Custom Stream Operators Made Safe And Simple with Libretto

SCALAR

Scala Conference in Central Europe

Tomas Mikula

Mar 24, 2023

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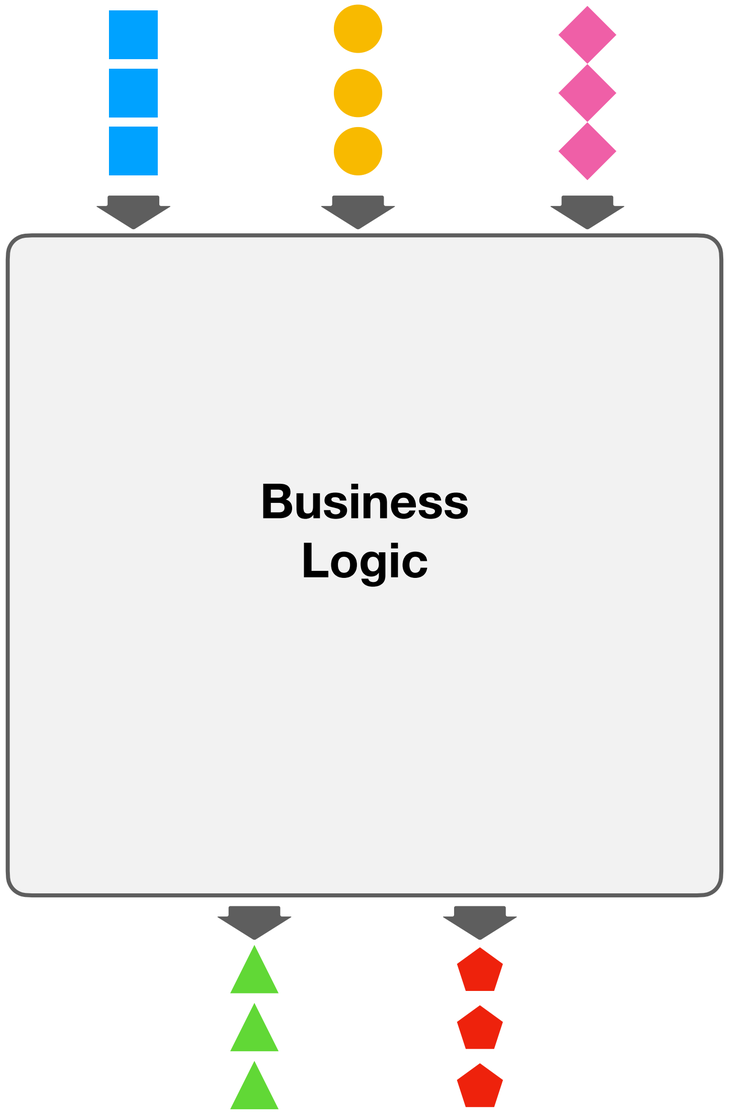

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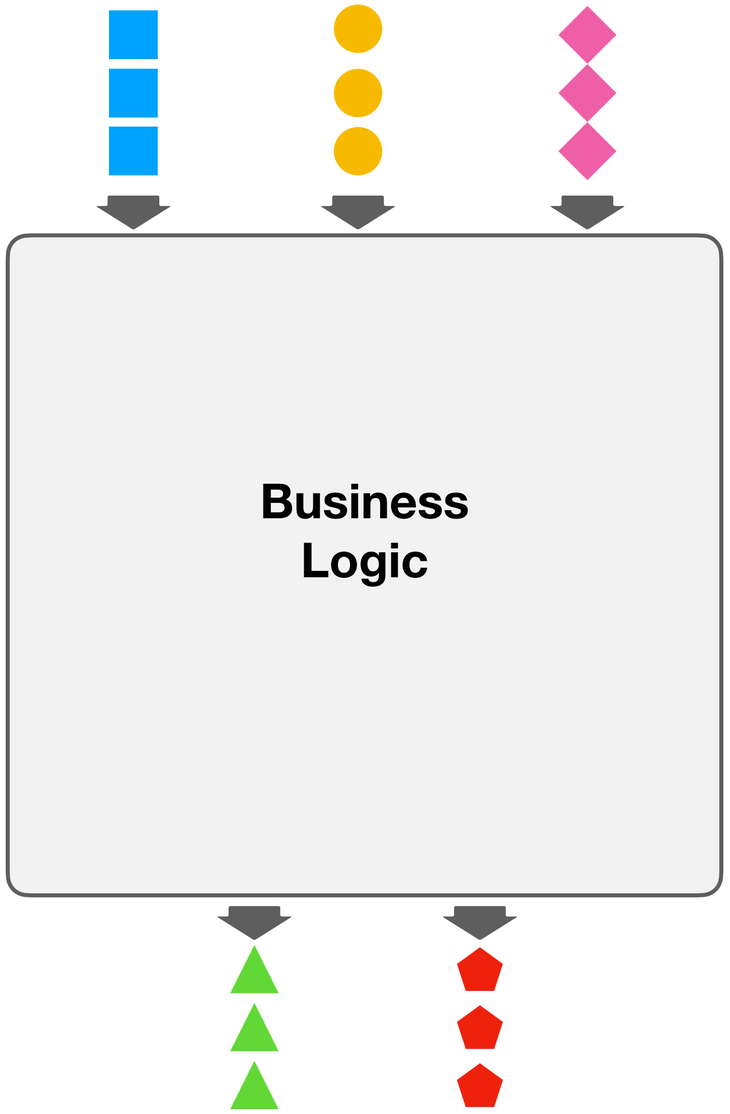

Safe

high rejection rate of wrong programs

(hard to shoot ourselves in the foot)

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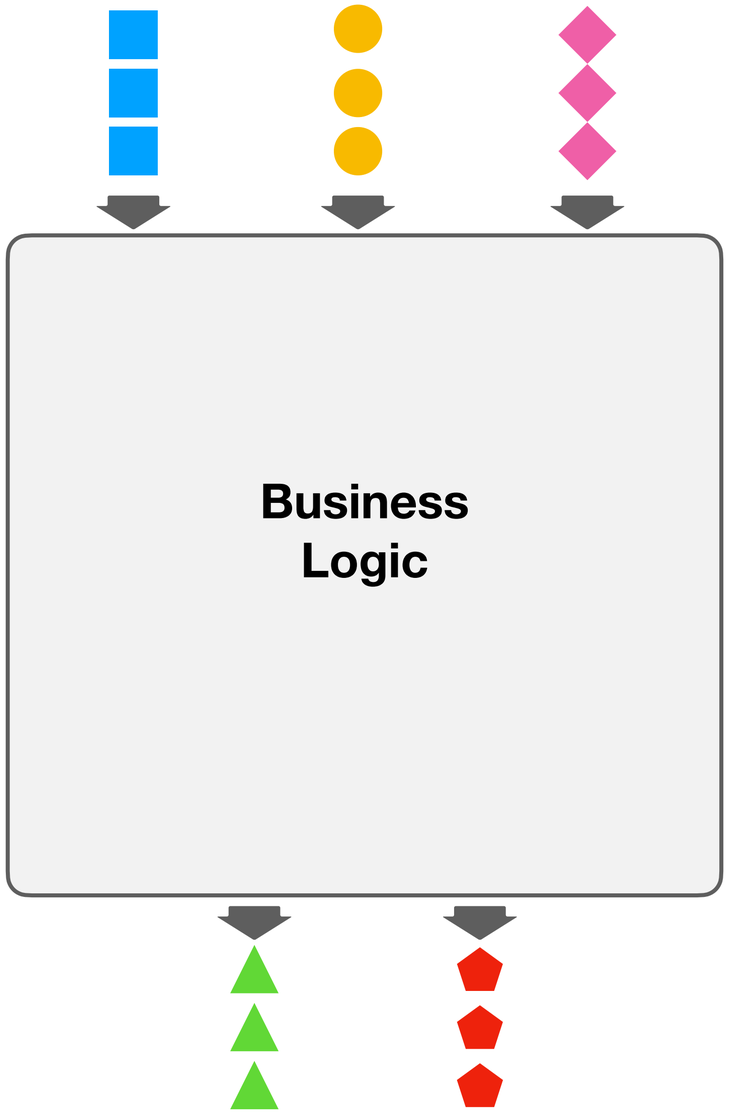

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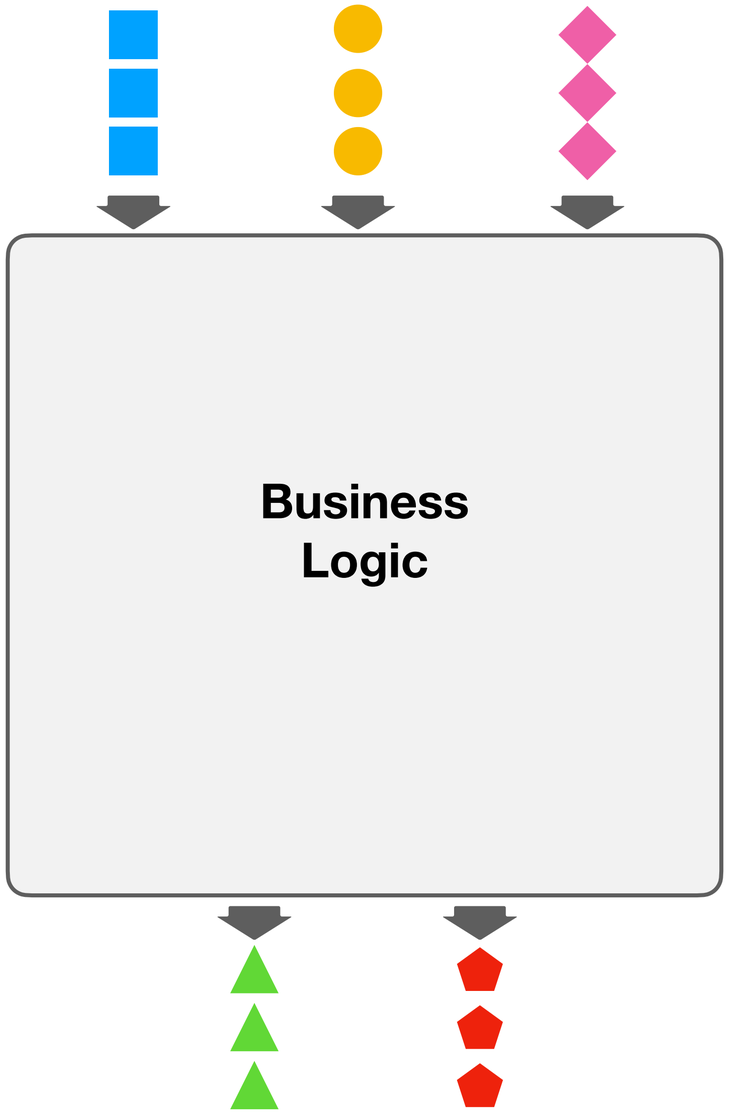

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a sequence of *elements* produced and consumed gradually

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proactive	reactive (not to be confused with “Reactive Streams”)

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Payload Flow	**producer**	Reactive Streams `Publisher`
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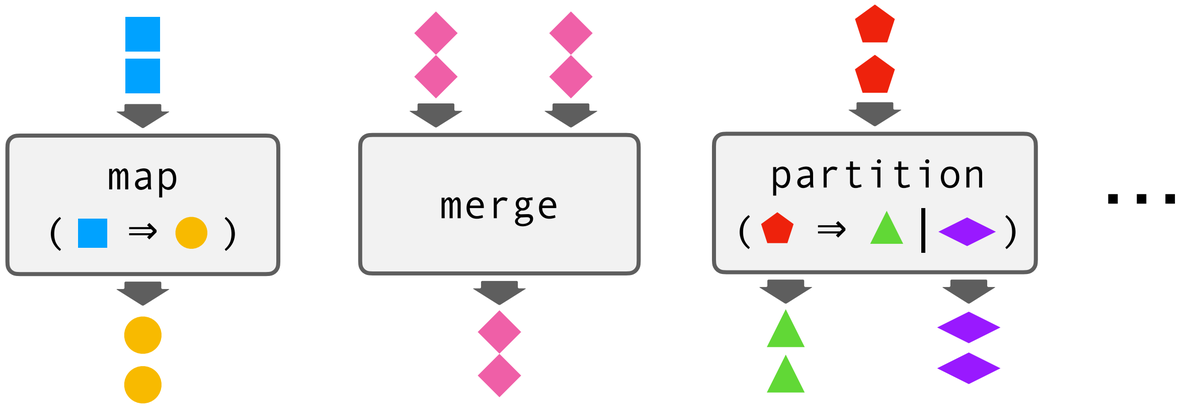
	consumer		

Libraries come with batteries included



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- *“declarative concurrency”*
- can go a long way
- ideally, never need anything custom

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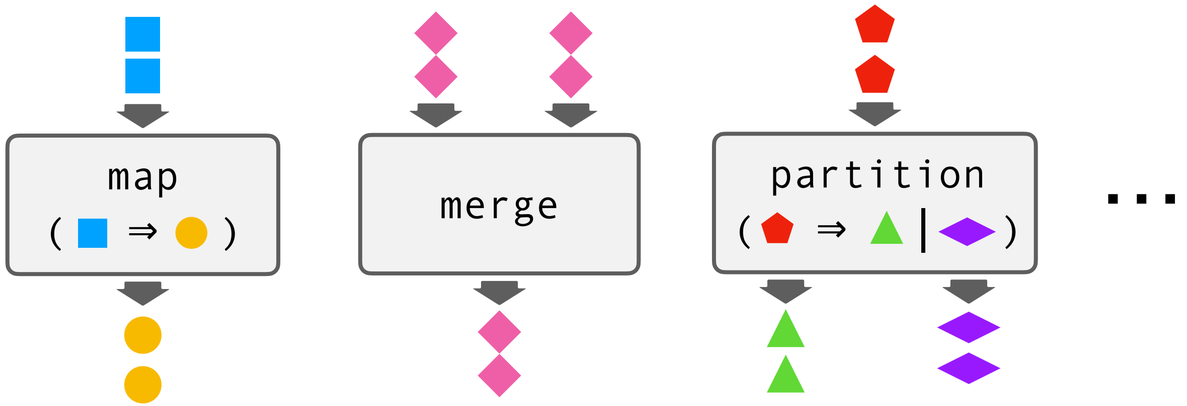

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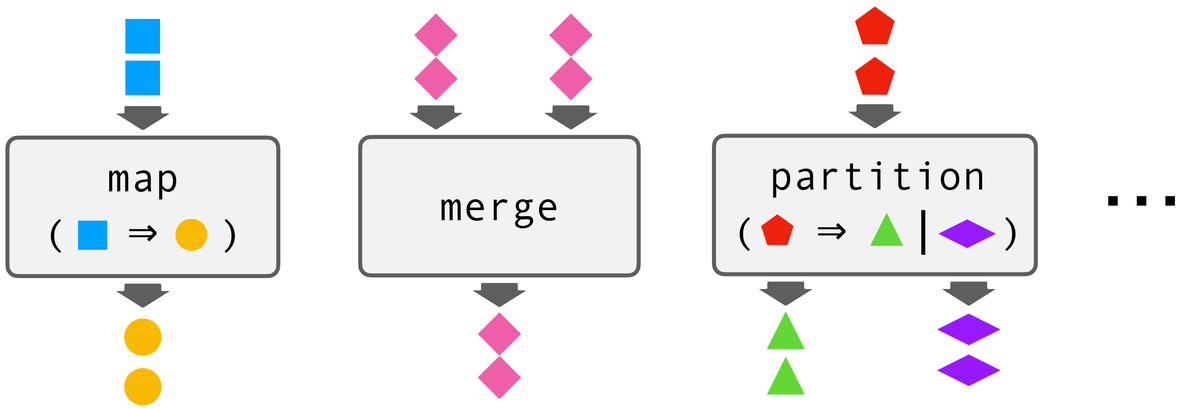

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promises

queues

mutable variables

interruptions

fibers

illegal state

scopes

locks

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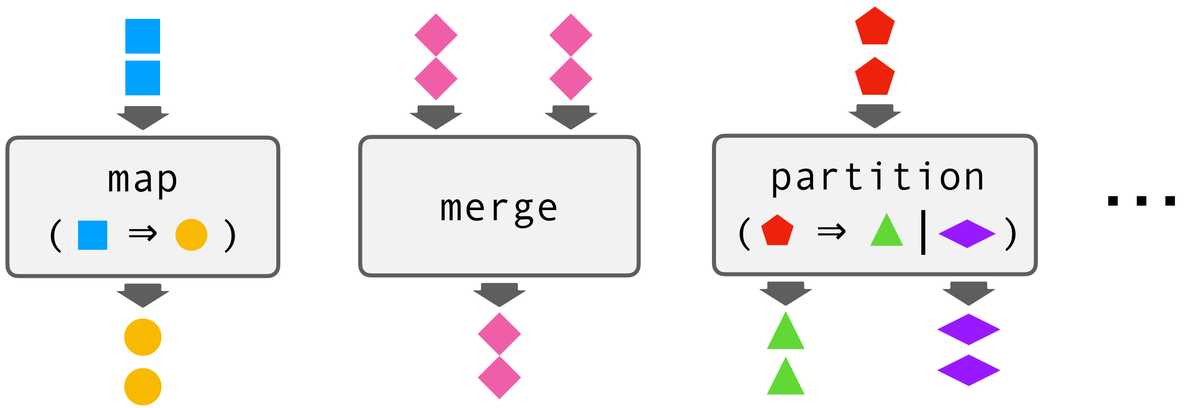

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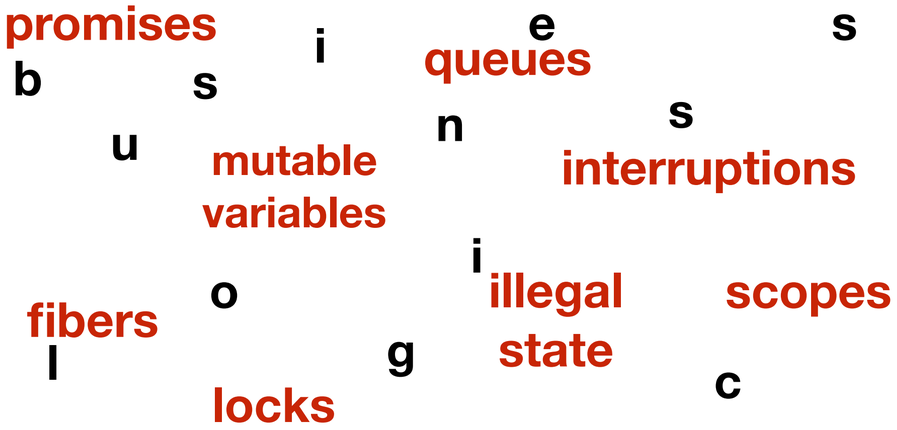

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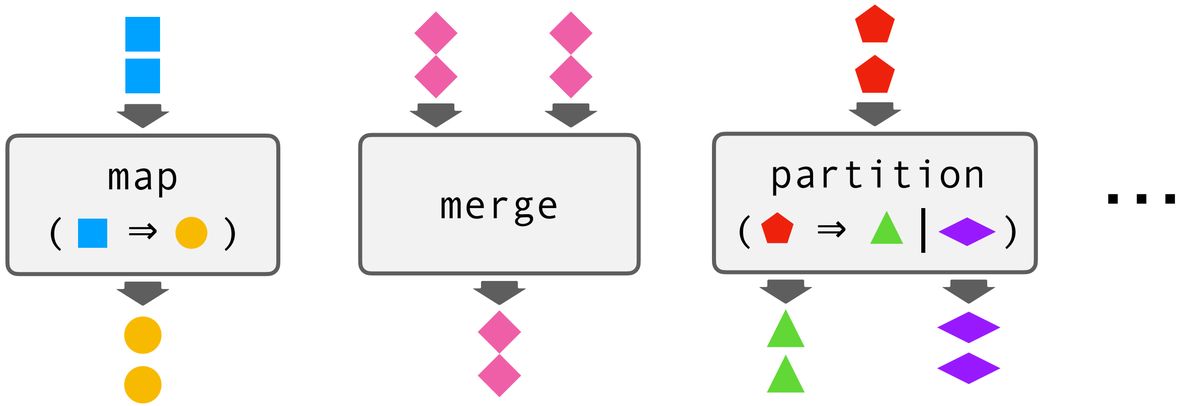

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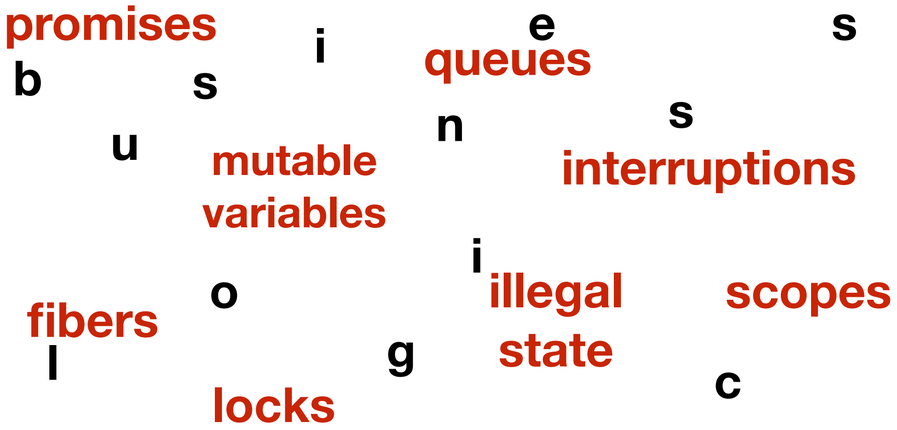

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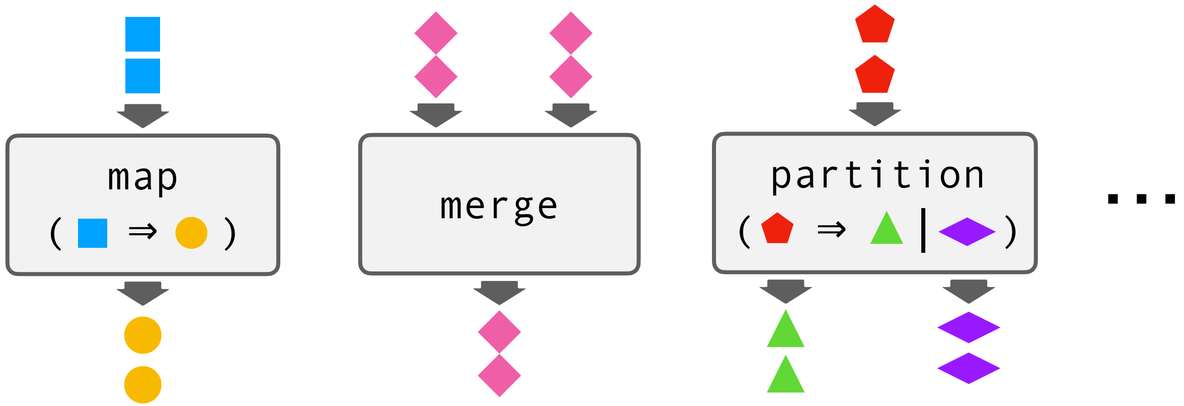

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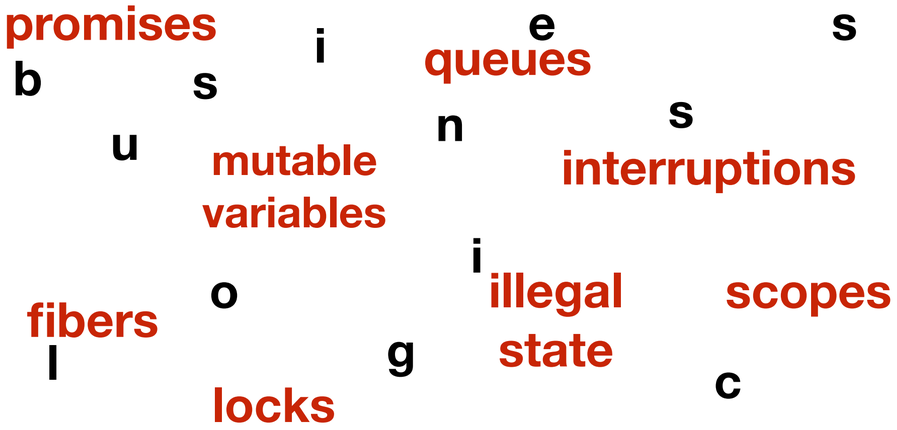

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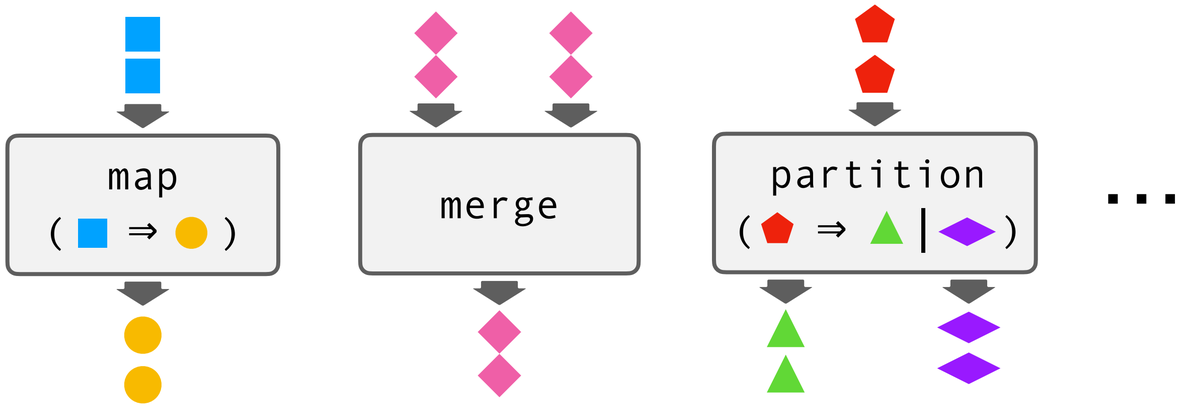

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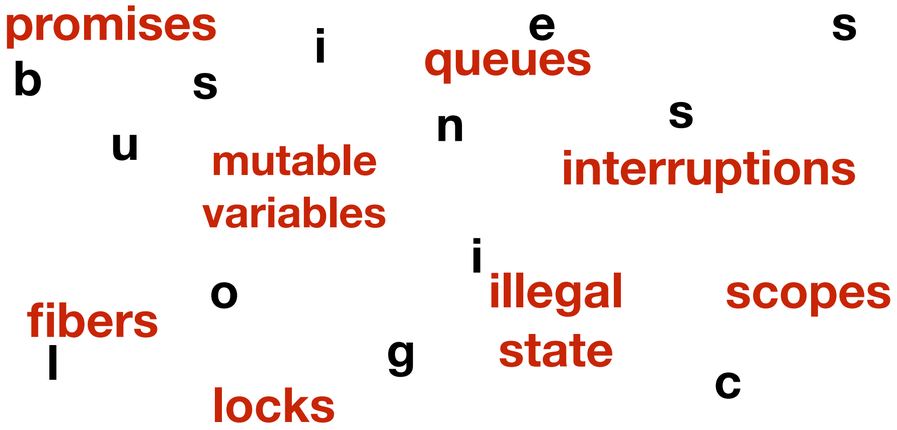

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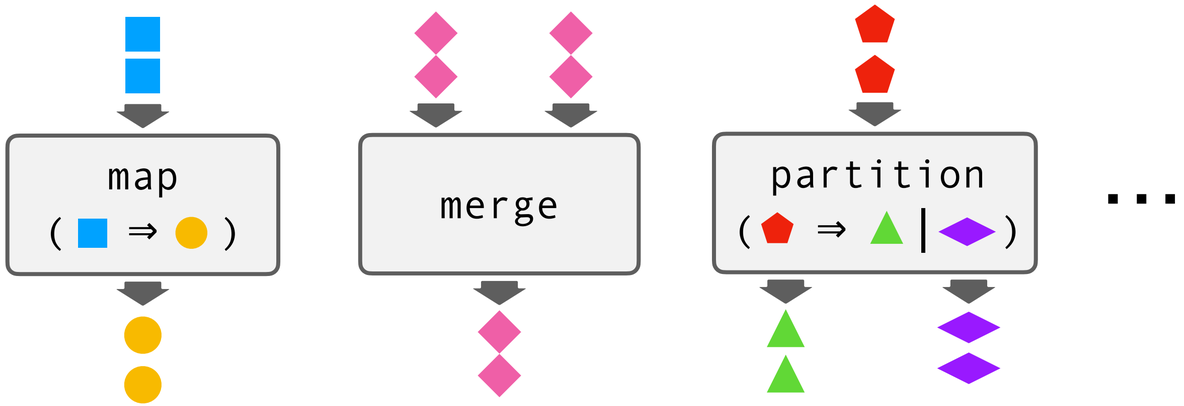

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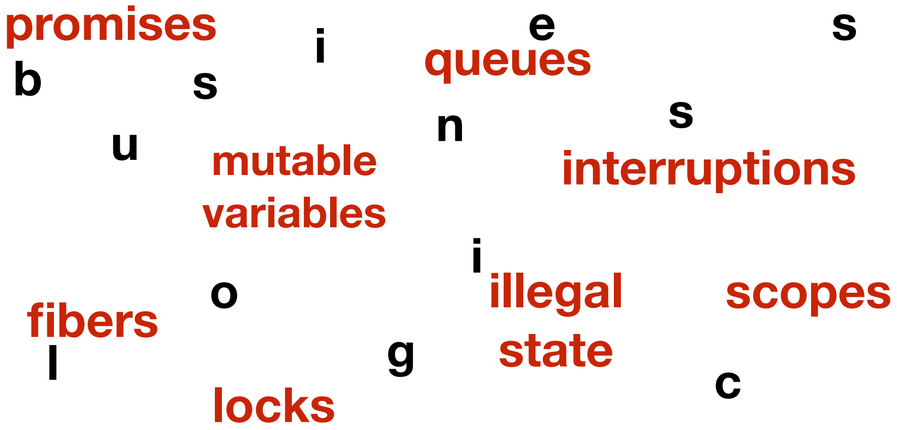

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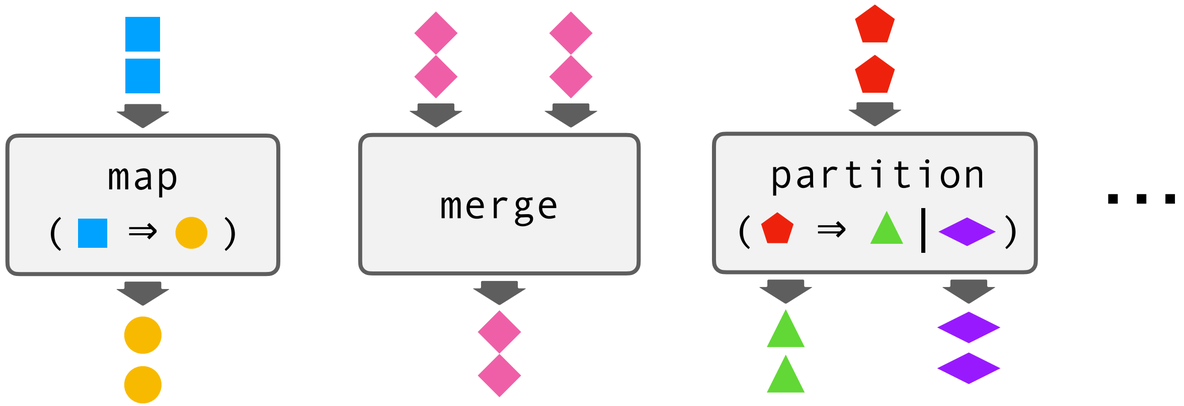

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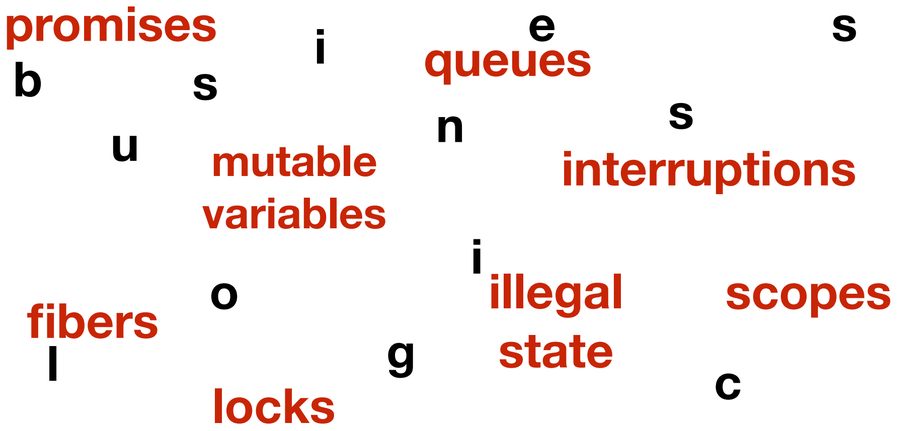

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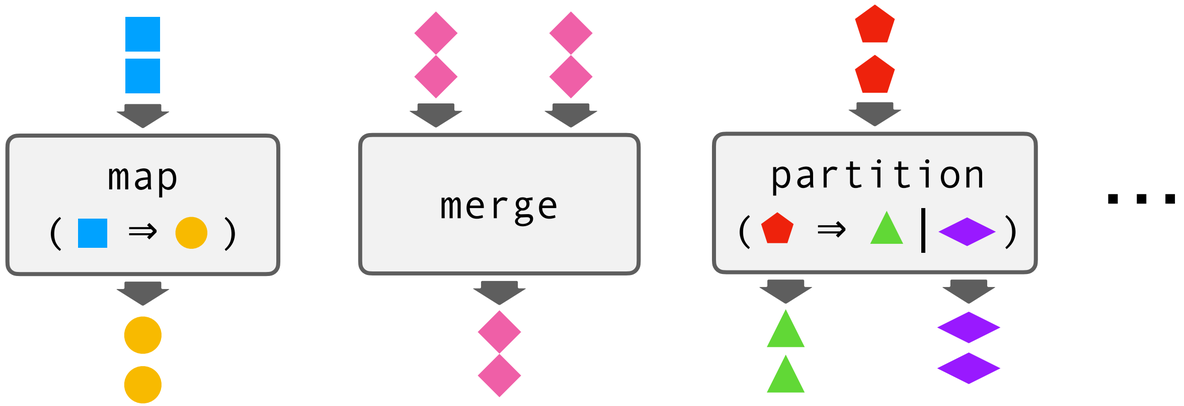

