

Dependent Type Systems for delimited control operators

Tristan CROLARD*

LACL – Université Paris-Est

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*. Joint work with Emmanuel POLONOWSKI.



Introduction

Problem:

- How do you prove the correctness of this program from [Wadler, 1994]?

```
let g = (reset (if (shift λf.f) then 2 else 3))
in (g True) + (g False)
```

Informally:

- “Here f (and hence g) is bound to the function that returns 2 if passed *True*, and 3 if passed *False*, hence the value of the given term is 5.”

Formally:

- use Filinski’s encoding of **shift/reset** with **callcc/throw** and a global meta-continuation.
- define a program logic for a language with **control and mutable state**.



Control and mutable state

We need a program logic for [control and higher-order mutable state](#).

Have to choose between:

- “pure” imperative language (idealized Algol-like language)
 - low-level state and control (flowcharts) [Floyd, 1967]
 - structured programming [Hoare, 1969] [Dijkstra, 1976]
 - *procedures and control: error-prone* [O’Donnell, 1982]
- “impure” functional language (ML-like references)
 - dependent type systems for higher-order mutable state [Filliâtre, 2003] [Honda et al., 2005] [Nanevski et al., 2006]
 - *but what about control?*

And what about [dependent type systems](#) for pure imperative languages?



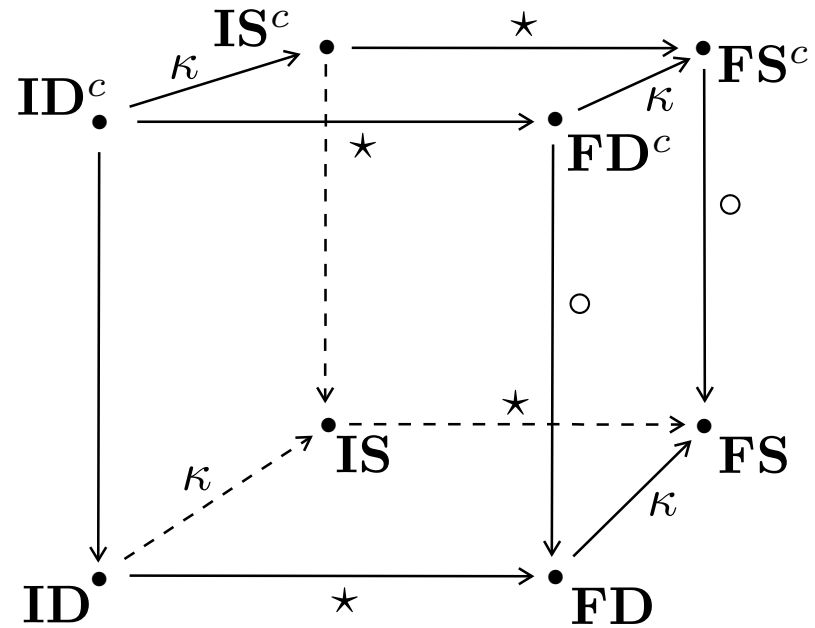
Roadmap

Define an **imperative dependent (classical) type system** by translation into a **functional dependent (classical) type system**. That is, revisit Landin's work in the light of the **formulae-as-types interpretation of classical logic**.

References

- [Landin, 1965a] “A correspondence between ALGOL 60 and Church's Lambda-notation”
- [Landin, 1965b] “A Generalization of Jumps and Labels”
- [Felleisen et al., 1987] “A syntactic theory of sequential control”
- [Griffin, 1990] “A formulæ-as-types notion of control”
- [Murthy, 1990] “Extracting Constructive Content from Classical proofs”
- [Leivant, 1990] [Krivine and Parigot, 1990] [Parigot, 1992] ...

Overview



I: imperative. **F**: functional.

D: dependent. **S**: simple.

_^c: classical.

\star : translation from **I** to **F**

κ : erasure function from **D** to **S**

\circ : $\neg\neg$ -translation



Languages and type systems

ID/FD. Heyting arithmetic (**FD** is actually **M1LP** from [Leivant, 1990]);

ID^c/FD^c. Peano arithmetic;

F. Gödel System T (in call-by-value);

F^c. Gödel System T + **callcc/throw** (in call-by-value);

I. LOOP^ω [Crolard et al., 2009];

I^c. LOOP^ω + **non-local jumps**.



LOOP^ω: a “pure” imperative language

An imperative counterpart to Gödel System T:

- an extension of the LOOP language [Meyer and Ritchie, 1976] with higher-order procedures and procedural variables;
- a simple location-free semantics [Donahue, 1977];
- a pseudo-dynamic type system [Morrisett et al., 1999];
- a dependent type system [Xi, 2000].

Disclaimer: we are not yet considering program logics for “realistic” programming languages. However, we are not that far away ...



Spark ADA

Spark ADA (Praxis/AdaCore) is a “pure” imperative language – a subset of Ada used in the industry for developing *verified* critical real-time systems:

- Arrays
- Records
- Procedures
- Packages (i.e. modules)
- Generics (soon)

But:

- No pointers
- No exceptions
- Limited side-effects

and *bounded loops* are preferred for Worst-Case Execution Time analysis.

LOOP^ω – syntax

(*command*) $c ::= \{s\}_{\vec{x}}$
 | **for** $y := 0$ **until** e $\{s\}_{\vec{x}}$
 | $y := e$ | **inc**(y) | **dec**(y)
 | $p(\vec{e}; \vec{y})$

(*sequence*) $s ::= \varepsilon$
 | $c; s$
 | **cst** $y = e; s$
 | **var** $y := e; s$

(*anonymous procedure*) $a ::= \mathbf{proc} (\mathbf{in} \vec{y}; \mathbf{out} \vec{z}) \{s\}_{\vec{z}}$

(*expression*) $e ::= y$ | w

(*procedure*) $p ::= y$ | a

(*value*) $w ::= *$ | \bar{q} | a

LOOP^ω – remarks

- **Block annotations:** in a block $\{s\}_{\vec{x}}$, the variables \vec{x} correspond to the free mutable variables occurring in the sequence s (such annotations can automatically be inferred).
- **No aliasing:** in order to avoid parameter-induced aliasing problems, we assume that all y_i are pairwise distinct in a procedure call $p(\vec{e}; \vec{y})$.
- **No backpatching:** no free mutable variable is allowed in the body of a procedure (only its **out** parameters). The following block (which would define a fixpoint) is thus illegal:

```
{  
  var f: proc (out int) := proc (out x: int){ fix(x); }  
  fix := f;  
} fix
```

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```
{
  var f: proc (out int) := proc (out x: int) { fix(x); } x;
  fix := f;
} fix
```

LOOP^ω – the Ackermann procedure

```
cst Ack = proc (in M, N; out Z) {  
  
    var G := proc (in Y; out P) {  
        P := Y;  
        inc(P);  
    }P;  
  
    for I := 0 until M {  
        cst H = G;  
  
        G := proc (in Y; out P) {  
            P := 2;  
            for J := 0 until Y {  
                H(P; P);  
            }P;  
        }P;  
  
    }G;  
  
