

Dynamic Gol machine

Call-by-need and call-by-value graph rewriter

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GoI machine [Danos & Regnier '99] [Mackie '95]

- abstract machine to interpret λ -calculus
- a λ -term \rightarrow a graph \rightarrow moves of a token

compositionally

- Geometry of Interaction [Girard, '89]
- “an execution path on a proof net”

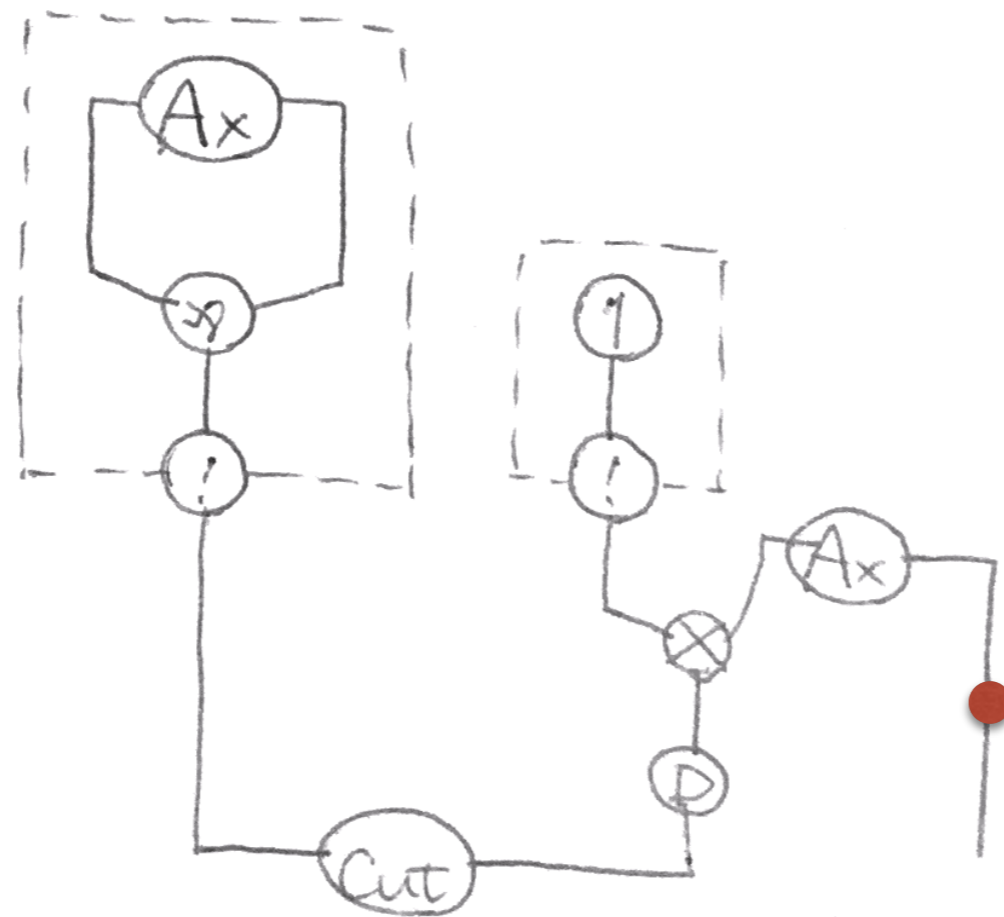
Go! machine [Danos & Regnier '99] [Mackie '95]

$(\lambda x. x) 1$

q

1

q
1



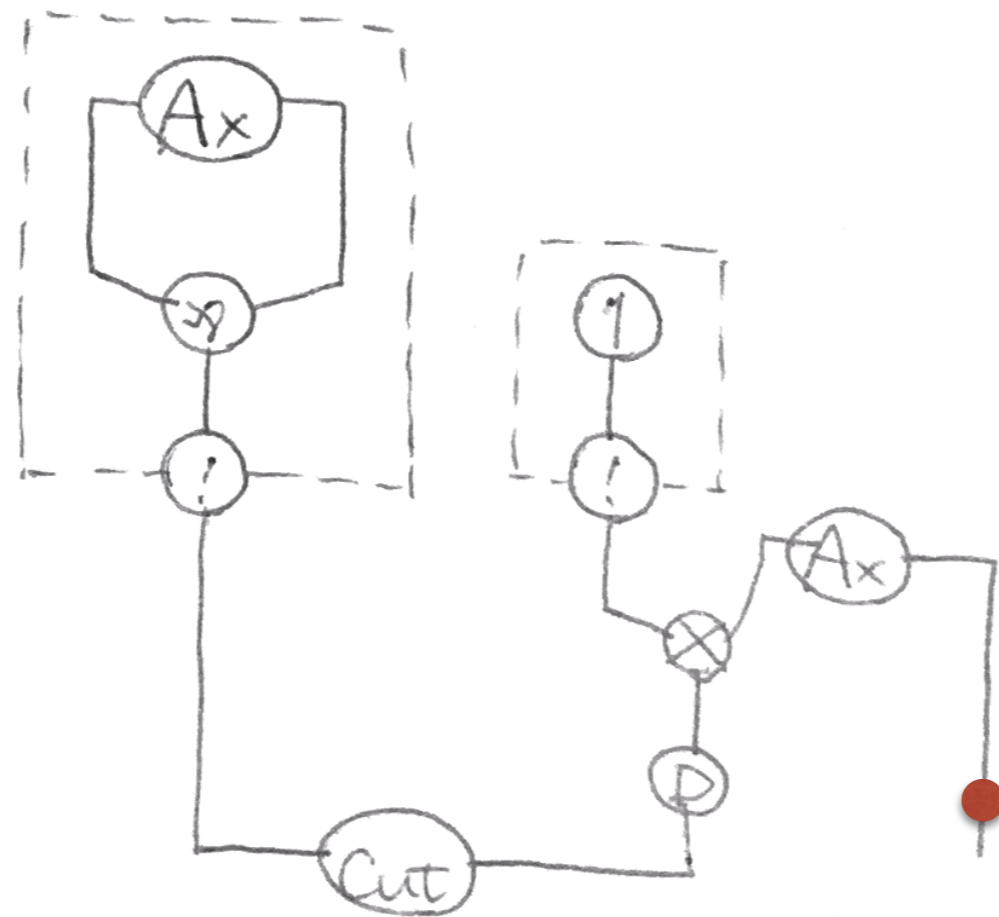
Go! machine [Danos & Regnier '99] [Mackie '95]

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q

1

q
1



Gol machine [Danos & Regnier '99] [Mackie '95]

call-by-name

- a token on a *static* graph
- space efficiency
- compositionality / interaction between components
- categorical Gol [Abramsky+, '02]
- compilation to digital circuits [Ghica+, '07-]

Gol machine [Danos & Regnier '99] [Mackie '95]

~~call by name~~ **call-by-value**

- a token on a *static* graph
- space efficiency

CPS transformation
(Schöpp, Hoshino+)

memory assigned to nodes
(Hoshino+, Dal Lago+)

dynamic jumps
(Fernández+)

parallelism: multiple tokens
(Dal Lago+)

Dynamic Gol machine

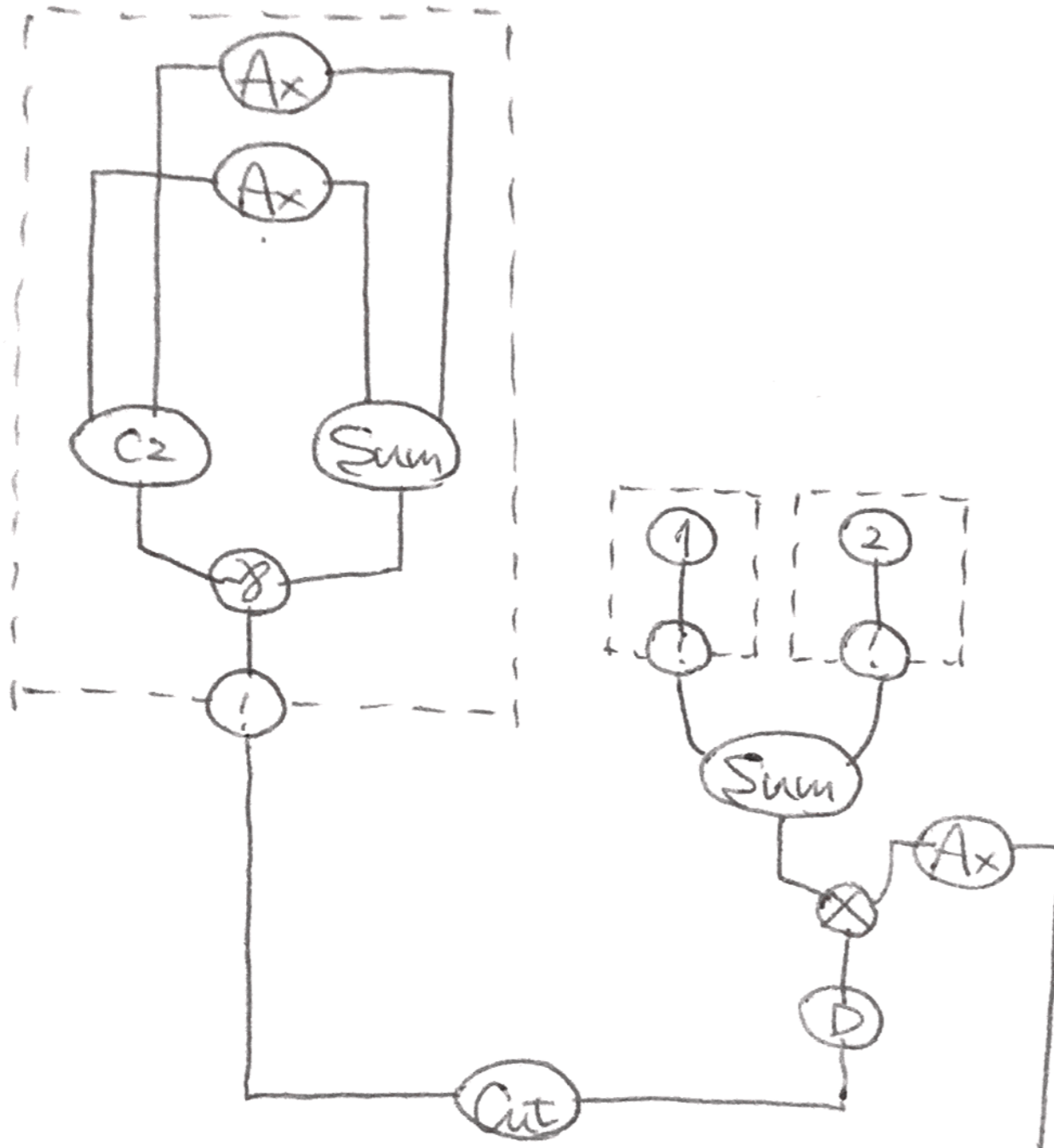
~~call by name~~ **call-by-value**

avoid repeated evaluation

force evaluation of
function arguments

- a token on a ~~static~~ graph
- dynamic rewrites & “checkpoint” mechanism
- ~~space~~ **time** efficiency