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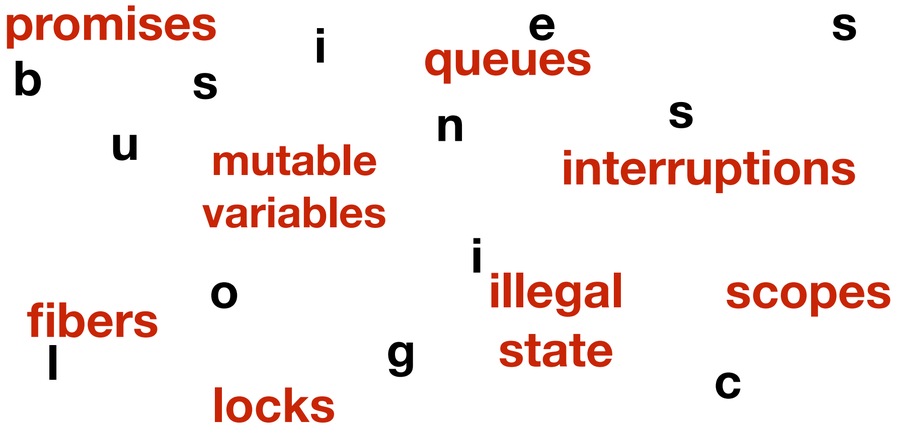

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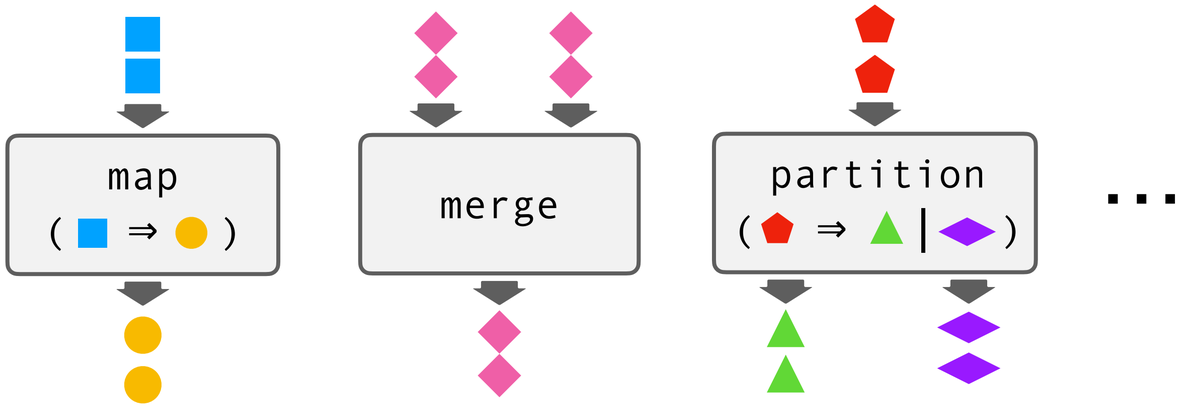

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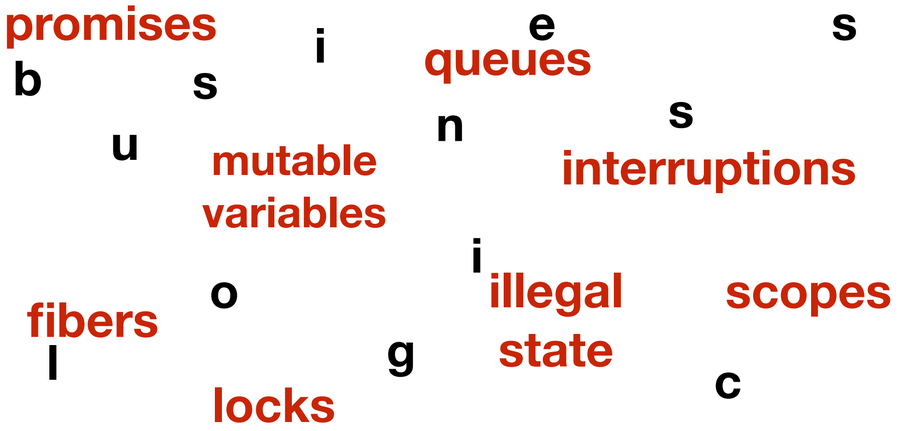

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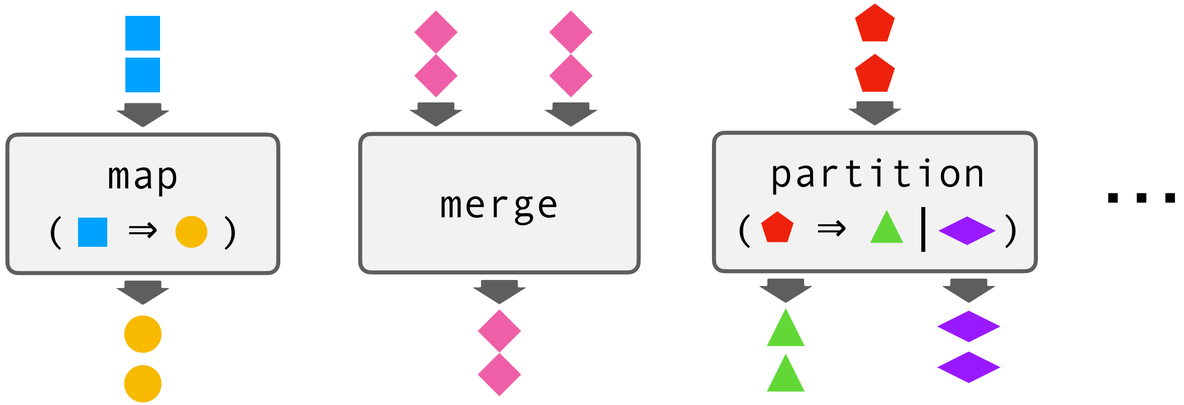

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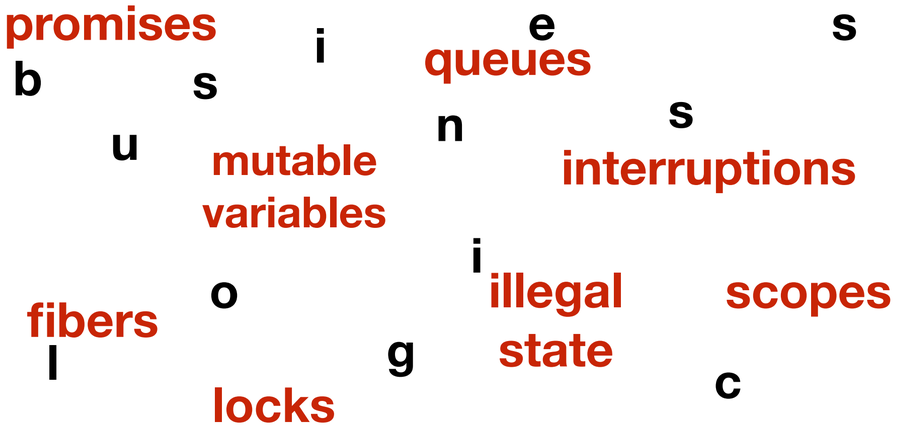

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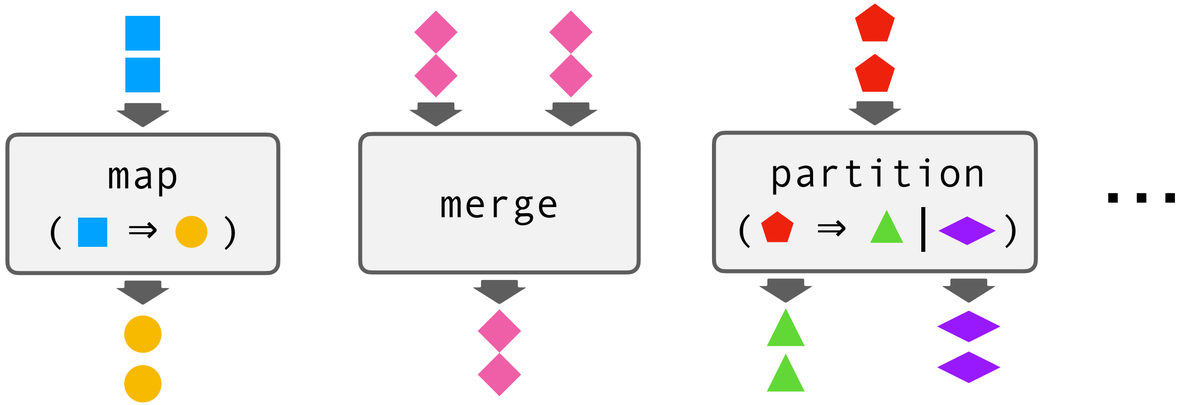

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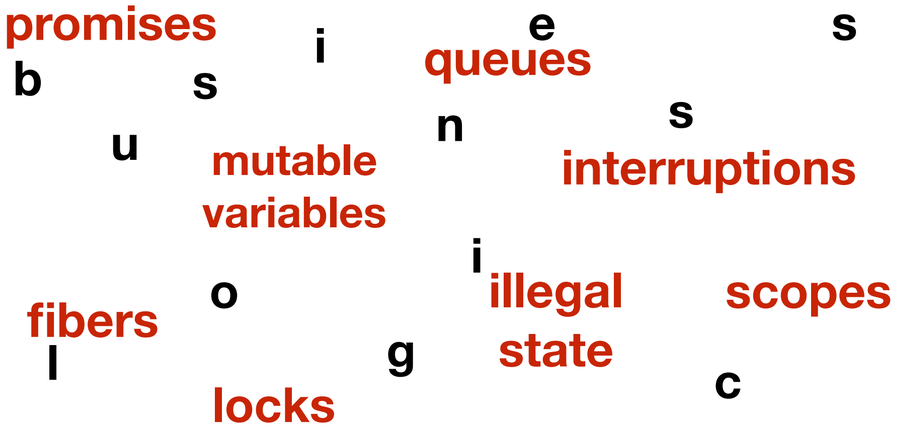

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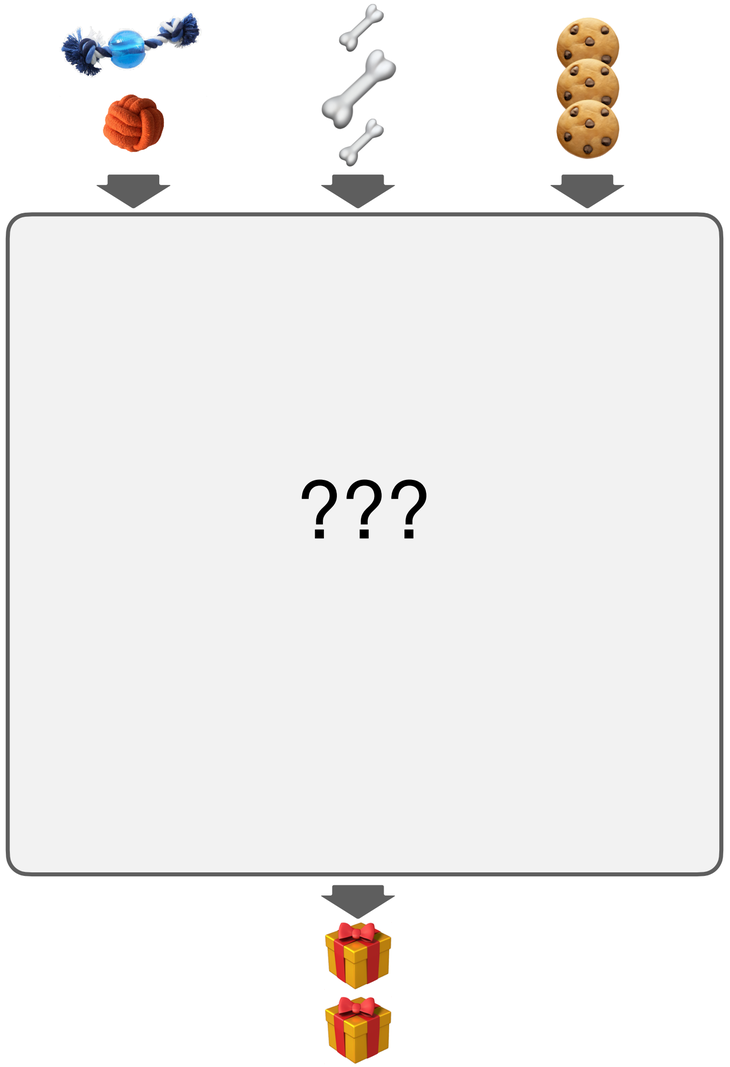
neither **Safe** nor **Simple**

The Libretto Way

by example

Packaging Dog Presents



- **In:** toys, bones, biscuits
- **Out:** packages of either
  - 1 toy, 1 *large* bone, *3* biscuits
  - 1 toy, 1 *small* bone, *5* biscuits
- Halt when either:
  - no more downstream demand
  - any upstream runs out of items
- Discard at most 1 toy, 1 bone, 5 biscuits

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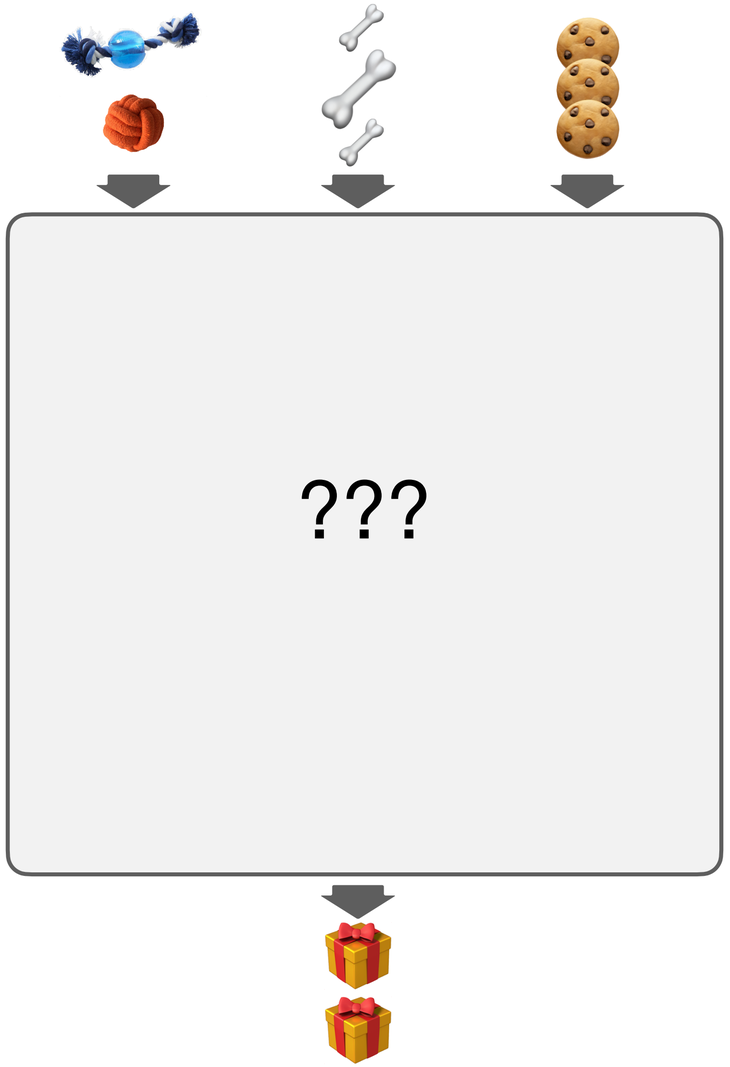

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Pulling behavior depends on previously pulled values (size of the pulled bone).

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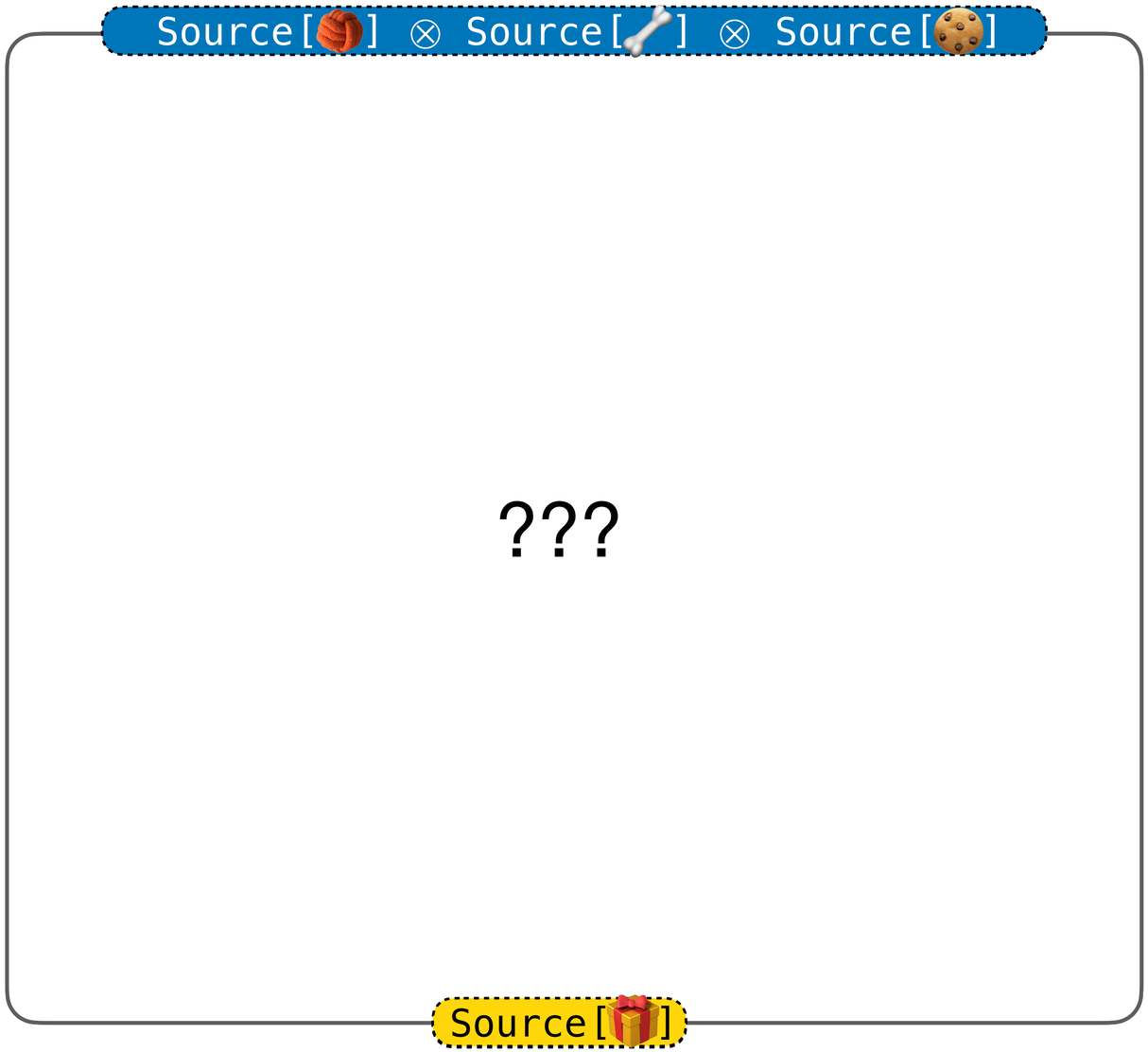

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	to be consumed
	to be produced
⊗	concurrent pair

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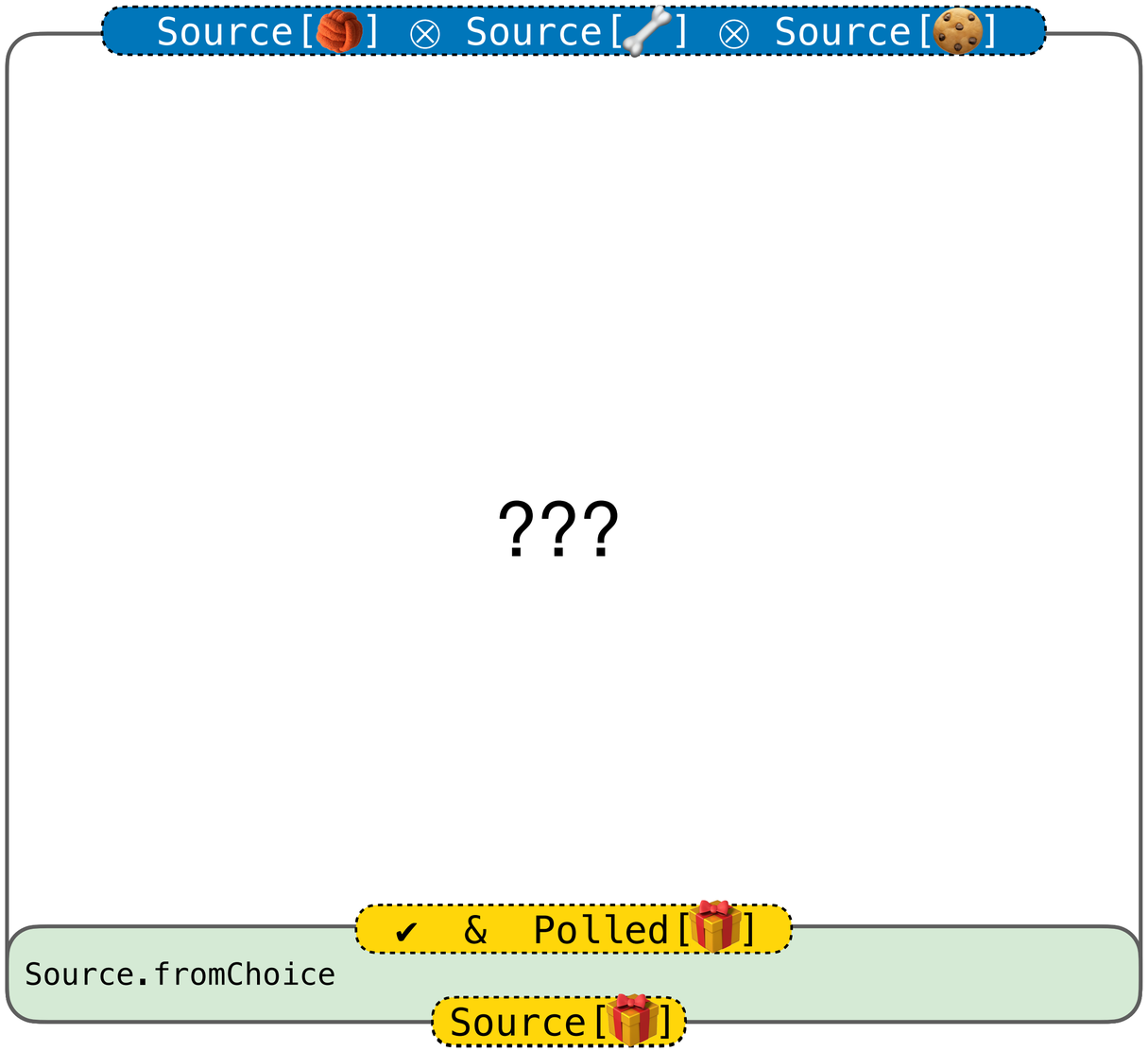

???	hole to be filled
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✔	Done signal
`Polled[A]`	requested next elem

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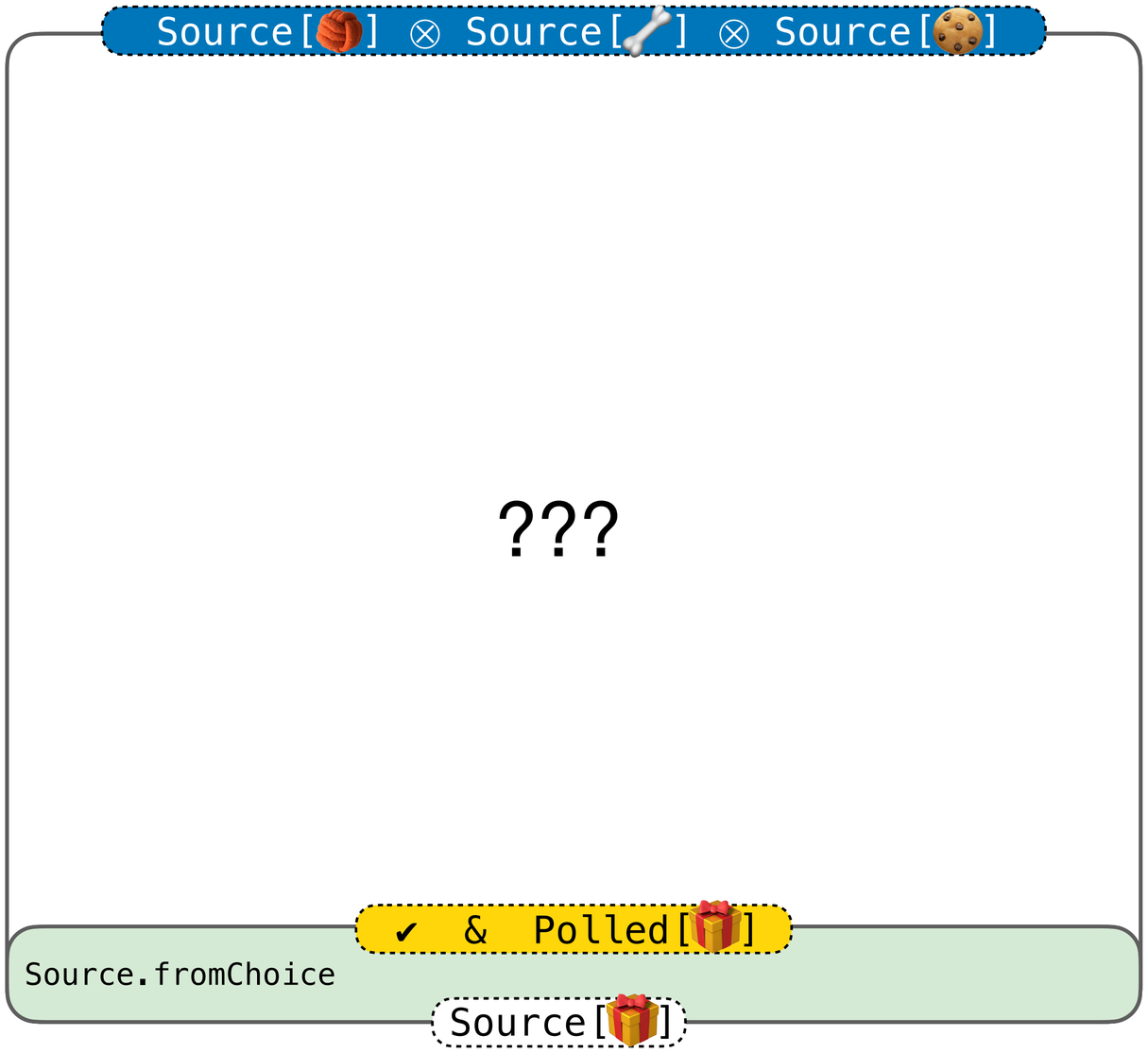

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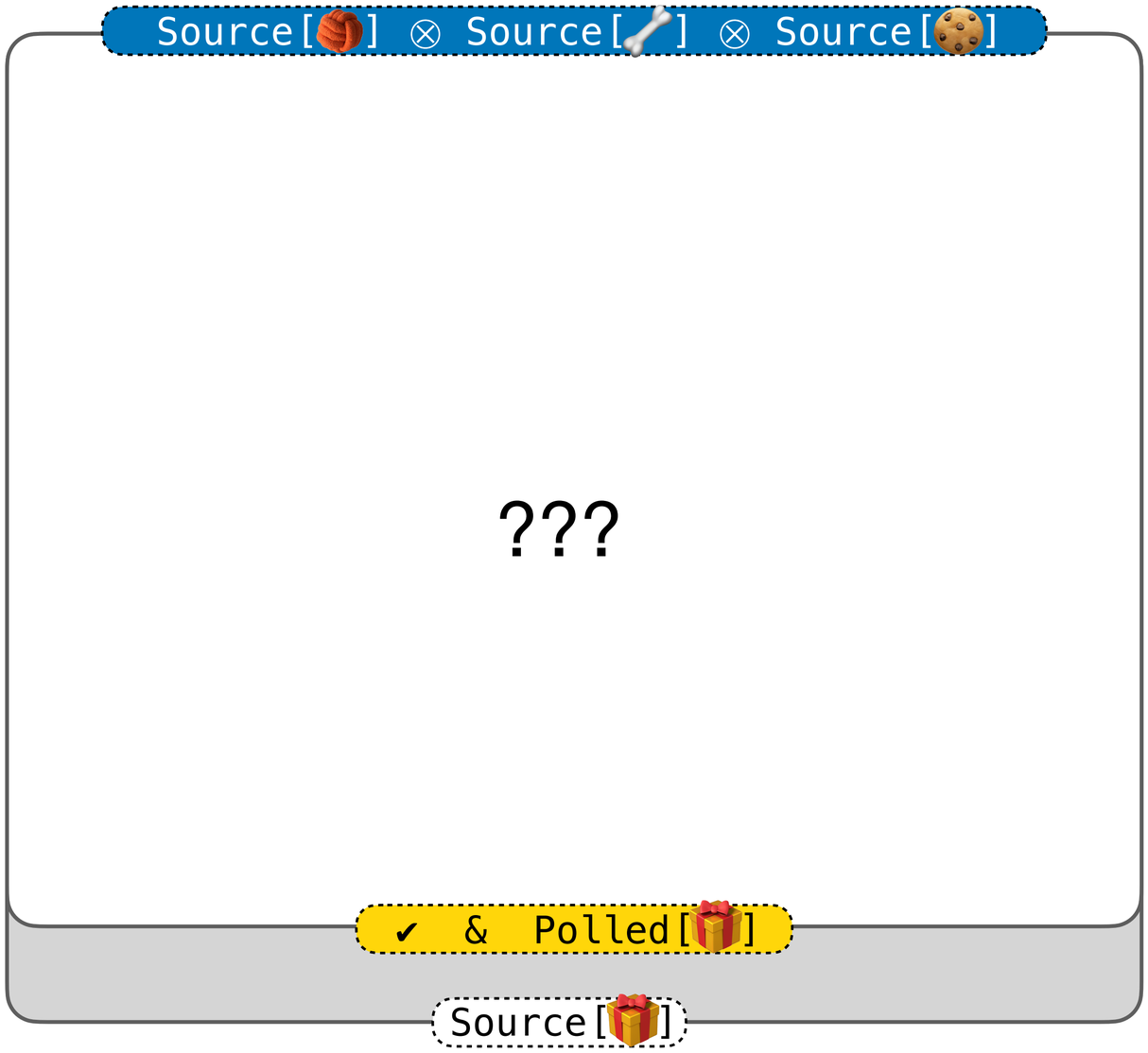

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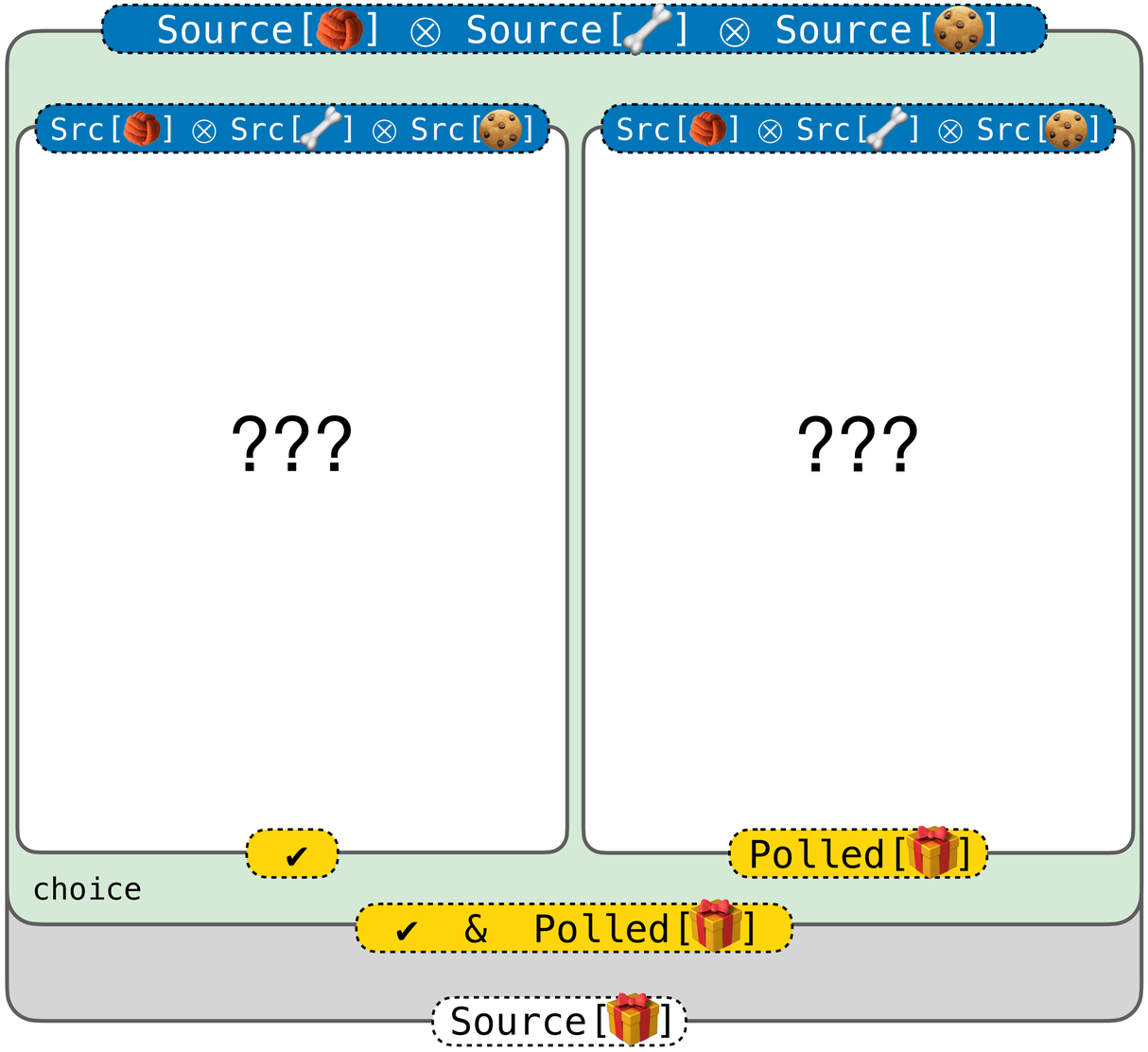

