

A Sound and Complete Logic for Algebraic Effects

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Question

Programming Language

- ▶ Higher-order functions
- ▶ Algebraic effects
[Plotkin & Power]
- ▶ Recursive functions
- ▶ Continuation passing (CPS)

program

Logic

$M \models \phi$

formula

=
program property

Contextual
Equivalence

Main
Theorem



Logical Equivalence

$$\forall \phi. M \models \phi \iff N \models \phi.$$

[Matache & Staton, FoSSaCS'19]

Motivation: [Simpson & Voorneveld, ESOP'18].

Question

program

Logic

$M \models \phi$

formula
program = property

Example

ϕ could be a Hoare logic assertion:

$$[S[l_0 := n]](-)[S[l_0 := n, l_1 := n + 1]]$$

But we have higher-order functions so instead

$$\phi = \left(() \mapsto [S[l_0 := n, l_1 := n + 1] \downarrow] \right) \mapsto [S[l_0 := n] \downarrow]$$

Outline

- 1 Introduction: Program Equivalence and CPS
- 2 Programming Calculus
- 3 Logic
- 4 Main Theorem

Program equivalence

Establishes when two programs have the same behaviour.

- | Higher-order functions make it hard.
- Effects make it hard.

Example

$or(x, y)$ = nondeterministically choose x or y

Want:

$$1 \text{ --- } or \begin{cases} 1 \\ 2 \end{cases} \text{ --- } 3 \quad = \quad 1 \text{ --- } or \begin{cases} 2 \\ 1 \end{cases} \text{ --- } 3$$

$$4 \text{ --- } or \begin{cases} 4 \\ 5 \end{cases} \text{ --- } 5 \quad = \quad 5 \text{ --- } or \begin{cases} 5 \\ 4 \end{cases} \text{ --- } 4$$

$$6 \quad = \quad 6 \text{ --- } or \begin{cases} 6 \\ 6 \end{cases} \text{ --- } 6$$

Contextual equivalence

$M \equiv_{\text{ctx}} N$ iff M and N are *observably* the same

Let: \mathfrak{P} = set of observations

$M \equiv_{\text{ctx}} N$ iff $\forall C. \forall P \in \mathfrak{P}. C[M] \in P \iff C[N] \in P$

Example

For untyped λ -calculus P = termination
and with nondeterminism: \diamond = may terminate,
 \square = must terminate

Behavioural Logic

program

Logic

$M \models \phi$

formula
program = property

\models describes the behaviour of programs

Example

$or(or(1, 2), 3) \models \diamond\{3\}$ may return 3

$\models \square\{1, 2, 3\}$

always returns one of $\{1, 2, 3\}$

Behavioural Logic

program

Logic

$M \models \phi$

formula
program = property

\models describes the behaviour of programs

Logical Equivalence

$$M \equiv_{\log} N \quad \text{iff} \quad \forall \phi. M \models \phi \iff N \models \phi.$$

Want: $(\equiv_{\log}) = (\equiv_{\text{ctx}})$

Continuation-Passing Style (CPS)

Type $A \rightarrow B$ becomes $A \rightarrow (B \rightarrow R) \rightarrow R$

R = fixed return type

Example

$\text{add-cps} = \lambda(n:\text{nat}, m:\text{nat}, k:\text{nat} \rightarrow R). k (n + m)$
 $: (\text{nat}, \text{nat}, \text{nat} \rightarrow R) \rightarrow R$



Outline

- 1 Introduction: Program Equivalence and CPS
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ECPS Calculus

- ▶ Types: $A, A_i := (A_1, \dots, A_n) \rightarrow R \mid \text{nat}$ ($n \geq 0$)
- ▶ Values vs. computations

$$\frac{\Gamma, \overrightarrow{x:A} \vdash^c t : R}{\Gamma \vdash^v \lambda(\overrightarrow{x:A}).t : (\overrightarrow{A}) \rightarrow R}$$

$$\frac{\Gamma \vdash^v v : (\overrightarrow{A}) \rightarrow R \quad (\Gamma \vdash^v w_i : A_i)_i}{\Gamma \vdash^c v(\overrightarrow{w}) : R}$$

ECPS Calculus

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- ▶ Effect operations.

$$\sigma \in \Sigma \quad (\Gamma \vdash_{\Sigma}^v v_i : \text{nat})_i \quad (\Gamma \vdash_{\Sigma}^v k_j : (\text{nat}, \dots, \text{nat}) \rightarrow R)_j$$

$$\Gamma \vdash_{\Sigma}^c \sigma(\overrightarrow{v_i}, \overrightarrow{k_j}) : R$$

ECPS Calculus

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- ▶ Effect operations.

