

Correct Looping Arrows from Cyclic Terms

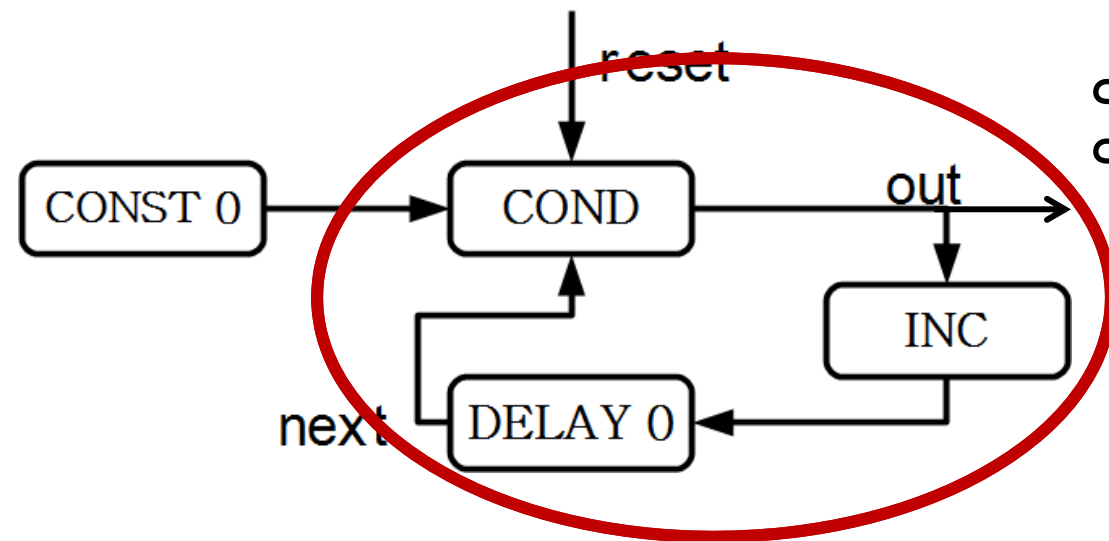
Traced Categorical Interpretation in Haskell

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Arrow Programming

Difficult !



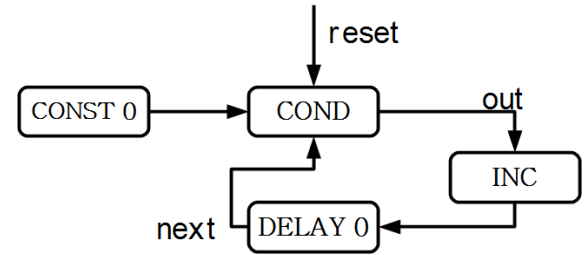
```
counter :: Automaton Int Int
counter = proc reset -> do
  rec output <- returnA -<
    if (reset==1)
    then 0 else next
  next <- delay 0 -< output+1
  returnA -< output
```

- ▷ Arrow with loop
- ▷ ... is defined recursively

Two kinds of loops

1. Looping computation

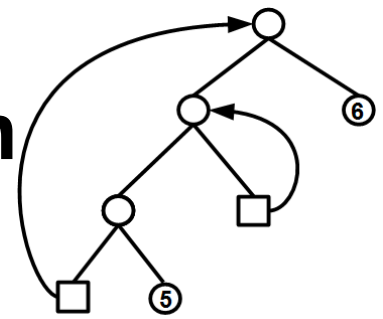
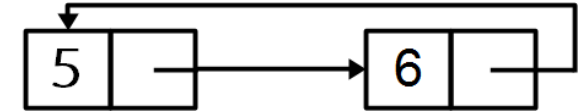
- Arrow with loop
- Recursive function



2. Looping data

- Haskell's recursive definition

```
clist = 5 : 6 : clist
ctree = let x = (Bin (Bin ctree (Lf 5)) x) in
         Bin x (Lf 6)
```



