Non-Deterministic Abstract Machines
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Abstract

We present a generic design of abstract machines for non-deterministic programming languages, such as process calculi or concurrent lambda calculi, that provides a simple way to implement them. Such a machine traverses a term in the search for a redex, making non-deterministic choices when several paths are possible and backtracking when it reaches a dead end, i.e., an irreducible subterm. The search is guaranteed to terminate thanks to term annotations the machine introduces along the way.

We show how to automatically derive a non-deterministic abstract machine from a zipper semantics – a form of structural operational semantics in which the decomposition process of a term into a context and a redex is made explicit. The derivation method ensures the soundness and completeness of the machines w.r.t. the zipper semantics.

1 Introduction

Abstract machines, i.e., first-order tail-recursive transition systems for term reduction, such as SECD [29], CEK [13], and the KAM [28], are a traditional and celebrated artifact in the area of programming languages based on the $\lambda$-calculus. They serve both as a form of operational semantics [12,13,29] and an implementation model [26,33] of programming languages, but they also play a role in other areas, e.g., in proof theory [28], higher-order model checking [41], or cost models [1]. They are used as an implementation model also in concurrent languages [16,18,34,37,46], in particular to study distribution [4,19–21,24,38].

Since in general designing a new abstract machine is a serious undertaking, several frameworks supporting mechanical or even automatic derivations of abstract machines from other forms of semantics have been developed [2,7,23,44]. However, these frameworks assume a language that satisfies the unique decomposition property [7,11], which entails that at each step one specific redex is selected, and thus the language follows a deterministic reduction strategy. This property does not hold in non-deterministic languages such as process calculi (or even in the $\lambda$-calculus without a fixed reduction strategy) and the existing methodology cannot be applied. Existing machines for non-deterministic languages are ad-hoc and may not be complete, i.e., not all reduction paths of the language can be simulated by the corresponding abstract machine [16,18,20,34,46].
This work presents a generic framework for the definition of complete abstract machines that implement a non-deterministic reduction relation in a systematic way. The idea is to go through a term to find a redex without following a specific strategy, picking arbitrarily a subterm when several are available – e.g., going left or right of an application in λ-calculus. The two main ideas are: (1) the machine should not remain stuck when it chooses a subterm which cannot reduce – in such a case we make it backtrack to its last choice; (2) the machine should not endlessly loop searching for redexes in subterms which cannot reduce – the machine annotates the subterms which are normal forms to prevent itself from visiting them again.

Non-deterministic machines designed in this way can be complex even for small languages, therefore we show how to generate them automatically from an intermediary zipper semantics. This semantics, inspired by Huet [25], is a form of structural operational semantics (SOS) [40] that remembers the current position in a term by building a context, i.e., a syntactic object that represents a term with a hole [14]. This format of semantics makes it explicit how a term is decomposed into a context and a redex, and thus it can be seen as a non-deterministic counterpart of the decomposition function in (deterministic) context-based reduction semantics [10,15]. While deterministic reduction semantics is directly implementable and the corresponding abstract machine can be viewed (roughly) as its optimization [11], non-deterministic reduction semantics, even when expressed as a zipper semantics, requires non-trivial instrumentation to become implementable in a complete way. Deriving the non-deterministic abstract machine (NDAM) from the zipper semantics consists exactly in such an instrumentation with the backtracking mechanism and normal-form annotations. We show how to derive an NDAM from an arbitrary zipper semantics that satisfies minimal conditions, and we prove that the resulting NDAM is sound and complete w.r.t. the semantics. Our approach applies in particular to process calculi, for which the abstract machines defined so far were ad-hoc and usually not complete.

The contributions of this paper are: (1) a generic design of sound and complete, non-deterministic abstract machines which cannot get stuck or infinitely loop in a redex search, (2) with a systematic derivation procedure from an intermediary format, called zipper semantics. The resulting machine is an implementation of the non-deterministic source language.

We illustrate our method on the λ-calculus without a fixed reduction strategy and on a minimal process calculus HOCore [31], respectively in Sections 2 and 3. We then give a derivation procedure of an NDAM from an arbitrary zipper semantics in Section 4. We discuss related work in Section 5 and future work in Section 6. The appendix contains further examples, including the zipper semantics and abstract machine of HOπ [42] that extends HOCore with name restriction. An extended version [6] contains the proofs missing from the paper. An implementation of the derivation procedure is also available [5].

2 Lambda-calculus

As a warm-up example, we present the zipper semantics and the corresponding NDAM for the λ-calculus with no fixed reduction strategy.

2.1 Syntax and Context-based Reduction Semantics

We let \( t, s \) range over \( \lambda \)-terms. We denote application with an explicit operator \( @ \) to annotate it later on. We represent a context \( E \) as a list of elementary contexts called frames \( F \).

\[
t, s ::= x \mid \lambda x.t \mid t @ s \quad F ::= \lambda x \mid @ t \mid t @ \quad E, F, G ::= \bullet \mid F :: E
\]
Because it is more convenient for the definition of the machine, we interpret contexts inside-out [12]: the head of the context is the innermost frame. The definition of plugging a term in a context $E$ is therefore as follows:

$$E \cdot s \div E \gamma \cdot \delta$$

We write $t\{s/x\}$ for the capture-avoiding substitution of $s$ by $x$ in $t$, and define the context-based reduction semantics $\rightarrow_{rs}$ of the $\lambda$-calculus by the following rule

$$E[(\lambda x.t) @ s] \rightarrow_{rs} E[t\{s/x\}]$$

which can be read declaratively: if we find a redex in a context $E$ built according to the given grammar of contexts, then we can reduce. This format of semantics does not make it apparent how to decompose a term to find a redex. On the other hand, structural operational semantics offers another common semantic format that makes it more explicit how to navigate in a term to find a redex, but it does not store the traversed path.

### 2.2 Zipper Semantics

A first step towards an abstract machine is to make explicit the step-by-step decomposition of a term into a context and a redex. To this end, we propose zipper semantics, a combination of SOS and reduction semantics. Like a regular SOS, a zipper semantics goes through a term looking for a redex using structural rules, except the current position in the term is made explicit with a context as in reduction semantics.

The zipper semantics for the $\lambda$-calculus is defined in Figure 1. It looks for a $\beta$-redex while constructing the surrounding context $E$ at the same time. The decomposition happens in the rules $\text{appl}$, $\text{appR}$, and $\text{app\lambda}$, where we search for a redex by descending into the appropriate subterm of a given term. Each of these rules corresponds to a frame, with $\text{init}$ initiating the search by setting the context to $\bullet$.

These rules actually look for the application at the root of the $\beta$-redex; checking that an application $t @ s$ is indeed a $\beta$-redex is done by the rule $\text{app\beta}$. It relies on an auxiliary transition $t \div E \gamma \cdot \delta$, which checks that its source is indeed a $\lambda$-abstraction. In that case, we can $\beta$-reduce with rule $\text{lam\beta}$. We can see that computation only occurs in the axiom; the other rules are simply propagating the result unchanged.

One may wonder why we need the rules $\text{app\beta}$ and $\text{lam\beta}$ while a single axiom $(\lambda x.t) @ s \div E \gamma \cdot \delta$ is enough to recognize a $\beta$-redex. The reason is that we restrict ourselves to patterns discriminating only the head constructor of a term, to remain close to an abstract machine where the decomposition of a term occurs only one operator at a time.

---

**Figure 1** Zipper semantics for the $\lambda$-calculus.
We prove that the zipper semantics and reduction semantics coincide in Appendix A.

Example 1. To illustrate further how to recognize a redex one operator at a time, suppose we restrict the argument of the $\beta$-redex to a value $v := x \mid \lambda x.t \hat{=} \mathbb{E}[(\lambda x.t) \hat{=} v] \rightarrow_{\tau} \mathbb{E}[(\lambda x.t) \hat{=} v]$. In such a case, we would need an extra transition $s \stackrel{x.t \hat{=}_{v}}{\rightarrow_{\tau}} t'$, checking that $s$ is a value. The rule $\text{lam}\beta$ would be replaced by the rule $\text{lam}\beta^\prime$ below.

\[
\begin{align*}
\text{lam}\beta^\prime & \quad \frac{s \rightarrow t}{\lambda x.t \rightarrow_{\tau} \text{lam} t'} \\
\text{var}^\prime & \quad \frac{y \rightarrow t}{y \rightarrow t} \quad \frac{\lambda y.s \rightarrow t}{\lambda y.s \rightarrow t[y/x]} \\
\text{lam}^\prime & \quad \frac{x.t \rightarrow t'}{\lambda x.t \rightarrow_{\tau} \text{lam} t'} \\
\end{align*}
\]

2.3 Non-Deterministic Abstract Machine

Design principles. Zipper semantics describes how to decompose a term into a redex and a context, but it is not yet an implementation, as it does not explain what to do when several rules can be applied, like $\text{appL}$, $\text{appR}$, and $\text{appB}$. The NDAM simply picks one of them, and backtracks if it reaches a dead-end. We present how we implement this backtracking and how it can be derived from the zipper rules, before giving the formal definition of the NDAM.

