit, but **dangling** fh etc **still possible**

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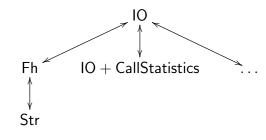
Solution: Modular treatment of external worlds

• Examples of modularity we might want from comodels



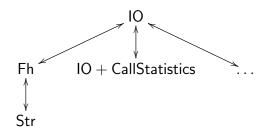
- Fh "world which consists of exactly one fh"
- Fh \longrightarrow IO "call fclose with stored fh"

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- Fh "world which consists of exactly one fh"
- ullet Fh \longrightarrow IO "call fclose with stored fh"
- Str "world that is **blissfully unaware** of **fh**"

• Examples of modularity we might want from comodels



- Fh "world which consists of exactly one fh"
- ullet IO \longrightarrow Fh "call fopen with foo.txt, store returned fh"
- Fh \longrightarrow IO "call fclose with stored fh"
- Str "world that is **blissfully unaware** of fh"
- Observation: IO ←→ Fh and other ←→ look a lot like lenses

• Our **general framework** on the file operations example

```
let f (s:string) =
    using
    Fh @ (fopen_of_io "foo.txt")
    cohandle
    fwrite_of_fh (s^s)
    finally
    x @ fh → fclose_of_io fh
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                                       (* in IO *)
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    Fh @ (fopen_of_io "foo.txt") (* in IO *)
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                                       (* in Fh *)
    fwrite_of_fh (s^s)
  finally
    \times @ fh \rightarrow fclose_of_io fh
                                       (* in IO *)
```

where

```
Fh =
                                   (* W = fhandle *)
 { co\_fread \_ @ fh \rightarrow ...,
   co_fwrite s @ fh → fwrite_of_io s fh;
                          return ((), fh) }
     (* co\_fread : (unit * W) \rightarrow (string * W) *)
     (* co_fwrite : (string * W) \rightarrow (unit * W) *)
```

• The modularity aspect of our general framework

```
let f(s:string) =
  using Fh @ (fopen_of_io "foo.txt")
  cohandle
     using Str @ (fread_of_fh ())
     cohandle
       write_of_str (s^s)
     finally
       0 \text{ s} \rightarrow \text{fwrite of fh s}
  finally
     _{-} @ fh \rightarrow fclose_of_io fh
```

where

```
Str = \{ co\_write s @ s' \rightarrow (* W = string *) \\ return ((),s'^s) \}
```

• Comodels can also **extend** the (intermediate) external world

where

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• Can also track **nondet./prob. choice results**, etc

• Core calculus for cohandlers (for handlers, wait few slides)

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A, B, W ::= b \mid 1 \mid A \times B \mid 0 \mid A + B \mid A \xrightarrow{\Sigma} B
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• Signatures of worlds

```
\omega ::= \{ \operatorname{op}_1 : A_1 \leadsto B_1 , \ldots , \operatorname{op}_n : A_n \leadsto B_n \}
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- Core calculus for cohandlers (for handlers, wait few slides)
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• Signatures of worlds

$$\boldsymbol{\omega} ::= \{ \operatorname{op}_1 : A_1 \leadsto B_1 , \ldots , \operatorname{op}_n : A_n \leadsto B_n \}$$

• Terms

$$v ::= x \mid \dots$$

$$c ::= \mathbf{return} \ v \mid \mathbf{let} \ x = c_1 \ \mathbf{in} \ c_2 \mid v_1 v_2 \mid \widehat{\mathsf{op}} \ v \quad \text{(comodel op.)}$$

$$\mid \mathbf{using} \ C \ @ \ c_i \ \mathbf{cohandle} \ c \ \mathbf{finally} \ x \ @ \ w \to c_f$$

- Core calculus for cohandlers (for handlers, wait few slides)
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Terms

