

# Games & Higher-order Linear Dataflow

Lars Birkedal<sup>1</sup>, **Søren Debois**<sup>1</sup>, and Thomas Hildebrandt<sup>1</sup>

<sup>1</sup> Programming, Logic and Semantics Group  
IT University of Copenhagen

GaLoP IV  
March 29, 2009

# Overview

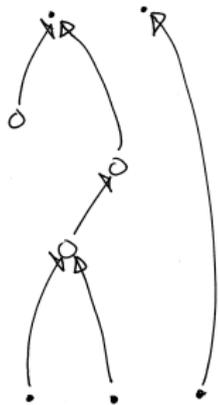
- Towards Higher-Order Bigraphs
- We give a model of higher-order linear dataflow.
- This model is based upon fully complete models of linear logic by
  - Murawski & Ong (2003)
  - **Hyland & Ong (1993)**
  - Abramsky & Jagadeesan (1994)... and the Int-construction by Joyal, Street, and Verity.
- The model is reminiscent of:
  - Hughes (2006) MLL+unit proof nets
  - Hughes (2005) free \*-autonomous category

# Motivation

I wish that Robin Milner's bigraphs were symmetric monoidal closed.

Bigraphs are symmetric monoidal categories of graph contexts.  
Dynamics of bigraphs are influenced by contexts.

- 1 Symmetric monoidal category  $\sim$  multi-hole contexts.
- 2 Symmetric monoidal *closed* category  $\sim$  higher-order contexts.



# The problem

Have:

- 1 Category  $R_0$  of finite sets and relations.
- 2 Category  $T_0 \hookrightarrow R_0$  of finite sets and total functions.

Want:

- 1 Symmetric monoidal closed category
- 2 which embeds  $T_0$
- 3 and which in some sense contains only total functions

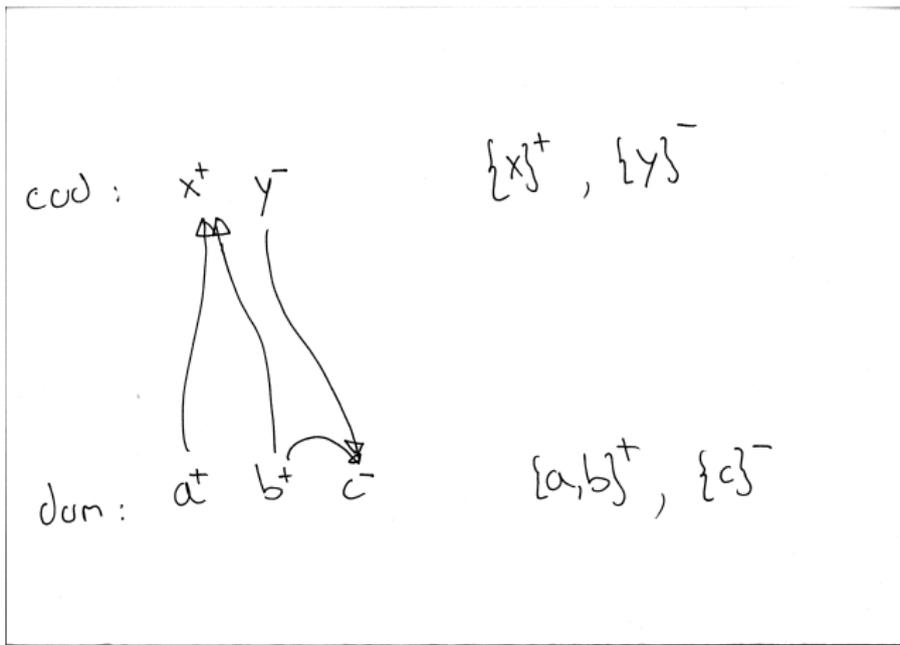
# Idea

- 1 Do Int-construction on  $R_0$ , getting  $\text{Int}(R_0)$ .
- 2 Then find a subcategory of  $\text{Int}(R_0)$  of total functions.

What is  $\text{Int}(R_0)$ ?

