# What are comodels good for?

#### Danel Ahman

(joint work with Andrej Bauer)

# Comodels as a gateway for interacting with the external world

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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 ())
```

# Computational effects in FP

• Using monads (e.g., as in HASKELL)

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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} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ &
```

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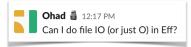
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type IO a  \begin{array}{llll} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ &
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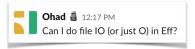
```
effect Raise : string \rightarrow empty

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

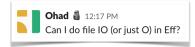
• And then treat them **specially** in the compiler, e.g.,

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









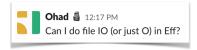


Ohad 🖥 8:35 PM
So here's the hack I added We should do something a bit more principled.

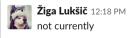
In pervasives.eff:

effect Write : (string\*string) -> unit

in eval.ml, under let rec top\_handle op = add the case:



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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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- But what if we wrap f in a handler?

```
let h = handler

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

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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** 

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

• Linear (and non-linear) types and effects

```
linear type fhandle 	extbf{effect} FClose : (linear fhandle) 	o unit 	extbf{linear} effect FClose : fhandle 	o 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

$$a \rightarrow IO b$$

as

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

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

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Better, but have to explicitly open and thread through fh

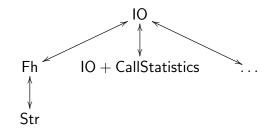
## Comodels as a gateway to the external world

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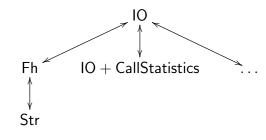
Solution: Modular treatment of external worlds

Examples of modularity we might want from comodels



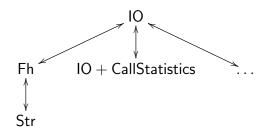
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- Str "world that is **blissfully unaware** of **fh**"

• 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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```
let f(s:string) =
                                       (* in IO *)
  using
    Fh @ (fopen_of_io "foo.txt") (* in IO *)
  cohandle
                                       (* 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

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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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• 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
op \ v \mid (comodel op.)
```

using  $C @ c_i$  cohandle c finally  $x @ w \rightarrow c_f$ 

(simple setting, only comodel ops. and no handlers (wait few slides))

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Terms

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

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

(simple setting, only comodel ops. and no handlers (wait few slides))

• 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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 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

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

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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!
- The interesting part is the interpretation of

$$\Gamma \stackrel{\mbox{\tiny \begin{subarray}{c} \limits}}{\sim} using \ D \ @ \ c_i \ cohandle \ c \ finally \ x \ @ \ w \rightarrow c_f : B$$

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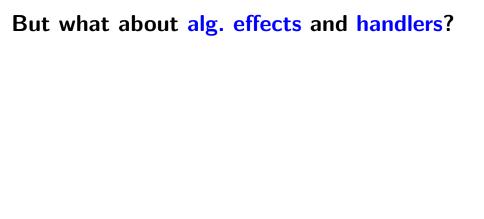
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• The interpretation of **operations** uses the **co-operations** of Cs



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it is natural to expect that

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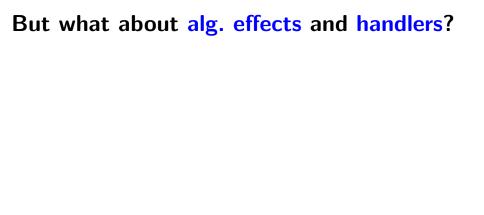
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- How do multi-handlers fit? Co-operating handlers-cohandlers?



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    fread ()
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• Algebraic operations only allowed to appear in co-operations

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- $\bullet$  System.IO , Koka's initially & finally , Python's with ,  $\dots$

## Ongoing and future work

- Work out all the formal details of what I have shown you today
- Algebraic effects and (multi-)handlers
- More examples and use cases
- Clarify the connection with (effectful) lenses
- Combinatorics of comodels and their lens-like relationships