```
v ::= x \mid \dots
```

$$c ::=$$
 return $v \mid$ **let** $x = c_1$ **in** $c_2 \mid v_1v_2 \mid \widehat{\text{op}} \ v$ **(comodel op.)** \mid **using** $C @ c_i$ **cohandle** c **finally** $x @ w \rightarrow c_f$

Comodels (cohandlers)

$$C ::= \{ \overline{op}_1 \times @ w \rightarrow c_1 , \ldots , \overline{op}_n \times @ w \rightarrow c_n \}$$

• Typing judgements

$$\Gamma \vdash v : A \qquad \Gamma \vdash c : A$$

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```
\Gamma \vDash D comodel of \omega' with carrier W_D \Gamma \vDash c_i : W_D
\Gamma \vDash' c : A \qquad \Gamma, x : A, w : W_D \vDash c_f : B
\Gamma \vDash \textbf{using } D @ c_i \textbf{ cohandle } c \textbf{ finally } x @ w \rightarrow c_f : B
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• Typing judgements

$$\Gamma \vdash v : A \qquad \Gamma \vdash c : A$$

• The two central typing rules are

$$\Gamma \nvDash D$$
 comodel of $\boldsymbol{\omega'}$ with carrier $W_D = \Gamma \nvDash c_i : W_D$

$$\Gamma \nvDash' c : A = \Gamma, x : A, w : W_D \nvDash c_f : B$$

$$\Gamma \nvDash \textbf{using } D @ c_i \textbf{ cohandle } c \textbf{ finally } x @ w \rightarrow c_f : B$$

and

$$\frac{\mathsf{op}: A \leadsto B \in \omega \qquad \Gamma \vdash v: A}{\Gamma \nvDash \widehat{\mathsf{op}} \ v: B}$$

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- Term interpretation looks very similar to alg. effects:

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\llbracket \Gamma \vdash v : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \llbracket A \rrbracket \qquad \llbracket \Gamma \stackrel{\bowtie}{\vdash} c : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow T_{\omega} \llbracket A \rrbracket
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un-cohandled operations wait for a suitable external world!

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- un-cohandled operations wait for a suitable external world!
- The interesting part is the interpretation of cohandling

$$\Gamma \stackrel{\bowtie}{\vdash}$$
 using D @ c_i cohandle c finally x @ $w \rightarrow c_f : B$

which is based on the linear state-passing translation, i.e.,

$$\llbracket \mathsf{D} \rrbracket \in \mathsf{Comod}_{\boldsymbol{\omega'}}(\mathsf{Kleisli}(T_{\boldsymbol{\omega}}))$$
$$\mathsf{cohandle_with}_{\llbracket \mathsf{D} \rrbracket} : T_{\boldsymbol{\omega'}} \llbracket A \rrbracket \longrightarrow \left(\llbracket W_\mathsf{D} \rrbracket \to T_{\boldsymbol{\omega}} \left(\llbracket A \rrbracket \times \llbracket W_\mathsf{D} \rrbracket \right)\right)$$

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```

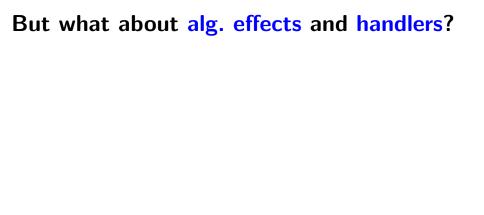
$$((\overrightarrow{(\mathsf{C},w_0)},(\mathsf{C}',w_0')) \;,\; \textbf{using}\; \mathsf{D}\; @\; c_i \; \textbf{cohandle}\; c \; \textbf{finally}\; x \; @\; w \to c_f\;)$$

$$\qquad \qquad \qquad \downarrow \\ ((\overrightarrow{(\mathsf{C},w_3)},(\mathsf{C}',w_3')) \;,\; \textbf{return}\; v'\;)$$

- Regarding op. semantics, e.g., consider confs. $(\overrightarrow{(C,w)}, c)$
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• The interpretation of **operations** uses the **co-operations** of Cs



• First: combining this with standard alg. effects and handlers

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cohandle c
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 but they must not be allowed to escape cohandle
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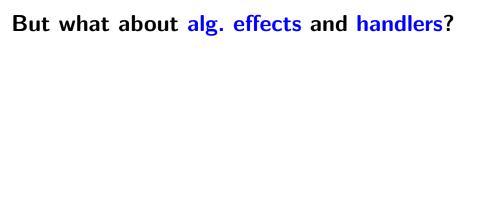
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- the continuations of handlers in c are delimited by cohandle
- Where do multi-handlers fit? Co-operating handlers-cohandlers?



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Ongoing work

- Iron out all the wrinkles in the formal details
- Algebraic effects and (multi-)handlers
- Clarify the connection with (effectful) lenses
- Combinatorics of comodels and their lens-like relationships