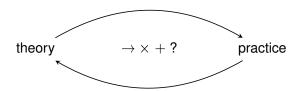
What are these control hierarchies?

Chung-chieh Shan Rutgers University

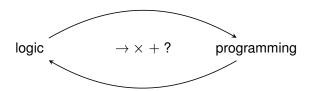
29 May 2011

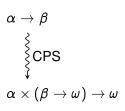


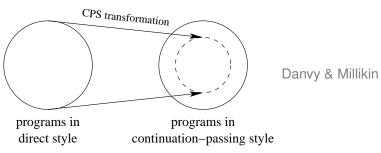
What are these control hierarchies?

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Logic guides codifying the pattern:

Zeilberger

- Decompose positive vs negative expressions/variables function vs context connectives/constructions
- ▶ Decompose $\omega_1 \to \beta/\omega_2$ into $(\beta \multimap \omega_1) \triangleright \omega_2$ $\alpha/\omega_1 \to \beta/\omega_2$ into $((\alpha \to \beta) \multimap \omega_1) \triangleright \omega_2$
- Negatives are polymorphic in the answer type; positives are specific in the answer type?

Make nonsense impossible, common sense easy (reflection)?

$$egin{array}{l} lpha
ightarrow eta \ & & & & \\ \begin{cases} \begin$$

What is the total population of the ten largest capitals in the US? Answering these types of complex questions compositionally involves first mapping the questions into logical forms (semantic parsing).

Liang, Jordan & Klein

What is the total population of the ten largest capitals in the US? Answering these types of complex questions compositionally involves first mapping the questions into logical forms (semantic parsing).

The filtering function F rules out improperly-typed trees ... To further reduce the search space ...

Think of DCS as a higher-level programming language tailored to natural language, which results in programs which are much simpler than the logically-equivalent lambda calculus formulae.

Liang, Jordan & Klein

Alice knows Bob

Alice :: E Bob :: E

 $\mathtt{know} :: E \to E \to \mathsf{Bool}$

Alice & (know \$ Bob) :: Bool

Alice knows Bob

Alice :: E Bob :: E

 $\mathtt{know} :: E \to E \to \mathsf{Bool}$

Alice & (know \$ Bob) :: Bool

$$\frac{-\frac{E}{E} \text{Alice}}{\frac{E \to E \to Bool}{Bool}} \overset{\text{know}}{\underset{\text{Bool}}{E}} \overset{-\frac{B}{B} \text{Bob}}{\underset{\text{Bool}}{E}} \$$$

```
Alice :: E
Bob :: E
know :: E 
ightarrow E 
ightarrow Bool
type \mathbf{M} \, lpha = (lpha 
ightarrow Bool) 
ightarrow Bool
```

everyone :: M E everyone c = all c [Alice, Bob, . .]

```
Alice :: E
Bob :: E
know :: E \rightarrow E \rightarrow Bool

type \mathbf{M} \alpha = (\alpha \rightarrow \mathsf{Bool}) \rightarrow \mathsf{Bool}
everyone :: \mathbf{M} E
everyone c = \mathsf{all} \ c \ [\mathsf{Alice}, \mathsf{Bob}, \ldots]
\frac{\overline{E} \rightarrow E \rightarrow \mathsf{Bool}}{\mathbf{M}(E \rightarrow E \rightarrow \mathsf{Bool})} \operatorname{know}
```

$$\frac{\frac{\text{E}}{\text{E}} \text{ Alice}}{\frac{\text{M}}{\text{E}} \text{ return}} \frac{\frac{\text{E} \rightarrow \text{E} \rightarrow \text{Bool}}{\text{M}(\text{E} \rightarrow \text{E} \rightarrow \text{Bool})} \text{ return}}{\frac{\text{M}}{\text{E}} \text{ E}} \frac{\text{Everyone}}{\text{liftM2 (\$)}} \frac{\text{M}}{\text{Bool}} \text{ (\$ id)}$$

Barker, de Groote, ...

Alice :: E Bob :: E

 $\mathtt{know} :: E \to E \to \mathsf{Bool}$

 $\mathsf{type}\;\mathbf{M}\;\alpha = (\alpha \to \mathsf{Bool}) \to \mathsf{Bool}$

 $\begin{array}{ll} \text{everyone} & :: \mathbf{M} \, \mathbf{E} \\ \text{someone} & :: \mathbf{M} \, \mathbf{E} \end{array}$

 $most \qquad :: [E] \to \mathbf{M} \, E$

Someone knows everyone

```
Alice :: E
Bob :: E
know :: E \rightarrow E \rightarrow Bool

type M \alpha = (\alpha \rightarrow Bool) \rightarrow Bool

every :: [E] \rightarrow M E
some :: [E] \rightarrow M E
most :: [E] \rightarrow M E
logician :: [E]
programmer :: [E]
```

Someone knows everyone Most logicians know some programmer

```
Alice :: E
Bob :: E
know :: E \rightarrow E \rightarrow Bool
type \mathbf{M} \alpha = (\alpha \to \mathsf{Bool}) \to \mathsf{Bool}
every :: [E] \rightarrow ME
some :: [E] \to \mathbf{M} E
most \qquad :: [E] \to \mathbf{M} \, E
logician :: [E]
programmer :: [E]
from
                 :: [E] \to E \to [E]
```

Someone knows everyone Most logicians know some programmer Most logicians know some programmer from Novi Sad

