Research vision

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Programming Languages

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verification
documentation

correct by construction

In today's world software is everywhere!

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Typed Programming Languages

But what about behaviour?

```
let r = alloc 0 in r := !r + 1; r : ref Nat
```

r is fresh

!r > 0

other effects like I/O ?

user-defined effects ?

...

State of affairs in type-based reasoning

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Values

Well-understood, uniform,

and thoroughly studied! :)

- **Refinement types**

```
Odd ⊑ Nat     Even ⊑ Nat
Vec A n = { l:List A | len l = n }
```

- **Dependent types**

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Vec a h =
| nil : Vec a 0
| cons : ... -> Vec a (n+1)
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- **Agda, Coq, F*, Idris, L.Haskell, ...**

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Effects and behaviour

Scattered landscape, effect-specific, little uniformity! :(

- **Hoare Type Theory (state)**

```
M : Ψ.X.{P}x:A{Q}
```

- **F* (state, exceptions, but no I/O)**

M : ST A wp_{ST}

~~M : IO A wp_{IO}~~

- **Session Types (I/O & channels)**

```
c : ?Nat.!String.!Nat.T
```

- **Graded monads, param. monads**

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  - operations and equations
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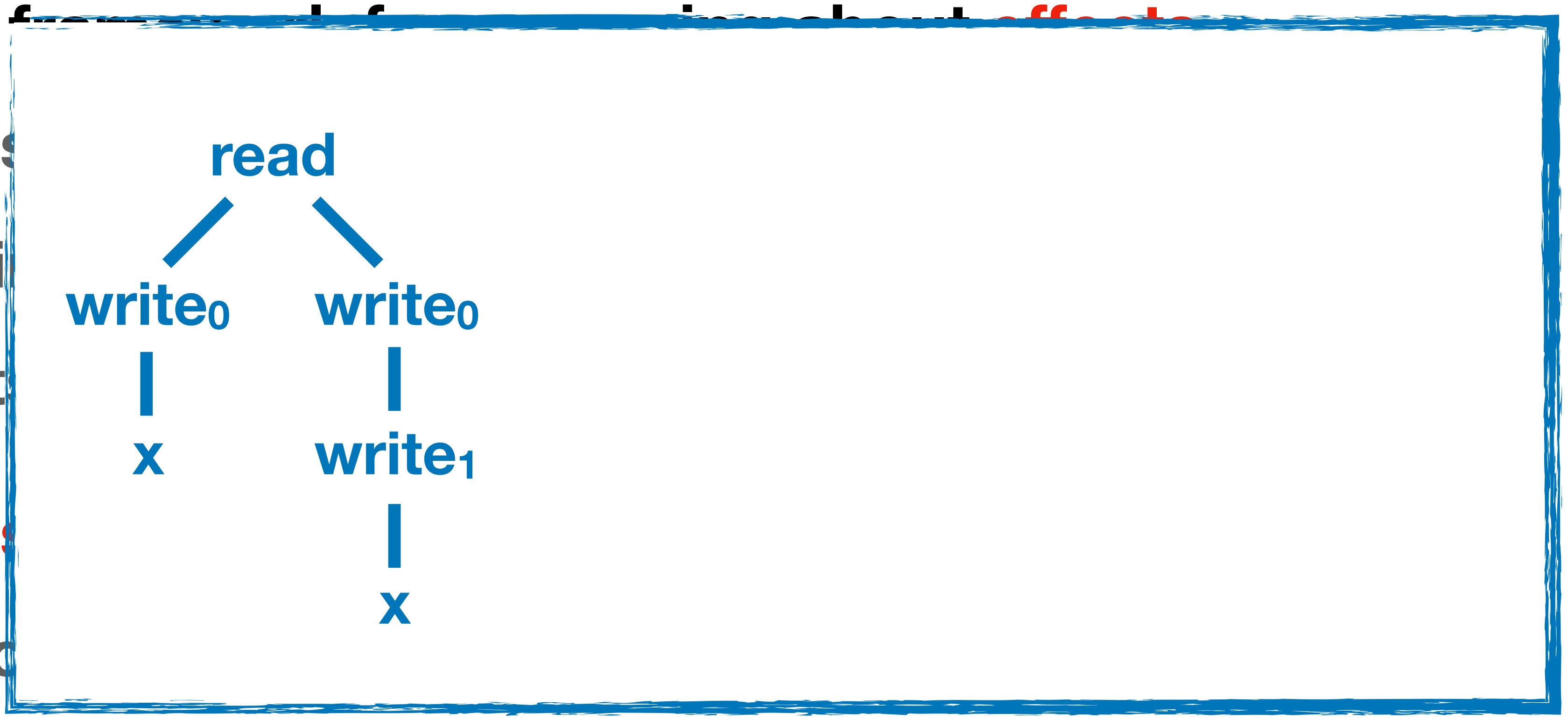