    G(N; Z);  
}Z
```

LOOP^ω – transition semantics (1)

- a state is a pair (s, μ) , where s is a sequence and μ is a store;
- a store μ maps mutable variables onto closed imperative values.

$$((\{\}z; s), \mu) \mapsto (s, \mu)$$

$$\frac{(s_1, \mu) \mapsto (s'_1, \mu')}{((\{s_1\}z; s_2), \mu) \mapsto ((\{s'_1\}z; s_2), \mu')}$$

$$((\mathbf{var} \ y := e; \ \varepsilon), \mu) \mapsto (\varepsilon, \mu)$$

$$\frac{e =_{\mu} w \quad (s, (\mu, y \leftarrow w)) \mapsto (s', (\mu', y \leftarrow w'))}{((\mathbf{var} \ y := e; \ s), \mu) \mapsto ((\mathbf{var} \ y := w'; \ s'), \mu')}$$

$$\frac{e =_{\mu} w}{((\mathbf{cst} \ y = e; \ s), \mu) \mapsto (s[y \leftarrow w], \mu)}$$

LOOP^ω – transition semantics (2)

$$\frac{e =_{\mu} w}{((y := e; s), \mu) \mapsto (s, \mu[y \leftarrow w])}$$

$$\frac{\mu(y) = \bar{q}}{((\mathbf{inc}(y); s), \mu) \mapsto ((y := \overline{q+1}; s), \mu)}$$

$$\frac{\mu(y) = \bar{q}}{((\mathbf{dec}(y); s), \mu) \mapsto ((y := \overline{q-1}; s), \mu)}$$

$$\frac{\vec{e} =_{\mu} \vec{w} \quad p =_{\mu} \mathbf{proc} (\mathbf{in} \vec{y}; \mathbf{out} \vec{z}) \{s'\}_{\vec{z}}}{((p(\vec{e}; \vec{r}); s), \mu) \mapsto ((\{s'[\vec{y} \leftarrow \vec{w}][\vec{z} \leftrightarrow \vec{r}]\}_{\vec{r}}; s), \mu[\vec{r} \leftarrow *])}$$

$$\frac{e =_{\mu} \bar{0}}{((\mathbf{for} y := 0 \mathbf{until} e \{s\}_{\vec{z}}; s'), \mu) \mapsto (s', \mu)}$$

$$\frac{e =_{\mu} \overline{q+1}}{((\mathbf{for} y := 0 \mathbf{until} e \{s\}_{\vec{z}}; s'), \mu) \mapsto ((\{\mathbf{for} y := 0 \mathbf{until} \bar{q} \{s\}_{\vec{z}}; s[y \leftarrow \bar{q}]\}_{\vec{z}}; s'), \mu)}$$

Gödel System T (call-by-value)

(*terms*)

$$\begin{array}{l}
 t ::= x \\
 | 0 \\
 | S(t) \\
 | \mathbf{pred}(t) \\
 | t_1 t_2 \\
 | \lambda x.t \\
 | (t_1, \dots, t_n) \\
 | \mathbf{let} (x_1, \dots, x_n) = t_1 \mathbf{in} t_2 \\
 | \mathbf{rec}(t_1, t_2, t_3)
 \end{array}$$

(*values*)

$$\begin{array}{l}
 v ::= x \\
 | 0 \\
 | S(v) \\
 | (v_1, \dots, v_n) \\
 | \lambda x.t
 \end{array}$$

(*contexts*)

$$\begin{array}{l}
 C[] ::= [] \\
 | C[] t \\
 | v C[] \\
 | S(C[]) \\
 | \mathbf{pred}(C[]) \\
 | \mathbf{rec}(C[], t_2, t_3) \\
 | \mathbf{rec}(v_1, C[], t_3) \\
 | \mathbf{rec}(v_1, v_2, C[]) \\
 | (v_1, \dots, v_{i-1}, C[], t_{i+1}, \dots, t_n) \\
 | \mathbf{let} (x_1, \dots, x_n) = C[] \mathbf{in} t
 \end{array}$$

(*evaluation rules*)

$$\begin{array}{l}
 C[\lambda x.t v] \rightsquigarrow C[t[v/x]] \\
 C[\mathbf{pred}(0)] \rightsquigarrow C[0] \\
 C[\mathbf{pred}(S(v))] \rightsquigarrow C[v] \\
 C[\mathbf{rec}(0, v_2, \lambda x.\lambda y.t)] \rightsquigarrow C[v_2] \\
 C[\mathbf{rec}(S(v_1), v_2, \lambda x.\lambda y.t)] \rightsquigarrow C[\lambda x.\lambda y.t v_1 \mathbf{rec}(v_1, v_2, \lambda x.\lambda y.t)] \\
 C[\mathbf{let} (x_1, \dots, x_n) = (v_1, \dots, v_n) \mathbf{in} t] \rightsquigarrow C[t[v_1/x_1, \dots, v_n/x_n]]
 \end{array}$$

Functional simple type system

$$\sigma, \tau ::= \mathbf{nat}$$

$$\quad | \quad \mathbf{unit}$$

$$\quad | \quad \sigma \rightarrow \tau$$

$$\quad | \quad \tau_1 \times \dots \times \tau_n$$

$\Gamma \vdash t : \tau$

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau}$$

$$\Gamma \vdash 0 : \mathbf{nat}$$

$$\frac{\Gamma \vdash t : \mathbf{nat}}{\Gamma \vdash \mathbf{pred}(t) : \mathbf{nat}}$$

$$\frac{\Gamma \vdash t : \mathbf{nat}}{\Gamma \vdash S(t) : \mathbf{nat}}$$

$$\frac{\Gamma \vdash t_1 : \tau_1 \quad \dots \quad \Gamma \vdash t_n : \tau_n}{\Gamma \vdash (t_1, \dots, t_n) : \tau_1 \times \dots \times \tau_n}$$

$$\frac{\Gamma, x_1 : \tau_1, \dots, x_n : \tau_n \vdash t : \tau \quad \Gamma \vdash u : \tau_1 \times \dots \times \tau_n}{\Gamma \vdash \mathbf{let} (x_1, \dots, x_n) = u \mathbf{ in } t : \tau}$$

$$\frac{\Gamma, x : \sigma \vdash t : \tau}{\Gamma \vdash \lambda x. t : \sigma \rightarrow \tau}$$

$$\frac{\Gamma \vdash t_1 : \sigma \rightarrow \tau \quad \Gamma \vdash t_2 : \sigma}{\Gamma \vdash t_1 t_2 : \tau}$$

$$\frac{\Gamma \vdash t_1 : \mathbf{nat} \quad \Gamma \vdash t_2 : \tau \quad \Gamma, x : \mathbf{nat}, y : \tau \vdash t_3 : \tau}{\Gamma \vdash \mathbf{rec}(t_1, t_2, \lambda x. \lambda y. t_3) : \tau}$$

Translation from I to F

(expressions)

- $\bar{n}^* = S^n(0)$
- $y^* = y$
- $*^* = ()$
- $(\mathbf{proc} \ (\mathbf{in} \ \vec{y}; \ \mathbf{out} \ \vec{z}) \ \{s\}_{\vec{z}})^* = \lambda \vec{y}. (s)_{\vec{z}}^* [\vec{0}/\vec{z}]$

(sequences)

- $(\varepsilon)_{\vec{x}}^* = \vec{x}$
- $(\mathbf{var} \ y := e; \ s)_{\vec{x}}^* = (s)_{\vec{x}}^* [e^*/y]$
- $(\mathbf{cst} \ y = e; \ s)_{\vec{x}}^* = \mathbf{let} \ y = e^* \ \mathbf{in} \ (s)_{\vec{x}}^*$
- $(y := e; \ s)_{\vec{x}}^* = \mathbf{let} \ y = e^* \ \mathbf{in} \ (s)_{\vec{x}}^*$
- $(\mathbf{inc}(y); \ s)_{\vec{x}}^* = \mathbf{let} \ y = \mathbf{succ}(y) \ \mathbf{in} \ (s)_{\vec{x}}^*$
- $(\mathbf{dec}(y); \ s)_{\vec{x}}^* = \mathbf{let} \ y = \mathbf{pred}(y) \ \mathbf{in} \ (s)_{\vec{x}}^*$
- $(p(\vec{e}; \ \vec{z}); \ s)_{\vec{x}}^* = \mathbf{let} \ \vec{z} = p^* \ \vec{e}^* \ \mathbf{in} \ (s)_{\vec{x}}^*$
- $(\{s_1\}_{\vec{z}}; \ s_2)_{\vec{x}}^* = \mathbf{let} \ \vec{z} = (s_1)_{\vec{z}}^* \ \mathbf{in} \ (s_2)_{\vec{x}}^*$
- $(\mathbf{for} \ y := 0 \ \mathbf{until} \ e \ \{s_1\}_{\vec{z}}; \ s_2)_{\vec{x}}^* = \mathbf{let} \ \vec{z} = \mathbf{rec}(e^*, \ \vec{z}, \ \lambda y. \lambda \vec{z}. (s_1)_{\vec{z}}^*) \ \mathbf{in} \ (s_2)_{\vec{x}}^*$



Example: the Ackermann function

