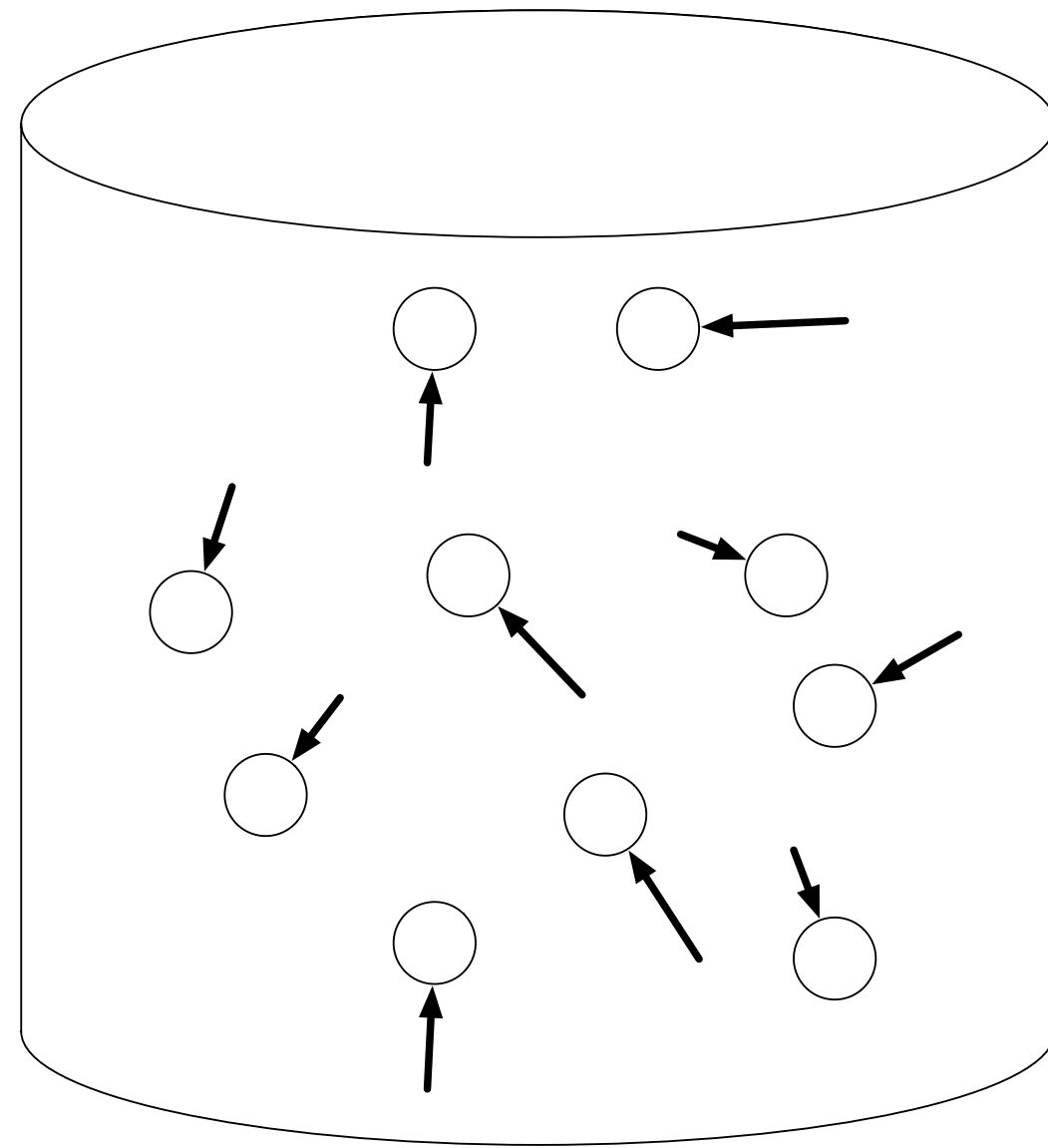


Reversible computations are computations

