

xmonad >>=

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Jan 31, 2011

XMonad: Presentation Cannon Fodder

- **Simple.** XMonad defines simple window management.
- **Featureful.** Its small code footprint is packed with great features.
- **Quality.** XMonad is built with high-quality, informative, code.
- **Awesome.** Regardless of language and construction, it is an awesome application.
- Isn't a parser or a compiler.



Overview

- This.

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XMonad: Form and Function

- History.
- Window Managers.
- Demo.

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XMonad: Form and Function

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XMonad: Code and Construction

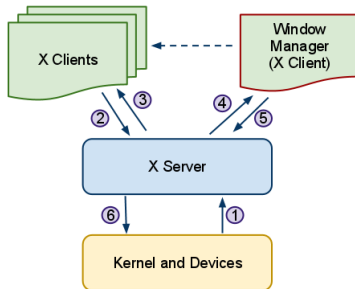
- Architecture and Design.
- Practicality of Pure.
- Data Structures.
- Configuration and Extension.

History

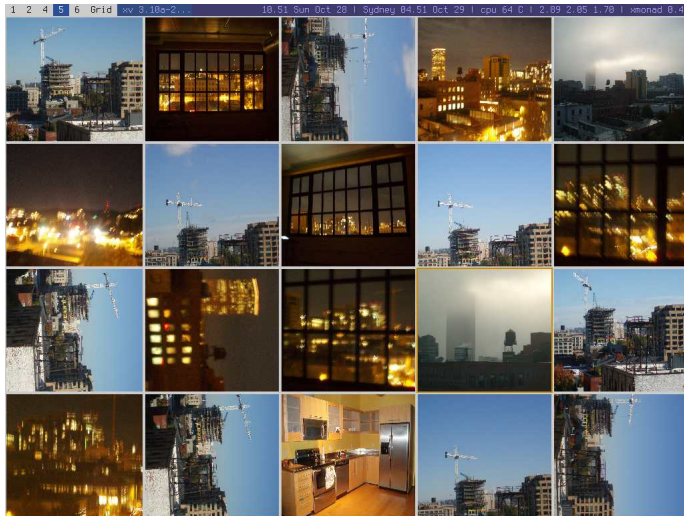
- Created by Spencer Janssen and Don Stewart.
- 1st public commit March 7 2007.
- 0.1 April 2007.
- 0.9 October 2009.
- 0.10 Under development.
- After DWM which set the benchmark for minimal.
- Stated goals:
 - Break down stereo-types of functional programming.
 - Small, quality implementation, big \implies bad.
 - Live the haskell vision - code is more fun when it works.

X11 and Window Managers

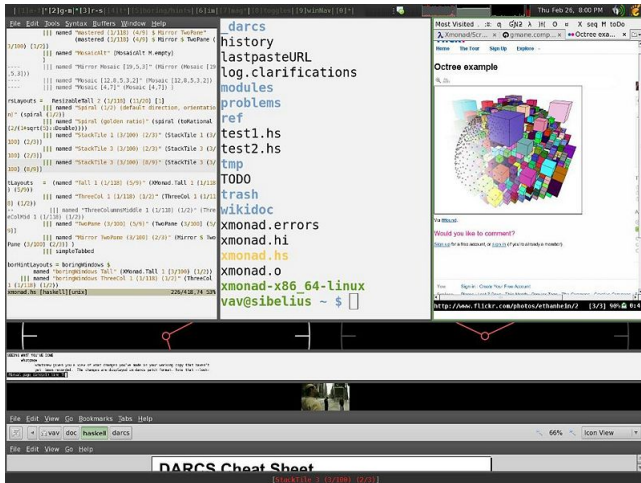
- 1 Kernel sends events to X server via evdev.
- 2 X Server passes on events to client to act upon.
- 3 Clients update and send a rendering event back to X server.
- 4 X server passes on *damage* event to window manager.
- 5 Window manager arranges clients and sends an updated rendering event back to X server.
- 6 X server communicates with kernel and devices to update buffer.



