

Comodels as a gateway for interacting with the **external world**

Danel Ahman

(joint work with Andrej Bauer)

University of Ljubljana, Slovenia

MSR Redmond, 15 May 2019

A modular programming abstraction for using external resources

Danel Ahman

(joint work with Andrej Bauer)

University of Ljubljana, Slovenia

MSR Redmond, 15 May 2019

Computational effects in FP

Computational effects in FP

- Using **monads** (as in HASKELL)

```
type St a = String → (a, String)
```

```
f :: St a → St (a, a)
```

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

Computational effects in FP

- Using **monads** (as in HASKELL)

```
type St a = String → (a, String)
```

```
f :: St a → St (a, a)
```

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

- Using **alg. effects** and **handlers** (as in EFF, FRANK, KOKA)

```
effect Get : int
```

```
effect Put : int → unit
```

```
(*: int → a*int!{ } *)
```

```
let g (c: unit → a!{ Get, Put }) =
```

```
  with st_h handle (perform (Put 42); c ())
```

Computational effects in FP

- Using **monads** (as in HASKELL)

```
type St a = String → (a, String)
```

```
f :: St a → St (a, a)
```

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

- Using **alg. effects** and **handlers** (as in EFF, FRANK, KOKA)

```
effect Get : int
```

```
effect Put : int → unit
```

```
let g (c: unit → 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 → IOMode → IO Handle
```

```
(* pervasives.eff *)  
effect RandomInt : int → int  
effect RandomFloat : float → float
```

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

```
(* eff/src/backends/runtime/eval.ml *)  
let rec top_handle op =  
  match op with  
  | ...
```

but ...

An issue — difficult to cover all use cases

An issue — difficult to cover all use cases



Ohad 🤖 12:17 PM

Can I do file IO (or just O) in Eff?

An issue — difficult to cover all use cases



Ohad 🤖 12:17 PM

Can I do file IO (or just O) in Eff?



Žiga Lukšič 12:18 PM

not currently

An issue — difficult to cover all use cases



Ohad 12:17 PM

Can I do file IO (or just O) in Eff?



Žiga Lukšič 12:18 PM

not currently



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)
  )
```

An issue — difficult to cover all use cases



Ohad 🐼 12:17 PM

Can I do file IO (or just O) in Eff?



Žiga Lukšič 12:18 PM

not currently



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 modular (co)algebraic approach!

A bigger issue — *linearity* or lack thereof

A bigger issue — **linearity** or lack thereof

- ```
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
```

## A bigger issue — **linearity** or lack thereof

- ```
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  (* fh not open ! *)
```

A bigger issue — **linearity** or lack thereof

- ```
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 (* fh not open ! *)
```

- Even worse when we wrap `f` in a **handler**?

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

let g' s =
 with h handle f ()
```



# A bigger issue — **linearity** or lack thereof

- ```
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    (* fh not open ! *)
```

- Even worse when we wrap `f` in a **handler**?

```
let h = handler  
  | effect (fwrite fh s k) ↦ return ()  
  
let g' s =  
  with h handle f ()          (* dangling fh ! *)
```

So, how could we solve these issues?

So, how could we solve these issues?

- We could try using **existing PL techniques**, e.g.,

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

```
type IO a
```

```
hClose :: Handle → IO ()
```

- **Linear** (and **non-linear**) **types** and **effects**

```
linear type fhandle
```

```
effect FClose : (linear fhandle) → unit
```

```
linear effect FClose : fhandle → unit
```

- Handlers with **initially** and **finally** clauses

So, how could we solve these issues?

- We could try using **existing PL techniques**, e.g.,

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

```
type IO a
```

```
hClose :: Handle → IO ()
```

- **Linear** (and **non-linear**) **types** and **effects**

```
linear type fhandle
```

```
effect FClose : (linear fhandle) → unit
```

```
linear effect FClose : fhandle → unit
```

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

Algebraic digression: What's a **comodel?**

Algebraic digression: What's a **comodel**?

- A **signature** Σ is a set of operation symbols $\text{op} : A_{\text{op}} \rightsquigarrow B_{\text{op}}$

Algebraic digression: What's a **comodel**?

