

On Higher-Order (In)Efficiency

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The Simplest Setting: Closed Call-by-Name λ -calculus

We set our analysis in the simplest higher-order Turing-complete framework: pure untyped λ -calculus with weak head reduction. Abstractions are the *only* values.

Closed CbN λ -calculus

Terms $t, u ::= x \mid \lambda x.t \mid tu$

Context $C ::= \langle \cdot \rangle \mid Ct$

Reduction $C\langle(\lambda x.t)u\rangle \rightarrow C\langle t\{x \leftarrow u\}\rangle$

Of course, λ -terms may **diverge**, e.g. $\Omega = (\lambda x.xx)(\lambda x.xx) \rightarrow \Omega$.

Simple Types for the Closed CbN λ -Calculus

Types $A, A' ::= \star \mid A \rightarrow A'$

Simple types are **sound** for termination: if $\Gamma \vdash t : A$ then $t \Downarrow$

But they are not **complete** : $\vdash \lambda x.xx : ?$

Intersection Types (IT) for the Closed CbN λ -Calculus

Types $A, A' ::= \star \mid S \rightarrow A$

Intersections $S ::= \{A_1 \cdots A'_n\}$

where $\{\cdot\}$ is a set.

IT are **sound** and **complete** for termination: $\Gamma \vdash t : A$ iff $t \Downarrow$

Intersection types satisfy subject reduction and expansion.

Thus, they cannot describe dynamic properties, e.g. time and space of reduction.

Type derivations could give more information, but idempotency is a problem.

Sequence Types (a.k.a. Non-Idempotent IT) for the CbN λ -Calculus

Linear Types $A ::= \star \mid S \rightarrow A$

Sequence Types $S ::= [A_1 \cdots A_n] \quad n \geq 0$

Type judgments are in the form $x_1 : S \cdots x_n : S' \vdash t : A$.

We consider non-commutative sequences, this is harmless in our setting.

Again, sequence types are **sound** and **complete** for termination: $\vdash t : \star$ iff $t \Downarrow$.

A Bridge Between Syntax and Semantics

Sequence types are nothing but another way of formulating operational/denotational **semantics** of the λ -calculus in a Linear Logic fashion. There are many other examples.

Operational Semantics

- Linear Substitution Calculus (*i.e.* *proof net reduction*)
- Krivine's Abstract Machine
- Interaction Abstract Machine
- Polyadic approximations

Denotational Semantics

- **Relational model**
- Game semantics

In the same way linear logic refines intuitionistic logic with **quantitative** information, sequence types refine IT.

They **ease** completeness proofs, since a simple induction can be used, instead of the reducibility technique.

Sequence type derivations can measure the **complexity** of λ -terms, according to different notions of evaluation.

$$\overline{\Gamma \vdash \lambda x.t : \star}$$

$$\frac{\Gamma, x : S \vdash t : A}{\Gamma \vdash \lambda x. t : S \rightarrow A}$$

$$\frac{}{x : [A] \vdash x : A}$$

$$\frac{\Gamma \vdash t : [A'_1, \dots, A'_n] \rightarrow A \quad [\Delta_i \vdash u : A'_i]_{i \in [1, \dots, n]}}{\Gamma \uplus \sum_{i \in [1, \dots, n]} \Delta_i \vdash tu : A}$$

Given a type derivation ending in $\vdash t : \star$, we can consider a **token machine** that starts from the root occurrence of \star .

One can move in the *natural* way inside the derivation, following that occurrence of \star .

The obtained machine is strongly bisimilar to the **Interaction Abstract Machine** (IAM).

It is just another IAM

Geometry of Interaction can be made **concrete** in many ways. The most known is the IAM, by Mackie and Danos & Regnier.

Its definition on type derivation is even easier: there is **no** need for any **stack**.

The **multiplicative** part is handled by **types**.

The **exponential** part is **no more needed**: in type derivations each subterm has already been copied. This way, each copy is used only once, in a **linear** way.

We observe the following facts:

- there is only **one** initial state,
- there are **no cycles**.

As a consequence:

- 1 all states are reached exactly **once**, and thus
- 2 run time = number of states - 1 = number of occurrences of \star (-1) in the derivation.

$$\|\star\| = 1 \quad \|S \rightarrow A\| = \|S\| + \|A\| \quad \|[A_1, \dots, A_n]\| = \sum_{1 \leq i \leq n} \|A_i\|$$

$$\frac{}{\vdash^0 \lambda x.t : \star} \quad \frac{\vdash^w}{\vdash^{w+\|S \rightarrow A\|} \lambda x.t : S \rightarrow A}$$

$$\frac{}{\vdash^{\|A\|} x : A} \quad \frac{\vdash^w \quad [\vdash^{v_i}]_{i \in [1, \dots, n]}}{\vdash^{w+\sum v_i+\|A\|} tu : A}$$

$$\begin{array}{c}
 \overline{\vdash^0 \lambda x.t : \star} \\
 \overline{\vdash^1 x : A}
 \end{array}
 \qquad
 \begin{array}{c}
 \overline{\vdash^w} \\
 \overline{\vdash^{w+1} \lambda x.t : S \rightarrow A} \\
 \overline{\vdash^w \quad [\vdash^{v_i}]_{i \in [1, \dots, n]}} \\
 \overline{\vdash^{w + \sum v_i + 1} tu : A}
 \end{array}$$

- **IAM (unreasonable)**: weights, thus run time, depend on types,
- **KAM (reasonable)**: weights, thus run time, do *not* depend on types.

Indeed, give a term t such that $t \rightarrow^n \lambda x.u$:

- **types** of subterms of t can be **exponential** in $|t|$ and n ,
- the **size** of the type derivation for t is **polynomial** in $|t|$ and n .

Ultimately, IAM inefficiency comes from the use of **higher-order** types.

Ongoing Work

- Devise a weighted type system for IAM space consumption.
- Investigate the space behavior of the IAM and compare it with the KAM.

Future Work

- Understand what is space consumption in higher-order computation.