Victor Arrial <sup>1</sup> Giulio Guerrieri <sup>2,3</sup> Delia Kesner <sup>1,4</sup>

<sup>1</sup>Université Paris Cité, Paris <sup>2</sup>Aix Marseille Univ, Marseille

<sup>3</sup>Edinburgh Research Centre, Huawei, Edinburgh

<sup>4</sup>Institut Universitaire de France

Boston, January 20, 2023

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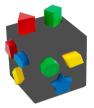
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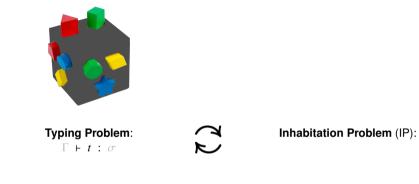
Boston, January 20, 2023

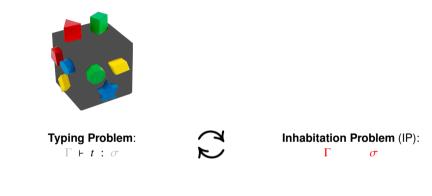
Typing Problem:

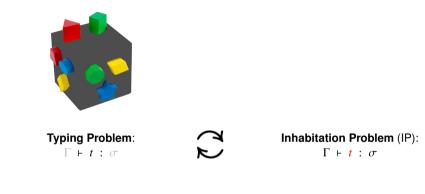
Typing Problem:  $\Gamma \vdash t : \sigma$ 

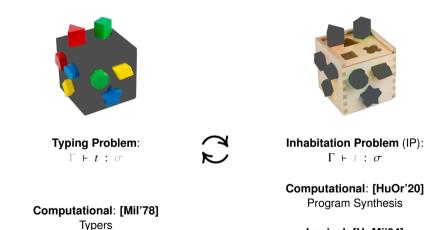


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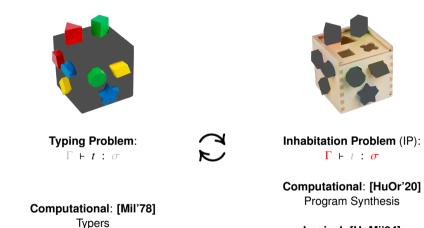




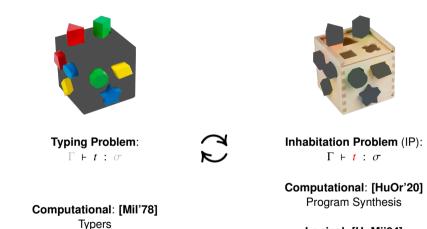




Logical: [HoMi'94] Proof Search and Logic Programming



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Unifying Frameworks:

• Call-by-Push-Value [Levy'99]





- Call-by-Push-Value [Levy'99]
- Bang Calculus [EG'16]







#### Unifying Frameworks:

- Call-by-Push-Value [Levy'99]
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t, u ::=  $x \mid \lambda x.t \mid tu$ 







BANG

- Call-by-Push-Value [Levy'99]
- Bang Calculus [EG'16]:

$$t, u ::= x | \lambda x.t | tu$$
$$| !t$$
Values





- Call-by-Push-Value [Levy'99]
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$$t, u ::= x | \lambda x.t | tu$$

$$| !t Values$$

$$| der(t) Computations$$







- Call-by-Push-Value [Levy'99]
- Distant Bang Calculus [EG'16] [BKRV'20]:

$$t, u ::= x | \lambda x.t | tu$$

$$| !t Values$$

$$| der(t) Computations$$

$$| t[x:=u] Let$$







Static Properties: [BKRV'20]

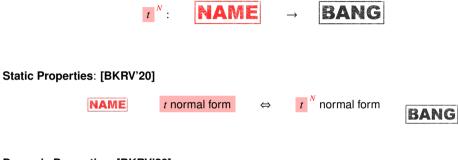






Static Properties: [BKRV'20]

