

Lightweight monadic regions

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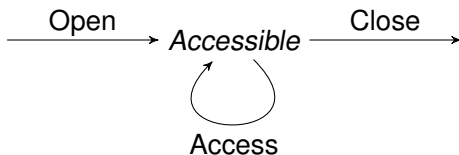
Haskell Symposium

25 September 2008

What?

Goal: Resource management

- ▶ No access after close (down with run-time checking)
- ▶ Timely disposal (especially for scarce resources)
- ▶ Error handling



Motivating example: File handles

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4
6
7
8
9

config
log
1
3
5

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5. Copy the rest of `input` to `log`.

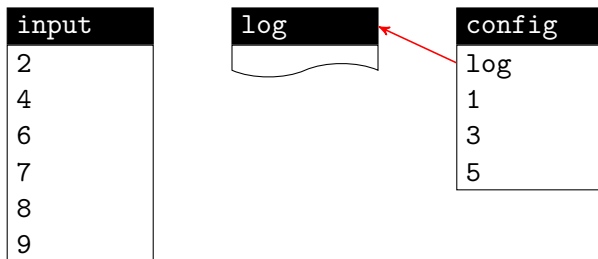
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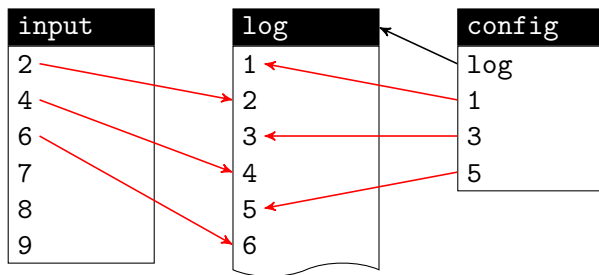
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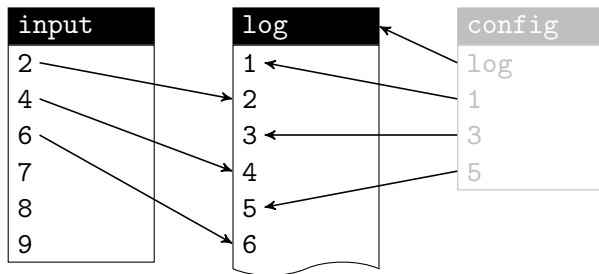
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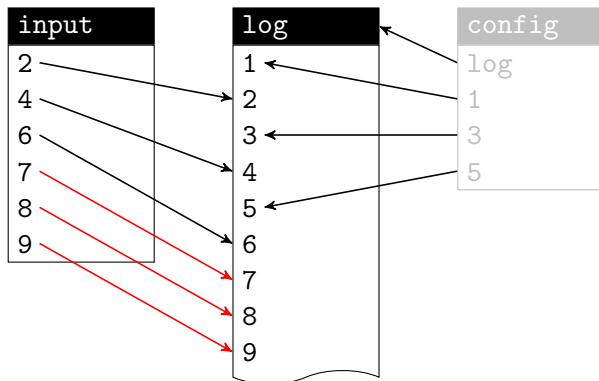
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Motivating example: File handles



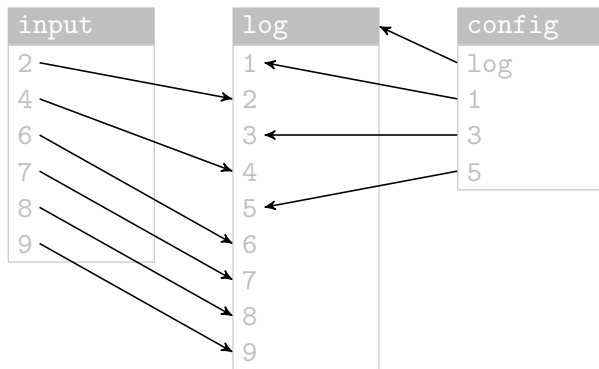
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How?

Goal: Resource management

- ▶ No access after close
- ▶ Timely disposal
- ▶ Error handling

Solution: Nested regions

- ▶ Phantom types a la ST
- ▶ Monad transformer
- ▶ *Implicit* region subtyping

Impose a syntactic discipline on *native* capabilities.

