


# A Bisimulation for Type Abstraction and Recursion

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# Main Result

The first sound, complete, and "elementary" proof method for contextual equivalence in  $\lambda$ -calculus with full recursive, existential, and universal types

- Based on bisimulations
- No restriction to inductive or predicative types
- No domain theory or category theory required
- No admissibility or TT-closure required

# Overview of the Talk



- Background
- Previous methods and their problems
  - Logical relations
  - Applicative bisimulations
- Our method, step by step
- Related work and future work

# Background

- *Abstraction or information hiding* is crucial for developing complex systems
  - Including computer programs!
- *Type abstraction* is the primary method of information hiding in programming languages
  - Born in early 70's [Liskov 73, Morris 73, etc.]
  - Evolved to more sophisticated mechanisms such as modules, objects, components, etc.

# A Classical Example

(\* in ML-like pseudo-code... \*)

```
interface Complex =  
  type t  
  fun make : real ^ real @ t  
  fun mul : t ^ t @ t  
  fun re : t @ real  
end
```

# An Implementation

(\* by Cartesian coordinates \*)

```
module Cartesian : Complex =  
  type t = real ^ real  
  fun make(x,y) = (x,y)  
  fun mul((x1,y1),(x2,y2)) =  
    (x1 ^ x2 - y1 ^ y2, x1 ^ y2 + y1 ^ x2)  
  fun re(x,y) = x  
end
```

# Another Implementation

(\* by Polar coordinates \*)

```
module Polar : Complex =  
  type t = real * real  
  fun make(x,y) =  
    (sqrt(x2 + y2), atan2(y,x))  
  fun mul((r1,q1), (r2,q2)) =  
    (r1 * r2, q1 + q2)  
  fun re(r,q) = r * cos(q)  
end
```

# Abstraction as Equivalence

- The two implementations **Cartesian** and **Polar** are *contextually equivalent* under the interface **Complex**

**Cartesian**  $\circ$  **Polar** : **Complex**

I.e., they give the same result under any well-typed context in the language

- In this talk, "result" means only the final output value (or divergence)
  - Ignoring timing, energy, rounding errors, etc.



# Question: How to Prove it?



Direct proof is difficult  
because of infinite number of  
"well-typed contexts"



Proof methods have been studied:

- Logical relations
- Bisimulations

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# Logical Relations for Type Abstraction [Reynolds 83, Mitchell 91]

Relations between programs,  
defined by induction on their types

- Constants are related iff they are equal
- Tuples are related iff the elements are related
- Functions are related  
iff they map related arguments to related results
- Values of abstract type  $a$  can be assigned an  
arbitrary relation  $j$  (a) as long as all the other  
conditions are satisfied

# Logical Relations for Type Abstraction: Example

Let

$$j(\text{Complex.t}) = \{ ((x, y), (r, q)) \mid x = r \cdot \cos(q), y = r \cdot \sin(q) \}$$

Then

$$j \quad \text{Cartesian} \sim \text{Polar} : \text{Complex}$$

Contextual equivalence follows from soundness of logical relations

# Problems with Logical Relations

- Become complex with recursion
  - Recursive functions complicate the soundness proof [Reynolds, Pitts]
  - Recursive types complicate the definition of logical relations [Birkedal-Harper-Crary]
  - ◆ Problematic since these also constrain contexts!

β

Requires non-trivial argument about continuity (called *admissibility*) for each use, not just in the meta theory

Intuition: The gap between initiality and terminality

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# Another Approach: Applicative Bisimulations

- Adopted from bisimulations in process calculi to untyped  $\lambda$ -calculus [Abramsky 90]
- Also adopted for (polymorphic) object calculi [Gordon-Rees]

# Applicative Bisimulations: Definition

(for cbv  $\lambda$ -calculus without type abstraction)

A bisimulation is a relation between values s.t.

1. Bisimilar constants are equal
2. Bisimilar tuples have bisimilar elements
3. Bisimilar functions return bisimilar results when applied to the same argument



# Problems with Applicative Bisimulations

- Soundness proof is difficult [Howe 96]
- Cannot prove any interesting equivalence of abstract data types
  - **Cartesian.re** and **Polar.re** do not return the same real number when applied to the same argument

# This Work

- Sound and complete bisimulations for  $\lambda$ -calculus with full recursive, existential, and universal types
- Soundness proof simpler than Howe's method
  - Price: stronger condition for functions (necessary for existential types )

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# First Try

- Bisimilar functions return bisimilar results when applied to bisimilar arguments

We are not done yet:

This is not sound because contexts can "compose" bisimilar values to make up more complex arguments

## Second Try

- Bisimilar functions return bisimilar results when applied to  $C[v_1, \dots, v_n]$  and  $C[v_1', \dots, v_n']$ 
  - for any bisimilar  $v_1, \dots, v_n$  and  $v_1', \dots, v_n'$ , and
  - for any value context  $C$  of appropriate type

# Example: "Bisimulation" between Cartesian and Polar

$R = \{$  (`Cartesian`, `Polar`, `Complex`),  
(`Cartesian.make`, `Polar.make`,  
`real`  $\rightarrow$  `real`  $\otimes$  `Complex.t`),  
(`Cartesian.mul`, `Polar.mul`,  
`Complex.t`  $\rightarrow$  `Complex.t`  $\otimes$  `Complex.t`),  
(`Cartesian.re`, `Polar.re`,  
`Complex.t`  $\otimes$  `real`)  $\}$

$\hat{E} \{ ((x, y), (r, q), \text{Complex.t}) \mid$   
 $x = r \cdot \cos(q), y = r \cdot \sin(q) \}$

$\hat{E} \{ (z, z, \text{real}) \mid z : \text{real} \}$

# Last Problem

Union of bisimulations is  
no longer a bisimulation!