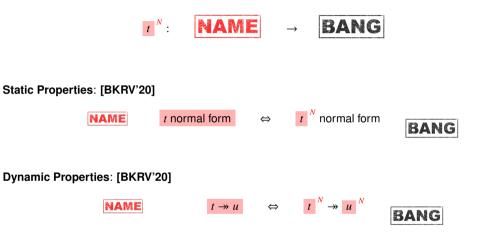


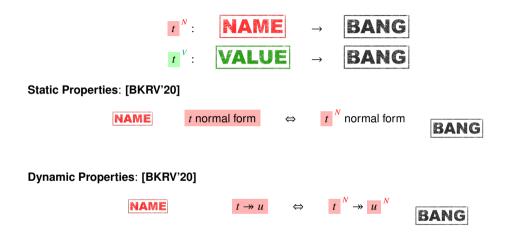


Dynamic Properties: [BKRV'20]

NAME

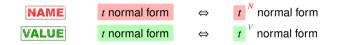
 $t \twoheadrightarrow u$ 







### Static Properties: [BKRV'20]



Dynamic Properties: [BKRV'20]



BANG



### Static Properties: [BKRV'20]



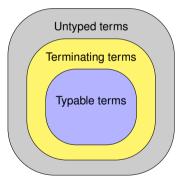
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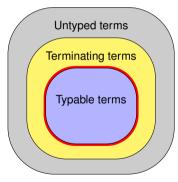
Can we do the same thing with inhabitation ?

# Simple Types Versus Intersection Types

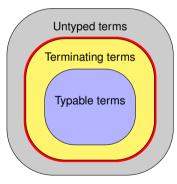
$$A,B ::= \sigma \mid A \Rightarrow B$$



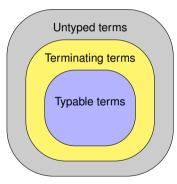
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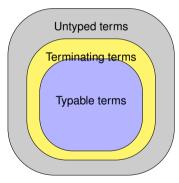
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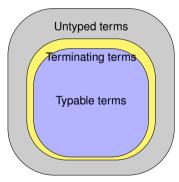
 $A, B ::= \sigma \mid A \Rightarrow B \mid A \cap B$ 



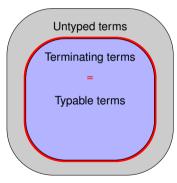
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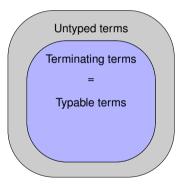
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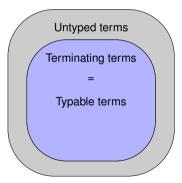


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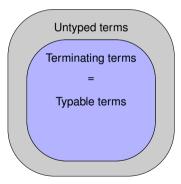
• Associativity:  $A \cap (B \cap C) = (A \cap B) \cap C$ 

$$A, B ::= \sigma \mid A \Rightarrow B \mid \underline{A} \cap \underline{B}$$



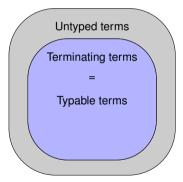
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- Associativity:  $A \cap (B \cap C) = (A \cap B) \cap C$
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- Idempotency?

