# Interoperation for Lazy and Eager Evaluation

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#### Abstract

Programmers forgo existing solutions to problems in other programming languages where interoperation proves too cumbersome; they remake solutions, rather than reuse them. To facilitate reuse, interoperation must resolve incompatible programming language features transparently at the boundaries between languages. To address part of this problem, this paper presents a model of computation that resolves lazy and eager evaluation strategies. Unforced values act as thunks that are used and forced where appropriate by the languages themselves and do not require programmer forethought.

### 1 Introduction

Programmers forgo existing solutions to problems in other programming languages where software interoperation proves too cumbersome; they remake solutions, rather than reuse them. To facilitate reuse, interoperation must resolve incompatible programming language features transparently at the boundaries between languages. To address part of this problem, this paper presents a model of computation that resolves lazy and eager evaluation strategies.

Matthews and Findler presented [2] a system of interoperation for languages with incompatible type systems in which expressions called boundaries wrap expressions of other languages. A boundary represents the conversion of the value to which the wrapped expression evaluates from the inner language to the outer language. Type annotations in a boundary specify the actual type of the wrapped expression of the inner language and the expected type of the converted value of the outer language. For example,  $\mathbf{xy} t_x t_y e_y$  represents the conversion of the expression  $e_y$  with the type  $t_y$  of the language  $\mathbf{y}$  to an equal value with the type  $t_x$  of the language  $\mathbf{x}$ .  $\mathbf{xy}$  can

be read as "language x on the outside, language y on the inside," where xy is an initialism of the two language names.

Boundaries evaluate to the values they convert. Number conversion is straightforward because numbers can be coerced between languages:  $\mathscr{E}[\operatorname{hm} \operatorname{N} \operatorname{N} \overline{0}]_H \to \mathscr{E}[\overline{0}]$ .

called boundary expressions that represent the exchange of values between languages. Boundaries contain expressions of other languages that evaluate to values

in which expressions from other languages can be nested. Boundaries , where the nested value of the inner language is converted into an equal value of the outer language. Boundaries have type annotations for the inner and outer languages that are type checked and determine the conversion of nested values.

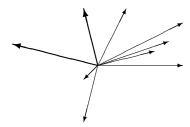
a model of computation in which interoperation between two languages was expressed as expressions from one language nested within that of the other. using special boundary expressions like The boundaryy expressions contained types for the original value on one side and the type for the converte result in the other language. When the inner expression is a value, it can be converted according to the type in the boundary. The inner expression is reduced when the guard is reduced. Their model In their model, the two interoperating languages are statically typed, so the boundaries had types for the inner and outer expressions. The system of interoperation ensured that converted values were equal to their original values. Since the languages they used were all eagerly evaluated, there were no evaluation strategy incompatibilities.d If a lazy language were added to the mix, interoperation would change the behavior of functions or diverge when converted data of infinite size like infinite lists.

Given a model like that of Kinghorn, there are two ways interoperation can go wrong: converting data and functions.

Functions are converted by composing them with boundaries around the arguments and results and wrapping it in a native function. For example, the Haskell constant function for natural numbers is converted to an equal ML function like so:

In ML, K (wrong N "Wrong") 2 –; Error: Wrong. In Haskell, K (wrong N "Wrong") 2 –; 2. However, if, in Haskell, K were a conversion of the ML K, then K (wrong N "Wrong") 2 –; Error: Wrong.

Lists are converted by wrapping the heads and tails in boundaries and reducing those. If the tail is equal to the outer list, in the case of a list of infinite length, then this process will recurse forever and diverge.



The systems of interoperation presented by Matthews and Findler [2] preserved the equivalence of values converted between languages that have incompatible type systems. Since the languages they used were all eager, there were no evaluation strategy incompatibilities to resolve. If a lazy language is introduced to their systems, then interoperation does not preserve the equivalence of values converted between the lazy language and the eager languages. For example, since the application of a converted function involves applications in both the outer and inner languages, the argument is subject to both the outer and inner evaluation strategies. If the outer language is lazy and the inner language is eager, then the argument may be evaluated by the inner language but not the outer language. In this case, the converted function is not equivalent to the original function. Futhermore, the conversion of composite types like lists from lazy languages to eager ones may diverge or cause an error because eager evaluation will convert the entire value, which may be of infinite size or contain expressions assumed by lazy languages not to be immediately evaluated.

Lazy and eager evaluation take opposite approaches: lazy evaluation evaluates expressions as needed, and eager evaluation evaluates expressions immediately. As such, for common expressions, lazy evaluation evaluates a proper subset of the expressions that eager evaluation does. In other words, the set of lazy evaluation strictness points is a proper subset of that of eager evaluation. The difference between these two sets is the set of incompatible strictness points that may change the meaning of values converted from eager languages to lazy ones or may cause a divergence or an error for values converted from lazy languages to eager ones. Where boundaries that contain expressions of lazy languages are at these points, the original lazy evaluation strategy must be followed, and the guards not evaluated. This requires introducing a dual notion of values where forced values force the evaluation of guarded expressions of lazy languages and unforced values prevent their evaluation.

