

Termination and Complexity in Higher-Order Term Rewriting

Part 1. Higher-order Rewriting: motivation and definitions

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Download handout and slides from:

https://www.cs.ru.nl/~cynthiakop/2024_isr/

Common features from functional programming

$\text{map} :: (\alpha \Rightarrow \beta) \Rightarrow \text{list } \alpha \Rightarrow \text{list } \beta$

$\text{map } F [] = []$

$\text{map } F (h ; t) = (F h) ; (\text{map } F t)$

$\text{double_all} :: \text{list int} \Rightarrow \text{list int}$

$\text{double_all } lst = \text{map double } lst$

$\text{handle} :: \text{event} \Rightarrow \text{list (event} \Rightarrow \text{result)} \Rightarrow \text{list result}$

$\text{handle } e \text{ callbacks} = \text{map } (\lambda F.F e) \text{ callbacks}$

Common features from functional programming

```
init :: (int ⇒ α) ⇒ int ⇒ int ⇒ list α
init F x y = if (x ≥ y) then [] else ((F x) ; (init F (x + 1) y))
```

```
filter :: (α ⇒ bool) ⇒ list α ⇒ list α
filter F [] = []
filter F (h ; t) = if (F h) then (h ; (filter F t))
                  else (filter F t)
```

```
evens :: int ⇒ list int
evens n = filter is_even (init id 0 n)
```

Common features from functional programming

$\text{fold} :: (\alpha \Rightarrow \beta \Rightarrow \beta) \Rightarrow \beta \Rightarrow \text{list } \alpha \Rightarrow \beta$

$\text{fold } F x [] = x$

$\text{fold } F x (h ; t) = \text{fold } F (F h x) t$

$\text{rec} :: (\text{int} \Rightarrow \text{int} \Rightarrow \text{int}) \Rightarrow \text{int} \Rightarrow \text{int} \Rightarrow \text{int}$

$\text{rec } F x n = \text{if } (n \leq 0) \text{ then } x \text{ else } (\text{rec } F (F x n) (n - 1))$

$\text{exp} :: \text{int} \Rightarrow \text{int} \Rightarrow \text{int}$

$\text{exp } x y = \text{rec } ((* x) 1) y$

$\text{greatest} :: \text{list int} \Rightarrow \text{int}$

$\text{greatest } l = \text{fold } (\lambda y, z. \text{if } (z > y) \text{ then } z \text{ else } y) 0 l$

Shorthand using higher-order functions

```
sumfun  $F$   $x =$  if ( $x \leq 0$ ) then ( $F$   $x$ )  
                else (( $F$   $x$ ) + (sumfun  $F$  ( $x - 1$ )))
```

```
sumfun  $F$   $x =$  fold (+) 0 (map  $F$  (init id 0  $x$ ))
```

```
sumfun  $F$   $x =$  rec ( $\lambda y, z. y + F(z)$ ) ( $F$  0)  $x$ 
```

Higher-order functions appear naturally in...

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- theorem proving

$$\begin{aligned} \text{ack } 0 \ n &\rightarrow s \ n \\ \text{ack } (s \ m) \ 0 &\rightarrow \text{ack } m \ (s \ 0) \\ \text{ack } (s \ m) \ (s \ n) &\rightarrow \text{ack } m \ (\text{ack } (s \ m) \ n) \end{aligned}$$

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 \Rightarrow

$$\begin{aligned} \text{helper } F \ 0 &\rightarrow F \ (s \ 0) \\ \text{helper } F \ (s \ n) &\rightarrow F \ (\text{helper } F \ n) \\ \text{ack } 0 &\rightarrow s \\ \text{ack } (s \ m) &\rightarrow \text{helper } (\text{ack } m) \end{aligned}$$

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Question: do we need more than we already have?

