

APL: Sheet 6

We have lots of new things to play with this week! Effects :D

Is everyone doing with the concept of effects?
I found them vague for the longest time,
but basically

effects = impure operation
e.g. IO or state

CBN vs. CBV

Since I am forgetful, especially with initialisms
I've put this here so I don't forget:

CBN = variables are **terms**

CBV = variables are **values**

- ① Best acquaint ourselves with our new toys
⇒ time for some trees and reductions

By this point in the course, if you struggle
with derivation trees or reductions please
let us know.

The term λ is well typed.

Now in this derivation, we are not given a
type to verify, we must work out the
correct type. Luckily inversion helps with
this. I can't leave the λ abstract, then
bind it when I find it.

We are also given no env, so must show
well-typedness for empty env

P.T.O

- I like to list my bindings/
unknowns here
- Makes it easy to see what
still needs resolved.

sup derw:

$$\begin{array}{c}
 \text{VAR} \quad \frac{}{\Gamma \vdash x : \text{Num}} \quad \frac{\Gamma \vdash \text{numCID} : \text{Num} \quad \text{Num}}{\Gamma \vdash \text{plus}(x; \text{numCID}) : \text{Num}} \quad \text{PLUS} \\
 \frac{\text{'batman'} \in \Sigma^* \quad \Gamma \vdash \text{plus}(x; \text{numCID}) : \text{Num}}{\Gamma \vdash \text{print}(\text{'batman'}; \text{plus}(x; \text{numCID})) : \text{Num}} \quad \text{PRINT} \\
 \frac{}{\vdash x : \text{Num} \cdot \text{print}(\text{'batman'}; \text{plus}(x; \text{numCID})) : \text{Num} \rightarrow \text{Num}} \quad \text{LAM} \\
 \text{'na'} \in \Sigma^* \quad \frac{}{\vdash u : \text{Num} \rightarrow \text{Num}} \quad \text{def } u \quad \text{new rule!} \\
 \frac{}{\vdash \text{print}(\text{'na'}; u) : \text{Num} \rightarrow \text{Num}} \quad \text{PRINT excited!}
 \end{array}$$

CBN reduction:

This is what we have been doing so far in the course.

last week lcls
of you were
misbehaving
these → only
when you use a
dynamic
denotation

```

e₁(e₂)
≡ def e₁
  (λx:Num → Num. f(f(num c3))) e₂
  → D-BETA
  f(f(num c3)) [e₂ / f]
≡ def subst
  e₁(e₂(num c3))
≡ def e₂
  print('na'; u) (print('na'; u) (num c3))
  → D-P-PRINT
  'na'
  u (print('na'; u) (num c3))
≡ def u
  (λx:Num. print('batman'; plus(x; num c3)))
  (print('na'; u) (num c3))
  → D-BETA
  print('batman'; plus((print('na'; u) (num c3)); num c3))
  → D-P-PRINT
  'batman'
  plus((print('na'; u) (num c3)); num c3)
  → D-PLUS / D-APP-1 / D-P-PRINT
  'na'
  plus(u (num c3); num c3)
≡ def u
  plus(λx:Num. print('batman'; plus(x; num c3)) (num c3); num c3)
  → D-PLUS-2 / BETA
  plus(print('batman'; plus(num c3; num c3)); num c3)
  → D-PLUS-1 / D-P-PRINT
  'batman'
  plus(plus(num c3; num c3); num c3)
  → D-PLUS-1 / D-PLUS (2+1=3)
  plus(num c3; num c3)
  → D-PLUS (3+1=4)
  num c4
  
```

result = 4
⇒ effect =
na batman
na batman

* When in doubt, check

D-P-PRINT

$$\frac{\text{print('na', u)} \xrightarrow{\text{na}} u}{\text{print('na', u) (numc2)} \xrightarrow{\text{na}} u \text{ (numc2)}} \quad \text{D-APP-1}$$

$$\frac{\text{plus}(\text{print('na', u) (numc2)}); \text{numc3}}{\text{plus}(u \text{ (numc2)}; \text{numc3})} \quad \text{D-PLUS-1}$$

CBV reduction: (new)

i'd expect the effect to be different.

$e_1(\text{ez})$

This time, I can only use D-BETA when the arg is a val, so I am forced to do work on e_2 .

