

An Alternate Presentation

$$\begin{array}{c} A ::= A \rightarrow B \mid \square A \mid \circ A \\ \mid I \mid A + B \mid A \times B \mid \underline{\mu \alpha. A} \end{array}$$

$q ::= \text{now} \mid \text{stable} \mid \text{later}$

recursive types!

$$\theta ::= \cdot \mid \theta, x:A_q.$$

$$\theta \vdash e : A_q$$

Typing judge parameterized
by mode

Modal FRP

$x : A \in \Theta \quad g \in \{\text{no}, \text{stable}\}$

$\Theta \vdash x : A \text{ ok}$

$\frac{\Theta, x : A \text{ ok} \vdash e : B \text{ ok}}{\Theta \vdash \lambda x. e : A \rightarrow B \text{ ok}}$

$\frac{\Theta \vdash e_1 : A \rightarrow B \text{ ok} \quad \Theta \vdash e_2 : A \text{ ok}}{\Theta \vdash e_1 e_2 : B \text{ ok}}$

$\frac{\Theta \vdash e : A \text{ stable}}{\Theta \vdash \text{box}(e) : \Box A \text{ ok}}$

$\frac{\Theta \vdash e_1 : \Box A \text{ ok} \quad \Theta, x : A \text{ stable} \vdash e_2 : B \text{ ok}}{\Theta \vdash \text{let box}(x) = e_1, \text{ in } e_2 : B \text{ ok}}$

$\frac{\Theta^\Box \vdash e : A \text{ ok}}{\Theta \vdash e : A \text{ stable}}$

$(\cdot)^\Box$

$(\Theta, x : A \text{ ok})^\Box$

$(\Theta, x : A \text{ stable})^\Box$

$(\Theta, x : A \text{ later})^\Box$

$= \cdot$

$= \Theta^\Box$

$= \Theta^\Box, x : A \text{ stable}$

$= \Theta^\Box$

}

Delete the unstable variables

Sums and Products

$$\frac{\Theta \vdash e : A; \text{ok}}{\Theta \vdash \text{in}_i(e) : A_1 + A_2 \text{ ok}}$$

$$\frac{\Theta \vdash e_1 : A \text{ ok} \quad \Theta \vdash e_2 : B \text{ ok}}{\Theta \vdash (e_1, e_2) : A \times B \text{ ok}}$$

$$\frac{}{\Theta \vdash () : 1 \text{ ok}}$$

$$\frac{\Theta \vdash e : A_1 \times A_2 \text{ ok}}{\Theta \vdash \pi_i(e) : A_i \text{ ok}}$$

$$\Theta \vdash e : A_1 + A_2 \text{ ok}$$

$$\Theta, x_1 : A_1 \text{ ok} \vdash e_1 : B \text{ ok}$$

$$\Theta, x_2 : A_2 \text{ ok} \vdash e_2 : B \text{ ok}$$

$$\Theta \vdash \text{case}(e, \text{in}_1 x_1 \rightarrow e_1, \text{in}_2 x_2 \rightarrow e_2) : B$$

The Later Modality

$$\frac{\Theta \vdash e : A \text{ later}}{\Theta \vdash \delta(e) : \bullet A}$$

$$\frac{\Theta \vdash e_1 : \bullet A \text{ ok} \quad \Theta, x:A \text{ later} \vdash e_2 : B \text{ ok}}{\Theta \vdash \text{let } \delta(x) = e_1 \text{ in } e_2 : B \text{ ok}}$$

$$\frac{\Theta^* \vdash e : A \text{ ok}}{\Theta \vdash e : A \text{ later}}$$

$$\begin{aligned} (\cdot)^* &= \cdot \\ (\Theta, x:A \text{ stable})^* &= \Theta^*, x:A \text{ stable} \\ (\Theta, x:A \text{ later})^* &= \Theta^*, x:A \text{ now} \\ (\Theta, x:A \text{ now})^* &= \Theta^* \end{aligned}$$