Avoid re-evaluation



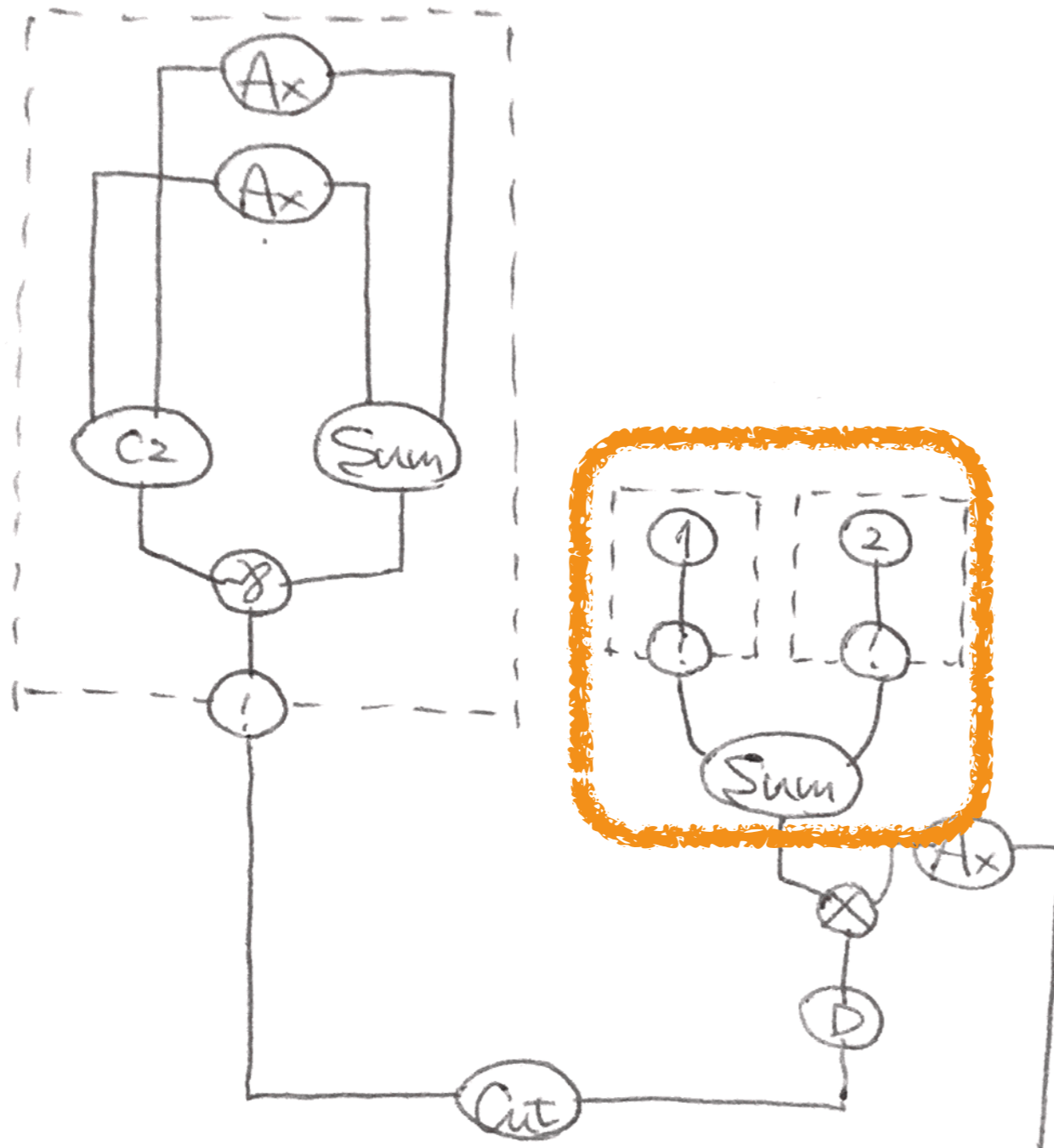
$$(\lambda x. x + x) (1 + 2)$$

q

q
3
q
3

6

Avoid re-evaluation



$$(\lambda x. x + x) (1 + 2)$$

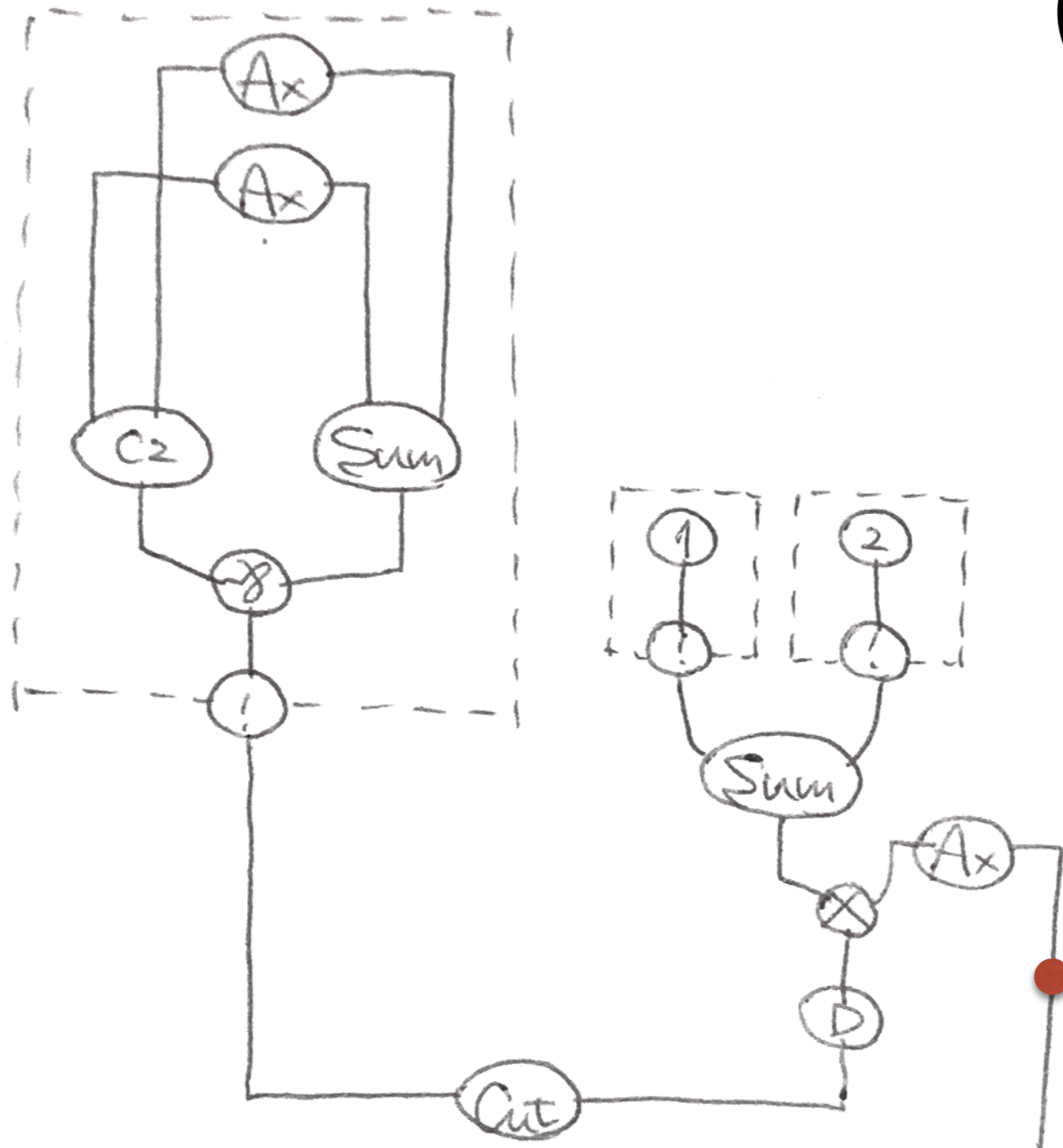
q

6

q
3
q
3

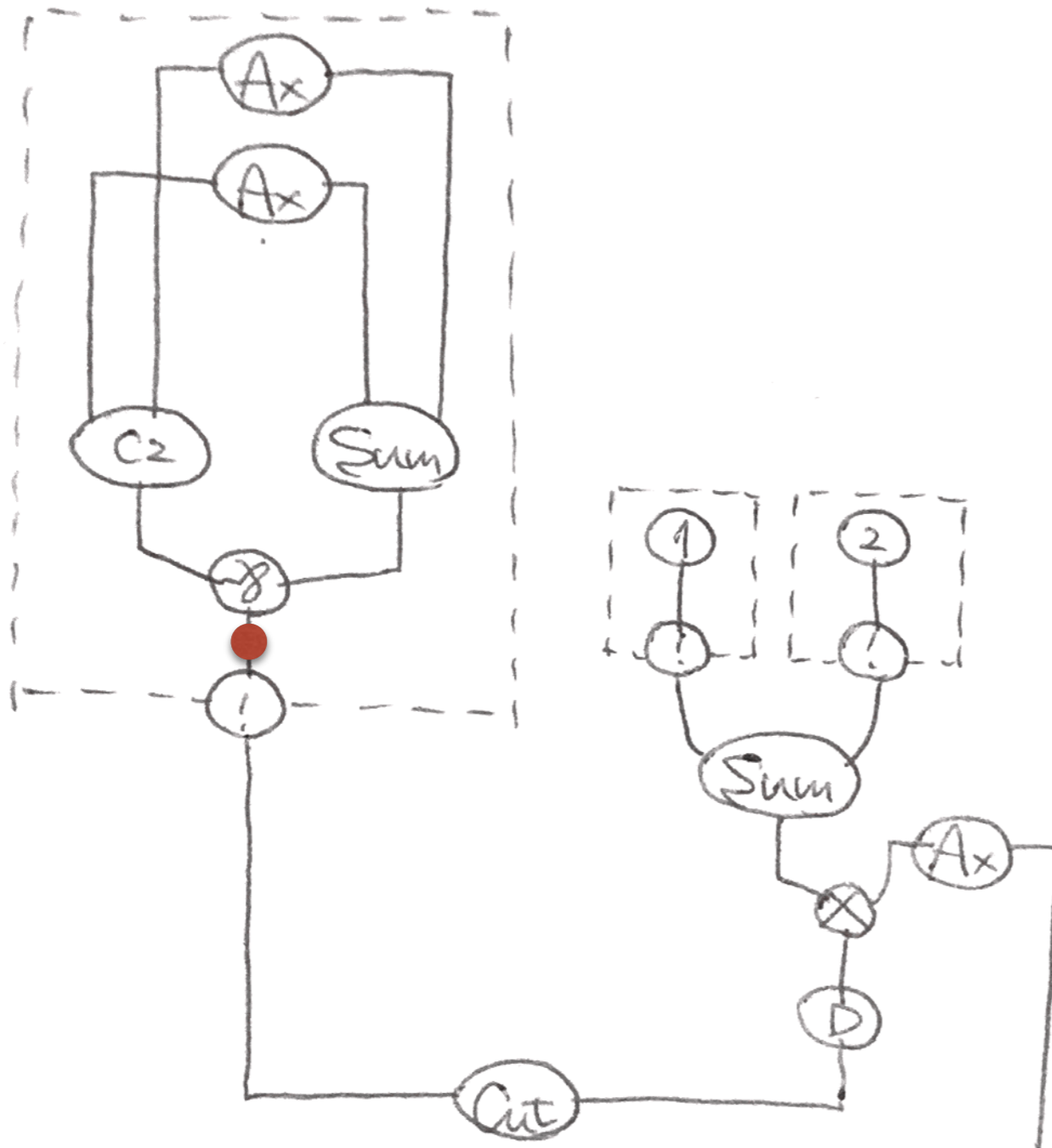
Avoid re-evaluation: dynamic rewrite

$$(\lambda x. x + x) (1 + 2)$$



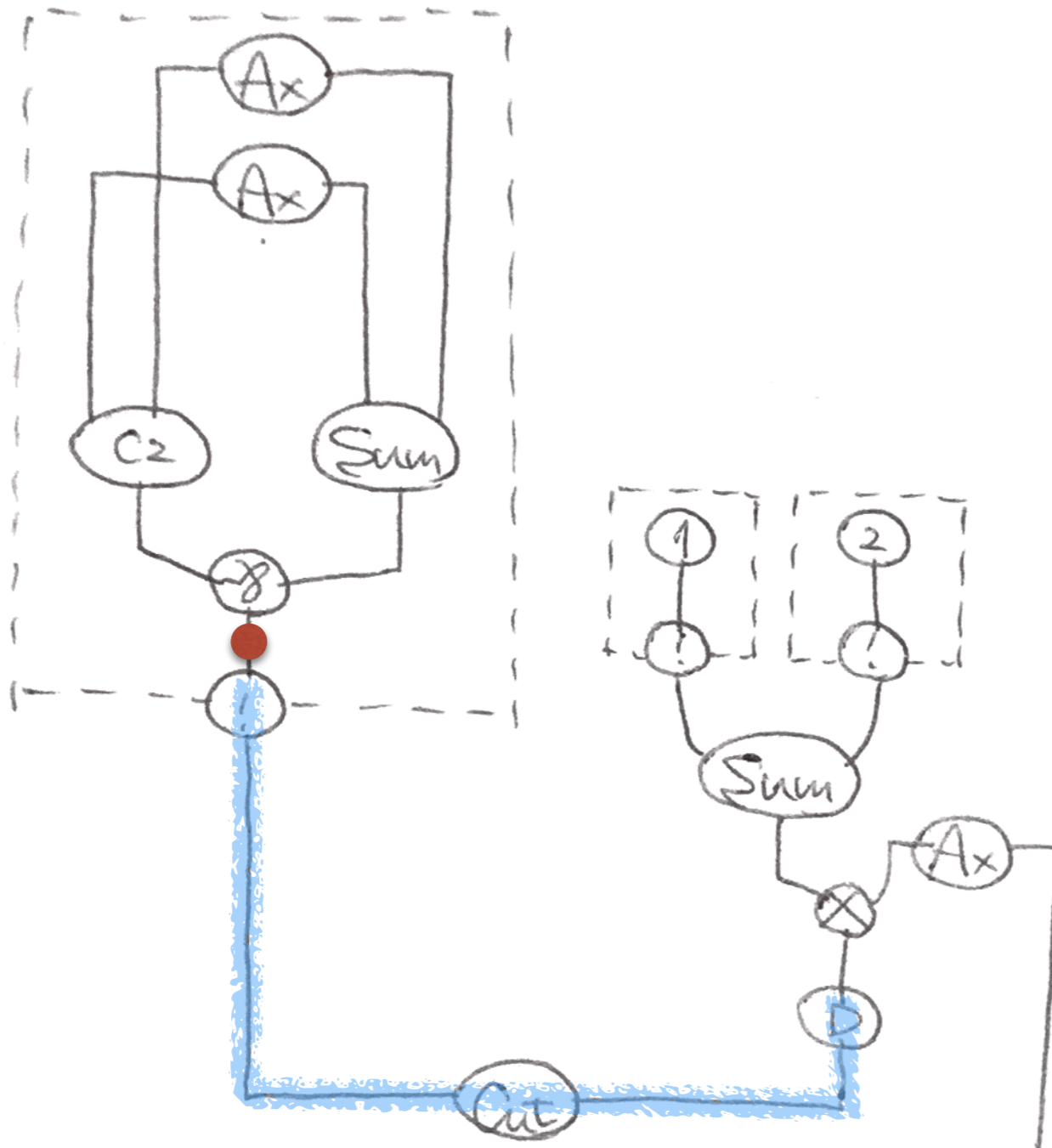
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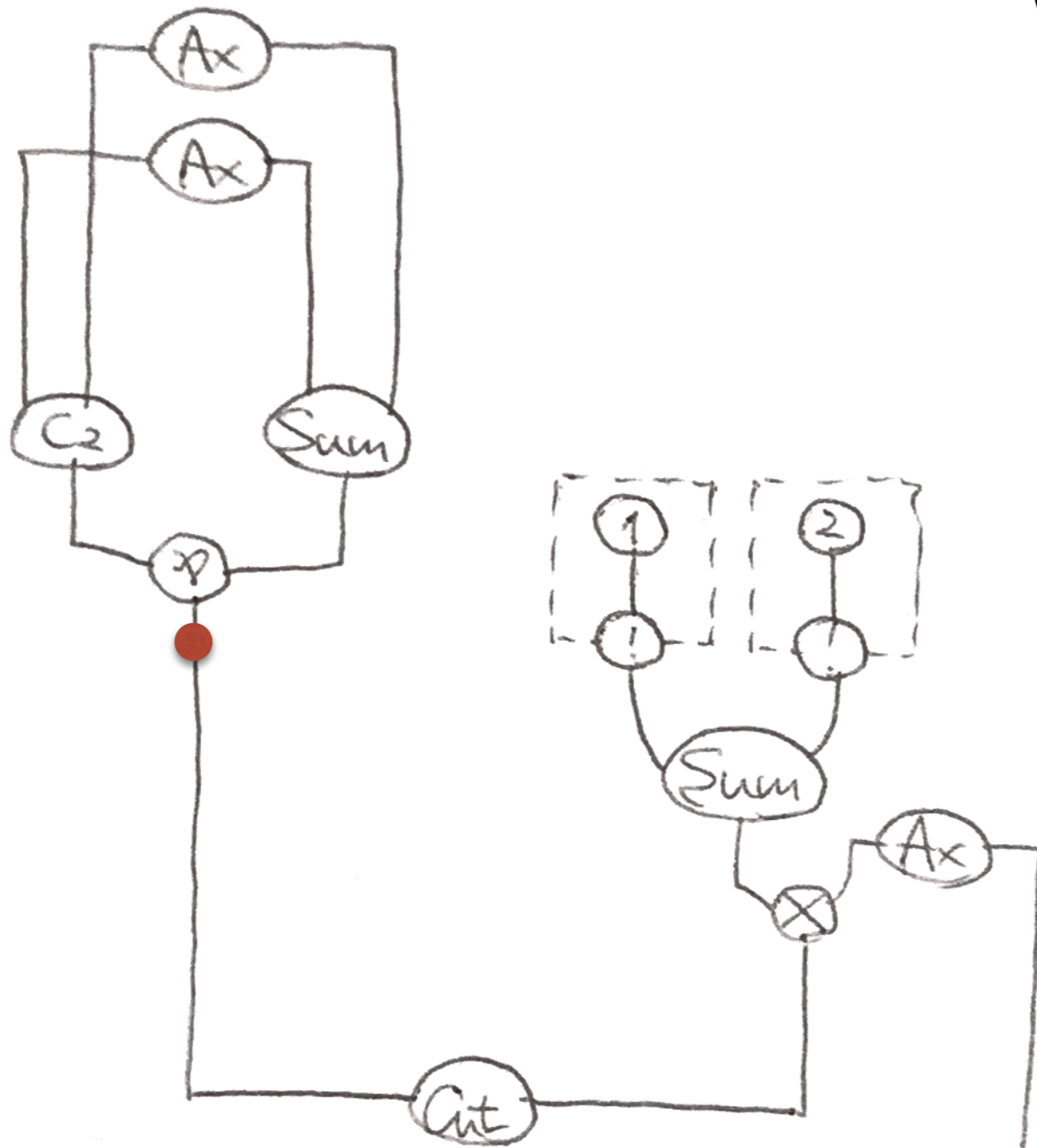
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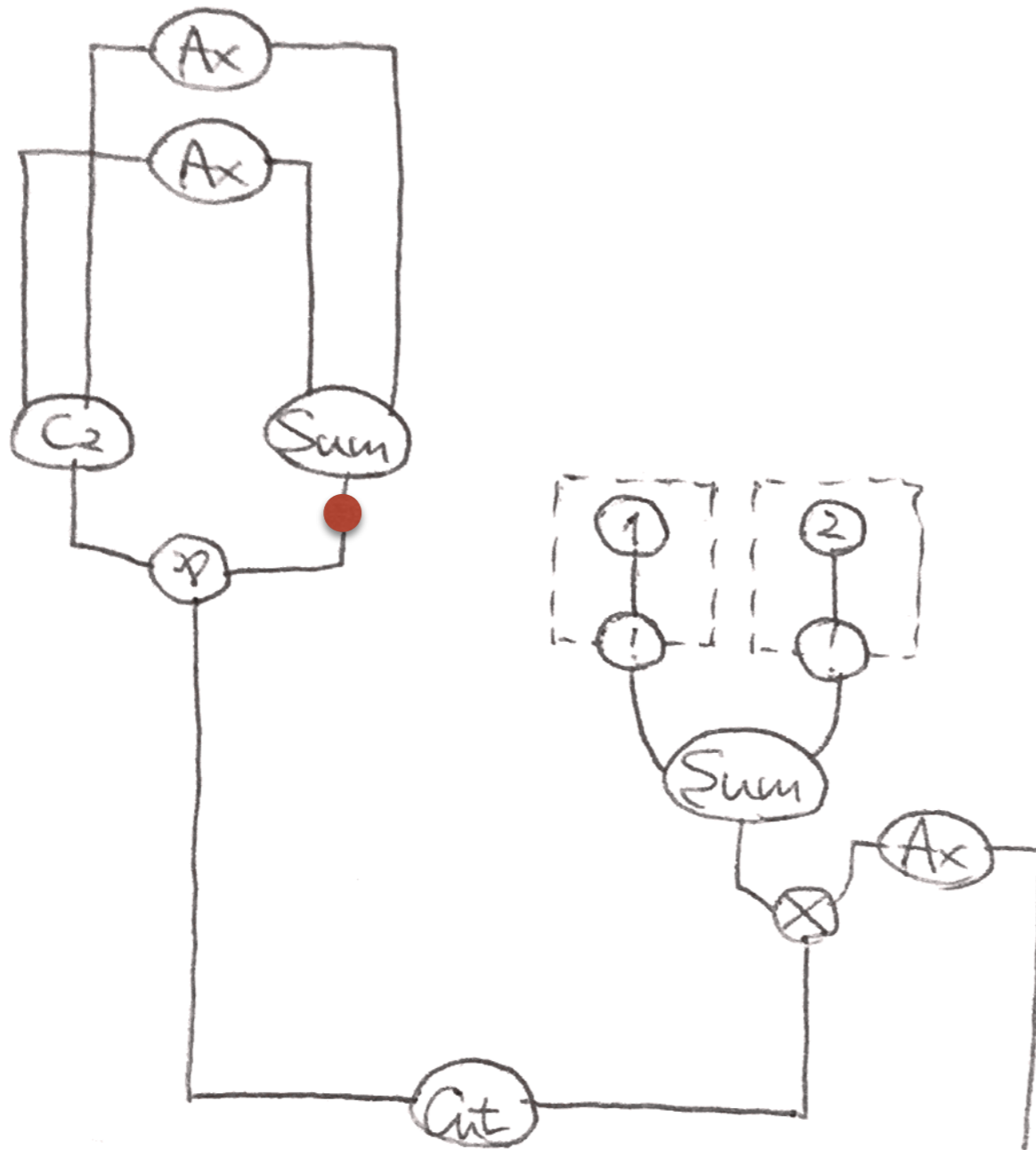
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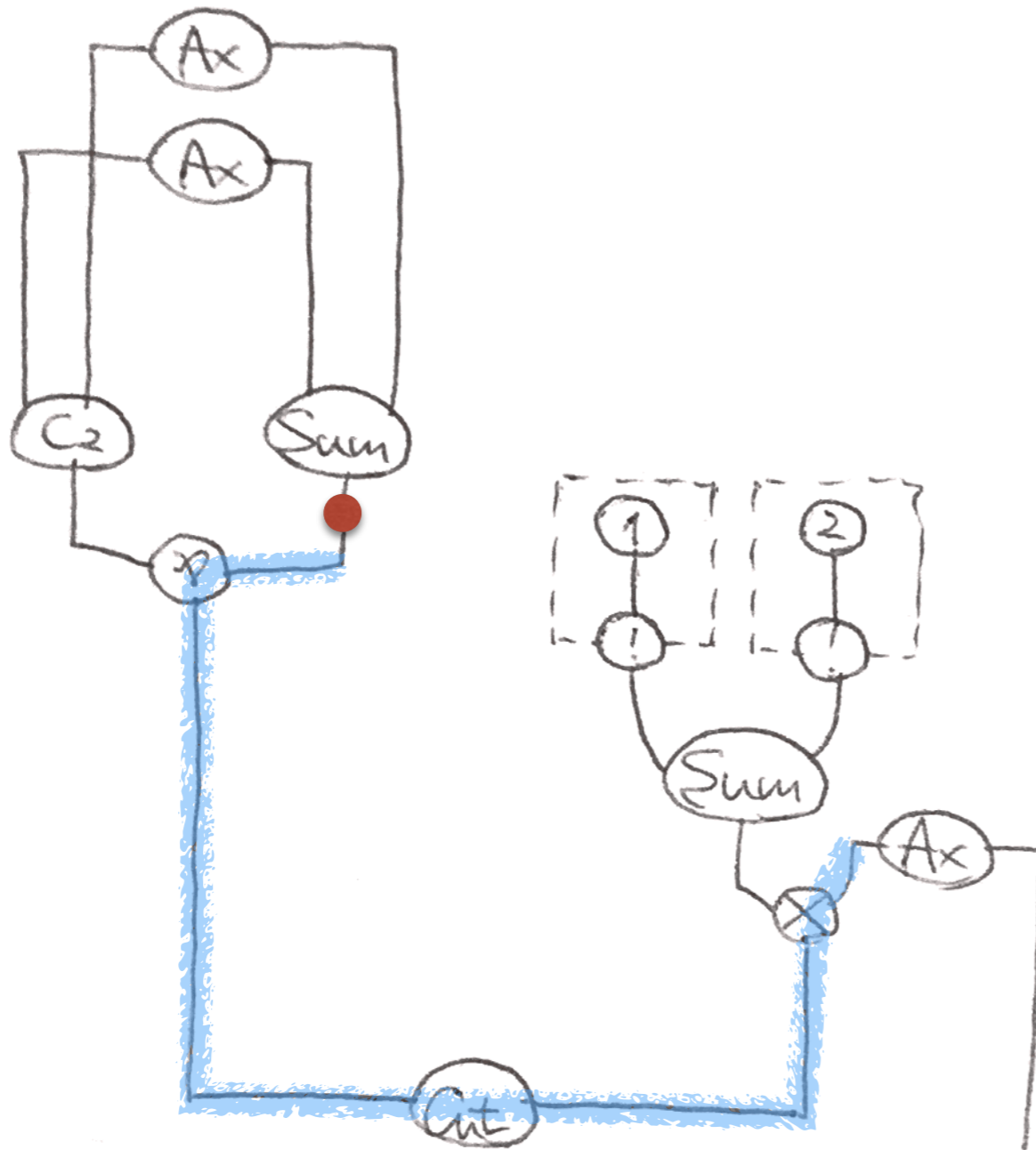
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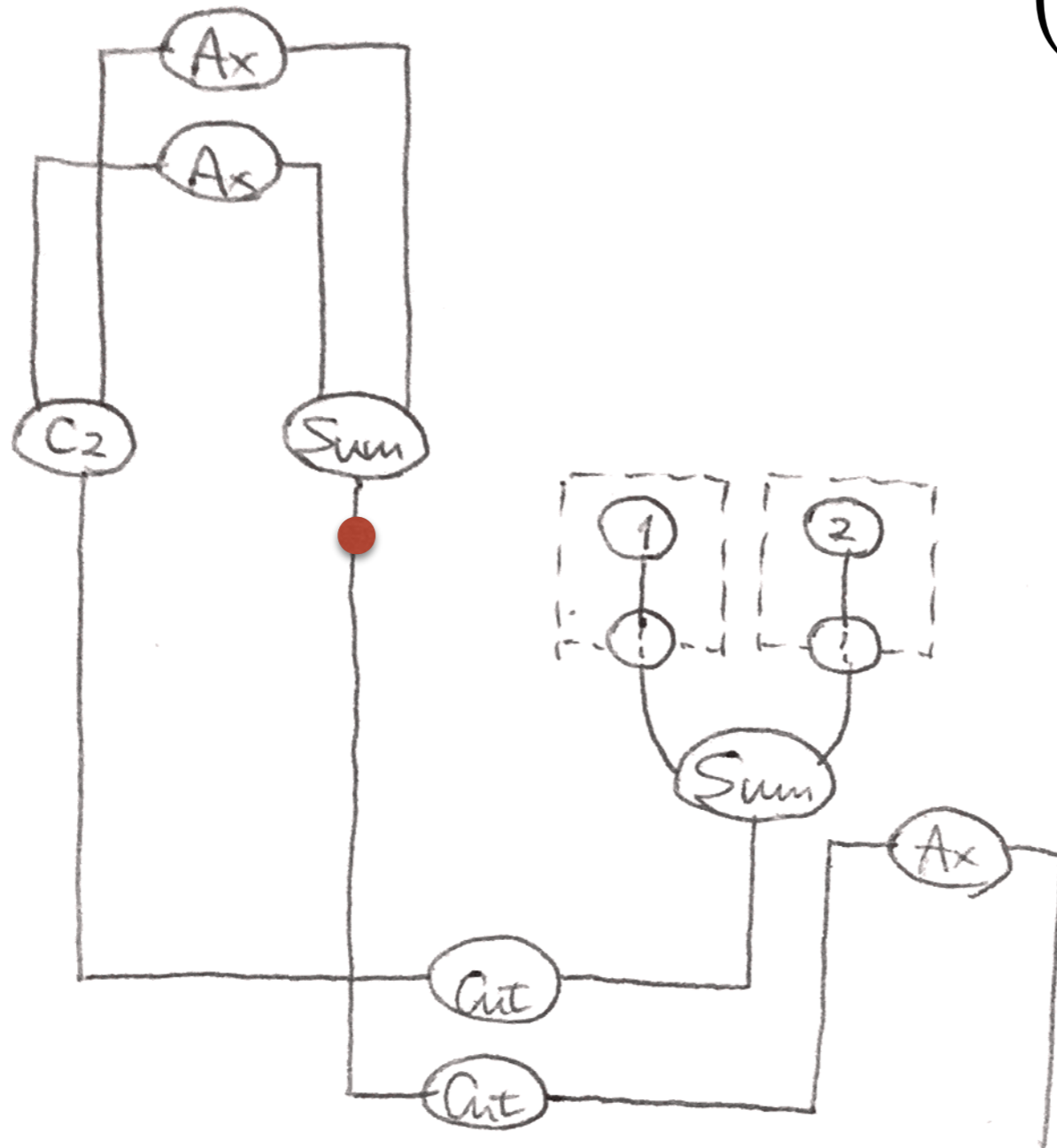
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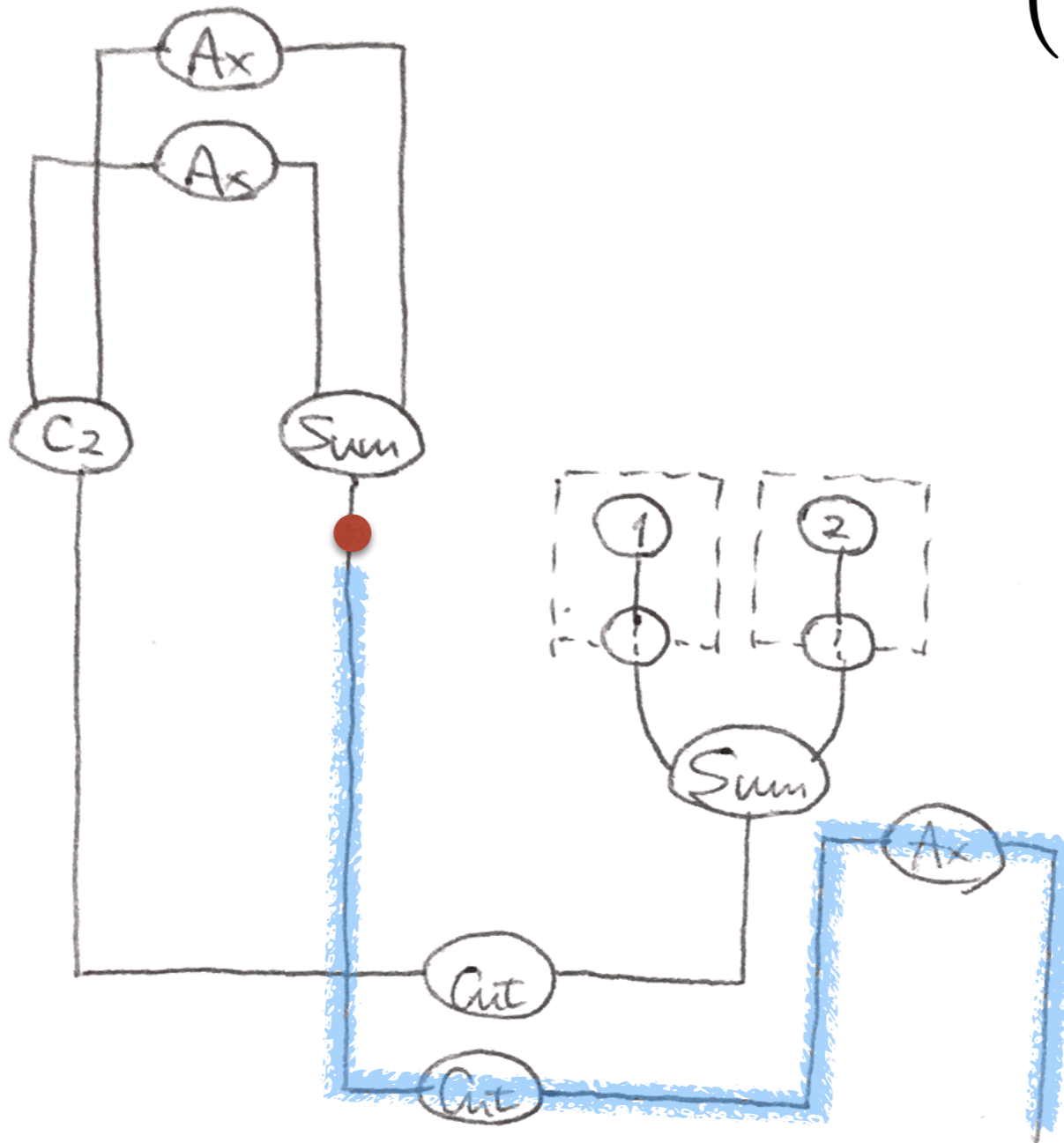
