

Effects and Effect Types

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Including I/O, concurrency, exceptions, nondeterminism, probability

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Effect types (or effect systems) statically track use of effects in types

Many recent practical effect systems as based on **rows** (Koka) or **capabilities** (Effekt)

Rows and Capabilities

Row-Based Effect Types as in Koka

$$A \rightarrow^E B$$

A function that may use effects in the row E when applied

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A block (second-class function) that binds capabilities $\overline{f : T}$ and may use them

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Question: *How to compare them formally and systematically?*

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Question: How to compare them formally and systematically?

*Challenge: Their effect tracking mechanisms are **entangled** with function types.*

A Detour: CBV, CBN, and CBPV

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because when to suspend and force computations is **entangled** with functions
CBPV smoothly subsumes both by **decoupling** thunking and forcing from functions
Why not decoupling effect tracking from function types?

A Uniform Framework for Effect Types

Modal Effect Types (MET) *decouple* effect tracking from function types via modalities

Modal Effect Types

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This OOPSLA'25 paper proposes MET and shows how it provides modular effectful types in practice without using effect polymorphism

A Uniform Framework for Effect Types

Modal Effect Types (MET) *decouple* effect tracking from function types via modalities

Our contribution: A framework for encoding and comparing effect systems based on MET

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Modal Effect Types (MET) *decouple* effect tracking from function types via modalities

Our contribution: A framework for encoding and comparing effect systems based on MET

Koka as MET:

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Effekt as MET:

$$[\!(\overline{A}, \overline{f : T}) \Rightarrow B]\!] = \forall \overline{f^*}. \langle \overline{f^*} \rangle([\![A]\!] \rightarrow [\![f^*]\!][\![T]\!] \rightarrow [\![B]\!])$$

Modal Effect Types

Effect Contexts

A typing judgement tracks the ***ambient effect context***

$$\vdash \lambda x. \mathbf{do} \text{ yield } x : \text{Int} \rightarrow 1 @ \text{yield}$$

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Effect contexts propagate through types and terms

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A natural notion of sub-effecting

$$\vdash \lambda x. \mathbf{do} \mathbf{yield} x : \mathbf{Int} \rightarrow \mathbf{1} @ \mathbf{yield}, \mathbf{ask}$$

Absolute Modalities

Effect contexts are part of typing judgements, *not types*

We use *modalities* to track effects in types

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An **absolute modality** $[E]$ changes the ambient effect context to E

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The absolute modality $[\mathbf{yield}]$ changes the ambient effect context \mathbf{ask} to \mathbf{yield}

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An **absolute modality** $[E]$ changes the ambient effect context to E

$$\frac{\Gamma, \text{🔒}_{[\text{yield}]} \vdash \lambda x. \mathbf{do} \text{ yield } x : \text{Int} \rightarrow 1 @ \text{yield}}{\Gamma \vdash \mathbf{mod}_{[\text{yield}]} (\lambda x. \mathbf{do} \text{ yield } x) : [\text{yield}](\text{Int} \rightarrow 1) @ \text{ask}}$$

The absolute modality $[\text{yield}]$ changes the ambient effect context ask to yield

The lock $\text{🔒}_{[\text{yield}]}$ tracks the changes of effect contexts

Relative Modalities

A **relative modality** $\langle E \rangle$ extends the ambient effect context with effects E

$$\Gamma \vdash \mathbf{mod}_{\langle \mathbf{yield} \rangle} (\lambda x. \mathbf{do} \mathbf{yield} (\mathbf{do} \mathbf{ask} ())) : \langle \mathbf{yield} \rangle (\mathbf{Int} \rightarrow \mathbf{1}) @ \mathbf{ask}$$

Relative Modalities

A **relative modality** $\langle E \rangle$ extends the ambient effect context with effects E

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The relative modality $\langle \mathbf{yield} \rangle$ extends the ambient effect context \mathbf{ask} with \mathbf{yield}