- A **signature** Σ is a set of operation symbols $\text{op} : A_{\text{op}} \rightsquigarrow B_{\text{op}}$
- A **model/algebra/handler** \mathcal{M} of Σ is given by

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

Algebraic digression: What's a **comodel**?

- A **signature** Σ is a set of operation symbols $\text{op} : A_{\text{op}} \rightsquigarrow B_{\text{op}}$

- A **model/algebra/handler** \mathcal{M} of Σ is given by

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

- A **comodel/coalgebra/cohandler** \mathcal{W} of Σ is given by

$$\mathcal{W} = \langle W : \text{Set} , \{ \overline{\text{op}}_{\mathcal{W}} : A_{\text{op}} \times W \longrightarrow B_{\text{op}} \times W \}_{\text{op} \in \Sigma} \rangle$$

- Intuitively, comodels describe **evolution of worlds** w_1, w_2, w_3, \dots

Algebraic digression: What's a **comodel**?

- A **signature** Σ is a set of operation symbols $\text{op} : A_{\text{op}} \rightsquigarrow B_{\text{op}}$
- A **model/algebra/handler** \mathcal{M} of Σ is given by

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

- A **comodel/coalgebra/cohandler** \mathcal{W} of Σ is given by

$$\mathcal{W} = \langle W : \text{Set} , \{ \overline{\text{op}}_{\mathcal{W}} : A_{\text{op}} \times W \longrightarrow B_{\text{op}} \times W \}_{\text{op} \in \Sigma} \rangle$$

- Intuitively, 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)
 - Stateful runners of effectful programs (Uustalu)
 - Linear state-passing translation (Møgelberg and Staton)
 - Top-level behaviour of alg. effects in EFF v2 (Bauer & Pretnar)

Back to the **essence: What is it then?**

Back to the **essence**: What is it then?

- Let's look at HASKELL's **IO monad** again

Back to the **essence**: What is it then?

- Let's look at HASKELL's **IO monad** again
- A common explanation is to think of functions

$$a \rightarrow \text{IO } b$$

as

$$a \rightarrow (\text{RealWorld} \rightarrow (b, \text{RealWorld}))$$

which is the same as

$$(a, \text{RealWorld}) \rightarrow (b, \text{RealWorld})$$

Back to the **essence**: What is it then?

- Let's look at HASKELL's **IO monad** again
- A common explanation is to think of functions

$$a \rightarrow \text{IO } b$$

as

$$a \rightarrow (\text{RealWorld} \rightarrow (b, \text{RealWorld}))$$

which is the same as

$$(a, \text{RealWorld}) \rightarrow (b, \text{RealWorld})$$

- 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

Back to the **essence**: What is it then?

- Let's look at `HASKELL`'s **IO monad** again
- A common explanation is to think of functions

$$a \rightarrow \text{IO } b$$

as

$$a \rightarrow (\text{RealWorld} \rightarrow (b, \text{RealWorld}))$$

which is the same as

$$(a, \text{RealWorld}) \rightarrow (b, \text{RealWorld})$$

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

`hGetLine` : $(\text{Handle}, \text{RealWorld}) \rightarrow (\text{String}, \text{RealWorld})$

`hClose` : $(\text{Handle}, \text{RealWorld}) \rightarrow ((), \text{RealWorld})$

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

Towards a general programming abstraction

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**



# 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**

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

Better, but **have to explicitly open and thread through** `fh`

# 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**

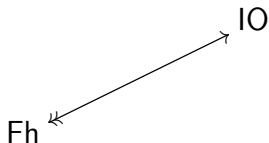
- ```
let f (s:string) = (* in top level world *)
 using IO run
 let fh = fopen "foo.txt" in
 fwrite fh (s^s) (* in IO world *)
 finally (fclose fh)
```

