

Geometry of Interaction and higher order functions

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My research area

(Functional) programming language

- proving properties of programs
- designing programming languages
- exploring programming techniques

using mathematical models of programming languages

programs \longmapsto mathematical objects

This talk: Geometry of Interaction [Girard '89]

Computable Functions

A partial function $f: \mathbb{N} \rightharpoonup \mathbb{N}$ is computable iff

- f is definable by means of a Turing machine
- f is a recursive function
- f is representable by an untyped lambda term

How about higher order functions?

PCF

[Plotkin '77]

Programming language for Computable Functions based on Scott's LCF (Logic of Computable Functions)

- The simply typed lambda calculus
 - + Function application $(f, x) \mapsto f(x)$
 - + Currying $\lambda x.f(x, y)$
- Natural numbers
 - + $0, 1, 2, \dots$
 - + succ, pred, if-then-else
- Recursion on arbitrary types

Parallel Testing

Prop. There is no PCF-term

$$\mathbf{pconv} : \mathbf{Nat} \Rightarrow \mathbf{Nat} \Rightarrow \mathbf{Nat}$$

such that

- if $M \longrightarrow^* 0$ then $\mathbf{pconv} M N \longrightarrow^* 0$
- if $N \longrightarrow^* 0$ then $\mathbf{pconv} M N \longrightarrow^* 0$
- otherwise, $\mathbf{pconv} M N \longrightarrow^\infty$

Proof Use domain theory.

Remark. $\mathbf{PCF} + \mathbf{pconv}$ is implementable as follows

$$\begin{aligned} & \mathbf{pconv} M N \longrightarrow \mathbf{pconv} N M' \longrightarrow \dots \\ & \longrightarrow \mathbf{pconv} M' N' \longrightarrow \mathbf{pconv} 0 N \longrightarrow 0 \end{aligned}$$

Checking Strictness

Prop. There is no PCF-term

$$\mathbf{strict}: (\mathbf{Nat} \Rightarrow \mathbf{Nat}) \Rightarrow \mathbf{Nat}$$

such that

- if $u(\Omega) \longrightarrow^* 0$ then $\mathbf{strict}(u) \longrightarrow^* 0$
- if $u(\Omega) \longrightarrow^\infty$ and $u(0) \longrightarrow^* 0$ then $\mathbf{strict}(u) \longrightarrow^* 1$
- otherwise, $\mathbf{strict}(u) \longrightarrow^\infty$

where $\Omega: \mathbf{Nat} \Rightarrow \mathbf{Nat}$ is defined by $\Omega x = \Omega x$.

Proof Use domain theory.

Remark. PCF+**strict** is implementable by checking whether evaluation of $u(0)$ touches 0.

pconv vs strict

PCF+pconv+strict is not implementable

Prop. There is no effective operational semantics for PCF+pconv+strict such that

$$M \xrightarrow{\text{PCF}} N \text{ iff } M \xrightarrow{\text{extended}} N$$

for any PCF-term M

Proof For any $M : \mathbf{Nat}$, we can check termination of M by evaluating

$\text{strict}(\lambda x : \mathbf{Nat}. \text{pconv}(x, \text{if } M \text{ then } 0 \text{ else } 0))$

Extensions

PCF+**H** [Longley '02]

PCF+**por**+**exists**

PCF+**strict**+**gustave**

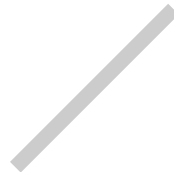
[Plotkin '77]

[Paolini '06]

PCF+**strict**

PCF+**pconv**

PCF



Question

How many extensions of PCF are there?

- Given a candidate $\text{PCF} + \text{foo}$, it is not easy to directly check that $\text{PCF} + \text{foo}$ is really a new extension
 \implies categorical semantics is a powerful tool for checking definability
- Geometry of Interaction provides a **recipe** to generate mathematical models for (extensions) of PCF

Outline

The aim: explore diversity of Geometry of Interaction

1. Overview of Geometry of Interaction recipe
2. Three concrete SK-algebras based on the recipe
3. Main results: characterization of two categories in domain theory
 - Coherence spaces ($\text{PCF} + \text{strict} + \text{gustave}$)
 - Scott domains ($\text{PCF} + \text{por} + \text{exists}$)

(c.f. characterization of hypercoherence spaces ($\text{PCF} + \mathbf{H}$))

[Oosten '99],[Longley '02]

Geometry of Interaction

Recipe for SK-algebras [Abramsky, Haghverdi and Scott '02]

1. Choose a traced symmetric monoidal category \mathcal{C}
2. Apply **Int**-construction
3. Solve a domain equation in **Int**(\mathcal{C})

Then you will get an SK-algebra.

Def. An **SK-algebra** is a set A with a binary application and $S, K \in A$ such that

$$Sxyz = xz(yz) \qquad Kxy = x$$

Partial function

Def $f, g: \mathbf{N} \multimap \mathbf{N}$

$(f \cdot g)(x) = y$ iff $f(2x + 1) = 2y + 1$ or

$$f(2x + 1) = 2x_1 \ \& \ g(x_1) = y_1 \ \&$$

$$f([x, y_1]) = 2x_2 \ \& \ g(x_2) = y_2 \ \&$$

$$\bigvee_{\vec{x}, \vec{y}} f([x, y_1, y_2]) = 2x_3 \ \& \ g(x_3) = y_3 \ \&$$

$$\vdots$$

$$f([x, y_1, \dots, y_n]) = 2y + 1$$

Prop. $\mathbf{Pfn}(\mathbf{N}, \mathbf{N})$ is an SK-algebra.

Partial function

Def $f, g: \mathbb{N} \multimap \mathbb{N}$

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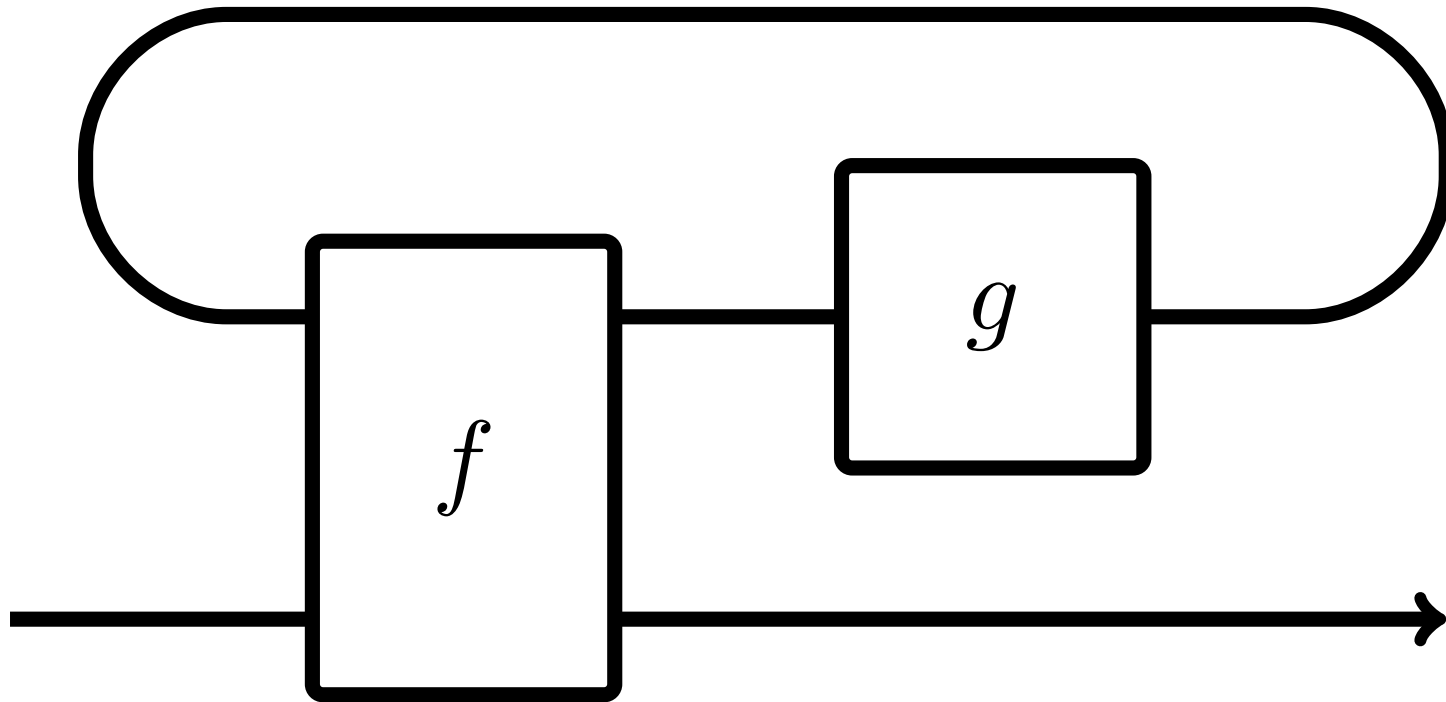
\vdots

$$f([x, y_1, \dots, y_n]) = 2y + 1$$

$$\boxed{\mathbb{N}^* \cong 2\mathbb{N}}$$

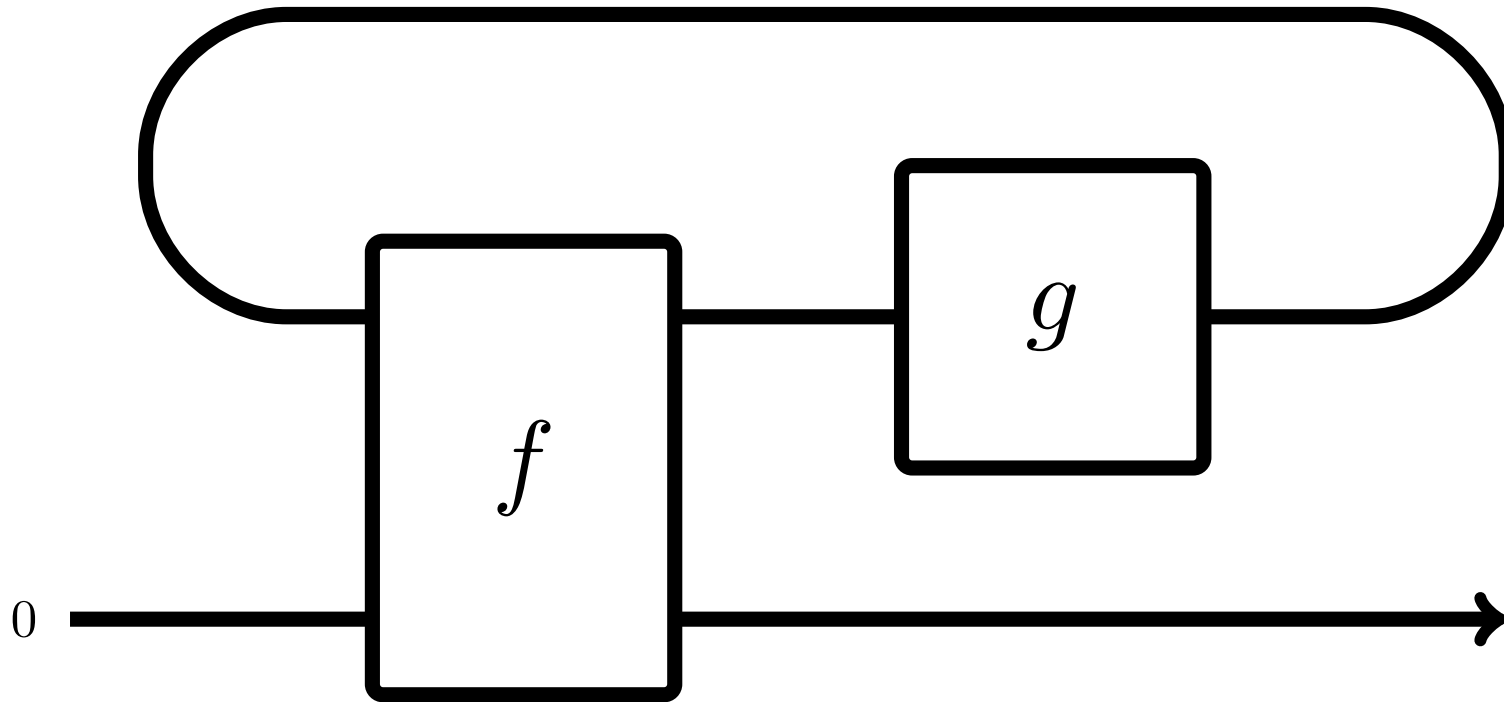
Prop. $\mathbf{Pfn}(\mathbb{N}, \mathbb{N})$ is an SK-algebra.