```
val Ack = fn (M, N) =>
  let val G = fn (Y) =>
    let val P = Y
      val P = succ(P)
    in P end
  val G = rec (M, G, fn I => fn (G) =>
    let val H = G
      val G = fn (Y) =>
        let val P = 2
          val P = rec (Y, P, fn J => fn (P) =>
            let val P = H(P)
              in P end)
        in P end
      in G end)
    val Z = G(N)
  in Z end
```



Lock-step simulation

Theorem. *For any state (s, μ) , if $\vec{x} = \text{dom}(\mu)$ and $\vec{z} \subseteq \vec{x}$ we have:*

$$(s, \mu) \mapsto (s', \mu') \text{ implies } (s)_{\vec{z}}^*[\mu(\vec{x})^*/\vec{x}] \rightsquigarrow (s')_{\vec{z}}^*[\mu'(\vec{x})^*/\vec{x}]$$

Proof. [Crolard et al., 2009]

□

Remark.

- The updatable store is simply simulated by a meta-substitution.
- The call-by-value evaluation strategy of LOOP^ω is built into the imperative syntax (explicit sequence and no nested procedure calls).
 \Rightarrow the translated term is already in monadic normal form (all intermediate computations are named).

Imperative simple type system IS

Example:

sequence s

$x := *;$

$x := 0;$

inc(x);

$p(z; x);$

...

image of s by $*$

let $x = *$ **in**

let $x = 0$ **in**

let $x = \text{succ}(x)$ **in**

let $x = p\ z$ **in**

...

The functional term is typable (assuming that $p\ z$ is typable), so why should we prevent sequence s from being typable?

This remark leads to a [pseudo-dynamic type system](#).

Pseudo-dynamic type system

$\sigma, \tau ::= \mathbf{nat} \mid \mathbf{unit} \mid \mathbf{proc} (\mathbf{in} \vec{\tau}; \mathbf{out} \vec{\sigma})$

$\Gamma; \Omega \vdash e : \tau$

(expressions)

$$\frac{x: \tau \in \Gamma; \Omega}{\Gamma; \Omega \vdash x : \tau}$$

$$\frac{}{\Gamma; \Omega \vdash \bar{q} : \mathbf{nat}}$$

$$\frac{}{\Gamma; \Omega \vdash * : \mathbf{unit}}$$

$$\frac{\Gamma, \vec{y} : \vec{\sigma}; \vec{z} : \overrightarrow{\mathbf{unit}} \vdash s \triangleright \vec{z} : \vec{\tau}}{\Gamma; \Omega \vdash \mathbf{proc} (\mathbf{in} \vec{y}; \mathbf{out} \vec{z}) \{s\}_{\vec{z}} : \mathbf{proc} (\mathbf{in} \vec{\sigma}; \mathbf{out} \vec{\tau})}$$

$\Gamma; \Omega \vdash s \triangleright \Omega$ *(sequences)*
$$\overline{\Gamma; \Omega \vdash \varepsilon \triangleright \Omega}$$
$$\frac{\Gamma; \Omega \vdash e: \tau \quad \Gamma, y: \tau; \Omega \vdash s \triangleright \Omega'}{\Gamma; \Omega \vdash \mathbf{cst} \ y = e; \ s \triangleright \Omega'} \quad \frac{\Gamma; \Omega \vdash e: \tau \quad \Gamma; \Omega, y: \tau \vdash s \triangleright \Omega', y: \tau'}{\Gamma; \Omega \vdash \mathbf{var} \ y := e; \ s \triangleright \Omega'}$$
$$\frac{\Gamma; \vec{x}: \vec{\sigma} \vdash s \triangleright \vec{x}: \vec{\tau} \quad \Gamma; \Omega, \vec{x}: \vec{\tau} \vdash s' \triangleright \Omega', \vec{x}: \vec{\tau}'}{\Gamma; \Omega, \vec{x}: \vec{\sigma} \vdash \{s\}_{\vec{x}}; \ s' \triangleright \Omega', \vec{x}: \vec{\tau}'}$$
$$\frac{\Gamma; \Omega, y: \mathbf{nat} \vdash s \triangleright \Omega', y: \tau}{\Gamma; \Omega, y: \mathbf{nat} \vdash \mathbf{inc}(y); \ s \triangleright \Omega', y: \tau} \quad \frac{\Gamma; \Omega, y: \mathbf{nat} \vdash s \triangleright \Omega', y: \tau}{\Gamma; \Omega, y: \mathbf{nat} \vdash \mathbf{dec}(y); \ s \triangleright \Omega', y: \tau}$$
$$\frac{\Gamma; \Omega, y: \sigma \vdash e: \tau \quad \Gamma; \Omega, y: \tau \vdash s \triangleright \Omega', y: \tau'}{\Gamma; \Omega, y: \sigma \vdash y := e; \ s \triangleright \Omega', y: \tau'}$$
$$\frac{\Gamma; \Omega, \vec{x}: \vec{\sigma} \vdash e: \mathbf{nat} \quad \Gamma, y: \mathbf{nat}; \ \vec{x}: \vec{\sigma} \vdash s \triangleright \vec{x}: \vec{\sigma} \quad \Gamma; \Omega, \vec{x}: \vec{\sigma} \vdash s' \triangleright \Omega', \vec{x}: \vec{\sigma}'}{\Gamma; \Omega, \vec{x}: \vec{\sigma} \vdash \mathbf{for} \ y := 0 \ \mathbf{until} \ e \ \{s\}_{\vec{x}}; \ s' \triangleright \Omega', \vec{x}: \vec{\sigma}'}$$
$$\frac{\Gamma; \Omega, \vec{r}: \vec{\omega} \vdash p: \mathbf{proc} \ (\mathbf{in} \ \vec{\tau}; \ \mathbf{out} \ \vec{\sigma}) \quad \Gamma; \Omega, \vec{r}: \vec{\omega} \vdash \vec{e}: \vec{\tau} \quad \Gamma; \Omega, \vec{r}: \vec{\sigma} \vdash s \triangleright \Omega', \vec{r}: \vec{\sigma}'}{\Gamma; \Omega, \vec{r}: \vec{\omega} \vdash p(\vec{e}; \vec{r}); \ s \triangleright \Omega', \vec{r}: \vec{\sigma}'}$$

Properties of IS and FS