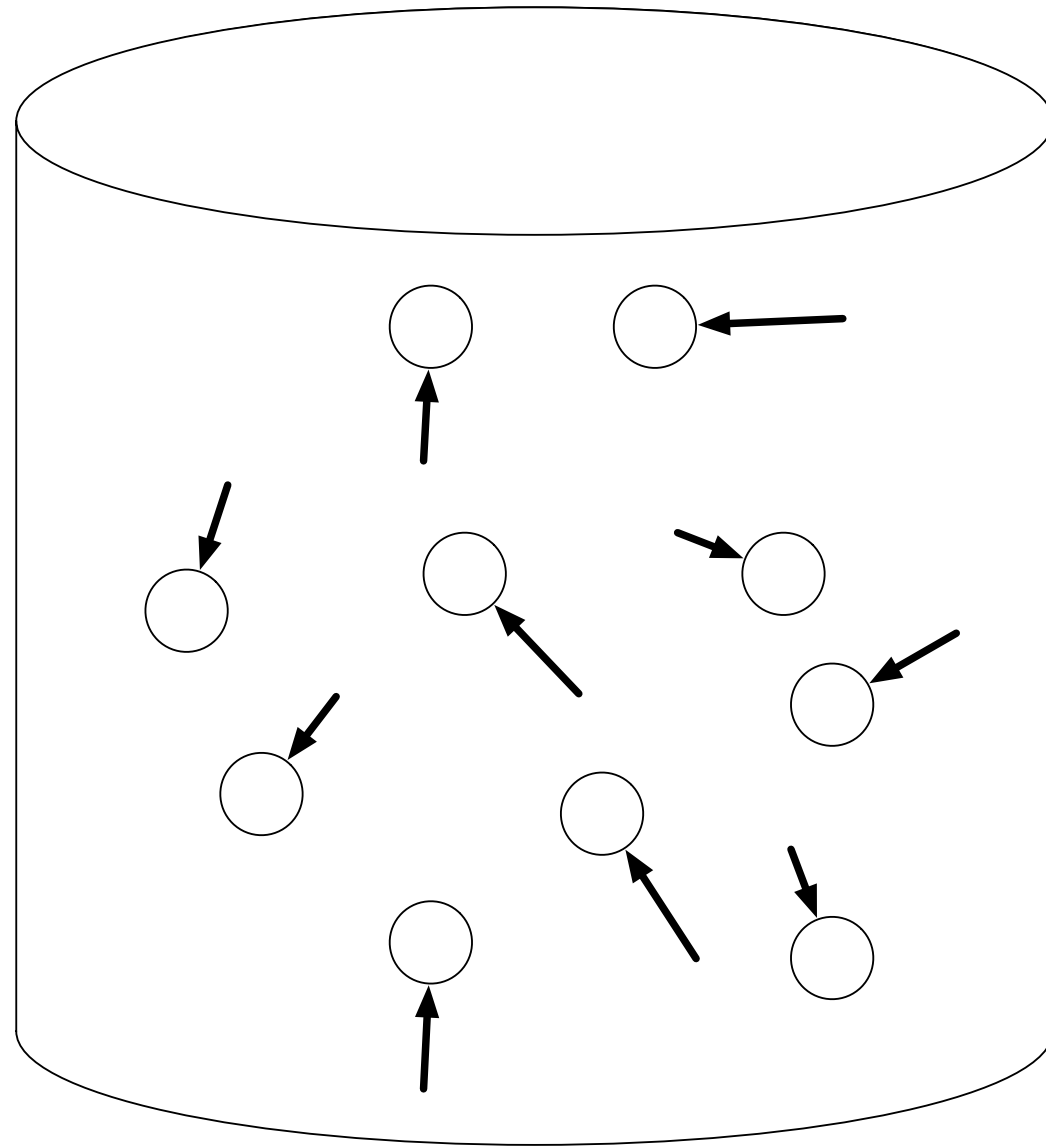
Clément Aubert (Augusta Univ, USA), **Jean Krivine** (CNRS, IRIF Paris)