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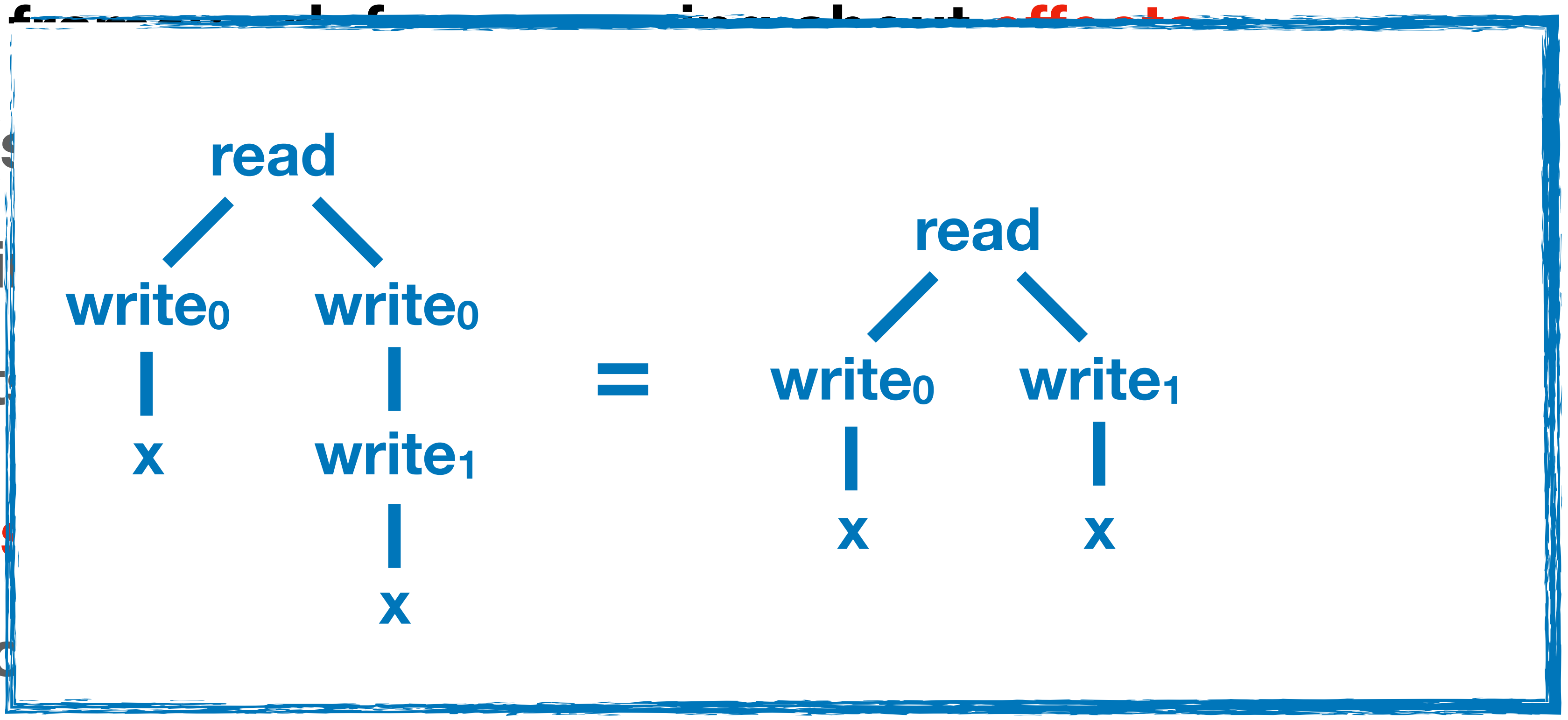