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Examples:

$$\begin{aligned}
 @(@(\text{map}, F), []) &\rightarrow [] \\
 @(@(\text{map}, F), @(@(\text{cons}, h), t)) &\rightarrow @(@(\text{cons}, @(F, h)), @(@(\text{map}, F), \\
 @(@(@(\text{rec}, F), x), 0) &\rightarrow x \\
 @(@(@(\text{rec}, F), x), @(s\ y)) &\rightarrow @(@(@(\text{rec}, F), \\
 &\quad @(@(F, x), @(s, y))), \\
 &\quad y)
 \end{aligned}$$

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Examples:

$$\begin{aligned} \text{map} \cdot F \cdot [] &\rightarrow [] \\ \text{map} \cdot F \cdot (\text{cons} \cdot h \cdot t) &\rightarrow \text{cons} \cdot (F \cdot h) \cdot (\text{map} \cdot F \cdot t) \\ \text{rec} \cdot F \cdot x \cdot 0 &\rightarrow x \\ \text{rec} \cdot F \cdot x \cdot (s \cdot y) &\rightarrow \text{rec} \cdot F \cdot (F \cdot x \cdot (s \cdot y)) \cdot y \end{aligned}$$

Applicative rewriting

Question: what about lambda?

$$\text{handle} \cdot e \cdot \text{callbacks} \rightarrow \text{map} \cdot “(\lambda F.F e)” \cdot \text{callbacks}$$

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$$\begin{aligned} \text{handle} \cdot e \cdot \text{callbacks} &\rightarrow \text{map} \cdot (\text{helper} \cdot e) \cdot \text{callbacks} \\ \text{helper} \cdot e \cdot F &\rightarrow F \cdot e \end{aligned}$$

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Downsides

- λ -expressions *in the input* cannot be represented (but: may not be needed!)

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Downsides

- λ -expressions *in the input* cannot be represented (but: may not be needed!)
- Having only one root symbol makes analysis harder

Exercise: playing with applicative systems

1.

$$\begin{aligned} \text{rec} \cdot F \cdot x \cdot 0 &\rightarrow x \\ \text{rec} \cdot F \cdot x \cdot (s \cdot y) &\rightarrow \text{rec} \cdot F \cdot (F \cdot x \cdot (s \cdot y)) \cdot y \end{aligned}$$

Use `rec` to define **addition**, **multiplication** and **factorial**. You are allowed to use lambda (or define helper functions), but don't write your own recursive functions.

2. Prove termination of

$$f \cdot x \rightarrow g \cdot x \cdot x$$

(There are no additional function symbols – so also no lambda)

Termination of `map`

Recall:

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Debate: is this TRS terminating?

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Debate: is this TRS terminating?

Debate: what if we add the following rules?

$$\begin{aligned} g \cdot x \cdot F &\rightarrow F \cdot x \\ \text{tmp} \cdot x &\rightarrow \text{map} \cdot (g \cdot x) \cdot x \end{aligned}$$

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Answer: NO

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Answer: **NO**

Consider: Let $\omega := \text{cons} \cdot \text{tmp} \cdot []$

$$\text{map} \cdot (g \cdot \omega) \cdot \omega$$

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Problem: termination of `map`

Discussion: is there an inherent problem that makes systems like **this** non-terminating?

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Idea: the problem arises due to **duplication**; can we avoid that?

Idea: the problem arises due to the construction of an untypable term $\text{map} \cdot (g \cdot \omega) \cdot \omega$