▶ A common **principle** exists

T h i s T a l k

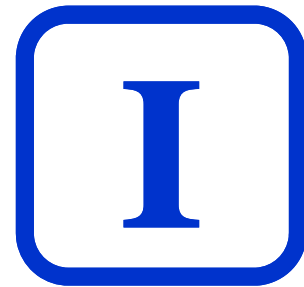
Part I. Show usefulness of **a principle** through

3 examples

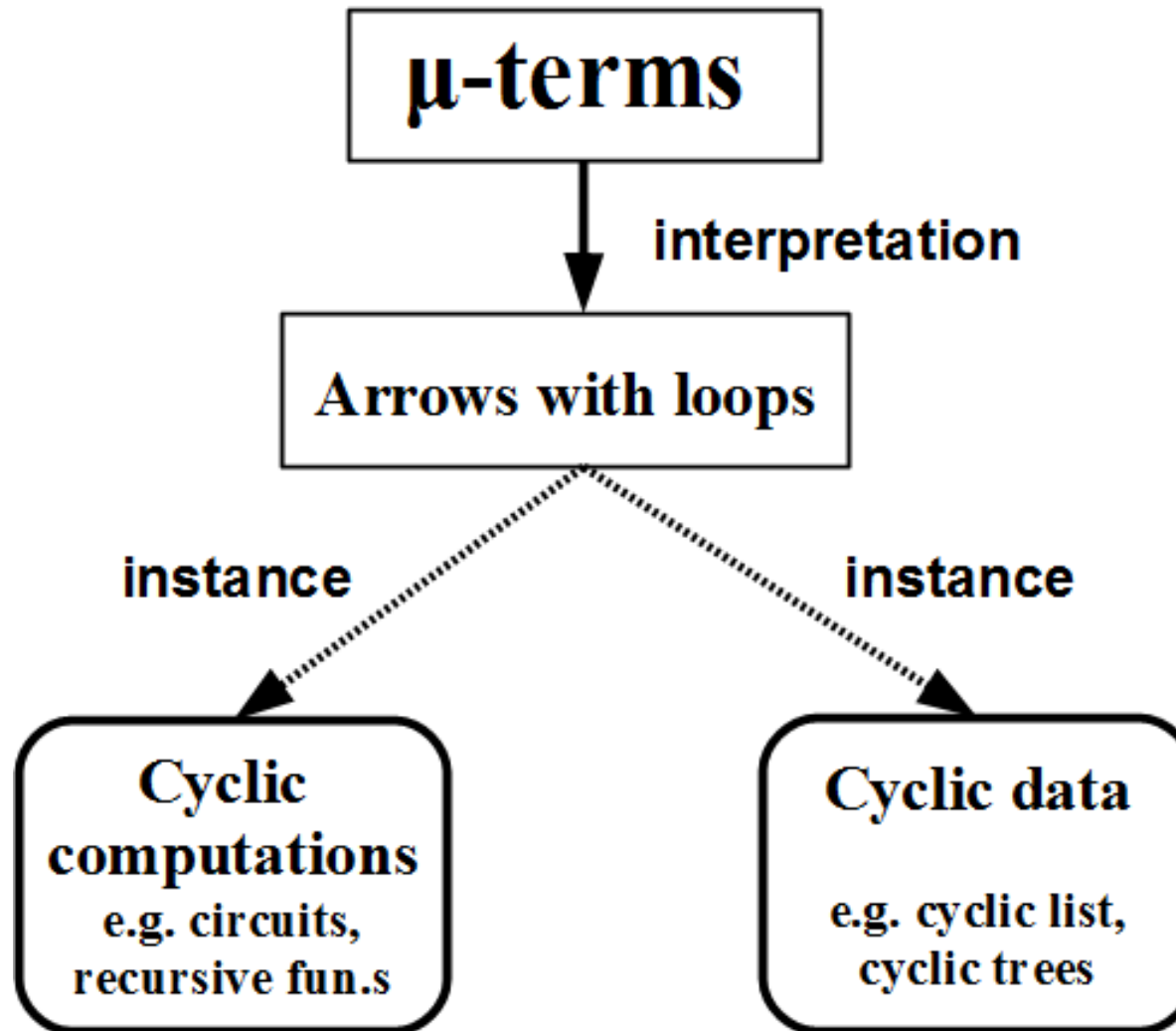
Part II. Explain a relationship between **abstract** semantics and **concrete** arrow programming