The decomposition at work in the zipper semantics rules can be turned into machine steps: we see the change of focus occurring in the source term between the conclusion and the premise. We introduce a machine mode for each transition kind (here, $\text{app}$ and $\text{lam}$), and the rules $\text{appL}$, $\text{appR}$, and $\text{appB}$ are translated to the following forward machine steps, with $|$ separating the term from the context:

\[
\begin{align*}
\langle t \hat{=} s \mid E \rangle_{\text{app}} & \rightarrow \langle t \hat{=} s \mid E \rangle_{\text{app}} \\
\langle t \hat{=} s \mid E \rangle_{\text{app}} & \rightarrow \langle s \mid t \hat{=} s \mid E \rangle_{\text{app}} \\
\langle t \hat{=} s \mid E \rangle_{\text{app}} & \rightarrow \langle t \hat{=} s \mid E \rangle_{\text{app}} \\
\end{align*}
\]

We see why interpreting the context inside-out is convenient: focusing on $t$ in $E[t \hat{=} s]$ amounts to pushing the frame $@ s$ on top of $E$. It is the same as decomposing the term as $(\hat{=} s \mid E)[t]$: the innermost constructor becomes the topmost one in the context.

The resulting machine is non-deterministic as there is a different step can be taken from the configuration $\langle t \hat{=} s \mid E \rangle_{\text{app}}$. Unlike typical deterministic machines, it does not implement a strategy and does not choose, e.g., to always go left of an application as in the KAM [28]. A consequence is that the machine can make a wrong choice, i.e., focus on a term which cannot reduce, like a variable. In such cases, we want the machine to backtrack to the last configuration for which a choice had to be made, and no further. To do so, we record the applied rules in a stack $\pi$. When we reach a term which cannot reduce, we switch to a backtracking mode (here, $\text{bapp}$) where we can “unapply” a rule.

\[
\begin{align*}
\langle t \hat{=} s \mid \pi \mid E \rangle_{\text{app}} & \rightarrow \langle t \hat{=} \text{appL} \mid \pi \mid s \hat{=} s \mid E \rangle_{\text{app}} \\
\langle x \mid \pi \mid E \rangle_{\text{app}} & \rightarrow \langle \pi \mid x \mid E \rangle_{\text{bapp}} \\
\langle \text{appL} \mid \pi \mid t \hat{=} s \mid E \rangle_{\text{bapp}} & \rightarrow \langle t \hat{=} s \mid \pi \mid E \rangle_{\text{app}} \\
\end{align*}
\]

The machine may try other rules on $t \hat{=} s$, e.g., to find a redex in $s$. However, it should not try $\text{app}$ again, as the backtracking step implies there is no redex in $t$. We refer to backtracking steps like the last one as backward, and to steps like the middle one as switching. The backward step is simply the reverse of the corresponding forward step.

We prevent the machine from choosing a previously explored path by annotating the root operator of an already tested subterm. An annotation $\varnothing t \hat{=} @ s$ means that $t \hat{=} s$ has already been tried for $\rightarrow_{\text{app}}$ transitions and is a normal form for it. Similarly, a term annotated $\text{lam}$ is a normal form w.r.t. $\rightarrow_{\text{lam}}$ (it is not a $\lambda$-abstraction). A term can be annotated with both $\text{app}$ and $\text{lam}$, for instance if it is a variable.
The machine can take a forward step only if the term in focus has not been already tested. For \( t @ s \), we try \texttt{appl} (resp. \texttt{appR}) only if \( t \) (resp. \( s \)) is not annotated \texttt{app}, and \texttt{appβ} only if \( t \) is not annotated \texttt{lam}. If none of the steps applies because of the annotations, then all possible rules have been tried and \( t @ s \) is a normal form for \texttt{app}: the machine backtracks and annotates the term accordingly. In what follows, \( \Sigma \) represents an annotation set.

\[
\langle x^\Sigma \mid \pi \mid E \rangle_{\text{app}} \mapsto \langle \pi : x^{\Sigma \cup \{\text{app}\}} \mid E \rangle_{\text{bapp}}
\]
\[
\langle t @^\Sigma s \mid \pi \mid E \rangle_{\text{app}} \mapsto \langle \pi : t @^\Sigma (\{\text{app}\}) s \mid E \rangle_{\text{bapp}} \text{ if no other step applies}
\]

Switching steps are of two kinds: either the language construct does not have a forward step for a given mode (like a variable in the \texttt{app} mode), or all possible rules have been tried for the construct. They both can be derived from the unzip semantics by looking at which rule decomposition occurs one operator at a time in zipper rules. If we allowed for more complex patterns such as \((\lambda x.t) @ s\), we would have to create a switching step for the terms not fitting this pattern, like \( x @ s\), and enumerating these anti-patterns would be more difficult [27].

Finally, because we store the annotations of a term in its root operator, we need to remember them when a forward step removes the operator, to be able to restore them when we backtrack. We do so in the stack \( \pi \).

\[
\langle t @^\Sigma s \mid \pi \mid E \rangle_{\text{app}} \mapsto \langle t : (\text{appl}, \Sigma) :: \pi \mid @ s :: E \rangle_{\text{app}}
\]
\[
\langle \text{appl}, \Sigma \rangle :: \pi : t \mid @ s :: E \rangle_{\text{bapp}} \mapsto \langle t @^\Sigma s \mid \pi \mid E \rangle_{\text{app}}
\]

In this simple example we could do without the stack because the contexts encode precisely the rules that have been applied along the way. In general, however, a single context cannot always reflect the derivation tree, as we can see in the \texttt{HOπ} example (Appendix C).

The next example illustrates how annotations work, and also that they may no longer hold after reduction. Therefore they should be erased before searching for the next redex.

**Example 2.** Let \( \Omega \triangleq (\lambda x.x @ x) @ x) @ (\lambda x.x @ x). \) We show a possible machine run for this term, where we label forward and backward steps with the rule they apply or unapply, and switching steps with a constant \( \tau \). For readability, we write only the term under focus.

The machine may first go left and under the \( \lambda \)-abstraction.

\[
\langle \Omega \mid \ldots \rangle_{\text{app}} \xrightarrow{\text{appl}} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]

At that point, it may test whether the application is a \( \beta \)-redex. Since it is not the case, it backtracks, annotating the variable in function position.

\[
\langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\text{appβ}} \langle x^{\Omega} \mid \ldots \rangle_{\text{lam}} \xrightarrow{\tau} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]

From there, it necessarily tests the other possibilities \( \text{appl} \) and \( \text{appR} \) (in no predefined order), and fails in both cases.

\[
\langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\tau} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]

Then it can only backtrack to reconstruct the \( \lambda \)-abstraction on the left, and then the whole term.

\[
\langle x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\tau} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\text{appβ}} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]

\[
\langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\text{appR}} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]

\[
\langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}} \xrightarrow{\text{appβ}} \langle x^{\Omega} @ x^{\Omega} \mid \ldots \rangle_{\text{app}}
\]
The definition of the machine for the λ-calculus is given in Figure 2.

The machine can then look for a redex in the λ-abstraction on the right, and it would result in the same annotations as for the one on the left, not necessarily generated in the same order. It can also rightfully recognize the term as a β-redex, with the sequence \( \text{appL, } \text{appβ, } \text{appR, } \text{app} \), the last step performing the reduction. After the reduction, we should also erase the remaining annotations. If we do not erase them, the result of the reduction would be

\[
\langle \lambda \xi. t; \pi | s, E ; \text{lam} \rangle \rightarrow \langle \lambda \xi. t; \pi | s, E ; \text{lam} \rangle_{zs} \rightarrow \langle \lambda \xi. t; \pi | s, E ; \text{lam} \rangle
\]

and the \text{app} annotation would wrongfully signal the term as a normal-form, preventing it from being reduced. Erasing all the remaining annotations ensures the machine finds the next redex, but a finer, language-specific analysis would erase only the problematic annotations. We leave such an optimization as a future work.

**Formal definition.** We let \( \alpha \) range over annotations, \( \Sigma \) over annotation sets, and denote the empty set by \( \emptyset \). We extend the λ-calculus syntax as follows:

\[
\alpha ::= \text{app} \mid \text{lam} \quad t, s ::= x^\Sigma \mid \lambda x^\Sigma. t \mid t @ ^\Sigma s
\]

We write \( \text{an}(t) \) for the annotation set at the root of \( t \), e.g., \( \text{an}(t @ ^\Sigma s) = \emptyset \). We write \( t^{\alpha-} \) for its extension with \( \alpha \) so that \( \text{an}(t^{\alpha-}) = \text{an}(t) \cup \{ \alpha \} \). We write \( |t| \) for the erasure of \( t \), where all the annotation sets in \( t \) are made empty.