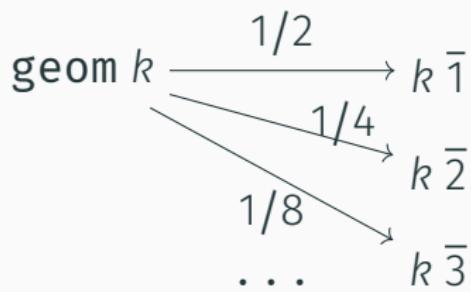
$$\sigma \in \Sigma \quad (\Gamma \vdash_{\Sigma}^v v_i : \text{nat})_i \quad (\Gamma \vdash_{\Sigma}^v k_j : (\text{nat}, \dots, \text{nat}) \rightarrow R)_j$$

$$\Gamma \vdash_{\Sigma}^c \sigma(\overrightarrow{v_i}, \overrightarrow{k_j}) : R$$

- ▶ Recursion

Examples of Effect Signatures

Probability: $p\text{-or} : ((\rightarrow \mathbf{R}, (\rightarrow \mathbf{R}) \rightarrow \mathbf{R}) \rightarrow \mathbf{R}$ like $\oplus : \mathbf{R} \times \mathbf{R} \rightarrow \mathbf{R}$



► `geom` computes the geometric distribution: it passes \bar{n} to the continuation k with probability $\frac{1}{2^n}$.

`geom` = $\lambda k:\mathbf{nat} \rightarrow \mathbf{R}$.

```
(rec f.  $\lambda(n:\mathbf{nat}, k':\mathbf{nat} \rightarrow \mathbf{R})$ .  
     $p\text{-or}(\lambda().k' n, \lambda().f(\text{succ}(n), k'))$   
 ) (\bar{1}, k).
```

Examples of Effect Signatures

Success: $\Sigma = \{\downarrow : () \rightarrow R\}$

Abstract syntax tree

```
test_zero = λy:nat
           |
           case y of
             /   \
             zero  succ(x)
             |       |
             ↓ ()    loop
```

Computation tree

$\llbracket - \rrbracket : (\vdash_{\Sigma} R) \longrightarrow Trees_{\Sigma}$

[Plotkin and Power, FoSSaCS'01]
[Johann et al. LICS'10]

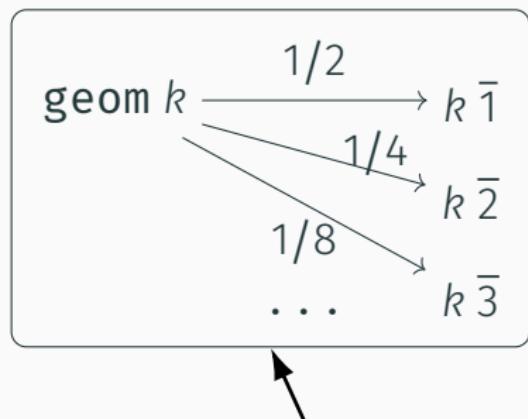
$\llbracket test_zero \bar{0} \rrbracket = \downarrow$
 $\llbracket test_zero \bar{1} \rrbracket = \perp$

- ▶ `test_zero`: continuation that succeeds only on input $\bar{0}$.

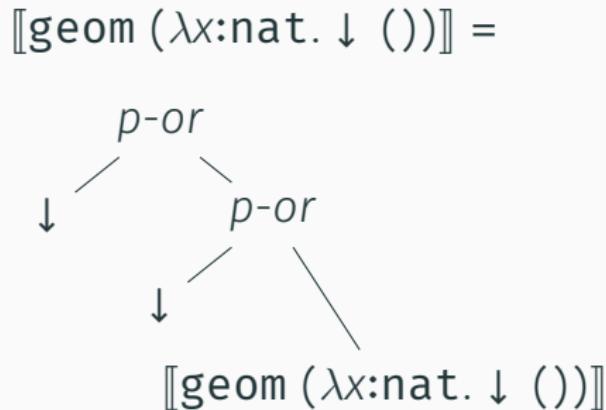
Examples of Effect Signatures

Probability: $\Sigma = \{p\text{-or} : ((\rightarrow R, (\rightarrow R) \rightarrow R, \downarrow : (\rightarrow R)\}$

