

Effect Systems in Haskell - Part II

Sanchayan Maity



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 - ► Generalized Evidence Passing for Effect Handlers¹

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 - ► Effect Handlers in Haskell, Evidently²

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 - How to use effect systems

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- Some sections today's discussion isn't going to cover
 - ▶ Efficiency/Performance of the library or effect system itself
 - How to use effect systems
 - Comparison of effect system libraries or how to choose one

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Recap, what's it all about



▶ Separate syntax from semantics

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- ► Separate syntax from semantics
- ► Interpret your abstract syntax tree in various ways

Recap, what's it all about



- ► Separate syntax from semantics
- ► Interpret your abstract syntax tree in various ways
- Not losing performance while having both



► Monads to model effects but monads don't compose³

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class Monad m => MonadReader r m | m -> r

More than a few effects in stack become unwieldy

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- transformers/mtl has limitations
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- More than a few effects in stack become unwieldy
- n-square instances problem

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EvEff



- ► EvEff
- ► MpEff



- ► EvEff
- ► MpEff
- speff



- EvEff
- ► MpEff
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- ▶ others?



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- ► Free(r) monads require certain mathematical concepts to grasp (True)
- ► Free(r) monads don't have very good performance (True, to some extent)
- ► Therefore extensible effects are slow, ivory-towerish toys (False)

⁴ReaderT pattern is just extensible effects



▶ free monads



- ▶ free monads
- ► ReaderT IO



- ▶ free monads
- ► ReaderT IO
- ► CPS



- ▶ free monads
- ReaderT IO
- ► CPS
- delimited continuations

What's the gist



▶ How do you pass the handler for the effect?

Generalized control flow



► Languages that expose a yield primitive actually have a way to access delimited continuations! Central result of the paper by James-Sabry ⁵⁶.

⁵Yield: Mainstream Delimited Continuations

⁶Delimited Continuations are all you need

WTH are delimited continuations



► Delimited Continuations for Everyone⁷

⁷Delimited Continuations for Everyone

How does one define an effect



Multi-prompt delimited control

```
data Ctl e a = Pure { result :: !a }
             | forall h b e' ans.
               Control {
      -- prompt marker to yield to (in type context `::ans`)
                  marker :: Marker h e' ans,
      -- the final action, just needs the resumption (:: b -> Eff e' ans)
                op :: !((b \rightarrow Eff e' ans) \rightarrow Eff e' ans).
      -- the (partially) build up resumption;
      -- (b -> Eff e a) :~: (b -> Eff e' ans)` by the time
      -- we reach the prompt
                  cont :: !(b -> Eff e a) }
data Context e where
  CCons :: !(Marker h e' ans) -> !(h e' ans) -> !(ContextT e e')
          -> !(Context e) -> Context (h :* e)
  CNil :: Context ()
```



► Multi Prompt



- ► Multi Prompt
- Evidence Passing



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- Evidence Passing
- ► Tail Resumptive Operations



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- Bubbling Yields



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- ► Short cut resumptions



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- Monadic Translation
- ▶ Bind-inlining and Join-Point Sharing

Dig in



▶ Dig in to the paper!



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- Retrofitting Effect Handlers onto OCaml



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