The syntax of contexts uses annotated terms, and plugging returns an annotated term where the annotation sets of the context operators are empty: e.g., \( (\lambda x : E)[t] = E[\emptyset x : \emptyset t] \). Plugging is used only after a reduction step, where all the annotation sets are erased anyway.

We let \( \rho \) range over rule names and \( \pi \) over rule stacks, defined as \( \pi ::= \text{init} \mid (\rho, \Sigma) : \pi \).

The definition of the machine for the λ-calculus is given in Figure 2.
A forward configuration $\langle t : \pi | E \rangle_m$ (with $m \in \{\text{app, lam}\}$) discriminates on (the root operator of) $t$ to apply a rule of the zipper semantics. For an inductive rule, it results in a change of focus and an extension of the stack, on which we record the applied rule and the annotation set of the root operator. Taking such a step is possible only if the new term under focus is not a normal form. A special case of forward step is the initial one from $\langle t \rangle_{zs}$ which does not have a side-condition, as we assume the annotation sets of $t$ to be empty.

The $\beta$-reduction happens in the first transition of the lam mode. Backtracking is no longer necessary so we drop the stack. We reconstruct the entire term, and switch to the initial mode to search for a new redex starting from the root of the new term. We erase all annotations, as they may no longer be valid, as illustrated by Example 2.

If a forward configuration cannot apply a rule, we switch to the corresponding backward mode, annotating $t$ in the process: these are the two “otherwise” steps. A backward configuration $\langle \pi | t | E \rangle_{bm}$ inspects the stack $\pi$ to unapply the rule at its top. While a backward step restores the configuration of the corresponding forward step, the term contains more annotations after a backward step than before taking the forward step: in $\langle \pi | t | E \rangle_{bm}$, we have $m \in \text{an}(t)$ by construction. The annotations prevent the machine from reapplying a rule it just unapplied. The normal form mode $\langle t \rangle_{nf}$ signals that the term cannot reduce.

A machine run starts with an initial configuration $\langle t \rangle_{zs}$ where all the annotation sets of $t$ are empty. The semantics of the machine is given by these configurations: if $\langle t \rangle_{zs} \rightarrow^{+} \langle t' \rangle_{zs}$ such that the sequence $\rightarrow^{+}$ does not go through another initial configuration, then $t \rightarrow_{zs} t'$. Similarly, if $\langle t \rangle_{zs} \rightarrow^{+} \langle t' \rangle_{nf}$, then $|t'| = t$ and $t$ is a normal form. We state the correspondence and termination theorems independently from the source zipper semantics in Section 4.

3 HOcore

We consider a minimal process calculus called HOcore [31], which can be seen as an extension of the $\lambda$-calculus with parallel composition.

3.1 Syntax and Semantics

We let $a$, $b$ range over channel names, $X$, $Y$ over process variables, and we define the syntax of processes as follows.

$$P, Q, R ::= X \mid 0 \mid P \parallel Q \mid a(X).P \mid \pi(P)$$

The process $0$ is the inactive process, $P \parallel Q$ runs $P$ and $Q$ in parallel, and a communication may happen between an input $a(X).P$ and an output $\pi(Q)$ that run in parallel. The communication is asynchronous because a message output does not have a continuation [43]; we discuss the synchronous case in Remark 3. In spite of its minimal number of constructors, HOcore is Turing-complete [31].

The semantics of process calculi is usually presented either with a structural congruence relation which reorders terms to make redexes appear, bringing input and output processes together, or with a labeled transition system which preserves the structure of the term [43]. Instead, we present it first as a reduction semantics with explicit contexts, as in Section 2.1, which makes it easier to come up with (or translate into) the corresponding zipper semantics.

We define frames as $\vec{F} ::= \parallel P \parallel P$ and plugging as follows.

$$\cdot [P] \triangleq P \quad (\parallel Q :: E)[P] \triangleq E[P \parallel Q] \quad (Q \parallel :: E)[P] \triangleq E[Q \parallel P]$$
A redex is a parallel composition with an input on one side and an output on the same name on the other side, both surrounded with contexts. The general formulation of such communication sites in a program can be expressed with the following reduction semantics, where we write $P(Q/X)$ for the capture-avoiding substitution of $X$ by $Q$ in $P$:

$$
\begin{align*}
\mathbb{E}[\pi(Q)] & \parallel \mathbb{G}[a(X), P] \rightarrow_r E[F[0] \parallel G[P(Q/X)]] \\
\mathbb{G}[a(X), P] & \parallel F[\pi(Q)] \rightarrow_r E[G[P(Q/X)] \parallel F[0]]
\end{align*}
$$

### 3.2 Zipper Semantics

Finding an HOcore redex requires us to recognize three constructs (parallel composition along with output and input on a shared name) and build the contexts $\mathbb{E}$, $\mathbb{F}$, and $\mathbb{G}$. The first step is to find the parallel composition; once the communicating processes $P$ and $Q$ are found, the communication rules of typical LTSs for process calculi [31, 42, 43] have two premises looking for the output and the input in $P$ and $Q$ respectively. To be closer to an abstract machine, we sequentialize the search by looking for the output first (while constructing $\mathbb{F}$) and then the input (with $\mathbb{G}$) – the opposite choice would produce a completely symmetric semantics. Figure 3 presents such an output-first zipper semantics, where we omit the symmetric versions of the rules marked with the symbol $(s)$. The resulting semantics is close to complementary semantics [32], where the communication is also sequentialized.

The transition $\mathbb{E} \cdot \rightarrow_{\text{par}}$ is looking for the parallel composition while building $\mathbb{E}$: it proceeds as $\mathbb{E} \cdot \rightarrow_{\text{app}}$ in the $\lambda$-calculus. Once we find the parallel composition, we look for the output either on the left or on the right with respectively rules parOutL and parOutR. We record the side we pick with a parameter $S ::= L \mid R$. For example, in rule parOutL, we look for an output in $P$ on the left ($L$), remembering that we should later search for a corresponding input in $Q$. We also initialize the context $\mathbb{F}$ surrounding the output with $\mathbb{\cdot}$ and remember $\mathbb{E}$ as the context enclosing the whole redex.

The transition $\mathbb{F} \cdot \rightarrow_{\text{out}}$ decomposes its source process to find an output, building $\mathbb{F}$ at the same time: the other parameters $S$, $\mathbb{E}$, and $\mathbb{R}$ remain unchanged during the search. When we find the output $\pi(P)$ (rule outIn), we look for a corresponding input in $R$ using $\mathbb{G} \cdot \rightarrow_{\text{in}}$, which builds the context $\mathbb{G}$ during the search. Once we find an input on $a$, we compute the result of the communication, which depends whether the output is on the left (rule inComL) or on the right (omitted rule inComR).
We prove the correspondence between the two semantics in Appendix B.

Remark 3 (Synchronous communication). For a synchronous calculus with an output \( \pi(P,Q) \), the rule \( \text{outln} \) would pass the continuation \( Q \) as an argument of the input transition in. The continuation \( Q \) would then be plugged into \( F \) in the axioms \( \text{inComL} \) and \( \text{inComR} \).

Remark 4 (Left-first search). After finding the communicating processes \( P \parallel Q \), we could always go left in \( P \). When we find an output or input in \( P \), we look for its complement in \( Q \). A right-first search is also possible. We present the left-first zipper semantics and its machine in Appendix B; such an approach does not scale to \( \text{HO} \pi \), as explained in Remark 22.

3.3 Non-Deterministic Abstract Machine

We derive the HOCore NDAM from its zipper semantics along the same principles as for the \( \lambda \)-calculus: each rule of the semantics corresponds to a forward step and a backward step, and when no forward step applies to a configuration, we switch to a backward configuration. The difference is in the normal-form annotations: in \( \lambda \)-calculus, to be a normal form w.r.t. \( \rightarrow_{\text{lam}} \) or \( \rightarrow_{\text{app}} \) does not depend on the arguments \( s \) and \( E \). In HOCore, being a normal form depends on some of the arguments in the input and output transitions.
For example, in a process \((\pi(0) \parallel \bar{b}(0)) \parallel Q\), we may look into \(Q\) for an input on \(a\) or on \(b\). If \(Q\) does not contain an input on \(a\), then annotating it with the mode \(a\) would prevent from searching in \(Q\) for an input on \(b\). We therefore include the name in the annotation, marking the root operator of \(Q\) with \((in, a)\), meaning that \(Q\) cannot do an input on \(a\). If it also cannot do an input on \(b\), then its root operator will be annotated with both \((in, a)\) and \((in, b)\).

