

# From Mathematics to Abstract Machine

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# $\beta$ reduction

$$(\lambda x . t_0) t_1 \longrightarrow t_0 \{t_1/x\}$$

# Motivation

- Implementing  $\beta$ -reduction through substitutions is a terrible idea!
- Instead, modern languages evaluate lambda terms using an *abstract machine* (tail-recursive function)

**Who comes up with  
these things?**



# Olivier Danvy

and his many students and collaborators

*Most of our implementations of the abstract machines raise compiler warnings about non-exhaustive matches. These are inherent to programming abstract machines in an ML-like language – Mads Sig Ager, Dariusz Biernacki, Olivier Danvy, Jan Midtgaard*

# Outline of the paper

- Define well-typed lambda terms;
- Implement a small step evaluator;
- Prove that it terminates;
- Apply program transformations to derive the Krivine machine.

# Outline of the ~~paper~~ talk

- Sketch how one might define a terminating evaluator for the simply typed lambda calculus in Agda.
- What are the problems?
- What ‘design patterns’ help solve them?



# Types

```
data Ty : Set where
```

```
  0 : Ty
```

```
  _=>_ : Ty -> Ty -> Ty
```

```
el : U -> Set
```

```
el 0 = Unit
```

```
el (s => t) = el s -> el t
```

```
Context : Set
```

```
Context = List Ty
```

# Terms

```
data Term : Context -> Ty -> Set where
  Lam : Term (Cons u  $\Gamma$ ) v
        -> Term  $\Gamma$  (u => v)
  App : Term  $\Gamma$  (u => v) -> Term  $\Gamma$  u
        -> Term  $\Gamma$  v
  Var : Ref  $\Gamma$  u -> Term  $\Gamma$  u
```

# Normalization-by-cheating

`eval` : `Env`  $\Gamma$   $\rightarrow$  `Term`  $\Gamma$  `u`  $\rightarrow$  `el` `u`

`eval` `env` (`Lam` `body`)

=  $\lambda x \rightarrow$  `eval` (`Cons` `x` `env`) `body`

`eval` `env` (`App` `f` `x`)

= (`eval` `env` `f`) (`eval` `env` `x`)

`eval` `env` (`Var` `i`)

= `lookup` `i` `env`

**Closed terms only**

$$E := \square \mid E t$$

$$\text{LOOKUP} \quad E\{i [c_1, c_2, \dots, c_n]\} \rightarrow E\{c_i\}$$

$$\text{APP} \quad E\{(t_0 t_1) [env]\} \rightarrow E\{(t_0 [env]) (t_1 [env])\}$$

$$\text{BETA} \quad E\{((\lambda t) [env]) c\} \rightarrow E\{t [c \cdot env]\}$$

# Reduction rules

# Closed terms

```
data Closed : Ty -> Set where
  Closure : Term  $\Gamma$  u -> Env  $\Gamma$ 
           -> Closed u
  Clapp   : Closed (u ==> v) -> Closed u
           -> Closed v
```

```
data Env : Context -> Set where
  Nil : Env Nil
  _·_ : Closed u -> Env  $\Gamma$ 
       -> Env (Cons u  $\Gamma$ )
```

# Plan of attack

- Define one step of head reduction:
  - Decompose the term into a redex and evaluation context;
  - Contract the redex;
  - Plug the result back into the context.
- Iterated head reduction yields an evaluator.
- Prove termination.

# Head reduction in three steps

- ❑ Decompose the term into a redex and evaluation context;
- ❑ Contract the redex;
- ❑ Plug the result back into the context.



# Redex

```
data Redex : Ty -> Set where
  Lookup : Ref  $\Gamma$  u -> Env  $\Gamma$  -> Redex u
  App : Term  $\Gamma$  (u => v) -> Term  $\Gamma$  u
        -> Env  $\Gamma$  -> Redex v
  Beta : Term (Cons u  $\Gamma$ ) v -> Env  $\Gamma$ 
        -> Closed u -> Redex v
```

# Contraction

`contract` : `Redex u -> Closed u`

`contract (Lookup i env) = env ! i`

`contract (App f x env) =`

`Clapp (Closure f env) (Closure x env)`

`contract (Beta body env arg) =`

`Closure body (arg · env)`

# Head reduction in three steps

- Decompose the term into a redex and evaluation context;
- Contract the redex;
- Plug the result back into the context.

# Evaluation contexts

```
data EvalContext : Ty -> Ty -> Set where
  MT : EvalContext u u
  ARG : Closed u -> EvalContext v w
       -> EvalContext (u => v) w
```

# Plug

```
plug : EvalContext u v ->  
      Closed u -> Closed v
```

```
plug MT f = f
```

```
plug (ARG x ctx) f = plug ctx (Clapp f x)
```

# Head reduction in three steps

- Decompose the term into a redex and evaluation context;
- Contract the redex;
- Plug the result back into the context.

