# Comodels as a gateway for interacting with the external world

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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)))
```

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• Using alg. effects and handlers (as in Eff, Frank, Koka)

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```

• 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 ())
```

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.,

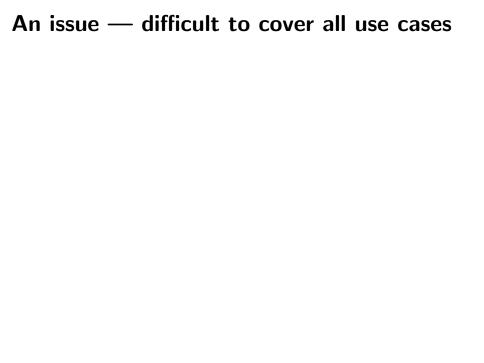
```
(* System.IO *)

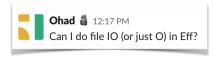
type IO a
openFile :: FilePath → IOMode → IO Handle

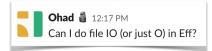
(* pervasives.eff *)

effect RandomInt : int → int
effect RandomFloat : float → float
```

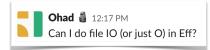
• And then **treat them specially** in the compiler, e.g.,





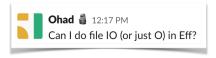








```
Ohad 🎒 8:35 PM
So here's the hack I added We should do something a bit more principled
In pervasives.eff:
 effect Write : (string*string) -> unit
in eval.ml, under let rec top_handle op = add the case:
     | "Write" ->
        (match v with
         | V.Tuple vs ->
            let (file_name :: str :: _) = List.map V.to_str vs in
            let file_handle = open_out_gen
                                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)
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```

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) \mapsto return ()

let g' s =

with h handle f ()
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• Even worse when we wrap f in a handler?

```
let h = handler

| effect (FWrite fh s k) \mapsto 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}
```

• Handlers with **finally clauses** 

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

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```
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**
- 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

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

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- With the System.IO module abstraction ensuring that
  - We cannot get our hands on RealWorld (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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#### 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 worlds**  $w_1, w_2, w_3, \dots$ 

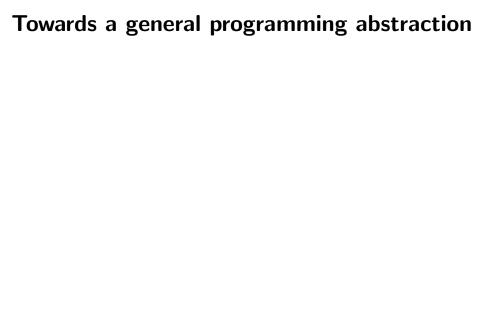
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  - Operational semantics using a tensor of a model and a comodel (Plotkin & Power, Abou-Saleh & Pattinson)
  - <u>Stateful runners</u> of effectful programs (Uustalu)
  - Linear state-passing translation (Møgelberg and Staton)
  - Top-level behaviour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



# Towards a general programming abstraction

```
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

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• Our solution: Modular treatment of external worlds

#### Modular treatment of external worlds

#### For example

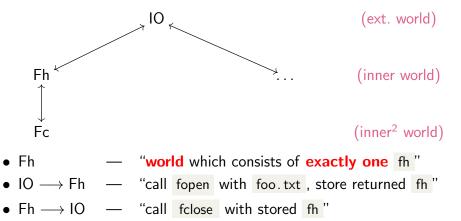


- Fh "world which consists of exactly one fh"
- ullet IO  $\longrightarrow$  Fh "call fopen with foo.txt, store returned fh"
- ullet Fh  $\longrightarrow$  IO "call fclose with stored fh"

#### Modular treatment of external worlds

#### For example

Fc.