Better, but **have to explicitly open and thread through** `fh`

- Our solution: **Modular treatment** of **external worlds**

# Modular treatment of external worlds

- For example



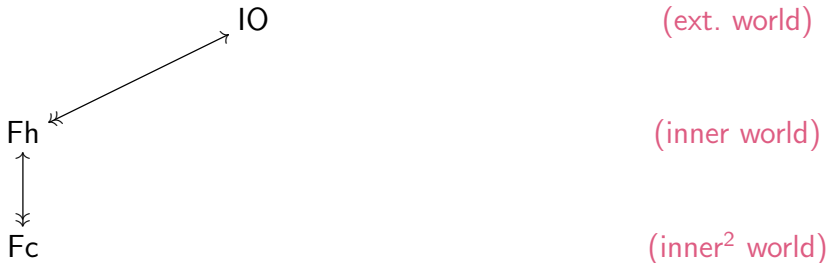
(ext. world)

(inner world)

- Fh — “**world** which consists of **exactly one** fh ”
- IO  $\longrightarrow$  Fh — “call `fopen` with `foo.txt` , store returned `fh` ”
- Fh  $\longrightarrow$  IO — “call `fclose` with stored `fh` ”

# Modular treatment of external worlds

- For example



- Fh — “**world** which consists of **exactly one** fh ”
- IO  $\longrightarrow$  Fh — “call fopen with foo.txt , store returned fh ”
- Fh  $\longrightarrow$  IO — “call fclose with stored fh ”
- Fc — “**world** that is **blissfully unaware** of fh ”

# Modular treatment of external worlds

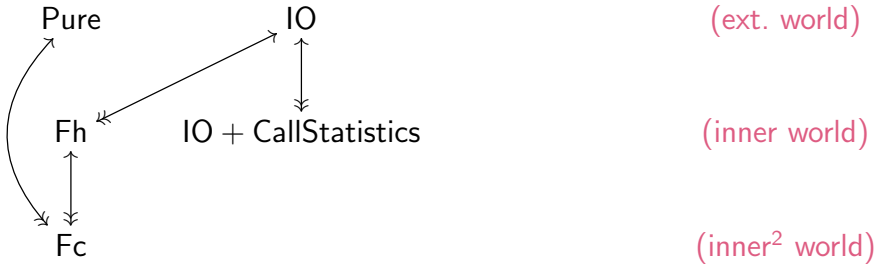
- For example



- **Fh** — “**world** which consists of **exactly one** **fh**”
- **IO**  $\longrightarrow$  **Fh** — “call **fopen** with **foo.txt**, store returned **fh**”
- **Fh**  $\longrightarrow$  **IO** — “call **fclose** with stored **fh**”
- **Fc** — “**world** that is **blissfully unaware** of **fh**”

# Modular treatment of external worlds

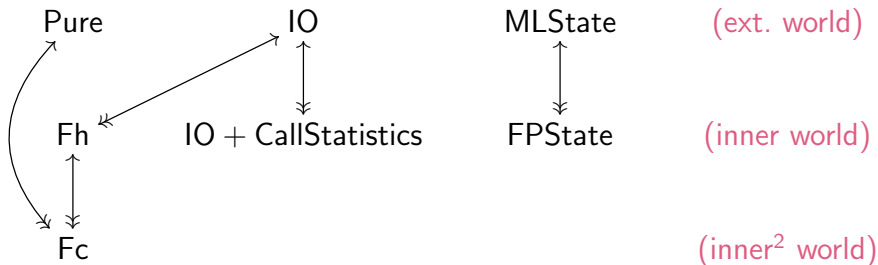
- For example



- **Fh** — “**world** which consists of **exactly one** **fh**”
- **IO**  $\longrightarrow$  **Fh** — “call **fopen** with **foo.txt**, store returned **fh**”
- **Fh**  $\longrightarrow$  **IO** — “call **fclose** with stored **fh**”
- **Fc** — “**world** that is **blissfully unaware** of **fh**”