Dynamical Systems



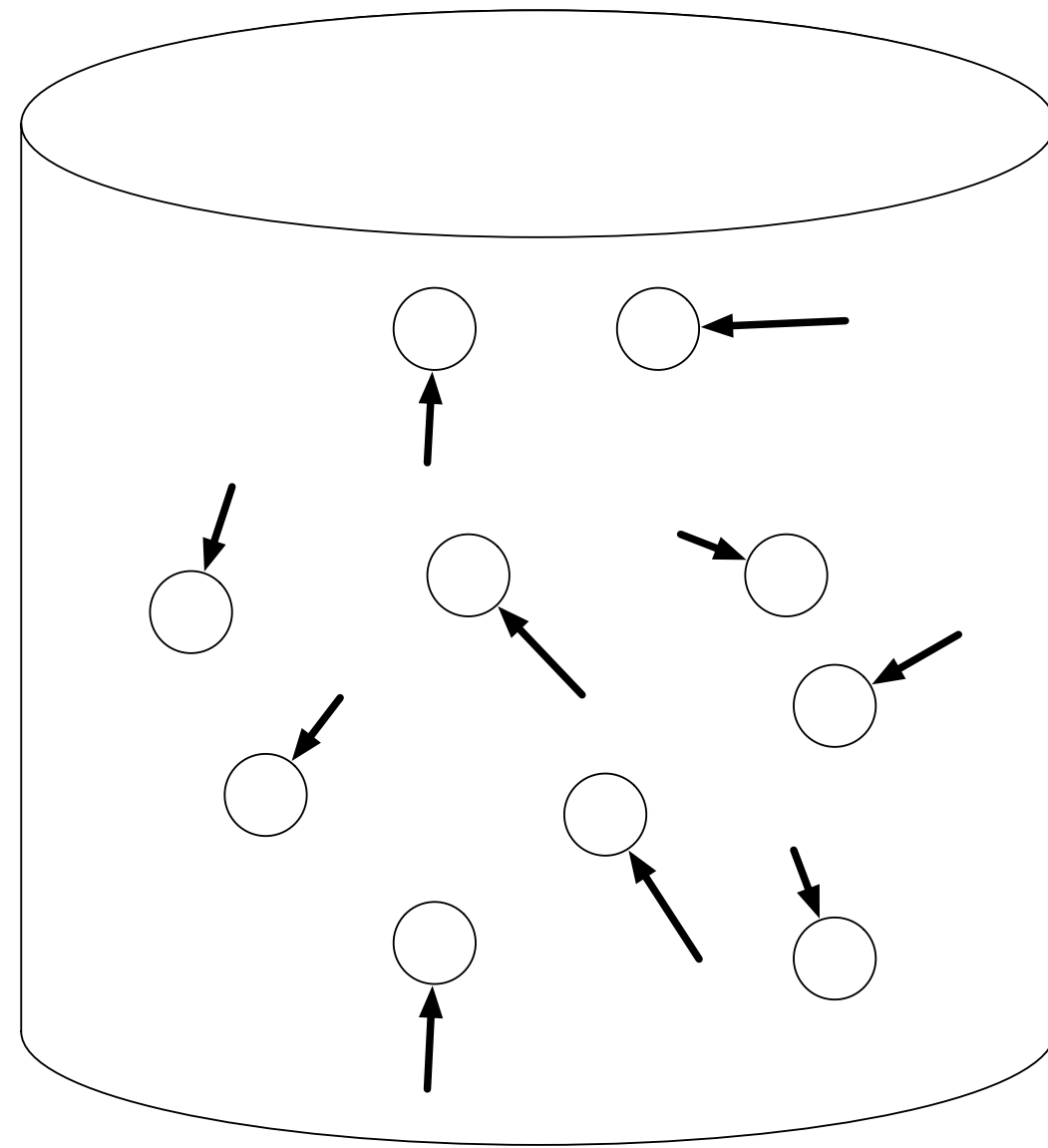
Move and collide
(local interactions)

Dynamical Systems



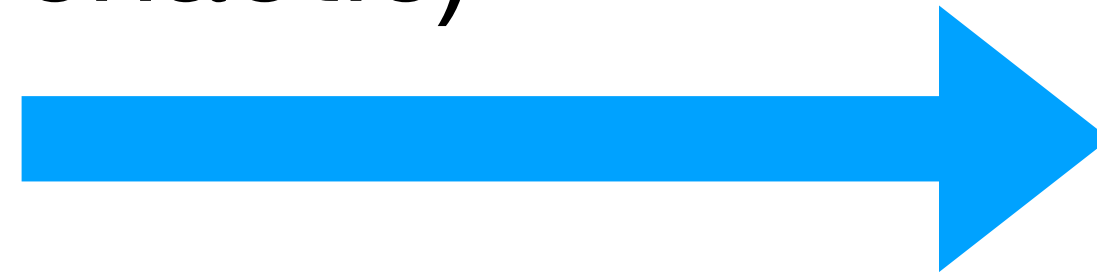
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Dynamical Systems

