

What is Lévy-Longo Tree Equivalence ?

A Sequel to Interaction Equivalence

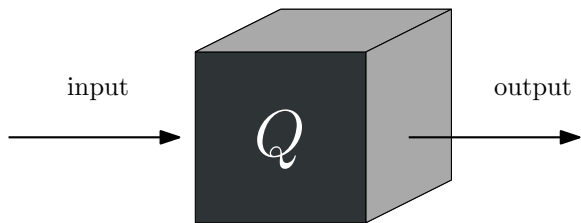
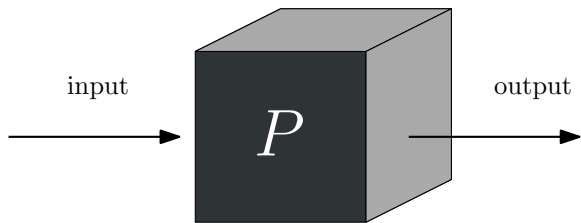
Adrienne Lancelot

Inria & LIX, École Polytechnique and Université Paris Cité, CNRS, IRIF

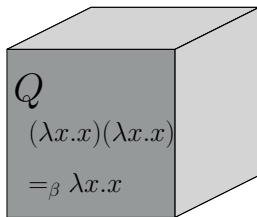
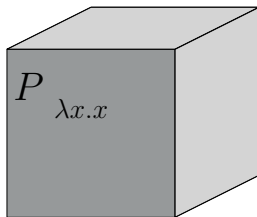
Jww. Beniamino Accattoli, Giulio Manzonetto and Gabriele
Vanoni

November 18th 2024 – GT Scalp

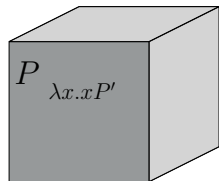
Contextual Equivalence



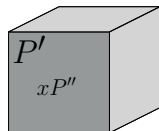
Intensional Equivalences



Coinductive Intensional Equivalences

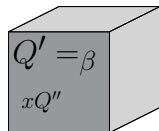
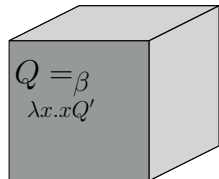


$$P' \neq_{\beta} Q'$$



...

$$P'' \neq_{\beta} Q''$$



...

Reconciling Intensional and Contextual?

When can contextual equivalence be rephrased as an intensional equivalence?

When are intensional equivalences fully abstract?

Can we add intensional information to contextual equivalence?

→ **Interaction Equivalence** – Accattoli, Lancelot, Manzonetto and Vanoni

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Contextual Equivalence

$$t \equiv^{\text{ctx}} u \quad \text{if for all contexts } C. \quad [C\langle t \rangle \Downarrow \Leftrightarrow C\langle u \rangle \Downarrow]$$

Is an Equational Theory (for $\Downarrow := \Downarrow_h$):

1. *Compatibility*: if $t \equiv^{\text{ctx}} u$ then $C\langle t \rangle \equiv^{\text{ctx}} C\langle u \rangle$ for all context C ;
2. *Invariance*: if $t =_{\beta} u$ then $t \equiv^{\text{ctx}} u$.

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Sands' improvement

$t \equiv^{\text{cost}} u$ if for all contexts $C, \exists k \geq 0. [C\langle t \rangle \Downarrow^k \Leftrightarrow C\langle u \rangle \Downarrow^k]$

Not An Equational Theory!

$I =_{\beta} II$ but $I \not\equiv^{\text{cost}} II$

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The best of both worlds?

Can we build a cost-sensitive equational theory?

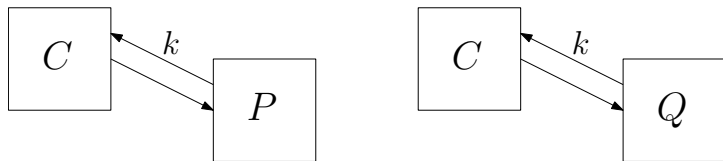
How can we measure the interaction between a program and a context modulo the internal dynamics?

