Comodels as a gateway for interacting with the external world

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MSR Redmond, 15 May 2019

A modular programming abstraction for using external resources

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• Using monads (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)))
```

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```

• Using alg. effects and handlers (as in Eff, Frank, Koka)

```
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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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 ())
```

Both are good for faking comp. effects in a pure language!
 But what about effects that need access to the external world?

External world in FP

• Declare a signature of monads or algebraic effects, e.g.,

```
(* System.IO *)

type IO a

openFile :: FilePath \rightarrow IOMode \rightarrow IO Handle
```

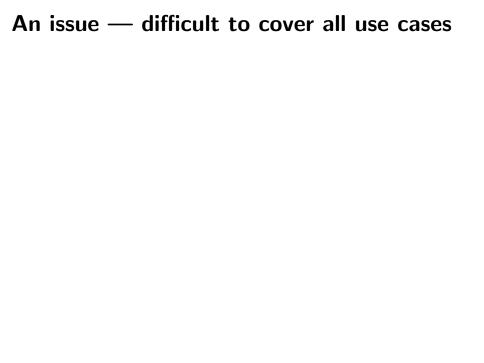
```
(* pervasives.eff *)

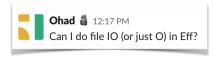
effect RandomInt : int \rightarrow int

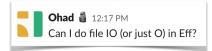
effect RandomFloat : float \rightarrow float
```

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

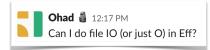
but ...





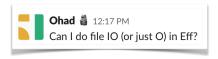








```
Ohad 🎒 8:35 PM
So here's the hack I added We should do something a bit more principled
In pervasives.eff:
 effect Write : (string*string) -> unit
in eval.ml, under let rec top_handle op = add the case:
     | "Write" ->
        (match v with
         | V.Tuple vs ->
            let (file_name :: str :: _) = List.map V.to_str vs in
            let file_handle = open_out_gen
                                FOpen_wronly
                                 ;Open_append
                                 ;Open_creat
                                 :Open_text
                                7 0o666 file name in
            Printf.fprintf file_handle "%s" str;
            close_out file_handle;
            top_handle (k V.unit_value)
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This talk — a principled modular (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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• Even worse when we wrap f in a handler?

```
let h = handler | effect (fwrite fh s k) \mapsto return ()

let g' s = 
with h handle f ()
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• Even worse when we wrap f in a handler?

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let h = handler

| effect (fwrite fh s k) \mapsto return ()

let g' s =

with h handle f () (* dangling fh ! *)
```



So, how could we solve these issues?

- We could try using existing PL techniques, 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}
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• Handlers with initially and finally clauses

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```

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

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$$\mathcal{M} = \langle M : \mathsf{Set} , \{ \mathsf{op}_{\mathcal{M}} : A_{\mathsf{op}} \times M^{B_{\mathsf{op}}} \longrightarrow M \}_{\mathsf{op} \in \Sigma} \rangle$$

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• Intutively, comodels describe **evolution of worlds** w_1, w_2, w_3, \dots

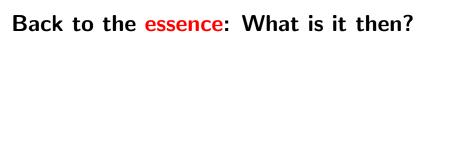
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- Intutively, comodels describe **evolution of worlds** w_1, w_2, w_3, \dots
 - Operational semantics using a tensor of a model and a comodel (Plotkin & Power, Abou-Saleh & Pattinson)
 - <u>Stateful runners</u> of effectful programs (Uustalu)
 - Linear state-passing translation (Møgelberg and Staton)
 - Top-level behaviour of alg. effects in EFF v2 (Bauer & Pretnar)



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- With the System.IO module abstraction ensuring that
 - We cannot get our hands on RealWorld (no get and put)
 - We have the impression of RealWorld used linearly
 - We don't ask more from RealWorld than it can provide

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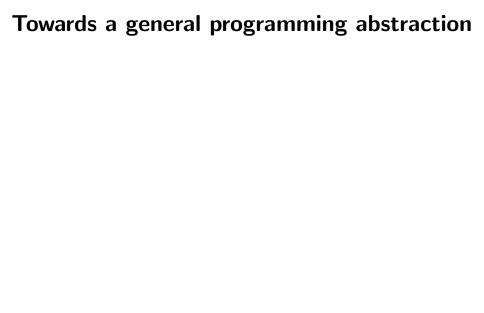
$$(a, RealWorld) \rightarrow (b, RealWorld)$$

```
But wait a minute! RealWorld looks a lot like a comodel!
```