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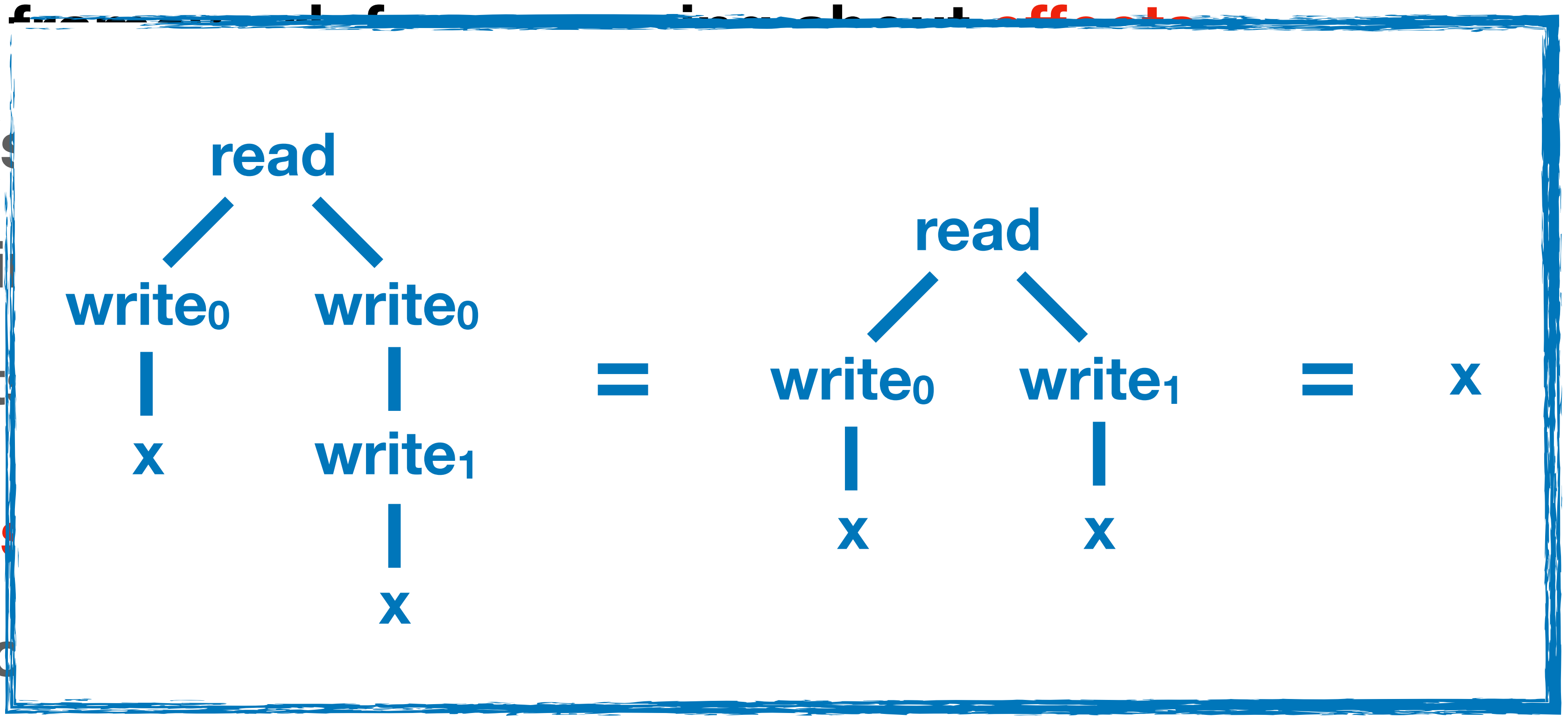

