### Guarded recursive types A programming-language perspective

Adrien Guatto<sup>1</sup> & Daniel Gratzer<sup>2</sup>

<sup>1</sup>: Université Paris Cité <sup>2</sup>: Aarhus University

ÉPIT 2025

### Introduction



Daniel

Adrien

### Guarded recursion in types and terms

- An alternative to primitive (co)recursion and general recursion [Nakano, 2000]
- Applications to programming with infinite data and to logic and verification

### Introduction



Daniel



Adrien

### Guarded recursion in types and terms

- An alternative to primitive (co)recursion and general recursion [Nakano, 2000]
- Applications to programming with infinite data and to logic and verification

### Introduction



Daniel

Adrien

### Guarded recursion in types and terms

- An alternative to primitive (co)recursion and general recursion [Nakano, 2000]
- Applications to programming with infinite data and to logic and verification

### Streams as first-class interactions [Kahn, 1974]

- Use streams to represent and manipulate entire, infinite histories of events happening over the unending execution of a program.
- Transfer the benefits of functional programming, such as equational reasoning, to new application domains beyond symbolic computation.

### Streams as first-class interactions [Kahn, 1974]

- Use streams to represent and manipulate entire, infinite histories of events happening over the unending execution of a program.
- Transfer the benefits of functional programming, such as equational reasoning, to new application domains beyond symbolic computation.

This idea has (re)appeared and been put into use several times:

- $\blacksquare$  for interactive programs, e.g., GUIs, servers, and games
  - functional reactive programming [Elliott and Hudak, 1997] in Haskell
- for reactive programs, e.g., real-time control programs
  - dedicated synchronous languages such as Lustre [Caspi et al., 1987]

All of these expose fixpoint operators rather than primitive (co)recursion.

### Streams as first-class interactions [Kahn, 1974]

- Use streams to represent and manipulate entire, infinite histories of events happening over the unending execution of a program.
- Transfer the benefits of functional programming, such as equational reasoning, to new application domains beyond symbolic computation.

This idea has (re)appeared and been put into use several times:

- for interactive programs, e.g., GUIs, servers, and games
  - functional reactive programming [Elliott and Hudak, 1997] in Haskell
- for reactive programs, e.g., real-time control programs
  - dedicated synchronous languages such as Lustre [Caspi et al., 1987]

All of these expose fixpoint operators rather than primitive (co)recursion.

#### Important questions in safety-critical settings

- Productivity: reject unsound cyclic definitions
- *Real-time implementations*: bounded in time and space

### Streams as first-class interactions [Kahn, 1974]

- Use streams to represent and manipulate entire, infinite histories of events happening over the unending execution of a program.
- Transfer the benefits of functional programming, such as equational reasoning, to new application domains beyond symbolic computation.

This idea has (re)appeared and been put into use several times:

- for interactive programs, e.g., GUIs, servers, and games
  - functional reactive programming [Elliott and Hudak, 1997] in Haskell
- for reactive programs, e.g., real-time control programs
  - dedicated synchronous languages such as Lustre [Caspi et al., 1987]

All of these expose fixpoint operators rather than primitive (co)recursion.

#### Important questions in safety-critical settings

- Productivity: reject unsound cyclic definitions (focus of this lecture)
- *Real-time implementations*: bounded in time and space

### Streams as first-class interactions [Kahn, 1974]

- Use streams to represent and manipulate entire, infinite histories of events happening over the unending execution of a program.
- Transfer the benefits of functional programming, such as equational reasoning, to new application domains beyond symbolic computation.

This idea has (re)appeared and been put into use several times:

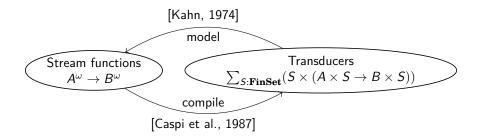
- for interactive programs, e.g., GUIs, servers, and games
  - functional reactive programming [Elliott and Hudak, 1997] in Haskell
- for reactive programs, e.g., real-time control programs
  - dedicated synchronous languages such as Lustre [Caspi et al., 1987]

All of these expose fixpoint operators rather than primitive (co)recursion.

#### Important questions in safety-critical settings

- Productivity: reject unsound cyclic definitions
- *Real-time implementations*: bounded in time and space

### From synchronous languages to synchrony



- Design and study of functional languages compiling to state machines
- Programs have to satisfy specific properties, such as synchrony
- Strongly related to guarded recursion: guarded calculi are all (?) synchronous

Definition (Synchrony, informal and intuitive) A stream function f is synchronous when  $xs|_n = ys|_n \implies f(xs)|_n = f(ys)|_n$ .

## This lecture

A language-oriented reconstruction of guarded recursion starting from

 $\mathsf{types} \leftrightarrow \mathsf{partial} \ \mathsf{orders}$  nonstrict programs  $\leftrightarrow$  monotone maps

A model of a *guarded* variant of synchronous functional programming

 $\mathsf{types} \leftrightarrow \mathsf{trees}$ 

synchronous functions  $\leftrightarrow$  height-preserving tree maps

■ A syntax suggested by the model.

Inspirations

Birkedal et al. [2012], Pouzet [2002], G. [2016, 2018], Clouston [2018], others.

Caveat

This is a specific view of guarded recursion, coming from programming languages.

## Outline

#### 1 Introduction

- 2 A nonstrict stream language
  - Syntax and execution
  - Modeling nonstrict streams
- **3** Synchrony in the topos of trees
  - From orders to presheaves
  - Back to syntax
- 4 Perspectives
  - Limitations
  - Conclusion

## Outline

#### 1 Introduction

- 2 A nonstrict stream language
  - Syntax and execution
  - Modeling nonstrict streams

#### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

Syntax of  $\mathscr L$ 

$$\begin{array}{c} x:A \in \Gamma \\ \overline{\Gamma \vdash x:A} \\ \hline \Gamma \vdash \mathsf{fun}(x.t):A \to B \\ \hline \Gamma \vdash \mathsf{fun}(x.t):A \to B \\ \hline \Gamma \vdash \mathsf{app}(t,u):B \\ \hline \Gamma \vdash \mathsf{app}(t,u):E \\ \hline \Gamma \vdash$$

Reduction for  ${\mathscr L}$ 

```
\begin{split} V &:= \mathsf{fun}(x.t) \mid \langle t_1, t_2 \rangle \mid \mathsf{tt} \mid \mathsf{ff} \mid V :: t \\ E &:= \Box \mid \mathsf{app}(E, u) \mid \mathsf{proj}_i(E) \mid \mathsf{if}(E, u, s) \mid E :: t \mid \mathsf{head}(E) \mid \mathsf{tail}(E) \end{split}
```

```
\begin{aligned} & \mathsf{app}(\mathsf{fun}(x.t), u) \rightsquigarrow t[u/x] \\ & \mathsf{proj}_i(\langle t_1, t_2 \rangle) \rightsquigarrow t_i \\ & \mathsf{if}(\mathsf{tt}, u, s) \rightsquigarrow u \\ & \mathsf{if}(\mathsf{ff}, u, s) \rightsquigarrow s \\ & \mathsf{rec}(x.t) \rightsquigarrow t[\mathsf{rec}(x.t)/x] \\ & \mathsf{head}(V :: t) \rightsquigarrow V \\ & \mathsf{tail}(V :: t) \rightsquigarrow t \end{aligned}
```

$$\frac{u \rightsquigarrow u'}{\mathsf{E}\{u\} \to \mathsf{E}\{u'\}}$$

#### Summary

A  $\lambda$ -calculus with call-by-name semantics, except for streams which are left-strict.

Basic metatheory

Lemma (Determinism)

If  $t \to t_1$  and  $t \to t_2$  then  $t_1 = t_2$ .

Lemma (Subject reduction)

If  $\Gamma \vdash t : A$  and  $t \rightarrow t'$  then  $\Gamma \vdash t' : A$ .

Write  $t \uparrow$  when there exists  $(t_i)_{i \in \omega}$  with  $t_i \rightarrow t_{i+1}$  and  $t_0 = t$ .

Lemma (Type safety)

If  $\Gamma \vdash t : A$  then either  $t \uparrow$  or  $t \rightarrow^* V \not\rightarrow$ .

Productivity

$$tail^0(t) \coloneqq t$$
  $tail^{m+1}(t) \coloneqq tail(tail^m(t))$ 

#### Definition

A term t: Str A is productive up to  $n \le \omega$  when  $tail^m(t)$  converges to a value for all m < n. It is productive when it is productive up to  $\omega$ .

The terms ffs and tts below are productive.

$$\begin{split} \textit{ffs} &\coloneqq \mathsf{rec}(\mathsf{xs.ff}::\mathsf{xs}) &: \mathsf{Str} \, \mathsf{Bool} \\ \textit{notb} &\coloneqq \mathsf{fun}(\mathsf{x.if}(\mathsf{x},\mathsf{ff},\mathsf{tt})) &: \mathsf{Bool} \to \mathsf{Bool} \\ \textit{nots} &\coloneqq \mathsf{rec}(\mathsf{F}.\mathsf{fun}(\mathsf{xs.app}(\textit{notb},\mathsf{head}(\mathsf{xs}))::\mathsf{app}(\mathsf{F},\mathsf{tail}(\mathsf{xs})))) &: \mathsf{Str} \, \mathsf{Bool} \to \mathsf{Str} \, \mathsf{Bool} \\ \textit{tts} &\coloneqq \mathsf{app}(\textit{nots},\textit{ffs}) &: \mathsf{Str} \, \mathsf{Bool} \end{split}$$

Productivity and time

Here are two non-productive terms, not even productive up to 1.

loop := rec(xs.xs) : Str Bool weird := rec(xs.head(tail(xs))::(tt::xs)) : Str Bool

The case of *weird* is the most interesting one.

```
\begin{array}{l} tail^{0}(weird) \\ \rightarrow weird \\ \rightarrow head(tail(weird))::(tt::weird) \\ \rightarrow head(tail(head(tail(weird)))::(tt::weird)))::(tt::weird) \\ \rightarrow \dots \end{array}
```

The reduction of streams reflects the temporal intuition of Kahn [1974].