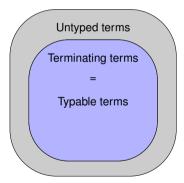
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```
Idempotent
[CoDe'78],[CoDe'80]
A \cap A = A
```

$$A, B ::= \sigma \mid A \Rightarrow B \mid A \cap B$$



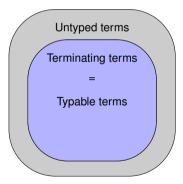
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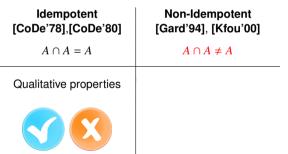
#### **Qualitative** properties



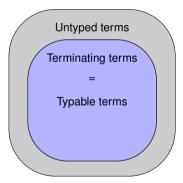
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- Associativity:  $A \cap (B \cap C) = (A \cap B) \cap C$
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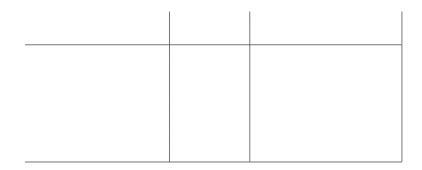


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Idempotent [CoDe'78],[CoDe'80]	Non-Idempotent [Gard'94], [Kfou'00]
$A \cap A = A$	$A \cap A \neq A$
Qualitative properties	Quantitative properties [dCarv'07]



<b>Typing</b> ? ⊢ <i>t</i> : ?	Inhabitation $\Gamma \vdash ?: \sigma$

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Simple Types		
Idempotent Types Non-Idempotent Types		

-

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Simple Types	Decidable	
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NAME: 
$$N$$
VALUE:  $\mathcal{V}$ BANG:  $\mathcal{B}$ 

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VALUE:  $\mathcal{V}$ BANG:  $\mathcal{B}$ 

#### Static Properties: [BKRV'20]



**NAME** : 
$$\mathcal{N}$$
 **VALUE** :  $\mathcal{V}$  **BANG** :  $\mathcal{B}$ 

#### Static Properties: [BKRV'20]

**NAME** 
$$\Gamma \vdash_{\mathcal{N}} t : \sigma \quad \Leftrightarrow \quad \Gamma \vdash_{\mathcal{B}} t^{\mathcal{N}} : \sigma$$
 **BANG**

**NAME** : 
$$N$$
