

Higher-Order unification for free!

Reusing the meta-language unification for the object language

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ABSTRACT

Specifying and implementing a proof system from scratch requires significant effort. Logical Frameworks and Higher Order Logic Programming Languages provide dedicated, high-level Meta Languages (ML) to facilitate this task in two key ways: 1) variable binding and substitution are for free when ML binders represent object logic ones; 2) proof construction, and even proof search, is greatly simplified by leveraging the unification procedure provided by the ML. Notable examples of ML are Elf [14], Twelf [16], λ Prolog [9] and Isabelle [22] which have been utilized to implement various formal systems such as First Order Logic [4], Set Theory [13], Higher Order Logic [12], and even the Calculus of Constructions [3].

The object logic we are interested in is Coq's [20] Calculus of Inductive Constructions (CIC), for which we want to implement a higher-order unification-based proof search procedure using the ML Elpi [2], a dialect of λ Prolog. Elpi's equational theory comprises $\eta\beta$ equivalence and comes equipped with a higher-order unification procedure \approx_λ restricted to the pattern fragment [8]. Elpi comes with an encoding of CIC that works well for meta-programming [19, 18, 6, 5] but restricts \approx_λ to roughly first-order unification problems only. We call this basic encoding \mathcal{F}_0 .

In this paper we propose a better-behaved encoding \mathcal{H}_0 , and show how to map unification problems in \mathcal{F}_0 to related problems in \mathcal{H}_0 . As a result we obtain \approx_o , a higher-order unification procedure for \mathcal{F}_0 that honours $\eta\beta$ -equivalence (for CIC functions), solves problems in the pattern fragment and allows for the use of heuristics to deal with problems outside the pattern fragment. Moreover, since \approx_o delegates most of the work to \approx_λ , it can be used to efficiently simulate a logic program in \mathcal{F}_0 by taking advantage of unification-related optimizations of the ML, such as clause indexing.

KEYWORDS

Logic Programming, Meta-Programming, Higher-Order Unification, Proof Automation

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1 INTRODUCTION

Meta languages such as Elf [14], Twelf [16], λ Prolog [9] and Isabelle [22] have been utilized to specify various logics [4, 12, 13, 3]. The use of these meta languages facilitates this task in two key ways. The first and most well know one is that variable binding and substitution come for free. The second one is that these meta languages come equipped with some form of unification, a cornerstone of proof construction and proof search.

The object logic we are interested in is Coq's [20] Calculus of Inductive Constructions (CIC) and we want to implement a form of proof search known as type-class [21, 17] resolution. Type-class solvers are unification based proof search procedures reminiscent of Prolog that back-chain lemmas taken from a database of "type-class instances". Given this analogy with Logic Programming we want to leverage the Elpi [19] meta programming language, a dialect of λ Prolog, already used to extend Coq in various ways [19, 18, 6, 5]. In this paper we focus on one aspect of this work, precisely *how to reuse the higher-order unification procedure of the meta language in order to simulate a higher-order logic program for the object language*.

We take as an example the Decision and Finite type classes from the Stdpp [7] library. The class Decision identifies predicates equipped with a decision procedure, while Finite the types whose inhabitants can be enumerated in a (finite) list. The following three type-class instances state that: 1) the type of natural numbers smaller than n , called `fin n`, is finite; 2) the predicate `nfact n nf`, relating a natural number n to the number of its prime factors nf , is decidable; 3) the universal closure of a predicate has a decision procedure if its domain is finite and if the predicate is decidable.

```
Instance fin_fin:  $\forall n$ , Finite (fin n). (* r1 *)
Instance nfact_dec:  $\forall n$  nf, Decision (nfact n nf). (* r2 *)
Instance forall_dec:  $\forall A$  P, Finite A  $\rightarrow$  (* r3 *)
 $\forall x:A$ , Decision (P x)  $\rightarrow$  Decision ( $\forall x:A$ , P x).
```

Given this database a type-class solver is expected to prove the following statement automatically:

```
Decision ( $\forall x$ : fin 7, nfact x 3) (* g *)
```

The proof found by the solver back-chains on rule 3 (the only rule about the \forall quantifier), and then solves the premises with rules 1 and 2 respectively. Note that rule 3 features a second order parameter P that stands for a function of type $A \rightarrow \text{Prop}$ (a predicate over A). The solver has to infer a value for P by unifying the conclusion of rule 3 with the goal, and in particular it has to solve the unification problem $P \ x = \text{nfact } x \ 3$. This higher order problem falls in the so called pattern-fragment \mathcal{L} [8] and admits a unique solution ρ that assigns the term $\lambda x. \text{nfact } x \ 3$ to P .

In order to implement such a search in Elpi we shall describe the encoding of CIC terms and then the encoding of instances as

rules. Elpi comes equipped with an Higher Order Abstract Syntax (HOAS [15]) datatype of CIC terms, called `tm`, that features (among others) the following constructors:

```

type lam  tm -> (tm -> tm) -> tm.    % lambda abstraction
type app  list tm -> tm.              % n-ary application
type all  tm -> (tm -> tm) -> tm.    % forall quantifier
type con  string -> tm.              % constants

```

Following the standard syntax of λ Prolog [9] the meta level binding of a variable x in an expression e is written $\langle x \setminus e \rangle$, while square brackets delimit a list of terms separated by comma. For example the term $\langle \forall y:t, \text{nfact } y \ 3 \rangle$ is encoded as follows:

```
all (con"t") y\ app [con"nfact", y, con"3"]
```

We now illustrate the encoding of the three instances above as higher-order logic-programming rules: capital letters denote rule parameters; `:-` separates the rule's head from the premises and `pi w\` introduces a fresh nominal constant w for the premise p .

```

finite (app [con"fin", N]).           (r1)
decision (app [con"nfact", N, NF]).   (r2)
decision (all A x\ app [P, x]) :- finite A,      (r3)
pi w\ decision (app [P, w]).

```

Unfortunately this intuitive encoding of rule (r3) does not work since it uses the predicate P as a first order term: for the meta language its type is `tm`. If we try to back-chain the rule (r3) on the encoding of the goal (g) given below

```

decision (all (app [con"fin", con"7"]) x\      (g)
  app [con"nfact", x, con"3"]).

```

we obtain an unsolvable unification problem (p): the two lists of terms have different lengths!

```
app [con"nfact", x, con"3"] = app [P, x]      (p)
```

In this paper we study a more sophisticated encoding of CIC terms and rules that, on a first approximation, would reshape (r3) as follows:

```

decision (all A x\ Pm x) :- link Pm P A, finite A,      (r3')
pi x\ decision (app [P, x]).

```

Since Pm is an higher-order unification variable of type `tm -> tm`, with x in its scope, the unification problem (p') admits one solution:

```

app [con"nfact", x, con"3"] = Pm x      (p')
Pm = x\ app [con"nfact", x, con"3"]      (σ)

```

Once the head of rule (r3') unifies with the goal (g) the premise $\langle \text{link } Pm \ A \ P \rangle$ brings the assignment (σ) back to the domain `tm` of Coq terms, obtaining the expected solution ρ :

```
P = lam A x\ app [con"nfact", x, con"3"]
```

This simple example is sufficient to show that the encoding we seek is not trivial and does not only concern the head of rules, but the entire sequence of unification problems that constitute the execution of a logic program. In fact the solution for P above generates a (Coq) β -redex in the second premise (the predicate under the `pi w\`).

In turn this redex prevents the rule (r2) to backchain properly since the following unification problem has no solution:

```

app [ lam A (a\ app [con"nfact", a, con"3"]) , x] =
app [ con"nfact" , N, NF]

```

The root cause of the problems we sketched in this example is a subtle mismatch between the equational theories of the meta language and the object language, that in turns makes the unification procedures of the meta language weak. The equational theory of the meta language Elpi encompasses $\eta\beta$ -equivalence and its unification procedure can solve higher-order problems in the pattern fragment. Although the equational theory of CIC is much richer, for efficiency and predictability reasons automatic proof search procedure typically employ a unification procedure that only captures a $\eta\beta$ -equivalence and only operates in \mathcal{L} . The similarity is striking, but one needs some care in order to simulate a logic program in CIC using the unification of Elpi.

Contributions. In this paper we identify a minimal language \mathcal{F}_0 in which the problems sketched in the introduction can be formally described. We detail an encoding of a logic program in \mathcal{F}_0 to a strongly related logic program in \mathcal{H}_0 (the language of the meta-language) and we show that the higher-order unification procedure of the meta language \approx_λ can be efficiently used to simulate a higher-order unification procedure \approx_o for the object language that features $\eta\beta$ -conversion. We show how \approx_o can be extended with heuristics to deal with problems outside the pattern fragment. Section 2 formally states the problem and gives the intuition behind our solution; section 3 sets up a basic simulation of first-order logic programs, section 4 and section 5 extend it to higher-order logic programs in the pattern fragment while section 7 goes beyond the pattern fragment. Section 8 discusses the implementation in Elpi. The λ Prolog code discussed in the paper can be accessed at the address <https://github.com/FissoreD/ho-unif-for-free>.

2 PROBLEM STATEMENT AND SOLUTION

Even if we encountered the problem working on CIC we devise a minimal setting to ease its study. In this setting we have a \mathcal{F}_0 language (for first order) with a rich equational theory and a \mathcal{H}_0 meta language with a simpler one.

2.1 Preliminaries: \mathcal{F}_0 and \mathcal{H}_0

In order to reason about unification we provide a description of the \mathcal{F}_0 and \mathcal{H}_0 languages where unification variables are first class terms, i.e. they have a concrete syntax as per fig. 1. Unification variables in \mathcal{F}_0 (fuva term constructor) have no explicit scope: the arguments of an higher order variable are given via the `fapp` constructor. For example the term $\langle P \ x \rangle$ is represented as $\langle \text{fapp } [\text{fuva } N, x] \rangle$, where N is the memory address of P and x is a bound variable.

In \mathcal{H}_0 the representation of $\langle P \ x \rangle$ is instead $\langle \text{uva } N \ [x] \rangle$, since unification variables are higher order and come equipped with an explicit scope.

```

kind fm type.          kind tm type.
type fapp list fm -> fm. type app list tm -> tm.
type flam (fm -> fm) -> fm. type lam (tm -> tm) -> tm.
type fcon string -> fm.   type con string -> tm.
type fuva addr -> fm.     type uva addr -> list tm -> tm.

```

Figure 1: The \mathcal{F}_0 and \mathcal{H}_0 languages

Notational conventions. When we write \mathcal{H}_0 terms outside code blocks we follow the usual λ -calculus notation, reserving f, g, a, b for constants, x, y, z for bound variables and X, Y, Z, F, G, H for unification variables. However we need to distinguish between the “application” of a unification variable to its scope and the application of a term to a list of arguments. We write the scope of unification variables in subscript while we use juxtaposition for regular application. Here a few examples:

```

f a      app [con "f", con "a"]
λx.λy.Fxy  lam x\ lam y\ uva F [x, y]
λx.Fx a    lam x\ app [uva F [x], con "a"]
λx.Fx x    lam x\ app [uva F [x], x]

```

When it is clear from the context we shall use the same syntax for \mathcal{F}_0 terms (although we never subscript unification variables). We use s, s_1, \dots for terms in \mathcal{F}_0 and $t, t_1 \dots$ for terms in \mathcal{H}_0 .

2.2 Equational theories an unification

In order to specify unification we need to define the equational theory and substitution (unification-variable assignment).

2.2.1 Term equality: $=_o$ and $=_\lambda$. For both languages we extend the equational theory over ground terms to the full language by adding the reflexivity of unification variables (a variable is equal to itself).

The first four rules are common to both equalities and define the usual congruence over terms. Since we use an HOAS encoding they also capture α -equivalence. In addition to that $=_o$ has rules for η and β -equivalence.

```

type (=o) fm -> fm -> o.           (=o)
fcon X =o fcon X.
fapp A =o fapp B :- forall2 (=o) A B.
flam F =o flam G :- pi x\ x =o x => F x =o G x.
fuva N =o fuva N.
flam F =o T :-                      (ηl)
  pi x\ beta T [x] (T' x), x =o x => F x =o T' x.
T =o flam F :-                      (ηr)
  pi x\ beta T [x] (T' x), x =o x => T' x =o F x.
fapp [flam X | L] =o T :- beta (flam X) L R, R =o T. (βl)
T =o fapp [flam X | L] :- beta (flam X) L R, T =o R. (βr)

type (=λ) tm -> tm -> o.
con C =λ fcon C.
app A =λ fapp B :- forall2 (=λ) A B.
lam F =λ flam G :- pi x\ x =λ x => F x =λ G x.
uva N A =λ fuva N B :- forall2 (=λ) A B.

```

The main point in showing these equality tests is to remark how weaker $=_\lambda$ is, and to identify the four rules that need special treatment in the implementation of $=_o$. For brevity we omit the code of beta: it is sufficient to know that $\langle \text{beta } F \ L \ R \rangle$ computes in R the weak head normal form of $\langle \text{app } [F|L] \rangle$. Note that the symbol $|$ separates the head of a list from the tail.

Substitution: ps and σt . We write $\sigma = \{ X \mapsto t \}$ for the substitution that assigns the term t to the variable X . We write σt for the application of the substitution to a term t , and $\sigma X = \{ \sigma t \mid t \in X \}$ when X is a set of terms. We write $\sigma \subseteq \sigma'$ when σ is more general than σ' . We shall use ρ for \mathcal{F}_0 substitutions, and σ for the \mathcal{H}_0 ones.

For brevity, in this section we consider the substitution for \mathcal{F}_0 and \mathcal{H}_0 identical. We defer to section 3.1 a more precise description pointing out their differences.

Term unification: \approx_o vs. \approx_λ . \mathcal{H}_0 's unification signature is:

```
type (≈λ) tm -> tm -> subst -> subst -> o.
```

We write $\sigma t_1 \approx_\lambda \sigma t_2 \mapsto \sigma'$ when σt_1 and σt_2 unify with substitution σ' . Note that σ' is a refined (i.e. extended) version of σ ; this is reflected by signature above that relates two substitutions. We write $t_1 \approx_\lambda t_2 \mapsto \sigma'$ when the initial substitution σ is empty. We write \mathcal{L} as the set of terms that are in the pattern-fragment, i.e. every higher-order variable is applied to a list of distinct names.

The meta language of choice is expected to provide an implementation of \approx_λ that satisfies the following properties:

$$\{t_1, t_2\} \subseteq \mathcal{L} \Rightarrow t_1 \approx_\lambda t_2 \mapsto \rho \Rightarrow \rho t_1 =_\lambda \rho t_2 \quad (1)$$

$$\{t_1, t_2\} \subseteq \mathcal{L} \Rightarrow \rho t_1 =_\lambda \rho t_2 \Rightarrow \exists \rho', t_1 \approx_\lambda t_2 \mapsto \rho' \wedge \rho' \subseteq \rho \quad (2)$$

Even if we provide an implementation of the object-language unification \approx_o in section 3.7, our real goal is the simulation of an entire logic program.