Computation tree



geometric distribution



Examples of Effect Signatures

Nondeterminism: $\Sigma = \{\text{or} : ((\rightarrow R, (\rightarrow R)) \rightarrow R, \downarrow : (\rightarrow R)$

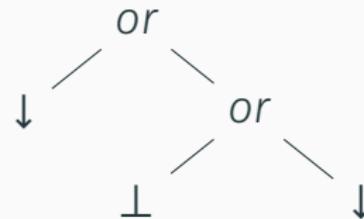
Abstract syntax tree

`three_or_four k`



Computation tree

$\llbracket \text{three_or_four } (\lambda x:\text{nat}. \text{if } x = 4 \text{ then } \downarrow \text{ else } \text{loop}) \rrbracket =$



- ▶ `three_or_four` returns either $\bar{3}$ or $\bar{4}$ to continuation.

Examples of Effect Signatures

Global Store:

$$\Sigma = \{lookup_l : (\text{nat} \rightarrow R) \rightarrow R, update_l : (\text{nat}, () \rightarrow R) \rightarrow R \mid l \in \mathbb{L}\}$$
$$\cup \{\downarrow : () \rightarrow R\}$$

Abstract syntax tree

```
suc_update =
  λ(x:nat, k:()→R)
    |
    updatel1
    /   \
  succ(x)   k
```

Computation tree

```
[[suc_update
  (0, λ().lookupl1(test_zero))]] =
  updatel1, 1
  |
  lookupl1
  /   \
  ↓   ⊥   ⊥   ...
```

- **suc_update:** write successor of the input to location l_1 .

Other examples: I/O.

Observations

Observation $P = \text{Set of trees}$

- ▶ $\Sigma = \text{Success: } \Downarrow = \{\Downarrow\}$
- ▶ $\Sigma = \text{Probability: for } q \in \mathbb{Q}, 0 \leq q < 1$
 $P_{>q} = \{\text{trees that succeed with probability } > q\}$
- ▶ $\Sigma = \text{Nondeterminism:}$
 - $\Diamond = \{\text{trees with at least one } \Downarrow \text{ leaf}\}$
 - $\Box = \{\text{trees of finite height with only } \Downarrow \text{ leaves}\}$
- ▶ $\Sigma = \text{Global store: } S \in \mathbb{L} \longrightarrow \mathbb{N}$
 $[S\Downarrow] = \{\text{trees that succeed when started in state } S\}$

Observations

Observation P = Set of trees

- Σ = Success: $\Downarrow = \{\Downarrow\}$

$[\![\text{test_zero}\bar{0}]\!] = \downarrow \in \Downarrow$

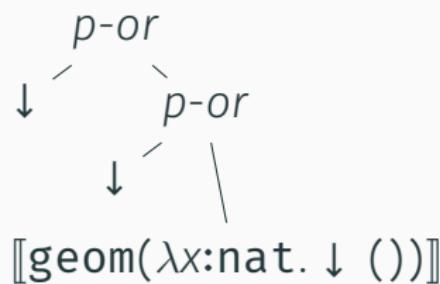
Observations

Observation $P = \text{Set of trees}$

► $\Sigma = \text{Probability:}$

$P_{>q} = \{\text{trees that succeed with probability } > q\},$
 $q \in \mathbb{Q}, 0 \leq q < 1$

$\llbracket \text{geom} (\lambda x:\text{nat}. \downarrow ()) \rrbracket =$



$\in P_{>0.9}$

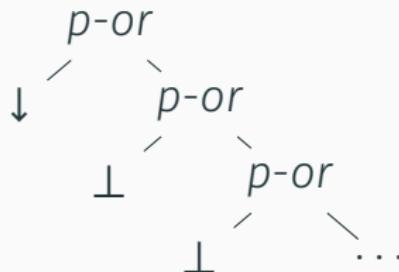
Observations

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$P_{>q} = \{\text{trees that succeed with probability } > q\},$
 $q \in \mathbb{Q}, 0 \leq q < 1$

```
[[geom (\lambda x:nat. if x = 1  
then ↓ () else loop)]] =
```



