

A taste of soft-linear logic for staged computation

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Plan

Self-modification

Self-modifying program have the ability to

- ▶ generate others programs at runtime
Ex. just-in-time compilers
- ▶ execute data
Ex. `exec` function in python
- ▶ Match data against patterns
Ex. parser
- ▶ inspect its own code
Ex. integrated integrity checkers

Staged computation

- ▶ Paradigm where computation is split in stages
- ▶ Partial evaluation
- ▶ Run-time code generation
- ▶ Community uses tools like **modal or temporal logic** (MetaML)



R. Davies and F. Pfenning.

A modal analysis of staged computation.

Principles of programming languages, 1996.



R. Davies.

A temporal-logic approach to binding-time analysis.

Logic in Computer Science, pages 184–195, Jul 1996.

Modal Logic

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- ▶ Typing rules:

$$\frac{\text{BOX} \quad \langle \Delta \rangle \vdash t : A}{\langle \Delta \rangle, \Gamma \vdash \langle t \rangle : \Box A} \quad \frac{\text{GVAR} \quad \langle x \rangle : A \in \Gamma}{\Gamma \vdash x : A} \quad \frac{\text{LET} \quad \Gamma \vdash t' : \Box A \quad \langle x \rangle : A, \Gamma \vdash t : B}{\Gamma \vdash \text{let} \langle x \rangle = t' \text{ in } t : B}$$

where $\Gamma = x_i : A_i$, then $\langle \Gamma \rangle \stackrel{\text{def}}{=} \langle x_i \rangle : \Box A_i$.

Linear Logic

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$$\text{run} \stackrel{\text{def}}{=} \lambda x. \text{let } \langle y \rangle = x \text{ in } y$$

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⇒ Both use DERELICTION.

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⇒ Both use DERELICTION.

Question

What is the logical meaning of DERELICTION in this system?

Plan

Soft promotion

DERELICTION after PROMOTION is used for **writing**, contrary to alone
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Idea

Compose DERELICTION and PROMOTION!

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Consequences

- ▶ No more DERELICTION rule for writing
- ▶ DERELICTION used only for execution of data
- ▶ Ex.:

$$\text{ABSTRACTION} \frac{\frac{\dots}{\Gamma \vdash \langle t' \rangle : !A} \quad \frac{\overline{\Gamma', x : A \vdash x : A} \text{VAR}}{\Gamma, \langle x \rangle : !A \vdash \langle x \rangle : !A} \text{SOFTPROMOTION}}{\Gamma \vdash \text{let} \langle x \rangle = \langle t' \rangle \text{ in } \langle x \rangle : !A}$$

Language behavior

$$\begin{array}{c} \text{VAR} \\ \hline \Gamma, x : A \vdash x : A \end{array} \qquad \begin{array}{c} \text{ABSTRACTION} \\ \Gamma, x : A \vdash t : B \\ \hline \Gamma \vdash \lambda x. t : A \rightarrow B \end{array} \qquad \begin{array}{c} \text{APPLICATION} \\ \Gamma \vdash t : A \rightarrow B \quad \Gamma \vdash t' : A \\ \hline \Gamma \vdash t t' : B \end{array}$$

$$\begin{array}{c} \text{LET} \\ \Gamma \vdash t' : !A \quad \Gamma, \langle x \rangle : !A \vdash t : B \\ \hline \Gamma \vdash \text{let} \langle x \rangle = t' \text{ in } t : B \end{array} \qquad \begin{array}{c} \text{SOFTPROMOTION} \\ x_i : A_i \vdash t : B \\ \hline \Gamma, \langle x_i \rangle : !A_i \vdash \langle t \rangle : !B \end{array} \qquad \begin{array}{c} \text{DERELICTION} \\ \hline \Gamma, \langle x \rangle : !A \vdash x : A \end{array}$$

Abilities

Properties inherited from languages inspired by modal logic.

- ▶ program generation (plug data into another)
- ▶ execution

Properties

- ▶ Language is confluent
- ▶ Type system has subject reduction property

Language behavior

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Missing

- ▶ No reflexion possibilities
- ▶ No syntactic analysis of data

Dereliction as launch control (1/2)

Term typed without DERELICTION cannot run data.