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

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

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



Towards a general programming abstraction

```
let f (s:string) = (* in top level world *)
using IO run
let fh = fopen "foo.txt" in
fwrite fh (s^s);
fclose fh (* in IO world *)
```

Now external world explicit, but dangling fh etc still possible

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• Our solution: Modular treatment of external worlds

Modular treatment of external worlds

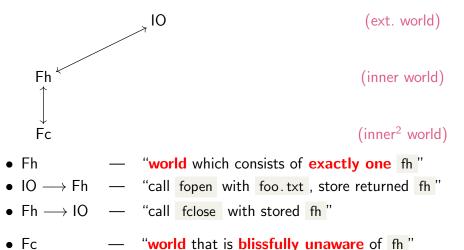
For example

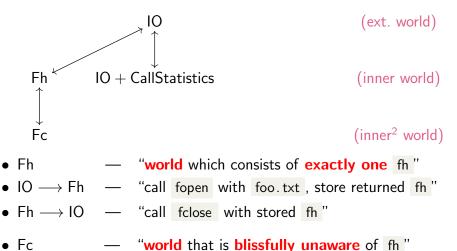


- Fh "world which consists of exactly one fh"
- ullet Fh \longrightarrow IO "call fclose with stored fh"

Modular treatment of external worlds

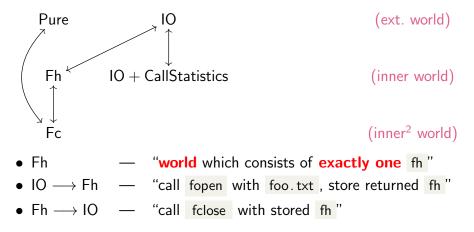
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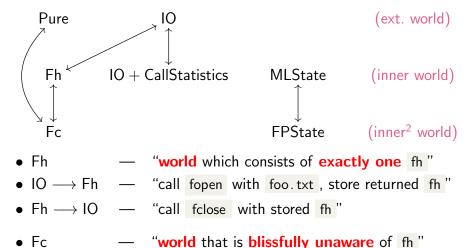


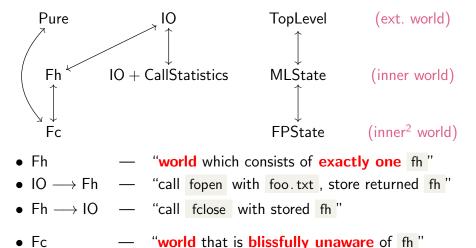
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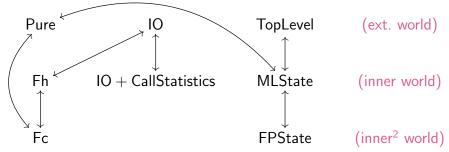
Fc.



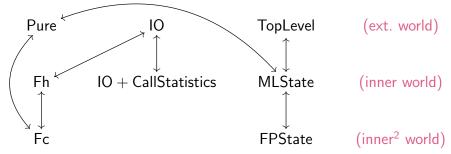
"world that is blissfully unaware of fh"







- Fh "world which consists of exactly one fh"
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- Fh "world which consists of exactly one fh"
- Fh \longrightarrow IO "call fclose with stored fh"
- Fc "world that is blissfully unaware of fh"
- Observation: IO ←→ Fh and other ←→ look a lot like lenses

Comodels as a gateway to the external world

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• Running a program on a comodel (using external resources)

```
using
  C (* : Comodel(Sig,W) *) @ c_init (* : W *)
run
  c (* : A *)
finally @ (w:W) {
  return(x:A) \( \to c_fin(w,x) \) (* : B *) } (* : B *)
```

• Comodels are defined as follows

```
C =
{
    op (x:A) @ (w:W) → c_op(x,w), (* : B * W *)
    ...
}
```

for all **operations** op : $A \rightsquigarrow B$ in a given signature Σ

```
let f (s:string) =
    using
    Fh @ (fopen_of_io "foo.txt")
run
    fwrite_of_fh (s^s)
finally @ fh {
    return(x) → fclose_of_io fh }
```

where

Modular treatment of worlds (IO \longleftrightarrow Fh \longleftrightarrow Fc)

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```
let f(s:string) =
                                    (* in IO *)
 using Fh @ (fopen_of_io "foo.txt")
 run
   using Fc @ (fread_of_fh ()) (* in Fh *)
   run
     fwrite_of_fc (s^s)
                                   (* in Fc *)
    finally @ s {
     return(_) → fwrite_of_fh s }
  finally @ fh {
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```
Fc = \{ fwrite s @ s' \mapsto return ((),s'^s) \}
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Modular treatment of worlds (IO \longleftrightarrow Fh \longleftrightarrow Fc)

