

Operational Game Semantics for generative algebraic effects and handlers

(work in progress)

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Algebraic effects and handlers

- Impure behaviour given by operations on computations¹ (e.g choose for non-deterministic choice, raise for exceptions...)
- Impure behaviour is described by an equational theory on these operations
- Account for monadic effects whose behaviour is independent of the current evaluation context

$$\text{choose}(K[t], K[u]) \simeq_{\text{op}} K[\text{choose}(t, u)]$$

- Easier to structure compared to combining monadic effects.
- Handlers arise as homomorphisms between models of such algebraic theories.

¹Plotkin and Power, “Semantics for algebraic operations”.

Algebraic effects and Handlers, programmatically

- Effect operations are *constructors* or *producers* of effects.
- Handlers are *destructors* for effects.

A generalization of exception handlers (constructs such as **try**...**catch** or **try**...**with**) that can capture the *delimited continuation*.

Operations and effect handlers, concretely

Every operation symbol op comes with an arity

$$\mathbf{op} : \tau \rightarrow \sigma$$

- Performing an effect: $\mathbf{op} \ v$
- Handling an effect:

$$\begin{aligned} H = \quad & \{\mathbf{ret} \ x \mapsto u\} && (\text{return case}) \\ & \{\mathbf{op} \ p \kappa \mapsto t\} && (\text{op case}) \end{aligned}$$

Operations and effect handlers, concretely

An effect \mathbb{E} is typed by its signature $\Sigma_{\mathbb{E}} = \{(\mathbf{op}_i : \tau_i \rightarrow \sigma_i)_i\}$

Example (Global state)

$$\mathbb{E}_{state}^{\tau} = \{\mathbf{set} : \tau \rightarrow 1, \mathbf{get} : 1 \rightarrow \tau\}$$

What if we want multiple states holding values of the type τ .

Generally, how to deal with multiple occurrences of the same effect type \mathbb{E} without forfeiting modularity?

The Eff² approach

Use of a distinct identifier (names) ι for each instance of an effect \mathbb{E} .

- Performing an effect: $\iota\#\text{op}_{\mathbb{E}}\ v$
- Handling an effect: $H = \{\iota\#\text{op}_{\mathbb{E}}\ p\ \kappa \mapsto \mathfrak{t}\} \ (\iota\#\text{op}_{\mathbb{E}}\ \text{case})$

²Bauer and Pretnar, “Programming with algebraic effects and handlers”.

Programming Language

Syntax: Fine-grained call-by-value

values $v, w := x \mid \lambda x : \tau. t \mid \iota$

Terms $t, u := \mathbf{ret} \ v \mid v \ v \mid \mathbf{match} \ v \ \mathbf{with} \ (P_i \rightarrow u_i)_{i \in I}$
 $\mid \mathbf{let} \ x = t \ \mathbf{in} \ u$
 $\mid v \# \mathbf{op} \ w \mid \{t\} \ \mathbf{with} \ H$

Handlers $H := \{\mathbf{ret} \ x \mapsto t\} \mid \{v \# \mathbf{op} \ x \kappa \mapsto t\} \uplus H$

ECxts $K := \bullet \mid \mathbf{let} \ x = K \ \mathbf{in} \ t \mid \{K\} \ \mathbf{with} \ H$

Dynamic generation of effects

New construct

Given an effect given by the type (signature) \mathbb{E} .

New construct: $t, u := \dots \mid \text{new } \mathbb{E}$

Operational Semantics: $(\text{new } \mathbb{E}; \mathcal{V}) \mapsto_{\text{op}} (\text{ret } \iota; \mathcal{V} \uplus \{\iota\})$

Disclosure and contextual equivalence

Consider the following variation of an example from³

$$f(\lambda x.5)$$

$$\simeq_{ctx}$$

```
let y = new  $\mathbb{E}$  in  
handle  
   $f(\lambda x. y\#op \langle \rangle)$   
with {ret  $x \mapsto$  ret  $x$ }  
    {y#op  $x \kappa \mapsto \kappa$  5}
```

³Biernacki, Piróg, et al., “Handle with care: relational interpretation of algebraic effects and handlers”.

