## Full abstraction for multi-language systems ML plus linear types

#### Gabriel Scherer, Amal Ahmed, Max New

Northeastern University

August 18, 2016

## Multi-language systems

Languages of today tend to evolve into behemoths by piling features up: C++, Scala, GHC Haskell, OCaml...

Multi-language systems: several languages working together to cover the feature space. (simpler?)

Multi-language system **design** may include designing new languages for interoperation.

Full abstraction to understand graceful language interoperability.

### Full abstraction for multi-language systems

 $\llbracket\_\rrbracket: S \rightarrow T$  fully abstract:

$$a \approx^{ctx} b \implies \llbracket a \rrbracket \approx^{ctx} \llbracket b \rrbracket$$

Full abstraction preserves (equational) reasoning.

#### Full abstraction for multi-language systems

 $\llbracket\_\rrbracket: S \to T$  fully abstract:

$$a \approx^{ctx} b \implies \llbracket a \rrbracket \approx^{ctx} \llbracket b \rrbracket$$

Full abstraction preserves (equational) reasoning.



Mixed  $S_1, S_2$  programs preserve (equational) reasoning of their fragments.

#### Full abstraction for multi-language systems

 $\llbracket_{-}\rrbracket: S \rightarrow T$  fully abstract:

$$a \approx^{ctx} b \implies \llbracket a \rrbracket \approx^{ctx} \llbracket b \rrbracket$$

Full abstraction preserves (equational) reasoning.



Mixed  $S_1, S_2$  programs preserve (equational) reasoning of their fragments. Graceful multi-language semantics.

(or vice versa)

# Which languages?

ML sweet spot hard to beat,

but ML programmers yearn for language extensions.

ML plus:

- low-level memory, resource tracking, ownership
- effect system
- theorem proving

• . . .

In this talk: a first ongoing experiment on ML plus linear types.



$$\begin{array}{c} \displaystyle \frac{\Gamma_{1}\vdash e_{1}:\sigma_{1} \qquad \Gamma_{2}\vdash e_{2}:\sigma_{2}}{\Gamma_{1} \lor \Gamma_{2}\vdash \langle e_{1}, e_{2} \rangle:\sigma_{1}\otimes \sigma_{2}} \\ \\ \displaystyle \frac{\Gamma\vdash e:\sigma_{1}\otimes \sigma_{2} \qquad \Delta, x_{1}:\sigma_{1}, x_{2}:\sigma_{2}\vdash e':\sigma}{\Gamma \lor \Delta\vdash e(x_{1}, x_{2}) = e \mbox{ in } e':\sigma} \\ \\ \displaystyle \frac{\Gamma\vdash e:1 \qquad \Delta\vdash e':\sigma}{\Gamma \lor \Delta\vdash e; e':\sigma} \\ \\ \displaystyle \frac{\Gamma, x:\sigma\vdash e:\sigma'}{\Gamma\vdash \lambda(x:\sigma).e:\sigma\multimap\sigma'} \qquad \frac{\Gamma\vdash e:\sigma' \multimap \sigma \qquad \Delta\vdash e':\sigma'}{\Gamma \lor \Delta\vdash e e':\sigma} \\ \\ \displaystyle \frac{!\Gamma\vdash e:\sigma}{!\Gamma\vdash :!\sigma} \qquad \frac{\Gamma\vdash e:!\sigma}{\Gamma\vdash ::\sigma} \end{array}$$

