# Safe APIs from Ghosts of Departed Proofs

Matt Noonan September 26, 2018

Kataskeue LLC & Input Output HK

Play along at home!

git clone https://github.com/matt-noonan/gdp-talk cd gdp-talk  $\delta \theta$  stack ghci

[Rico Mariani] admonished us to think about how we can build platforms that lead developers to write great, high performance code such that developers just fall into doing the "right thing".

That concept really resonated with me. It is the key point of good API design.

We should build APIs that steer and point developers in the right direction.

— Brad Abrams

How can we make good APIs?

#### Narrowing the focus

Specifically, how can we make APIs that are:

Safe.

Incorrect use of the API should result in an error at compile-time.

• Ergonomic.

Correct use of an API should not place an undue burden on the user.

#### What is the goal?

In this talk, we will investigate how

- existentially-quantified type-level names for values,
- theorems as phantom types, and
- safe coercions

can combine to provide a safe and ergonomic strategy for designing APIs with complex requirements.

#### Unsafe idiom: explode

```
mnoonan@euclid:~/gdp-talk/tmp$ ghci
GHCi, version 8.2.2: http://www.haskell.org/ghc/ :? for help
Loaded GHCi configuration from /home/mnoonan/.ghci
λ> head []
*** Exception: Prelude.head: empty list
λ>
```

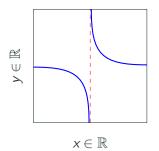
#### Unsafe idiom: anything goes

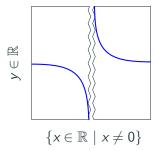
```
mnoonan@euclid:~/gdp-talk/tmp$ pygmentize head.cpp '
> && g++ head.cpp && echo "// Result:" && ./a.out
#include <iostream>
#include <vector>
int main() {
  std::vector<int> x{1};
  x.pop_back();
  std::cout << "Size is " << x.size() << ", "
            << "head is " << x[0] << std::endl;
 / Result:
Size is 0, head is 1
mnoonan@euclid:~/gdp-talk/tmp$
```

## Safe idiom: use refinement types to restrict domain

data NonEmptyList a = NonEmptyList a [a]

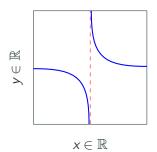
headNE :: NonEmptyList  $a \rightarrow a$ headNE (NonEmptyList x xs) = x

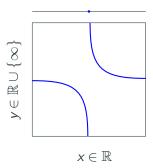




## Safe idiom: use option types to expand range

headMay :: [a] → Maybe a
headMay = \case
[] → Nothing
(x:xs) → Just x





## Safe idiom: say what you mean with dependent types

head :  $\forall \{A n\} \rightarrow Vec A (1 + n) \rightarrow A$ 

zip :  $\forall \{A B n\} \rightarrow Vec A n \rightarrow Vec B n \rightarrow Vec (A \times B) n$ 

take :  $\forall \{A\} \text{ m } \{n\} \rightarrow \text{Vec } A \text{ (m + n)} \rightarrow \text{Vec } A \text{ m}$ 

## Safe idiom: say what you mean with dependent types

```
head : \forall \{A n\} \rightarrow Vec A (1 + n) \rightarrow A
```

zip : 
$$\forall \{A B n\} \rightarrow Vec A n \rightarrow Vec B n \rightarrow Vec (A \times B) n$$

take :  $\forall \{A\} \ m \{n\} \rightarrow Vec \ A \ (m + n) \rightarrow Vec \ A \ m$ 

(...but what properties should be reflected in the type?)

