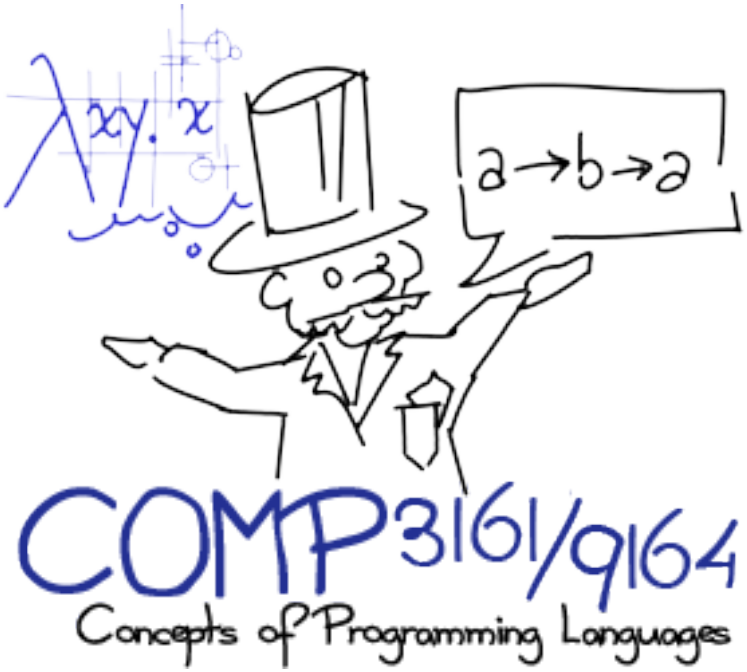

Environments

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Where we're at

- We refined the abstract M-Machine to a C-Machine, with explicit stacks:

$$s \succ e \qquad s \prec v$$

- Function application is still executed via substitution:

$$\frac{}{(\texttt{Apply}\ \langle\!\langle f.x.\ e \rangle\!\rangle\ \square) \triangleright s \prec v \ \mapsto_C\ s \succ e[x := v, f := (\texttt{Fun}\ (f.x.e))]}$$

- We're going to extend our C-Machine to replace substitutions with an environment, giving us a new *E-Machine*

Environments

Definition

An *environment* is a context containing the values of variables.

It is like the states of TinyImp, except the value of a variable never changes.

$$\frac{}{\bullet\ \textbf{Env}} \qquad \frac{\eta\ \textbf{Env}}{x = v, \eta\ \textbf{Env}}$$

$\eta(x)$ denotes the leftmost value bound to to x in η.

Let's change our machine states to include an environment:

$$s \mid \eta \succ e \qquad s \mid \eta \prec v$$

First Attempt

First, we'll add a rule for consulting the environment if we encounter a free variable:

$$\frac{}{s \mid \eta \succ x \quad \mapsto_E \quad s \mid \eta \prec \eta(x)}$$

Then, we just need to handle function application.

One broken attempt:

$$\frac{}{(\texttt{Apply}\ \langle\!\langle f.x.\ e \rangle\!\rangle\ \square) \triangleright s \mid \eta \prec v \ \mapsto_E \ s \mid (x = v, f = \langle\!\langle f.x.\ e \rangle\!\rangle, \eta) \succ e}$$

We don't know when to remove the variables again!

Second Attempt

We will extend our stacks to allow us to save the old environment to it.

$$\frac{\eta\ \textbf{Env} \quad s\ \textbf{Stack}}{\eta \triangleright s\ \textbf{Stack}}$$

When we call a function, we save the environment to the stack.

$$\overline{(\texttt{Apply}\ \langle\!\langle f.x.\ e \rangle\!\rangle\ \square) \triangleright s \mid \eta \prec v \ \mapsto_E\ \eta \triangleright s \mid (x = v, f = \langle\!\langle f.x.\ e \rangle\!\rangle, \eta) \succ e}$$

When the function returns, we restore the old environment, clearing out the new bindings:

$$\overline{\eta \triangleright s \mid \eta' \prec v \ \mapsto_E\ s \mid \eta \prec v}$$

This attempt is also broken (we'll see why soon)

