

Properties of Needed Strategies

Vincent van Oostrom

Theoretical Philosophy
Utrecht University
The Netherlands

July 6, 2006

Properties

Normalisation

Hyper-normalisation

Head-normalisation

Co-finality

Perpetuality

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)

- ▶ Strategy exceeds any reduction
(cofinal)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)
- ▶ If head-normal form exists, it will be found
(head-normalisation)
- ▶ Strategy exceeds any reduction
(cofinal)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)
- ▶ If head-normal form exists, it will be found
(head-normalisation)
- ▶ Strategy exceeds any reduction
(cofinal)
- ▶ If infinite reduction exists, it will be found
(perpetuality)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)
- ▶ If head-normal form exists, it will be found
(head-normalisation)
- ▶ Strategy exceeds any reduction
(cofinal)
- ▶ If infinite reduction exists, it will be found
(perpetuality)
- ▶ If common reduct exists, it will be found
(Church-Rosser)

Properties of strategies

- ▶ If normal form exists, it will be found
(normalisation)
- ▶ If normal form exists, it will be found
even if other steps in-between
(hyper-normalisation)
- ▶ If head-normal form exists, it will be found
(head-normalisation)
- ▶ Strategy exceeds any reduction
(cofinal)
- ▶ If infinite reduction exists, it will be found
(perpetuality)
- ▶ If common reduct exists, it will be found
(Church-Rosser)
- ▶ ...

Typical Result

Theorem

The needed strategy is *normalising* for combinatory logic.

$$(K \cdot x) \cdot y \rightarrow x$$

$$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$$

Typical Result

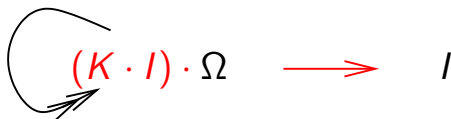
Theorem

The needed strategy is *normalising* for combinatory logic.

$$(K \cdot x) \cdot y \rightarrow x$$

$$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$$

Example


$$(K \cdot I) \cdot \Omega \rightarrow I$$

$$I = (S \cdot K) \cdot K$$

$$\Omega = ((S \cdot I) \cdot I) \cdot ((S \cdot I) \cdot I)$$

Normalisation

Definition

Strategy is **normalising** if terminating on normalisable objects

Normalisation

Definition

Strategy is **normalising** if terminating on normalisable objects

Example

- ▶ innermost strategy need **not** be normalising
 $f(a)$ w.r.t. $a \rightarrow a, f(x) \rightarrow b$

Normalisation

Definition

Strategy is **normalising** if terminating on normalisable objects

Example

- ▶ innermost strategy need **not** be normalising
 $f(a)$ w.r.t. $a \rightarrow a, f(x) \rightarrow b$
- ▶ outermost strategy need **not** be normalising
 $f(a, a)$ w.r.t. $a \rightarrow a, f(x, a) \rightarrow b$

Normalisation

Definition

Strategy is **normalising** if terminating on normalisable objects

Example

- ▶ innermost strategy need **not** be normalising
 $f(a)$ w.r.t. $a \rightarrow a$, $f(x) \rightarrow b$
- ▶ outermost strategy need **not** be normalising
 $f(a, a)$ w.r.t. $a \rightarrow a$, $f(x, a) \rightarrow b$
Indeed, it's not **fair**

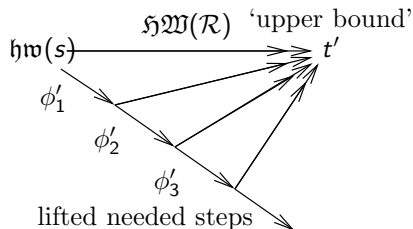
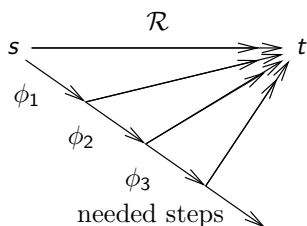
Needed Normalisation

Theorem

Needed strategy is *normalising* (for ortho fe HRS)

Proof.

all reductions to normal form are permutation equivalent



only finitely many steps contribute to the head



Needed hyper-normalisation

Definition

Strategy is **hyper-normalising** if terminating on normalisable objects allowing (finitely sequences) of other steps in-between

Theorem

*Needed strategy is **hyper-normalising** (for ortho fe HRS)*

Proof.