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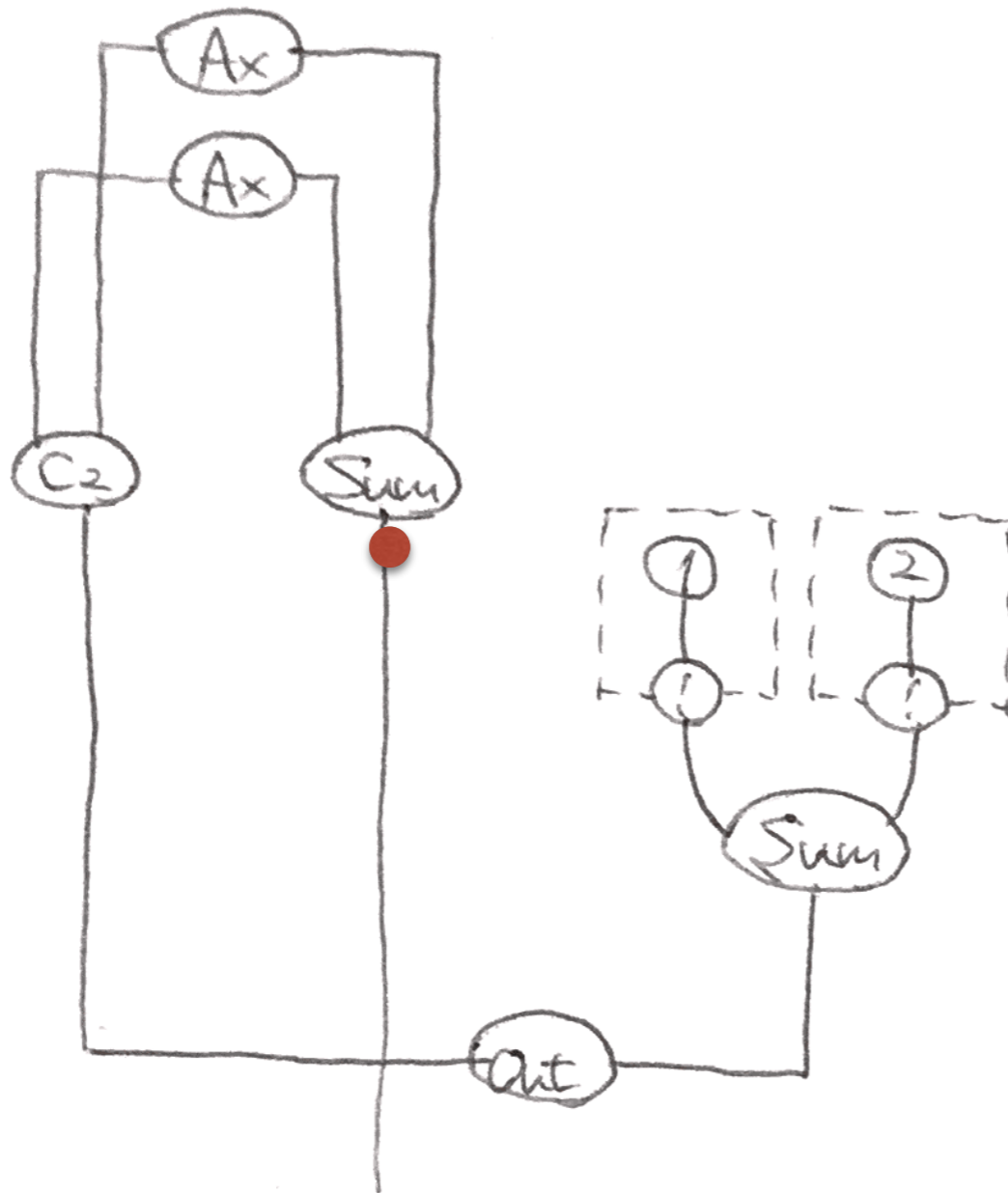
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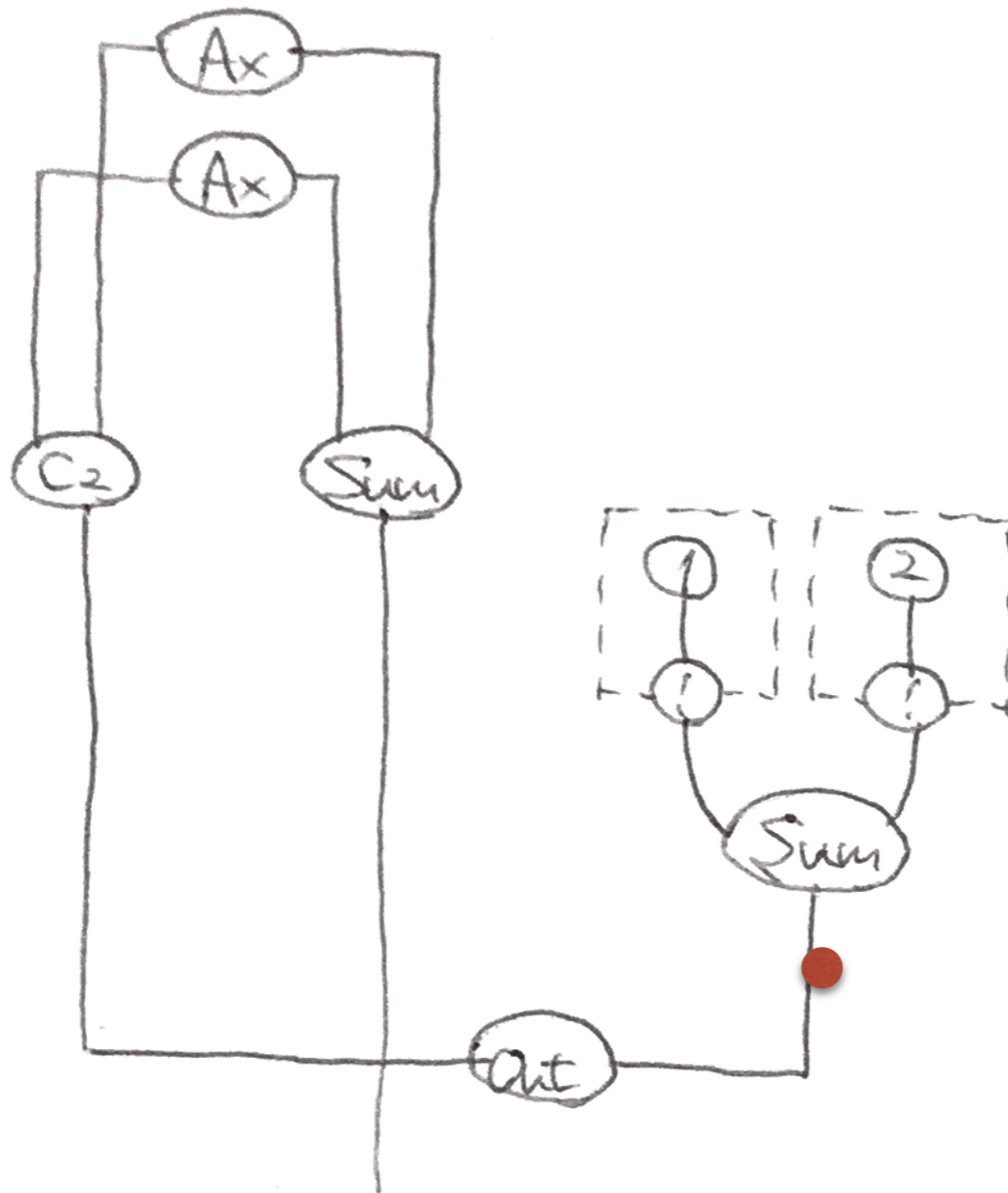
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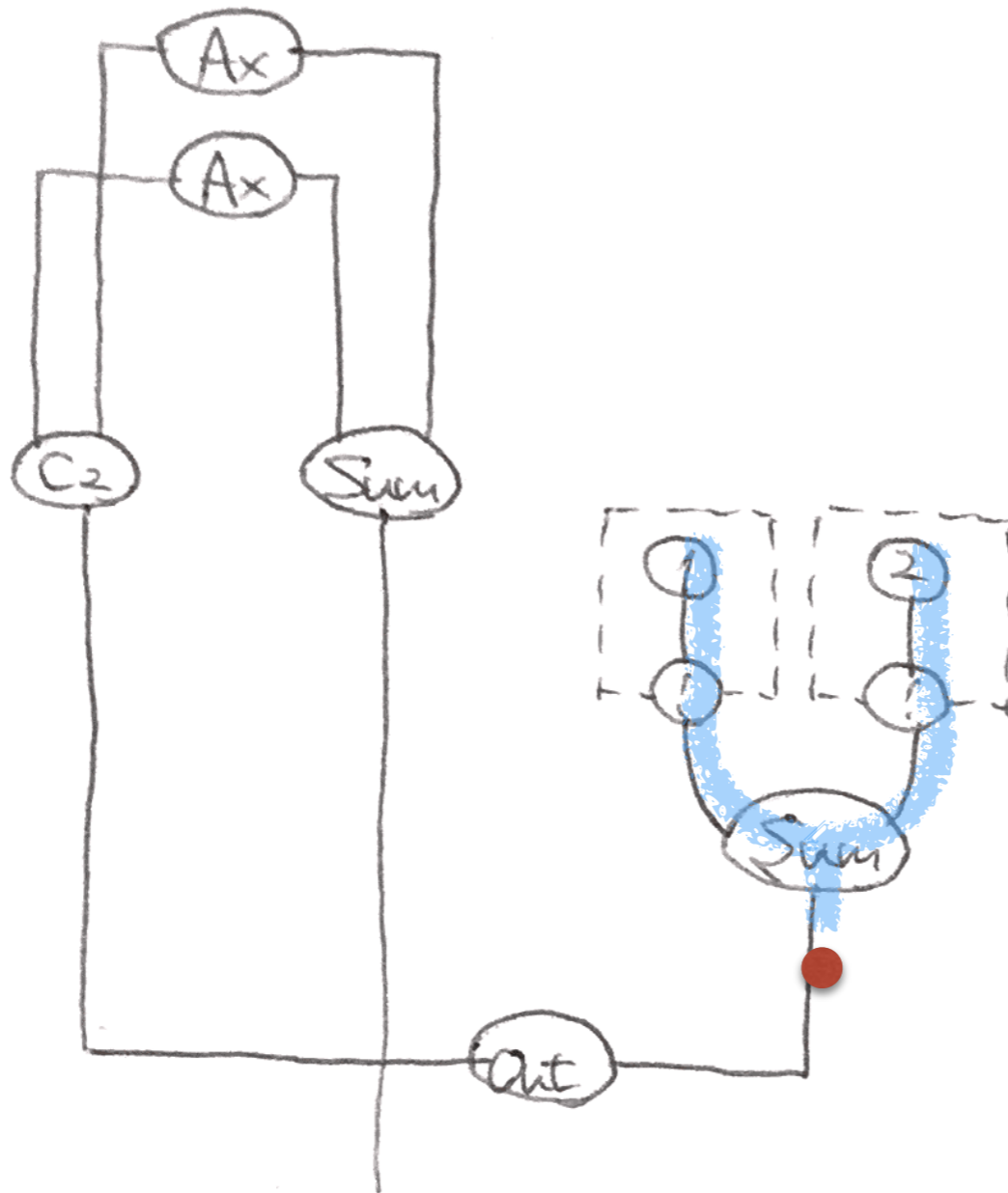
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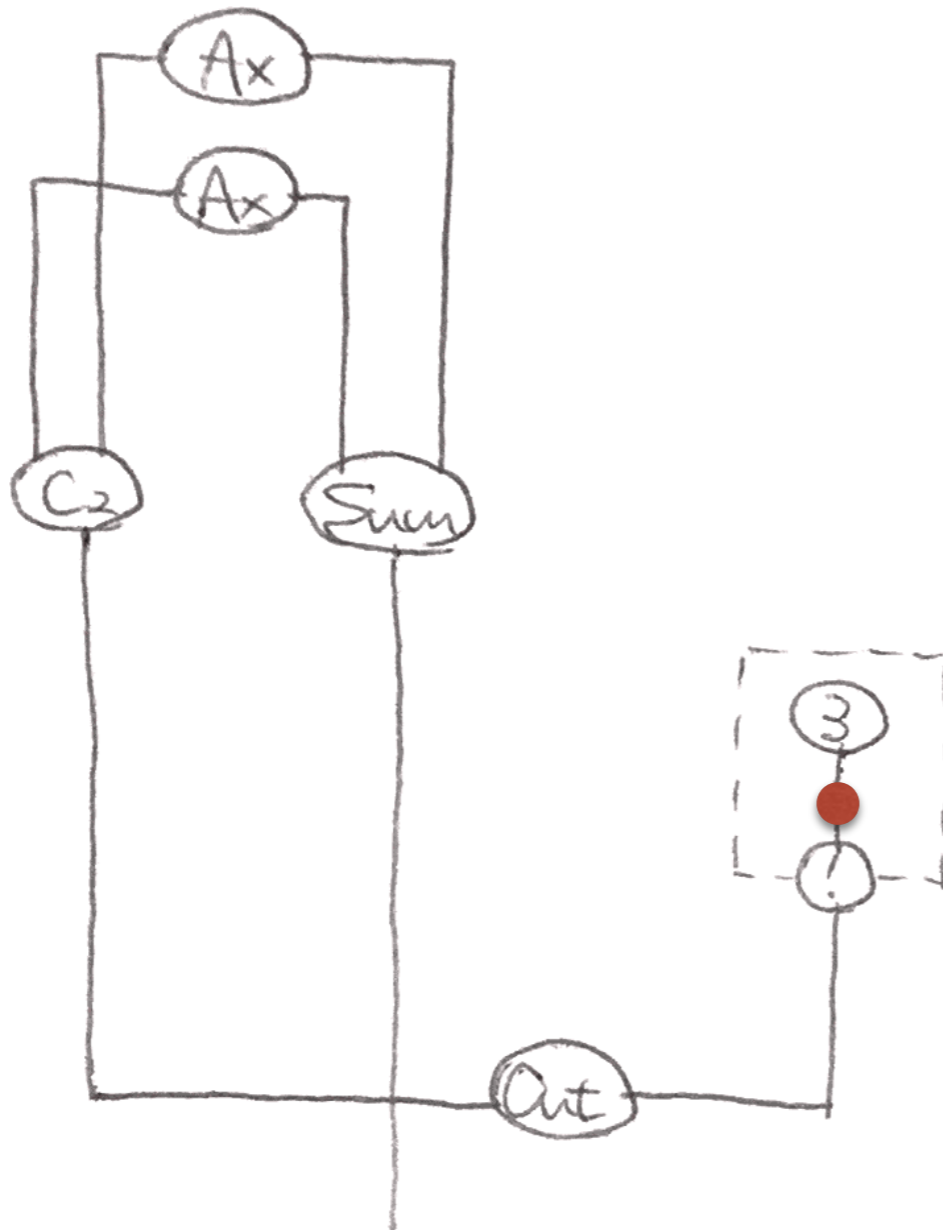
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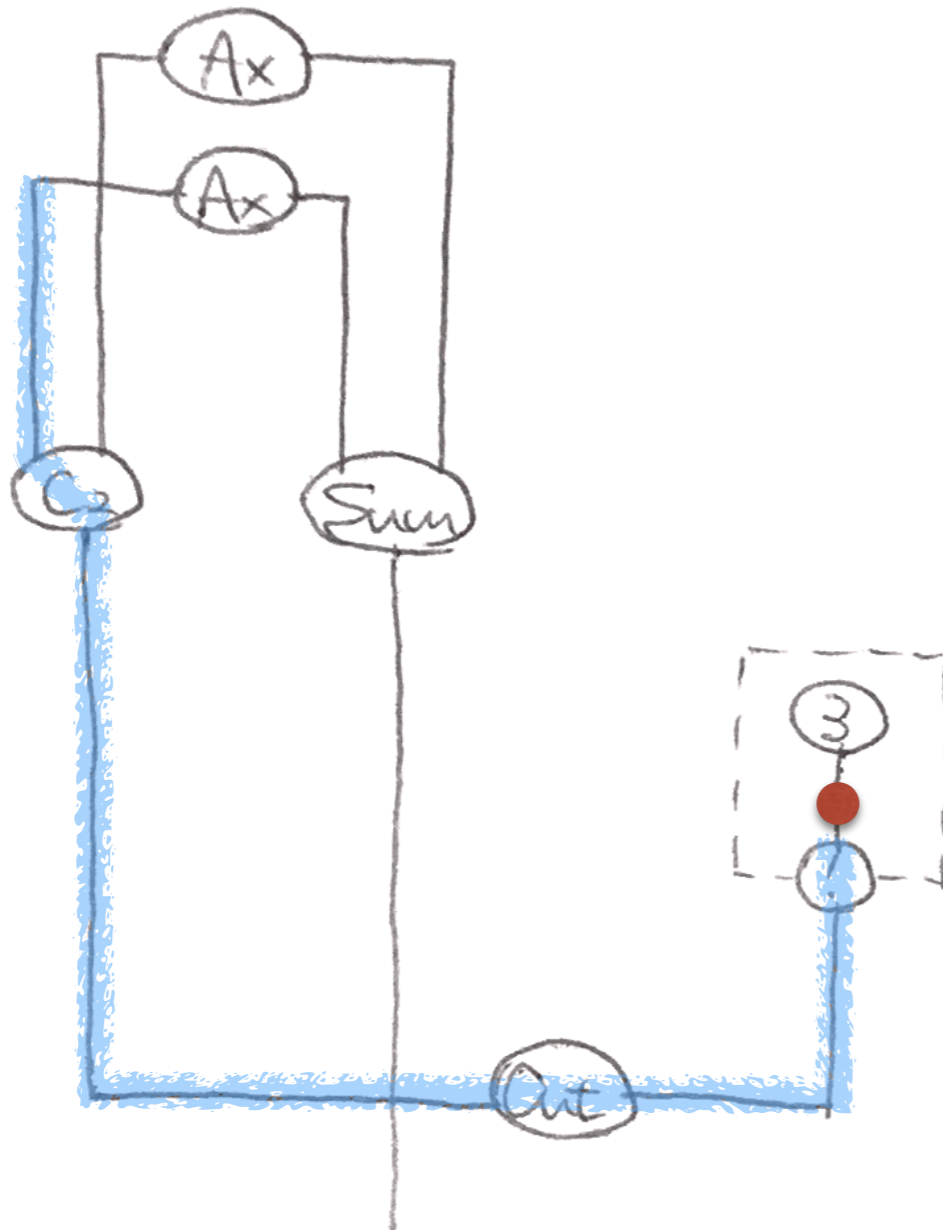
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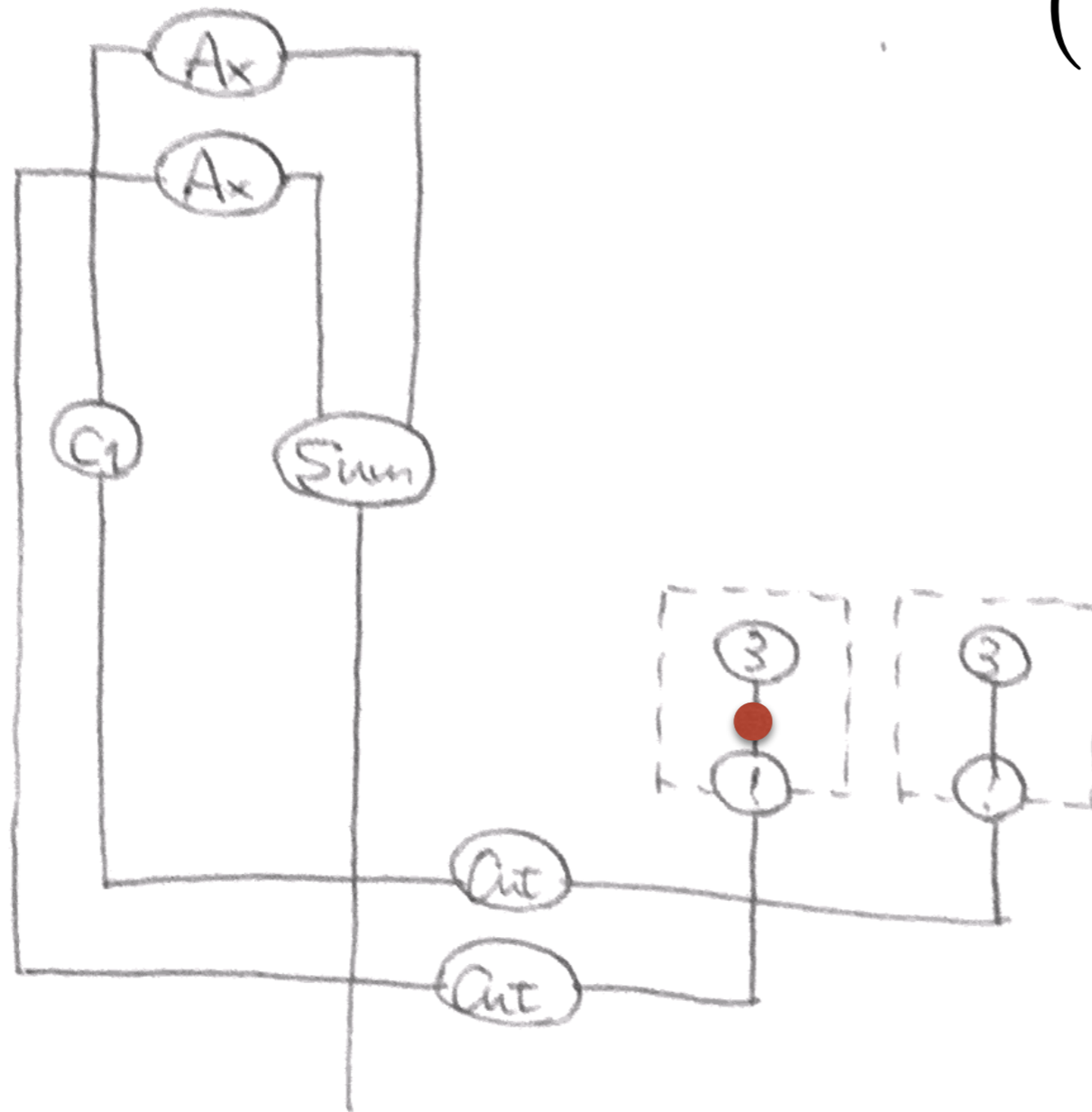
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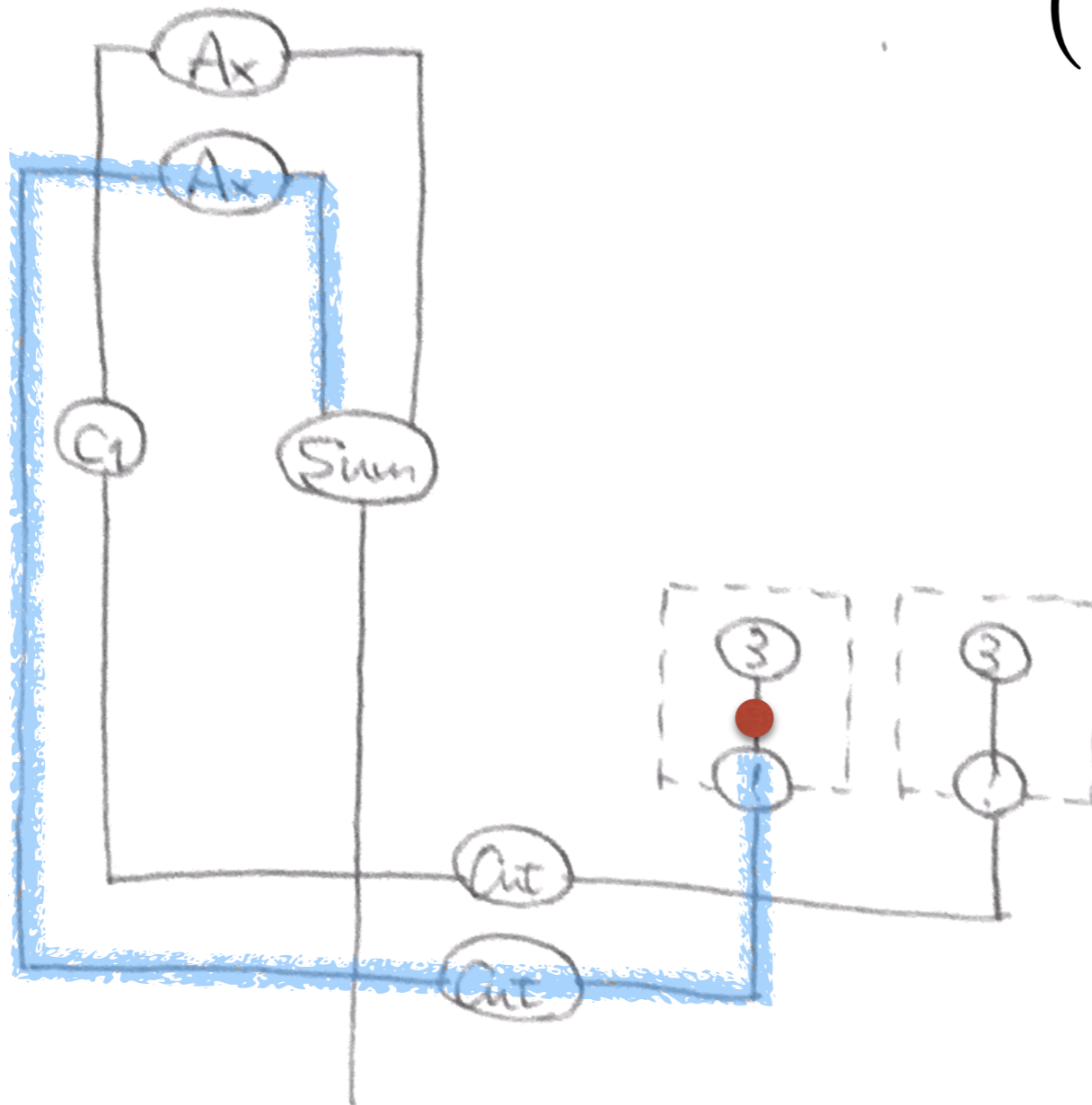
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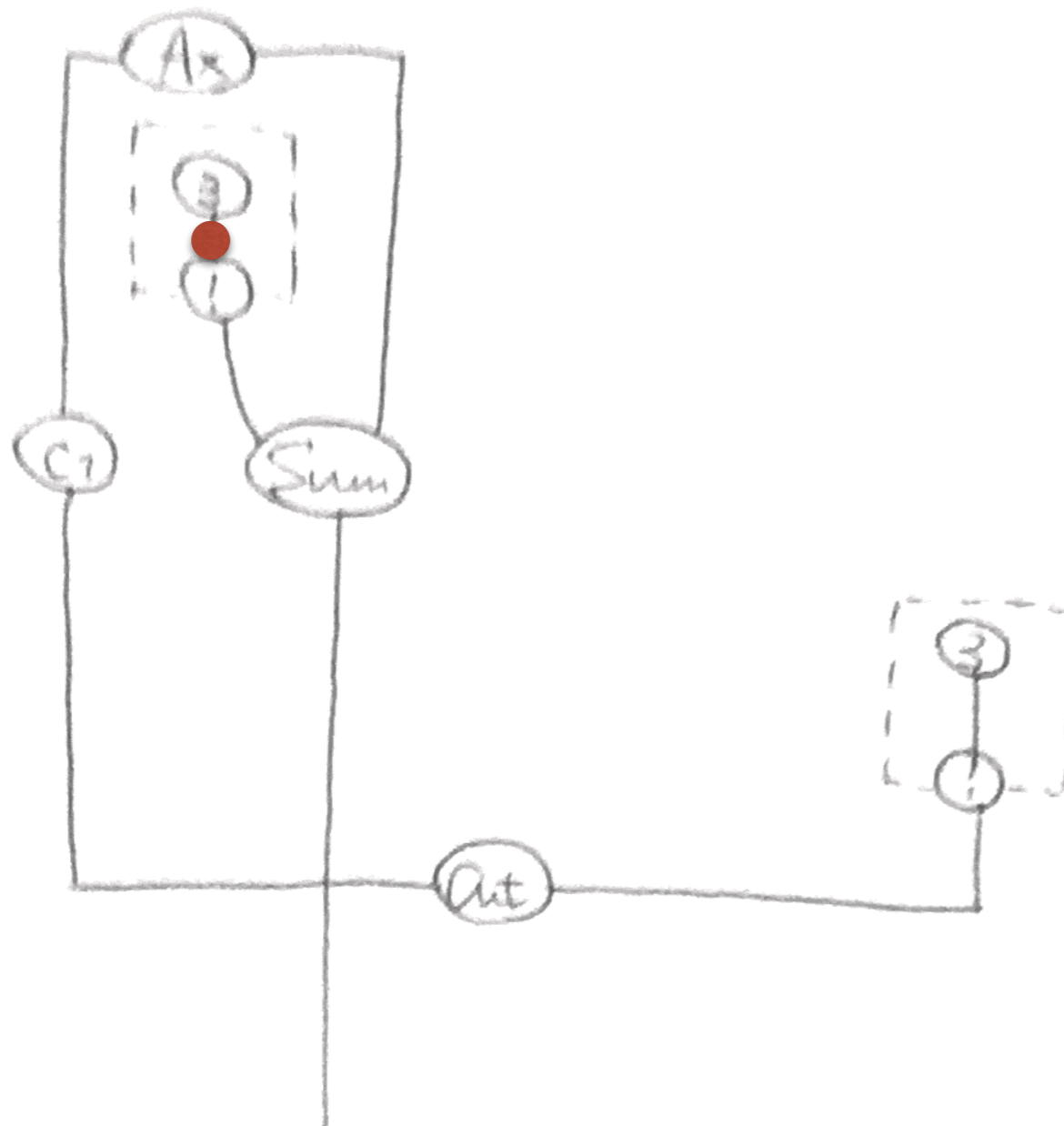