$\notin P_{>0.5}$

Observations

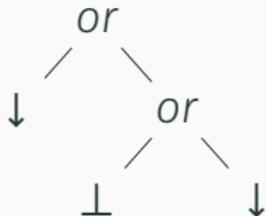
Observation $P = \text{Set of trees}$

► $\Sigma = \text{Nondeterminism:}$

$\diamond = \{\text{trees with at least one } \downarrow \text{ leaf}\}$

$\square = \{\text{trees of finite height with only } \downarrow \text{ leaves}\}$

```
[[three_or_four ( $\lambda x:\text{nat}.$   
if  $x = 4$  then  $\downarrow$  else loop)]] =
```



$\in \diamond$
 $\notin \square$

Observations

Observation $P = \text{Set of trees}$

- $\Sigma = \text{Global store: } S \in \mathbb{L} \longrightarrow \mathbb{N}$
 $[S\downarrow] = \{\text{trees that succeed when started in state } S\}$

`[[suc_update`

`(0, λ().lookupl1(test_zero))]] =`

$update_{l_1, \bar{l}}$

|

$lookup_{l_1}$



$\notin [S\{l_1 := 0\}\downarrow]$

Summary

2 Programming Calculus

- Σ = signature of effect operations
- P = an observation = a set of trees
- \mathfrak{P} = set of observations = set of sets of trees

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- 1 Introduction: Program Equivalence and CPS
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Logic

- ▶ Parametrized by Σ and \mathfrak{P} (set of observations).
- ▶ Value formulas

$$\phi ::= \{n\} \mid (\phi_1, \dots, \phi_n) \mapsto P \mid \phi_1 \vee \phi_2 \mid \phi_1 \wedge \phi_2 \mid \neg \phi$$

Each value formula has a type:

$$\frac{}{\{n\} : \text{nat}} n \in \mathbb{N} \quad \frac{\phi_1 : A_1 \dots \phi_n : A_n \quad P \in \mathfrak{P}}{(\phi_1, \dots, \phi_n) \mapsto P : (A_1, \dots, A_n) \rightarrow R}$$

- ▶ Computation formulas = Observations from \mathfrak{P}

Logic

- Value formulas:

$$\frac{}{\{n\} : \text{nat}} n \in \mathbb{N} \quad \frac{\phi_1 : A_1 \dots \phi_n : A_n \quad P \in \mathfrak{P}}{(\phi_1, \dots, \phi_n) \mapsto P : (A_1, \dots, A_n) \rightarrow R} \quad \vee, \wedge, \neg$$

- Computation formulas: $P \in \mathfrak{P}$

Examples of formulas

$$\phi_1 = (\{1\} \vee \{2\} \vee \{3\}) \mapsto \square : \text{nat} \rightarrow R$$

$$\phi_2 = \neg((\{1\}) \mapsto \diamond) \wedge \neg((\{2\}) \mapsto \square) : \text{nat} \rightarrow R$$

$$\begin{aligned} \phi_3 = & \left(() \mapsto [S[l_0 := n, l_1 := n + 1] \downarrow] \right) \mapsto [S[l_0 := n] \downarrow] \\ & : ((() \rightarrow R) \rightarrow R) \end{aligned}$$

Logic

- ▶ Value formulas:

$$\frac{}{\{n\} : \text{nat}} n \in \mathbb{N} \quad \frac{\phi_1 : A_1 \dots \phi_n : A_n \quad P \in \mathfrak{P}}{(\phi_1, \dots, \phi_n) \mapsto P : (A_1, \dots, A_n) \rightarrow R} \quad \vee, \wedge, \neg$$

- ▶ Computation formulas: $P \in \mathfrak{P}$

- ▶ Satisfaction:

$$v \models \{n\} \iff v = \bar{n}$$

$$v \models (\phi_1, \dots, \phi_n) \mapsto P \iff \text{for all } w_1, \dots, w_n \text{ such that} \\ \forall i. w_i \models \phi_i \text{ then } v(w_1, \dots, w_n) \models P$$

$$v \models \neg \phi \iff \text{it is false that } v \models \phi$$

$$t \models P \iff \llbracket t \rrbracket \in P.$$

...