 **VALUE** :  $V$  **BANG** :  $B$ 

#### Static Properties: [BKRV'20]

NAME
$$\Gamma \vdash_N t : \sigma$$
 $\Leftrightarrow$  $\Gamma \vdash_B t$  $N$ :  $\sigma$ VALUE $\Gamma \vdash_V t : \sigma$  $\Leftrightarrow$  $\Gamma \vdash_B t$  $V$ :  $\sigma$ 

## Quantitative Inhabitation for Different Lambda Calculi in a Unifying Framework

First Goal

**Decidability** of the (more general) **BANG** Inhabitation Problem (IP).

First Goal + More Ambitious Second Goal

- **Decidability** of the (more general) **BANG** Inhabitation Problem (IP).
- Decidability of the NAME and VALUE IP from decidability of the BANG IP.



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More Ambitious Third Goal

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### More Ambitious Third Goal

Decidability by finding all inhabitants in the BANG IP.

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### More Ambitious Third Goal

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# Coming Back to Inhabitation

### First Goal + More Ambitious Second Goal

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- Decidability of the NAME and VALUE IP from decidability of the BANG IP.



## More Ambitious Third Goal

- Decidability by finding all inhabitants in the **BANG** IP.
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- Using generic properties so that other encodable models of computation can use these results.





Instead of just one solution:  $\Gamma \vdash \mathbf{t} : \sigma$ We want to compute **all** solutions:  $Sol(\Gamma, \sigma) := \{\mathbf{t} \mid \Gamma \vdash \mathbf{t} : \sigma\}$ 



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### Problem

