

# APL : Sheet 6

We have lots of new things to play with this week! Effects :)

Is everyone clear with the concept of effects?  
I found them vague for the longest time,  
but basically

Effect = impure operation  
e.g. IO or State

## CBN vs. CBN

Since I am forgetful, especially with initialisms  
I've put this here so I don't forget.

CBN = variables are terms  
CBV = variables are values

- ① Best acquaint ourselves with our new tools  
 $\Rightarrow$  home for some trees and reductions

By this point in the course, if you struggle  
with derivation trees or reductions please  
let us know.

The term & is well typed.

Now in this derivation, we are not given a  
type for  $\lambda x y z$ , we must work out the  
correct type. Luckily inversion helps with  
this. I could leave the type abstract, then  
bind it when I present.

We are also given no env, so must show  
well-typedness for empty env

P-T-O

$$\begin{aligned} T &= \text{Num} \\ G &= \text{Num} \rightarrow \text{Num} \\ P &= \text{sf}: \text{Num} \rightarrow \text{Num} ? \\ G_2 &= \text{Num} \end{aligned}$$

I like to list my bindings/ in my envs here  
Makes it easy to see what still needs resolved.

$$\frac{\text{VAR}}{\frac{\text{VAR}}{\frac{\text{VAR}}{\frac{\text{P} \vdash f: \text{Num} \rightarrow \text{Num}}{\frac{\text{P} \vdash f(\text{num}[2]): \text{Num}}{\frac{\text{APP}}{\frac{\text{P} \vdash f(f(\text{num}[2])) : T}{\text{LAM}}}}}}}} \quad \frac{\text{P} \vdash f: \text{Num} \rightarrow \text{Num}}{\frac{\text{P} \vdash f(\text{num}[2]) : T}{\frac{\text{APP}}{\frac{\text{P} \vdash f: \text{Num} \rightarrow \text{Num} . f(f(\text{num}[2]))}{\frac{\text{def. e.}}{\frac{\text{P} \vdash e_1: \text{G} \rightarrow \text{T}}{\frac{\text{P} \vdash e_1(e_2) : T}{\frac{\text{def. e.}}{\frac{\text{P} \vdash e : T}{\text{APP}}}}}}}}}}}} \quad \text{See subden}$$

subden:

$$G_1 = x: \text{Num}$$

$$\frac{\text{VAR}}{\frac{\text{VAR}}{\frac{\text{VAR}}{\frac{\text{P} \vdash x: \text{Num}}{\frac{\text{P} \vdash \text{num}[1]: \text{Num}}{\frac{\text{PLUS}}{\frac{\text{PRINT}}{\frac{\text{P} \vdash \text{print}('batman'); plus(x; num[1]): \text{Num}}{\text{LAM}}}}}}}}}} \quad \frac{\text{P} \vdash x: \text{Num} . \text{print}('batman'; plus(x; num[1])) : \text{Num} \rightarrow \text{Num}}{\frac{\text{def. u.}}{\frac{\text{P} \vdash u: \text{Num} \rightarrow \text{Num}}{\frac{\text{PRINT}}{\frac{\text{P} \vdash \text{print}('na!'; u) : \text{Num} \rightarrow \text{Num}}{\text{new\\ me!\\ excited}}}}}}}}$$

## CBN reduction:

This is what we have been doing so far in the course.

$e_1(e_2)$

$\equiv \text{def } e_1$

$\boxed{f : \text{Num} \rightarrow \text{Num}} \cdot f(f(\text{num}[e_2])) e_2$

$\xrightarrow{\text{D-BETA}} f(f(\text{num}[e_2])) [e_2/f]$

$\equiv \text{def-subst}$

$e_1(e_2(\text{num}[e_2]))$

$\equiv \text{def } e_1$

$\boxed{\text{print('na'; u)}} / \text{print('na'; u)} (\text{num}[e_2])$

$\xrightarrow{\text{D-P-PRINT}}$

'na'

$u(\text{print('na'; u)} (\text{num}[e_2]))$

$\equiv \text{def } u$

$\boxed{x : \text{Num} \cdot \text{print('batman'; plus(x; \text{num}[e_2])))}$

$\text{print('na'; u)} (\text{num}[e_2])$

$\xrightarrow{\text{D-BETA}}$

$\text{print('batman'; plus}(\text{print('na'; u)} (\text{num}[e_2])); \text{num}[e_2])$

$\xrightarrow{\text{D-P-PRINT}}$

'batman'

$\text{plus}(\text{print('na'; u)} (\text{num}[e_2])); \text{num}[e_2])$

$\xrightarrow{\text{D-PLUS-1}} \text{D-APP-1} / \text{D-P-PRINT}$

'na'

$\text{plus}(u(\text{num}[e_2]); \text{num}[e_2])$

$\equiv \text{def } u$

$\boxed{\text{plus}(x : \text{Num} \cdot \text{print('batman'; plus(x; \text{num}[e_1]))); \text{num}[e_1])}$

$\xrightarrow{\text{D-PLUS-1}} \text{BETA}$

$\text{plus}(\text{print('batman'; plus}(\text{num}[e_2]; \text{num}[e_1])); \text{num}[e_1])$

$\xrightarrow{\text{D-PLUS-1}} \text{D-P-PRINT}$

'batman'