Synchrony

Definition (Synchrony, formal)

A term  $t : \operatorname{Str} A \to \operatorname{Str} A$  is synchronous when, for all  $u : \operatorname{Str} A$  and  $n \le \omega$ , u productive up to n implies  $\operatorname{app}(t, u)$  productive up to n.

The term *nots* is synchronous, *ands* is not, *stut* imprecisely so.

 $\begin{array}{ll} \textit{nots} \coloneqq \mathsf{rec}(\mathsf{F}.\mathsf{fun}(\mathsf{xs.app}(\textit{notb},\mathsf{head}(\mathsf{xs}))::\mathsf{app}(\mathsf{F},\mathsf{tail}(\mathsf{xs})))) & : \mathsf{Str}\:\mathsf{Bool} \to \mathsf{Str}\:\mathsf{Bool} \\ \textit{andb} \coloneqq \mathsf{fun}(\mathsf{x}.\mathsf{fun}(\mathsf{y}.\mathsf{if}(\mathsf{y},\mathsf{tt},\mathsf{ff}),\mathsf{ff}))) & : \:\mathsf{Bool} \to \mathsf{Bool} \to \mathsf{Bool} \to \mathsf{Bool} \\ \textit{and1} \coloneqq \mathsf{fun}(\mathsf{xs.app}(\mathsf{app}(\textit{andb},\mathsf{head}(\mathsf{xs})),\mathsf{head}(\mathsf{tail}(\mathsf{xs})))) & : \:\mathsf{Str}\:\mathsf{Bool} \to \mathsf{Bool} \\ \textit{ands} \coloneqq \mathsf{rec}(\mathsf{F}.\mathsf{fun}(\mathsf{xs.app}(\textit{and1},\mathsf{xs})::\mathsf{app}(\mathsf{F},\mathsf{tail}(\mathsf{tail}(\mathsf{xs}))))) & : \:\mathsf{Str}\:\mathsf{Bool} \to \mathsf{Str}\:\mathsf{Bool} \\ \textit{stut} \coloneqq \mathsf{rec}(\mathsf{F}.\mathsf{fun}(\mathsf{xs.head}(\mathsf{xs})::\mathsf{head}(\mathsf{xs})::\mathsf{app}(\mathsf{F},\mathsf{tail}(\mathsf{xs})))) & : \:\mathsf{Str}\:\mathsf{Bool} \to \mathsf{Str}\:\mathsf{Bool} \\ \end{array}$ 

#### Remark

Synchrony is a stronger condition than *totality*: to be total at type Str Bool  $\rightarrow$  Str Bool a term is only required to preserve productivity at  $\omega$ .

Approximation and equivalence

Let  $\Gamma \vdash t, u : A$ .

### Definition (Approximation)

We say that *t* approximates *u*, denoted  $\Gamma \vdash t \sqsubseteq_{obs} u : A$ , when  $\forall (\Box : (\Gamma \vdash A) \vdash K : (\vdash Bool)), K\{t\} \rightarrow^* tt \Rightarrow K\{u\} \rightarrow^* tt.$ 

#### Definition (Equivalence)

We say that t is equivalent to u, denoted  $\Gamma \vdash t \equiv_{obs} u : A$ , when

 $\Gamma \vdash t \sqsubseteq_{obs} u : A \text{ and } \Gamma \vdash t \sqsubseteq_{obs} u : A.$ 

#### Difficulties

The unwieldy nature of these definitions can motivate the study of models.

## Outline

#### 1 Introduction

- A nonstrict stream language
   Syntax and execution
  - Modeling nonstrict streams

#### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

# A model for $\mathscr{L}$

Setting

#### A model of ${\mathscr L}$ is a category ${\mathcal C}$ together with

- for each type A or context  $\Gamma$ , an object  $\llbracket A \rrbracket$  or  $\llbracket \Gamma \rrbracket$  of C
- for each term  $\Gamma \vdash t : A$ , a morphism  $\llbracket t \rrbracket : \llbracket \Gamma \rrbracket \to \llbracket A \rrbracket$  of  $\mathcal{C}$
- In addition,  $[\![-]\!]$  should be functorial, i.e., commute with substitution.

### Official goals: soundness and adequacy

For all  $\Gamma \vdash t, u : A$ , we expect the model to verify

- soundness: if  $t \to u$  then  $[\![t]\!] = [\![u]\!]$ , and
- adequacy: if  $\llbracket t \rrbracket = \llbracket u \rrbracket$  then  $\Gamma \vdash t \equiv_{obs} u : A$ .

### Actual goal: insight

We are looking for an analysis of the language grounded in the model.

A model for  $\mathscr{L}$ 

Requirements

The model must have enough structure to interpret  $\mathscr{L}$ , mostly:

- function types with currying and evaluation, i.e., cartesian closure,
- a fixpoint operator at each type to interpret recursion,
- In interpretation of recursive types to model streams.

Those classic requirements lead us to various kinds of partial orders.

I will omit much of the details and focus on building intuitions at this stage.

# A model for $\mathscr L$

The categories  $\ensuremath{\mathbf{CPO}}$  and  $\ensuremath{\mathbf{PCPO}}$ 

#### Definition

- A poset *P* is *complete* when all suprema of directed sets exist.
- It is *pointed* when it has a least element, denoted  $\perp_P$  or  $\perp$ .

Definition

Let P, Q be complete posets. Then  $f : P \to Q$  is *Scott-continuous* when:  $\bigvee f(D) = f\left(\bigvee D\right)$  for all  $D \subseteq P$  directed.

In addition, if P and Q are furthermore pointed, f is *strict* when  $f(\perp) = \perp$ .

- Complete posets and Scott-continuous maps form a category CPO.
- Pointed complete posets and strict Scott-cont. maps form a category PCPO.

### A model for $\mathscr{L}$ Type formers in **PCPO**

The category PCPO is closed under various type formers, including:

- cartesian products  $P \times Q$ , ordered componentwise;
- **smashed products**  $P \otimes Q$ , obtained by identifying  $\perp_P$  and  $\perp_Q$ ;
- strict function types  $P \rightarrow_{s} Q$ , ordered pointwise;
- lifting  $\uparrow P$ , adding a new least element to P;
- unit *I*, the one-element pcpo, neutral for both  $\otimes$  and  $\times$ ;
- etc.

#### Remark

The object *I* is both terminal and initial in **PCPO**. I will write  $\iota_P : I \to P$  and  $\pi_P : A \to P$ , or simply  $\iota$  and  $\pi$ , for the corresponding unique maps.

## A model for $\mathscr{L}$

Lifting

Given a cpo A, we define a pcpo  $\uparrow A$  as follows.

$$El(\uparrow A) = \{ \langle x \rangle \mid x \in El(A) \} \cup \{ \langle \rangle \} \qquad \qquad \frac{x \leq_A x'}{\langle \rangle \leq_{\uparrow A} \alpha} \qquad \qquad \frac{x \leq_A x'}{\langle x \rangle \leq_{\uparrow A} \langle x' \rangle}$$

Visually:



#### Remark for the categorically-minded

- The endofunctor  $\uparrow$  of **CPO** can be given the structure of a monad  $(\uparrow, \eta, \mu)$ .
- The category **PCPO** is (equivalent to) the Eilenberg-Moore category **CPO**<sub>↑</sub>.

,

### A model for $\mathscr{L}$

Cartesian and smash product

Given two pcpos P and Q, define their cartesian products  $P \times Q$  as for posets.

$$El(P \times Q) = El(P) \times El(Q) \qquad \qquad \frac{x \leq_P x' \quad y \leq_Q y'}{(x, y) \leq_{P \times Q} (x', y')}$$

The smash product of pcpos P and Q, is the pcpo  $P \otimes Q \coloneqq \uparrow (\downarrow P \times \downarrow Q)$ .

• Here  $\downarrow X$  is the sub-cpo of X formed of non- $\perp$  elements.

A model for  $\mathscr{L}$ Recursion in **PCPO** 

Theorem (Kleene, Scott) Every map  $f : \uparrow A \rightarrow_s A$  of **PCPO** has a least "fixpoint" given by  $fix(f) = \bigsqcup iter \text{ where } iter : \omega \rightarrow A = n \mapsto \begin{cases} \bot & \text{if } n = 0 \\ f(\langle iter(n-1) \rangle) & \text{otherwise.} \end{cases}$ 

By "fixpoint" we mean that it satisfies  $f(\langle fix(f) \rangle) = fix(f)$ .

Theorem (Scott, Adámek...)