Disclosure and contextual equivalence (cont.)

Now consider a variation of the previous example:

let $y = \text{new } \mathbb{E}$ in $g\ y; f(\lambda x.5)$

$\not\sim_{ctx}$

let $y = \text{new } \mathbb{E}$ in
handle
 $g\ y; f(\lambda x. y\#op\ \langle\rangle)$
with $\{\text{ret } x \mapsto \text{ret } x\}$
 $\{y\#op\ x\ \kappa \mapsto \kappa\ 5\}$

Operational game semantics model

Existing fully-abstract models for effect handlers

Adaptation of Lassen's normal-form bisimulation⁴

- Untyped calculus, global set of operations
- Completeness of the model does not rely on having additional stateful effect in the language.

⁴Biernacki, Lenglet, and Polesiuk, "A complete normal-form bisimilarity for algebraic effects and handlers".

- *Trace semantics* following the operational evaluation of a program (Proponent) and tracing its interaction with its environment (Opponent).
- A trace is an alternating sequence of P-moves (noted with an overline) and O-moves, they can either be:

- Questions:

$$\bar{f}(A, c) \quad | \quad f(A, c)$$

(requesting the result of $f A$ as an answer in c)

- Answers:

$$\bar{c}(A) \quad | \quad c(A)$$

Examples

Let's consider the trace of

$$f(\lambda x.5)$$

representing the interaction with the environment given by the evaluation context

$$\text{let } f = (\lambda g. g \text{ v}; \text{ret } \texttt{tt}) \text{ in } []$$

yielding the trace

$$\bar{f}(g, c) \quad g(\text{A}, d) \quad \bar{d}(5) \quad c(\texttt{tt})$$

Operational Game Semantics (cont.)

Normal Forms:

$$\text{Nf} = K[fV] \mid \text{ret } V$$

- $K[fV]$ calls for a P-question of the shape $\bar{f}(A, c)$
- $\text{ret } V$ calls for an answer of the shape $\bar{c}(A)$

The denotation $\llbracket t \rrbracket_{\text{ogs}}$ of a given program t is the set of all possible traces generated by t

Algebraic effects introduce new normal forms:

$$\mathbf{Nf} = \dots \mid K[\iota \# op \ V] \quad \text{when } \iota \# op \notin \mathbf{hdl}(K)$$

Extending the interaction interface with new moves that account for *observable* effectful operations.

But, what counts as *observable*?

When the program performs an effect

$\iota\#op\ v$

- Public: Opponent could potentially handle the effect.
- Private: Opponent can only forward the effect to any enclosing Player's handling context.

Accommodating the OGS model for effect name disclosure

Algebraic effects introduce new normal forms:

$$\text{Nf} = \dots \mid \textcolor{blue}{K}[\iota \# \text{op } V] \quad \text{when } \iota \# \text{op} \notin \text{hdl}(K)$$

- observable effect move: $\overline{c}[\iota \# \text{op } A \textcolor{blue}{\kappa}]$
- private effect: $\overline{\text{fwd}}(\kappa)$

- Recall the trace of $t_1 := f(\lambda x.5)$

$$t_{t_1} = \bar{f}(g, c) \ g(A, d) \ \bar{d}(5) \ c(\mathbf{tt})$$

representing the interaction with the environment given by the evaluation context

$$\text{let } f = (\lambda g. g \ v; \mathbf{ret} \ \mathbf{tt}) \text{ in } []$$

- Recall that the following term is equivalent to t_1

$$t_2 := \begin{array}{l} \text{let } y = \mathbf{new} \ \mathbb{E} \ \text{in} \\ \mathbf{handle} \\ f(\lambda x. y\#\mathbf{op} \ \langle \rangle) \\ \mathbf{with} \ \{ \mathbf{ret} \ x \mapsto \mathbf{ret} \ x \} \\ \{ y\#\mathbf{op} \ x \ \kappa \mapsto \kappa \ 5 \} \end{array}$$

Now we look at how t_2 interacts with the same environment

let $f = (\lambda g. g \text{ v}; \mathbf{ret} \text{ tt})$ in []

t_2 evaluates to

$\{f(\lambda x. \iota \mathbf{op} \langle \rangle)\} \mathbf{with} \{\iota \mathbf{op} \times \kappa \mapsto \kappa \text{ 5}\}$

then ..

