

Klor: Choreographies for the Working Clojurian

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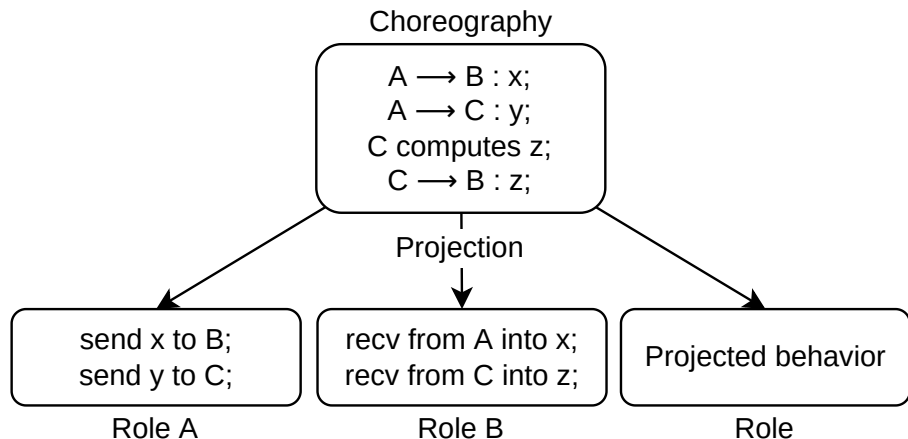
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Clojure + Choreographies



Clojure + Choreographies = Klor



domain-specific language
for choreographic programming
embedded in Clojure

Why Lisp & Clojure?

- 1 Lisp
- 2 JVM
- 3 concurrency
- 4 tooling

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Why Lisp & Clojure?

- 1 Lisp – metaprogramming, interactivity, functional programming
- 2 JVM – ecosystem, interoperability
- 3 concurrency – immutability, persistent data structures
- 4 tooling – editors, REPLs, visualizers, debuggers, build tools

Clojure for the Uninitiated

`(1 2) [\a \b] #{:a :b} {:a 1 :b 2}`

Clojure for the Uninitiated

```
(1 2)    [\a \b]    #{:a :b}    {:a 1 :b 2}
```

```
(defn fact [n]  
  (if (= n 0) 1 (* n (fact (dec n)))))
```

Clojure for the Uninitiated

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(1 2)    [\a \b]    #{:a :b}    {:a 1 :b 2}
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```
(defn fact [n]  
  (if (= n 0) 1 (* n (fact (dec n)))))
```

```
(filter (fn [n] (= (mod n 5) 0)) (range))
```

Clojure for the Uninitiated

```
(1 2)    [\a \b]    #{:a :b}    {:a 1 :b 2}
```

```
(defn fact [n]  
  (if (= n 0) 1 (* n (fact (dec n)))))
```

```
(filter (fn [n] (= (mod n 5) 0)) (range))
```

```
(.getDayOfMonth (java.time.LocalDate/now))
```

Kloreographic Code

```
(defchor name [role+] type [param*] expr*)
```

Kloreographic Code

(**defchor** *name* [*role*⁺] *type* [*param*^{*}] *expr*^{*})

type ::= $\#\{role^+\}$ | [*type*⁺] | (-> *type*⁺)

Kloreographic Code

(**defchor** *name* [*role*⁺] *type* [*param*^{*}] *expr*^{*})

type ::= #{*role*⁺} | [*type*⁺] | (-> *type*⁺)

expr ::= ...

- | (**copy** [*role* *role*] *expr*)
- | (**narrow** [*role*⁺] *expr*)
- | (**lifting** [*role*⁺] *expr*^{*})
- | (**pack** *expr*⁺)
- | (**unpack** [*pat* *expr*]^{*}] *expr*⁺)
- | (**agree!** *expr*⁺)

A Taste of Klor

```
(defchor simple-1 [A B] (-> B) []  
  (A (println "Hello!"))  
  (B 123))
```

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(defchor simple-1 [A B] (-> B) []  
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```
(defchor simple-2 [A B] (-> A B) [x]  
  (A->B x))
```

A Taste of Klor

```
(defchor simple-1 [A B] (-> B) []  
  (A (println "Hello!"))  
  (B 123))
```

```
(defchor simple-2 [A B] (-> A B) [x]  
  (A->B x))
```

```
(defchor simple-3 [A B] (-> A #{A B}) [x]  
  (A=>B x))
```

```
(defchor maybe-inc [A B] (-> A B) [x]  
  (if (A=>B (A (flip-coin)))  
      (B (inc (A->B x)))  
      (B (println "Nothing!")))))
```

```
(defchor maybe-inc [A B] (-> A B) [x]  
  (if (copy [A B] (A (flip-coin))))  
      (B (inc (A->B x)))  
      (B (println "Nothing!"))))
```