Further applications

- ▶ Database connections
- ▶ OpenGL contexts
- ▶ Automatic differentiation

Another approach

Safe *manual* resource management, using a *parameterized monad*

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Safe *manual* resource management, using a *parameterized monad*

Outline

- ▶ **Safe file handles in a single region**

 - Interface

 - Implementation

Nested regions using explicit witness terms

 - Interface

 - Implementation

Nested regions as monad transformers

 - Interface

 - Implementation

Manual resource management

Leaking handles is dangerous

Encapsulate a file handle for safety?

```
withFile :: FilePath -> IOMode -> (Handle -> IO a) -> IO a  
withFile name mode = bracket (openFile name mode) hClose
```

withFile name mode act opens a file using openFile and passes the resulting handle to the computation act. The handle will be closed on exit from withFile, whether by normal termination or by raising an exception.

But the type a could be Handle!

```
withFile "FilePath" ReadMode return >>= hGetLine
```

Prevent leaking statically, by analogy to state threads.

Then, no need to check dynamically for reading from a closed file.

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But the type `a` could be `Handle`!

```
withFile "FilePath" ReadMode return >>= hGetLine
```

Prevent leaking statically, by analogy to state threads.

Then, no need to check dynamically for reading from a closed file.

State threads

```
ST          :: * -> * -> *  
STRef      :: * -> * -> *  
instance Monad (ST s)
```

Allocate

```
newSTRef   :: a -> ST s (STRef s a)
```

Access

```
readSTRef  :: STRef s a -> ST s a  
writeSTRef :: STRef s a -> a -> ST s ()
```

Encapsulate

```
runST      :: (∀s. ST s a) -> a
```

Every cell is implicitly deallocated exactly once, after all access.

State threads

`ST` :: * -> * -> *

`STRef` :: * -> * -> *

instance Monad (`ST` s)

Allocate

`newSTRef` :: a -> `ST` s (`STRef` s a)

Access

`readSTRef` :: `STRef` s a -> `ST` s a

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runST       :: ( $\forall s.$  ST s a) -> a
```

Every cell is implicitly deallocated exactly once, after all access.

Handle threads

```
SIO          :: * -> * -> *  
SHandle     :: (* -> *) -> *  
instance Monad (SIO s)
```

Allocate