2.3 The problem: logic-program simulation

We represent a logic program *run* in \mathcal{F}_0 as a list *steps* of length N . \mathbb{P} is a list of pair of terms, each pair corresponds to a unification problem. At each step p we unify two terms \mathbb{P}_{p_l} and \mathbb{P}_{p_r} (the small l and r represent respectively the left and right elements extracted from \mathbb{P}_p).¹ The composition of these steps starting from the empty substitution ρ_0 produces the final substitution ρ_N , that is the result of the logic-program execution.

$$\begin{aligned} \text{fststep}(\mathbb{P}, p, \rho) &\mapsto \rho' \stackrel{\text{def}}{=} \rho \mathbb{P}_{p_l} \approx_o \rho \mathbb{P}_{p_r} \mapsto \rho' \\ \text{frun}(\mathbb{P}, N) &\mapsto \rho_N \stackrel{\text{def}}{=} \bigwedge_{p=1}^N \text{fststep}(\mathbb{P}, p, \rho_{p-1}) \mapsto \rho_p \end{aligned}$$

In order to simulate a \mathcal{F}_0 logic program in \mathcal{H}_0 we compile each pair of \mathcal{F}_0 terms in \mathbb{P} into a pair of \mathcal{H}_0 terms t . We write this translation $\langle s \rangle \mapsto (t, m, l)$. The implementation of the compiler is detailed in sections 3, 5 and 7, here we just point out that it additionally produce a variable mapping m and list of links l . The variable map connects unification variables in \mathcal{H}_0 to variables in \mathcal{F}_0 and is used to “decompile” the assignment, $\langle \sigma, m, l \rangle^{-1} \mapsto \rho$. Links are an accessory piece of information whose description is deferred to section 2.4.

We simulate each run in \mathcal{F}_0 with a run in \mathcal{H}_0 as follows.

$$\begin{aligned} \text{hstep}(\mathbb{T}, p, \sigma, \mathbb{L}) &\mapsto (\sigma'', \mathbb{L}') \stackrel{\text{def}}{=} \\ &\sigma \mathbb{T}_{p_l} \approx_\lambda \sigma \mathbb{T}_{p_r} \mapsto \sigma' \wedge \text{progress}(\mathbb{L}, \sigma') \mapsto (\mathbb{L}', \sigma'') \\ \text{hrun}(\mathbb{P}, N) &\mapsto \rho_N \stackrel{\text{def}}{=} \\ &\mathbb{T} \times \mathbb{M} \times \mathbb{L}_0 = \{(t, m, l) \mid l \in \mathbb{P}, \langle s \rangle \mapsto (t, m, l)\} \\ &\bigwedge_{p=1}^N \text{hstep}(\mathbb{T}, p, \sigma_{p-1}, \mathbb{L}_{p-1}) \mapsto (\sigma_p, \mathbb{L}_p) \\ &\langle \sigma_N, \mathbb{M}, \mathbb{L}_N \rangle^{-1} \mapsto \rho_N \end{aligned}$$

By analogy with \mathbb{P} , we write \mathbb{T}_{p_l} and \mathbb{T}_{p_r} for the two \mathcal{H}_0 terms being unified at step p , and we write \mathbb{T}_p for the pair $(\mathbb{T}_{p_l}, \mathbb{T}_{p_r})$. *hstep* is made of two sub-steps: a call to the meta language unification and a check for progress on the set of links, that intuitively

¹If the same rule is used multiple times in a run we just consider as many copies as needed of the terms composing the rules, with fresh unification variables each time.

say that back-tracking is not important

will compensate for the weaker equational theory honoured by \approx_λ . hrn compiles all terms in \mathbb{P} , then executes each step and finally decompiles the solution. We claim:

PROPOSITION 2.1 (SIMULATION). $\forall \mathbb{P}, \forall \mathcal{N}$, if $\mathbb{P} \subseteq \mathcal{L}$

$$\text{frun}(\mathbb{P}, \mathcal{N}) \mapsto \rho_{\mathcal{N}} \Leftrightarrow \text{hrun}(\mathbb{P}, \mathcal{N}) \mapsto \rho_{\mathcal{N}}$$

That is, the two executions give the same result. Moreover:

PROPOSITION 2.2 (SIMULATION FIDELITY). *In the context of hrn, if $\mathbb{P} \subseteq \mathcal{L}$ we have that $\forall p \in 1 \dots N$,*

$$\text{fstep}(\mathbb{P}, p, \rho_{p-1}) \mapsto \rho_p \Leftrightarrow \text{hstep}(\mathbb{T}, p, \sigma_{p-1}, \mathbb{L}_{p-1}) \mapsto (\sigma_p, \mathbb{L}_p)$$

In particular this property guarantees that a *failure* in the \mathcal{F}_0 run is matched by a failure in \mathcal{H}_0 at the same step. We consider this property very important from a practical point of view since it guarantees that the execution traces are strongly related and in turn this enables a user to debug a logic program in \mathcal{F}_0 by looking at its execution trace in \mathcal{H}_0 .

We also claim that hrn handles terms outside \mathcal{L} in the following sense:

PROPOSITION 2.3 (FIDELITY RECOVERY). *In the context of hrn, if $\rho_{p-1} \mathbb{P} \in \mathcal{L}$ (even if $\mathbb{P} \notin \mathcal{L}$) then*

$$\text{fstep}(\mathbb{P}, p, \rho_{p-1}) \mapsto \rho_p \Leftrightarrow \text{hstep}(\mathbb{T}, p, \sigma_{p-1}, \mathbb{L}_{p-1}) \mapsto (\sigma_p, \mathbb{L}_p)$$

In other words if the two terms involved in a step re-enter \mathcal{L} , then hstep and fstep are again related, even if $\mathbb{P} \notin \mathcal{L}$ and hence proposition 2.2 does not apply.

This property has a practical relevance since in many logic programming implementations, including Elpi, the order in which unification problems are tackled does matter. The simplest example is the sequence $F \approx \lambda x.a$ and $F a \approx a$: the second problem is not in \mathcal{L} and has two unifiers, namely $\sigma_1 = \{ F \mapsto \lambda x.x \}$ and $\sigma_2 = \{ F \mapsto \lambda x.a \}$. The first problem picks σ_2 making the second problem re-enter \mathcal{L} .

2.4 The solution (in a nutshell)

A term s is compiled to a term t where every “problematic” sub term p is replaced by a fresh unification variable h with an accessory *link* that represents a suspended unification problem $h \approx_\lambda p$. As a result \approx_λ is “well behaved” on t , in the sense that it does not contradict \approx_o as it would otherwise do on the “problematic” sub-terms. We now define “problematic” and “well behaved” more formally and we pick the \diamond symbol since it stands for “possibly” in modal logic and all problematic terms are characterized by some “uncertainty”.

Definition 2.4 ($\diamond \beta_0$). $\diamond \beta_0$ is the set of terms of the form $X x_1 \dots x_n$ such that $x_1 \dots x_n$ are distinct names (of bound variables).

An example of term $\diamond \beta_0$ is the application $F x$. This term is problematic since the application node of its syntax tree cannot be used to justify a unification failure, i.e. by properly instantiating F the term head constructor may become a λ , or a constant or stay an application.

Definition 2.5 ($\diamond \eta$). $\diamond \eta$ is the set of terms s such that $\exists \rho, \rho s$ is an eta expansion.

An example of term s in $\diamond \eta$ is $\lambda x. \lambda y. F y x$ since the substitution $\rho = \{ F \mapsto \lambda a. \lambda b. f b a \}$ makes $\rho s = \lambda x. \lambda y. f x y$ that is the eta long form of f . This term is problematic since its leading λ abstraction cannot justify a unification failure against a constant f .

Definition 2.6 ($\diamond \mathcal{L}$). $\diamond \mathcal{L}$ is the set of terms of the form $X t_1 \dots t_n$ such that $t_1 \dots t_n$ are not distinct names.

These terms are problematic for the very same reason terms in $\diamond \beta_0$ are, but cannot be handled directly by the unification of the meta language, that is only required to handle terms in \mathcal{L} . Still, there exists a substitution ρ such that $\rho s \in \mathcal{L}$.

We write $\mathcal{P}(t)$ the set of sub-terms of t , and we write $\mathcal{P}(X) = \bigcup_{t \in X} \mathcal{P}(t)$ when X is a set of terms.

Definition 2.7 (Well behaved set). Given a set of terms $X \subseteq \mathcal{H}_0$,

$$\mathcal{W}(X) \Leftrightarrow \forall t \in \mathcal{P}(X), t \notin (\diamond \beta_0 \cup \diamond \eta \cup \diamond \mathcal{L})$$

We write $\mathcal{W}(t)$ as a short for $\mathcal{W}(\{t\})$. We claim our compiler validates the following property:

PROPOSITION 2.8 (\mathcal{W} -ENFORCING). *Given two terms s_1 and s_2 , if $\exists \rho, \rho s_1 =_o \rho s_2$, then*

$$\langle s_i \rangle \mapsto (t_i, m_i, l_i) \text{ for } i \in \{1, 2\} \Rightarrow t_1 \approx_\lambda t_2 \mapsto \sigma$$

Note that the property holds for any substitution, it could be given by an oracle and not necessarily a most general one, and for any terms, in particular terms in $\diamond \beta_0 \cup \diamond \eta \cup \diamond \mathcal{L}$.

PROPOSITION 2.9 (\mathcal{W} -PRESERVATION). $\forall \mathbb{T}, \forall \mathbb{L}, \forall p, \forall \sigma, \forall \sigma'$

$$\begin{aligned} \mathcal{W}(\sigma \mathbb{T}) \wedge \sigma \mathbb{T}_{p_l} \approx_\lambda \sigma \mathbb{T}_{p_r} &\mapsto \sigma' \Rightarrow \mathcal{W}(\sigma' \mathbb{T}) \\ \mathcal{W}(\sigma \mathbb{T}) \wedge \text{progress}(\mathbb{L}, \sigma) &\mapsto (_, \sigma') \Rightarrow \mathcal{W}(\sigma' \mathbb{T}) \end{aligned}$$

Proposition 2.9 is key to prove propositions 2.1 and 2.2: informally it says that the problematic terms moved on the side by the compiler are not put back by hstep, hence \approx_λ can continue to operate properly. In sections 3, 5 and 7 we describe how the compiler recognizes terms in $\diamond \beta_0$, $\diamond \eta$ and $\diamond \mathcal{L}$ and how progress takes care of them preserving \mathcal{W} and granting propositions 2.1 to 2.3.

3 BASIC COMPILATION AND SIMULATION

3.1 Memory map (\mathbb{M}) and substitution (ρ and σ)

Unification variables are identified by a natural number that represents a memory addresses. The memory and its associated operations are described below:

```
kind addr type.
type addr nat -> addr.
typeabbrev (mem A) (list (option A)).

type set? addr -> mem A -> A -> o.
type unset? addr -> mem A -> o.
type assign addr -> mem A -> A -> mem A -> o.
type new mem A -> addr -> mem A -> o.
```

If a memory cell is none, then the corresponding unification variable is not set. assign sets an unset cell to the given value, while new finds the first unused address and sets it to none.

Since each occurrence of a \mathcal{H}_0 unification variables has a scope, its assignment needs to be abstracted over it to enable the instantiation of the same assignment to different scopes. This is expressed

say that this is run-time, while the other fidelity is compile time

dire per-chè $\mathcal{W}(\mathbb{T})$, dire che il converse non vale (al-cuni check li fa la progress)

by the `inctx` container, and in particular its `abs` binding constructor. On the contrary a solution to a \mathcal{F}_0 variable is a plain term.

```

465 typeabbrev fsubst (mem fm).
466
467 kind inctx type -> type.
468
469 type abs (tm -> inctx A) -> inctx A.
470
471 type val A -> inctx A.
472
473 typeabbrev assignment (inctx tm).
474
475 typeabbrev subst (mem assignment).

```

We call `fsubst` the memory of \mathcal{F}_0 , while we call `subst` the one of \mathcal{H}_0 .

The compiler establishes a mapping between variables of the two languages.

```

476 kind fvariable type.
477
478 type fv addr -> fvariable.
479
480
481 kind arity type.
482
483 type arity nat -> arity.
484
485 kind hvariable type.
486
487 type hv addr -> arity -> hvariable.
488
489 kind mapping type.
490
491 type (<->) fvariable -> hvariable -> mapping.
492
493 typeabbrev mmap (list mapping).

```

Each `hvariable` is stored in the mapping together with its arity so that the code of (`malloc`) below can preserve:

INVARIANT 1 (UNIFICATION-VARIABLE ARITY). *Each variable A in \mathcal{H}_0 has a (unique) arity N and each occurrence $(\text{uva } A \text{ } L)$ is such that L has length N .*

```

494 type m-alloc fvariable -> hvariable -> mmap -> mmap ->
495       subst -> subst -> o.
496
497 m-alloc Fv Hv M M S S :- mem M (Fv <-> Hv), !.
498
499 m-alloc Fv Hv M [Fv <-> Hv|M] S S1 :- Hv = hv N _, new S N S1.

```

When a single `fvariable` occurs multiple times with different numbers of arguments the compiler generates multiple mappings for it, on a first approximation, and then makes the mapping bijective by introducing η -link; this detail is discussed in section 6.

Applying the substitution corresponds to dereferencing a term with respect to the memory. It is worth looking at the code for \mathcal{H}_0 to remark how assignments are moved to the current scope, i.e. renaming the `abs`-bound variables with the names in the scope of the unification variable occurrence.

```

500 type deref subst -> tm -> tm -> o.
501
502 deref _ (con C) (con C).
503
504 deref S (app A) (app B) :- map (deref S) A B.
505
506 deref S (lam F) (lam G) :-
507   pi x\ deref S x x => deref S (F x) (G x).
508
509 deref S (uva N L) R :- set? N S A,
510   move A L T, deref S T R.
511
512 deref S (uva N A) (uva N B) :- unset? N S,
513   map (deref S) A B.

```

Note that `move` strongly relies on invariant 1: the length of the arguments of all occurrences of a unification are the same. Hence they have the same type in the meta-level and the number of `abs`

nodes in the assignment matches that length. In turn this grants that `move` never fails.

```

523 type move assignment -> list tm -> tm -> o.
524
525 move (abs Bo) [H|L] R :- move (Bo H) L R.
526
527 move (val A) [] A.

```

We write $\sigma = \{ A_{xy} \mapsto y \}$ for the assignment $\langle \text{abs } x \backslash \text{abs } y \backslash y \rangle$ and $\sigma = \{ A \mapsto \lambda x. \lambda y. y \}$ for $\langle \text{lam } x \backslash \text{lam } y \backslash y \rangle$.

