

# Rholang V1.1

New and improved for-comprehension

```
for(  
  ptrn11 ← src11 & ... & ptrn1n ← src1n;  
  ...  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
) {P}
```

where  $\text{src} ::= x \mid x?! \mid x!?(a_1, \dots, a_k)$

and ‘&’ replaces the old meaning of ‘;’

Intuitively,

$\text{for}(\text{ptrn} \leftarrow x?! )\{P\}$

means wait on  $x$  for a tuple, of the form  $(v, r)$ , where  $v$  is a value that will be pattern-matched against  $\text{ptrn}$ , and  $r$  is a return channel where an acknowledgement of the receipt of the value will be sent in parallel with  $P$ .

$\llbracket \text{for}(\text{ptrn} \leftarrow x?! )\{P\} \rrbracket = \text{for}((\text{ptrn}, r) \leftarrow x)\{r!() \mid \llbracket P \rrbracket\}$

Thus, the decorations,  $x?!$ , are mnemonics for the fact that the expression waits (?) (on  $x$ ) and then sends (!) (on the return channel  $r$ ).

Intuitively,

$$\text{for}(\text{ptrn} \leftarrow x!?(a_1, \dots, a_k))\{P\}$$

means send on  $x$  the augmented argument list  $(a_1, \dots, a_k, r)$  and then wait on  $r$  for a response which will be pattern-matched against  $\text{ptrn}$  before executing the continuation,  $P$ .

$$\llbracket \text{for}(\text{ptrn} \leftarrow x!?(a_1, \dots, a_k))\{P\} \rrbracket = \text{new } r \text{ in } \{ x!(a_1, \dots, a_k, *r) \mid \text{for}(\text{ptrn} \leftarrow r)\{ \llbracket P \rrbracket \} \}$$

Thus, the decorations,  $x!?$ , are mnemonics for the fact that the expression sends (!) (on  $x$ ) and then waits (?) (on the return channel  $r$ ).

# New and improved for-comprehension desugared

[[for(

ptrn<sub>11</sub> ← x<sub>11</sub>!?( a<sub>1</sub>, ..., a<sub>k</sub> ) & ... & ptrn<sub>1n</sub> ← src<sub>1n</sub>;

...

ptrn<sub>m1</sub> ← src<sub>m1</sub> & ... & ptrn<sub>mn</sub> ← src<sub>mn</sub>;

){P}]]

=

new r<sub>11</sub> in

x<sub>11</sub>!( a<sub>1</sub>, ..., a<sub>k</sub>, \*r<sub>11</sub> )

| [[for( ptrn<sub>11</sub> ← r<sub>11</sub> & ... & ptrn<sub>1n</sub> ← src<sub>1n</sub>;

...

ptrn<sub>m1</sub> ← src<sub>m1</sub> & ... & ptrn<sub>mn</sub> ← src<sub>mn</sub>;

){P}]]

*removing send/recv's: x<sub>11</sub>!?( a<sub>1</sub>, ..., a<sub>k</sub> )*

# New and improved for-comprehension desugared

```
[[for(  
  ptrn11 ← x11?! & ... & ptrn1n ← src1n;  
  ...  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
){P}]]  
=  
[[for(  
  (ptrn11, r) ← x11 & ... & ptrn1n ← src1n;  
  ...  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
){ r!() | P}]]
```

*removing recv/send's: x<sub>11</sub>?!*

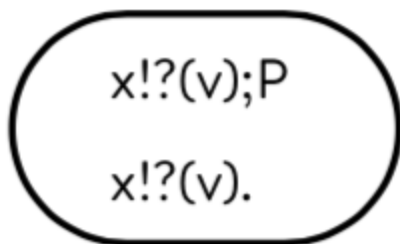
where r is fresh for the whole context

## New and improved for-comprehension desugared

```
[[for(  
  ptrn11 ← x11 & ... & ptrn1n ← x1n;  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
  ...  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn  
) {P}]]  
=  
for(  
  ptrn11 ← x11 & ... & ptrn1n ← x1n  
) {  
  [[for(  
    ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
    ...  
    ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
  ) {P}]]  
}
```

*removing ;'s*

sequential output



Allows for sequences of sends

Intuitively,  $x!?(v);P$  sends the tuple,  $(v,*r)$  , on and then waits for an acknowledgement on  $r$  before running the continuation  $P$ .

sequential send expressions desugared

$$\llbracket x!?(v);P \rrbracket = \text{new } r \text{ in } x!((v,*r)) \mid \text{for}( \_ \leftarrow r )\{ \llbracket P \rrbracket \}$$

*removing ;'s*

$$\llbracket x!?(v). \rrbracket = \llbracket x!?(v);0 \rrbracket$$

*removing .'s*



## An example calculation

```
[[for( m ← x?!; n ← y?! ){ stdout!( "m+n = " + *m + *n ) } | x!?( 1 ); y!?( 2 ).]]  
=  
for( (m,r1) ← x ){ r1!0 | for( (n,r2) ← y ){ r2!0 | stdout!( "m+n = " + *m + *n ) }  
| new r1 in { x!( (1,*r1) ) | for( _ ← r1 ){ new r2 in { y!( (2,*r2) ) | for( _ ← r2 ){ 0 } } } } }  
=  
for( (m,r1) ← x ){ r1!0 | for( (n,r2) ← y ){ r2!0 | stdout!( "m+n = " + *m + *n ) }  
| new r1 r2 in { x!( (1,*r1) ) | for( _ ← r1 ){ y!( (2,*r2) ) | for( _ ← r2 ){ 0 } } } }  
=  
new r1 r2 in {  
  for( (m,r1) ← x ){ r1!0 | for( (n,r2) ← y ){ r2!0 | stdout!( "m+n = " + *m + *n ) }  
  | x!( (1,*r1) ) | for( _ ← r1 ){ y!( (2,*r2) ) | for( _ ← r2 ){ 0 } } }  
}
```