Every "continuous" functor  $F : \mathbf{PCPO} \to \mathbf{PCPO}$  has an initial algebra  $FIX(F) = \varprojlim ITER^+$ 

where  $ITER^+$  :  $\omega \rightarrow \mathbf{PCPO}$  is the diagram below.

$$I \xrightarrow{\iota} F(I) \xrightarrow{F(\iota)} F^2(I) \xrightarrow{F^2(\iota)} F^3(I) \longrightarrow \dots$$

### A model for $\mathscr L$

Constructing boolean streams in **PCPO** 

The object [Str Bool] can be constructed as the initial algebra of

# $F: \mathbf{PCPO} \to \mathbf{PCPO}$

$$F(A) = [Bool] \otimes \uparrow A$$
$$= \uparrow \mathbb{B} \otimes \uparrow A$$
$$= \uparrow (\mathbb{B} \times A).$$

Iterating this functor gives rise to the diagram below, up to  $A \times I \cong A$ .

$$I \xrightarrow{\iota} \uparrow \mathbb{B} \xrightarrow{F(\iota)} \uparrow (\mathbb{B} \times \uparrow \mathbb{B}) \xrightarrow{F^2(\iota)} \uparrow (\mathbb{B} \times \uparrow (\mathbb{B} \times \uparrow \mathbb{B})) \longrightarrow \dots$$

Thus,  $F^n(I)$  consists in words of length at most *n* ordered by prefix, connected by what ought to be thought of as inclusion maps.

Difficulty

This colimit in **PCPO** is not so easy to present explicitly.

### A model for $\mathscr{L}$

An alternative construction

For general reasons, it is equivalent to consider the diagram  $ITER^-$  below

$${}^{\prime} \xleftarrow{\pi} \uparrow \mathbb{B} \xleftarrow{F(\pi)} \uparrow (\mathbb{B} \times \uparrow \mathbb{B}) \xleftarrow{F^{2}(\pi)} \uparrow (\mathbb{B} \times \uparrow (\mathbb{B} \times \uparrow \mathbb{B})) \xleftarrow{} \dots$$

and compute its limit, which is easier to describe explicitly.

$$El(\llbracket Str Bool \rrbracket) = \left\{ \prod_{n < \omega} F^n(I) \; \middle| \; \forall n < \omega, F^n(p)(x_{n+1}) = x_n \right\}.$$

The coherence requirement force the sequences to be strictly-increasing up to the point at which they become constant (if ever). This is isomorphic to

$$\llbracket Str Bool \rrbracket := (\mathbb{B}^* \cup \mathbb{B}^{\omega}, \sqsubseteq)$$
 where  $u \sqsubseteq v$  iff  $u$  is a prefix of  $v$ .

#### Remark

Divergence arises from the fact that  $F^n(I)$  contains words of length  $\leq n$ .

### A model for $\mathscr L$

Time and streams

So, streams are "recursive left-strict pairs," à la Kahn [1974].

```
\llbracket \operatorname{\mathsf{Str}} A \rrbracket \cong \llbracket A \rrbracket \otimes \uparrow \llbracket \operatorname{\mathsf{Str}} A \rrbracket
```

But the temporal intuition breaks down quickly, e.g., [Str Str Bool] contains

 $((\pmb{b}^0_0,(\pmb{b}^0_1,(\pmb{b}^0_2,\bot))),((\pmb{b}^1_0,\bot),((\pmb{b}^2_0,(\pmb{b}^2_1,\bot)),\bot)))$ 

where clearly the "degrees of productivity" are almost unrelated.

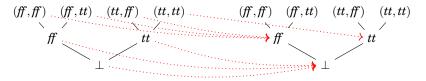
#### Observation

Synchrony would require a much "stricter" notion of cartesian product.

### A model for $\mathscr{L}$

Time and continuous maps

As expected, most continuous maps are not synchronous, e.g., ands.



This is by design since **PCPO** models general recursion.

### A model for $\mathscr{L}$

Putting it all together

$$\llbracket\_\rrbracket : \mathscr{L} \to \mathbf{PCPO}$$
$$\llbracket\mathsf{Bool}\rrbracket = \uparrow \mathbb{B}$$
$$\llbracket A \times B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket$$
$$\llbracket A \to B \rrbracket = \uparrow \llbracket A \rrbracket \to_{\mathbf{s}} \llbracket B \rrbracket$$
$$\llbracket S tr A \rrbracket = \llbracket A \rrbracket \otimes \uparrow \llbracket S tr A \rrbracket$$

The interpretation map

$$\llbracket\_\rrbracket: \mathscr{L}(\Gamma, A) \to \mathbf{PCPO}(\uparrow \llbracket \Gamma \rrbracket, \llbracket A \rrbracket)$$

interprets  $\mathscr{L}$  into the Kleisli category **PCPO**<sup> $\uparrow$ </sup> of the lift comonad on **PCPO**.

#### Observation

The syntax does not have to mention  $\uparrow$ , thanks to force<sub>A</sub> :  $\uparrow A \rightarrow A$  in particular.

## Outline

#### 1 Introduction

#### 2 A nonstrict stream language

- Syntax and execution
- Modeling nonstrict streams

### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

### Towards the topos of trees Inadequacies of **PCPO**

Summing up the inadequacies of **PCPO** from our perspective:

- Scott-continuous stream functions are obviously not synchronous (nor total),
- Ithe definition of streams is not "right" one, beyond scalars.

These problems stem from the interpretations of  $\rightarrow$  and  $\otimes/\times\text{,}$  respectively.

A possible solution

Refine the base model with a logical relation [G., 2016].

#### The rest of this lecture

Describe a model whose objects have an *intrinsic* temporal character.

### Towards the topos of trees

Streams without limits

Let us go back to streams computed as the limit of the diagram below.

$$I \xleftarrow{\pi} \uparrow \mathbb{B} \xleftarrow{F(\pi)} \uparrow (\mathbb{B} \times \uparrow \mathbb{B}) \xleftarrow{F^2(\pi)} \uparrow (\mathbb{B} \times \uparrow (\mathbb{B} \times \uparrow \mathbb{B})) \longleftarrow \dots$$

We remove words of length < n at stage n. The ordering becomes useless.

$$1 \xleftarrow{!} \mathbb{B} \xleftarrow{\pi_1} \mathbb{B} \times \mathbb{B} \xleftarrow{\pi_1} (\mathbb{B} \times \mathbb{B}) \times \mathbb{B} \longleftarrow \dots$$

The limit of this diagram in **Set** is  $\mathbb{B}^{\omega}$ , losing all temporal information.

## Towards the topos of trees

Streams without limits

Let us go back to streams computed as the limit of the diagram below.

$$I \xleftarrow{\pi} \uparrow \mathbb{B} \xleftarrow{F(\pi)} \uparrow (\mathbb{B} \times \uparrow \mathbb{B}) \xleftarrow{F^2(\pi)} \uparrow (\mathbb{B} \times \uparrow (\mathbb{B} \times \uparrow \mathbb{B})) \longleftarrow \dots$$

We remove words of length < n at stage n. The ordering becomes useless.

$$1 \stackrel{!}{\longleftarrow} \mathbb{B} \stackrel{\pi_1}{\longleftarrow} \mathbb{B} \times \mathbb{B} \stackrel{\pi_1}{\longleftarrow} (\mathbb{B} \times \mathbb{B}) \times \mathbb{B} \longleftarrow \dots$$

The limit of this diagram in **Set** is  $\mathbb{B}^{\omega}$ , losing all temporal information.

#### Key idea

Instead of computing the limit, keep the entire diagram.

### Towards the topos of trees

From elements to maps

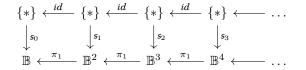
Dropping the now useless initial stage, we have a diagram of sets

$$\mathbb{B} \xleftarrow{\pi_1} \mathbb{B}^2 \xleftarrow{\pi_1} \mathbb{B}^3 \xleftarrow{\pi_1} \mathbb{B}^4 \xleftarrow{\dots} \dots$$

for interpreting Str Bool. Intuitively, what should its "elements" be? Full streams:

$$\left\{ \boldsymbol{s} \in \prod_{\boldsymbol{n} \in \omega} \mathbb{B}^{\boldsymbol{n}} \; \middle| \; \forall \boldsymbol{n} \in \omega, \boldsymbol{s}_{\boldsymbol{n}} = \pi_1(\boldsymbol{s}_{\boldsymbol{n}+1}) \right\}.$$

Yet an "element" of A should be the same thing as a morphism  $1 \rightarrow A$ .



This suggests using natural transformations as maps between diagrams.

Objects and morphisms: synchrony beyond streams

$$\mathbf{Pr}(\omega) \ \coloneqq \ [\omega^{op}, \mathbf{Set}]$$

Objects and morphisms: synchrony beyond streams

 $\mathbf{Pr}(\omega) := [\omega^{op}, \mathbf{Set}]$ 





Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$



Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$



Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$\Gamma \qquad \Gamma(0) \xleftarrow{r_0^{\Gamma}} \Gamma(1) \xleftarrow{r_1^{\Gamma}} \Gamma(2) \xleftarrow{r_2^{\Gamma}} \Gamma(3) \xleftarrow{r_3^{\Gamma}} \Gamma(4) \qquad \dots$$

Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$\Gamma \qquad \Gamma(0) \xleftarrow{r_0^{\Gamma}} \Gamma(1) \xleftarrow{r_1^{\Gamma}} \Gamma(2) \xleftarrow{r_2^{\Gamma}} \Gamma(3) \xleftarrow{r_3^{\Gamma}} \Gamma(4) \qquad \dots$$
$$A \qquad A(0) \xleftarrow{r_0^{A}} A(1) \xleftarrow{r_1^{A}} A(2) \xleftarrow{r_2^{A}} A(3) \xleftarrow{r_3^{A}} A(4) \qquad \dots$$

Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

Objects and morphisms: synchrony beyond streams

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$\begin{array}{c} \Gamma \\ \downarrow f \\ A \end{array} \begin{array}{c} \Gamma(0) \xleftarrow{r_0^{\Gamma}}{\leftarrow} \Gamma(1) \xleftarrow{r_1^{\Gamma}}{\leftarrow} \Gamma(2) \xleftarrow{r_2^{\Gamma}}{\leftarrow} \Gamma(3) \xleftarrow{r_3^{\Gamma}}{\leftarrow} \Gamma(4) \\ \downarrow f_0 \\ \downarrow f_1 \\ \downarrow f_2 \\ \downarrow f_3 \\ \downarrow f_3 \\ \downarrow f_4 \\ A(0) \xleftarrow{r_0^{A}}{\leftarrow} A(1) \xleftarrow{r_1^{A}}{\leftarrow} A(2) \xleftarrow{r_2^{A}}{\leftarrow} A(3) \xleftarrow{r_3^{A}}{\leftarrow} A(4) \\ \end{array} \right. \dots$$

Recursion

Have we lost the ability to write recursive definitions? No. Remember:

Theorem (Kleene)  
Every map 
$$f : \uparrow A \rightarrow_s A$$
 of **PCPO** has a least "fixpoint"  
 $fix(f) = \bigsqcup iter \text{ where } iter : \omega \rightarrow A = n \mapsto \begin{cases} \bot & \text{if } n = 0 \\ f(\langle iter(n-1) \rangle) & \text{otherwise.} \end{cases}$ 

Can we do the same thing in  $\mathbf{Pr}(\omega)$ , replacing the "completed" supremum with the entire chain, as we just did for types?