- Semantics \Leftrightarrow Programing

Arrow programming with loop



Methodology



Data structure for Cycles

▷ μ -terms

▷  can be represented by a μ -term

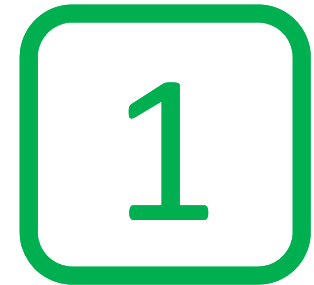
$\mu x.\text{cons}(5, \text{cons}(6, x))$

▷ In Haskell, defined by

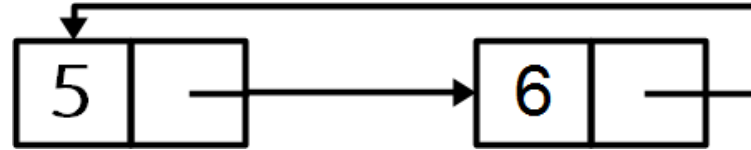
```
type Var = Char
data Term = V Var | Mu Var Term | Nil | Cons Int Term

clistTm = Mu 'x' (Cons 5 (Cons 6 (V 'x')))
```

3 EXAMPLES



Case I. Cyclic Data Structure



▷ Haskell

```
clistTm = Mu 'x' (Cons 5 (Cons 6 (V 'x')))
```

Challenge 1

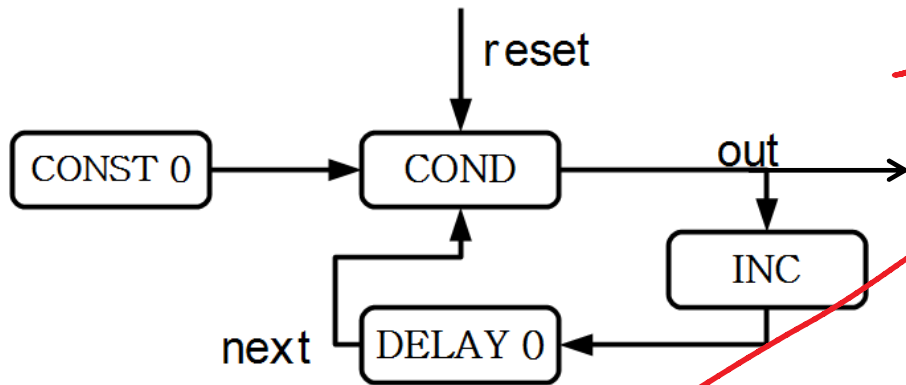
Can you generate a truly cyclic list from it?

This means to give a cyclic list defined by

```
clist = 5:6:clist
```

from a term `clistTm` without using destructive updates or meta-programming.

Case II. Circuit



specification

$\mu x. \text{Cond}(\text{reset}, \text{Const0}, \text{Delay0}(\text{Inc}(x)))$

Arrow program

```

counter :: Automaton Int Int
counter = proc reset -> do
  rec output <- returnA -<
    if (reset==1)
    then 0 else next
  next <- delay 0 -< output+1
  returnA -< output
  
```

```

data Term = V Var | Const Int | Mu Var Term | Inc Term | Cond Term Term Term | Add Term Term
  
```

```

counterTm = Mu 'x' (Cond (V 'r') Const0
                        (Delay0 (Inc (V 'x'))))
  
```

Challenge 2

Generate an arrow representing this circuit from the term `counterTm` without meta-programming

Case III. Recursive Function

Recursive function

```
fact :: Int -> Int
```

```
fact 0 = 1
```

```
fact n = n * fact (n-1)
```

...See the paper

A n s w e r s

2

Case I

**Cyclic Data
Structure**

Case I. Cyclic Data Structure

Challenge 1

Can you generate a trulely cyclic list from

`Mu 'x' (Cons 5 (Cons 6 (V 'x')))` ?