$t_{t_2} = \overline{f}(g, c) \text{ } g(A, d) \text{ } \overline{\mathbf{fwd}}(\kappa_d) \text{ } \overline{\kappa_d}(5, c') \text{ } c'(\text{tt})$

Because of this, we get

$$\llbracket t_1 \rrbracket_{\text{ogs}} \neq \llbracket t_2 \rrbracket_{\text{ogs}}$$

We need a coarser notion of trace equivalence in which

$$\begin{array}{c} \bar{f}(g, c) \ g(A, d) \ \bar{d}(5) \ c(\mathfrak{t}) \\ \simeq_{tr} \\ \bar{f}(g, c) \ g(A, d) \ \mathbf{fwd}(\kappa_d) \ \overline{\kappa_d}(5, c') \ c'(\mathfrak{t}) \end{array}$$

Theorem (Soundness)

$$\simeq_{tr} \subseteq \simeq_{ctx}$$

Conjecture (Completeness)

$$\simeq_{ctx} \subseteq \simeq_{tr}$$

- Contextual equivalence is more subtle in the presence of generativity of first-class effect instances.
- Extending *OGS* model to account for observable and private effectful behaviour.
- Relaxing trace equivalence to coincide with the contextual one.

QUESTIONS?

-  Plotkin, Gordon and John Power. **“Semantics for algebraic operations”**. In: *Electronic Notes in Theoretical Computer Science* 45 (2001), pp. 332–345.
-  Bauer, Andrej and Matija Pretnar. **“Programming with algebraic effects and handlers”**. In: *Journal of Logical and Algebraic Methods in Programming* 84.1 (2015). Special Issue: The 23rd Nordic Workshop on Programming Theory (NWPT 2011) Special Issue: Domains X, International workshop on Domain Theory and applications, Swansea, 5-7 September, 2011, pp. 108–123.
-  Biernacki, Dariusz, Maciej Piróg, et al. **“Handle with care: relational interpretation of algebraic effects and handlers”**. In: *Proceedings of the ACM on Programming Languages* 2.POPL (2017), pp. 1–30.



Biernacki, Dariusz, Serguëi Lenglet, and Piotr Polesiuk. **“A complete normal-form bisimilarity for algebraic effects and handlers”**. In: *Formal Structures for Computation and Deduction*. 2020.

$$(K[\mathbf{new} \mathbb{E}]; \mathcal{V}) \mapsto_{\text{op}} (K[\mathbf{ret} \iota]; \mathcal{V} \uplus \{\iota\})$$

$$\begin{aligned} & (K[\{(\mathbf{ret} \ v)\} \mathbf{with} \ H]; \mathcal{V}) \\ & \mapsto_{\text{op}} (K[\mathbf{t}\{x := v\}]; \mathcal{V}) \quad \text{when } H^{\mathbf{ret}} = \{\mathbf{ret} \ x \mapsto \mathbf{t}\} \end{aligned}$$

$$\begin{aligned} & (K[\{K'[\iota \# \mathbf{op} \ v]\} \mathbf{with} \ H]; \mathcal{V}) \\ & \mapsto_{\text{op}} (K[\mathbf{t}\{x := v\}\{\kappa := \lambda y. \{K'[\mathbf{ret} \ y]\} \mathbf{with} \ H\}]; \mathcal{V}) \\ & \text{when } H^{\mathbf{op}} = \{\iota \# \mathbf{op} \ x \ \kappa \mapsto \mathbf{t}\} \\ & \text{and } \iota \# \mathbf{op} \notin \mathbf{hdl}(K') \end{aligned}$$