Tiling Window Managers



Tiling Window Managers



Tiling Window Managers

```
[1] tml -> Owner's ...
Press ? for help
~/.xmonad/xmonad-0.8.x
Tags sorted by order

dist?
man?
utils?
xmonad-0.7?
XMonadContrib/
.setup-config

Main.hs-boot
LCMS
Main.hs
Operations.hs
RNAME
Setup_Lhs
StackSet.hs
TODD
xmond.cabal
XMonad.hs

-- | $ xmodmap < grep Num
-- | mod2      Num_Lock (read)

-- Set numlockMask = 0 if you don't have a numlock key, or want to treat
-- numlock status separately.
numlockMask :: KeyMask
numlockMask = mod2Mask

-- | Width of the window border in pixels.
borderWidth :: Dimension
borderWidth = 1

-- | Border colors for unfocused and focused windows, respectively.
normalBorderColor, focusedBorderColor :: String
normalBorderColor = "#222222"
focusedBorderColor = "#227777"
focusedBorderColor = "#6666ff"

-- | Default offset of drawable screen boundaries from each physical
-- screen. Anything non-zero here will leave a gap of that many pixels
-- on the given edge on the that screen. A useful gap at top of screen
-- for a menu bar (e.g. 15).
-- An example, to set a top gap on monitor 1, and a gap on the bottom of
-- monitor 2, you'd use a list of geometries like so:
defaultGaps = [(15,0,0,0),(0,0,0,0)] -- 2 gaps on 2 monitors
-- Fields are: top, bottom, left, right.
defaultGaps = [(Int,Int,Int,Int)]
defaultGaps = [(15,0,0,0)] -- 15 for default dzen font

-----
-- Window rules
-- | Execute arbitrary actions and WindowSet manipulations when managing
-- a new window. You can use this to, for example, always float a
-- particular program, or have a client always appear on a particular
-- workspace.
manageWindow :: Window -> WindowSet -> ()
manageWindow w _ = do
    String ~> ^ Window title
    String ~> ^ Window resource name
    String ~> ^ Window resource class
    >> λ (windowset) => WindowSet()

-- Always float various programs:
manageWindow w _ = [ { c klass floats = fmap (W.Float w . end) (FloatLocation w)
                    where Floats = ["Mplayer", "gnip"] } ]

-- Desktop panels and dock apps should be ignored by xmond:
manageWindow w _ = in klass ignore = reveal w => return (λ(delete w)
where ignore = ["Gnome-panel", "Desktop-window", "Kicker", "Xdockapp"]

-- Automatically send Firefox windows to the "web" workspace.
-- If a workspace named "web" doesn't exist, the window will appear on the
-- current workspace.
manageWindow w "firefox" => return $ W.shift "web"

-- The default rule: return the WindowSet unmodified. You typically do not
```

Comparison

window manager	language	loc	test loc
metacity	C	77683	306
stumpwm	common lisp	17952	226
awesome	C	17130	0
wmii	C	14065	128
dwm	C	2147	0
xmonad	haskell	2222	1215
wm-spec	spec'talk	1712	0

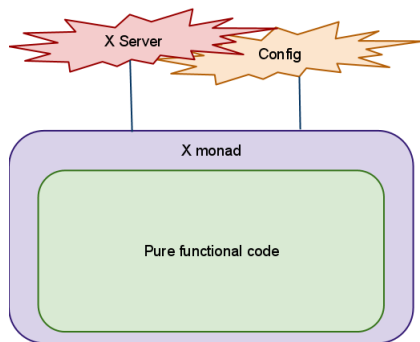
Metrics very roughly gathered Jan 27th 2011.

Demo



Design

- Purely functional core.
- Thin monadic skin provides a solid, managed edge to the system.
- Interacts with X server and config via X monad (ReaderT, StateT, IO).
- Leverage haskell and its tools for maximum profit.



XMonadContrib

- Core is kept small.
- Users were doing amazing things with their configs.
- XMonadContrib evolved out of user demand for a mechanism share these custom window management hacks.
- Configs are really easy to re-use, and so XMonadContrib exploded.
- <http://xmonad.org/xmonad-docs/xmonad-contrib/index.html>

Practical Programming

Pure functional
programming
is impractical

Practical Programming



Practical Programming

Definition

Abstraction: Highlighting essential concepts by omitting specific and needless characteristics.