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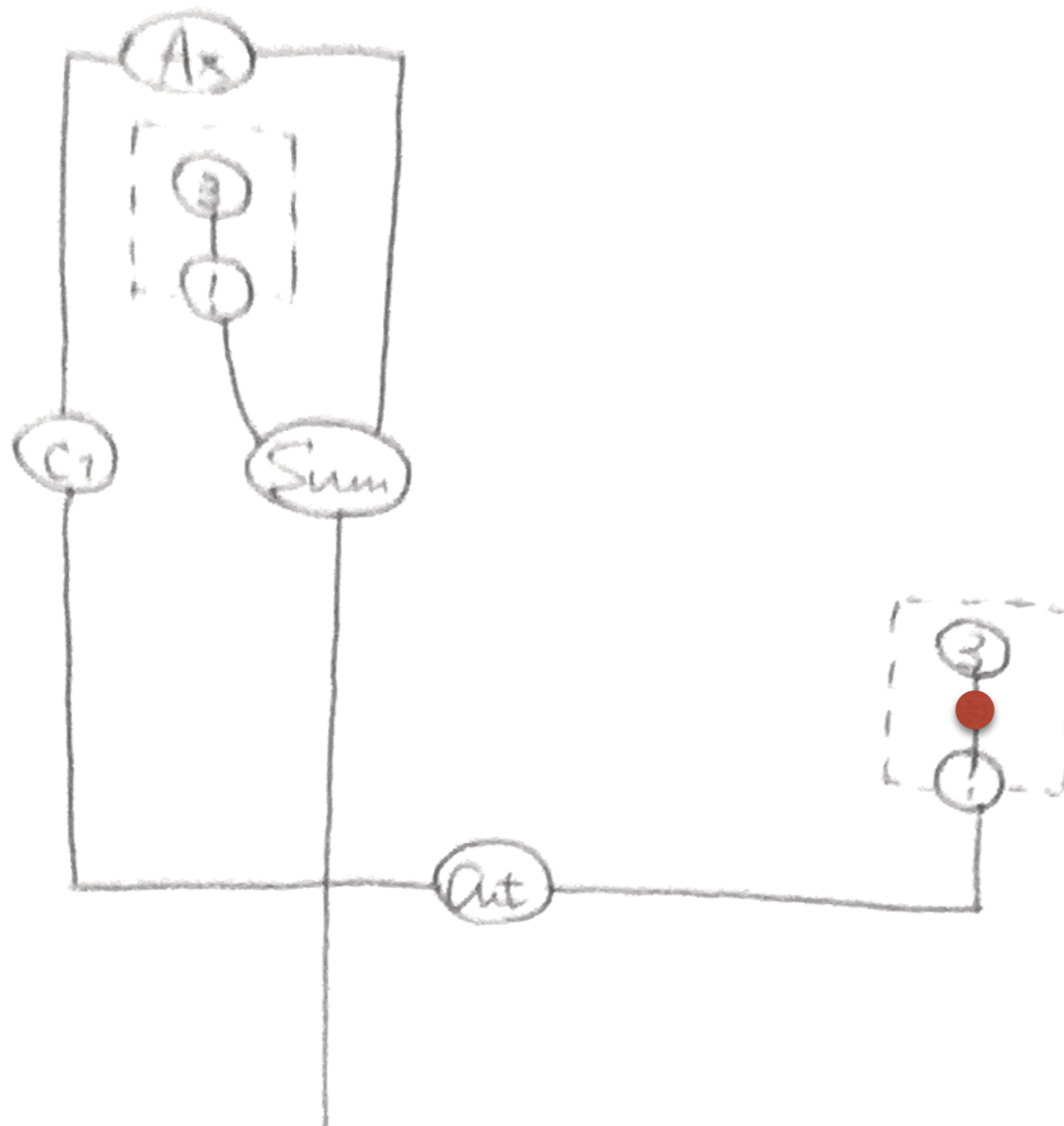
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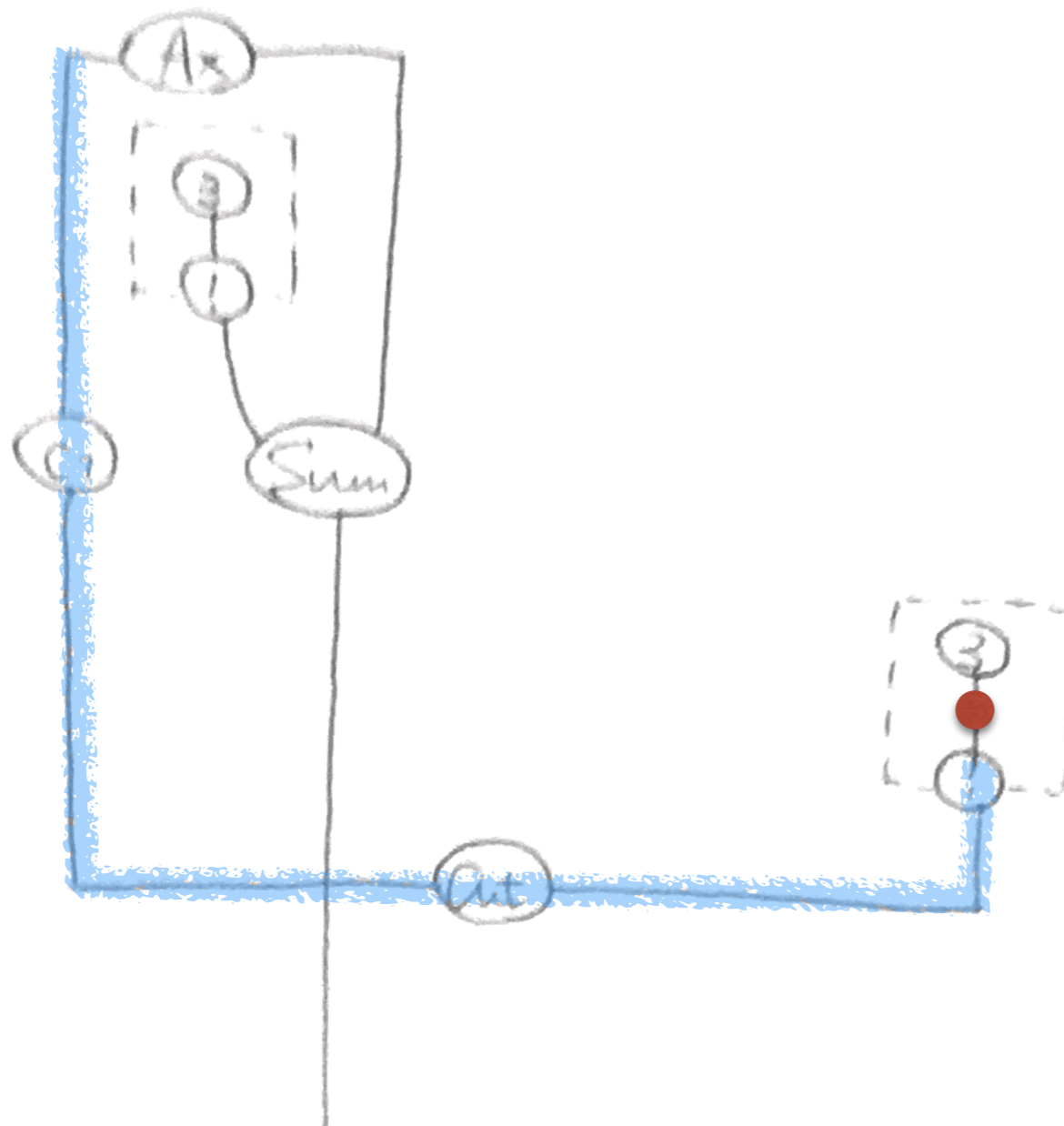
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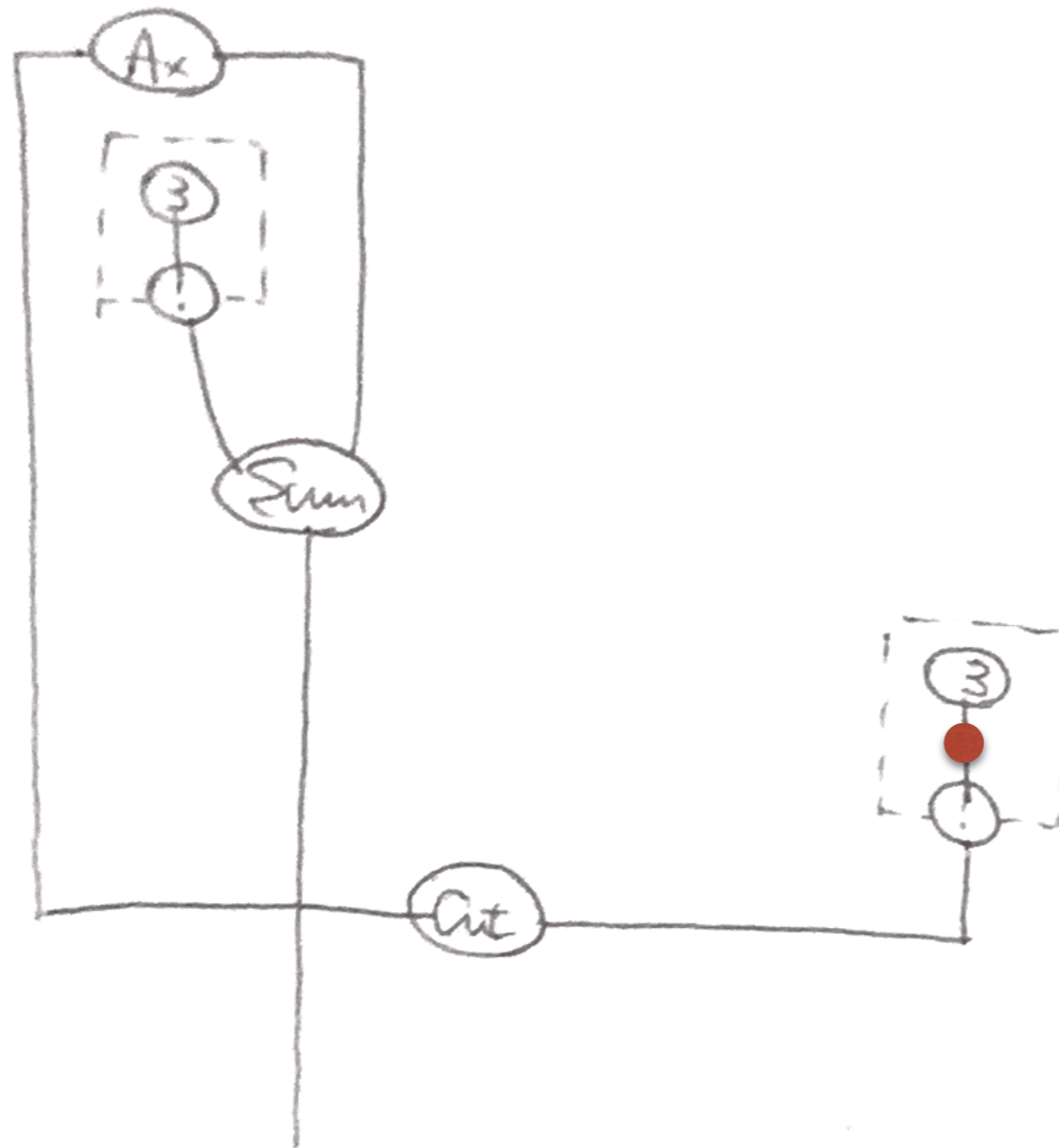
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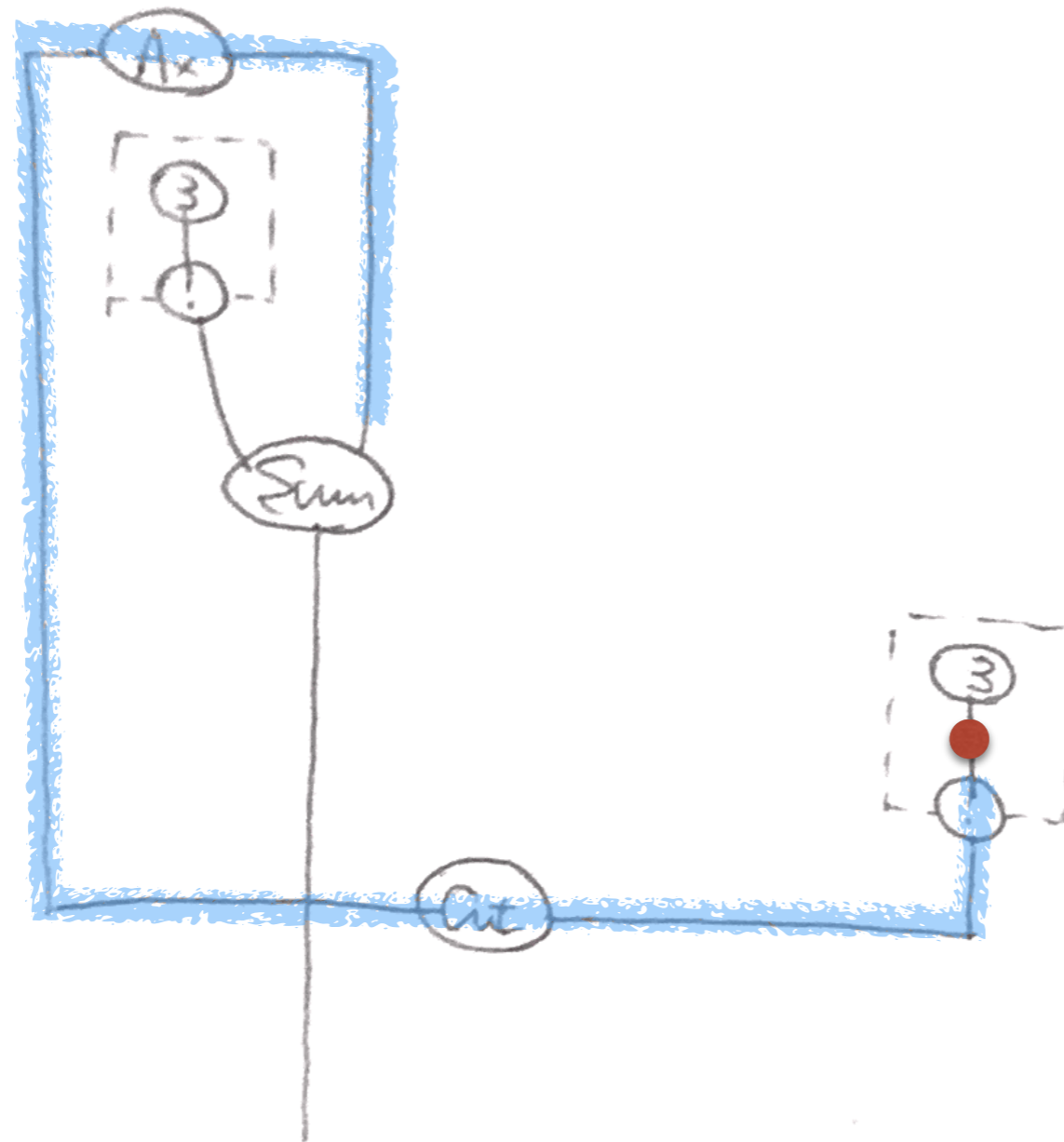
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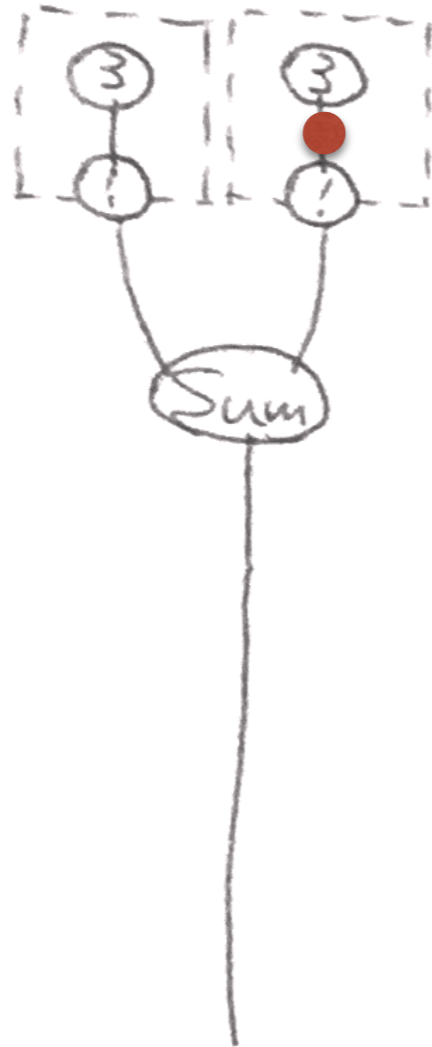
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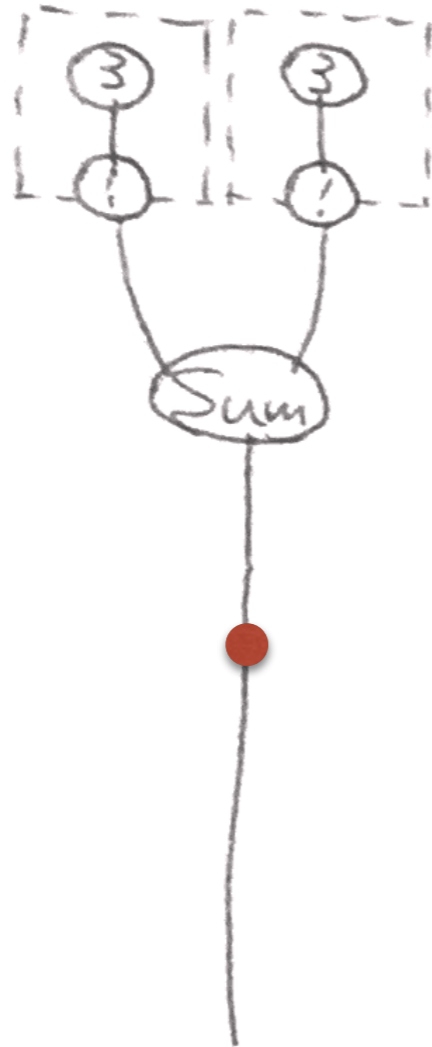
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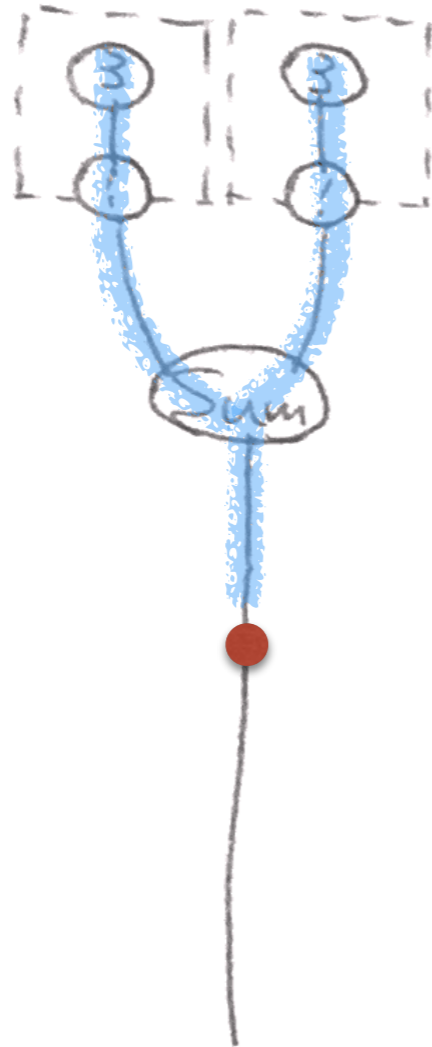
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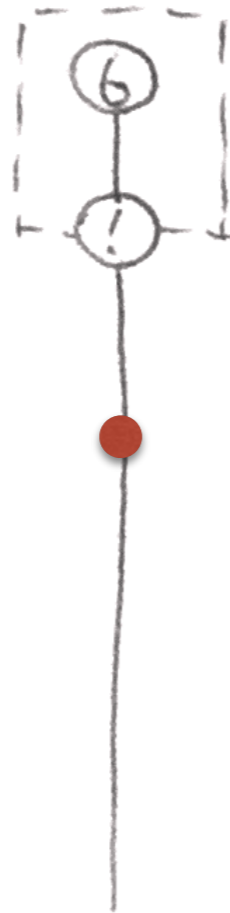
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Dynamic Gol machine