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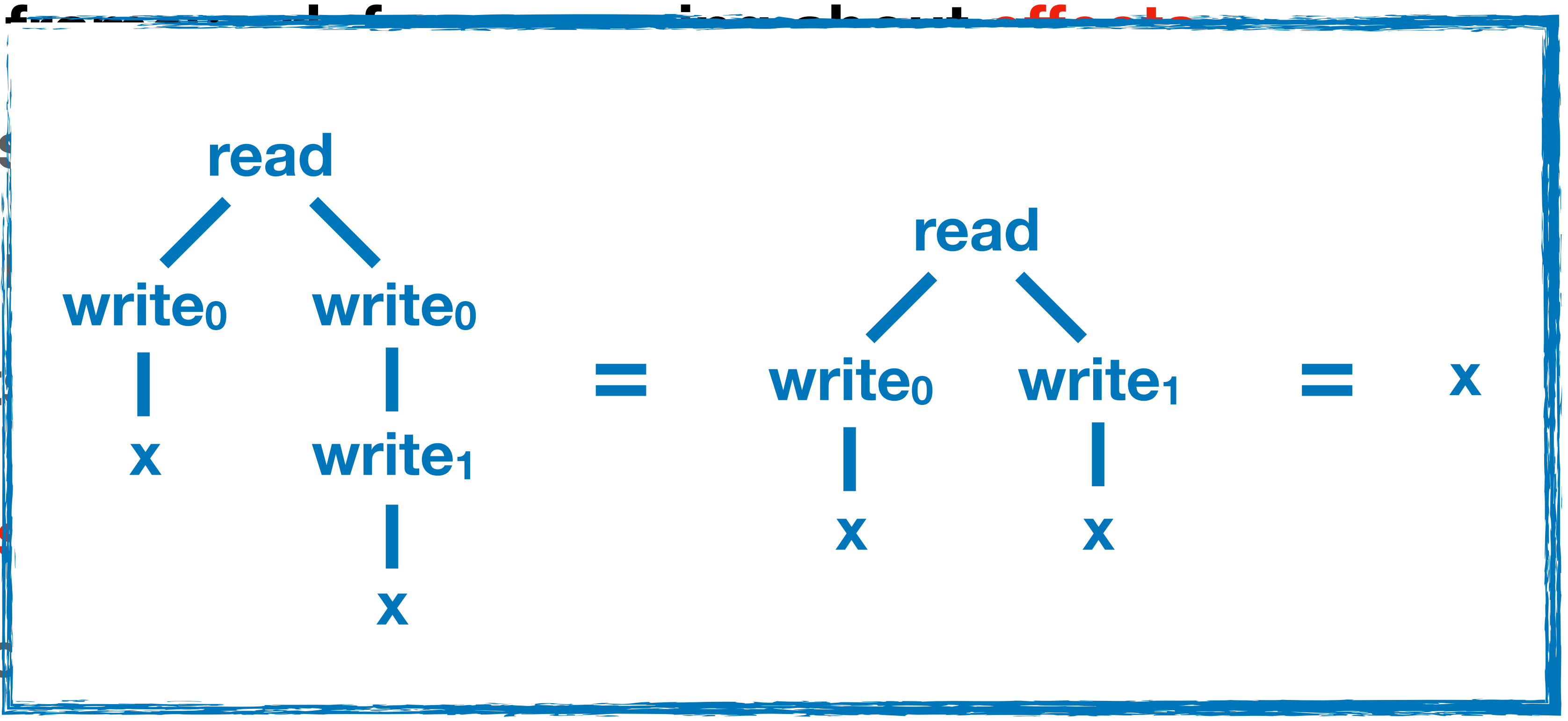

