Rhine, FRP with type-level clocks Functional Reactive Programming for Zurihac '24

Manuel Bärenz

June 8, 2024

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- 15:40 You'll start on the UI track, or on your own project, I'll come around and answer questions

Let me tell you a tale...

...but don't worry!

You don't need to memorise everything. Lean back & relax :)

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Is this here Functional Reactive Programming?

 It's a workshop on one specific, opinionated framework (https://github.com/turion/rhine)

What is Functional Reactive Programming?

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- Use awareness of time in the program.
- When do computations & effects happen?

- It's a workshop on one specific, opinionated framework (https://github.com/turion/rhine)
- There are many other frameworks around that work similarly or quite differently

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- Compose synchronous (1-1) and asynchronous (many-many) components safely
- Accidental synchronisation becomes a type error
- Framework to answer the question "When do computations & effects happen?"

```
Clock types and values
class Clock m cl where
  type Time Cl -- The type of timestamps
  type Tag cl -- Additional info about the tick
-- Ticks every 10 milliseconds.
waitClock :: Millisecond 10
waitClock = ...
instance Clock 10 (Millisecond 10) where ...
-- Ticks for every line entered on stdin. (An "event")
data StdinClock = StdinClock
instance Clock 10 StdinClock where
  type Tag StdinClock = Text
```

Running example

github.com/turion/rhine/blob/master/rhine-examples/src/Ball.hs

```
Clocked signal functions (CLSF)
```

```
type Ball = (Double, Double, Double)
type BallVel = (Double, Double, Double)

startVel :: CISF IO StdinClock () BallVel
startVel = arrMCl $ const $ do
  vel X <- randomRIO (-10, 10)
  vel Y <- randomRIO (-10, 10)
  vel Z <- randomRIO (3, 10)
  return (vel X, vel Y, vel Z)</pre>
```

Behaviours: Clock-independent signal functions

```
freeFall :: (Monad m) => BallVel ->
  BehaviourF m UTCTime () Ball
freeFall v0 =
  arr (const (0, 0, -9.81))
  >>> integralFrom v0
  >>> integral
```

Arrow syntax

```
height :: (Monad m) => BallVel ->
BehaviourF m UTCTime () Double
height v0 = proc _ -> do
pos <- freeFall v0 -< ()
let (_, _, height) = pos
returnA -< height
```

```
throwMaybe :: (Monad m) =>
  CISF (ExceptT e m) cl (Maybe e) (Maybe a)
Throwing exceptions
falling :: (Monad m) => BallVel -> CISF (ExceptT () m)
  (Millisecond 10) (Maybe BallVel) Ball
falling v0 = proc _ -> do
  pos <- freeFall v0 -< ()
  let (\_, \_, height) = pos
  throwMaybe -< guard $ height < 0
  returnA -< pos
waiting :: (Monad m) => CISF (ExceptT BallVel m)
  (Millisecond 10) (Maybe BallVel) Ball
waiting = throwMaybe >>> arr (const zeroVector)
```

data CISFExcept clock input output monad exception

```
Handling exceptions
ballModes :: CISFExcept (Millisecond 10)
  (Maybe Ball Vel) Ball 10 void
ballModes = do
 v0 <- try waiting
  once_ $ putStrLn "Catch!"
  try $ falling v0
  once_ $ putStrLn "Caught!"
  bal I Modes
ball :: CISF 10 (Millisecond 10) (Maybe BallVel) Ball
ball = safely ballModes
```

```
Top level programs: Rhi ne
startVelRh :: Rhine IO StdinClock () BallVel
startVelRh = startVel @@ StdinClock
resample :: ResamplingBuffer 10
  StdinClock (Millisecond 10) BallVel (Maybe BallVel)
resample = fifoUnbounded
ballRh :: Rhine IO (Millisecond 10) (Maybe BallVel) Ball
ballRh = ball @@ waitClock
mainRhine :: Rhine IO
  (SeqClock StdinClock (Millisecond 10)) () ()
mainRhine = startVelRh >-- resample --> ballRh
main = flow mainRhine
```

Basic track (until 14:00)

Let's get it off the ground!

```
git clone git@github.com:turion/rhine-koans.git cabal update cabal run basic-1-1-hello-rhine cabal test basic-1-1-hello-rhine-test
```

Slides

github.com/turion/rhinekoans/blob/main/presentation/presentation.pdf

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Let's dive in!

cabal test ui-1-gloss-1-circle-test

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Some project ideas

Websocket clock: https://hackage.haskell.org/package/wuss

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- Challenge: Rhine entry in https://github.com/gelisam/frp-zoo

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