Yes, but we need something to play the rôle of lifting.

Recursion: the "later" modality

 $\rhd \quad : \quad \mathbf{Pr}(\omega) \to \mathbf{Pr}(\omega)$ 

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$A \qquad A(0) \stackrel{r_0^A}{\longleftarrow} A(1) \stackrel{r_1^A}{\longleftarrow} A(2) \stackrel{r_2^A}{\longleftarrow} A(3) \stackrel{r_3^A}{\longleftarrow} A(4) \qquad \dots$$

Recursion: the "later" modality

 $\rhd \quad : \quad \mathbf{Pr}(\omega) \to \mathbf{Pr}(\omega)$ 

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$A \qquad A(0) \stackrel{r_0^A}{\leftarrow} A(1) \stackrel{r_1^A}{\leftarrow} A(2) \stackrel{r_2^A}{\leftarrow} A(3) \stackrel{r_3^A}{\leftarrow} A(4) \qquad \dots$$
$$\triangleright A \qquad \{*\} \qquad A(0) \qquad A(1) \qquad A(2) \qquad A(3) \qquad \dots$$

Recursion: the "later" modality

 $\triangleright$  :  $\mathbf{Pr}(\omega) \to \mathbf{Pr}(\omega)$ 

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$A \qquad A(0) \stackrel{r_0^A}{\leftarrow} A(1) \stackrel{r_1^A}{\leftarrow} A(2) \stackrel{r_2^A}{\leftarrow} A(3) \stackrel{r_3^A}{\leftarrow} A(4) \qquad \dots$$
$$\triangleright A \qquad \{*\} \stackrel{!}{\leftarrow} A(0) \stackrel{r_0^A}{\leftarrow} A(1) \stackrel{r_1^A}{\leftarrow} A(2) \stackrel{r_2^A}{\leftarrow} A(3) \qquad \dots$$

Recursion: the "later" modality

 $\triangleright$  :  $\mathbf{Pr}(\omega) \to \mathbf{Pr}(\omega)$ 

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$A \longrightarrow A(0) \xleftarrow{r_0^A} A(1) \xleftarrow{r_1^A} A(2) \xleftarrow{r_2^A} A(3) \xleftarrow{r_3^A} A(4) \dots$$

$$A \longrightarrow A(0) \xleftarrow{r_0^A} A(1) \xleftarrow{r_1^A} A(2) \xleftarrow{r_2^A} A(3) \cdots$$

$$\{*\} \xleftarrow{!} A(0) \xleftarrow{r_0^A} A(1) \xleftarrow{r_1^A} A(2) \xleftarrow{r_2^A} A(3) \dots$$

Recursion: the "later" modality

 $\triangleright$  :  $\mathbf{Pr}(\omega) \to \mathbf{Pr}(\omega)$ 

$$0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$$

$$\begin{array}{c} \mathsf{A} \\ \downarrow \\ \mathsf{e}_{\mathsf{A}} \\ \mathsf{A}(0) \xleftarrow{r_0^A} \mathsf{A}(1) \xleftarrow{r_1^A} \mathsf{A}(2) \xleftarrow{r_2^A} \mathsf{A}(3) \xleftarrow{r_3^A} \mathsf{A}(4) \\ \downarrow \\ \downarrow \\ \downarrow \\ \mathsf{A}(1) \xleftarrow{r_0^A} \mathsf{A}(2) \xleftarrow{r_1^A} \mathsf{A}(2) \xleftarrow{r_2^A} \mathsf{A}(4) \\ \downarrow \\ \mathsf{A}(1) \xleftarrow{r_1^A} \mathsf{A}(2) \xleftarrow{r_2^A} \mathsf{A}(3) \\ \mathsf{A}(1) \xleftarrow{r_1^A} \mathsf{A}(2) \xleftarrow{r_1^A} \mathsf{A}(3) \\ \mathsf{A}(2) \xleftarrow{r_1^A} \mathsf{A}(3) \\ \mathsf{A}(2) \xleftarrow{r_1^A} \mathsf{A}(3) \\ \mathsf{A}(3)$$

Guarded recursion Let  $f : \triangleright A \to A$  and define  $fix(f) : 1 \to A$  by induction as

$$fix(f)_n: \{*\} \to A(n) = \begin{cases} f_0 & \text{if } n = 0\\ f_n \circ fix(f)_{n-1} & \text{if } n > 0. \end{cases}$$

Guarded recursion Let  $f : \triangleright A \to A$  and define  $fix(f) : 1 \to A$  by induction as

$$fix(f)_n: \{*\} \to A(n) = \begin{cases} f_0 & \text{if } n = 0\\ f_n \circ fix(f)_{n-1} & \text{if } n > 0. \end{cases}$$

Theorem (Löb)

We have  $fix(f) = f \circ delay \circ fix(f)$  and moreover it is the unique such map.

Guarded recursion Let  $f : \triangleright A \to A$  and define  $fix(f) : 1 \to A$  by induction as

$$fix(f)_n: \{*\} \to A(n) = \begin{cases} f_0 & \text{if } n = 0\\ f_n \circ fix(f)_{n-1} & \text{if } n > 0. \end{cases}$$

Theorem (Löb)

We have  $fix(f) = f \circ delay \circ fix(f)$  and moreover it is the unique such map.

### Proof.

We prove the equation by induction over n.

- Case n = 0: we have  $fix(f)_0(*) = f_0(*) = f_0(\text{delay}_0(f_0(*)))$ .
- Case n > 0: we have  $fix(f)_n = f_n \circ fix(f)_{n-1}$

$$= f_n \circ f_{n-1} \circ r_{n-2}^A \circ fix(f)_{n-1} \qquad (I. H.)$$
  
$$= f_n \circ r_{n-1}^A \circ f_n \circ fix(f)_{n-1} \qquad (naturality)$$
  
$$= f_n \circ r_{n-1}^A \circ fix(f)_n$$

The uniqueness part of the statement is left as an exercise for the audience.

Cartesian-closed structure

The category  $\mathbf{Pr}(\omega)$  has cartesian products, defined pointwise.

$$(A \times B)(n) = A(n) \times B(n), \qquad r_n^{A \times B}(x, y) = (r_n^X(x), r_n^Y(y))$$

It also has function objects, which can be described as follows.

$$(A \Rightarrow B)(n) = \left\{ f \in \prod_{i \le n} A(i) \to B(i) \mid \forall i < n, r_n^Y \circ f_{n+1} = f_n \circ r_n^X \right\}$$
$$r_n^{A \Rightarrow B} = (f_i)_{i \le n+1} \mapsto (f_i)_{i \le n}$$

Cartesian-closed structure

The category  $\mathbf{Pr}(\omega)$  has cartesian products, defined pointwise.

$$(A \times B)(n) = A(n) \times B(n), \qquad r_n^{A \times B}(x, y) = (r_n^X(x), r_n^Y(y))$$

It also has function objects, which can be described as follows.

$$(A \Rightarrow B)(n) = \left\{ f \in \prod_{i \le n} A(i) \to B(i) \; \middle| \; \forall i < n, r_n^Y \circ f_{n+1} = f_n \circ r_n^X \right\}$$
$$r_n^{A \Rightarrow B} = (f_i)_{i \le n+1} \mapsto (f_i)_{i \le n}$$

### Categories of presheaves (Set-valued functors)

They always have a lot of structure, including bicartesian closure.

- For example  $\mathbf{Pr}(\omega)$  has coproducts, in contrast with  $\mathbf{PCPO}^{\uparrow}$ .
- Enough structure to interpret HOL & DTT. See Daniel's part!
- The previous definitions are "unfolded" version of general constructions.

Streams

General streams can be defined as

 $\llbracket \operatorname{Str} A \rrbracket \cong \llbracket A \rrbracket \times \rhd \llbracket \operatorname{Str} A \rrbracket.$ 

Again, one can solve this as a colimit in  $\mathbf{Pr}(\omega)$ , obtaining

$$\llbracket \operatorname{Str} A \rrbracket(0) = \llbracket A \rrbracket(0)$$
$$\llbracket \operatorname{Str} A \rrbracket(n+1) = \llbracket A \rrbracket(n+1) \times \llbracket \operatorname{Str} A \rrbracket(n).$$

In particular, [Str Str Bool] looks much better behaved. Can you describe it?

