



# The Geometry of Interaction of Differential Interaction Nets

Marc de Falco

Institut de Mathématiques de Luminy

Logic in Computer Science 08

**choco**

## We study

- differential interaction nets (din) : extension of linear logic [Ehrhard and Regnier, 2005], presented as formal sums of graph-like structures and rewriting, encoding resource  $\lambda$ -calculus and a finitary  $\pi$ -calculus
- geometry of interaction (GoI) : a special kind of semantics accounting for reduction, akin to game semantics, defined on fragments of linear logic [Girard, 1989],[Girard, 1995]

We extend the path based version of GoI [Danos and Regnier, 1995], i.e. we

- define a proper notion of paths
- define a proper equational theory encoding reduction in a local and asynchronous way
- prove that the theory is coherent by giving a realisation
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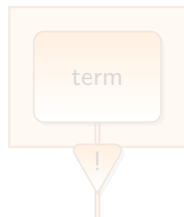
# Linear Logic

Linear Logic from a calculus point of view

Linear Logic can be seen as an explicit substitution system for  $\lambda$ -calculus

data is split between

*offers* : arguments of application  
provided as a factory producing exact  
copies of the same object



*demands* : occurrences of variables  
organized as a tree of demands



Mass production issues: *non personalized offer, not fault-tolerant, ...*  
Can we replace it with craftsmanship?

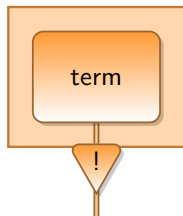
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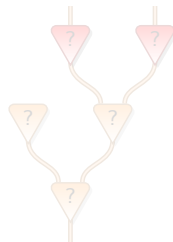
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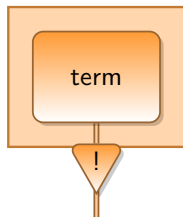
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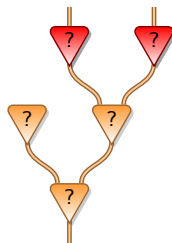
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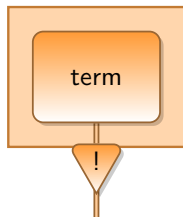
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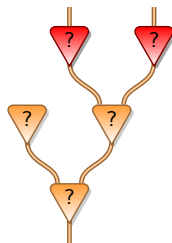
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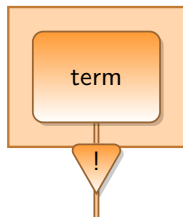
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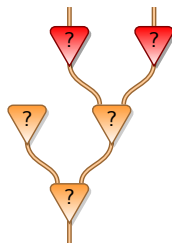
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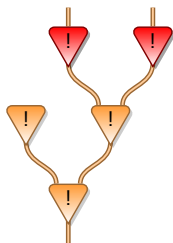
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Differential Linear Logic from a calculus point of view

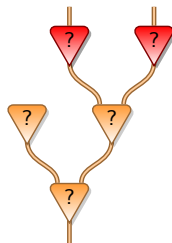
**Differential** Linear Logic can be seen as an explicit substitution system for **resource**  $\lambda$ -calculus

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# Differential Interaction Nets

- the natural presentation of differential linear logic akin to proof-net of linear logic
- a special kind of interaction nets using the cells



- with formal sums



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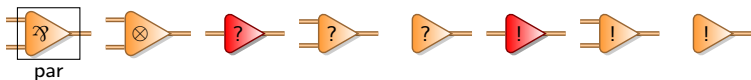
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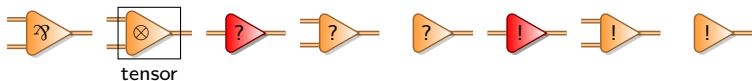


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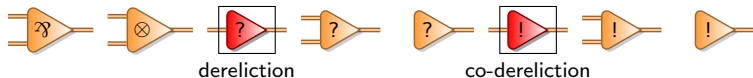