Interaction



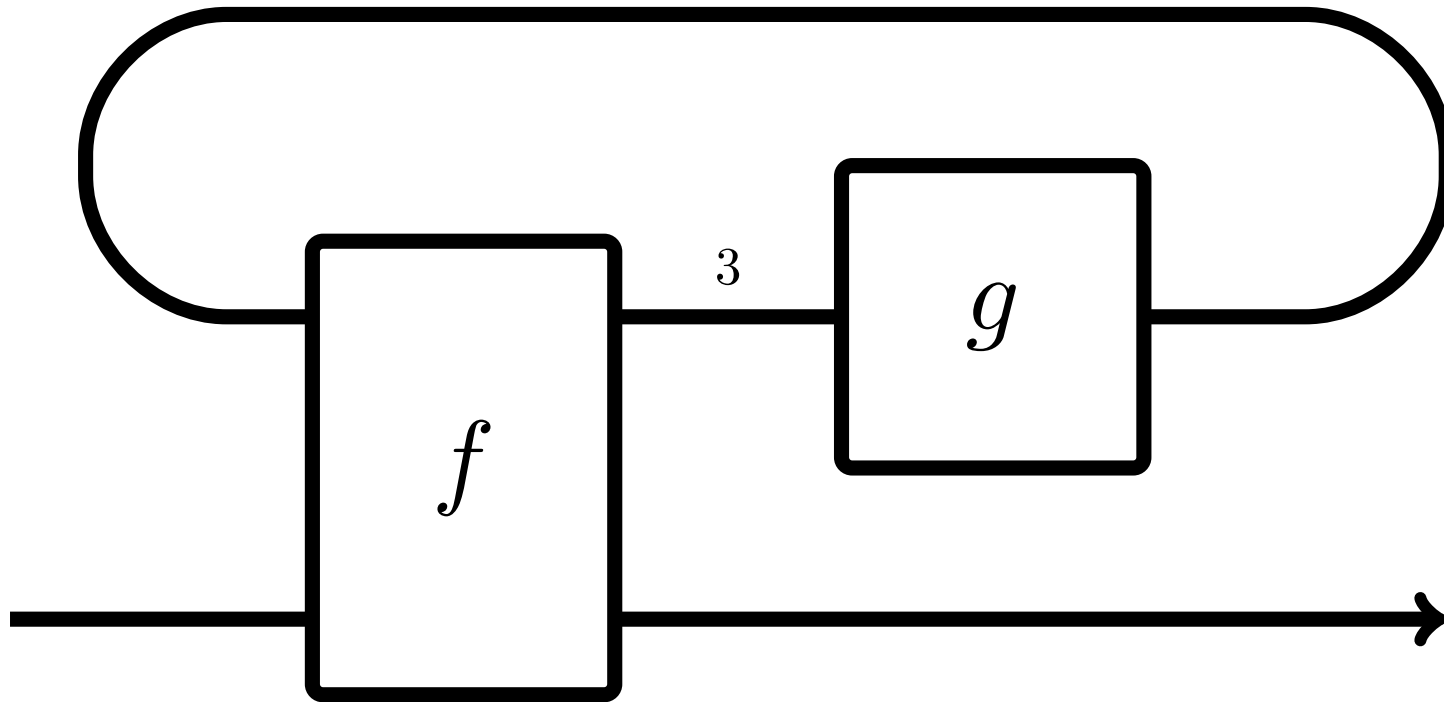
- f can remember interaction history while g can not
- both f and g behave deterministically