Types: avoiding undesirable terms

Without type restrictions:

```
add(0, apple)
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map(map( $F$ , []), s(pear)) → map([], s(pear))
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Problems of type-insensitive analysis

$f(0) \rightarrow 0$
 $f(s(x)) \rightarrow f(x)$
 $\text{cost}(\text{apple}) \rightarrow s(0)$
 $\text{cost}(\text{pear}) \rightarrow s(s(0))$

Problems of type-insensitive analysis

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Question: are the following properties satisfied?

- $f(t)$ reduces to 0 for all t
- every ground term reduces to a constructor normal form

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$$\begin{aligned}f(x, 1, 2) &\rightarrow f(x, x, x) \\chooselist(x, y) &\rightarrow x \\chooselist(x, y) &\rightarrow y\end{aligned}$$

Typing a term rewriting system (intuition)

Idea: add types to function symbols

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Example: $0 :: \text{nat}$, $\text{apple} :: \text{fruit}$, $\text{banana} :: \text{fruit}$, $s :: \text{nat} \Rightarrow \text{nat}$, $\text{cost} :: \text{fruit} \Rightarrow \text{nat}$, $\text{add} :: \text{nat} \Rightarrow \text{nat} \Rightarrow \text{nat}$, $[] :: \text{list}$, $\text{cons} :: \text{nat} \Rightarrow \text{list} \Rightarrow \text{list}$

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- **Not terms:** $\text{cons}(0, \text{banana})$ and $s([])$

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Reduction: unchanged!

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So $\sigma \Rightarrow \tau \Rightarrow \rho$ is just $\sigma \Rightarrow (\tau \Rightarrow \rho)$

And: all types can be written as $\sigma_1 \Rightarrow \dots \Rightarrow \sigma_m \Rightarrow \iota$

HTRSs

Signature: \mathcal{F} of pairs $f :: \sigma$ with f a function symbol and σ a simple type

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Example: $\mathcal{F} = \{0 :: \text{nat}, s :: \text{nat} \Rightarrow \text{nat}, \text{add} :: \text{nat} \Rightarrow \text{nat} \Rightarrow \text{nat}\}$

HTRSs

Signature: \mathcal{F} of pairs $f :: \sigma$ with f a function symbol and σ a simple type

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- If $(f :: \sigma) \in \mathcal{F}$ then $f :: \sigma$
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- If $s :: \sigma \Rightarrow \tau$ and $t :: \sigma$ then $s \cdot t :: \tau$
- if $s :: \tau, x \in \mathcal{V}$ and σ a simple type, then $\lambda x_\sigma. s :: \sigma \Rightarrow \tau$

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α -renaming: term equality is modulo renaming of bound variables

HTRSs (continued)

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Notation:

- omit variable types when clear from context
- use uncurried notation $\mathbb{f}(s_1, \dots, s_n)$ for $\mathbb{f} \cdot s_1 \cdots s_n$

Example HTRS

$$\begin{aligned} \text{map}(F, []) &\rightarrow [] \\ \text{map}(F, \text{cons}(x, y)) &\rightarrow \text{cons}(F \cdot x, \text{map}(F, y)) \\ \text{double}(x) &\rightarrow \text{map}(\lambda y. \text{add}(y, x)) \end{aligned}$$

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Syntactic sugar for:

$$\begin{aligned} \text{map} \cdot F_{\text{nat} \Rightarrow \text{nat}} \cdot [] &\rightarrow [] \\ \text{map} \cdot F_{\text{nat} \Rightarrow \text{nat}} \cdot (\text{cons} \cdot x_{\text{nat}} \cdot y_{\text{list}}) &\rightarrow \text{cons} \cdot (F_{\text{nat} \Rightarrow \text{nat}} \cdot x_{\text{nat}}) \cdot (\text{map} \cdot \\ &\quad \text{double} \cdot x_{\text{nat}} \rightarrow \text{map} \cdot (\lambda y_{\text{nat}}. \text{add} \cdot y_{\text{nat}} \cdot x_{\text{nat}}) \end{aligned}$$

How to find suitable types?