With outputs the problem is similar, but not completely symmetric. Let \(P_{a,b} = \pi(0) \parallel \bar{b}(0)\), and consider a process \((P_{a,b} \parallel Q) \parallel R\). We may try to find a communication between \(P_{a,b}\) and \(Q\) first. If \(Q\) does not contain an input on \(a\) or \(b\), then \(P_{a,b}\) is a normal form w.r.t. the output search transition \(\cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot 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We extend the notion of set of rule variables with \( \rho \) into a machine step, as the machine would have to guess the name of the target. We consider only three kinds of rule: inductive (whose names are ranged over \( \rho \)), axiom, and initial, of the following respective shapes.

\[
\begin{align*}
\text{toy} & \quad P \xrightarrow{a, \bar{e}} P' \\
\text{outInL} & \quad R \xrightarrow{\bar{F}} \bar{P}_1 \xrightarrow{\bar{F}, \bar{L}, \bar{E}} \bar{P}' \\
\text{choiceBad} & \quad P \xrightarrow{e, q} P' \\
\text{choiceOk} & \quad P \xrightarrow{e, Q \cdot \rho} P' \\
\text{rec} & \quad \mu X. P / X \xrightarrow{\bar{E}} P'
\end{align*}
\]

Figure 5 Rules for variants of HOcore.

Given some rule variables \( \bar{v} \), we write \( \mathcal{P}(\bar{v}) \) for a decidable predicate on \( \bar{v} \). We assume a set \( M \) of modes, denoted by \( m \), such that each mode is associated with a sequence \( \bar{s}_m \) giving the sorts of its arguments. The set \( M \) includes the initial mode \( \bar{s}_0 \) with no argument.

A transition is a predicate \( e_i \xrightarrow{m} e_o \), where \( e_i \) and \( e_o \) are respectively the source and the target. We consider only three kinds of rule: inductive (whose names are ranged over with \( \rho \)), axiom, and initial, of the following respective shapes.

\[
\begin{align*}
e_i \xrightarrow{m, \bar{v}_t} \bar{P}(\bar{w}) & \quad \frac{\rho}{op(\bar{v}) \xrightarrow{m, \bar{v}_t} \bar{P}(\bar{w})} \\
\bar{P}(\bar{w}) & \quad \frac{\bar{v}_t \xrightarrow{m} \bar{w}_t}{v_t \xrightarrow{m} \bar{w}_t}
\end{align*}
\]

We extend the notion of set of rule variables \( \mathcal{R} \) and the application of a substitution to transitions and rules.

An inductive rule has only one premise, and may have side-conditions, represented by \( \mathcal{P} \), on some of the variables \( \bar{w} \) occurring in the rule. The modes \( m \) and \( m' \) may be distinct or not, and the sequences \( \bar{e} \) and \( \bar{f} \) should be rule entities of sorts respectively \( \bar{s}_m \) and \( \bar{s}_{m'} \). The sources and targets of the transitions are terms; in the conclusion, the source term is of the form \( op(\bar{v}) \), enforcing that a rule can only pattern-match the head operator of the term. Both targets should be the same term variable, meaning that an inductive rule is simply passing along the result. Computation occurs in axioms, where the target can be any term.

An initial rule defines the initial mode \( \bar{s}_0 \). The source of the conclusion is a variable, so an initial rule does not perform any pattern-matching. An initial rule is just a means to set up the arguments of another mode \( m \) (such that \( m \neq \bar{s}_0 \)). A zipper semantics is a triple \( (S, \Theta, \mathcal{R}) \) where \( \mathcal{R} \) is a finite set of zipper rules with exactly one initial rule. The associated semantics on terms is defined by \( \rightarrow_{zs} \).

### 4.2 Derivable Zipper Semantics

Not every zipper semantics can be turned into an NDAM. Some conditions have to be satisfied for the transformation to be possible and to ensure termination.

The first one is that the rules of the semantics must be constructive w.r.t. the machine, meaning that the entities in its premise are constructed from the ones in the conclusion. Indeed, the abstract machine searches for redexes with forward steps by going from the conclusion to the premise of a rule. As a result, a rule like toy in Figure 5 cannot be turned into a machine step, as the machine would have to guess the name \( a \). We forbid such a rule by requiring that in each inductive rule of the zipper semantics, the rule variables of the premise are included in the rule variables of the conclusion.

\[
\begin{align*}
e_i \xrightarrow{m', \bar{v}_t} \bar{P}(\bar{w}) & \quad \frac{op(\bar{v}) \xrightarrow{m, \bar{v}_t}}{e \xrightarrow{m, \bar{v}_t}}
\end{align*}
\]

is machine constructive if \( \mathcal{R}(e_i \xrightarrow{m'} \bar{w}) \subseteq \mathcal{R}(op(\bar{v}) \xrightarrow{m}) \).

\[\textbf{Definition 5.}\]

We extend the notion of set of rule variables with \( \rho \) with \( \rho \) into a machine step, as the machine would have to guess the name of the target. We consider only three kinds of rule: inductive (whose names are ranged over \( \rho \)), axiom, and initial, of the following respective shapes.

\[
\begin{align*}
\text{toy} & \quad P \xrightarrow{a, \bar{e}} P' \\
\text{outInL} & \quad R \xrightarrow{\bar{F}} \bar{P}_1 \xrightarrow{\bar{F}, \bar{L}, \bar{E}} \bar{P}' \\
\text{choiceBad} & \quad P \xrightarrow{e, q} P' \\
\text{choiceOk} & \quad P \xrightarrow{e, Q \cdot \rho} P' \\
\text{rec} & \quad \mu X. P / X \xrightarrow{\bar{E}} P'
\end{align*}
\]
The other constraint is that the rules must be reversible to allow for backtracking: it should be possible to reconstruct the entities in the conclusion from the ones in the premise. We say a rule is reversible if it cannot have two different instances with the same premise. For example, we could make the input search in HOcore less verbose, by combining the contexts $E$ and $F$ in a single context, like in the rule `outln` in Figure 5. In $E[R \parallel F[0]]$, the input process is plugged into the context $\parallel F[0] : : E$, that we build in rule `outln`, instead of keeping $E$ and $F$ separate as in Figure 3. However, to unapply the rule `outln`, we need to uniquely decompose a context as $\parallel F[0] : : E$, which is not possible as soon as there are several occurrences of 0 in $F[0]$: the rule `outln` is not reversible. We give a simple sufficient criterion for a rule to be reversible.

\[
\text{Lemma 6. } \frac{e_t \xrightarrow{m'} v_t}{op(\vec{v}) \xrightarrow{m} v_t} \quad \mathcal{P}(\vec{w}) \text{ is reversible if we have } rv(op(\vec{v}) \xrightarrow{m} v_t) \subseteq rv(e_t \xrightarrow{m'} v_t), \text{ and the auxiliary functions used to build the entities in } e_t \text{ and } \vec{f} \text{ are injective.}
\]

The first condition states that the rules variables of the conclusion have to be included in those of the premise. Indeed, if we forget an entity between the conclusion and the premise, like $Q$ in the rule for choice `choiceBad` in Figure 5, then we have no information to restore $Q$ when backtracking. Instead, it should be kept in an extra argument of the zipper semantics, like the stack $\theta$ in the rule `choiceOk` in Figure 5. The stack $\theta$ is useful only for backtracking and not to define the semantics of the language, as it is simply thrown away when we apply an axiom. Any rule forgetting entities between its conclusion and premise can be made reversible using this principle [39].

Finally, we want the machine to always terminate when searching for a redex. Consider for instance the `rec` rule for a recursion operator in Figure 5. The corresponding machine would infinitely loop with $\mu X.X$. Indeed, the forward step of this rule changes focus from the source of the conclusion to the source of the premise, but these two terms are equal when $P = X$. To avoid this, we require the zipper semantics to be well-founded.

\[
\text{Definition 7. A zipper semantics is well-founded if there exists a well-founded size } \zeta \text{ such that for all inductive rules } \frac{e_t' \xrightarrow{m'} v_t}{e_t \xrightarrow{m} v_t} \quad \mathcal{P}(\vec{w}) , \text{ we have } \zeta(e_t' \xrightarrow{m'} v_t) < \zeta(e_t \xrightarrow{m} v_t).
\]

In the calculi of this paper, each rule either focuses on a subterm or it changes mode (like `outln` in HOcore). We therefore define an ordering on modes such that $m > m'$ if the derivation of $m$ depends on $m'$; e.g., we have $zs > app > lam$ in $\lambda$-calculus, and $zs > \text{par} > \text{out} > \text{in}$ in HOcore and HO$\pi$. The size we consider is then the lexicographic ordering composed of the ordering on modes followed by the subterm ordering on the source term of the transition. This size works as long as we have no cyclic dependencies in modes and only congruence rules within each mode. It rules out unconstrained recursion, but we can still adapt it for guarded recursion, where the recursion variable occurs only after an input, as in $\mu X.a(Y).(X \parallel Y)$. In the premise of the `rec` rule, the $\mu$ operator itself becomes guarded, so the number of recursion operators at toplevel strictly decreases.