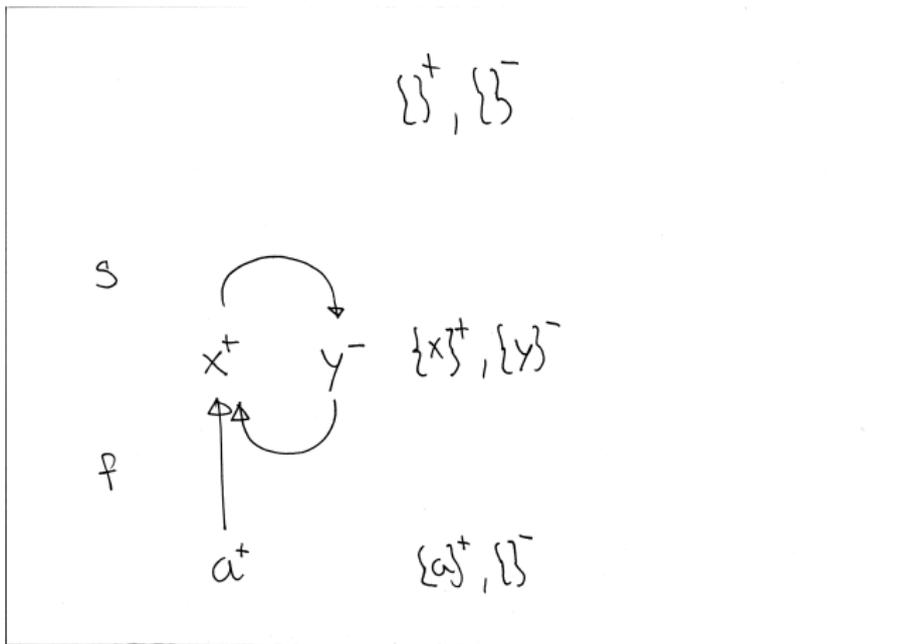
**Objects** pairs of finite sets  $(A^+, A^-)$ .

**Morphisms**  $f : (A^+, A^-) \rightarrow (B^+, B^-)$  relations  
 $f \subseteq A^+ + B^- \times B^+ + A^-$ .



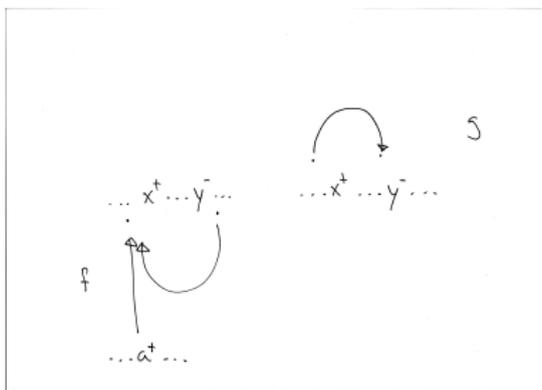
Composition is path-composition.

Alas,  $\text{Int}(R_0)$  has no (interesting) subcategory of total functions.



- Problem: Total functions of  $\text{Int}(R_0)$  are not closed under composition.
- Solution: Find a category  $H$  and faithful functor  $F : H \rightarrow \text{Int}(R_0)$ , with image exactly the total functions.

(Such refinements are known as *sortings* in the bigraph community.)



Intuition behind definition of  $H$  and  $F$ :

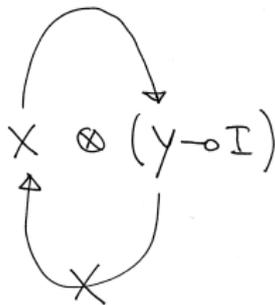
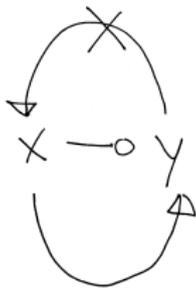
**Objects** types  $A$  (over  $I, \otimes, \multimap$ )

$$F(A) = (A^+, A^-)$$

**Morphisms**  $f : A \rightarrow B$  total functions  $f : A^+ + B^- \rightarrow B^+ + A^-$   
s.t. " $f$  is a valid dataflow for  $A \multimap B$ ".

$$F(f) = f$$

Valid dataflow?



Formalisation?

Variation on Fair games of Hyland and Ong.

# Games

Fair game: triple  $(M, \lambda, F)$  of

- 1 *moves*  $M$  (finite, contains at least two such);
- 2 *labelling function*  $\lambda : M \rightarrow \{P, O\}$ ;
- 3 *maximal plays*  $F$ ; a non-empty anti-chain of even-length sequences of alternately labelled moves, all beginning with an O-move.

The plays are the prefixes of the elements of  $F$ .

■ The *tensor game*  $A \otimes B$  has

- 1 moves  $M_A + M_B$ ;
- 2 labelling function  $[\lambda_A, \lambda_B]$ ; and
- 3 maximal plays finite alternately-labelled sequences  $s$  over  $M_A + M_B$  beginning with an O-move such that

$$s \upharpoonright A \in F_A \text{ and } s \upharpoonright B \in F_B .$$

■ The *linear implication game*  $A \multimap B$  has

- 1 moves  $M_A + M_B$ ;
- 2 labelling function  $[\bar{\lambda}_A, \lambda_B]$ , and
- 3 maximal plays finite alternately-labelled sequences over  $M_A + M_B$  beginning with an O-move such that

$$s \upharpoonright A \in F_A \text{ and } s \upharpoonright B \in F_B .$$

Fair games are apparently unique in satisfying:

### Proposition

*Let  $\sigma$  be a total P-strategy for a game  $A \multimap B$ . Then  $\sigma \upharpoonright A$  is a total O-strategy for  $A$  and  $\sigma \upharpoonright B$  is a total P-strategy for  $B$ .*

- The *atomic game*:

|   |   |
|---|---|
| ? | O |
| ! | P |

Intuition: '?' requests data, '!' provides data.