Our contribution: a framework to identify internal and interaction steps for the untyped λ -calculus
→ checkers λ -calculus

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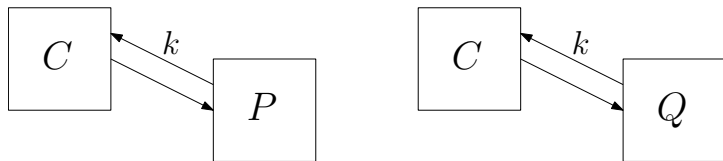
$$P \simeq Q$$

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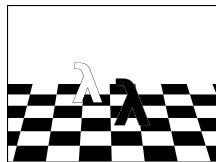
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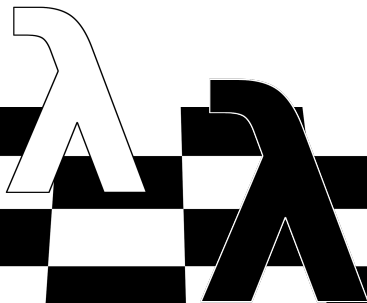


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The Checkers λ -Calculus



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$$\begin{array}{l} \Lambda \ni t, u \quad := \quad x \quad | \quad \lambda x. t \quad | \quad tu \\ \Lambda_{\bullet\circ} \ni t, u \quad := \quad x \quad | \quad \lambda_{\bullet} x. t \quad | \quad t \bullet u \\ \quad \quad \quad \quad \quad \quad \quad | \quad \lambda_{\circ} x. t \quad | \quad t \circ u \end{array}$$

Silent Steps:

$$(\lambda_{\circ} x. t) \circ u \mapsto_{\beta_T} t\{x := u\}$$

$$(\lambda_{\bullet} x. t) \bullet u \mapsto_{\beta_T} t\{x := u\}$$

Interaction Steps:

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Intuition: $\bar{C}^{\circ} \langle t^{\bullet} \rangle$



The Checkers λ -Calculus

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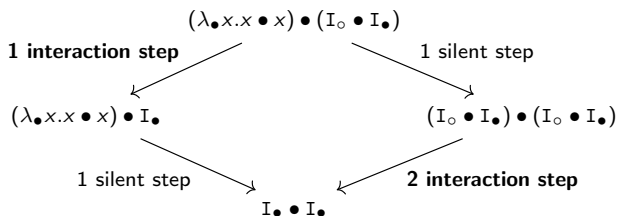
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Interaction Cost?

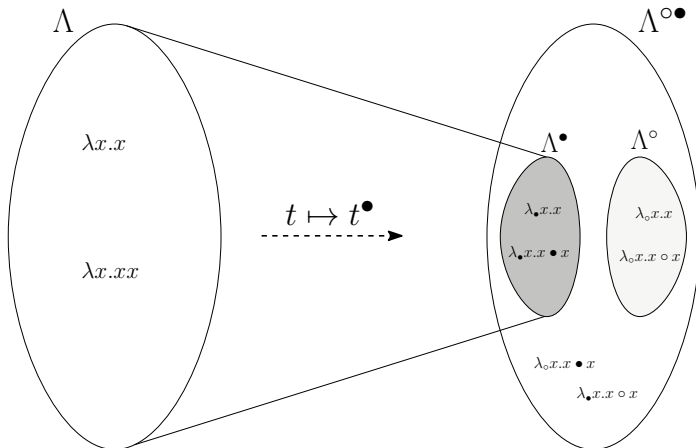
Counting interactions depends on the reduction sequence.



One needs to consider a specific *evaluation strategy*!