## 2 Model of Computation

The model of computation extends the model presented by Kinghorn [1] with a third language identical to the ML model except it uses lazy evaluation, and as such

```
zeroes = \texttt{fix} \; (\lambda x_H : \{\texttt{N}\}.\texttt{cons} \; \overline{\texttt{0}} \; x_H) \\ (\texttt{hs} \; (\{\texttt{N}\} \rightarrow \{\texttt{N}\}) \; (\lambda x_S.x_S)) \; zeroes \\ (\lambda x_H' : \{\texttt{N}\}.\texttt{hs} \; \{\texttt{N}\} \; ((\lambda x_S.x_S) \; (\texttt{sh} \; \{\texttt{N}\} \; x_H'))) \; zeroes \\ \rightarrow \\ \texttt{hs} \; \{\texttt{N}\} \; ((\lambda x_S.x_S) \; (\texttt{sh} \; \{\texttt{N}\} \; zeroes)) \\ \rightarrow \\ \texttt{hs} \; \{\texttt{N}\} \; (\texttt{sh} \; \{\texttt{N}\} \; zeroes) \\ \rightarrow \\ \texttt{hs} \; \{\texttt{N}\} \; (\texttt{cons} \; \overline{\texttt{0}} \; zeroes)) \\ \rightarrow \\ \texttt{hs} \; \{\texttt{N}\} \; (\texttt{cons} \; \overline{\texttt{0}} \; (\texttt{sh} \; \{\texttt{N}\} \; zeroes)) \\ \rightarrow \\ \texttt{cons} \; (\texttt{hs} \; \texttt{N} \; \overline{\texttt{0}}) \; (\texttt{hs} \; \{\texttt{N}\} \; zeroes)) \\ \rightarrow \\ \texttt{cons} \; (\texttt{hs} \; \texttt{N} \; \overline{\texttt{0}}) \; (\texttt{hs} \; \{\texttt{N}\} \; zeroes))
```

Figure 1: Haskell argument and list conversions.

is named after Haskell, to which it is more similar. Hereafter, the names Haskell, ML, and Scheme refer to their corresponding models in this paper. Lists are added to all three languages. Being lazy, Haskell does not evaluate function arguments or list construction operands. These three points constitute the set of incompatible strictness points between Haskell and ML and Haskell and Scheme. At these points in ML and Scheme, reducible expressions in Haskell boundaries must not be evaluated.

Since values are irreducible at all points, and since the expressions in Haskell boundaries are irreducible at some points and not others, Haskell boundaries are a new kind of value called an *unforced value*. Like thunks, unforced values can be forced to evaluate to values. The Haskell expressions in Haskell boundaries are forced to evaluate to Haskell values, then the Haskell values are converted to ML or Scheme values. ML and Scheme values are called *forced values* because any might be the result of forcing an unforced value. Forced values are a proper subset of unforced values because unforced values can only be at points where forced values can also be, but forced values can be at points where unforced values cannot. ML and Scheme reduction rules and evaluation contexts use unforced values at the incompatible strictness points to match against Haskell boundaries, and their evaluation contexts prevent evaluation within Haskell boundaries at those points.

Figure 1 illustrates forced and unforced values at work for the cases explained in the introduction. The reductions for lines 1-4 show that the outer Haskell argument zeroes is not forced by the application of the inner Scheme function. The reductions for lines 4-8 show that the conversion of zeroes from Haskell to Scheme did not diverge, despite zeroes being a list of infinite size.

### **Theorem 1.** Evaluation Strategy Preservation

 $e_H = \operatorname{mh} t_M \ t_H \ e_H = \operatorname{sh} t_H \ e_H. \ e_M = \operatorname{hm} t_H \ t_M \ e_M = \operatorname{sm} t_M \ e_M. \ e_S = \operatorname{hs} t_H \ e_S = \operatorname{ms} t_M \ e_S.$ 

*Proof.* By structural induction.

The interoperation of Haskell and ML posed another problem: the conversion of type abstractions. The application of a converted type abstraction cannot substitute the type argument into the inner language directly, since the inner language has no notion of the types of the outer language. Instead, conversion substitutes lumps in a boundary's inner type. The application of a converted type abstraction substitutes the type argument in the boundary's outer type. Since the natural embedding [2] requires the boundary's outer and inner types to be equal, a new equality relation called lump equality is used here that allows lumps within the boundary's inner type to match any corresponding type in the boundary's outer type.

Legends of symbol and syntax names are presented in figures 2-4; Haskell is presented in figures 5-9; ML is presented in figures 10-14; Scheme is presented in figures 15-19; the unbrand function is presented in figure 20; and the lump equality relation is presented in figure 21.

