

Modal Effect Types

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We need effect variables to apply `map` to arbitrarily effectful functions.

$\text{map} : \forall a b e . (a \xrightarrow{e} b, \text{List } a) \xrightarrow{e} \text{List } b$

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No change is required for first-class higher-order functions.

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gen : [yield](List Int → 1)  
gen xs = map (fun x → do yield x) xs; ()
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With conventional effect types, we usually need an effect variable.

```
gen : ∀ e . List Int  $\xrightarrow{\text{yield}, e}$  1
```

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Useful to give modular types to effect handlers.

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  return () ⇒ nil
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Modular Effectful Programming

```
> asList <yield>(fun () → gen [3,1,4,1,5,9])  
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```
state : ∀ [a] . <get, put>(1 → a) → Int → (a, Int)  
gen'   : [yield, get, put](List Int → 1)
```

```
> asList <yield>(fun () →  
    state <get,put>(fun () → gen' [3,1,4,1,5,9]) 0; ())  
# [3,4,8,9,14,23] : List Int
```

More in the Paper

MET: A core calculus following simple *multimodal type theory*.
Encoding a fragment of conventional effect types into MET

METE: Extension with *effect variables*.

METEL: A surface language with *sound and complete type inference*.



<https://arxiv.org/abs/2407.11816>