```
module HuttonChap17 where open import Haskell.Prelude open import Haskell.Law.Equality using (sym; begin_; _≡⟨⟩_; step-≡; _■; cong)
```

1. SYNTAX AND SEMANTICS

```
module SyntaxAndSemantics where
data Expr: Set where
Val: Int → Expr
Add: Expr → Expr → Expr
{-# COMPILE AGDA2HS Expr #-}

eval: Expr → Int
eval (Val n) = n
eval (Add el er) = eval el + eval er
{-# COMPILE AGDA2HS eval #-}
```

2. Adding a Stack

```
module AddingAStack where
  open SyntaxAndSemantics
  Stack = List Int
  {-# COMPILE AGDA2HS Stack #-}
  push : Int → Stack → Stack
  push n s = n :: s
  {-# COMPILE AGDA2HS push #-}
  add : Stack → Stack
  add [] = []
  add (x :: []) = []
  add (x :: y :: s) = y + x :: s
  {-# COMPILE AGDA2HS add #-}
  module DefineEval' where
    postulate
      eval' : Expr → Stack → Stack
      eval'\equiveval: (e : Expr) \rightarrow (s : Stack) \rightarrow eval' e s \equiv eval e :: s
    eval'-val : (n : Int) \rightarrow (s : Stack) \rightarrow eval' (Val n) s \equiv push n s
    eval'-val n s =
      begin
         eval' (Val n) s
      ≡( eval'≡eval (Val n) s > -- Specification
         eval (Val n) :: s
      ≡⟨⟩ -- Apply eval
         n :: s
      ≡⟨⟩ -- Unapply push
        push n s
    eval'-add : (x y : Expr) \rightarrow (s : Stack)
      \rightarrow eval' (Add x y) s \equiv add (eval' y (eval' x s))
```

```
eval'-add x y s =
    begin
      eval' (Add x y) s
    ≡⟨ eval'≡eval (Add x y) s ⟩ -- Specification
      eval (Add x y) :: s
    ≡⟨⟩ -- Apply eval
      eval x + eval y :: s
    ≡⟨⟩ -- Unapply add
      add (eval v : eval x : s)
    \equiv \langle cong (\lambda s \rightarrow add (eval y :: s)) (sym (eval' \equiv eval x s)) \rangle -- Induction
      add (eval y :: eval' x s)
    ≡⟨ cong add (sym (eval'≡eval y (eval' x s))) ⟩ -- Induction
      add (eval' y (eval' x s))
eval' : Expr → Stack → Stack
eval' (Val n) s = push n s
eval' (Add e_l e_r) s = add (eval' e_r (eval' e_l s))
{-# COMPILE AGDA2HS eval' #-}
eval'\equiveval: (e : Expr) \rightarrow (s : Stack) \rightarrow eval' e s \equiv eval e :: s
eval'≡eval (Val n) s = refl
eval'≡eval (Add x y) s =
  begin
    eval' (Add x y) s
  ≡⟨⟩ -- Apply eval'
    add (eval' y (eval' x s))
  \equiv( cong (\lambda s \rightarrow add (eval' y s)) (eval'\equiveval x s) \rangle -- Induction
    add (eval' v (eval x :: s))
  ≡⟨ cong add (eval'≡eval y (eval x :: s)) ⟩ -- Induction
    add (eval y : eval x : s)
  ≡⟨⟩ -- Unapply add and eval
    eval (Add x v) :: s
```

Since eval' e s is the same as eval e :: s, this is evidence that eval' e s is a non-empty list:

```
open import Haskell.Prim using (NonEmpty; itsNonEmpty)

eval'-nonempty : (e : Expr) → (s : Stack) → NonEmpty (eval' e s)

eval'-nonempty e s rewrite eval'≡eval e s = itsNonEmpty
```

Since we know that eval' e [] is always non-empty, it is allowed to apply head to it in order to get an equivalent definition of eval:

```
eval¹: Expr → Int
eval¹ e = head (eval' e []) { eval'-nonempty e [] }
{-# COMPILE AGDA2HS eval¹ #-}
```