Streams

General streams can be defined as

 $\llbracket \operatorname{Str} A \rrbracket \cong \llbracket A \rrbracket \times \rhd \llbracket \operatorname{Str} A \rrbracket.$ 

Again, one can solve this as a colimit in  $\mathbf{Pr}(\omega)$ , obtaining

$$\llbracket \operatorname{Str} A \rrbracket(0) = \llbracket A \rrbracket(0)$$
$$[\operatorname{Str} A \rrbracket(n+1) = \llbracket A \rrbracket(n+1) \times \llbracket \operatorname{Str} A \rrbracket(n).$$

In particular, [Str Str Bool] looks much better behaved. Can you describe it?

### Remark

Birkedal et al. [2012] show how to build general guarded recursive types, even allowing for negative self-references (in line with Farzad's lecture this afternoon).

$$\mathcal{W} = \mathsf{Loc} o_{\mathsf{fin}} \mathcal{T} \qquad \qquad \mathcal{T} = arprop \mathcal{W} o \mathsf{Val} o \mathsf{Prop}$$

Daniel will develop this example in detail.

# Outline

### 1 Introduction

#### 2 A nonstrict stream language

- Syntax and execution
- Modeling nonstrict streams

#### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

We have a category where objects are explicit approximation sequences, with a fixpoint theorem, and nice properties. Is there a price to pay?

We have a category where objects are explicit approximation sequences, with a fixpoint theorem, and nice properties. Is there a price to pay?

#### The force morphism is no longer with us

The functor  $\triangleright$  is not a comonad: there is no map  $\triangleright A \rightarrow A$  in general.

(Exercise: what is  $\triangleright 0$  in  $\mathbf{Pr}(\omega)$ ? What does this imply for  $\triangleright 0 \rightarrow 0$ ?)

We have a category where objects are explicit approximation sequences, with a fixpoint theorem, and nice properties. Is there a price to pay?

#### The force morphism is no longer with us

The functor  $\triangleright$  is not a comonad: there is no map  $\triangleright A \rightarrow A$  in general.

(Exercise: what is  $\triangleright 0$  in  $\mathbf{Pr}(\omega)$ ? What does this imply for  $\triangleright 0 \rightarrow 0$ ?)

Consequences

The syntax needs to include  $\triangleright$  as a type former.

We have a category where objects are explicit approximation sequences, with a fixpoint theorem, and nice properties. Is there a price to pay?

#### The force morphism is no longer with us

The functor  $\triangleright$  is not a comonad: there is no map  $\triangleright A \rightarrow A$  in general.

(Exercise: what is  $\triangleright 0$  in  $\mathbf{Pr}(\omega)$ ? What does this imply for  $\triangleright 0 \rightarrow 0$ ?)

#### Consequences

The syntax needs to include  $\triangleright$  as a type former.

We want to follow the discipline of *natural deduction*, meaning:

- introduction and elimination forms with a *generic* context in the conclusion
- $\blacksquare~\beta/\eta$  rules governing the interplay between introduction and elimination forms
  - $\beta$  rule: elimination-of-introduction simplifies, e.g.,  $\text{proj}_i(\langle t_1, t_2 \rangle) \equiv t_i$ .
  - $\blacksquare \ \eta$  rule: terms can be written as intro-of-elim for their type

Intuitions

$$\left(\frac{\Gamma, x: \rhd A \vdash t: A}{\Gamma \vdash \mathsf{rec}(x.t): A}\right) \qquad \frac{? \vdash t: A}{\Gamma \vdash \mathsf{guard}(t): \rhd A} \qquad \frac{? \vdash t: \rhd A}{\Gamma \vdash \mathsf{open}(t): A}$$

• We ought to be able to write a simple  $\beta$ -rule: open(guard(t))  $\rightsquigarrow t$ .

Intuitions

$$\left(\frac{\Gamma, x: \rhd A \vdash t: A}{\Gamma \vdash \mathsf{rec}(x.t): A}\right) \qquad \frac{\Gamma? \vdash t: A}{\Gamma \vdash \mathsf{guard}(t): \rhd A} \qquad \frac{\Gamma? \vdash t: \rhd A}{\Gamma \vdash \mathsf{open}(t): A}$$

• We ought to be able to write a simple  $\beta$ -rule: open(guard(t))  $\rightsquigarrow t$ .

• Can we pick the same context in the premises and in the conclusion?

Intuitions

$$\left(\frac{\Gamma, x : \rhd A \vdash t : A}{\Gamma \vdash \mathsf{rec}(x.t) : A}\right) \qquad \frac{\Gamma? \vdash t : A}{\Gamma \vdash \mathsf{guard}(t) : \rhd A} \qquad \frac{\Gamma? \vdash t : \rhd A}{\Gamma \vdash \mathsf{open}(t) : A}$$

• We ought to be able to write a simple  $\beta$ -rule: open(guard(t))  $\rightsquigarrow t$ .

• Can we pick the same context in the premises and in the conclusion? No.

 $fun(x.open(x)) \not \rhd A \to A \qquad rec(x.open(x)) \not \mathsf{Str Bool}$ 

Intuitions

$$\left(\frac{\Gamma, x: \rhd A \vdash t: A}{\Gamma \vdash \mathsf{rec}(x.t): A}\right) \qquad \frac{? \vdash t: A}{\Gamma \vdash \mathsf{guard}(t): \triangleright A} \qquad \frac{? \vdash t: \triangleright A}{\Gamma \vdash \mathsf{open}(t): A}$$

• We ought to be able to write a simple  $\beta$ -rule: open(guard(t))  $\rightsquigarrow t$ .

• Can we pick the same context in the premises and in the conclusion? No.

$$fun(x.open(x)) \not \rhd A \to A \qquad rec(x.open(x)) \not \mathsf{Str Bool}$$

■ We need to be able to write interesting terms, e.g.,

 $\begin{aligned} \mathsf{delay} &\coloneqq \mathsf{fun}(x.\mathsf{guard}(x)) : A \to \triangleright A \\ &\circledast \coloneqq \mathsf{fun}(f.\mathsf{fun}(x.\mathsf{guard}(\mathsf{open}(f)\,\mathsf{open}(x)))) : \triangleright (A \to B) \to \triangleright A \to \triangleright B \end{aligned}$ 

Intuitions

$$\left(\frac{\Gamma, x : \rhd A \vdash t : A}{\Gamma \vdash \mathsf{rec}(x.t) : A}\right) \qquad \qquad \frac{\textcircled{}}{\Gamma \vdash \mathsf{guard}(t) : \rhd A} \qquad \qquad \frac{\textcircled{}}{\Gamma \vdash \mathsf{open}(t) : A}$$

• We ought to be able to write a simple  $\beta$ -rule: open(guard(t))  $\rightsquigarrow t$ .

• Can we pick the same context in the premises and in the conclusion? No.

 $fun(x.open(x)) \not \rhd A \to A \qquad rec(x.open(x)) \not \mathsf{Str Bool}$ 

■ We need to be able to write interesting terms, e.g.,

 $\begin{aligned} \mathsf{delay} &\coloneqq \mathsf{fun}(x.\mathsf{guard}(x)) : A \to \triangleright A \\ & \circledast \coloneqq \mathsf{fun}(f.\mathsf{fun}(x.\mathsf{guard}(\mathsf{open}(f)\,\mathsf{open}(x)))) : \triangleright (A \to B) \to \triangleright A \to \triangleright B \end{aligned}$ 

#### A simple scope discipline

The term t in open(t) loses access to the variables bound after the last guard(-).

More formally

### Definition (Typing contexts and un/locking)

- Contexts  $\Gamma$  map variables  $x \in dom(\Gamma)$  to a type  $\Gamma(x)$ .ty and a *depth*  $\Gamma(x)$ .d.
- The operation decreases the depth of every positive-depth variable and removes variables at depth zero.

$$\frac{x \in \operatorname{dom}(\Gamma)}{\Gamma \vdash x : \Gamma(x).\operatorname{ty}} \cdots \frac{\Gamma, x : \triangleright A \vdash t : A}{\Gamma \vdash \operatorname{rec}(x.t) : A} \frac{\Gamma \vdash t : \operatorname{Str} A}{\Gamma \vdash \operatorname{head}(t) : A} \frac{\Gamma \vdash t : \operatorname{Str} A}{\Gamma \vdash \operatorname{tail}(t) : \triangleright \operatorname{Str} A}$$

$$\frac{\Gamma \vdash t : A}{\Gamma \vdash t : u : \triangleright \operatorname{Str} A} \frac{\Box \Gamma \vdash t : A}{\Gamma \vdash \operatorname{guard}(t) : \triangleright A} \frac{\Box \Gamma \vdash t : \triangleright A}{\Gamma \vdash \operatorname{open}(t) : A}$$

Remark for the categorically-minded  
Categorically, 
$$\square \dashv \square : \mathbb{C} \to \mathbb{C}$$
 where  $\mathbb{C}$  is the category of contexts and renamings.

