



Control Effects

Verifying Effectful Programs with Answer-Type Modification

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Control effects

- ◆ Effects influencing the control flow
 - ◇ States, exception, async/await, coroutine, nondeterminism, etc.
- ◆ Implemented by ***control operators***
 - ◇ Able to manipulate continuations in a flexible manner
- ◆ A variety of control operators have been proposed, including
 - ◇ shift/reset, shift0/reset0 [Danvy and Filinski '89]
 - ◇ control/prompt [Felleisen '88]
 - ◇ Effect handlers [Plotkin & Pretnar '09, '13]

Example: Cost analysis with effect handlers

Effect handler

Defines a handler counting how many times **Tick** is invoked

```
let h = handler
  | return x      -> (x, 0)
  | Tick () , k ->
      let (x, t) = k () in (x, t + 1)
```

Handling effects

Installs handler h to handle **Tick** invoked by the term

```
in
with h handle
  let a = n + m in Tick ();
  let b = a + 1 in Tick ();
b
```

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    with h handle
      ();
      M
    in (x, t + 1)
  in (x, t + 1)
```

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    in (x, t + 1)
  in (x, t + 1)
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      let (x, t) = k () in (x, t + 1)
in
let (x, t) =
  let (x, t) =
    (M, 0)

    in (x, t + 1)
  in (x, t + 1)
```

Example: Cost analysis with effect handlers

Effect handler

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let h = handler
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  | Tick () , k ->
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in
let (x, t) =
  (M, 1)

in (x, t + 1)
```

Example: Cost analysis with effect handlers

Effect handler

Defines a handler
counting how many
times **Tick** is invoked

```
let h = handler
  | return x      -> (x, 0)
  | Tick    (), k ->
      let (x, t) = k () in (x, t + 1)
in
(M, 2)
```

**Q. How can we statically reason about
the behavior of programs with control effects?**

A. Answer-type modification (ATM)!

Draft 4.2 – July 22nd, 1989

A Functional Abstraction of Typed Contexts

Olivier Danvy & Andrzej Filinski

Q. How can we statically reason about the behavior of programs with control effects?

A. Answer-type modification (ATM)!

... + typing mechanism adequate for properties to be verified

- ◆ Refinement types for functional correctness [Kawamata+ '24]

$\{ x:B \mid \phi \}$

- ◆ Denoting a set of values of base type B satisfying formula ϕ
- ◆ E.g., $4 : \{ x:\text{int} \mid x \bmod 2 = 0 \}$, $[1; 2; 3] : \{ x:\text{int list} \mid \text{len}(x) > 0 \}$

Answer types

- ◆ CPS view: $\llbracket e \rrbracket : (\llbracket \tau \rrbracket \rightarrow \alpha) \rightarrow \alpha$ with answer type α
- ◆ Direct-style view
 - ◇ Return types of captured continuations
 - ◇ $\approx$ Types of clauses of effect handlers (continuation delimiters)

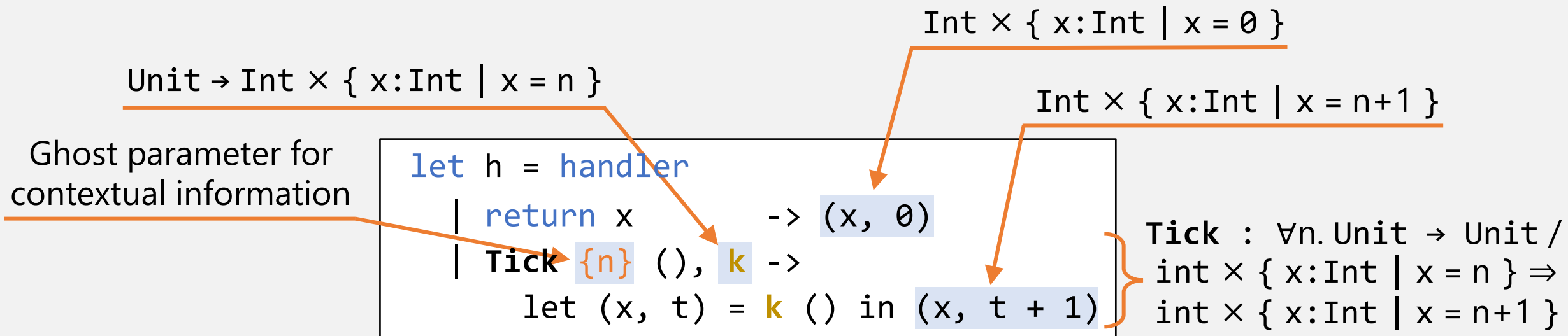
Unit $\rightarrow$ Int $\times$ Int

Int $\times$ Int

```
let h = handler
  | return x      -> (x, 0)
  | Tick      (), k ->
    let (x, t) = k () in (x, t + 1)
```

Answer-type modification (ATM)

- ◆ Allows two kinds of answer types to be different
- ◆ CPS view: $\llbracket e \rrbracket : (\llbracket T \rrbracket \rightarrow \alpha) \rightarrow \beta$



Reasoning by ATM

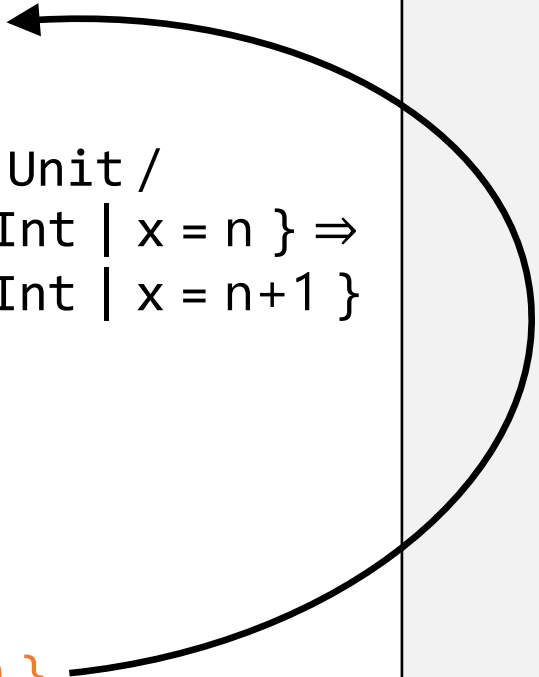
```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }

  | Tick    (), k ->          ∀n. Unit → Unit /
      let (x, t) = k () in (x, t + 1) : int × { x:Int | x = n } ⇒
                                     int × { x:Int | x = n+1 }
in
with h handle                                     // answer types

  let a = n + m in Tick ();
  let b = a + 1 in Tick ();
b
```

Reasoning by ATM

```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }
  | Tick    (), k ->
      let (x, t) = k () in (x, t + 1) :
          in
          with h handle
              let a = n + m in Tick ();
              let b = a + 1 in Tick ();
              b
          // answer types
          // int × { x : int | x = 0 }
```



The diagram shows a curved arrow pointing from the final type signature `// int × { x : int | x = 0 }` to the return statement `| return x` in the function definition.

Reasoning by ATM

```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }

  | Tick    (), k ->          ∀n. Unit → Unit /
      let (x, t) = k () in (x, t + 1) : int × { x:Int | x = n } ⇒
                                         int × { x:Int | x = n+1 }
in
with h handle                                     // answer types

  let a = n + m in Tick ();
  let b = a + 1 in Tick (); // int × { x : int | x = 0 }
b                          // int × { x : int | x = 0 }
```

Reasoning by ATM

```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }

  | Tick    (), k ->
      let (x, t) = k () in (x, t + 1) :
in
with h handle

    let a = n + m in Tick (); // int × { x : int | x = 1 }
    let b = a + 1 in Tick (); // int × { x : int | x = 0 }
    b                          // int × { x : int | x = 0 }
```

$\forall n. \text{Unit} \rightarrow \text{Unit} /$
 $\text{int} \times \{ x:\text{Int} \mid x = n \} \Rightarrow$
 $\text{int} \times \{ x:\text{Int} \mid x = n+1 \}$

// answer types

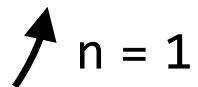
$n = 0$

Reasoning by ATM

```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }

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      let (x, t) = k () in (x, t + 1) :
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    let a = n + m in Tick ();
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$\forall n. \text{Unit} \rightarrow \text{Unit} /$
 $\text{int} \times \{ x:\text{Int} \mid x = n \} \Rightarrow$
 $\text{int} \times \{ x:\text{Int} \mid x = n+1 \}$

// answer types  $n = 1$
// int × { x : int | x = 2 }
// int × { x : int | x = 1 }
// int × { x : int | x = 0 }
// int × { x : int | x = 0 }

Reasoning by ATM

```
let h = handler
  | return x      -> (x, 0) : int × { x : int | x = 0 }

  | Tick    (), k ->
      let (x, t) = k () in (x, t + 1) :

in
with h handle
    // answer types
    // int × { x : int | x = 2 }
    let a = n + m in Tick (); // int × { x : int | x = 1 }
    let b = a + 1 in Tick (); // int × { x : int | x = 0 }
    b                          // int × { x : int | x = 0 }
```

Reasoning by ATM

```
let h = handler
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      let (x, t) = k () in (x, t + 1) :
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with h handle

  let a = n + m in Tick ();
  let b = a + 1 in Tick ();
  b
```



$\text{int} \times \{ x : \text{int} \mid x = 2 \}$

Example: Typestate

```
let h = handler
| return x    -> ... : CLOSE
| Open  x, k -> ... : ... / OPEN  ⇒ CLOSE
| Read  x, k -> ... : ... / OPEN  ⇒ OPEN
| Write x, k -> ... : ... / OPEN  ⇒ OPEN
| Close x, k -> ... : ... / CLOSE ⇒ OPEN
in
with h handle
  Open (); Write (); Close ();
  Read ();
```

can be **rejected** as expected

Other applications

- ◆ Temporal verification [Sekiyama & Unno '23]
 - ◇ Verifying trace properties for both safety and liveness
 - ◇ Equipped with effect systems
- ◆ Higher-order model checking (HOMC) [Sekiyama+ '24, '25]
 - ◇ HOMC is an extension of model checking to HO programs [Ong '09]
 - ◇ Effect handlers make HOMC undecidable in general
 - ◇ ATM can make HOMC decidable by restricting the usage of continuations
 - ◇ Will be presented on Oct 18 (Sat) at SPLASH

Open questions

- ◆ ATM for other control operators
 - ◇ Multi-prompt (tagged) control operators
 - ◇ `cupto` [Gunter+ '95]
 - ◇ Lexical effect handlers [Biernacki+ '19,'20; Zhang & Meyers '19; Brachthäuser+ '20]
 - ◇ Shallow / bidirectional / scoped / selection effect handlers, and others
- ◆ Relationship to predicate transformer
 - ◇ Known that CPS semantics is closely relevant to predicate transformer [Polak '81; Ahman+ '17; Kura '23]
 - ◇ ATM is based on CPS transformation
 - ◇ What's a relationship between ATM and predicate transformer?

Takeaway

- ◆ Answer-type modification is an effective tool to reason about higher-order programs with control effects
- ◆ It can lift type-based reasoning for languages *without* control effects to those *with* them

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