# A case study in API design

## A finicky API for merging and sorting

```
sortBy :: (a \rightarrow a \rightarrow Ordering) \rightarrow [a] \rightarrow [a]
mergeBy :: (a \rightarrow a \rightarrow Ordering) \rightarrow [a] \rightarrow [a] \rightarrow [a]
-- BE CAREFUL! xs and ys must already be sorted by comp!
mergeBy comp xs ys = case (xs, ys) of
    (, []) \rightarrow xs
     ([], ) \rightarrow vs
     ((x:xs'), (y:ys')) \rightarrow case comp x y of
         LT → x : mergeBy comp xs' vs
         GT → y : mergeBy comp xs vs'
         EQ → x : y : mergeBy comp xs' ys'
```

#### Can we make it safe with optional types?

#### module FancySafeMerge where

```
mergeMay :: (a \rightarrow a \rightarrow Ordering) \rightarrow [a] \rightarrow [a] \rightarrow Maybe [a]
mergeMay comp xs ys =
    if isSorted xs & isSorted vs
       then Just (mergeBy comp xs ys)
       else Nothing
  where
    isSorted (z : zs@(z' : _)) = comp z z' \neq GT
                                     & isSorted zs
    isSorted _ = True
```



Maybe more like this...



#### Leading the user into sin and vice

#### import FancySafeMerge

```
myMergeDown :: [Int] → [Int] → [Int]
myMergeDown xs ys =
   let comp = comparing Down
        xs' = sortBy comp xs
        ys' = sortBy comp ys

in fromJust (mergeMay comp xs' ys')
```

• The library API demands a precondition is met.

- The library API demands a precondition is met.
- The library forces error checks by returning option types.

- The library API demands a precondition is met.
- The library forces error checks by returning option types.
- The user correctly ensured that the precondition held.

- The library API demands a precondition is met.
- The library forces error checks by returning option types.
- The user correctly ensured that the precondition held.

...so why are we making them check the Nothing case?!

#### Frustration in the wild

A rough grep of Hackage finds over 2000 cases where lookup ::  $k \rightarrow Map \ k \ v \rightarrow Maybe \ v$  is followed by fromJust.

lookup tries to be virtuous by ensuring that the user handles the "missing key" case.

But what recourse is there for the gallant user who already proved that the key is present?

Can we do better?

We want two-way communication between user and library!

The library author wants to tell the user "this function can only be used when condition X holds".

The library user wants to tell the library "I have ensured that X holds, so please let me use the function Maybe-free".

We want two-way communication between user and library!

The library author wants to tell the user "this function can only be used when condition X holds".

The library user wants to tell the library "I have ensured that X holds, so please let me use the function Maybe-free".

Problem: How can we reflect constraints on the function's input *values* into the functions's *type*?

#### Key idea #1: phantom type-level names for values

```
-- Forgetting names

instance The (a ~ name) a where

the = coerce :: (a ~ name) → a

-- Introducing names

name :: a → (forall name. (a ~ name) → t) → t

-- :: a → exists name. (a ~ name)

name x cont = cont (coerce x)
```

## Key idea #1: phantom type-level names for values

```
-- Introducing names
name :: a → (forall name. (a ~ name) → t) → t
-- :: a → exists name. (a ~ name)
name x cont = cont (coerce x)
```

the = coerce ::  $(a \sim name) \rightarrow a$ 

## Key idea #1: phantom type-level names for values

```
module Named (name, type (~)) where
import Data.Coerce
newtype a ~ name = Named a
    the = coerce :: (a \sim name) \rightarrow a
-- Introducing names
name :: a \rightarrow (forall name. (a \sim name) \rightarrow t) \rightarrow t
-- :: a \rightarrow exists name. (a \sim name)
name x cont = cont (coerce x)
```

## Key idea #2: predicates as **newtypes** + phantom types

## Key idea #2: predicates as **newtypes** + phantom types

#### instance The (SortedBy comp a) a

```
-- How do we get a 'SortedBy comp [a]'?
-- By sorting a list using a comparator named `comp`!
sortGDP :: ((a → a → Ordering) ~ comp)
→ [a]
→ SortedBy comp [a]

sortGDP comp = coerce . sortBy (the comp)
```

## Key idea #2: predicates as **newtypes** + phantom types

```
newtype SortedBy comp a = SortedBy a
instance The (SortedBy comp a) a
-- How do we get a `SortedBy comp [a]`?
-- By sorting a list using a comparator named `comp`!
sortGDP :: ((a \rightarrow a \rightarrow Ordering) \sim comp)
        → [a]
        → SortedBy comp [a]
sortGDP comp = coerce . sortBy (the comp)
```