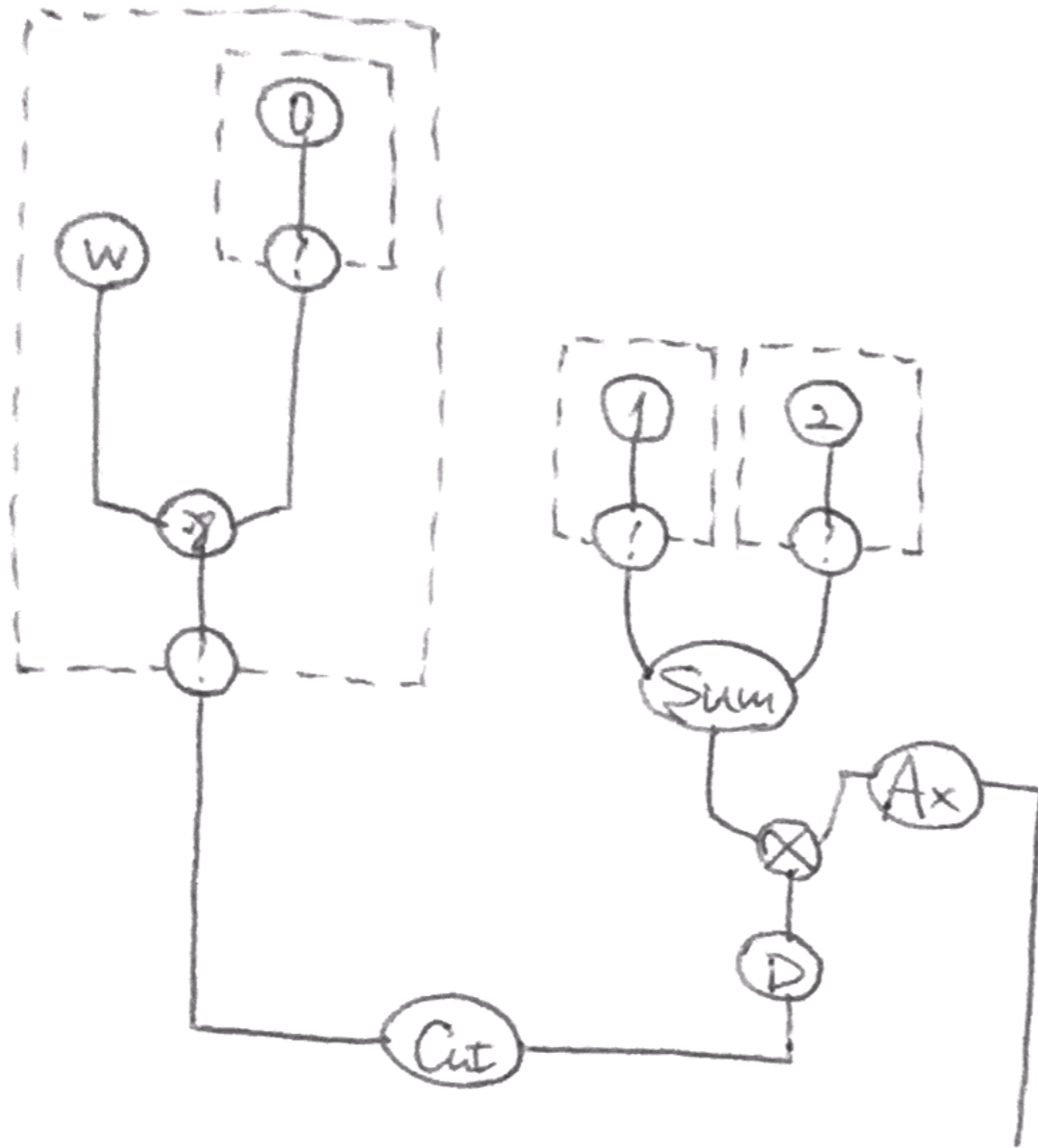
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 - dynamic rewrites
- ~~space~~ **time** efficiency