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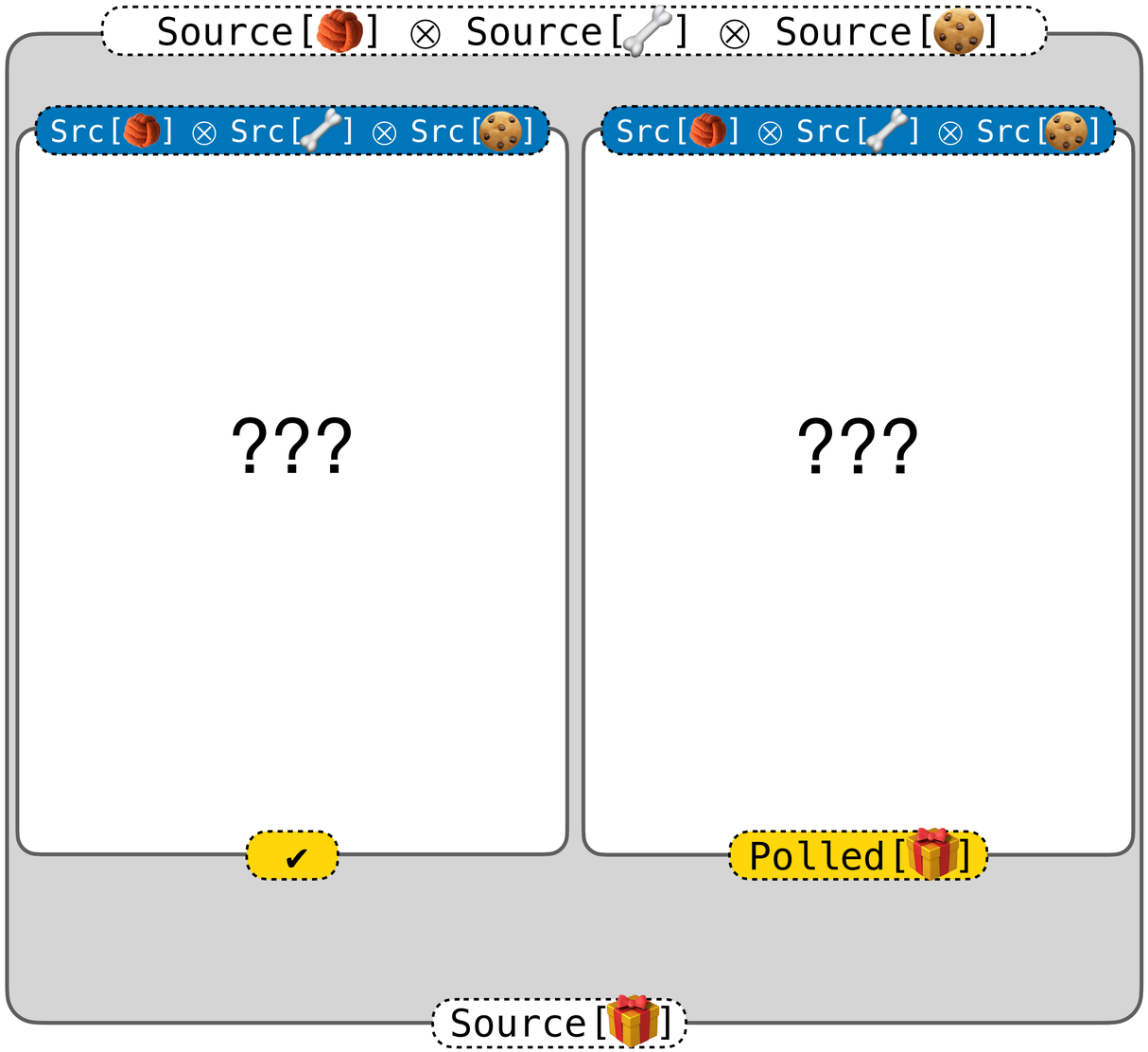

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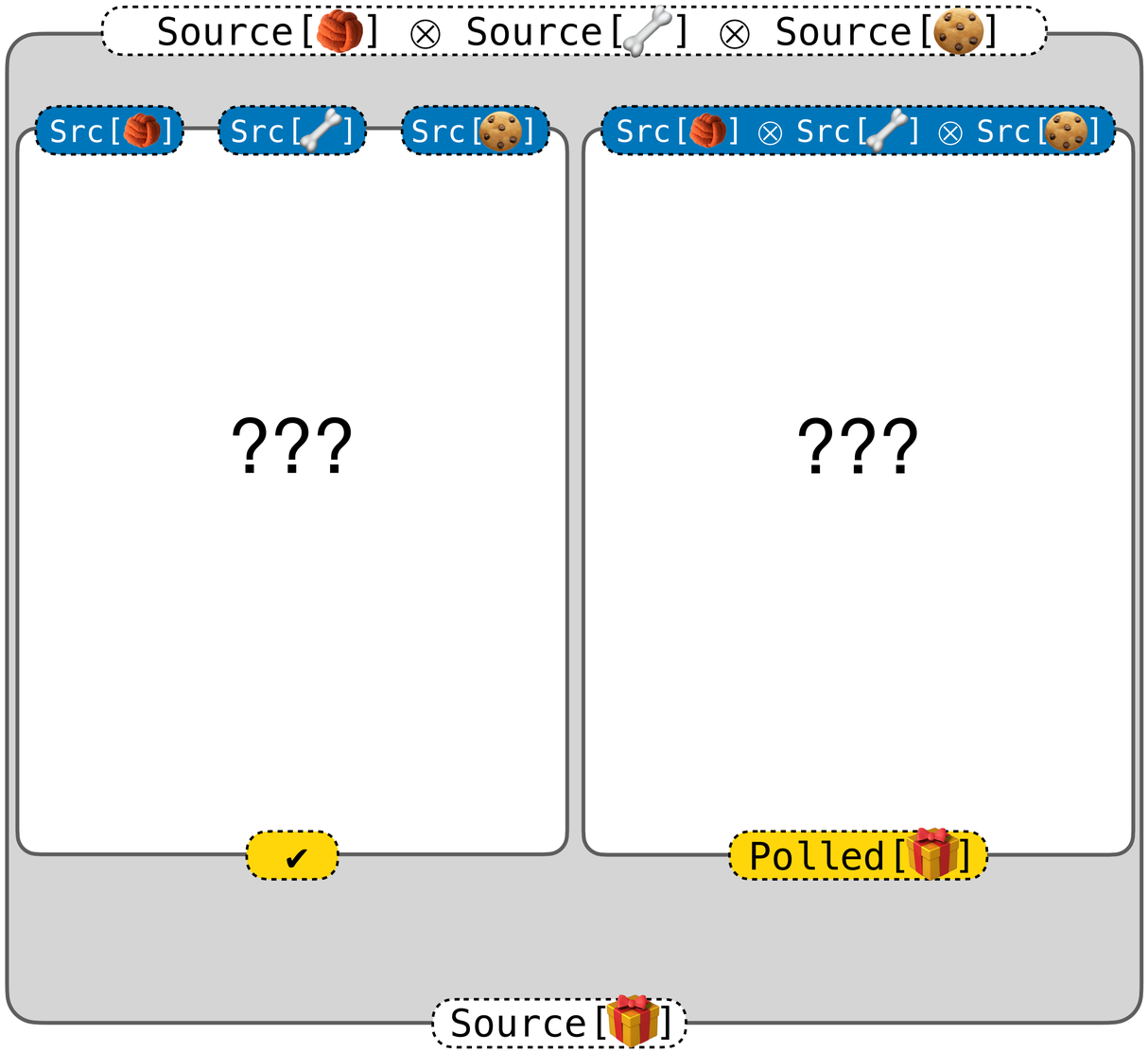

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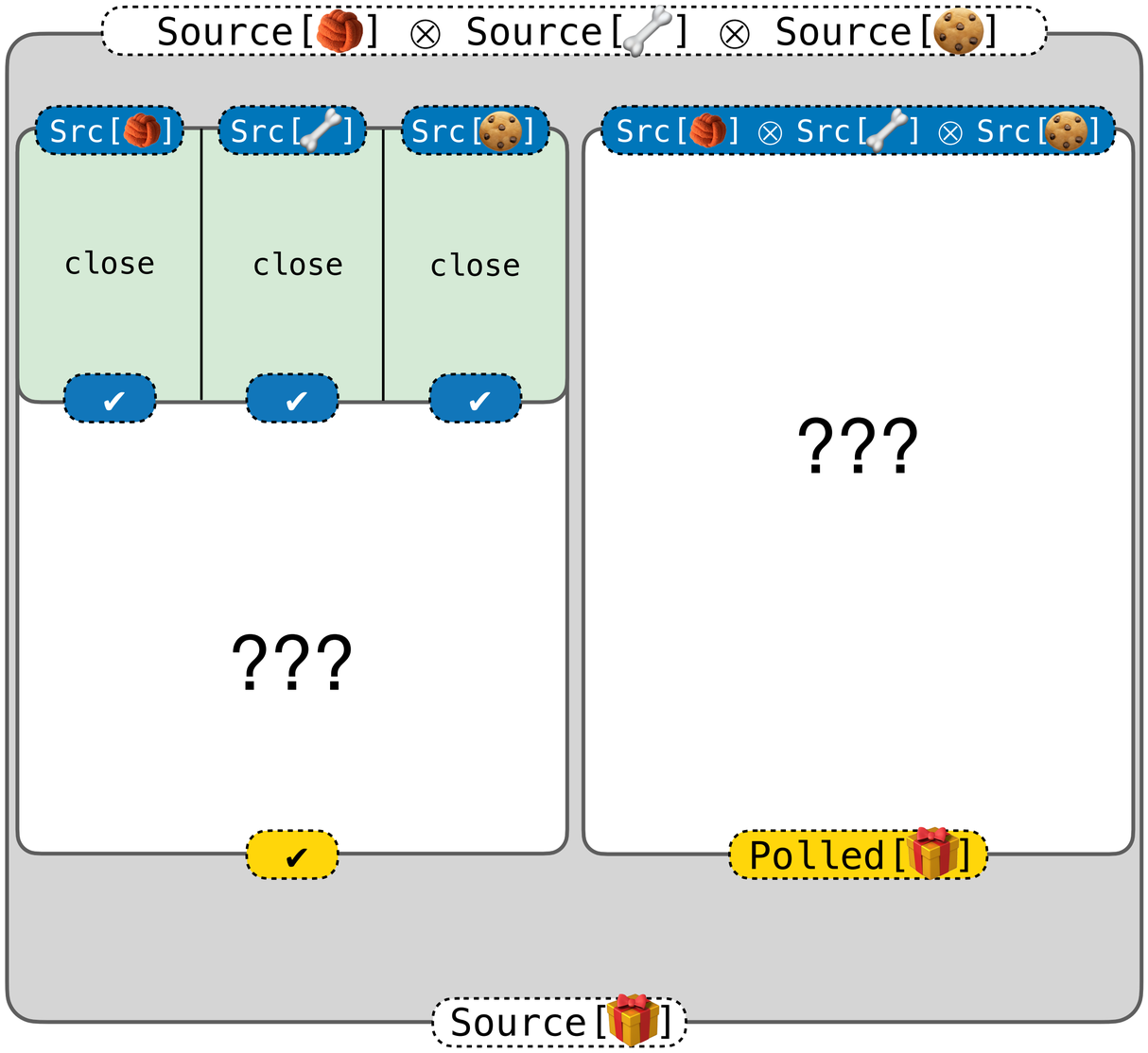

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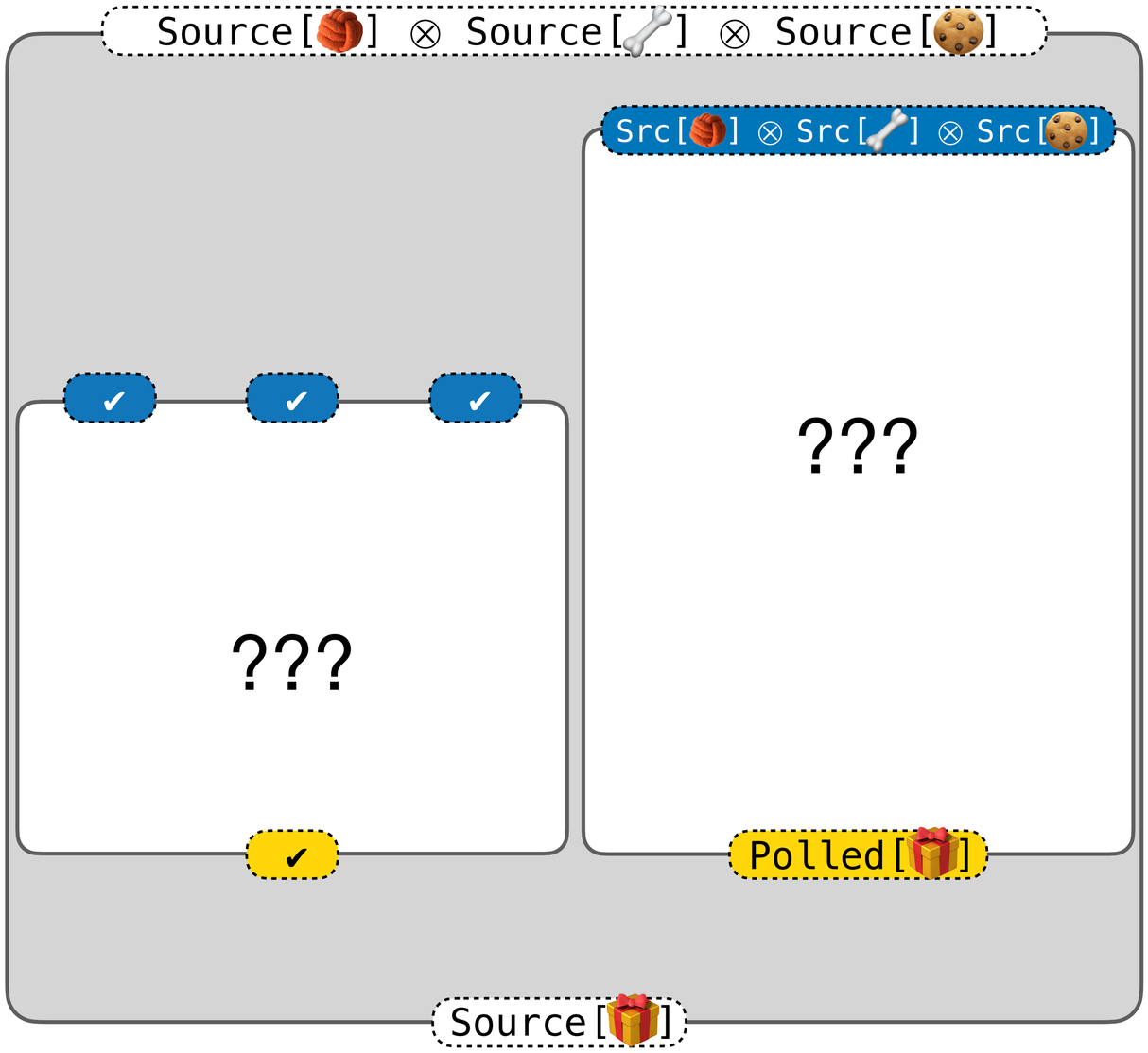

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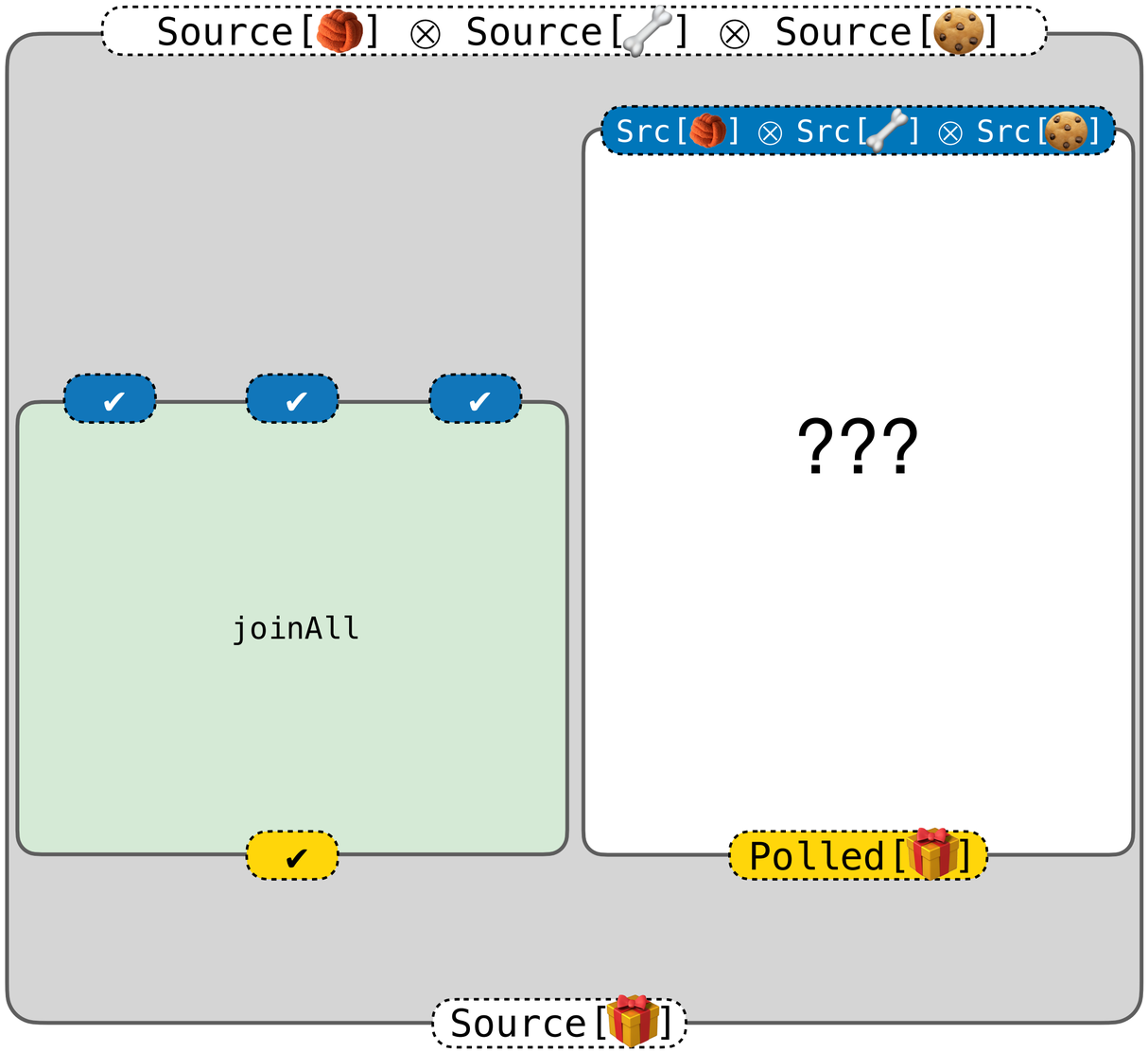

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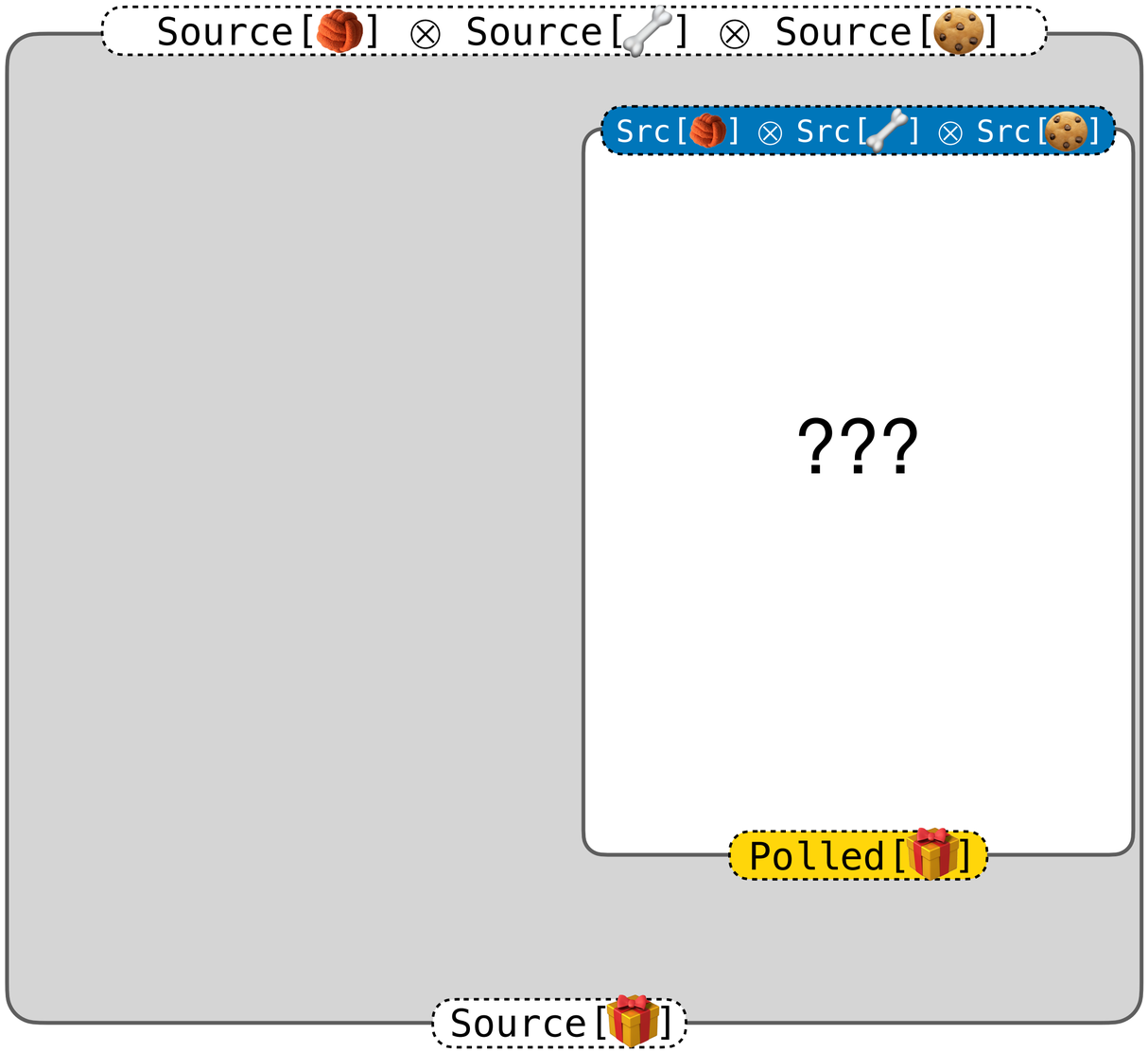

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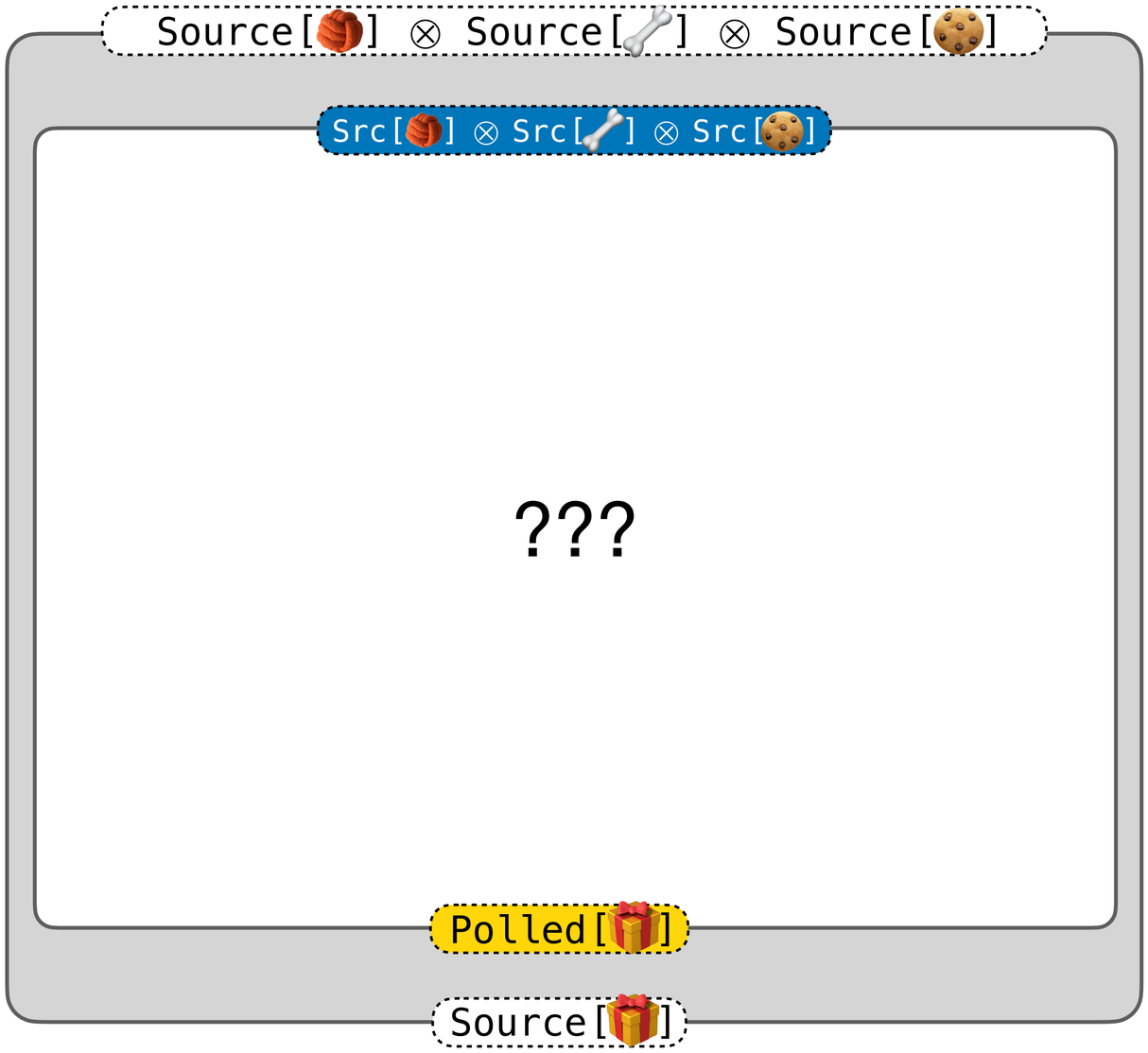
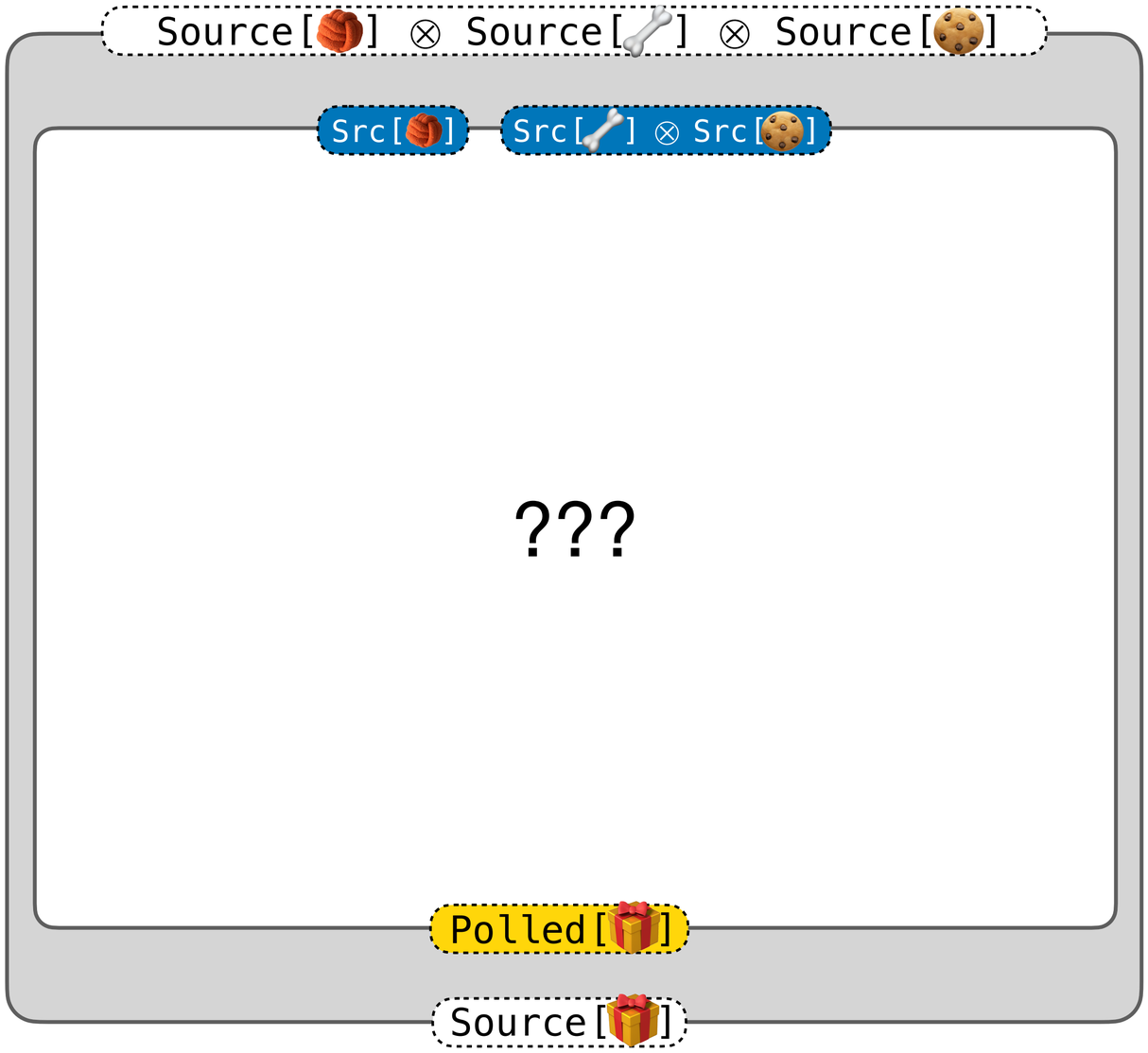


???	hole to be filled
	to be consumed
	to be produced
⊗	concurrent pair
&	consumer choice
	.
✔	Done signal
`Polled[A]`	requested next elem
`Src[A]`	abbr. `Source[A]`

Packaging Dog Presents



???	hole to be filled
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Packaging Dog Presents

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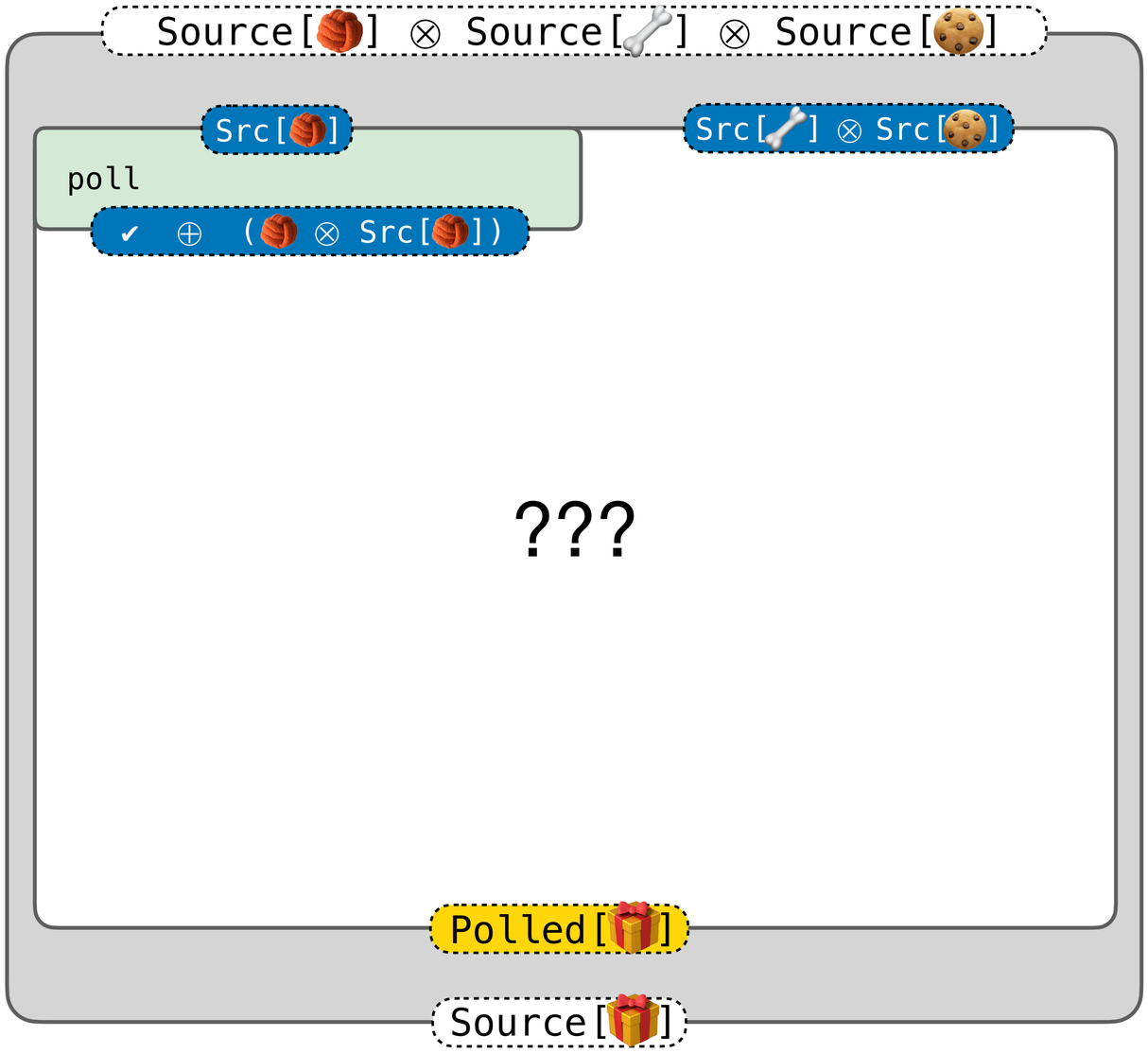
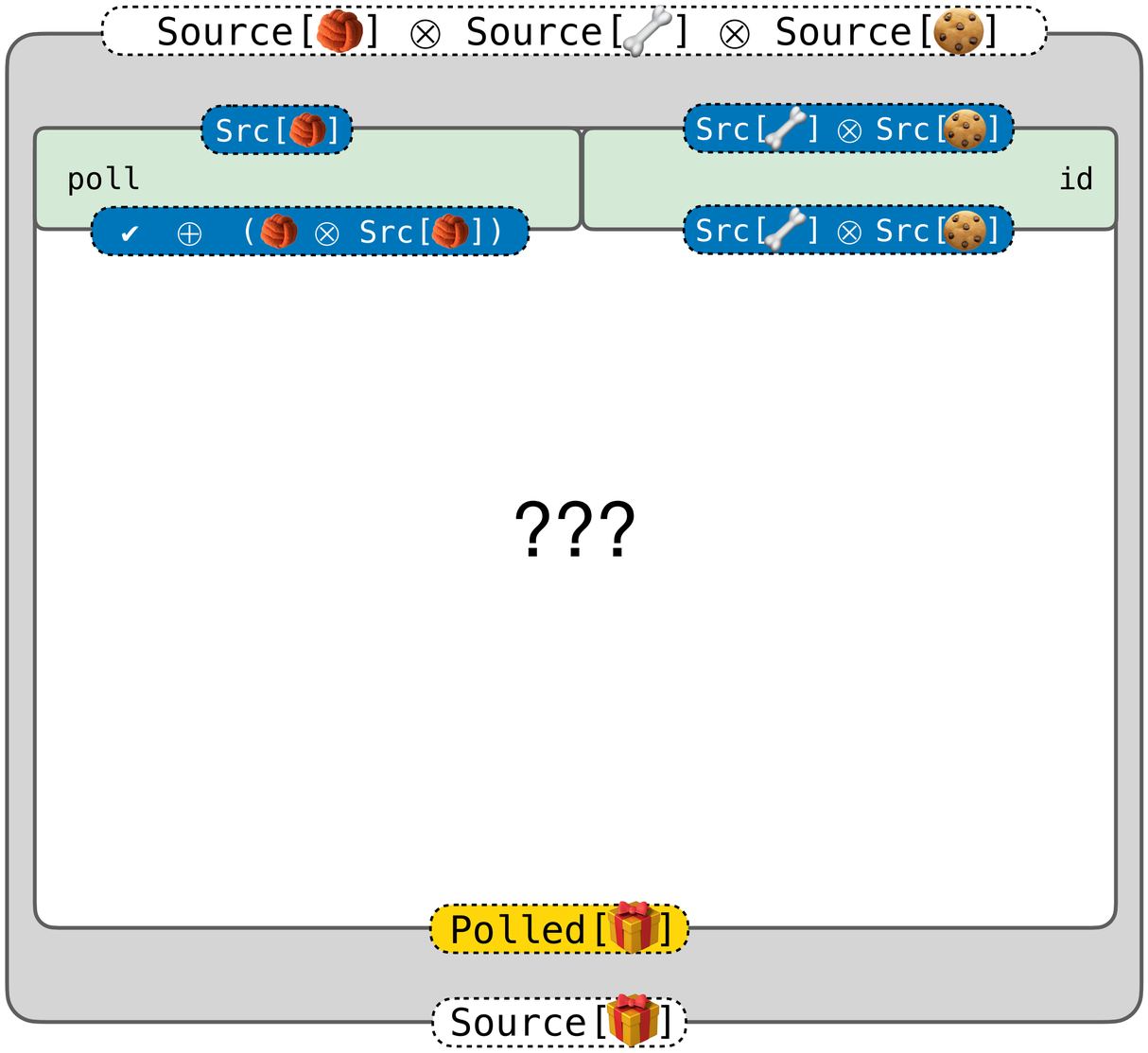
Packaging Dog Presents