Corollary (non interference)

If $\Gamma \vdash C : A$ is derivable without DERELICTION, then it exists C'

$$\forall x, t', C[x/\langle t' \rangle] \xrightarrow{*} C'[x/t'] \not\rightarrow .$$

Then operations allowed are only:

- ▶ Writing operations (substitution in others data)
- ▶ Data passing function (use data without knowing it is actually data : ex. $\lambda x.x$)

What is missing

- ▶ Type $!A \rightarrow !!A$ is forbidden.
- ▶ Ex.: $\text{let } \langle x \rangle = t \text{ in } \langle \langle x \rangle \rangle$ is rejected:

$$\text{ABSTRACTION} \frac{\dots \quad \frac{\frac{?}{\Gamma', x : A \vdash \langle x \rangle : A}}{\Gamma, \langle x \rangle : !A \vdash \langle \langle x \rangle \rangle : !!A} \text{SOFTPROMOTION}}{\Gamma \vdash \text{let } \langle x \rangle = t \text{ in } \langle \langle x \rangle \rangle : !!A}$$

Ongoing solution

- ▶ Adding pattern $\langle x \rangle^n : !^n A$ in Γ
- ▶ Changing rules as follows, $\forall n \geq 1$:

$$\text{DERELICTION} \frac{}{\Gamma, \langle x \rangle^n : !^n A \vdash x : A} \quad \text{SOFTPROMOTION} \frac{\langle x_i \rangle^{n-1} : !^{n-1} A_i \vdash t : B}{\langle x_i \rangle^n : !^n A_i \vdash \langle t \rangle : !B}$$

- ▶ Adding rule

$$\text{DIGGING} \frac{\langle x \rangle^{n+1} : !^{n+1} A, \Gamma \vdash t : B}{\langle x \rangle^n : !^n A, \Gamma \vdash t : B}$$

Example

$$\text{ABSTRACTION} \frac{\dots \quad \frac{\frac{\frac{\frac{\frac{\frac{\Gamma'', x : A \vdash x : A}{\Gamma', \langle x \rangle : A \vdash \langle x \rangle : !A} \text{SOFTPROMOTION}}{\Gamma, \langle \langle x \rangle \rangle : !!A \vdash \langle \langle x \rangle \rangle : !!A} \text{SOFTPROMOTION}}{\Gamma, \langle x \rangle : !A \vdash \langle \langle x \rangle \rangle : !!A} \text{DIGGING}}{\Gamma \vdash t : !A} \text{...}}{\Gamma \vdash \text{let} \langle x \rangle = t \text{ in } \langle \langle x \rangle \rangle : !!A} \text{ABSTRACTION}}{\Gamma \vdash \text{let} \langle x \rangle = t \text{ in } \langle \langle x \rangle \rangle : !!A}$$

Drawbacks

- ▶ DERELICTION is no more used only for running data.
- ▶ A term may have different type derivations.

Plan

Evaluation strategy

- ▶ Give low level interpretation of the language
- ▶ Simulate CBV strategy:

$$\frac{}{(\lambda x.t) v \xrightarrow{\text{CBV}} t[x/v]} \qquad \frac{}{\text{let}\langle x \rangle = \langle t \rangle \text{ in } t_1 \xrightarrow{\text{CBV}} t_1[x/t]}$$
$$\frac{t_1 \xrightarrow{\text{CBV}} t'_1}{t_1 t_2 \xrightarrow{\text{CBV}} t'_1 t_2} \qquad \frac{t_2 \xrightarrow{\text{CBV}} t'_2}{v t_2 \xrightarrow{\text{CBV}} v t'_2}$$
$$\frac{t_2 \xrightarrow{\text{CBV}} t'_2}{\text{let}\langle x \rangle = t_2 \text{ in } t_1 \xrightarrow{\text{CBV}} \text{let}\langle x \rangle = t'_2 \text{ in } t_1}$$

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Why CBV?

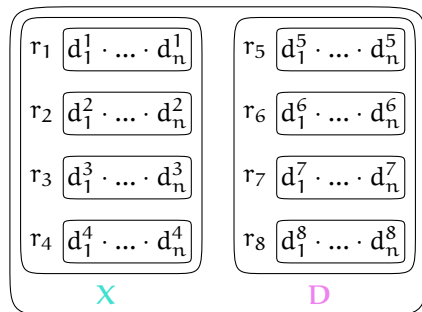
- ▶ Simple way to solve problem of redex $\text{let}\langle x \rangle = \langle t' \rangle \text{ in } t$
- ▶ Already well studied abstract CBV machine (SECD)

ASM₂ Machine: principle

RASP-like machine for structure and SECD-like for instructions. A state $\langle d \mid k \mid e \mid \mathbf{X} \mid \mathbf{D} \rangle$ is composed by:

- ▶ Two set of registers \mathbf{X} and \mathbf{D} : programs (executable and immutable) and data (non executable and mutable)
- ▶ A stack k and an environment e : it contains closure (d, e) , data pointers $\langle r \rangle$ to \mathbf{D} , and program pointers r to \mathbf{X} .
- ▶ A code d being executed.