Theorem. (*type preservation*). For any state (s, μ) , if $\vec{z} \vdash (s, \mu) \triangleright \Omega$ in **IS** and $(s, \mu) \mapsto (s', \mu')$ then $\vec{z} \vdash (s', \mu') \triangleright \Omega$ in **IS**.

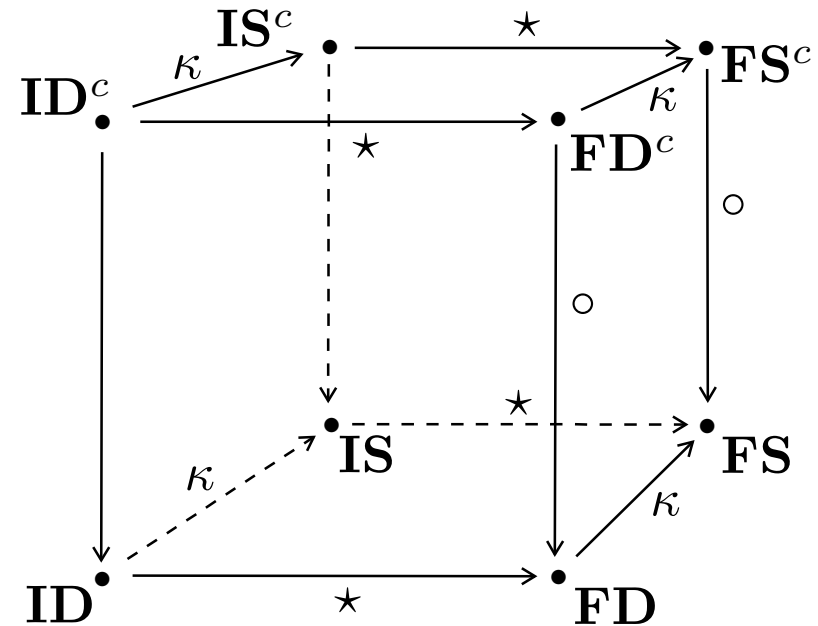
Proposition. (*progress*). For any state (s, μ) , if $\vec{z} \vdash (s, \mu) \triangleright \Omega$ in **IS** then either $s = \varepsilon$ and no more evaluation step can occur, or there is a unique state (s', μ') such that $(s, \mu) \mapsto (s', \mu')$.

Proposition. (*termination*). For any state (s, μ) , if $\vec{z} \vdash (s, \mu) \triangleright \Omega$ in **IS** then the evaluation of (s, μ) terminates.

Theorem. (*translation \star preserves types*). For any environments Γ and Ω , any expression e , any sequence s we have:

- $\Gamma; \Omega \vdash e: \tau$ in **IS** implies $\Gamma^*, \Omega^* \vdash e^*: \tau^*$ in **FS**.
- $\Gamma; \Omega \vdash s \triangleright \Omega'$ in **IS** implies $\Gamma^*, \Omega^* \vdash (s)_{\vec{z}}^*: \vec{\sigma}^*$ in **FS** for any $\vec{z}: \vec{\sigma} \subset \Omega'$.

Overview



I: imperative. **F**: functional.

D: dependent. **S**: simple.

_^c: classical.

*****: translation from **I** to **F**

κ : erasure function from **D** to **S**

○ : $\neg\neg$ -translation

Dependent functional type system (1)

Dependent type system (*à la* Leivant-Krivine-Parigot) parameterized by an equational system \mathcal{E} (containing definitions for $\mathbf{s}, \mathbf{p}, +, \times$).

$$\begin{array}{l} \tau ::= \mathbf{nat}(n) \\ | (n = m) \\ | \forall \vec{i} (\tau_1 \Rightarrow \tau_2) \\ | \exists \vec{i} (\tau_1 \wedge \dots \wedge \tau_n) \end{array} \quad \begin{array}{l} \text{(special cases)} \\ \\ \forall i (\mathbf{nat}(i) \Rightarrow \tau) \\ \exists i (\mathbf{nat}(i) \wedge \tau) \end{array}$$

$$\boxed{\Gamma \vdash t : \tau}$$

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau}$$

$$\Gamma \vdash 0 : \mathbf{nat}(0)$$

$$\frac{\Gamma \vdash t : \mathbf{nat}(n)}{\Gamma \vdash S(t) : \mathbf{nat}(\mathbf{s}(n))}$$

$$\frac{\Gamma \vdash t : \mathbf{nat}(n)}{\Gamma \vdash \mathbf{pred}(t) : \mathbf{nat}(\mathbf{p}(n))}$$

Dependent functional type system (2)

$$\frac{\Gamma \vdash t_1 : \forall \vec{i} (\sigma \Rightarrow \tau) \quad \Gamma \vdash t_2 : \sigma[\vec{n}/\vec{i}]}{\Gamma \vdash t_1 t_2 : \tau[\vec{n}/\vec{i}]}$$

$$\frac{\Gamma, x : \tau \vdash t : \sigma}{\Gamma \vdash \lambda x. t : \forall \vec{i} (\tau \Rightarrow \sigma)}$$

$\vec{i} \notin \mathcal{FV}(\Gamma, \tau)$

$$\frac{\Gamma \vdash t_1 : \tau_1[\vec{m}/\vec{i}] \quad \dots \quad \Gamma \vdash t_k : \tau_k[\vec{m}/\vec{i}]}{\Gamma \vdash (t_1, \dots, t_k) : \exists \vec{i} (\tau_1 \wedge \dots \wedge \tau_k)}$$

$$\frac{\Gamma, x_1 : \tau_1, \dots, x_k : \tau_k \vdash t : \tau \quad \Gamma \vdash u : \exists \vec{i} (\tau_1 \wedge \dots \wedge \tau_k)}{\Gamma \vdash \mathbf{let} (x_1, \dots, x_k) = u \mathbf{in} t : \tau}$$

$\vec{i} \notin \mathcal{FV}(\Gamma, \tau)$

$$\frac{\Gamma \vdash t_1 : \mathbf{nat}(n) \quad \Gamma \vdash t_2 : \tau[\mathbf{0}/i] \quad \Gamma, x : \mathbf{nat}(i), y : \tau \vdash t_3 : \tau[\mathbf{s}(i)/i]}{\Gamma \vdash \mathbf{rec}(t_1, t_2, \lambda x. \lambda y. t_3) : \tau[n/i]}$$

$i \notin \mathcal{FV}(\Gamma)$

$$\frac{\vdash_{\mathcal{E}} n = m}{\Gamma \vdash () : (n = m)}$$

$$\frac{\Gamma \vdash t : \tau[n/i] \quad \Gamma \vdash u : (n = m)}{\Gamma \vdash t : \tau[m/i]}$$

Example: the addition function

From the defining equations for the addition:

$$\begin{aligned} (1) \quad x + 0 &= x \\ (2) \quad x + \mathbf{s}(i) &= \mathbf{s}(x + i) \end{aligned}$$

You can derive the totality of $+$ in **FD**:

$$\frac{\frac{[y: \mathbf{nat}(m)] \quad \frac{[x: \mathbf{nat}(n)]}{x: \mathbf{nat}(n+0)} \text{by (1)} \quad \frac{\frac{[z: \mathbf{nat}(n+u)]}{S(z): \mathbf{nat}(\mathbf{s}(n+u))}}{S(z): \mathbf{nat}(n+\mathbf{s}(u))} \text{by (2)}}{\mathbf{rec}(y, x, \lambda i. \lambda z. S(z)): \mathbf{nat}(n+m)}}}{\lambda y. \mathbf{rec}(y, x, \lambda i. \lambda z. S(z)): \forall m(\mathbf{nat}(m) \Rightarrow \mathbf{nat}(n+m))}}{\lambda x. \lambda y. \mathbf{rec}(y, x, \lambda i. \lambda z. S(z)): \forall n(\mathbf{nat}(n) \Rightarrow \forall m(\mathbf{nat}(m) \Rightarrow \mathbf{nat}(n+m)))}$$



The Ackermann function

Similarly, from the defining equations:

$$\begin{aligned}(a1) \quad & \mathbf{a}(0, n) & = & \mathbf{s}(n) \\(a2) \quad & \mathbf{a}(\mathbf{s}(z), 0) & = & \mathbf{s}(\mathbf{s}(0)) \\(a3) \quad & \mathbf{a}(z, \mathbf{a}(\mathbf{s}(z), u)) & = & \mathbf{a}(\mathbf{s}(z), \mathbf{s}(u))\end{aligned}$$

You can derive the totality of \mathbf{a} in **FD**:

$$\begin{aligned}ack & : \quad \forall m(\mathbf{nat}(m) \Rightarrow \forall n(\mathbf{nat}(n) \Rightarrow \mathbf{nat}(\mathbf{a}(m, n)))) \\ \text{where } ack & = \lambda x.\mathbf{rec}(x, \lambda y.S(y), \lambda i.\lambda f.\lambda y.\mathbf{rec}(y, S(S(0)), \lambda j.\lambda k.(f k)))\end{aligned}$$



Properties of FD

From [Leivant, 1990]:

Subject reduction: *If $\Gamma \vdash t : \sigma$ in **FD** and $t \rightsquigarrow t'$ then $\Gamma \vdash t' : \sigma$.*

Representation theorem: *Given an equational system \mathcal{E} and an n -ary function symbol f , if $\vdash_{\mathcal{E}} t : \forall \vec{n} . \mathbf{nat}(\vec{n}) \Rightarrow \mathbf{nat}(f(\vec{n}))$ is derivable in **FD** then t represents f (that is: $t \bar{q} \rightsquigarrow^* \overline{f(q)}$ for any numeral q).*

Imperative dependent type system

$\sigma, \tau ::= \mathbf{nat}(n) \mid \mathbf{proc} (\{\vec{i}\} \mathbf{in} \vec{\tau}; \{\vec{j}\} \mathbf{out} \vec{\sigma}) \mid n = m$

$\Gamma; \Omega \vdash e: \tau$

(expressions)

$$\frac{x: \tau \in \Gamma; \Omega}{\Gamma; \Omega \vdash x: \tau}$$

$$\frac{}{\Gamma; \Omega \vdash \bar{q}: \mathbf{nat}(s^q(\mathbf{0}))}$$

$$\frac{\vdash_{\mathcal{E}} n = m}{\Gamma; \Omega \vdash *: n = m}$$

$$\frac{\Gamma; \Omega \vdash t: \tau[n/i] \quad \Gamma; \Omega \vdash e: n = m}{\Gamma; \Omega \vdash t: \tau[m/i]}$$

$$\frac{\vec{z} \neq \emptyset \quad \Gamma, \vec{y}: \vec{\sigma}; \vec{z}: \vec{\tau} \vdash s \triangleright \{\vec{j}\} \vec{z}: \vec{\tau}}{\Gamma; \Omega \vdash \mathbf{proc} (\mathbf{in} \vec{y}; \mathbf{out} \vec{z}) \{s\}_{\vec{z}}: \mathbf{proc} (\{\vec{i}\} \mathbf{in} \vec{\sigma}; \{\vec{j}\} \mathbf{out} \vec{\tau})}$$

$$\boxed{\Gamma; \Omega \vdash s \triangleright \{\vec{j}\}\Omega'}$$

(sequences)

$$\frac{}{\Gamma; \Omega[\vec{n}/\vec{j}] \vdash \varepsilon \triangleright \{\vec{j}\}\Omega} \quad \frac{\Gamma; \Omega \vdash s \triangleright \{\vec{j}\}\Omega[n/i] \quad \Gamma; \Omega \vdash e: n = m}{\Gamma; \Omega \vdash s \triangleright \{\vec{j}\}\Omega[m/i]}$$

$$\frac{\Gamma; \Omega, y: \mathbf{nat}(\mathbf{s}(n)) \vdash s \triangleright \{\vec{j}\}\Omega', y: \tau}{\Gamma; \Omega, y: \mathbf{nat}(n) \vdash \mathbf{inc}(y); s \triangleright \{\vec{j}\}\Omega', y: \tau} \quad \frac{\Gamma; \Omega, y: \mathbf{nat}(\mathbf{p}(n)) \vdash s \triangleright \{\vec{j}\}\Omega', y: \tau}{\Gamma; \Omega, y: \mathbf{nat}(n) \vdash \mathbf{dec}(y); s \triangleright \{\vec{j}\}\Omega', y: \tau}$$

$$\frac{\Gamma; \Omega, y: \sigma \vdash e: \tau \quad \Gamma; \Omega, y: \tau \vdash s \triangleright \{\vec{j}\}\Omega', y: \tau'}{\Gamma; \Omega, y: \sigma \vdash y := e; s \triangleright \{\vec{j}\}\Omega', y: \tau'} \quad \frac{\Gamma; \vec{x}: \vec{\tau} \vdash s \triangleright \{\vec{j}\}\vec{x}: \vec{\sigma} \quad \Gamma; \Omega, \vec{x}: \vec{\sigma} \vdash s' \triangleright \{\vec{\kappa}\}\Omega', \vec{x}: \vec{\sigma}'}{\Gamma; \Omega, \vec{x}: \vec{\tau} \vdash \{s\}_{\vec{x}}; s' \triangleright \{\vec{\kappa}\}\Omega', \vec{x}: \vec{\sigma}'}$$

$$\frac{\Gamma; \Omega \vdash e: \tau \quad \Gamma, y: \tau; \Omega \vdash s \triangleright \{\vec{j}\}\Omega'}{\Gamma; \Omega \vdash \mathbf{cst} \ y = e; s \triangleright \{\vec{j}\}\Omega'} \quad \frac{\Gamma; \Omega \vdash e: \tau \quad \Gamma; \Omega, y: \tau \vdash s \triangleright \{\vec{j}\}\Omega', y: \tau'}{\Gamma; \Omega \vdash \mathbf{var} \ y := e; s \triangleright \{\vec{j}\}\Omega'}$$

$$\frac{\Gamma; \Omega, \vec{x}: \vec{\sigma}[\mathbf{0}/i] \vdash e: \mathbf{nat}(n) \quad \Gamma, y: \mathbf{nat}(i); \vec{x}: \vec{\sigma} \vdash s \triangleright \vec{x}: \vec{\sigma}[\mathbf{s}(i)/i] \quad \Gamma; \Omega, \vec{x}: \vec{\sigma}[n/i] \vdash s' \triangleright \{\vec{j}\}\Omega', \vec{x}: \vec{\sigma}'}{\Gamma; \Omega, \vec{x}: \vec{\sigma}[\mathbf{0}/i] \vdash \mathbf{for} \ y := 0 \ \mathbf{until} \ e \ \{s\}_{\vec{x}}; s' \triangleright \{\vec{j}\}\Omega', \vec{x}: \vec{\sigma}'}$$