## An example calculation

→  $\text{comm}(x, [@1/m, @*r_1/r_1])$

new  $r_1 r_2$  in {

$r_1!() \mid \text{for}( (n, r_2) \leftarrow y ) \{ r_2!() \mid \text{stdout}!( "m+n = " + 1 + n ) \}$

$\mid \text{for}( _ \leftarrow r_1 ) \{ y!( (2, r_2) ) \mid \text{for}( _ \leftarrow r_2 ) \{ 0 \} \}$

}

→  $\text{comm}(r_1, [])$

new  $r_1 r_2$  in {

$\text{for}( (n, r_2) \leftarrow y ) \{ r_2!() \mid \text{stdout}!( "m+n = " + 1 + n ) \}$

$\mid y!( (2, r_2) ) \mid \text{for}( _ \leftarrow r_2 ) \{ 0 \}$

}

## An example calculation

→  $\text{comm}(y, [\text{@}2/n, \text{@}^*r_2/r_2])$

new  $r_1 r_2$  in {

$r_2!() \mid \text{stdout}!(\text{"m+n = " + 1 + 2}) \mid \text{for}(\_ \leftarrow r_2)\{0\}$

}

→  $\text{comm}(r_2, [])$

new  $r_1 r_2$  in {

$\text{stdout}!(\text{"m+n = " + 1 + 2}) \mid 0$

}

=

$\text{stdout}!(\text{"m+n = " + 1 + 2})$

*Guarantees the event log: (if we filter out all communications on unforgeable names)*

$$\text{comm}(x, [\text{@}1/m, \text{@}^*r_1/r_1]) < \text{comm}(y, [\text{@}2/n, \text{@}^*r_2/r_2])$$

## An example calculation

```
[[for( m ← x?!; n ← y?! ){ stdout!( "m+n = " + *m + *n ) } | x!?( 1 ); y!?( 2 ).]]  
=  
for( (m,r1) ← x ){ r1!0 | for( (n,r2) ← y ){ r2!0 | stdout!( "m+n = " + *m + *n ) }  
| new r1 in { x!( (1,*r1) ) | for( _ ← r1 ){ new r2 in { y!( (2,*r2) ) | for( _ ← r2 ){ 0 } } } }
```

This example illustrates a better than 2X compression without loss of any of the rholang features.

Taken together the improved for-comprehension and the sequential output set the stage for better performance.

```
for(  
  ptrn11 ← src11 & ... & ptrn1n ← src1n;  
  ...  
  ptrnm1 ← srcm1 & ... & ptrnmn ← srcmn;  
) {P}
```

$x!?(v);P$

$x!?(v).$

The internal coordination which has no observable transactional import can be all be done, in principle, without hitting the tuple space.

Thus, rather than merely desugaring, we are proposing a compilation scheme. This will dramatically speed up rholang execution, in addition to providing a dramatic compression in code.

## let expressions

let ptrn<sub>1</sub> ← v<sub>1</sub> ; ... ; ptrn<sub>m</sub> ← v<sub>m</sub> in P

let ptrn<sub>1</sub> ← v<sub>1</sub> & ... & ptrn<sub>m</sub> ← v<sub>m</sub> in P

These provide immutable variables much like  
Scala's

val x = v; P

## let expressions desugared

$\llbracket \text{let ptrn}_1 \leftarrow v_1 ; \dots ; \text{ptrn}_n \leftarrow v_n \text{ in } P \rrbracket$   
=  
new  $x_1$  in  
   $x_1!(v_1)$   
  | for(  $\text{ptrn}_1 \leftarrow x_1$  ){  
     $\llbracket \text{let ptrn}_2 \leftarrow v_2 ; \dots ; \text{ptrn}_n \leftarrow v_n \text{ in } P \rrbracket$   
  }

*removing ;'s*

## let expressions desugared

$\llbracket \text{let ptrn}_1 \leftarrow v_1 \ \& \ \dots \ \& \ \text{ptrn}_n \leftarrow v_n \text{ in } P \rrbracket$

$=$

$\text{new } x_1 \dots x_n \text{ in}$

$x_1!(v_1) \mid \dots \mid x_n!(v_n)$

$\mid \text{for}(\text{ptrn}_1 \leftarrow x_1 \ \& \ \dots \ \& \ \text{ptrn}_n \leftarrow x_n) \{ \llbracket P \rrbracket \}$

*removing &'s*



In the case of sequential let the code compression is considerable; yet, the let expressions are designed not only for code compression

let  $\text{ptrn}_1 \leftarrow v_1 ; \dots ; \text{ptrn}_m \leftarrow v_m$  in  $P$

let  $\text{ptrn}_1 \leftarrow v_1 \ \& \ \dots \ \& \ \text{ptrn}_m \leftarrow v_m$  in  $P$

But provide an opportunity for a compilation scheme that dramatically speeds up rholang execution, because internal coordination communications need never hit the tuple space.