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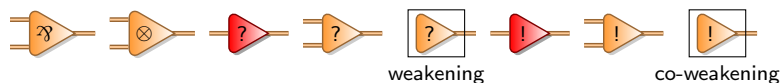


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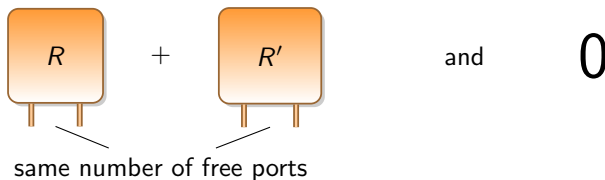


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## Reduction rules

- Dynamics over dins expressed by means of interaction rewriting rules
- presented in the *economy* settings but possible in both network setting (hence  $\pi$ -calculus) and mathematical setting (hence *differential*)
- $\wp/\otimes$  : *synchronisation of two trades*



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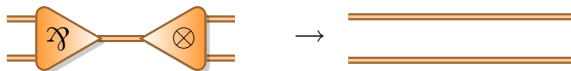




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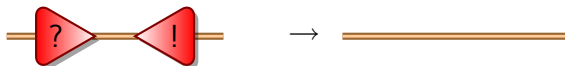
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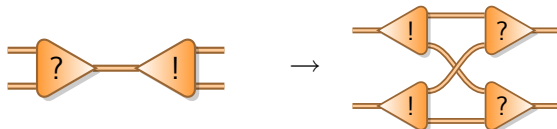
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- $?/!$  rules: we only present half of them, others obtained by duality
- dereliction/co-dereliction : *offer meets demand*



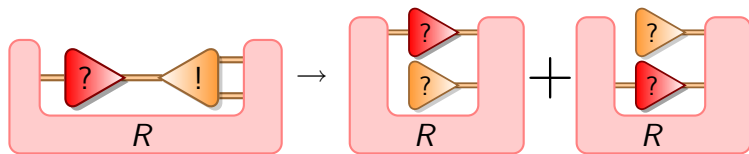
- contraction/co-contraction : *independent routing*



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dereliction/co-contraction : *one demand for a binary offer*



duplication of  $R$ : *global reduction rule*

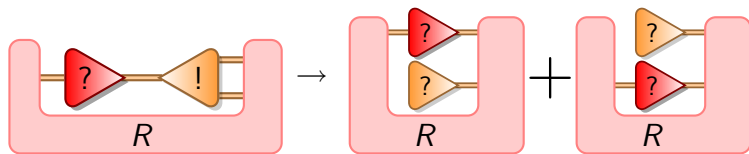
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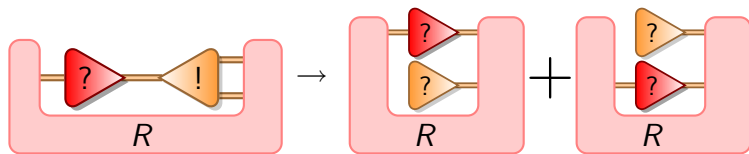
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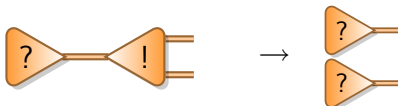
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dereliction/co-weakening : *a demand filled by a void offer **crisis***



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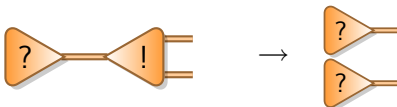
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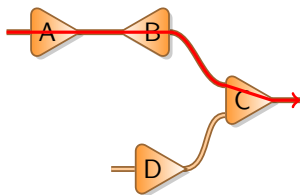
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# Paths in interaction nets

- standard notion of path coming from the graph-like structure



- a reduction  $R \rightarrow R'$  extends to a reduction from  $\mathcal{P}(R) \rightarrow \mathcal{P}(R')^*$
- a path can be destroyed