$$\frac{\Gamma; \Omega, \vec{r}: \vec{\omega} \vdash p: \mathbf{proc} \ (\{\vec{i}\} \mathbf{in} \ \vec{\tau}; \{\vec{j}\} \mathbf{out} \ \vec{\sigma}) \quad \Gamma; \Omega, \vec{r}: \vec{\omega} \vdash \vec{e}: \vec{\tau}[\vec{u}/\vec{i}] \quad \Gamma; \Omega, \vec{r}: \vec{\sigma}[\vec{u}/\vec{i}] \vdash s \triangleright \{\vec{\kappa}\}\Omega', \vec{r}: \vec{\sigma}'}{\Gamma; \Omega, \vec{r}: \vec{\omega} \vdash p(\vec{e}; \vec{r}); s \triangleright \{\vec{\kappa}\}\Omega', \vec{r}: \vec{\sigma}'}$$

*where $\vec{i} \notin \mathcal{FV}(\Gamma)$ in (PROC) and $i \notin \mathcal{FV}(\Gamma)$ in (FOR) and $\vec{j} \notin \mathcal{FV}(\Gamma, \Omega)$ and $\vec{j} \setminus \vec{\kappa} \notin \mathcal{FV}(\Omega', \vec{\sigma}')$ in (BLOCK) and (CALL)

Typing the Ackermann procedure in ID

<pre> cst Ack = proc (in M, N; out Z) { var G := proc (in Y; out P) { P := Y; inc(P); }P; for I := 0 until M { cst H = G; G := proc (in Y; out P) { P := 2; for J := 0 until Y { H(P; P); }P; }P; }G; G(N; Z); }Z </pre>	<pre> – (M: nat(m), N: nat(n))[Z: ⊤] – (Y: nat(y))[P: ⊤] [P: nat(y)] [P: nat(s(y))] [G: proc ({y} in nat(y); out nat(a(0, y)))] by (a1) – (I: nat(i))[G: proc ({y} in nat(y); out nat(a(i, y)))] (H: proc ({y} in nat(y); out nat(a(i, y)))) – (Y: nat(y))[P: ⊤] [P: nat(a(s(i), 0))] by (a2) – (J: nat(j))[P: nat(a(s(i), j))] [P: nat(a(s(i), s(j)))] by (a3) [P: nat(a(s(i), y))] [G: proc ({y} in nat(y); out nat(a(s(i), y)))] [G: proc ({y} in nat(y); out nat(a(m, y)))] [Z: a(m, n)] (Ack: proc ({m, n} in nat(m), nat(n); out nat(a(m, n)))) </pre>
---	--

Translation from ID to FD

Translation of dependent types

- $(t = u)^* = (t = u)$
- $(\mathbf{nat}(u))^* = \mathbf{nat}(u)$
- $(\mathbf{proc}(\{\vec{i}\}\mathbf{in} \vec{\tau}; \{\vec{j}\}\mathbf{out} \vec{\sigma}))^* = \forall \vec{i} (\vec{\tau}^* \Rightarrow \exists \vec{j} (\vec{\sigma}^*))$

Theorem. (*translation $*$ preserves types*). For any environments Γ and Ω , any expression e , any sequence s we have:

- $\Gamma; \Omega \vdash e : \tau$ in **ID** implies $\Gamma^*, \Omega^* \vdash e^* : \tau^*$ in **FD**.
- $\Gamma; \Omega \vdash s \triangleright \Omega'$ in **ID** implies $\Gamma^*, \Omega^* \vdash (s)_{\vec{z}}^* : \vec{\sigma}^*$ in **FD** for any $\vec{z} : \vec{\sigma} \subset \Omega'$.

Corollary. (*representation theorem for ID*). Given an equational system \mathcal{E} and an n -ary function symbol f , if $\vdash p : \mathbf{proc}(\{\vec{n}\}\mathbf{in} \mathbf{nat}(\vec{n}); \mathbf{out} \mathbf{nat}(f(\vec{n})))$ is derivable in **ID** then p represents f .

Erasure functions for FD/ID

Erasure for FD types:

- $\kappa(n = m) = \mathbf{unit}$
- $\kappa(\mathbf{nat}(n)) = \mathbf{nat}$
- $\kappa(\forall \vec{i} (\sigma \Rightarrow \tau)) = \kappa\sigma \rightarrow \kappa\tau$
- $\kappa(\exists \vec{i} (\tau_1 \wedge \dots \wedge \tau_n)) = \kappa\tau_1 \times \dots \times \kappa\tau_n$

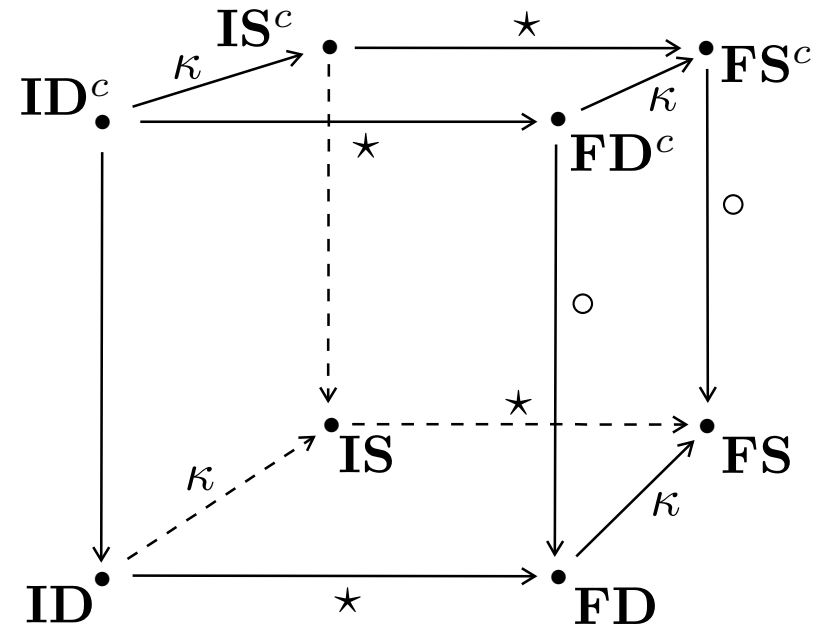
Proposition. *If $\Gamma \vdash t : \sigma$ is derivable in **FD** then $\kappa\Gamma \vdash t : \kappa\sigma$ is derivable in **FS**.*

Erasure for ID types:

- $\kappa(n = m) = \mathbf{unit}$
- $\kappa(\mathbf{nat}(n)) = \mathbf{nat}$
- $\kappa(\mathbf{proc} (\{\vec{i}\} \mathbf{in} \vec{\tau}; \{\vec{j}\} \mathbf{out} \vec{\sigma})) = \mathbf{proc} (\mathbf{in} \kappa\vec{\tau}; \mathbf{out} \kappa\vec{\sigma})$

Proposition. *If $\Gamma; \Omega \vdash s \triangleright \Omega'$ is derivable in **ID** then $\kappa\Gamma; \kappa\Omega \vdash s \triangleright \kappa\Omega'$ is derivable in **IS**.*

Overview



I: imperative. **F**: functional.

D: dependent. **S**: simple.

_^c: classical.

★: translation from **I** to **F**

κ: erasure function from **D** to **S**

○: $\neg\neg$ -translation



System \mathbf{FD}^c

Given a propositional constant “absurd” written \perp , we define the negation $\neg\varphi$ as an abbreviation for $\varphi \Rightarrow \perp$.

We extend \mathbf{FD} with two constants **callcc** and **throw** with the following types:

$$\begin{aligned}\mathbf{callcc} & : (\neg\varphi \Rightarrow \varphi) \Rightarrow \varphi \\ \mathbf{throw} & : (\neg\varphi \wedge \varphi) \Rightarrow \psi\end{aligned}$$

The semantics of **callcc** and **throw** is given by a CPS-transform.

The continuation monad

Computational meta-language with monad ∇ :