$t \Downarrow_{h_0}^k$ means t head-normalizes with k interaction steps

Interaction Equivalence

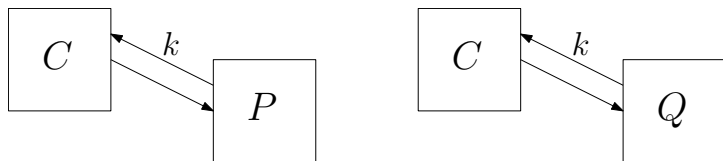


$$t \sqsubseteq^{\text{int}} u \text{ if } \forall \mathcal{C}, \forall k, \\ \mathcal{C}\langle t^{\bullet} \rangle \Downarrow_{\text{h.o.}}^{\bullet k} \implies \mathcal{C}\langle u^{\bullet} \rangle \Downarrow_{\text{h.o.}}^{\bullet k}$$

$$t \sqsubseteq^{\text{ctx}} u \text{ if } \forall \mathcal{C}, \forall k, \\ \mathcal{C}\langle t \rangle \Downarrow_{\text{h.o.}}^{\bullet k} \implies \mathcal{C}\langle u \rangle \Downarrow_{\text{h.o.}}^{\bullet k}$$

What should be the meaning of a program

Interaction Equivalence is an equational theory!



$$P \simeq Q$$

- ▶ Duality between Program/Context reminiscent of Game Semantics
- ▶ Modeling communication $P|C$ akin to π -calculus and LTS

"The meaning of a program should express its history of access to resources which are not local to it." – Milner 1975

But... What terms are interaction (in)equivalent?

Interaction equivalence is not extensional!

$$I := \lambda x.x \not\equiv^{\text{int}} \lambda x.\lambda y.xy =: 1$$

► Let $\mathcal{C} := \langle \cdot \rangle \circ z \circ w$

$$\begin{array}{ccc} & \xrightarrow{\text{ho}} & (\lambda \bullet y.z \bullet y) \circ w \xrightarrow{\text{ho}} z \bullet w \\ 1 \bullet \circ z \circ w & & \neq \\ & \xleftarrow{\bullet \eta} & I \bullet \circ z \circ w \xrightarrow{\text{ho}} z \circ w \end{array}$$

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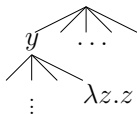
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Inspecting Black Boxes

Second contribution: interaction equivalence is exactly Böhm tree equivalence



$$BT(t) = \lambda x_1 \dots x_k. x = BT(u)$$



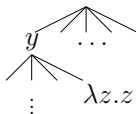
It even turns out that in the head case, it is the same to only look at white contexts.

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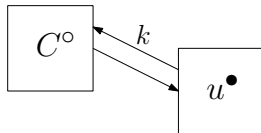
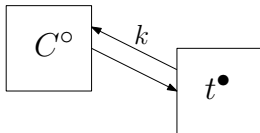
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Interaction Equivalence in other paradigms

Now, what about other evaluation strategies?

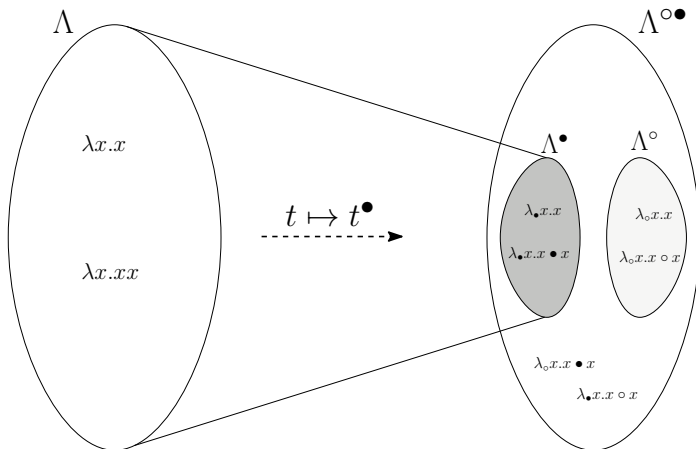
WIP with Giulio Manzonetto: weak head evaluation

$$\begin{array}{l} \text{SILENT} \quad (\lambda_p x.t) \cdot^P u \mapsto_{\beta_\tau} t\{x := u\} \\ \text{INTERACTION} \quad (\lambda_p x.t) \cdot^{P^\perp} u \mapsto_{\beta_\bullet} t\{x := u\} \end{array}$$

$$\begin{array}{c} \frac{t \mapsto_{\beta_\tau} u}{t \rightarrow_{\text{wh}_\tau} u} \qquad \frac{t \mapsto_{\beta_\bullet} u}{t \rightarrow_{\text{wh}_\bullet} u} \\ \\ \frac{t \rightarrow_{\text{wh}_\tau} t'}{tu \rightarrow_{\text{wh}_\tau} t'u} \qquad \frac{t \rightarrow_{\text{wh}_\bullet} t'}{tu \rightarrow_{\text{wh}_\bullet} t'u} \end{array}$$

Functions $\lambda x.t$ are normal forms.

