Comodels as a gateway for interacting with the external world

Danel Ahman

(joint work with Andrej Bauer)

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Shonan, 28 March 2019



Computational effects in FP

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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)))
```

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

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

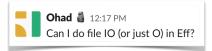
```
type IO a  \begin{array}{llll} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & &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

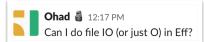
```
effect Raise : string \rightarrow empty

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

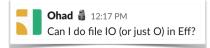
• And then treat them **specially** in the compiler, e.g.,

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









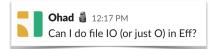


Ohad 38:35 PM
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In pervasives.eff:

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

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 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)
```

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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• Even worse when we wrap f in a handler?

```
let h = handler | effect (FWrite fh s k) \rightarrow 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) \rightarrow 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 **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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$$a \rightarrow IO b$$

as

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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 common explanation is to think of functions

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

which is the same as

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

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

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

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

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• Intutively, comodels describe evolution of the world W

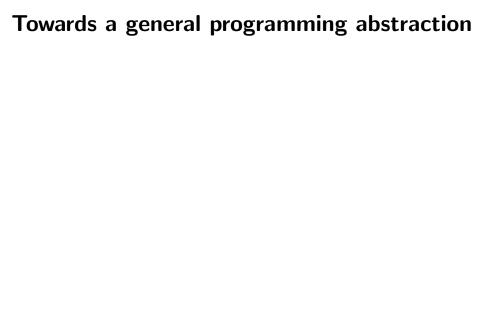
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- Intutively, comodels describe evolution of the world W
 - Operational semantics using a tensor of a model and a comodel (Plotkin & Power, Abou-Saleh & Pattinson)
 - <u>Stateful runners</u> of effectful programs (Uustalu)
 - Linear state-passing translation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



Towards a general programming abstraction

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Better, but have to explicitly open and thread through fh

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Solution: Modular treatment of external worlds

Modular treatment of external worlds

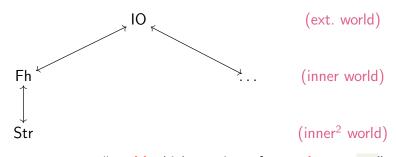
For example



- Fh "world which consists of exactly one fh"
- ullet IO \longrightarrow Fh "call fopen with foo.txt, store returned fh"
- ullet Fh \longrightarrow IO "call fclose with stored fh"

Modular treatment of external worlds

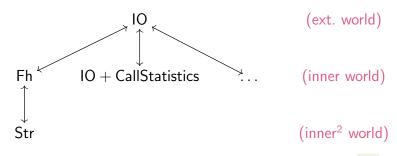
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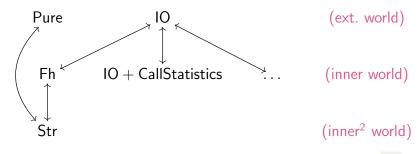
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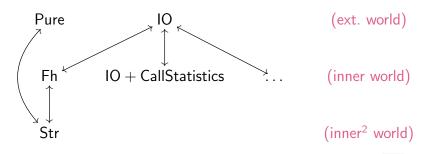
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• For example



- Fh "world which consists of exactly one 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

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

where

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

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```
let f(s:string) =
                                      (* in IO *)
  using Fh @ (fopen_of_io "foo.txt")
  cohandle
    using Str @ (fread_of_fh ()) (* in Fh *)
    cohandle
                                     (* in Str *)
      write_of_str (s^s)
    finally
      0 s \rightarrow fwrite of fh s
  finally
    \emptyset fh \rightarrow fclose of io fh
```

where

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

Tracking the external world usage (IO ←→ CallStats)

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

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

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```
let f(s:string) =
                                       (* in Pure *)
  using
    Str @ (return "default value")
  cohandle
    if (read_of_str() = "foo")
    then (...; write_of_str "bar"; ...)
    else (...)
    . . .
  finally
    \times 0 s \rightarrow return \times
```

where

```
\begin{array}{lll} \mathsf{Str} = & & (* \ \mathsf{W} = \ \mathsf{string} \ *) \\ \{ \ \mathsf{co\_read} \ \ \_ \ @ \ \mathsf{s} \ \to \ \mathsf{return} \ (\mathsf{s},\mathsf{s}) \ \ , \\ & & \mathsf{co\_write} \ \ \mathsf{s} \ @ \ \mathsf{s}' \ \to \ \mathsf{return} \ (()\,,\mathsf{s}') \ \end{array} \}
```

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

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- Types

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

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\boldsymbol{\omega} ::= \{ \operatorname{op}_1 : A_1 \leadsto B_1 , \ldots , \operatorname{op}_n : A_n \leadsto B_n \}
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• Computation terms (value terms are unsurprising)

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• Computation terms (value terms are unsurprising)

• 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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$$\Gamma \vdash v : A \qquad \Gamma \not\vdash c : A$$

• 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

Denotational semantics is heavily inspired by
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- Term interpretation looks very similar to alg. effects:

```
\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.,

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

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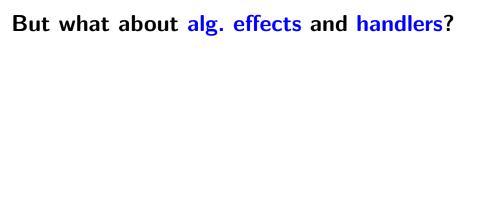
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```

• The interpretation of **operations** uses the **co-operations** of Cs



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

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using C @ c_i
cohandle c
finally x @ w → c_f
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it is natural to want that

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 but they must not be allowed to escape cohandle
- to escape, have to use the co-operations of the external world

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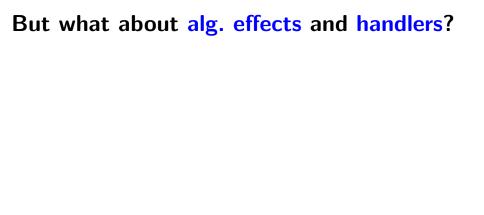
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- to escape, have to use the co-operations of the external world
- the continuations of handlers in c are delimited by cohandle
- Where do multi-handlers fit? Co-operating handlers-cohandlers?



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Conclusions

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- Comodels as a gateway for interacting with the external world
- "Linearity" by leaving outer worlds implicit (via comodel ops.)
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Conclusions

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Some ongoing work

- Interaction with algebraic effects and (multi-)handlers
- Clarify the connection with (effectful) lenses
- Combinatorics of comodels and their lens-like relationships