 $\mathfrak{O}$  The set So1( $\Gamma, \sigma$ ) is either empty of infinite

BANG



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#### Problem

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BANG



We compute a finite generator: Basis( $\Gamma, \sigma$ ) Which is correct and complete: span(Basis( $\Gamma, \sigma$ )) = Sol( $\Gamma, \sigma$ )



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#### Theorem

**Solution**  $\mathbf{Y}$  For any typing  $(\Gamma, \sigma)$ ,  $\operatorname{Basis}_{\mathcal{B}}(\Gamma, \sigma)$  **exists**, is **finite**, **correct** and **complete**.





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Recreate typing trees, but only on elements of the Basis.

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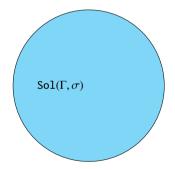
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Grammar rules

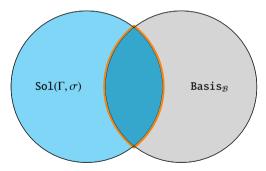
Follows two sets of rules:  $Sol(\Gamma, \sigma)$ Basis<sub>B</sub>

### Computing the basis:

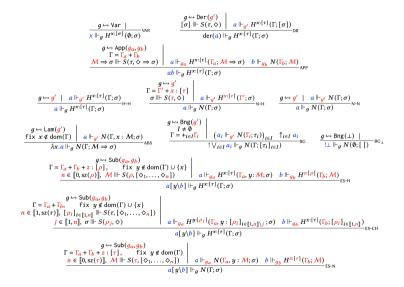
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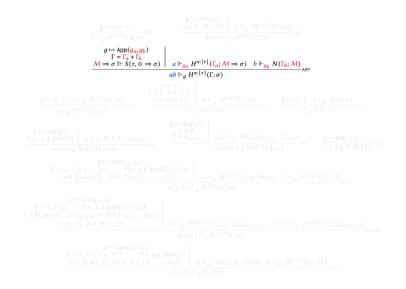
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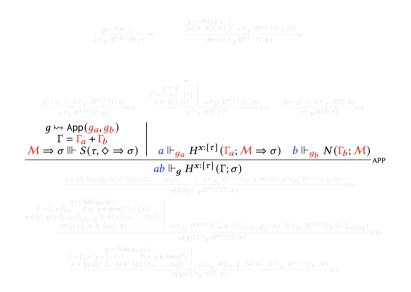
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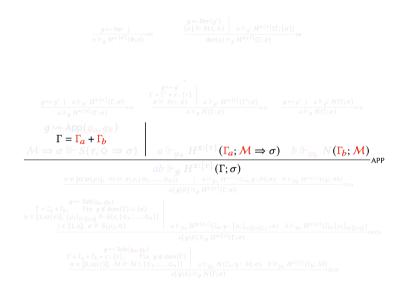


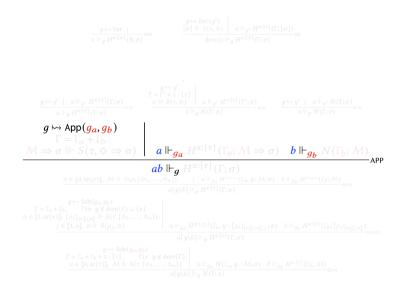
## The Full Algorithm

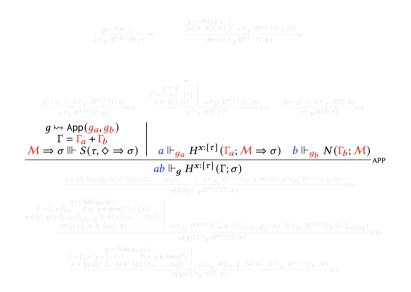




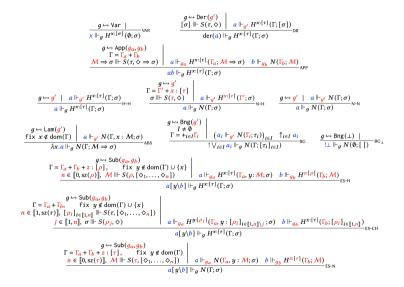








## The Full Algorithm



## The Full Algorithm and its Implementation



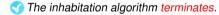