???	hole to be filled	
	to be consumed	
	to be produced	
⊗	concurrent pair	
&	consumer choice	
⊕	producer choice	
✔	Done signal	
`Polled[A]`	requested next elem	`✔ ⊕ (A ⊗ Source[A])`
`Src[A]`	abbr. `Source[A]`	

Packaging Dog Presents



???	hole to be filled	
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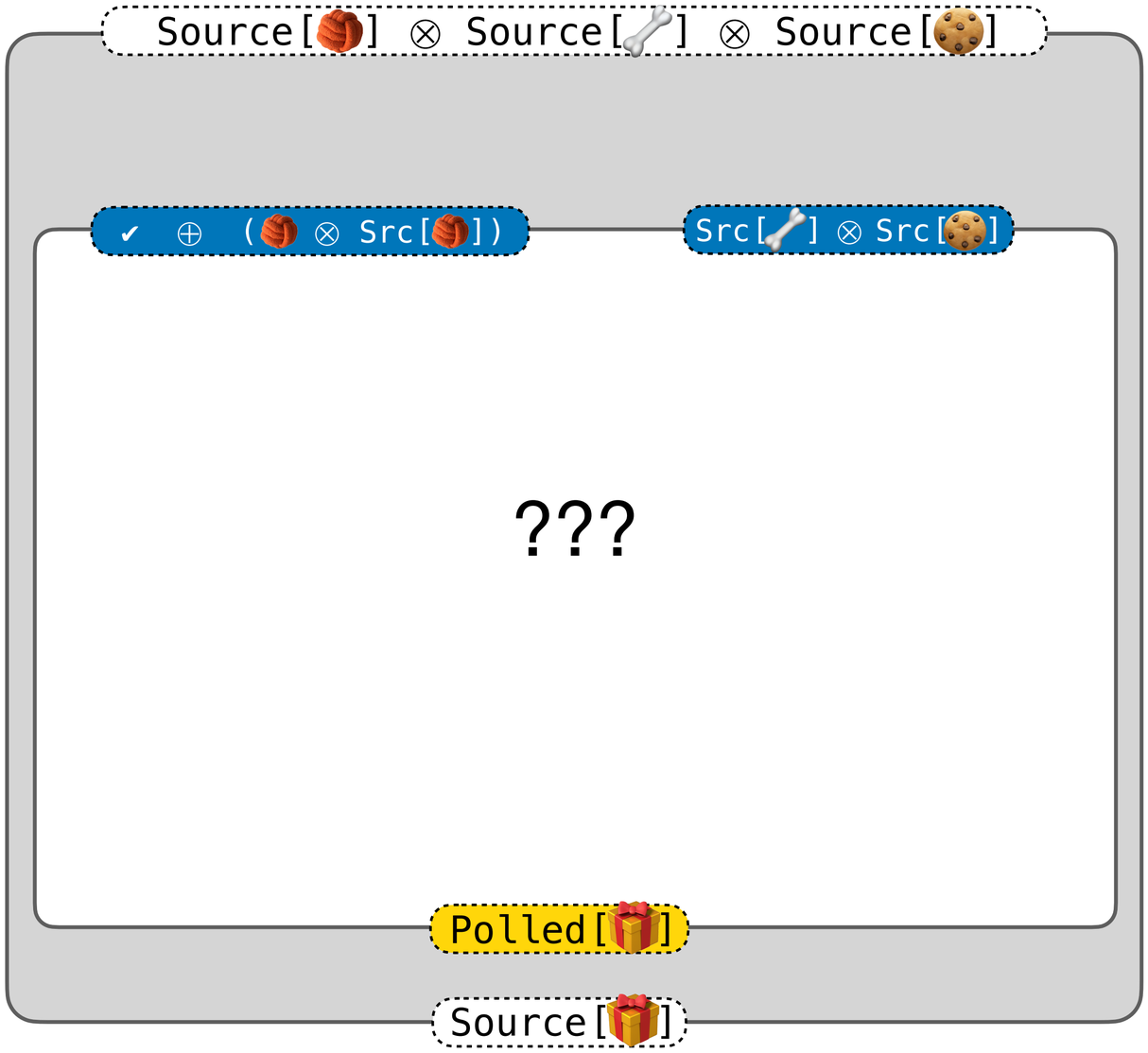
Packaging Dog Presents



???	hole to be filled	
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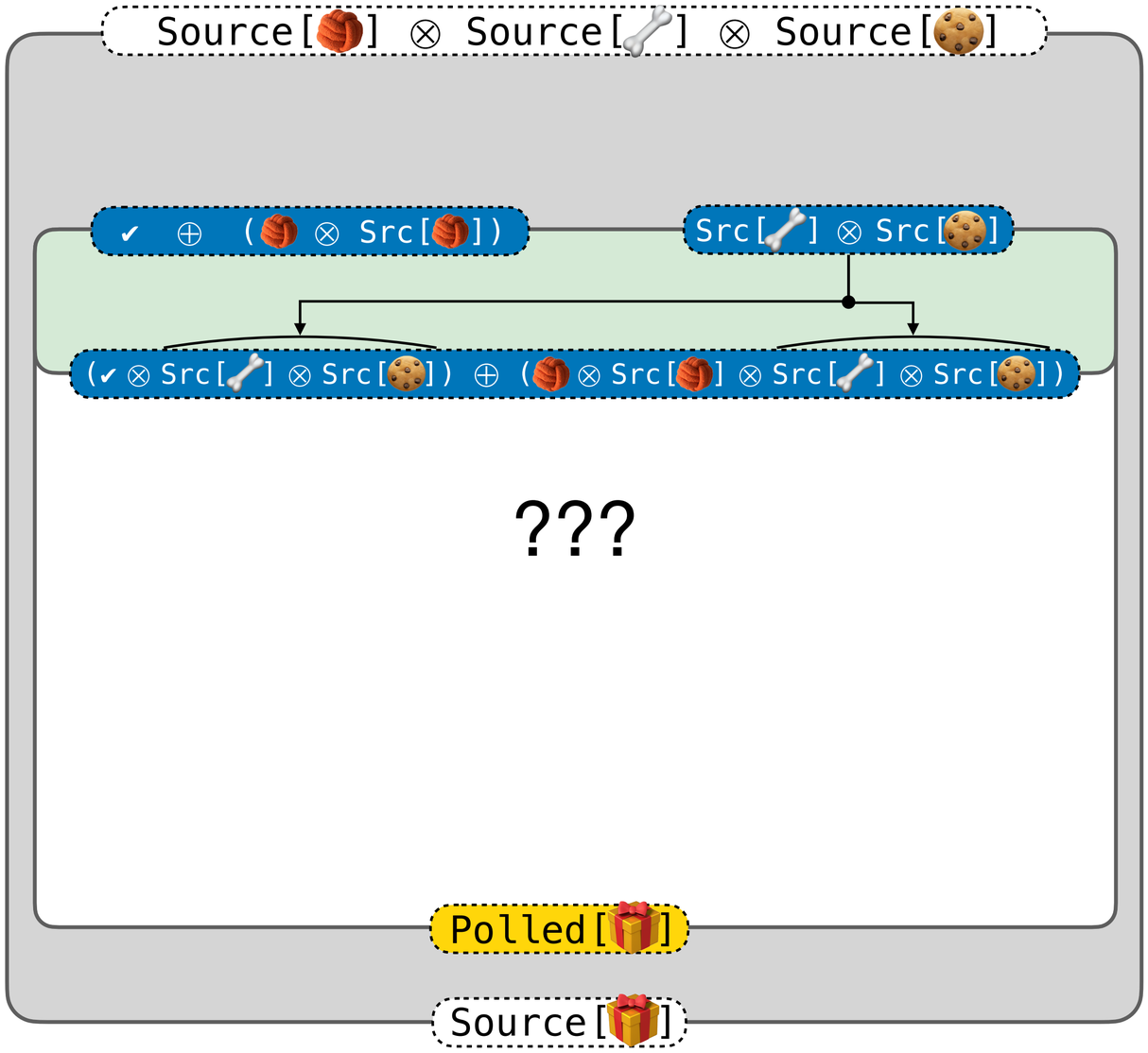
Packaging Dog Presents



???	hole to be filled	
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⊗	concurrent pair	
&	consumer choice	
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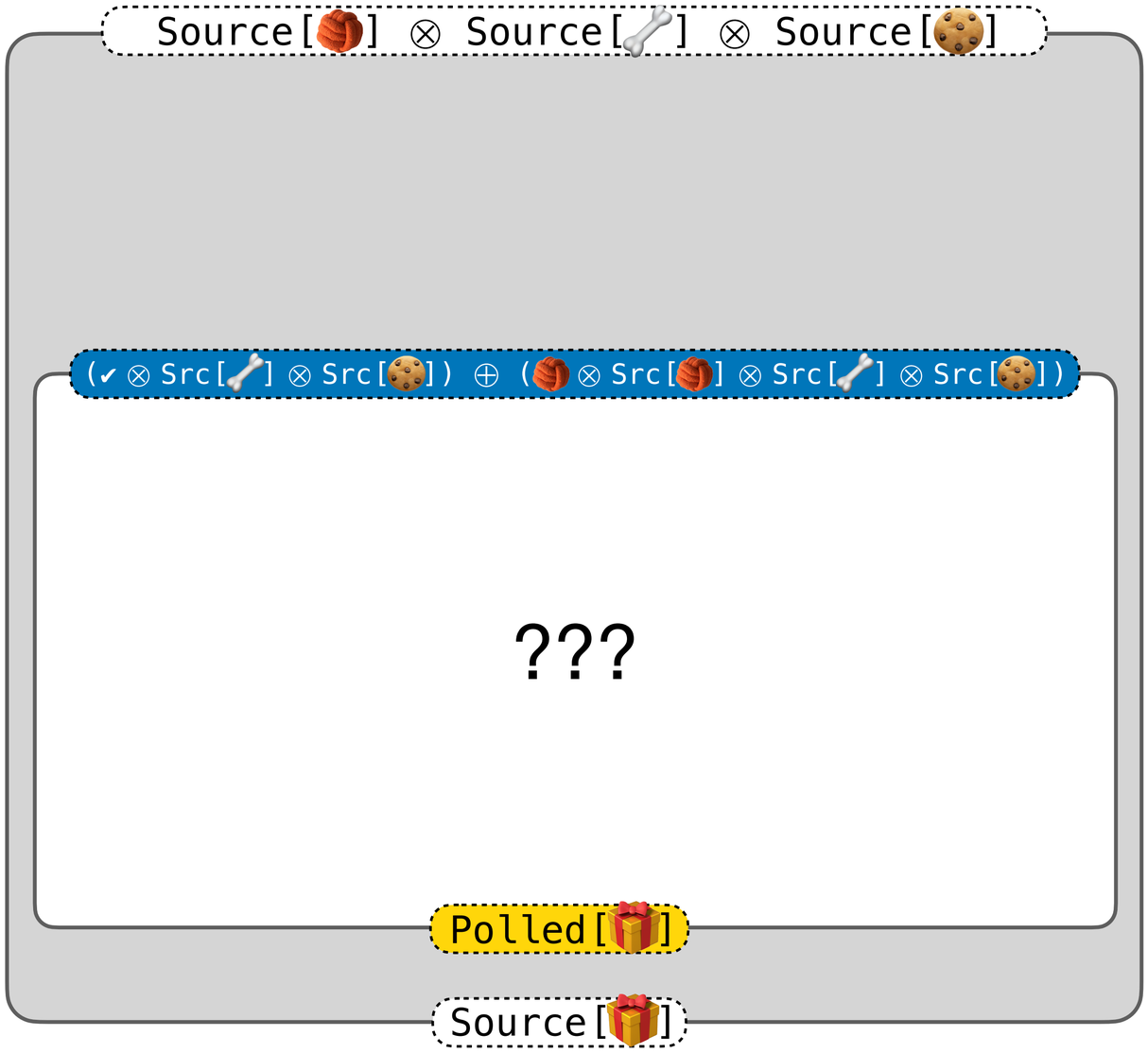
Packaging Dog Presents



???	hole to be filled	
	to be consumed	
	to be produced	
⊗	concurrent pair	
&	consumer choice	
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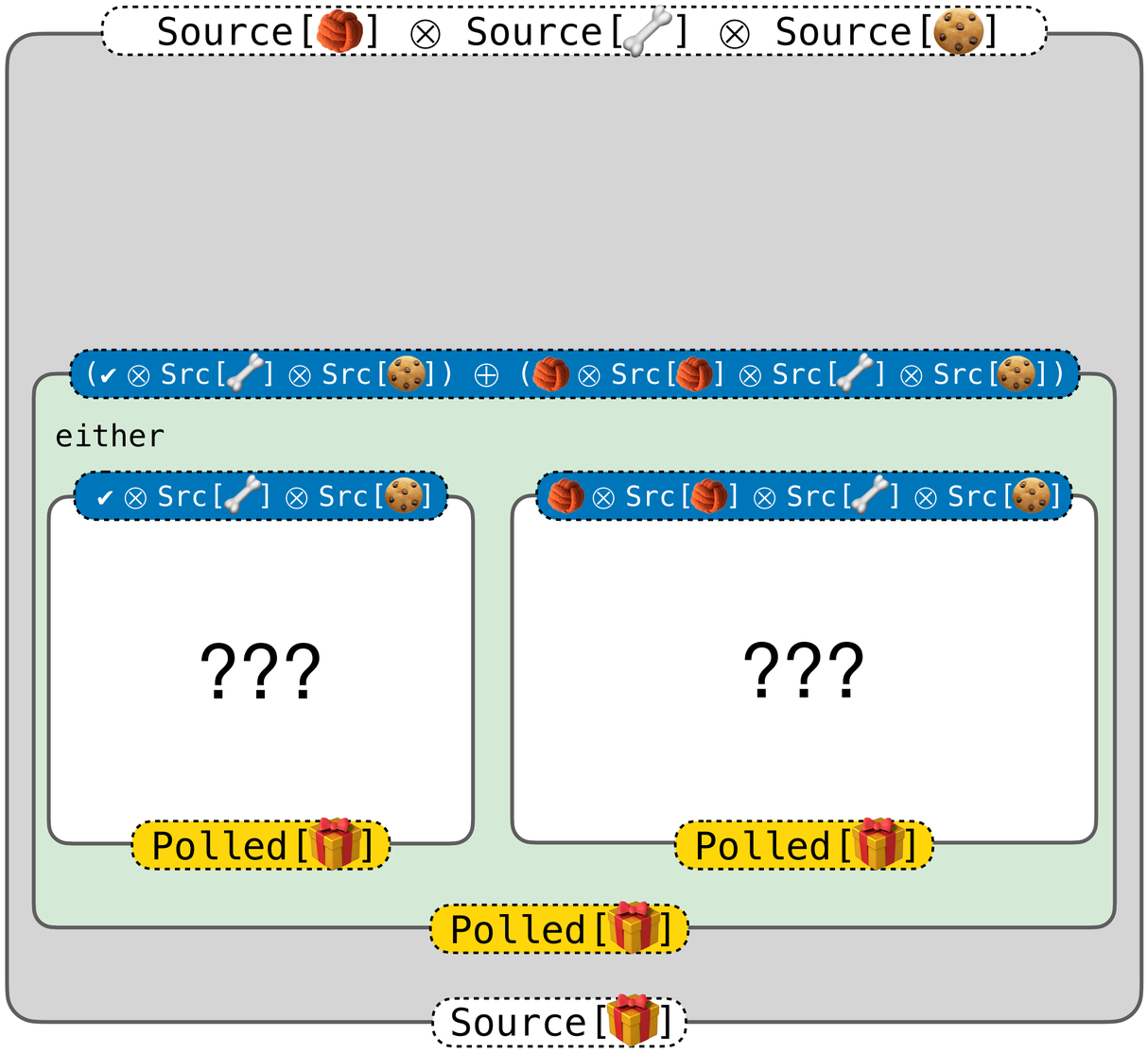
Packaging Dog Presents



???	hole to be filled	
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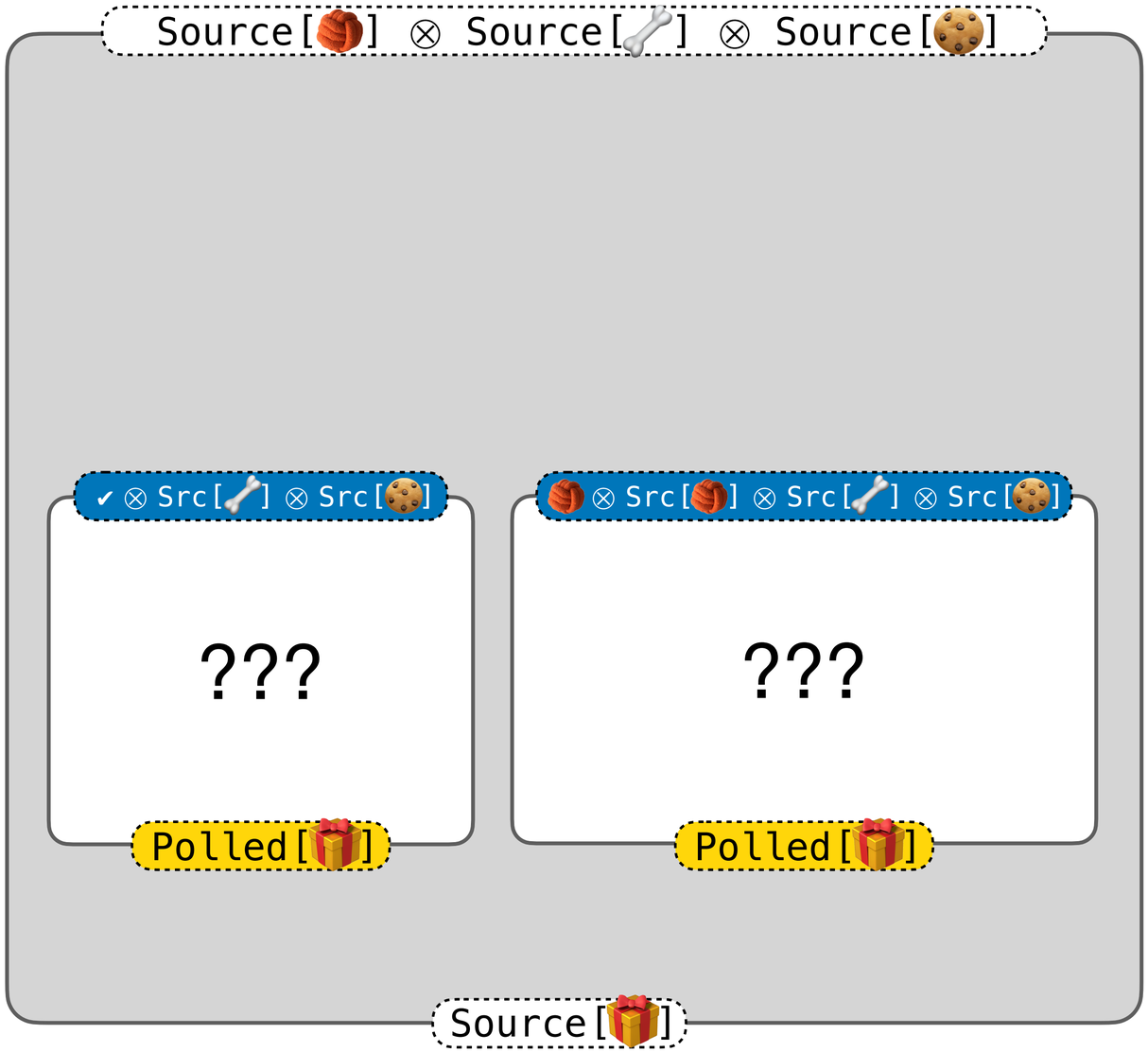
Packaging Dog Presents



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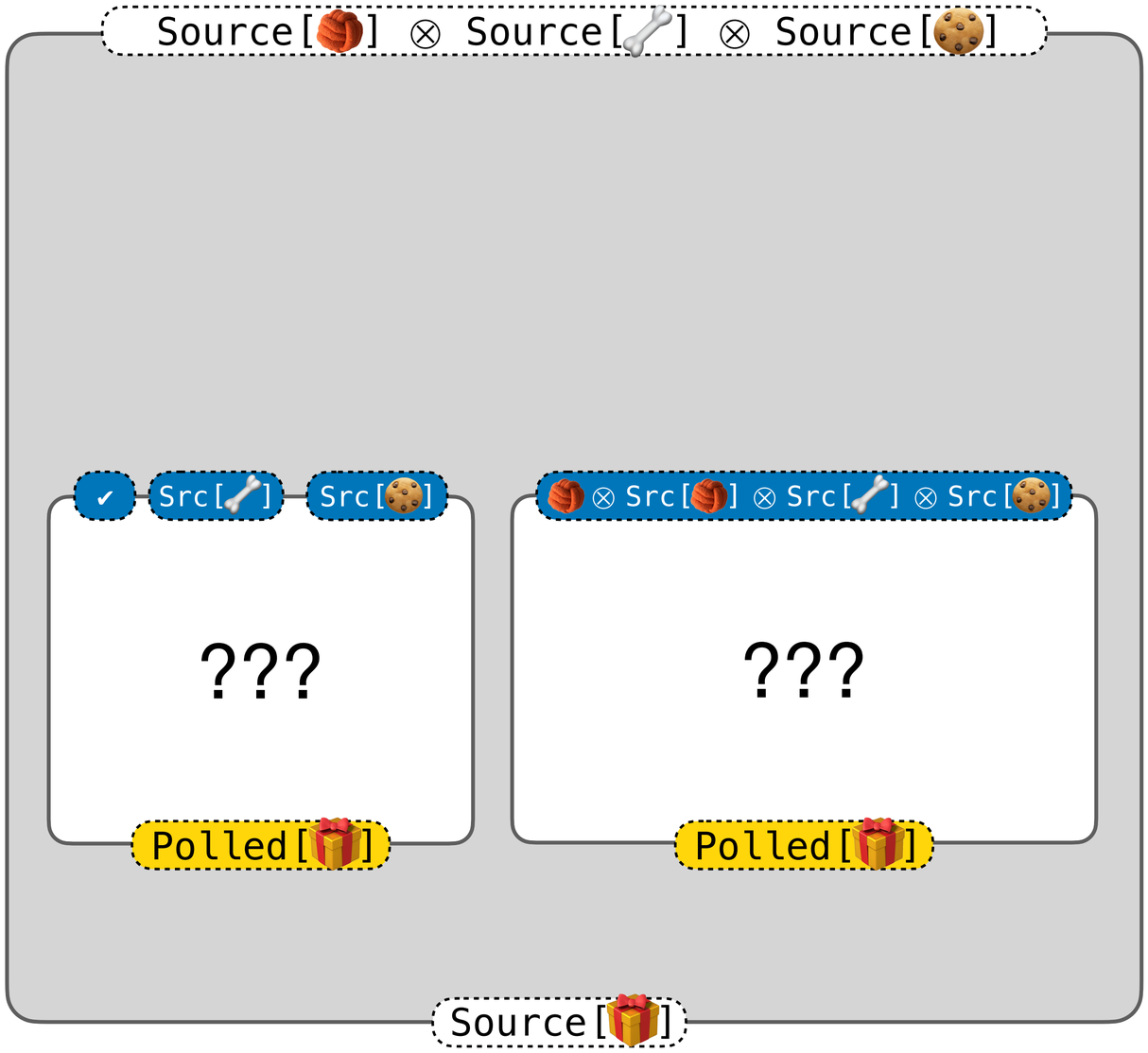
Packaging Dog Presents



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	to be consumed	
	to be produced	
⊗	concurrent pair	
&	consumer choice	
⊕	producer choice	
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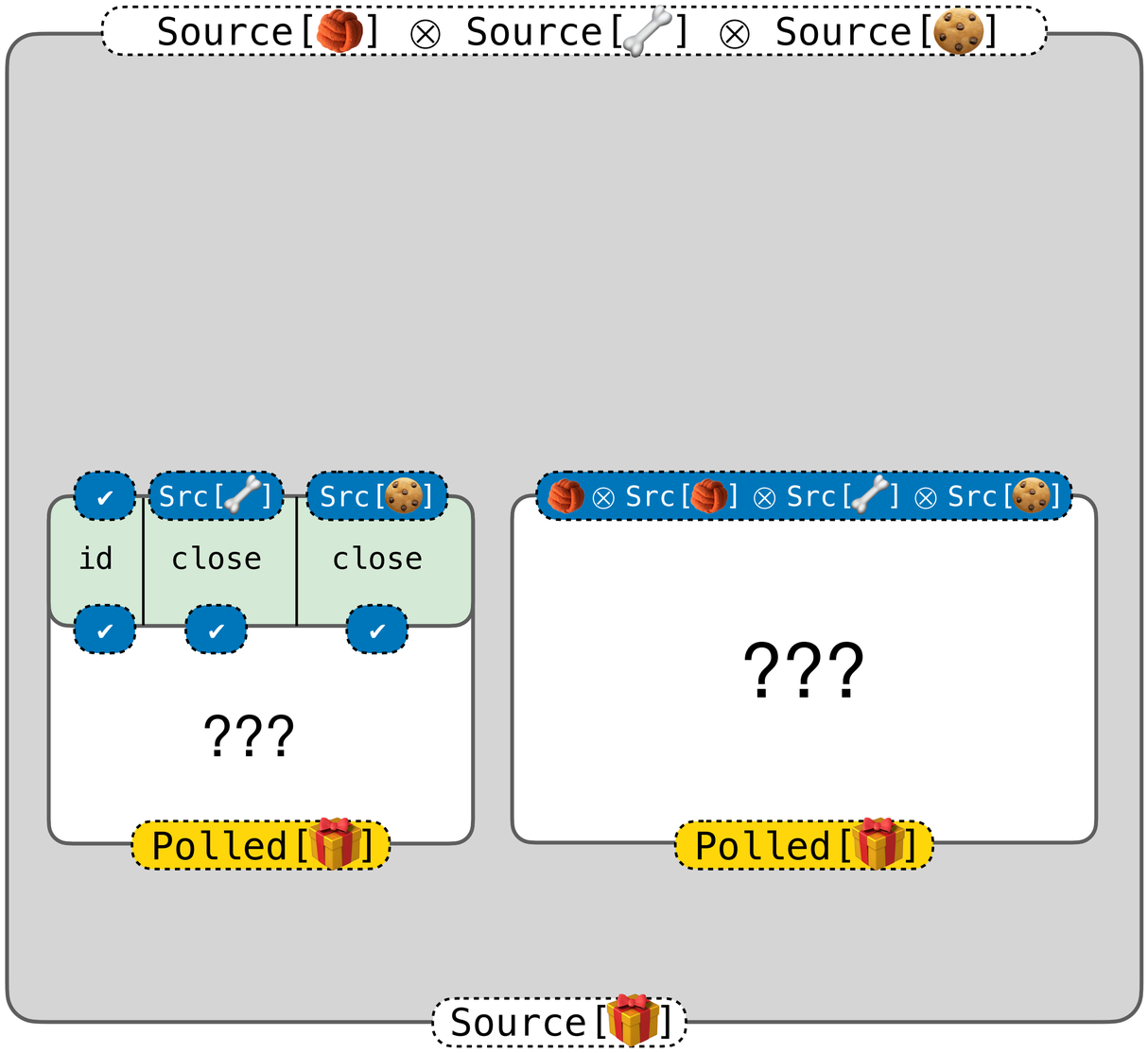
`Polled[A]`	requested next elem	✔ ⊕ (A ⊗ `Source[A]`)
`Src[A]`	abbr. `Source[A]`	

Packaging Dog Presents



???	hole to be filled	
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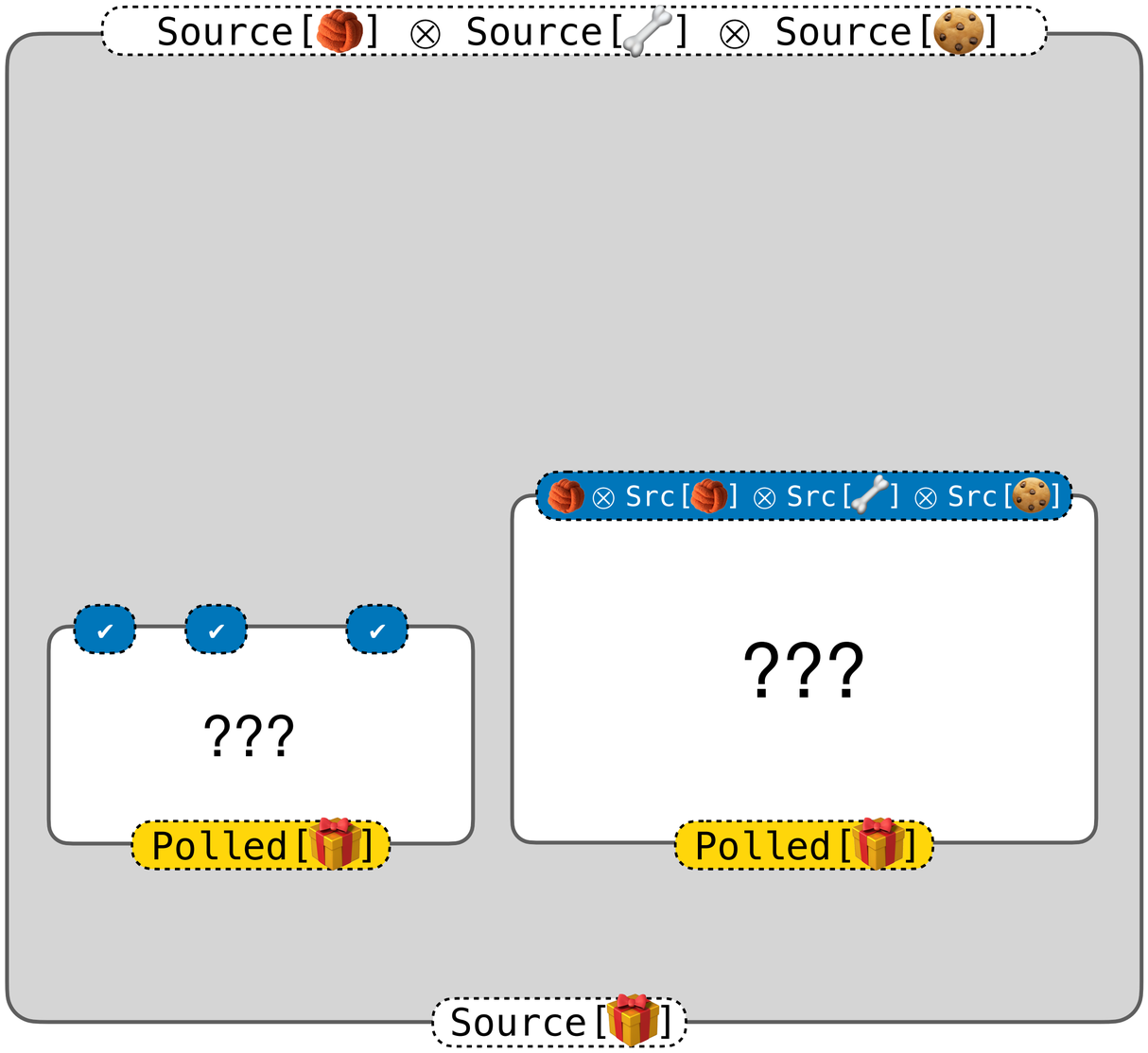
Packaging Dog Presents