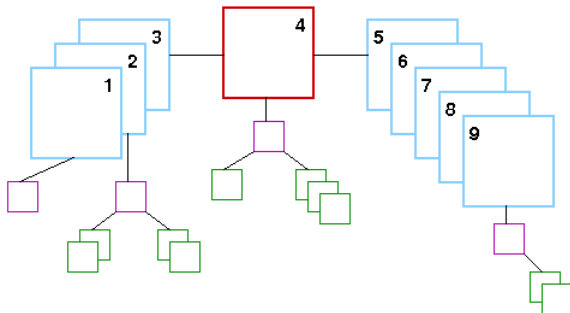
- The pure model taken by xmonad allows for real abstraction.
- The X apis are bad - really bad - but xmonad makes them easy.
- A novice at dealing with X or haskell can still be productive.
- More importantly developers can have a higher level of confidence in the correctness of their program.

Practical Programming

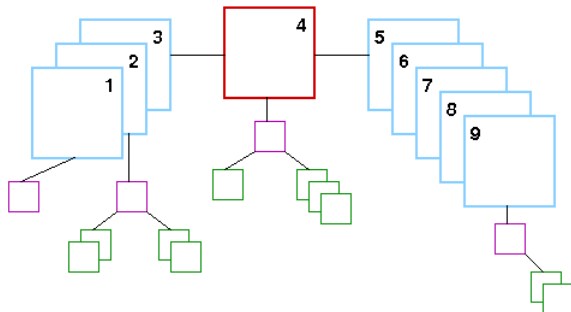
- XMonad is one of the only window managers with robust testing.
- API was driven from QuickCheck. Anytime it was difficult to define properties, it triggered a revisit of the data structure.
- 100% coverage on core data structures, verified with HPC.
- Use the type system to prevent bugs.
- Static analysis using Neil Mitchel's *Catch* library.
- Referential transparency and the story of bug 177.

How would you model workspaces and windows?

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How would you model workspaces and windows?



- Purely functional data structure.
- A pointer into a set of workspaces, each with a view into a list of windows.
- Perfect fit for zippers (more a one-hole context than a traditional zipper).

Zippers and One-hole contexts

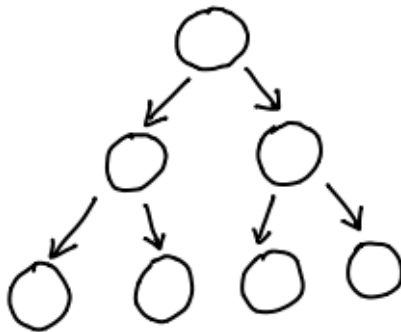
- Efficient navigation for immutable data structures.
- The techniques may be familiar, origins in the 1960s.
- The term *zipper* and its application to purely functional data structures was introduced by Gérard Huet.
- Generalisation of one-hole contexts is presented in Conor McBride's aptly named paper: *Clowns to the Left of me, Jokers to the Right*.

Zippers

Thanks

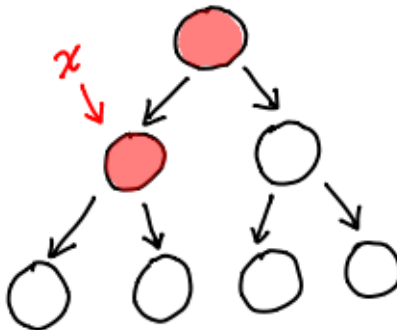
A note of thanks for Edward Yang who gave permission to reproduce the following diagrams to explain zippers.

Zippers



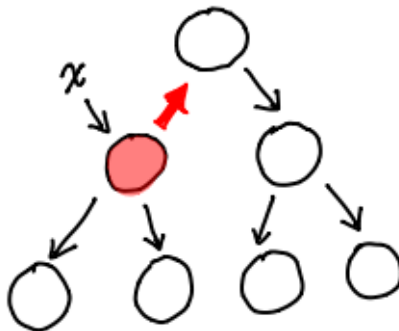
```
data Tree a = Nil | Node a (Tree a) (Tree a)
```


Zipper



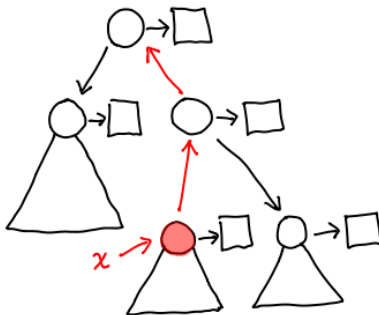
Can traverse with path copying, but lose accessibility to some segments.

