

Polarities in Linear Logic

LL '02

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λ -calculus and Linear Logic

LL

ILL

LLP

$$\Gamma \vdash \Delta$$

$$\Gamma \vdash A$$

$$\Gamma \vdash \Delta$$

λ -calculus

$$A \rightarrow B \rightsquigarrow !A \multimap B$$

$$\Gamma \vdash A \rightsquigarrow !\Gamma \vdash A$$

$$\vdash \overbrace{? \Gamma^\perp}^{\textcolor{violet}{i}}, \overbrace{A}^{\textcolor{green}{o}}$$

$$\vdash \overbrace{? \Gamma^\perp, A}^{\textcolor{red}{-}}$$

polarities

$$\textcolor{violet}{i}/\textcolor{green}{o}$$

$$\textcolor{blue}{+}/\textcolor{red}{-}$$

$\lambda\mu$ -calculus

$$A \rightarrow B \rightsquigarrow !?A \multimap ?B$$

LC

$$A \rightarrow B \rightsquigarrow !(A \multimap ?B)$$

$$A \rightarrow B \rightsquigarrow !\textcolor{red}{A} \multimap \textcolor{red}{B}$$

$$A \rightarrow B \rightsquigarrow !(\textcolor{blue}{A} \multimap \textcolor{blue}{B})$$

Polarized connectives

Type translations:

Call By Name	Call By Value
$A \wedge B \implies A \& B$	$A \otimes B \iff A \wedge B$
$A \rightarrow B \implies ?A^\perp \wp B$	$!(A^\perp \wp ?B) \iff A \rightarrow B$

Polarized formulas:

$$\begin{array}{lcl} P & ::= & X \quad | \quad P \otimes P \quad | \quad P \oplus P \quad | \quad 1 \quad | \quad 0 \quad | \quad !N \\ N & ::= & X^\perp \quad | \quad N \wp N \quad | \quad N \& N \quad | \quad \perp \quad | \quad \top \quad | \quad ?P \end{array}$$

- negative \leftrightarrow reversibility
- positive \leftrightarrow focalization (Andreoli)

Polarized Linear Logic

$$\frac{}{\vdash N, N^\perp} ax$$

$$\frac{\vdash \Gamma, N \quad \vdash N^\perp, \Delta}{\vdash \Gamma, \Delta} cut$$

$$\frac{\vdash \Gamma, N, M}{\vdash \Gamma, N \wp M} \wp$$

$$\frac{\vdash \Gamma, P \quad \vdash \Delta, Q}{\vdash \Gamma, \Delta, P \otimes Q} \otimes$$

$$\frac{\vdash \Gamma, N \quad \vdash \Gamma, M}{\vdash \Gamma, N \& M} \&$$

$$\frac{\vdash \Gamma, P}{\vdash \Gamma, P \oplus Q} \oplus_1$$

$$\frac{\vdash \Gamma, Q}{\vdash \Gamma, P \oplus Q} \oplus_2$$

$$\frac{\vdash \textcolor{red}{N}, N}{\vdash \textcolor{red}{N}, !N} !$$

$$\frac{\vdash \Gamma, P}{\vdash \Gamma, ?P} ?d$$

$$\frac{\vdash \Gamma}{\vdash \Gamma, \textcolor{red}{N}} ?w$$

$$\frac{\vdash \Gamma, \textcolor{red}{N}, \textcolor{red}{N}}{\vdash \Gamma, \textcolor{red}{N}} ?c$$

$$\frac{}{\vdash 1} 1$$

$$\frac{\vdash \Gamma}{\vdash \Gamma, \bot} \bot$$

$$\frac{}{\vdash \Gamma, \top} \top$$

Properties

Focalization:

if $\vdash \Gamma$ in LLP , then Γ contains at most one positive formula

Internal translations:

$$N = \mathcal{F} \& \mathcal{F} \& ? \otimes \oplus \otimes \oplus ! \mathcal{F} \& \mathcal{F} \& ? \dots$$