Same



Normalisation of parallel-outermost strategy

Definition

Parallel outermost: contract all **outermost** redexes

Normalisation of parallel-outermost strategy

Definition

Parallel outermost: contract all **outermost** redexes

Theorem

Parallel-outermost strategy is normalising

Normalisation of parallel-outermost strategy

Definition

Parallel outermost: contract all **outermost** redexes

Theorem

Parallel-outermost strategy is normalising

Proof.

One of outermost redexes is external, so needed



Normalisation of full-substitution strategy

Definition

Full substitution: contract **all** redexes

(Gross-Knuth, Complete Development, Takahashi 'star')

Normalisation of full-substitution strategy

Definition

Full substitution: contract **all** redexes

(Gross-Knuth, Complete Development, Takahashi 'star')

Theorem

Full-substitution strategy is normalising

Normalisation of full-substitution strategy

Definition

Full substitution: contract **all** redexes
(Gross-Knuth, Complete Development, Takahashi 'star')

Theorem

Full-substitution strategy is normalising

Proof.

One of redexes is external, so needed



Normalisation of outermost-fair strategy

Definition

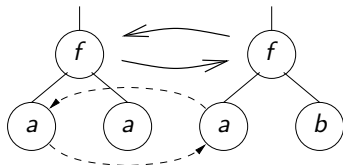
Outermost fair: treat outermost-redexes **fairly**
eventually they must be eliminated

Normalisation of outermost-fair strategy

Definition

Outermost fair: treat outermost-redexes **fairly**
eventually they must be eliminated

$$\{a \rightarrow b, f(x, b) \rightarrow f(x, a)\}$$



Normalisation of outermost-fair strategy

Definition

Outermost fair: treat outermost-redexes **fairly**
eventually they must be eliminated

Theorem

Outermost-fair strategy is normalising

Proof.

One of outermost redexes is external, so needed
Eventually contracted because of fairness



Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$ **duplicating** anything inside z

Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$ **duplicating** anything inside z

$(K \cdot x) \cdot y \rightarrow x$ **erasing** anything inside y

Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$ **duplicating** anything inside z

$(K \cdot x) \cdot y \rightarrow x$ **erasing** anything inside y

Example (of non-erasing rewrite systems)

- ▶ S -terms
- ▶ λI -terms: for $\lambda x.M$, x in free variables of M

Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$ **duplicating** anything inside z
 $(K \cdot x) \cdot y \rightarrow x$ **erasing** anything inside y

Example (of non-erasing rewrite systems)

- ▶ S -terms
- ▶ λI -terms: for $\lambda x.M$, x in free variables of M

Theorem

*Normalising terms are terminating in **non-erasing** system*

Normalisation for non-erasing systems

Definition

non-erasing if all redexes persist until contracted
(may be **duplicated**, not **erased**)

$((S \cdot x) \cdot y) \cdot z \rightarrow (x \cdot z) \cdot (y \cdot z)$ **duplicating** anything inside z
 $(K \cdot x) \cdot y \rightarrow x$ **erasing** anything inside y

Example (of non-erasing rewrite systems)

- ▶ S -terms
- ▶ λI -terms: for $\lambda x.M$, x in free variables of M

Theorem

*Normalising terms are terminating in **non-erasing** system*

Proof.