Substitution

Writing  $Te(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma) \coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Substitution

Writing  $Te(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma)\coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Locking and unlocking should act on substitutions, sending  $\sigma \in \mathsf{Sub}(\Gamma; \Delta)$  to

$$\mathbf{\hat{e}} \sigma \qquad \in \mathsf{Sub}(\mathbf{\hat{e}} \Gamma; \mathbf{\hat{e}} \Delta) \\ \mathbf{\hat{e}} \sigma \qquad \in \mathsf{Sub}(\mathbf{\hat{e}} \Gamma; \mathbf{\hat{e}} \Delta)$$

Substitution

Writing  $Te(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma)\coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Locking and unlocking should act on substitutions, sending  $\sigma \in \mathsf{Sub}(\Gamma; \Delta)$  to

$$\mathbf{\Delta} \sigma \qquad \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta} \Delta) = \mathsf{Sub}(\Gamma; \Delta)$$
$$\mathbf{\Delta} \sigma \qquad \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta} \Delta)$$

Substitution

Writing  $Te(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma)\coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Locking and unlocking should act on substitutions, sending  $\sigma\in\mathsf{Sub}(\Gamma\,;\Delta)$  to

$$\begin{aligned} & \mathbf{\Delta} \, \sigma & \in \mathsf{Sub}(\mathbf{\Delta} \, \Gamma \, ; \mathbf{\Delta} \, \Delta) = \mathsf{Sub}(\Gamma \, ; \Delta) \\ & \quad \in \mathsf{Sub}(\mathbf{\Delta} \, \Gamma \, ; \mathbf{\Delta} \, \Delta) = \prod_{x \in \mathsf{dom}^+(\Gamma)} \mathsf{Te}(\mathbf{\Delta}^{\Gamma(x).\mathsf{d}} \Delta \, ; \Gamma(x).\mathsf{ty}) \end{aligned}$$

Substitution

Writing  $Te(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma)\coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Locking and unlocking should act on substitutions, sending  $\sigma\in\mathsf{Sub}(\Gamma\,;\Delta)$  to

$$\mathbf{\Delta} \sigma \coloneqq \sigma \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta}) = \mathsf{Sub}(\Gamma; \Delta)$$
$$\mathbf{\Delta} \sigma \coloneqq \sigma|_{\mathsf{dom}^+(\Gamma)} \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta}) = \prod_{x \in \mathsf{dom}^+(\Gamma)} \mathsf{Te}(\mathbf{\Delta}^{\Gamma(x).\mathsf{d}}\Delta; \Gamma(x).\mathsf{ty})$$

Substitution

Writing  $\mathsf{Te}(\Gamma; A)$  for  $\{t \mid \Gamma \vdash t : A\}$ , the set of substitutions from  $\Gamma$  to  $\Delta$  is

$$\mathsf{Sub}(\Delta\,;\Gamma)\coloneqq \prod_{x\in\mathsf{dom}(\Gamma)}\mathsf{Te}(\textbf{G}^{\Gamma(x).\mathsf{d}}\Delta\,;\Gamma(x).\mathsf{ty}).$$

Locking and unlocking should act on substitutions, sending  $\sigma\in\mathsf{Sub}(\Gamma\,;\Delta)$  to

$$\mathbf{\Delta} \sigma \coloneqq \sigma \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta}) = \mathsf{Sub}(\Gamma; \Delta)$$
$$\mathbf{\Delta} \sigma \coloneqq \sigma|_{\mathsf{dom}^+(\Gamma)} \in \mathsf{Sub}(\mathbf{\Delta} \Gamma; \mathbf{\Delta}) = \prod_{x \in \mathsf{dom}^+(\Gamma)} \mathsf{Te}(\mathbf{\Delta}^{\Gamma(x).\mathsf{d}}\Delta; \Gamma(x).\mathsf{ty})$$

Lemma (Weakening and substitution)

• Weakening: if  $\Gamma \vdash t : A$  then  $\square \Gamma \vdash t : A$ . If  $\square \Gamma \vdash t : A$  then  $\Gamma \vdash t : A$ .

**Substitution**: if  $\Gamma \vdash t : A$  and  $\sigma \in Sub(\Delta; \Gamma)$  then  $\Delta \vdash t[\sigma] : A$ .

Back to the interpretation in  $\mathbf{Pr}(\omega)$ 

#### Interpreting typing contexts

- Define  $\lhd$  :  $\mathbf{Pr}(\omega) \rightarrow \mathbf{Pr}(\omega)$  ("earlier") to be the functor  $A \mapsto n \mapsto A_{n+1}$ .
- $\blacksquare$  A typing context  $\Gamma$  is interpreted in  $\mathbf{Pr}(\omega)$  as the object

$$\llbracket \Gamma \rrbracket \coloneqq \prod_{\mathsf{x} \in \mathsf{dom}(\Gamma)} \triangleleft^{\Gamma(\mathsf{x}).\mathsf{d}} \llbracket \Gamma(\mathsf{x}).\mathsf{ty} \rrbracket.$$

Back to the interpretation in  $\mathbf{Pr}(\omega)$ 

#### Interpreting typing contexts

- Define  $\lhd$  :  $\mathbf{Pr}(\omega) \rightarrow \mathbf{Pr}(\omega)$  ("earlier") to be the functor  $A \mapsto n \mapsto A_{n+1}$ .
- $\blacksquare$  A typing context  $\Gamma$  is interpreted in  $\mathbf{Pr}(\omega)$  as the object

$$\llbracket \Gamma \rrbracket \coloneqq \prod_{x \in \mathsf{dom}(\Gamma)} \lhd^{\Gamma(x).\mathsf{d}} \llbracket \Gamma(x).\mathsf{ty} \rrbracket.$$

The functor  $\lhd$  is left adjoint to  $\triangleright$ .

$$((-)^{\sharp}, (-)_{\flat}) : \mathbf{Pr}(\omega)(-, \rhd =) \cong \mathbf{Pr}(\omega)(\lhd -, =)$$

We have  $\llbracket \mathbf{A} \Gamma \rrbracket = \triangleleft \llbracket \Gamma \rrbracket$  as well as a canonical morphism  $w_{\Gamma} : \llbracket \Gamma \rrbracket \to \triangleleft \llbracket \mathbf{A} \Gamma \rrbracket$ .

Back to the interpretation in  $\mathbf{Pr}(\omega)$ 

#### Interpreting typing contexts

- Define  $\lhd$  :  $\mathbf{Pr}(\omega) \rightarrow \mathbf{Pr}(\omega)$  ("earlier") to be the functor  $A \mapsto n \mapsto A_{n+1}$ .
- $\blacksquare$  A typing context  $\Gamma$  is interpreted in  $\mathbf{Pr}(\omega)$  as the object

$$\llbracket \Gamma \rrbracket \coloneqq \prod_{\mathsf{x} \in \mathsf{dom}(\Gamma)} \lhd^{\Gamma(\mathsf{x}).\mathsf{d}} \llbracket \Gamma(\mathsf{x}).\mathsf{ty} \rrbracket.$$

The functor  $\lhd$  is left adjoint to  $\triangleright$ .

$$((-)^{\sharp}, (-)_{\flat}) : \mathbf{Pr}(\omega)(-, \rhd =) \cong \mathbf{Pr}(\omega)(\lhd -, =)$$

We have  $\llbracket \mathbf{A} \Gamma \rrbracket = \triangleleft \llbracket \Gamma \rrbracket$  as well as a canonical morphism  $w_{\Gamma} : \llbracket \Gamma \rrbracket \to \triangleleft \llbracket \mathbf{A} \Gamma \rrbracket$ .

Interpreting terms

$$\left[\!\left[\frac{\textcircled{}{}\Gamma\vdash t:A}{\Gamma\vdash \mathsf{guard}(t):\triangleright A}\right]\!\right] = \left[\!\left[\textcircled{}{}\Gamma\vdash t:A\right]\!\right]_{\flat} \qquad \left[\!\left[\frac{\textcircled{}{}\Gamma\vdash t:\triangleright A}{\Gamma\vdash \mathsf{open}(t):A}\right]\!\right] = \mathsf{w}_{\Gamma} ; \left[\!\left[\textcircled{}{}\square\Gamma\vdash t:\triangleright A\right]\!\right]^{\sharp}$$

# Atomic $\beta$ reduction

$$t \rightsquigarrow t'$$

$$\begin{array}{ccc} \operatorname{app}(\operatorname{fun}(x.t), u) \rightsquigarrow t[x/u] & (1) \\ f(b \in \{\operatorname{tt}, \operatorname{ff}\}, t_{\operatorname{tt}}, t_{\operatorname{ff}}) \rightsquigarrow t_b & (2) \\ & \operatorname{head}(t::u) \rightsquigarrow t & (3) \\ & \operatorname{tail}(t::u) \rightsquigarrow u & (4) \\ & \operatorname{rec}(x.t) \rightsquigarrow t[\operatorname{guard}(\operatorname{rec}(x.t))/x] & (5) \\ & \operatorname{open}(\operatorname{guard}(t)) \rightsquigarrow t & (6) \end{array}$$

### Atomic $\beta$ reduction

$$t \rightsquigarrow t'$$

$$\begin{array}{ll} \operatorname{app}(\operatorname{fun}(x.t), u) \rightsquigarrow t[x/u] & (1) \\ \operatorname{if}(b \in \{\operatorname{tt}, \operatorname{ff}\}, t_{\operatorname{tt}}, t_{\operatorname{ff}}) \rightsquigarrow t_b & (2) \\ \operatorname{head}(t :: u) \rightsquigarrow t & (3) \\ \operatorname{tail}(t :: u) \rightsquigarrow u & (4) \\ \operatorname{rec}(x.t) \rightsquigarrow t[\operatorname{guard}(\operatorname{rec}(x.t))/x] & (5) \\ \operatorname{open}(\operatorname{guard}(t)) \rightsquigarrow t & (6) \end{array}$$

Lemma (Subject reduction, atomic case) If  $\Gamma \vdash t : A$  and  $t \rightsquigarrow t'$  then  $\Gamma \vdash t' : A$ .

The proof is the usual one, with clauses 5 and 6 relying on lock/unlock weakening.

### Stratified $\beta$ reduction

A *context* is a term with a unique occurrence of a formal "hole" denoted  $\Box$ .

