FLAMBDA2 VALIDATOR

1. Flambda2 Core

```
simple ::= var \mid symbol \mid const
        named ::= simple \mid prim \mid P \mid \chi \mid rec\_info
               exp ::= named \mid let \ var = exp_1 \ in \ exp_2 \mid let \ (clo \ \mathcal{K}) = P \ in \ exp
                                 | \operatorname{let} (\operatorname{code}^{\uparrow} id) = \operatorname{code} \operatorname{in} \operatorname{exp} | \operatorname{let} (\operatorname{clo}^{\uparrow} \mathcal{K}) = P \operatorname{in} \operatorname{exp} |
                                | \operatorname{let} (\operatorname{block}^{\uparrow} b) = \operatorname{block} \operatorname{in} \operatorname{exp} | \operatorname{exp}_1 \operatorname{where} (\operatorname{cont} k) \overrightarrow{\operatorname{exp}} = \operatorname{exp}_2
                                 |\operatorname{call}(\kappa)| with (exp_o, res_k, exn_k, \overrightarrow{exp}) | exp_1 \overrightarrow{exp_2}|
                                |\lambda (res_k, exn_k, \overrightarrow{exp}). exp_b|
                                | switch (exp_1) arms | invalid
             code ::= \lambda \ (\rho, res_k, exn_k \overrightarrow{exp}). exp_b
                 x_k ::= \operatorname{cont} k \mid \lambda \overrightarrow{exp}. exp_k
                  P ::= \{ \mathsf{fns} : (slot^f * id\_exp) \; map; \; \mathsf{vals} : (slot^v * simple\_exp) \; map \}
         id_-exp ::= id \mid exp
simple\_exp ::= simple \mid exp
                   \kappa ::= \mathsf{direct} \ id \mid \mathsf{indirect} \mid \mathsf{method} \mid \mathsf{c\_call}
                   \chi ::= P \mid \mathsf{block}(taq, mut, \overrightarrow{exp}) \mid \cdots
           prim ::= load(kind, mut, exp_b) \mid make\_block(kind, mut, \overrightarrow{exp})
                                \mid \pi_v \ (slot^f) \mid \pi_{f_1} \ (slot^{f_2}) \mid \cdots
```

Figure 1. Flambda2 Core Syntax (Abbreviated.)

1.1. Block-based primitives. Blocks correspond to OCaml blocks, which are the word-aligned chunks of memory allocated for representing values¹. Each block has a tag, corresponding to the constructors/field index of a value (e.g. tag0 is the first constructor of an ADT). The mutability field corresponds to whether the block represents a reference cell. The block-related primitives allows the representation of structs, tuples, lists, and arrays. We plan to support the block-related primitives (load from a block and make_block) except those related to floating-point valued arrays.

2. Reduction Strategy

This language has a call-by-value style reduction strategy, as shown in Figure 2. Notice the unusual [LetR] rule—the expression N refers to an

¹For more, see https://dev.realworldocaml.org/runtime-memory-layout.html.

FIGURE 2. Evaluation Rules for Flambda2 Core

expression in the normal form, which may refer to a normalized effectful expression. This rule is not analogous to the [ApplyContR] rule, since the

lambda abstraction is always implicit in let expressions, ensuring that the "lefthand-side" of the application is always a value. This is necessary because for the case of several effectful expressions (such as a print statement), inlining the occurence of the expression multiple times will be behaviorally different from the original expression.

The [Apply- β] rule describes the case when the callee is a lambda expression, and the argument is fully evaluated. The expression is beta-reduced, then the resulting value get passed on as an argument to either the return or exception continuation, depending on whether or not the expression throws an exception.

3. Rewrite Rules

```
\label{eq:FlattenMatch} \begin{split} & \text{FlattenMatch} \\ & \text{switch (switch } (e_1) \ [A \mapsto e_2 : B|..]) \ [B \mapsto e_2'|..] \longrightarrow \\ & \text{switch } (e_1) \ [A \mapsto e_2' \ [B \setminus e_2]|..] \end{split}
```

4. Features

A wishlist of desirable inlining/semantic features to support for the validator.

4.1. Inlining.

- function calls
- recursive functions
- inlining (direct calls, within same function)
- cross-module inlining
- low-priority: locals

4.2. Semantics.

- mutable state
- exceptions
- effects (printing, etc.)
- external calls

4.3. Primitives evaluation.

• arithmetic evaluation: commutative and associative laws for arithmetic? It is likely that the commutative/associative laws are not necessary for the simplifier

TODO: Refactor [simplify_primitive].