3. Adding a Continuation

```
module AddingAContinuation where
  open SyntaxAndSemantics
  open AddingAStack
  Cont = Stack → Stack
  {-# COMPILE AGDA2HS Cont #-}
  module DefineEval'' where
    postulate
      eval'' : Expr → Cont → Cont
      eval''\equiveval' : (e : Expr) \rightarrow (c : Cont) \rightarrow (s : Stack)
         \rightarrow eval'' e c s \equiv c (eval' e s)
    eval''-val : (n : Int) \rightarrow (c : Cont) \rightarrow (s : Stack)
      \rightarrow eval'' (Val n) c s \equiv c (push n s)
    eval''-val n c s =
      begin
         eval'' (Val n) c s
      ≡( eval''≡eval' (Val n) c s > -- Postulate
        c (eval' (Val n) s)
      ≡⟨⟩ -- Apply eval'
        c (push n s)
      ≡⟨⟩ -- Unapply ∘
        (c o push n) s
    eval''-add : (x y : Expr) \rightarrow (c : Cont) \rightarrow (s : Stack)
      \rightarrow eval'' (Add x y) c s \equiv eval'' x (eval'' y (c \circ add)) s
    eval''-add x y c s =
      begin
         eval'' (Add x y) c s
      ≡( eval''≡eval' (Add x y) c s }
        c (eval' (Add x y) s)
      ≡⟨⟩ -- Apply eval'
         c (add (eval' y (eval' x s)))
      ≡⟨⟩ -- Unapply ∘
         (c ∘ add) (eval' y (eval' x s))
      ≡⟨ sym (eval''≡eval' y (c ∘ add) (eval' x s)) ⟩ -- Induction y
        eval'' y (c o add) (eval' x s)
      ≡⟨ sym (eval''≡eval' x (eval'' y (c ∘ add)) s) ⟩ -- Induction x
        eval'' x (eval'' y (c o add)) s
  eval'' : Expr → Cont → Cont
  eval'' (Val n) c = c ∘ push n
  eval'' (Add x y) c = eval'' x (eval'' y (c <math>\circ add))
  {-# COMPILE AGDA2HS eval'' #-}
  eval''\equiveval' : (e : Expr) \rightarrow (c : Cont) \rightarrow (s : Stack)
    \rightarrow eval'' e c s \equiv c (eval' e s)
  eval''≡eval' (Val x) c s = refl
```

```
eval''=eval' (Add x y) c s =
  begin
    eval'' (Add x y) c s

=(\rangle -- Apply eval''
    eval'' x (eval'' y (c \circ add)) s

=( eval''=eval' x (eval'' y (c \circ add)) s \rangle -- Induction
    eval'' y (c \circ add) (eval' x s)

=( eval''=eval' y (c \circ add) (eval' x s) \rangle -- Induction
    (c \circ add) (eval' y (eval' x s))

=(\rangle -- Apply add
    c (eval' (Add x y) s)
```

Thus eval' is simply redefined as follows:

```
eval'¹ : Expr → Cont
eval'¹ e = eval'' e id
{-# COMPILE AGDA2HS eval'¹ #-}
```

4. Defunctionalising

```
module Defunctionalising where
 open SyntaxAndSemantics
 open AddingAStack
  open AddingAContinuation
  haltC : Cont
 haltC = id
  {-# COMPILE AGDA2HS haltC #-}
 pushC : Int → Cont → Cont
 pushC n c = c \circ push n
  {-# COMPILE AGDA2HS pushC #-}
  addC : Cont → Cont
  addC c = c \circ add
  {-# COMPILE AGDA2HS addC #-}
  data Code : Set where
    HALT : Code
    PUSH : Int → Code → Code
   ADD : Code → Code
  {-# COMPILE AGDA2HS Code deriving Show #-}
  exec : Code → Cont
  exec HALT = haltC
  exec (PUSH n c) = pushC n (exec c)
  exec (ADD c) = addC (exec c)
  {-# COMPILE AGDA2HS exec #-}
 comp' : Expr \rightarrow Code \rightarrow Code
  comp' (Val n) c = PUSH n c
  comp' (Add x y) c = comp' x (comp' y (ADD c))
  {-# COMPILE AGDA2HS comp' #-}
 comp : Expr → Code
  comp e = comp' e HALT
  {-# COMPILE AGDA2HS comp #-}
  exec-comp'≡eval'' : (e : Expr) → (c : Code)
   \rightarrow exec (comp' e c) \equiv eval'' e (exec c)
  exec-comp'≡eval'' (Val n) c = refl
  exec-comp'≡eval'' (Add x y) c =
    begin
      exec (comp' (Add x y) c)
   ≡⟨⟩ -- Apply comp'
      exec (comp' x (comp' y (ADD c)))
   ≡( exec-comp'≡eval'' x (comp' y (ADD c)) > -- Induction
      eval'' x (exec (comp' y (ADD c)))
    ≡⟨ cong (eval'' x) (exec-comp'≡eval'' y (ADD c)) ⟩ -- Induction
      eval'' x (eval'' y (exec (ADD c)))
    ≡⟨⟩ -- Apply exec
      eval'' x (eval'' y (addC (exec c)))
    ≡⟨⟩ -- Unapply eval''
      eval'' (Add x y) (exec c)
```

```
exec-comp\equiveval' : (e : Expr) \rightarrow (s : Stack) \rightarrow exec (comp e) s \equiv eval' e s
  exec-comp≡eval' e s =
    begin
      exec (comp e) s
    ≡⟨⟩ -- Apply comp
      exec (comp' e HALT) s
    ≡( cong (_$ s) (exec-comp'≡eval'' e HALT) }
      eval'' e (exec HALT) s
    ≡⟨⟩ -- Apply exec
      eval'' e id s
    ≡⟨ eval''≡eval' e id s ⟩
      id (eval' e s)
    ≡⟨⟩ -- Apply id
     eval' e s
Alternatively, explicitly with lists:
 data Op : Set where
    PUSHOP : Int → Op
    ADDOP : Op
  {-# COMPILE AGDA2HS Op #-}
 Prog = List Op
  {-# COMPILE AGDA2HS Prog #-}
 execute : Prog → Cont
  execute [] = haltC
  execute (PUSHOP n :: os) = pushC n (execute os)
 execute (ADDOP :: os) = addC (execute os)
  {-# COMPILE AGDA2HS execute #-}
 compile' : Expr → Prog → Prog
 compile' (Val n) p = PUSHOP n :: p
  compile' (Add x y) p = compile' x (compile' y (ADDOP :: p))
  {-# COMPILE AGDA2HS compile' #-}
```