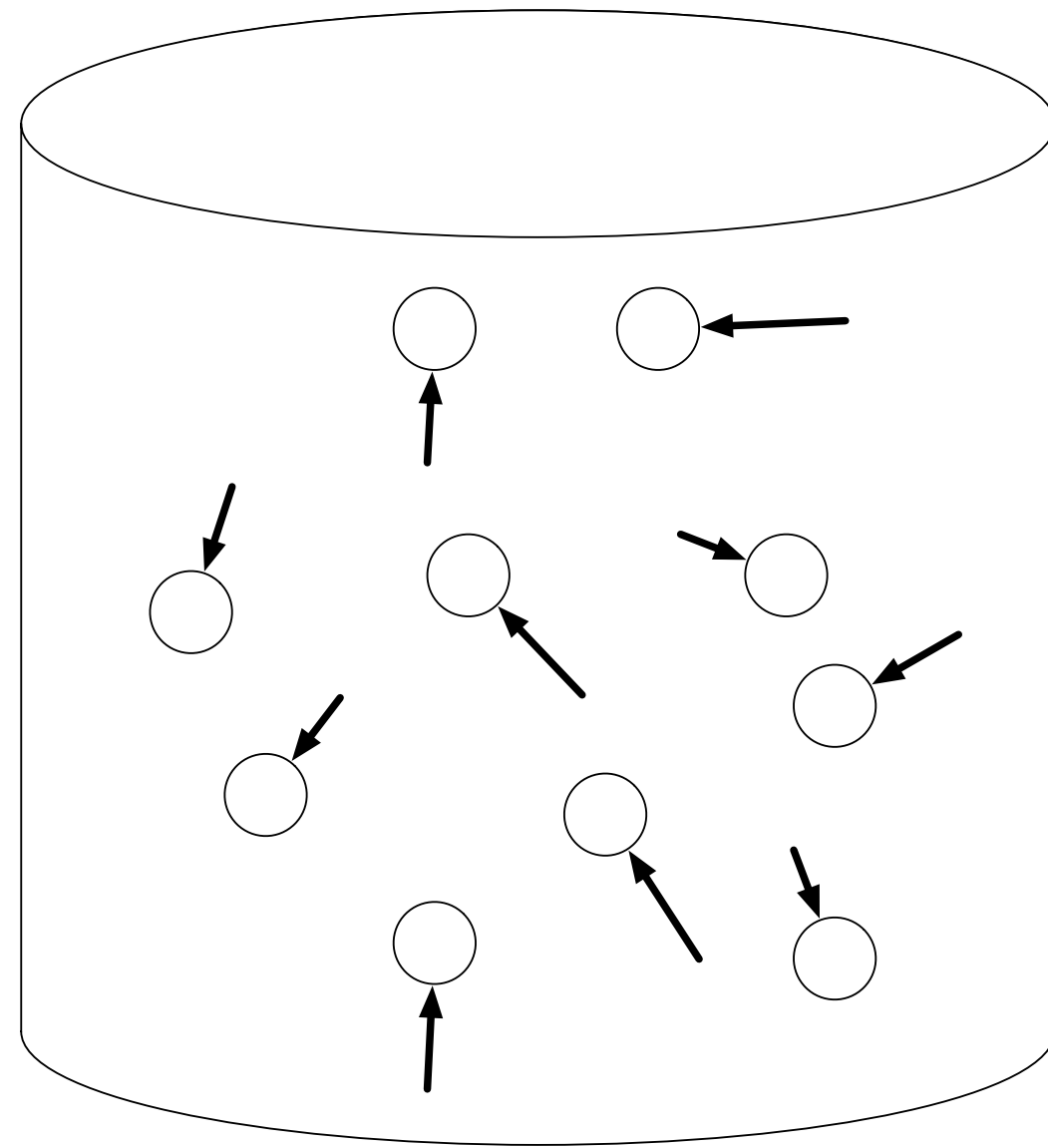


Move and collide
(local interactions)

Deterministic
future (possibly
chaotic)