$\equiv \text{def } e_2$ which I can only do when e_1 is a val, which it is

$$e_1(\text{print('na', u)})$$

$\mapsto \text{D-APP-2 / D-LAM / PRINT by VFL-LAM}$

'na'

$$e_1(u)$$

$\equiv \text{def } e_1$

$(\lambda f: \text{Num} \rightarrow \text{Num}. f(f(\text{numc2}))) (u)$

$\equiv \text{def } u$

$(\lambda f: \text{Num} \rightarrow \text{Num}. f(f(\text{numc2})))$

$(\lambda x: \text{Num}. \text{print}('batman'; \text{plus}(x; \text{numc2})))$

This time our arg is a val (by VFL-LAM)

$\mapsto \text{D-BETA}$

$(\lambda x: \text{Num}. \text{print}('batman'; \text{plus}(x; \text{numc2})))$
 $((\lambda x: \text{Num}. \text{print}('batman'; \text{plus}(x; \text{numc2})))$
 $(\text{numc2}))$

→ D-APP-2 / D-BETA

```
(λx:Num. print('batman'; plus (x; numC3)))  
(print('batman'; plus (numC3; numC3)))
```

→ D-APP-2 / D-P-PRINT
'batman'

```
(λx:Num. print('batman'; plus (x; numC3)))  
(plus (numC3; numC3))
```

→ D-APP-2 / PLUS (2+1=3)

```
(λx:Num. print('batman'; plus (x; numC3)))  
(numC3)
```

finally, it is a value so we can contract

→ D-BETA (numC3 val)

```
print('batman'; plus (numC3; numC3))
```

→
'batman'

```
plus (numC3; numC3)
```

oh and now we see our effects have differed:
we have 'nabatmanbatman' and no more
prints) :o

→ PLUS

numC4] but of course the result is unaffected

⇒ result = 4
effect = nabatmanbatman

② "Do we have to prove progress/preservation?"
is certainly the question on everyone's lips,
but maybe not for the right reasons. I'd

Well, let's think about what has changed:
the dynamics

$\Rightarrow$ if the proof relies on dynamics we
need to make some adjustment.

Preservation

If $te : \tau$ and $e \mapsto e'$ then $te' : \tau$

Now, this is a proof by induction on the
dynamics ($\mapsto$) $\Rightarrow$ the proof would need
reworking with the new rules and adjustments
to the rule. However, since the proof, we can
certainly use the old proof to our
advantage.

It must be proved for the new cases:

D-INL
D-INR
D-APP-2

The changed rules also need to be checked to
see if the adjustments check the proof.

Progress

If $te : \tau$ then either eval or $e \mapsto e'$ for some e'

this is a proof by induction on the states,
so the structure won't change, but we
need to conclude either a value or a
transition, so our conclusions may need
adjusted.

Some transition conclusions may need
adjusted.

Algo!

① We need to show derivability

A reminder:

Derivable means that the derivation of the rule ends in its premise

Hint says to do them in order so let's go!

① $\vdash$ $\leftarrow$ what we have $\rightarrow$ ② $\vdash$

$\Gamma \vdash_{\Sigma} m_1 \text{ ok}$

$\Gamma, x:\text{Nat} \vdash_{\Sigma} m_2 \text{ ok}$

$\vdash$

$\leftarrow$ what we need to do

$\Gamma \vdash_{\Sigma} \{x \leftarrow m_1; m_2\} \text{ ok}$

Process for this is just climbing the goal at the bottom of the page and systematically applying rules till hopefully we hit ① or ②.
On cool this is de notation!

We (need) to do some desugaring before we play the derivation tree game

① $\vdash$

$\Gamma \vdash_{\Sigma} m_1 \text{ ok}$

② $\vdash$

$\Gamma \vdash_{\Sigma} \text{cmd}(m_1) : \text{cmd}$

$\Gamma, x:\text{Nat} \vdash_{\Sigma} m_2 \text{ ok}$

BLIND

$\Gamma \vdash_{\Sigma} \text{bnd}(\text{cmd}(m_1); x.m_2)$

$\stackrel{\text{def}}{=} \Gamma \vdash_{\Sigma} \{x \leftarrow m_1; m_2\} \text{ ok}$

Wheel that uses fin and pretty mechanical
(hopefully my highlighting makes that clear).

The rest seem similar, except you must
remember that we have our previous pods
and weakening at our disposal. I'll do these
like if there is demand.