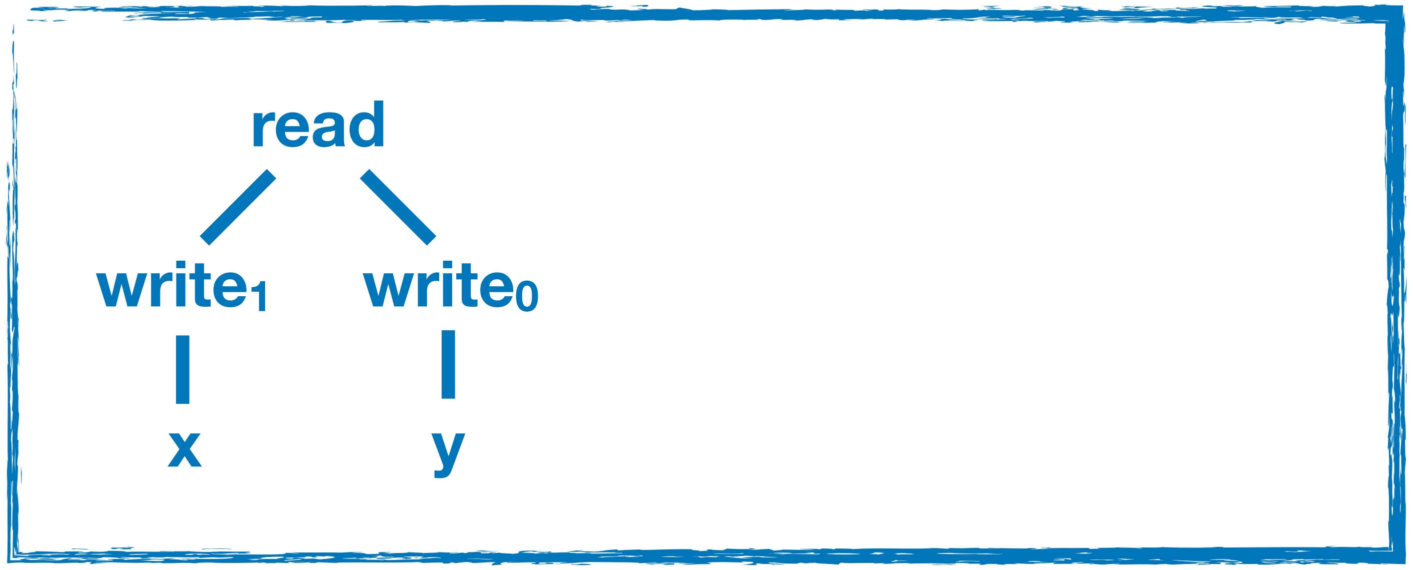

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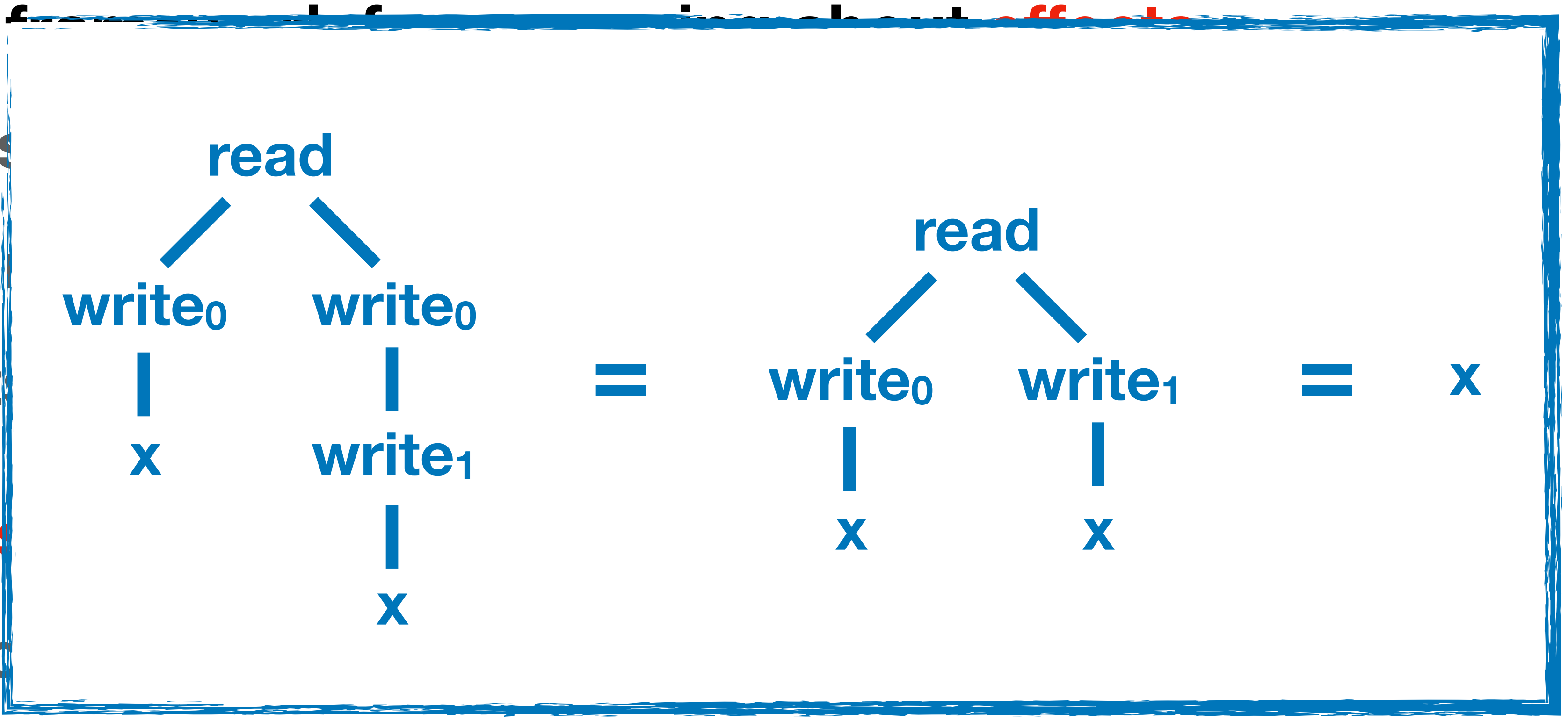