$$\frac{\Gamma \vdash u : \varphi}{\Gamma \vdash \mathbf{val} \ u : \nabla \varphi} \quad (\mathit{unit}) \qquad \frac{\Gamma \vdash u : \nabla \varphi \quad \Gamma, x : \varphi \vdash t : \nabla \psi}{\Gamma \vdash \mathbf{let} \ \mathbf{val} \ x = u \ \mathbf{in} \ t : \nabla \psi} \quad (\mathit{bind})$$

The continuation monad ∇ is then defined as $\nabla \varphi = \neg_o \neg_o \varphi$ together with the following two abbreviations:

$$\begin{aligned} \mathbf{val} \ u &= \lambda z. (z \ u) \\ \mathbf{let} \ \mathbf{val} \ x = u \ \mathbf{in} \ t &= \lambda z. (u \ \lambda x. (t \ z)) \end{aligned}$$

Moreover, control operators *callcc* and *throw* are definable:

$$\begin{aligned} \mathit{callcc} &: (\neg_o \varphi \Rightarrow \nabla \varphi) \Rightarrow \nabla \varphi \\ &= \lambda h. \lambda k. (h \ k \ k) \end{aligned}$$

$$\begin{aligned} \mathit{throw} &: (\neg_o \varphi \wedge \varphi) \Rightarrow \nabla \psi \\ &= \lambda (k, a). \lambda k'. (k \ a) \end{aligned}$$

$\neg\neg$ -translation

Translation of dependent types from \mathbf{FD}^c to \mathbf{FD} (where $\nabla\varphi = \neg_o\neg_o\varphi$ and o is a fixed proposition constant):

$$\begin{aligned}\mathbf{nat}(n)^\circ &= \mathbf{nat}(n) \\ (n = m)^\circ &= (n = m) \\ (\exists\vec{n}(\varphi_1 \wedge \dots \wedge \varphi_n))^\circ &= \exists\vec{n}(\varphi_1^\circ \wedge \dots \wedge \varphi_n^\circ) \\ (\forall\vec{n}(\varphi \Rightarrow \psi))^\circ &= \forall\vec{n}(\varphi^\circ \Rightarrow \nabla\psi^\circ) \\ (\neg\varphi)^\circ &= \neg_o\varphi^\circ \\ \perp^\circ &= o\end{aligned}$$

[Murthy, 1990] noticed that this translation actually corresponds to Kuroda's $\neg\neg$ -translation [Kuroda, 1951].

CPS-translation

(values)

$$()^\bullet = ()$$

$$x^\bullet = x$$

$$0^\bullet = 0$$

$$S(v)^\bullet = S(v^\bullet)$$

$$(\lambda x.u)^\bullet = (\lambda x.u^\circ)$$

$$(v_1, \dots, v_k)^\bullet = (v_1^\bullet, \dots, v_k^\bullet)$$

$$(\mathbf{callcc})^\bullet = \mathit{callcc}$$

$$(\mathbf{throw})^\bullet = \mathit{throw}$$

(monadic normal forms)

$$(v)^\circ = \mathbf{val} (v^\bullet)$$

$$(v_1 v_2)^\circ = (v_1^\bullet v_2^\bullet)$$

$$(\mathbf{let} (x_1, \dots, x_n) = t \mathbf{in} u)^\circ = \mathbf{let} \mathbf{val} (x_1, \dots, x_n) = t^\bullet \mathbf{in} u^\circ$$

$$\mathbf{rec}(v_1, v_2, \lambda x.\lambda y.t)^\circ = \mathbf{rec}(v_1^\bullet, v_2^\circ, \lambda x.\lambda r.\mathbf{let} \mathbf{val} y = r \mathbf{in} t^\circ)$$

$$\mathbf{pred}(v)^\circ = \mathbf{val} \mathbf{pred}(v^\bullet)$$

Non-local jumps

We extend \mathbf{I} with *void*, \neg and two **procedural constants**:

callcc : **proc** (**in** **proc** (**in** $\neg\vec{\sigma}$; **out** $\vec{\sigma}$); **out** $\vec{\sigma}$)
throw : **proc** (**in** $\neg\vec{\sigma}, \vec{\sigma}$; **out** $\vec{\tau}$)

And we introduce the following two abbreviations:

$k: \{s\}_{\vec{z}} = \mathbf{cst} \vec{z}' = \vec{z}; \mathbf{callcc}(\mathbf{proc}(\mathbf{in} \ k; \mathbf{out} \ \vec{z})\{\vec{z} := \vec{z}'; s\}_{\vec{z}}; \vec{z})$
 $\mathbf{jump}(k, \vec{e})_{\vec{z}} = \mathbf{throw}(k, \vec{e}; \vec{z})$

Remark.

- jump to *the end* of the block with label k (i.e. exit the block)
- but labels are first-class citizens (so jump is more general than exit)

Filinski's encoding of shift/reset

The semantics of **shift/reset** [Danvy and Filinski, 1989] is given by a double cps-transform (required to obtain genuine cps-terms).

- The first cps-transform corresponds to a parametrized continuation monad [Atkey, 2008] :

$$M(\alpha, \beta, \gamma) = (\gamma \rightarrow \beta) \rightarrow \alpha$$

- The second cps-transform corresponds the usual continuation monad (where o is a fixed **output** type):

$$\nabla\sigma = (\sigma \rightarrow o) \rightarrow o$$

Composing both transformations gives the following parametrized monad:

$$\begin{aligned} (\gamma \rightarrow \nabla\beta) \rightarrow \nabla\alpha &\cong ((\gamma \times (\beta \rightarrow o)) \rightarrow o) \rightarrow ((\alpha \rightarrow o) \rightarrow o) \\ &\cong (\alpha \rightarrow o) \rightarrow (((\gamma \times (\beta \rightarrow o)) \rightarrow o) \rightarrow o) \\ &= (\alpha \rightarrow o) \rightarrow \nabla(\gamma \times (\beta \rightarrow o)) \end{aligned}$$

which corresponds to a state-passing style transform (where the state is a continuation) followed by the usual cps-transform.

Back to direct style

Encoding from [Filinski, 1994] (with a fixed answer type *ans*).