```
newSHandle :: FilePath -> IOMode -> SIO s (SHandle (SIO s))
```

Access

```
shGetLine  :: SHandle (SIO s) -> SIO s String  
shPutStrLn :: SHandle (SIO s) -> String -> SIO s ()  
shIsEOF    :: SHandle (SIO s) -> SIO s Bool
```

Encapsulate

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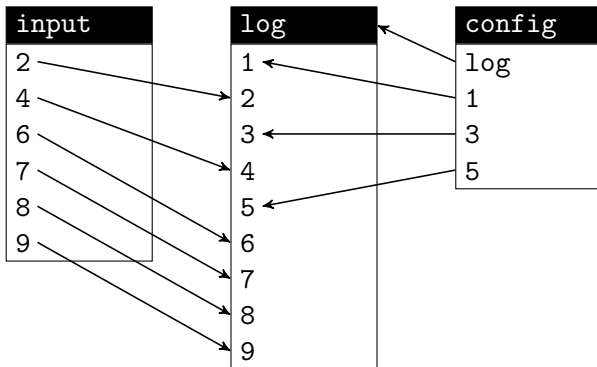
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Simple monadic programming.

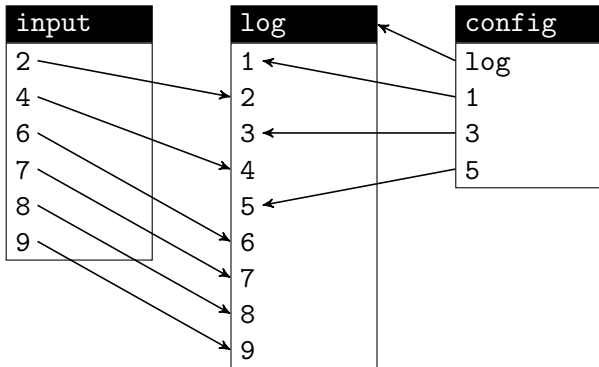
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test3 = runSIO (do
  h1 <- newSHandle "input" ReadMode
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  till (shIsEOF h1)
    (shGetLine h1 >>= shPutStrLn h3))
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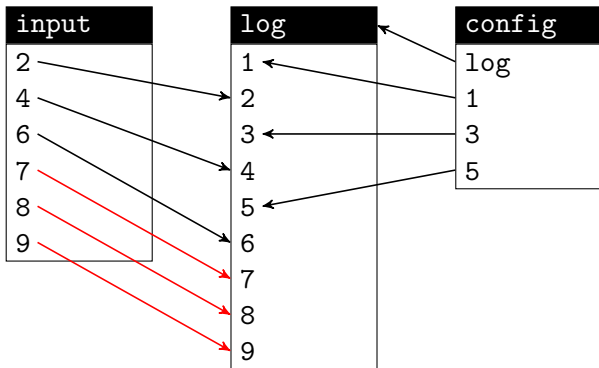
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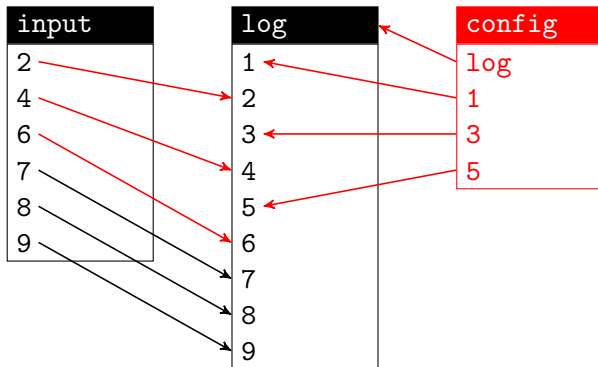
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```

```
till condition iteration = loop where
  loop = do b <- condition
          if b then return ()
          else iteration >> loop
```


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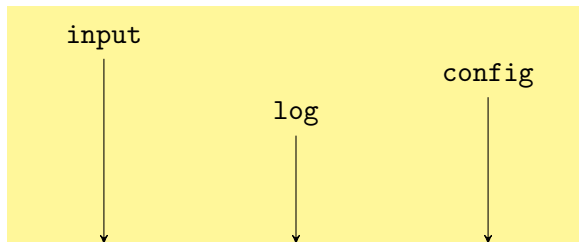
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```
test3_internal h1 = do
  h2 <- newSHandle "config" ReadMode
  fname <- shGetLine h2
  h3 <- newSHandle fname WriteMode
  shPutStrLn h3 fname
  till (liftM2 (||) (shIsEOF h2) (shIsEOF h1))
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```



Error handling

Every operation can throw an exception, especially `newSHandle`.

```
shThrow :: Exception -> SIO s a
```

```
shCatch :: SIO s a -> (Exception -> SIO s a) -> SIO s a
```

Sanitize `Exception` to remove any unsafe (low-level) `Handle`.

Re-throw `Exception` if uncaught in `runSIO`.

Implementation

Apply the reader monad transformer to IO, for `runSIO` and `newSHandle` to keep a list of open handles in an `IORef` cell.

```
newtype SHandle      = SHandle Handle
newtype IORT s m a   = IORT (IORef [Handle] -> m a)
type    SIO s       = IORT s IO
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Run-time overhead when opening files, not accessing them.

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Plumbing: a monad class for IO and exception handling

```
class Monad m => RMonadIO m where
  brace :: m a -> (a -> m b) -> (a -> m c) -> m c
  snag  :: m a -> (Exception -> m a) -> m a
  lIO   :: IO a -> m a

instance RMonadIO IO where ... -- Sanitize exceptions
instance RMonadIO m => RMonadIO (IORT s m) where ...
```

Unexported names constitute the security kernel

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Safe file handles in a single region