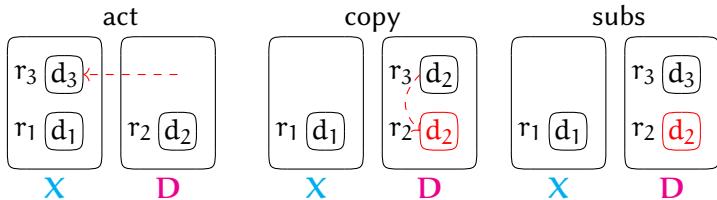
Data and programs are stored in registers.



Memory

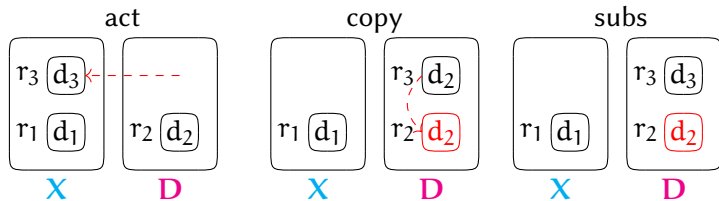
Abilities

SECD machine with...



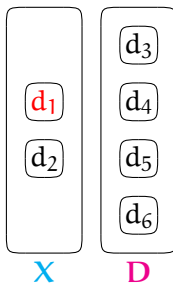
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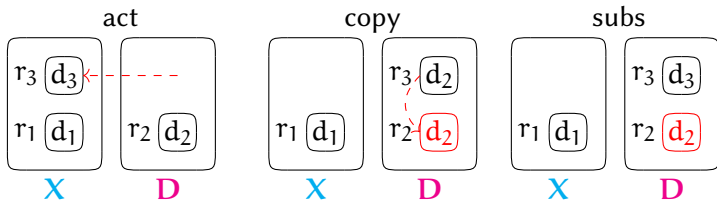
Example

If $d_1 = \text{subs } d_4; \text{subs } d_6; \text{act } d_6; \text{run } d_6$



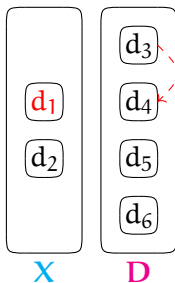
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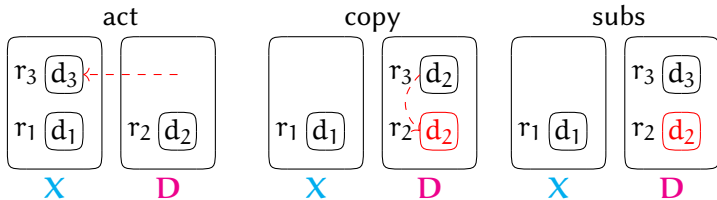
Example