Symbol	Name
b	Brand
k	Conversion scheme
e	Expression
E	Forced evaluation context
w	Forced value
L	Lump
$\dot{=}$	Lump equality relation
${\mathscr E}$	Meta evaluation context
$\overline{n}$	Natural number
N	Natural number
$\rightarrow$	Reduction relation
t	Type
u	Type variable
$\Gamma$	Typing environment
$\vdash$	Typing relation
U	Unforced evaluation context
v	Unforced value
x	Variable

Figure 2: Symbol names

#### Syntax Name + e eAddition if0 $e\ e\ e$ Condition Empty list $\mathtt{nil}\ t$ Empty list nil wrong t string Error Error wrong string Fixed-point operation $\mathtt{fix}\,e$ Function abstraction $\lambda x : t.e$ Function abstraction $\lambda x_S.e_S$ e eFunction application $\mathtt{hm}\ t_H\ t_M\ e_M$ Haskell-ML guard hs $k_H\ e_S$ Haskell-Scheme guard $\cos e \, e$ List construction ${\tt hd}\; e$ List head tleList tail $\mathtt{mh}\ t_{M}\ t_{H}\ e_{H}$ ML-Haskell guard $\mathtt{ms}\ k_M\ e_S$ ML-Scheme guard $\mathtt{sh}\;k_H\;e_H$ Scheme-Haskell guard $\mathtt{sm}\; k_M\; e_M$ Scheme-ML guard Subtraction -ee $\Lambda u.e$ Type abstraction $e\langle t\rangle$ Type application fun? $e_S$ Value predicate list? $e_S$ Value predicate $\verb"null?"\,e$ Value predicate $\operatorname{num}$ ? $e_S$ Value predicate

Figure 3: Syntax names

### Syntax Name

 $b \diamond t$  Branded type

 $\forall u.t$  Forall

 $\forall u.k$  Forall

 $t \to t$  Function abstraction

 $k \to k$  Function abstraction

 $\{t\}$  List

 $\{k\}$  List

Figure 4: Syntax names

```
\begin{array}{lll} e_{H} & = & x_{H} \mid v_{H} \mid e_{H} \mid e_{H} \mid e_{H} \langle t_{H} \rangle \mid \text{fix } e_{H} \mid o \mid e_{H} \mid e_{H} \mid e_{H} \mid e_{H} \mid f \mid e_{H} \\ & & \text{null? } e_{H} \mid \text{wrong } t_{H} \mid string \mid \text{hm } t_{H} \mid t_{M} \mid e_{M} \mid \text{hs } k_{H} \mid e_{S} \\ \\ v_{H} & = & \lambda x_{H} : t_{H}.e_{H} \mid \Lambda u_{H}.e_{H} \mid \overline{n} \mid \text{nil } t_{H} \mid \text{cons } e_{H} \mid e_{H} \mid \text{hm } L \mid t_{M} \mid w_{M} \\ & \text{hs } L \mid w_{S} \\ \\ t_{H} & = & L \mid \mathbb{N} \mid u_{H} \mid \{t_{H}\} \mid t_{H} \rightarrow t_{H} \mid \forall u_{H}.t_{H} \\ \\ k_{H} & = & L \mid \mathbb{N} \mid u_{H} \mid \{k_{H}\} \mid k_{H} \rightarrow k_{H} \mid \forall u_{H}.k_{H} \mid b \diamond t_{H} \\ \\ o & = & + \mid - \\ \\ f & = & \text{hd} \mid \text{tl} \\ \\ E_{H} & = & []_{H} \mid E_{H} \mid e_{H} \mid E_{H} \langle t_{H} \rangle \mid \text{fix } E_{H} \mid o \mid E_{H} \mid e_{H} \mid o \mid v_{H} \mid E_{H} \\ & & \text{if } 0 \mid E_{H} \mid e_{H} \mid f \mid E_{H} \mid \text{null? } E_{H} \mid \text{hm } t_{H} \mid t_{M} \mid E_{M} \mid \text{hs } k_{H} \mid E_{S} \\ \end{array}
```

