Coalgebras and Higher-Order Computation:

a Gol Approach



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Outline

* Categorical axiomatization

* Compilation to sequential machines

Coalgebra meets higher-order computation in Geometry of Interaction [Girard, LC'88]



References

* [LICS 2011] IH and Naohiko Hoshino. Semantics of Higher-Order Quantum Computation via Geometry of Interaction.

(Extended ver. Annals Pure & Appl. Logic 2017)

* [CSL-LICS 2014]

Naohiko Hoshino, Koko Muroya and IH. Memoryful Geometry of Interaction: From Coalgebraic Components to Algebraic Effects.

* [POPL 2016] Koko Muroya, Naohiko Hoshino and IH.
Memoryful Geometry of Interaction II: Recursion and Adequacy.

* [LOLA 2014]

Koko Muroya, Toshiki Kataoka, IH and Naohiko Hoshino.

Compiling Effectful Terms to Transducers: Prototype Implementation of Memoryful Geometry of Interaction (Preliminary Report).

* [Math. Str. in Comp. Sci. 2011]

IH and Bart Jacobs. Traces for Coalgebraic Components.

Geometry of Interaction (GoI)

- * J.-Y. Girard, at Logic Colloquium '88
- * Provides "denotational" semantics (w/ operational flavor) for linear λ -term M

* As a compilation technique

[Mackie, POPL'95] [Pinto, TLCA'01] [Ghica et al., POPL'07, POPL'11, ICFP'11, ...]

* Two presentations:

 $\begin{array}{c|c}
\vdash A, A^{\perp} & \vdash A^{\perp}, A \\
\hline & \vdash A, A^{\perp}, A^{\perp} \otimes A \\
\hline & \vdash A^{\mathcal{B}} A^{\perp} \\
\hline & \vdash [A^{\perp} \otimes A], A, A^{\perp}
\end{array}$

* (Operator-) Alaebraic [Girard]

Token machin interaction a [Danos & Regnier, TCS

$$\frac{\stackrel{}{\vdash} \alpha_{2}^{\perp}, \alpha_{3}}{\stackrel{}{\vdash} \alpha_{1}^{\perp}, \alpha_{2}^{\perp}, (\alpha_{3} \otimes \alpha_{4})} \otimes \\
\frac{\stackrel{}{\vdash} \alpha_{1}^{\perp}, \alpha_{2}^{\perp}, (\alpha_{3} \otimes \alpha_{4})}{\stackrel{}{\vdash} (\alpha_{1}^{\perp} \mathfrak{N} \alpha_{2}^{\perp}), (\alpha_{3} \otimes \alpha_{4})} \mathfrak{N} \\
\stackrel{}{\vdash} (\alpha_{1}^{\perp} \mathfrak{N} \alpha_{2}^{\perp}) \mathfrak{N} (\alpha_{3} \otimes \alpha_{4})} \mathfrak{N}$$





The GoI Animation

* Function application $[\![MN]\!]$

* by "parallel composition + hiding"





Outline

Coalgebra meets higher-order computation in Geometry of Interaction [Girard, LC'88]



Categorical GoI

- * Axiomatics of GoI in the categorical language
- * Our main reference:

[AHS02] S. Abramsky, E. Haghverdi, and P. Scott,
 Geometry of interaction and linear combinatory
 algebras, Math. Str. Comp. Sci, 2002

- Especially its technical report version (Oxford CL), since it's a bit more detailed
- * See also:
 - * IH and Naohiko Hoshino. Semantics of Higher-Order Quantum Computation via Geometry of Interaction. Annals Pure & Applied Logic 2017. <u>arxiv.org/abs/1605.05079</u>

The Categorical GoI Workflow

Traced monoidal category C

+ other constructs -> "GoI situation" [AHS02]



Categorical GoI [AHS02]

Linear combinatory algebra

Realizability

- Applicative str. + combinators
- Model of untyped calculus

* PER, ω -set, assembly, ...

"Programming in untyped λ "

Linear category

Model of typed calculus

*

*

What we use (ingredient)

GoI situation

Defn. (GoI situation [AHS02]) A GoI situation is a triple (\mathbb{C}, F, U) where

- $\mathbb{C} = (\mathbb{C}, \otimes, I)$ is a traced symmetric monoidal category (TSMC);
- $F : \mathbb{C} \to \mathbb{C}$ is a traced symmetric monoidal functor, equipped with the following retractions (which are monoidal natural transformations).

$e \ : \ FF \lhd F$	F :	e'	Comultiplication
$d \ : \ \mathrm{id} ee d$	F :	d'	Dereliction
$c : F \otimes F \lhd F$	F :	<i>c</i> ′	Contraction
$w~:~K_{I} \lhd I$	F :	w'	Weakening

Here K_I is the constant functor into the monoidal unit I;

• $U \in \mathbb{C}$ is an object (called *reflexive object*), equipped with the following retractions.