Non-deterministic algorithm



#### Non-deterministic algorithm



## Theorem



#### Non-deterministic algorithm



### Theorem

- The inhabitation algorithm terminates.
- **(**) The algorithm is sound and complete (i.e. it exactly computes  $Basis_{\mathcal{B}}(\Gamma, \sigma)$ ).

#### Non-deterministic algorithm



### Theorem

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### More Ambitious Third Goal

Decidability by finding all inhabitants in the BANG IP.

#### Non-deterministic algorithm



### Theorem

- The inhabitation algorithm terminates.
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# Solving NAME Inhabitation - Standard Methology

## Theorem ([BKR'14])

**Solution** For any typing  $(\Gamma, \sigma)$ , Basis<sub>N</sub> $(\Gamma, \sigma)$  exists, is finite, correct and complete.



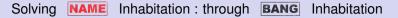
## Theorem ([BKR'14])

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Built an algorithm computing  $Basis_{\mathcal{N}}(\Gamma, \sigma)$  : [**BKR'14**]

$$\begin{split} \frac{\mathbf{a} \Vdash \mathbf{T}(\Gamma + \mathbf{x}: \mathbf{A}, \tau) \qquad \mathbf{x} \notin \operatorname{dom}(\Gamma)}{\lambda \mathbf{x}. \mathbf{a} \Vdash \mathbf{T}(\Gamma, \mathbf{A} \to \tau)} \quad \text{(Abs)} \\ \\ \frac{(\mathbf{a}_i \Vdash \mathbf{T}(\Gamma_i, \sigma_i))_{i \in I} \qquad \uparrow_{i \in I} \mathbf{a}_i}{\bigvee_{i \in I} |\mathbf{H} \top \mathbf{I}(+_{i \in I}\Gamma_i, [\sigma_i]_{i \in I})} \quad \text{(Union)} \\ \\ \frac{\Gamma = \Gamma_1 + \Gamma_2 \qquad \mathbf{a} \Vdash \mathbf{H}^{\mathbf{x}: [\mathbf{A}_1 \to \dots \mathbf{A}_n \to \mathbf{B} \to \tau]} (\Gamma_1, \mathbf{B} \to \tau) \quad \mathbf{b} \Vdash \mathbf{TI}(\Gamma_2, \mathbf{B}) \qquad n \geq 0}{\mathbf{a} \mathbf{b} \Vdash \mathbf{H}^{\mathbf{x}: [\mathbf{A}_1 \to \dots \mathbf{A}_n \to \mathbf{B} \to \tau]} (\Gamma, \tau)} \quad \text{(Head}_{>0}) \\ \\ \frac{\mathbf{a} \Vdash \mathbf{H}^{\mathbf{x}: [\mathbf{A}_1 \to \dots \mathbf{A}_n \to \mathbf{A}^-]} (\Gamma, \tau)}{\mathbf{a} \Vdash \mathbf{T}(\Gamma + \mathbf{x}: [\mathbf{A}_1 \to \dots \mathbf{A}_n \to \tau], \tau)} \quad \text{(Head)} \end{split}$$



# Solving NAME Inhabitation : through BANG Inhabitation

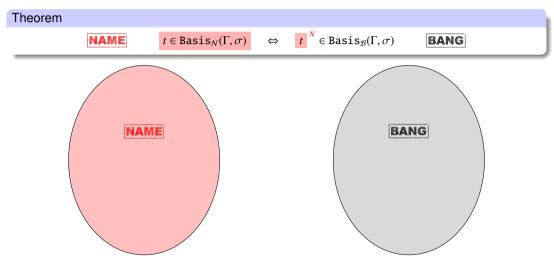
The Basis is preserved by the embedding:

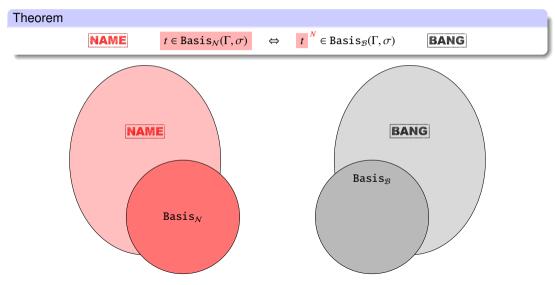
Theorem NAME  $t \in \text{Basis}_{\mathcal{N}}(\Gamma, \sigma)$ 

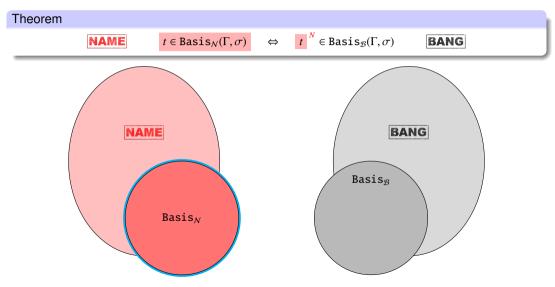
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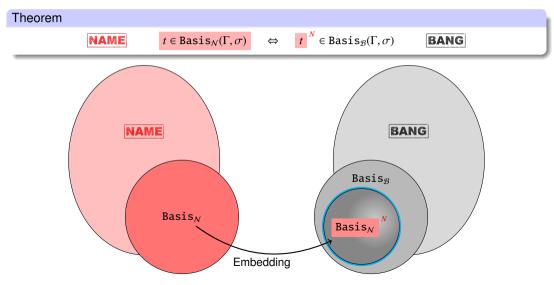
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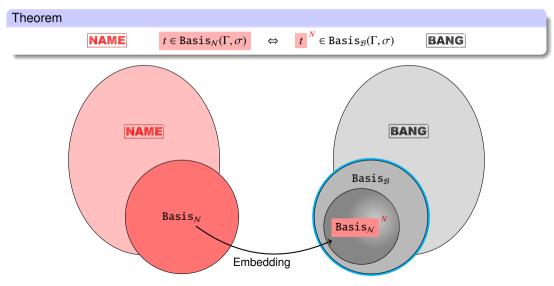


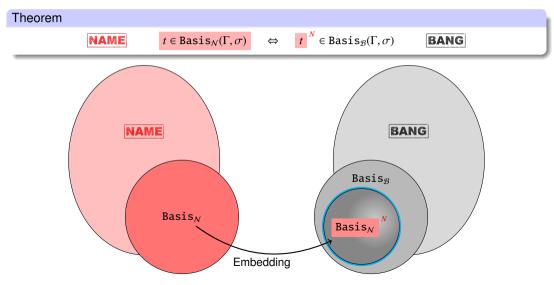


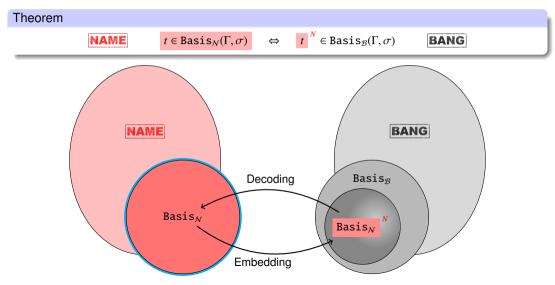


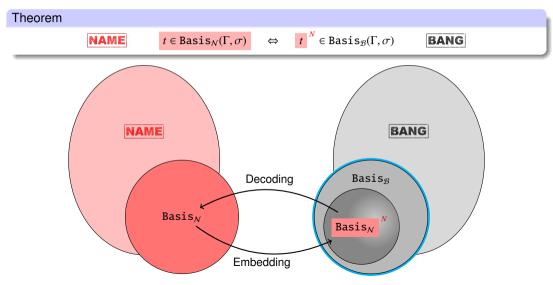


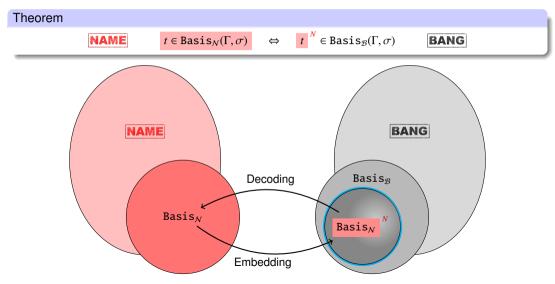


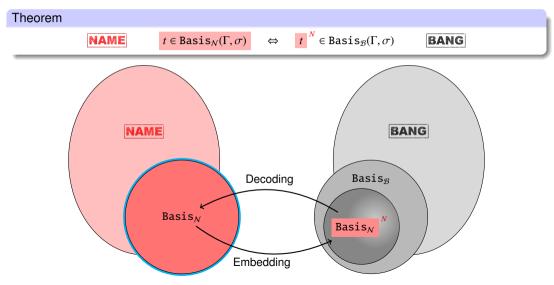


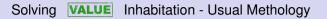












## Solving VALUE Inhabitation - Usual Methology

# Theorem $\checkmark$ For any typing $(\Gamma, \sigma)$ , Basis $_{\mathcal{V}}(\Gamma, \sigma)$ exists, is finite, correct and complete.**VALUE**

## Solving VALUE Inhabitation - Usual Methology

Theorem			
$\checkmark$ For any typing $(\Gamma, \sigma)$ ,	$\mathtt{Basis}_{\mathcal{V}}(\Gamma,\sigma)$	exists, is finite, correct and complete.	VALUE