???	hole to be filled	
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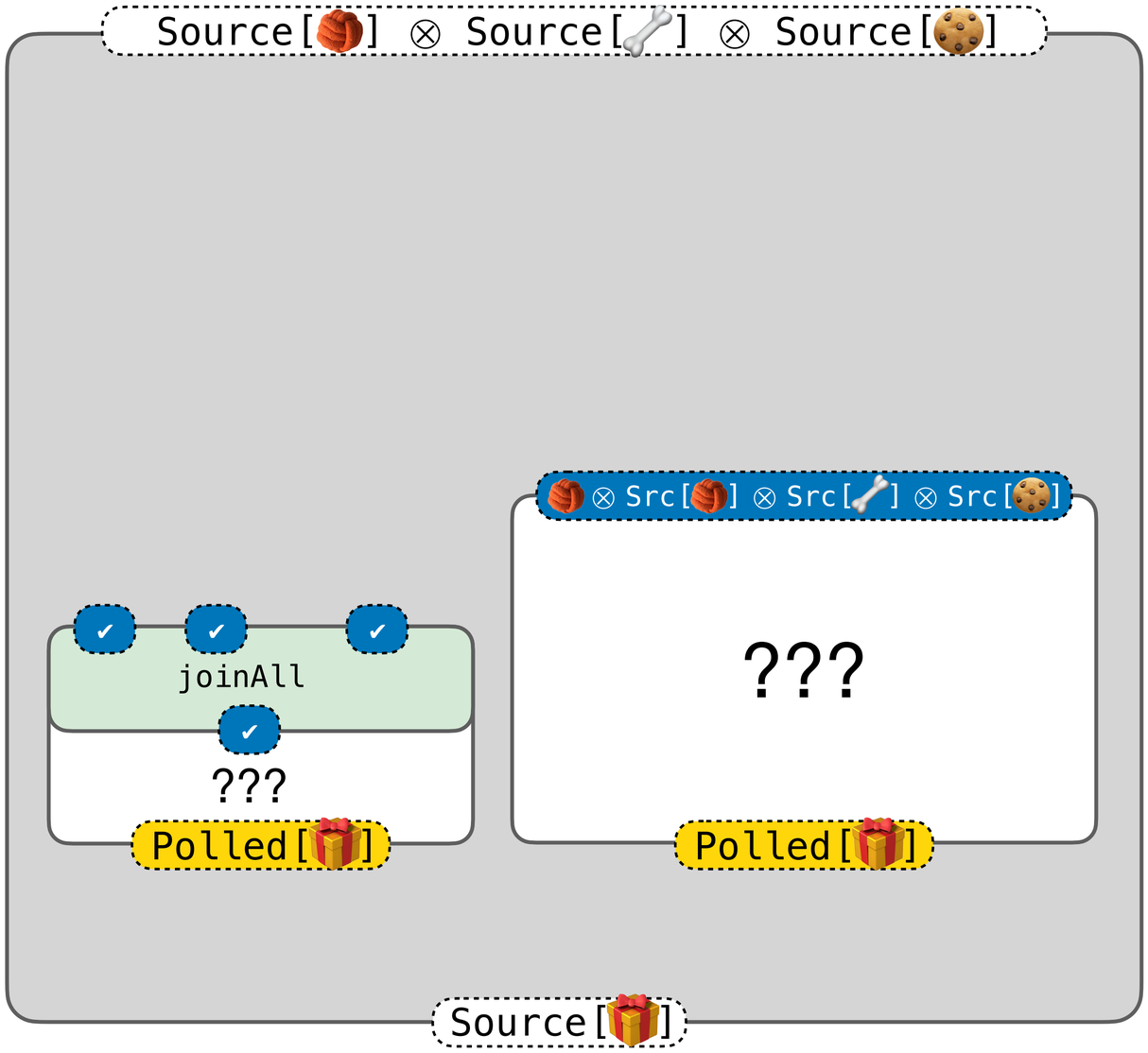
Packaging Dog Presents



???	hole to be filled	
	to be consumed	
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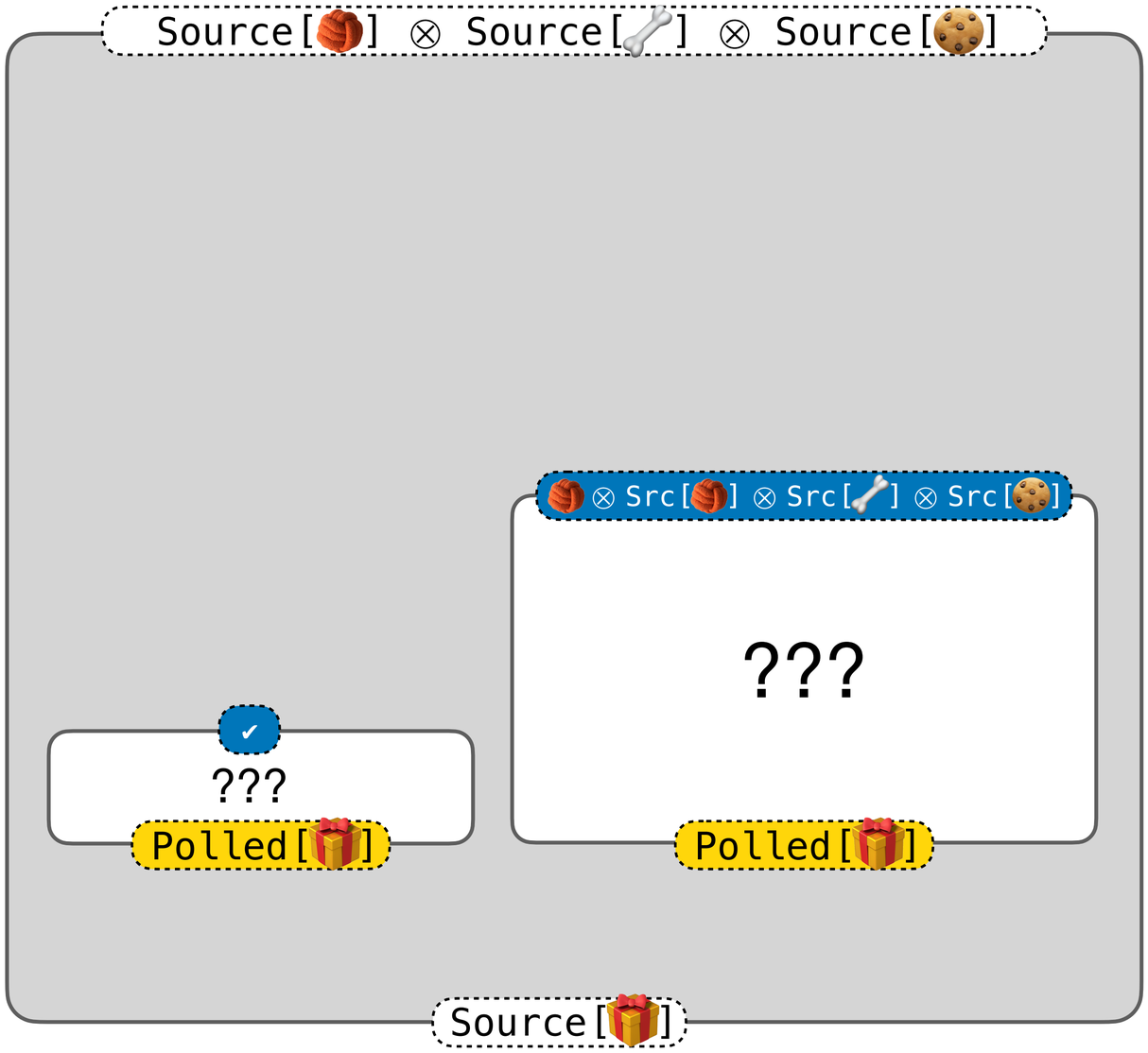
Packaging Dog Presents



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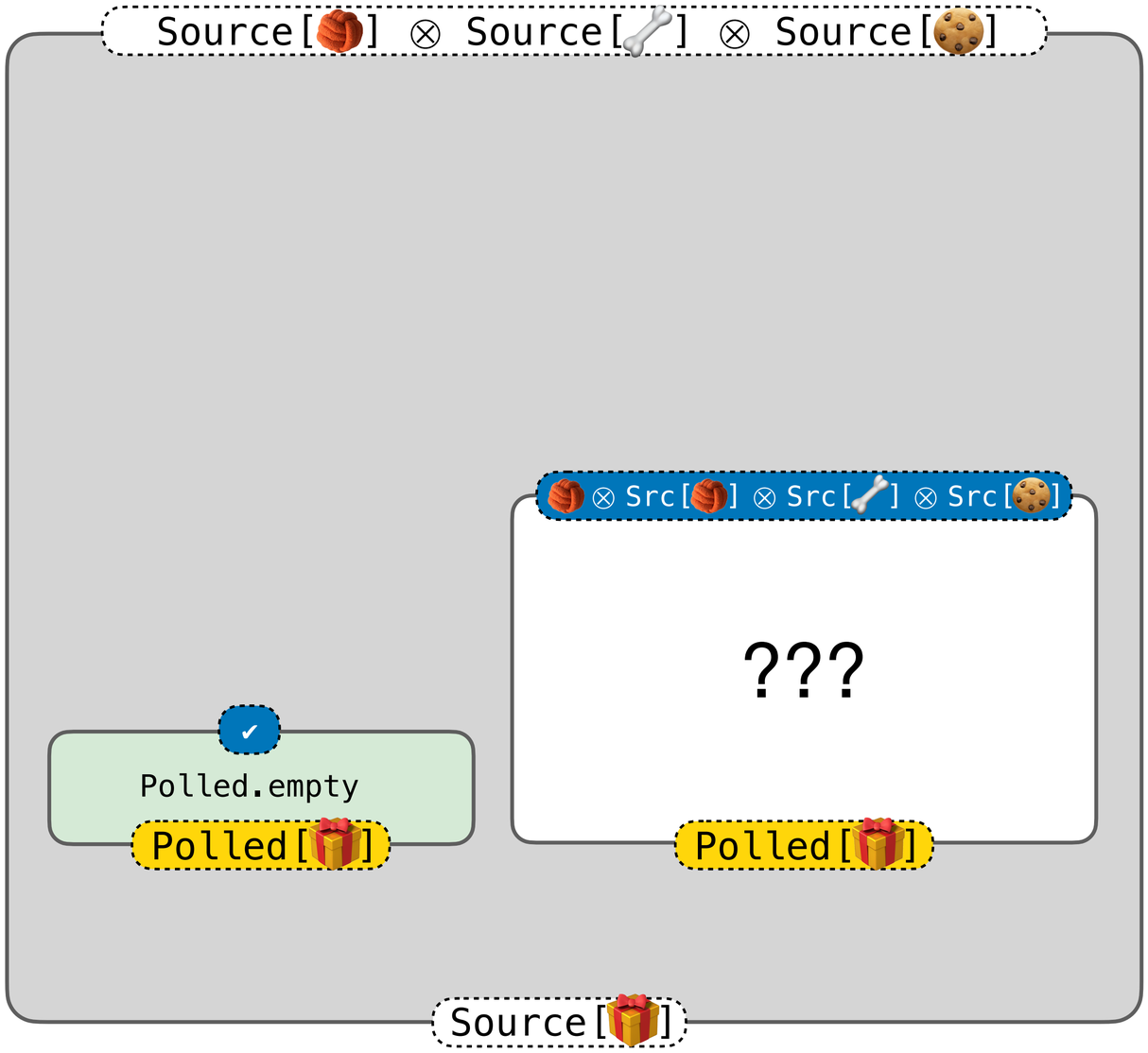

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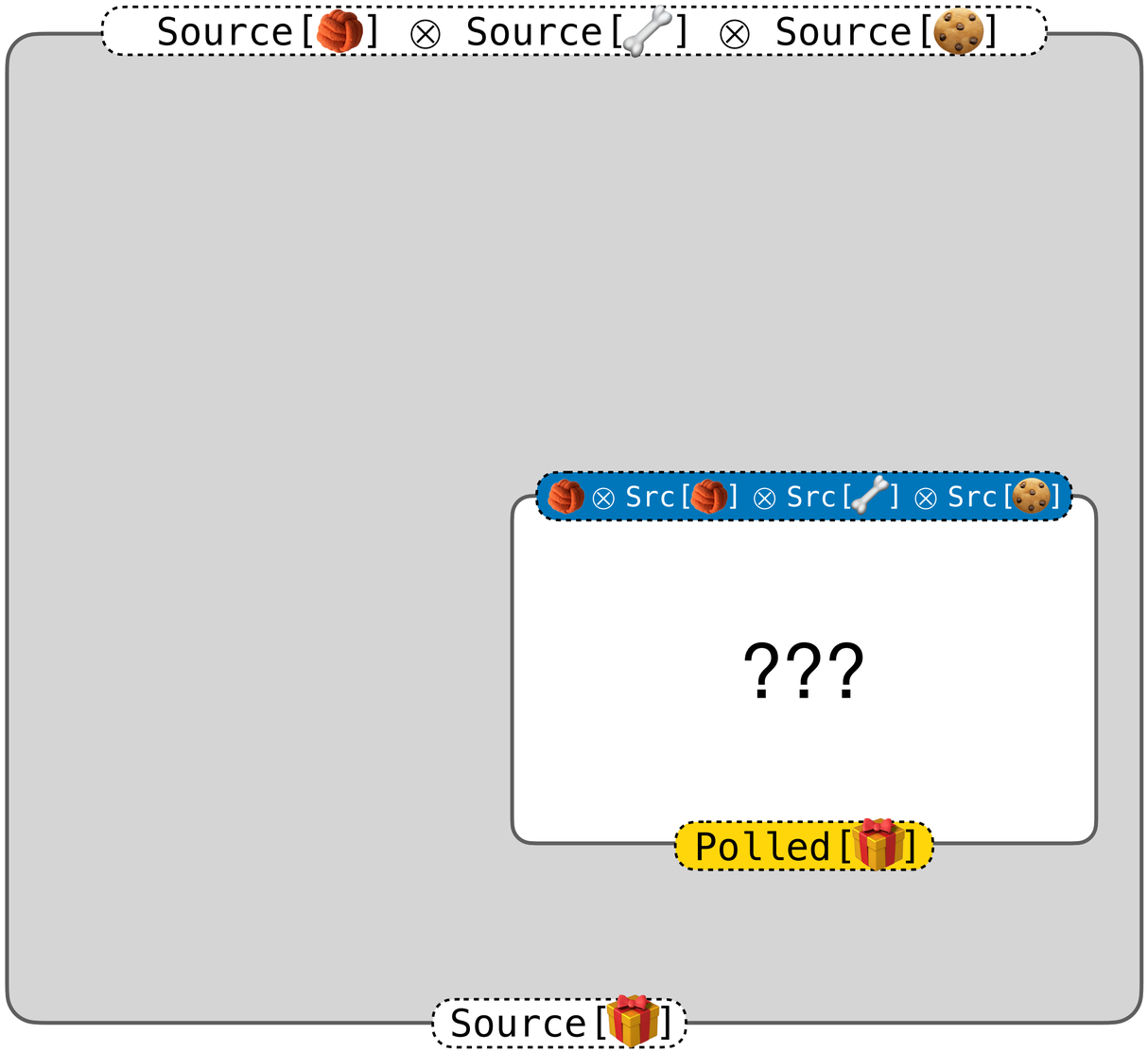
Packaging Dog Presents



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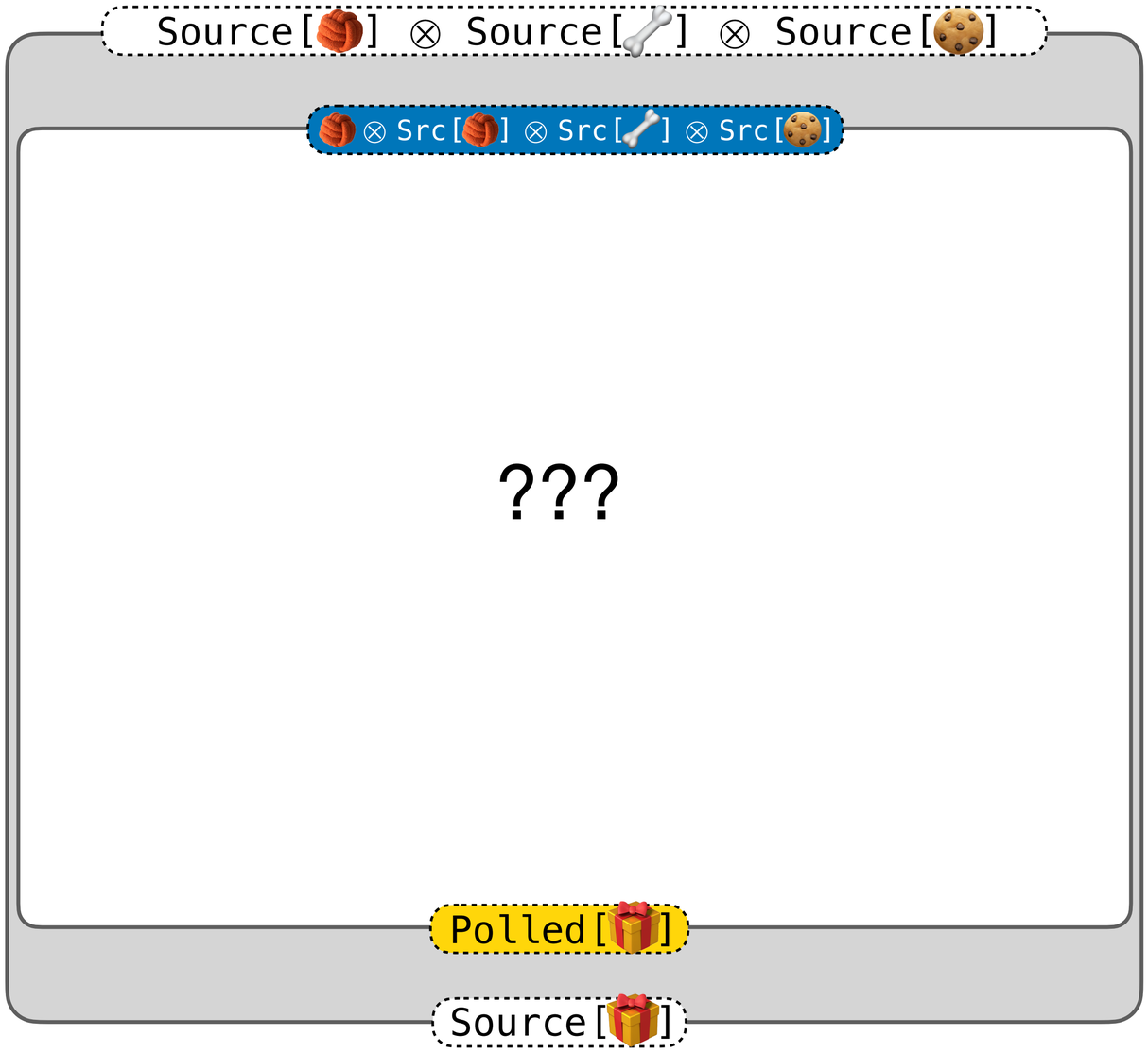
Packaging Dog Presents



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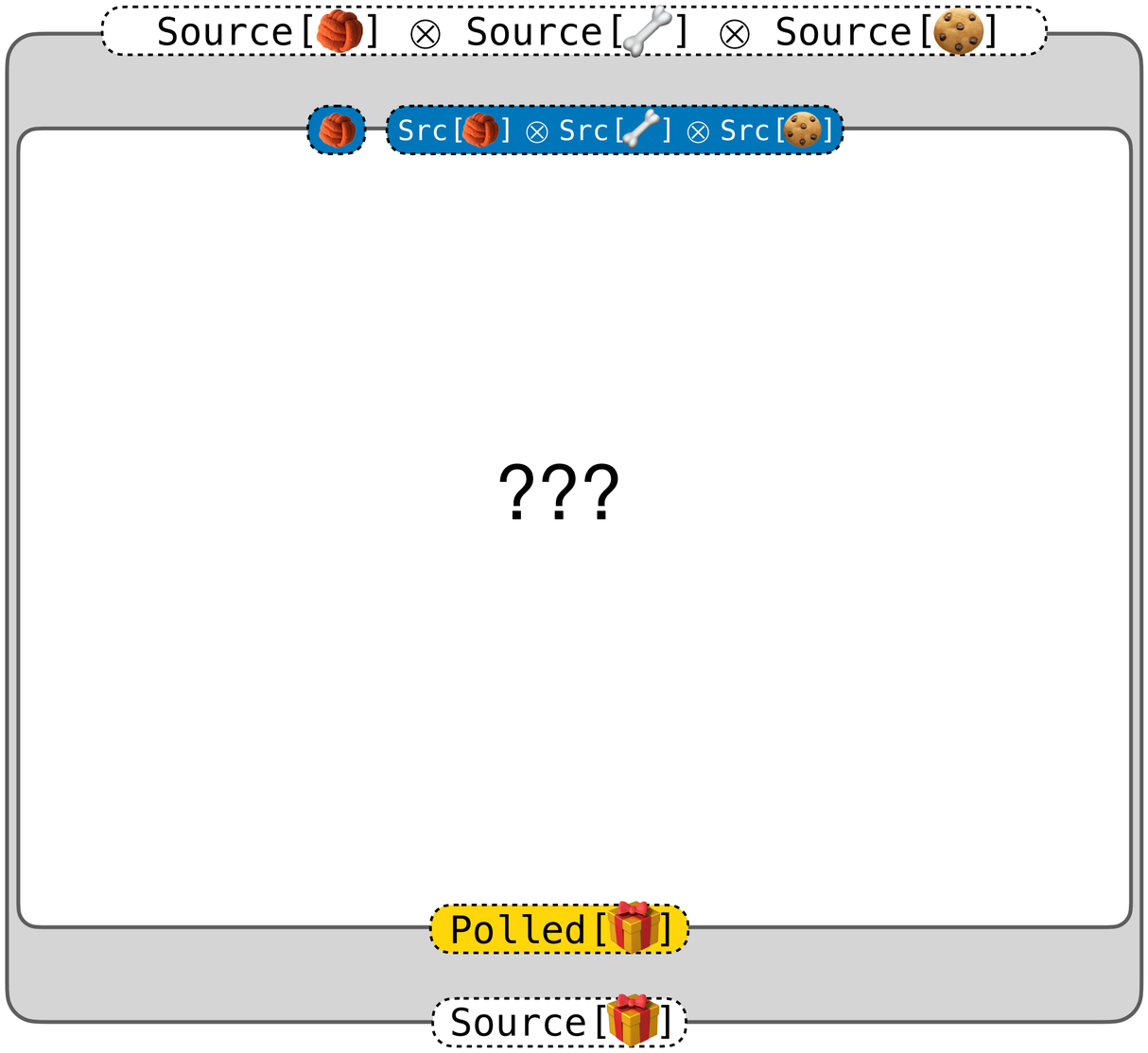

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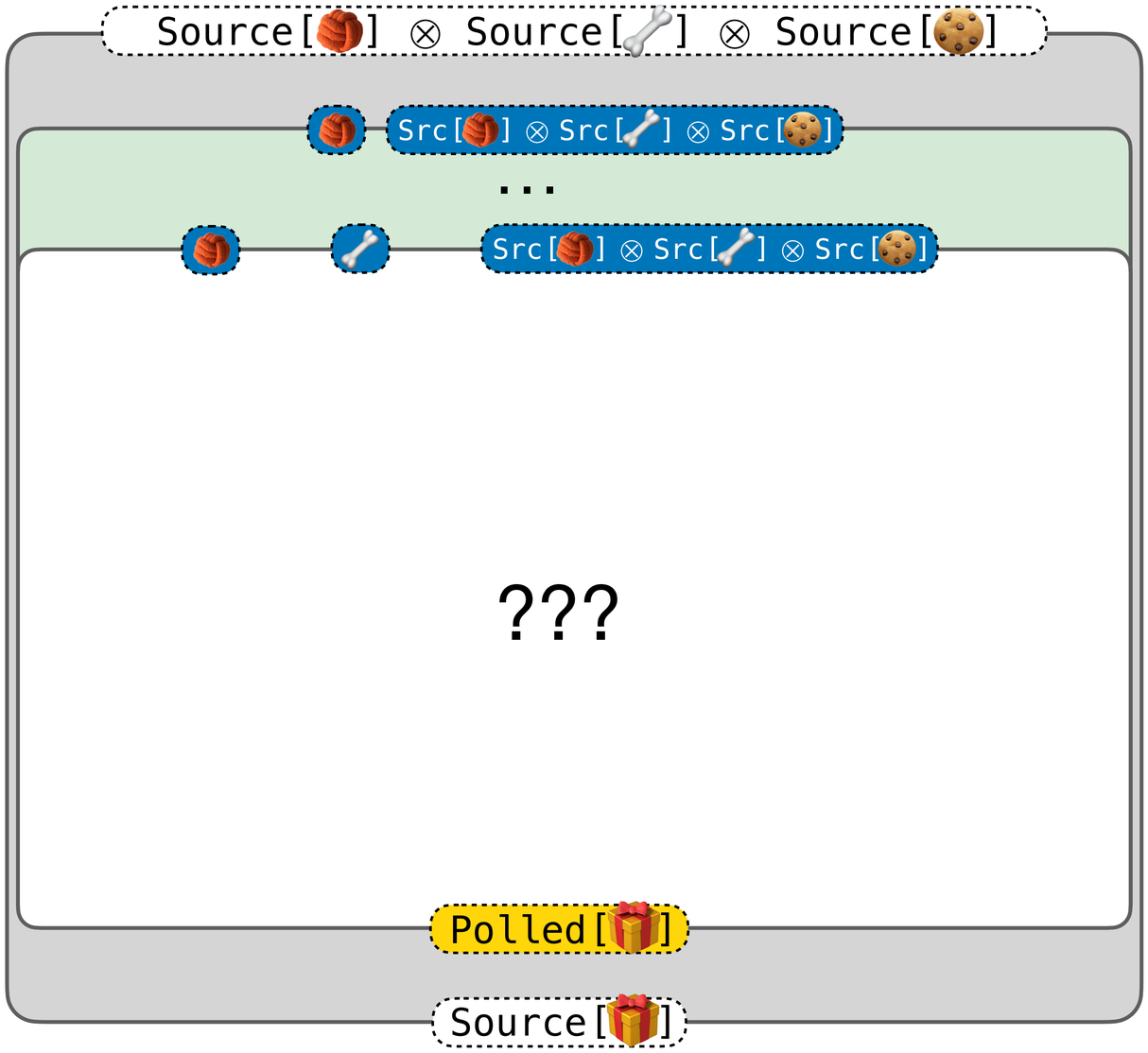

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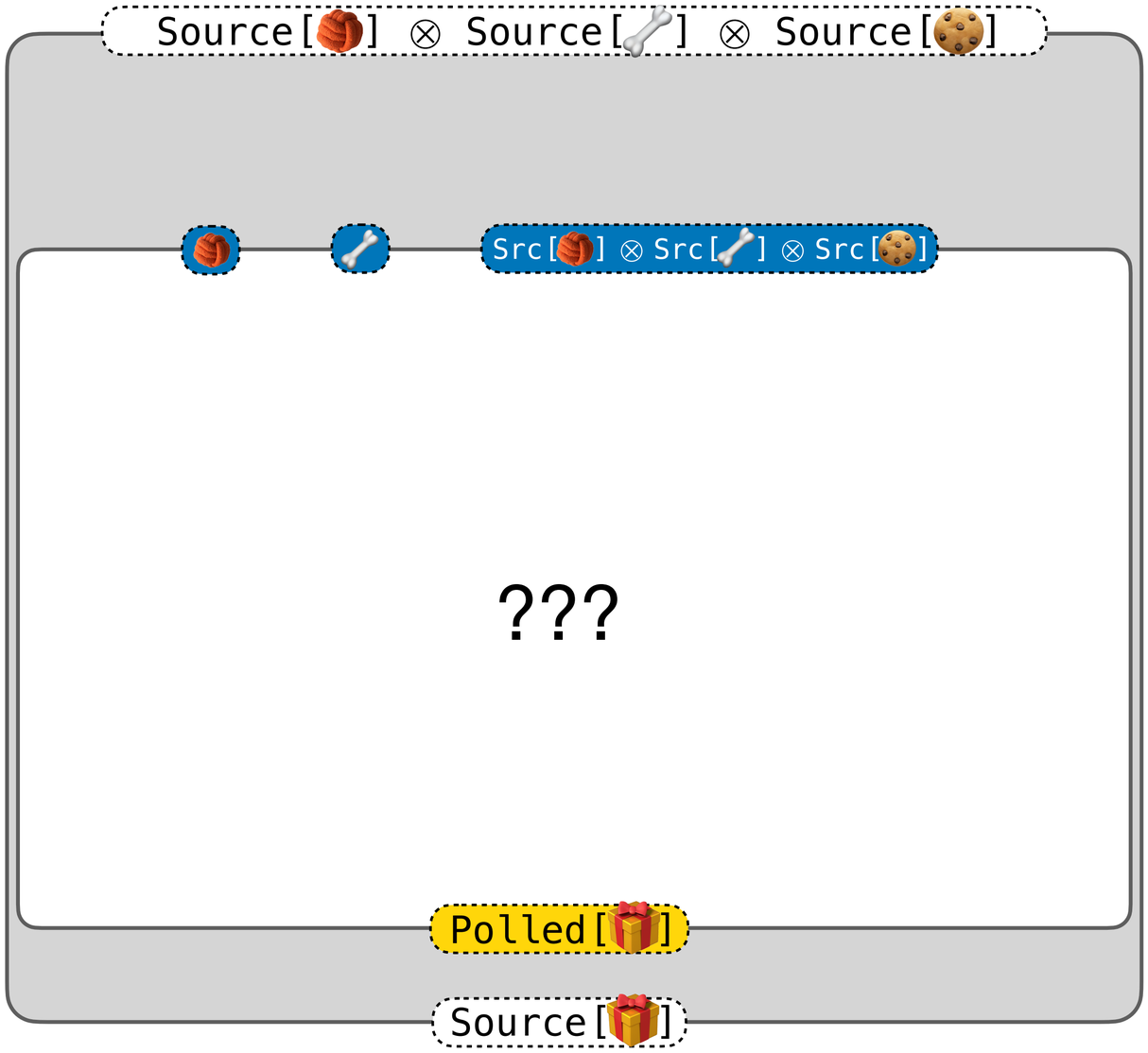

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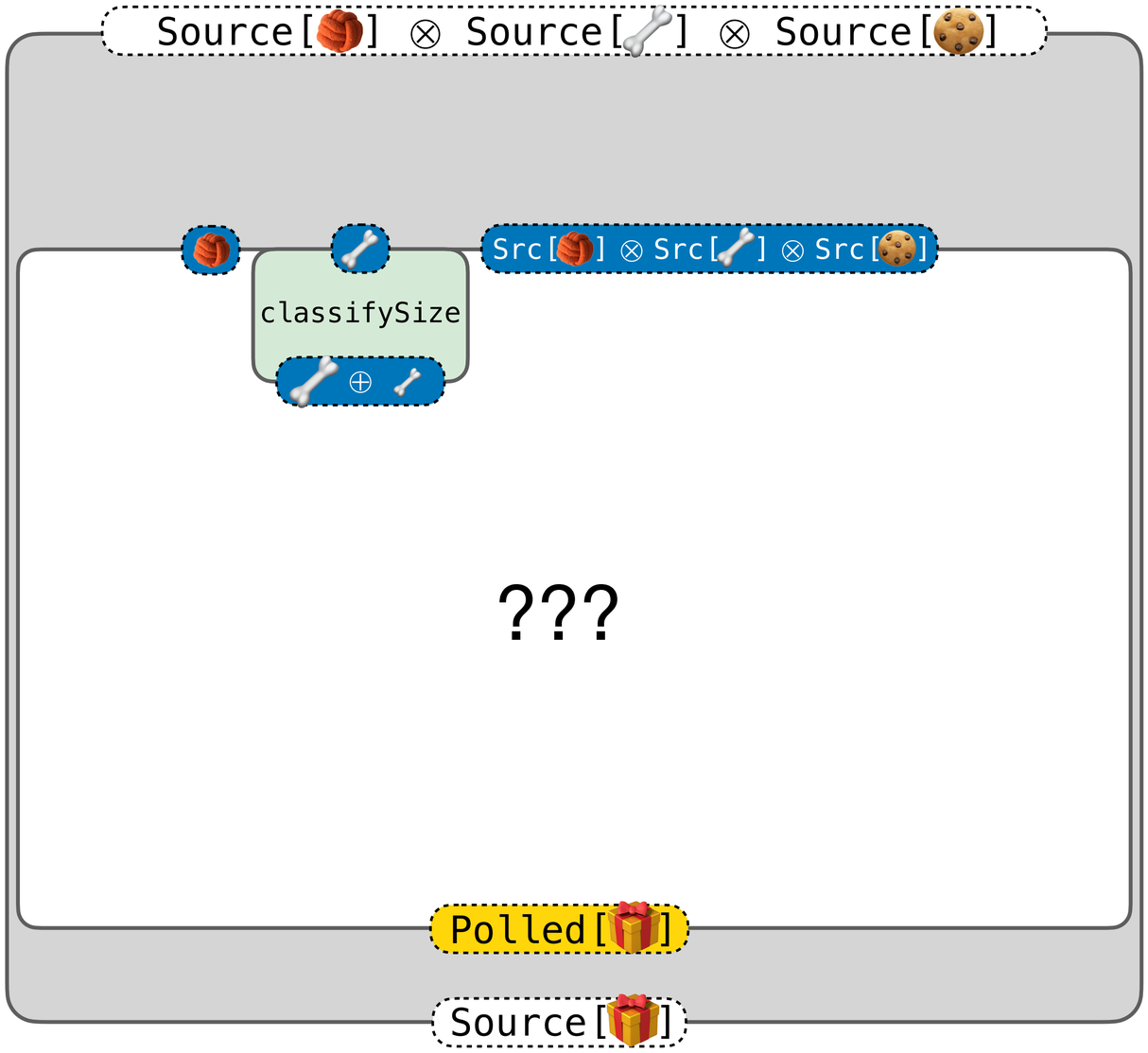

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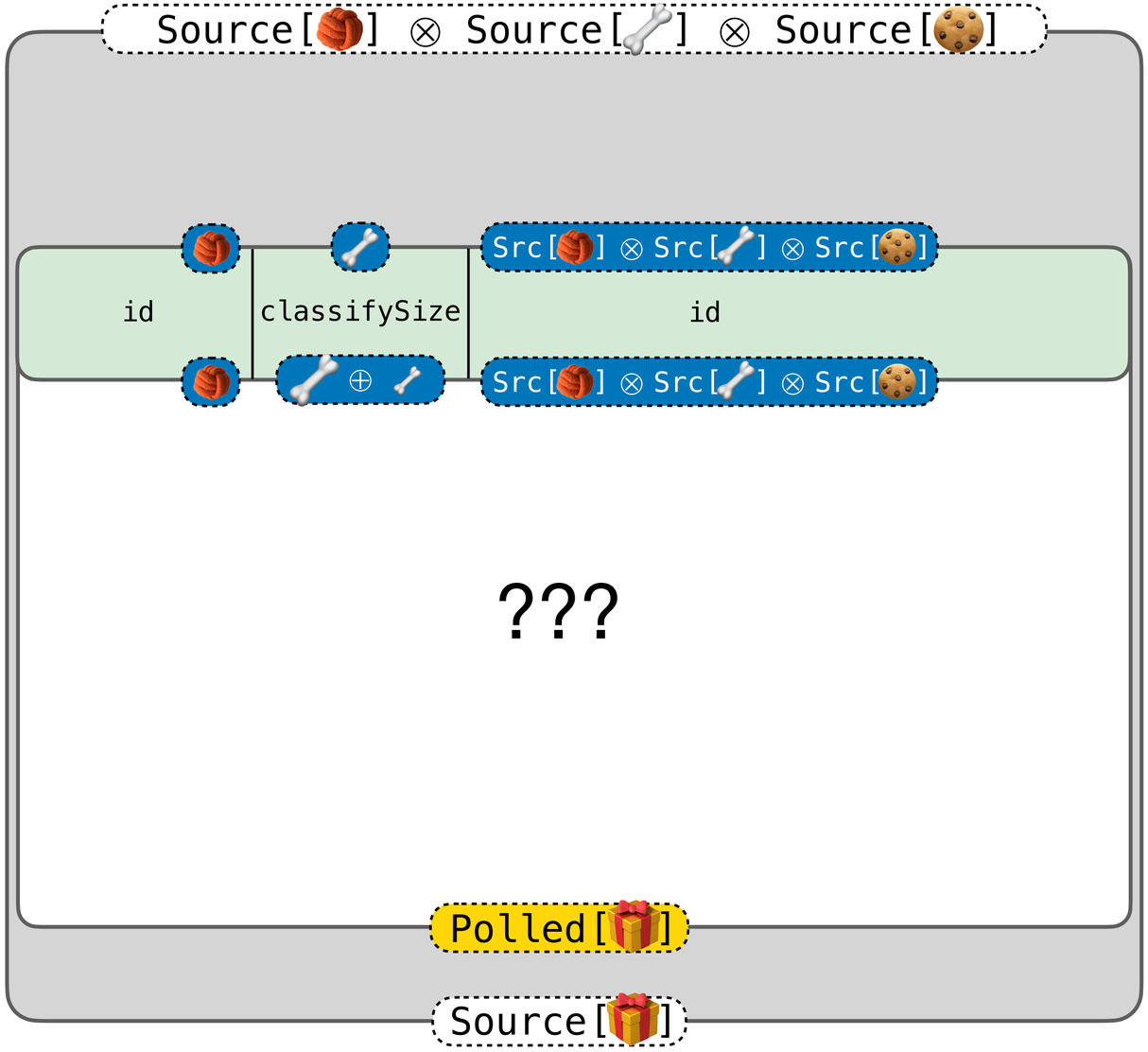