▷ “homomorphic” translation

```
trans :: Term -> [(Var, [Int])] -> [Int]
trans (V x)      ps = lkup x ps
trans (Mu x t)   ps = let p = trans t ((x, p) : ps) in p
trans N 1        ps = []
trans (Cons a t) ps = a : (trans t ps)
```

μ-term's μ

Case I. Cyclic Data Structure

Arrow ver.

type A = (->)

t1 :: Term -> A [(Var, [Int])] [Int]

t1 (V x) = arr (lkup x)

t1 (Mu x t) = loop (arr dup <<< t1 t
<<< arr (λ (ps, p) -> (x, p) : ps))

t1 Nil = arr (λ ps -> [])

t1 (Cons a t) = arr (a:) <<< t1 t

dup x = (x, x)

▷ arrow combinators (<<<, arr, loop)

▷ This works for any arrow type A

▷ Why correct ?

Case I. Cyclic Data Structure

Normal version

`trans :: Term -> ([(Var, [Int])] -> [Int])`

`trans (V x) = lkup x`

Arrow version

`t1 :: Term -> A [(Var, [Int])] [Int]`

`t1 (V x) = arr (lkup x)`

when `A = (->)`

`arr f = f`

Case I. Cyclic Data Structure

Arrow ver.

type A = (->)

t1 :: Term -> A [(Var, [Int])] [Int]

t1 (V x) = arr (lkup x)

t1 (Mu x t) = loop (arr dup <<< t1 t

<<< arr (λ (ps, p) -> (x, p) : ps))

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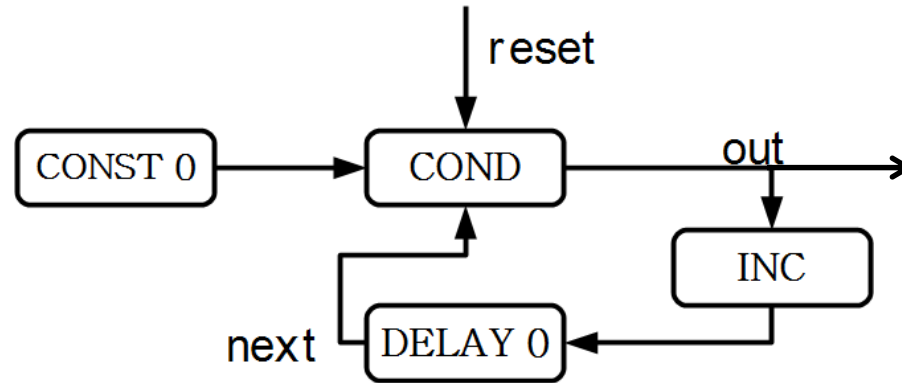
▷ This works for any arrow type A

▷ Why correct ?

Case II

Circuit

Case II. Circuit



```
counterTm = Mu 'x' (Cond (V 'r') Const0 (Delay0 (Inc (V 'x'))))
```

Translation to arrows

```
t1 :: Term -> Automaton [(Var,Int)] Int
```

```
t1 (V x) = arr (lkup x)
```

```
t1 (Mu x t) = loop (arr dup <<< t1 t <<< arr (λ(ps,p) -> (x,p) : ps))
```

```
t1 (Const0) = const0 <<< arr (λx->())
```

```
t1 (Inc t) = inc <<< t1 t
```

```
t1 (Delay0 t) = delay0 <<< t1 t
```

```
t1 (Add s t) = add <<< (t1 s) &&& (t1 t)
```

```
t1 (Cond s t u) = cond <<< t1 s &&& (t1 t &&& t1 u)
```