The semantics of Figures 1, 3, and 9 are machine constructive well-founded, and reversible (they satisfy Lemma 6). Henceforth, we assume the zipper semantics to be machine constructive, reversible, and well-founded.
4.3 Machine Derivation

Annotations. The machine annotates terms which cannot do certain transitions, to forbid repeated tries which would lead to an infinite loop. The arguments of the transition may play a role in whether the term is a normal form or not: in HOcore an output π(P) is a normal form w.r.t. the output transition if R cannot receive the message on a, so the annotation is (out, |R|). Similarly an input β depends on the name a.

The arguments kept in the annotation are the ones either taking part in the reduction, like \( \text{arg}(m, \tilde{c}) \) where \( \tilde{f} \subseteq \tilde{c} \) are the arguments occurring either in side-conditions or source terms of the rules defining \( m \). Repeating this for each mode of a zipper semantics, we define the **annotation function** \( \phi \) of the semantics.

Annotated terms. Let \( (S, O, R) \) be a zipper semantics with annotation function \( \phi \). We extend \( S \) with the sort of annotation sets \( s_{\Sigma} \), for which we assume the usual operators on sets. The machine is built on a signature \( A \) which replaces the signature for terms \( \forall t \) with annotated terms, so that for all \( op \in \forall t \) of type \( (s_{\Sigma}, \ldots, s_n) \to t \) for some \( n \), we have a corresponding operator \( op \in A_t \), of type \( (s_{\Sigma}, s_{\Sigma}, \ldots, s_n) \to t \).

We let a range over annotated terms \( \mathfrak{A}_k \), built out of \( A, \forall t \), and a single rule variable for annotation sets \( e_{\Sigma} \): one variable is enough, as at most one annotation set occurs in a given machine step. Given an annotated term \( a = op(e_{\Sigma}, \tilde{c}) \), we write \( an(a) \) for its annotation set \( e_{\Sigma} \). Given a term \( e_t \in \mathfrak{E}_t \), its annotated version, written \( |e_t| \), is inductively defined so that \( |v_s| = v_s \) and \( |op(\tilde{c})| = op(e_{\Sigma}, |\tilde{c}|) \). Given an annotated term \( a \in \mathfrak{A}_k \), its erasure \( |a| \) produces a term with empty annotation sets, inductively defined so that \( |v_s| = v_s \) and \( |op(e_{\Sigma}, \tilde{c})| = op(\mathcal{O}, |\tilde{c}|) \).

Machine steps. The syntax of rule stacks \( \pi \) is given by \( \pi ::= \text{init} \mid (\rho, \Sigma) :: \pi \). We denote configurations \( \langle a; \pi \mid \tilde{c} \rangle_m \) as **forward**, a special case being **initial** ones \( \langle a \rangle_{2S} \). **Backward** configurations are of the form \( \langle \pi; a \mid \tilde{c} \rangle_{bm} \) with normal-form ones \( \langle \pi \rangle_{nf} \) as a subcase.

Figure 6 presents the forward and backward steps generated from an inductive rule \( \rho \), an initial rule \( \text{init} \), and an axiom. The forward step for an inductive rule goes from the conclusion to the premise, while the backward step goes in the opposite direction. Terms are extended with the rule variable for annotated sets \( e_{\Sigma} \). The initial rule case is the same as the inductive one but simpler, as there is no side-condition: the annotated sets of the term \( e_t \) in \( \langle v_t \rangle_{2S} \) are assumed to be empty. We can see that the annotations are erased after applying an axiom, as we end up with \( \| |e_t| \|_{2S} \). There is no backward step associated to axioms.
Non-Deterministic Abstract Machines

What remains are the switching steps when we realize that the current mode \( m \) does not apply to the term \( op(v, \vec{v}) \) we reduce. These are the “otherwise” steps in Figures 2 and 4, which actually cover different cases. The first possibility is that \( op \) does not have a rule applying to it in the mode \( m \). For such cases, we add a step

\[
\langle op(v, \vec{v}); \pi \mid \vec{v}\rangle_m \mapsto \langle \pi \cdot op(v \cup \{ \phi(m, \vec{v}) \}, \vec{v}) \mid \vec{v}\rangle_{bm}
\]

When going to a backward configuration, we extend the annotation set of the operator with the current annotation.

The other case is that no rule \( e_i \xrightarrow{r_m, v_t} \beta, \quad op(\vec{v}) \xrightarrow{r_m, v_t} \beta \) for \( op \) in the mode \( m \) applies, because either the premise or the side condition do not hold. If the machine has already checked that the premise fails, then \( e_i \) has been annotated with \( \phi(m, \vec{f}_i) \). The corresponding switching step is therefore

\[
\langle op(v, \vec{v}); \pi \mid \vec{v}\rangle_m \mapsto \langle \pi \cdot op(v \cup \{ \phi(m, \vec{v}) \}, \vec{v}) \mid \vec{v}\rangle_{bm} \text{ if } \bigwedge_i \left( \phi(m, \vec{f}_i) \in \text{an}(\|e_i\|) \lor \neg P_i(\vec{w}) \right)
\]

Equivalence. The equivalence between the zipper semantics and its derived NDAM is proved in the research report [6]; we state here the main results. We let \( T \) (resp. \( A \)) range over (resp. annotated) ground terms. For all \( T \), we write \( \|T\|_O \) for the corresponding annotated term with empty annotations sets. For all \( A \), we write \( |A| \) for \( A \) where all annotations sets are made empty; there exists an unique \( T \) such that \( |A| = \|T\|_O \). We call a search path a sequence of machine steps \( \mapsto^+ \) which does not go through an initial configuration. Search paths are finite, and result either in an initial or a normal-form configuration.

\textbf{Theorem 8.} For all \( T \), there exists \( n \) such that any search path starting from \( \|T\|_O \) is of size at most \( n \). For all maximal search paths \( \|T\|_O \mapsto^+ c \), either \( c = \|T'\|_O \) for some \( T' \), or \( c = \|A\|_f \) for some \( A \) with \( |A| = \|T\|_O \).

We write \( \vdash T \mapsto^+_z T' \) when there exists a zipper semantics derivation ended with \( T \mapsto^+_z T' \). Search paths correspond to derivations in the following way.

\textbf{Theorem 9.} For all \( T, T' \), and \( A \),

\begin{itemize}
  \item \( \vdash T \mapsto^+_z T' \) if there exists a search path \( \|T\|_O \mapsto^+ \|T'\|_O \);
  \item \( T \) is a normal form iff there exists a search path \( \|T\|_O \mapsto^+ \|A\|_f \) with \( |A| = \|T\|_O \).
\end{itemize}

5 Related Work

The zipper semantics of the process calculi are inspired by complementary semantics [32], a format dedicated to bisimulation proofs. In both semantics, the derivation tree of two communicating processes is sequentialized. The difference is in the transition labels, which should be as minimal as possible in complementary semantics to keep the bisimulation proofs simple, while ours are detailed enough to be able to reconstruct the whole term.

Typical abstract machines for deterministic languages based on the \( \lambda \)-calculus are in refocused form [11]; such machines continue term decomposition from the contraction site. They have been shown to be uniformly derivable from the underlying reduction semantics by a refocusing method [7, 44], and the correctness of the derivation hinges on the unique decomposition property. NDAMs do not have this property, and after contracting a redex they completely reconstruct the term. An optimization similar to refocusing for non-deterministic languages appears more challenging in general. Another common feature of abstract machines for the \( \lambda \)-calculus is an efficient implementation of substitution with environments [8]. The
use of environments is orthogonal to the derivation of NDAMs: if the source zipper semantics uses environments, then so does its derived NDAM. We consider substitution-based zipper semantics in this paper because they are simpler than environment-based ones.

Process algebras have been implemented in various frameworks ranging from rewriting logic [45] to biological systems [35], including dedicated implementations and abstract machines [4, 16, 18–21, 24, 34, 37, 38, 46]. These implementations are ad-hoc and calculus-specific, and only some of them are complete [4, 19, 21, 24, 37, 38]. We believe we can handle most of these calculi in our framework in a uniform and complete way. However, the resulting implementation would be “single-threaded”, while the distribution of processes is a concern of previous machines [19], especially for calculi with localities [4, 20, 21, 24, 38]. Considering the many different models of distribution, making our machine distributed requires significantly more work, especially if we want to remain generic and complete.