Figure 5: Haskell syntax and evaluation contexts

Figure 6: Haskell typing rules

```
\mathcal{E}[(\lambda x_H : t_H.e_H) \ e'_H]_H \to \mathcal{E}[e_H[e'_H/x_H]]
\mathcal{E}[(\Lambda u_H.e_H)\langle t_H\rangle]_H \to \mathcal{E}[e_H[b \diamond t_H/u_H]]
\mathcal{E}[\text{fix } (\lambda x_H : t_H.e_H)]_H \to \mathcal{E}[e_H[\text{fix } (\lambda x_H : t_H.e_H)/x_H]]
\mathcal{E}[+ \overline{n} \ \overline{n}']_H \to \mathcal{E}[\overline{n+n'}]
\mathcal{E}[- \overline{n} \ \overline{n}']_H \to \mathcal{E}[\overline{max(n-n',0)}]
\mathcal{E}[\text{if } 0 \ \overline{0} \ e_H \ e'_H]_H \to \mathcal{E}[e_H]
\mathcal{E}[\text{if } 0 \ \overline{n} \ e_H \ e'_H]_H \to \mathcal{E}[e'_H] \ (n \neq 0)
\mathcal{E}[\text{hd } (\text{nil } t_H)]_H \to \mathcal{E}[\text{wrong } t_H \text{ "Empty list"}]
\mathcal{E}[\text{tl } (\text{nil } t_H)]_H \to \mathcal{E}[\text{wrong } \{t_H\} \text{ "Empty list"}]
\mathcal{E}[\text{hd } (\text{cons } e_H \ e'_H)]_H \to \mathcal{E}[e'_H]
\mathcal{E}[\text{tl } (\text{cons } e_H \ e'_H)]_H \to \mathcal{E}[e'_H]
\mathcal{E}[\text{null? } (\text{nil } t_H)]_H \to \mathcal{E}[\overline{0}]
\mathcal{E}[\text{null? } (\text{cons } e_H \ e'_H)]_H \to \mathcal{E}[\overline{1}]
\mathcal{E}[\text{wrong } t_H \ string]_H \to \text{Error: } string
```

Figure 7: Haskell operational semantics

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\begin{split} \mathscr{E}[\operatorname{hm} t_H \operatorname{L} (\operatorname{mh} \operatorname{L} t'_H e_H)]_H &\to \mathscr{E}[e_H] \quad (t_H = t'_H \text{ and } t_H \neq \operatorname{L}) \\ \mathscr{E}[\operatorname{hm} t_H \operatorname{L} (\operatorname{mh} \operatorname{L} t'_H e_H)]_H &\to \mathscr{E}[\operatorname{wrong} t_H \text{ "Type mismatch"}] \\ \quad (t_H \neq t'_H \text{ and } t_H \neq \operatorname{L}) \\ \mathscr{E}[\operatorname{hm} t_H \operatorname{L} (\operatorname{ms} \operatorname{L} w_S)]_H &\to \mathscr{E}[\operatorname{wrong} t_H \text{ "Bad value"}] \quad (t_H \neq \operatorname{L}) \\ \mathscr{E}[\operatorname{hm} \operatorname{N} \operatorname{N} \overline{n}]_H &\to \mathscr{E}[\overline{n}] \\ \mathscr{E}[\operatorname{hm} \left\{t_H\right\} \left\{t_M\right\} (\operatorname{nil} t'_M)]_H &\to \mathscr{E}[\operatorname{nil} t_H] \\ \mathscr{E}[\operatorname{hm} \left\{t_H\right\} \left\{t_M\right\} (\operatorname{cons} v_M v'_M)]_H &\to \\ \mathscr{E}[\operatorname{cons} (\operatorname{hm} t_H t_M v_M) (\operatorname{hm} \left\{t_H\right\} \left\{t_M\right\} v'_M)] \\ \mathscr{E}[\operatorname{hm} (t_H \to t'_H) (t_M \to t'_M) (\lambda x_M : t''_M.e_M)]_H &\to \\ \mathscr{E}[\lambda x_H : t_H.\operatorname{hm} t'_H t'_M ((\lambda x_M : t''_M.e_M) (\operatorname{mh} t_M t_H x_H))] \\ \mathscr{E}[\operatorname{hm} (\forall u_H.t_H) (\forall u_M.t_M) (\Lambda u'_M.e_M)]_H &\to \mathscr{E}[\Lambda u_H.\operatorname{hm} t_H t_M[\operatorname{L}/u_M] e_M[\operatorname{L}/u'_M]] \end{split}
```

Figure 8: Haskell-ML operational semantics

```
 \mathscr{E}[\text{hs N }\overline{n}]_H \to \mathscr{E}[\overline{n}] 
 \mathscr{E}[\text{hs N }w_S]_H \to \mathscr{E}[\text{wrong N "Not a number"}] \ (w_S \neq \overline{n}) 
 \mathscr{E}[\text{hs }\{k_H\} \ \text{nil}]_H \to \mathscr{E}[\text{nil }\lfloor k_H\rfloor] 
 \mathscr{E}[\text{hs }\{k_H\} \ (\text{cons }v_S \ v_S')]_H \to \mathscr{E}[\text{cons (hs }k_H \ v_S) \ (\text{hs }\{k_H\} \ v_S')] 
 \mathscr{E}[\text{hs }\{k_H\} \ w_S]_H \to \mathscr{E}[\text{wrong }\lfloor \{k_H\}\rfloor \ \text{"Not a list"}] 
 (w_S \neq \text{nil and }w_S \neq \text{cons }v_S \ v_S') 
 \mathscr{E}[\text{hs }(b \diamond t_H) \ (\text{sh }(b \diamond t_H) \ e_H)]_H \to \mathscr{E}[e_H] 
 \mathscr{E}[\text{hs }(b \diamond t_H) \ w_S]_H \to \mathscr{E}[\text{wrong }t_H \ \text{"Brand mismatch"}] \ (w_S \neq \text{sh }(b \diamond t_H) \ e_H) 
 \mathscr{E}[\text{hs }(k_H \to k_H') \ (\lambda x_S.e_S)]_H \to \mathscr{E}[\lambda x_H : \lfloor k_H \rfloor.\text{hs }k_H' \ ((\lambda x_S.e_S) \ (\text{sh }k_H \ x_H))] 
 \mathscr{E}[\text{hs }(k_H \to k_H') \ w_S]_H \to \mathscr{E}[\text{wrong }\lfloor k_H \to k_H' \rfloor \ \text{"Not a function"}] 
 (w_S \neq \lambda x_S.e_S) 
 \mathscr{E}[\text{hs }(\forall u_H.k_H) \ w_S]_H \to \mathscr{E}[\Lambda u_H.\text{hs }k_H \ w_S]
```

Figure 9: Haskell-Scheme operational semantics

Figure 10: ML syntax and evaluation contexts

Figure 11: ML typing rules