In non-erasing system **every** redex is needed



Head-normalisation

Definition

head normal form if cannot reduce to a redex

Definition

Strategy is **head**-normalising if eventually reaches head-normal form on head-normalisable objects

Head-normalisation

Definition

head normal form if cannot reduce to a redex

Definition

Strategy is **head**-normalising if eventually reaches head-normal form on head-normalisable objects

important for **approximation** (**productive**)

Example

- ▶ computation of infinite list of prime numbers

Head-normalisation

Definition

head normal form if cannot reduce to a redex

Definition

Strategy is **head**-normalising if eventually reaches head-normal form on head-normalisable objects

important for **approximation** (**productive**)

Example

- ▶ computation of infinite list of prime numbers
- ▶ computing Böhm trees (λ -calculus)

Head-normalisation

Definition

head normal form if cannot reduce to a redex

Definition

Strategy is **head**-normalising if eventually reaches head-normal form on head-normalisable objects

important for **approximation** (**productive**)

Example

- ▶ computation of infinite list of prime numbers
- ▶ computing Böhm trees (λ -calculus)
- ▶ ...

Head-needed is head-normalising

Head-needed is head-normalising

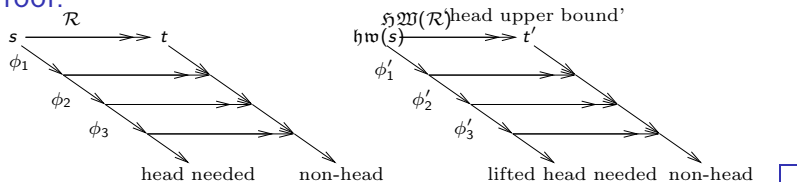
Definition

Head-needed, if needed to reach head-normal form

Theorem

Head-needed strategy is (*hyper*-)head-normalising (for ortho fe HRS)

Proof.



Applications of head-neededness

Lemma

External redex is head-needed, if not in head-normal form

Applications of head-neededness

Lemma

External redex is head-needed, if not in head-normal form

Theorem

Parallel-outermost is head-normalising

Applications of head-neededness

Lemma

External redex is head-needed, if not in head-normal form

Theorem

Parallel-outermost is head-normalising

Theorem

Full-substitution is head-normalising

Applications of head-neededness

Lemma

External redex is head-needed, if not in head-normal form

Theorem

Parallel-outermost is head-normalising

Theorem

Full-substitution is head-normalising

Theorem

Outermost-fair strategy is head-normalising

Weakly orthogonal systems?

Weakly orthogonal systems?

Some things work some things don't

Weakly orthogonal systems?

Some things work some things don't

Theorem

Outermost-fair reduction is normalising

Weakly orthogonal systems?

Some things work some things don't

Theorem

Outermost-fair reduction is normalising

Outermost-fair reduction is **not** head-normalising

Example

Term $s = f(g(a, a))$ in

$$a \rightarrow b$$

$$f(g(a, x)) \rightarrow f(g(b, x))$$

$$g(b, x) \rightarrow g(x, x)$$

Reduction to head-normal form:

$$s \rightarrow f(g(a, b)) \rightarrow f(g(b, b))$$

Outermost-fair reduction not reaching a head-normal form:

$$s \rightarrow f(g(b, a)) \rightarrow s \rightarrow \dots$$

Co-finality

Definition

Strategy **co-final** if target of any finite reduction reduces to some object on strategy

Theorem

Full-substitution is co-final

Co-finality

Definition

Strategy **co-final** if target of any finite reduction reduces to some object on strategy

Theorem

Full-substitution is co-final

Parallel-outermost is **not** co-final

Example

$f(x) \rightarrow f(x), a \rightarrow b$

Perpetuality

Definition

Strategy **perpetual** if non-normalising on non-terminating objects

Theorem

internal needed strategy is perpetual

Summary

- ▶ Strategies via **intensional ARSs**

Summary

- ▶ Strategies via **intensional ARSs**
- ▶ Theorems shown by working with **proof terms**

Summary

- ▶ Strategies via **intensional ARSs**
- ▶ Theorems shown by working with **proof terms**
- ▶ Standard results proven using **neededness**