# Modular treatment of external worlds

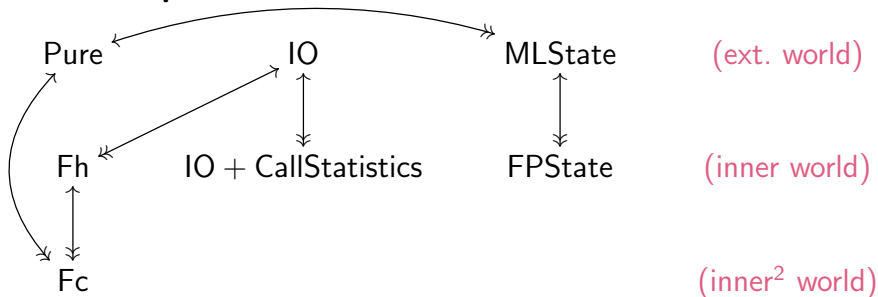
- For example



- Fh** — “**world** which consists of **exactly one** **fh**”
- IO**  $\longrightarrow$  **Fh** — “call **fopen** with **foo.txt**, store returned **fh**”
- Fh**  $\longrightarrow$  **IO** — “call **fclose** with stored **fh**”
- Fc** — “**world** that is **blissfully unaware** of **fh**”

# Modular treatment of external worlds

- For example

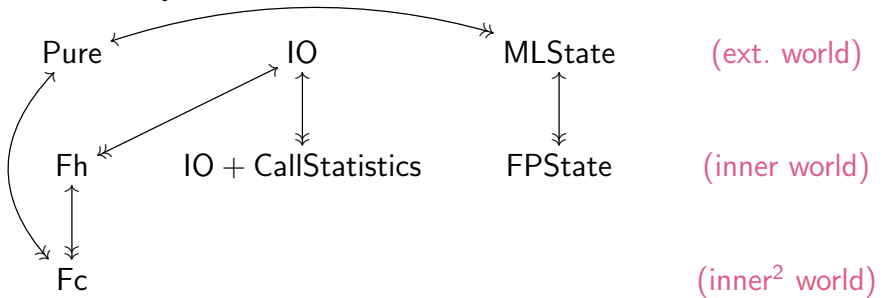


- Fh — “**world** which consists of **exactly one** fh”
- IO  $\longrightarrow$  Fh — “call `fopen` with `foo.txt`, store returned `fh`”
- Fh  $\longrightarrow$  IO — “call `fclose` with stored `fh`”
- Fc — “**world** that is **blissfully unaware** of `fh`”



# Modular treatment of external worlds

- For example



- Fh — “**world** which consists of **exactly one** fh”
- IO  $\longrightarrow$  Fh — “call `fopen` with `foo.txt`, store returned `fh`”
- Fh  $\longrightarrow$  IO — “call `fclose` with stored `fh`”
- Fc — “**world** that is **blissfully unaware** of `fh`”
- Observation:** IO  $\longleftrightarrow$  Fh and other  $\longleftrightarrow$  look a lot like **lenses**

**Comodels** as a gateway to the **external world**

## Comodels as a gateway to the external world

- 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) \mapsto c_fin(w,x) (* : B *) } (* : B *)
```

- Comodels are defined as follows

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

for all **operations**  $\text{op} : A \rightsquigarrow B$  in a given signature  $\Sigma$

**Focussing on a fragment of the external world**

## Focussing on a fragment of the external world

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

## Focussing on a fragment of the external world

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

## Focussing on a fragment of the external world

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

where

```
Fh = (* W = fhandle *)
{ fread _ @ fh ↦ ...,
 fwrite s @ fh ↦ fwrite_of_io s fh;
 return ((),fh) }

(* fread : (unit * W) → (string * W) *)
(* fwrite : (string * W) → (unit * W) *)
```

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



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

```
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 {
 return(_) ↦ fclose_of_io fh }
```

where

```
Fc = { fwrite s @ s' ↦ return ((), s'^s) }
```

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

```
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 {
 return(_) ↦ fclose_of_io fh }
```

where

```
Fc = { fwrite s @ s' ↦ return ((), s'^s) }
```

- **More generally:** comodels allow **transactions** and **sandboxing**

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

## Tracking the world usage ( $\text{IO} \longleftrightarrow \text{IO} + \text{Stats}$ )

```
let f (fh:fhandle) (s:string) = (* in IO *)
 using
 IO+Stats @ (return 0)
 run
 fwrite_of_stats fh (s^s) (* in IO+Stats *)
 finally @ c {
 return(_) ↦
 let fh' = fopen_of_io "stats.txt" in
 fwrite_of_io fh' c; fclose_of_io fh' }
```

where