Interaction



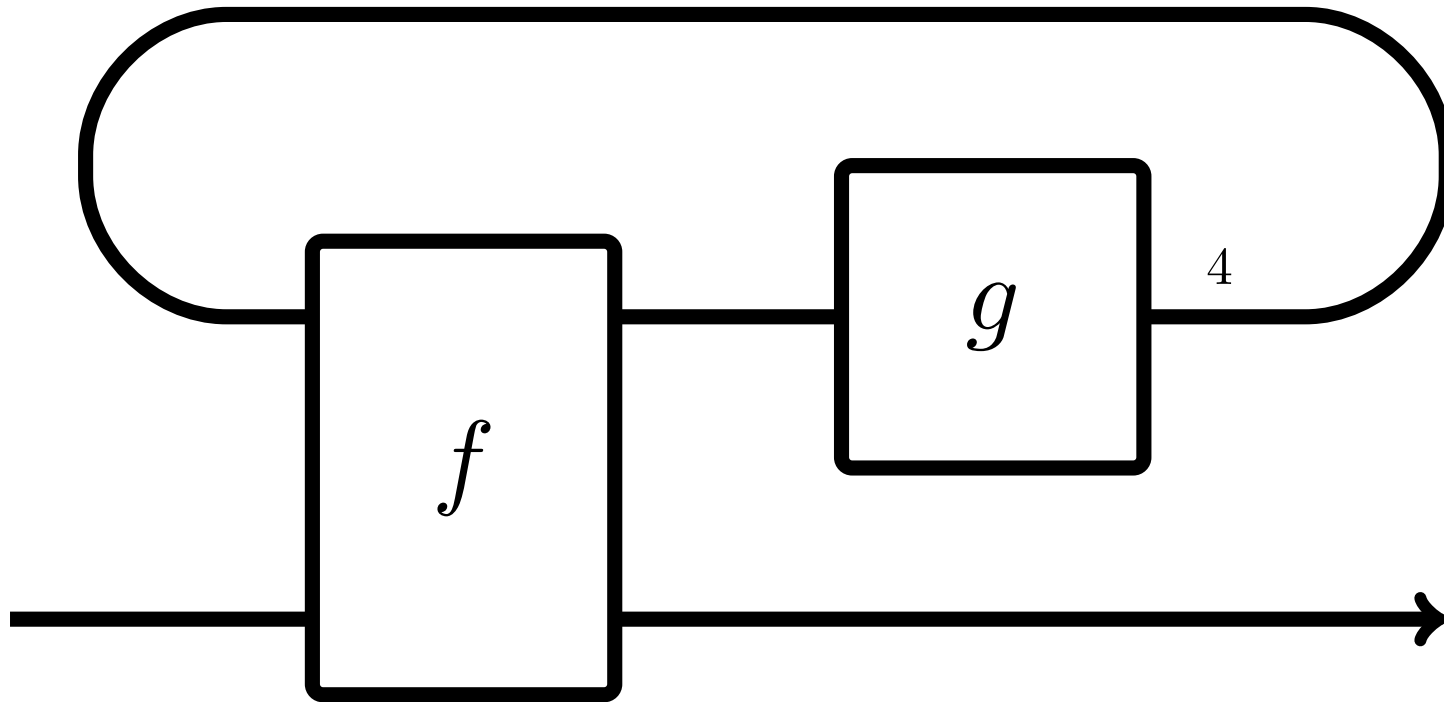
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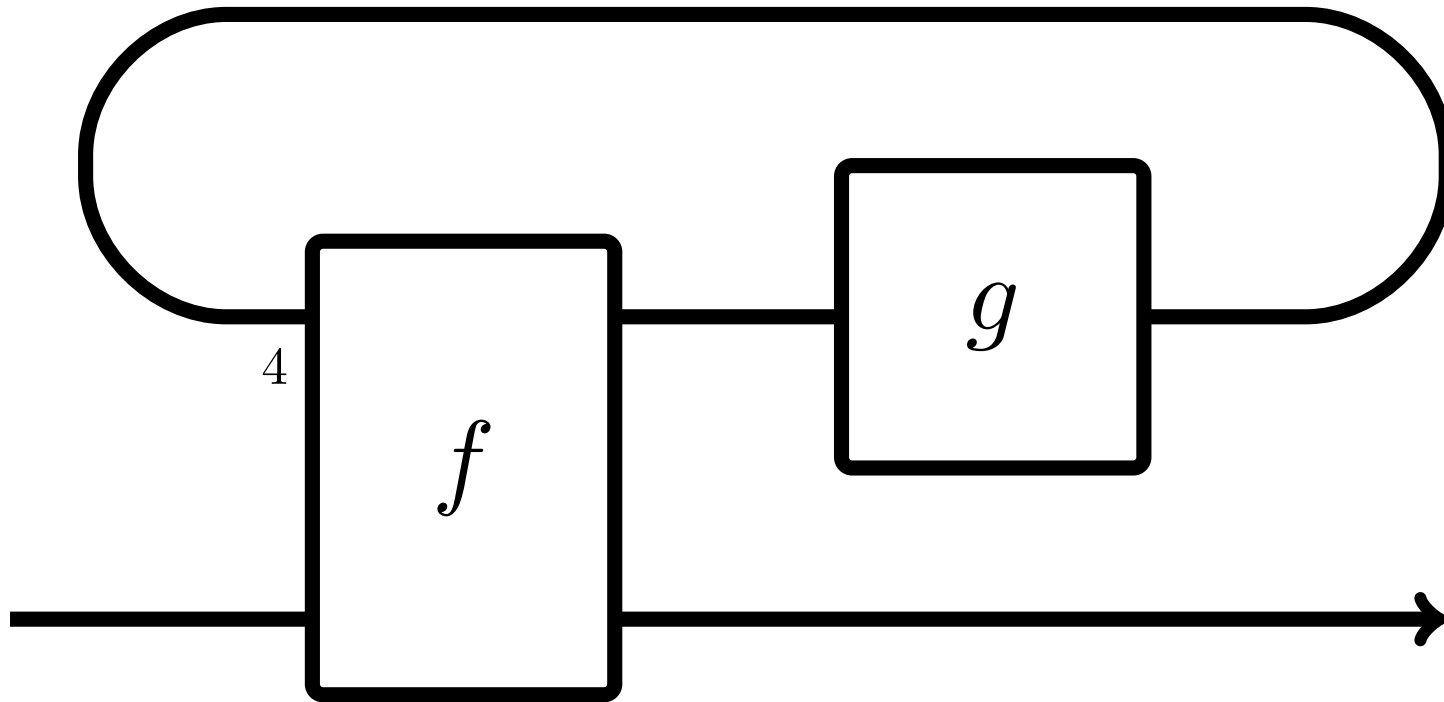
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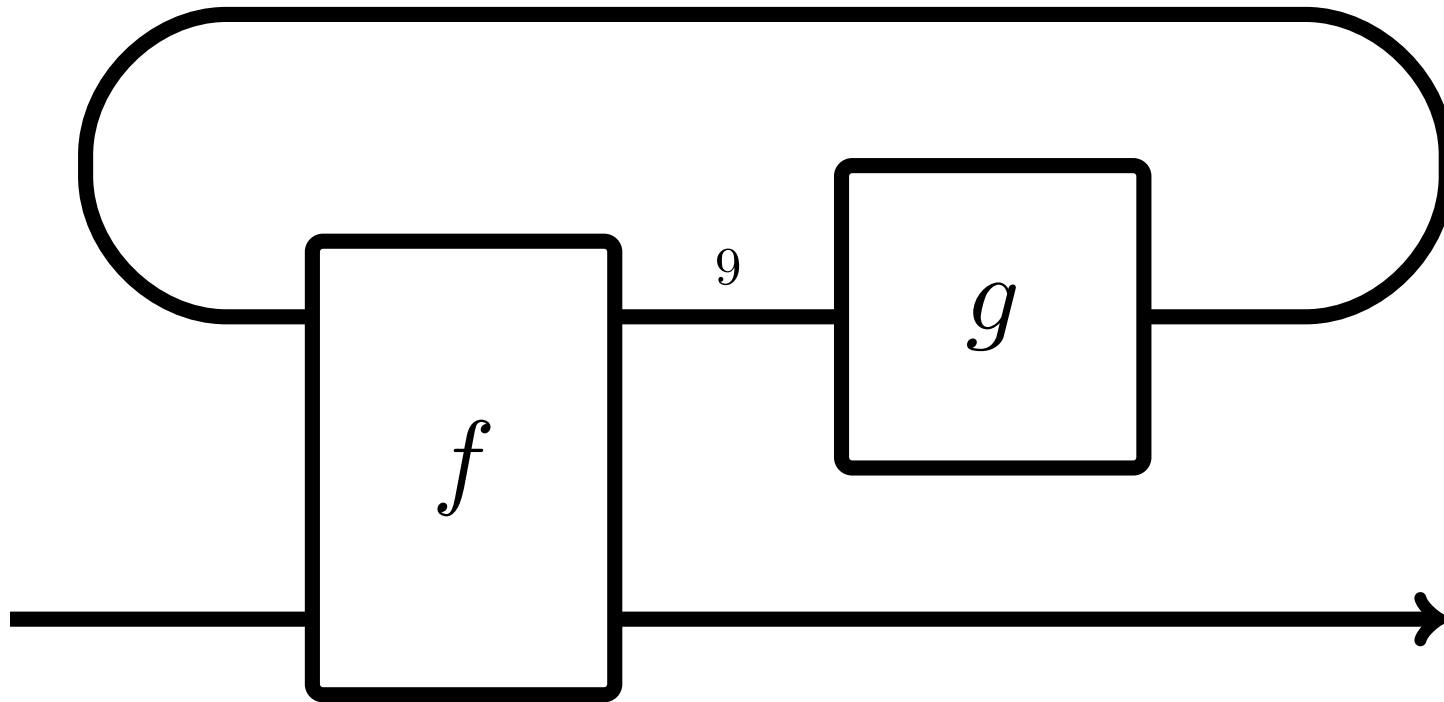
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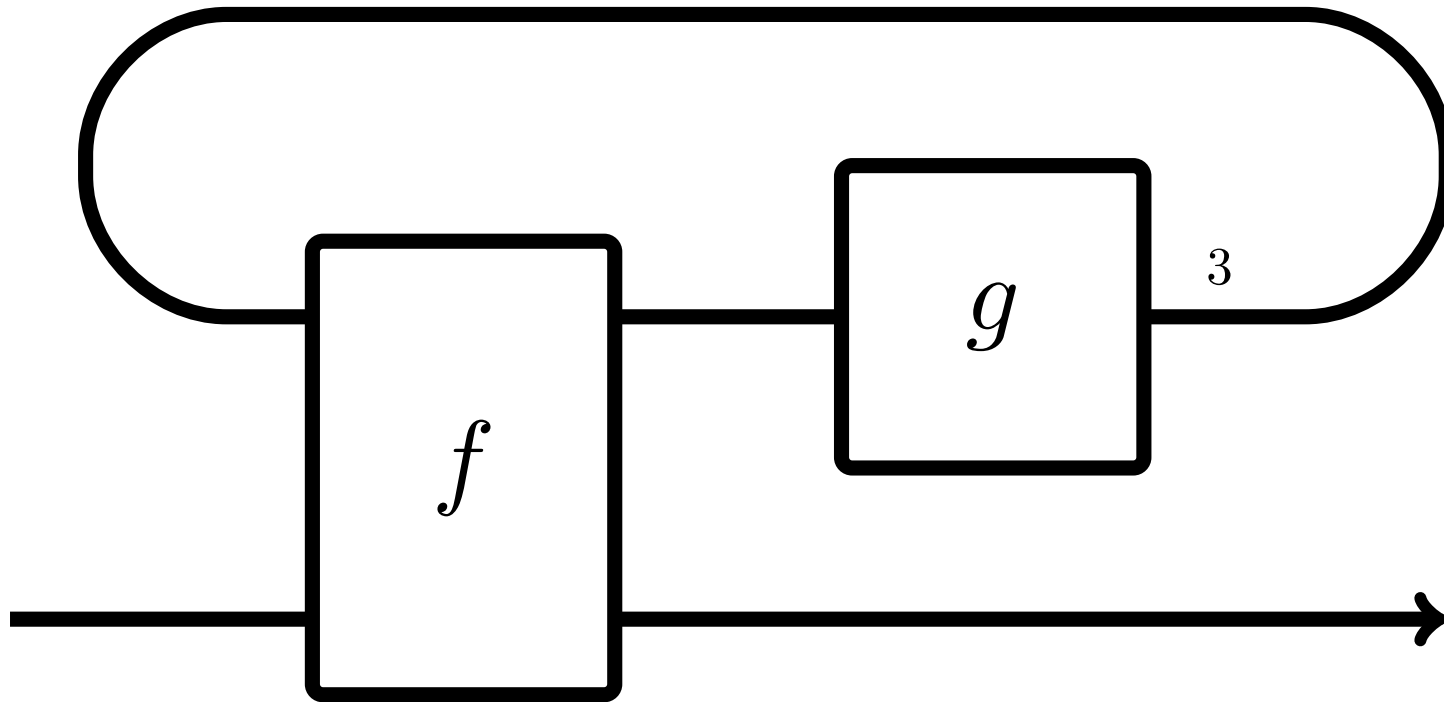
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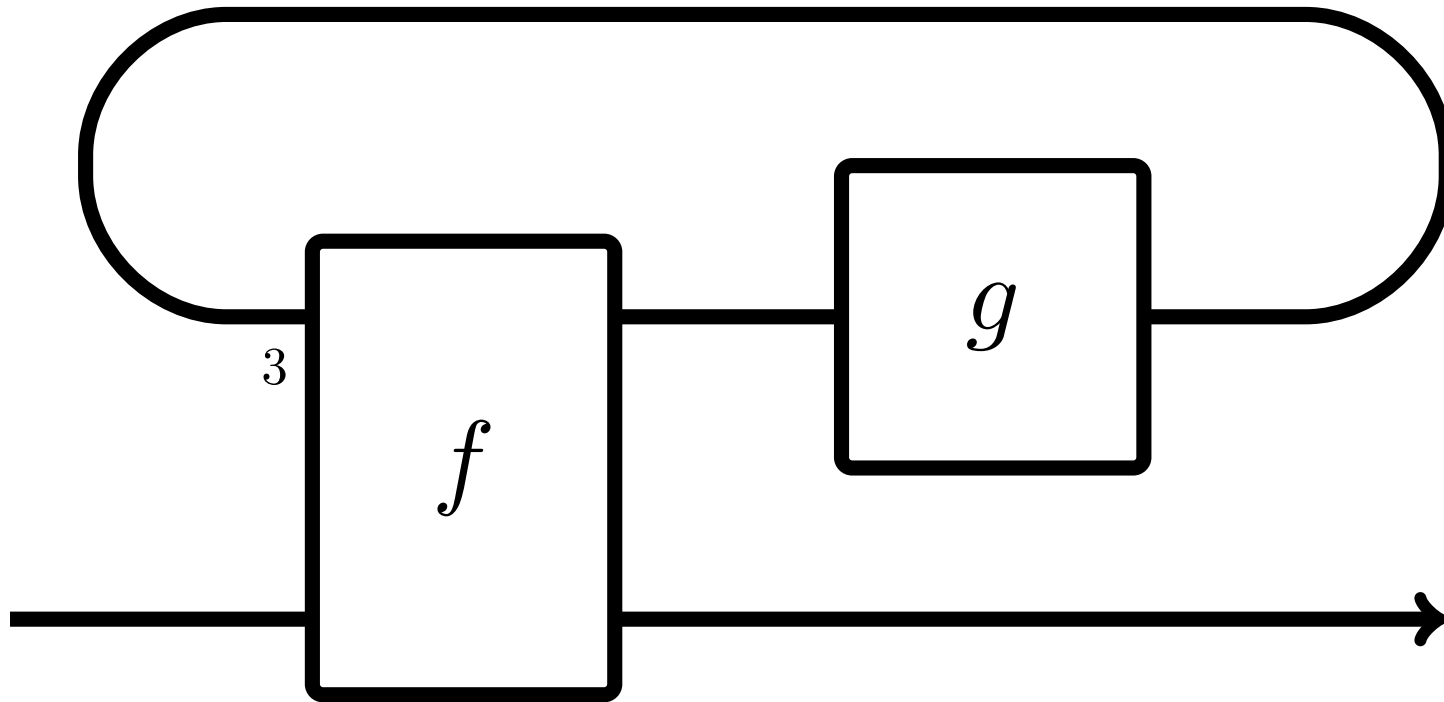
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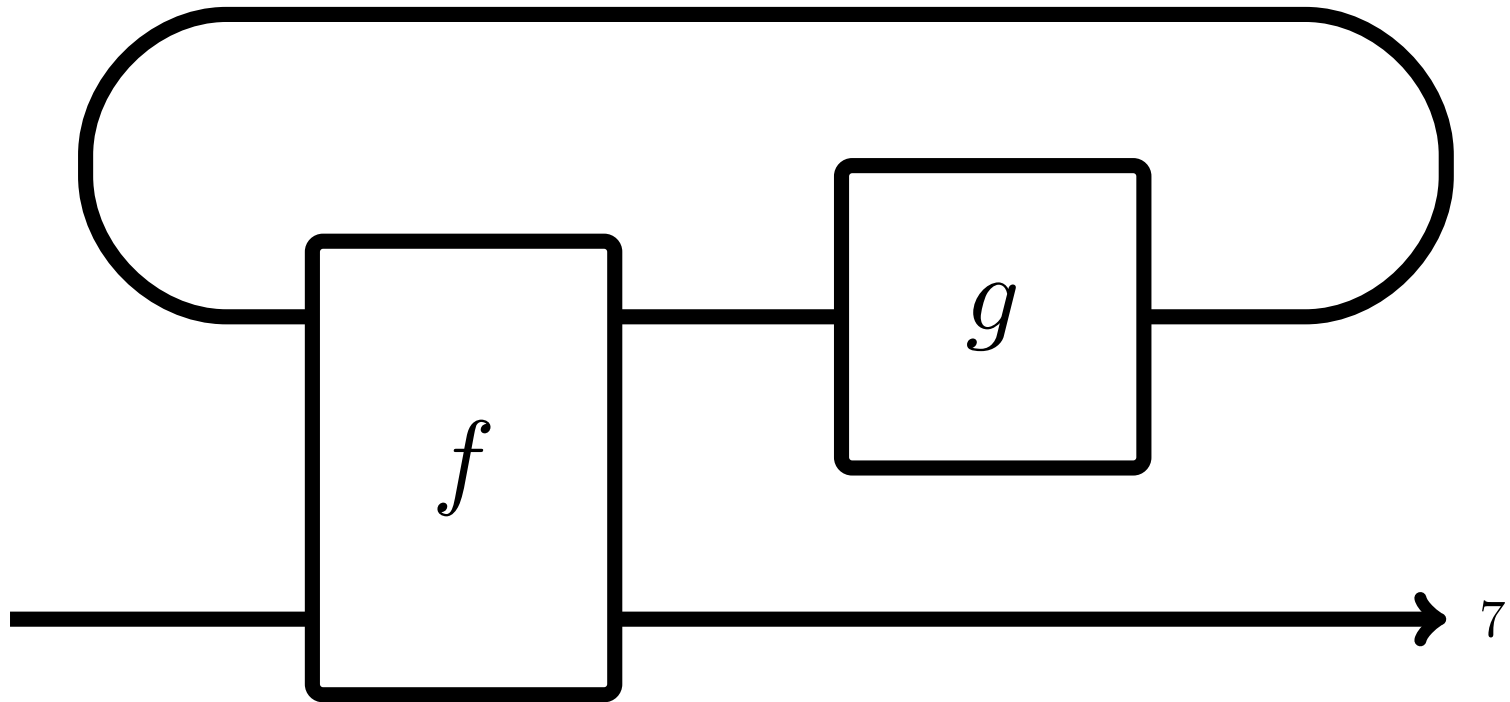
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Interaction