#### How to communicate facts and requirements to the user

```
-- This type reads as:
-- "mergeGDP takes a comparator and two lists that
-- have been sorted by that same comparator.
-- It returns a new list that is also sorted by that
-- same comparator."
mergeGDP :: ((a \rightarrow a \rightarrow Ordering) \sim comp)
         → SortedBy comp [a]
         → SortedBy comp [a]
         → SortedBy comp [a]
mergeGDP comp xs ys =
    coerce (mergeBy (the comp) (the xs) (the vs))
```

## How to communicate due-dilligence back to the library

#### import FancySafeMerge

```
myMergeDown :: [Int] → [Int] → [Int]
myMergeDown xs ys =
   let comp = comparing Down
        xs' = sortBy comp xs
        ys' = sortBy comp ys

in fromJust (mergeMay comp xs' ys')
```

#### How to communicate due-dilligence back to the library

#### import GDP.Merge

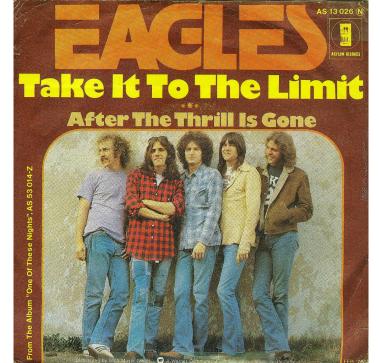
```
myMergeDown :: [Int] → [Int]
myMergeDown xs ys =
  name (comparing Down) $ \comp →
  let xs' = sortGDP comp xs
    ys' = sortGDP comp ys

in the (mergeGDP comp xs' ys')
```

## Key idea #3: ghosts disappear on compilation

```
Main.mvMergeDown1 :: Int \rightarrow Int \rightarrow Ordering
Main.myMergeDown1
  = \ (x_a3eb :: Int) (y_a3ec :: Int) →
      case v a3ec of { ghc-prim-0.5.2.0:GHC.Types.I# x# a536 \rightarrow
      case x_a3eb of { ghc-prim-0.5.2.0:GHC.Types.I# y# a53b →
      ghc-prim-0.5.2.0:GHC.Classes.compareInt# x# a536 y# a53b
myMergeDown :: [Int] → [Int] → [Int]
mvMergeDown
  = \ (xs_a1zh :: [Int]) (ys_a1zi :: [Int]) \rightarrow
      Data.List.Utils.mergeBv
        a Int
        Main.mvMergeDown1
        (base-4.11.1.0:Data.OldList.sortBy @ Int Main.myMergeDown1 xs a1zh)
        (base-4.11.1.0:Data.OldList.sortBy on Int Main.myMergeDown1 vs a1zi)
```

## Ghosts of Departed Proofs



```
-- Ghosts of departed key sets
newtype JMap keys k v = JMap (Map k v)
newtype k \in keys
                          = Kev k
member :: k \rightarrow JMap \text{ keys } k \vee \rightarrow Maybe \text{ } (k \in \text{ keys})
member k m = if Map.member k (the m)
                  then Just (coerce k)
                  else Nothing
lookup :: (k \in keys) \rightarrow JMap keys k v \rightarrow v
lookup k m = Map.lookup (the k) (the m)
type Digraph k v = JMap keys k [k \in keys]
```

```
lookup k m = Map.lookup (the k) (the m)

-- A safe adjacency-list type for directed graphs type Digraph k v = JMap keys k [k \in keys]
```

lookup ::  $(k \in keys) \rightarrow JMap keys k v \rightarrow v$ 

```
newtype JMap keys k v = JMap (Map k v)
newtype k \in \text{kevs} = Kev k
member :: k \rightarrow JMap \text{ keys } k \vee \rightarrow Maybe \text{ } (k \in \text{ keys})
member k m = if Map.member k (the m)
                   then Just (coerce k)
                   else Nothing
-- Maybe-free lookup
```

```
-- A safe adjacency-list type for directed graphs
type Digraph k v = JMap keys k [k ∈ keys]
```

lookup ::  $(k \in keys) \rightarrow JMap keys k v \rightarrow v$  lookup k m = Map.lookup (the k) (the m)

```
newtype JMap keys k v = JMap (Map k v)
newtype k \in \text{kevs} = Kev k
member :: k \rightarrow JMap keys k \lor \rightarrow Maybe (k \in keys)
member k m = if Map.member k (the m)
                 then Just (coerce k)
                 else Nothing
lookup :: (k \in keys) \rightarrow JMap keys k v \rightarrow v
lookup k m = Map.lookup (the k) (the m)
```