Built an algorithm computing  $Basis_{\mathcal{V}}(\Gamma, \sigma)$ :

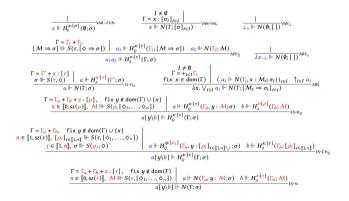
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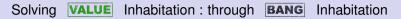
#### Theorem

**Solution** For any typing  $(\Gamma, \sigma)$ , **Basis**<sub>V</sub> $(\Gamma, \sigma)$  exists, is finite, correct and complete.



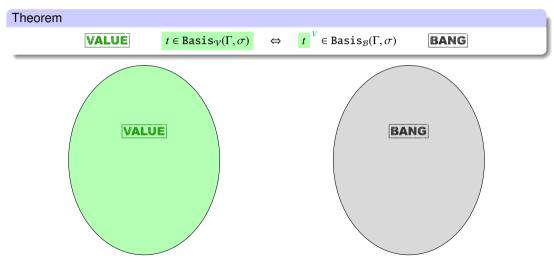
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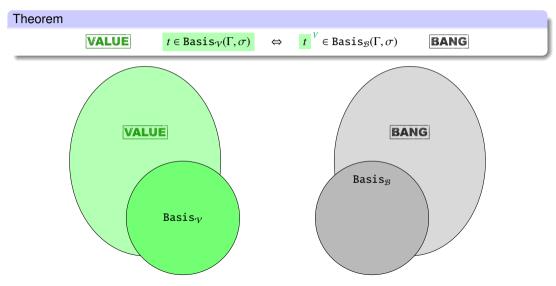


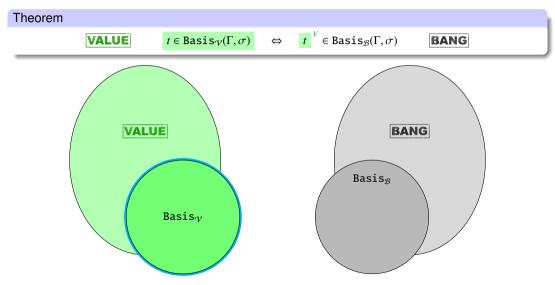


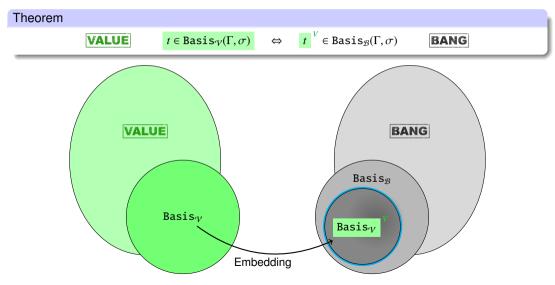
Theorem			
	VALUE	$t\in \texttt{Basis}_{\mathcal{V}}(\Gamma,\sigma)$	

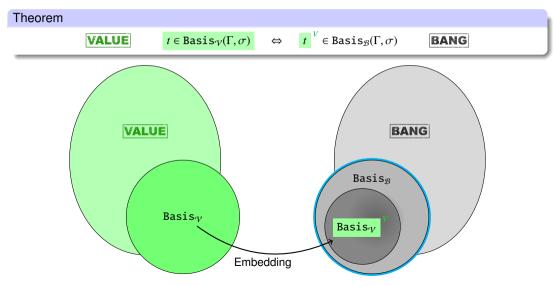


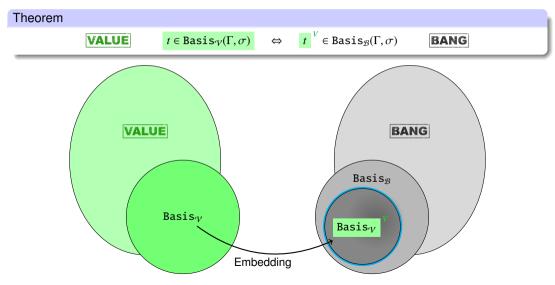


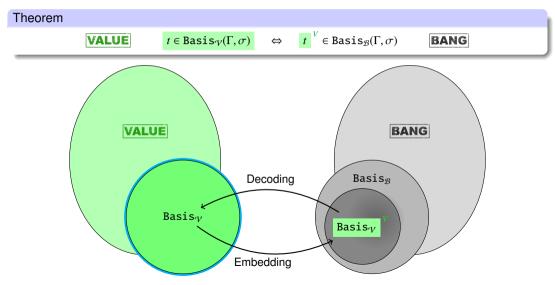


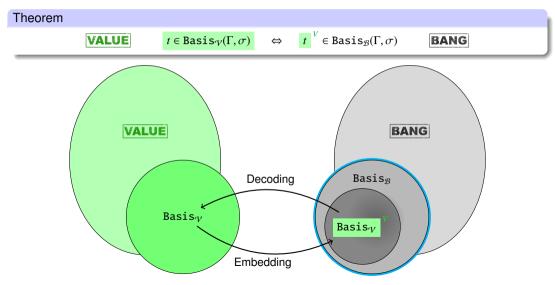


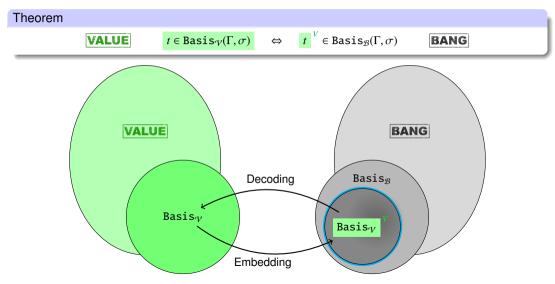


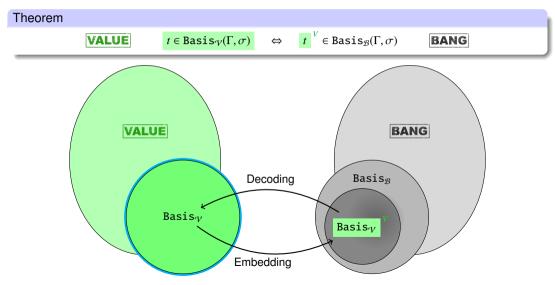














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- The algorithm is sound and complete (i.e. it exactly computes  $Basis_{\mathcal{B}}(\Gamma, \sigma)$ ).



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- Decidability of the NAME and VALUE IP by finding all inhabitants from those of the BANG IP.
- Using generic properties so that other encodable models of computation can use these results.

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#### Summary:

- Solving the generalized inhabitation problem
- A several-for-one deal:

NAME VALUE OTHERS

An implementation: (github/ArrialVictor/InhabitationLambdaBang)

BANG

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## Thanks for your attention!