Relative Modalities

A **relative modality** $\langle E \rangle$ extends the ambient effect context with effects E

$$\frac{\Gamma, \mathbf{lock}_{\langle \text{yield} \rangle} \vdash \lambda x. \mathbf{do} \text{ yield} (\mathbf{do} \text{ ask} ()) : \text{Int} \rightarrow 1 @ \text{yield, ask}}{\Gamma \vdash \mathbf{mod}_{\langle \text{yield} \rangle} (\lambda x. \mathbf{do} \text{ yield} (\mathbf{do} \text{ ask} ())) : \langle \text{yield} \rangle(\text{Int} \rightarrow 1) @ \text{ask}}$$

The relative modality $\langle \text{yield} \rangle$ extends the ambient effect context **ask** with **yield**

Locks Control the Accessibility of Variables

An invalid judgement

$$f: \text{Int} \rightarrow \mathbf{1} \not\vdash \text{mod}_{[\text{yield}]} (\lambda x. f x) : [\text{yield}](\text{Int} \rightarrow \mathbf{1}) @ \text{ask}$$

Locks Control the Accessibility of Variables

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$$f : \text{Int} \rightarrow \mathbf{1} \not\vdash \mathbf{mod}_{[\text{yield}]} \left(\lambda x. f x \right) : [\text{yield}](\text{Int} \rightarrow \mathbf{1}) @ \text{ask}$$

because f may use the `ask` operation

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because f may use the `ask` operation

MET rejects its expected premise

$$f : \text{Int} \rightarrow \text{Int}, \text{lock}_{[\text{yield}]} \not\vdash \lambda x. f x : \text{Int} \rightarrow \text{Int} @ \text{yield}$$

by not allowing f to be used after the lock $\text{lock}_{[\text{yield}]}$

Modality Elimination

We can make the premise well-typed by annotating the binding of f with $[]$ (or $[\text{yield}]$)

$$f : [] \text{ Int} \rightarrow 1, \text{ lock}[\text{yield}] \vdash \lambda x^{\text{Int}}.fx : \text{Int} \rightarrow 1 @ \text{yield}$$

Modality Elimination

We can make the premise well-typed by annotating the binding of f with [] (or $[\text{yield}]$)

$$f : \text{[] Int} \rightarrow \text{1}, \text{lock}[\text{yield}] \vdash \lambda x^{\text{Int}}.fx : \text{Int} \rightarrow \text{1} @ \text{yield}$$

Such a binding is introduced by modality elimination (the default annotation is $\langle \rangle$)

$$\frac{\vdash V : \text{[]}(\text{Int} \rightarrow \text{1}) \quad f : \text{[] Int} \rightarrow \text{1} \vdash M : A @ \text{yield}}{\vdash \text{let mod} \text{[] } f = V \text{ in } M : A @ \text{yield}}$$

Rows as Modal Effects

System F $^\epsilon$: Row-Based Effect Types à la Koka

System F $^\epsilon$ formalises Koka's row-based effect system

Effect Handlers, Evidently

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System F $^\epsilon$: Row-Based Effect Types à la Koka

System F $^\epsilon$ formalises Koka's row-based effect system

Key idea: annotate each function arrow with a row of effects

$$A \rightarrow^E B$$

A function that may use effects in the row E when applied

Examples of System F $^\epsilon$

$$A \rightarrow^{\textcolor{red}{E}} B$$

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A first-order effectful function

$$\lambda x. \mathbf{do} \text{ yield } x : \text{Int} \rightarrow^{\textcolor{red}{yield}} 1$$

Examples of System F $^\epsilon$

$A \rightarrow^E B$

A first-order effectful function

$$\lambda x. \mathbf{do} \text{ yield } x : \text{Int} \rightarrow^{\text{yield}} 1$$

A higher-order effect-polymorphic function

$$\Lambda \epsilon. \lambda f. \lambda x. f x : \forall \epsilon. (\text{Int} \rightarrow^{\epsilon} 1) \rightarrow \text{Int} \rightarrow^{\epsilon} 1$$

$$[\![A \rightarrow^{\color{red} E} B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Encoding System F $^\epsilon$ in MET

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Encoding of the first-order effectful function

$$[\![\text{Int} \rightarrow^{\text{yield}} \text{1}]\!] = [\![\text{yield}]\!](\text{Int} \rightarrow \text{1})$$