avoid repeated evaluation

force evaluation of
function arguments

Force evaluation of arguments



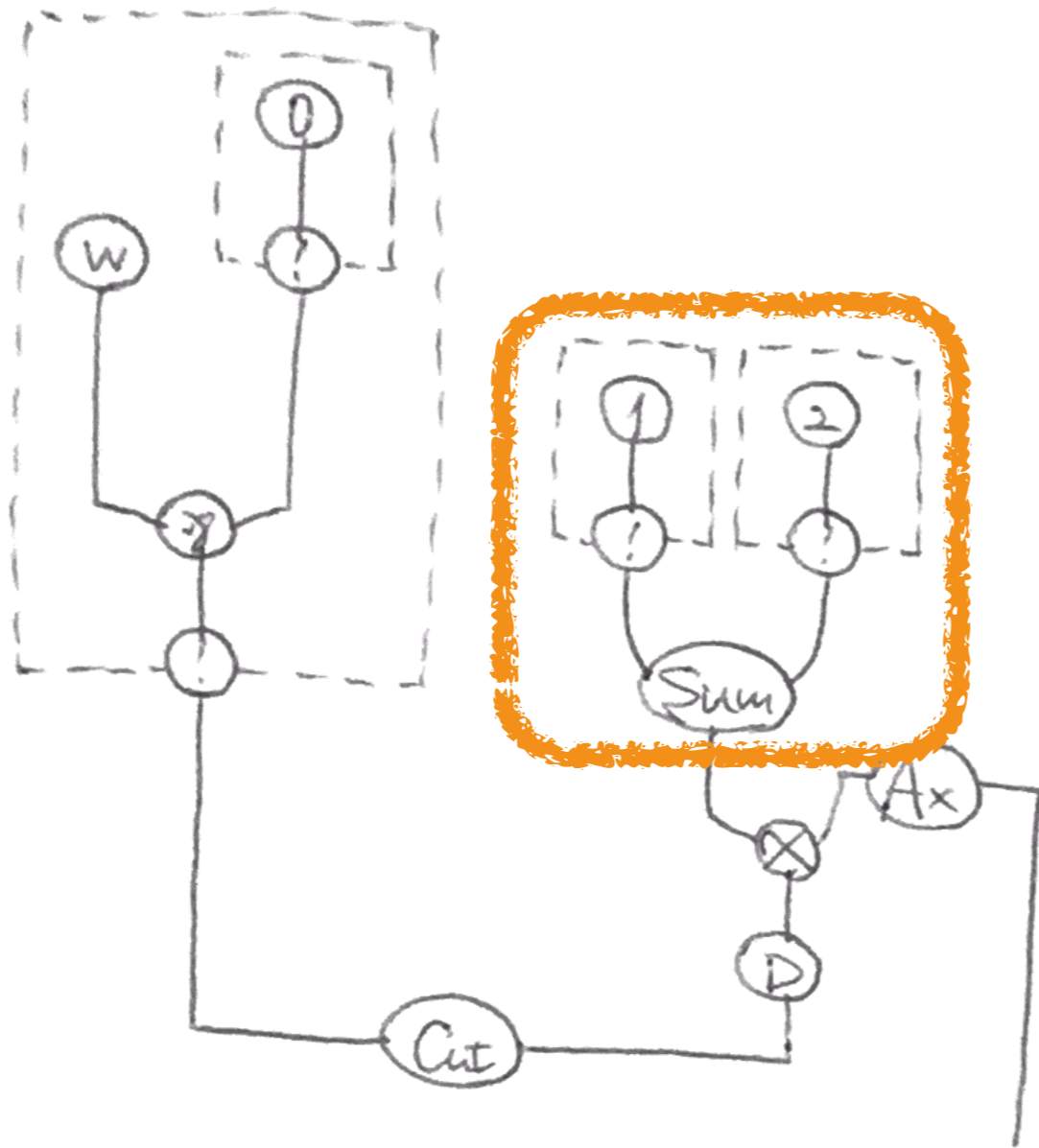
$$(\lambda x. 0) (1 + 2)$$

q

Φ
3

6

Force evaluation of arguments



$$(\lambda x. 0) (1 + 2)$$

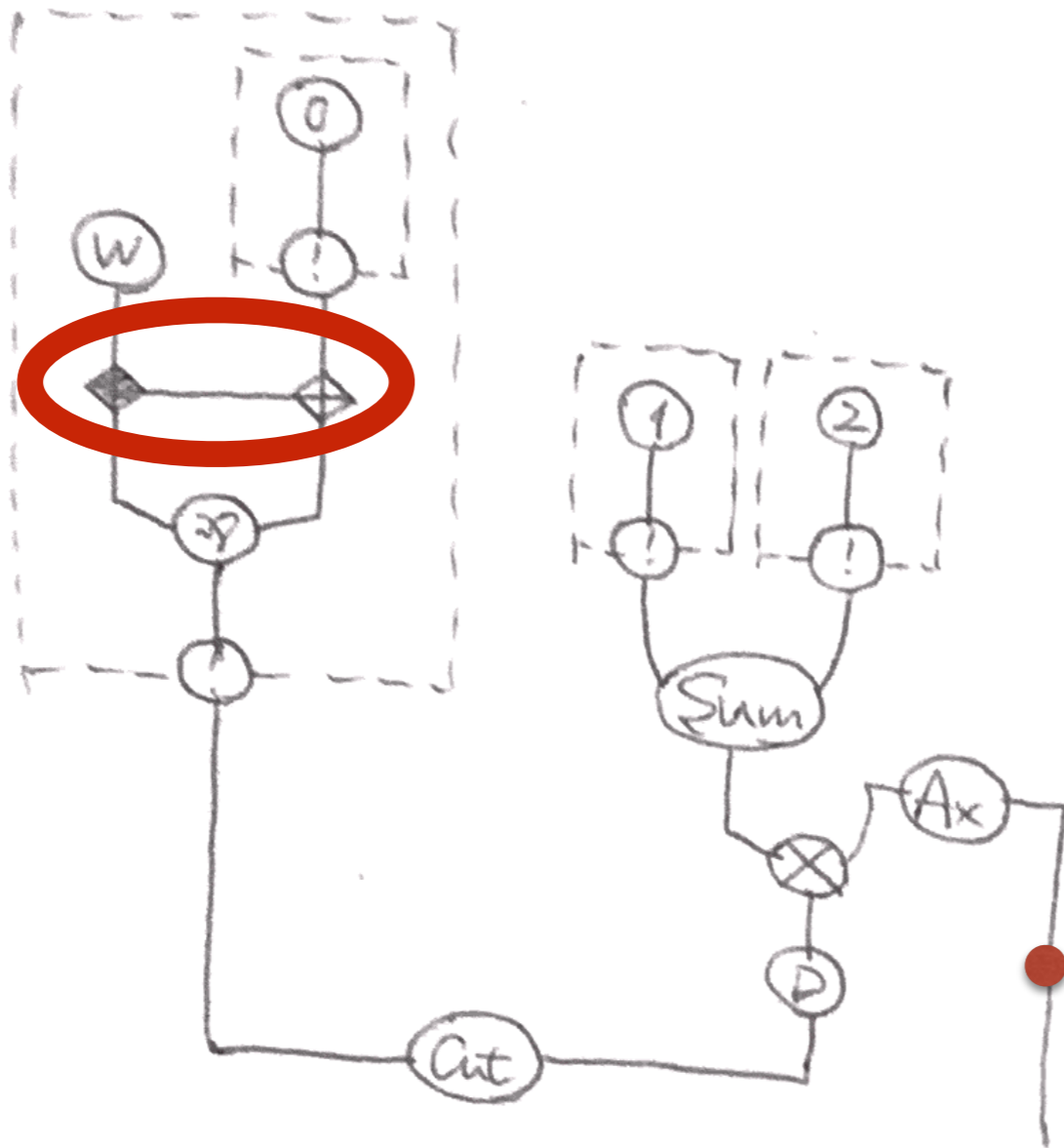
q

⊕
⊗

6

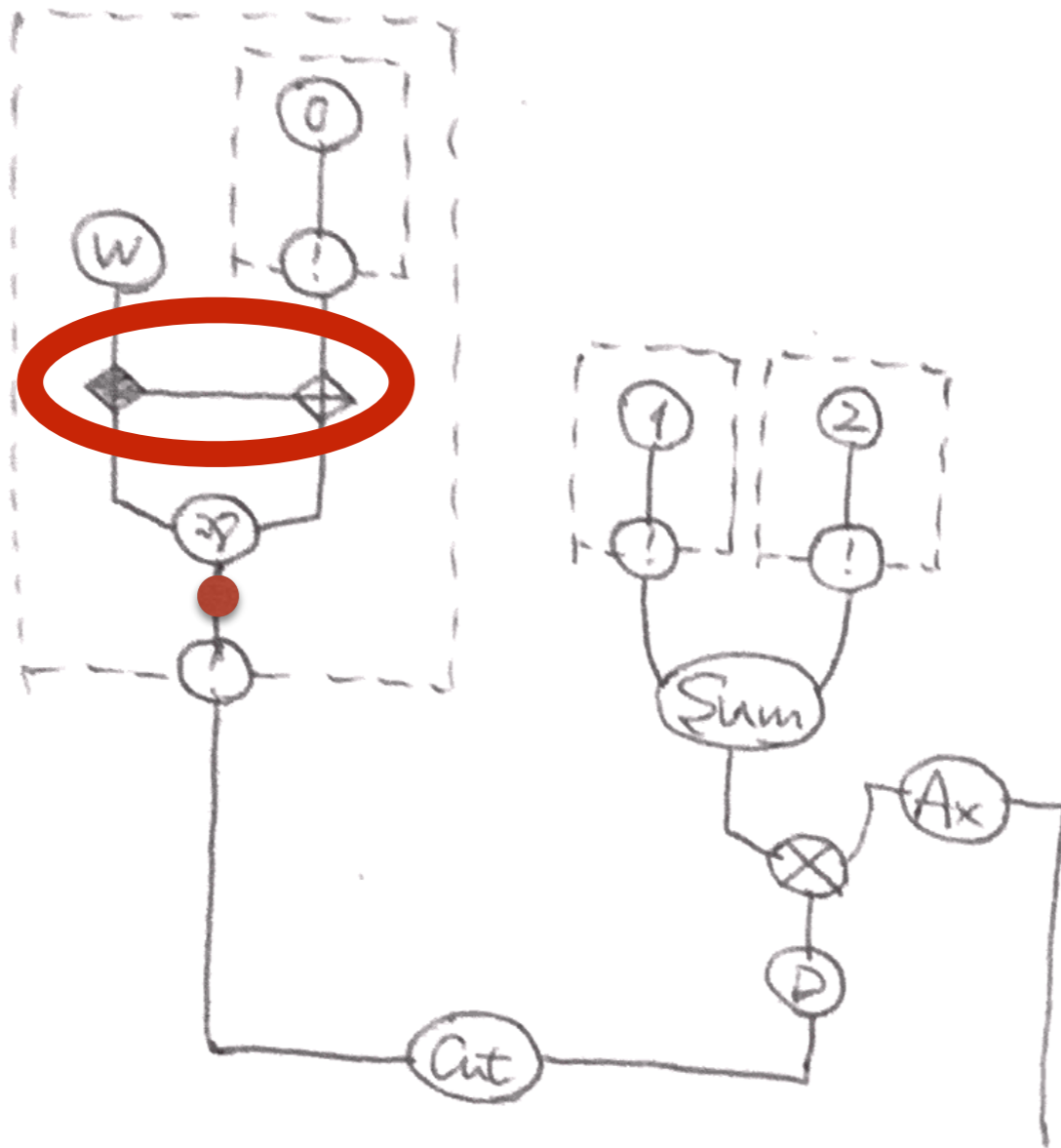
Force evaluation of arguments: checkpoint

