

Martin Hyland : Linear Logic & GÖT

time: Model dynamics of computation.

static (denotative) vs dynamic (rewriting)

Cut Rule: main protagonist.

Total view vs. Process view of Cut.

Cut-Elimination as rewriting ~~(or categorical)~~
compⁿ on terms.

Model: *-aut. cat. + every free coalg. naturally carries the struc. of a comm. command s.t. every coalg.

What is the dynamics of cut?

Cut = Contractⁿ (in Physics)

$$\begin{array}{c} A \xrightarrow{f} B \cdot B \xrightarrow{g} C \\ \Downarrow \\ A \otimes B \xrightarrow{f \otimes g} B \otimes C \sim A \rightarrow B^* \otimes B \otimes C \\ A \longrightarrow B^* \otimes B \otimes C \xrightarrow{\text{ev} \otimes 1} I \otimes C \cong C \\ \text{is } g \circ f \quad \text{"Contract" -} \\ \text{comm. + hiding} \\ \therefore \text{Comp}^n = \text{tensor} + \text{"comm w/ hiding"} \end{array}$$

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simplificatⁿ: $\otimes = \otimes$
 $\& = \oplus$
 $! = ?$

- Then deal with a "compact closed category"
- can do tensor calc. & sums = prods + self dual comonad.

Fermionic Model: Fin dim. vector spaces.

\otimes for \otimes and \otimes
 \oplus for $\&$ and \oplus
(ext. power) \wedge for $!$ and $?$

$\Delta(V)$ has an almost comm. monoid structure
- only graded: commutes if field has char 2

For each $\Gamma \vdash \Delta$ in LL where Π reps

cuts, we obtain a map of V 's

$$\Gamma \otimes \Pi \longrightarrow \Delta \otimes \Pi$$

(all depending on choices for atomic formulae).

$$\text{s.t. } \Gamma \longrightarrow \Delta \otimes \Pi \otimes \Pi^* \longrightarrow \Delta$$

get "the" cut-free pf.

But: Where's the dynamics? What does it mean?

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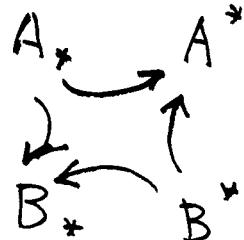
Can give a nice model using Fermionic Fock spaces....
But claims dynamics there will not be good.

Girard's GOI model : a precursor.

Objects $A = (A_*, A^*)$

inputs outputs

Maps $A \rightarrow B =$



= Partial fns $A_* + B^* \rightarrow B_* + A^*$

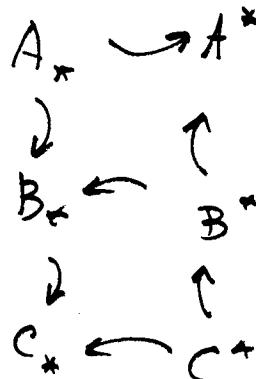
Composit \circ :

mediated by

feed back

between

B_* & B^*



This cat is compact closed, but little else....

Dynamics is externally unmonitored.

The Real Model :

- "Based" on his pt of SN
- Info. "flow dynamics".

Equip A_*, A^* w/ sets of internal dynamics.

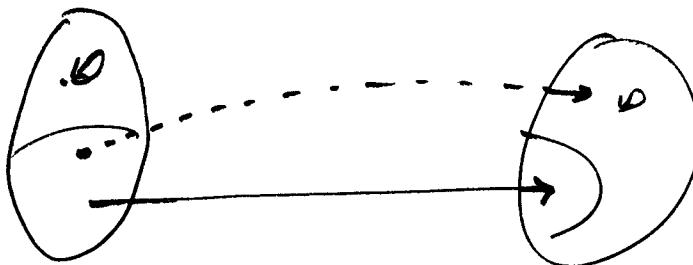
Have

$$\alpha: A_* \rightarrow A^* , \beta: A^* \rightarrow A_* \text{ s.t. } \forall \alpha, \beta$$

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$\beta \alpha : A_* \rightarrow A^*$, $\alpha \beta : A^* \rightarrow A^*$ passes
by iteration to a stable state (Nilpotent operators)

E.g.
 α
partial
fns



sets of states of dynamical system - defined on "non-idling" part. \dashrightarrow idles & nothing happens.
∴ Partial fns = info flow in this sense.

Now take maps = (singularity-free) dynamics as before which stabilizes w/ help of internal dynamics.

This model: still compact closed but not much else (no +, !'s are fudged) — but there is an internal control of dynamics.

Abramsky - Jagadeesan model.

Objects: $A = (A_*, A^*)$

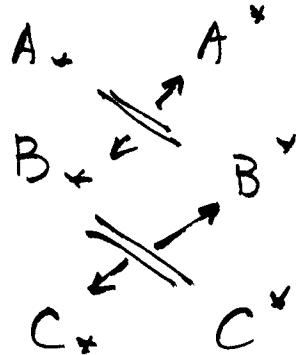
maps $A \rightarrow B : A_*$ A^*
 B_* B^*

fns $A_* \times B^* \longrightarrow B_* \times A^*$

(Hyland)

Compⁿ: $A \rightarrow B \rightarrow C$.

mediated by
fixed pts.



e.g.

$f: A \times S \rightarrow B \times S$ (f \in w/states).

IF fixed pts \exists , can pass to a f^{\perp} :

~~definition~~ e.g.

Define:

$$\begin{array}{c} A \times S \rightarrow S \\ \hline A \longrightarrow S^S \xrightarrow{\gamma} S \end{array}$$

$\overline{f}: A \rightarrow B$

$a \mapsto f(a, \alpha(a))$.

Above: $A_{+} \times C^{+} \times \underbrace{(B_{+} \times B^{+})}_{= S} \rightarrow C_{+} \times A^{+} \times (B_{+} \times B^{+})$

\therefore get a f^{\perp} as above

Abstract derivatⁿ of A - J.

Take cat. \mathbb{E} from self dual cat.

$D = \mathbb{E} \times \mathbb{E}^{op}$. ~~and~~ ~~and~~ ~~and~~ ~~and~~.

IF \mathbb{E} cca., take comonad on D .

$(U, X) \xrightarrow{G} (U, X^U)$ \cong dual monad $(\mathcal{U}X) \xrightarrow{Q} (U^*, X)$

• playing second in $\Gamma^* \Delta$ -

Get compact closed cat - not much else.

Query: Can we fudge?

We do control dynamics internally: games are wf & \therefore def. by ordinal of game.

General framework:

$A \xrightarrow{f} B, B \xrightarrow{g} C, \dots$

Other models:

- Blass's Theory of Games
- Lamarche's Seq. algns
- Realiz. Models.
- Girard's SN