Our use of backtracking evokes reversible calculi [9, 47], where one can revert communication steps, not necessarily in the order they were taken, as long as the causality between them is preserved. The concerns are different, though: in reversible calculi it is to keep enough information to track causality [30, 39], while here it is to control backtracking to avoid infinite searches. As a result, we store less information in machine configurations, but the annotations we use to prevent loops would not be typically needed in the other setting.

6 Conclusion

We present a generic design of abstract machines for non-deterministic languages. The machine looks for a redex in the term, making arbitrary choices when several paths are possible, and backtracks when it reaches a subterm which cannot reduce. The machine annotates such subterms to avoid trying them again, preventing infinite search. An NDAM is automatically derived from zipper semantics, a form of SOS in which the decomposition process of a term into a context and a redex is made explicit. The machine is sound and complete w.r.t. the zipper semantics. The derivation procedure has been implemented in OCaml [5]. The presented methodology is readily applicable to other non-deterministic calculi not shown in this paper, such as concurrent lambda calculi, with communication via channels or via futures [3, 17, 36].

An improvement of the current design would be to keep as many annotations as possible after reducing, in order to prune redundant search. Another optimization would be to find a way to manage annotations that would generically enable refocusing.

Finally, we would like to derive the zipper semantics from a more commonly used format, such as reduction semantics or SOS. An appropriate starting point should be able to express the different families of non-deterministic languages, such as concurrent λ-calculi or process calculi. A multi-hole context-based reduction semantics could be such a starting point.

References

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7:18


A Lambda-calculus

We prove the correspondence between the zipper and reduction semantics.

Lemma 10. For all $t \xrightarrow{s_{\text{app}}} t'$, we have $E[t @ s] \xrightarrow{rs} t'$.

For all $t \xrightarrow{E_{\text{app}}} t'$, we have $E[t] \xrightarrow{rs} t'$.

Proof. The first item is by definition, and the second one is proved by induction on the derivation of $t \xrightarrow{E_{\text{app}}} t'$. The base case is $\text{app}$, where we conclude using the first item.

For the recursive case, suppose we apply $\text{app}$: we have $t @ s \xrightarrow{E_{\text{app}}} t'$ because $t \xrightarrow{E_{\text{app}}} t'$. By induction, we have $(t@s) \xrightarrow{rs} t'$, i.e., $E[t@s] \xrightarrow{rs} t'$, as wished. The other cases are similar.

Theorem 11. For all $t \xrightarrow{rs} t'$, we have $t \xrightarrow{E_{\text{app}}} t'$.

For completeness, we need $E[(\lambda x. t') @ s] \xrightarrow{rs} E[t'(s/x)]$ implies $E[(\lambda x. t') @ s] \xrightarrow{rs} E[t'(s/x)]$. First, we notice that $\lambda x. t' \xrightarrow{s_{\text{app}}} E[t'(s/x)]$ holds by definition of $s_{\text{app}}$. With $\text{app}$, we get $(\lambda x. t') @ s \xrightarrow{E_{\text{app}}} E[t'(s/x)]$. To conclude, we use the following result.

Lemma 12. For all $t \xrightarrow{E_{\text{app}}} t'$, we have $E[t] \xrightarrow{E_{\text{app}}} t'$.

Proof. We proceed by induction on $E$. There is nothing to prove for $\cdot$. If $E = \lambda x :: E'$, then $t \xrightarrow{E_{\text{app}}} t'$ implies $\lambda x. t \xrightarrow{E_{\text{app}}} t'$ by $\text{app}$, from which we deduce $E'[\lambda x. t] \xrightarrow{E_{\text{app}}} t'$ by the induction hypothesis, i.e., $E[t] \xrightarrow{E_{\text{app}}} t'$, as wished. The proof is similar in the remaining cases.

Theorem 13. For all $t \xrightarrow{rs} t'$, we have $t \xrightarrow{E_{\text{app}}} t'$.
The output-first zipper semantics is equivalent to reduction semantics in the following way.

The reverse implication relies on the following results about contexts in zipper semantics.

**Theorem 17.** For all \( P \rightarrow_{\text{par}} P' \), we have \( P \rightarrow_{\text{ps}} P' \).
\[ \langle P \rangle_2 \leftarrow \langle P \upharpoonright \text{init} \mid \bullet \rangle_{\text{par}} \]

\[ \langle P \parallel Q \mid E \rangle_{\text{par}} \leftarrow \langle P \parallel (\text{parL}, \Sigma) \parallel Q \parallel E \rangle_{\text{par}} \text{ if } \text{par} \neq \text{an}(P) \]

\[ \langle P \parallel Q \mid E \rangle_{\text{par}} \leftarrow \langle Q \parallel (\text{parR}, \Sigma) \parallel P \parallel E \rangle_{\text{par}} \text{ if } \text{par} \neq \text{an}(Q) \]

\[ \langle P \parallel Q \mid E \rangle_{\text{par}} \leftarrow \langle P \parallel (\text{parCom}, \Sigma) \parallel \bullet, E, Q \rangle_{\text{left}} \text{ if } \text{left}, \{Q\} \neq \text{an}(P) \]

\[ \langle P \mid E \rangle_{\text{par}} \leftarrow \langle P \parallel P \parallel \mid E \rangle_{\text{par}} \text{ otherwise} \]

\[ \langle \text{init} : P \mid \bullet \rangle_{\text{par}} \leftarrow \langle P \rangle_{\text{nt}} \]

\[ \langle \text{parL}, \Sigma \rangle \parallel P \parallel Q \parallel E \rangle_{\text{par}} \leftarrow \langle P \parallel Q \parallel E \rangle_{\text{par}} \]

\[ \langle \text{parR}, \Sigma \rangle \parallel P \parallel Q \parallel E \rangle_{\text{par}} \leftarrow \langle P \parallel Q \parallel E \rangle_{\text{par}} \]

\[ \langle P \parallel Q \mid E, R \rangle_{\text{left}} \leftarrow \langle P \parallel (\text{leftParL}, \Sigma) \parallel Q \parallel E, R \rangle_{\text{left}} \text{ if } \text{left}, \{R\} \neq \text{an}(P) \]

\[ \langle P \parallel Q \mid E, R \rangle_{\text{left}} \leftarrow \langle Q \parallel (\text{leftParR}, \Sigma) \parallel P \parallel E, R \rangle_{\text{left}} \text{ if } \text{left}, \{R\} \neq \text{an}(Q) \]

\[ \langle P \parallel Q \mid E, R \rangle_{\text{left}} \leftarrow \langle P \parallel (\text{leftOut}, \Sigma) \parallel \bullet, a, E, R \rangle_{\text{left}} \text{ if } \text{in}(a) \neq \text{an}(R) \]

\[ \langle P \parallel Q \mid E, R \rangle_{\text{left}} \leftarrow \langle P \parallel (\text{leftOut}) \parallel \bullet, E, R \rangle_{\text{left}} \text{ otherwise} \]

\[ \langle \text{parCom}, \Sigma \rangle \parallel P \parallel \bullet, E, Q \rangle_{\text{left}} \leftarrow \langle P \parallel Q \parallel E \rangle_{\text{par}} \]

\[ \langle \text{leftParL}, \Sigma \rangle \parallel P \parallel Q \parallel E \rangle_{\text{par}} \leftarrow \langle P \parallel Q \parallel E \rangle_{\text{par}} \]

\[ \langle \text{leftParR}, \Sigma \rangle \parallel P \parallel Q \parallel E \rangle_{\text{par}} \leftarrow \langle P \parallel Q \parallel E \rangle_{\text{par}} \]

\[ \langle R \parallel Q \mid G, a, P, E, F \rangle_{\text{in}} \leftarrow \langle R \parallel (\text{inParL}, \Sigma) \parallel Q \parallel G, a, P, E, F \rangle_{\text{in}} \text{ if } \text{in}, \{a\} \neq \text{an}(R) \]

\[ \langle R \parallel Q \mid G, a, P, E, F \rangle_{\text{in}} \leftarrow \langle Q \parallel (\text{inParR}, \Sigma) \parallel R \parallel G, a, P, E, F \rangle_{\text{in}} \text{ if } \text{in}, \{a\} \neq \text{an}(Q) \]

\[ \langle a^\Sigma(X), R \rangle \parallel G, a, P, E, F \rangle_{\text{in}} \leftarrow \langle E[F \mid X \parallel G[R[P/X]]] \parallel Q \rangle_{\text{par}} \]

\[ \langle R \parallel \text{in}^\Sigma(a, \text{par}) \mid G, a, P, E, F \rangle_{\text{in}} \leftarrow \langle P \rangle_{\text{par}} \text{ otherwise} \]

\[ \langle \text{leftOut}, \Sigma \rangle \parallel R \parallel \bullet, a, E, F \rangle_{\text{in}} \leftarrow \langle a^\Sigma \parallel R \rangle \parallel \bullet, E, F \rangle_{\text{in}} \]

\[ \langle \text{inParL}, \Sigma \rangle \parallel R \parallel G \parallel P \parallel E \rangle_{\text{in}} \leftarrow \langle R \parallel Q \parallel G \parallel a, P, E, F \rangle_{\text{in}} \]

\[ \langle \text{inParR}, \Sigma \rangle \parallel R \parallel G \parallel P \parallel E \rangle_{\text{in}} \leftarrow \langle R \parallel Q \parallel G \parallel a, P, E, F \rangle_{\text{in}} \]

\[ \text{Figure 8} \text{ Left-first NDAM for HOCore.} \]