3.2 Links (\mathbb{L})

As we mentioned in section 2.4 the compiler replaces terms in $\diamond \eta$, $\diamond \beta_0$ and $\diamond \mathcal{L}$ with fresh variables linked to the problematic terms. Terms in $\diamond \beta_0$ do not need a link since \mathcal{H}_0 variables faithfully represent the problematic term thanks to their scope.

```

532 kind baselink type.
533
534 type link-eta tm -> tm -> baselink.
535
536 type link-llam tm -> tm -> baselink.
537
538 typeabbrev link (inctx baselink).
539
540 typeabbrev links (list link).

```

The right hand side of a link, the problematic term, can occur under binders. To accommodate this situation the compiler wraps `baselink` using the `inctx` container (see rule $\cdot \vdash \cdot$).

INVARIANT 2 (LINK LEFT HAND SIDE). *The left hand side of a suspended link is a variable.*

New links are suspended by construction. If the left hand side variable is assigned during a step, then the link is considered for progress and possibly eliminated. This is discussed in section 5 and section 7.

When detailing examples we write links as equations between two terms under a context. The equality sign is subscripted with kind of `baselink`. For example $x \vdash A_x =_{\mathcal{L}} F_x a$ corresponds to:

```

553 abs x\ val (link-llam (uva A [x]) (app [uva F [x], con "a"]))

```

3.3 Notational conventions

In sections 4 to 7, we use the following schema to represent the compilation of the list of \mathcal{F}_0 problems \mathbb{P} into the \mathcal{H}_0 problems \mathbb{T} . \mathbb{M} and \mathbb{L} are respectively the mapping and the link store.

$$\begin{aligned}
 \mathbb{P} &= \{ p_1 \approx_o p_2 \quad p_3 \approx_o p_4 \} \\
 \mathbb{T} &= \{ t_1 \approx_\lambda t_2 \quad t_3 \approx_\lambda t_4 \} \\
 \mathbb{M} &= \{ X_1 \mapsto A_1^x \quad X_2 \mapsto A_2^y \} \\
 \mathbb{L} &= \{ \Gamma \vdash a =_\eta b \}
 \end{aligned}$$

We index each sub-problem, sub-mapping, sub-link with its position in the image starting from 1 and counting from left to right, top to bottom. For example, \mathbb{T}_2 corresponds to the \mathcal{H}_0 problem $t_3 \approx_\lambda t_4$. The compiled version of each \mathbb{P}_i is represented by \mathbb{T}_i .

Moreover, to indicate the scope of a \mathcal{H}_0 variable, we use that scope as subscript of the considered variable. For example, X_{xy} is the variable X having in scope x and y .

3.4 Compilation

E:manca beta normal in entrata

The main task of the compiler is to recognize \mathcal{F}_0 variables standing for functions and map them to higher order variables in \mathcal{H}_0 .

In order to bring back the substitution from \mathcal{H}_0 to \mathcal{F}_0 the compiler builds a “memory map” connecting the the kind of variables using routine (*malloc*).

The signature of the comp predicate below allows for the generation of links (suspended unification problems) that play no role in this section but play a major role in section 5 and section 7. With respect to section 2 the signature also allows for updates to the substitution.

```
type comp fm -> tm -> mmap -> mmap -> links -> links ->
  subst -> subst -> o.
comp (fcon C) (con C) M M L L S S.
comp (flam F) (lam F1) M1 M2 L1 L2 S1 S2 :- (cλ)
  comp-lam F F1 M1 M2 L1 L2 S1 S2.
comp (fuva A) (uva B [J]) M1 M2 L L S1 S2 :-
  m-alloc (fv A) (hv B (arity z)) M1 M2 S1 S2.
comp (fapp A) (app A1) M1 M2 L1 L2 S1 S2 :- (c@)
  fold6 comp A A1 M1 M2 L1 L2 S1 S2.
```

The code above uses that possibility in order to allocate space for the variables, i.e. sets their memory address to none (a details not worth mentioning in the previous sections).

explain
fold6

```
type comp-lam (fm -> fm) -> (tm -> tm) ->
  mmap -> mmap -> links -> links -> subst -> subst -> o.
comp-lam F G M1 M2 L1 L3 S1 S2 :-
  pi x y\ (pi M L S\ comp x y M M L L S S) =>
  comp (F x) (G y) M1 M2 L1 (L2 y) S1 S2,
  close-links L2 L3.
```

In the code above the syntax `pi x y\ .` is syntactic sugar for iterated pi abstraction, as in `pi x\ pi y\ .`

The auxiliary function `close-links` tests if the bound variable `v` really occurs in the link. If it is the case the link is wrapped into an additional `abs` node binding `v`. In this way links generated deep inside the compiled terms can be moved outside their original context of binders.

```
type close-links (tm -> links) -> links -> o.
close-links (v\[X |L v]) [X|R] :- !, close-links L R.
close-links (v\[X v|L v]) [abs X|R] :- close-links L R.
close-links (_\[]) [].
```

Note that we could remove the first rule, whose solve purpose is to make links more readable by pruning unused context entries.

3.5 Execution

A step in \mathcal{H}_0 consists in unifying two terms and reconsidering all links for progress. If any of the two tasks fail we say that the entire step fails, and it is at this granularity that we can relate steps in the two languages.

```
type hstep tm -> tm -> links -> links -> subst -> subst -> o.
hstep T1 T2 L1 L2 S1 S3 :-
  (T1 ≈λ T2) S1 S2,
  progress L1 L2 S2 S3.
```

Note tha the infix notation $((A \approx_\lambda B) C D)$ is syntactic sugar for $((\approx_\lambda) A B C D)$.

Reconsidering links is a fixpoint, since the progress of a link can update the substitution and in turn enable another link to progress.

```
type progress links -> links -> subst -> subst -> o.
progress L L2 S1 S3 :-
  progress1 L L1 S1 S2,
  occur-check-links L1,
  if (L = L1, S1 = S2)
    (L2 = L1, S3 = S1)
    (progress L1 L2 S2 S3).
```

3.5.1 Progress. In the base compilation scheme `progress1` is the identity on both the links and the substitution, so the fixpoint trivially terminates. Sections 5 and 7 add rules to `progress1` and justify why the don't hinder termination. For brevity we omit the code that applies the substitution `S1` to all terms in `L`.

3.5.2 Occur check. Since compilation moves problematic terms out of the sigh of \approx_λ , that procedure can only perform a partial occur check. For example the unification problem $X \approx_\lambda f Y$ cannot generate a cyclic substitution alone, but should be disallowed if a `L` contains a link like $\vdash Y =_\eta \lambda z.Xz$: We don't know yet if `Y` will feature a lambda in head position, but we surely know it contains `X`, hence `f Y` and that fails the occur check. The procedure `occur-check-links` is in charge of ensuring that each link does not represent a (suspended) unification problem doomed to fail because of occur check. This check is needed in order to guarantee proposition 2.2 (SIMULATION FIDELITY).

3.6 Substitution decompilation

Decompiling the substitution involves three steps.

First and foremost problematic terms stored in `L` have to be moved back into the game. Since links are of the form `uvar = term` (invariant 2 (LINK LEFT HAND SIDE)) and are duplicate free (see `dedup-beta dedup-eta`), one can turn a link `X = t` into an assignment $X \mapsto t$. This can in general be achieved by unifying `X` with `t`. The case where `t` is not in `L` (link beta/llam) is discussed in section xx.

The second step amounts at allocating new variables in the memory of \mathcal{F}_0 . In particular some unif problems such as $Fxy = Fxz$ requires to allocate a variable `G` so that the assignment $F_{ab} \mapsto G_a$ can be used to perform required pruning.

The last step amounts at decompiling each assignment. Decompiling a term is trivial. An assignment has an `abs` node, as in `move`, can be eliminated by replacing the bound variable by the actual term in scope. In order to do this, one needs the `M` to be a bijection. This is the job of section 6.

polish
dire che però si passa per una subst in cui ste abs le cambio in lam. Nel codice Coq ci scrivevamo il tipo nella arity, e quindi sappiamo fare i lambda bene, senza perdita di informazione. Qui i lam non hanno info, facile. Ma in generale bisogna spiegare come ci si salva. Ci dormo su: o non generiamo la subst ma solo il primo termine (la query iniziale) istanziato (funziona sempre, la prova è quella sopra) oppure bisogna siegare tutto sto casino e serve un po' di spazio.

3.7 Definition of \approx_o and its properties

```
type (≈o) fm -> fm -> fsubst -> o.
(A ≈o B) F :-
  comp A A' [] M1 [] [] [] S1,
```

```

697 comp B B' M1 M2 [] [] S1 S2,
698 hstep A' B' [] [] S2 S3,
699 decomp M2 M2 S3 [] F.

```

The code given so far still makes no use of the higher order nature of the ML unif language, indeed the scope of unif variables generated by the compiler is always empty, so \approx_λ is first order.

Still, if \mathbb{P} is already \mathcal{W} , we can set up a proof that will also work when comp enforces \mathcal{W} and hstep preserves it, and when terms in \mathcal{L} are mapped to ho variables with a scope.

LEMMA 3.1 (COMPILATION ROUND TRIP). *If comp S T [] M [] _ [] _ then decomp M T S*

PROOF SKETCH. trivial if the mapping is a bijection and the terms are beta normal. some discussion about commit maybellam to be done later. \square

LEMMA 3.2. *Properties (1) and (2) hold for the implementation of \approx_o above*

PROOF SKETCH. In this setting \approx_λ is as strong as \approx_o on ground terms. What we have to show is that whenever two different \mathcal{F}_o terms can be made equal by a substitution ρ (plus the β_l and β_r if needed) we can find this ρ by finding a σ via \approx_λ on the corresponding \mathcal{H}_o terms and by decompiling it. If we look at the \mathcal{F}_o terms is only one interesting cases:

- fuva $X \approx_o s$. In this case after comp we have $Y \approx_\lambda t$ that succeeds with $\sigma = \{Y \mapsto t\}$ and σ is decompiled to $\rho = \{Y \mapsto s\}$.

Since the mapping is a bijection occur check in \mathcal{H}_o corresponds to occur check in \mathcal{F}_o . \square

THEOREM 3.3 (FIDELITY IN \mathcal{W}). *Proposition 2.1 (SIMULATION) and proposition 2.2 (SIMULATION FIDELITY) hold*

PROOF SKETCH. Since progress1 is trivial fstep and hstep are the same, that is in this context where input terms are $\beta\eta$ -normal and all is \mathcal{W} , \approx_λ is equivalent to \approx_o . \square

4 HANDLING OF $\diamond\beta_0$

A first problem we encounter when making unification between terms that are well behaved is the need to treat higher-order variables.

$$\begin{aligned}
 \mathbb{P} &= \{ \lambda x. (f. (X x) \cdot a) \approx_o \lambda x. (f x a) \} \\
 \mathbb{T} &= \{ \lambda x. (f. (A x) \cdot a) \approx_\lambda \lambda x. (f x a) \} \\
 \mathbb{M} &= \{ X \mapsto A^0 \}
 \end{aligned}$$

In the example above, we can note that the very basilar compilation given in the previous section is not able to make the \mathcal{H}_o unification problem succeeds. The unification of T_1 fails while trying to unifying $A x$ and x . This is due to the fact that $A x$ (equivalent to $\text{app}[uva \ A \ [], \ x]$) is represented as the application of the variable A to the name x . In order to exploit the higher-order unification algorithm of the meta language, we need to compile the \mathcal{F}_o term $X x$ into the \mathcal{H}_o term A_x .

4.1 Compilation and decompilation

In order to address this problem, we add the following rule before rule ($c_{@}$).

```

comp (fapp [fuva A|Ag]) (uva B Ag1) M1 M2 L L S1 S2 :-
  pattern-fragment Ag, !,
  fold6 comp Ag Ag1 M1 M1 L L S1 S1,
  len Ag Arity,
  m-alloc (fv A) (hv B (arity Arity)) M1 M2 S1 S2.

```

Note that compiling Ag cannot create new mappings nor links, since Ag is made of bound variables and the hypothetical rule loaded by comp-lam (see below) grants this property. Also note that this rule generates no links.

The only detail worth discussing is the fact that the procedure updates a substitution, rather than just crafting one as presented in section 2. The reason is that the algorithm folds over a term, updating a substitution while it traverses it.

E:explain better

Decompilation. Since no link is created by the compilation of $\diamond\beta_0$ terms, no modification should be done to the commit-link predicate.

Progress. Similarly to decompilation, since no link is produced, no modification to the progress predicate is needed.

LEMMA 4.1. *Properties (1) and (2) hold for the implementation of \approx_o in section 3.7*

PROOF SKETCH. If we look at the \mathcal{F}_o terms, there is one more case interesting cases:

- fapp[fuva $X|L$] $\approx_o s$. In this case we have $Y_{\vec{x}} \approx_\lambda t$ that succeeds with $\sigma = \{Y_{\vec{y}} \mapsto t[\vec{x}/\vec{y}]\}$ that in turn is decompiled to $\rho = \{Y \mapsto \lambda \vec{y}. s[\vec{x}/\vec{y}]\}$. Thanks to β_l ($\lambda \vec{y}. s[\vec{x}/\vec{y}]\ \vec{x} \approx_o s$). \square

LEMMA 4.2 (\mathcal{W} -ENFORCEMENT). *Even if $\mathbb{P} \cap \diamond\beta_0 \neq \emptyset$, $\mathbb{T} \cup \diamond\beta_0 = \emptyset$*

PROOF SKETCH. problematic terms are mapped to uva by comp, the problematic fapp node is gone. \square

THEOREM 4.3 (FIDELITY IN $\diamond\beta_0$). *Proposition 2.1 (SIMULATION) and proposition 2.2 (SIMULATION FIDELITY) hold*

PROOF SKETCH. thanks to lemma 4.2 it is the same as in section 3, even if now we really need \approx_λ to deal with \mathcal{L} , while before a FO unif would have done. \square

5 HANDLING OF $\diamond\eta$

η -reduction is an equivalence relation where a term of the form $\lambda x. t x$ can be converted to t any time x does not occur as a free variable in t . We call t the η -contraction of $\lambda x. t x$.

Following the compilation scheme of section 3.4 the unification problem \mathbb{P} is compiled as follows:

$$\begin{aligned}
 \mathbb{P} &= \{ \lambda x. X x \approx_o f \} \\
 \mathbb{T} &= \{ \lambda x. A_x \approx_\lambda f \} \\
 \mathbb{M} &= \{ X \mapsto A^1 \}
 \end{aligned}$$

While $\lambda x.X x \approx_o f$ does admit the solution $\rho = \{ X \mapsto f \}$, the corresponding problem in \mathbb{T} does not: $\text{lam } \lambda x \text{ uva } A [x]$ and $\text{con } f$ start with different, rigid, term constructors hence \approx_λ fails.

