# Interoperation for Lazy and Eager Evaluation

#### William Faught

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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.

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 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

```
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{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))
```

Figure 1: Haskell argument and list conversions.

points to match against Haskell boundaries, and their evaluation contexts prevent evaluation within Haskell boundaries at those points.

All ML and Scheme expressions either reduce to unforced values, cause errors, or diverge.

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.

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.

The proof of correctness of this model would be similar to that of Kinghorn [1], mutatis mutandis.

Haskell is presented in figures 2, 3, 4, 5, and 6; ML is presented in figures 7, 8, 9, 10, and 11; Scheme is presented in figures 12, 13, 14, 15, and 16; the unbrand function is presented in figure 17; the lump equality relation is presented in figure 18; and legends of symbol and syntax names are presented in figures 19, 20, and 21.

```
\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 \; e_{H} \; e_{H} \mid \text{if0} \; e_{H} \; e_{H} \mid f \; e_{H} \\ & & \text{null?} \; e_{H} \mid \text{wrong} \; t_{H} \; string \mid \text{hm} \; t_{H} \; t_{M} \; e_{M} \mid \text{hs} \; k_{H} \; 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} \; e_{H} \mid \text{hm} \; \mathbf{L} \; t_{M} \; w_{M} \\ & \text{hs} \; \mathbf{L} \; w_{S} \\ \\ t_{H} & = & \mathbf{L} \mid \mathbb{N} \mid u_{H} \mid \{t_{H}\} \mid t_{H} \to t_{H} \mid \forall u_{H}.t_{H} \\ \\ k_{H} & = & \mathbf{L} \mid \mathbb{N} \mid u_{H} \mid \{k_{H}\} \mid k_{H} \to 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} \; e_{H} \mid E_{H} \langle t_{H} \rangle \mid \text{fix} \; E_{H} \mid o \; E_{H} \; e_{H} \mid o \; v_{H} \; E_{H} \\ & & \text{if0} \; E_{H} \; e_{H} \; e_{H} \mid f \; E_{H} \mid \text{null?} \; E_{H} \mid \text{hm} \; t_{H} \; t_{M} \; E_{M} \mid \text{hs} \; k_{H} \; E_{S} \\ \end{array}
```

Figure 2: Haskell syntax and evaluation contexts

Figure 3: 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 4: Haskell operational semantics

```
\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}
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Figure 5: 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 6: Haskell-Scheme operational semantics

Figure 7: ML syntax and evaluation contexts

Figure 8: ML typing rules

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

Figure 9: ML operational semantics

Figure 10: ML-Haskell operational semantics

Figure 11: ML-Scheme operational semantics

```
\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 cons \, e_S \, e_S \mid f \, e_S \\ & & \text{wrong } string \mid sm \, k_M \, e_M \\ \\ v_S & = & w_S \mid sh \, k_H \, e_H \\ \\ w_S & = & \lambda x_S.e_S \mid \overline{n} \mid \text{nil} \mid cons \, v_S \, v_S \mid sh \, (b \diamond t_H) \, e_H \mid 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 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 \\ & & cons \, U_S \, e_S \mid \text{cons} \, v_S \, U_S \mid f \, E_S \mid sm \, k_M \, E_M \\ \end{array}
```

Figure 12: Scheme syntax and evaluation contexts

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

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

Figure 13: Scheme typing rules

```
\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 14: 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 15: 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} \ \text{``Bad 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 16: 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 17: 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 18: Lump equality relation

| 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          |
| ⊢              | Typing relation             |
| U              | Unforced evaluation context |
| v              | Unforced value              |
| x              | Variable                    |
|                |                             |

Figure 19: Symbol names

```
Syntax Name
          + e e
                    Addition
      {\tt 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 e
                   Function 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
            tle
                    List 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 20: 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 21: Syntax names

## 3 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

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