```
 \mathscr{E}[(\lambda x_M:t_M.e_M)\ v_M]_M \to \mathscr{E}[e_M[v_M/x_M]] 
 \mathscr{E}[(\Lambda u_M.e_M)\langle t_M\rangle]_M \to \mathscr{E}[e_M[b \diamond t_M/u_M]] 
 \mathscr{E}[\operatorname{fix}\ (\lambda x_M:t_M.e_M)]_M \to \mathscr{E}[e_M[\operatorname{fix}\ (\lambda x_M:t_M.e_M)/x_M]] 
 \mathscr{E}[+\overline{n}\ \overline{n}']_M \to \mathscr{E}[\overline{n+n'}] 
 \mathscr{E}[-\overline{n}\ \overline{n}']_M \to \mathscr{E}[\overline{max(n-n',0)}] 
 \mathscr{E}[\operatorname{if} 0\ \overline{0}\ e_M\ e_M']_M \to \mathscr{E}[e_M] 
 \mathscr{E}[\operatorname{if} 0\ \overline{n}\ e_M\ e_M']_M \to \mathscr{E}[e_M'] \ (n \neq 0) 
 \mathscr{E}[\operatorname{hd}\ (\operatorname{nil}\ t_M)]_M \to \mathscr{E}[\operatorname{wrong}\ t_M\ \operatorname{"Empty\ list"}] 
 \mathscr{E}[\operatorname{tl}\ (\operatorname{nil}\ t_M)]_M \to \mathscr{E}[\operatorname{wrong}\ \{t_M\}\ \operatorname{"Empty\ list"}] 
 \mathscr{E}[\operatorname{hd}\ (\operatorname{cons}\ v_M\ v_M')]_M \to \mathscr{E}[v_M] 
 \mathscr{E}[\operatorname{tl}\ (\operatorname{nil}\ t_M)]_M \to \mathscr{E}[v_M'] 
 \mathscr{E}[\operatorname{null}?\ (\operatorname{nil}\ t_M)]_M \to \mathscr{E}[\overline{0}] 
 \mathscr{E}[\operatorname{null}?\ (\operatorname{cons}\ v_M\ v_M')]_M \to \mathscr{E}[\overline{1}] 
 \mathscr{E}[\operatorname{wrong}\ t_M\ string]_H \to \operatorname{Error:}\ string
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Figure 12: ML operational semantics

