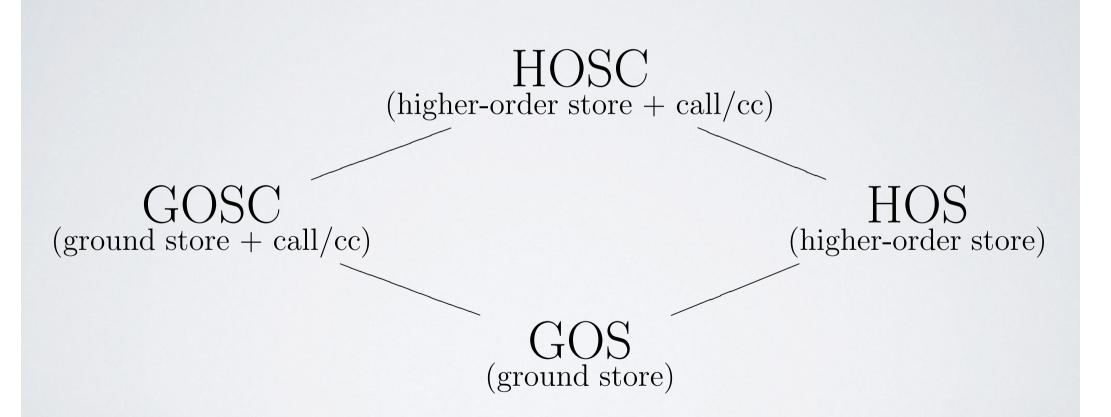
COMPOSITIONAL RELATIONAL REASONING VIA OPERATIONAL GAME SEMANTICS

Guilhem Jaber NANTES Andrzej Murawski OXFORD

HIGHER-ORDER CALL-BY-VALUE LANGUAGES WITH STATE



CONTEXTUAL EQUIVALENCE

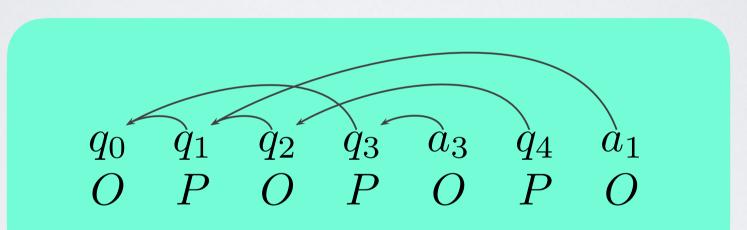
$\mathbf{x} \in \{HOSC, GOSC, HOS, GOS\}$

 $M_1 \cong^{\mathbf{x}} M_2$

 M_1, M_2 cannot be distinguished by x-contexts.

GAME SEMANTICS

 Interaction modelled as an exchange of moves between two players (O-context, P-term)



 Constraints on contexts can be expressed as restrictions on the shape of play for O-moves. **Results from the 1990s**: Abramsky, Jagadeesan, Malacaria, Hyland, Ong, Laird, Honda, McCusker

GOSC

(O-visibility)

(O-visibility and O-bracketing)

HOSC

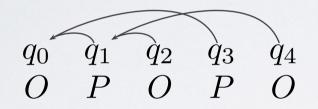
(unrestricted)

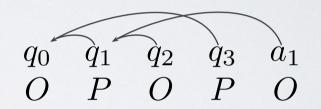
HOS

(O-bracketing)

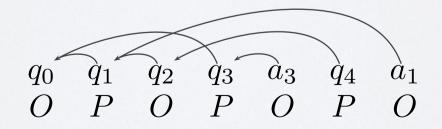
CONSTRAINTS ON O-PLAY

O-visibility (violation)