 $Kx \ni K ::= \Box \mid app(K, u) \mid app(t, K) \mid fun(x.K) \mid \dots$ 

For every  $K \in Kx$  and  $n \in \omega$  we define K(n) as follows.

$$\Box(n) = n$$
  
guard(K)(n) = K(n + 1)  
open(K)(n) = K(n - 1)  
op(..., K,...)(n) = K(n) otherwise

### Stratified $\beta$ reduction

A *context* is a term with a unique occurrence of a formal "hole" denoted  $\Box$ .

 $Kx \ni K ::= \Box \mid \operatorname{app}(K, u) \mid \operatorname{app}(t, K) \mid \operatorname{fun}(x.K) \mid \dots$ 

For every  $K \in Kx$  and  $n \in \omega$  we define K(n) as follows.

$$\Box(n) = n$$
  
guard(K)(n) = K(n + 1)  
open(K)(n) = K(n - 1)  
op(..., K, ...)(n) = K(n) otherwise

We can define a family of reduction relations for each  $m \in \omega + 1$ .

$$\boxed{t \to_k t'} \qquad \qquad \frac{u \rightsquigarrow u' \quad K(0) < m}{K\{u\} \to_m K\{u'\}}$$

Lemma (Subject reduction)

If  $\Gamma \vdash t : A$  and  $t \rightarrow_m t'$  then  $\Gamma \vdash t' : A$ .

Classic results

Theorem

The relation  $\rightarrow_{\omega}$  is confluent.

Proof.

By the method of Tait and Martin-Löf.

Classic results

Theorem

The relation  $\rightarrow_{\omega}$  is confluent.

Proof. By the method of Tait and Martin-Löf.

Theorem (G., Tasson, Vienot)

The relations  $\rightarrow_m$  for  $m < \omega$  are strongly normalizing.

Proof.

By a step-indexed adaptation of Girard's reducibility candidates.

(The theorem above has been proved for a slightly different variant of  $\rightarrow_{m}$ .)

Erasing the modality

Target language

• Let  $\mathscr{V}$  be *call-by-value* STLC with general rec. and  $\operatorname{Str} A \cong A \times \operatorname{Unit} \to \operatorname{Str} A$ .

$\Gamma, x: Unit \to A \vdash t: A$	$\Gamma \vdash t : A$	$\Gamma \vdash u : UnitStrA$	
$\Gamma \vdash rec(x.t) : A$	$\Gamma \vdash t :: u : Str A$		•••

■ Its model in **PCPO** [Amadio and Curien, 1998] is s.t.  $[[Unit \rightarrow A]] \cong \uparrow [[A]]$ .

Erasing the modality

Target language

• Let  $\mathscr{V}$  be *call-by-value* STLC with general rec. and  $\operatorname{Str} A \cong A \times \operatorname{Unit} \to \operatorname{Str} A$ .

$\Gamma, x: Unit \to A \vdash t: A$	$\Gamma \vdash t : A$	$\Gamma \vdash u : UnitStrA$	
$\Gamma \vdash rec(x.t) : A$	$\Gamma \vdash t :: u : Str A$		

■ Its model in **PCPO** [Amadio and Curien, 1998] is s.t.  $[Unit \rightarrow A] \cong \uparrow [A]$ .

Define an erasure function  $\lceil - \rceil$  on types and terms.

$$\begin{bmatrix} \mathsf{Bool} \end{bmatrix} = \mathsf{Bool} \qquad \dots \\ \begin{bmatrix} \mathsf{Str} \ A \end{bmatrix} = \mathsf{Str} \begin{bmatrix} A \end{bmatrix} \qquad \begin{bmatrix} \mathsf{rec}(x.t) \end{bmatrix} = \mathsf{rec}(x.\lfloor t \rfloor) \\ \begin{bmatrix} A \to B \end{bmatrix} = \begin{bmatrix} A \end{bmatrix} \to \begin{bmatrix} B \end{bmatrix} \qquad \begin{bmatrix} \mathsf{guard}(t) \end{bmatrix} = \mathsf{fun}(().\lfloor t \end{bmatrix}) \\ \begin{bmatrix} \triangleright \ A \end{bmatrix} = \mathsf{Unit} \to \begin{bmatrix} A \end{bmatrix} \qquad \begin{bmatrix} \mathsf{open}(t) \end{bmatrix} = \lfloor t \rfloor ()$$

Erasing the modality

Target language

• Let  $\mathscr{V}$  be *call-by-value* STLC with general rec. and  $\operatorname{Str} A \cong A \times \operatorname{Unit} \to \operatorname{Str} A$ .

$\Gamma, x: Unit \to A \vdash t: A$	$\Gamma \vdash t : A$	$\Gamma \vdash u : \operatorname{Unit} \operatorname{Str} A$	
$\Gamma \vdash rec(x.t) : A$	$\Gamma \vdash t :: u : Str A$		

■ Its model in **PCPO** [Amadio and Curien, 1998] is s.t.  $[Unit \rightarrow A] \cong \uparrow [A]$ .

Define an erasure function  $\lceil - \rceil$  on types and terms.

 $\begin{bmatrix} \mathsf{Bool} \end{bmatrix} = \mathsf{Bool} \qquad \dots \\ \begin{bmatrix} \mathsf{Str} \ A \end{bmatrix} = \mathsf{Str} \begin{bmatrix} A \end{bmatrix} \qquad \begin{bmatrix} \mathsf{rec}(x.t) \end{bmatrix} = \mathsf{rec}(x.\lfloor t \rfloor) \\ \begin{bmatrix} A \to B \end{bmatrix} = \begin{bmatrix} A \end{bmatrix} \to \begin{bmatrix} B \end{bmatrix} \qquad \begin{bmatrix} \mathsf{guard}(t) \end{bmatrix} = \mathsf{fun}(().\lfloor t \rrbracket) \\ \begin{bmatrix} \triangleright \ A \end{bmatrix} = \mathsf{Unit} \to \begin{bmatrix} A \end{bmatrix} \qquad \begin{bmatrix} \mathsf{open}(t) \end{bmatrix} = \lfloor t \rfloor () \end{aligned}$ 

Theorem (G., Jafarrahmani, Tasson) If t :Str Bool then  $\lceil t \rceil$  has the same elements as t. In particular,  $\lceil t \rceil$  is productive.

# Outline

#### 1 Introduction

#### 2 A nonstrict stream language

- Syntax and execution
- Modeling nonstrict streams

#### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

#### Results

 ${\mathscr S}$  is the simplest interesting guarded language I can think of.

#### Disappointment

 $\ensuremath{\mathscr{S}}$  is unsatisfactory compared to existing synchronous or guarded languages.

What is lacking or unpleasant in  $\mathscr{S}$ ?

Failure of confluence in  ${\mathscr S}$ 

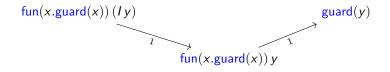
The reduction relations  $\rightarrow_k$  for  $0 < k < \omega$  fail to be confluent. Witness, for k = 1:

fun(x.guard(x))(Iy)

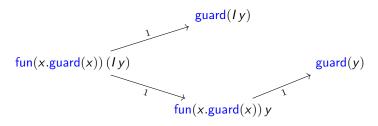
Failure of confluence in  ${\mathscr S}$ 

fun(x.guard(x))(Iy)ī fun(x.guard(x)) y

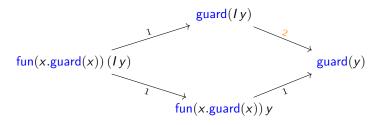
Failure of confluence in  ${\mathscr S}$ 



Failure of confluence in  ${\mathscr S}$ 



Failure of confluence in  ${\mathscr S}$ 



 $\triangleright$  is not enough One can write simple synchronous functions in  $\mathscr{S}.$ 

```
nots : Str Bool \rightarrow Str Bool
nots := rec(F.fun(xs.app(notb, head(xs))::(F \circledast tail(xs))))
```

However, some very reasonable functions cannot be written.

 $ands \coloneqq rec(F.fun(xs.app(and1, xs)::app(F, tail(tail(xs)))))$  $stut \coloneqq rec(F.fun(xs.head(xs)::head(xs)::app(F, tail(xs))))$ 

Worse from a synchronous perspective, mutual recursion is rejected as well!

 $\begin{array}{ll} \textit{natpos}: \mathsf{Str}\,\mathsf{Nat}\,\times\,\mathsf{Str}\,\mathsf{Nat} & (*\,\textit{In}\,\,\mathscr{L}!\,*)\\ \textit{natpos}:=\mathsf{rec}(\mathsf{NP}.\langle 0\!:\!:\,\mathsf{proj}_2(\mathsf{NP}),\mathsf{app}(\mathsf{sucs},\mathsf{proj}_1(\mathsf{NP}))\rangle) \end{array}$ 

A possible solution (G. [2018])

Add new modalities beyond  $\triangleright$ , corresponding to other time transforms.

Simple types are not enough

The historical interest in guarded recursion from the type-theoretical side was to replace the positivity criterion used in proof assistants (see Damien's lecture).

Several authors [Birkedal et al., 2012, Birkedal and Møgelberg, 2013, Bizjak et al., 2016, Bahr et al., 2017, Gratzer, 2025, ...] have developed dependent type theories featuring "later"-like modalities.

Daniel will touch upon this line of work in his lecture.

