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The Ownership Monad

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Major Professor, representing Computer Science

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Dean of the Graduate School

I understand that my thesis will become part of the permanent collection of Oregon State University libraries. My signature below authorizes release of my thesis to any reader upon request.

Michael McGirr, Author

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Chapter 1: Introduction

1.1 Introduction

This paper presents a library for Haskell that implements an *ownership-style* set of rules for resource-aware programming. This ownership system introduces a set of rules that govern how, when, and by whom a resource within what is called an Owned reference (an *ORef*) can be used. While the restrictions this implementation imposes may seem to increase the complexity of writing programs, the resulting guaranties that adhering to these rules facilitates offers significant improvements in specific areas.

Adding a way to keep track of resources in a pure language like Haskell may at the onset seem unnecessary since in a pure language, by definition, the data making up the resources bound to variables are immutable. Because of this there is inherent changing state. Haskell's purity allows for referential transparency where values and variables can be thought of as being interchangeable in the sense that under any context evaluating an expression will always lead to the same result. This is a very desirable property that Haskell's purity grants and it allows for a greater ability to reason about the behavior of a program.

Unfortunately even in a pure language like Haskell, this property breaks down in the context of concurrency. Concurrency introduces a changing state as separate threads interleave actions. Under some circumstances this can make a program in Haskell look and act as though it were an imperative language.

Concurrent Haskell programs can still fall prey to the same fundamental problems that other impure languages can, namely deadlock and starvation. This paper will demonstrate what some of these problems look like using basic concurrency tools available in Haskell such as shared state with MVars and message passing with channels. It will then demonstrate and explain the benefits of tracking resource usage with a set of rules similar to affine types. The contribution that tracking resources while they are being used and sent between threads will be shown.

1.2 Additional contributions

While this library does not do so - by tracking resources with the ownership system it becomes in theory possible to reason about the memory usage over the lifetime of a program using the type system of the language. This method makes it possible to do a form of automatic deterministic destruction instead of the typical garbage collection approaches. This paper will show where in an example program this could occur.

1.3 Background

Approaching resource usage with this style of implementation is not a new concept. Restricting all entities to following the rules specified under a affine type system discipline is applied under the Ownership System in the Rust programming language.

Idris, which treats Uniqueness Types as a subkind of regular Types, shows the other way of approaching this and the benefits and tradeoffs of doing so. By allowing non-unique types to exist and be used along side Unique Types, Idris offers a degree of flexibility with it's approach to Uniqueness Typing that is not present with ours.

Chapter 2: The Ownership Monad

The term *Ownership System* is used to describe the system for how resources are tracked and how they can be used once they are created. The *Move semantics* describe the outcome from using the operations provided for the *Ownership System*.

The *Ownership System* and *Move semantics* this library implements are inspired by the Ownership system in Rust as well as Uniqueness types from Idris. [2] [1] The *Ownership System* described by this paper and implemented by the accompanying library approximates some of the features from the Rust language Differences result between the two from the different language paradigms and the different use cases. Uniqueness types in Idris, ownership in Rust, and the *Ownership Monad* all use some form of the idea that by tracking resource use and applying rules to how resources are used - certain properties can be enforced.

2.1 The Ownership System

Resources are bound to a variable once they are created inside the Ownership Monad. These variables are the mechanism to access - or refer - to the underlying resource. In the library these are called ORef's - or *Owned References*.

2.1.1 Reference Creation

An *Owned Reference* is created within the Ownership Monad and bound to a resource. When the operations inside that monad are complete - the references will no longer exist and the resources will be marked as free. The information inside of the resource within the *Owned Reference* can only be accessed by the provided operations for operating on references within the *Onwership Moand*. These operations will verify whether the ownership rules are being followed.

The newly created reference *owns* the resource it was given when it was created. Resources that are put into references can only have one owner at any given time. This

reference bound to the newly initialized resource becomes the sole owner of that resource.

2.1.2 Copying a Reference

The resource that an owned reference owns may be copied by other references within the scope of that ownership monad. When this occurs the new references is created and is then given ownership over their copy of the resource. After a copy operation is performed the two references will each own what are now, essentially, two separate and different resources.

2.1.3 Moving Ownership

A resource owned by a reference can also be transferred to a new reference or to an existing reference. After this operation is performed it will no longer be possible to refer to the underlying resource through the old reference. This operation removes the old reference from the scope of the ownership monad it previously existed in and the new reference is now the sole owner of the resource.

Move operations provide a way for a references to interact with other references and provide a building block for larger more complex abstractions that will be discussed later on.

There is a key difference between moving a resource from an existing reference and copying it to a new one. Functionally a resource that is copied is cloned and duplicated - this doubles the space and creates a new resource. A moved resource doesn't change - instead what is altered is the record of who owns that resource. Neither operation, moving and copying, creates a situation where more than one reference owns a resource.

2.1.4 Reading a Resource

A resource can be used within the confines of the ownership monad by its owner and a function that will return the resource to the ownership monad. This is similar to a borrow in Rust. Borrows in Rust come in two flavors - we can either lend a resource to many borrowers if the borrowers never mutate the underlying resource - or we can lend it to a single borrower that will be able to mutate the resource. This library takes a slightly

different approach - instead of transferring ownership temporarily to a new reference that will eventually return the resource to the original owner - a read operation in this library transfers ownership to a function which borrows the resource in order to use it. The reference that owns the resource can only lend the resource out to one function at a time.

The reference that owns the resource will track the resource while the borrowing function executes. As with all resources inside owned reference - the resource usage is tracked and other functions will be prevented from using the resource as long as it is borrowed.

2.1.5 Writing to a Resource

A resource can be changed by its owner as long as it does not have any borrower. The value within the resource can be updated and changed by the reference that owns the resource. This operation can be performed safely because the usage of the underlying resource is tracked by the ownership monad.

2.2 Move Semantics

2.2.1 Behavior

With the Ownership system enforcing the rules dictating how a resource can be used

2.3 ORef's

ORef's section

Bibliography

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