Encoding System F $^\epsilon$ in MET

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Encoding of the first-order effectful function

$$[\![\text{Int} \rightarrow^{\text{yield}} 1]\!] = [\text{yield}](\text{Int} \rightarrow 1)$$

$$[\![\lambda x. \text{do yield } x]\!] = \text{mod}_{[\text{yield}]} (\lambda x. \text{do yield } x)$$

Encoding System F $^\epsilon$ in MET

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Encoding of the first-order effectful function

$$[\![\text{Int} \rightarrow^{\text{yield}} 1]\!] = [\![\text{yield}]\!](\text{Int} \rightarrow 1)$$

Encoding of the higher-order effect-polymorphic function

$$[\![\forall \varepsilon. (\text{Int} \rightarrow^\varepsilon 1) \rightarrow \text{Int} \rightarrow^\varepsilon 1]\!] = \forall \varepsilon. [\![(\varepsilon)(\text{Int} \rightarrow 1) \rightarrow [\varepsilon](\text{Int} \rightarrow 1)]\!]$$

Encoding System F $^\epsilon$ in MET

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

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Encoding of the higher-order effect-polymorphic function

$$\begin{aligned} [\![\forall \varepsilon. (\text{Int} \rightarrow^\varepsilon 1) \rightarrow \text{Int} \rightarrow^\varepsilon 1]\!] &= \forall \varepsilon. [\![([\varepsilon] (\text{Int} \rightarrow 1) \rightarrow [\varepsilon] (\text{Int} \rightarrow 1))]\!] \\ [\![\Lambda \varepsilon. \lambda f. \lambda x. f x]\!] &= \Lambda \varepsilon. \text{mod}_{\! [\![\varepsilon]\!]} (\lambda f. \text{mod}_{\! [\varepsilon]\!} (\lambda x. \text{let mod}_{\! [\varepsilon]\!} f' = f \text{ in } f' x)) \end{aligned}$$

Capabilities as Modal Effects

System C: Capability-Based Effect Types à la Effekt

System C formalises Effekt's capability-based effect system

Effects, Capabilities, and Boxes

From Scope-Based Reasoning to Type-Based Reasoning and Back

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System C: Capability-Based Effect Types à la Effekt

System C formalises Effekt's capability-based effect system

Key idea: treat effects as capabilities provided by the context

$$(\overline{A}, \overline{f : T}) \Rightarrow B$$

A block (i.e., second-class function) that binds

- a list of arguments of types \overline{A} , and
- a list of capabilities $\overline{f : T}$ (i.e., block variables)

Examples of System C

$$(\overline{A}, \overline{f : T}) \Rightarrow B$$

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A first-order block that call the capability `yield` from the context

$$\text{yield} : \text{Int} \Rightarrow \mathbf{1} \vdash \{(x : \text{Int}) \Rightarrow \text{yield}(x)\} : \text{Int} \Rightarrow \mathbf{1}$$

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A first-order block that call the capability yield from the context

$$\text{yield} : \text{Int} \Rightarrow \mathbf{1} \vdash \{(x : \text{Int}) \Rightarrow \text{yield}(x)\} : \text{Int} \Rightarrow \mathbf{1}$$

A higher-order block that binds a capability f (a block variable)

$$\{(x : \text{Int}, f : \text{Int} \Rightarrow \mathbf{1}) \Rightarrow f(x)\} : (\text{Int}, f : \text{Int} \Rightarrow \mathbf{1}) \Rightarrow \mathbf{1}$$

Examples of System C (Contd.)

Blocks / capabilities are second-class, i.e., they cannot escape

$$\{(x : \text{Int}, f : \text{Int} \Rightarrow 1) \Rightarrow f(x)\} : (\text{Int}, f : \text{Int} \Rightarrow 1) \Rightarrow 1$$

Examples of System C (Contd.)

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$$\{(x : \text{Int}, f : \text{Int} \Rightarrow 1) \Rightarrow f(x)\} : (\text{Int}, f : \text{Int} \Rightarrow 1) \Rightarrow 1$$

In order to define a curried version we need to use boxes

$$\{(f : \text{Int} \Rightarrow 1) \Rightarrow \text{box} \{(x : \text{Int}) \Rightarrow f(x)\}\} : (f : \text{Int} \Rightarrow 1) \Rightarrow (\text{Int} \Rightarrow 1 \text{ at } \{f\})$$

Examples of System C (Contd.)

