Interoperation for Lazy and Eager Evaluation

William Faught

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Abstract

Software components written in different programming languages can cooperate through interoperation. Differences between languages — incompatibilities — complicate interoperation. This paper explores and resolves incompatible type systems, support for parametricity, and evaluation strategies with a model of computation, gives a thorough proof of its type soundness, and describes an implementation of it. The model uses contracts for higher-order functions and lump types to resolve incompatible type systems, label types to resolve incompatible support for parametricity, and delayed conversions for list constructions to resolve incompatible evaluation strategies. These mechanisms enable the interoperation of Haskell, ML, and Scheme without compromising their semantics.

1 Introduction

The complexities of software interoperation in part engender the proverbial reinvention of the wheel. Programmers forgo existing solutions to problems in other programming languages where interoperation proves too cumbersome; they remake solutions, rather than reuse them. To unburden programmers 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 interoperation in a model of computation that resolves lazy and eager evaluation strategies.

The systems of interoperation presented by Matthews and Findler [2] used callby-value evaluation strategies that eagerly evaluate expressions. Were a language introduced to their system that uses a call-by-name evaluation strategy that lazily evaluates expressions, interoperation would change the meaning of values converted between the lazy language and the eager ones. 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, the argument may be evaluated by the inner language but not the outer language, thereby violating assumptions about the order of evaluation by the outer language and thus changing the meaning of the function. Futhermore, the conversion of composite types like lists from lazy languages to eager ones may diverge or cause an error, since eager languages 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 all expressions. 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 lazy languages to eager ones. Where guarded expressions of lazy languages occur 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. Haskell guards in ML and Scheme must not be evaluated where they occur at these points, but they can be evaluated at all other points.

Haskell guards are considered a special kind of value called an unforced value. Unforced values include both Haskell guards and traditional values, called forced values. Haskell guards that are forced to evaluate become forced values through the conversion of the Haskell value to an ML or Scheme value. As such, all ML and Scheme expressions either reduce to unforced values, cause errors, or diverge.

```
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.

ML and Scheme reduction rules and evaluation contexts use unforced values at the incompatible strictness points to prevent matching, and their evaluation contexts restrict evaluation within Haskell guards 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.

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 guard's inner type. The application of a converted type abstraction substitutes the type argument in the guard's outer type. Since the natural embedding [2] requires the guard's outer and inner types to be equal, a new equality relation must be used here that allow lumps in the guard's inner type to match any 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; and Scheme is presented in figures 12, 13, 14, 15, and 16.

```
\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}
```

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
\longrightarrow	Reduction relation
t	Type
u	Type variable
Γ	Typing environment
\vdash	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
       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 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, requiring n*(n-1) conversion mappings between the languages. 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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