```
(* reset : (unit → ans) → ans *)  
fun reset t = callcc (fn k ⇒  
    let val m = !mk in  
    mk := (fn r ⇒ (mk := m; k r)); throw !mk (t ())  
    end)
```

```
(* shift : (('a → ans) → ans) → 'a *)  
fun shift h = callcc (fn k ⇒  
    throw !mk (h (fn v ⇒ reset (fn () ⇒ throw k v))))
```

where:

```
type 'a K = 'a → void  
val callcc: ('a K → 'a) → 'a  
val throw: 'a K → 'a → 'b
```

and

```
val mk: (ans → void) ref
```

Reset in state-passing style

Same encoding but in state-passing style and with *polymorphic answer type*.

```
val reset: ('a K → 'c * 'c K) * 'd K → 'a * 'd K =  
  fn (p, mk') ⇒  
    let  
      val (r, mk) = ((), mk')  
      val (r', mk') = (r, mk)  
      val (r, mk) =  
        callcc (fn k ⇒  
          let  
            val (r, mk) = (r', mk')  
            val m = mk  
            val mk = fn r ⇒  
              let val z = throw k (r, m)  
                in z end  
            val (y, mk) = p(mk)  
            val (r, mk) = throw mk y  
          in (r, mk) end)  
    in (r, mk) end
```

Shift in state passing style

```
val shift: (('a * 'b K → 'c * 'b K) * 'd K → 'e * 'e K) * 'd K → 'a * 'c K =
  fn (p, mk') ⇒
    let
      val (r, mk) = ((), mk')
      val (r', mk') = (r, mk)
      val (r, mk) =
        callcc (fn k ⇒
          let
            val (r, mk) = (r', mk')
            val q = fn (v, mk) ⇒
              let val (r, mk) =
                  reset (fn mk ⇒
                    let val (z, mk) = throw k (v, mk)
                      in (z, mk) end, mk)
                in (r, mk) end
              val (y, mk) = p(q, mk)
              val (r, mk) = throw mk y
            in (r, mk) end)
          in (r, mk) end
```

Inperative encoding of shift/reset

The functional types:

$$reset : (\neg\alpha \Rightarrow \gamma \wedge \neg\gamma) \wedge \neg\delta \Rightarrow \alpha \wedge \neg\delta$$

$$shift : ((\alpha \wedge \neg\beta \Rightarrow \gamma \wedge \neg\beta) \wedge \neg\delta \Rightarrow \epsilon \wedge \neg\epsilon) \wedge \neg\delta \Rightarrow \alpha \wedge \neg\gamma$$

are translated into:

$$reset : \mathbf{proc}(\mathbf{in} \mathbf{proc}(\mathbf{in} \neg\alpha; \mathbf{out} \beta, \neg\beta), \neg\gamma; \mathbf{out} \alpha, \neg\gamma)$$

$$shift : \mathbf{proc}(\mathbf{in} \mathbf{proc}(\mathbf{in} \mathbf{proc}(\mathbf{in} \alpha, \neg\beta; \mathbf{out} \gamma, \neg\beta), \neg\delta; \mathbf{out} \epsilon, \neg\epsilon), \neg\delta; \mathbf{out} \alpha, \neg\gamma)$$

Abbreviations for global mutable variables:

$$\mathbf{proc}(\mathbf{in} \vec{x}; \mathbf{out} \vec{y})_{\vec{z}} \{s\}_{\vec{y}, \vec{z}} = \mathbf{proc}(\mathbf{in} \vec{x}, \vec{z}'; \mathbf{out} \vec{y}, \vec{z}) \{\vec{z} := \vec{z}'; s\}_{\vec{y}, \vec{z}}$$

$$p(\vec{e}; \vec{y})_{\vec{z}} = p(\vec{e}, \vec{z}; \vec{y}, \vec{z})$$

Imperative encoding of shift/reset

```
cst reset = proc(in p; out r)mk{  
    k: {  
        cst m = mk;  
        mk := proc(in r; out z) { jump (k, r, m)z; }z;  
        var y; p(; y)mk; jump (mk, y)r, mk;  
    }r, mk;  
}  
cst shift = proc(in p; out r)mk{  
    k: {  
        cst q = proc q(in v; out r)mk{  
            reset (proc(out z)mk { jump (k, v, mk)z, mk; }z, mk; r);  
        }r, mk;  
        var y; p(q; y)mk; jump (mk, y)r, mk;  
    }r, mk;  
}  
}_r, mk
```



Example

Problem:

- How do you prove the correctness of this program from [Wadler, 1994]?

```
let g = (reset (if (shift λf.f) then 2 else 3))
in (g True) + (g False)
```

Informally:

- “Here f (and hence g) is bound to the function that returns 2 if passed *True*, and 3 if passed *False*, hence the value of the given term is 5.”

Formally:

- Translate into an imperative program, with **shift/reset** defined from **callcc/throw** and a global meta-continuation in state passing style.
- Derive the expected specification in \mathbf{ID}^c .

Example

Given the following sequence s :

```
cst  $q = \mathbf{proc}(\text{; out } r)_{mk} \{$   
  cst  $p = \mathbf{proc}(\text{in } f; \text{out } h)_{mk} \{ h := f; \}$   
  var  $b; \mathit{shift}(p; b)_{mk};$   
   $r := 3;$   
  for  $i := 0 \text{ until } b \{$   
     $r := 2;$   
   $\};$   
 $\};$   
var  $g; \mathit{reset}(q; g)_{mk};$   
var  $x; g(0; x)_{mk};$   
var  $y; g(1; y)_{mk};$   
 $\mathit{add}(x, y; z)_{mk};$ 
```

We can derive $z: \top \vdash s \triangleright z: \mathbf{nat}(f_{32}(0) + f_{32}(1))$ in \mathbf{ID}^c where f_{32} is defined by:

$$\begin{aligned} f_{32}(0) &= 3 \\ f_{32}(S(i)) &= 2 \end{aligned}$$

Work in progress

Embedding a Floyd-Hoare logic in **ID** is straightforward:

$$\Gamma; \Omega \vdash \{\sigma\} s \{\tau\} \triangleright \Omega'$$

becomes (where *assert* is some fixed global variable):

$$\Gamma; \Omega, \text{assert}: \sigma \vdash s \triangleright \text{assert}: \tau, \Omega'$$

The [consequence rule](#):

$$\frac{\Gamma, \Omega \vdash \varphi' \Rightarrow \varphi \quad \Gamma; \Omega \vdash \{\varphi\} s \{\psi\} \triangleright \Omega' \quad \Gamma, \Omega \vdash \psi \Rightarrow \psi'}{\Gamma; \Omega \vdash \{\varphi'\} s \{\psi'\} \triangleright \Omega'}$$

is derivable if $\varphi' \Rightarrow \varphi$ and $\psi \Rightarrow \psi'$ are negative (without computational content). But what about classical logic (**ID^c**)?

Possible solution: rely on the modality from [[Thielecke, 2008](#)].



Conclusion and future work

- Type systems and translation formalized with Ott multi-prover frontend and Twelf backend as executables specifications. Need to check the meta-theory (certainly with Coq).
- Define a direct transition semantics for $\text{LOOP}^\omega + \text{jumps}$
 - stack based abstract machine
 - implements imperative coroutines, generators...
- Consider extensions to:
 - data structures: arrays/lists (easy), trees (imperative syntax ?)
 - second order arithmetic (modules and genericity)



More details

- “A program logic for higher-order procedural variables and non-local jumps” (with E. Polonowski). 2009, pp 1-44 (submitted).
- “Extending the Loop Language with Higher-Order Procedural Variables” (with E. Polonowski and P. Valarcher). ACM Transactions on Computational Logic. Special Issue on Implicit Computational Complexity. Volume 10, Number 4, 2009, pp 1-37.
- “A Formally Specified Program Logic for Higher-Order Procedural Variables and non-local Jumps.” LACL Technical Report 10 (2009).
- “A Formally Specified Type System and Operational Semantics for Higher-Order Procedural Variables.” (with E. Polonowski). LACL Technical Report 03 (2009).
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