Defn. (GoI situation [AHS02]) A *GoI situation* is a triple (\mathbb{C}, F, U) where

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 $j \,:\, U \otimes U \lhd U \,:\, k$ $I \lhd U$ $u \,:\, FU \lhd U \,:\, v$

Monoidal category (\mathbb{C}, \otimes, I) *

* String diagrams





 $\frac{A \xrightarrow{f} B \quad C \xrightarrow{g} D}{A \otimes C \xrightarrow{f \otimes g} B \otimes D}$



 \boldsymbol{h}

(q1

 $h \circ (f \otimes g)$

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	::	: e' : d' : c' : w'

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* Traced monoidal category

* "feedback" $\underline{A \otimes C \xrightarrow{f} B \otimes C}$ $\underline{A \xrightarrow{tr(f)} B}$ that is





Traced Sym. Monoidal Category (Pfn, +, 0)

* Category Pfn of partial functions

* Obj. A set X

* Arr. A partial function



* is traced symmetric monoidal

Hasuo (NII, JP)

 $\left| \begin{array}{c} X \\ f \end{array} \right|$

Traced Sym. Monoidal Category (Pfn, +, 0)



*





*

tr(f) =



* Trace operator:



$$f_{XY}(x) := egin{cases} f(x) & ext{if } f(x) \in Y \ oldsymbol{\perp} & ext{o.w.} \end{cases}$$
 Similar for f_{XZ}, f_{ZY}, f_{ZZ}

 $f_{XY} \sqcup \left(\coprod_{n \in \mathbb{N}} f_{ZY} \circ (f_{ZZ})^n \circ f_{XZ} \right)$

- **Execution formula** (Girard)
 - Partiality is essential (infinite

NII, JP)

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* Traced sym. monoidal cat.

* Where one can "feedback"



* Why for GoI?



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Why for GoI?





Leading example: Pfn Hasuo (NII, JP)

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• $U \in \mathbb{C}$ is an object (called *reflexive object*), equipped with the following retractions.

 Defn. (Retraction) A retraction from X to Y, $f: X \triangleleft Y: g$, is a pair of arrows $\operatorname{id} (X \smile Y \\ g)$ "embedding" $\operatorname{id} (Y \smile g) Y$ "projection" such that $g \circ f = \operatorname{id}_X$.

***** Functor F

***** For obtaining $!: A \rightarrow A$

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Here K_I is the constant functor into the monoidal unit I;
U ∈ C is an object (called *reflexive object*), equipped with the following retractions.
j : U ⊗ U ⊲ U : k

 $I \lhd U$

 $u : FU \triangleleft U : v$

* The reflexive object U* Retr. $U \otimes U$





k

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***** The reflexive object U





* Example in Pfn: $\mathbb{N} \in \mathbf{Pfn}$, with $\mathbb{N} + \mathbb{N} \cong \mathbb{N}$, $\mathbb{N} \cdot \mathbb{N} \cong \mathbb{N}$ Hasuo (NII, JP)



tuation: Summary

Example:

Defn. (GoI situation [AHS02]) A GoI situation is a triple (\mathbb{C}, F, U) we be

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For !, via

- $e \ : \ FF \lhd F \ : \ e' \ d \ : \ \mathrm{id} \lhd F \ : \ d'$
- $c \ : \ F \otimes F \lhd F \ : \ c' \ w \ : \ K_I \lhd F \ : \ w'$

Here K_I is the constant functor into the

• $U \in \mathbb{C}$ is an object (called *reflexive object*) the following retractions.

 $j \,:\, U \otimes U \lhd U \,:\, k$ $I \triangleleft U$ $u : FU \triangleleft U : v$

Categorical axiomatics of the "GoI animation"

 $(\mathbf{Pfn},\,\mathbb{N}\cdot_\,,\,\mathbb{N})$

Categorical GoI: Constr. of an LCA

*

Thm. ([AHS02]) Given a GoI situation (\mathbb{C}, F, U) , the homset

 $\mathbb{C}(U,U)$

carries a canonical LCA structure.

- * Applicative str. \cdot
- * ! operator
- Combinators B, C, I, ...

 $\begin{bmatrix} I \\ f \\ U \end{bmatrix} \in \mathbb{C}(U, U)$

$$g \cdot f$$

:= tr((U \otimes f) \circ k \circ g \circ j)

Summary: Categorical GoI

Defn. (GoI situation [AHS02]) A GoI situation is a triple (\mathbb{C}, F, U) where

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- $F : \mathbb{C} \to \mathbb{C}$ is a traced symmetric monoidal functor, equipped with the following retractions (which are monoidal natural transformations).

Comultiplication
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Here K_I is the constant functor into the monoidal unit I;

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carries a canonical LCA structure.