Standard co-induction does not work

Counter-example: The union of

- The previous bisimulation  $R$  between **Cartesian** and **Polar**, and
- Its inverse  $R^{-1}$  (i.e., the bisimulation between **Polar** and **Cartesian**)
  - Wouldn't be even type-safe in general!

# Solution

Consider sets of relations  
as bisimulations

- Intuition: Each relation in a bisimulation represents a "world"

E.g., for the previous  $R$  between **Cartesian** and **Polar**,

- $\{ R \}$  is a bisimulation
- $\{ R^{-1} \}$  is another bisimulation
- $\{ R, R^{-1} \}$  is yet another bisimulation
- $\{ R \dot{\cup} R^{-1} \}$  is not a bisimulation



# Formal Definition (1/2)

- A *concretion environment*  $D$  is a partial map from abstract types  $a$  to pairs  $(s, s')$  of concrete types
  - Represents the implementations of abstract types in the lhs and rhs of equivalence
- A *typed value relation*  $R$  is a set of triples  $(v, v', t)$

## Formal Definition (2/2)

- A *bisimulation*  $X$  is a set of pairs  $(D, R)$  with conditions for each type of values

E.g., for every  $(D, R) \in X$ , if

$(\text{pack } s, v \text{ as } \$a.t, \text{pack } s', v' \text{ as } \$a.t, \$a.t) \in R$

then we have

$$(D \cup \{(a, s, s')\}, R \cup \{(v, v', t)\}) \in X$$

- Accounts for the *generativity* of existential types (i.e., opening the same package twice yields incompatible contents)

# Example

$$X = \{ (\mathcal{E}, R_0), (\Delta, R_1), (\Delta, R_2), (\Delta, R_3) \}$$

where

$$R_0 = \{ (\text{pack int}, (3, \text{even}) \text{ as } \$a.a' (a \textcircled{R} \text{bool}), \\ \text{pack bool}, (\text{true}, \text{not}) \text{ as } \$a.a' (a \textcircled{R} \text{bool}), \\ \$a.a' (a \textcircled{R} \text{bool})) \}$$

$$D = \{ (a, \text{int}, \text{bool}) \}$$

$$R_1 = R_0 \hat{=} \{ ((3, \text{even}), (\text{true}, \text{not}), a' (a \textcircled{R} \text{bool})) \}$$

$$R_2 = R_1 \hat{=} \{ (3, \text{true}, a) \} \hat{=} \{ (\text{even}, \text{not}, a \textcircled{R} \text{bool}) \}$$

$$R_3 = R_2 \hat{=} \{ (\text{false}, \text{false}, \text{bool}) \}$$

Intuition: Knowledge of the context  
increased by observations

# Soundness and Completeness

- Generalize contextual equivalence to a "set of relations" as well
- Then, it coincides with the largest bisimulation (*bisimilarity*)
  - Completeness: by straightforward co-induction
  - Soundness: from the fact that evaluation preserves "bisimilar values in a context"
    - Much simpler than Howe's method, thanks to the stronger condition on functions (which is necessary for existential types)

# Summary

- Sound and complete bisimulation for  $\lambda$ -calculus with universal, existential, and recursive types
- Other examples in the paper include:
  - Object encoding (using non-inductive recursive types)
  - Generative functors

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# Related Work (1/2)

- Traditional logical relations and applicative bisimulations
- Logical relations for simply typed  $\lambda$ -calculus with dynamic sealing (a.k.a. perfect encryption) [Sumii-Pierce 01]
- Bisimulations for untyped  $\lambda$ -calculus with dynamic sealing [Sumii-Pierce 03]
  - Present work concerns static type abstraction instead of dynamic sealing, requiring careful treatment of type variables

## Related Work (2/2)

### Bisimulations for $\pi$ -calculi with information hiding

[Pierce-Sangiorgi-97, Abadi-Gordon-98, Abadi-Fournet-01, etc.]

- Similar spirit, different results because of the difference between  $\pi$  and  $\lambda$ 
  - Our formalism is more "uniform" and "monolithic" because functions are terms in  $\lambda$  (while processes are not messages in  $\pi$ )
    - Cf. higher-order  $\pi$ -calculus and context bisimulation [Sangiorgi-92]
  - Completeness is trickier in  $\pi$  since the language is more imperative and low-level
    - ◆ Either (i) incompleteness known, (ii) "proof" found wrong, or (iii) no proof published



# Future Work

- Applications to other forms of information hiding
  - E.g. secrecy typing [Abadi-97, Heintze-Riecke-98]
- *Fully abstract* encoding between various forms of information hiding
  - E.g. from polymorphic  $\lambda$ -calculus to untyped  $\lambda$ -calculus with perfect encryption [Pierce-Sumii 00, Sumii-Pierce 03]
- Programming language mechanisms based on these connections?