In order to guarantee proposition 2.1 we detect lambdas that can disappear by eta contraction (section 5.1) and we modify the compiled terms by putting fresh unification variables in their place: the problematic term is moved from \mathbb{T} to \mathbb{L} (section 5.2). The compilation of the problem \mathbb{P} above is refined to:

$$\begin{aligned} \mathbb{P} &= \{ \lambda x.X x \approx_o f \} \\ \mathbb{T} &= \{ A \approx_\lambda f \} \\ \mathbb{M} &= \{ X \mapsto B^1 \} \\ \mathbb{L} &= \{ \vdash A =_\eta \lambda x.B_x \} \end{aligned}$$

As per invariant 2 the term on the left is a variable, and its right counterpart is the term in $\Diamond\eta$. That term has the following property:

INVARIANT 3 (η -link RHS). *The rhs of any η -link has the shape $\lambda x.t$ and t is not a lambda.*

η -link are kept in the link store \mathbb{L} during execution and activated when some conditions hold on lhs or rhs. Link activation is implemented by extending the `progress1` predicate (defined in section 3.5).

5.1 Detection of $\Diamond\eta$

When compiling a term t we need to determine if any subterm $s \in \mathcal{P}(t)$ that is of the form $\lambda x.r$, where x occurs in r , can be a η -expansion, i.e. if there exists a substitution ρ such that $\rho(\lambda x.r) =_o s$. The detection of lambda abstractions that can “disappear” is not as trivial as it may seems, here a few examples:

$$\begin{aligned} \lambda x.f(A x) &\in \Diamond\eta & \rho &= \{ A \mapsto \lambda x.x \} \\ \lambda x.f(A x) x &\in \Diamond\eta & \rho &= \{ A \mapsto \lambda x.a \} \\ \lambda x.f x(A x) &\notin \Diamond\eta & & \\ \lambda x.\lambda y.f(A x)(B y x) &\in \Diamond\eta & \rho &= \{ A \mapsto \lambda x.x, B \mapsto \lambda y.\lambda x.y \} \end{aligned}$$

The first two examples are easy, and show how a unification variable can expose or erase a variable in their scope and turn the resulting term in an η -expansion or not.

The third example shows that when a variable occurs outside the scope of a unification variable it cannot be erased and can hence prevent a term from being an η -expansion.

The last example shows the recursive nature of the check we need to implement. The term starts with a spine of two lambdas hence the whole term is in $\Diamond\eta$ iff the inner term $\lambda y.f(A x)(B y x)$ is in $\Diamond\eta$ itself. If it is, it could η -contract to $f(A x)$ making $\lambda x.f(A x)$ a potential η -expansion.

We can now define more formally how $\Diamond\eta$ terms are detected together with its auxiliary functions:

Definition 5.1 (maybe-contract-to). A β -normal term s maybe-contract-to a name x if there exists a substitution ρ such that $\rho s =_o x$.

LEMMA 5.2. *A β -normal term $s = \lambda x_1 \dots x_n.t$ maybe-contract-to x only if one of the following three conditions holds:*

- (1) $n = 0$ and $t = x$;
- (2) t is the application of x to a list of terms l and each l_i maybe-contract-to x_i (e.g. $\lambda x_1 \dots x_n.x x_1 \dots x_n =_o x$);

- (3) t is a unification variable with scope W , and for any $v \in \{x, x_1 \dots x_n\}$, there exists a $w_i \in W$, such that w_i maybe-contract-to v (if $n = 0$ this is equivalent to $x \in W$).

PROOF SKETCH. Since our terms are in β -normal form there is only one rule that can play a role (namely η_l), hence if the term s is not exactly x (case 1) it can only be an η -expansion of x , or a unification variable that can be assigned to x , or a combination of both. If s begins with a lambda, then the lambda can only disappear by η contraction. In that case the term t is under the spine of binders $x_1 \dots x_n$, t can either be x applied to terms that can maybe-contract-to these variables (case 2), or a unification variable that can be assigned to that application (case 3). \square

Definition 5.3 (occurs-rigidly). A name x occurs-rigidly in a β -normal term t , if $\forall \rho, x \in \mathcal{P}(\rho t)$

In other words x occurs-rigidly in t if it occurs in t outside of the scope of a unification variable X , otherwise an instantiation of X can make x disappears from t . Moreover, note that η -contracting t cannot make x disappear, since x is not a locally bound variable inside t .

We can now derive the implementation for $\Diamond\eta$ detection:

Definition 5.4 (maybe-eta). Given a β -normal term $s = \lambda x_1 \dots x_n.t$, maybe-eta s holds if any of the following holds:

- (1) t is a constant or a name applied to the arguments $l_1 \dots l_m$ such that $m \geq n$ and for every i such that $m - n < i \leq m$ the term l_i maybe-contract-to x_i , and no x_i occurs-rigidly in $l_1 \dots l_{m-n}$;
- (2) t is a unification variable with scope W and for each x_i there exists a $w_j \in W$ such that w_j maybe-contract-to x_i .

LEMMA 5.5 ($\Diamond\eta$ DETECTION). *If t is a β -normal term and maybe-eta t holds, then $t \in \Diamond\eta$.*

PROOF SKETCH. Follows from definition 5.3 and lemma 5.2 \square

Remark that the converse of lemma 5.5 does not hold: there exists a term t satisfying the criteria (1) of definition 5.4 that is not in $\Diamond\eta$, i.e. there exists no substitution ρ such that ρt is an η -expansion. A simple counter example is $\lambda x.f(A x)(A x)$ since x does not occur-rigidly in the first argument of f , and the second argument of f maybe-contract-to x . In other words $A x$ may either use or discard x , but our analysis does not take into account that the same term cannot have two contrasting behaviors.

As we will see in the rest of this section this is not a problem since it does not break proposition 2.1 nor proposition 2.2.

5.2 Compilation and decompilation

Compilation. The following rule is inserted just before rule (c_λ) from the code in section 3.4.

```
comp (flam F) (uva A Scope) M1 M2 L1 L3 S1 S3 :-
  maybe-eta (flam F) [], !,
  alloc S1 A S2,
  comp-lam F F1 M1 M2 L1 L2 S2 S3,
  get-scope (lam F1) Scope,
  L3 = [val (link-eta (uva A Scope) (lam F1)) | L2].
```


The rule triggers when the input term $\text{flam } F$ is in $\diamond\eta$. It compiles $\text{flam } F$ to $\text{lam } F1$ but puts the fresh variable A in its place. This variable sees all the names free in $\text{lam } F1$. The critical part of this rule is the creation of the η -link, which relates the variable A with $\text{lam } F1$. This link clearly validates invariant 2.

COROLLARY 5.6. *The rhs of any η -link has exactly one lambda abstraction, hence the rule above respects invariant 3.*

PROOF SKETCH. By contradiction, suppose that the rule above is triggered and that the rhs of the link is $\lambda x.\lambda y.t_{xy}$. If *maybe-eta* $\lambda y.t_{xy}$ holds the recursive call to *comp* (made by *comp-lam*) must have put a fresh variable in its place, so this case is impossible. Otherwise, if *maybe-eta* $\lambda y.t_{xy}$ does not hold, also *maybe-eta* $\lambda x.\lambda y.t_{xy}$ does not hold, contradicting the assumption that the rule triggered. \square

Decompilation. Decompilation of the remaining η -link (i.e. the η -link that have been activated) is performed by iterating over them and unifying lhs and rhs. Note that this unification never fails, since lhs is a flexible term not appearing in any other η -link (by definition 5.9).

5.3 Progress

η -link are meant to delay the unification of “problematic” terms until we know for sure if the term has to be η -contracted or not.

Definition 5.7 (η -progress-lhs). A link $\Gamma \vdash X =_{\eta} T$ is removed from \mathbb{L} when X becomes rigid. Let $y \in \Gamma$, there are two cases:

- (1) if $X = a$ or $X = y$ or $X = f a_1 \dots a_n$ we unify the η -expansion of X with T , that is we run $\lambda x.X \ x \approx_{\lambda} T$
- (2) if $X = \lambda x.t$ we run $X \approx_{\lambda} T$.

Definition 5.8 (η -progress-rhs). A link $\Gamma \vdash X =_{\eta} T$ is removed from \mathbb{L} when either 1) *maybe-eta* T does not hold (anymore) or 2) by η -contracting T to T' , T' is a term not starting with the lam constructor. In the first case, X is unified with T and in the second one, X is unified with T' (under the context Γ).

There is a third case in which a link is removed from \mathbb{L} , namely when the lhs is assigned to a variable that is the lhs of another η -link.

Definition 5.9 (η -progress-deduplicate). A link $\Gamma \vdash X_{\vec{s}} =_{\eta} T$ is removed from \mathbb{L} when another link $\Delta \vdash X_{\vec{r}} =_{\eta} T'$ is in \mathbb{L} . By invariant 1 the length of \vec{s} and \vec{r} is the same hence we can move the term T' from Δ to Γ by renaming its bound variables, i.e. $T'' = T'[\vec{r}/\vec{s}]$. We then run $T \approx_{\lambda} T''$ (under the context Γ).

LEMMA 5.10. *Let $\lambda x.t$ the rhs of a η -link, then $\mathcal{W}(t)$.*

PROOF SKETCH. By construction, every “problematic” term in \mathcal{F}_0 is replaced with a variable in the corresponding \mathcal{H}_0 term. Therefore, t is \mathcal{W} . \square

LEMMA 5.11. *Given a η -link l , the unification done by η -progress-lhs is between terms in \mathcal{W}*

PROOF SKETCH. Let σ be the substitution, which is $\mathcal{W}(\sigma)$ (by proposition 2.9). $lhs \in \sigma$, therefore $\mathcal{W}(lhs)$. By η -progress-lhs, if 1) lhs is a name, a constant or an application, then, $\lambda x.lhs \ x$ is unified with rhs. By invariant 3 and lemma 5.10, $rhs = \lambda x.t$ and $\mathcal{W}(t)$.

Otherwise, 2) lhs has lam as functor. In both cases, unification is performed between terms in \mathcal{W} . \square

LEMMA 5.12. *Given a η -link l , the unification done by η -progress-rhs is between terms in \mathcal{W} .*

PROOF SKETCH. lhs is variable, and, by definition 5.8, rhs is either no more a $\diamond\eta$, i.e. rhs is not a η -expansion and, so, $\mathcal{W}(rhs)$, otherwise, rhs can reduce to a term which cannot be a η -expansion, and, so, $\mathcal{W}(rhs)$. In both cases, the unification between rhs and lhs is done between terms that are in \mathcal{W} . \square

LEMMA 5.13. *Given a η -link l , the unification done by η -progress-deduplicate is between terms in \mathcal{W} .*

PROOF. The unification is done between the rhs of two η -link. Both rhs has the shape $\lambda x.t$, and by lemma 5.10, $\mathcal{W}(t)$. Therefore, the unification is done between well-behaved terms. \square

LEMMA 5.14. *The introduction of η -link guarantees proposition 2.9 (\mathcal{W} -PRESERVATION)*

PROOF SKETCH. By lemmas 5.11 to 5.13, every unification performed by the activation of a η -link is done between terms in \mathcal{W} , therefore, the substitution remains \mathcal{W} . \square

LEMMA 5.15. *progress terminates.*

PROOF SKETCH. Rules definitions 5.7 and 5.8 and definition 5.9 remove one link from \mathbb{L} , hence they cannot be applied indefinitely. Moreover each rule only relies on terminating operations such as \approx_{λ} , η -contraction, η -expansion, relocation (a recursive copy of a finite term). \square

THEOREM 5.16 (FIDELITY IN $\diamond\eta$). *Given a list of unification problems \mathbb{P} , such that $\forall t, t \in \mathcal{P}(\mathbb{P}) \wedge t \notin \diamond\mathcal{L}$, the introduction of η -link guarantees proposition 2.2 (SIMULATION FIDELITY).²*

PROOF SKETCH. η -progress-lhs and η -progress-deduplicate activate a η -link when, in the original unification problem, a $\diamond\eta$ term is unified with respectively a well-behaved term or another $\diamond\eta$ term. In both cases, the links trigger a unification which succeeds iff the same unification in \mathcal{F}_0 succeeds, guaranteeing proposition 2.2. η -progress-rhs never fails, in fact, this progression refines a variable to a rigid term and plays no role in proposition 2.2. \square

Example of η -progress-lhs. The example at the beginning of section 5, once $\sigma = \{ A \mapsto f \}$, triggers η -progress-lhs since the link becomes $\vdash f =_{\eta} \lambda x.B_x$ and the lhs is a constant. In turn the rule runs $\lambda x.f \ x \approx_{\lambda} \lambda x.B_x$, resulting in $\sigma = \{ A \mapsto f ; B_x \mapsto f \}$. Decompilation then generates $\rho = \{ X \mapsto f \}$, since X is mapped to B and f is the η -contracted version of $\lambda x.f \ x$.

²We also suppose that any higher-order variable is always applied with the same number of arguments. This problem is addressed in section 6

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Example of η -progress-deduplicate. A very basic example of η -link deduplication, is given below:

$$\begin{aligned} \mathbb{P} &= \{ \lambda x.(X x) \approx_o \lambda x.(Y x) \} \\ \mathbb{T} &= \{ A \approx_\lambda C \} \\ \mathbb{M} &= \{ X \mapsto B^1 \quad Y \mapsto D^1 \} \\ \mathbb{L} &= \{ \vdash A =_\eta \lambda x.B_x \quad \vdash C =_\eta \lambda x.D_x \} \end{aligned}$$

The result of $A \approx_\lambda C$ is that the two η -link share the same lhs. By unifying the two rhs we get $\sigma = \{A \mapsto C, B \mapsto D\}$. In turn, given the map \mathbb{M} , this second assignment is decompiled to $\rho = \{X \mapsto Y\}$ as expected.

We delay at the end of next section an example of η -link progression due to η -progress-rhs

6 MAKING \mathbb{M} A BIJECTION

In section 3.1, we introduced the definition of “memory map” (\mathbb{M}). This memory allows to decompile the \mathcal{H}_0 terms back to the object language. It is the case that, while solving unification problems, a same unification variable X is used multiple times with different arities.

$$\begin{aligned} \mathbb{P} &= \{ \lambda x.\lambda y.(X y x) \approx_o \lambda x.\lambda y.x \quad \lambda x.(f (X x) x) \approx_o Y \} \\ \mathbb{T} &= \{ A \approx_\lambda \lambda x.\lambda y.x \quad D \approx_\lambda F \} \\ \mathbb{M} &= \{ X \mapsto E^1 \quad Y \mapsto F^0 \quad X \mapsto C^2 \} \\ \mathbb{L} &= \left\{ \begin{array}{l} \vdash D =_\eta \lambda x.(f E_x x) \quad \vdash A =_\eta \lambda x.B_x \\ x \vdash B_x =_\eta \lambda y.C_{yx} \end{array} \right\} \end{aligned}$$

In the unification problems \mathbb{P} above, we see that X is used with arity 2 in \mathbb{P}_1 and with arity 1 in \mathbb{P}_2 . By invariant 1 (UNIFICATION-VARIABLE ARITY), we are not allowed to use a same \mathcal{H}_0 variable to represent the two occurrences of X . If we execute hrun , we remark that the unification fails. There is in fact a major problem: hstep is not conscious of the connection between the variables C and E (both corresponding to X), since no link in \mathbb{L} puts C and E in relation and decompilation does not work properly if a \mathcal{F}_0 variable is mapped to two distinct \mathcal{H}_0 variables. The two main drawbacks connected to this situation are firstly the lost of proposition 2.2 (SIMULATION FIDELITY) and secondly, if we want to guarantee at least proposition 2.1 (SIMULATION), we should overcomplicate the decompilation phase. In order to ease the second drawback, we pose the following property:

PROPOSITION 6.1 (\mathbb{M} IS A BIJECTION). *Given a list of unification problems \mathbb{P} , then the memory map \mathbb{M} compiled from \mathbb{P} is a bijection relating the \mathcal{F}_0 and the \mathcal{H}_0 variables.*

We finally adjust the compiler’s output with a map-deduplication procedure.