Interface

Implementation

► **Nested regions using explicit witness terms**

Interface

Implementation

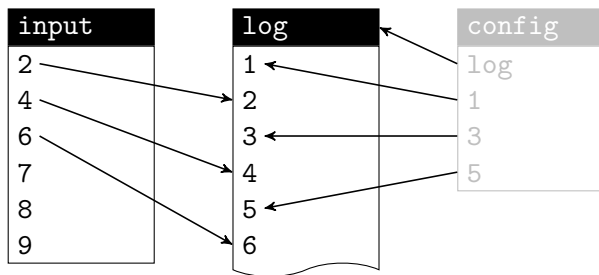
Nested regions as monad transformers

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Implementation

Manual resource management

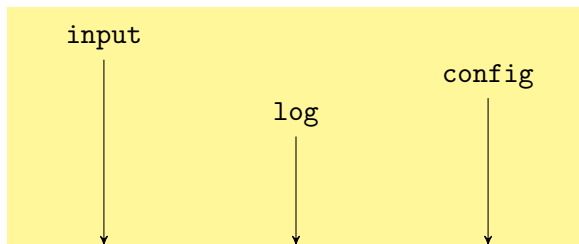
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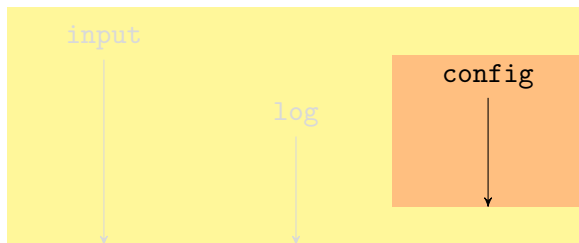
Nested regions

- ▶ To close `config` early, open it in a child region.
- ▶ To use `input` and `log` while `config` is open, let a child computation use parent regions (Launchbury and Sabry).
- ▶ To make a child computation polymorphic in its parent regions, pass witnesses for region subtyping (Fluet and Morrisett).



Nested regions

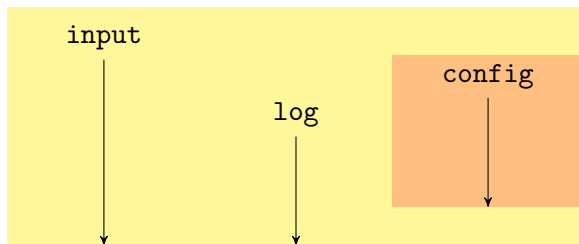
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```
newRgn :: (∀s. SIO s a) -> SIO r a
newRgn m = lIO (runSIO m)
```

Nested regions

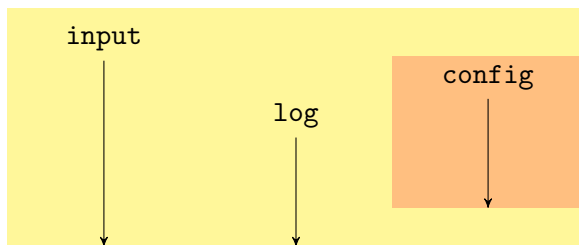
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```
newRgn :: (∀s. SIO (r,s) a) -> SIO r a
importSHandle :: SHandle (SIO r) -> SHandle (SIO (r,s))
```

Nested regions

- ▶ To close `config` early, open it in a child region.
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- ▶ To make a child computation polymorphic in its parent regions, pass witnesses for region subtyping (Fluet and Morrisett).



```
newRgn :: (∀s. SubRegion r s -> SIO s a) -> SIO r a
type SubRegion r s = ∀a. SIO r a -> SIO s a
```

Usage

```
test3 = runSIO (do
  h1 <- newSHandle "input" ReadMode
  h3 <- newRgn (test3_internal h1)
  till (shIsEOF h1)
        (shGetLine h1 >>= shPutStrLn h3))

test3_internal h1 liftSIO = do
  h2 <- newSHandle "config" ReadMode
  fname <- shGetLine h2
  h3 <- liftSIO (newSHandle fname WriteMode)
  liftSIO (shPutStrLn h3 fname)
  till (liftM2 (||) (shIsEOF h2)
        (liftSIO (shIsEOF h1)))
        (shGetLine h2 >>= liftSIO . shPutStrLn h3 >>
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  liftSIO (shPutStrLn h3 fname)
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        (shGetLine h2 >>= liftSIO . shPutStrLn h3 >>
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  return h3
```