$(\lambda x. 0) (1 + 2)$



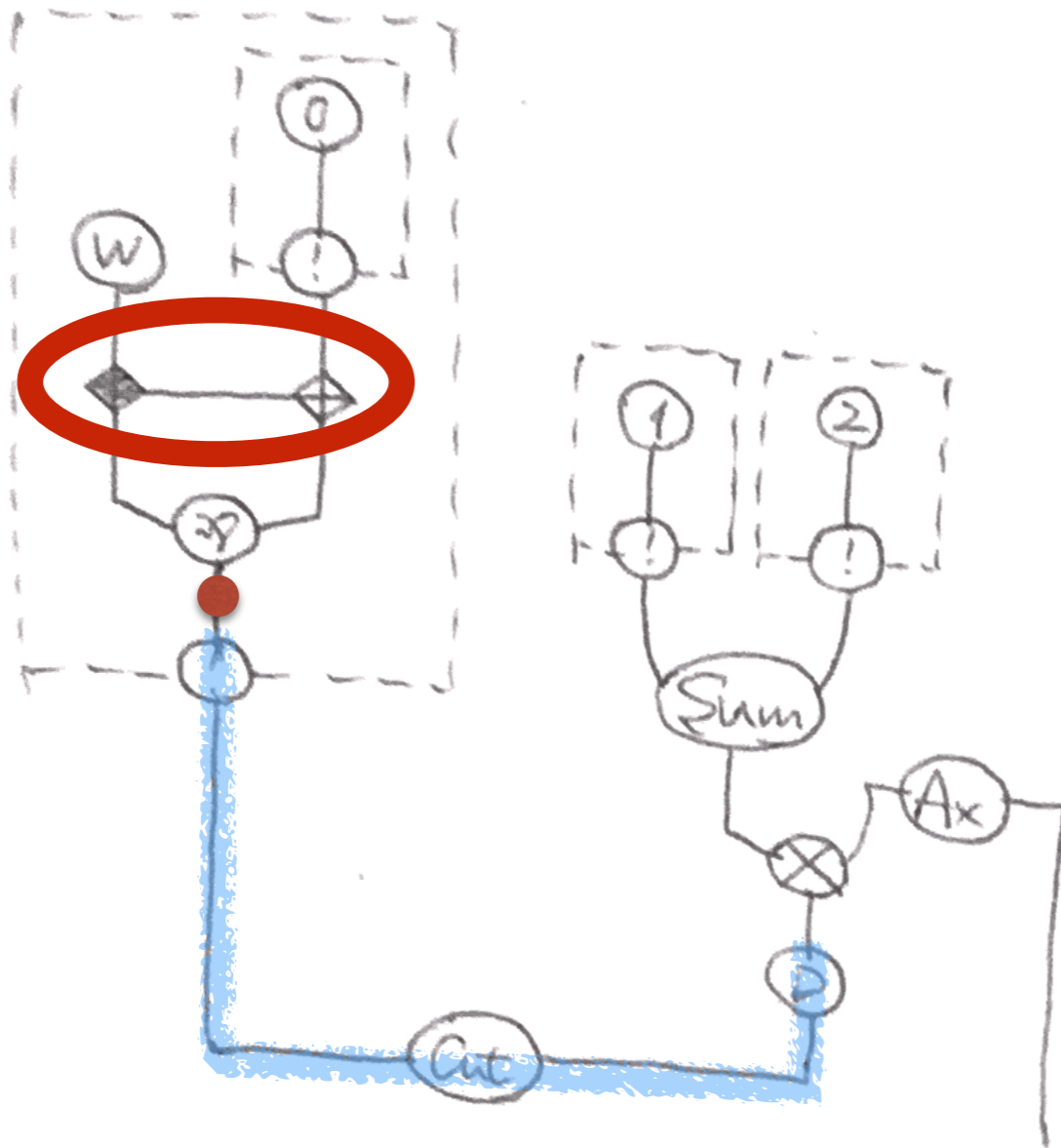
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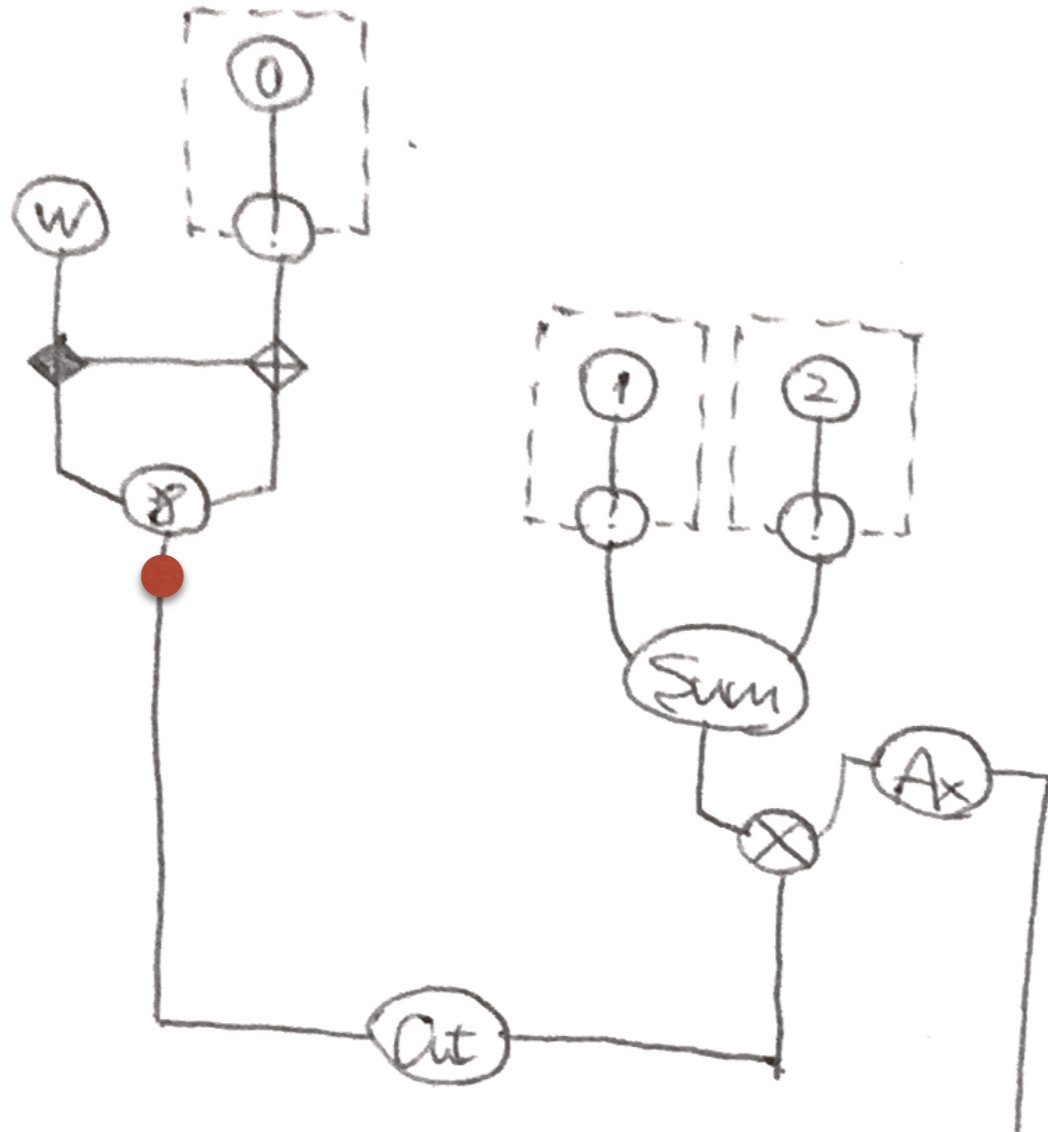
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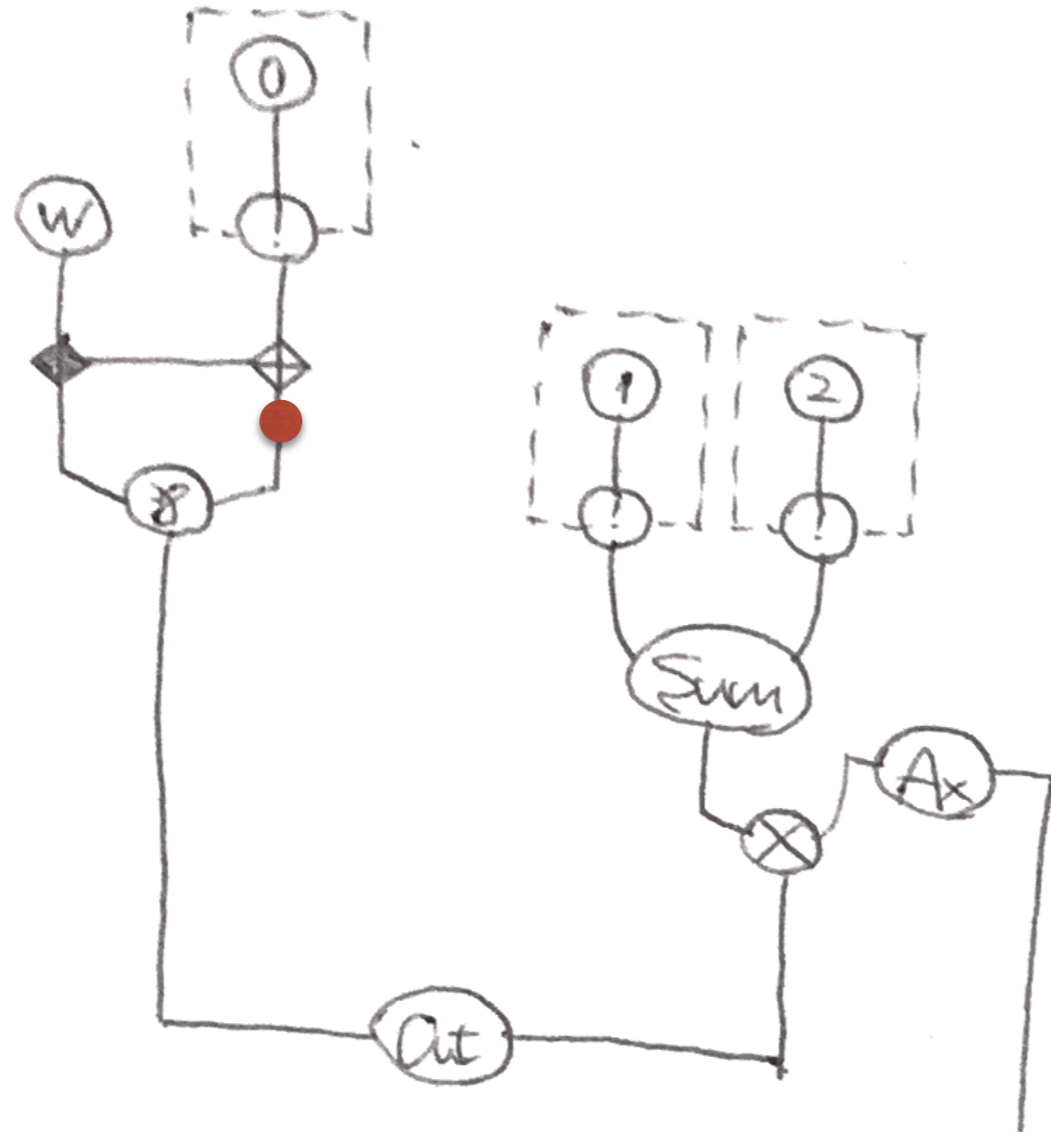
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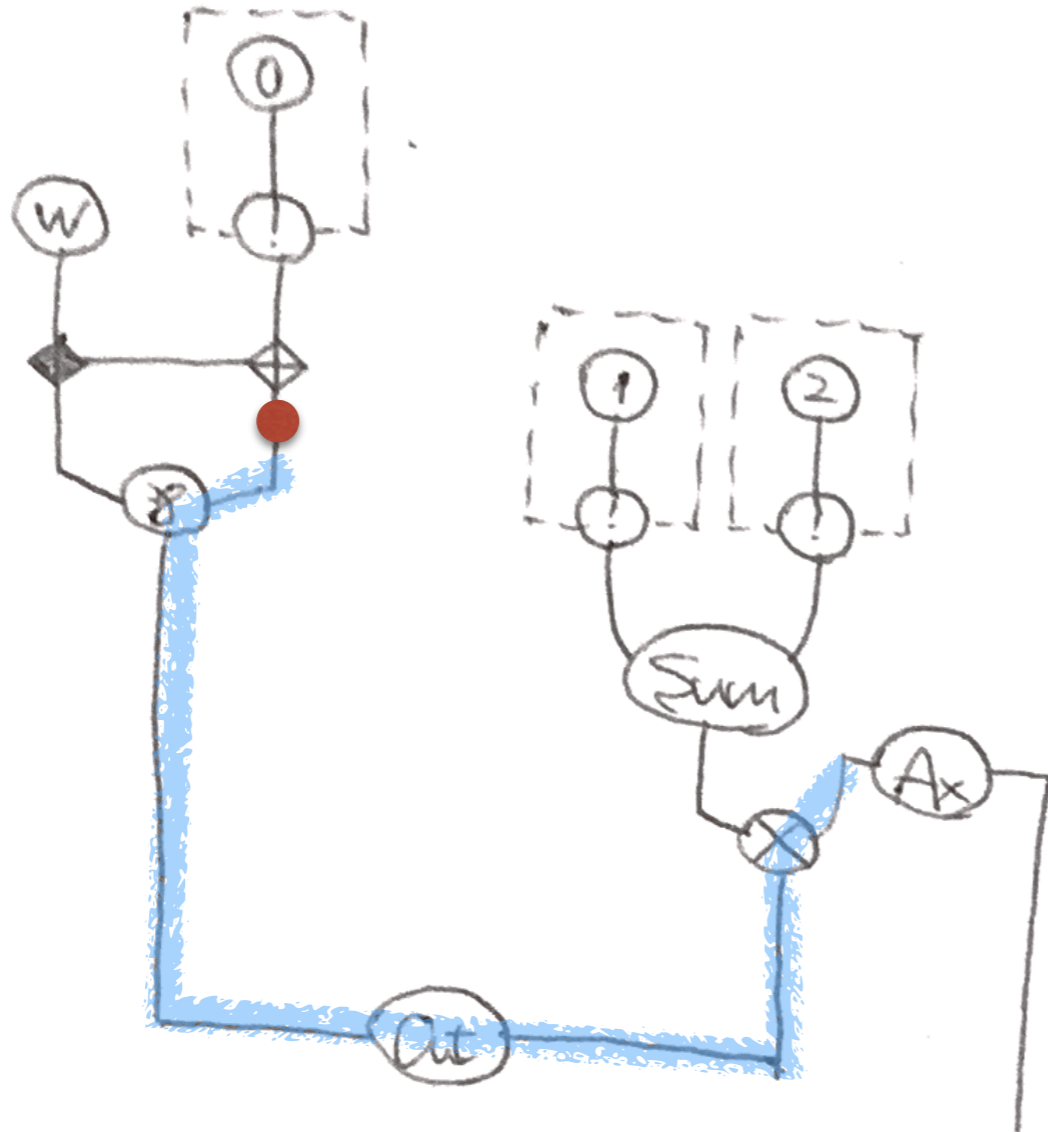
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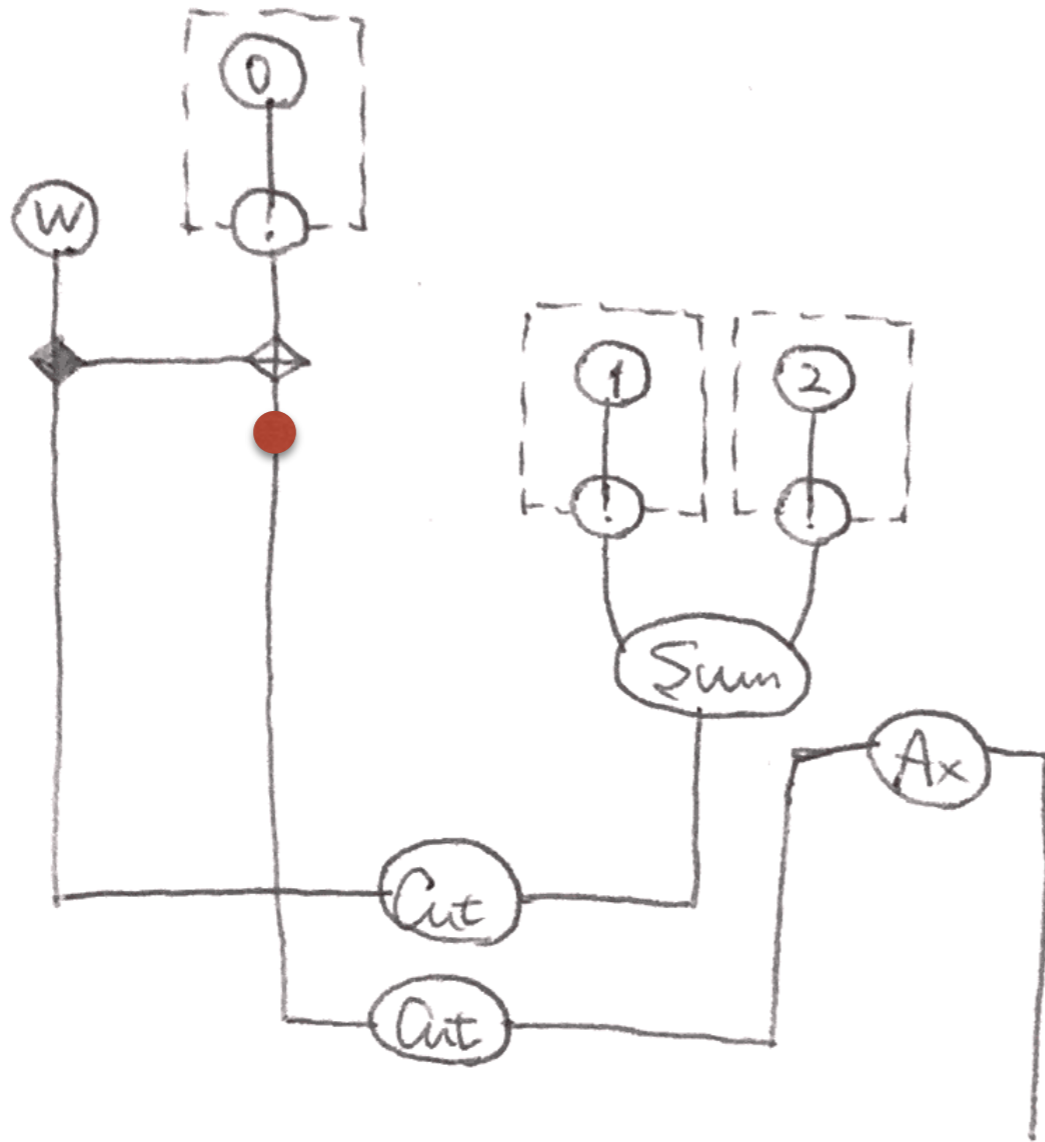
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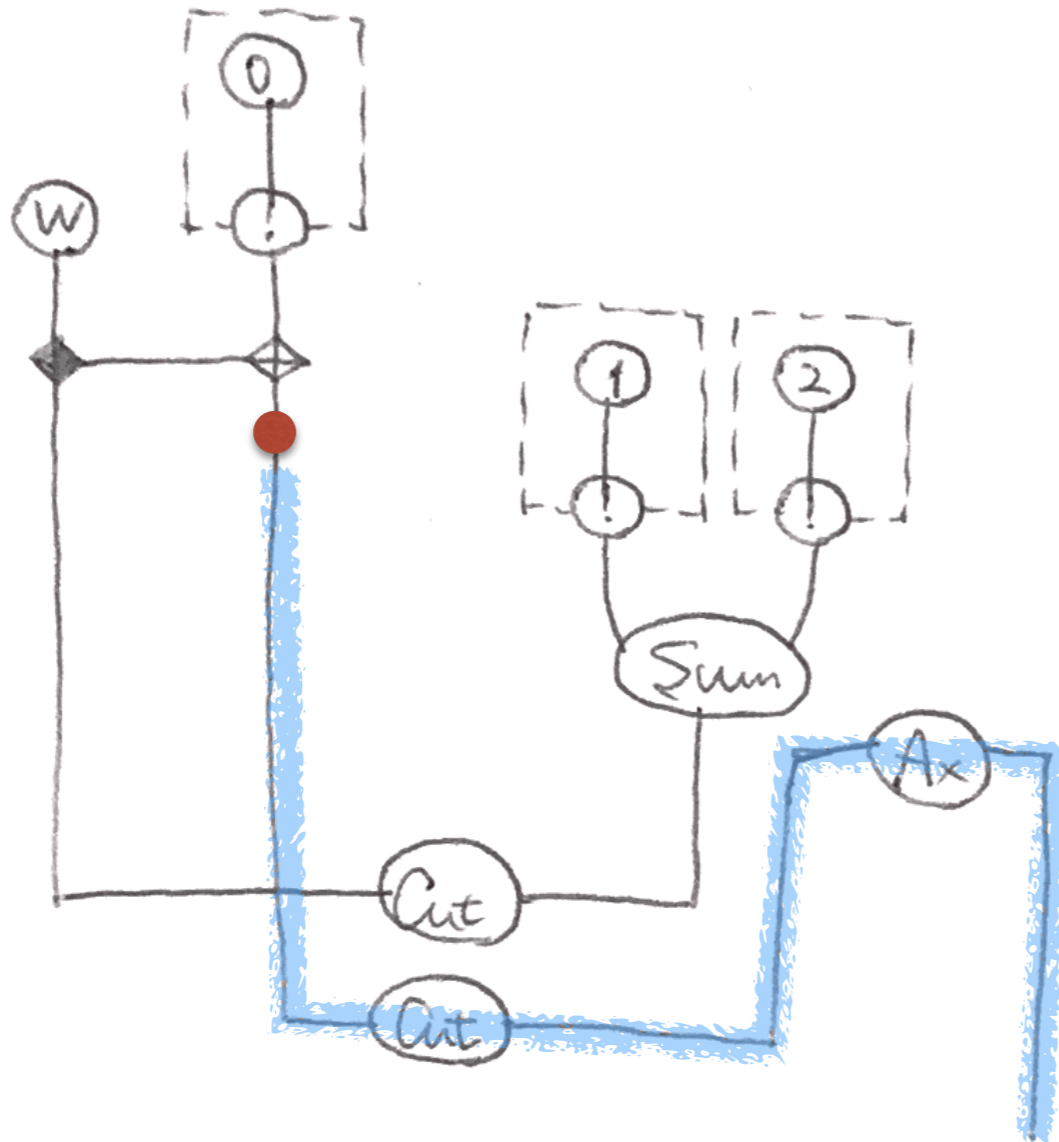
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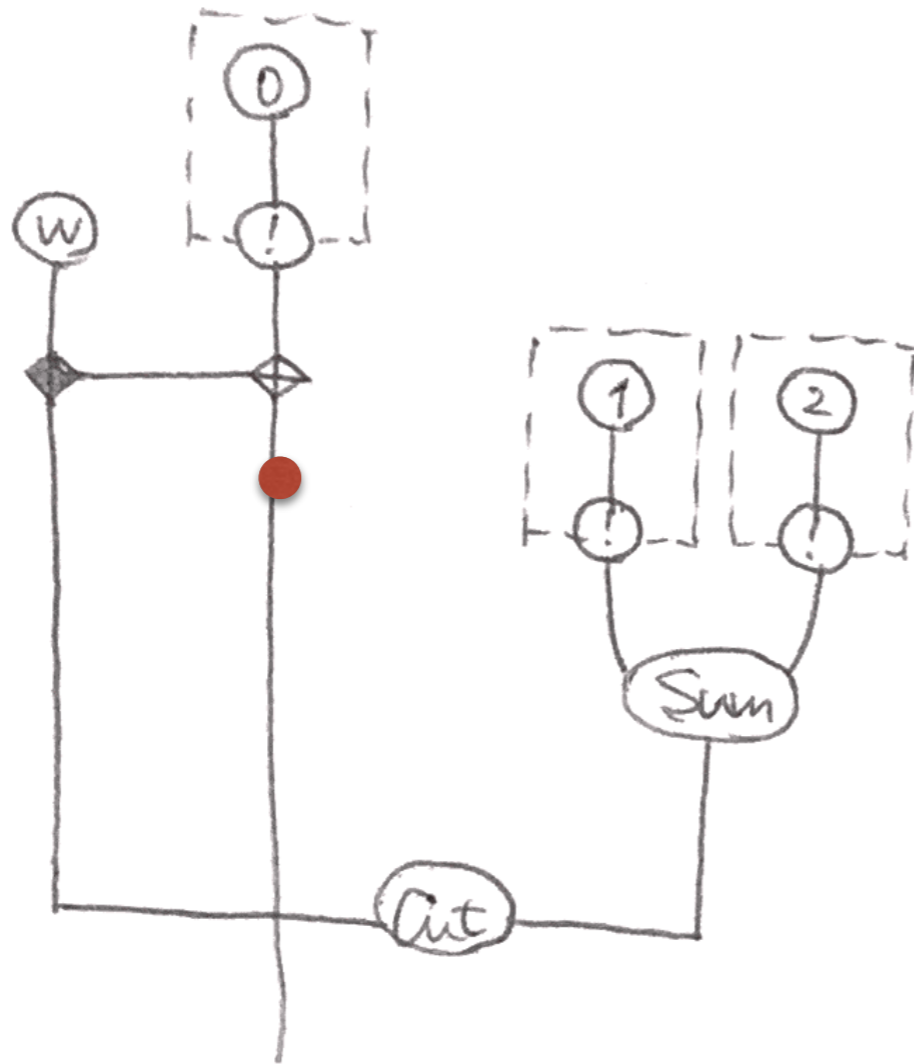
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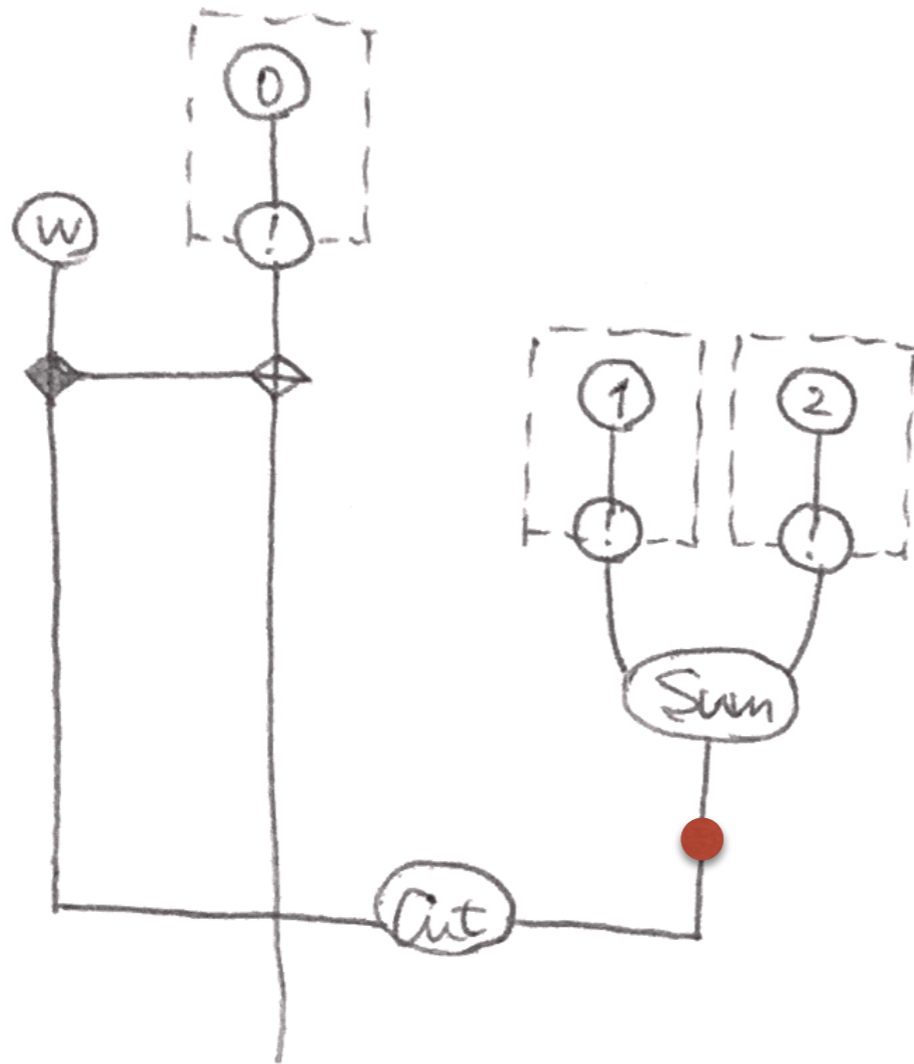
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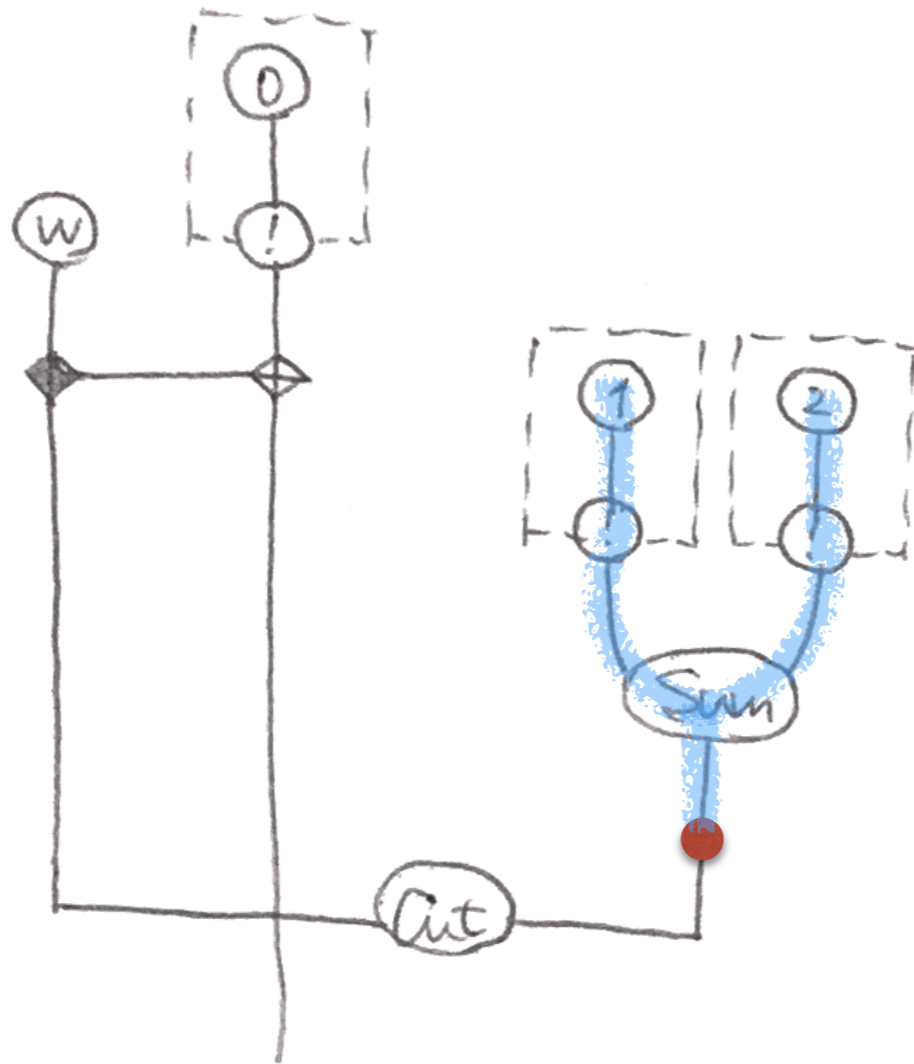
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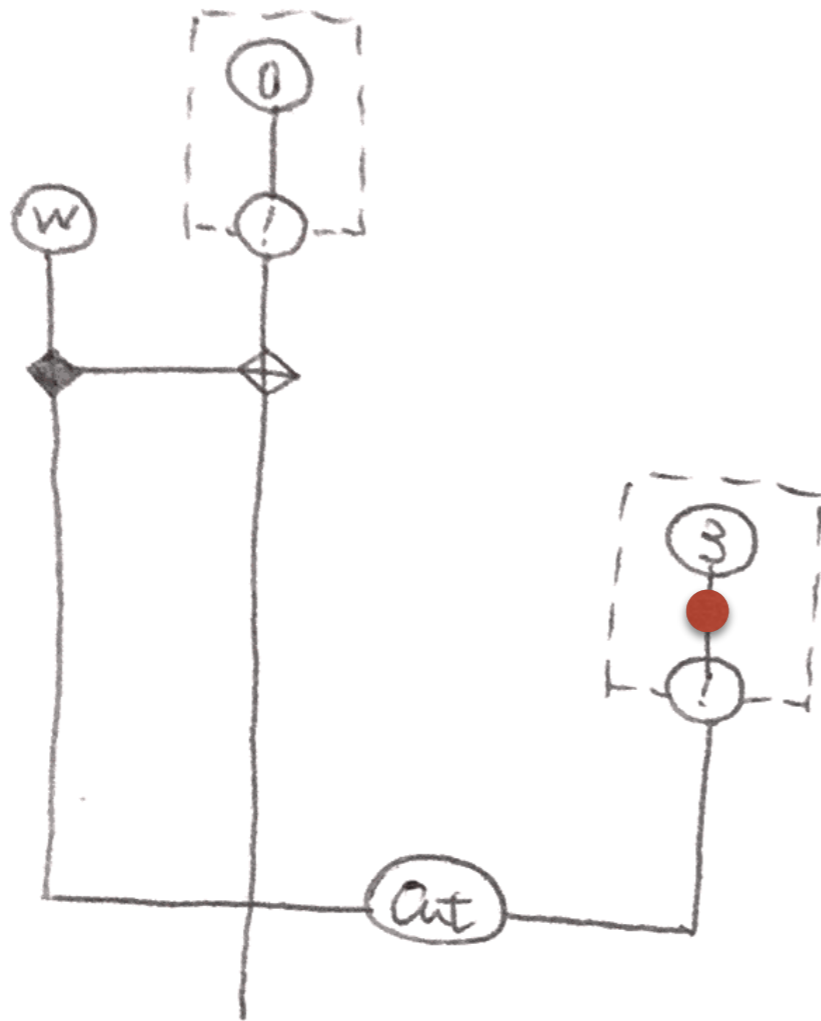
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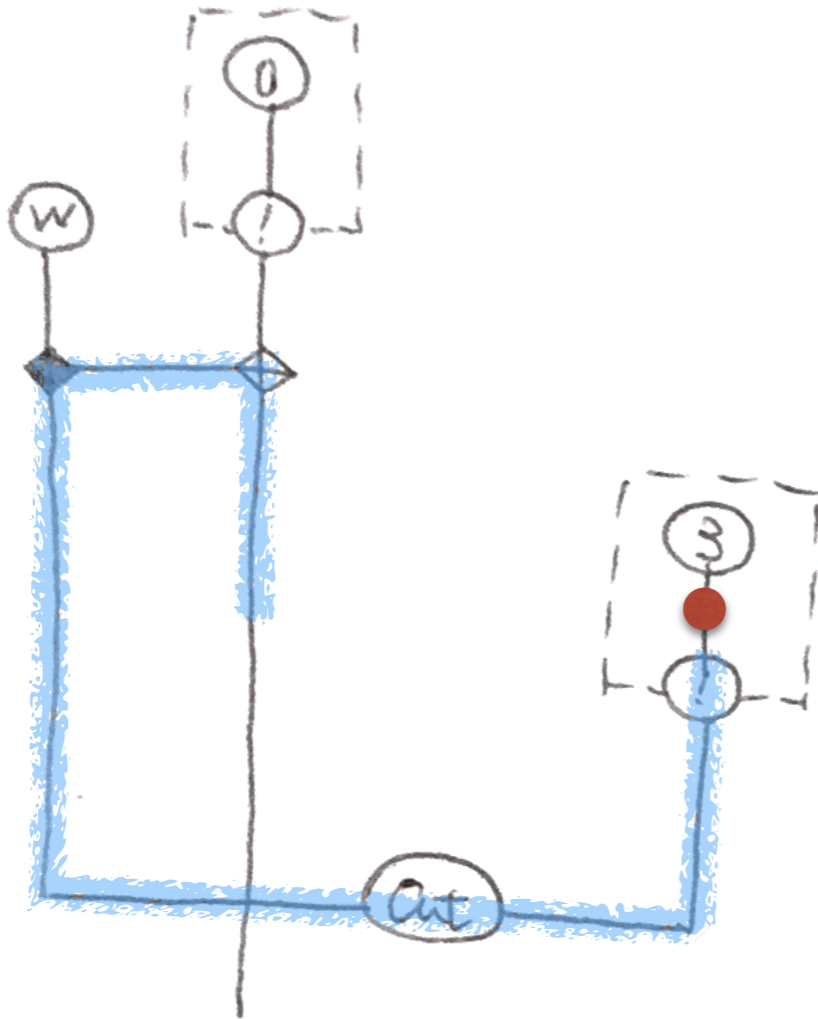
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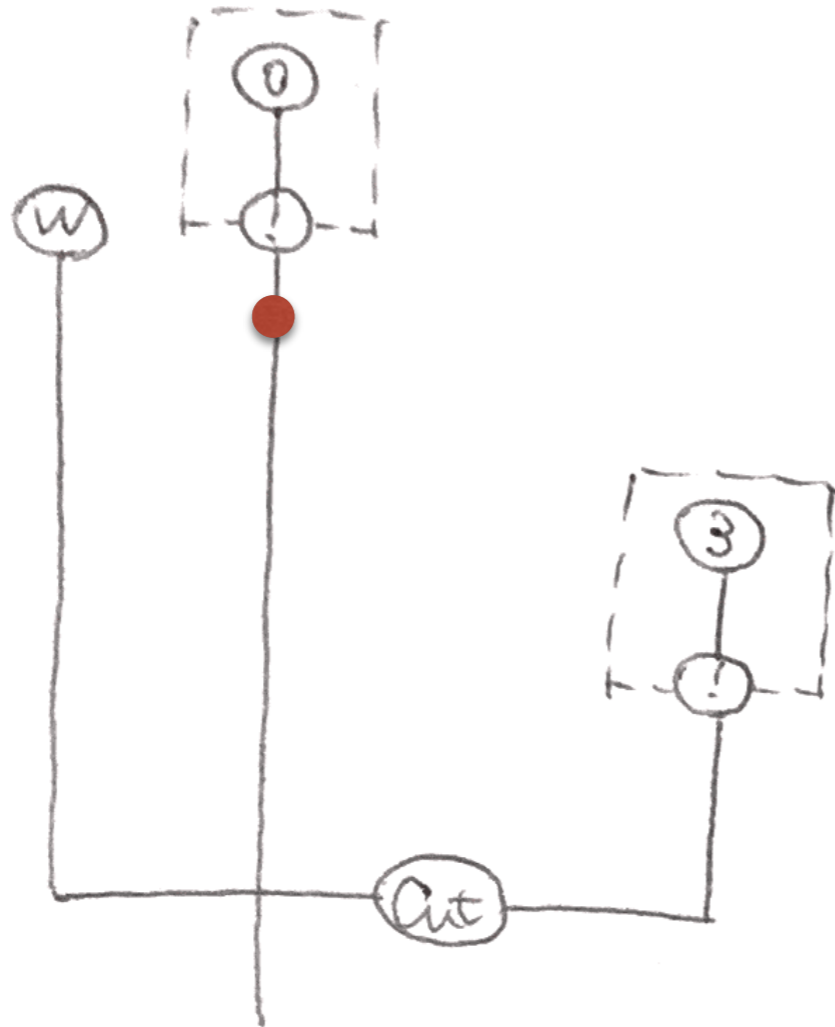
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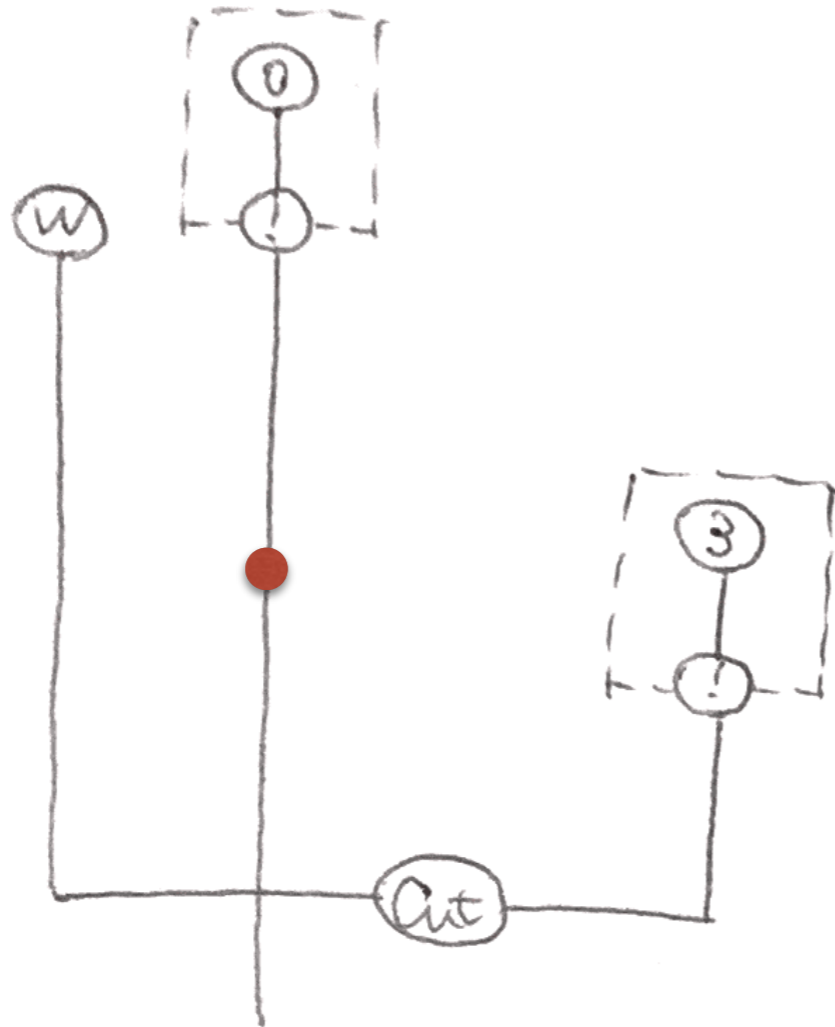
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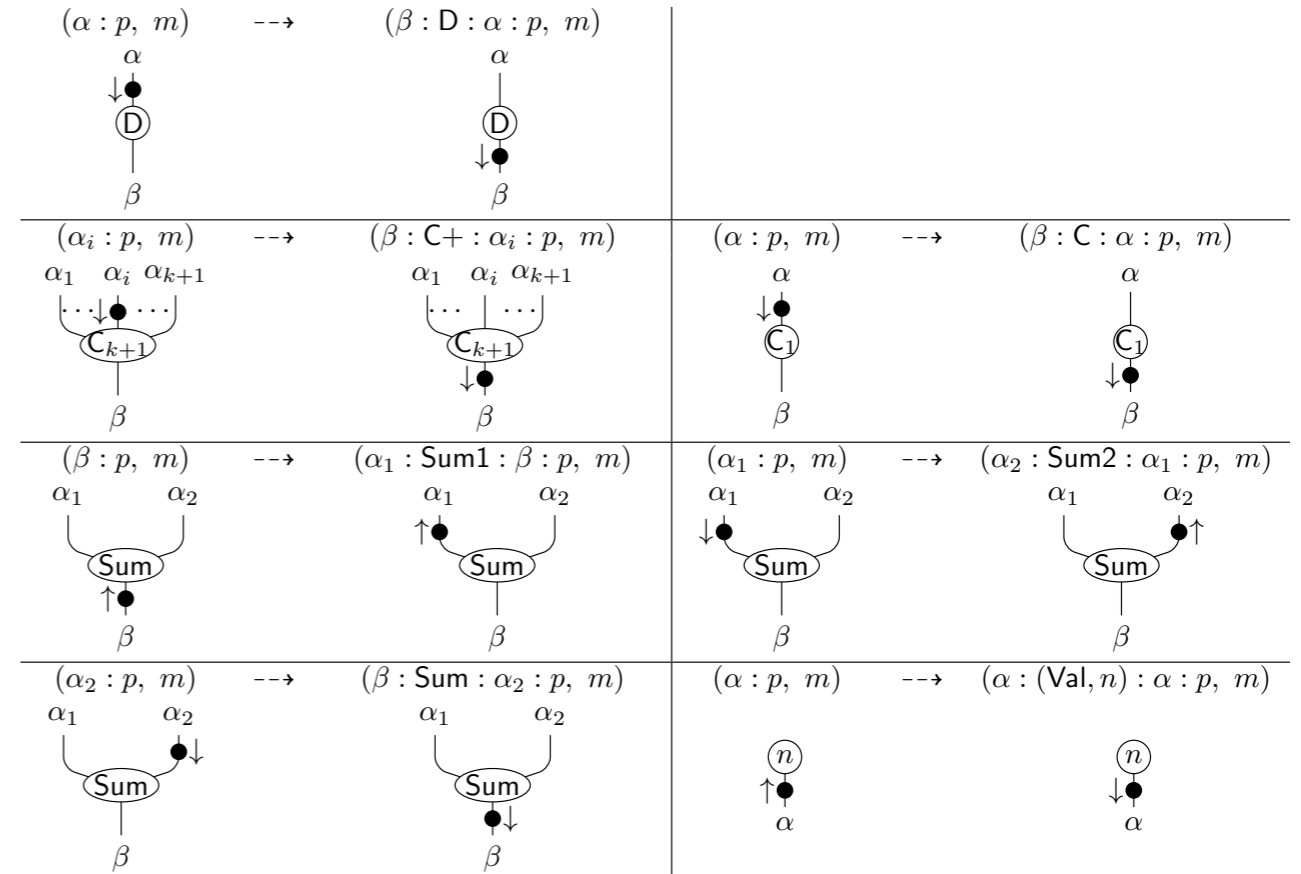
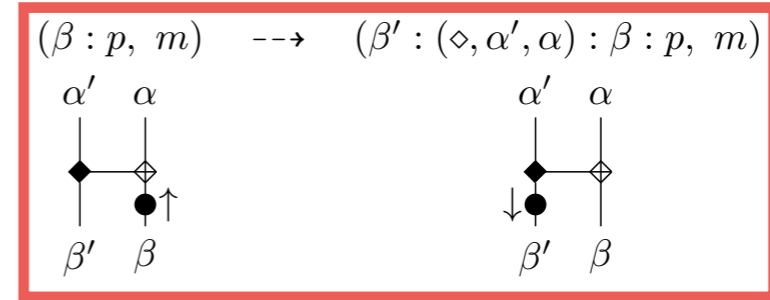
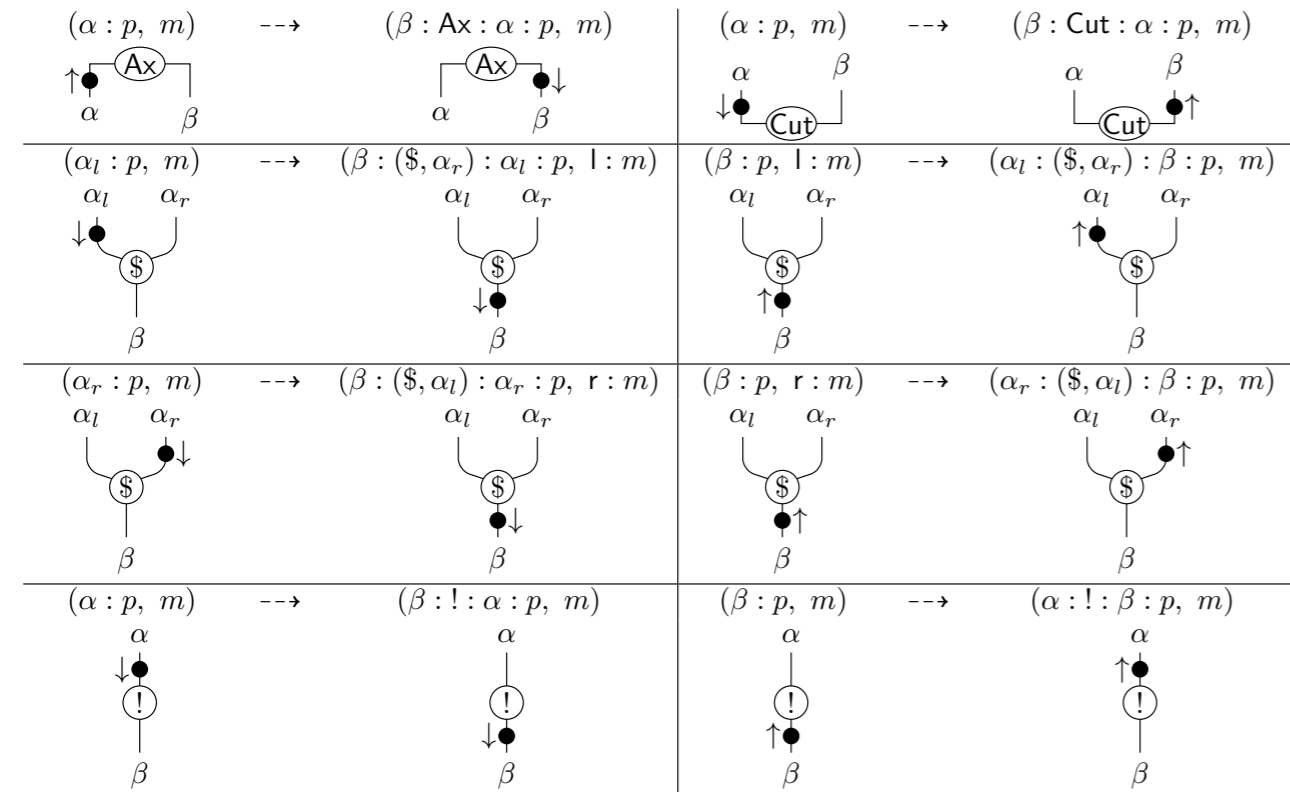
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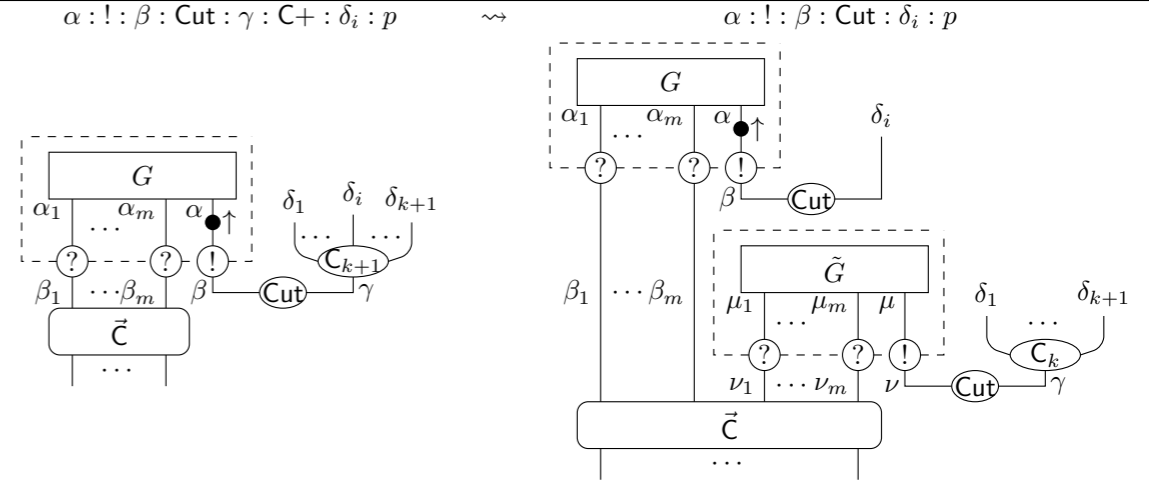
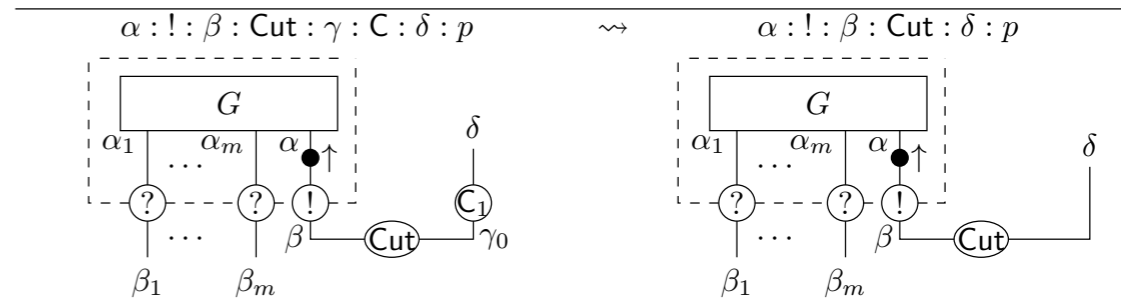
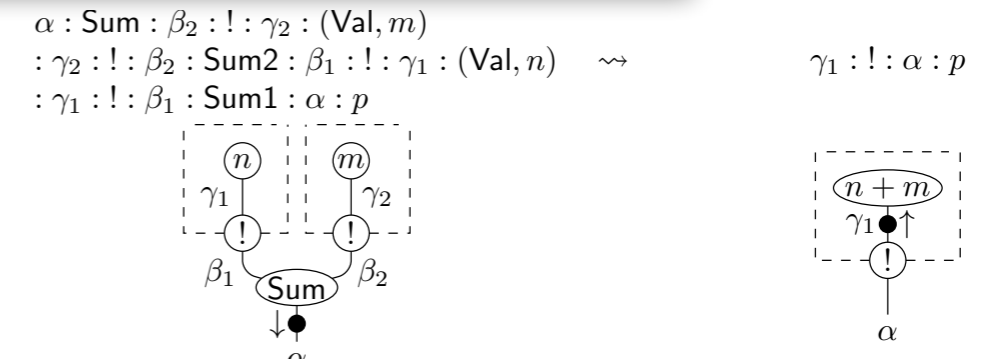
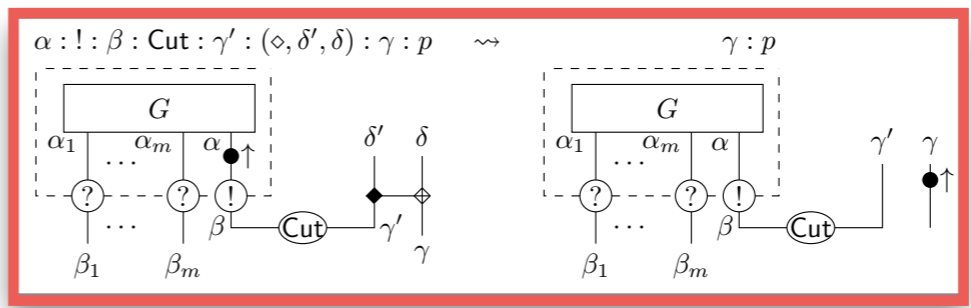
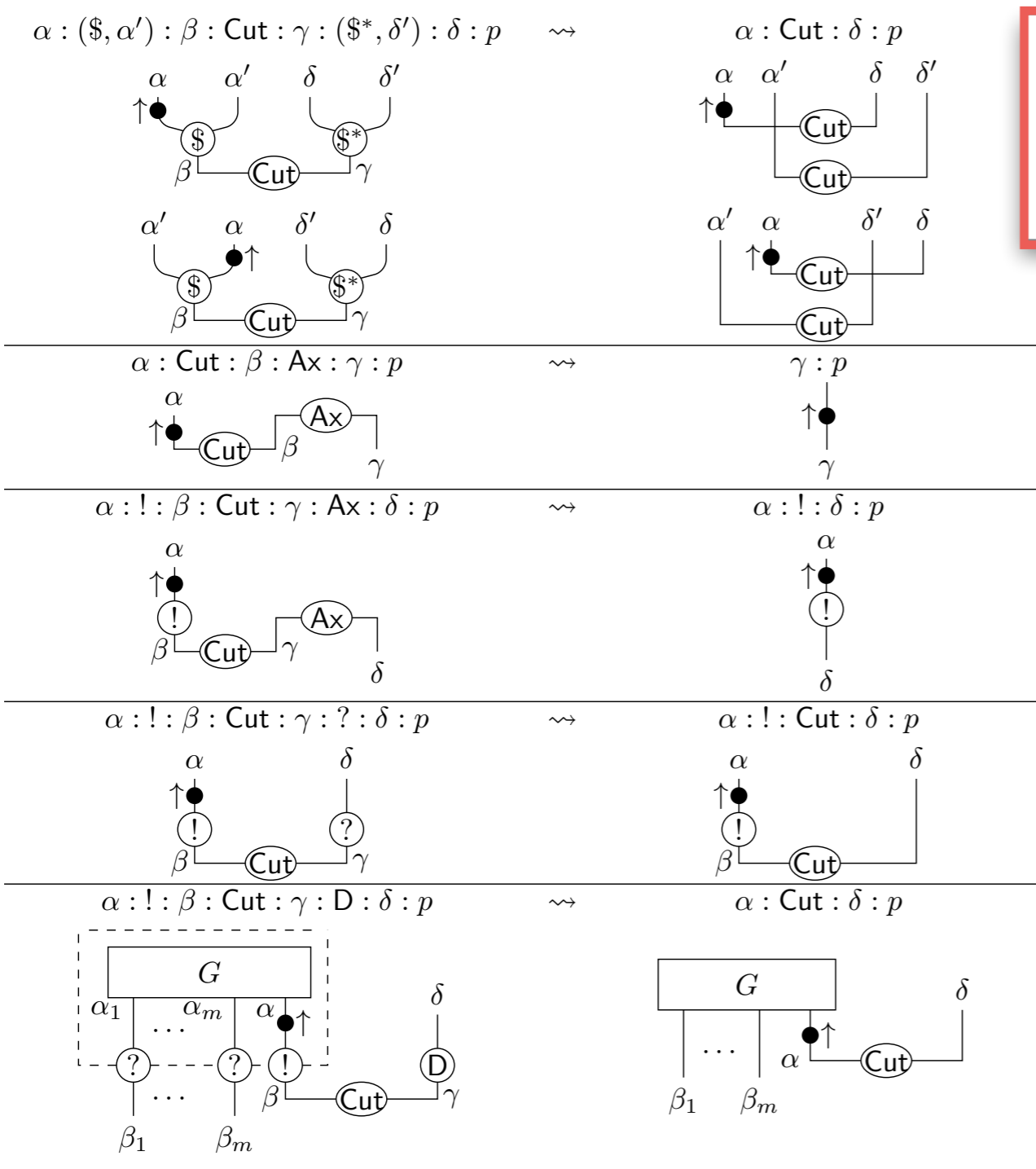
Dynamic Gol machine, extended