```
IO+Stats = (* W = nat *)
 { fwrite fh s @ c ↦ fwrite_of_io fh s;
 return ((),c+1),
 ... }
```

## Tracking the world usage ( $\text{IO} \longleftrightarrow \text{IO} + \text{Stats}$ )

```
let f (fh:fhandle) (s:string) = (* in IO *)
 using
 IO+Stats @ (return 0)
 run
 fwrite_of_stats fh (s^s) (* in IO+Stats *)
 finally @ c {
 return(_) ↦
 let fh' = fopen_of_io "stats.txt" in
 fwrite_of_io fh' c; fclose_of_io fh' }
```

where

```
IO+Stats = (* W = nat *)
 { fwrite fh s @ c ↦ fwrite_of_io fh s;
 return ((),c+1),
 ... }
```

- More generally: allows to slot in instrumentation/monitors

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

The **external world** can also be **pure** ( $\text{Pure} \longleftrightarrow \text{Str}$ )

```
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** ( $\text{Pure} \longleftrightarrow \text{Str}$ )

```
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) }
```

- Similar to **ambient values** (and **ambient functions**) in KOKA



So what's happening **formally**?

# So what's happening **formally**?

- Core calculus for cohandlers (wo/ handlers  $\Rightarrow$  wait a few slides)

# So what's happening **formally**?

- Core calculus for cohandlers (wo/ handlers  $\Rightarrow$  wait a few slides)
- **Types**

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

# So what's happening **formally**?

- Core calculus for cohandlers (wo/ handlers  $\Rightarrow$  wait a few slides)
- **Types**

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

- Interfaces (signatures) of **external worlds**

$$\Sigma ::= \{ \text{op}_1 : A_1 \rightsquigarrow B_1, \dots, \text{op}_n : A_n \rightsquigarrow B_n \}$$

# So what's happening **formally**?

- Core calculus for cohandlers (wo/ handlers  $\Rightarrow$  wait a few slides)
- **Types**

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

- Interfaces (signatures) of **external worlds**

$$\Sigma ::= \{ \text{op}_1 : A_1 \rightsquigarrow B_1, \dots, \text{op}_n : A_n \rightsquigarrow B_n \}$$

- **Computation terms** (value terms are unsurprising)

$$\begin{aligned} c ::= & \text{ return } v \mid \text{ let } x = c_1 \text{ in } c_2 \mid \text{ let rec } f \ x = c_1 \text{ in } c_2 \\ & \mid v_1 \ v_2 \\ & \mid \text{ op } v \ (x.c) \\ & \mid \text{ using } C \ @ \ c_i \text{ run } c \text{ finally } @ \ w \ \{ \text{ return}(x) \mapsto c_f \} \end{aligned}$$

# So what's happening **formally**?

- Core calculus for cohandlers (wo/ handlers  $\Rightarrow$  wait a few slides)
- Types**

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

- Interfaces (signatures) of external worlds**

$$\Sigma ::= \{ \text{op}_1 : A_1 \rightsquigarrow B_1, \dots, \text{op}_n : A_n \rightsquigarrow B_n \}$$

- Computation terms** (value terms are unsurprising)

$$\begin{aligned} c ::= & \text{ return } v \mid \text{ let } x = c_1 \text{ in } c_2 \mid \text{ let rec } f \ x = c_1 \text{ in } c_2 \\ & \mid v_1 \ v_2 \\ & \mid \text{ op } v \ (x.c) \\ & \mid \text{ using } C \ @ \ c_i \text{ run } c \text{ finally } @ \ w \ \{ \text{ return}(x) \mapsto c_f \} \end{aligned}$$

- Comodels (cohandlers)**

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

So what's happening **formally**?