Environments

$$r ::= () \mid (r_1, r_2, \cdots) \mid \pi_i \ r \mid \langle \rho, \lambda P \ k_r \ k_e \ x.e \rangle$$

$$c ::= \langle \rho, \lambda x.e \rangle$$

$$\rho ::= \bullet \mid \rho, x \mapsto r \mid \rho, k \mapsto c \mid \rho, X \mapsto K \mid \rho, X^{\uparrow} \mapsto K$$

Evaluation Rules

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$$(\text{let } x = v \text{ in } e, \rho) \longrightarrow \langle e, \rho \left[x \mapsto v \right] \rangle \qquad (e_1, \rho) \longrightarrow \langle e'_1, \rho' \rangle \\ \langle \text{let } x = e_1 \text{ in } e_2, \rho \rangle \longrightarrow \langle \text{let } x = e'_1 \text{ in } e_2, \rho' \rangle \\ \\ \text{LETCLO-}\beta \\ \langle \text{let } (\text{clo } X) = K \text{ in } e, \rho \rangle \longrightarrow \langle e, \rho \left[X \mapsto K \right] \rangle \\ \\ \text{LETSTATICCLO-}\beta \\ \langle \text{let } (\text{clo}^{\dagger} X^{\dagger}) = K \text{ in } e, \rho \rangle \longrightarrow \langle e, \rho \left[X^{\dagger} \mapsto K \right] \rangle \\ \\ \text{LETCODE-}\beta \\ \langle \text{let } (\text{code}^{\dagger} id) = \lambda P \, k_r \, k_e \, x.e_1 \text{ in } e_2, \rho \rangle \longrightarrow \langle e, \rho \left[id \mapsto \langle \rho, \lambda P \, k_r \, k_e \, x.e_1 \rangle \right] \rangle \\ \text{LETCONT-}\beta \\ \langle e_1 \text{ where } (\text{cont } k) \, \overline{args}', \rho' \rangle \\ \langle e_1 \text{ where } (\text{cont } k) \, \overline{args}', \rho' \rangle \\ \langle v \, \overline{args}', \rho \rangle \longrightarrow \langle v \, \overline{args}', \rho' \rangle \\ \langle v \, \overline{args}', \rho \rangle \longrightarrow \langle v \, \overline{args}', \rho' \rangle \\ \\ \frac{\rho(k) = \langle \rho', \lambda \, x.e \rangle}{\langle k \, v, \rho \rangle \longrightarrow \langle e \left[x \, \backslash v \right], \rho' \rangle} \\ \\ \text{APPLYCONT-}\beta \\ \rho(k) = \langle \rho', \lambda \, x.e \rangle \\ \langle exp_{\rho}, \rho \rangle \longrightarrow \langle exp'_{\rho}, \rho' \rangle \\ \\ \overline{\langle \text{call}(\kappa) \text{ with } (exp_{\rho}, res_k, exn_k, \overline{args}', \rho) \longrightarrow \langle \text{call}(\kappa) \text{ with } (exp_{\rho}, res_k, exn_k, \overline{args}', \rho')} \\ \\ \text{APPLYL} \\ \hline{\langle \text{call}(\kappa) \text{ with } (exp_{\rho}, res_k, exn_k, \overline{args}', \rho) \longrightarrow \langle \text{call}(\kappa) \text{ with } (exp'_{\rho}, res_k, exn_k, \overline{args}', \rho')} \\ \hline{\langle \text{call}(\kappa) \text{ with } (exp_{\rho}, res_k, exn_k, \overline{args}', \rho') \longrightarrow \langle \text{call}(\kappa) \text{ with } (exp'_{\rho}, res_k, exn_k, \overline{args}', \rho') \\ \hline{\langle \text{call}(\text{direct } id) \text{ with } (P', res_k, exn_k, \overline{v'}), \rho \rangle \longrightarrow \langle e \left[P \setminus P' \right] \left[k_r \setminus res_k \right] \left[k_e \setminus exn_k \right] \left[x \setminus \overline{v'} \right], \rho'' \rangle \\ \hline{\langle \text{Switch } (e) \, arms, \rho \rangle \longrightarrow \langle \text{switch } (e') \, arms, \rho' \rangle} \\ \hline{\langle \text{Switch } (e) \, arms, \rho \rangle \longrightarrow \langle \text{switch } (e') \, arms, \rho' \rangle} \\ \hline{\langle \text{Switch } (v) \, \{x \mapsto e\}, \rho \rangle \longrightarrow \langle e \, [x \setminus v], \rho \rangle} \\ \hline{args} \longrightarrow \overline{args}' := \forall a, a \in \overline{args}, \exists a', a \longrightarrow^* a' \wedge a \in \overline{args}'$$

FIGURE 3. Evaluation Rules for Flambda2 Core (with environments)