Examples of Logical Satisfaction

given input $\bar{0}$, the function succeeds

$$\text{test_zero} \models \overbrace{\{0\} \mapsto \Downarrow}^{\text{: nat} \rightarrow \mathbb{R}}$$

$$\Downarrow = \{\Downarrow\}$$

continuation that tests whether the input is $\bar{0}$

Examples of Logical Satisfaction

geometric distribution


$$\text{geom} \models \left((\vee_{n \geq 1} \{n\}) \mapsto P_{>q} \right) \mapsto P_{>q/2}$$

: $(\text{nat} \rightarrow \mathbb{R}) \rightarrow \mathbb{R}$

- ▶ given a continuation that succeeds with probability $> q$ for all inputs $n > 1$, the function succeeds with probability $> \frac{q}{2}$.

Examples of Logical Satisfaction

chooses nondeterministically between $\bar{3}$ or $\bar{4}$

`three_or_four` \models

$$((\{3\} \mapsto \diamond) \mapsto \diamond) \wedge ((\{4\} \mapsto \diamond) \mapsto \diamond) \wedge$$

$$((\{3\} \mapsto \square \wedge \{4\} \mapsto \square) \mapsto \square)$$

$$: (\text{nat} \rightarrow \mathbb{R}) \rightarrow \mathbb{R}$$

- ▶ Function may pass to the continuation only $\bar{3}$ or $\bar{4}$.

Examples of Logical Satisfaction

writes $n + 1$ to location l_1
suc_update \models

$\wedge_{S \in \text{State}} \wedge_{n \in \mathbb{N}}$

$$(\{n\}, \quad () \mapsto [S\{l_0 := n, l_1 := n + 1\} \downarrow])$$

$$\mapsto [S\{l_0 := n\} \downarrow]$$

: (nat, () \rightarrow R) \rightarrow R

- Given argument \bar{n} and a continuation that succeeds when started in state $[S\{l_0 := n, l_1 := n + 1\} \downarrow]$, the function succeeds when started in state $[S\{l_0 := n\} \downarrow]$.

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Main Theorem

\mathfrak{P} = set of sets of trees

Logical Equivalence

$$\forall \phi. M \models \phi \iff N \models \phi.$$

Contextual Equivalence

$$\forall C. \forall P \in \mathfrak{P}. \llbracket C[M] \rrbracket \in P \iff \llbracket C[N] \rrbracket \in P.$$

Main Theorem

\mathfrak{P} consistent
 \mathfrak{P} decomposable
 $P \in \mathfrak{P}$ Scott-open



Logical Equivalence
=
Contextual Equivalence

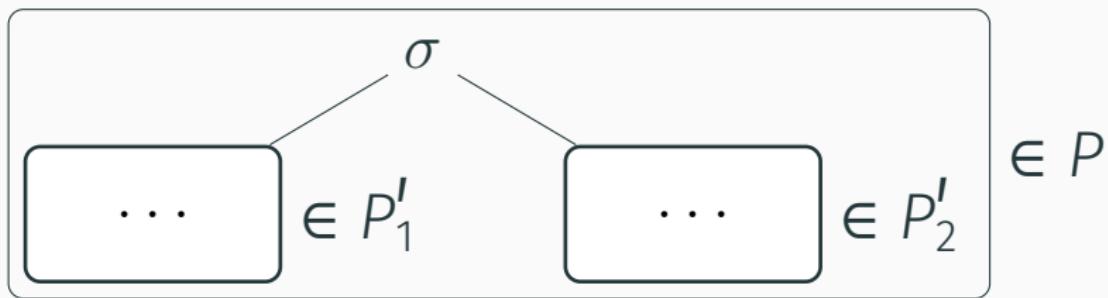
Decomposability

\mathfrak{P} is decomposable if for any $P \in \mathfrak{P}$, and for any $tr \in P$:

$$\forall \sigma \in \Sigma. (tr = \sigma \xrightarrow{\vec{v}} (tr')) \implies$$

$$\exists \vec{P}' \in \mathfrak{P} \cup \{Trees_\Sigma\}.$$

$$\vec{tr'} \in \vec{P}' \text{ and } \forall \vec{p}' \in \vec{P}'. \sigma \xrightarrow{\vec{v}} (\vec{p}') \in P).$$