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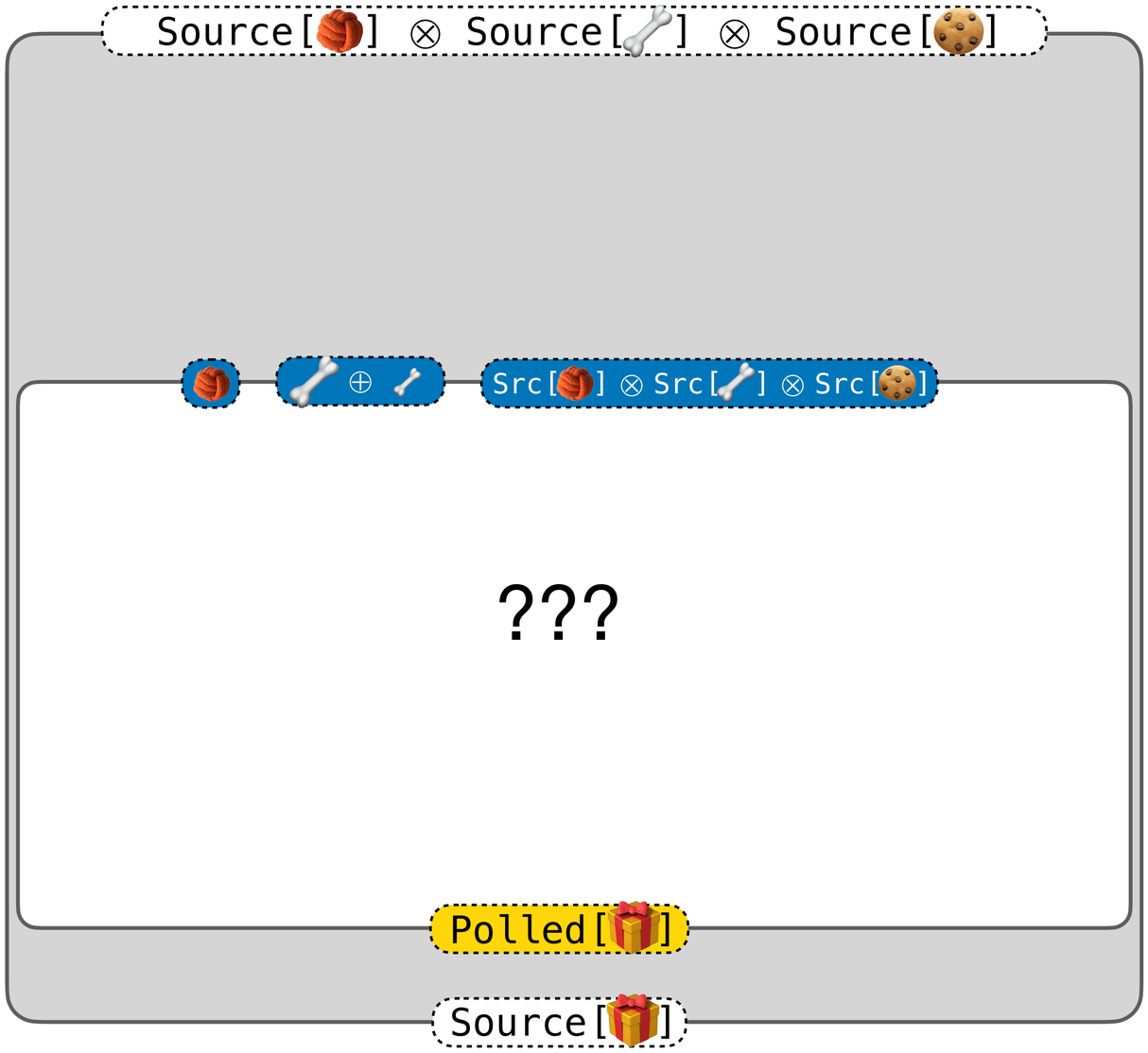

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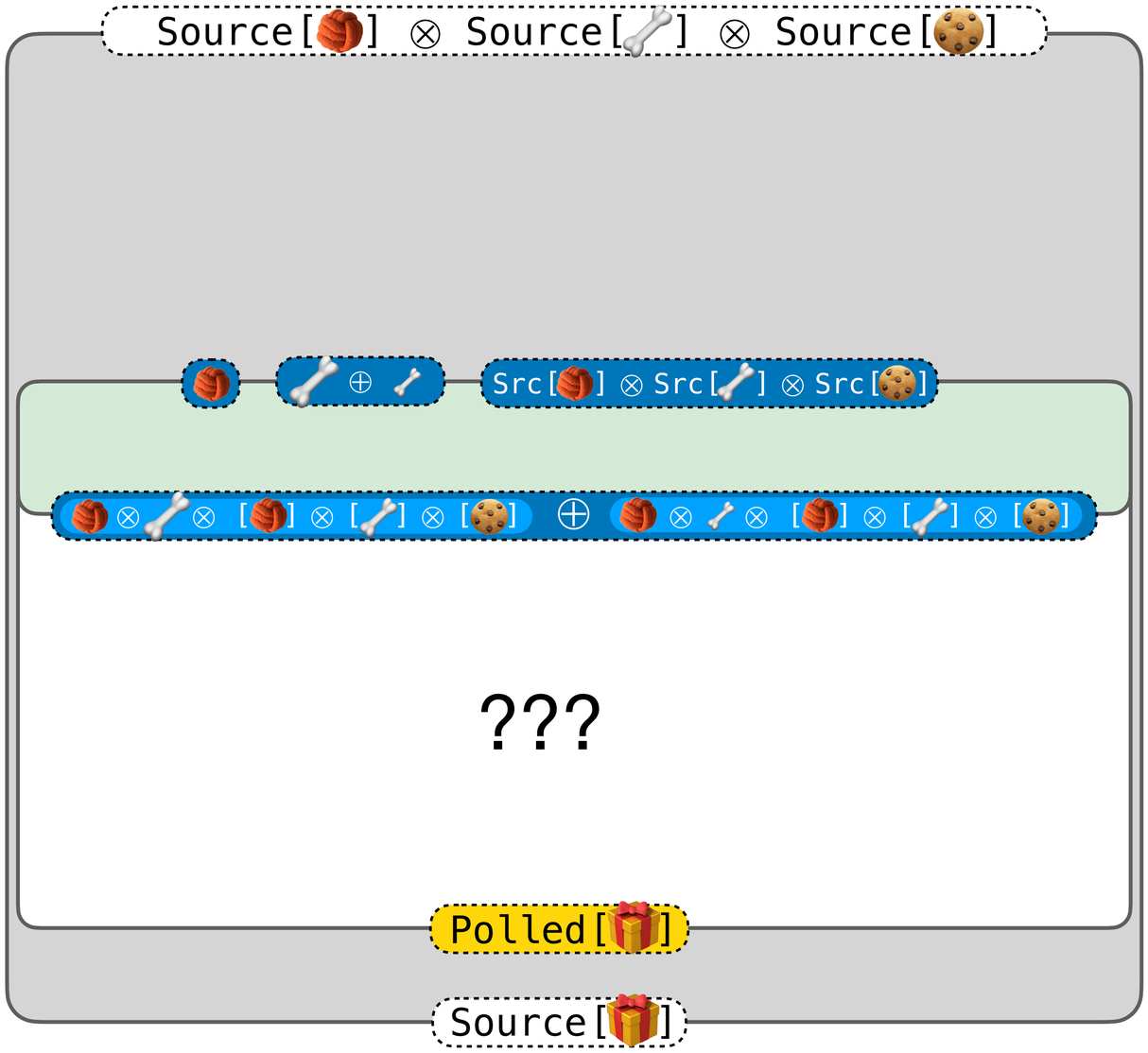

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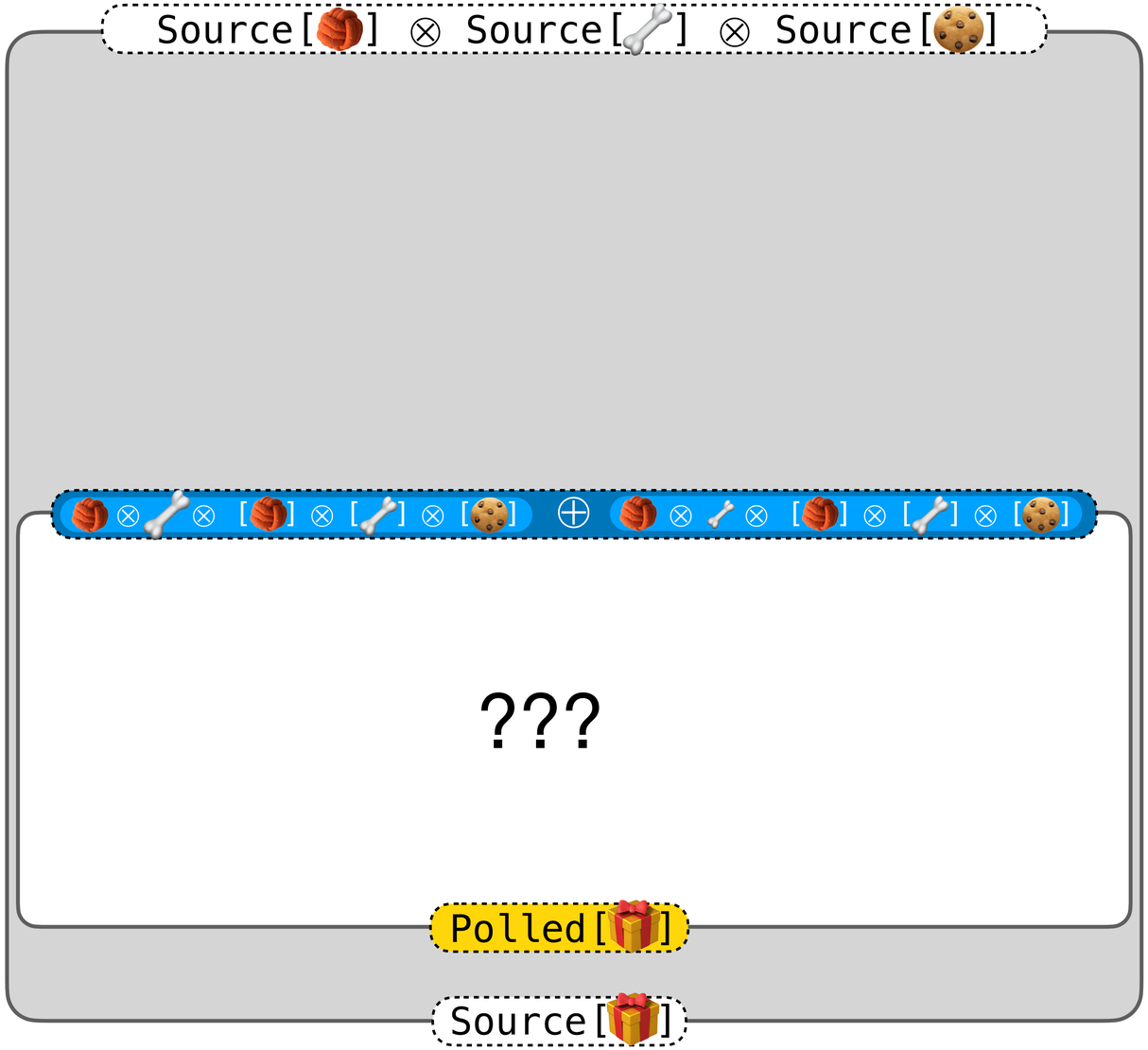
`Src[A]`	abbr. `Source[A]`	
`[A]`	abbr. `Source[A]`	

Packaging Dog Presents



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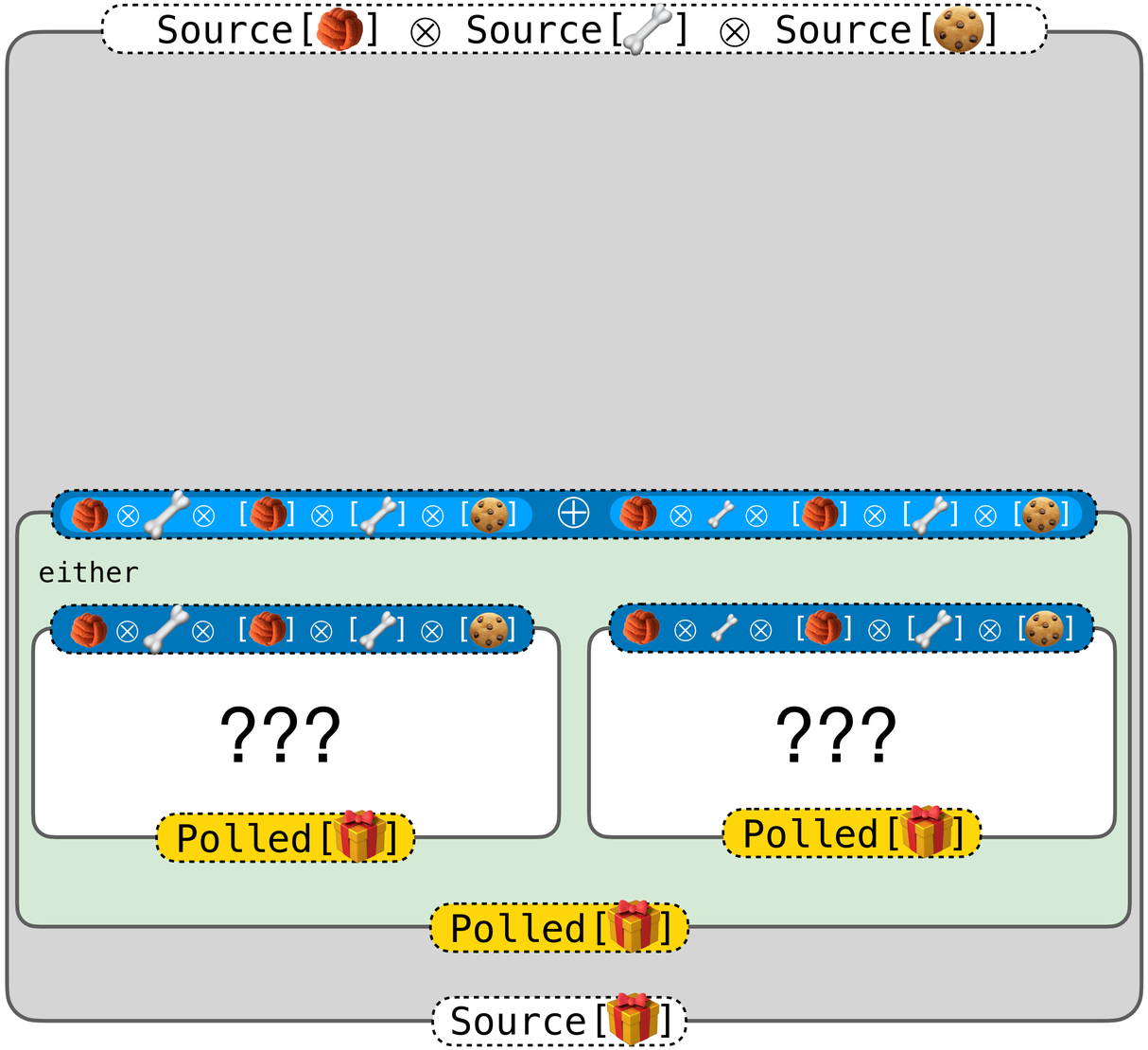

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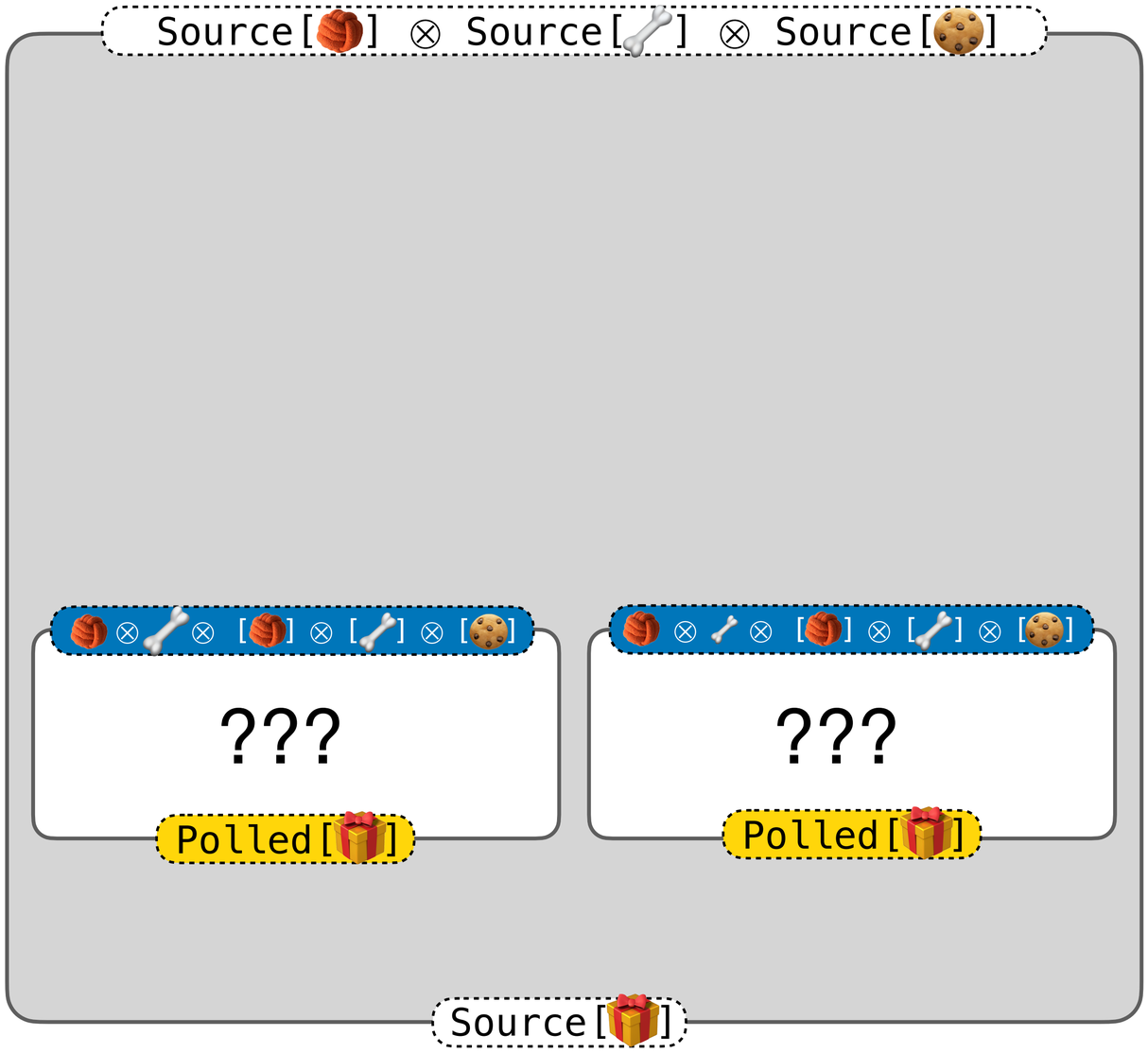

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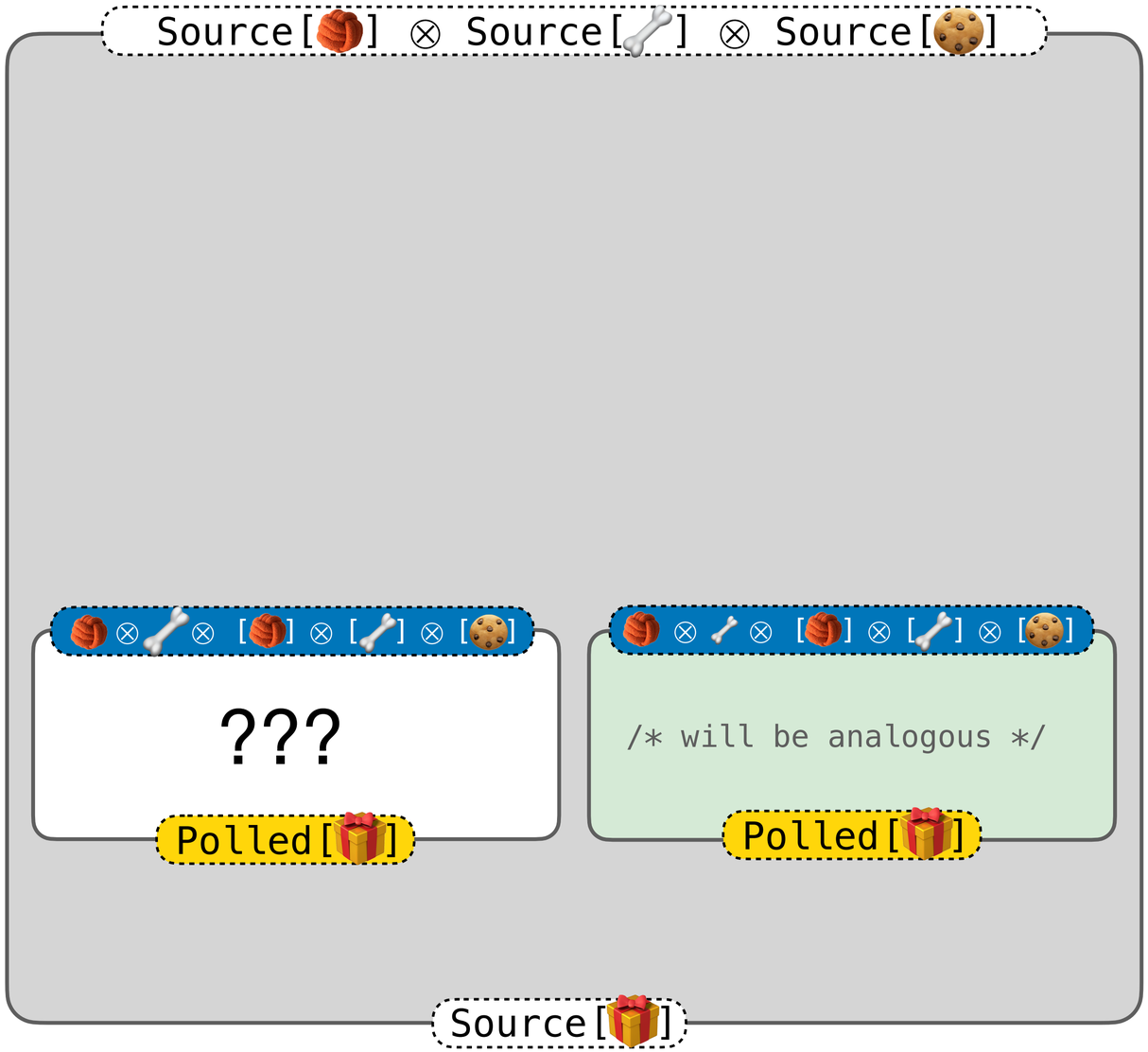

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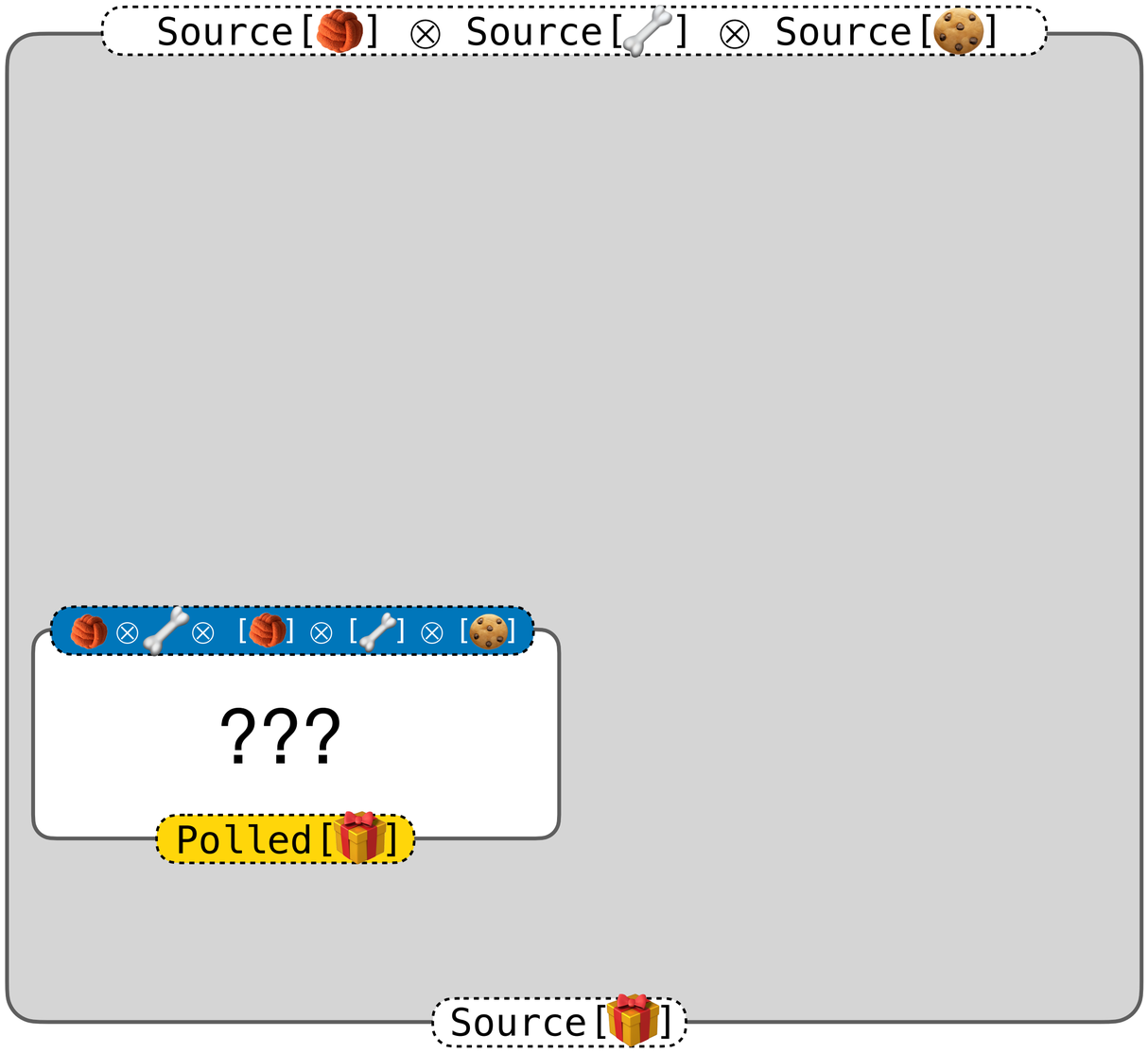

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Packaging Dog Presents

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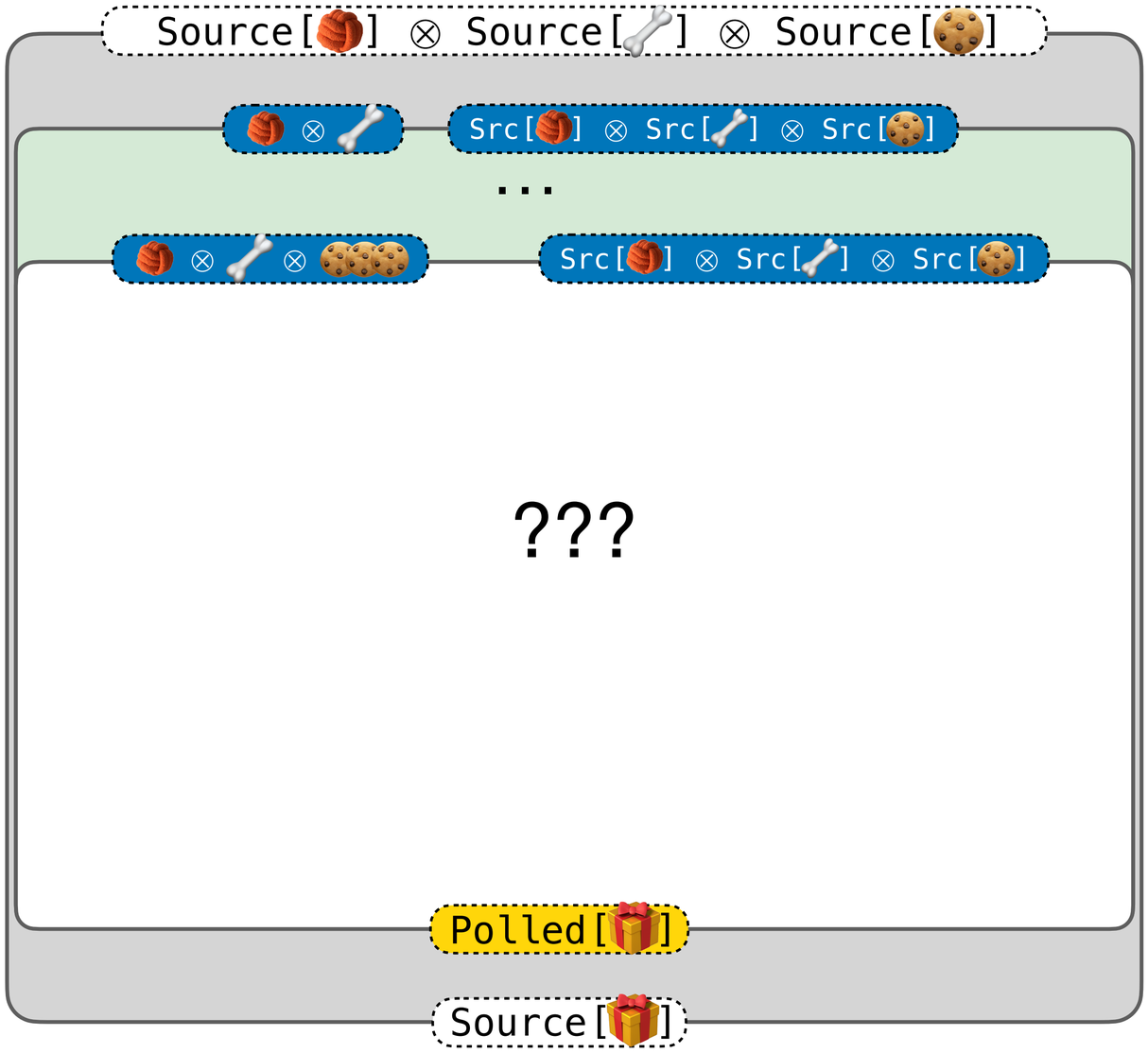
Packaging Dog Presents



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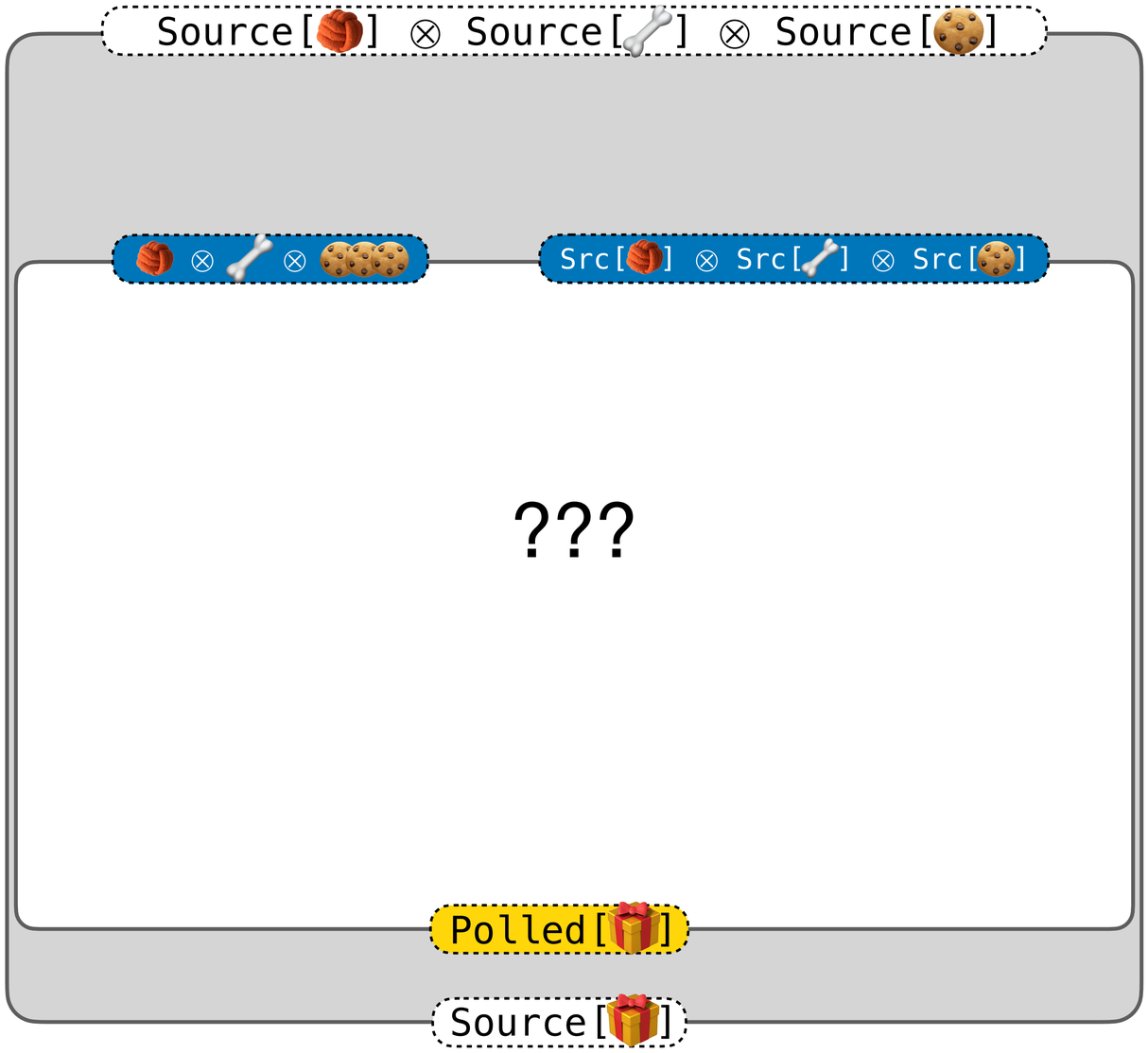
Packaging Dog Presents



