### Quantitative (polarised) classical realizability

**OPLSS 2011** 

#### Aloïs Brunel

LIPN - Université Paris 13

- Investigate extensions of the CH correspondence to ZF + axioms
- Build strange models of *ZF* set theory
- Study the computational meaning of Cohen's forcing

- Investigate extensions of the CH correspondence to ZF + axioms
- Build strange models of *ZF* set theory
- Study the computational meaning of Cohen's forcing

But it can be used to :

• Prove computational properties of typed programs

- Investigate extensions of the CH correspondence to ZF + axioms
- Build strange models of *ZF* set theory
- Study the computational meaning of Cohen's forcing

But it can be used to :

• Prove quantitative computational properties of typed programs e.g : soundness of light linear logic w.r.t PTIME

- Investigate extensions of the CH correspondence to ZF + axioms
- Build strange models of ZF set theory
- Study the computational meaning of Cohen's forcing

But it can be used to :

• Prove quantitative computational properties of typed programs e.g : soundness of light linear logic w.r.t **PTIME** 

In fact, here we use polarized classical realizability (G. Munch).

## Interaction and orthogonality

A usual notion in mathematics : orthogonality.

#### In computer science

Define the behavior of a "program" by observing its **interaction** with "environments".

We say that  $t \perp e$  if  $\langle t | e \rangle$  is a **good** process.

e.g : termination, non-termination, etc.

If X is a set of programs, then its orthogonal is :

$$X^{\perp} = \{ e \mid \forall t \in X, t \perp e \}$$

 $X^{\perp\perp}$  is the set of programs that behave like those in *X*.

**Main idea** : types A are **behaviors** (i.e : sets X s.t  $X = X^{\perp \perp}$ ).

 $\rightarrow$  Membership tested **interactively**.

### **Examples**

 Interaction between programs : Krivine's classical realizability, Girard's ludics

• Interaction between cliques in a graph : coherence spaces

 Interaction between operators in a Von Neumann algebra : Geometry of Interaction Proving computational properties :

•  $t \perp e \equiv \langle t | e \rangle$  terminates

• 
$$|A \Rightarrow B| = \{ u.e \mid u \in |A| \land e \in |B|^{\perp} \}^{\perp}$$

Proving computational properties :

- $t \perp e \equiv \langle t | e \rangle$  terminates
- $|A \Rightarrow B| = \{ u.e \mid u \in |A| \land e \in |B|^{\perp} \}^{\perp}$

### **Adequacy lemma**

If  $\vdash t : A$  then  $t \in |A|$ .

Proving quantitative computational properties :

- $(t, p) \perp (e, q) \equiv \langle t | e \rangle$  terminates in less than p + q steps
- $|A \Rightarrow B| = \{ (u.e, q + r) \mid (u, q) \in |A| \land (e, r) \in |B|^{\perp} \}^{\perp}$

#### **Adequacy lemma**

If  $\vdash t : A$  then there exists some *p* such that  $(t, p) \in |A|$ .

Proving quantitative computational properties :

- $(t, p) \perp (e, q) \equiv \langle t | e \rangle$  terminates in less than p + q steps
- $|A \Rightarrow B| = \{ (u.e, q + r) \mid (u, q) \in |A| \land (e, r) \in |B|^{\perp} \}^{\perp}$

#### **Adequacy lemma**

If  $\vdash t : A$  then there exists some *p* such that  $(t, p) \in |A|$ .

#### Usually $\mathbb{N}$ is not sufficient, we use a resource monoid

(Dal Lago & Hofmann)

We have :

A biorthogonality-based framework to prove quantitative properties

Soundness proofs of various type systems w.r.t complexity classes

A uniform treatment of CBN and CBV

• A formal relation with forcing (in the style of [Miquel, LICS 2011])

## **Compiler correctness**

In progress work with M. Gaboardi, G. Jaber and N. Tabareau.

Based on :

- Compiler correctness using classical realizability [Jaber & Tabareau, LOLA 2010]
- Linear dependent types for capturing complexity [Dal Lago & Gaboardi, LICS 2011]
- Quantitative realizability

 $\rightarrow$  prove complexity preservation property for a compiler.

# Conclusion

Things to do :

- Extend to side-effects (see [Madet & Amadio, TLCA 2011])
- Apply to quantitative properties different from resource consumption

I'm also interested in other topics like :

- Dependent types and proof-nets
- Formalizing (some) complex analysis in Coq