Zippers



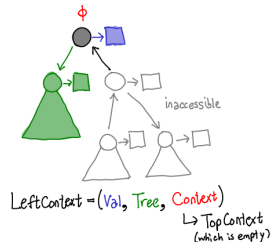
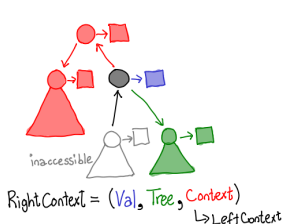
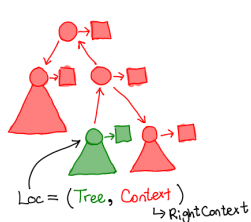
Flip a pointer and you have a zipper.

Zipper



A more comprehensive example.

Zipper



```
data Loc a = Loc (Tree a) (Context a)
data Context a = Top
    | Left a (Tree a) (Context a)
    | Right a (Tree a) (Context a)
```

Stacked Set

```
-- i = tag
-- l = layout
-- a = window
-- sid = screen id
-- sd = screen detail

data StackSet i l a sid sd =
    StackSet { current  :: !(Screen i l a sid sd)
              , visible  :: [Screen i l a sid sd]
              , hidden   :: [Workspace i l a]
              , floating :: M.Map a RationalRect
              } deriving (Show, Read, Eq)
```

Tracking the current workspace, visible - but not focused - workspaces for multi-head support, the hidden workspaces and floating layers.

Supporting Characters

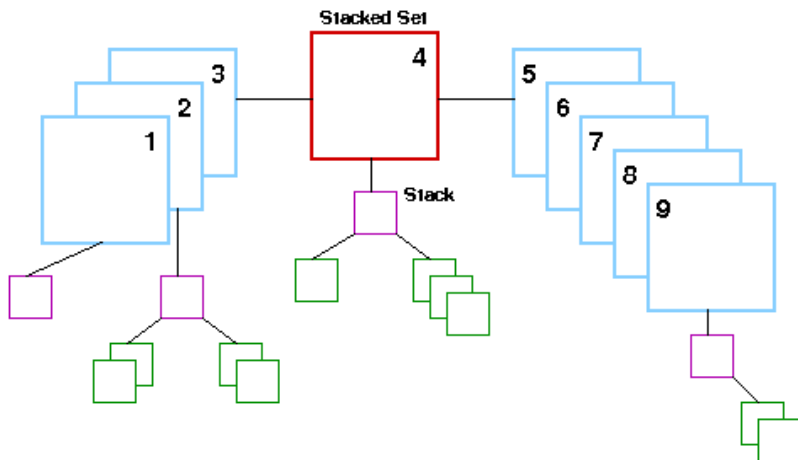
```
data Screen i l a sid sd =  
    Screen { workspace :: !(Workspace i l a)  
          , screen    :: !sid  
          , screenDetail :: !sd }  
deriving (Show, Read, Eq)  
  
data Workspace i l a =  
    Workspace { tag :: !i  
              , layout :: l  
              , stack :: Maybe (Stack a) }  
deriving (Show, Read, Eq)
```

Stack

```
data Stack a =  
    Stack { focus    :: !a          -- focus  
          , up       :: [a]         -- clowns to the left  
          , down     :: [a] }      -- jokers to the right  
deriving (Show, Read, Eq)
```

This is a pointed list where the cursor represents the focused windows. And the left most element represent the master window.

Windows revisited.



Window Management API (Simplified)

A simplified api for window management. StackSet is parametrized over a number of variables in reality.

```
-- Constructing a new window manager with 'n' workspaces.  
new      :: Int -> StackSet a  
  
-- Extract the currently visible window.  
peek     :: StackSet a -> Maybe a  
  
-- Extract the windows on the current workspace.  
index    :: StackSet a -> [a]  
  
-- Move the currently focused window to workspace 'n'  
shift    :: Int -> StackSet a -> StackSet a
```

Window Management API (Simplified)

```
-- Move focus to the left or right window
focusLeft, focusRight :: StackSet a -> StackSet a

-- Bring a new window under management
insert    :: a -> StackSet a -> StackSet a

-- Delete the currently focused window
delete :: StackSet a -> StackSet a

-- View the virtual workspace to the left or right.
viewLeft, viewRight    :: StackSet a -> StackSet a
```

Notice the symmetry, favour idempotent and reversible operations. Easier to assert properties.

