# MANAGING YOUR RESOURCES

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Alternative talk title:

# TRY-FINALLY CONSIDERED HARMFUL

#### **EVERYBODY GETS IT WRONG**

It's hard to impossible to write exception safe code.

#### FEW PEOPLE GET IT RIGHT

#### Akka's actor cell cleanup:

```
private def finishTerminate() {
  val a = actor
  /* The following order is crucial for things to work properly.
   * Only change this if you're very confident and lucky.
   * /
  try if (a ne null) a.aroundPostStop()
  catch handleNonFatalOrInterruptedException { ... }
  finally try dispatcher.detach(this)
  finally try parent.sendSystemMessage(...)
  finally try stopFunctionRefs()
  finally try tellWatchersWeDied()
  finally try unwatchWatchedActors(a)
  finally {
```

#### WHAT'S A RESOURCE?

An entity that you can:

- Acquire: get an instance of a resource
- Release: dispose of the used up resource

Time between the two = resource lifetime.

#### RESOURCES IN THE WILD

- File handles
- Network connections
- Locks
- Off-heap memory allocations
- Thread pools
- Actor systems
- OpenGL Contexts
- ...

#### **COMMON THEME**

Resources are heavy.

You don't want to lose them.

You do want to release them ASAP.

## THINGS PEOPLE DO

- Manage it manually
- RAII (Resource Acquisition Is Initialization)
- Scope guards
- Using statement
- Monads

#### MANUAL MANAGEMENT

As seen in: every single language.

#### MANUAL MANAGEMENT: C

The only language where it's OK to manage things manually.

#### MANUAL MANAGEMENT: JAVA

Standard resource handling before Java SE 7:

# RESOURCE ACQUISITION IS INITIALIZATION

As seen in: C++, D, Rust, ...

#### RAII: C++

```
class File {
public:
    File(const char *path, const char *mode) {
        _file = fopen(path, mode);
    }
    ~File() {
        fclose(_file);
    }
private:
    FILE* _file;
}
```

Constructor Acquires, Destructor Releases.

#### RAII: C++

Cleanup is done for you automatically.

#### **SCOPE GUARDS**

As seen in: C++, D, Go

#### **SCOPE GUARDS: DEFER IN GO**

#### **USING**

As seen in: C#, Python, Java, Haskell, ...

#### **USING: TRY WITH RESOURCES**

#### Modern Java:

#### **MONADS**

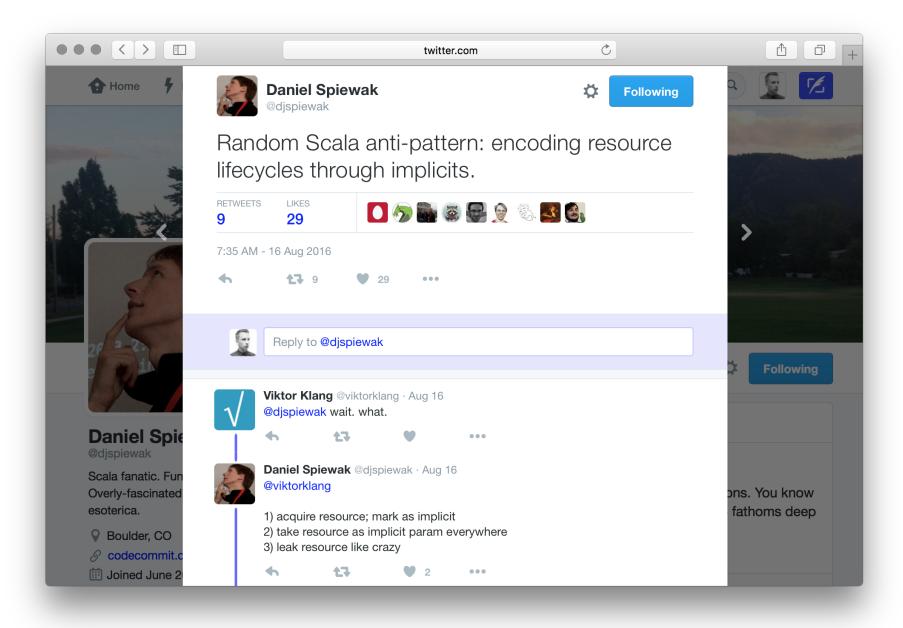
As seen in: Haskell, Scala

#### **MONADS: SCALA ARM**

# CONTEMPORARY SCALA

#### WHAT HAPPENS IN PRACTICE

It compiles, it runs, ship it.



#### **NOT QUITE**

Passing resources as implicits is a bad idea.

Implicits are the *perfect* tool to model resource lifetimes.

#### **UNICORN SOLUTION**

#### **GETTING REAL**

Encoding resource lifetime through implicits:

Scope is a first-class lifetime passed around implicitly.

#### SCOPES = STACKS OF RESOURCES

Resources acquisition requires a scope.

Scopes gurantee clean up once finished.

#### RESOURCES REQUIRE SCOPES

To acquire a resource one must provide a proof of clean up.

```
class SafeWriter(path: String)(implicit in: Scope) {
  private val writer = acquire(new PrintWriter(path))
  def write(msg: String) = writer.write(msg)
}
```

#### **CAN'T GET IT WRONG**

Careless resource handling won't compile any longer.

```
{
  val f = new SafeWriter("file.txt")

// Do some work here
}
```

#### WE'VE GOT YOUR BACK

#### IT GETS BETTER IN DOTTY

Implicit functions let one inject implicits automatically:

### **CODING IT UP**

gist.github.com/densh/75d2d3063571d89ee34e161b4a61c74a

## **TAKEAWAY**

GET YOUR STUFF TOGETHER, GET IT ALL TOGETHER AND PUT IT IN A BACK PACK, ALL YOUR STUFF, SO IT'S TOGETHER.

AND IF YOU GOTTA TAKE IT SOME WHERE, TAKE IT SOMEWHERE, YOU KNOW, TAKE IT TO THE STUFF STORE AND SELL IT, OR PUT IT IN THE STUFF MUSEUM.

# I DON'T CARE WHAT YOU DO, YOU JUST GOTTA GET IT TOGETHER.

#### GET YOUR STUFF TOGETHER.

## THANKS!

Follow @den\_sh for more.