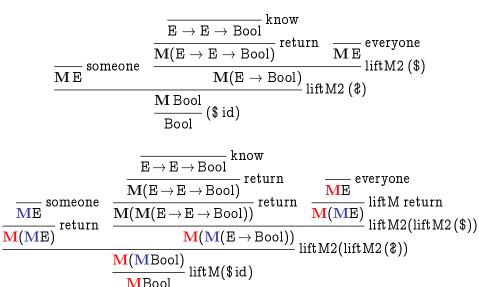
Inverse scope: Someone knows everyone

$$\frac{\frac{\overline{E \to E \to Bool}}{\overline{M(E \to E \to Bool})} \frac{\text{know}}{\overline{ME}} \text{everyone}}{\frac{\overline{M(E \to Bool)}}{\overline{M(E \to Bool)}} \frac{\text{liftM2 (\$)}}{\text{liftM2 (\$)}}}{\frac{\overline{MBool}}{\overline{Bool}} (\$ \text{id})}$$

Inverse scope: Someone knows everyone

MBool

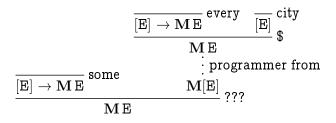
(\$ id)



Inverse linking: Combining hierarchies?

some programmer from Novi Sad some programmer from every city

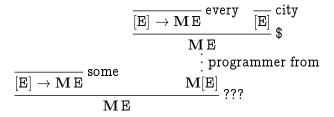
May



Inverse linking: Combining hierarchies?

some programmer from Novi Sad some programmer from every city

May



Someone knows everyone Most logicians know some programmer Most logicians know some programmer from every city

Write domain-specific code generators in multilevel languages
Nielson & Nielson, Taha

$$\cdots \pm \cdots \sim \underline{\text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots}$$

Write domain-specific code generators in multilevel languages
Nielson & Nielson, Taha

$$\cdots \pm \cdots \quad \Rightarrow \quad \text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots$$

$$egin{aligned} & (\lambda e: \langle lpha
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angle. \ & \underline{ ext{let } x = e ext{ in } cx)} \ & \vdots & \langle lpha
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ightarrow (\langle lpha
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ightarrow \langle eta
angle)
ightarrow \langle eta
angle. \end{aligned}$$

Write domain-specific code generators in multilevel languages
Nielson & Nielson, Taha

$$\cdots \pm \cdots \quad \Rightarrow \quad \text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots$$

$$egin{aligned} (\lambda e : \langle lpha
angle. \ \lambda c : \langle lpha
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ightarrow (\langle lpha
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ightarrow \langle eta
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ightarrow \langle eta
angle \end{aligned}$$

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$$\cdots \pm \cdots \quad \Rightarrow \quad \text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots$$

$$egin{aligned} (\lambda e: \langle lpha
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ightarrow \langle eta
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ightarrow \langle eta
angle)
ightarrow \langle eta
angle \end{aligned}$$

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$$egin{aligned} (\lambda e: \langle lpha
angle^{\pi}. \ \lambda c: orall
ho. \ \langle lpha
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ightarrow \langle eta
angle^{\pi,
ho}. \ rac{\mathrm{let} \ x = e \ \mathrm{in} \ cx}{\langle lpha
angle}. \ & \quad \langle lpha
angle
ightarrow (\langle lpha
angle
ightarrow \langle eta
angle)
ightarrow \langle eta
angle \end{aligned}$$

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$$\cdots \pm \cdots \quad \Rightarrow \quad \text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots$$

$$egin{aligned} (\lambda e : \langle lpha
angle^{\pi,\sigma}. \ \lambda c : orall
ho. \, \langle lpha
angle^{\pi,\sigma,
ho}
ightarrow \, \langle eta
angle^{\pi,\sigma,
ho}. \ rac{\det x = e \ ext{in} \ cx}{c} \ : orall \sigma. \, \langle lpha
angle^{\pi,\sigma}
ightarrow \, (orall
ho. \, \langle lpha
angle^{\pi,\sigma,
ho}
ightarrow \, \langle eta
angle^{\pi,\sigma,
ho})
ightarrow \, \langle eta
angle^{\pi,\sigma}. \end{aligned}$$

Write domain-specific code generators in multilevel languages
Nielson & Nielson, Taha

Continuations for code generation, especially let-insertion
Danvy & Filinski, Bondorf, Lawall & Danvy

$$\cdots \pm \cdots \quad \Rightarrow \quad \text{let } t_1 = \cdots \text{ and } t_2 = \cdots \text{ and } t_3 = \cdots \text{ in } \cdots$$

$$egin{aligned} (\lambda e : \langle lpha
angle^{\pi,\sigma}. \ \lambda c : orall
ho. & \langle lpha
angle^{\pi,\sigma,
ho}
ightarrow \langle eta
angle^{\pi,\sigma,
ho}. \ & \underline{\text{let } x = e \text{ in } cx}) \ & : orall \sigma. & \langle lpha
angle^{\pi,\sigma}
ightarrow (orall
ho. & \langle lpha
angle^{\pi,\sigma,
ho}
ightarrow \langle eta
angle^{\pi,\sigma,
ho})
ightarrow \langle eta
angle^{\pi,\sigma},
ho) \ & \langle eta
angle^{\pi,\sigma}. \end{aligned}$$

Systematic translation, Kameyama, Kiselyov & Shan but how does it fit CPS?
Want let-insertion at different scopes.

Summary

Hierarchy 0: composing monad transformers

Hierarchy 1: composing monads (applicative functors)

Hierarchy 2: additional polymorphism at each level

Make nonsense impossible, common sense easy?