If d₁ = subs d₄; subs d₆; act d₆; run d₆



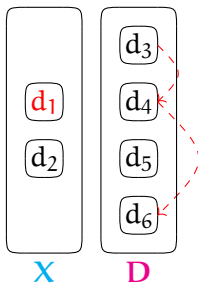
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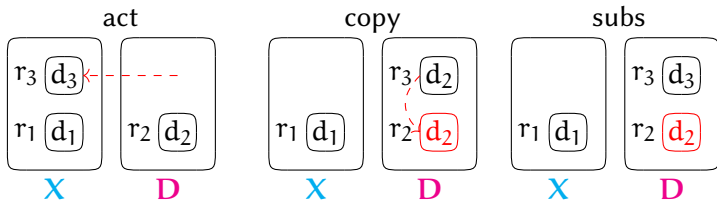
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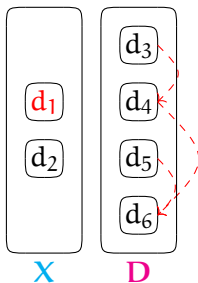
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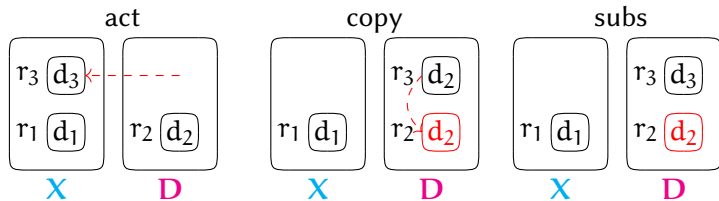
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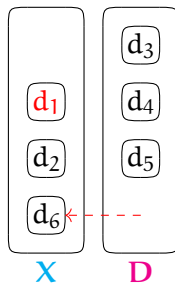
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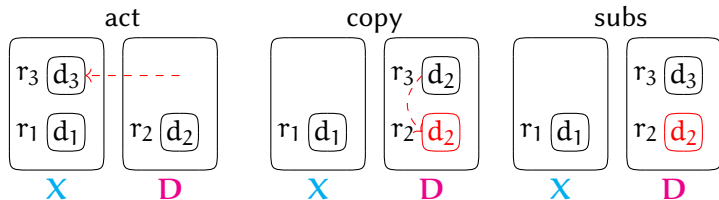
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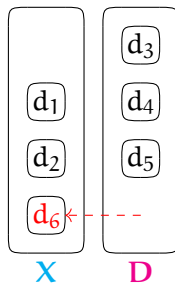
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Abilities

- ▶ Program and data live in the same world (program are data)
- ▶ Clear distinction between program and data
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Lacks

- ▶ Pattern matching on data
 - ▶ Reflexivity
- ⇒ Same lacks than the high level language.

Compilation

Our will

- ▶ Compilation of t is given by a **set of data \mathbf{T}** and an **executable data d** :

$$\mathbf{T} \vdash t \sim d.$$

- ▶ If $t \xrightarrow{\text{CBV}^*} v$ and $\mathbf{T} \vdash t \sim d$, then it exists $\mathbf{X}', \mathbf{D}', v'$ such that

$$\langle d \cdot d' \mid k \mid e \mid \mathbf{X} \mid \mathbf{D} \rangle \xrightarrow{*} \langle d' \mid v'.k \mid e \mid \mathbf{X}' \mid \mathbf{D}' \rangle$$

with $\mathbf{X} \subset \mathbf{X}'$, $\mathbf{D} \subset \mathbf{D}'$ and $\mathbf{T} \in \mathbf{D}$

- ▶ If $t \xrightarrow{\text{CBV}^*} \infty$ and $\mathbf{T} \vdash t \sim d$, then

$$\langle d \cdot d' \mid k \mid e \mid \mathbf{X} \mid \mathbf{D} \rangle \xrightarrow{*} \infty$$

with $\mathbf{T} \in \mathbf{D}$.

- ▶ Untyped then typed compilation

ASM₂ Machine: Semantics

- ▶ Usual SECD rules:

$$\begin{array}{l} \text{push}(d').d \quad \quad \quad k \quad e \quad X \quad D \\ \rightarrow \quad \quad \quad d \quad (d', e).k \quad e \quad X \quad D \end{array}$$

$$\begin{array}{l} \text{call}.d \quad v.(d', e').k \quad e \quad X \quad D \\ \rightarrow \quad \quad \quad d' \quad (d, e).k \quad v.e' \quad X \quad D \end{array}$$

$$\begin{array}{l} \text{ret}.d \quad v.(d', e').k \quad e \quad X \quad D \\ \rightarrow \quad \quad \quad d' \quad \quad \quad v.k \quad e' \quad X \quad D \end{array}$$

- ▶ Usual compilation rules:

$$\frac{\text{CAPP} \quad \mathbb{T} \vdash t \sim d \quad \mathbb{T} \vdash t' \sim d'}{\mathbb{T} \vdash t t' \sim d.d'.[\text{call}]}$$

$$\frac{\text{CABS} \quad \mathbb{T} \vdash t \sim d}{\mathbb{T} \vdash \lambda.t \sim [\text{push}(d.[\text{ret}])]}$$