Usage

Haskell infers region polymorphism for `test3_internal`:

```
test3_internal :: SHandle (SIO t) -> SubRegion t s ->
                SIO s (SHandle (SIO t))
```

Still, explicit witnesses are annoying and error-prone to juggle.

```
test3_internal h1 liftSIO = do
  h2 <- newSHandle "config" ReadMode
  fname <- shGetLine h2
  h3 <- liftSIO (newSHandle fname WriteMode)
  liftSIO (shPutStrLn h3 fname)
  till (liftM2 (||) (shIsEOF h2)
        (liftSIO (shIsEOF h1)))
        (shGetLine h2 >>= liftSIO . shPutStrLn h3 >>
         liftSIO (shGetLine h1 >>= shPutStrLn h3))
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```

Implementation

Unchanged from before:

```
newtype SHandle      = SHandle Handle
newtype IORT s m a = IORT (IORef [Handle] -> m a)
type    SIO s      = IORT s IO
```

The only new function:

```
newRgn :: (∀s. SubRegion r s -> SIO s a) -> SIO r a
newRgn body = IORT (\open ->
    let witness (IORT m) = lIO (m open)
    in runSIO (body witness))

type SubRegion r s = ∀a. SIO r a -> SIO s a
```

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Safe file handles in a single region

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Implementation

Nested regions using explicit witness terms

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► **Nested regions as monad transformers**

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Implicit region subtyping

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Implicit region subtyping

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```

Nested regions as monad transformers

A witness for region subtyping is a monad morphism!

```
type SubRegion r s =  $\forall a$ . SIO r a -> SIO s a
```

Create a child region by applying a monad transformer.

Get a *family* of SIO monads:

```
class Monad m => RMonadIO m
instance RMonadIO IO
instance RMonadIO (IORT r IO)
instance RMonadIO (IORT s (IORT r IO))
...
```

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Express region ancestry by a type predicate:

```
class (RMonadIO m, RMonadIO n) => MonadRaise m n
```

```
instance RMonadIO m => MonadRaise m m
```

```
instance RMonadIO m => MonadRaise m (IORT s1 m)
```

```
instance RMonadIO m => MonadRaise m (IORT s2 (IORT s1 m))
```

```
...
```

Nested regions as monad transformers

A witness for region subtyping is a monad morphism!

```
type SubRegion r s =  $\forall a$ . SIO r a -> SIO s a
```

Create a child region by applying a monad transformer.

Get a *family* of SIO monads:

```
class Monad m => RMonadIO m
```

```
liftSIO :: Monad m => IORT r m a -> IORT s (IORT r m) a
```

Express region ancestry by a type predicate:

```
class (RMonadIO m, RMonadIO n) => MonadRaise m n
```

```
shGetLine    :: MonadRaise m n => SHandle m -> n String
```

```
shPutStrLn  :: MonadRaise m n => SHandle m -> String -> n ()
```

```
shIsEOF     :: MonadRaise m n => SHandle m -> n Bool
```

Region polymorphism

```
copy h1 h2 = do line <- shGetLine h1
              shPutStrLn h2 line
```

Express region ancestry by a type predicate:

```
class (RMonadIO m, RMonadIO n) => MonadRaise m n

shGetLine  :: MonadRaise m n => SHandle m -> n String
shPutStrLn :: MonadRaise m n => SHandle m -> String -> n ()
shIsEOF    :: MonadRaise m n => SHandle m -> n Bool
```

Region polymorphism

```
copy :: (MonadRaise m1 n, MonadRaise m2 n)
      => SHandle m1 -> SHandle m2 -> n ()
```

```
copy h1 h2 = do line <- shGetLine h1
                 shPutStrLn h2 line
```

Express region ancestry by a type predicate:

```
class (RMonadIO m, RMonadIO n) => MonadRaise m n

shGetLine  :: MonadRaise m n => SHandle m -> n String
shPutStrLn :: MonadRaise m n => SHandle m -> String -> n ()
shIsEOF    :: MonadRaise m n => SHandle m -> n Bool
```

Implicit region subtyping

