

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 occurrence 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.

$$\begin{array}{c}
\text{LET-}\beta \\
\frac{}{\text{let } x = v \text{ in } e \longrightarrow e [x \setminus v]}
\end{array}
\qquad
\begin{array}{c}
\text{LETL} \\
\frac{e_1 \longrightarrow e'_1}{\text{let } x = e_1 \text{ in } e_2 \longrightarrow \text{let } x = e'_1 \text{ in } e_2}
\end{array}$$

$$\begin{array}{c}
\text{LETR} \\
\frac{e_2 \longrightarrow e'_2}{\text{let } x = N \text{ in } e_2 \longrightarrow \text{let } x = N \text{ in } e'_2}
\end{array}
\qquad
\begin{array}{c}
\text{LET CLO-}\beta \\
\text{let (clo } x) = K \text{ in } e \longrightarrow e [x \setminus (x, K)]
\end{array}$$

$$\begin{array}{c}
\text{LET CODE-}\beta \\
\text{let (code } x) = v \text{ in } e \longrightarrow e [x \setminus v]
\end{array}$$

$$\begin{array}{c}
\text{LET CONT-}\beta \\
e_1 \text{ where } k \overrightarrow{args} = e_2 \longrightarrow e_1 [k \setminus \lambda \overrightarrow{args}. e_2]
\end{array}
\qquad
\begin{array}{c}
\text{APPLY CONT R} \\
\frac{\overrightarrow{args} \longrightarrow \overrightarrow{args}'}{v \overrightarrow{args} \longrightarrow v \overrightarrow{args}'}
\end{array}$$

$$\begin{array}{c}
\text{APPLY CONT L} \\
\frac{k \longrightarrow k'}{k \overrightarrow{args} \longrightarrow k' \overrightarrow{args}}
\end{array}
\qquad
\begin{array}{c}
\text{APPLY CONT-}\beta \\
(\lambda x. e) v \longrightarrow e [x \setminus v]
\end{array}$$

$$\begin{array}{c}
\text{APPLY R} \\
\frac{\overrightarrow{args} \longrightarrow \overrightarrow{args}'}{e \text{ res}_k \text{ exn}_k \overrightarrow{args} \longrightarrow e \text{ res}_k \text{ exn}_k \overrightarrow{args}'}
\end{array}
\qquad
\begin{array}{c}
\text{APPLY L} \\
\frac{e \longrightarrow e'}{e \text{ res}_k \text{ exn}_k \overrightarrow{args} \longrightarrow e' \text{ res}_k \text{ exn}_k \overrightarrow{args}}
\end{array}$$

$$\begin{array}{c}
\text{APPLY-}\beta \\
(\lambda \vec{x}. e) \text{ res}_k \text{ exn}_k \vec{v} \longrightarrow e [x \setminus \vec{v}] \hookrightarrow \text{res}_k / \text{exn}_k
\end{array}$$

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

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

2. REWRITE RULES

FLATTENMATCH

$$\text{switch } (\text{switch } (e_1) [A \mapsto e_2 : B | ..]) [B \mapsto e'_2 | ..] \longrightarrow \text{switch } (e_1) [A \mapsto e'_2 [B \setminus e_2] | ..]$$

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