Case II. Circuit

```
counterTm = Mu 'x' (Cond (V 'r') Const0 (Delay0 (Inc (V 'x'))))
```

Primitives

```
const0 :: Automaton () Int  
inc     :: Automaton Int Int
```

```
const0 = arr (const 0)  
inc     = arr (\x-> x+1)
```

Generate arrows

```
counterArr :: Automaton Int Int  
counterArr = tl counterTm <<< arr
```

Original arrow program

```
counter :: Automaton Int Int  
counter = proc reset -> do  
  rec output <- returnA -<  
              if (reset==1)  
                then 0 else next  
  next <- delay 0 -< output+1  
  returnA -< output
```

Tests

```
test_input = [1,0,1,0,0,1,0,1]  
runOrig    = partrun counter      test_input  -- Original  
runOurs    = partrun counterArr   test_input  -- Cyclic term ver.
```

Gives the same signals

```
*Main> runOrig  
[0,1,0,1,2,0,1,0]
```

```
*Main> runOurs  
[0,1,0,1,2,0,1,0]
```

Case III

**Recursive
Function**

...**See the paper**

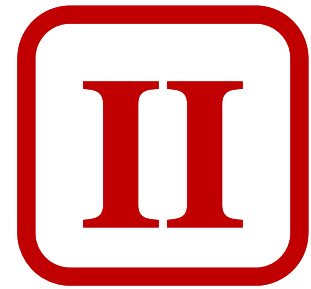
Case I ~ III

```
t1 :: Term -> A [(Var,D)] D
t1 (V x)      = arr (lkup x)
t1 (Mu x t)   = loop (arr dup <<< t1 t
                    <<< arr (\(ps,p) -> (x,p) : ps))
.....
```

Other cases are straightforward translations

Why correct ?

Category-theoretic Foundations



Intuitions

- ▷ Regard an arrow type $\mathbf{A} \times \mathbf{y}$ as a hom-set $A(x, y)$ of some category
- ▷ Haskell's arrow $\mathbf{f} :: \mathbf{A} \times \mathbf{y} \iff f \in A(x, y)$
- ▷ $\mathbf{A} = (->)$ The category **Hask**
 - ▷ **objects:** Haskell types
 - ▷ **arrows:** Haskell functions

Semantics of arrows: Freyd category

cartesian

[Heunen, Jacobs'08]

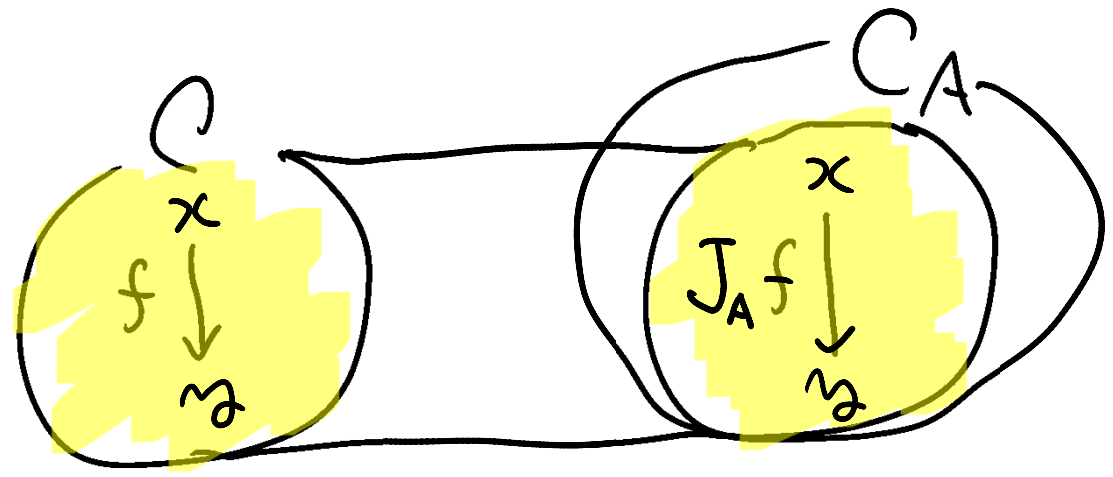
[Power, Robinson'97]
premonoidal

Freyd cat.