Г

$$\frac{\Gamma_{1} \vdash \mathbf{e}_{1} : \sigma_{1} \qquad \Gamma_{2} \vdash \mathbf{e}_{2} : \sigma_{2}}{\Gamma_{1} \lor \Gamma_{2} \vdash \langle \mathbf{e}_{1}, \mathbf{e}_{2} \rangle : \sigma_{1} \otimes \sigma_{2}}$$

$$\frac{\Gamma \vdash \mathbf{e} : \sigma_{1} \otimes \sigma_{2} \qquad \Delta, \mathbf{x}_{1} : \sigma_{1}, \mathbf{x}_{2} : \sigma_{2} \vdash \mathbf{e}' : \sigma}{\Gamma \lor \Delta \vdash \operatorname{let} \langle \mathbf{x}_{1}, \mathbf{x}_{2} \rangle = \operatorname{ein} \mathbf{e}' : \sigma}$$

$$\frac{\Gamma \vdash \mathbf{e} : \mathbf{1} \qquad \Delta \vdash \mathbf{e}' : \sigma}{\Gamma \lor \Delta \vdash \mathbf{e}; \mathbf{e}' : \sigma}$$

$$\frac{\Gamma \vdash \mathbf{e} : \sigma}{\Gamma \lor \Delta \vdash \mathbf{e}; \mathbf{e}' : \sigma} \qquad \frac{\Gamma \vdash \mathbf{e} : \sigma \land \Delta \vdash \mathbf{e}' : \sigma'}{\Gamma \lor \Delta \vdash \mathbf{e}; \mathbf{e}' : \sigma}$$

$$\frac{\Gamma \vdash \mathbf{e} : \sigma}{\Gamma \lor \Delta \vdash \mathbf{e}; \mathbf{e}' : \sigma} \qquad \frac{\Gamma \vdash \mathbf{e} : \sigma}{\Gamma \lor \Delta \vdash \mathbf{e}; \mathbf{e}' : \sigma}$$

$$\begin{array}{c} \displaystyle \frac{\Gamma_{1}\vdash \mathbf{e}_{1}:\sigma_{1} \qquad \Gamma_{2}\vdash \mathbf{e}_{2}:\sigma_{2}}{\Gamma_{1}\bigtriangledown\Gamma_{2}\vdash\langle\mathbf{e}_{1},\mathbf{e}_{2}\rangle:\sigma_{1}\otimes\sigma_{2}} \\ \\ \displaystyle \frac{\Gamma\vdash \mathbf{e}:\sigma_{1}\otimes\sigma_{2} \qquad \Delta,\mathbf{x}_{1}:\sigma_{1},\mathbf{x}_{2}:\sigma_{2}\vdash\mathbf{e}':\sigma}{\Gamma\bigvee\Delta\vdash\mathsf{let}\langle\mathbf{x}_{1},\mathbf{x}_{2}\rangle=\mathsf{ein}\,\mathsf{e}':\sigma} \\ \\ \displaystyle \frac{\Gamma\vdash\mathbf{e}:\sigma}{\Gamma\bigvee\Delta\vdash\mathsf{e};\mathsf{e}':\sigma} \\ \\ \displaystyle \frac{\Gamma\vdash\mathbf{e}:\sigma}{\Gamma\bigvee\Delta\vdash\mathsf{e};\mathsf{e}':\sigma} \qquad \qquad \frac{\Gamma\vdash\mathbf{e}:\sigma}{\Gamma\bigvee\Delta\vdash\mathsf{e};\mathsf{e}':\sigma} \\ \\ \displaystyle \frac{!\Gamma\vdash\mathbf{e}:\sigma}{!\Gamma\vdash\mathsf{share}^{\sigma}\,\mathsf{e}:!\sigma} \qquad \qquad \frac{\Gamma\vdash\mathsf{e}:!\sigma}{\Gamma\vdash\mathsf{copy}^{\sigma}\,\mathsf{e}:\sigma} \end{array}$$

### Applications

Protocol with resource handling requirements.

"This file descriptor must be closed"

Typestate.

Linear types: linear locations

Box 1  $\sigma$ : full cell

**Box 0**  $\sigma$ : empty cell



#### Applications

In-place reuse of memory cells.