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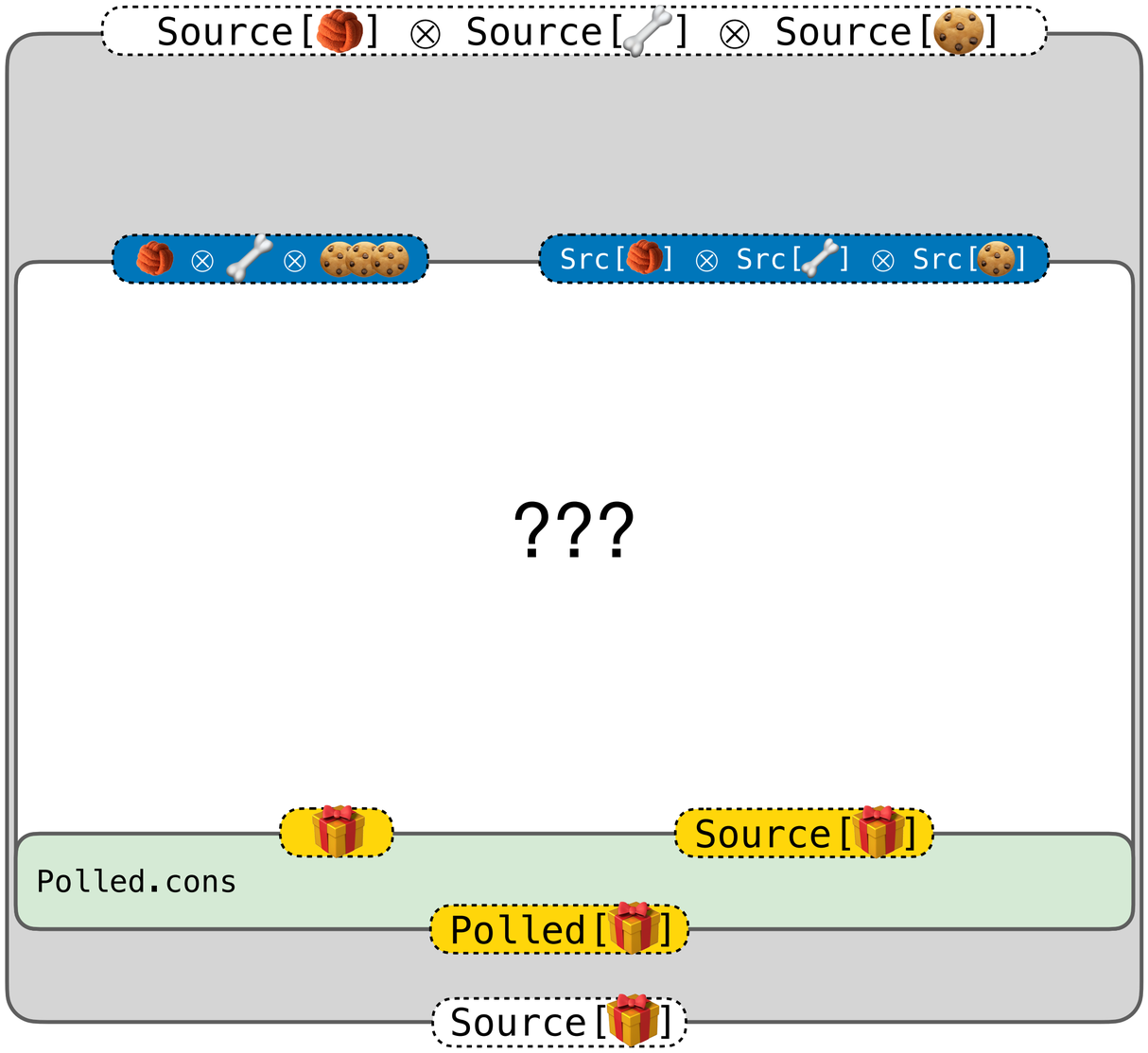
Packaging Dog Presents



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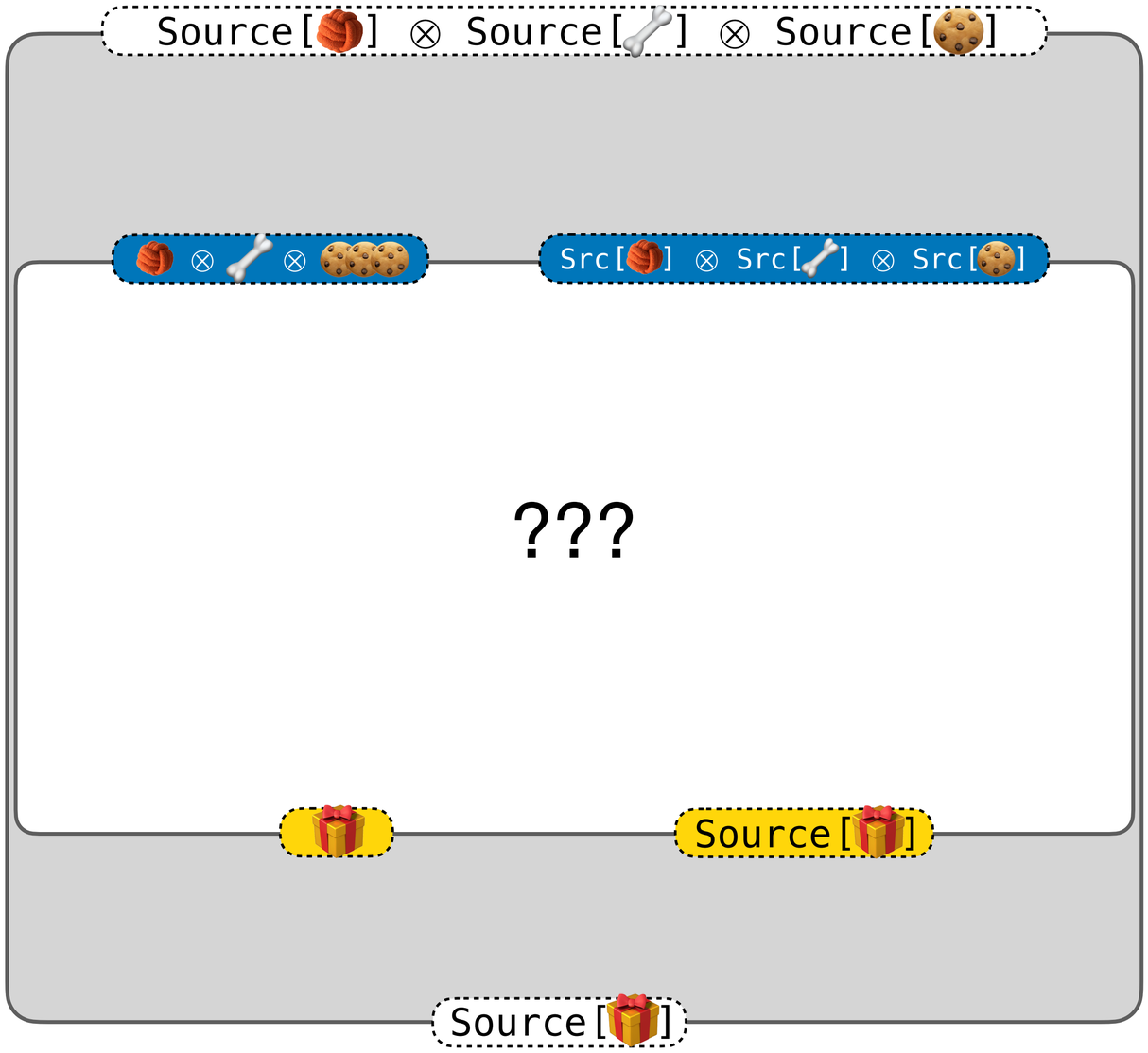
⊗	concurrent pair	
&	consumer choice	
⊕	producer choice	
✔	Done signal	
`Polled[A]`	requested next elem	✔ ⊕ (A ⊗ Source[A])
`Src[A]`	abbr. `Source[A]`	
`[A]`	abbr. `Source[A]`	

Packaging Dog Presents



???	hole to be filled	
	to be consumed	
	to be produced	
⊗	concurrent pair	
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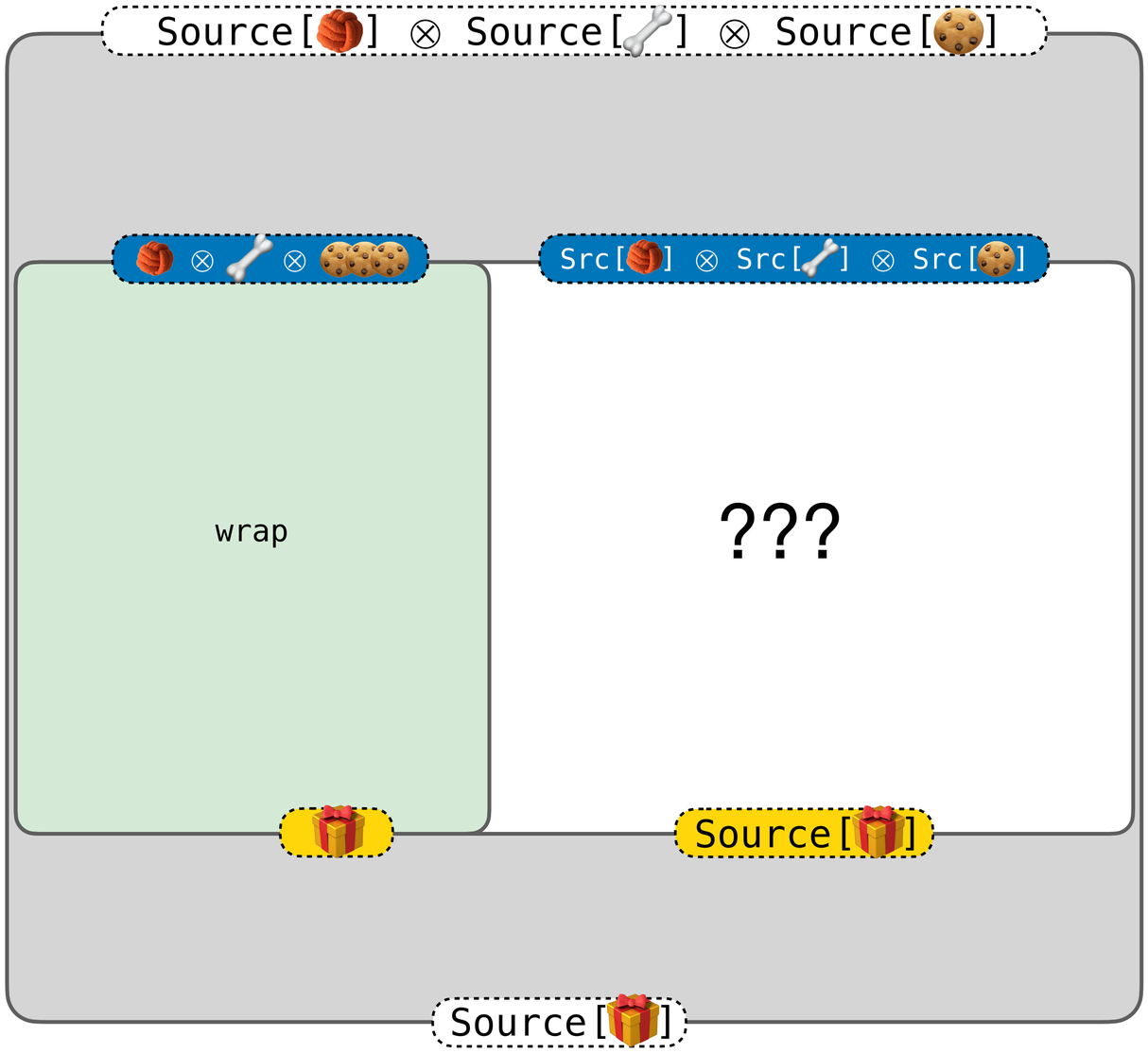

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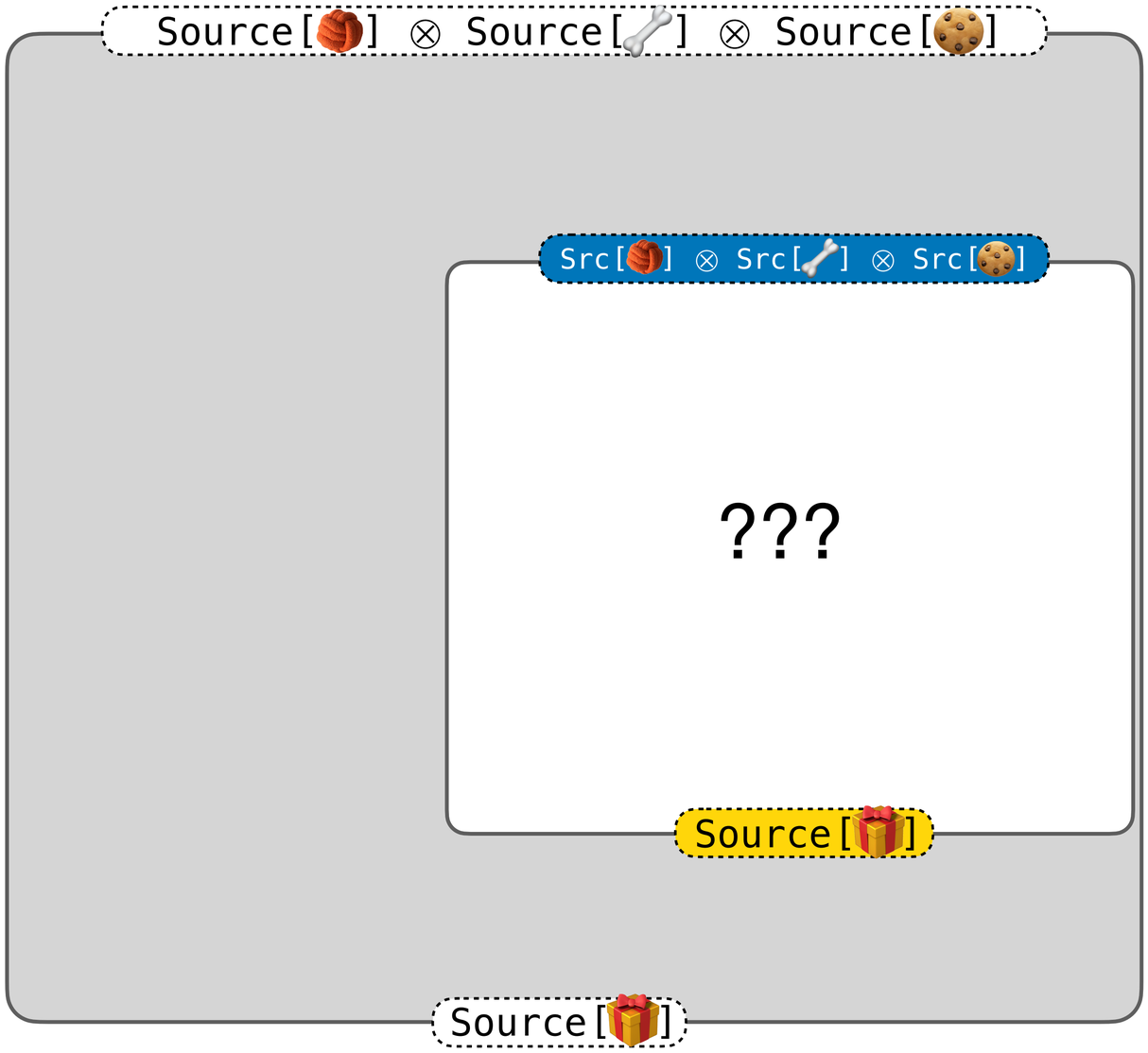
Packaging Dog Presents



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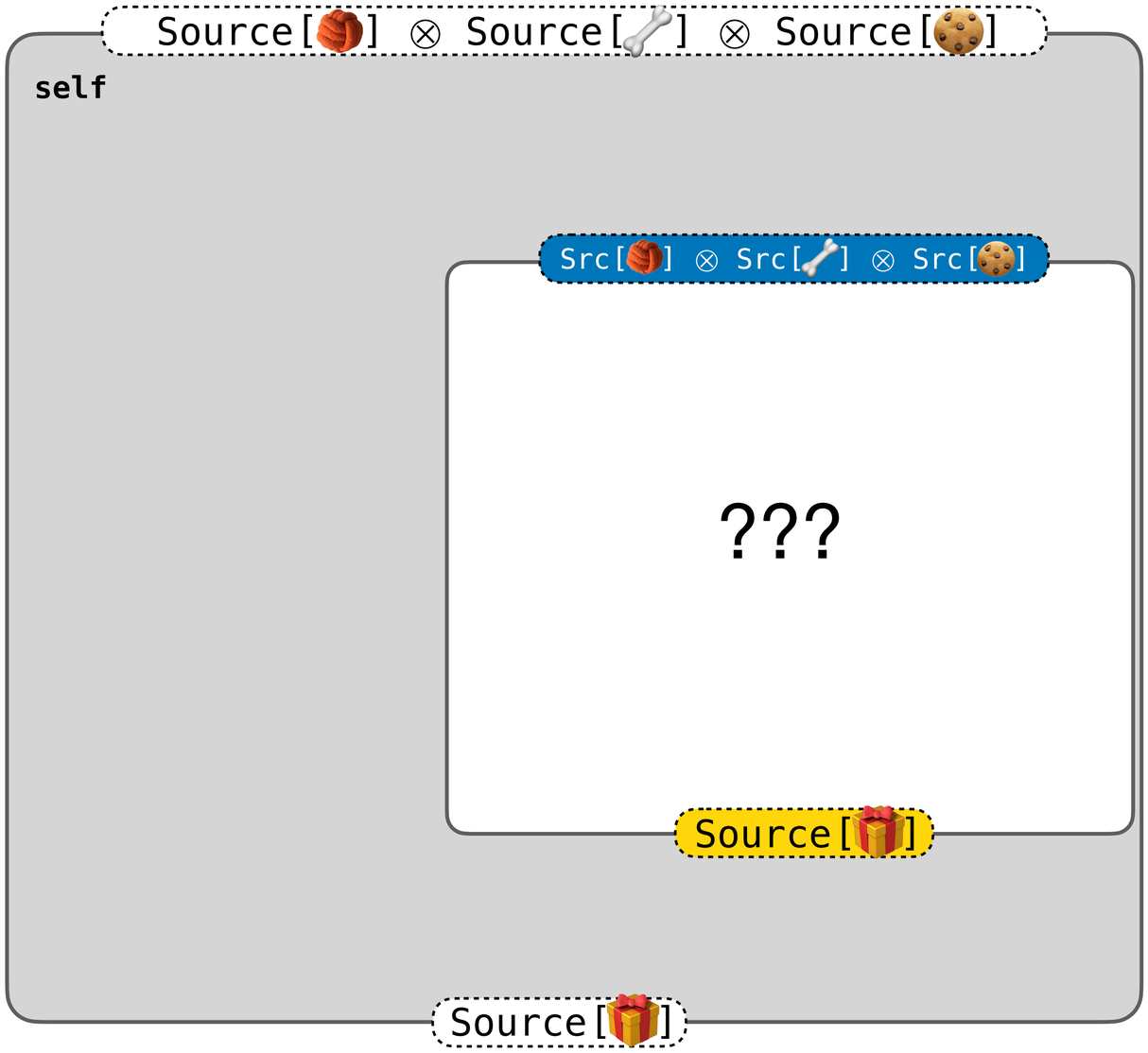
Packaging Dog Presents



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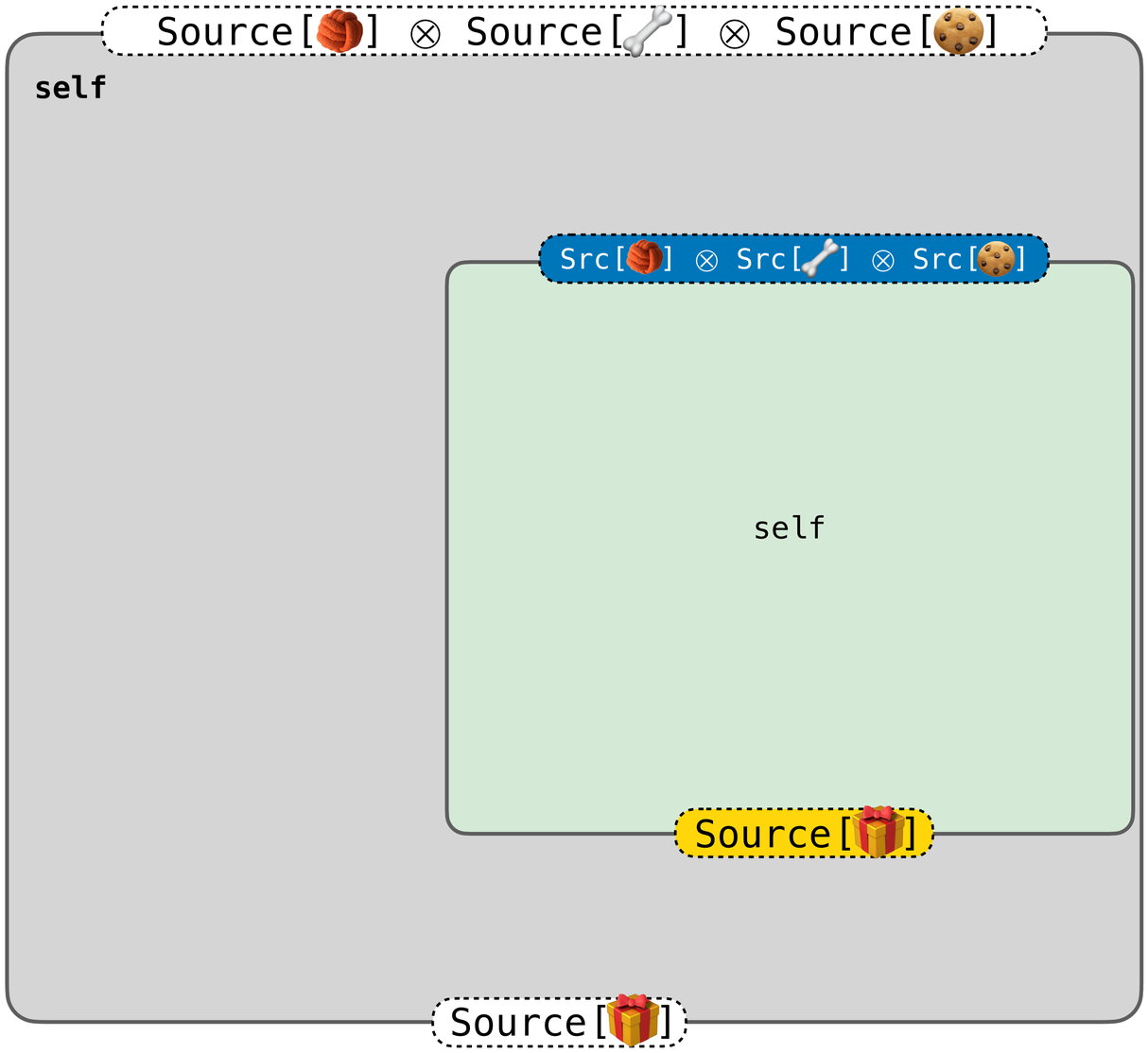
Packaging Dog Presents



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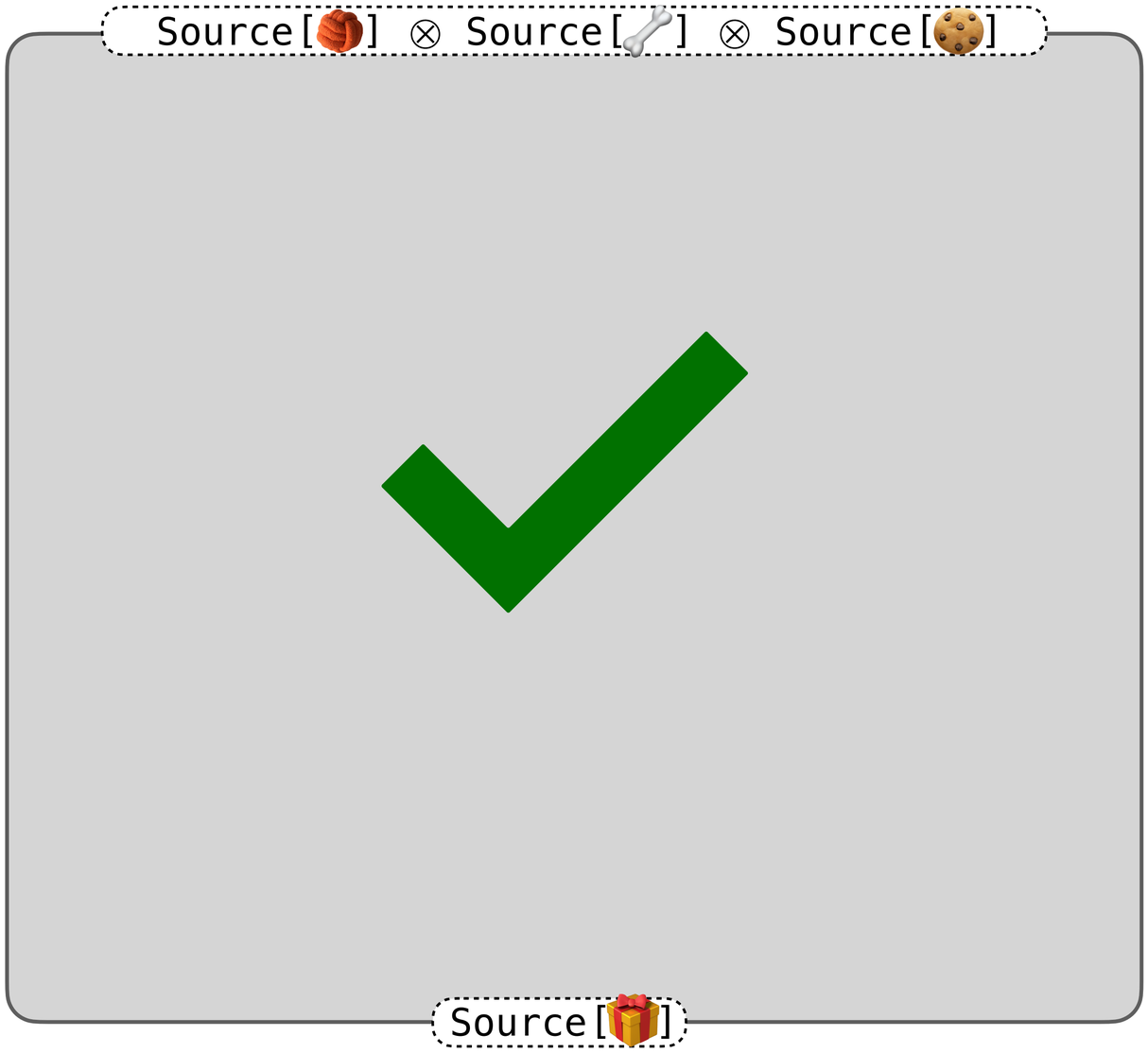
Packaging Dog Presents



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Packaging Dog Presents

```
def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present] =
  ???
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Packaging Dog Presents

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def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present] =
  rec { self =>
    ???
  }
```

Packaging Dog Presents

```
def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present] =
  rec { self =>
    Source.from(
      onClose =
        λ { case (toys |*| bones |*| biscuits) =>
          ??? : $[✔]
        },

      onPoll =
        λ { case (toys |*| bones |*| biscuits) =>
          ??? : $[Polled[Present]]
        },
    )
  }
```

Packaging Dog Presents

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def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present] =
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Packaging Dog Presents

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def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present] =
  rec { self =>
    Source.from(
      onClose =
        λ { case (toys |*| bones |*| biscuits) =>
          joinAll(close(toys), close(bones), close(biscuits))
        },

      onPoll =
        λ { case (toys |*| bones |*| biscuits) =>
          ??? : $[Polled[Present]]
        },
    )
  }
```

Packaging Dog Presents

```
λ { case (toys |*| bones |*| biscuits) =>
  ??? : $[Polled[Present]]
}
```

Packaging Dog Presents

```
λ { case (toys |*| bones |*| biscuits) =>
  poll(toys) switch {
    case Left( ✔ ) => // no toys left, still have bones and biscuits
      ??? : $[Polled[Present]]

    case Right(toy |*| toys) => // got a toy, still have bones and biscuits
      ??? : $[Polled[Present]]
  }
}
```

Packaging Dog Presents

```
λ { case (toys |*| bones |*| biscuits) =>
  poll(toys) switch {
    case Left( ✔ ) => // no toys left
      Polled.empty(joinAll( ✔ , close(bones), close(biscuits)))

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      poll(bones) switch {
        case Left( ✔ ) => // no bones left
          Polled.empty(joinAll( ✔ , neglect(toy), close(toys), close(biscuits)))
        case Right(bone |*| bones) => // got a bone, still have toy, toys, biscuits
          ??? : $[Polled[Present]]
      }
  }
}
```

Packaging Dog Presents

```
case Right(bone |*| bones) => // got a bone, still have toy, toys, biscuits
  ??? : $[Polled[Present]]
```

Packaging Dog Presents

```
case Right(bone |*| bones) => // got a bone
  Bone.classifySize(bone) switch {
    case Left(largeBone) => // got a large bone
      pullThreeBiscuits(biscuits) switch {
        case Left( ✔ ) => // not enough biscuits
          Polled.empty(joinAll(✔, neglect(toy), neglect(largeBone), close(toys), close(bones)))
        case Right(biscuit3 |*| biscuits) => // got three biscuits
          Polled.cons(
            wrap(toy, largeBone, biscuit3) |*|
            self(toys |*| bones |*| biscuits)
          )
      }
    case Right(smallBone) => // got a small bone
      // analogous
```

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Unused variable `largeBone`

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Unused variable `largeBone`

Overused variable `toys`

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Unused variable `largeBone`

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Not properly wired ⇒ **unrepresentable**

- exception from the surrounding λ
- *assembly-time* error

Packaging Dog Presents

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Unused variable `largeBone`

Overused variable `toys`

Not properly wired ⇒ **unrepresentable**

- exception from the surrounding λ
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```
test("packagingLine") { packagingLine }
```

Packaging Dog Presents: Alternatives

Packaging Dog Presents: Alternatives

FS2's `Stream.pull`

ZIO's `ZStream.toPull`

Packaging Dog Presents: Alternatives

FS2's `Stream.pull`

ZIO's `ZStream.toPull`

- much less safe
- slightly more accidental complexity

Integrating with ZIO Streams

Libretto

```
def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present]
```

Integrating with ZIO Streams

Libretto

```
def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present]
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ZIO

```
def go(
  toys: UStream[Toy],
  bones: UStream[Bone],
  biscuits: UStream[Biscuit],
): ZIO[Scope, Nothing, UStream[Present]] =
```

Integrating with ZIO Streams

Libretto

```
def packagingLine: (Source[Toy] |*| Source[Bone] |*| Source[Biscuit]) ⊸ Source[Present]
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ZIO

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def go(
  toys: UStream[Toy],
  bones: UStream[Bone],
  biscuits: UStream[Biscuit],
): ZIO[Scope, Nothing, UStream[Present]] =
  (toys.asSource |*| bones.asSource |*| biscuits.asSource)
    .through_(packagingLine)
    .map(_.zstream)
```
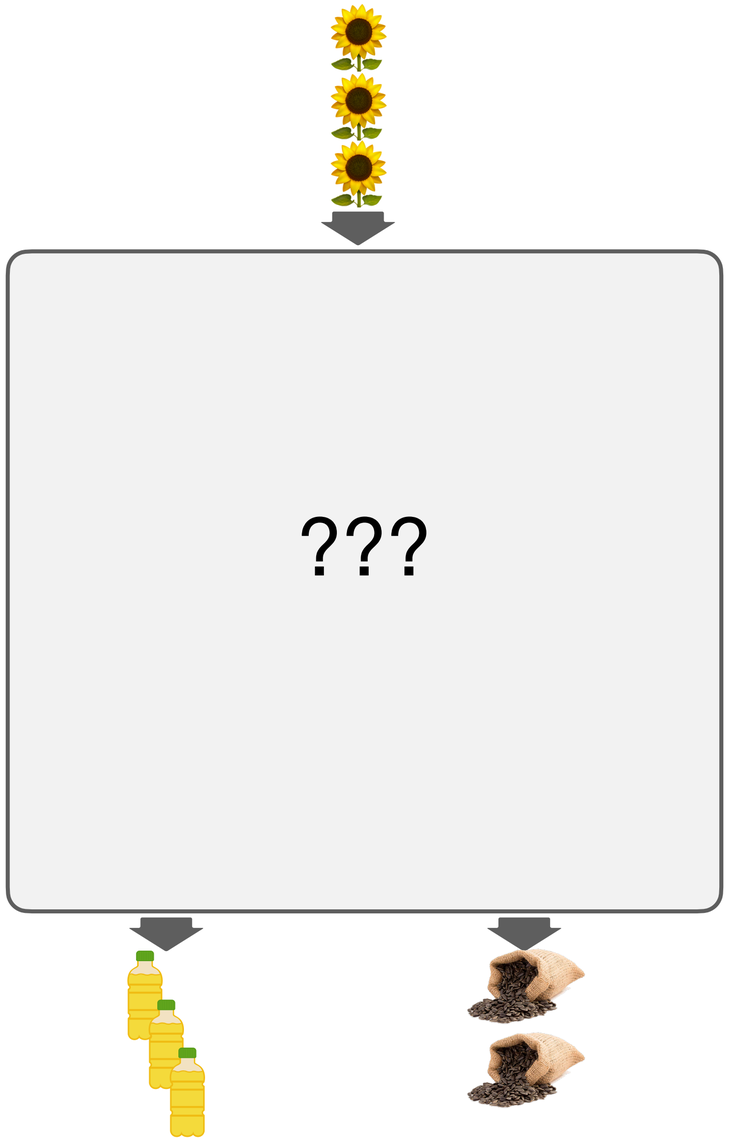
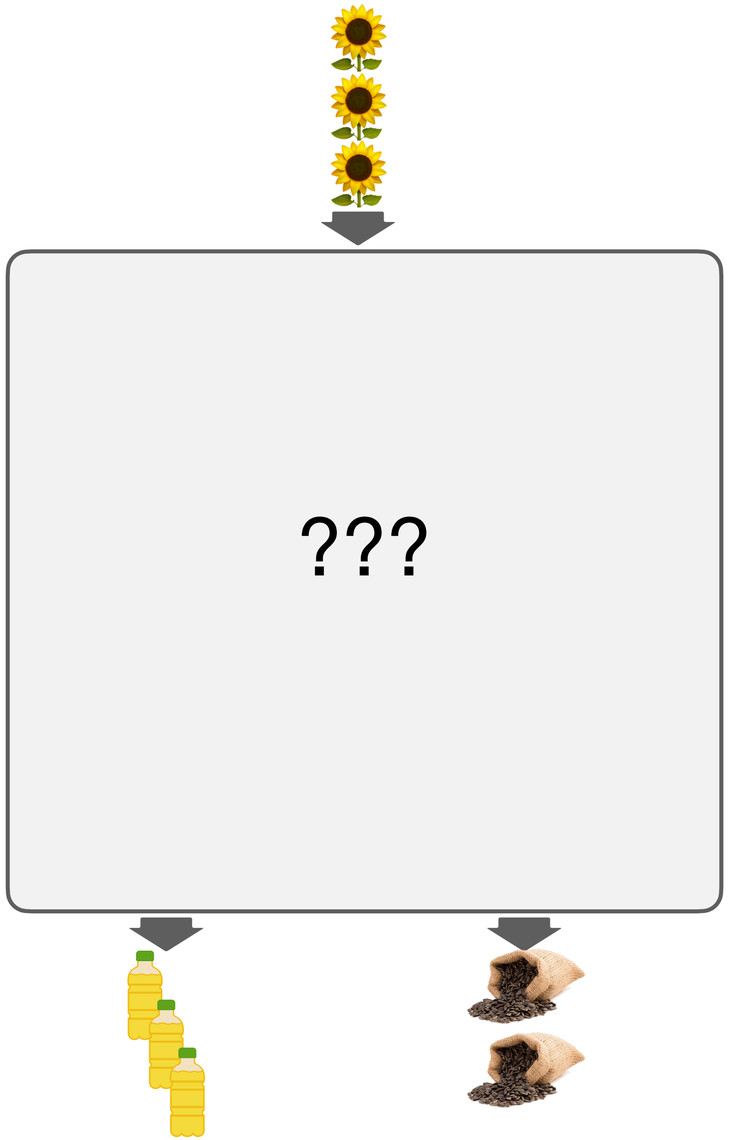

Sunflower Processing Facility



- **In:** sunflowers
- **Out:** oil bottles, packs of seeds
- 5 for , 3 for
- Start on whichever item demanded first
- Halt when either:
  - both downstreams close
  - run out of sunflowers
- Waste at most 4 sunflowers

Sunflower Processing Facility



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Behavior depends on which downstream acts first (racing).

Sunflower Processing Facility: Idea

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- start each consumer in a **fiber** and let them compete in pulling from queue

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- feed the input source into a **queue**
- start each consumer in a **fiber** and let them compete in pulling from queue
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- notify the upstream when both consumer close using a **CountdownLatch**

Sunflower Processing Facility: Bad Idea

- feed the input source into
- start each consumer in a **fiber** ompete in pulling from queue
- obtain a **lock** to pull the respec f sunflowers (3 or 5)
- notify the upstream when isumer ing a **CountdownLatch**

Sunflower Processing Facility