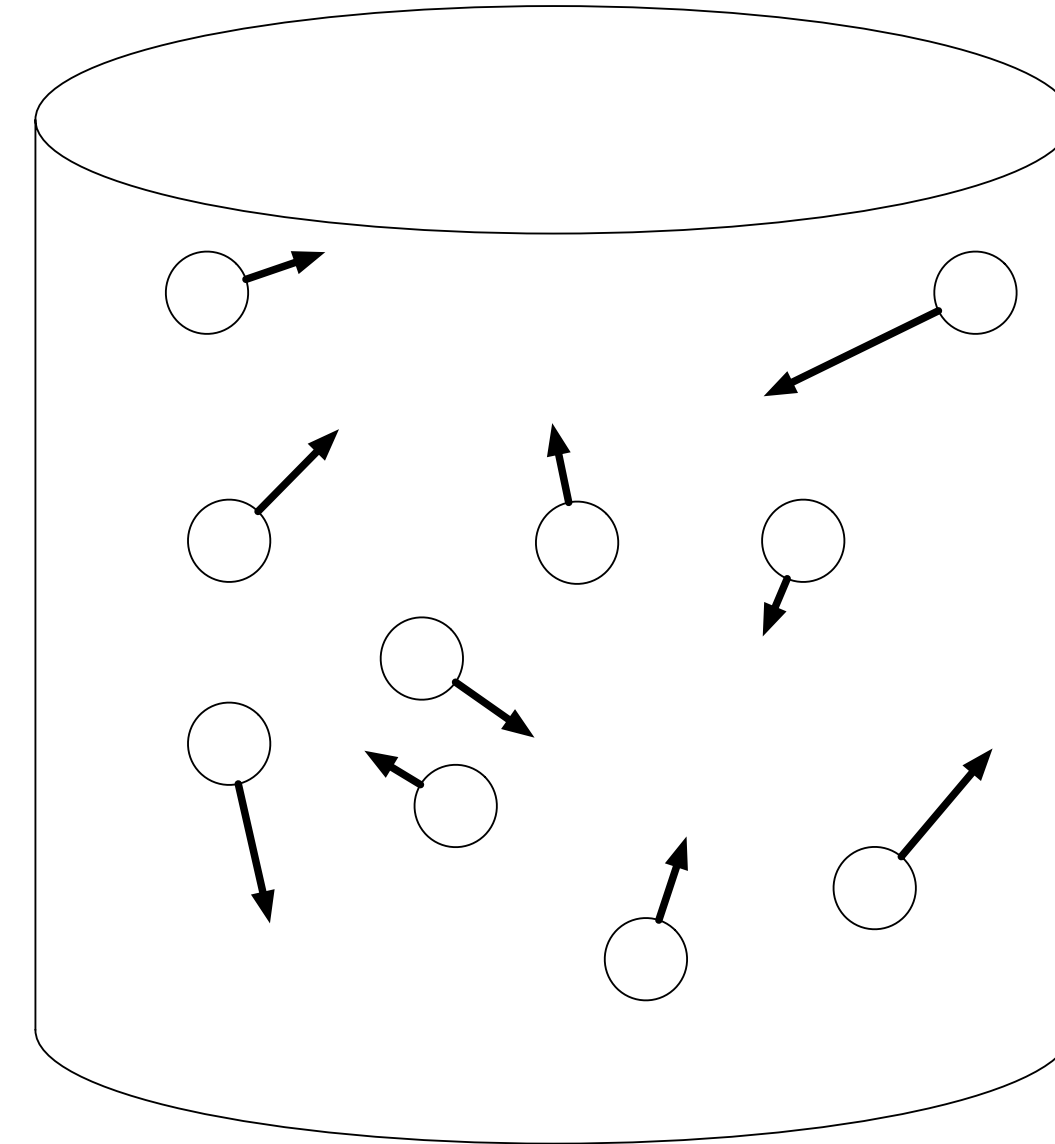
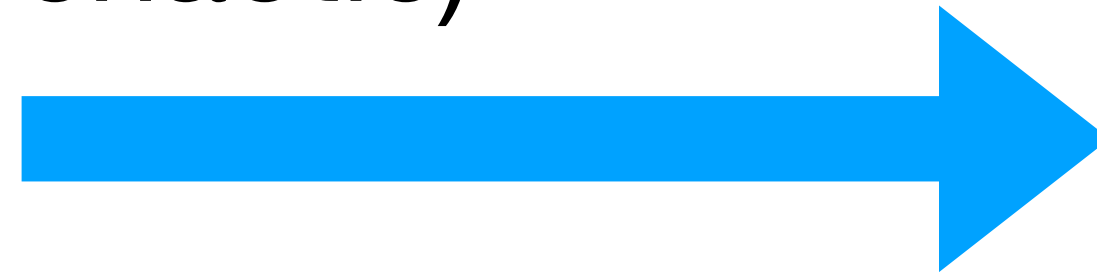