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- both f and g behave deterministically

Interaction



- f can remember interaction history while g can not
- both f and g behave deterministically

Relations

Def $f, g: \mathbf{N} \rightarrow 2^{\mathbf{N}}$

$(f \cdot g)(x) \ni y$ iff $f(2x + 1) \ni 2y + 1$ or

$$f(2x + 1) \ni 2x_1 \ \& \ g(x_1) \ni y_1 \ \&$$

$$f([x, y_1]) \ni 2x_2 \ \& \ g(x_2) \ni y_2 \ \&$$

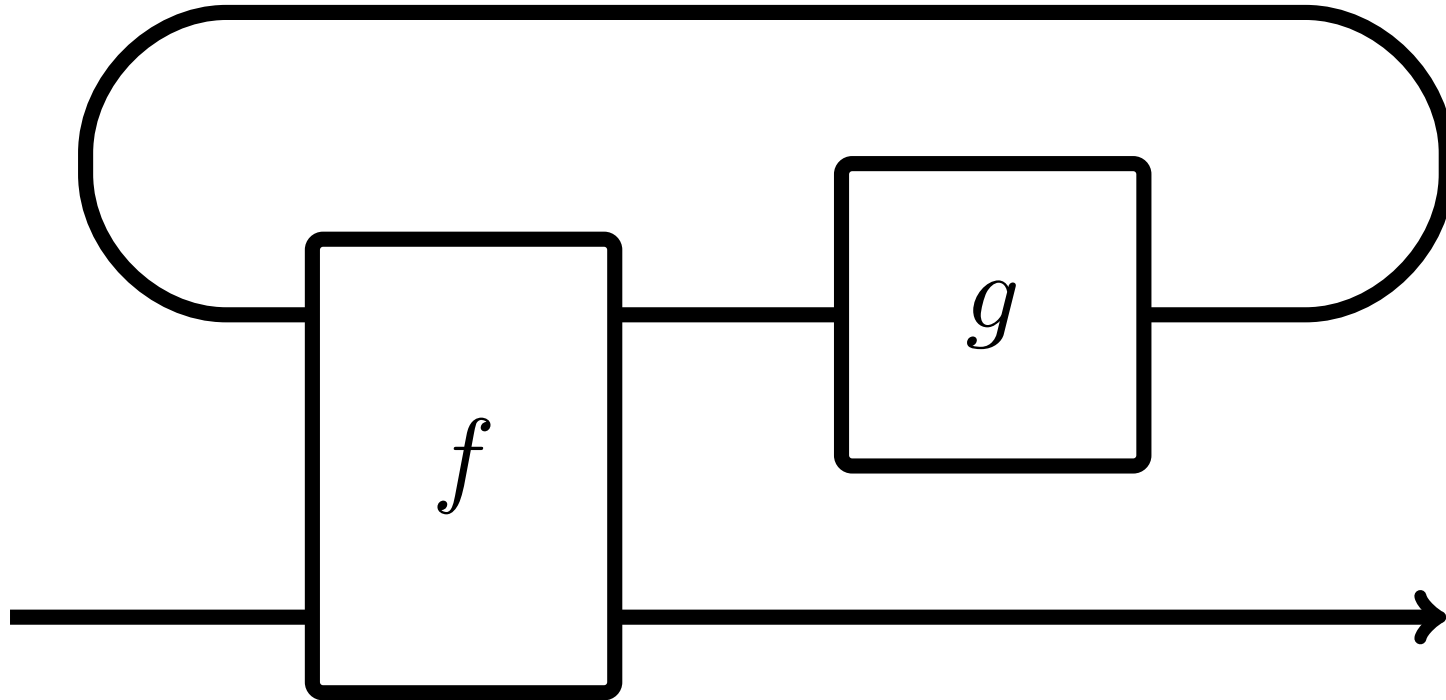
$$\bigvee_{\vec{x}, \vec{y}} f([x, y_1, y_2]) \ni 2x_3 \ \& \ g(x_3) \ni y_3 \ \&$$

$$\vdots$$

$$f([x, y_1, \dots, y_n]) \ni 2y + 1$$

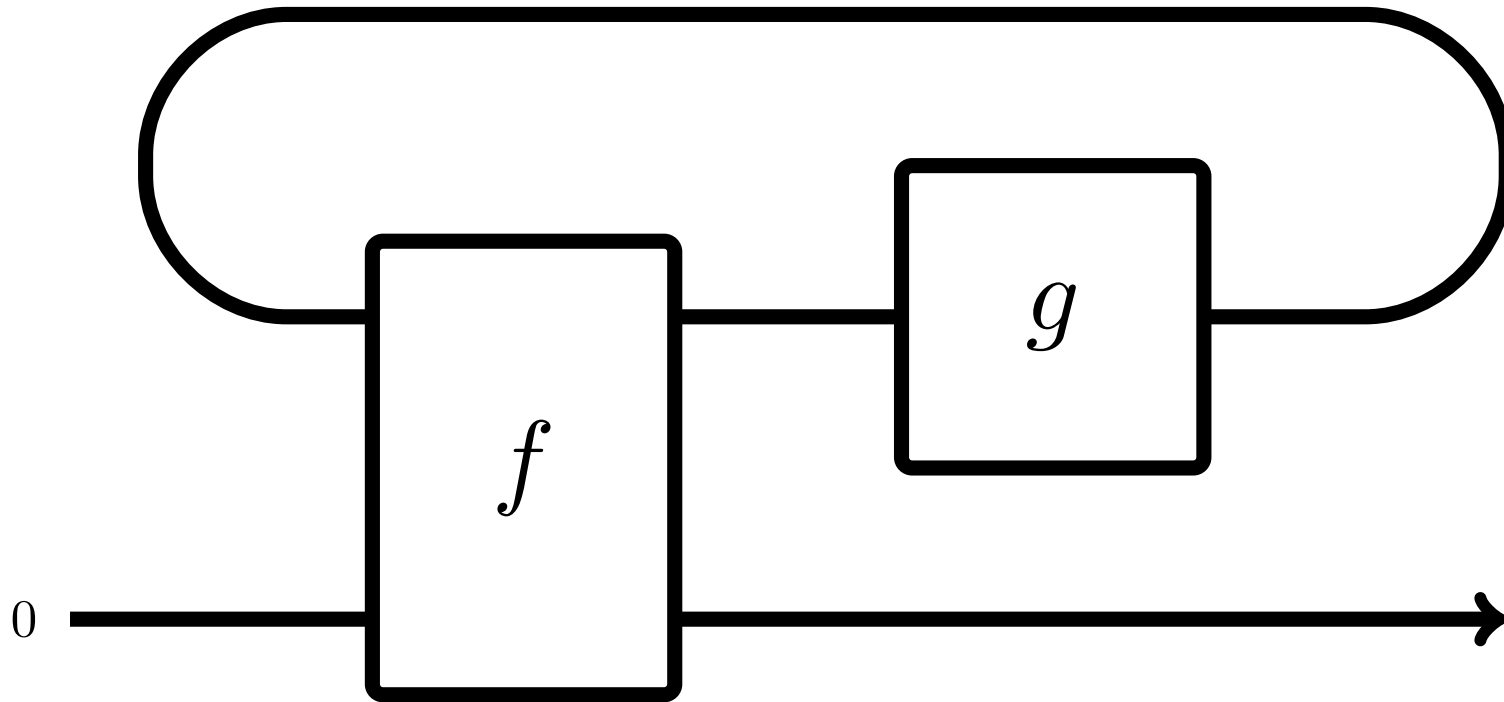
Prop. $\mathbf{Rel}(\mathbf{N}, \mathbf{N})$ is an SK-algebra.

