### VALIDATOR FOR FLAMBDA2 SIMPLIFIER

#### 1. Reduction Strategy

This language has a call-by-value style reduction strategy. Notice the unusual [LetR] rule—the expression N refers to an 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- $\beta$ ] 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.

The let-bindings that bind static code does not get inlined, as shown in [LetCode]. Here, N denotes any code that is not a Deleted snippet. Any let-bound code with a deleted code block gets erased, as in [LetCodeDeleted], and in place, every code binding that is a newer version of a code gets assigned the code id of the original code (note that this assumes a unique generation of newer versions of code, which is assumed for simplicity for now).

SWITCH

LET-
$$\beta$$
 let  $x=v$  in  $e_2 \to e_2$   $[x \setminus v]$  
$$\frac{e_1 \to e_1'}{|\operatorname{et} x = e_1 \operatorname{in} e_2 \to |\operatorname{et} x = e_1' \operatorname{in} e_2}$$

LETR
$$\frac{e_2 \to e_2'}{|\operatorname{et} x = N \operatorname{in} e_2 \to |\operatorname{et} x = N \operatorname{in} e_2'}$$

LETCODEDELETED let  $(\operatorname{code} x) = \operatorname{Deleted} \operatorname{in} e \to e$ 

LETCODENEWER let  $(\operatorname{code} (\operatorname{newer.of} x) x') = e_1 \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} x) = e_1 [x' \setminus x] \operatorname{in} e_2 [x' \setminus x]$ 

$$\frac{\operatorname{LETSTATICCLO}}{|\operatorname{et} (\operatorname{code} \mathcal{K}^{\uparrow}) = e_1 \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} \mathcal{K}^{\uparrow}) = e_1 \operatorname{in} e_2'}$$

LETCLO let  $(\operatorname{code} \mathcal{K}) = e_1 \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} \mathcal{K}) = e_1 \operatorname{in} e_2'$ 

$$\frac{e_2 \to e_2'}{|\operatorname{let} (\operatorname{code} \mathcal{K}) = e_1 \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} \mathcal{K}) = e_1 \operatorname{in} e_2'$$

LETCODE
$$e_2 \to e_2'$$

$$|\operatorname{let} (\operatorname{code} x) = N \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} x) = N \operatorname{in} e_2'$$

LETCODE
$$e_2 \to e_2'$$

$$|\operatorname{let} (\operatorname{code} x) = N \operatorname{in} e_2 \to \operatorname{let} (\operatorname{code} x) = N \operatorname{in} e_2'$$

APPLYCONTR
$$e_1 \operatorname{where} k \operatorname{args} = e_2 \to e_1 [k \setminus \lambda \operatorname{args}] = e_2 \to \operatorname{let} (\lambda \operatorname{args}) =$$

# LetR

## 2. Rewrite Rules

 $\frac{e \longrightarrow e'}{\text{switch } (e) \ arms \longrightarrow \text{switch } (e') \ arms} \qquad \qquad \begin{array}{c} \text{SWITCH-}\beta \\ \text{switch } (v) \ [x \mapsto e] \longrightarrow e \ [x \setminus v] \end{array}$ 

 $\overrightarrow{args} \longrightarrow \overrightarrow{args}' := \forall a, a \in \overrightarrow{args}. \exists a', a \longrightarrow^* a' \land a \in \overrightarrow{args}'$ 

FLATTENMATCH switch (switch  $(e_1)$   $[A \mapsto e_2 : B]...$ )  $[B \mapsto e_2']...$   $\longrightarrow$  switch  $(e_1)$   $[A \mapsto e_2'][B \setminus e_2]...$ 

#### 3. Features

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

### 3.1. Inlining.

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

#### 3.2. Semantics.

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

#### 3.3. Primitives evaluation.

- arithmetic evaluation: commutative and associative laws for arithmetic? It is likely that the commutative/associative laws are not necessary for the simplifier
- block-based primitives (makeblock, loading from block) The blocks have a tag, corresponding to the constructors (i.e. tag0 is the first constructor) values either are immediate tags or blocks Mutability corresponds to reference cells

Being able to treat the block-related primitives will resolve supporting the structures below (except for arrays, which have a tricky case involving storing floating-point values. See floating-point valued array optimization)

TODO: Refactor [simplify\_primitive].

#### 3.4. Supported structures.

- structs
- tuples
- lists
- arrays