```
def sunflowerProcessor: Source[Sunflower] -o (Source[SeedsPack] |*| Source[OilBottle]) =
  rec { self =>
    λ { sunflowers =>
      producing { case seedsOut |*| oilOut => // give names to the outputs
        ???
      }
    }
  }
```

Sunflower Processing Facility

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Sunflower Processing Facility

```
def sunflowerProcessor: Source[Sunflower] -o (Source[SeedsPack] |*| Source[OilBottle]) =
  rec { self =>
    λ { sunflowers =>
      producing { case seedsOut |*| oilOut => // give names to the outputs
        // race the outputs by which one acts (i.e. pulls or closes) first
        (selectBy(notifyAction, notifyAction) >>: (seedsOut |*| oilOut)) switch {
          case Left(seedsOut |*| oilOut) => // seed output acted first
            ???
          case Right(seedsOut |*| oilOut) => // oil output acted first
            ???
        }
      }
    }
  }
```

Sunflower Processing Facility

```
case Left(seedsOut |*| oilOut) => // seed output acted first, still have sunflowers
  ???
```

Sunflower Processing Facility

```
case Left(seedsOut |*| oilOut) => // seed output acted first
  (fromChoice >>: seedsOut) switch {
    case Left( ✔ ) => // seed output closing, still have sunflowers, oilOut
      ???
    case Right(pullingSeeds) => // seed output pulling, still have sunflowers, oilOut
      ???
  }
```

Sunflower Processing Facility

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case Left(seedsOut |*| oilOut) => // seed output acted first
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    case Left( ✔ ) => // seed output closing, still have sunflowers, oilOut
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    case Right(pullingSeeds) => // seed output pulling, still have sunflowers, oilOut

      pull3(sunflowers) switch {
        case Right(sunflower3 |*| sunflowers) =>

          ???

        case Left(  ✔  ) => // no more sunflowers
          ???
      }
  }
```

Sunflower Processing Facility

```
case Left(seedsOut |*| oilOut) => // seed output acted first
  (fromChoice >>: seedsOut) switch {
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      ???
    case Right(pullingSeeds) => // seed output pulling, still have sunflowers, oilOut

      pull3(sunflowers) switch {
        case Right(sunflower3 |*| sunflowers) =>
          val seedsPack = roastSeedsAndPack(sunflower3)
          val seedsPacks |*| oilBottles = self(sunflowers)
          ???
        case Left(  ✔  ) => // no more sunflowers
          ???
      }
  }
```

Sunflower Processing Facility

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case Left(seedsOut |*| oilOut) => // seed output acted first
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    case Left( ✔ ) => // seed output closing, still have sunflowers, oilOut
      ???
    case Right(pullingSeeds) => // seed output pulling, still have sunflowers, oilOut
      (pullingSeeds |*| oilOut) :=
        pull3(sunflowers) switch {
          case Right(sunflower3 |*| sunflowers) =>
            val seedsPack = roastSeedsAndPack(sunflower3)
            val seedsPacks |*| oilBottles = self(sunflowers)
            Polled.cons(seedsPack |*| seedsPacks) |*| oilBottles
          case Left(+( ✔ )) => // no more sunflowers
            Polled.empty( ✔ ) |*| Source.empty( ✔ )
        }
  }
```

Sunflower Processing Facility

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case Left(seedsOut |*| oilOut) => // seed output acted first
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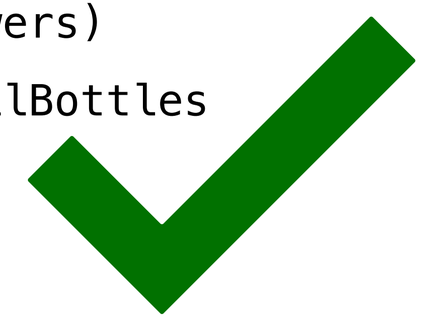
            Polled.empty( ✔ ) |*| Source.empty( ✔ )
        }
  }
```



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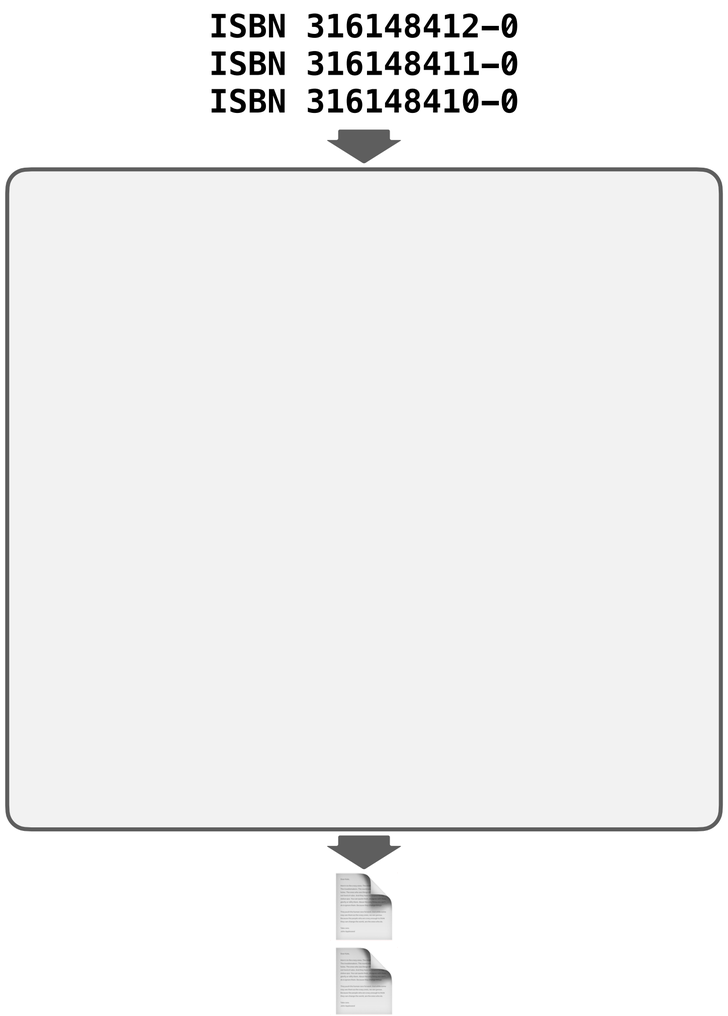
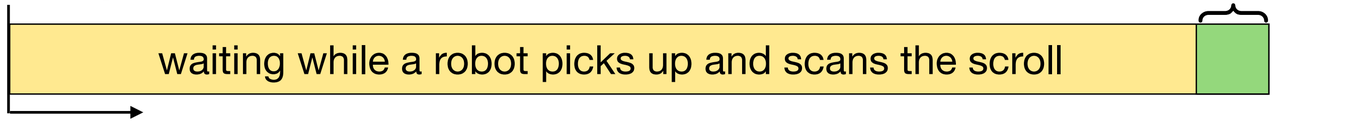


- **In:** scroll IDs (ISBNs)
- **Out:** pages of all given scrolls, in order
- Use provided API to request a scroll by its ID
  - returns a stream of scanned pages
- Fair use policy: max *k* concurrent connections
- Request profile:



- Use all *k* connections to prepare documents, transfer data sequentially

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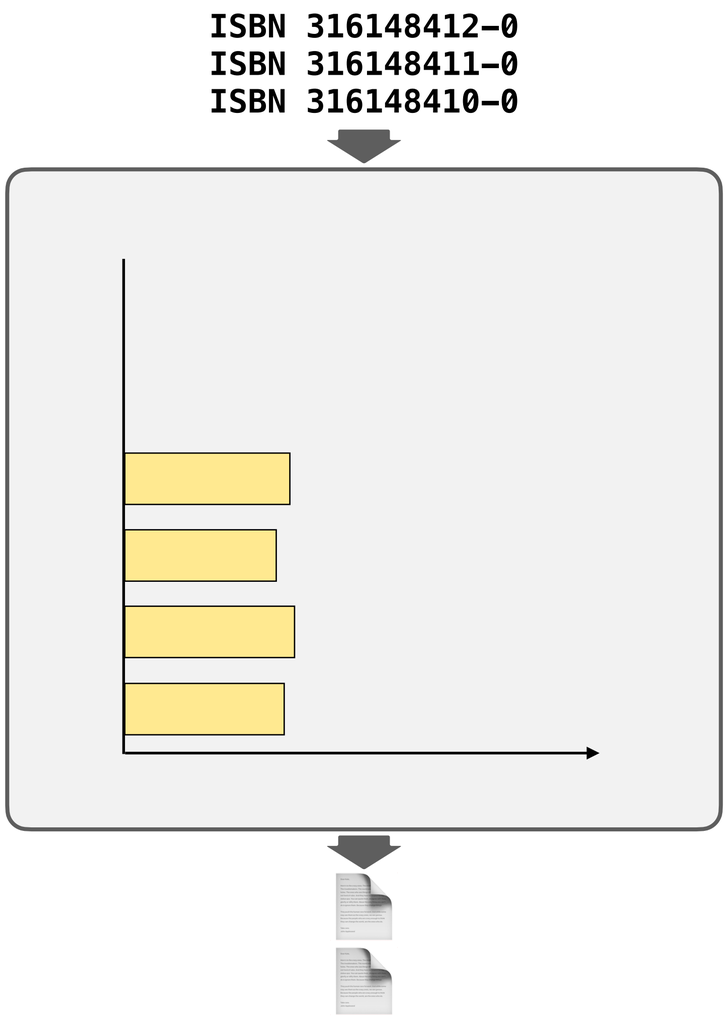

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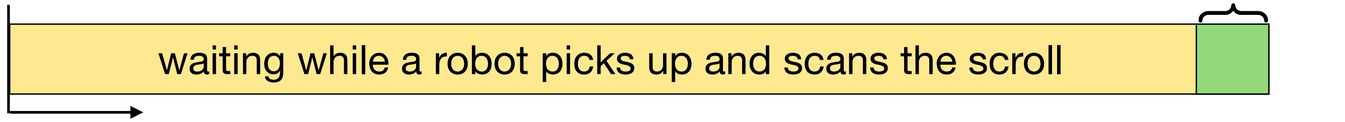

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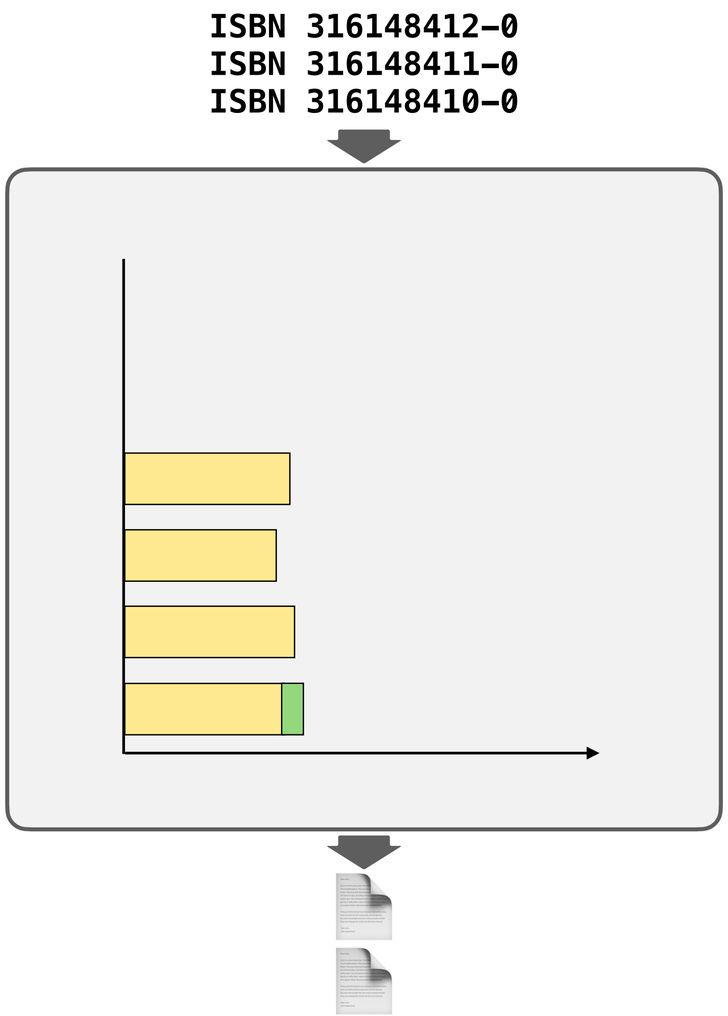

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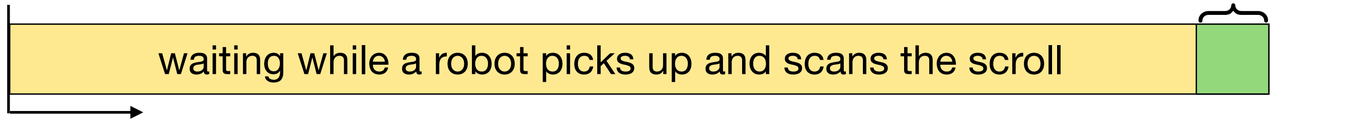

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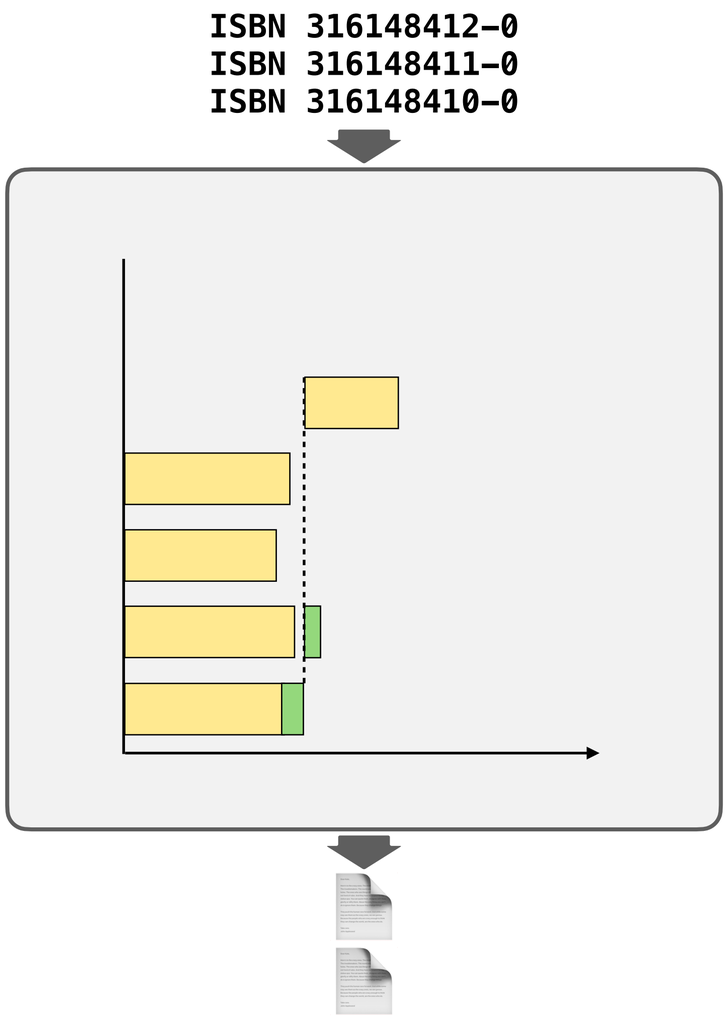
Digital Library of Alexandria



- **In:** scroll IDs (ISBNs)
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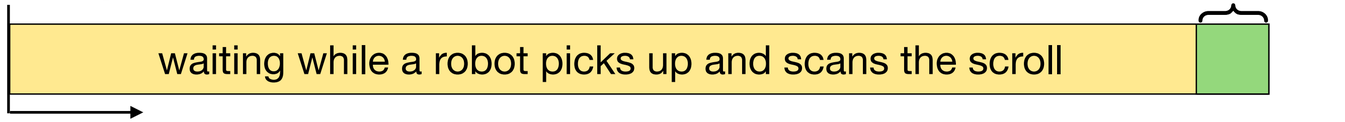

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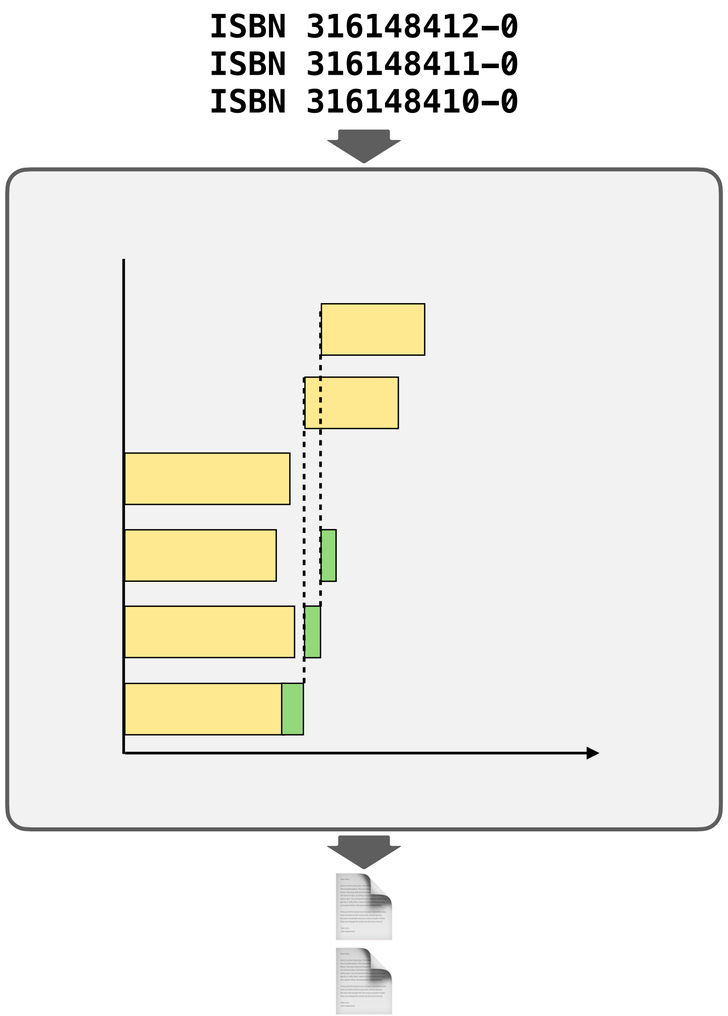

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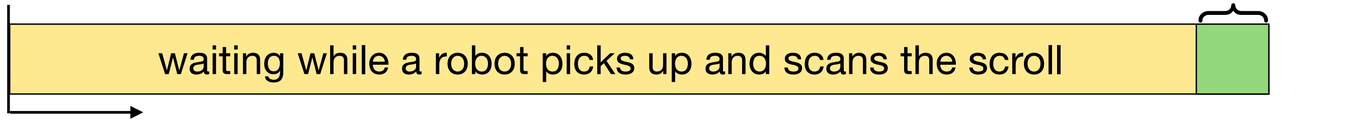

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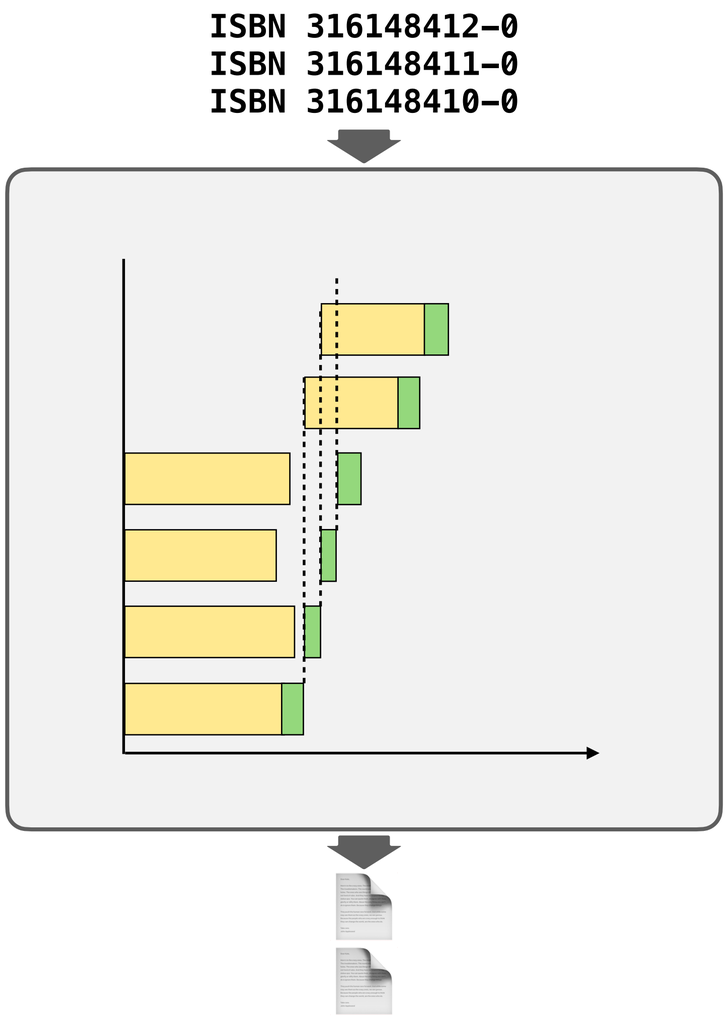

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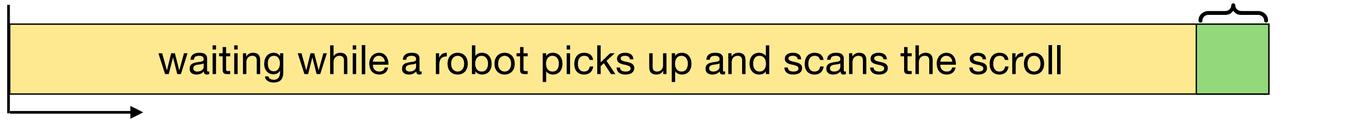

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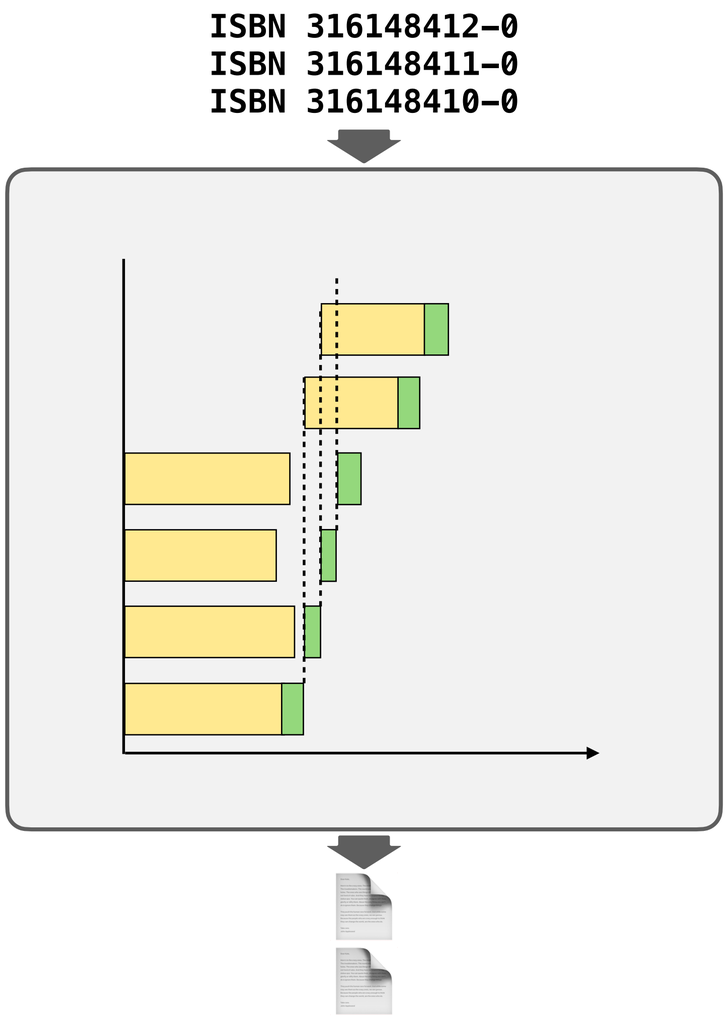

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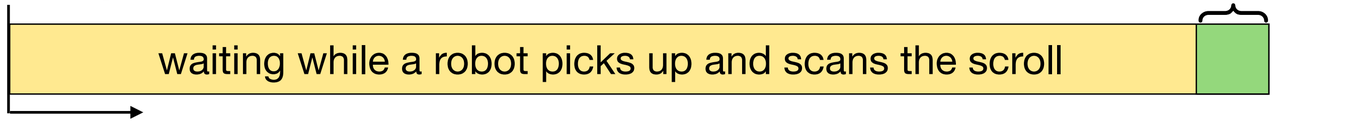

- Use all *k* connections to prepare documents, transfer data sequentially

Non-trivial resource lifetimes
(overlapping, but not nested)

Digital Library of Alexandria

Digital Library of Alexandria

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// Provided.
// Opens a connection that is closed when the resulting Source is closed.
def fetchScroll: (Connector |*| ISBN) -o Source[📄]
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Correct
Resource Safe

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Does not work in libs where `Source` / `Stream` is a “blueprint”

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Correct
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Does not work in libs where `Source` / `Stream` is a “blueprint”

```
Stream[Stream[📄]] .prefetch(n) .flatten
```

- prefetches blueprints, does not start doc preparation

Digital Library of Alexandria

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def fetchScroll: (Connector |*| ISBN) -o Source[📄]

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`Stream[Stream[📄]] .prefetch(n) .flatten`

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`Stream[Stream[📄]] .flatten .prefetch(n)`

- prefetches n pages of concatenation, instead of preparing n documents

Digital Library of Alexandria

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    > prefetch(k - 1)(discardPrefetched = Source.close)

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```

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`Stream[Stream[📄]] .prefetch(n) .flatten`

- prefetches blueprints, does not start doc preparation

`Stream[Stream[📄]] .flatten .prefetch(n)`

- prefetches n pages of concatenation, instead of preparing n documents

`Stream[ISBN] .mapAsync(n)(ISBN => IO[Stream[📄]])`

- if `IO` action starts doc prep in background, who closes connection if `Stream` never consumed?

Digital Library of Alexandria

```
def fetchScroll: (Connector |*| ISBN) ⊸ Source[📄]
def downloadAll(k: Int): (Connector |*| Source[ISBN]) ⊸ Source[📄] =
  mapWith(fetchScroll) > prefetch(k - 1)(discardPrefetched = Source.close) > flatten
```

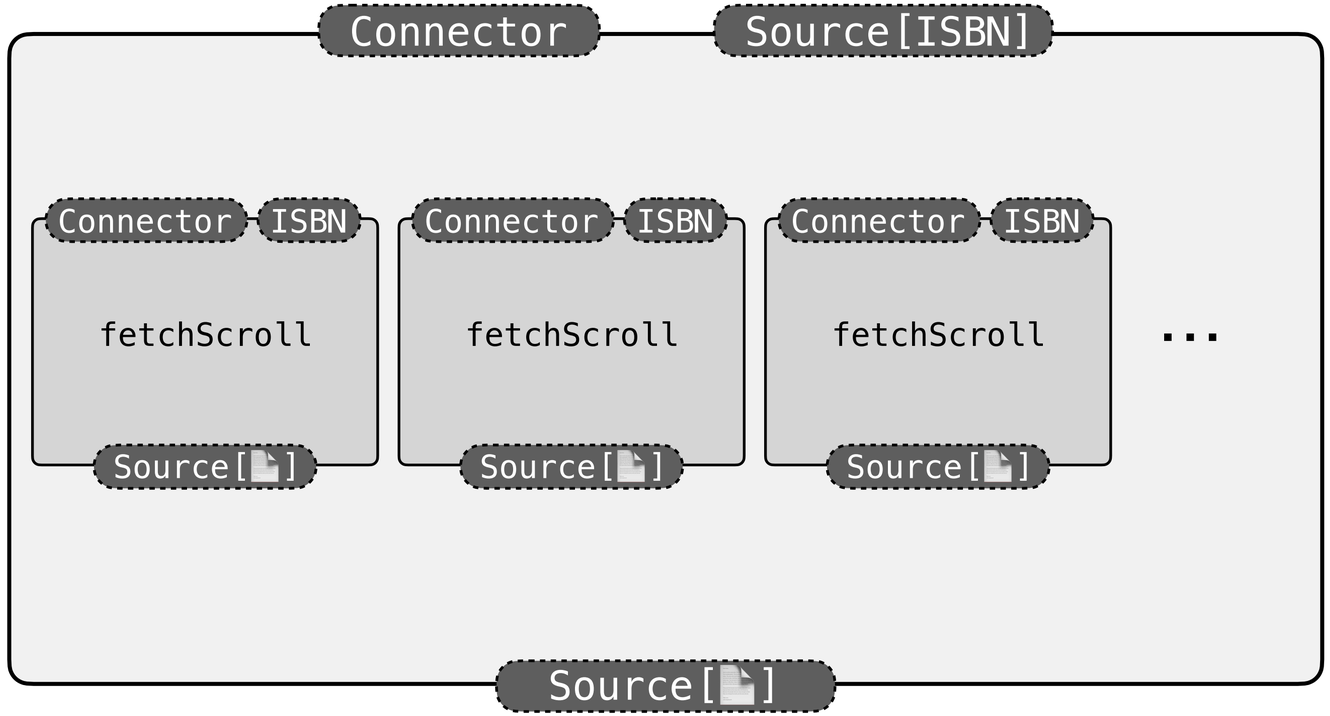
Why does it work in Libretto?

`Source[📄]`

- not a blueprint
- phantom type
- *interface* of interaction (`poll`, `close`)
- *running* process on each sides
- `A ⊸ Source[📄]` is the blueprint

Resources

- not tied to inflexible (nested) scopes
- release guaranteed by **linearity**



Summary

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Stream operators in Libretto are

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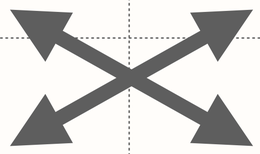
Stream operators in Libretto are

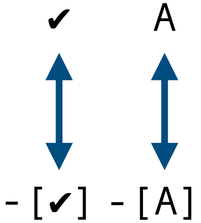
safer and **simpler** than the alternatives.

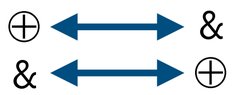
(I might be biased, feel free to challenge.)

Streams in Libretto

		Control Flow: proactive	Control Flow: reactive
Payload Flow	producer	`Stream[A]` = `✔ ⊕ (✔ & (A ⊗ Stream[A]))`	`Source[A]` = `✔ & (✔ ⊕ (A ⊗ Source[A]))`
Payload Flow	consumer	`Drain[A]` = `-[✔] ⊕ (-[✔] & (-[A] ⊗ Drain[A]))`	`Sink[A]` = `-[✔] & (-[✔] ⊕ (-[A] ⊗ Sink[A]))`



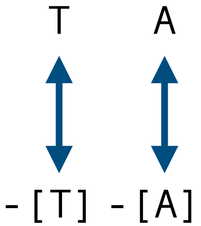


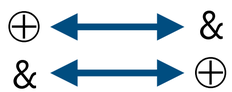



```
-[Stream[A]] ~ Sink[A]
-[Source[A]] ~ Drain[A]
```

Bonus: Streams with Custom Terminator

		Control Flow: proactive	Control Flow: reactive
Payload Flow	producer	`StreamT[T,A]` = `T ⊕ (T & (A ⊗ StreamT[T,A]))`	`SourceT[T,A]` = `T & (T ⊕ (A ⊗ SourceT[T,A]))`
Payload Flow	consumer	`DrainT[T,A]` = `-[T] ⊕ (-[T] & (-[A] ⊗ DrainT[T,A]))`	`SinkT[A]` = `-[T] & (-[T] ⊕ (-[A] ⊗ SinkT[T,A]))`





Example: API of a TV streaming service

```
Tv = ✔ & (ChannelName =o SourceT[Tv,VideoFrame])
```

- ensures consuming at most 1 channel at a time

Gateway drug to session types

Thank you!

github.com/TomasMikula/libretto/

(includes runnable version of each shown example)