$$\begin{aligned} \text{map}(F, []) &\rightarrow [] \\ \text{map}(F, \text{cons}(x, y)) &\rightarrow \text{cons}(F \cdot x, \text{map}(F, y)) \\ \text{double}(x) &\rightarrow \text{map}(\lambda y. \text{add}(y, x)) \end{aligned}$$

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Group exercise

Challenge: find the type of `rec`!

$$\begin{aligned} \text{rec}(0, Y, F) &\rightarrow Y \\ \text{rec}(s(X), Y, F) &\rightarrow F \cdot X \cdot \text{rec}(X, Y, F) \end{aligned}$$

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```
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Exercise

Assign types to all symbols in the following rules. Use $\text{cons} : \text{nat} \Rightarrow \text{list} \Rightarrow \text{list}$ and $s : \text{nat} \Rightarrow \text{nat}$.

$$\begin{aligned} \text{filter}(F, []) &\rightarrow [] \\ \text{filter}(F, \text{cons}(h, t)) &\rightarrow \text{test}(F \cdot h, , F, h, t) \\ \text{test}(\text{true}, F, h, t) &\rightarrow \text{cons}(h, \text{filter}(F, t)) \\ \text{test}(\text{false}, F, h, t) &\rightarrow \text{filter}(F, t) \\ \\ \text{I}(0) &\rightarrow 0 \\ \text{I}(s(x)) &\rightarrow s(\text{twice}(\text{I}, x)) \\ \text{twice}(F) &\rightarrow \lambda x. F \cdot F \cdot x \end{aligned}$$

For those who like a bigger challenge!

Assign types to all symbols in the following rules. Use $s : \text{ord} \Rightarrow \text{ord}$, and let the output type of `rec` be A .

$$\text{rec}(0, Y, F, G) \rightarrow Y$$

$$\text{rec}(s(X), Y, F, G) \rightarrow F \cdot X \cdot \text{rec}(X, Y, F, G)$$

$$\text{rec}(\text{lim}(H), Y, F, G) \rightarrow G \cdot H \cdot (\lambda x_{\text{nat}}. \text{rec}(H \cdot x_{\text{nat}}, Y, F, G))$$

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$$\text{map}(F, \text{cons}(h, t)) \rightarrow \text{cons}(F \cdot h, \text{map}(F, t))$$

\Rightarrow

$$\begin{aligned} \text{map}_{\sigma, \tau}(F_{\sigma \Rightarrow \tau}, \text{cons}_{\sigma}(h_{\sigma}, t_{\text{list}(\tau)})) &\rightarrow \\ \text{cons}_{\tau}(F_{\sigma \Rightarrow \tau} \cdot h_{\sigma}, \text{map}_{\sigma, \tau}(F_{\sigma \Rightarrow \tau}, t_{\text{list}(\tau)})) & \end{aligned}$$

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For now: let's stick to simple types

More higher-order definitions

- CS [Aczel, 1978]
- CRS [Klop, 1980]
- ERS [Khasidashvili, 1990]
- HRS [Nipkow, 1991]
- AFS [Jouannaud, Okada, 1991]
- HORS [van Oostrom, 1994]
- IDTS [Blanqui, 2000]
- STRS [Kusakari, 2001]
- STTRS [Yamada, 2001]
- Nominal rewriting [Gabbay, Pitts, 2002]
- AFSM [Kop, 2012]
- ...

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$$s =_{\eta} \lambda x_{\sigma}.(s \cdot x_{\sigma})$$

if $s :: \sigma \Rightarrow \tau$ and x_{σ} does not occur in s , and s not an abstraction

Typical usage: expand $\mathbb{f}(s_1, \dots, s_n)$ to

$\lambda x_1 \dots x_m. \mathbb{f}(s_1, \dots, s_n, x_1, \dots, x_m)$ if $\mathbb{f} :: \sigma_1 \Rightarrow \dots \Rightarrow \sigma_m \Rightarrow \iota$

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$\text{head}(\text{cons}(X, Y)) \rightarrow X$ with $\text{head} :: \text{list}(\alpha) \Rightarrow \alpha$

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$\text{head}(\text{cons}(X, Y)) \rightarrow X$ with $\text{head} :: \text{list}(\alpha) \Rightarrow \alpha$

\implies

$$\text{head}_{\text{int}}(\text{cons}(X_{\text{int}}, Y_{\text{list}(\text{int})})) \rightarrow X_{\text{int}}$$

$$\text{head}_{\text{int} \Rightarrow \text{bool}}(\text{cons}(X_{\text{int} \Rightarrow \text{bool}}, Y_{\text{list}(\text{int} \Rightarrow \text{bool})}), Z_{\text{int}}) \rightarrow X_{\text{int} \Rightarrow \text{bool}} \cdot Z_{\text{int}}$$

...

Final exercise

Write a short HTRS (including signature!) that, given a list of natural numbers and a function mapping numbers to Booleans, finds the number of items in the list that satisfy the requirement.