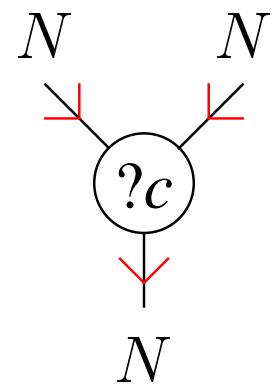
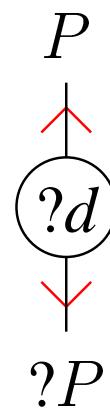
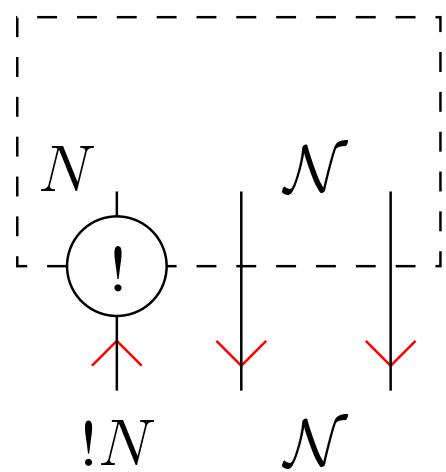
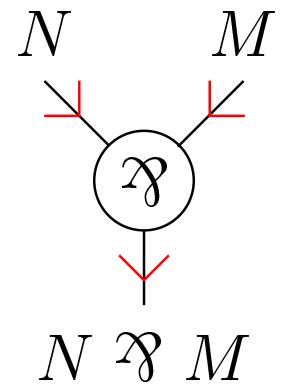
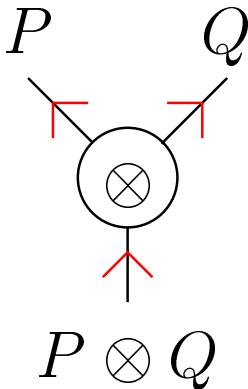
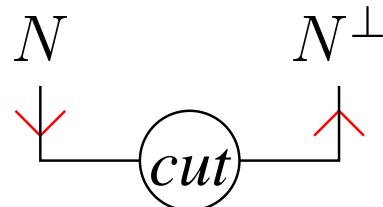
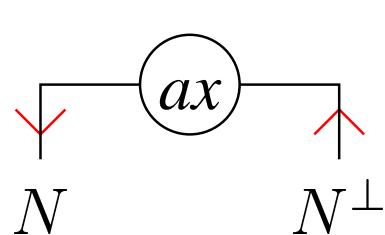
$$\vdash \& \mathcal{F} ? \oplus \otimes ! \& \mathcal{F} ? \dots$$

$$\vdash \& ? \oplus ! \& ? \dots$$

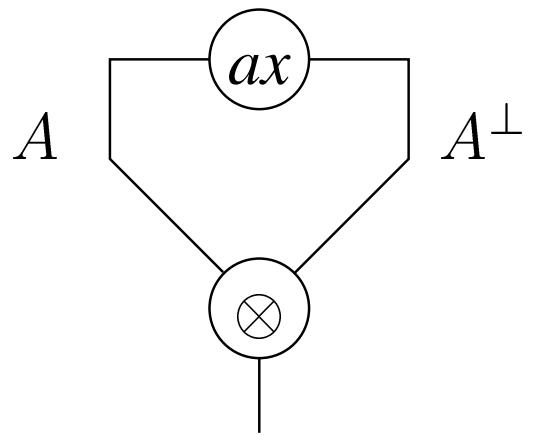
$$P \vdash \oplus ! \& ? \oplus ! \dots$$

Proof-Nets

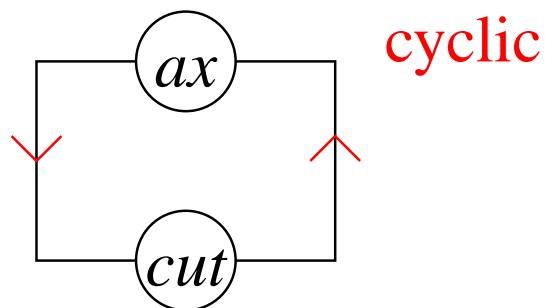
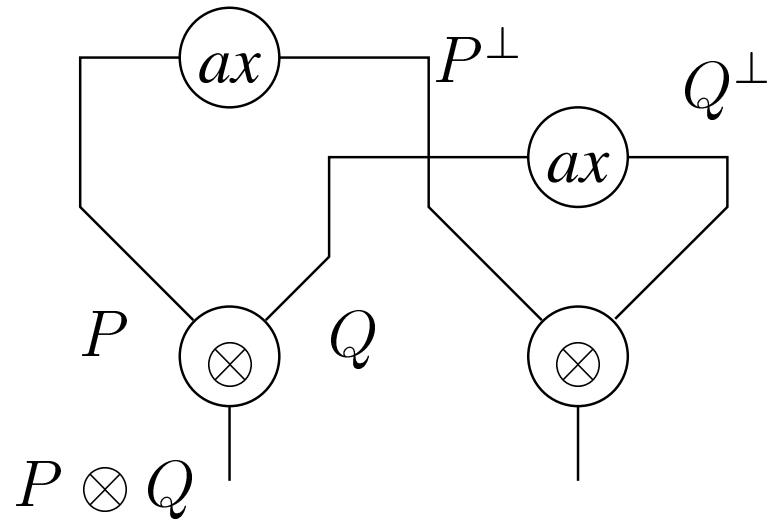
Polarized nodes