Box

► Rule:

$$\begin{array}{l} \text{if } r'' \text{ is fresh} \\ \rightarrow \end{array} \quad \begin{array}{l} (\text{copy } r').d \quad k \quad e \quad \mathbf{X} \quad \mathbf{D} \\ d \quad \langle r'' \rangle.k \quad e \quad \mathbf{X} \quad \mathbf{D}[r'' \mapsto \mathbf{D}(r')] \end{array}$$

$$\begin{array}{l} \rightarrow \end{array} \quad \begin{array}{l} \text{subs}.d \quad \langle r' \rangle.k \quad e \quad \mathbf{X} \quad \mathbf{D} \\ \langle d \quad \langle r' \rangle.k \quad e \quad \mathbf{X} \quad \mathbf{D}[r' \mapsto \mathbf{D}(r')[e, \mathbf{D}]] \end{array}$$

► Compilation rule:

$$\frac{\text{CBox} \quad \mathbf{T} \vdash t \sim d \quad \mathbf{T}(r) = d.[\text{ret}]}{\mathbf{T} \vdash \langle t \rangle \sim [\text{copy } r].[\text{subs}]}$$

Let

- ▶ Rule:

$$\text{if } e(n) \xrightarrow{=} \langle r' \rangle \quad \begin{array}{l} \text{act } n.d \quad k \quad e \quad \mathbf{X} \quad \mathbf{D} \\ \text{d} \quad k \quad e[n \rightarrow r'] \quad \mathbf{X}[r' \mapsto \mathbf{D}(r')] \quad \mathbf{D} \end{array}$$

- ▶ Compilation rule:

$$\text{CLET} \quad \frac{\mathbf{T} \vdash t \sim d \quad \mathbf{T} \vdash t' \sim d'}{\mathbf{T} \vdash \text{let } t' \text{ in } t \sim [\text{push}([\text{act } 0].d.[\text{ret}]]].d'.[\text{call}]}$$

Remark

- ▶ By default, a let activate the given data.
- ▶ Ex: $\text{let} \langle x \rangle = t \in \text{fx} \langle x \rangle$

Variables

- ▶ Variables have two roles

- ▶ reference:

$$\lambda x.x$$

- ▶ execution:

$$\text{let } \langle x \rangle = t \text{ in } x$$

- ▶ Compilation of variables:

$$\text{CVAR}$$

$$\frac{}{\mathbf{T} \vdash n \sim [\text{fetch } n]}$$

- ▶ Indeterminism of instruction:

	(fetch n).d	k	e	X	D
if $e(n) \neq r'$	\rightarrow	d	$e(n).k$	e	X D
		(fetch n).d	k	e	X D
if $e(n) = r'$	\rightarrow	X(r')	(d, e).k	·	X D

Examples (1/2)

Writing: $\text{let } \langle x \rangle = \langle t \rangle \text{ in } \langle x \rangle$

	k	e	X	D
$\xrightarrow{\langle t \rangle}$	$\langle r \rangle.k$	e	X	D[r \rightarrow t]
$\xrightarrow{\text{let}}$	k	r.e	X[r \rightarrow t]	D[r \rightarrow t]
$\xrightarrow{\langle x \rangle}$	$\langle r' \rangle.k$	r.e	X[r \rightarrow t]	D[r \rightarrow t][r' \rightarrow t]

Examples (1/2)

Writing: $\text{let}\langle x \rangle = \langle t \rangle \text{ in } \langle x \rangle$

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Execution: $\text{let}\langle x \rangle = \langle t \rangle \text{ in } x$

	\vdots	\vdots	\vdots	\vdots
	k	r.e	X[r \rightarrow t]	D[r \rightarrow t]
\xrightarrow{x}	$(\cdot, e).k$	\cdot	X[r \rightarrow t]	D[r \rightarrow t]
$\xrightarrow{X(r)}$...			

Examples (1/2)

Writing: $\text{let } \langle x \rangle = \langle t \rangle \text{ in } \langle x \rangle$

		k	e	X	D
	$\xrightarrow{\langle t \rangle}$	$\langle r \rangle.k$	e	X	D[r → t]
useless activation	$\xrightarrow{\text{let}}$	k	r.e	X[r → t]	D[r → t]
	$\xrightarrow{\langle x \rangle}$	$\langle r' \rangle.k$	r.e	X[r → t]	D[r → t][r' → t]

Execution: $\text{let } \langle x \rangle = \langle t \rangle \text{ in } x$

		⋮	⋮	⋮	⋮
		k	r.e	X[r → t]	D[r → t]
\xrightarrow{x}	$(\cdot, e).k$	·	X[r → t]	D[r → t]	
$\xrightarrow{X(r)}$...				