# Outline

#### 1 Introduction

#### 2 A nonstrict stream language

- Syntax and execution
- Modeling nonstrict streams

#### **3** Synchrony in the topos of trees

- From orders to presheaves
- Back to syntax

#### 4 Perspectives

- Limitations
- Conclusion

# Conclusion

#### Summary

- $\blacksquare$  Start from a run-of-the-mill nonstrict language  $\mathscr L$  with streams.
- Build a very classic denotational semantics, with synchrony in mind.
- Contrast this model with a category where all maps are synchronous.
- $\blacksquare$  Transfer back features from the latter to the syntax, obtaining  $\mathscr{S}.$

#### Some open questions

- What is the relationship between general and guarded recursion?
  - $\blacksquare$  Study functors between  $\mathbf{Pr}(\omega)$  and some well-chosen category of domains.
- Can we have a proper  $\lambda$ -calculus with guarded recursion?
  - Make  $\rightarrow_k$  confluent for all k.
  - $\blacksquare Make \rightarrow_{\omega} strongly normalizing via infinitary rewriting?$
- Design a similar calculus for other temporal modalities.

### References I

- R. Amadio and P. Curien. *Domains and Lambda-Calculi*. Cambridge University Press, 1998.
- P. Bahr, H. Bugge Grathwohl, and R. E. Møgelberg. The Clocks Are Ticking: No More Delays! Reduction Semantics for Type Theory with Guarded Recursion. In Logic in Computer Science (LICS'17). Springer, 2017. URL http://www.itu.dk/people/mogel/papers/lics2017.pdf.
- L. Birkedal and R. E. Møgelberg. Intensional Type Theory with Guarded Recursive Types qua Fixed Points on Universes. 2013 28th Annual ACM/IEEE Symposium on Logic in Computer Science, 6 2013. doi: 10.1109/lics.2013.27. URL http://www.itu.dk/people/mogel/papers/lics2013.pdf.
- L. Birkedal, R. E. Møgelberg, J. Schwinghammer, and K. Støvring. First steps in synthetic guarded domain theory: step-indexing in the topos of trees. *Logical Methods in Computer Science*, 8(4), 2012. URL https://arxiv.org/pdf/1208.3596.pdf.
- A. Bizjak, H. Bugge Grathwohl, R. Clouston, R. E. Møgelberg, and L. Birkedal. Guarded Dependent Type Theory with Coinductive Types. In Foundations of Software Science and Computation Structures (FoSSaCS'16). Springer, 2016. URL https://arxiv.org/pdf/1601.01586v1.

## References II

- P. Caspi, D. Pilaud, N. Halbwachs, and J. Plaice. LUSTRE: A declarative language for programming synchronous systems. In *Principles of Programming Languages (POPL'87)*, 1987. URL http://www-verimag.imag.fr/~halbwach/SCAN/lustre-popl87.pdf.
- R. Clouston. Fitch-Style Modal Lambda Calculi. In Foundations of Software Science and Computation Structures (FoSSaCS'18), 2018. URL https://arxiv.org/pdf/1710.08326.
- C. Elliott and P. Hudak. Functional Reactive Animation. In International Conference on Functional Programming (ICFP'97). ACM, 1997. URL http://conal.net/papers/icfp97/icfp97.pdf.
- D. Gratzer. A modal deconstruction of löb induction. *Proc. ACM Program. Lang.*, 9(POPL):864–892, 2025. doi: 10.1145/3704866. URL https://doi.org/10.1145/3704866.
- A. Guatto. A Synchronous Functional Language with Integer Clocks. PhD thesis, École normale supérieure, 2016. URL http://www.di.ens.fr/~guatto/papers/thesis\_guatto.pdf.

## References III

- A. Guatto. A Generalized Modality for Recursion. In Logic in Computer Science (LICS'18), 2018. URL https://arxiv.org/pdf/1805.11021.
- H. Huwig and A. Poigné. A note on inconsistencies caused by fixpoints in a cartesian closed category. *Theoretical Computer Science*, 73(1):101–112, 1990. ISSN 0304-3975. doi: https://doi.org/10.1016/0304-3975(90)90165-E. URL https:

//www.sciencedirect.com/science/article/pii/030439759090165E.

- G. Kahn. The semantics of a simple language for parallel programming. In Information Processing Congress (IFIP'74). IFIP, 1974. URL https: //www.cs.princeton.edu/courses/archive/fall07/cos595/kahn74.pdf.
- H. Nakano. A Modality for Recursion. In *Logic in Computer Science (LICS'00)*. IEEE, 2000. URL http:

//www602.math.ryukoku.ac.jp/~nakano/papers/modality-lics00.ps.

M. Pouzet. Lucid Synchrone: un langage synchrone d'ordre supérieur, 11 2002. URL

https://www.di.ens.fr/~pouzet/bib/habilitation-pouzet02.ps.gz. Habilitation à diriger des recherches. Appendix

Mapping the CPO landscape



Category	Pointed?	Strict?	CCC?	Fixpoints?	Coproducts?
СРО	N	Ν	Y	N	Y
<b>PCPO/CPO</b> ↑	Y	Y	N	Y*	Y
<b>PCPO</b> <sup>↑</sup>	Y	Ν	Y	Y	Ν

\*: "lift-guarded" fixpoints, in the sense that  $fix_A : (\uparrow A \to A) \to A$ .

#### Huwig and Poigné [1990]'s incompatibility result

A CCC w/ coproducts and general fixpoints is equivalent to the terminal category.

Proof of the uniqueness of the Löb fixed-point

Recall that given  $f: \triangleright A \to A$ , the map  $fix(f): 1 \to A$  is defined as

$$fix(f)_n: \{*\} \to A(n) = \begin{cases} f_0 & \text{if } n = 0\\ f_n \circ fix(f)_{n-1} & \text{if } n > 0. \end{cases}$$

Show that every  $g : 1 \to A$  satisfying  $g = f \circ \text{delay} \circ g$  is fix(f) by induction.

- Case n = 0: immediate since  $(delay \circ g)_n = !$ .
- Case n > 0: we have  $g_n = f_n \circ r_{n-1}^A \circ g_n$   $= f_n \circ g_{n-1} \circ r_n^A$  (naturality)  $= f_n \circ fix(f)_{n-1} \circ r_n^A$  (I. H.)  $= f_n \circ r_n^A \circ fix(f)_n$  (naturality)  $= fix(f)_n$ .

Contexts and renaming for the Fitch-style syntax The set of types Ty is given by Ty  $\ni A, B ::= \text{Bool} | A \rightarrow B | \text{Str} A | \triangleright A$ .

Definition (The category  $\mathbb{C}$  of contexts and renamings)

• Objects are finite families  $\Gamma = (\operatorname{dom}(\Gamma) : \operatorname{FinSet}, \underline{\Gamma} : \operatorname{dom}(\Gamma) \to \operatorname{Ty} \times \omega).$ 

Morphisms are type-preserving, non-depth-decreasing maps

 $\mathbb{C}(\Gamma\,;\Delta) \coloneqq \{\rho: \mathsf{dom}(\Gamma) \to \mathsf{dom}(\Delta) \mid \forall x \in \mathsf{dom}(\Gamma), \underline{\Gamma}(x) \leq \underline{\Delta}(\rho(x)) \}.$ 

Contexts and renaming for the Fitch-style syntax The set of types Ty is given by Ty  $\ni A, B ::= \text{Bool} | A \rightarrow B | \text{Str} A | \triangleright A$ .

Definition (The category  $\mathbb{C}$  of contexts and renamings)

• Objects are finite families  $\Gamma = (\operatorname{dom}(\Gamma) : \operatorname{FinSet}, \underline{\Gamma} : \operatorname{dom}(\Gamma) \to \operatorname{Ty} \times \omega).$ 

Morphisms are type-preserving, non-depth-decreasing maps

 $\mathbb{C}(\Gamma\,;\Delta):=\{\rho:\mathrm{dom}(\Gamma)\to\mathrm{dom}(\Delta)\mid\forall x\in\mathrm{dom}(\Gamma),\underline{\Gamma}(x)\leq\underline{\Delta}(\rho(x))\}.$ 

Given  $\Gamma$  in  $obj(\mathbb{C})$ , write:

- dom<sup>+</sup>( $\Gamma$ ) for { $x \in dom(\Gamma) \mid \Gamma(x).d > 0$ },
- for  $f: \omega \to \omega$  monotone, set dom $(f_*\Gamma) \coloneqq \text{dom}(\Gamma)$  and  $f_*\Gamma(x) \coloneqq (id \times f) \circ \underline{\Gamma}$ .

Definition (The locking and unlocking functors)

Define two functors  $\square, \square : \mathbb{C} \to \mathbb{C}$  by their actions on objects.  $\square \Gamma := (+1)_* \Gamma \qquad \square \Gamma := (\mathsf{dom}^+(\Gamma), (-1)_* \Gamma)$ 

Their action on morphisms is morally the identity.

No resource guarantees

Synchronous languages such as Lustre compile to finite state machines.

$$A \rightarrow_{sync} B \longrightarrow \sum_{S:\mathbf{FinSet}} (S \times (\partial A \times S \rightarrow \partial B \times S))$$

The input and output "alphabets"  $\partial A$  and  $\partial B$  should arguably be finite.

However, types such as Str Str Bool seem to be intrinsically non-real-time.

$$\partial \operatorname{Str} \operatorname{Str} \operatorname{Bool}_n \cong \sum_{\mathsf{xs}: \operatorname{Str} \operatorname{Str} \operatorname{Bool}_n} \{\mathsf{xs}' \in \operatorname{Str} \operatorname{Str} \operatorname{Bool}_{n+1} | \mathsf{xs} = \operatorname{delay}(\mathsf{xs}')_n \}$$
$$\cong \mathbb{B}^n$$

It should however be possible to adapt the state-passing transform to the general guarded-recursive setting, and to reject non-finite-state programs.