Definition 6.2 (align-arity). Given two mappings $m_1 : X \mapsto A^m$ and $m_2 : X \mapsto C^n$ where $m < n$ and $d = n - m$, *align-arity* $m_1 m_2$ generates the following d links, one for each i such that $0 \leq i < d$,

$$x_0 \dots x_{m+i} \vdash B_{x_0 \dots x_{m+i}}^i =_\eta \lambda x_{m+i+1}. B_{x_0 \dots x_{m+i+1}}^{i+1}$$

where B^i is a fresh variable of arity $m + i$, and $B^0 = A$ as well as $B^d = C$.

The intuition is that we η -expand the occurrence of the variable with lower arity to match the higher arity. Since each η -link can add exactly one lambda, we need as many links as the difference between the two arities.

Definition 6.3 (map-deduplication). For all mappings $m_1, m_2 \in \mathbb{M}$ such that $m_1 : X \mapsto A^m$ and $m_2 : X \mapsto C^n$ and $m < n$ we remove m_1 from \mathbb{M} and add to \mathbb{L} the result of *align-arity* $m_1 m_2$.

THEOREM 6.4 (FIDELITY WITH MAP-DEDUPLICATION). *Given a list of unification problems \mathbb{P} , such that $\forall t, t \in \mathcal{P}(\mathbb{P}) \Rightarrow \mathcal{W}(t) \vee t \in \diamond \eta$, if \mathbb{P} contains two same \mathcal{F}_0 variables with different arities, then map-deduplication guarantees proposition 2.2 (SIMULATION FIDELITY)*

PROOF SKETCH. By the definition of *map-deduplication*, any two occurrences of the same \mathcal{F}_0 variables X_1, X_2 with different arities are related with η -link. If one of the variables is instantiated, the corresponding η -link is triggered instantiating the related variable. This allows to make unification fail if X_1 and X_2 are unified with different terms. Finally, since \mathbb{P} contains only terms that are either \mathcal{W} or $\diamond \eta$, by theorem 5.16, we can conclude the proof. \square

If we look back the example give at the beginning of this section, we can deduplicate $X \mapsto E^1, X \mapsto C^2$ by removing the first mapping and adding the auxiliary η -link: $x \vdash E_x =_\eta \lambda y.C_{xy}$. After deduplication the compiler output is as follows:

$$\begin{aligned} \mathbb{P} &= \{ \lambda x.\lambda y.(X y x) \approx_o \lambda x.\lambda y.x \quad \lambda x.(f (X x) x) \approx_o Y \} \\ \mathbb{T} &= \{ A \approx_\lambda \lambda x.\lambda y.x \quad D \approx_\lambda F \} \\ \mathbb{M} &= \{ Y \mapsto F^0 \quad X \mapsto C^2 \} \\ \mathbb{L} &= \left\{ \begin{array}{l} x \vdash E_x =_\eta \lambda y.C_{xy} \quad \vdash D =_\eta \lambda x.(f E_x x) \\ \vdash A =_\eta \lambda x.B_x \quad x \vdash B_x =_\eta \lambda y.C_{yx} \end{array} \right\} \end{aligned}$$

In this example, \mathbb{T}_1 assigns A which triggers \mathbb{L}_3 and then \mathbb{L}_4 by η -progress-lhs. C_{yx} is therefore assigned to x (the second variable of its scope). We can finally see the η -progress-rhs of \mathbb{L}_1 : its rhs is now $\lambda y.y$ (the term C_{xy} reduces to y). Since it is no more in $\diamond \eta$, $\lambda y.y$ is unified with E_x . After the execution of the remaining hstep , we obtain the following \mathcal{F}_0 substitution $\rho = \{X := \lambda x.\lambda y.y, Y := (f \lambda x.x)\}$.

7 HANDLING OF $\diamond \mathcal{L}$

In this section we suppose the unification of the object language between two terms t_1 and t_2 to fail each time at least one of the between t_1 or t_2 is outside \mathcal{L} . This means for instance that $X \neq_o Y Z$ and $X Y \neq_o X Y$.

In general, unification between $\diamond \mathcal{L}$ terms admits more than one solution and committing one of them in the substitution does not guarantee property (2). For instance, $X a \approx_o a$ admits two different substitutions: $\rho_1 = \{X \mapsto \lambda x.x\}$ and $\rho_2 = \{X \mapsto \lambda_.a\}$. Prefer one over the other may break future unifications.

Given a list of unification problems, $\mathbb{P}_1 \dots \mathbb{P}_n$ with \mathbb{P}_n in $\diamond \mathcal{L}$, it is often the case that the resolution of $\bigwedge_{i=0}^{n-1} \mathbb{P}_i$ gives a partial substitution ρ , such that $\rho \mathbb{P}_n$ falls again in \mathcal{L} .

$$\begin{aligned} \mathbb{P} &= \{ X \approx_o \lambda x.a \quad (X a) \approx_o a \} \\ \mathbb{T} &= \{ A \approx_\lambda \lambda x.a \quad (A a) \approx_\lambda a \} \\ \mathbb{M} &= \{ X \mapsto A^0 \} \end{aligned}$$

In the example above, we see that \mathbb{P}_1 instantiates X so that \mathbb{P}_2 can be solved in \mathcal{L} . On the other hand, we see that, \approx_λ can’t solve the compiled problems \mathbb{T} . In fact, the resolution of \mathbb{T}_1 gives the substitution $\sigma = \{A \mapsto \lambda x.a\}$, but the dereferencing of \mathbb{T}_2 gives the non-unifiable problem $(\lambda x.a) a \neq_\lambda a$.

To address this unification problem, term compilation must recognize and replace $\diamond \mathcal{L}$ terms with fresh variables. This replacement produces links that we call \mathcal{L} -link.

\mathcal{L} -link respects invariant 2 and the term on the rhs has the following property:

INVARIANT 4 (\mathcal{L} -link rhs). *The rhs of any \mathcal{L} -link has the shape $X_{s_1 \dots s_n} t_1 \dots t_m$ such that X is a unification variable with scope $s_1 \dots s_n$ ³ and $t_1 \dots t_m$ is a list of terms. This is equivalent to $\text{app}[\text{uva } X \ S \mid L]$, where $S = s_1 \dots s_n$ and $L = t_1 \dots t_m$.*

7.1 Compilation and decompilation

Detection of $\diamond \mathcal{L}$ is quite simple to implement in the compiler, since it is sufficient to detect applications with flexible head and argument that are not in \mathcal{L} . The following rule for $\diamond \mathcal{L}$ compilation is inserted just before rule ($c_{@}$).

```
comp (fapp [fuva A|Ag]) (uva B Scope) M1 M3 L1 L3 S1 S4 :- !,
  pattern-fragment-prefix Ag Pf Extra,
  len Pf Arity,
  alloc S1 B S2,
  m-alloc (fv A) (hv C (arity Arity)) M1 M2 S2 S3,
  fold6 comp Pf Pf1 M2 M2 L1 L1 S3 S3,
  fold6 comp Extra Extra1 M2 M3 L1 L2 S3 S4,
  Beta = app [uva C Pf1 | Extra1],
  get-scope Beta Scope,
  L3 = [val (link-llam (uva B Scope) Beta) | L2].
```

The list Ag is split into the list Pf and Extra such that $\text{append Pf Extra Ag}$ and Pf is the largest prefix of Ag such that Pf is in \mathcal{L} . The rhs of the \mathcal{L} -link is the application of a fresh variable C having in scope all the free variables appearing in the compiled version of Pf and Extra . The variable B , returned has the compiled term, is a fresh variable having in scope all the free variables occurring in Pf1 and Extra1 . Note that this construction enforce invariant 4.

COROLLARY 7.1. *Let $X_{s_1 \dots s_n} t_1 \dots t_m$ be the rhs of a \mathcal{L} -link, then $m > 0$.*

COROLLARY 7.2. *Let $X_{s_1 \dots s_n} t_1 \dots t_m$ be the rhs of a \mathcal{L} -link, then t_1 either appears in $s_1 \dots s_n$ or it is not a name.*

Decompilation. A failure is thrown if any \mathcal{L} -link remains in \mathbb{L} at the begin of decompilation, i.e. all \mathcal{L} -link should be solved before decompilation.

7.2 Progress

Given a \mathcal{L} -link l of the form $\Gamma \vdash T =_{\mathcal{L}} X_{s_1 \dots s_n} t_1 \dots t_m$, we provide 3 different activation rules:

Definition 7.3 (\mathcal{L} -progress-refine). Given a substitution σ , where σt_1 is a name, say t , and $t \notin s_1 \dots s_n$. If $m = 0$, then l is removed and lhs is unified with $X_{s_1 \dots s_n}$. If $m > 0$, then l is replaced by a refined version $\Gamma \vdash T =_{\mathcal{L}} Y_{s_1 \dots s_n, t} t_2 \dots t_m$ with reduced list of arguments and Y being a fresh variable. Moreover, the new link $\Gamma \vdash X_{s_1 \dots s_n} =_{\eta} \lambda x. Y_{s_1 \dots s_n, x}$ is added to \mathbb{L} .

Definition 7.4 (\mathcal{L} -progress-rhs). l is removed from \mathbb{L} if $X_{s_1 \dots s_n}$ is instantiated to a term t and the β -reduced term t' obtained from the application of t to $l_1 \dots l_m$ is in \mathcal{L} . Moreover, X is unified with t .

³with $s_1 \dots s_n$ that are distinct names

Definition 7.5 (\mathcal{L} -progress-fail). If it exists a link $l' \in \mathbb{L}$ with same lhs as l , or the lhs of l become rigid, then unification fail.

LEMMA 7.6. *progress terminates*

PROOF SKETCH. Let l a \mathcal{L} -link in the store \mathbb{L} . If l is activated by \mathcal{L} -progress-rhs, then it disappears from \mathbb{L} and progress terminates. Otherwise, the rhs of l is made by a variable applied to m arguments. At each activation of \mathcal{L} -progress-refine, l is replaced by a new \mathcal{L} -link l^1 having $m - 1$ arguments. At the m^{th} iteration, the \mathcal{L} -link l^m has no more arguments and is removed from \mathbb{L} . Note that at the m^{th} iteration, m new η -link have been added to \mathbb{L} , however, by lemma 5.15, the algorithm terminates. Finally \mathcal{L} -progress-fail also guarantees termination since it makes progress immediately fails. \square

THEOREM 7.7 (FIDELITY WITH \mathcal{L} -link). *The introduction of \mathcal{L} -link guarantees proposition 2.3 (FIDELITY RECOVERY)*

PROOF SKETCH. Let \mathbb{T} a unification problem and σ a substitution such that $\mathbb{T} \in \diamond \mathcal{L}$. If $\sigma \mathbb{T}$ is in \mathcal{L} , then by definitions 7.3 and 7.4, the \mathcal{L} -link associated to the subterm of \mathbb{T} have been solved and removed. The unification is done between terms in \mathcal{L} and by theorem 5.16 fidelity is guaranteed. If $\sigma \mathbb{T}$ is in $\diamond \mathcal{L}$, then, by definition 7.5, the unification fails, as per the corresponding unification in \mathcal{F}_0 . \square

Example of \mathcal{L} -progress-refine. Consider the \mathcal{L} -link below:

$$\begin{aligned} \mathbb{P} &= \{ X \approx_o \lambda x.x \quad \lambda x.(Y \cdot (X \ x)) \approx_o f \} \\ \mathbb{T} &= \{ A \approx_{\lambda} \lambda x.x \quad B \approx_{\lambda} f \} \\ \mathbb{M} &= \{ Y \mapsto D^0 \quad X \mapsto A^0 \} \\ \mathbb{L} &= \left\{ \begin{array}{l} \vdash A =_{\eta} \lambda x.E_x \quad \vdash B =_{\eta} \lambda x.C_x \\ x \vdash C_x =_{\mathcal{L}} (D \ E_x) \end{array} \right\} \end{aligned}$$

Initially the \mathcal{L} -link rhs is a variable D applied to the E_x . The first unification problem results in $\sigma = \{A \mapsto \lambda x.x\}$. In turn this instantiation triggers \mathbb{L}_1 by η -progress-lhs and E_x is assigned to x . Under this substitution the \mathcal{L} -link becomes $x \vdash C_x =_{\mathcal{L}} (D \ x)$, and by \mathcal{L} -progress-refine it is replaced with the link: $\vdash E =_{\eta} \lambda x.D_x$, while C_x is unified with D_x . The second unification problem assigns f to B , that in turn activates the second η -link (f is assigned to C), and then all the remaining links are solved. The final \mathcal{H}_0 substitution is $\sigma = \{A \mapsto \lambda x.x, B \mapsto f, C_x \mapsto (f \ x), D \mapsto f, E_x \mapsto x, F_x \mapsto C_x\}$ and is decompiled into $\rho = \{X \mapsto \lambda x.x, Y \mapsto f\}$.

Example of \mathcal{L} -progress-rhs. We can take the example provided in section 7. The problem is compiled into:

$$\begin{aligned} \mathbb{P} &= \{ X \approx_o \lambda x.Y \quad (X \ a) \approx_o a \} \\ \mathbb{T} &= \{ A \approx_{\lambda} \lambda x.B \quad C \approx_{\lambda} a \} \\ \mathbb{M} &= \{ Y \mapsto B^0 \quad X \mapsto A^0 \} \\ \mathbb{L} &= \{ \vdash C =_{\mathcal{L}} (A \ a) \} \end{aligned}$$

The first unification problems is solved by the substitution $\sigma = \{A \mapsto \lambda x.B\}$. The \mathcal{L} -link becomes $\vdash C =_{\mathcal{L}} ((\lambda x.B) \ a)$ whose rhs can be β -reduced to B . B is in \mathcal{L} and is unified with C . The resolution of the second unification problem gives the final substitution $\sigma = \{A \mapsto \lambda x.B, B \mapsto C, C \mapsto a\}$ which is decompiled into $\rho = \{X \mapsto \lambda x.a, Y \mapsto a\}$.

