

Talking to Frank

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March 26, 2019

Joint work with Lukas Convent, Sam Lindley and Conor McBride

What's Frank?

Frank:

- strict functional language
- effects as collections of *commands* (effect operations)

Novelties:

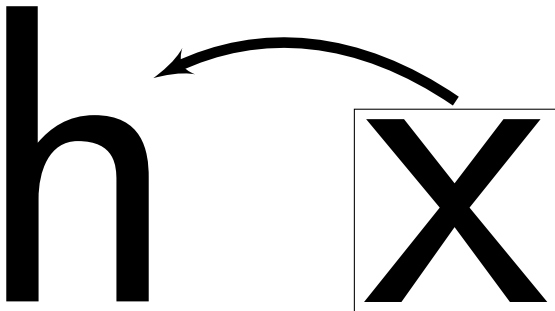
- effect type system for statically tracking effects
- effect handling arising from **generalising function application**

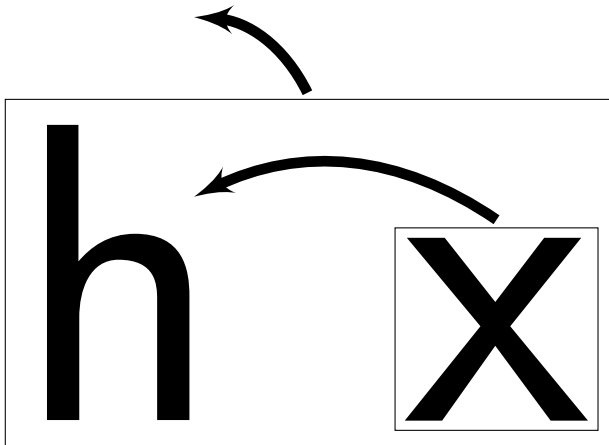
Implementation:

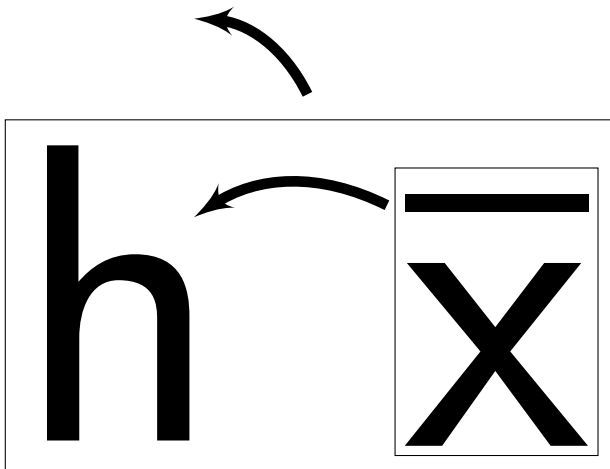
<https://www.github.com/frank-lang/frank> — **try today!**

f x

h x







Functional “Hello World” in Frank

```
map : {X -> Y} -> List X -> List Y
```

```
map f nil          = nil
```

```
map f (x :: xs) = f x :: map f xs
```


Functional “Hello World” in Frank

`map` : $\{X \rightarrow Y\} \rightarrow \text{List } X \rightarrow \text{List } Y$

`map` `f` `nil` = `nil`

`map` `f` (`x` :: `xs`) = `f` `x` :: `map` `f` `xs`

`map` {`n` -> `n+1`} [`1,2,3`] \implies [`2,3,4`]

Example: Declaring Effects in Frank

```
interface Abort = abort X : X
```

```
interface Write X = tell : X -> Unit
```

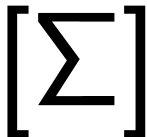
```
interface Read X = ask : X
```

Example: Writing a List

```
interface Write X = tell : X -> Unit  
  
writeList : List X -> [Write X]Unit  
  
writeList xs = map tell xs; unit
```

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interface Write X = tell : X -> Unit  
  
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```



“Hi, I’m an *ability*.

The environment must be *able to handle* effects declared in Σ ”

Example: Interpreting Read and Write

state : S \rightarrow <Read S, Write S>X \rightarrow X

state _ x = x

state s <ask \rightarrow k> = state s (k s)

state _ <tell s \rightarrow k> = state s (k unit)

Example: Interpreting Read and Write

state : S -> <Read S, Write S>X -> X

state _ x = x

state s <ask -> k> = state s (k s)

state _ <tell s -> k> = state s (k unit)



“Hi, I’m an *adjustment*.

The effects declared in Δ must be handled locally.”

Desugaring The Type of Map

`map : {X -> Y} -> List X -> List Y`

desugars to

`<l>{<l>X -> [ε]Y} -> <l>List X -> [ε]List Y`

Desugaring The Type of Map

`map : {X -> Y} -> List X -> List Y`

desugars to

`<ι>{<ι>X -> [ε]Y} -> <ι>List X -> [ε]List Y`

Aside for Haskell programmers:

We've got something that's equivalent to both `map` and `mapM!`

Demo

Conclusions:

- Application generalises to account for both functions & handlers
- Effect type system: effects tracked and pushed inwards
- Convenient syntactic sugars: rarely need specify effect variables
- Adaptors provide general rewiring of effects in the ambient ability

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- Application generalises to account for both functions & handlers
- Effect type system: effects tracked and pushed inwards
- Convenient syntactic sugars: rarely need specify effect variables
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Catching More Precisely

```
catch : <Abort>X -> {X} -> X
```

```
catch x _ = x
```

```
catch <aborting -> _> h = h!
```

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```
catch : <Abort>X -> {X} -> X
```

```
catch x _ = x
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```
catch <aborting -> _> h = h!
```

```
catchError :: -- Haskell
```

```
MonadError () m => m a -> (() -> m a) -> m a
```

Imprecise typing `() -> m a` permits alternative to throw errors!