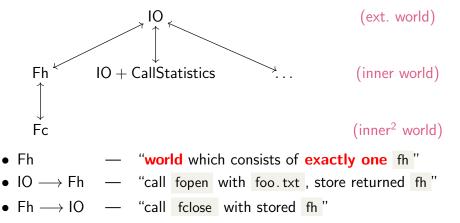


"world that is blissfully unaware of fh"

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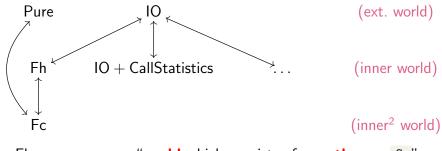
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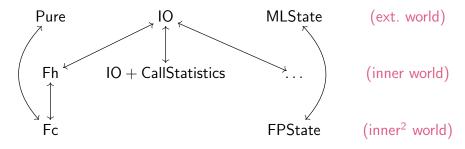
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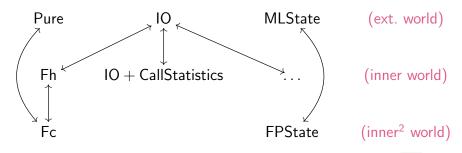
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- Fh "world which consists of exactly one fh"
- Fh  $\longrightarrow$  IO "call fclose with stored fh"
- Fc "world that is blissfully unaware of fh"
- **Observation:** IO  $\longleftrightarrow$  Fh and other  $\longleftrightarrow$  look a lot like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

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

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• Running a program on a comodel (in external world)

```
using
    C @ c_init
run
    c
finally @ w { return(x) → c_fin(w,x) }
```

Comodels are defined as follows

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

for all operations op :  $A \rightsquigarrow B$  in a given signature  $\Sigma$ 

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

#### where

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```
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' \mapsto return ((),s'^s) \}
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### Modular treatment of worlds (IO $\longleftrightarrow$ Fh $\longleftrightarrow$ Fc)

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let f(s:string) =
                                    (* in IO *)
 using Fh @ (fopen_of_io "foo.txt")
 run
   using Fc @ (fread_of_fh ()) (* in Fh *)
   run
                                   (* in Fc *)
     fwrite_of_fc (s^s)
    finally @ s {
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   return(_) → fclose_of_io fh }
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• More generally: comodels allow transactions and sandboxing

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

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```
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(_{-}) \mapsto
          let fh' = fopen_of_io "stats.txt" in
          fwrite_of_io fh' c; fclose_of_io fh' }
```

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

• More generally: allows to slot in instrumentation/monitors



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

```
let f (s:string) =
                                    (* in Pure *)
 using
    Str @ (return "default value")
 run
    let s = get () in
    if (s == "foo")
   then (...; set "bar"; ...)
    else (...)
```

## The external world can also be pure (Pure ←→ Str)

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 run
    let s = get () in
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    else (...)
  finally @ _ {
    return(x) \mapsto return(x)
```

• Another example: Pure  $\longleftrightarrow$  MLState  $\longleftrightarrow$  FPState

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

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• Interfaces of external worlds

```
\Sigma ::= \{ \mathsf{op}_1 : A_1 \leadsto B_1 , \ldots, \mathsf{op}_n : A_n \leadsto B_n \}
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• Computation terms (value terms are unsurprising)

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

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• Interfaces of external worlds

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```

• Comodels (cohandlers)

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

• Typing judgements

$$\Gamma \vdash v : A \qquad \Gamma \vdash c : A$$

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The two central typing rules are

$$\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{C} \text{ comodel of } \stackrel{\mathsf{\Sigma}'}{\bullet} \text{ with carrier } W_{\mathsf{C}}$$

$$\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} c_i : W_{\mathsf{C}} \qquad \Gamma \stackrel{\mathsf{\Sigma}'}{\vdash} c : A \qquad \Gamma, w : W_{\mathsf{C}}, x : A \stackrel{\mathsf{\Sigma}}{\vdash} c_f : B$$

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

and

$$\frac{\mathsf{op} : A_{\mathsf{op}} \leadsto B_{\mathsf{op}} \in \Sigma \qquad \Gamma \vdash v : A_{\mathsf{op}} \qquad \Gamma, x : B_{\mathsf{op}} \stackrel{\mathsf{E}}{=} c : A}{\Gamma \vdash \mathsf{op} \ v \ (x.c) : A}$$

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

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• Term interpretation looks very similar to alg. effects:

$$\llbracket \Gamma \vdash \nu : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \llbracket A \rrbracket \qquad \llbracket \Gamma \stackrel{\mathbf{\Sigma}}{\vdash} c : A \rrbracket : \llbracket \Gamma \rrbracket \longrightarrow \mathcal{T}_{\mathbf{\Sigma}} \llbracket A \rrbracket$$

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