The left-first semantics for HOCore is given in Figure 7. The \text{par} transition is going through the process to find the parallel composition at the root of the communication redex, building the context \(E\) surrounding the redex at the same time. Finding the parallel composition triggers the \(\overset{\text{parL}}{\text{left}}\) transition, which looks for an input or an output in the process on the left, while building the context \(F\) and remembering \(E\) and the process on the right \(R\). If we find an output, we look for an input on the same name in \(R\) using \(\overset{\text{inOut}}{G, a, P, E, F} \) (rule leftOut), otherwise we look for an output using \(\overset{\text{outCom}}{G, a, P, E, F} \) (rule leftIn). These two transitions are building the context \(G\) and use the remaining arguments to compute the results of the communication (rules inCom and outCom).

The corresponding NDAM is in Figure 8, except for the out and bout modes, which are symmetric to the in and bin modes.
C $\text{HO}\pi$

We present the zipper semantics of $\text{HO}\pi$, an extension of $\text{HOcore}$ with name restriction. The main difficulty is that the evaluation contexts surrounding the communicating processes can be themselves modified by the reduction.

C.1 Syntax and Semantics

We add name restriction to $\text{HOcore}$ processes and frames.

$$P, Q, R ::= \ldots \mid \nu a. P \quad \varnothing ::= \ldots \mid \nu a$$

To remain close to $\text{HOcore}$, the calculus of this section is asynchronous: outputs $\pi \langle P \rangle$ do not have a continuation, unlike the original $\text{HO}\pi$ [42]. Adding continuations would not be an issue as pointed out in Remark 3.

The scope of $a$ in $\nu a. P$ is restricted to $P$, so that a communication on $a$ is possible inside $P$ only. For instance, the process $a(X). X \parallel \nu a. \pi(0)$ cannot reduce, because the name $a$ is restricted to the process on the right. In general, a process $\mathbb{E}[\pi(\langle P \rangle)]$ or $\mathbb{E}[a(X). P]$ cannot communicate on $a$ if $\mathbb{E}$ captures $a$. To check this, we compute the set of names bound by $\mathbb{E}$, written $\text{bn}(\mathbb{E})$, as follows.

$$\text{bn}(\cdot) \triangleq \emptyset \quad \text{bn}(\parallel P :: \mathbb{E}) \triangleq \text{bn}(\mathbb{E})$$

$$\text{bn}(\nu a :: \mathbb{E}) \triangleq \{a\} \cup \text{bn}(\mathbb{E}) \quad \text{bn}(P :: \mathbb{E}) \triangleq \text{bn}(\mathbb{E})$$

Name restriction does not forbid the communication on unrestricted names, but the scope of restricted names has to be enlarged to prevent them from escaping their delimiter. For example, we have

$$b(X). (X \parallel \pi(0)) \parallel \nu a.(b(a(Y). Y) \parallel \pi(0)) \rightarrow_{rs} \nu a.(a(Y). Y \parallel \pi(0) \parallel 0 \parallel \pi(0))$$

The scope of $a$ has been extended to include the receiving process on $b$. This phenomenon is known as scope extrusion. To reflect it at the level of contexts, we define an operation $\text{extr}(\mathbb{E})$ which returns a pair of contexts $(\mathbb{E}_1, \mathbb{E}_2)$ such that $\mathbb{E}_2$ contains the binding frames, while $\mathbb{E}_1$ contains the remaining frames. We assume free names to be distinct from bound names using $\alpha$-conversion if necessary, to avoid capture during extrusion.

$$\text{extr}(\cdot) \triangleq (\cdot, \cdot) \quad \text{extr}(\mathbb{E}) = (\mathbb{E}_1, \mathbb{E}_2) \quad \text{extr}(\parallel P :: \mathbb{E}) \triangleq (P :: \mathbb{E}_1, \mathbb{E}_2)$$

$$\text{extr}(\nu a :: \mathbb{E}) \triangleq (\mathbb{E}_1, \nu a :: \mathbb{E}_2) \quad \text{extr}(\parallel P :: \mathbb{E}) \triangleq (\parallel P :: \mathbb{E}_1, \mathbb{E}_2)$$

We define the reduction semantics $\rightarrow_{rs}$ of $\text{HO}\pi$ as follows, assuming $a \notin \text{bn}(\mathbb{F}) \cup \text{bn}(\mathbb{G})$ and $\text{extr}(\mathbb{F}) = (F_1, F_2)$.

$$\mathbb{E}[\pi(\langle Q \rangle)] \parallel \mathbb{G}[a(X). P] \rightarrow_{rs} \mathbb{E}[\pi(\langle Q \rangle)] \parallel \mathbb{G}[\parallel P \parallel [Q/X]]]$$

$$\mathbb{E}[\mathbb{G}[a(X). P] \parallel \pi(\langle Q \rangle)] \rightarrow_{rs} \mathbb{E}[\mathbb{G}[\pi(\langle Q \rangle)] \parallel \pi(\langle Q \rangle)]$$
We present the zipper semantics of HO\(\pi\).

C.2 Zipper Semantics for HO\(\pi\).

We present the zipper semantics of HO\(\pi\) in Figure 9. The out and in transitions differ from HO\(\pi_{\text{core}}\) as they carry two contexts \(F_1\) and \(F_2\): as in the reduction semantics, \(F_1\) collects the parallel compositions (rules \text{outParL} and \text{outParR}) while \(F_2\) collects the name restrictions (rule \text{outNu}).

Checking that the name \(a\) on which the communication happens is not captured by \(F_2\) or \(G\) is not done the same way in the out and in transitions, because the transitions themselves are not completely symmetric. In the input transition, we already know the name \(a\), so we simply verify that the names bound by \(G\) differ from \(a\) on the fly in rule \text{inNu}. We cannot do the same in rule \text{outNu}, because we do yet not know \(a\) at this point. We know \(a\) when we find the output (rule \text{outIn}), so we check here that \(F_2\) does not capture it.

We first prove that zipper semantics implies reduction semantics.

Lemma 18. For all transitions \(R \xrightarrow{\text{ln}} R'\), there exists \(R''\) such that \(R' = E[F_2[F_1[0] \parallel G[R''(P/X)]]] \) if \(S = L\) and \(R' = E[F_2[G[R''(P/X)]] F_1[0]]\) if \(S = R\).

For all transitions \(P \xrightarrow{\text{par}} P'\) and \(F\) such that \(\text{extr}(F) = (F_1, F_2)\), we have \(E[F[P] \parallel R] \xrightarrow{\text{par}} P'\) if \(S = L\) and \(E[R \parallel F[P]] \xrightarrow{\text{par}} P'\) if \(S = R\).