Figure 13: ML-Haskell operational semantics

Figure 14: ML-Scheme operational semantics

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\begin{array}{lll} e_S & = & x_S \mid v_S \mid e_S \, e_S \mid o \, e_S \, e_S \mid p \, e_S \mid \text{ifO} \, e_S \, e_S \mid \text{cons} \, e_S \, e_S \mid f \, e_S \\ & \text{wrong } string \mid \text{sm } k_M \, e_M \\ \\ v_S & = & w_S \mid \text{sh } k_H \, e_H \\ \\ w_S & = & \lambda x_S.e_S \mid \overline{n} \mid \text{nil} \mid \text{cons} \, v_S \, v_S \mid \text{sh } (b \diamond t_H) \, e_H \mid \text{sm } (b \diamond t_M) \, w_M \\ \\ o & = & + \mid - \\ f & = & \text{hd} \mid \text{tl} \\ p & = & \text{fun?} \mid \text{list?} \mid \text{null?} \mid \text{num?} \\ \\ E_S & = & U_S \mid \text{sh } k_H \, E_H \\ \\ U_S & = & []_S \mid E_S \, e_S \mid w_S \, U_S \mid o \, E_S \, e_S \mid o \, w_S \, E_S \mid p \, E_S \mid \text{ifO} \, E_S \, e_S \, e_S \\ \\ & & \text{cons} \, U_S \, e_S \mid \text{cons} \, v_S \, U_S \mid f \, E_S \mid \text{sm } k_M \, E_M \\ \end{array}
```

Figure 15: Scheme syntax and evaluation contexts

$$\overline{\vdash_S \mathsf{TST}}$$

$$\frac{\Gamma, x_S : \mathsf{TST} \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S \lambda x_S. e_S : \mathsf{TST}} \xrightarrow{\vdash_S \overline{n} : \mathsf{TST}} \xrightarrow{\vdash_S \mathsf{nil} : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S' : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S \mathsf{nil} : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S e_S : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S e_S : \mathsf{TST}} \frac{\Gamma \vdash_S e_S : \mathsf{TST}}{\Gamma \vdash_S \mathsf{nifo} e_S e_S' e_S'' : \mathsf{TST}} \xrightarrow{\Gamma \vdash_S \mathsf{nifo} e_S e_S' : \mathsf{TST}} \xrightarrow{\Gamma \vdash_$$

Figure 16: Scheme typing rules

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\mathscr{E}[(\lambda x_S.e_S) \ v_S]_S \to \mathscr{E}[e_S[v_S/x_S]]
\mathscr{E}[w_S \ v_S]_S \to \mathscr{E}[\text{wrong "Not a function"}] \ (w_S \neq \lambda x_S.e_S)
\mathscr{E}[+\overline{n}\ \overline{n}']_S \to \mathscr{E}[\overline{n+n'}]
\mathscr{E}[-\overline{n}\ \overline{n}']_S \to \mathscr{E}[\overline{max(n-n',0)}]
\mathscr{E}[o\ w_S\ w_S']_S \to \mathscr{E}[\text{wrong "Not a number"}]\ (w_S \neq \overline{n} \text{ or } w_S' \neq \overline{n})
\mathscr{E}[\mathsf{if0}\ \overline{0}\ e_S\ e_S']_S \to \mathscr{E}[e_S]
\mathscr{E}[\mathsf{if0}\ \overline{n}\ e_S\ e_S']_S \to \mathscr{E}[e_S']\ (n \neq 0)
\mathscr{E}[\mathtt{if0}\ w_S\ e_S\ e_S']_S \to \mathscr{E}[\mathtt{wrong}\ \mathrm{``Not\ a\ number''}]\ (w_S \neq \overline{n})
\mathscr{E}[f \text{ nil}]_S \to \mathscr{E}[\text{wrong "Empty list"}]
\mathscr{E}[\operatorname{hd} (\operatorname{cons} v_S \ v_S')]_S \to \mathscr{E}[v_S]
\mathscr{E}[\mathsf{tl}\;(\mathsf{cons}\;v_S\;v_S')]_S \to \mathscr{E}[v_S']
\mathscr{E}[f \ w_S]_S \to \mathscr{E}[\text{wrong "Not a list"}] \ (w_S \neq \text{nil and } w_S \neq \text{cons } v_S \ v_S')
\mathscr{E}[\mathsf{fun}?\ (\lambda x_S.e_S)]_S \to \mathscr{E}[\overline{0}]
\mathscr{E}[\mathtt{fun}? w_S]_S \to \mathscr{E}[\overline{1}] \ (w_S \neq \lambda x_S.e_S)
\mathscr{E}[\mathtt{list?}\ \mathtt{nil}]_S \to \mathscr{E}[\overline{0}]
\mathscr{E}[\mathtt{list}?\ (\mathtt{cons}\ v_S\ v_S')]_S \to \mathscr{E}[\overline{0}]
\mathscr{E}[\mathtt{list}? \ w_S]_S \to \mathscr{E}[\overline{1}] \ (w_S \neq \mathtt{nil} \ \mathtt{and} \ w_S \neq \mathtt{cons} \ v_S \ v_S')
\mathscr{E}[\mathtt{null}? \mathtt{nil}]_S \to \mathscr{E}[\overline{0}]
\mathscr{E}[\mathtt{null}?\ w_S]_S \to \mathscr{E}[\overline{1}]\ (w_S \neq \mathtt{nil})
\mathscr{E}[\operatorname{num}? \overline{n}]_S \to \mathscr{E}[\overline{0}]
\mathscr{E}[\text{num}? w_S]_S \to \mathscr{E}[\overline{1}] \ (w_S \neq \overline{n})
\mathscr{E}[\mathsf{wrong}\ string]_S \to \mathbf{Error}:\ string
```