X monad

The X monad is a typical transform stack for an effectful application. It is used to store the configuration environment, track application state and interact with the outside world. In this case to the X Server via FFI.

```
newtype X a = X (ReaderT XConf
                  (StateT XState
                     IO) a)
deriving (Functor, Monad, MonadIO,
          MonadState XState,
          MonadReader XConf, Typeable)
```

Monadic Armour

```
doLayout      :: layout a -> Rectangle -> Stack a
              -> X [(a, Rectangle)], Maybe (layout a))
pureLayout    :: layout a -> Rectangle -> Stack a
              -> [(a, Rectangle)]

handleMessage :: layout a -> SomeMessage
              -> X (Maybe (layout a))
pureMessage   :: layout a -> SomeMessage
              -> Maybe (layout a)
```

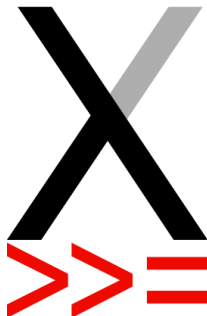
Configuration

- Pure haskell library, import and run.
- defaultConfig based upon core.
- Use XMonadContrib to pimp your config.

Extension

- Extension and Configuration are equivalent.
- Configurations are highly composable and can be packaged up like any haskell library.

A custom layout



The Reliability Toolkit

XMonad Development Philosophy.

Taken from Don Stewart's presentation: Design and Implementation of XMonad.

- Cabal
- -Wall
- QuickCheck
- HPC
- Type system
- Catch

Kicking Butt with Haskell

XMonad Development Philosophy.

Taken from Don Stewart's presentation: Design and Implementation of XMonad.

- Model effectful systems in purely functional data structures.
- Use QuickCheck as your design assistant.
- Use HPC to keep QuickCheck honest.
- Enforce code quality with serious testing on every commit.
- Don't be tempted by partial functions.
- Don't be tempted by side effects.
- Be responsive to bug reports.
- Look at your competition's bugs, audit and prevent them.

More information

- ❶ XMonad - <http://xmonad.org>
- ❷ XMonadContrib -
<http://xmonad.org/xmonad-docs/xmonad-contrib/index.html>
- ❸ IRC - [#xmonad](#) - irc.freenode.org

References

- ❶ Roll your own window manager -
<http://cgi.cse.unsw.edu.au/~dons/blog/2007/05/01>,
<http://cgi.cse.unsw.edu.au/~dons/blog/2007/05/17>.
- ❷ Design and Implementation of XMonad -
<http://www.cse.unsw.edu.au/~dons/talks/xmonad-hw07.pdf>
- ❸ Functional Pearl, The Zipper - <http://www.st.cs.uni-saarland.de/edu/seminare/2005/advanced-fp/docs/huet-zipper.pdf>
- ❹ Clowns to the Left, Jokers to the Right -
<http://strictlypositive.org/CJ.pdf>.
- ❺ You could have invented zippers -
<http://blog.ezyang.com/2010/04/you-could-have-invented-zippers/>.
- ❻ Lighter introduction to zippers -
<http://learnyouahaskell.com/zippers>

References

- ❶ Monad transformers -
<http://book.realworldhaskell.org/read/monad-transformers.html>
- ❷ More Monad transformers -
http://en.wikibooks.org/wiki/Haskell/Monad_transformers
- ❸ Quick Check -
http://haskell.org/haskellwiki/Introduction_to_QuickCheck
- ❹ Coverage - <http://projects.unsafeperformio.com/hpc/>
- ❺ XMonad and Catch -
<http://neilmitchell.blogspot.com/2007/05/does-xmonad-crash.html>
- ❻ Bug 177 -
<http://code.google.com/p/xmonad/issues/detail?id=177>