Sharing Knowledge

```
(defchor maybe-inc [A B] (-> A B) [x]  
  (if (copy [A B] (A (flip-coin))))  
    (B (inc (A->B x)))  
    (B (println "Nothing!"))))
```

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (B (inc (narrow [B] x))))
```

```
(defchor maybe-inc [A B] (-> A B) [x]  
  (if (copy [A B] (A (flip-coin))))  
    (B (inc (A->B x)))  
    (B (println "Nothing!"))))
```

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (B (inc x)))
```

```
(defchor maybe-inc [A B] (-> A B) [x]
  (if (copy [A B] (A (flip-coin)))
      (B (inc (narrow [B] (copy [A B] x))))
      (B (println "Nothing!"))))

(defchor solo-inc [A B] (-> #{A B} B) [x]
  (B (inc x)))
```



```
(defchor maybe-inc [A B] (-> A B) [x]  
  (if (A=>B (A (flip-coin)))  
    (B (inc (A->B x)))  
    (B (println "Nothing!")))))
```

```
(defchor maybe-inc [A B] (-> A B) [x]
  (if (A=>B (lifting [A] (flip-coin)))
      (lifting [B] (inc (A->B x)))
      (lifting [B] (println "Nothing!"))))
```

Homogeneous Code

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (B (inc x)))
```

Homogeneous Code

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (B (inc x)))
```

```
(defchor duo-inc [A B] (-> #{A B} #{A B}) [x]  
  (inc x))
```

Homogeneous Code

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (lifting [B] (inc x)))
```

```
(defchor duo-inc [A B] (-> #{A B} #{A B}) [x]  
  (inc x))
```

Homogeneous Code

```
(defchor solo-inc [A B] (-> #{A B} B) [x]  
  (lifting [B] (inc x)))
```

```
(defchor duo-inc [A B] (-> #{A B} #{A B}) [x]  
  (lifting [A B] (inc x)))
```

Choreographic Tuples

```
(defchor exchange-key [A B] (-> #{A B} #{A B} A B [A B])  
  [g p sa sb]  
  (pack (A (modpow ...)) (B (modpow ...))))
```

Choreographic Tuples

```
(defchor exchange-key [A B] (-> #{A B} #{A B} A B [A B])  
  [g p sa sb]  
  (pack (A (modpow ...)) (B (modpow ...))))
```

```
(defchor secure [A B] (-> A B) [x]  
  (unpack [[k1 k2] (exchange-key [A B] 5 23 (A 4) (B 3))]  
    (B (bit-xor (A->B (A (bit-xor x k1))) k2))))
```


Forced Agreement

```
(defchor exchange-key [A B] (-> #{A B} #{A B} A B #{A B})  
  [g p sa sb]  
  (agree! (A (modpow ...)) (B (modpow ...))))
```

```
(defchor secure [A B] (-> A B) [x]  
  (unpack [[k1 k2] (exchange-key [A B] 5 23 (A 4) (B 3))]  
    (B (bit-xor (A->B (A (bit-xor x k1))) k2))))
```

Forced Agreement

```
(defchor exchange-key [A B] (-> #{A B} #{A B} A B #{A B}))  
  [g p sa sb]  
  (agree! (A (modpow ...)) (B (modpow ...))))
```

```
(defchor secure [A B] (-> A B) [x]  
  (let [k (exchange-key [A B] 5 23 (A 4) (B 3))]  
    (B (bit-xor (A->B (A (bit-xor x k))) k))))
```

```
(play-role chor {:role role ...} arg*)
```

(`play-role` *chor* `{:role` *role* `...}` *arg*^{*})

(`simulate-chor` *chor* *arg*^{*})

Conclusion

- 1 projection through macros
- 2 lightweight type system
- 3 sharing knowledge
- 4 lifting
- 5 homogeneous code
- 6 choreographic tuples
- 7 simulator

Conclusion

- 1 projection through macros
 - 2 lightweight type system
 - 3 sharing knowledge
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 - 5 homogeneous code
 - 6 choreographic tuples
 - 7 simulator
- ▶ HM-style type inference
 - ▶ concurrency up to data dependency (non-blocking recv)
 - ▶ row polymorphism

Thanks! Questions?