Recursive Types

$$\frac{\Theta \vdash e : [\bullet \mu\alpha. A / \alpha] A \text{ ok}}{\Theta \vdash \text{in}(e) : \mu\alpha. A \text{ ok}}$$

$$\frac{\Theta \vdash e : \mu\alpha. A \text{ ok}}{\Theta \vdash \text{out}(e) : [\bullet \mu\alpha. A / \alpha] A \text{ ok}}$$

$$\frac{\Theta^0, x:A \text{ later} \vdash e : A \text{ ok}}{\Theta \vdash \text{fix } x:A. e : A \text{ ok}}$$

$$\mu\alpha. A \times \alpha \rightarrow A \times \bullet (\mu\alpha. A \times \alpha) \rightarrow A \times \bullet (A \times \bullet (\mu\alpha. A \times \alpha))$$

What the Modalities Mean

□ A are stable values

- They do not change as time passes
- Stable variables are persistent: once available, always available

• A are "As tomorrow"

- They are lazy, and scheduled for the next tick
- Later variables cannot be used now, but turn into ok variables in one tick

Eta and \square

$\text{bool} = 1+1$ $\text{true} = \text{in}_1()$ $\text{false} = \text{in}_2()$

$\text{promote} : \text{bool} \rightarrow \square \text{bool}$

$\text{promote } b = \text{case}(b,$
 $\text{in}_1 - \rightarrow \text{box}(\text{true}),$
 $\text{in}_2 - \rightarrow \text{box}(\text{false}))$

$U \rightarrow \square U$ definable for

$U ::= 1 \mid U + U \mid U \times U \mid \square A$

Guarded Recursion

`fix x:A. e` is guarded recursion

- It is a recursive definition, but the recursive call is only on the next tick
- Works well with guarded recursive types

Guarded Recursive Types

- Each recursive occurrence is later
- $S(A) = \mu\alpha. A \times \alpha$

$$\frac{\theta \vdash e : S(A)}{\theta \vdash \text{out}(e) : A \times \bullet S(A)}$$

$$S(A) = \mu\alpha. A \times \alpha$$

$$\begin{aligned} & [\bullet \mu\alpha.(A \times \alpha) / \alpha](A \times \alpha) \\ &= A \times \bullet \mu\alpha.(A \times \alpha) \\ &= A \times \bullet S(A) \end{aligned}$$

Example: Streams

$$S(A) \triangleq \mu \alpha. A \times \alpha$$

$$\text{cons} : A \rightarrow \bullet S A \rightarrow S A$$

$$\text{cons } a \text{ as} = \text{in}(a, \text{as})$$

$$\text{head} : S(A) \rightarrow A$$

$$\text{head } xs = \pi_1(\text{out } xs)$$

$$\text{tail} : S(A) \rightarrow \bullet S A$$

$$\text{tail } xs = \pi_2(\text{out } xs)$$

$$\text{map} : \square(A \rightarrow B) \rightarrow S A \rightarrow S B$$

$$\text{map } (\text{box}(f)) =$$

$$\text{fix } r : S A \rightarrow S B . \lambda xs : S A .$$

$$\text{let } y = f(\text{head } xs)$$

$$\text{let } \delta(xs) = \text{tail } xs$$

$$\text{cons}(y, \delta(r \text{ } xs))$$



The recursive call

More Examples

accum : S(int) → int → S(int)

accum ns acc =

let box(a) = promote acc

let box(n) = promote (head ns)

let δ(xs') = tail(xs)

cons(a+n, δ(accum xs'(a+n)))

accum [0,1,2,...] 0 = [0,1,3,6,10,...]

More Examples

accum : S(int) → int → S(int)

accum ns acc =

[let box(a) = promote n
let box(n) = promote (head ns)
let s(xs') = tail(xs)
cons(a+n, s(accum xs' (a+n)))

- a,n used now and later
- must be stable

More Examples

tails : $S(A) \rightarrow S(S(A))$

tails $xs =$

let $\delta(xs') = tail(xs)$

cons(xs , $\delta(tails\ xs')$)

tails $[1, 2, 3, 4, \dots] = [[1, 2, 3, 4, \dots],$
 $[2, 3, 4, 5, \dots],$
 $[3, 4, 5, 6, \dots],$
 \dots
]

Unfold for Streams

$\text{unfold} : \square(X \rightarrow B \times \text{box}) \rightarrow X \rightarrow S(B)$