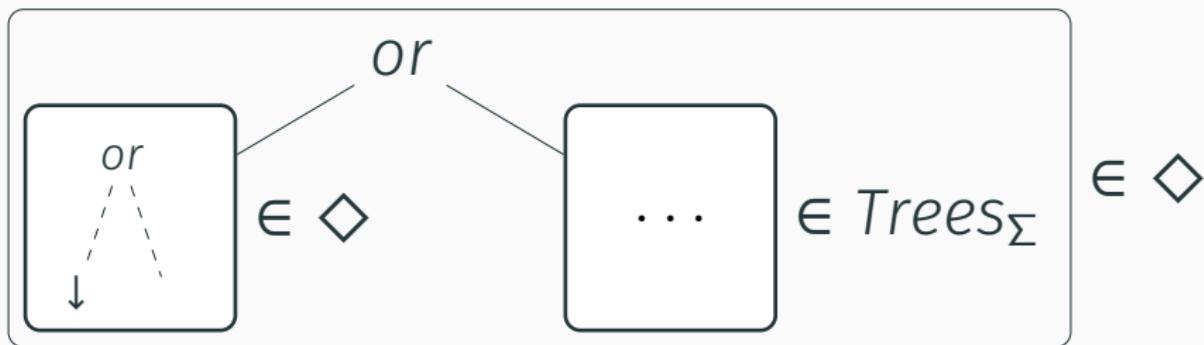
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Proof Sketch

1) Applicative bisimilarity compatible

by Howe's method [Howe, Inf. Comput.'96],
using Scott-openness and decomposability

$$\text{Logical Equivalence} \stackrel{\text{2)}}{=} \text{Applicative Bisimilarity} \stackrel{\text{3)}}{=} \text{Contextual Equivalence}$$

[Effectful Applicative Bisimilarity, Dal Lago et al. LICS'17]

Applicative Bisimilarity

Applicative simulation

A collection of relations $\mathcal{R}_A^{\mathfrak{b}} \subseteq (\vdash_{\Sigma} A)^2$ for each type A and $\mathcal{R}^c \subseteq (\vdash_{\Sigma} R)^2$ is an applicative \mathfrak{P} -simulation if:

- $v \mathcal{R}_{\text{nat}}^{\mathfrak{b}} w \implies v = w.$
- $s \mathcal{R}^c t \implies \forall P \in \mathfrak{P}. ([\![s]\!] \in P \implies [\![t]\!] \in P).$
- $v \mathcal{R}_{(\vec{A}) \rightarrow R}^{\mathfrak{b}} u \implies \forall (\vdash_{\Sigma} w_i : A_i)_i. v(\vec{w}) \mathcal{R}^c u(\vec{w}).$

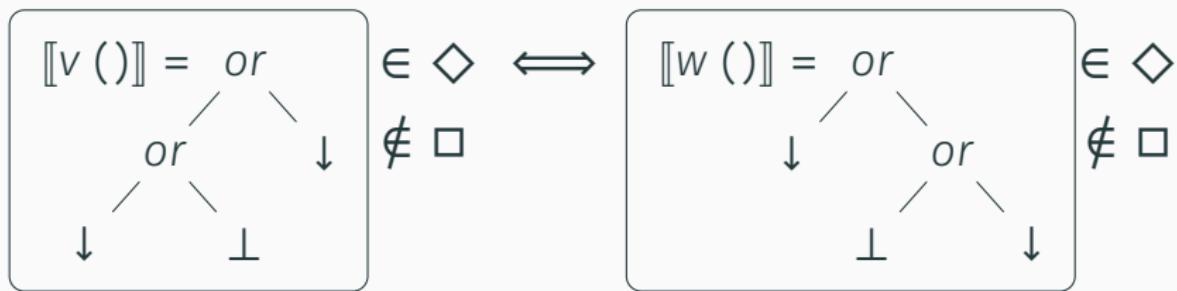
Applicative Bisimilarity

Is the greatest symmetric \mathfrak{P} -simulation.