7.3 Relaxing definition 7.5 (\mathcal{L} -PROGRESS-FAIL)

Working with terms in \mathcal{L} is sometime too restrictive [1]. There exists systems such as Teyjus [10] and λ Prolog [11] which delay the resolution of $\diamond\mathcal{L}$ unification problems if the substitution is not able to put them in \mathcal{L} .

In this section we want to show how we can adapt the unification of the object language in the meta language by simply adding (or removing) rules to the progress predicate.

$$\mathbb{P} = \{ (X \ a) \approx_o a \quad X \approx_o \lambda x. a \}$$

In the example above, \mathbb{P}_1 is in $\diamond\mathcal{L}$. If the object language delays the first unification problem waiting X to be instantiated in a future unification, we can relax definition 7.5. Instead of failing because the lhs of the considered \mathcal{L} -link l becomes rigid, we keep it in \mathbb{L} until the head of its rhs also become rigid. In this case, since lhs and rhs have rigid heads, they can be unified just before removing l from \mathbb{L} . We can note that this rule trivially guarantees proposition 2.2 (SIMULATION FIDELITY). On the other hand, the occur check becomes partial: there exists \mathcal{L} -link with a non-flexible lhs.

A second strategy to deal with problem that are in $\diamond\mathcal{L}$ is to make approximations. This is the case for example of the unification algorithm of Coq used in its type class solver [17]. The approximation consists in forcing a choice (among the others) when the unification problem is outside \mathcal{L} . For instance, in $X \ a \ b = Y \ b$, the last argument of the two terms is the same, therefore Y is assigned to $X \ a$. Note that this is of course an approximation, since $\sigma = \{X \mapsto \lambda x. Y, Y \mapsto _ \}$ is another valid substitution for the original problem. We stress the fact that, again, our unification procedure in the meta language can be accommodated for this new behavior: given a \mathcal{L} -link, if lhs is not in \mathcal{L} , then progress can try to align the rightmost arguments and unify the resulting heads.

Note that delaying unification outside \mathcal{L} can leave \mathcal{L} -link during the decompilation phase. Therefore, new rules to commit-links should be added accordingly.

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8 ACTUAL IMPLEMENTATION IN ELPI

In this paper we show a minimized example. The full code is there. But we also have to code things in Coq-Elpi.

The main difference between the presentation in the previous sections and the actual implementation for Coq is that the main loop `hrun` is replaced by the one of Prolog that chains calls to the unification procedure. In order implement the store of links we resort to Elpi's CLP engine and use constraints (suspended goals) to represent links, and constraint handling rules to implement progress operations involving more than one link.

about the progress of 1 link:

```
link-eta L R :- suspend-condition L R Holes, !,
  declare_constraint (link-eta L R) Holes.
link-eta L R :-
  progress. % e.g. L = R.
```

about the progress of 2 links:

```
constraint link-eta {
  rule (N1 > G1 ?- link-eta (uvar X LX1) T1) % match
```

```
/ (N2 > G2 ?- link-eta (uvar X LX2) T2) % remove
| (relocate LX1 LX2 T2 T2') % condition
<=> (N1 > G1 ?- T1 = T2'). % new goal
}
```

Remark how the invariant about `uvar` arity makes this easy, since `LX1` and `LX2` have the same length. Also note that `N1` only contains the names of the first link (while `relocate` runs in the disjoint union) and Elpi ensures that `T2'` can live in `N1`.

9 OTHER ENCODINGS AND RELATED WORK

One could ignore the similarity between \approx_o and \approx_λ and “just” describe the object language unification procedure in the meta language by crafting a `unif` routine and using it as follows in rule (`r3`):

```
decision X :- unif X (all A x\ app [P, x]), finite A,
  pi x\ decision (app [P, x]).
```

This choice would underuse the logic programming engine provided by the meta language since, by removing any datum from the head of rules, indexing degenerates. Moreover the unification procedure `unif` programmed in the meta language is likely to be an order of magnitude slower than one that is built-in.

Another possibility is to avoid having the application and abstraction nodes in the syntax tree, and use the ones of meta language, as in the following:

```
finite (fin N).
decision (nfact N NF).
decision (all A x\ P x) :- finite A, pi x\ decision (P x).
```

There are two reasons for dismissing this encoding. The first one is that in CIC it is not always possible to adopt it since the type system of the meta language is too weak to accommodate for the one of the object language. In CIC the lambda abstraction has to carry a type in order to make type checking decidable. Moreover CIC allows for functions with a variable arity, like the following example:

```
Fixpoint arr T n := if n is S m then T -> arr T m else T.
Definition sum n : arr nat n := ...
Check sum 2 7 8 : nat.
Check sum 3 7 8 9 : nat.
```

The type system of the λ Prolog is too stringent to accept this terms. The second reason is that the CIC encoding provided by Elpi is used for meta programming (extending) the Coq system, hence it must accommodate the manipulation of terms that are now known in advance (not even defined in Coq) without using introspection primitives such as Prolog's `functor` and `arg`. In this sense constants have to live in an open world, like the string data type used in the examples so far.

In the literature we could find related encoding of the Calculus of Constructions [3]. The goal of that work was to exhibit a logic program performing proof checking in CC and hence relate the proof system of intuitionistic higher-order logic (that animates λ Prolog programs) with the Calculus of Constructions. The encoding is hence tailored toward a different goal, and utilizes three relations to represent the equational theory of CC. Section 6 contains a discussion about the use of the unification procedure of the

meta language in presence of non ground goals, but the authors do not aim at exploiting it to the degree we want.

10 RELATED WORK AND CONCLUSION

In this paper we show how to lift the meta language higher-order unification procedure to the object language. Our proposed approach is highly adaptable to align closely with the behavior of the object language. It is not tightly coupled with the Coq system but can serve as a flexible framework for meta programming in any ML.

Our encoding leverages the advantage of not needing to recode the unification algorithm of the object language. Instead, it utilizes the unification of the meta language facilitated by the various links we establish to handle “problematic” subterms. Additionally, our encoding benefits from the application of indexing algorithms for static clause filtering.

Furthermore, the unification process we propose is tailored for potential future implementations of tabled search, incorporating memoization to retrieve solutions from previous searches.

Benefits: less work, reuse efficient ho unif (3x faster), indexing, Future: tabling and static analysis (reuse for ML again).

Very little is Coq specific. Applies to all OL that are not a sub-system of HOL, or for ML that are used for meta programming.

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APPENDIX

This appendix contains the entire code described in this paper. The code can also be accessed at the URL: <https://github.com/FissoreD/paper-ho>

Note that (a infix b) c d de-sugars to (infix) a b c d.

Explain builtin name (can be implemented by loading name after each pi)

11 THE MEMORY

```

kind addr type.
type addr nat -> addr.
typeabbrev (mem A) (list (option A)).

type set? addr -> mem A -> A -> o.
set? (addr A) Mem Val :- get A Mem Val.

type unset? addr -> mem A -> o.
unset? Addr Mem :- not (set? Addr Mem _).

type assign-aux nat -> mem A -> A -> mem A -> o.
assign-aux z (none :: L) Y (some Y :: L).
assign-aux (s N) (X :: L) Y (X :: L1) :- assign-aux N L Y L1.

type assign addr -> mem A -> A -> mem A -> o.
assign (addr A) Mem1 Val Mem2 :- assign-aux A Mem1 Val Mem2.

type get nat -> mem A -> A -> o.
get z (some Y :: _) Y.
get (s N) (_ :: L) X :- get N L X.

type alloc-aux nat -> mem A -> mem A -> o.
alloc-aux z [] [none] :- !.
alloc-aux z L L.
alloc-aux (s N) [] [none | M] :- alloc-aux N [] M.
alloc-aux (s N) [X | L] [X | M] :- alloc-aux N L M.

type alloc addr -> mem A -> mem A -> o.
alloc (addr A as Ad) Mem1 Mem2 :- unset? Ad Mem1,
  alloc-aux A Mem1 Mem2.

type new-aux mem A -> nat -> mem A -> o.
new-aux [] z [none].
new-aux [A | As] (s N) [A | Bs] :- new-aux As N Bs.

type new mem A -> addr -> mem A -> o.
new Mem1 (addr Ad) Mem2 :- new-aux Mem1 Ad Mem2.

```

12 THE OBJECT LANGUAGE

```

kind fm type.
type fapp list fm -> fm.
type flam (fm -> fm) -> fm.
type fcon string -> fm.
type fuva addr -> fm.

typeabbrev fsubst (mem fm).

```

```

type fder fsubst -> fm -> fm -> o.
fder _ (fcon C) (fcon C).
fder S (fapp A) (fapp B) :- map (fder S) A B.
fder S (flam F) (flam G) :-
  pi x\ fder S x x => fder S (F x) (G x).
fder S (fuva N) R :- set? N S T, fder S T R.
fder S (fuva N) (fuva N) :- unset? N S.

type fderef fsubst -> fm -> fm -> o. (ρs)
fderef S T T2 :- fder S T T1, napp T1 T2.

```

```

type (=o) fm -> fm -> o. (=o)
fcon X =o fcon X.
fapp A =o fapp B :- forall2 (=o) A B.
flam F =o flam G :- pi x\ x =o x => F x =o G x.
fuva N =o fuva N.
flam F =o T :- (ηl)
  pi x\ beta T [x] (T' x), x =o x => F x =o T' x.
T =o flam F :- (ηr)
  pi x\ beta T [x] (T' x), x =o x => T' x =o F x.
fapp [flam X | L] =o T :- beta (flam X) L R, R =o T. (βl)
T =o fapp [flam X | L] :- beta (flam X) L R, T =o R. (βr)

```

```

type extend-subst fm -> fsubst -> fsubst -> o.
extend-subst (fuva N) S S' :- mem.alloc N S S'.
extend-subst (flam F) S S' :-
  pi x\ (pi S\ extend-subst x S S) => extend-subst (F x) S S'.
extend-subst (fcon _) S S.
extend-subst (fapp L) S S1 :- fold extend-subst L S S1.

type beta fm -> list fm -> fm -> o.
beta A [] A.
beta (flam Bo) [H | L] R :- napp (Bo H) F, beta F L R.
beta (fapp A) L (fapp X) :- append A L X.
beta (fuva N) L (fapp [fuva N | L]).
beta (fcon H) L (fapp [fcon H | L]).
beta N L (fapp [N | L]) :- name N.

```

```

type napp fm -> fm -> o.
napp (fcon C) (fcon C).
napp (fuva A) (fuva A).
napp (flam F) (flam G) :- pi x\ napp (F x) (G x).
napp (fapp [fapp L1 | L2]) T :- !,
  append L1 L2 L3, napp (fapp L3) T.
napp (fapp L) (fapp L1) :- map napp L L1.
napp N N :- name N.

```

```

type beta-reduce fm -> fm -> o.
beta-reduce (uvar _ _) _ :- halt "Passed uvar to beta-reduce".
beta-reduce A A :- name A.
beta-reduce (fcon A) (fcon A).
beta-reduce (fuva A) (fuva A).
beta-reduce (flam A) (flam B) :-
  pi x\ beta-reduce (A x) (B x).
beta-reduce (fapp [flam B | L]) T2 :- !,

```

```

1741   beta (flam B) L T1, beta-reduce T1 T2.
1742   beta-reduce (fapp L) (fapp L1) :-
1743     map beta-reduce L L1.
1744
1745   type mk-app fm -> list fm -> fm -> o.
1746   mk-app T L S :- beta T L S.
1747
1748   type eta-contract fm -> fm -> o.
1749   eta-contract (fcon X) (fcon X).
1750   eta-contract (fapp L) (fapp L1) :- map eta-contract L L1.
1751   eta-contract (flam F) T :- eta-contract-aux [] (flam F) T.
1752   eta-contract (flam F) (flam F1) :-
1753     pi x\ eta-contract x x => eta-contract (F x) (F1 x).
1754   eta-contract (fuva X) (fuva X).
1755   eta-contract X X :- name X.
1756
1757   type eta-contract-aux list fm -> fm -> fm -> o.
1758   eta-contract-aux L (flam F) T :-
1759     pi x\ eta-contract-aux [x|L] (F x) T. % also checks H Prefix does not x
1760   eta-contract-aux L (fapp [H|Args] T) :-
1761     rev L LRev, append Prefix LRev Args,
1762     if (Prefix = []) (T = H) (T = fapp [H|Prefix]).
1763
1764
1765 13 THE META LANGUAGE
1766
1767   kind inctx type -> type.
1768   type abs (tm -> inctx A) -> inctx A.
1769   type val A -> inctx A.
1770   typeabbrev assignment (inctx tm).
1771   typeabbrev subst (mem assignment).
1772
1773   kind tm type.
1774   type app list tm -> tm.
1775   type lam (tm -> tm) -> tm.
1776   type con string -> tm.
1777   type uva addr -> list tm -> tm.
1778
1779   type ( $\approx_\lambda$ ) tm -> tm -> subst -> subst -> o.
1780   (con C  $\approx_\lambda$  con C) S S.
1781   (app L1  $\approx_\lambda$  app L2) S S1 :- fold2 ( $\approx_\lambda$ ) L1 L2 S S1.
1782   (lam F1  $\approx_\lambda$  lam F2) S S1 :-
1783     pi x\ (pi S\ (x  $\approx_\lambda$  x) S S) => (F1 x  $\approx_\lambda$  F2 x) S S1.
1784   (uva N Args  $\approx_\lambda$  T) S S1 :-
1785     set? N S F,!, move F Args T1, (T1  $\approx_\lambda$  T) S S1.
1786   (T  $\approx_\lambda$  uva N Args) S S1 :-
1787     set? N S F,!, move F Args T1, (T  $\approx_\lambda$  T1) S S1.
1788   (uva M A1  $\approx_\lambda$  uva N A2) S1 S2 :- !,
1789     pattern-fragment A1, pattern-fragment A2,
1790     prune! M A1 N A2 S1 S2.
1791   (uva N Args  $\approx_\lambda$  T) S S1 :- not_occ N S T, pattern-fragment Args,
1792     bind T Args T1, assign N S T1 S1.
1793   (T  $\approx_\lambda$  uva N Args) S S1 :- not_occ N S T, pattern-fragment Args,
1794     bind T Args T1, assign N S T1 S1.
1795
1796   type prune! addr -> list tm -> addr ->
1797     list tm -> subst -> subst -> o.
1798   /* no pruning needed */