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box ... turns a block into a first-class value

The result type $\text{Int} \Rightarrow 1 \text{ at } \{f\}$ tracks that this boxed block uses the capability f

Encoding System C in MET

$$[(\overline{A}, \overline{f : T}) \Rightarrow B] = \forall \overline{f^*}. \langle \overline{f^*} \rangle (\overline{[A]} \rightarrow \overline{[f^*][T]} \rightarrow [B])$$

Encoding System C in MET

$$\llbracket (\overline{A}, \overline{f : T}) \Rightarrow B \rrbracket = \forall \overline{f^*}. \langle \overline{f^*} \rangle (\llbracket \overline{A} \rrbracket \rightarrow \overline{\llbracket f^* \rrbracket \llbracket T \rrbracket} \rightarrow \llbracket B \rrbracket)$$

It looks quite involved since a block construction in System C does several things

$$\{(x : \text{Int}, f : \text{Int} \Rightarrow \text{Int}) \Rightarrow f(x)\} : (\text{Int}, \overline{f : \text{Int} \Rightarrow \text{Int}}) \Rightarrow \text{Int}$$

- (1) bind a both term- and type-level capability f
- (2) this f may be invoked in the block body
- (3) any capability from the context may also be invoked in the block body

Encoding Blocks of System C

A block construction in System C does several things:

- (1) bind a both term- and type-level capability f
- (2) this f may be invoked in the block body
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Encoding Blocks of System C

A block construction in System C does several things:

- (1) bind a both term- and type-level capability f
- (2) this f may be invoked in the block body
- (3) any capability from the context may also be invoked in the block body

Our encoding uses modalities to make them explicit

$$\llbracket (\text{Int}, f : \text{Int} \Rightarrow \mathbf{1}) \Rightarrow \mathbf{1} \rrbracket = \forall f^*. \langle f^* \rangle (\text{Int} \rightarrow [f^*] (\text{Int} \rightarrow \mathbf{1}) \rightarrow \mathbf{1})$$

For (1), we introduce a type-level variable f^* and wrap the argument with the modality $[f^*]$

For (2) and (3), we use the relative modality $\langle f^* \rangle$

Encoding Boxes of System C

Boxes in System C are encoded as absolute modalities

$$\llbracket (f: \text{Int} \Rightarrow 1) \Rightarrow (\text{Int} \Rightarrow 1 \text{ at } \{f\}) \rrbracket = \forall f^*. \langle f^* \rangle (f^* (\text{Int} \rightarrow 1) \rightarrow [f^*] (\text{Int} \rightarrow 1))$$

Wrapping Up

Comparing Rows and Capabilities

By encoding both System F $^\epsilon$ and System C into MET, we can easily compare them

System F $^\epsilon$ to MET:

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

$$[\![\forall \epsilon. A]\!] = \forall \epsilon. [\![A]\!]$$

System C to MET: $[\!(\bar{A}, \overline{f : T}) \Rightarrow B]\!] = \forall \overline{f^*}. \langle \overline{f^*} \rangle([\![\bar{A}]\!] \rightarrow [\![\overline{f^*}]\!][\![\bar{T}]\!]) \rightarrow [\![B]\!]$

$$[\![T \text{ at } C]\!] = [\![\![C]\!]] [\![T]\!]$$

Two main observations:

- 1.
- 2.

Comparing Rows and Capabilities

By encoding both System F $^\epsilon$ and System C into MET, we can easily compare them

System F $^\epsilon$ to MET: $\llbracket A \rightarrow^E B \rrbracket = \llbracket \llbracket E \rrbracket \rrbracket (\llbracket A \rrbracket \rightarrow \llbracket B \rrbracket)$

$$\llbracket \forall \varepsilon. A \rrbracket = \forall \varepsilon. \llbracket A \rrbracket$$

System C to MET: $\llbracket (\overline{A}, \overline{f : T}) \Rightarrow B \rrbracket = \forall \overline{f^*}. \langle \overline{f^*} \rangle (\overline{\llbracket A \rrbracket} \rightarrow \overline{\llbracket f^* \rrbracket \llbracket T \rrbracket} \rightarrow \llbracket B \rrbracket)$

$$\llbracket T \text{ at } C \rrbracket = \llbracket \llbracket C \rrbracket \rrbracket \llbracket T \rrbracket$$

Two main observations:

1. different top-level modalities
- 2.