Interaction



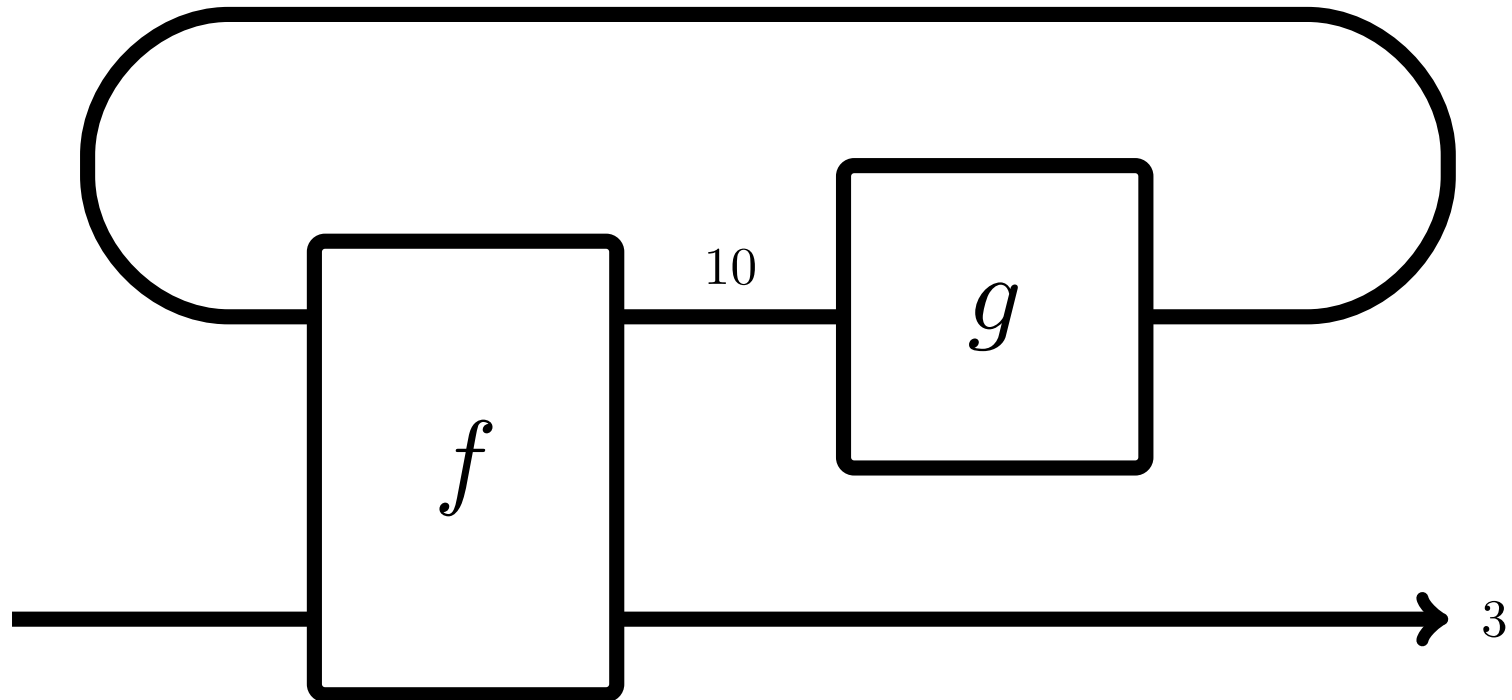
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- f and g may behave nondeterministically

Interaction



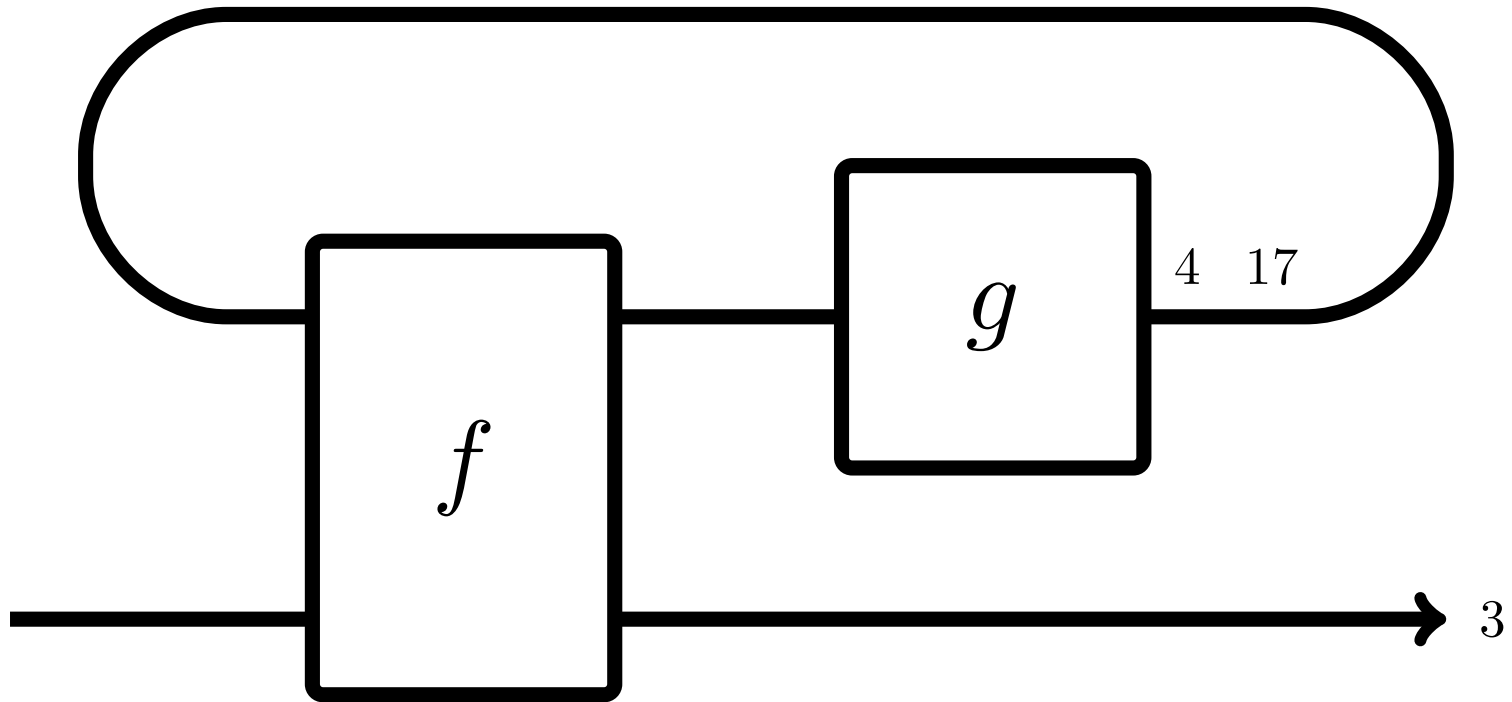
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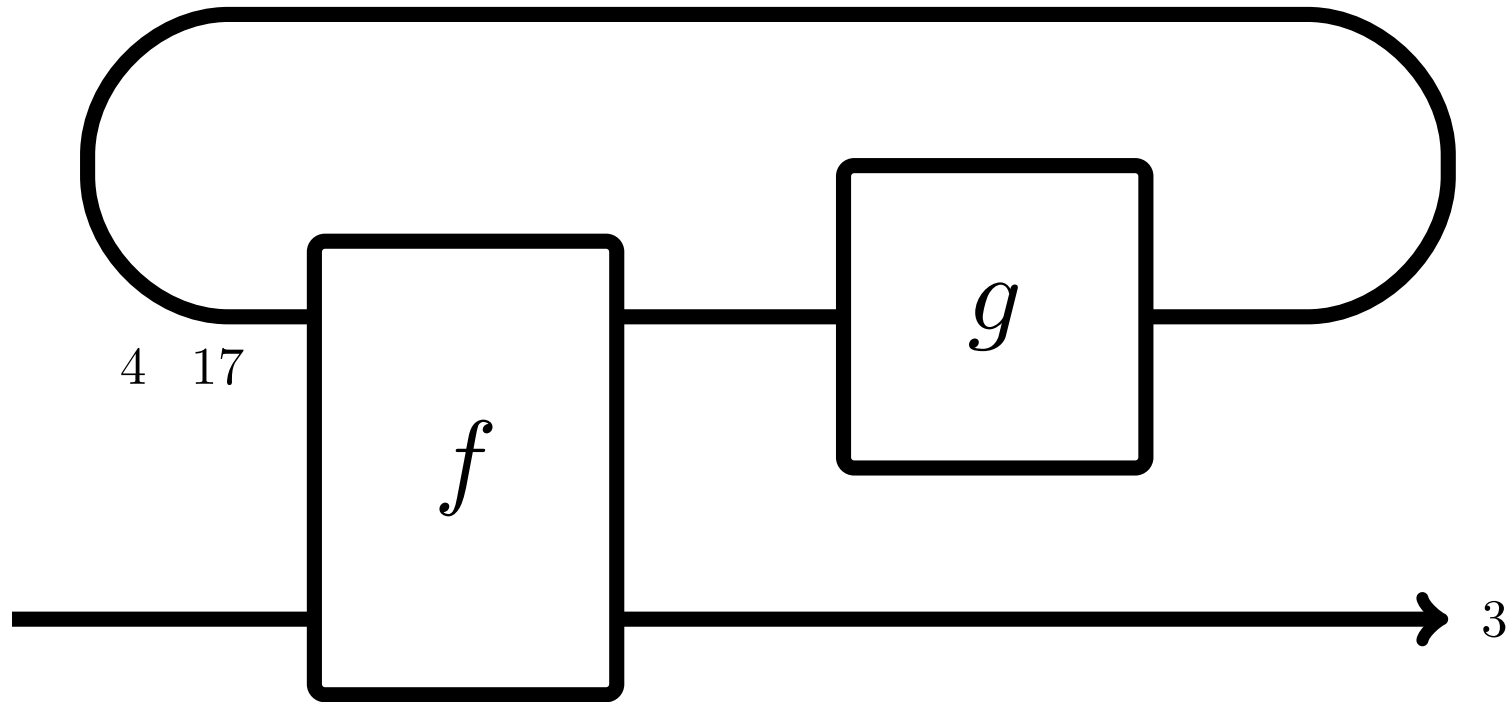
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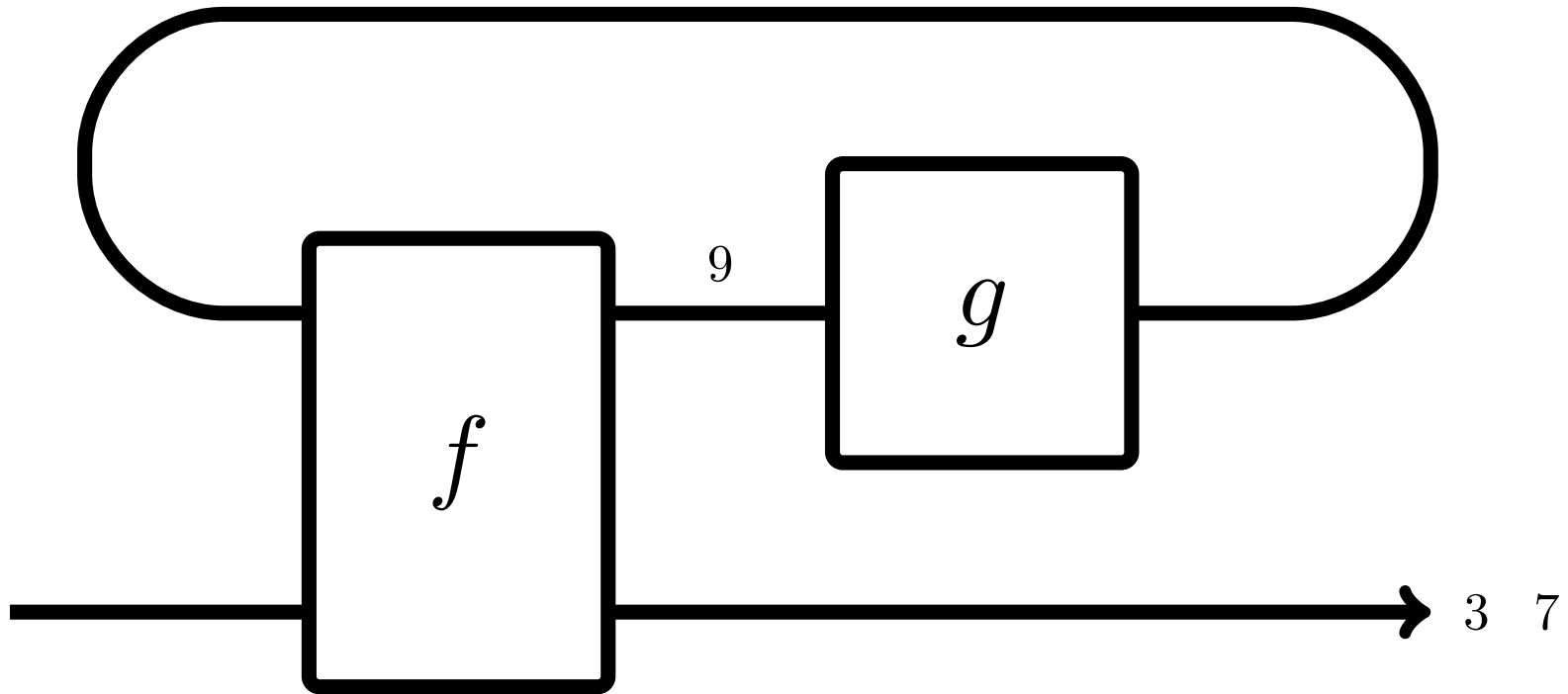
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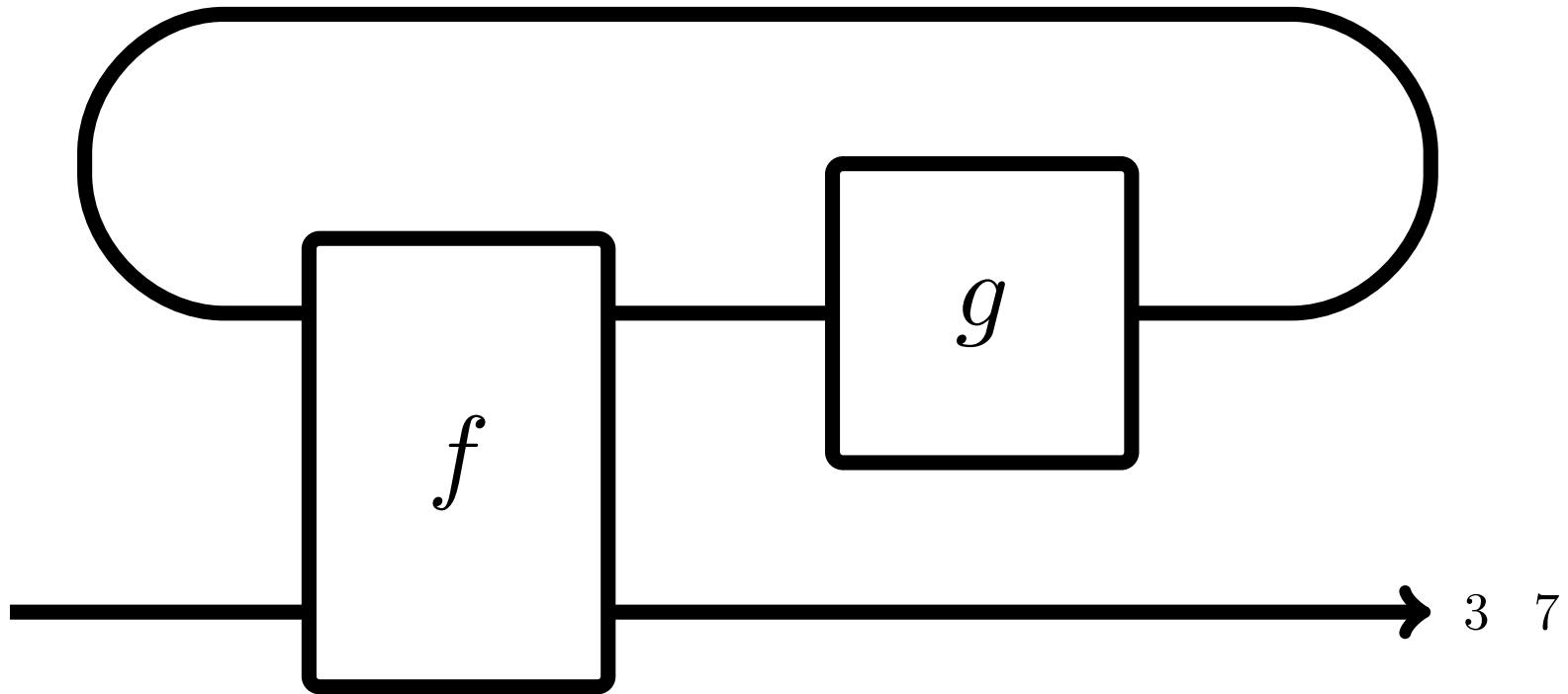
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Interaction