```

```

1799   prune! N A N A S S :- !.
1800   prune! M A N A S1 S2 :- !, bind (uva M A) A Ass,
1801     assign N S1 Ass S2.
1802   /* prune different arguments */
1803   prune! N A1 N A2 S1 S3 :- !,
1804     new S1 W S2, prune-same-variable W A1 A2 [] Ass,
1805     assign N S2 Ass S3.
1806   /* prune to the intersection of scopes */
1807   prune! N A1 M A2 S1 S4 :- !,
1808     new S1 W S2, prune-diff-variables W A1 A2 Ass1 Ass2,
1809     assign N S2 Ass1 S3,
1810     assign M S3 Ass2 S4.
1811
1812   type prune-same-variable addr -> list tm -> list tm ->
1813     list tm -> assignment -> o.
1814   prune-same-variable N [] [] ACC (val (uva N Args)) :-
1815     rev ACC Args.
1816   prune-same-variable N [X|XS] [X|YS] ACC (abs F) :-
1817     pi x\ prune-same-variable N XS YS [x|ACC] (F x).
1818   prune-same-variable N [_|XS] [_|YS] ACC (abs F) :-
1819     pi x\ prune-same-variable N XS YS ACC (F x).
1820
1821   type permute list nat -> list tm -> list tm -> o.
1822   permute [] _ [].
1823   permute [P|PS] Args [T|TS] :-
1824     nth P Args T,
1825     permute PS Args TS.
1826
1827   type build-perm-assign addr -> list tm -> list bool ->
1828     list nat -> assignment -> o.
1829   build-perm-assign N ArgsR [] Perm (val (uva N PermutedArgs)) :-
1830     rev ArgsR Args, permute Perm Args PermutedArgs.
1831   build-perm-assign N Acc [tt|L] Perm (abs T) :-
1832     pi x\ build-perm-assign N [x|Acc] L Perm (T x).
1833   build-perm-assign N Acc [ff|L] Perm (abs T) :-
1834     pi x\ build-perm-assign N Acc L Perm (T x).
1835
1836   type keep list A -> A -> bool -> o.
1837   keep L A tt :- mem L A, !.
1838   keep _ _ ff.
1839
1840   type prune-diff-variables addr -> list tm -> list tm ->
1841     assignment -> assignment -> o.
1842   prune-diff-variables N Args1 Args2 Ass1 Ass2 :-
1843     map (keep Args2) Args1 Bits1,
1844     map (keep Args1) Args2 Bits2,
1845     filter Args1 (mem Args2) ToKeep1,
1846     filter Args2 (mem Args1) ToKeep2,
1847     map (index ToKeep1) ToKeep1 IdPerm,
1848     map (index ToKeep1) ToKeep2 Perm21,
1849     build-perm-assign N [] Bits1 IdPerm Ass1,
1850     build-perm-assign N [] Bits2 Perm21 Ass2.
1851
1852   type beta tm -> list tm -> tm -> o.
1853   beta A [] A :- !.
1854   beta (lam Bo) [H | L] R :- beta (Bo H) L R1, beta-aux R1 R.
1855   beta (app A) L (app X) :- append A L X.

```



```

1857 beta (con H) L (app [con H | L]).
1858 beta X L (app[X|L]) :- name X.
1859
1860 type beta-aux tm -> tm -> o.
1861 beta-aux (app [HD|TL]) R :- !, beta HD TL R.
1862 beta-aux A A.
1863
1864 /* occur check for N before crossing a functor */
1865 type not_occ addr -> subst -> tm -> o.
1866 not_occ N S (uva M Args) :- set? M S F,
1867     move F Args T, not_occ N S T.
1868 not_occ N S (uva M Args) :- unset? M S, not (M = N),
1869     forall1 (not_occ_aux N S) Args.
1870 not_occ _ _ (con _).
1871 not_occ N S (app L) :- not_occ_aux N S (app L).
1872 /* Note: lam is a functor for the meta language! */
1873 not_occ N S (lam L) :- pi x\ not_occ_aux N S (L x).
1874 not_occ _ _ X :- name X.
1875 /* finding N is ok */
1876 not_occ N _ (uva N _).
1877
1878 /* occur check for X after crossing a functor */
1879 type not_occ_aux addr -> subst -> tm -> o.
1880 not_occ_aux N S (uva M _) :- unset? M S, not (N = M).
1881 not_occ_aux N S (uva M Args) :- set? M S F,
1882     move F Args T, not_occ_aux N S T.
1883 not_occ_aux N S (app L) :- forall1 (not_occ_aux N S) L.
1884 not_occ_aux N S (lam F) :- pi x\ not_occ_aux N S (F x).
1885 not_occ_aux _ _ (con _).
1886 not_occ_aux _ _ X :- name X.
1887 /* finding N is ko, hence no rule */
1888
1889 /* copy T T' fails if T contains a free variable, i.e. it
1890     performs scope checking for bind */
1891 type copy tm -> tm -> o.
1892 copy (con C) (con C).
1893 copy (app L) (app L') :- map copy L L'.
1894 copy (lam T) (lam T') :- pi x\ copy x x => copy (T x) (T' x).
1895 copy (uva A L) (uva A L') :- map copy L L'.
1896
1897 type bind tm -> list tm -> assignment -> o.
1898 bind T [] (val T') :- copy T T'.
1899 bind T [X | TL] (abs T') :- pi x\ copy X x => bind T TL (T' x).
1900
1901 type deref subst -> tm -> tm -> o.
1902 deref _ (con C) (con C).
1903 deref S (app A) (app B) :- map (deref S) A B.
1904 deref S (lam F) (lam G) :-
1905     pi x\ deref S x x => deref S (F x) (G x).
1906 deref S (uva N L) R :- set? N S A,
1907     move A L T, deref S T R.
1908 deref S (uva N A) (uva N B) :- unset? N S,
1909     map (deref S) A B.
1910
1911 type move assignment -> list tm -> tm -> o.
1912 move (abs Bo) [H|L] R :- move (Bo H) L R.
1913 move (val A) [] A.

```

```

type deref-assmt subst -> assignment -> assignment -> o.

```

```

deref-assmt S (abs T) (abs R) :- pi x\ deref-assmt S (T x) (R x).

```

```

deref-assmt S (val T) (val R) :- deref S T R.

```

14 THE COMPILER

```

kind fvariable type.

```

```

type fv addr -> fvariable.

```

```

kind arity type.

```

```

type arity nat -> arity.

```

```

kind hvariable type.

```

```

type hv addr -> arity -> hvariable.

```

```

kind mapping type.

```

```

type (<->) fvariable -> hvariable -> mapping.

```

```

typeabbrev mmap (list mapping).

```

```

typeabbrev scope (list tm).

```

```

typeabbrev inctx ho.inctx.

```

```

kind baselink type.

```

```

type link-eta tm -> tm -> baselink.

```

```

type link-llam tm -> tm -> baselink.

```

```

typeabbrev link (inctx baselink).

```

```

typeabbrev links (list link).

```

```

macro @val-link-eta T1 T2 :- ho.val (link-eta T1 T2).

```

```

macro @val-link-llam T1 T2 :- ho.val (link-llam T1 T2).

```

```

type get-lhs link -> tm -> o.

```

```

get-lhs (val (link-llam A _)) A.

```

```

get-lhs (val (link-eta A _)) A.

```

```

type get-rhs link -> tm -> o.

```

```

get-rhs (val (link-llam _ A)) A.

```

```

get-rhs (val (link-eta _ A)) A.

```

```

type occurs-rigidly fm -> fm -> o.

```

```

occurs-rigidly N N.

```

```

occurs-rigidly _ (fapp [fuva _|_]) :- !, fail.

```

```

occurs-rigidly N (fapp L) :- exists (occurs-rigidly N) L.

```

```

occurs-rigidly N (flam B) :- pi x\ occurs-rigidly N (B x).

```

```

type reducible-to list fm -> fm -> fm -> o.

```

```

reducible-to _ N N :- !.

```

```

reducible-to L N (fapp [fuva _|Args]) :- !,
    forall1 (x\ exists (reducible-to [] x) Args) [N|L].

```

```

reducible-to L N (flam B) :- !,
    pi x\ reducible-to [x | L] N (B x).

```

```

reducible-to L N (fapp [N|Args]) :-
    last-n {len L} Args R,
    forall2 (reducible-to []) R {rev L}.

```

```

1973   type maybe-eta fm -> list fm -> o.                (◇η)
1974   maybe-eta (fapp [fuva _|Args]) L :- !,
1975     forall1 (x\ exists (reducible-to [] x) Args) L, !.
1976   maybe-eta (flam B) L :- !, pi x\ maybe-eta (B x) [x | L].
1977   maybe-eta (fapp [T|Args]) L :- (name T; T = fcon _),
1978     split-last-n {len L} Args First Last,
1979     none (x\ exists (y\ occurs-rigidly x y) First) L,
1980     forall2 (reducible-to []) {rev L} Last.
1981
1982
1983   type locally-bound tm -> o.
1984   type get-scope-aux tm -> list tm -> o.
1985   get-scope-aux (con _) [].
1986   get-scope-aux (uva _ L) L1 :-
1987     forall2 get-scope-aux L R,
1988     flatten R L1.
1989   get-scope-aux (lam B) L1 :-
1990     pi x\ locally-bound x => get-scope-aux (B x) L1.
1991   get-scope-aux (app L) L1 :-
1992     forall2 get-scope-aux L R,
1993     flatten R L1.
1994   get-scope-aux X [X] :- name X, not (locally-bound X).
1995   get-scope-aux X [] :- name X, (locally-bound X).
1996
1997   type names1 list tm -> o.
1998   names1 L :-
1999     names L1,
2000     new_int N,
2001     if (1 is N mod 2) (L1 = L) (rev L1 L).
2002
2003   type get-scope tm -> list tm -> o.
2004   get-scope T Scope :-
2005     get-scope-aux T ScopeDuplicata,
2006     undup ScopeDuplicata Scope.
2007   type rigid fm -> o.
2008   rigid X :- not (X = fuva _).
2009
2010   type comp-lam (fm -> fm) -> (tm -> tm) ->
2011     mmap -> mmap -> links -> links -> subst -> subst -> o.
2012   comp-lam F G M1 M2 L1 L3 S1 S2 :-
2013     pi x y\ (pi M L S\ comp x y M M L L S S) =>
2014     comp (F x) (G y) M1 M2 L1 (L2 y) S1 S2,
2015     close-links L2 L3.
2016
2017   type close-links (tm -> links) -> links -> o.
2018   close-links (v\[X |L v]) [X|R] :- !, close-links L R.
2019   close-links (v\[X v|L v]) [abs X|R] :- close-links L R.
2020   close-links (_[]) [].
2021   type comp fm -> tm -> mmap -> mmap -> links -> links ->
2022     subst -> subst -> o.
2023   comp (fcon C) (con C) M M L L S S.
2024   comp (flam F) (uva A Scope) M1 M2 L1 L3 S1 S3 :-
2025     maybe-eta (flam F) [], !,
2026     alloc S1 A S2,
2027     comp-lam F F1 M1 M2 L1 L2 S2 S3,
2028     get-scope (lam F1) Scope,
2029     L3 = [val (link-eta (uva A Scope) (lam F1)) | L2].
2030
2031   comp (flam F) (lam F1) M1 M2 L1 L2 S1 S2 :-                (cλ)
2032     comp-lam F F1 M1 M2 L1 L2 S1 S2.
2033   comp (fuva A) (uva B []) M1 M2 L L S1 S2 :-
2034     m-alloc (fv A) (hv B (arity z)) M1 M2 S1 S2.
2035   comp (fapp [fuva A|Ag]) (uva B Ag1) M1 M2 L L S1 S2 :-
2036     pattern-fragment Ag, !,
2037     fold6 comp Ag Ag1 M1 M1 L L S1 S1,
2038     len Ag Arity,
2039     m-alloc (fv A) (hv B (arity Arity)) M1 M2 S1 S2.
2040   comp (fapp [fuva A|Ag]) (uva B Scope) M1 M3 L1 L3 S1 S4 :- !,
2041     pattern-fragment-prefix Ag Pf Extra,
2042     len Pf Arity,
2043     alloc S1 B S2,
2044     m-alloc (fv A) (hv C (arity Arity)) M1 M2 S2 S3,
2045     fold6 comp Pf Pf1 M2 M2 L1 L1 S3 S3,
2046     fold6 comp Extra Extra1 M2 M3 L1 L2 S3 S4,
2047     Beta = app [uva C Pf1 | Extra1],
2048     get-scope Beta Scope,
2049     L3 = [val (link-llam (uva B Scope) Beta) | L2].
2050   comp (fapp A) (app A1) M1 M2 L1 L2 S1 S2 :-                (c@)
2051     fold6 comp A A1 M1 M2 L1 L2 S1 S2.
2052
2053   type alloc mem A -> addr -> mem A -> o.
2054   alloc S N S1 :- mem.new S N S1.
2055
2056   type compile-terms-diagnostic
2057     triple diagnostic fm fm ->
2058     triple diagnostic tm tm ->
2059     mmap -> mmap ->
2060     links -> links ->
2061     subst -> subst -> o.
2062   compile-terms-diagnostic (triple D F01 F02) (triple D H01 H02) M1 M2 M3 L1
2063     fo.beta-reduce F01 F01',
2064     fo.beta-reduce F02 F02',
2065     comp F01' H01 M1 M2 L1 L2 S1 S2,
2066     comp F02' H02 M2 M3 L2 L3 S2 S3.
2067
2068   type compile-terms
2069     list (triple diagnostic fm fm) ->
2070     list (triple diagnostic tm tm) ->
2071     mmap -> links -> subst -> o.
2072   compile-terms T H M L S :-
2073     fold6 compile-terms-diagnostic T H [] M_ [] L_ [] S_,
2074     print-compil-result T H L_ M_,
2075     deduplicate-map M_ M S_ S L_ L.
2076
2077   type make-eta-link-aux nat -> addr -> addr ->
2078     list tm -> links -> subst -> subst -> o.
2079   make-eta-link-aux z Ad1 Ad2 Scope1 L H1 H1 :-
2080     rev Scope1 Scope, eta-expand (uva Ad2 Scope) T1,
2081     L = [val (link-eta (uva Ad1 Scope) T1)].
2082   make-eta-link-aux (s N) Ad1 Ad2 Scope1 L H1 H3 :-
2083     rev Scope1 Scope, alloc H1 Ad H2,
2084     eta-expand (uva Ad Scope) T2,
2085     (pi x\ make-eta-link-aux N Ad Ad2 [x|Scope1] (L1 x) H2 H3),
2086     close-links L1 L2,
2087     L = [val (link-eta (uva Ad1 Scope) T2) | L2].
2088

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2089		2147
2090	type make-eta-link nat -> nat -> addr -> addr ->	2148
2091	list tm -> links -> subst -> subst -> o.	2149
2092	make-eta-link (s N) z Ad1 Ad2 Vars L H H1 :-	2150
2093	make-eta-link-aux N Ad2 Ad1 Vars L H H1.	2151
2094	make-eta-link z (s N) Ad1 Ad2 Vars L H H1 :-	2152
2095	make-eta-link-aux N Ad1 Ad2 Vars L H H1.	2153
2096	make-eta-link (s N) (s M) Ad1 Ad2 Vars Links H H1 :-	2154
2097	(pi x\ make-eta-link N M Ad1 Ad2 [x Vars] (L x) H H1),	2155
2098	close-links L Links.	2156
2099		2157
2100	type deduplicate-map mmap -> mmap ->	2158
2101	subst -> subst -> links -> links -> o.	2159
2102	deduplicate-map [] [] H H L L.	2160
2103	deduplicate-map (((fv 0 <-> hv M (arity LenM)) as X1) Map1] Map2] progress-beta-link-aux T1 T2 S1 S2 [] :-	2161
2104	take-list Map1 (((fv 0 <-> hv M' (arity LenM')))) _, !,	2162
2105	std.assert! (not (LenM = LenM')) "Deduplicate map, there is a bug"	2163
2106	print "arity-fix links:" {ppmapping X1} "~!~" {ppmapping (((fv 0 <-> hv M' (arity LenM'))))},	2164
2107	make-eta-link LenM LenM' M M' [] New H1 H2,	2165
2108	print "new eta link" {pplinks New},	2166
2109	append New L1 L2,	2167
2110	deduplicate-map Map1 Map2 H2 H3 L2 L3.	2168
2111	deduplicate-map [A As] [A Bs] H1 H2 L1 L2 :-	2169
2112	deduplicate-map As Bs H1 H2 L1 L2, !.	2170
2113	deduplicate-map [A _] _ H _ _ _ :-	2171
2114	halt "deduplicating mapping error" {ppmapping A} {ho.ppsubst H}.	2172
2115		2173
2116	15 THE PROGRESS FUNCTION	2174
2117		2175
2118	macro @one :- s z.	2176
2119		2177
2120	type contract-rigid list ho.tm -> ho.tm -> ho.tm -> o.	2178
2121	contract-rigid L (ho.lam F) T :-	2179
2122	pi x\ contract-rigid [x L] (F x) T. % also checks H Prefix does not make-eta-link Scope1Len Scope2Len Ad1 Ad2 [] LinkEta S2 S3,	2180
2123	contract-rigid L (ho.app [H Args]) T :-	2181
2124	rev L LRev, append Prefix LRev Args,	2182
2125	if (Prefix = []) (T = H) (T = ho.app [H Prefix]).	2183
2126		2184
2127	type progress-eta-link ho.tm -> ho.tm -> ho.subst -> ho.subst -> link	2185
2128	progress-eta-link (ho.app _ as T) (ho.lam x\ _ as T1) H H1 [] :- !, not (T1 = ho.uva _), !, fail.	2186
2129	((eta-expand T @one) ==1 T1) H H1.	2187
2130	progress-eta-link (ho.con _ as T) (ho.lam x\ _ as T1) H H1 [] :- !	2188
2131	((eta-expand T @one) ==1 T1) H H1.	2189
2132	progress-eta-link (ho.lam _ as T) T1 H H1 [] :- !,	2190
2133	(T ==1 T1) H H1.	2191
2134	progress-eta-link (ho.uva _ _ as X) T H H1 [] :-	2192
2135	contract-rigid [] T T1, !, (X ==1 T1) H H1.	2193
2136	progress-eta-link (ho.uva Ad _ as T1) T2 H H [eval-link-eta T1 T2] :- !,	2194
2137	if (ho.not_occ Ad H T2) true fail.	2195
2138		2196
2139	type is-in-pf ho.tm -> o.	2197
2140	is-in-pf (ho.app [ho.uva _ _ _]) :- !, fail.	2198
2141	is-in-pf (ho.lam B) :- !, pi x\ is-in-pf (B x).	2199
2142	is-in-pf (ho.con _).	2200
2143	is-in-pf (ho.app L) :- forall1 is-in-pf L.	2201
2144	is-in-pf N :- name N.	2202
2145	is-in-pf (ho.uva _ L) :- pattern-fragment L.	2203
2146		2204
	type arity ho.tm -> nat -> o.	
	arity (ho.con _) z.	
	arity (ho.app L) A :- len L A.	
	type occur-check-err ho.tm -> ho.tm -> ho.subst -> o.	
	occur-check-err (ho.con _) _ _ :- !.	
	occur-check-err (ho.app _) _ _ :- !.	
	occur-check-err (ho.lam _) _ _ :- !.	
	occur-check-err (ho.uva Ad _) T S :-	
	not (ho.not_occ Ad S T).	
	type progress-beta-link-aux ho.tm -> ho.tm ->	
	ho.subst -> ho.subst -> links -> o.	
	progress-beta-link-aux T1 T2 S1 S2 [] :- is-in-pf T2, !,	
	(T1 ==1 T2) S1 S2.	
	progress-beta-link-aux T1 T2 S S [eval-link-llam T1 T2] :- !.	
	type progress-beta-link ho.tm -> ho.tm -> ho.subst ->	
	ho.subst -> links -> o.	
	progress-beta-link T (ho.app [ho.uva V Scope L] as T2) S S2 [eval-link-	
	arity T Arity, len L ArgsNb, ArgsNb >n Arity, !,	
	minus ArgsNb Arity Diff, mem.new S V1 S1,	
	eta-expand (ho.uva V1 Scope) Diff T1,	
	((ho.uva V Scope) ==1 T1) S1 S2.	
	progress-beta-link (ho.uva _ _ as T) (ho.app [ho.uva Ad1 Scope1 T1] as	
	append Scope1 L1 Scope1L,	
	pattern-fragment-prefix Scope1L Scope2 L2,	
	not (Scope1 = Scope2), !,	
	mem.new S1 Ad2 S2,	
	len Scope1 Scope1Len,	
	len Scope2 Scope2Len,	
	make-eta-link Scope1Len Scope2Len Ad1 Ad2 [] LinkEta S2 S3,	
	if (L2 = []) (NewLinks = LinkEta, T2 = ho.uva Ad2 Scope2)	
	(T2 = ho.app [ho.uva Ad2 Scope2 L2],	
	NewLinks = [eval-link-llam T T2 LinkEta]).	
	progress-beta-link T1 (ho.app [ho.uva _ _ _] as T2) _ _ _ :-	
	progress-beta-link (ho.uva _ _ as T) (ho.app [ho.uva _ _ _] as T2) S1	
	occur-check-err T T2 S1, !, fail.	
	progress-beta-link T1 (ho.app [ho.uva _ _ _] as T2) H H [eval-link-llam	
	progress-beta-link T1 (ho.app [Hd T1]) S1 S2 B :-	
	ho.lbeta Hd T1 T3,	
	progress-beta-link-aux T1 T3 S1 S2 B.	
	type solve-link-abs link -> links -> ho.subst -> ho.subst -> o.	
	solve-link-abs (ho.abs X) R H H1 :-	
	pi x\ ho.copy x x => (pi S\ ho.deref S x x) =>	
	solve-link-abs (X x) (R' x) H H1,	
	close-links R' R.	
	solve-link-abs (eval-link-eta A B) NewLinks S S1 :- !,	