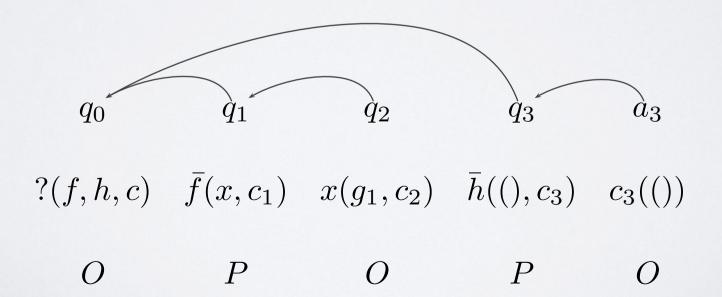
O-bracketing (violation)



LTS-BASED ACCOUNT

Theorem (Jaber, M. (ESOP'21)). Let $\mathbf{Tr}_{\mathbf{x}}(M)$ be the set of traces generated by M in $\mathcal{L}_{\mathbf{x}}$, where $\mathbf{x} \in \{\text{HOSC}, \text{GOSC}, \text{HOS}, \text{GOS}\}$.

 $M_1 \cong^{\mathbf{x}} M_2$ if and only if $\mathbf{Tr}_{\mathbf{x}}(M_1) = \mathbf{Tr}_{\mathbf{x}}(M_2)$.



LTS

$$\begin{array}{ll} (P\tau) & \langle M,c,\gamma,\phi,h,H_F,H_C \rangle & \xrightarrow{\tau} & \langle N,c',\gamma,\phi,h',H_F,H_C \rangle \\ & \text{when } (M,c,h) \to (N,c',h') \\ (PA) & \langle V,c,\gamma,\phi,h,H_F,H_C \rangle & \xrightarrow{\bar{c}(A)} & \langle \gamma \cdot \gamma',\phi \uplus \nu(A),h,H_F,H_C,F_{PA}^{\mathbf{x}} \uplus \nu(A),C_{PA}^{\mathbf{x}} \rangle \\ & \text{when } c:\sigma, (A,\gamma') \in \mathbf{AVal}_{\sigma}(V) \\ (PQ) & \langle K[fV],c,\gamma,\phi,h,H_F,H_C \rangle \xrightarrow{\bar{f}(A,c')} & \langle \gamma \cdot \gamma' \cdot [c' \mapsto (K,c)], \phi \uplus \phi',h,H_F,H_C,F_{PQ}^{\mathbf{x}} \uplus \nu(A),C_{PQ}^{\mathbf{x}} \uplus \{c'\}) \rangle \\ & \text{when } f:\sigma \to \sigma', (A,\gamma') \in \mathbf{AVal}_{\sigma}(V), c':\sigma' \text{ and } \phi' = \nu(A) \uplus \{c'\} \\ (OA) & \langle \gamma,\phi,h,H_F,H_C,Fn,Cn \rangle & \xrightarrow{c(A)} & \langle K[A],c',\gamma,\phi \uplus \nu(A),h,H_F \cdot [\nu(A) \mapsto Fn],H_C \cdot [\nu(A) \mapsto Cn] \rangle \\ & \text{when } c \in Cn, c:\sigma, A:\sigma, \gamma(c) = (K,c') \\ (OQ) & \langle \gamma,\phi,h,H_F,H_C,Fn,Cn \rangle & \xrightarrow{f(A,c)} & \langle VA,c,\gamma,\phi \uplus \phi',h,H_F \cdot [\phi' \mapsto Fn],H_C \cdot [\phi' \mapsto Cn] \rangle \\ & \text{when } f \in Fn, f:\sigma \to \sigma', A:\sigma, c:\sigma', \gamma(f) = V \text{ and } \phi' = \nu(A) \uplus \{c\} \end{array}$$