Applicative Bisimilarity – Example

$$v = \lambda().\text{or}(\text{or}(\lambda().\downarrow, \text{loop}), \lambda().\downarrow) : () \rightarrow R$$
$$w = \lambda().\text{or}(\lambda().\downarrow, \text{or}(\text{loop}, \lambda().\downarrow))$$

Prove: v bisimilar to w



- ▶ Choose $\mathcal{R}_{() \rightarrow R}^b = \{(v, w), (w, v)\}$ and $\mathcal{R}^c = \{(v(), w()), (w(), v())\}$.
 \mathcal{R} is a bisimulation $\implies \mathcal{R}$ included in bisimilarity.

Proof Sketch

1) Applicative bisimilarity compatible

by Howe's method [Howe, Inf. Comput.'96],
using Scott-openness and decomposability

$$\text{Logical Equivalence} \underset{2)}{\equiv} \text{Applicative Bisimilarity} \underset{3)}{\equiv} \text{Contextual Equivalence}$$



via a simpler
equi-expressive logic,
using 1)

$$\frac{\vdash_{\Sigma} w_1 : A_1 \dots \vdash_{\Sigma} w_n : A_n \quad P \in \mathfrak{P}}{(w_1, \dots, w_n) \mapsto P : (A_1, \dots, A_n) \rightarrow R}$$

[Simpson and Voorneveld, ESOP'18]

Proof Sketch

1) Applicative bisimilarity compatible

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$$\text{Logical Equivalence} \underset{2)}{=} \text{Applicative Bisimilarity} \underset{3)}{=} \text{Contextual Equivalence}$$

using consistency,
Scott-openness and 1)
N.B. \supseteq interesting

Proof Sketch

Applicative simulation

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- ...
- $s \mathcal{R}^c t \implies \forall P \in \mathfrak{P}. ([\![s]\!] \in P \implies [\![t]\!] \in P).$
- ...

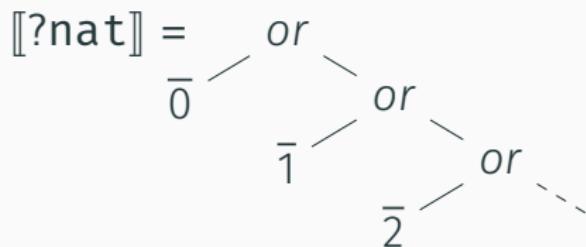
$$\text{Logical Equivalence} \stackrel{2)}{=} \text{Applicative Bisimilarity} \stackrel{3)}{=} \text{Contextual Equivalence}$$

Comparison with Previous Work

In [Simpson & Voorneveld, ESOP'18]:

$$\text{Logical Equivalence} = \text{Applicative Bisimilarity} \subset \text{Contextual Equivalence}$$

Example (in direct style)



$M = \text{return } \lambda().?nat$

$N = \text{let } y \Rightarrow ?nat \text{ in } (\text{return } \lambda().\text{min} (?nat, y))$

Comparison with Previous Work

In [Simpson & Voorneveld, ESOP'18]:

$$\text{Logical Equivalence} = \text{Applicative Bisimilarity} \subset \text{Contextual Equivalence}$$

Example (in direct style)

$M = \text{return } \lambda().?nat$

$N = \text{let } y \Rightarrow ?nat \text{ in } (\text{return } \lambda().\text{min}(?nat, y))$

$M \models \Phi = \Diamond((() \mapsto \wedge_{n \in \mathbb{N}} \Diamond \{n\}) \text{ but } N \not\models \Phi)$

$M \not\models_{log} N \text{ but } M \equiv_{ctx} N$

$[M]^{cps} \equiv_{log/ctx}^{cps} [N]^{cps}$

Summary

- ▶ ECPS calculus with
 - algebraic effects
 - recursive functions
- ▶ Effects: probability, global store, I/O, nondeterminism

Main Theorem

[Matache & Staton, FoSSaCS'19]

\mathfrak{P} consistent
 \mathfrak{P} decomposable
 $P \in \mathfrak{P}$ Scott-open



Logical Equivalence
=
Contextual Equivalence

See also [Dal Lago et al. ICTCS/CILC'17]

Summary

- ▶ Haven't done yet:
 - local state
 - combining effects
 - game characterization of logical satisfaction

Main Theorem

[Matache & Staton, FoSSaCS'19]

\mathfrak{P} consistent
 \mathfrak{P} decomposable
 $P \in \mathfrak{P}$ Scott-open



Logical Equivalence
=

Contextual Equivalence