```

2205     progress-eta-link A B S S1 NewLinks.
2206
2207     solve-link-abs (@val-link-llam A B) NewLinks S S1 :- !,
2208     progress-beta-link A B S S1 NewLinks.
2209
2210     type take-link link -> links -> link -> links -> o.
2211     take-link A [B|XS] B XS :- link-abs-same-lhs A B, !.
2212     take-link A [L|XS] B [L|YS] :- take-link A XS B YS.
2213
2214     type link-abs-same-lhs link -> link -> o.
2215     link-abs-same-lhs (ho.abs F) B :-
2216     pi x\ link-abs-same-lhs (F x) B.
2217     link-abs-same-lhs A (ho.abs G) :-
2218     pi x\ link-abs-same-lhs A (G x).
2219     link-abs-same-lhs (@val-link-eta (ho.uva N _) _) (@val-link-eta (ho.uva N1 _) _) :-
2220     link-abs-same-lhs (ho.uva N _) (ho.uva N1 _).
2221
2222     type same-link-eta link -> link -> ho.subst -> ho.subst -> o.
2223     same-link-eta (ho.abs F) B H H1 :- !, pi x\ same-link-eta (F x) B H H1.
2224     same-link-eta A (ho.abs G) H H1 :- !, pi x\ same-link-eta A (G x) H H1.
2225     same-link-eta (@val-link-eta (ho.uva N S1) A)
2226     (@val-link-eta (ho.uva N S2) B) H H1 :-
2227     std.map2 S1 S2 (x\y\r\ r = ho.copy x y) Perm,
2228     Perm => ho.copy A A',
2229     (A' ==l B) H H1.
2230
2231     type progress1 links -> links -> ho.subst -> ho.subst -> o.
2232     progress1 [] [] X X.
2233     progress1 [A|L1] [A|L3] S S2 :- take-link A L1 B L2, !,
2234     same-link-eta A B S S1,
2235     progress1 L2 L3 S1 S2.
2236     progress1 [L0|L1] L3 S S2 :- deref-link S L0 L,
2237     solve-link-abs L R S S1, !,
2238     progress1 L1 L2 S1 S2, append R L2 L3.
2239
2240
2241
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2244
2245     type commit-links-aux link -> ho.subst -> ho.subst -> o.
2246     commit-links-aux (@val-link-eta T1 T2) H1 H2 :-
2247     ho.deref H1 T1 T1', ho.deref H1 T2 T2',
2248     (T1' ==l T2') H1 H2.
2249     commit-links-aux (@val-link-llam T1 T2) H1 H2 :-
2250     ho.deref H1 T1 T1', ho.deref H1 T2 T2',
2251     (T1' ==l T2') H1 H2.
2252     commit-links-aux (ho.abs B) H H1 :-
2253     pi x\ commit-links-aux (B x) H H1.
2254
2255     type commit-links links -> links -> ho.subst -> ho.subst -> o.
2256     commit-links [] [] H H.
2257     commit-links [Abs | Links] L H H2 :-
2258     commit-links-aux Abs H H1, !, commit-links Links L H1 H2.
2259
2260     type decomp1-subst map -> map -> ho.subst ->
2261     fo.fsubst -> fo.fsubst -> o.
2262
2263     decomp1-subst _ [A|_] _ _ _ :- fail.
2264     decomp1-subst _ [] _ F F.
2265     decomp1-subst Map [mapping (fv V0) (hv VM _)|T1] H F F2 :-
2266     mem.set? VM H T, !,
2267     ho.deref-assmt H T TTT,
2268     abs->lam TTT T', tm->fm Map T' T1,
2269     fo.eta-contract T1 T2, mem.assign V0 F T2 F1,
2270     decomp1-subst Map T1 H F1 F2.
2271     decomp1-subst Map [mapping _ (hv VM _)|T1] H F F2 :-
2272     mem.unset? VM H, decomp1-subst Map T1 H F F2.
2273
2274     type tm->fm map -> ho.tm -> fo.fsubst -> o.
2275     tm->fm _ (ho.con C) (fo.fcon C).
2276     tm->fm L (ho.lam B1) (fo.flam B2) :-
2277     tm->fm L (ho.app N1 y) tm->fm _ x y => tm->fm L (B1 x) (B2 y).
2278     tm->fm L (ho.app L1) T :- map (tm->fm L) L1 [Hd|T1],
2279     fo.mk-app Hd T1 T.
2280     tm->fm L (ho.uva VM TL) T :- mem L (mapping (fv V0) (hv VM _)),
2281     map (tm->fm L) TL T1, fo.mk-app (fo.fuva V0) T1 T.
2282
2283     type add-new-map-aux ho.subst -> list ho.tm -> map ->
2284     map -> fo.fsubst -> fo.fsubst -> o.
2285     add-new-map-aux _ [] _ [] S S.
2286     add-new-map-aux H [T|Ts] L L2 S S2 :-
2287     add-new-map H T L L1 S S1,
2288     add-new-map-aux H Ts L1 L2 S1 S2.
2289
2290     type add-new-map ho.subst -> ho.tm -> map ->
2291     map -> fo.fsubst -> fo.fsubst -> o.
2292     add-new-map _ (ho.uva N _) Map [] F1 F1 :-
2293     mem Map (mapping _ (hv N _)), !.
2294     add-new-map H (ho.uva N L) Map [Map1 | MapL] F1 F3 :-
2295     mem.new F1 M F2,
2296     len L Arity, Map1 = mapping (fv M) (hv N (arity Arity)),
2297     add-new-map H (ho.app L) [Map1 | Map] MapL F2 F3.
2298     add-new-map H (ho.lam B) Map NewMap F1 F2 :-
2299     pi x\ add-new-map H (B x) Map NewMap F1 F2.
2300     add-new-map H (ho.app L) Map NewMap F1 F3 :-
2301     add-new-map-aux H L Map NewMap F1 F3.
2302     add-new-map _ (ho.con _) _ [] F F :- !.
2303     add-new-map _ N _ [] F F :- name N.
2304
2305     type complete-mapping-under-ass ho.subst -> ho.assignment ->
2306     map -> map -> fo.fsubst -> fo.fsubst -> o.
2307     complete-mapping-under-ass H (ho.val Val) Map1 Map2 F1 F2 :-
2308     add-new-map H Val Map1 Map2 F1 F2.
2309     complete-mapping-under-ass H (ho.abs Abs) Map1 Map2 F1 F2 :-
2310     pi x\ complete-mapping-under-ass H (Abs x) Map1 Map2 F1 F2.
2311
2312     type complete-mapping ho.subst -> ho.subst ->
2313     map -> map -> fo.fsubst -> fo.fsubst -> o.
2314     complete-mapping _ [] L L F F.
2315     complete-mapping H [none | T1] L1 L2 F1 F2 :-
2316     complete-mapping H T1 L1 L2 F1 F2.
2317     complete-mapping H [some T0 | T1] L1 L3 F1 F3 :-
2318     ho.deref-assmt H T0 T,
2319     complete-mapping-under-ass H T L1 L2 F1 F2,
2320

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2321     append L1 L2 LAll,
2322     complete-mapping H T1 LAll L3 F2 F3.
2323
2324 type decompile map -> links -> ho.subst ->
2325     fo.fsubst -> fo.fsubst -> o.
2326 decompile Map1 L H0 F0 F02 :-
2327     commit-links L L1_ H0 H01, !,
2328     complete-mapping H01 H01 Map1 Map2 F0 F01,
2329     decomp1-subst Map2 Map2 H01 F01 F02.
2330

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17 AUXILIARY FUNCTIONS

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2331
2332 type fold4 (A -> A1 -> B -> B -> C -> C -> o) -> list A ->
2333     list A1 -> B -> B -> C -> C -> o.
2334 fold4 _ [] [] A A B B.
2335 fold4 F [X|XS] [Y|YS] A A1 B B1 :- F X Y A A0 B B0,
2336     fold4 F XS YS A0 A1 B0 B1.
2337
2338 type len list A -> nat -> o.
2339 len [] z.
2340 len [_|L] (s X) :- len L X.
2341

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