

Finitely partitioned forests (work in progress)

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Outline

- 1 Introduction
- 2 Language
- 3 Semantics of types and values
- 4 Semantics of computations
- 5 Wrapping up

Three kinds of state

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This talk is about full ground state.

Models of full ground state

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- **Game semantics** [Murawski, Tzevelekos 2012]—fully abstract.
- **Presheaf semantics** [Kammar, Levy, Moss, Staton 2017]

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New observation

On the first-order fragment, these semantics are the same.

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Hopefully this will help in

- showing the game model is **game-enriched** [GALOP 2024]
- analysing the presheaf model.

Types

$\mathbf{C}$ is the set of **cell-sorts**, e.g. red, yellow, blue.

The types are given by

$$A ::= 0 \mid A + A \mid \sum_{i \in \mathbb{N}} A_i \mid 1 \mid A \times A \mid X \mid \mathbf{rec} X. A \mid \mathbf{ref}_c (c \in \mathbf{C})$$

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The pair $(\mathbf{C}, \mathbf{ctype})$ is a **syntactic full ground signature**.

Values and computations

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We can also include **iteration**; then evaluation can diverge.

Extra judgements

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The partition is $0 \equiv 2 \not\equiv 1$.

The injection sends $\{0, 2\} \mapsto l$ and $\{1\} \mapsto l'$.

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Example

This platform family $\llbracket \mathbf{ref}_c \times \mathbf{ref}_c \rrbracket$ consists of a doubleton and a singleton.

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The product of platform families:

$$(R_i)_{i \in I} \times (S_j)_{j \in J} \stackrel{\text{def}}{=} (\text{quot}(E))_{i \in I, j \in J, E \in \text{Partit}(R_i, S_j)}$$

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Values and extended values: closed

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Each element $r = \langle j, E \rangle$ has **quotient platform** $\text{quot}(r) \stackrel{\text{def}}{=} \text{quot}(E)$.

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We obtain categories Val_T and xVal_T .

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A **semantic signature** $(\mathbf{C}, \text{cpf})$ assigns to each cell sort c a platform family $\text{cpf}(c)$.

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The model depends on a semantic signature.

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Furthermore, they should have **no name and no order**.

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Game:

- O asks about l_0 in w , of sort $c_0 \mapsto A_0$.
- P gives the partitioned ultimate pattern p_0 of the contents there.
- O asks about l_1 in that pattern, of sort $c_1 \mapsto A_1$.
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- And so forth.

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Then we have to describe the global aliasing.

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A **forest** on T is a set of passive-ending (i.e. even-length) plays that is prefix-closed, contains ε and is total.

Partition of a forest σ

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and for any $k \in R_i$, we have $\langle s.l.i, k \rangle \equiv \langle s'.l'.i, k \rangle$.
- The quotient set $\text{quot}(E)$ must be finite, i.e. a platform,
as only finitely many cells are listed in x .

Write $\text{FPForest}(T)$ for the set of all **finitely partitioned forests** $t = \langle \sigma, E \rangle$

Let $\llbracket w \rrbracket = T$ and $\llbracket A \rrbracket = S$.

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A computation $\Gamma \vdash_w^c M : A$ denotes an element of

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Distributive Freyd category $\text{Val}_T \rightarrow \mathcal{K}_T$ with uniform Elgot structure.

Ghalayini and Krishnaswami [GALOP 2024]

The empty platform

For a platform family $R = (R_i)_{i \in I}$ we have

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For a platform T , define $\mathbf{T.R} \stackrel{\text{def}}{=} (\text{quot}(E))_{i \in I, E \in \mathbf{pInj}(R_i, T)}$

Then $T.-$ is a comonad on the categories $\mathbf{xVal}_\emptyset \leftarrow \mathbf{Val}_\emptyset \rightarrow \mathcal{K}_\emptyset$

and the **coKleisli** categories are $\mathbf{xVal}_T \leftarrow \mathbf{Val}_T \rightarrow \mathcal{K}_T$.

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