$\text{unfold } (\text{box } f) \ x =$

$\text{let } (b, \delta(x')) = f(x)$

$\text{cons}(b, \delta(\text{unfold } (\text{box } f) x')))$

Switching

switch : $\square \text{int} \rightarrow S(A) \rightarrow S(A) \rightarrow S(A)$

switch (box n) xs ys =

if n=0 then

ys

else

let $(x :: xs')$ = xs

let $(y :: ys')$ = ys

cons(x, δ(switch (box (n-1)) xs' ys'))

Switching

switch : $\square \text{int} \rightarrow S(A) \rightarrow S(A) \rightarrow S(A)$

switch (box n) xs ys =

if n=0 then

ys

else

let $(x :: xs') = xs$

let $y = \text{head}(ys)$

let $\delta(ys') = \text{tail}(ys)$

cons(x, $\delta(\text{switch}(\text{box}(n-1)) \ xs' \ ys')$)

Events

A stream $s(A)$ yields an infinite stream of A_s

Some things happen once

$$E(A) = \mu \alpha \cdot A + \alpha$$

$$(E(A) = \text{Done of } A \quad | \quad \text{Wait of } \bullet E(A))$$

Events

$$E(A) = \mu \alpha. A + \alpha$$

$$\left(\begin{array}{l} E(A) = \text{Done of } A \\ | \text{ Wait of } \bullet E(A) \end{array} \right)$$

return : $A \rightarrow E(A)$

return $x = \text{Done}(x)$

bind : $E(A) \rightarrow \square(A \rightarrow E(B)) \rightarrow E(B)$

bind ($\text{Done } x$) (box f) = $f x$

bind ($\text{Wait } \delta(e')$) (box f) = $\text{Wait}(\delta(\text{bind } e' (\text{box } f)))$

Events

$$E(A) = \mu \alpha. A + \alpha$$

$$\begin{aligned} E(A) &= \text{Done of } A \\ &\quad | \text{ Wait of } \bullet E(A) \end{aligned}$$

$$\text{map} : \square(A \rightarrow B) \rightarrow E(A) \rightarrow E(B)$$

$$\text{map } (\text{box } f) \ (\text{Done } a) = \text{Done } (f a)$$

$$\text{map } (\text{box } f) \ (\text{Wait } \delta(e)) = \text{Wait } \delta(\text{map } (\text{box } f) e)$$

Events

$$E(A) = \mu \alpha. A + \alpha$$

$$\begin{aligned} E(A) &= \text{Done of } A \\ &\quad | \text{ Wait of } \bullet E(A) \end{aligned}$$

$$\text{select} : E(A) \rightarrow E(B) \rightarrow E((A \times E(B)) + (E(A) \times B))$$

$$\text{select } (\text{Done } a) \ e_2 = \text{Done}(\text{in}_1(a, e_2))$$

$$\text{select } e_1 \ (\text{Done } b) = \text{Done}(\text{in}_2(e_1, b))$$

$$\text{select } (\text{Wait } \delta(e'_1)) \ (\text{Wait } \delta(e'_2)) = \text{Wait}(\delta(\text{select } e'_1; e'_2))$$

Recursion

Let $X = \mu\alpha. \Box(\alpha \rightarrow A)$

selfapp : $(\cdot A \rightarrow A) \rightarrow X \rightarrow A$

selfapp f v =

let box($\omega : X \rightarrow A$) = out(v) in
f $\delta(\omega (\text{in}(\text{box } \omega)))$

fix : $\Box(\cdot A \rightarrow A) \rightarrow A$

fix (box f) =

selfapp f (in(box (selfapp f)))

Variant
of the
 Y combinator

Operational Semantics

- Values of $\bullet A$ are lazily evaluated
- We must preserve sharing for efficiency
- We implement $\bullet A$ with a memoized code pointer

Operational Semantics

Store $\sigma ::= \cdot | \sigma, l : v \text{ now} | \sigma, l : e \text{ later} | \sigma, l : \text{null}$