#### List reversal

```
type LList a = \mu t. 1 \oplus Box 1 (a \otimes t)
pattern Nil = inl ()
pattern Cons I x xs = inr (box (I, (x, xs)))
```

(\* use reverse internally \*)

```
(* on the ML side *)

type List a = \mu t. 1 + (a \times t)

let reverse list = UL(share (reverse (copy (LU(list )))))
```

The ML language can be compiled into a linear language.

The ML language can be compiled into a linear language.

$$\mathcal{LU}(\sigma) \stackrel{\text{def}}{=} ! \lfloor \sigma \rfloor \qquad \begin{array}{c} \lfloor \sigma_1 \times \sigma_2 \rfloor & \stackrel{\text{def}}{=} & \text{Box } \mathbf{1} \left( \lfloor \sigma_1 \rfloor \otimes \lfloor \sigma_2 \rfloor \right) \\ 1 \rfloor & \stackrel{\text{def}}{=} & \mathbf{1} \\ \sigma_1 \to \sigma_2 \rfloor & \stackrel{\text{def}}{=} & \mathcal{LU}(\sigma_1) \multimap \mathcal{LU}(\sigma_2) \end{array}$$

This gives a direct multi-language semantics.

The ML language can be compiled into a linear language.

$$\mathcal{LU}\left(\sigma\right) \stackrel{\text{def}}{=} \left| \left\lfloor \sigma \right\rfloor \right|$$

$$\left| \begin{array}{c} \left\lfloor \sigma_{1} \times \sigma_{2} \right\rfloor & \stackrel{\text{def}}{=} & \textbf{Box 1}\left( \left\lfloor \sigma_{1} \right\rfloor \otimes \left\lfloor \sigma_{2} \right\rfloor \right) \\ \left\lfloor 1 \right\rfloor & \stackrel{\text{def}}{=} & 1 \\ \left\lfloor \sigma_{1} \rightarrow \sigma_{2} \right\rfloor & \stackrel{\text{def}}{=} & \mathcal{LU}\left( \sigma_{1} \right) \multimap \mathcal{LU}\left( \sigma_{2} \right) \end{array} \right)$$

This gives a direct multi-language semantics.

Full abstraction by pure interpretation of the linear language in ML.

The ML language can be compiled into a linear language.

$$\mathcal{LU}(\sigma) \stackrel{\text{def}}{=} \boldsymbol{!}\lfloor\sigma \rfloor \qquad \begin{bmatrix} \sigma_1 \times \sigma_2 \end{bmatrix} \stackrel{\text{def}}{=} \begin{array}{c} \operatorname{Box} \mathbf{1} \left( \lfloor \sigma_1 \rfloor \otimes \lfloor \sigma_2 \rfloor \right) \\ \begin{bmatrix} 1 \end{bmatrix} & \stackrel{\text{def}}{=} \mathbf{1} \\ \begin{bmatrix} \sigma_1 \to \sigma_2 \end{bmatrix} \stackrel{\text{def}}{=} \mathcal{LU}(\sigma_1) \stackrel{}{\to} \mathcal{LU}(\sigma_2) \end{array}$$

This gives a direct multi-language semantics. Full abstraction by pure interpretation of the linear language in ML.

$$\begin{bmatrix} !\sigma \end{bmatrix} \quad \stackrel{\text{def}}{=} \quad \begin{bmatrix} \sigma \end{bmatrix}$$
$$\begin{bmatrix} \text{Box } 1 \ \sigma \end{bmatrix} \quad \stackrel{\text{def}}{=} \quad \begin{bmatrix} \sigma \end{bmatrix}$$
$$\begin{bmatrix} \text{Box } 0 \ \sigma \end{bmatrix} \quad \stackrel{\text{def}}{=} \quad 1$$
$$\begin{bmatrix} \sigma_1 \otimes \sigma_2 \end{bmatrix} \quad \stackrel{\text{def}}{=} \quad \begin{bmatrix} \sigma_1 \end{bmatrix} \times \begin{bmatrix} \sigma_2 \end{bmatrix}$$

(Cogent)

## Going further

Polymorphism not formalized yet.

Implementation?