# Comodels as a gateway for interacting with the external world

Danel Ahman

(joint work with Andrej Bauer)

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Shonan, 27 March 2019



Computational effects in FP

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• Using monads (as in HASKELL)

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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)

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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 ())
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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

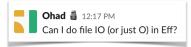
```
type IO a  \begin{array}{llll} & & & & & \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & & \\ & &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

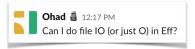
```
effect Raise : string \rightarrow empty

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

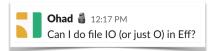
• And then treat them **specially** in the compiler, e.g.,

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











**Žiga Lukšič** 12:18 PM not currently

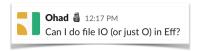


So here's the hack I added We should do something a bit more principled

In pervasives.eff:

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

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



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
                                 [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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- 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 () (* 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** 

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



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- A common explanation is to think of functions

$$a \rightarrow IO b$$

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

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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)
  - <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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Better, but have to explicitly open and thread through fh

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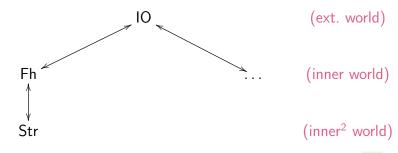
Solution: Modular treatment of external worlds

• Examples of **modularity** we might want from comodels



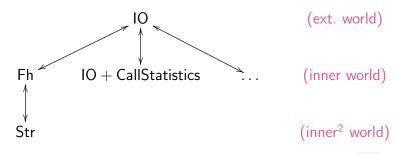
- Fh "world which consists of exactly one fh"
- ullet IO  $\longrightarrow$  Fh "call fopen with foo.txt, store returned fh"
- ullet Fh  $\longrightarrow$  IO "call fclose with stored fh"

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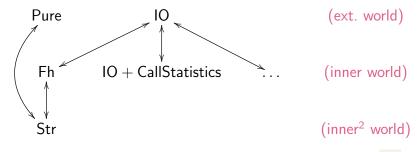
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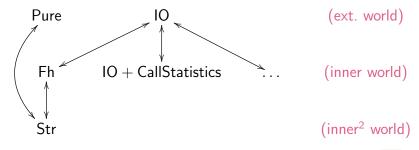
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- Fh "world which consists of exactly one fh"
- Fh  $\longrightarrow$  IO "call fclose with stored fh"
- Str "world that is **blissfully unaware** of fh"
- Observation: IO ←→ Fh and other ←→ look a lot like lenses

• 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 *)
  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) =
                                        (* in IO *)
  using Fh @ (fopen_of_io "foo.txt")
  cohandle
    using Str @ (fread_of_fh ()) (* in Fh *)
    cohandle
       write_of_str (s^s)
                                      (* in Str *)
    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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where

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

• The external world could also be pure

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

where

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

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- Types

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• Signatures of worlds

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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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• The two central typing rules are

```
\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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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!
- 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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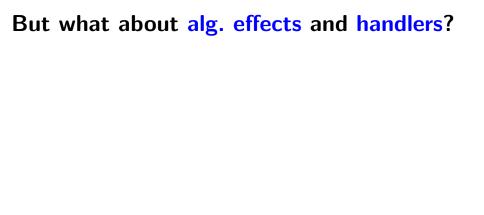
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```

• 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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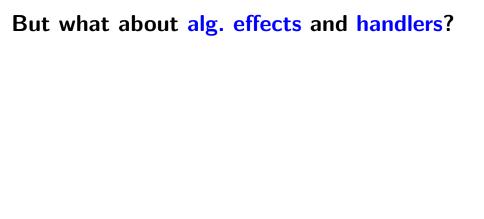
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- the continuations of handlers in c are delimited by cohandle

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```

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 cohandle
- 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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## Some ongoing work

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