```
test3_internal h1 liftSIO = do
  h2 <- newSHandle "config" ReadMode
  fname <- shGetLine h2
  h3 <- liftSIO (newSHandle fname WriteMode)
liftSIO (shPutStrLn h3 fname)
  till (liftM2 (||) (shIsEOF h2)
        (liftSIO (shIsEOF h1)))
    (shGetLine h2 >=> liftSIO shPutStrLn h3 >>
      liftSIO (shGetLine h1 >=> shPutStrLn h3))
  return h3
```

Implicit region subtyping

```
test3_internal :: MonadRaise m (IORT s (IORT r n)) =>
  SHandle m -> IORT s (IORT r n) (SHandle (IORT r n))
```

```
test3_internal h1 liftSIO = do
  h2 <- newSHandle "config" ReadMode
  fname <- shGetLine h2
  h3 <- liftSIO (newSHandle fname WriteMode)
liftSIO (shPutStrLn h3 fname)
  till (liftM2 (||) (shIsEOF h2)
        (liftSIO (shIsEOF h1)))
    (shGetLine h2 >>= liftSIO shPutStrLn h3 >>
     liftSIO (shGetLine h1 >>= shPutStrLn h3))
  return h3
```

Use `liftSIO` to create a handle in an ancestor region.

Implementation

Only changes:

1. `newRgn` is just `runSIO` with a more general type.
2. `liftSIO = IORT . const`

Express region ancestry by a type predicate

```
class (RMonadIO m, RMonadIO n) => MonadRaise m n

instance RMonadIO m => MonadRaise m m
instance RMonadIO m => MonadRaise m (IORT s1 m)
instance RMonadIO m => MonadRaise m (IORT s2 (IORT s1 m))
...
```

Express region ancestry by a type predicate

```
{-# LANGUAGE FunctionalDependencies #-}
{-# LANGUAGE UndecidableInstances   #-}
{-# LANGUAGE OverlappingInstances   #-}

class (RMonadIO m, RMonadIO n) => MonadRaise m n

instance RMonadIO m => MonadRaise m m
instance (RMonadIO n, TypeCast2 n (IORT s n')),
         MonadRaise m n')
  => MonadRaise m n

class TypeCast2      (a::*->*) (b::*->*) | a -> b, b -> a
class TypeCast2'   t (a::*->*) (b::*->*) | t a -> b, t b -> a
class TypeCast2''  t (a::*->*) (b::*->*) | t a -> b, t b -> a
instance TypeCast2'  () a b => TypeCast2      a b
instance TypeCast2'' t a b => TypeCast2' t a b
instance TypeCast2'' () a a
```

Recap

- ▶ Encapsulate resource access in regions
- ▶ Nest computation by monad transformers (Filinski)
- ▶ Practical tradeoff between implicit subtyping and inference

The struggle for timely disposal continues:

When opening a file, we may not yet know when to close it.

```
shDup :: RMonadIO m =>
    SHandle (IORT s (IORT r m)) ->
    IORT s (IORT r m) (SHandle (IORT r m))
```

Recap

- ▶ Encapsulate resource access in regions
- ▶ Nest computation by monad transformers (Filinski)
- ▶ Practical tradeoff between implicit subtyping and inference

The struggle for timely disposal continues:

When opening a file, we may not yet know when to close it.

```
shDup :: RMonadIO m =>
    SHandle (IORT s (IORT r m)) ->
    IORT s (IORT r m) (SHandle (IORT r m))
```

Outline

Safe file handles in a single region

Interface

Implementation

Nested regions using explicit witness terms

Interface

Implementation

Nested regions as monad transformers

Interface

Implementation

► **Manual resource management**

Type-state

Explicit close eases timely disposal, but how to ensure safety?

Track open files exactly and statically in a *parameterized monad*.

```
class Monadish m where
  gret  :: a -> m p p a
  gbind :: m p q a -> (a -> m q r b) -> m p r b
```

Type-state

Explicit close eases timely disposal, but how to ensure safety?

Track open files exactly and statically in a *parameterized monad*.

```
class Monadish m where
```

```
  gret  :: a -> m p p a
```

```
  gbind :: m p q a -> (a -> m q r b) -> m p r b
```

Type-state

Explicit close eases timely disposal, but how to ensure safety?

Track open files exactly and statically in a *parameterized monad*.