```
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{C} \text{ comodel of } \stackrel{\mathsf{\Sigma}'}{\vdash} \mathsf{with carrier } W_{\mathsf{C}}
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} c_i : W_{\mathsf{C}} \qquad \Gamma \stackrel{\mathsf{\Sigma}'}{\vdash} c : A \qquad \Gamma, w : W_{\mathsf{C}}, x : A \stackrel{\mathsf{\Sigma}}{\vdash} c_f : B
\Gamma \stackrel{\mathsf{\Sigma}}{\vdash} \mathsf{using } C @ c_i \mathsf{run } c \mathsf{ finally } @ w \{ \mathsf{return}(x) \mapsto c_f \} : B
```

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

$$\frac{ \llbracket \mathsf{C} \rrbracket \in \mathsf{Comod}_{\Sigma'}(\mathsf{Kleisli}(\mathcal{T}_{\Sigma})) }{ \mathsf{run\_on}_{\llbracket \mathsf{C} \rrbracket} : \mathcal{T}_{\Sigma'} \llbracket A \rrbracket \longrightarrow \Big( \llbracket \mathcal{W}_\mathsf{C} \rrbracket \to \mathcal{T}_{\Sigma}(\llbracket \mathcal{W}_\mathsf{C} \rrbracket \times \llbracket A \rrbracket) \Big) }$$



• Recall, the semantics of our co-operations

$$\overline{\mathsf{op}}: \llbracket A_{\mathsf{op}} \rrbracket \times \llbracket W \rrbracket \longrightarrow \mathit{T}_{\Sigma}(\llbracket B_{\mathsf{op}} \rrbracket \times \llbracket W \rrbracket)$$

ensures that the world always comes back with an answer

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

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ensures that the world always comes back with an answer

- What if **IO** lost connection to the HDD where "foo.txt" was?
- Our solution (simplified): Allow the world to raise signals

```
\label{eq:constraint} \begin{array}{lll} \mathsf{C} &= & \\ & \{ \ \mathsf{op} \ \mathsf{x} \ @ \ \mathsf{w} \mapsto \ \mathsf{if} \ \mathsf{b} \ \mathsf{then} \ (\ldots) \ \mathsf{else} \ (\mathsf{raise} \ \mathsf{s}) \ \} \end{array}
```



• When a signal s occurs in run c, control jumps to signal(s)

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```
using C @ c_init
run c
finally @ w {
  return (x) \mapsto c_- fin(w, x),
                                              (* : B *)
                                              (* : B *)
  signal(s) \mapsto c_sig(w,s) }
```

• To resume run c, our 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 \dots
    signal(s) \mapsto print "foo"; ctr_printer k
```

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```
using C @ c_init

run c

finally @ w {

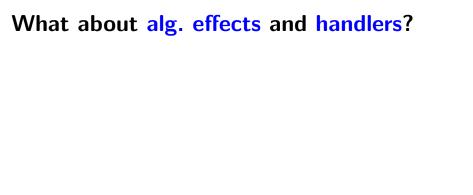
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• To resume run c , our program and/or world have to support it

```
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) → ...,
  signal(s) → print "foo"; ctr_printer k }
```

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



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

• In the following

```
using C @ c_init run c finally @ w { return(x) \mapsto c_fin(w,x) , ... }
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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 run
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- so that we ensure that **finally** block is **definitely reached**
- Where do multi-handlers fit? Co-operating handlers-cohandlers?

#### **Conclusions**

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- Comodels as a gateway for interacting with the external world
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$$\cfrac{f:A\longrightarrow B\ \in\ \mathrm{OCaml}}{\overline{f}:A\times W_{\mathsf{top-level}}\longrightarrow B\times W_{\mathsf{top-level}}\ \in\ \mathsf{top-level-comodel}}$$

#### Some ongoing and future work

- A proof-of-concept Haskell **prototype**, long-term plans in Eff
- Exploring more examples and use cases
- Combinatorics of comodels and their lens-like relationships
- Future: Interface polymorphism, linear typing, ...