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   run
                                   (* in Fc *)
     fwrite_of_fc (s^s)
    finally @ s {
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• More generally: comodels allow transactions and sandboxing

Tracking the world usage ($IO \longleftrightarrow IO + Stats$)

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where

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• More generally: allows to slot in instrumentation/monitors

The external world can also be pure ($Pure \longleftrightarrow Str$)

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```
let f(s:string) =
                                    (* in Pure *)
  using
    Str @ (return "some default initial value")
  run
    let s = get () in
    if (s == "foo")
   then (...; set "bar"; ...)
    else (...)
```

```
finally @ _ {
```

```
return(x) \mapsto return(x)
Str =
                                        (* W = string*)
  { get \_ @ s \mapsto return (s,s) ,
    set s @ \_ \mapsto return ((),s)
```

The external world can also be pure (Pure ←→ Str)

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let f (s:string) =
                                     (* in Pure *)
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    if (s == "foo")
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    else (...)
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    return(x) \mapsto return(x)
```

• Similar to ambient values (and ambient functions) in KOKA

Core calculus for cohandlers (wo/ handlers ⇒ wait a few slides)

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- Types

$$A, B, W ::= b \mid 1 \mid A \times B \mid 0 \mid A + B \mid A \xrightarrow{\Sigma} B$$

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• Interfaces (signatures) of external worlds

```
\Sigma ::= \{ \mathsf{op}_1 : A_1 \leadsto B_1 , \ldots, \mathsf{op}_n : A_n \leadsto B_n \}
```

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$$\Sigma ::= \{ \mathsf{op}_1 : A_1 \leadsto B_1 , \ldots, \mathsf{op}_n : A_n \leadsto B_n \}$$

• Computation terms (value terms are unsurprising)

```
c ::=  return v \mid  let x = c_1  in c_2 \mid  let rec f x = c_1  in c_2 \mid  v_1 v_2 \mid  op v (x.c) \mid  using C @ c_i  run c  finally @ w  { return(x) \mapsto c_f  }
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• Computation terms (value terms are unsurprising)

Comodels (cohandlers)

$$C ::= \{ \overline{\mathsf{op}}_1 \ x \ @ \ w \mapsto c_1 \ , \ \dots \ , \ \overline{\mathsf{op}}_n \ x \ @ \ w \mapsto c_n \ \}$$

• Typing judgements

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

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• The two central **typing rules** are

$$\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{C} \text{ comodel of } \stackrel{\mathsf{\Sigma}'}{\bullet} \text{ with carrier } W_{\mathsf{C}}$$

$$\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} c_i : W_{\mathsf{C}} \qquad \Gamma \stackrel{\mathsf{\Sigma}'}{\vdash} c : A \qquad \Gamma, w : W_{\mathsf{C}}, x : A \stackrel{\mathsf{\Sigma}}{\vdash} c_f : B$$

$$\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathbf{using} \ C @ \ c_i \ \mathbf{run} \ c \ \mathbf{finally} \ @ \ w \ \{ \ \mathbf{return}(x) \mapsto c_f \ \} : B$$

and

$$\frac{\mathsf{op} : A_{\mathsf{op}} \leadsto B_{\mathsf{op}} \in \Sigma \qquad \Gamma \vdash v : A_{\mathsf{op}} \qquad \Gamma, x : B_{\mathsf{op}} \stackrel{\mathsf{E}}{=} c : A}{\Gamma \vdash \mathsf{op} \ v \ (x.c) : A}$$

(Denotational) semantics (in ω -cpos)

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• Term interpretation looks very similar to alg. effects:

$$\llbracket \Gamma \vdash \nu : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \llbracket A \rrbracket \qquad \llbracket \Gamma \stackrel{\mathbf{\Sigma}}{\vdash} c : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \mathcal{T}_{\mathbf{\Sigma}} \llbracket A \rrbracket$$

• un-cohandled operations wait for a suitable external world!

(Denotational) semantics (in ω -cpos)

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

```
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{C} \text{ comodel of } \stackrel{\mathsf{\Sigma}'}{\vdash} \mathsf{with carrier } W_{\mathsf{C}}
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} c_i : W_{\mathsf{C}} \qquad \Gamma \stackrel{\mathsf{\Sigma}'}{\vdash} c : A \qquad \Gamma, w : W_{\mathsf{C}}, x : A \stackrel{\mathsf{\Sigma}}{\vdash} c_f : B
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{using } C @ c_i \mathsf{run } c \mathsf{ finally } @ w \{ \mathsf{return}(x) \mapsto c_f \} : B
```

which is based on M&S's linear state-passing translation, i.e.,