# So what's happening **formally**?

- **Typing judgements**

$$\Gamma \vdash v : A$$
$$\Gamma \overset{\Sigma}{\vdash} c : A$$



# So what's happening **formally**?

- **Typing judgements**

$$\Gamma \vdash v : A$$

$$\Gamma \vdash^{\Sigma} c : A$$

- The two central **typing rules** are

$\Gamma \vdash^{\Sigma} C$  comodel of  $\Sigma'$  with carrier  $W_C$

$$\Gamma \vdash^{\Sigma} c_i : W_C \quad \Gamma \vdash^{\Sigma'} c : A \quad \Gamma, w : W_C, x : A \vdash^{\Sigma} c_f : B$$

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

and

$$\frac{\text{op} : A_{\text{op}} \rightsquigarrow B_{\text{op}} \in \Sigma \quad \Gamma \vdash v : A_{\text{op}} \quad \Gamma, x : B_{\text{op}} \vdash^{\Sigma} c : A}{\Gamma \vdash^{\Sigma} \text{op } v (x.c) : A}$$

**(Denotational) semantics (in  $\omega$ -cpos)**

# (Denotational) semantics (in $\omega$ -cpos)

- **Term interpretation** looks very similar to **alg. effects**:

$$\llbracket \Gamma \vdash v : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \llbracket A \rrbracket \qquad \llbracket \Gamma \stackrel{\Sigma}{\vdash} c : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow T_{\Sigma_{\perp}} \llbracket A \rrbracket$$

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

# (Denotational) semantics (in $\omega$ -cpos)

- **Term interpretation** looks very similar to **alg. effects**:

$$\llbracket \Gamma \vdash v : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \llbracket A \rrbracket \quad \llbracket \Gamma \stackrel{\Sigma}{\vdash} c : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow T_{\Sigma_{\perp}} \llbracket A \rrbracket$$

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

$\Gamma \stackrel{\Sigma'}{\vdash} C$  comodel of  $\Sigma'$  with carrier  $W_C$

$$\Gamma \stackrel{\Sigma}{\vdash} c_i : W_C \quad \Gamma \stackrel{\Sigma'}{\vdash} c : A \quad \Gamma, w : W_C, x : A \stackrel{\Sigma}{\vdash} c_f : B$$

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

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

$$\llbracket C \rrbracket \in \text{Comod}_{\Sigma'_{\perp}}(\text{Kleisli}(T_{\Sigma_{\perp}}))$$

$$\text{run\_on}_{\llbracket C \rrbracket} : T_{\Sigma'_{\perp}} \llbracket A \rrbracket \longrightarrow \left( \llbracket W_C \rrbracket \rightarrow T_{\Sigma_{\perp}}(\llbracket W_C \rrbracket \times \llbracket A \rrbracket) \right)$$

**Computational behaviour of `using ... run`**

# Computational behaviour of **using ... run**

- Two semantically valid program equations

$$\begin{aligned} &\text{using } C @ c_i \text{ run } (\text{return } v) \text{ finally } @ w \{ \text{return}(x) \mapsto c_f \} \\ &= \\ &\text{let } w' = c_i \text{ in } c_f[w'/w, v/x] \end{aligned}$$
$$\begin{aligned} &\text{using } C @ c_i \text{ run } (\text{op } v(y.c)) \text{ finally } @ w \{ \text{return}(x) \mapsto c_f \} \\ &= \\ &\text{let } w' = c_i \text{ in } \left( \begin{aligned} &\text{let } z = C_{\text{op}}[w'/w, v/x] \text{ in } \left( \begin{aligned} &\text{match } z \text{ with } \{ \langle y', w'' \rangle \mapsto \\ &\quad \text{using } C @ (\text{return } w'') \\ &\quad \text{run } (c[y'/y]) \\ &\quad \text{finally } @ w \{ \text{return}(x) \mapsto c_f \} \} \} \right) \end{aligned} \right) \end{aligned}$$

What if the **world** doesn't keep promises?

# What if the **world** doesn't keep promises?

- Recall that the **semantics of co-operations**

$$\overline{\text{op}} : \llbracket A_{\text{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow T_{\Sigma_{\perp}}(\llbracket B_{\text{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the **world** always comes back with an answer



# What if the **world** doesn't keep promises?

- Recall that the **semantics of co-operations**

$$\overline{\text{op}} : \llbracket A_{\text{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow T_{\Sigma_{\perp}}(\llbracket B_{\text{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the **world** **always comes back with an answer**

- What if **IO** **lost connection** to the HDD where `"foo.txt"` was?