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Interaction



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Weighted Relations

Def $f, g: \mathbf{N} \times \mathbf{N} \rightarrow \mathbf{N} \cup \{\infty\}$

$$(f \cdot g)(x, y) = f(2x + 1, 2y + 1) +$$

$$f(2x + 1, 2x_1) \times g(x_1, y_1) \times$$

$$f([x, y_1], 2x_2) \times g(x_2, y_2) \times$$

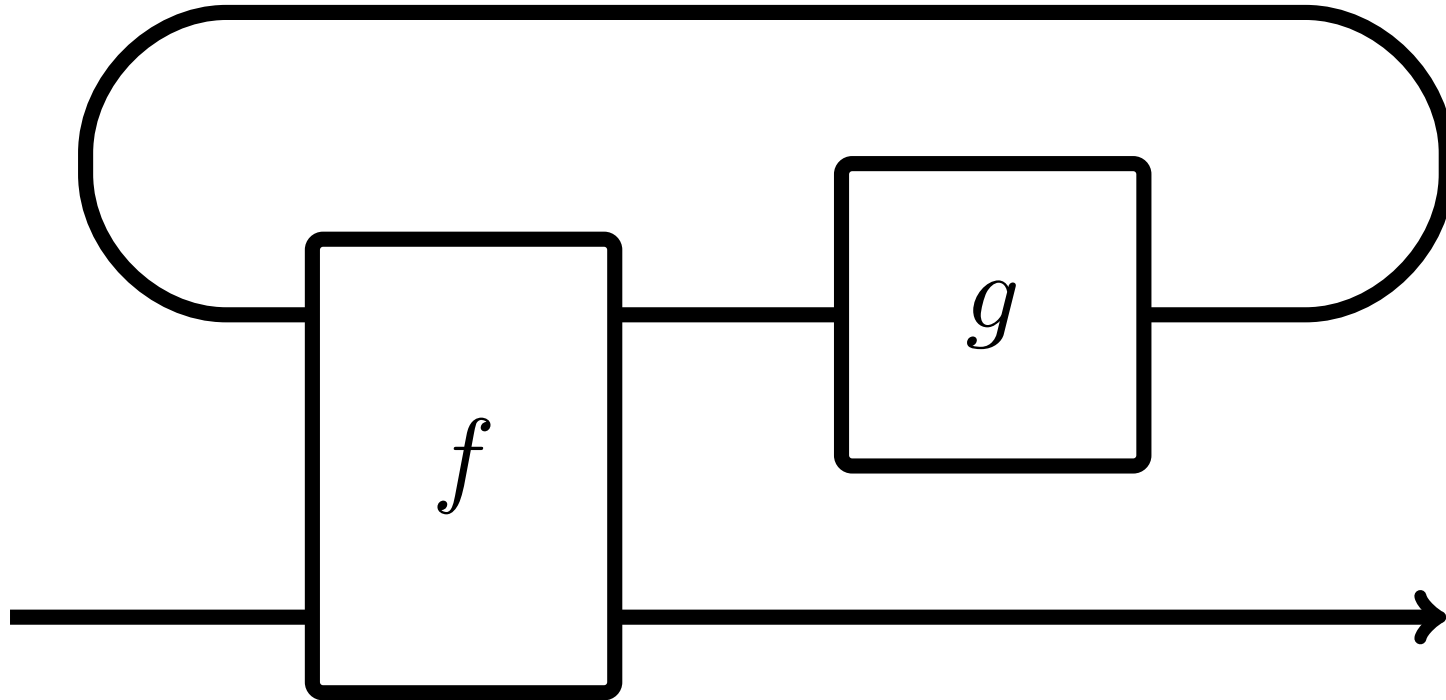
$$\sum_{\vec{x}, \vec{y}} f([x, y_1, y_2], 2x_3) \times g(x_3, y_3) \times$$

$$\vdots$$

$$f([x, y_1, \dots, y_n], 2y + 1)$$

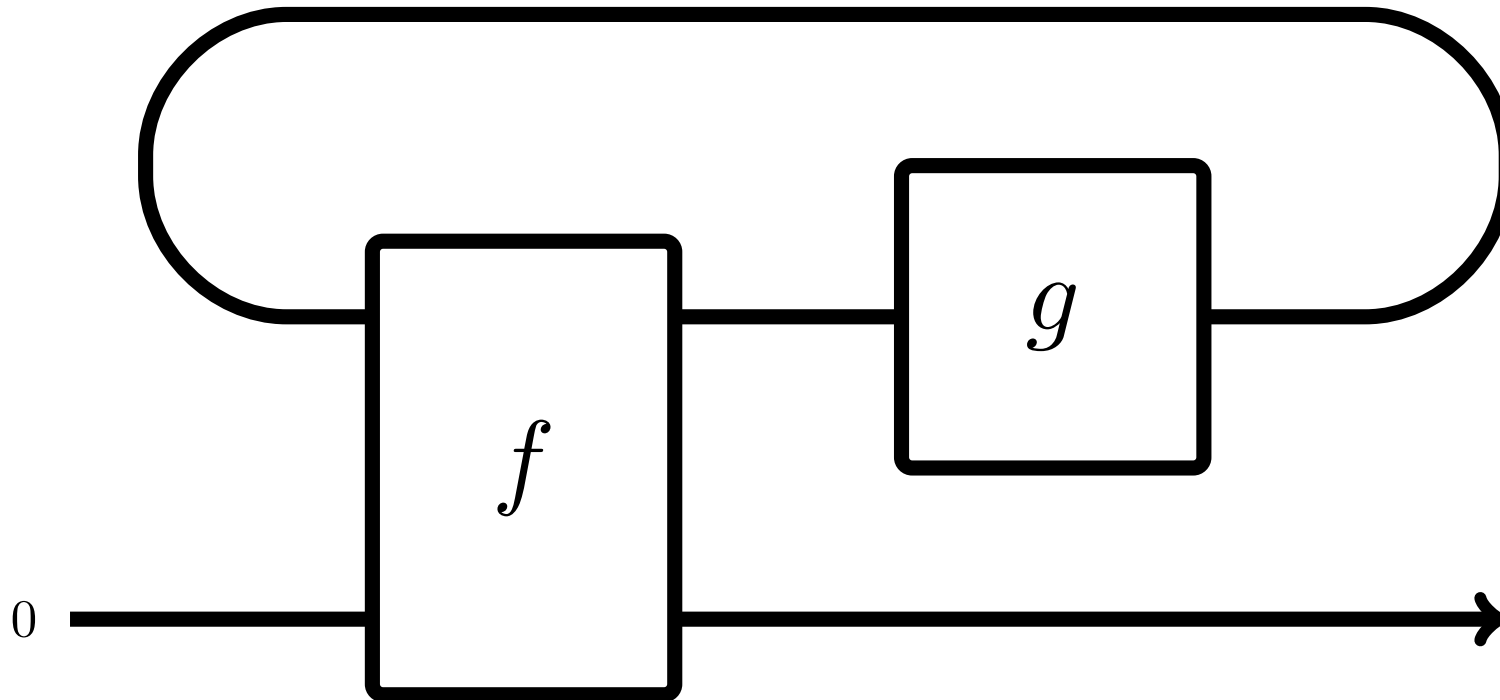
Prop. $\mathbf{WRel}(\mathbf{N}, \mathbf{N})$ is an SK-algebra.