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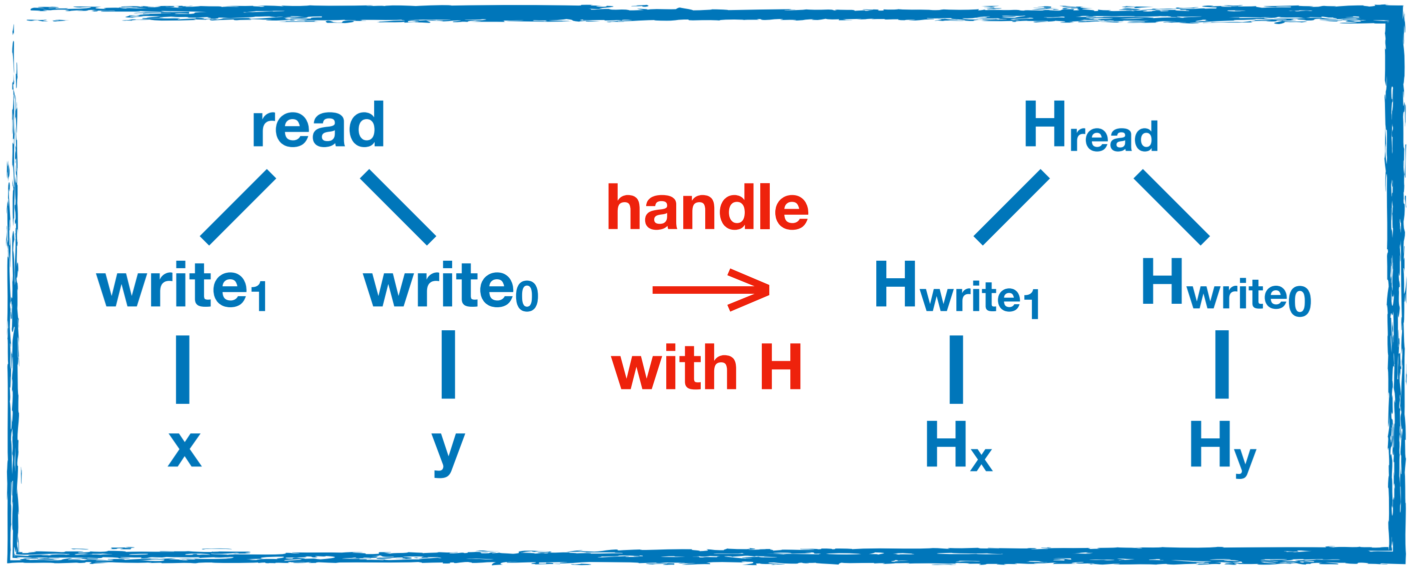