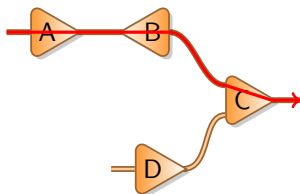
- *persistent path*: a path not destroyed by any chain of reduction
- *Gol goal*: find a structure  $S$  and a morphism  $w : \mathcal{P}(R) \rightarrow S$  such that

$$\varphi \text{ persistent} \iff w(\varphi) \neq 0$$



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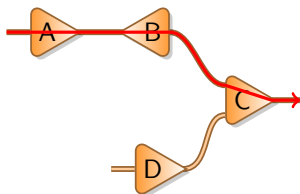


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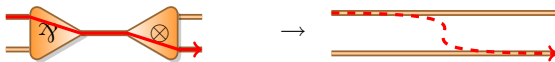
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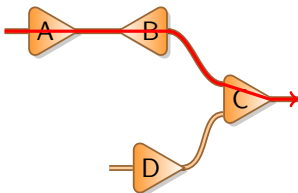


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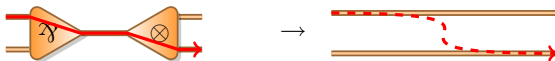
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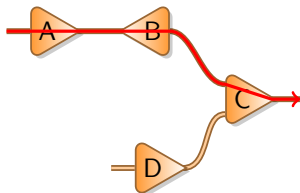


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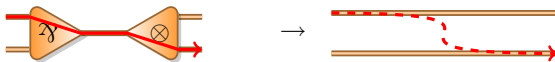
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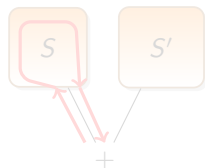


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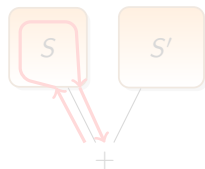
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- What is a path in  $R + R'$  ? How can we distinguish a path in one the  $R$ s of  $R + R'$  ?
- We need to fix an orientation: we consider sums are purely syntactical, i.e. as *trees*
- a path in a simple net is prefixed and suffixed by the branch of the tree to get a path in a net



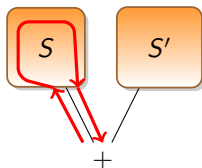
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Everything can now be defined as intended  
the reduction is just no longer confluent. . .