Examples (2/2)

Execution: $\text{let}\langle x \rangle = \langle t \rangle \text{ in } \langle x \rangle$

		k	e	X	D
	$\xrightarrow{\langle t \rangle}$	$\langle r \rangle.k$	e	X	$D[r \rightarrow t]$
	$\xrightarrow{\text{let}}$	k	$r.e$	$X[r \rightarrow t]$	$D[r \rightarrow t]$
fetch n	\xrightarrow{x}	$(\cdot, e).k$	\cdot	$X[r \rightarrow t]$	$D[r \rightarrow t]$
	$\xrightarrow{X(r)}$	\dots			

Examples (2/2)

Execution: $\text{let } \langle x \rangle = \langle t \rangle \text{ in } \langle x \rangle$

		k	e	X	D
	$\xrightarrow{\langle t \rangle}$	$\langle r \rangle.k$	e	X	$D[r \rightarrow t]$
	$\xrightarrow{\text{let}}$	k	$r.e$	$X[r \rightarrow t]$	$D[r \rightarrow t]$
fetch n	\xrightarrow{x}	$(\cdot, e).k$	\cdot	$X[r \rightarrow t]$	$D[r \rightarrow t]$
	$\xrightarrow{X(r)}$	\dots			

Identity: $(\lambda x.x)\langle t \rangle$

		k	e	X	D
	$\xrightarrow{\lambda x.x}$	$(x, e).k$	e	X	D
	$\xrightarrow{\langle t \rangle}$	$\langle r \rangle.(\lambda x.x, e).k$	e	X	$D[r \rightarrow t]$
	$\xrightarrow{@}$	$(\cdot, e).k$	$\langle r \rangle.e$	X	$D[r \rightarrow t]$
fetch n	\xrightarrow{x}	$\langle r \rangle.(\cdot, e).k$	e	X	$D[r \rightarrow t]$
	$\xrightarrow{\text{ret}}$	$\langle r \rangle.k$	e	X	$D[r \rightarrow t]$

Dereliction as launch control (2/2)

- ▶ Indeterminism on variables can be mitigated with typing information.
- ▶ `fetch n` can be specialized in two new rules: `fetch n` and `run n`

	<code>(fetch n).d</code>	<code>k</code>	<code>e</code>	X	D
if $e(n) \neq r'$ \rightarrow	<code>d</code>	<code>e(n).k</code>	<code>e</code>	X	D
	<code>(fetch n).d</code>	<code>k</code>	<code>e</code>	X	D
if $e(n) = r'$ \rightarrow	X(<code>r'</code>)	<code>(d, e).k</code>	<code>.</code>	X	D

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$$\begin{array}{l}
 \text{if } e(n) = r' \\
 \quad \rightarrow \\
 \quad \quad \rightarrow \\
 \quad \quad \rightarrow
 \end{array}
 \begin{array}{l}
 (\text{fetch } n).d \quad k \quad e \quad \mathbf{X} \quad \mathbf{D} \\
 d \quad e(n).k \quad e \quad \mathbf{X} \quad \mathbf{D} \\
 (\text{run } n).d \quad k \quad e \quad \mathbf{X} \quad \mathbf{D} \\
 \mathbf{X}(r') \quad (d, e).k \quad \cdot \quad \mathbf{X} \quad \mathbf{D}
 \end{array}$$

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 \end{array}$$

- ▶ Activation can be lazily postponed

$$\frac{\text{CLET} \quad \mathbf{T} \vdash t \sim d \quad \mathbf{T} \vdash t' \sim d'}{\mathbf{T} \vdash \text{let } t' \text{ in } t \sim [\text{push}([\text{act } 0].d.[\text{ret}]]].d'.[\text{call}]}$$

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 (\text{run } n).d \quad k \quad e \quad X \quad D \\
 \text{if } e(n) = r' \rightarrow X(r') \quad (d, e).k \quad \cdot \quad X \quad D
 \end{array}$$

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 (\text{run } n).d \quad k \quad e \quad \mathbf{X} \quad \mathbf{D} \\
 \text{if } e(n) = r' \\
 \rightarrow \quad \mathbf{X}(r') \quad (d, e).k \quad \cdot \quad \mathbf{X} \quad \mathbf{D}
 \end{array}$$