```
class Monadish m where
  gret  :: a -> m p p a
  gbind :: m p q a -> (a -> m q r b) -> m p r b

test3_internal h1 =
  tshOpen "config" ReadMode >== \h2 ->
  tshGetLine h2 >== \fname ->
  tshOpen fname WriteMode >== \h3 ->
  tshPutStrLn h3 fname >>
  till (liftM2 (||) (tshIsEOF h2) (tshIsEOF h1))
    (tshGetLine h2 >>= tshPutStrLn h3 >>
     tshGetLine h1 >>= tshPutStrLn h3) >>
  tshClose h2 +>>
  gret h3
```


Type-state

Explicit close eases timely disposal, but how to ensure safety?

Track open files exactly and statically in a *parameterized monad*.

```
class Monadish m where
  gret  :: a -> m p p a
  gbind :: m p q a -> (a -> m q r b) -> m p r b

test3_internal h1 =
  tshOpen "config" ReadMode >== \h2 ->
  tshGetLine h2 >== \fname ->
  tshOpen fname WriteMode >== \h3 ->
  tshPutStrLn h3 fname >>
  till (liftM2 (||) (tshIsEOF h2) (tshIsEOF h1))
    (tshGetLine h2 >>= tshPutStrLn h3 >>
     tshGetLine h1 >>= tshPutStrLn h3) >>
  tshClose h2 +>>
  gret h3
```

Type-state

```
test3_internal
  :: TSHandle s Z -> TSIO s
                                     (S Z, C Z N)
                                     (S (S (S Z)), C (S (S Z)) (C Z N))
                                     (TSHandle s (S (S Z)))
```

```
test3_internal h1 =
  tshOpen "config" ReadMode >== \h2 ->
  tshGetLine h2 >== \fname ->
  tshOpen fname WriteMode >== \h3 ->
  tshPutStrLn h3 fname >>
  till (liftM2 (||) (tshIsEOF h2) (tshIsEOF h1))
    (tshGetLine h2 >>= tshPutStrLn h3 >>
     tshGetLine h1 >>= tshPutStrLn h3) >>
  tshClose h2 +>>
  gret h3
```

Type-state

```
test3_internal
  :: TSHandle s 0 -> TSIO s
                                     (1, [0])
                                     (3, [2,0])
                                     (TSHandle s 2)

test3_internal h1 =
  tshOpen "config" ReadMode >== \h2 ->
  tshGetLine h2 >== \fname ->
  tshOpen fname WriteMode >== \h3 ->
  tshPutStrLn h3 fname >>
  till (liftM2 (||) (tshIsEOF h2) (tshIsEOF h1))
      (tshGetLine h2 >>= tshPutStrLn h3 >>
       tshGetLine h1 >>= tshPutStrLn h3) >>
  tshClose h2 +>>
  gret h3
```

Type-state

```
test3_internal
:: (Apply (Closure RemL bf2) (t, C (S t) (C t u)) r3,
   EQN t (S t) bf2,
   Apply (Closure RemL bf1) (S t, C (S t) (C t u)) r2,
   EQN t t bf1,
   Apply (Closure RemL bf) (t2, C (S t) (C t u)) r1,
   EQN t2 (S t) bf,
   Apply (Closure RemL bf1) (t, C t u) r,
   Nat0 t) =>
TSHandle a t2 -> TSIO a
                    (t, u)
                    (S (S t), r3)
                    (TSHandle a (S t))
```

Assessment

Pros:

- ▶ Explicit, timely disposal
- ▶ No list of open handles at run time

Cons:

- ▶ Type-class tomfoolery
- ▶ Handle count must be statically known
- ▶ Unwieldy error handling

Conclusion

Two ways to manage multiple scarce resources (file handles, ...)

- ▶ Monadic regions (automatic; struggle for timeliness)
- ▶ Type-state tracking (manual; struggle for safety)

Static guarantees

- ▶ No access after closing
- ▶ Predictable, flexible, timely disposal

Compatible with

- ▶ Error handling
- ▶ General recursion
- ▶ Higher-order computations
- ▶ Mutable state