# What if the **world** doesn't keep promises?

- Recall that the **semantics of co-operations**

$$\overline{\text{op}} : \llbracket A_{\text{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow T_{\Sigma_{\perp}}(\llbracket B_{\text{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the **world** **always comes back with an answer**

- 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 → T((B * W) + S) *)
{ op x @ w ↦ if b then (...) else (raise s) }
```

# What if the **world** doesn't keep promises?

- Recall that the **semantics of co-operations**

$$\overline{\text{op}} : \llbracket A_{\text{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow T_{\Sigma_{\perp}}(\llbracket B_{\text{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the **world always comes back with an answer**

- 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 → T((B * W) + S) *)
{ op x @ w ↦ if b then (...) else (raise s) }
```

```
using C @ c_init
run c (* : A ! S *)
finally @ w {
 return(x) ↦ c_fin(w, x), (* : B ! S' *)
 signal(s) ↦ c_sig(w, s) } (* : B ! S' *)
```

# What if the **world** doesn't keep promises?

- **User-raised signals** can be handled locally (exceptional syntax)

```
try x = (raise s) in c unless {signal(s) \mapsto c_sig}
```

# What if the **world** doesn't keep promises?

- **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) \mapsto c_fin(w, x),
 signal(s) \mapsto c_sig(w, s) }
```

vs

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

What if the **world** doesn't keep promises?

# What if the **world** doesn't keep promises?

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

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

# What if the **world** doesn't keep promises?

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

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

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



# What if the **world** doesn't keep promises?

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

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

- 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 ...,
 signal(s) \mapsto print "foo"; ctr_printer k }
```

# What if the **world** doesn't keep promises?

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

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

- 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 ...,
 signal(s) \mapsto print "foo"; ctr_printer k }
```

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

What about **alg. effects** and **handlers**?

# 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  $\text{EFF}$ ) are allowed in `c`,  
but they must not be allowed to escape `run`
- to escape, have to use the **co-operations** of the **external world**

# 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  $\text{EFF}$ ) are allowed in `c`, but they must not be allowed to escape `run`
- to escape, have to use the **co-operations** of the **external world**
- the **continuations of handlers** in `c` are delimited by `run`
- so that we ensure that `finally` block is **definitely reached**

# 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  $\text{EFF}$ ) are allowed in `c`, but they must not be allowed to escape `run`
- to escape, have to use the **co-operations** of the **external world**
- the **continuations of handlers** in `c` are delimited by `run`
- so that we ensure that `finally` block is **definitely reached**
- Where do **multi-handlers** fit? Co-operating handlers-cohandlers?

# Conclusions

# Conclusions

- **Comodels** as a **gateway** for interacting with the **external world**
- `System.IO`, KOKA's `initially` & `finally`, PYTHON's `with`, ...
- **Promising examples**: sandboxing, instrumentation, monitors, ...
- Comodels and init-fin lenses admit **natural combinators**



# Conclusions

- **Comodels** as a **gateway** for interacting with the **external world**
- `System.IO`, KOKA's **initially** & **finally**, PYTHON's **with**, ...
- **Promising examples**: sandboxing, instrumentation, monitors, ...
- Comodels and init-fin lenses admit **natural combinators**
- Two prototypes: **library** in HASKELL, and **toy language** COOP
- Can also be a **basis for FFI**, e.g., in COOP (and future EFF)

$$f : A \longrightarrow B \in \text{OCAML}$$

$$\overline{f} : A \times W_{\text{top-level}} \longrightarrow B \times W_{\text{top-level}} \in \text{top-level-comodel}$$

# Conclusions

- **Comodels** as a **gateway** for interacting with the **external world**
- `System.IO`, KOKA's **initially** & **finally**, PYTHON's **with**, ...
- **Promising examples**: sandboxing, instrumentation, monitors, ...
- Comodels and init-fin lenses admit **natural combinators**
- Two prototypes: **library** in HASKELL, and **toy language** COOP
- Can also be a **basis for FFI**, e.g., in COOP (and future EFF)

$$\frac{f : A \longrightarrow B \in \text{OCAML}}{\bar{f} : A \times W_{\text{top-level}} \longrightarrow B \times W_{\text{top-level}} \in \text{top-level-comodel}}$$

- For the future: **interface polymorphism**, **linear typing**, ...