Simple Example

$$
\begin{array}{rcll}
\circ & \mid & \bullet & \succ \ (\texttt{Ap}\ (\texttt{Fun}\ (f.x.\ (\texttt{Plus}\ x\ (\texttt{N}\ 1)))) \\
(\texttt{Ap}\ \square\ (\texttt{N}\ 3)) \triangleright \circ & \mid & \bullet & \succ \ (\texttt{Fun}\ (f.x.\ (\texttt{Plus}\ x\ (\texttt{N}\ 1)))) \\
(\texttt{Ap}\ \square\ (\texttt{N}\ 3)) \triangleright \circ & \mid & \bullet & \prec \ \langle\!\langle f.x.\ (\texttt{Plus}\ x\ (\texttt{N}\ 1)) \rangle\!\rangle \\
(\texttt{Ap}\ \langle\!\langle \cdots \rangle\!\rangle\ \square) \triangleright \circ & \mid & \bullet & \succ \ (\texttt{N}\ 3) \\
(\texttt{Ap}\ \langle\!\langle \cdots \rangle\!\rangle\ \square) \triangleright \circ & \mid & \bullet & \prec \ 3 \\
\bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \succ \ (\texttt{Plus}\ x\ (\texttt{N}\ 1)) \\
(\texttt{Plus}\ \square\ (\texttt{N}\ 1)) \triangleright \bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \succ \ x \\
(\texttt{Plus}\ \square\ (\texttt{N}\ 1)) \triangleright \bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \prec \ 3 \\
(\texttt{Plus}\ 3\ \square) \triangleright \bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \succ \ (\texttt{N}\ 1) \\
(\texttt{Plus}\ 3\ \square) \triangleright \bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \prec \ 1 \\
\bullet \triangleright \circ & \mid & x = 3, f = \langle\!\langle \cdots \rangle\!\rangle, \bullet & \prec \ 4 \\
\circ & \mid & \bullet & \prec \ 4
\end{array}
$$

Seems to work for basic examples, but is there some way to break it?

Closure Capture

$$\circ \mid \bullet \succ (\mathtt{Ap}\ (\mathtt{Ap}\ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))\ (\mathtt{N}\ 3))\ (\mathtt{N}\ 4))$$

$$\mapsto_E \quad (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{Ap}\ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))\ (\mathtt{N}\ 3))$$

$$\mapsto_E \quad (\mathtt{Ap}\ \square\ (\mathtt{N}\ 3)) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))$$

$$\mapsto_E \quad (\mathtt{Ap}\ \square\ (\mathtt{N}\ 3)) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec \langle\!\langle f.x.\ (\mathtt{Fun}\ (g.y.\ x)) \rangle\!\rangle$$

$$\mapsto_E \quad (\mathtt{Ap}\ \langle\!\langle f \cdots \rangle\!\rangle\ \square) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{N}\ 3)$$

$$\mapsto_E \quad (\mathtt{Ap}\ \langle\!\langle f \cdots \rangle\!\rangle\ \square) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec 3$$

$$\mapsto_E \quad \bullet \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid x = 3, f = \langle\!\langle f \cdots \rangle\!\rangle, \bullet \succ (\mathtt{Fun}\ (g.y.\ x))$$

$$\mapsto_E \quad \bullet \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid x = 3, f = \langle\!\langle f \cdots \rangle\!\rangle, \bullet \prec \langle\!\langle g.y.\ x \rangle\!\rangle$$

$$\mapsto_E \quad (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec \langle\!\langle g.y.\ x \rangle\!\rangle$$

$$\mapsto_E \quad (\mathtt{Ap}\ \langle\!\langle g.y.\ x \rangle\!\rangle\ \square) \triangleright \circ \mid \bullet \succ (\mathtt{N}\ 4)$$

$$\mapsto_E \quad (\mathtt{Ap}\ \langle\!\langle g.y.\ x \rangle\!\rangle\ \square) \triangleright \circ \mid \bullet \prec 4$$

$$\mapsto_E \quad \bullet \triangleright \circ \mid y = 4, g = \langle\!\langle g.y.\ x \rangle\!\rangle, \bullet \succ x$$

Oh no! We're stuck!

Something went wrong!

When we return functions, the function's body escapes the scope of bound variables from where it as defined:

$$(\textbf{let } x = 3 \textbf{ in recfun } f\ y = x + y)\ 5$$

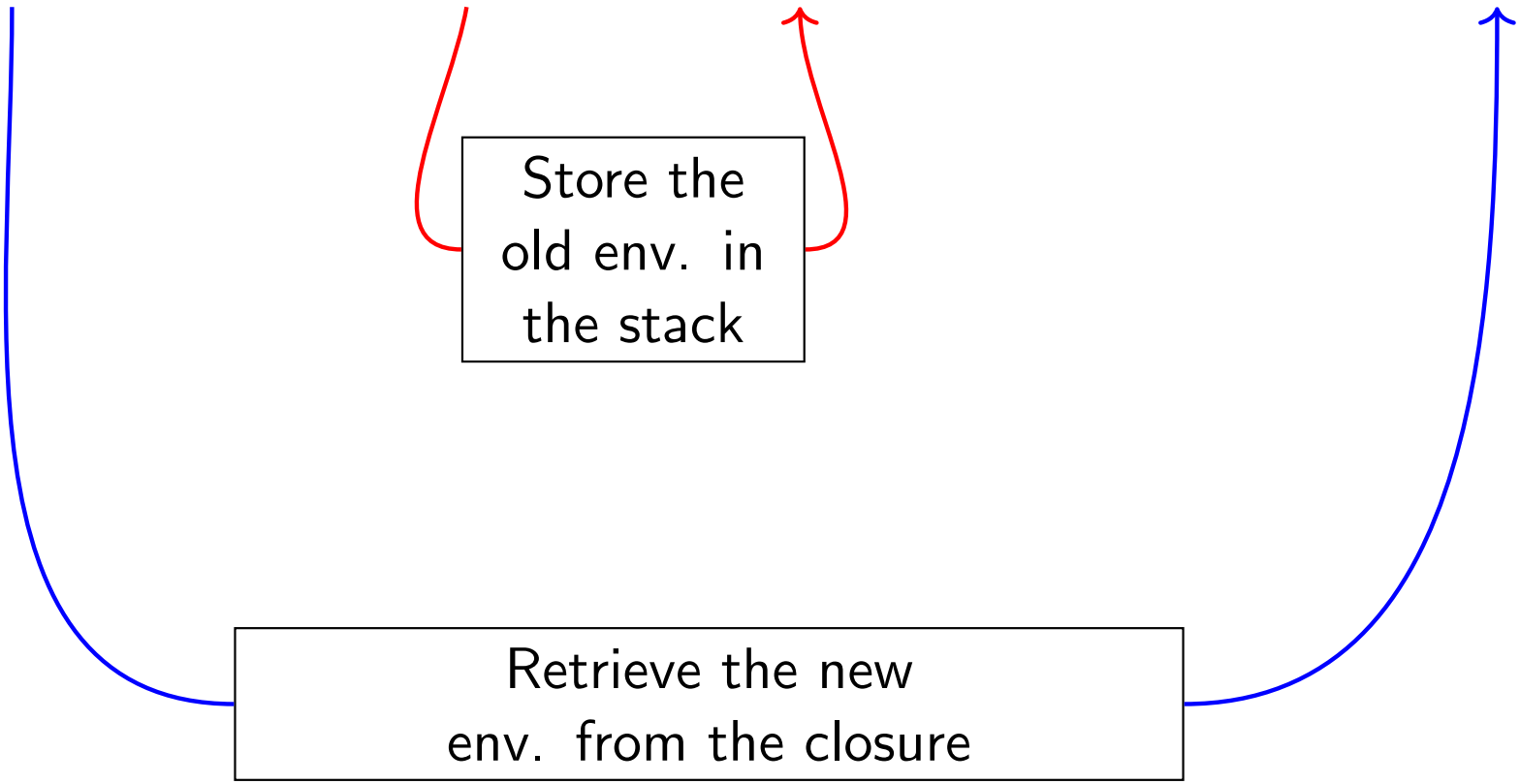
The function value $\langle\langle f.y.\ x + y \rangle\rangle$, when it is applied, does not "remember" that $x = 3$.

Solution: Store the environment inside the function value!

$$\frac{}{s \mid \eta \succ (\texttt{Recfun}\ (f.x.\ e)) \mapsto_E s \mid \eta \prec \langle\langle \eta,\ f.x.\ e \rangle\rangle}$$

This type of function value is called a *closure*.

$$(\texttt{Apply}\ \langle\!\langle \eta', f.x.\ e \rangle\!\rangle\ \square) \triangleright s \mid \eta \prec v \mapsto_E \eta \triangleright s \mid (x = v, f = \langle\!\langle f.x.\ e \rangle\!\rangle, \eta') \succ e$$



$$\circ \mid \bullet \succ (\mathtt{Ap}\ (\mathtt{Ap}\ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))\ (\mathtt{N}\ 3))\ (\mathtt{N}\ 4))$$

$$(\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{Ap}\ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))\ (\mathtt{N}\ 3))$$

$$(\mathtt{Ap}\ \square\ (\mathtt{N}\ 3)) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{Fun}\ (f.x.\ (\mathtt{Fun}\ (g.y.\ x))))$$