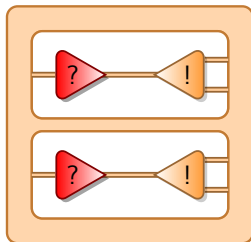


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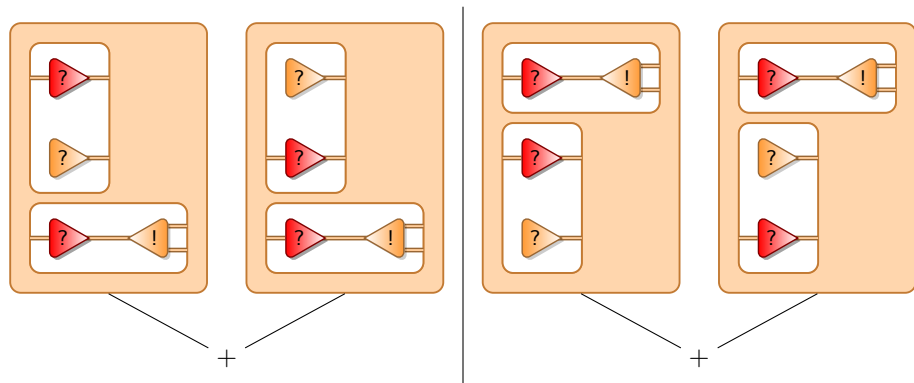
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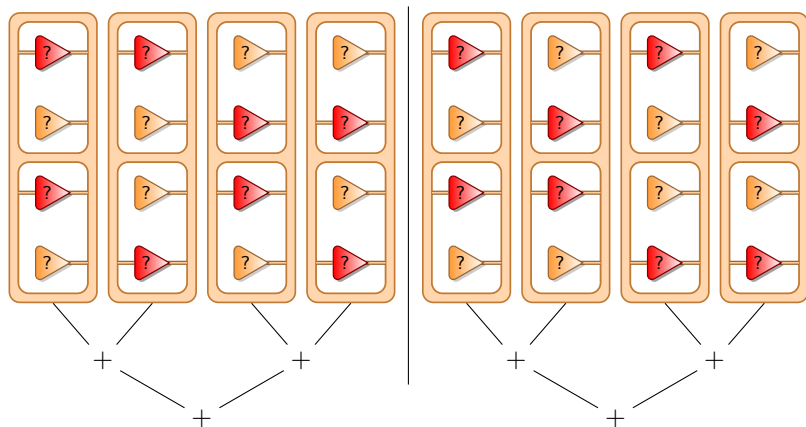
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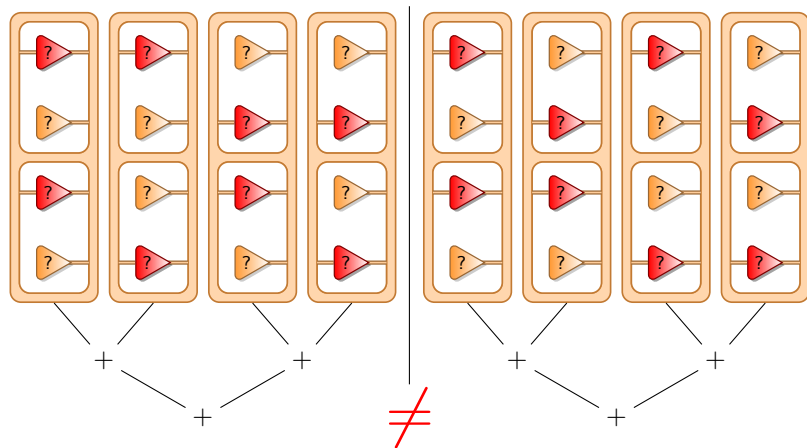
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# Names

We add names to track down the context of sum production

- we give a unique name to each (co)dereliction in a simple net, and we label the nodes of the tree
- we replace the sum producing rules by



- we add middle-four interchange law between  $+_{\alpha}$  and  $+_{\beta}$  for  $\alpha \neq \beta$ :

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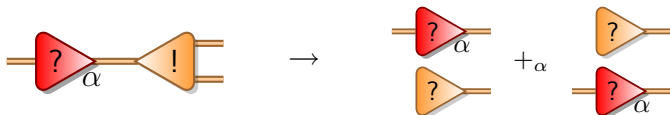
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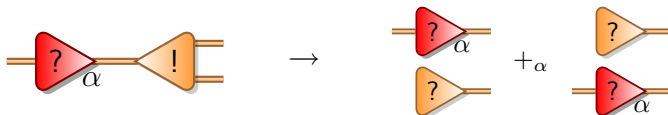
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$$(R_1 +_{\alpha} R_2) +_{\beta} (R_3 +_{\alpha} R_4) \equiv (R_1 +_{\beta} R_3) +_{\alpha} (R_2 +_{\beta} R_4)$$



We add names to track down the context of sum production

- we give a unique name to each (co)dereliction in a simple net, and we label the nodes of the tree
- we replace the sum producing rules by



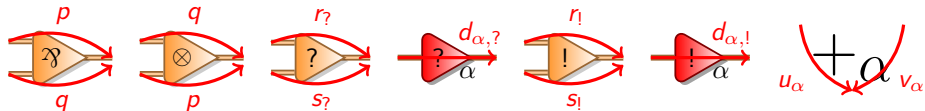
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we construct an inverse monoid with zero  $\partial L^*$  and a weighting of path  $w$  with

$$w(\varphi\varphi') = w(\varphi')w(\varphi) \quad w(\rightarrow) = w(\leftarrow)^*$$

we weight cell traversals with generators:

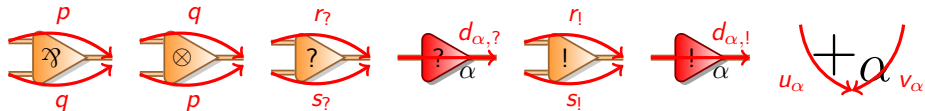


and relations :

- $(p, q)$  and  $(u_{\alpha}, v_{\alpha})$  like MLL :  $p^*p = 1, q^*p = 0, \dots$
- $r, r', s, s'$  have bigebras relations :  $r_!^*s' = s'r_!^*, \dots$
- $d_{\alpha,!}^*d_{\beta,?}$
- $u_{\alpha}, v_{\alpha}, e_{\alpha}$  commutes with everything non- $\alpha$
- $d_{\alpha,t}^*s_{t'} = u_{\alpha}d_{\alpha,t}^*u_{\alpha}^*, d_{\alpha,t}^*r_{t'} = v_{\alpha}d_{\alpha,t}^*v_{\alpha}^*$  where  $t \neq t', \alpha \neq \beta$



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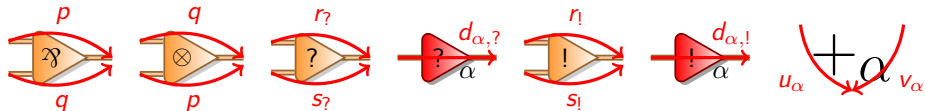


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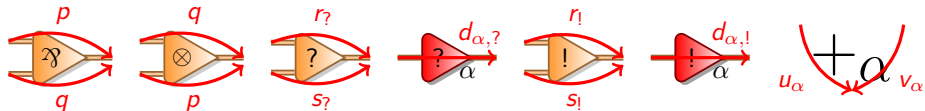


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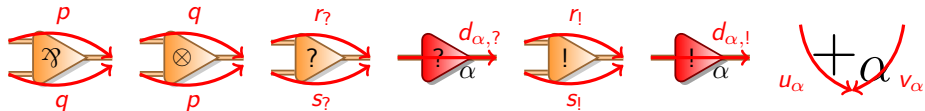


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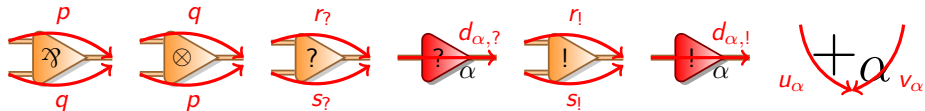


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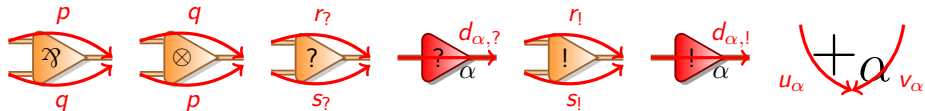
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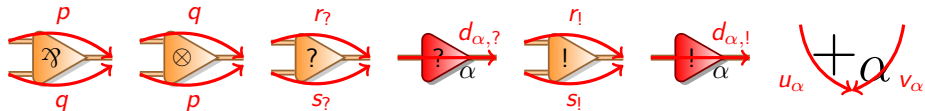


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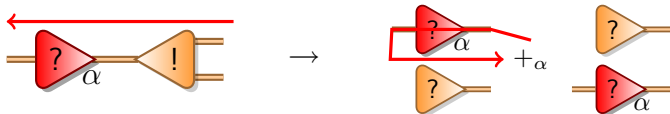


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# Properties

Non-triviality of  $\partial L^*$

## Fact

$\partial L^*$  is non-trivial:  $0 \neq 1$

## Proof.

by constructing a non-trivial realization as a operations on concrete objects:  
*tokens* made of stacks, . . . □