“move” transition $((G, \ell_e, \ell_b), p, d, m) \dashrightarrow ((G, \ell_e, \ell_b), p', d', m')$



Dynamic Gol machine, extended

“rewrite” transition $((G, \ell_e, \ell_b), p, d, m) \rightsquigarrow ((G', \ell'_e, \ell'_b), p', d', m)$



“Linear-cost” simulation

- Dynamic Gol machine $\rightarrow \xleftrightarrow{\text{def.}} \begin{cases} \rightsquigarrow & \text{if a rewrite is possible} \\ \dashrightarrow & \text{if no rewrite but a move is possible} \end{cases}$
- Call-by-value storeless abstract machine

$$\begin{array}{l}
 \langle V, E \rangle_t \rightarrow_{\text{val}} \langle E, V \rangle_c \\
 \langle M N, E \rangle_t \rightarrow_{\text{val}} \langle M, E[[] N] \rangle_t \\
 \langle M + N, E \rangle_t \rightarrow_{\text{val}} \langle M, E[[] + N] \rangle_t \\
 \langle x, E_1[\text{let } x = V \text{ in } E_2] \rangle_t \rightarrow_{\text{val}} \langle E_1[\text{let } x = V \text{ in } E_2], V \rangle_c \\
 \langle [], A[V] \rangle_c \rightarrow_{\text{val}} \langle A[V] \rangle_a \\
 \langle E[[] N], A[\lambda x. M] \rangle_c \rightarrow_{\text{val}} \langle N, E[A[\text{let } x' := [] \text{ in } M[x'/x]]] \rangle_t \\
 \langle E[[] + N], A[\underline{n}] \rangle_c \rightarrow_{\text{val}} \langle N, E[A[\underline{n} + []]] \rangle_t \\
 \langle E[\underline{n} + []], A[\underline{m}] \rangle_c \rightarrow_{\text{val}} \langle E, A[\underline{n} + \underline{m}] \rangle_c \\
 \langle E[\text{let } x = V' \text{ in } []], A[V] \rangle_c \rightarrow_{\text{val}} \langle E, \text{let } x = V' \text{ in } A[V] \rangle_c \\
 \langle E[\text{let } x := [] \text{ in } M], A[V] \rangle_c \rightarrow_{\text{val}} \langle M, E[A[\text{let } x = V \text{ in } []]] \rangle_t
 \end{array}$$

Theorem A.2. There exists a binary relation \ddagger that satisfies

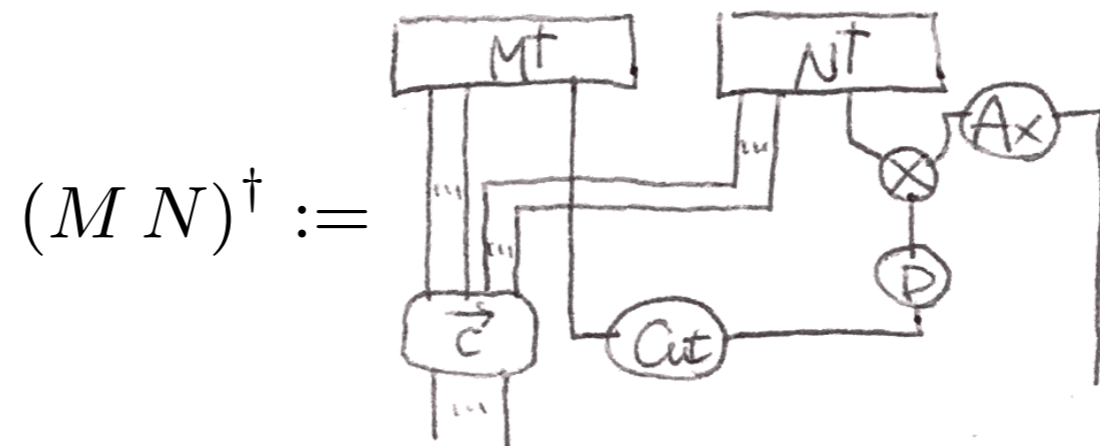
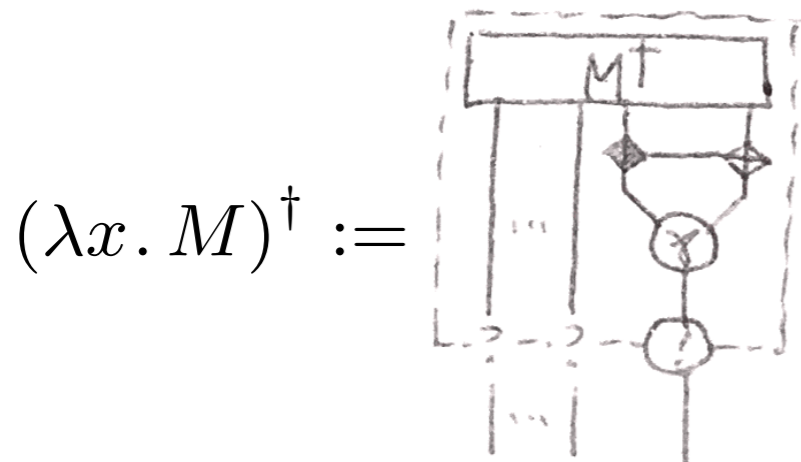
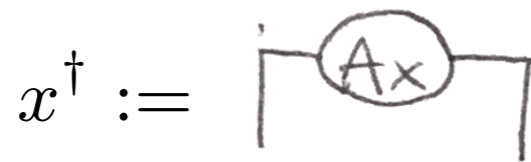
$$\begin{aligned}
 c \xrightarrow{k}_{\text{val}} c' \wedge c \ddagger (G, p, d, m) \\
 \implies (G, p, d, m) \xrightarrow{\mathcal{O}(k)} \dots \rightarrow (G', p', d', m') \wedge c' \ddagger (G', p', d', m') .
 \end{aligned}$$

“Linear-cost” simulation

Theorem A.2. There exists a binary relation \ddagger that satisfies

$$c \xrightarrow{k}_{\text{val}} c' \wedge c \ddagger (G, p, d, m)$$

$$\implies (G, p, d, m) \rightarrow^{\mathcal{O}(k)} \dots \rightarrow (G', p', d', m') \wedge c' \ddagger (G', p', d', m') .$$



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