LTS INSTANTIATION

\mathbf{x}	$F_{PA}^{\mathbf{x}}$	$C_{PA}^{\mathbf{x}}$	$F_{PQ}^{\mathbf{x}}$	$C_{PQ}^{\mathbf{x}}$
HOSC	ϕ_{PF}	ϕ_{PC}	ϕ_{PF}	ϕ_{PC}
GOSC	$H_F(c)$	$H_C(c)$	$H_F(f)$	$H_C(f)$
HOS	ϕ_{PF}	$H_C(c)$	ϕ_{PF}	Ø
GOS	$H_F(c)$	$H_C(c)$	$H_F(f)$	Ø

TOWARDS KRIPKE NORMAL-FORM BISIMULATIONS

- The LTS can be used off the shelf prove equivalences via trace equivalence and bisimilarity.
- To achieve robustness, we will employ a combination of Kripke-style reasoning about heap invariants (Pitts, Stark, Ahmed, Dreyer, Rossberg, Neis, Birkedal) and normal-form/ open bisimulations (Sangiorgi, Stovring, Lassen, Levy, ...).
- Uniform treatment of all four languages.

WORLD TRANSITION SYSTEMS

Definition. A world transition system (WTS) \mathcal{A} is a triple (Worlds, $\sqsubseteq_{OQ}, \sqsubseteq_{OA}, \mathcal{I}$), where Worlds is a set of states (worlds), \sqsubseteq_{OQ} , \sqsubseteq_{OA} are binary reflexive relations on Worlds, and \mathcal{I} : Worlds $\rightarrow \mathcal{P}(\text{Heap} \times \text{Heap})$ is the invariant assignment that associates a set of pairs of heaps to any world.

Two accessibility relations

- $w \sqsubseteq_{OQ} w'$: functions available to O in w are available in w'
- $w \sqsubseteq_{\mathsf{OA}} w'$: continuations available to O in w are available in w'

$\mathcal{A}\text{-KNFB}: (\mathcal{V}_{\mathcal{A}}^{\mathbf{x}}, \, \mathcal{K}_{\mathcal{A}}^{\mathbf{x}}, \, \mathcal{E}_{\mathcal{A}}^{\mathbf{x}})$

• $(V_1, V_2, w, \mathcal{H}) \in \mathcal{V}_{\mathcal{A}}^{\mathbf{x}}$

 $\forall w' \sqsupseteq_{\mathsf{OQ}}^* w. \ \forall A, c \text{ (fresh). } (V_1A, c, V_2A, c, w', \mathcal{H}[\nu(A), c \mapsto w']) \in \mathcal{E}_{\mathcal{A}}^{\mathbf{x}}$

- $(K_1, c_1, K_2, c_2, w, \mathcal{H}) \in \mathcal{K}^{\mathbf{x}}_{\mathcal{A}}$ $\forall w' \sqsupseteq^*_{\mathsf{OA}} w. \ \forall A \ (\text{fresh}). \ (K_1[A], c_1, K_2[A], c_2, w', \mathcal{H}[\nu(A) \mapsto w']) \in \mathcal{E}^{\mathbf{x}}_{\mathcal{A}}$
- $(M_1, c_1, M_2, c_2, w, \mathcal{H}) \in \mathcal{E}^{\mathbf{x}}_{\mathcal{A}}$

 $\forall (h_1, h_2) \in \mathcal{I}(w). \ P_{Div} \lor P_{PA} \lor P_{PQ}$

 $\mathcal{E}_{\Delta}^{\mathbf{x}}$

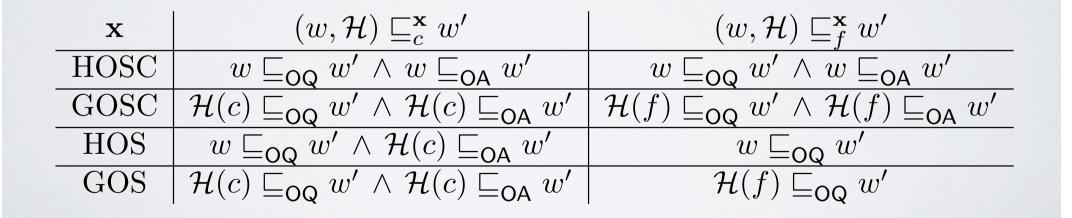
$$P_{Div} \triangleq (M_1, c_1, h_1) \Uparrow \land (M_2, c_2, h_2) \Uparrow$$