Figure 17: Scheme operational semantics

```
\begin{split} \mathscr{E}[\operatorname{sh} \mathsf{L} \; (\operatorname{hm} \mathsf{L} \; k_M \; w_M)]_S &\to \mathscr{E}[\operatorname{wrong} \; \text{``Bad value''}] \\ \mathscr{E}[\operatorname{sh} \mathsf{L} \; (\operatorname{hs} \mathsf{L} \; w_S)]_S &\to \mathscr{E}[w_S] \\ \mathscr{E}[\operatorname{sh} \mathsf{N} \; \overline{n}]_S &\to \mathscr{E}[\overline{n}] \\ \mathscr{E}[\operatorname{sh} \; \{k_H\} \; (\operatorname{nil} \; t_H)]_S &\to \mathscr{E}[\operatorname{nil}] \\ \mathscr{E}[\operatorname{sh} \; \{k_H\} \; (\operatorname{cons} \; e_H \; e'_H)]_S &\to \mathscr{E}[\operatorname{cons} \; (\operatorname{sh} \; k_H \; e_H) \; (\operatorname{sh} \; \{k_H\} \; e'_H)] \\ \mathscr{E}[\operatorname{sh} \; (k_H \to k'_H) \; (\lambda x_H : t_H.e_H)]_S &\to \\ \mathscr{E}[\lambda x_S.\operatorname{sh} \; k'_H \; ((\lambda x_H : t_H.e_H) \; (\operatorname{hs} \; k_H \; x_S))] \\ \mathscr{E}[\operatorname{sh} \; (\forall u_H.k_H) \; (\Lambda u'_H.e_H)]_S &\to \mathscr{E}[\operatorname{sh} \; k_H[\mathsf{L}/u_H] \; e_H[\mathsf{L}/u'_H]] \end{split}
```

Figure 18: Scheme-Haskell operational semantics

```
\begin{split} \mathscr{E}[\operatorname{sm} \mathsf{L} \ (\operatorname{mh} \mathsf{L} \ k_H \ e_H)]_S &\to \mathscr{E}[\operatorname{wrong} \ ``\operatorname{Bad} \ \operatorname{value}"] \\ \mathscr{E}[\operatorname{sm} \mathsf{L} \ (\operatorname{ms} \mathsf{L} \ w_S)]_S &\to \mathscr{E}[w_S] \\ \mathscr{E}[\operatorname{sm} \mathsf{N} \ \overline{n}]_S &\to \mathscr{E}[\overline{n}] \\ \mathscr{E}[\operatorname{sm} \ \{k_M\} \ (\operatorname{nil} \ t_M)]_S &\to \mathscr{E}[\operatorname{nil}] \\ \mathscr{E}[\operatorname{sm} \ \{k_M\} \ (\operatorname{cons} \ v_M \ v_M')]_S &\to \mathscr{E}[\operatorname{cons} \ (\operatorname{sm} \ k_M \ v_M) \ (\operatorname{sm} \ \{k_M\} \ v_M')] \\ \mathscr{E}[\operatorname{sm} \ (k_M \to k_M') \ (\lambda x_M : t_M.e_M)]_S &\to \\ \mathscr{E}[\lambda x_S.\operatorname{sm} \ k_M' \ ((\lambda x_M : t_M.e_M) \ (\operatorname{ms} \ k_M \ x_S))] \\ \mathscr{E}[\operatorname{sm} \ (\forall u_M.k_M) \ (\Lambda u_M'.e_M)]_S &\to \mathscr{E}[\operatorname{sm} \ k_M[\mathsf{L}/u_M] \ e_M[\mathsf{L}/u_M']] \end{split}
```

Figure 19: Scheme-ML operational semantics

```
\begin{bmatrix} \mathsf{L} \end{bmatrix} &=& \mathsf{L} \\ & \lfloor \mathsf{N} \rfloor &=& \mathsf{N} \\ & \lfloor u_H \rfloor &=& u_H \\ & \lfloor u_M \rfloor &=& u_M \\ & \lfloor \{k_H\} \rfloor &=& \{\lfloor k_H \rfloor \} \\ & \lfloor \{k_M\} \rfloor &=& \{\lfloor k_M \rfloor \} \\ & \lfloor k_H \to k_H \rfloor &=& \lfloor k_H \rfloor \to \lfloor k_H \rfloor \\ & \lfloor k_M \to k_M \rfloor &=& \lfloor k_M \rfloor \to \lfloor k_M \rfloor \\ & \lfloor \forall u_H.k_H \rfloor &=& \forall u_H.\lfloor k_H \rfloor \\ & \lfloor \forall u_M.k_M \rfloor &=& \forall u_M.\lfloor k_M \rfloor \\ & \lfloor b \diamond t_M \rfloor &=& t_H \\ & \lfloor b \diamond t_M \rfloor &=& t_M \end{bmatrix}
```

Figure 20: Unbrand function

$$x \doteq x$$

$$x \doteq y \Rightarrow y \doteq x$$

$$x \doteq y \text{ and } y \doteq z \Rightarrow x \doteq z$$

$$t_H \doteq L$$

$$t_M \doteq L$$

$$t_H = t_M \Rightarrow t_H \doteq t_M$$

Figure 21: Lump equality relation

## 3 Proof of Type Soundness

The proof of correctness is similar to that of Kinghorn [1], mutatis mutandis.