Outline

Coalgebra meets higher-order computation in Geometry of Interaction [Girard, LC'88]

Why Categories Kl(T) for different branching monads T

Hasuo (NII, JP)

Different Branching in The GoI Animation

- **Pfn** (partial functions)
- Pipes can be stuck
- Rel (relations)
 - * Pipes can branch

DSRel

Pipes can branch
 probabilistically

1

Branching Monad: Source of Particle-Style GoI Situations

The Categorical GoI Workflow

Challenge: Memorizing Effects

Already w/ nondeterminism!

Outline

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Memoryful GoI

* Equip piping with internal states, or memory

* not $[\![3 \sqcup 5]\!] \colon \mathbb{N} \longrightarrow \mathcal{P}\mathbb{N}$, $q \longmapsto \{3,5\}$

but a transducer (Mealy machine)

 $\llbracket 3 \sqcup 5 \rrbracket \colon X imes \mathbb{N} \longrightarrow \mathcal{P}(X imes \mathbb{N}) \;, \quad q/3 \underbrace{ \langle s_l \rangle}_{s_0} \underbrace{ q/3 }_{s_0} \underbrace{ q/5 }_{s_r} q/5$

* Not a new idea:

* Slices in GoI for additives [Laurent, TLCA'01]

* Resumption GoI [Abramsky, CONCUR'96]

Hasuo (NII, JP)

1 2 3 4

Memoryful GoI

* We introduce memory in a structured manner...

the "traced monoidal category" of transducers

Trans(T) by Coalgebraic Component Calculus

The Memoryful GoI Framework

* Given:

* We give

- * a monad T on Sets,
 s.t. Kl(T) is Cppo-enriched
- * an alg. signature Σ with algebraic operations on T[Plotkin & Power]

- Exception $1 + E + (_)$
 - with 0-ary opr. $\mathbf{raise}_{e} \ (e \in E)$
- Nondeterminism ${\cal P}$
 - with binary opr. \sqcup
- Probability $\boldsymbol{\mathcal{D}}$, where
 - $\mathcal{D}X = \{d\colon X o [0,1] \mid \sum_x d(x) \leq 1\}$
 - with binary opr. $\sqcup_p \ (p \in [0,1])$
- Global state $(1 + S \times _)^S$
 - with |V|-ary $lookup_l$ and unary $update_{l,v}$

$$\left\{ \alpha_{A,B} \colon (A \Rightarrow TB)^{|\alpha|} \longrightarrow (A \Rightarrow TB) \right\}_{A \in \operatorname{Sets}, B \in \mathcal{K}\ell(T)}$$

* For the calculus: λ_c + (alg. opr. from Σ) + (co)products + arith.

Missing Ingredient II: Recursion

Obviously a fixed point
Fixed-point induction
Fixed-point induction

<u>Theorem</u> The two coincide. (for any suitable T!)

Our Tool TtT

Developed by Koko Muroya http://koko-m.github.io/TtT/

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TtT (Terms to Transducers)

Enter a term, or type ";ex" to select one from 13 examples. [read documents] ((ree(fipLcopSimple x) (choose(0.4) x (fipLcopSimple x))) 0)

This is a simulation tool of the <u>memoryful Gol</u> framework. Implemented by <u>Koko Muroya</u>, using <u>Processing.js</u> v1.4.8 and <u>PEG.js</u> v0.8.0.

Summary

Coalgebra meets higher-order computation in Geometry of Interaction [Girard, LC'88]

Retracing some paths in Process Algebra

Samson Abramsky Laboratory for the Foundations of Computer Science University of Edinburgh

1 Introduction

The very existence of the CONCUR conference bears witness to the fact that "concurrency theory" has developed into a subject unto itself, with substantially different emphases and techniques to those prominent elsewhere in the semantics of computation.

Whatever the past merits of this separate development, it seems timely to look for some convergence and unification. In addressing these issues, I have found it instructive to trace some of the received ideas in concurrency back to their origins in the early 1970's. In particular, I want to focus on

a seminal paper by Robin Milner [Mil75]¹, which led in a fairly dir to his enormously influential work on CCS [Mil80, Mil89]. I will tak extreme) the liberty of of applying hindsight, and show how some paths could have been taken, which, it can be argued, lead to a mor approach to the semantics of computation, and moreover one wh be better suited to modelling today's concurrent, object-oriented la and the type systems and logics required to support such languages.

2 The semantic universe: transducers

Milner's starting point was the classical automata-theoretic notion of $trans-ducers, \ i.e.$ structures

 (Q, X, Y, q_0, δ)

Thank you for your attention! Ichiro Hasuo (NII, Japan) http://group-mmm.org/~ichiro/

We're hiring!

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> CONCUR'96 Hasuo (NII, JP)