For all \(P \xrightarrow{\text{par}} P'\), we have \(E[P] \xrightarrow{\text{par}} P'\).
\[ \langle P \rangle_{\text{zs}} \Rightarrow \langle P \text{; init} \mid \bullet \rangle_{\text{par}} \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle P \text{; (parL, } \Sigma) : \pi \mid \| Q \mid \pi \rangle_{\text{par}} \quad \text{if } \pi \not\in \text{an}(P) \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle Q \text{; (parR, } \Sigma) : \pi \mid \| P \mid \pi \rangle_{\text{par}} \quad \text{if } \pi \not\in \text{an}(Q) \]

\[ \langle \nu^\Sigma a. P \mid \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle P \text{; (parNu, } \Sigma) : \pi \mid \| \nu a \mid \pi \rangle_{\text{par}} \quad \text{if } \pi \not\in \text{an}(P) \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle P \text{; (parOutL, } \Sigma) : \pi \mid \bullet \rangle_{\text{out}} \quad \text{if } \langle \| Q \mid \bullet \rangle \not\in \text{an}(P) \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle P \text{; (parOutR, } \Sigma) : \pi \mid \bullet \rangle_{\text{out}} \quad \text{if } \langle \| Q \mid \bullet \rangle \not\in \text{an}(Q) \]

\[ \langle P \rangle \; | \; \pi \rangle \; | \; E_{\text{par}} \Rightarrow \langle \pi \; | \; P^\nu \rangle_{\text{par}} \quad \text{otherwise} \]

\[ \langle \text{init} \mid P \mid \bullet \rangle_{\text{bpar}} \Rightarrow \langle P \rangle_{\text{nf}} \]

\[ \langle \text{parL, } \Sigma \rangle : \pi \mid P \; | \; Q \rangle_{\text{bpar}} \Rightarrow \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle_{\text{par}} \]

\[ \langle \text{parR, } \Sigma \rangle : \pi \mid Q \; | \; P \rangle_{\text{bpar}} \Rightarrow \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle_{\text{par}} \]

\[ \langle \text{parNu, } \Sigma \rangle : \pi \mid P \; | \; \nu a \rangle_{\text{bpar}} \Rightarrow \langle \nu^\Sigma a. P \; | \; \pi \rangle_{\text{par}} \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \Rightarrow \langle P \text{; (outParL, } \Sigma) : \pi \mid \| Q \mid F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \text{ if } \langle \| R \mid F_2 \rangle \not\in \text{an}(P) \]

\[ \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \Rightarrow \langle Q \text{; (outParR, } \Sigma) : \pi \mid \| P \mid F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \text{ if } \langle \| R \mid F_2 \rangle \not\in \text{an}(Q) \]

\[ \langle \nu^\Sigma a. P \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \Rightarrow \langle P \text{; (outNu, } \Sigma) : \pi \mid \| F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \text{ if } \langle \| R \mid F_2 \rangle, \nu a \not\in \text{bn}(F_2) \]

\[ \langle P \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \Rightarrow \langle \pi \; | \; P^\nu \rangle \; | \; F_1, F_2, S, E, R \rangle_{\text{bent}} \]

\[ \text{ otherwise} \]

\[ \langle \text{parOutL, } \Sigma \rangle : \pi \mid P \; | \; \bullet \rangle_{\text{bent}} \Rightarrow \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle_{\text{par}} \]

\[ \langle \text{parOutR, } \Sigma \rangle : \pi \mid Q \; | \; P \rangle_{\text{bent}} \Rightarrow \langle P \rangle^{\Sigma} \langle Q \mid \pi \rangle_{\text{par}} \]

\[ \langle \text{outParL, } \Sigma \rangle : \pi \mid Q \; | \; P \rangle_{\text{bent}} \Rightarrow \langle Q \text{; (outParL, } \Sigma) : \pi \mid \| Q \mid F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \langle \text{outParR, } \Sigma \rangle : \pi \mid Q \; | \; P \rangle_{\text{bent}} \Rightarrow \langle Q \text{; (outParR, } \Sigma) : \pi \mid \| P \mid F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \langle \text{outNu, } \Sigma \rangle : \pi \mid P \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \Rightarrow \langle \nu^\Sigma a. P \; | \; F_1, F_2, S, E, R \rangle_{\text{out}} \]

\[ \text{ otherwise} \]

\[ \text{ Figure 10 Non-Deterministic Abstract Machine for HOπ– parallel and output modes.} \]

\[ \text{ Proof. We sketch the proof of the second item, the others are easy. The proof is by induction} \]

\[ \text{on the derivation of the out transition. We assume } S = L, \text{ the case } S = R \text{ is similar. In} \]

\[ \text{the base case (rule outln), we have } P = \pi(P) \text{ and } R \xrightarrow{\bullet a.S.P,E,F_2} \text{ in } P', \text{ which implies} \]

\[ P' = E[F_2[F_2[F_1[0] \parallel G[R''(P''/X)]]]] \text{ for some } R'' \text{ by the first item.} \]

\[ \text{ Suppose we are in the case of rule outNu, and let } F \text{ such that extr}(F) = (F_1, F_2). \]

\[ \text{ Then } P = \nu a.P'' \text{ and } P'' \xrightarrow{\nu a.F_1.F_2.S,R} P'. \text{ By induction, for all } F' \text{ such that} \]

\[ \text{ extr}(F') = (F_1, \nu a.F_2), \text{ we have } E[F'[P''] \parallel R] \Rightarrow r_s P'. \text{ But since extr}(F) = (F_1, F_2), \text{ we} \]
\[
\langle R \rhd Q : \pi \mid G, S, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle R : (\text{inParL}, \Sigma) : \pi \mid \parallel Q : \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]
if \((a, n) \notin \text{an}(R)\)

\[
\langle R \rhd Q : \pi \mid G, S, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle Q : (\text{inParR}, \Sigma) : \pi \mid R \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]
if \((a, n) \notin \text{an}(Q)\)

\[
\langle \nu \Sigma b. R : \pi \mid G, S, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle R : (\text{inNu}, \Sigma) : \pi \mid \nu b :: G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]
if \((a, n) \notin \text{an}(R), b \neq a\)

\[
\langle b^2(X). R : \pi \mid G, L, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle \text{E}[F_2[F_1[0] \parallel G[R(P/X)]]] \rangle_{\text{in}}
\]
if \(a = b\)

\[
\langle b^2(X). R : \pi \mid G, R, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle \text{E}[\text{E}[F_2[G[R(P/X)]] \parallel F_1[0]]] \rangle_{\text{in}}
\]
if \(a = b\)

\[
\langle R : \pi \mid G, S, a, P, E, F_1, F_2 \rangle_{\text{in}} \mapsto \langle \pi : R^{\nu(\text{in}, a)} \mid G, S, a, P, E, F_1, F_2 \rangle_{\text{bin}}
\]
otherwise

\[
\langle \text{outln}, \Sigma : \pi : R \bullet S, a, P, E, F_1, F_2 \rangle_{\text{bin}} \mapsto \langle \pi^2(\pi) : \pi \parallel F_1, F_2, S, E, R \rangle_{\text{out}}
\]

\[
\langle \text{inParL}, \Sigma : \pi : R \parallel Q : \parallel G, a, P, E, F_1, F_2 \rangle_{\text{bin}} \mapsto \langle R \parallel Q : \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]

\[
\langle \text{inParR}, \Sigma : \pi : Q \parallel R : \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{bin}} \mapsto \langle R \parallel Q : \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]

\[
\langle \text{inNu}, \Sigma : \pi : R \nu b : \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{bin}} \mapsto \langle \nu^2 b. R : \pi \parallel G, S, a, P, E, F_1, F_2 \rangle_{\text{in}}
\]

![Figure 11 Non-Deterministic Abstract Machine for HOπ- input mode.](image)

have \(\text{extr}(\nu a :: F) = (F_1, \nu a :: F_2)\) by definition, so by the induction hypothesis, we obtain \(\text{E}[\nu a.P] = P'\). This is the same as \(\text{E}[\nu(P)] = P'\), but \(\nu P'' = P\), so we get the expected result. The cases of rules \(\text{outParL}\) and \(\text{outParR}\) are similar. \(\blacktriangleleft\)

**Theorem 19.** For all \(P \rightarrow_R P'\), we have \(P \rightarrow_{\text{rs}} P'\).

The proof of the reverse implication follows the same strategy as in HOcore, using the following result.

**Lemma 20.** For all \(R \triangleleft G, S, a, P, E, F_1, F_2 \in R'\), we have \(G[R] \triangleleft S, a, P, E, F_2 \in R'\).

For all \(P \triangleleft F_1, F_2 \triangleleft \text{out} P'\) and \(F\) such that \(\text{extr}(F) = (F_1, F_2)\), we have \(F[P] \triangleleft S, a, P, E, F_2 \in P'\).

For all \(P \triangleleft \text{par} P'\), we have \(\text{E}[P] \triangleleft \text{par} P'\).

**Theorem 21.** For all \(P \rightarrow_{\text{rs}} P'\), we have \(P \rightarrow_{\text{rs}} P'\).

**Remark 22.** The zipper semantics for HOπ cannot be written in the left-first style (Remark 4) because of scope extrusion. After finding the communicating processes \(P || Q\), we search for an output or input in \(P\). Because we do not know the operator in advance, we do not know if we should decompose the context surrounding it to account for scope extrusion. While writing the zipper semantics for HOπ requires some care, the corresponding NDAM is as expected (cf. Figures 10 and 11). A difference with HOcore is the side-conditions in the \(\text{outln}\) and \(\text{inNu}\) rules, which are added to the step. If the side-condition is not met, the “otherwise” step applies and we switch to the backward mode \(\text{out}\). The side-condition also makes the output mode annotation become \(\text{out}, [R, F_2]:\) a process \(\pi(P)\) is a normal form w.r.t. output if \(F_2\) captures a, so being a normal form in this mode depends on \(F_2\).