 $P_{PA} \triangleq \exists V_1, V_2, c, h'_1, h'_2, w'.$ $(M_1, c_1, h_1) \rightarrow^* (V_1, c, h'_1) \land (M_2, c_2, h_2) \rightarrow^* (V_2, c, h'_2) \land$ $(h'_1, h'_2) \in \mathcal{I}(w') \land (V_1, V_2, w', \mathcal{H}) \in \mathcal{V}_{\mathcal{A}}^{\mathbf{x}} \land$ $(w, \mathcal{H}) \sqsubseteq_c^{\mathbf{x}} w'$

 $P_{PQ} \triangleq \exists K_1, V_1, K_2, V_2, c'_1, c'_2, f, w'. \\ (M_1, c_1, h_1) \to^* (K_1[fV_1], c'_1, h'_1) \land (M_2, c_2, h_2) \to^* (K_2[fV_2], c'_2, h'_2) \land \\ (h'_1, h'_2) \in \mathcal{I}(w') \land (V_1, V_2, w', \mathcal{H}) \in \mathcal{V}_{\mathcal{A}}^{\mathbf{x}} \land (K_1, c'_1, K_2, c'_2, w', \mathcal{H}) \in \mathcal{K}_{\mathcal{A}}^{\mathbf{x}} \land \\ (w, \mathcal{H}) \sqsubseteq_f^{\mathbf{x}} w'$

 $\sqsubseteq_c^{\mathbf{x}}$ and $\sqsubseteq_f^{\mathbf{x}}$

x	$F_{PA}^{\mathbf{x}}$	$C_{PA}^{\mathbf{x}}$	$F_{PQ}^{\mathbf{x}}$	$C_{PQ}^{\mathbf{x}}$
HOSC	ϕ_{PF}	ϕ_{PC}	ϕ_{PF}	ϕ_{PC}
GOSC	$H_F(c)$	$H_C(c)$	$H_F(f)$	$H_C(f)$
HOS	ϕ_{PF}	$H_C(c)$	ϕ_{PF}	Ø
GOS	$H_F(c)$	$H_C(c)$	$H_F(f)$	Ø



FULL ABSTRACTION

Theorem (Jaber, M. (LICS'21)). Let $\mathbf{x} \in \{HOSC, GOSC, HOS, GOS\}$.

 $M_1 \cong^{\mathbf{x}} M_2$

if and only if there exists a WTS \mathcal{A} , initial world w_0 such that $(\emptyset, \emptyset) \in \mathcal{I}(w_0)$ and

 $(M_1, c, M_2, c, w_0, [c \mapsto w_0]) \in \mathcal{E}^{\mathbf{x}}_{\mathcal{A}}.$

Comparison with **Kripke logical relations**: Dreyer, Neis, Birkedal (ICFP'10, JFP 2012)

game semantics Kripke logical relations Kripke nf-bisimulations $\begin{array}{c|c} GOSC \\ O\text{-visibility} \\ backtracking \\ \mathcal{H}(n) \sqsubseteq_{\mathsf{OQ}} w' \\ \mathcal{H}(n) \sqsubseteq_{\mathsf{OA}} w' \end{array}$

HOS O-bracketing private vs public

 $w \sqsubseteq_{\mathsf{OQ}} w' \\ \mathcal{H}(c) \sqsubseteq_{\mathsf{OA}} w'$ (Q vs A)

SUMMARY

- Relational techniques derived from game models in a uniform fashion
- Soundness and completeness (without biorthogonal closure)
- Abstraction, compositionality, direct style, lightweight quantification
- Scope for automation and generalisation