Invalid proof-nets

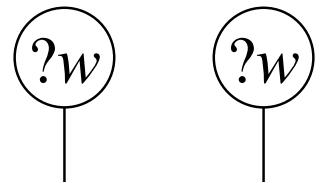


not typable in LLP



cyclic

not connected enough



Correctness

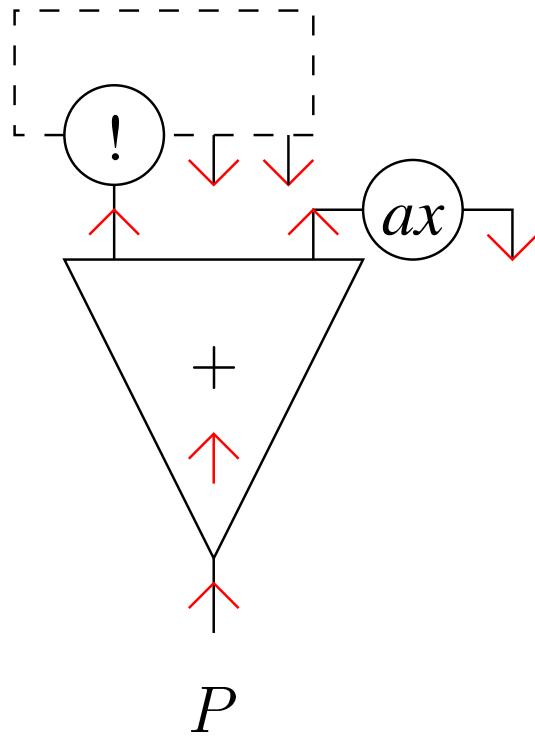
Correctness criterion:

- acyclic: as a directed graph
- connected: exactly one $?d$ -node or one positive conclusion

Properties:

- linear complexity
- without cut \implies acyclic
- extensions to additives (boxes, weights, slices)