$$J_A : \mathcal{C} \longrightarrow \mathcal{C}_A$$

identity-on-objects

Values



Effectful computations

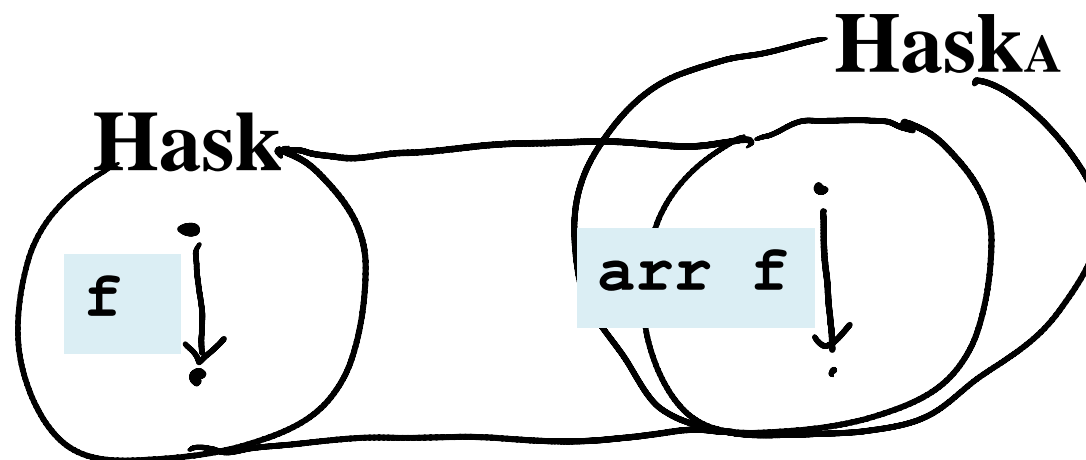
Semantics of arrows: Haskell case

cartesian

premonoidal

$$J_A : \mathbf{Hask} \longrightarrow \mathbf{Hask}_A$$

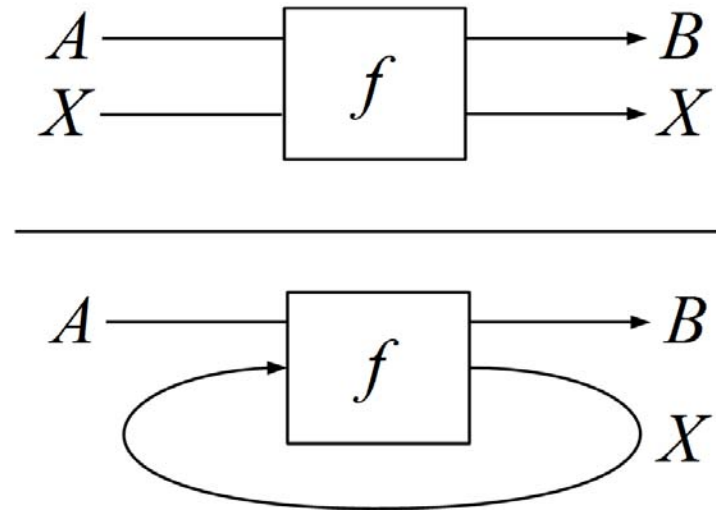
arr : $(X \rightarrow Y) \longrightarrow A(X, Y)$ morphisms = arrows of A