### Theorem

$\varphi$  is weakly-persistent  $\iff w(\varphi) \neq 0$

normalizing factors:

$$n_{\varphi}(\varphi') = \prod_{\alpha \in \varphi, \alpha \notin \varphi'} e_{\alpha}$$

we have equality along weak-reduction up to normalizing factors:

### Lemma (fundamental lemma)

$R \rightarrow R'$  weakly,  $\varphi \in \mathcal{P}(R)$  deformed by reduction

- either  $\varphi \rightarrow \varphi'$  and  $w(\varphi) = n_{\varphi}(\varphi')w(\varphi')$
- or  $\varphi$  destroyed and  $w(\varphi) = 0$

We recover the Danos-Regnier  $ab^*$  theorem of Gol:

**Theorem ( $\alpha ab^* \alpha^*$ )**

$w(\varphi) = 0$  or  $\exists \alpha \in \partial L_a^{*+}, a, b \in \partial L_{me}^{*+}$  and  $w(\varphi) = \alpha ab^* \alpha^*$

where we distinguish two monoids:

- $\partial L_{me}^{*+}$  generated by  $\{p, q, r, s, d\}$
- $\partial L_a^{*+}$  generated by  $\{u, v, e\}$

We consider formal sums of weights and set

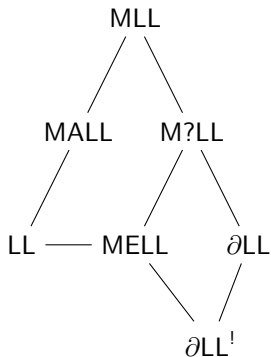
$$\text{NEX}_{R_0}(R) = \sum_{\varphi \in R} n_{R_0}(\varphi) w(\varphi)$$

## Theorem

*$\text{NEX}_{R_0}$  is an invariant of weak reductions starting from  $R_0$*

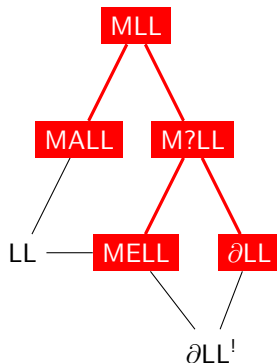
# Expressive power of the equational theory

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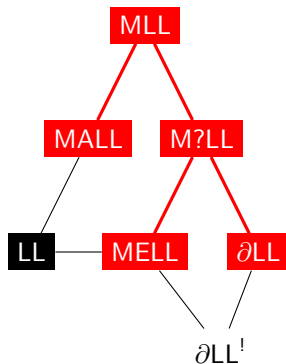


for MELL we have to extend a bit  $\partial L^*$ , but the extension is also non-trivial



# Expressive power of the equational theory

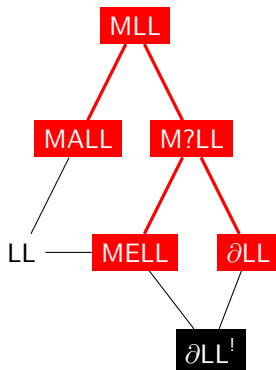
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out of reach because of the interactions between exponentials and additives

# Expressive power of the equational theory

$\partial L^*$  is rich enough to encode more than  $\partial LL$



out of reach because of the strong use of commutativity of links [Tranquilli, 2007]

- Non-deterministic computation
  - differential interaction nets can encode a finitary  $\pi$ -calculus, thus giving a notion of paths and Gol for this calculus
  - the notion of sub-tree can be made compatible with the sum interchange law: *slices*
  - the weight of slices is a lattice, thus, we can express properties of non-determinism as computations of lower and upper bounds
- sharing graphs and readback process for dins
- AJM-style game semantics extracted from the Gol
- try to extend the Gol to  $\partial LL^!$ , maybe by means of *variants* to cope with commutativity issues

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