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⇒ Use typing information

Dereliction as launch control (2/2)

- ▶ New compilation rules: $\Gamma; \mathbf{T} \vdash t \sim d : A$ following typing system.
- ▶ Nothing changes but

$$\frac{\text{C}_{\text{VAR}} \quad \Gamma(n) : A}{\Gamma; \mathbf{T} \vdash n \sim [\text{fetch } n] : A}$$

$$\frac{\text{C}_{\text{RUN}} \quad \Gamma(\langle n \rangle) : !A}{\Gamma; \mathbf{T} \vdash n \sim [\text{act } n].[\text{run } n] : A}$$

⇒ Correctness and completeness of compilation is preserved.

Plan

Problem

- ▶ Given a reduction strategy, how to locally **force reduction**?

Example

How to write power function `pow` such that for all `n`, `pow n` is *completely* reduced, that is, for instance

$$\text{pow } 2 = \lambda x. x * x.$$

First try

- ▶ $\text{pow} \stackrel{\text{def}}{=} \text{Fix } p : \mathbb{N} \rightarrow !(\mathbb{N} \rightarrow \mathbb{N}).$
 $\lambda n : \mathbb{N}. \text{ case } n \text{ with}$
 $| 0 \rightarrow \langle \lambda x. 1 \rangle$
 $| n + 1 \rightarrow \text{let } \langle q \rangle = p \ n \text{ in } \langle \lambda x. x * (q \ x) \rangle$

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- ▶ $\text{pow } 2 \xrightarrow{*} \langle \lambda x. x * (\lambda x. x * (\lambda x. 1) x) x \rangle : \text{not optimal}$

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A. Nanevski, F. Pfenning, and B. Pientka.

Contextual modal type theory.

Transactions on Computational Logic, February 2007.

(New type $A[\Gamma]$ for the new syntax $\langle t \rangle_{x_1, \dots, x_n}$, with chained substitution.)

Suspended box

Idea

Enable reduction under special box.

Special operator $\text{box } t$ such that:

- ▶ New redex:

$$\text{box } t \rightarrow \langle t \rangle$$

- ▶ New typing rule:

$$\frac{\Gamma \vdash t : A}{\langle \Gamma \rangle \vdash \text{box } t : !A}$$

- ▶ Evaluation under box:

$$\frac{t \xrightarrow{*} t'}{\text{box } t \xrightarrow{*} \text{box } t'}$$

Remark

- ▶ Subject reduction is preserved.
- ▶ **Confluence is lost...**
- ▶ ...but every NF are β -equivalent for usual λ -calculus.

Usage

Second try

- ▶ $\text{pow} \stackrel{\text{def}}{=} \text{Fix } p : \mathbb{N} \rightarrow !(\mathbb{N} \rightarrow \mathbb{N}).$
 $\lambda n : \mathbb{N}. \text{ case } n \text{ with}$
 - $| 0 \rightarrow \langle \lambda x. 1 \rangle$
 - $| n + 1 \rightarrow \text{let } \langle q \rangle = p \ n \text{ in}$
 $\text{let } \langle q' \rangle = \text{box } q \text{ in}$
 $\langle \lambda x. x * (q' \ x) \rangle$

Usage

Second try

- ▶ $\text{pow} \stackrel{\text{def}}{=} \text{Fix } p : \mathbb{N} \rightarrow !(\mathbb{N} \rightarrow \mathbb{N}).$
 $\lambda n : \mathbb{N}. \text{ case } n \text{ with}$
 - $| 0 \rightarrow \langle \lambda x. 1 \rangle$
 - $| n + 1 \rightarrow \text{let } \langle q \rangle = p \ n \text{ in}$
 - $\text{let } \langle q' \rangle = \text{box } q \text{ in}$
 - $\langle \lambda x. x * (q' \ x) \rangle$
- ▶ $\text{pow } 2 \xrightarrow{*} \langle \lambda x. x * x * 1 \rangle$ **but indeterministically**

Conclusion

- ▶ High level language with self-modifying behaviors (**writing** & **executing** data)
- ▶ Dereliction is a data execution
- ▶ Meaningful compilation in low-level machine designed for self-modification
- ▶ Dereliction still corresponds to data execution

Still missing

- ▶ **Reflexion** & **pattern matching**
- ▶ A more deterministic partial evaluation
- ▶ Recover all the power of modal logic