$\text{plus}(\text{plus}(\text{num}[e_2]; \text{num}[e_1]); \text{num}[e_1])$

$\xrightarrow{\text{D-PLUS-1}} \text{D-PLUS}(2+1=3)$

$\text{plus}(\text{num}[3]; \text{num}[1])$

$\xrightarrow{\text{D-PLUS}(3+1=4)}$

$\text{num}[4]$

last week I ds  
of you were

My rebelling  
these  $\rightarrow$  only

when you use a  
dynamic  
denotation

result = 4

effect =

na batman

na batman

\* When in doubt, check

$$\begin{array}{c} \text{print('na'; u)} \xrightarrow{\text{D-APP}} u \\ \text{print('na' - u) (num[2])} \xrightarrow{\text{D-APP-1}} u (num[2]) \\ \text{plus}(\text{print('na' - u) (num[2])}; num[1]) \xrightarrow{\text{D-BETA-1}} \\ \text{plus}(u (num[2]); num[1]) \end{array}$$

CBV reduction: (new)

I'd expect the effect to be different.

e, (e<sub>2</sub>)

This time, I can only use D-BETA when the arg is a val, so I am forced to do work here.

≡ def. e<sub>2</sub>

e, (print('na'; u)) which I can only do when f<sub>1</sub> is a val, which it's  
→ D-APP-2/D-LAM/print by VTL-LAM

'na'

e, (u)

≡ def. e<sub>1</sub>

(λf:Num → Num. f (f (num[2]))) (u)

≡ def u

(λf:Num → Num. f (f (num[2])))

(λx:Num. print('between'; plus (x; num[2])))

This time our arg is a val (by VTL-LAM)  
→ D-BETA

(λx:Num. print('between'; plus (x; num[2])))  
((λx:Num. print('between'; plus (x; num[2])))  
(num[2]))

$\mapsto D\text{-APP-2} / D\text{-BETA}$

$(\lambda x:\text{Num}. \text{print}(\text{'batman'}; \text{plus}(\sigma; \text{num}[i])))$   
 $(\text{print}(\text{'batman'}; \text{plus}(\text{num}[i]; \text{num}[i])))$

$\mapsto D\text{-APP-2} / D\text{-P-PRINT}$

'batman'

$(\lambda x:\text{Num}. \text{print}(\text{'batman'}; \text{plus}(\sigma; \text{num}[i])))$   
 $(\text{plus}(\text{num}[i]; \text{num}[i]))$

$\mapsto D\text{-APP-2} / PLUS(2+1=3)$

$(\lambda x:\text{Num}. \text{print}(\text{'batman'}; \text{plus}(\sigma; \text{num}[i])))$   
 $(\text{num}[3])$

Finally, it is a value so we can contract

$\mapsto D\text{-BETA} (\text{num}[3] \text{ val})$

$\text{print}(\text{'batman'}; \text{plus}(\text{num}[3]; \text{num}[i]))$

$\mapsto$

'batman'

$\text{plus}(\text{num}[3]; \text{num}[i])$

ah and now we see our effects have differed:  
we have 'habatmenbatman' and no more  
 $\text{print}(\text{ }) : 0$

$\mapsto PLUS$

$\text{num}[4]$  bit of course the result B unaffected

$\Rightarrow \text{Result} = 4$   
 $\text{Effect} = \text{habatmenbatman}$

② "Do we have to prove progress/preservation?"  
is certainly the question on everyone's lips,  
but maybe not for the right reasons (d)

Well, let's think about what has changed:  
the dynamics

$\Rightarrow$  if the proof relies on dynamics we  
need to make some adjustment.

## Preservation

If  $t \in T$  and  $e \rightarrow e'$  then  $t \in T'$

Now, this is a proof by induction on the  
dynamics ( $\rightarrow$ )  $\Rightarrow$  the proof would need  
reaching with the new rules and adjustment  
in the rule. However, since there are  
certainly use the old proof to our  
advantage

It must be proved for the new cases:

D-INL  
D-INR  
D-APP-2

The changed rules also need to be checked to  
see if the adjustments check the proof.

## Progress

If  $t \in T$  then either eval or  $e \rightarrow e'$  for some

this is a proof by induction on the states,  
so the object is clean & change, but we  
need to conclude either a creation or a  
transition, so our conclusions may need  
adjusted.

Some transition conclusions may need  
adjusted.

# Algol

① We need to show denisability

A reminder:

Denisable means that the denisability of the rule ends in its premise

Hint says to do them in order so let's go!

① :  $\leftarrow$  what we have  $\rightarrow$  ; ②

$\vdash \vdash m_1, ok$

$P, x: Nat \vdash \vdash m_2, ok$



$\leftarrow$  what we need to do

$\vdash \vdash \{x \leftarrow m_1; m_2\} ok$

Process for this is just continue the goal at the bottom of the page and systematically applying rules till hopefully we hit ②.  
On cool flux is do induction!

(We'll need to do some desugaring before we play the denisability game)

: ①

$\vdash \vdash m_1, ok$

: ②

$\vdash \vdash \text{cond}(m_1) : \text{cmd}$

AND

$P, x: Nat \vdash \vdash m_2, ok$

BIND

$\vdash \vdash \text{bind}(\text{cond}(m_1); x \leftarrow m_2)$

$\equiv \text{def} \equiv$

$\vdash \vdash \{x \leftarrow m_1; m_2\} ok$

Well that was fun and pretty mechanical  
(hopefully my highlighting makes that clear)

The rest seems similar except you must  
remember that we have our previous projects  
and weakening at our disposal. I'll do those  
like if there is demand.