- The *unit game* is simply the atomic game.

We now have games for each type. E.g.,  $a \multimap b$ :

|   |             |   |   |
|---|-------------|---|---|
| a | $\multimap$ | b |   |
|   |             | ? | O |
| ? |             |   | P |
| ! |             |   | O |
|   |             | ! | P |

## Games & total functions

Write  $|A|$  for the atoms of  $A$ ;  $A^+$ ,  $A^-$  for the positive/negative atoms of  $A$ .

For a game  $A \multimap B$ :

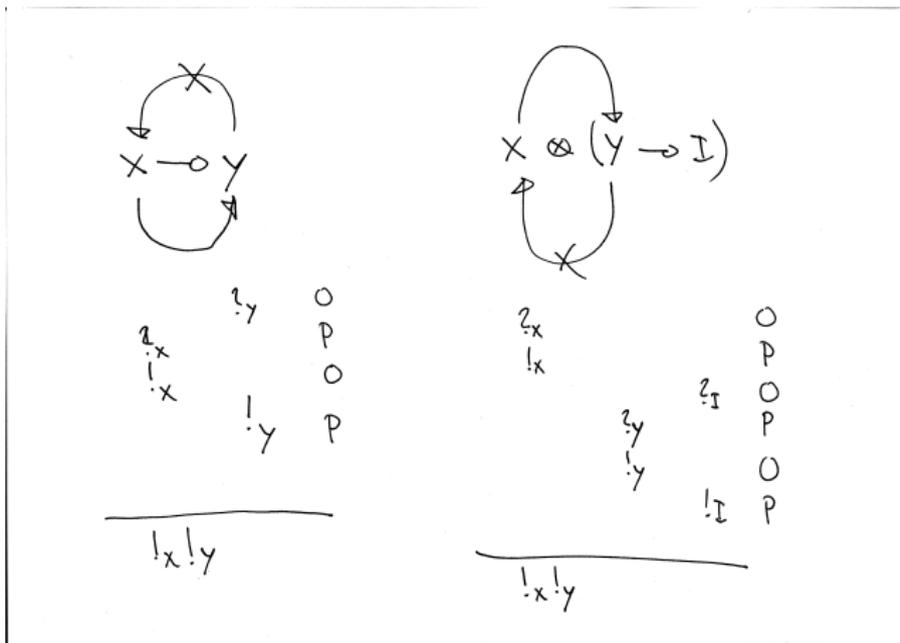
- A maximal play of  $A \multimap B$  is a linear order of  $M_A + M_B$ .
- By restriction to !-moves, a maximum play of  $A \multimap B$  is a *linear order on  $|A| + |B|$* .
- A total strategy for  $A \multimap B$  defines a *set of such linear orders*.

For a total function  $f : A^+ + B^- \rightarrow B^+ + A^-$ :

- The reflexive closure  $f^0$  of  $f$  is a *partial order on  $|A| + |B|$* .

A strategy  $\sigma : A \multimap B$  *respects  $f$*  written  $f \sqsubseteq \sigma$  iff for each linear order  $s$  of  $\sigma$ , the inclusion  $f^0 \hookrightarrow s$  is order-respecting.

# Example, revisited.



**Objects** linear types  $A$  (over  $\otimes, \multimap, I$ ).

**Morphisms**  $f : A \rightarrow B$  is a total function

$f : A^+ + B^- \rightarrow B^+ + A^-$  of  $\text{Int}(R_0)$  s.t. there exists  
a strategy  $\sigma : A \multimap B$  which respects  $f$ .

## Theorem

- 1  $H$  is symmetric monoidal closed.
- 2  $H$  embeds  $T_0$ .
- 3 If  $f : A \multimap B \in H$  then  $f : A^+ + B^- \rightarrow B^+ + A^-$  is a total function.

# Conclusion

- 1 Found a symmetric monoidal closed category  $H$  and a functor  $F : H \rightarrow \text{Int}(R_0)$  with image total functions.
- 2 From this we get (didn't say how) symmetric closed bigraphs.

Questions:

- 1 Did we really need Hyland-Ong fair games?

Thank you.