-- A safe adjacency-list type for directed graphs type Digraph  $k \ v = JMap \ keys \ k \ [k \in keys]$ 

## Working with a more complex API

```
-- Ghostly predicates
data Keys m
data x \in s
-- Key search, avoiding boolean blindness
member :: (k ~ key)
        \rightarrow (Map k v \sim m)
        \rightarrow Maybe (k \sim key ::: key \in Keys m)
member k m = if Map.member k (the m)
                  then Just (coerce k)
                  else Nothing
-- Maybe-free lookup
lookup :: (k \in keys) \rightarrow JMap keys k v \rightarrow v
lookup k m = Map.lookup (the k) (the m)
-- A safe adjacency-list type for directed graphs
type Digraph k \vee = JMap \text{ keys } k \text{ } [k \in \text{ keys}]
```

## **Three**

## **Four**

## **Five**

## Six

## Seven

## **Examples**

#### Hashed data structures

#### newtype HashOf x = HashOf Defn

```
realHash :: Serializable a ⇒ a → Hash
hash :: Serializable a \Rightarrow (a \sim x) \rightarrow (Hash \sim Hash0f x)
hash x = defn (realHash (serialize $ the x))
-- A type for objects along with their hash.
data ThingWithHash a = forall x. ThingWithHash
  { thing :: a ~ x
  , hash :: Hash \sim HashOf x }
-- Use it like this:
hashIt :: Serializable a ⇒ a → ThingWithHash a
hashIt x = name x \$ \x' \rightarrow
  ThingWithHash { thing = x', hash = hash x' }
```



## The ST monad, with shared memory regions

```
-- Running an ST computation with shared regions
runSt2 ::
  STRef (forall mine yours. ST (mine \cap yours) a) \rightarrow a
inMine :: ST mine a \rightarrow ST (mine \cap yours) a
inYours :: ST yours a \rightarrow ST (mine \cap yours) a
-- Sharing an STRef we own
share :: STRef mine a \rightarrow ST mine (STRef (mine \cap yours) a)
-- Using an STRef that was shared with us
        :: STRef (mine \cap yours) a \rightarrow STRef mine a
-- Algebraic lemmas
symm :: STRef (mine \cap yours) a \rightarrow STRef (yours \cap mine) a
```

```
-- Ghosts of departed key sets
newtype JMap keys k v = JMap (Map k v)
newtype k \in \text{keys} = Key k
-- Key search, avoiding boolean blindness
member :: k \rightarrow JMap keys k \lor \rightarrow Maybe (k \in keys)
member k m = if Map.member k (the m)
                then Just (coerce k)
                else Nothing
-- Maybe-free lookup
lookup :: (k \in keys) \rightarrow JMap keys k v \rightarrow v
lookup k m = Map.lookup (the k) (the m)
-- A safe adjacency-list type for directed graphs
type Digraph k v = JMap keys k [k \in kevs]
```

## Two

## **Three**

# Summary

## **API** design with Ghosts of Departed Proofs

- Use existentially-quantified names to discuss values at the type level.
- Avoid boolean blindness by returning proofs to the user.
- Avoid runtime overhead by putting proofs in phantom types.
- Give the user combinators for reasoning about proofs.

### Try it out!

- The gdp library is on Hackage and Stackage http://hackage.haskell.org/package/gdp
- The paper's repo has smaller examples that are easy to play with in ghci (see the gdp-demo subdirectory) https://github.com/matt-noonan/gdp-paper
- chessai implemented the "ST-with-sharing" code in the st2 library (also on Hackage) https://github.com/chessai/st2

Thank you for your time!