Values $v ::= () | (v, v') | \text{in;} v | \lambda x:A. e | \text{in } v$
| l ←

Locations are $\cdot A$ values

$$\langle \sigma; e \rangle \Downarrow \langle \sigma'; v \rangle$$

Operational Semantics

$$\langle \sigma; v \rangle \Downarrow \langle \sigma; v \rangle$$

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; (v_1, v_2) \rangle}{\langle \sigma; \Pi; (e) \rangle \Downarrow \langle \sigma'; v; \rangle}$$

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; v \rangle}{\langle \sigma; in; (e) \rangle \Downarrow \langle \sigma'; in; (v) \rangle}$$

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; in; v \rangle \quad \langle \sigma'; [v/x] e; \rangle \Downarrow \langle \sigma''; v \rangle}{\langle \sigma; case(e, in; x \rightarrow e;) \rangle \Downarrow \langle \sigma''; v \rangle}$$

$$\frac{\langle \sigma; e_1 \rangle \Downarrow \langle \sigma'; \lambda x. e \rangle \quad \langle \sigma'; e_2 \rangle \Downarrow \langle \sigma''; v \rangle \quad \langle \sigma''; [v/x] e \rangle \vee \langle \sigma'''; v''' \rangle}{\langle \sigma; e_1 e_2 \rangle \Downarrow \langle \sigma'''; v''' \rangle}$$

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; v \rangle}{\langle \sigma; in(e) \rangle \Downarrow \langle \sigma'; in(v) \rangle}$$

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; in(v) \rangle}{\langle \sigma; out(e) \rangle \Downarrow \langle \sigma'; v \rangle}$$

$$\frac{\langle \sigma'; [fix x e/x] e \rangle \Downarrow \langle \sigma'; v' \rangle}{\langle \sigma; fix x. e \rangle \Downarrow \langle \sigma'; v' \rangle}$$

Operational Semantics

$$\frac{\langle \sigma; e \rangle \Downarrow \langle \sigma'; v \rangle}{\langle \sigma; \text{box}(e) \rangle \Downarrow \langle \sigma'; \text{box}(v) \rangle}$$

$$\frac{\langle \sigma; e_1 \rangle \Downarrow \langle \sigma'; \text{box}(v) \rangle \quad \langle \sigma'; [v/x] e_2 \rangle \Downarrow \langle \sigma''; v'' \rangle}{\langle \sigma; \text{let } \text{box}(x) = e_1 \text{ in } e_2 \rangle \Downarrow \langle \sigma''; v'' \rangle}$$

$$\frac{\cdot}{\langle \sigma; \delta(e) \rangle \Downarrow \langle [\sigma, l:e \text{ later}]; l \rangle}$$

$$\frac{\langle \sigma; e_1 \rangle \Downarrow \langle \sigma'; l \rangle \quad \langle \sigma'; [!l/x] e_2 \rangle \Downarrow \langle \sigma''; v'' \rangle}{\langle \sigma; \text{let } \delta(x) = e_1 \text{ in } e_2 \rangle \Downarrow \langle \sigma''; v'' \rangle}$$

$$\frac{l:v \text{ now } \in \sigma}{\langle \sigma; !l \rangle \Downarrow \langle \sigma; v \rangle}$$

Tick Semantics

$$\sigma \Rightarrow \sigma'$$

$$\bullet \Rightarrow \bullet$$

$$\frac{\sigma \Rightarrow \sigma' \quad \langle \sigma'; e \rangle \Downarrow \langle \sigma''; v \rangle}{(\sigma, l : e \text{ later}) \Rightarrow (\sigma'', l : v \text{ now})}$$

$$\frac{\sigma \Rightarrow \sigma'}{(\sigma, l : v \text{ now}) \Rightarrow (\sigma', l : \text{null})}$$

$$\frac{\sigma \Rightarrow \sigma'}{(\sigma, l : \text{null}) \Rightarrow (\sigma', l : \text{null})}$$

Guarantees
space leak
freedom

Proving type
safety needs
another logical
relation!

Conclusion

1. Modal logic arises from formal logic
2. Same rules can have many applications
3. Even very "purist" type theories
can have "applied" utility
4. Many more applications to be
discovered

`button.click : □(Data → unit) → unit`

`: □(¬ Data) → unit`

$\neg A = A \rightarrow p$

`: ¬ □(¬ Data)`

`: ◊ Data`