## **Lemma 1.** Inversion of the Typing Relation The syntactic forms of well-typed expressions determine the types of their subexpressions. *Proof.* Immediate from the typing rules. Lemma 2. Uniqueness of Types If $e_H$ , $e_M$ , and $e_S$ are well-typed then they have only one type. *Proof.* By structural induction on $e_H$ , $e_M$ , and $e_S$ and lemma ??. Lemma 3. Canonical Forms The syntactic forms of unforced values for each type. *Proof.* Immediate from the definitions of unforced values and the typing relations. Theorem 2. Haskell Progress If $\vdash_H e_H : t_H$ then $e_H$ is an unforced value or $e_H \to e'_H$ or $e_H \to \mathbf{Error}$ : string. *Proof.* By structural induction on $e_H$ and theorems ?? and ??. Theorem 3. ML Progress If $\vdash_M e_M : t_M$ then $e_M$ is an unforced value or $e_M \to e_M'$ or $e_M \to \mathbf{Error}$ : string. *Proof.* By structural induction on $e_M$ and theorems ?? and ??. Theorem 4. Scheme Progress If $\vdash_S e_S : \mathtt{TST}$ then $e_S$ is an unforced value or $e_S \to e_S'$ or $e_S \to \mathbf{Error}$ : string. *Proof.* By structural induction on $e_S$ and theorems ?? and ??. Lemma 4. Expression Substitution Preservation

 $\begin{array}{l} \textit{If } \Gamma, x_H : t_H \vdash_H e_H : t_H' \textit{ and } \Gamma \vdash_H e_H' : t_H \textit{ then } \Gamma \vdash_H e_H[e_H'/x_H] : t_H'. \textit{ If } \Gamma, x_M : t_M \vdash_M e_M : t_M' \textit{ and } \Gamma \vdash_M e_M' : t_M \textit{ then } \Gamma \vdash_M e_M[e_M'/x_M] : t_M'. \textit{ If } \Gamma, x_S : \texttt{TST} \vdash_S e_S : \texttt{TST} \textit{ and } \Gamma \vdash_S e_S' : \texttt{TST} \textit{ then } \Gamma \vdash_S e_S[e_S'/x_S] : \texttt{TST}. \end{array}$ 

*Proof.* By structural induction.

### Lemma 5. Type Substitution Preservation

If  $\Gamma, u_H \vdash_H e_H : t_H$  and  $\Gamma \vdash_H t'_H$  then  $\Gamma \vdash_H e_H[t'_H/u_H] : t_H[t'_H/u_H]$ . If  $\Gamma, u_M \vdash_M e_M : t_M$  and  $\Gamma \vdash_M t'_M$  then  $\Gamma \vdash_M e_M[t'_M/u_M] : t_M[t'_M/u_M]$ .

*Proof.* By structural induction.

### Lemma 6. Evaluation Context Preservation

*Proof.* By structural induction.

### Theorem 5. Haskell Preservation

If  $\Gamma \vdash_H e_H : t_H \text{ and } \mathscr{E}[e_H]_H \to \mathscr{E}[e'_H] \text{ then } \Gamma \vdash_H e'_H : t_H$ .

*Proof.* By cases on the reduction  $\mathscr{E}[e_H]_H \to \mathscr{E}[e'_H]$ , lemma ??, and theorems ?? and ??.

#### Theorem 6. ML Preservation

If  $\Gamma \vdash_M e_M : t_M$  and  $e_M \to e'_M$  then  $\Gamma \vdash_M e'_M : t_M$ .

*Proof.* By cases on the reduction  $\mathscr{E}[e_M]_H \to \mathscr{E}[e_M']$ , lemma ??, and theorems ?? and ??.

#### Theorem 7. Scheme Preservation

If  $\Gamma \vdash_S e_S : \mathtt{TST}$  and  $e_S \to e_S'$  then  $\Gamma \vdash_S e_S' : \mathtt{TST}$ .

*Proof.* By cases on the reduction  $\mathscr{E}[e_S]_S \to \mathscr{E}[e_S']$ , lemma ??, and theorems ?? and ??.

## 4 Conclusion

Lazy and eager evaluation can be resolved transparently for common expressions at the boundaries between languages with unforced and forced values. This is more convenient than an explicit force operator that programmers must use manually by anticipating which expressions must be forced.

The approach this paper used for interoperation between three languages is not scalable. Values from each language can be directly converted to values of the other two languages and back. n languages require n\*(n-1) conversion mappings between them. As the number of languages increases, the number of conversion mappings

grows geometrically, which is unmaintainable. A better approach would be to make only two conversion mappings per language and chain them together to form a single path between any two languages, which would require only n-1 conversion mappings and grow linearly. Were this done for this model, the number of conversion mappings would be four instead of six.

# References

- [1] David L. Kinghorn. Preserving parametricity while sharing higher-order, polymorphic functions between scheme and ml. Master's thesis, California Polytechnic State University, San Luis Obispo, June 2007.
- [2] Jacob Matthews and Robert Bruce Findler. Operational semantics for multi-language programs.  $SIGPLAN\ Not.,\ 42(1):3-10,\ 2007.$