Interaction



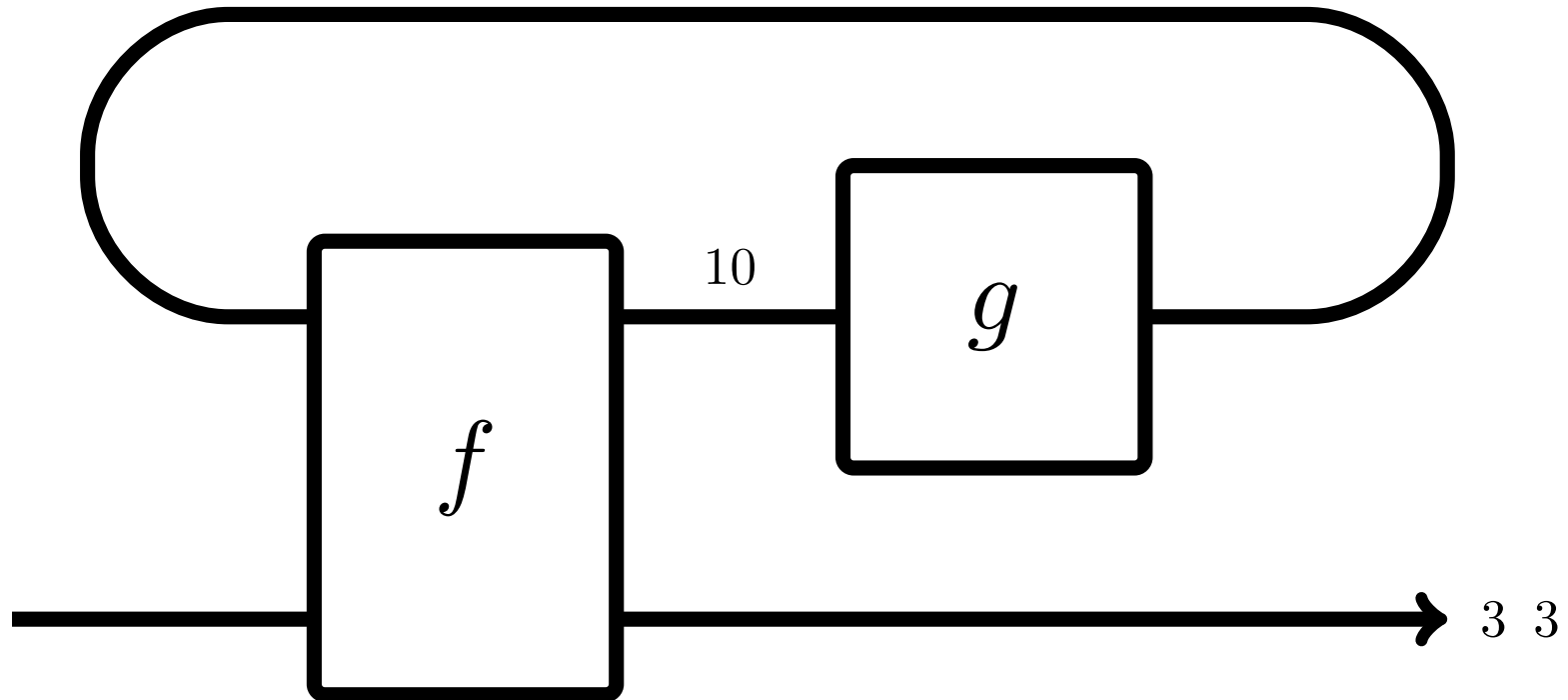
- f can remember interaction history while g can not
- f and g may behave nondeterministically
- $f(x, y) = 2 \iff f$ outputs two y

Interaction



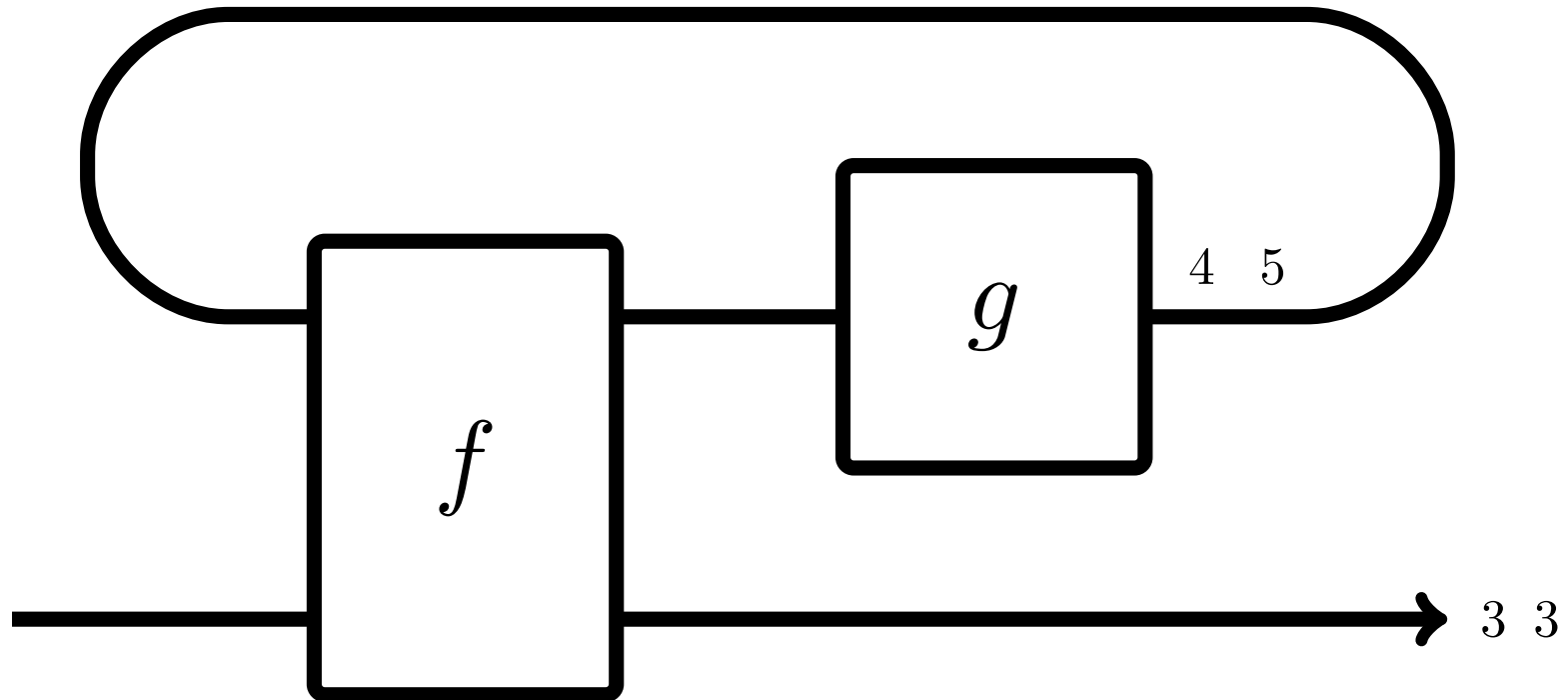
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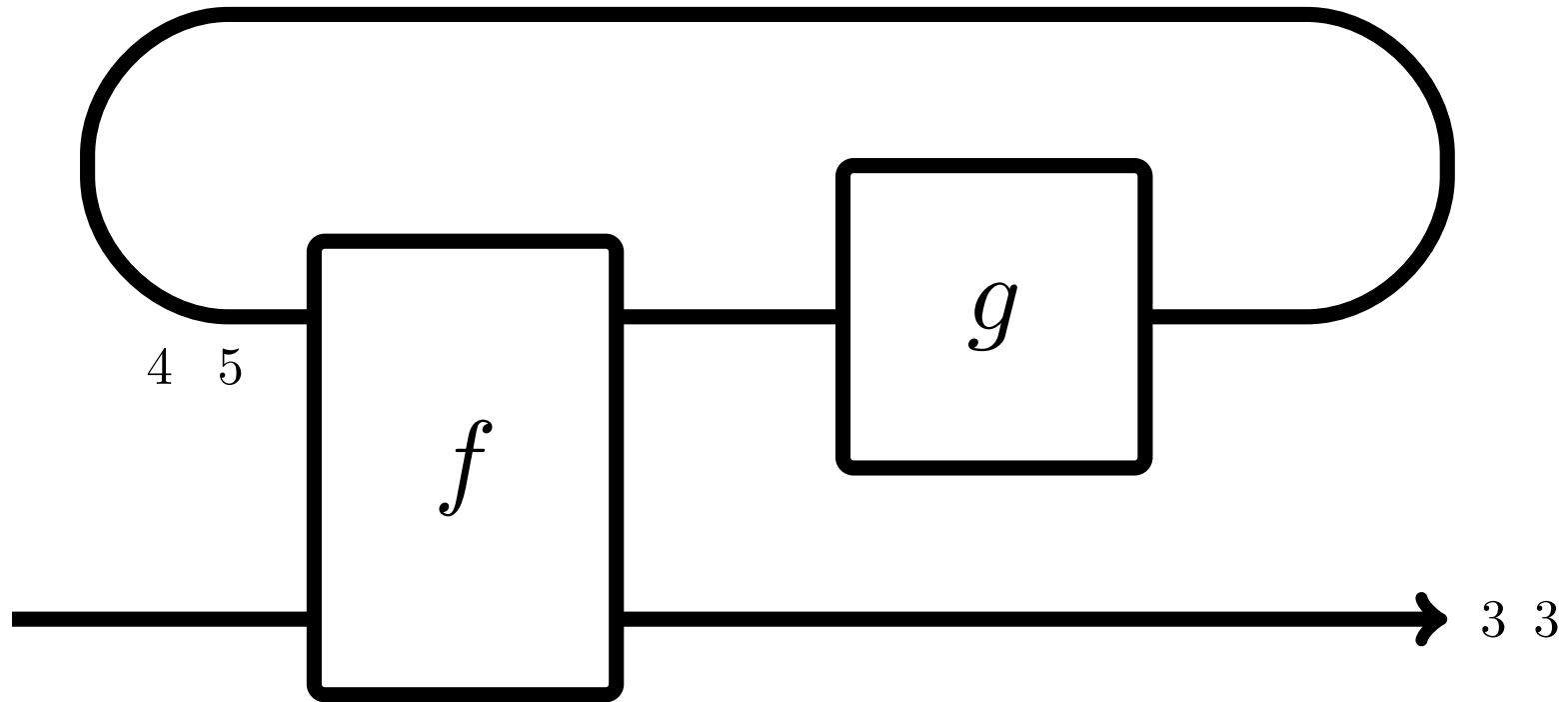
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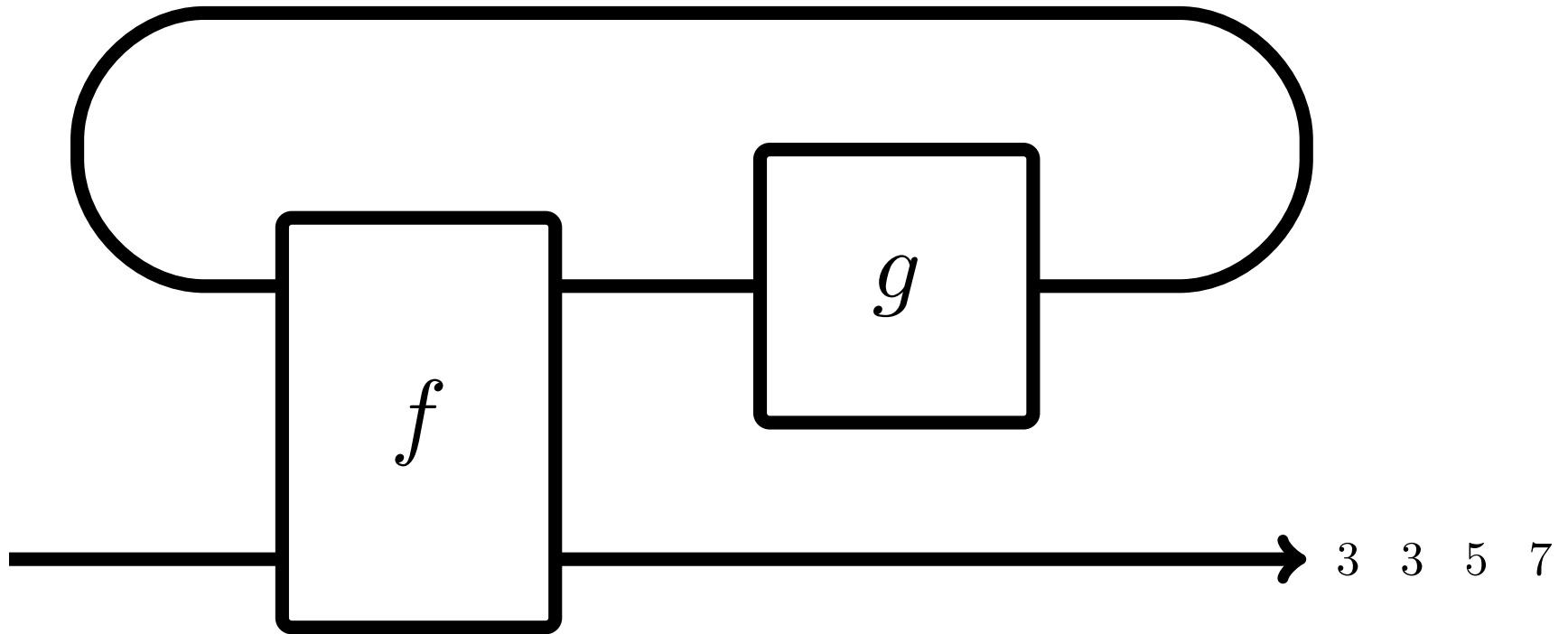
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PER