Semantics of Cyclic Structure: Traces

[Joyal, Street, Verity'96]
[Hasegawa'97]

$$\frac{A \otimes X \xrightarrow{f} B \otimes X}{A \xrightarrow{\text{Tr}_{A,B}^X(f)} B}$$



loop = Tr in Haskell

Semantics of arrows **with loop**

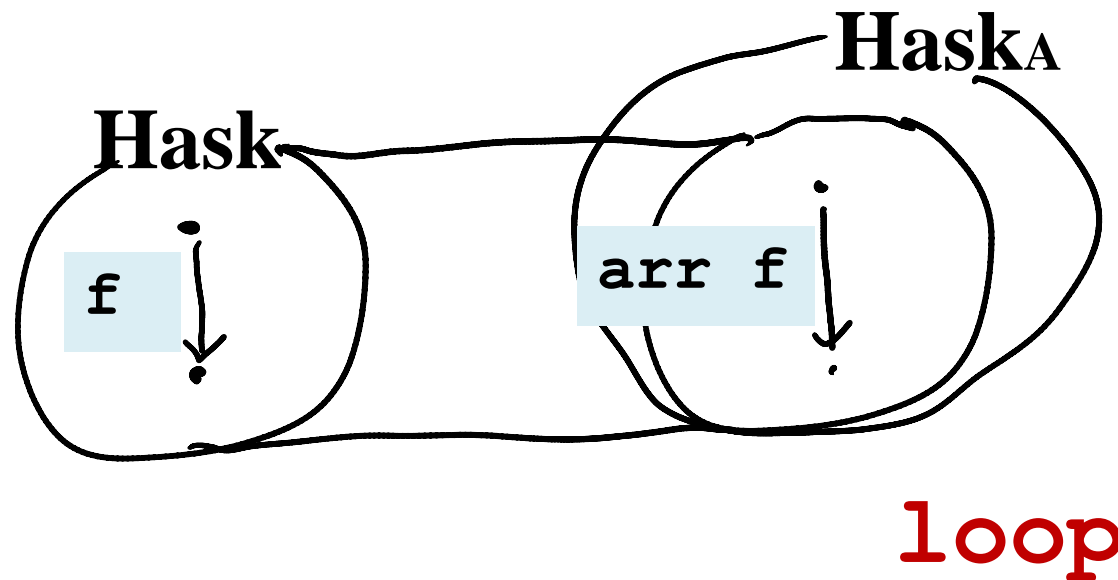
cartesian

traced

premonoidal

$J_A : \mathbf{Hask} \longrightarrow \mathbf{Hask}_A$

$\text{arr} : (X \rightarrow Y) \longrightarrow A(X, Y)$ morphisms
= arrows of A



Case I ~ III

`t1 :: Term -> A [(Var,D)] D`

`t1 (V x) = arr (lkup x)`

`t1 (Mu x t) = loop (arr dup <<< t1 t
<<< arr (λ(ps,p) -> (x,p) : ps))`

.....

Other cases are straightforward translations

Why correct ?

Traced Categorical Interpretation

$\mathcal{F} : \mathcal{C} \longrightarrow \mathcal{S}$ [Hasegawa'97] This interpretation gives fixpoints

$[[\Gamma \vdash x]] = \mathcal{F}(\pi_x)$ $[-] : \text{term} \longmapsto \mathcal{S}'\text{s morphism}$

$[[\Gamma \vdash \mu x.t]] = \text{Tr}(\mathcal{F}(\Delta) \circ [[\Gamma, x \vdash t]])$

$J_A : \text{Hask} \longrightarrow \text{Hask}_A$ Its arrow version in Haskell

`t1 (V x) = arr (lkup x)`

`t1 (Mu x t) = loop (arr dup <<< t1 t
<<< arr (\(ps,p) -> (x,p) : ps))`

● Correct **Looping Arrows** from **Cyclic Terms**

Traced Categorical Interpretation in Haskell