# Decomposition as a *view*

- **Idea:** every closed term is:
  - a value;
  - or a redex in some evaluation context.
- Define a *view* on closed terms.

# Decomposition

```
data Decomposition : Closed u -> Set where
  Val : (t : Closed u) -> isVal t
       -> Decomposition t
  Decompose : (r : Redex v)
              -> (ctx : EvalContext v u)
              -> Decomposition (plug ctx (fromRedex r))
```



# Decompose

`decompose : (c : Closed u) ->  
Decomposition c`

# Head reduction in three steps

- Decompose the term into a redex and evaluation context;
- Contract the redex;
- Plug the result back into the context.

# Head-reduction

```
headReduce : Closed u -> Closed u
headReduce c with decompose c
... | Val val p = val
... | Decompose redex ctx
    = plug ctx (contract redex)
```

# Plan of attack

- Define one step of head reduction:
  - Decompose the term into a redex and evaluation context;
  - Contract the redex;
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# Iterated head reduction

`evaluate : Closed u -> Value u`

`evaluate c = iterate (decompose c)`

`where`

`iterate : Decomposition c -> Value u`

`iterate (Val val p) = Val val p`

`iterate (Decompose r ctx)`

`= iterate (decompose (plug ctx (contract r)))`

# Iterated head reduction

`evaluate : Closed u -> Value u`

`evaluate c = iterate (decompose c)`

where

`iterate : Decomposition c -> Value u`

`iterate (Val val p) = Val val p`

`iterate (Decompose r ctx)`

`= iterate (decompose (plug ctx (contract r)))`

# Iterated head reduction

`evaluate` : `Closed u -> Value u`

`evaluate` `c` = `iterate` (`decompose` `c`)

where

`iterate` : `Decomposition c -> Value u`

`iterate` (`Val val p`) = `Val val p`

`iterate` (`Decompose r ctx`)

= `iterate` (`decompose` (`plug` `ctx` (`contract` `r`)))



# The Bove-Capretta method



# Bove-Capretta



terminates( $v$ )

$\frac{t \rightarrow t' \quad \text{terminates}(t')}{\text{terminates}(t)}$

# Bove-Capretta



```
data Trace : Decomposition c -> Set where
  Done : (val : Closed u) -> (p : isVal val)
        -> Trace (Val val p)
  Step : Trace (decompose (plug ctx (contract r)))
        -> Trace (Decompose r ctx)
```

# Iterated head reduction, again

```
iterate : {u : Ty} {c : Closed u} ->  
  (d : Decomposition c) -> Trace d -> Value u  
iterate (Val val p) Done = Val val p  
iterate (Decompose r ctx) (Step step) =  
  let d' = decompose (plug ctx (contract r)) in  
  iterate d' step
```

# Plan of attack

- Define one step of head reduction:
  - Decompose the term into a redex and evaluation context;
  - Contract the redex;
  - Plug the result back into the context.
- Iterated head reduction yields an evaluator.
- Prove termination.

# Nearly done

We still need to find a trace for every term...

$(c : \text{Closed } u) \rightarrow \text{Trace } (\text{decompose } c)$

# Nearly done

We still need to find a trace for every term...

(c : Closed u) → Tr c (decompose c)

**Fail**

# Nearly done

We still need to find a trace for every term...

$(c : \text{Closed } u) \rightarrow \text{Trace } (\text{decompose } c)$

**Fail**

Yet we know that the simply typed lambda calculus is strongly normalizing...

# Logical relation

```
Reducible : (u : Ty) -> (t : Closed u) -> Set
Reducible 0 t = Trace (decompose t)
Reducible (u => v) t
  = Pair (Trace (decompose t))
        ((x : Closed u) -> Reducible u x
         -> Reducible (Clapp t x))
```



# Finally, evaluation

`evaluate : Closed u -> Value u`

`evaluate t =`

`iterate (decompose t) (termination t)`

# Plan of attack

- ☑ Define one step of head reduction:
  - ☑ Decompose the term into a redex and evaluation context;
  - ☑ Contract the redex;
  - ☑ Plug the result back into the context.
- ☑ Iterated head reduction yields an evaluator.
- ☑ Prove termination.

# What happened?

- Using typical programming idioms of dependently typed programming...
  - Precise data types;
  - Views;
  - Bove-Capretta.
- ... you can define programs with non-trivial termination behaviour.

# The Krivine machine

- Formalizing Biernacka & Danvy's derivation of the Krivine machine is not so hard.
- Having an *executable* definition helps.

# Conclusions

*Most of our implementations of the abstract machines raise compiler warnings about non-exhaustive matches. These are inherent to programming abstract machines in an ML-like language.*

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Agda is not an ML-like language.

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Using dependent types exposes structure that is not apparent in ML-like languages.