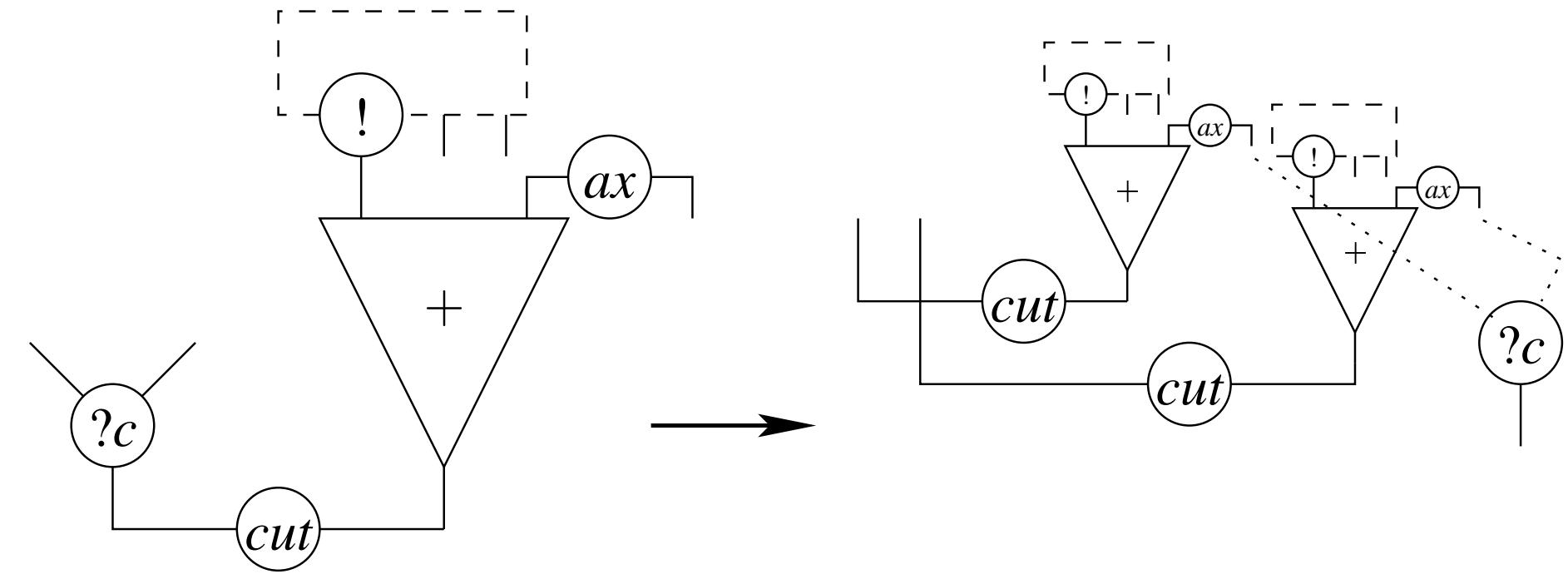
Cut elimination



Generalized box:

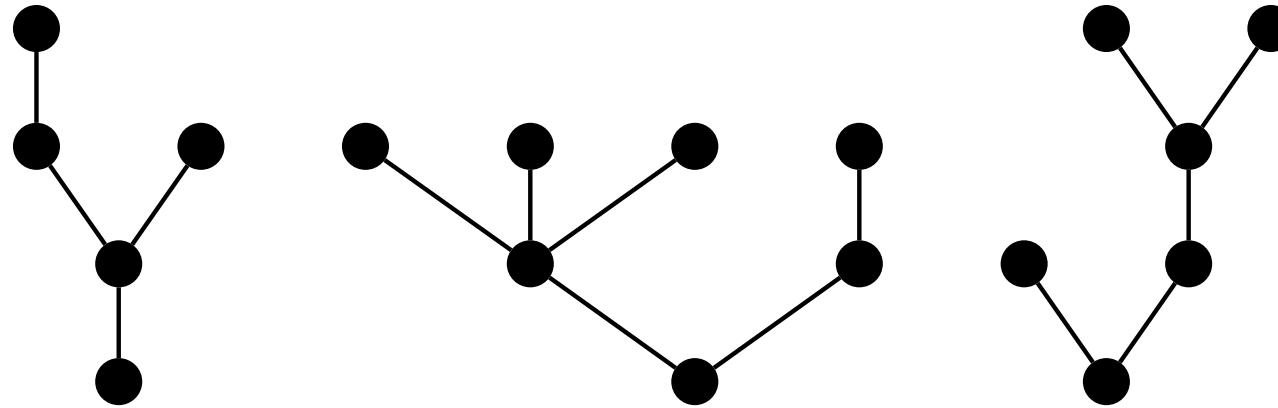
- sub proof-net
- one positive root
- only negative auxiliary doors

Cut elimination



Games

Arenas = forests

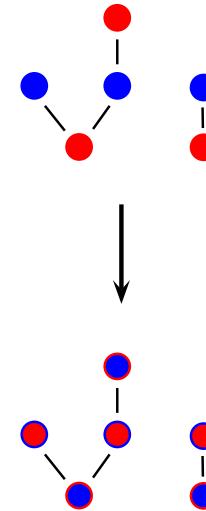


O / P

Arenas constructions

Definitions:

- N^\perp
- \top (resp. 0)
- \perp (resp. 1)
- $N \& M$ (resp. $P \oplus Q$)
- $N \wp M$ (resp. $P \otimes Q$)
- $!N$ (resp. $?P$)



Property:

same additive translation \implies same forest

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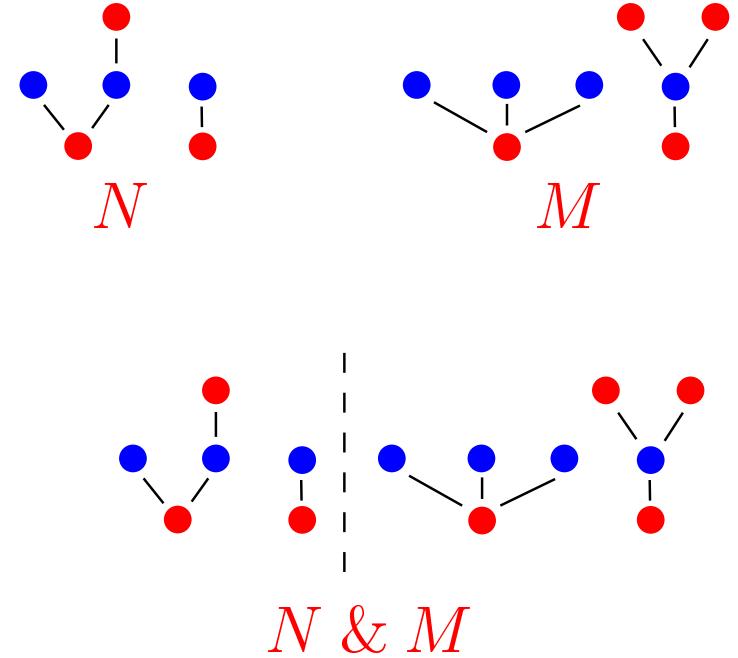
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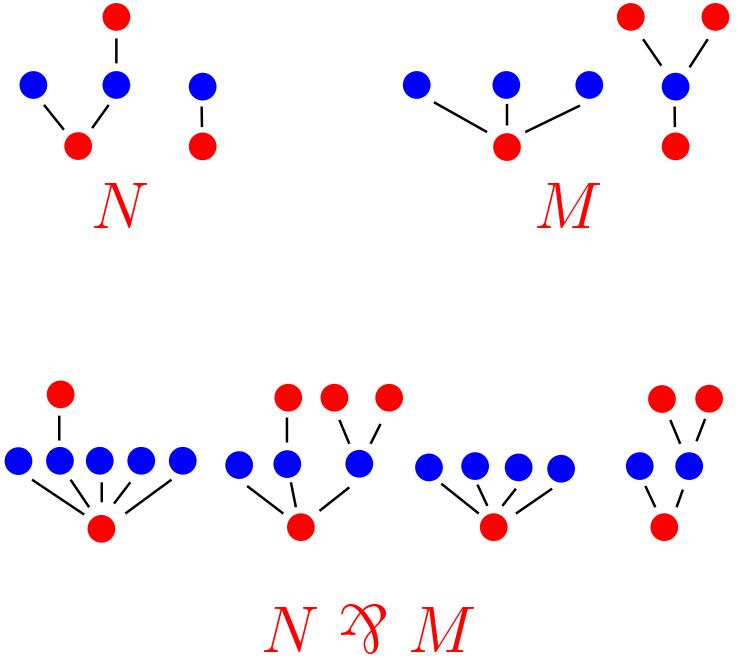
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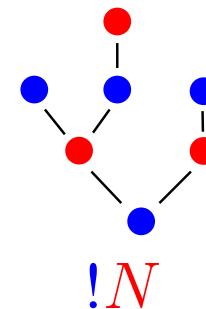
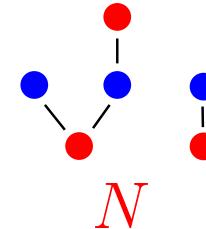
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same additive translation \implies same forest

Strategies

Definition:

non empty P-prefix closed set of plays

$$\mathcal{P}^O \times M^P$$

Constraints:

- deterministic $\mathcal{P}^O \rightharpoonup M^P$
- total $\mathcal{P}^O \rightarrow M^P$
- visible
- innocent $\mathcal{V}^O \rightarrow M^P$
- finite

Game model for LLP

- denotational model:

$$\pi_1 =_{\beta\eta} \pi_2 \implies \pi_1^\circ = \pi_2^\circ$$

- surjective for formulas:

$$\forall f, \exists A \text{ such that } f = A^\circ$$

- surjective for proofs (full completeness):

$$\forall \sigma, \exists \pi \text{ such that } \sigma = \pi^\circ$$

- injective for formulas up to isomorphism:

$$A^\circ = B^\circ \iff A^\circ \simeq B^\circ \iff A^{\text{add}} = B^{\text{add}} \iff A \simeq B$$

- injective for sliced proof-nets (faithfulness):

$$\mathcal{S}_1^\circ = \mathcal{S}_2^\circ \implies \mathcal{S}_1 =_{\beta\eta} \mathcal{S}_2$$

Conclusions

- replacing intuitionistic polarities by classical ones
- embedding of classical logic (cbn and cbv)
- proof-nets
- game semantics
- categories
- coherent semantics
- ...

Current and future directions

- models of second order ($\mathbf{LLP} \neq \mathbf{LL}_{\text{pol}}$)
- geometry of interaction
- application to lighter logics
- typing of the π -calculus (Berger-Honda-Yoshida)
- ...