Weak Head Interaction Equivalence



$$t \sqsubseteq^{\text{int}} u \text{ if } \forall \mathcal{C}, \forall k, \\ \mathcal{C}\langle t^\bullet \rangle \Downarrow_{\text{wh}_{\circ\bullet}}^{\bullet k} \implies \mathcal{C}\langle u^\bullet \rangle \Downarrow_{\text{wh}_{\circ\bullet}}^{\bullet k}$$

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Lévy-Longo & Interaction

Lévy-Longo trees are the weak variant of Böhm trees.

[WIP] Interaction Equivalence \Leftrightarrow Lévy-Longo Equivalence.

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Lévy-Longo vs. Contextual vs. Interaction

Some key examples:

η -equivalence: $\lambda x.\lambda y.xy$ and $\lambda x.x$

→ these terms are already discriminated by weak head contextual equivalence: $C := \langle \cdot \rangle \Omega$

sound η -equivalence: $\lambda x.x\lambda y.xy$ and $\lambda x.xx$

This is the classical example of contextually equivalent terms that are not Lévy-Longo equivalent.

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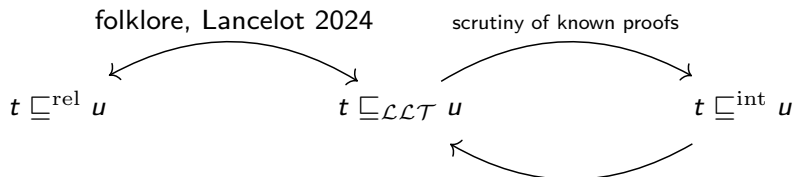
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Lévy-Longo matches Interaction and Relational

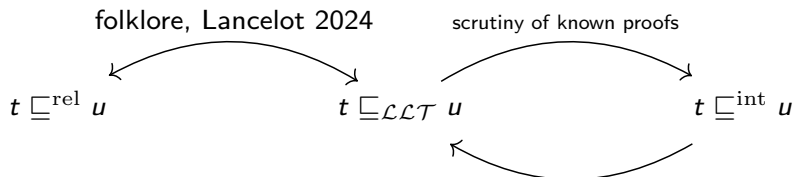


Weak Head Interaction Böhm out technique, **WIP**

We cannot restrict to white contexts:

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Conclusion

Interaction Equivalence:

- ▶ Checkers Calculus: a new framework to represent interaction between programs
- ▶ Interaction Equivalence: a cost-sensitive equational theory
- ▶ The first contextual characterization of Böhm tree equivalence without effects (and simple!)

WIP and future work:

- ▶ Weak Head Interaction Equivalence, exactly matches Lévy-Longo equivalence
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- ▶ How does it relate to Game Semantics? to process calculi?
- ▶ What does our interaction cost represent?

Thank you!

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Optimize the number of interactions

Why do we impose that interaction equivalent terms have the same number of interaction?

- ▶ **Interaction Improvement:** $t \sqsubseteq_{\bullet}^{\text{ctx}} u$ if, for all contexts C , if there exists k such that $C\langle t \rangle \Downarrow_{\text{wh}\circ\bullet}^{\bullet k}$ then $C\langle u \rangle \Downarrow_{\text{wh}\circ\bullet}^{\bullet k'}$ with $k' \leq k$;
- ▶ It does not change the associated equivalence relation.

Interaction improvement includes η -reduction:

$$\lambda_{\bullet} y. x \bullet y \sqsubseteq_{\bullet}^{\text{ctx}} x$$

So does the Plain Intersection Types Preorder!