Comparing Rows and Capabilities

By encoding both System F $^\epsilon$ and System C into MET, we can easily compare them

System F $^\epsilon$ to MET: $\llbracket A \rightarrow^E B \rrbracket = \llbracket \llbracket E \rrbracket \rrbracket (\llbracket A \rrbracket \rightarrow \llbracket B \rrbracket)$

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System C to MET: $\llbracket (\overline{A}, \overline{f : T}) \Rightarrow B \rrbracket = \forall \overline{f^*}. \llbracket \overline{f^*} \rrbracket (\overline{\llbracket A \rrbracket} \rightarrow \overline{\llbracket f^* \rrbracket \llbracket T \rrbracket} \rightarrow \llbracket B \rrbracket)$

$$\llbracket T \text{ at } C \rrbracket = \llbracket \llbracket C \rrbracket \rrbracket \llbracket T \rrbracket$$

Two main observations:

1. different top-level modalities => System F $^\epsilon$ functions fully specify effects while System C blocks may use any capabilities from the context (unless boxed)
- 2.

Comparing Rows and Capabilities

By encoding both System F $^\epsilon$ and System C into MET, we can easily compare them

System F $^\epsilon$ to MET: $\llbracket A \rightarrow^E B \rrbracket = \llbracket \llbracket E \rrbracket \rrbracket (\llbracket A \rrbracket \rightarrow \llbracket B \rrbracket)$

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Two main observations:

1. different top-level modalities
2. different uses of effect variables

Comparing Rows and Capabilities

By encoding both System F $^\epsilon$ and System C into MET, we can easily compare them

System F $^\epsilon$ to MET:

$$[\![A \rightarrow^E B]\!] = [\![\mathbf{E}]\!](\![A]\!] \rightarrow \![B]\!)$$

$$[\![\forall \epsilon. A]\!] = \forall \epsilon. \ [A]$$

System C to MET: $[\!(\overline{A}, \overline{f : T}) \Rightarrow B]\!] = \forall \overline{f}. \ \langle \overline{f^*} \rangle (\overline{\![A]\!} \rightarrow \overline{[\![f^*]\!][\!T]\!} \rightarrow \![B]\!)$

$$[\!T \text{ at } C\!] = [\![\mathbf{C}]\!][\!T\!]$$

Two main observations:

1. different top-level modalities
2. different uses of effect variables => capabilities enable some form of implicit effect polymorphism

More in the Paper

Full formalisation of the uniform framework $\text{MET}(\mathcal{X})$

- Parameterised by effect structures \mathcal{X} following Morris and McKinna¹ and Yoshioka et al.²
- Extensions including local labels and modality-parameterised handlers
- Proofs of type soundness and effect safety

Encodings of different effect systems

- Koka (System F^ϵ , System $F^{\epsilon+\text{sn}}$) and Effekt (System C, System Ξ) with effect handlers
- Proofs of type and semantics preservation

¹Morris and McKinna, “Abstracting Extensible Data Types: Or, Rows by Any Other Name”, 2019.

²Yoshioka, Sekiyama, and Igarashi, “Abstracting Effect Systems for Algebraic Effect Handlers”, 2024.

Takeaway

Decoupling effect tracking from functions provides the flexibility and expressivity to subsume row-based and capability-based effect systems

Koka as MET:

$$[\![A \rightarrow^E B]\!] = [\![\![E]\!]]([\![A]\!] \rightarrow [\![B]\!])$$

Effekt as MET: $[\!(\overline{A}, \overline{f : T}) \Rightarrow B]\!] = \forall \overline{f^*}. \langle \overline{f^*} \rangle([\![\overline{A}]\!] \rightarrow [\![\overline{f^*}]\![\overline{T}]\!] \rightarrow [\![B]\!])$