$$(\mathtt{Ap}\ \square\ (\mathtt{N}\ 3)) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec \langle\!\langle \bullet, f.x.\ (\mathtt{Fun}\ (g.y.\ x)) \rangle\!\rangle$$

$$(\mathtt{Ap}\ \langle\!\langle \bullet, f \cdots \rangle\!\rangle\ \square) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \succ (\mathtt{N}\ 3)$$

$$(\mathtt{Ap}\ \langle\!\langle \bullet, f \cdots \rangle\!\rangle\ \square) \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec 3$$

$$\bullet \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid x = 3, f = \langle\!\langle f \cdots \rangle\!\rangle, \bullet \succ (\mathtt{Fun}\ (g.y.\ x))$$

$$\bullet \triangleright (\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid x = 3, f = \langle\!\langle f \cdots \rangle\!\rangle, \bullet \prec \langle\!\langle (x = 3, f = \cdots, \bullet), g.y.\ x \rangle\!\rangle$$

$$(\mathtt{Ap}\ \square\ (\mathtt{N}\ 4)) \triangleright \circ \mid \bullet \prec \langle\!\langle (x = 3, f = \cdots, \bullet), g.y.\ x \rangle\!\rangle$$

$$(\mathtt{Ap}\ \langle\!\langle (x = 3, f = \cdots, \bullet), g.y.\ x \rangle\!\rangle\ \square) \triangleright \circ \mid \bullet \succ (\mathtt{N}\ 4)$$

$$(\mathtt{Ap}\ \langle\!\langle (x = 3, f = \cdots, \bullet), g.y.\ x \rangle\!\rangle\ \square) \triangleright \circ \mid \bullet \prec 4$$

$$\bullet \triangleright \circ \mid y = 4, g = \langle\!\langle g.y.\ x \rangle\!\rangle, x = 3, f = \cdots, \bullet \succ x$$

$$\bullet \triangleright \circ \mid y = 4, g = \langle\!\langle g.y.\ x \rangle\!\rangle, x = 3, f = \cdots, \bullet \prec 3$$

$$\circ \mid \bullet \prec 3$$

Refinement

- We already sketched a proof that each C-machine execution has a corresponding M-machine execution (refinement).
- This means any functional correctness (not security or cost) property we prove about all M-machine executions of a program apply just as well to any C-machine executions of the same program.
- Now we want to prove that each E-machine execution has a corresponding C-machine execution (and therefore an M-machine execution).

Ingredients for Refinement

Once again, we want an abstraction function $\mathcal{A}$ that converts E-machine states to C-machine states, such that:

- Each initial state in the E-machine is mapped to an initial state in the C-Machine.
- Each final state in the E-machine is mapped to a final state in the C-Machine.
- For each E-machine transition, either there is a corresponding C-Machine transition, or the two E-machine states map to the same C-machine state.

How to define $\mathcal{A}$?

- Our abstraction function $\mathcal{A}$ applies the environment η as a substitution to the current expression, and to the stack, starting at the left.
- If any environment is encountered in the stack, switch to substituting with that environment instead.
- E-Machine values are converted to C-Machine values merely by applying the environment inside closures as a substitution to the expression inside the closure.

With such a function definition, it is trivial to prove that each E-Machine transition has a corresponding transition in the C-Machine, as it is 1:1.

Except!

There is one rule which is not 1:1. Which one?

Semantics Refinement to Program Refinement

The C-Machine and M-machine on these slides have been presented in a very abstract way.

However these program transformations have taken us much closer to an implementation:

- The states (with □ gaps) of the C-Machine are the nodes of the control-flow graph of the program.
- The environments of our E-machine become concrete objects:
  - Stack frames
  - Closure objects (also called thunks)
- The next step is to adjust the program to make this semantics explicit.

And we've learned how to *prove* that our transformations are correct, whether we are adjusting the semantics or the program.

Most compilers do such program-to-program transformations of this kind, but there is no canonical set of them.

An Alternative: A Normalisation

Here is an alternative approach to the C-Machine construction.

First, put the program in A Normal form:

$$2 + (3 * (4 + x))$$

$$\Longrightarrow$$

$$\text{let } v_1 = 4 + x \text{ in let } v_2 = 3 + v_1 \text{ in } 2 + v_2$$

We can prove this transformation is correct, for instance by refinement.

- The need for fresh names $v_1, v_2, \ldots$ is a nuisance.

We can now simplify the use of $\square$ in our C-Machine. How?