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- **State of the art:** very popular (!) but effect systems too coarse grained (!)
  - concurrency, probability, delimited control, monadic reflection, ...
  - Multicore OCaml, Uber's Pyro tool, Eff, Koka, Frank, ...
  - `M : A ! { read , write, throw }`

The plan: modal logic based c. ref. types

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$$\langle op\rangle(\psi_1, \dots, \psi_n) \;=\; \left\{ \begin{tikzcd} & op \arrow[dl, dash] \arrow[dr, dash] & \\ t_1 & \cdots & t_n \end{tikzcd} \;\middle|\; t_1 \in \psi_1 \wedge \cdots \wedge t_n \in \psi_n \right\}$$

$$\boxed{\mathtt{M\ :\ A\ !\ }\psi}$$

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$$\{\{1\}\}\ A\ \{Q\} = A\ !\ \bigvee_{i\in\{0,1\},q\in Q} \texttt{<rd>(<wr}_i\texttt{>(ret),<wr}_q\texttt{>(ret))}$$

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- **Challenges:**
  - non-linear effect equations
  - operations with value params. and variable binding
  - effect instances, generativity, and locality (my current focus in LJ)
  - dynamic nature of handlers

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  - generative instances and locality
- ◉ Big Data Computations
  - commutative monoid structure (an algebraic effect)
  - partitioning, spatial layout, ...

Many possible applications

- **Separation Logic (state, I/O, state $\otimes$ I/O, ...)**
  - **generative instances** and **locality**
- **Big Data Computations**
  - commutative monoid structure (**an algebraic effect**)
  - partitioning, spatial layout, ...
- **Concurrency**
  - (multi-)**handlers** based concurrency
  - Scala's `promises` and `futures` as a **monotonic state effect**

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- Concurrency
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  - Scala's `promises` and `futures` as a monotonic state effect
- Probabilistic programming
  - `sample` as an algebraic effect; `condition` as a handler (cf Pyro)

Temporal planning

◉ **Year 1**

- modal logic (design, model and proof theory)
- instances, generativity, locality

◉ **Year 2**

- declarative PL design (type-and-effect system)
- meta-theory (denotational and operational)
- encodings of existing specification styles

◉ **Year 3**

- algorithmic PL design (type-and-effect inference)
- implementation
- case studies and applications

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- **In parallel**
  - continue collaborations with the F* team
  - continue collaborations on container datatypes
  - forge new collaborations in Oxford (and elsewhere)

Conclusions

- **Software is everywhere!**
- **We had better know what it does!**

- **General and uniform frameworks already exist for values!**
- **But only scattered, effect-specific frameworks for behaviour!**

- **My research will seek to rectify this situation**
  - inspired by algebraic effects and effect handlers
  - exploiting modalities in computational refinement types
  - both foundational theory and exciting applications