compile : Expr → Prog
compile e = compile' e []
{-# COMPILE AGDA2HS compile #-}

```
execute-compile'≡eval'' : (e : Expr) → (p : Prog)
 → execute (compile' e p) = eval'' e (execute p)
execute-compile'≡eval'' (Val n) p = refl
execute-compile'≡eval'' (Add x y) p =
  begin
    execute (compile' (Add x y) p)
 ≡⟨⟩ -- Apply compile'
    execute (compile' x (compile' y (ADDOP : p)))
  ≡⟨ execute-compile'≡eval'' x (compile' y (ADDOP :: p)) ⟩ -- Induction
    eval'' x (execute (compile' y (ADDOP :: p)))
  ≡⟨ cong (eval'' x) (execute-compile'≡eval'' y (ADDOP : p)) ⟩ -- Induction
    eval'' x (eval'' y (execute $ ADDOP :: p))
 ≡⟨⟩ -- Apply execute
    eval'' x (eval'' y (addC (execute p)))
  ≡⟨⟩ -- apply addC
    eval'' x (eval'' y ((execute p) o add))
  ≡⟨⟩ -- Unapply eval''
    eval'' (Add x y) (execute p)
 execute-compile≡eval' : (e : Expr) → (s : Stack)
  → execute (compile e) s = eval' e s
execute-compile≡eval' e s =
  begin
    execute (compile e) s
 ≡⟨⟩ -- Apply compile
    execute (compile' e []) s
  ≡( cong (_$ s) (execute-compile'≡eval'' e []) ⟩
    eval'' e (execute []) s
 ≡⟨⟩ -- Apply execute
    eval'' e haltC s
  ≡⟨ eval''≡eval' e haltC s ⟩
    haltC (eval' e s)
  ≡⟨⟩ -- Apply haltC ≡ id
    eval' e s
execute-compile≡eval : (e : Expr) → (s : Stack)
  → execute (compile e) s = eval e :: s
execute-compile≡eval e s =
  begin
    execute (compile e) s
 ≡⟨ execute-compile≡eval' e s ⟩
    eval' e s
  ≡⟨ eval'≡eval e s ⟩
   eval e :: s
```

5. Combining the Steps

```
module CombiningTheSteps where
  open SyntaxAndSemantics using (Expr; Val; Add; eval)
  open AddingAStack using (Stack)
  module DefineComp where
    postulate
      Code : Set
      exec : Code → Stack → Stack
      comp : Expr → Code
      comp' : Expr → Code → Code
      exec-comp≡eval : (e : Expr) → (s : Stack)
         \rightarrow exec (comp e) s \equiv eval e :: s
      exec-comp'\equiveval : (e : Expr) \rightarrow (c : Code) \rightarrow (s : Stack)
        \rightarrow exec (comp' e c) s \equiv exec c (eval e :: s)
      {- Postulates discovered for exec-comp'-val -}
      PUSH : Int → Code → Code
      exec-push : (n : Int) \rightarrow (c : Code) \rightarrow (s : Stack)
        \rightarrow exec (PUSH n c) s \equiv exec c (n :: s)
    exec-comp'-val : (n : Int) \rightarrow (c : Code) \rightarrow (s : Stack)
      \rightarrow exec (comp' (Val n) c) s \equiv exec (PUSH n c) s
    exec-comp'-val n c s =
      begin
         exec (comp' (Val n) c) s
      ≡⟨ exec-comp'≡eval (Val n) c s ⟩ -- Postulate
        exec c (eval (Val n) :: s)
      ≡⟨⟩ -- Apply eval
         exec c (n :: s)
      ≡⟨ sym (exec-push n c s) ⟩ -- Unapply exec
        exec (PUSH n c) s
```