Def. Let X and Y be partial equivalence relations on an SK-algebra A . A **realizable function** from X to Y is a function

$$f: A/X \rightarrow A/Y$$

such that there is a realizer $r \in A$ of f , i.e.,

$$f[a]_X = [ra]_Y$$

for any $[a]_X \in A/X$.

Prop $\mathbf{Per}(A)$ is a cartesian closed category with a natural number object

Main Results

Thm The full subCCC of **Cpo** generated by \mathbf{N}_\perp is a full subcategory of $\mathbf{Per}(\mathbf{Rel}(\mathbf{N}, \mathbf{N}))$

Thm The full subCCC of **Coh** generated by \mathbf{N}_\perp is a full subcategory of $\mathbf{Per}(\mathbf{WRel}(\mathbf{N}, \mathbf{N}))$

Thm [Oosten '99] The full subCCC of **HCoh** generated by \mathbf{N}_\perp is a full subcategory of $\mathbf{Per}(\mathbf{Pfn}(\mathbf{N}, \mathbf{N}))$

Remark

Cpo is a fully abstract model of $\mathbf{PCF} + \mathbf{por} + \mathbf{exists}$ [Plotkin '77]

Coh is a fully abstract model of $\mathbf{PCF} + \mathbf{strict} + \mathbf{gustave}$ [Paolini '06]

$\mathbf{Per}(\mathbf{Pfn}(\mathbf{N}, \mathbf{N}))$ is a fully abstract model of $\mathbf{PCF} + \mathbf{H}$ [Longley '02]

Outline of Proof

1. We define a category \mathbf{rCoh} of coherence spaces “realized by $\mathbf{WRel}(\mathbf{N}, \mathbf{N})$ ”
2. Show that $U: \mathbf{rCoh} \rightarrow \mathbf{Coh}$ is an embedding
3. Show that $U': \mathbf{rCoh} \rightarrow \mathbf{Per}(\mathbf{WRel}(\mathbf{N}, \mathbf{N}))$ is an embedding
4. Show that \mathbf{rCoh} is cartesian closed and has \mathbf{N}_\perp

Notations:

$$A_{\mathbf{Rel}} = \mathbf{Rel}(\mathbf{N}, \mathbf{N})$$

$$A_{\mathbf{WRel}} = \mathbf{WRel}(\mathbf{N}, \mathbf{N})$$

$$A_{\mathbf{Pfn}} = \mathbf{Pfn}(\mathbf{N}, \mathbf{N})$$

Example

A program

$\mathbf{pconv} : \mathbf{Nat} \Rightarrow \mathbf{Nat} \Rightarrow \mathbf{Nat}$

such that

- if $M \longrightarrow^* 0$ then $\mathbf{pconv} M N \longrightarrow^* 0$
- if $N \longrightarrow^* 0$ then $\mathbf{pconv} M N \longrightarrow^* 0$
- otherwise, $\mathbf{pconv} M N \longrightarrow^\infty$

can be modeled in $\mathbf{Per}(A_{\mathbf{Rel}})$

can not be modeled in $\mathbf{Per}(A_{\mathbf{Pfn}})$

can not be modeled in $\mathbf{Per}(A_{\mathbf{WRel}})$

$$\mathbf{pconv} \in \mathbf{Per}(A_{\mathbf{Rel}})$$

SITUATION:

You want to drink beer. There are two people:

- one exchanges a coin for a bottle of beer

- one exchanges a coin for a bottle of beer or eats your coin

GOAL:

Get a bottle of beer

SOLUTION:

Try both

$$\mathbf{pconv} \notin \mathbf{Per}(A_{\mathbf{Pfn}})$$

SITUATION:

You want to drink beer. There are two people:

- one exchanges a coin for a bottle of beer

- one exchanges a coin for a bottle of beer or eat your coin

GOAL:

Get a bottle of beer

CONDITION:

You only have one coin

$\mathbf{pconv} \notin \mathbf{Per}(A_{WRel})$

SITUATION:

You want to drink beer. There are two people:

- one exchanges a coin for a bottle of beer

- one exchanges a coin for a bottle of beer or eat your coin

GOAL:

Get a bottle of beer

CONDITION:

You should get exactly one bottle of beer

Example

A program

gustave: $\mathbf{Nat} \Rightarrow \mathbf{Nat} \Rightarrow \mathbf{Nat} \Rightarrow \mathbf{Nat}$

such that

- if $M \longrightarrow^* 0$ and $N \longrightarrow^* 1$ then **gustave** $M\ N\ L \longrightarrow^* 0$
- if $N \longrightarrow^* 0$ and $L \longrightarrow^* 1$ then **gustave** $M\ N\ L \longrightarrow^* 1$
- if $L \longrightarrow^* 0$ and $M \longrightarrow^* 1$ then **gustave** $M\ N\ L \longrightarrow^* 2$
- otherwise, **gustave** $M\ N\ L \longrightarrow^\infty$

can be modeled in $\mathbf{Per}(A_{\mathbf{Rel}})$

can not be modeled in $\mathbf{Per}(A_{\mathbf{Pfn}})$

can be modeled in $\mathbf{Per}(A_{\mathbf{WRel}})$

$\text{gustave} \in \text{Per}(A_{\text{Rel}})$

SITUATION:

You want to drink beer. There are three people:

Alice exchanges a coin for a ticket

Bob exchanges a ticket for a bottle of beer

Carol eats metal and paper

But you don't know who is Carol.

GOAL: Get a bottle of beer, and report who is Carol

SOLUTION: Try all patterns

$\text{gustave} \in \text{Per}(A_{\text{WRel}})$

SITUATION:

You want to drink beer. There are three people:

- Alice exchanges a coin for a ticket

- Bob exchanges a ticket for a bottle of beer

- Carol eats metal and paper

But you don't know who is Carol.

GOAL: Get a bottle of beer, and report who is Carol

CONDITION: You should get exactly one bottle of beer

SOLUTION: Try all patterns

$\text{gustave} \notin \text{Per}(A_{\text{Pfn}})$

SITUATION:

You want to drink beer. There are three people:

Alice exchanges a coin for a ticket

Bob exchanges a ticket for a bottle of beer

Carol eats metal and paper

But you don't know who is Carol.

GOAL: Get a bottle of beer, and report who is Carol

CONDITION: You only have one coin

Example

A function

$$\mathbf{strict}: (\mathbf{Nat} \Rightarrow \mathbf{Nat}) \Rightarrow \mathbf{Nat}$$

such that

- if $u(\Omega) \longrightarrow^* 0$ then $\mathbf{strict}(u) \longrightarrow^* 0$
- if $u(\Omega) \longrightarrow^\infty$ and $u(0) \longrightarrow^* 0$ then $\mathbf{strict}(u) \longrightarrow^* 1$
- otherwise, $\mathbf{strict}(u) \longrightarrow^\infty$

where $\Omega: \mathbf{Nat} \Rightarrow \mathbf{Nat}$ is defined by $\Omega x = \Omega x$.

can be modeled in $\mathbf{Per}(A_{\mathbf{Rel}})$

can not be modeled in $\mathbf{Per}(A_{\mathbf{Pfn}})$

can be modeled in $\mathbf{Per}(A_{\mathbf{WRel}})$

$\text{strict} \in \text{Per}(A_{\text{Pfn}})$

SITUATION: A vending machine behaves as follows

1: button \rightarrow coin \rightarrow a bottle of beer

2: button \rightarrow a bottle of beer

Goal: Check the vending machine works correctly

ASSUMPTION: the vending machine is deterministic

SOLUTION: Try!

$\text{strict} \notin \text{Per}(A_{\text{Rel}})$

SITUATION: A vending machine behaves as follows

1: button \rightarrow coin \rightarrow a bottle of beer

2: button \rightarrow a bottle of beer

Goal: Check that the vending machine works correctly

ASSUMPTION: the vending machine is nondeterministic

$\text{strict} \in \text{Per}(A_{\text{wRel}})$

SITUATION: A vending machine behaves as follows

1: button \rightarrow coin \rightarrow a bottle of beer

2: button \rightarrow a bottle of beer

Goal: Check that the vending machine works correctly

ASSUMPTION1: the vending machine is nondeterministic

ASSUMPTION2: one bottle of beer for at most one coin

SOLUTION: Try!

There are many SK-algebra to be explored

- $\mathbf{N} \rightarrow (\mathbf{R}_+ \cup \{\infty\})^{\mathbf{N}}$
- $\{d: \mathbf{N} \rightarrow [0, 1]^{\mathbf{N}} \mid \sum_n d(n) \leq 1\}$
- $\mathbf{Mealy}(\mathbf{N}, \mathbf{N})$
- $\mathbf{nMealy}(\mathbf{N}, \mathbf{N})$
- $\mathbf{pMealy}(\mathbf{N}, \mathbf{N})$

Thank you.