

Verifying state machine transitions with Scala types

Lambda Days 2019-02-22

Daniel Urban

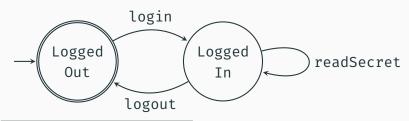
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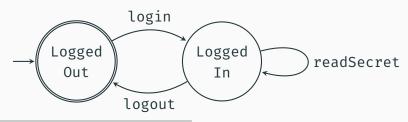
36A8 2002 483A 4CBF A5F8 DE6F 48B2 9573 BE19 7B13

Simple API for handling users:*



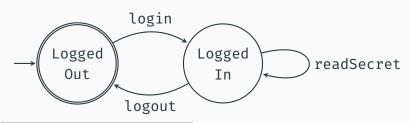
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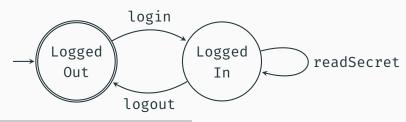
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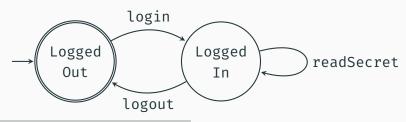
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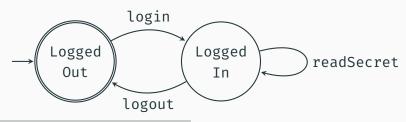
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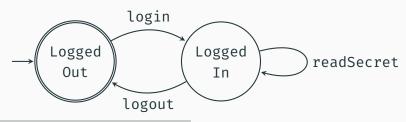
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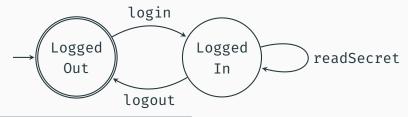
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trait UserApi {
 def login(c: Credentials): Free[UserOp, Unit]
 def readSecret: Free[UserOp, String]
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val myProgram: Free[UserOp, String] = for {
 ← UserApi.login(myCredentials)
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val interpreter: UserOp ~> IO = ??? // ...
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 myProgram.foldMap[I0](interpreter)
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PROBLEMS WITH THIS API

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- · We can interpret and run our bad program
 - but we'll probably get a runtime error
- · We'd like to get a compile-time error for such programs

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// (Simple) State monad:
case class State[S, A](run: S ⇒ (S, A))
val simpleProg: State[Int, Unit] = for {
  num ← State.get // read an Int
 ← State.set(num + 1) // write an Int
} vield ()
// Indexed State monad:
case class IndexedState[F, T, A](run: F ⇒ (T, A))
val indexedProg: IndexedState[Int, String, Unit] = for {
  num ← IndexedState.get // read an Int
  ← IndexedState.set("str") // write a String!
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class LoggedOut; class LoggedIn
trait UserApi {
 def login(c: Credentials):
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 def readSecret:
    IndexedStateT[IO, LoggedIn, LoggedIn, String]
 def logout: IndexedStateT[IO, LoggedIn, LoggedOut, Unit]
val mvProg: IndexedStateT[IO, LoggedOut, LoggedOut, String] =
 for {
    _ ← UserApi.login(myCredentials)
    secret + UserApi.readSecret
    ← UserApi.logout
  } vield secret
val myIO: IO[String] =
 myProg.runA(new LoggedOut)
```

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Using IndexedState

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GOOD AND BAD THINGS

```
for {
   secret ← UserApi.readSecret

// login AFTER readSecret
   _ ← UserApi.login(myCredentials) // compile error
} yield secret
```

The good: we get a *compile-time* error if we try to log in *after* reading the secret.

```
for {
   _ ← IndexedStateT.set[IO, LoggedOut, LoggedIn](
    new LoggedIn) // invalid operation!
   secret ← UserApi.readSecret
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The bad: no compile-time error if we perform invalid state transitions.

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The bad: no compile-time error if we perform invalid state transitions.

Further improvement: let's combine IndexedStateT with Free!

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// (Simple) Free monad:
trait Free[S[_], A] {
  def flatMap[B](f: A → Free[S, B]): Free[S, B]
}

// Indexed Free monad:
trait IxFree[S[_, _, _], F, T, A] {
  def flatMap[B, U](f: A → IxFree[S, T, U, B]):
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- · Combines the advantages of both IndexedState and Free:
 - · consistent From and To states
 - we have control over the allowed operations

USING IxFree

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 - · When running the program:
 - · disallow invalid start/end states
 - These are implemented too, see the **source code** ...

THANK YOU!

https://github.com/durban/scates

· Source code, examples, slides, ...

Thank You!