```
 \frac{ \llbracket \mathbb{C} \rrbracket \in \mathsf{Comod}_{\Sigma'}(\mathsf{Kleisli}(\mathcal{T}_{\Sigma})) }{ \mathsf{run\_on}_{\llbracket \mathbb{C} \rrbracket} : \mathcal{T}_{\Sigma'} \llbracket A \rrbracket \longrightarrow \Big( \llbracket \mathcal{W}_{\mathbb{C}} \rrbracket \to \mathcal{T}_{\Sigma}(\llbracket \mathcal{W}_{\mathbb{C}} \rrbracket \times \llbracket A \rrbracket) \Big) }
```

Computational behaviour of using ...run

Computational behaviour of using ... run

• Two semantically valid program equations

```
using C \otimes c_i run (return v) finally \otimes w \{ \operatorname{return}(x) \mapsto c_f \}
= 
let w' = c_i in c_f[w'/w, v/x]
```

```
using C \otimes c_i run (op v(y.c)) finally \otimes w \{ return(x) \mapsto c_f \}
let w' = c_i in (
   let z = C_{op}[w'/w, v/x] in (
      match z with \{ \langle y', w'' \rangle \mapsto
         using C \otimes (\text{return } w'')
         run (c[y'/y])
         finally @w \{ \operatorname{return}(x) \mapsto c_f \} \})
```



• Recall that the semantics of co-operations

$$\overline{\mathsf{op}}: \llbracket A_{\mathsf{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow \mathit{T}_{\Sigma}(\llbracket B_{\mathsf{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the world always comes back with an answer

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- What if **IO** lost connection to the HDD where "foo.txt" was?
- Our solution: Allow the world to raise signals to talk back

```
C = (* : A * W \rightarrow T((B * W) + S) *)
\{ op \times @ w \mapsto if b then (...) else (raise s) \}
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User-raised signals can be handled locally (exceptional syntax)
 try x = (raise s) in c unless {signal(s) → c_sig}

• User-raised signals can be handled locally (exceptional syntax) try $x = (raise \ s)$ in c unless $\{signal(s) \mapsto c_sig\}$

• But worldly signals cannot be handled locally, e.g., consider

```
using C @ c_init
run (try x = (raise s) in c unless {(**)...})
finally @ w {
  return(x) → c_fin(w,x),
  signal(s) → c_sig(w,s) }
```

VS

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using C @ c_init
run (try x = (op v) in c unless {...})
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```



• When a signal s occurs in run c, control jumps to finally

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using C @ c_init
run c
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• When a signal s occurs in run c, control jumps to finally

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To resume run c, the program and/or world have to support it

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using C @ c_init
run c
finally @ w {
  return (x) \mapsto c_- fin(w, x),
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```

• To resume run c, the program and/or world have to support it

```
let rec ctr_printer i =
  using Out+Ctr @ (return i)
```

run while (T) { let $j = get_c in print j; incr_c$ } finally @ k { $return(x) \mapsto \dots$ $signal(s) \mapsto print "foo"; ctr_printer k$

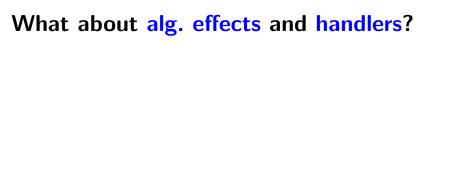
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let rec ctr_printer i =
    using Out+Ctr @ (return i)
    run
     while(T) {let j = get_c in print j; incr_c}
    finally @ k {
      return(x) → ...,
      signal(s) → print "foo"; ctr_printer k }
```

World-based: could store a trace so as to replay "old" co-ops



What about alg. effects and handlers?

• In the following

```
using C @ c_init run c finally @ w { return(x) \mapsto c_fin(w,x) , ... }
```

it is natural to want that

- algebraic operations (in the sense of EFF) are allowed in c,
 but they must not be allowed to escape run
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- to escape, have to use the co-operations of the external world
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- so that we ensure that **finally** block is **definitely reached**
- Where do multi-handlers fit? Co-operating handlers-cohandlers?

Conclusions

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- Comodels as a gateway for interacting with the external world
- \bullet System.IO , Koka's initially & finally , Python's with , \dots
- Can also be a basis for FFI, e.g., in future EFF want to have

$$\frac{f:A\longrightarrow B\ \in\ \mathrm{OCaml}}{\overline{f}:A\times W_{\mathsf{top-level}}\longrightarrow B\times W_{\mathsf{top-level}}\ \in\ \mathsf{top-level-comodel}}$$

- Combinatorics of comodels and their lens-like relationships
- Promising examples: sandboxing, instrumentation, monitors, . . .
- A proof-of-concept Haskell **prototype**, long-term plans for Eff
- Future work: Interface polymorphism, linear typing, ...