Dynamical Systems

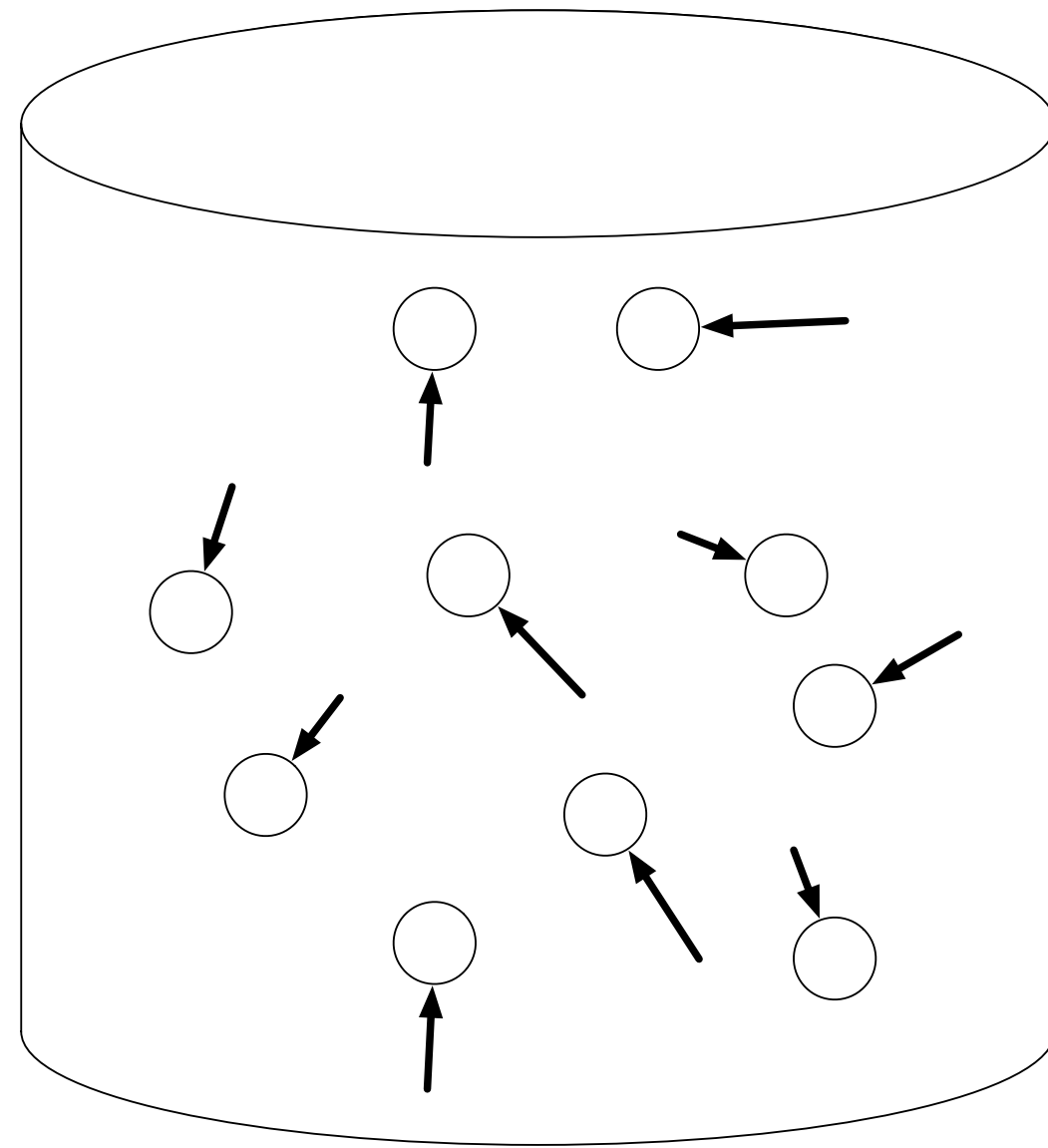


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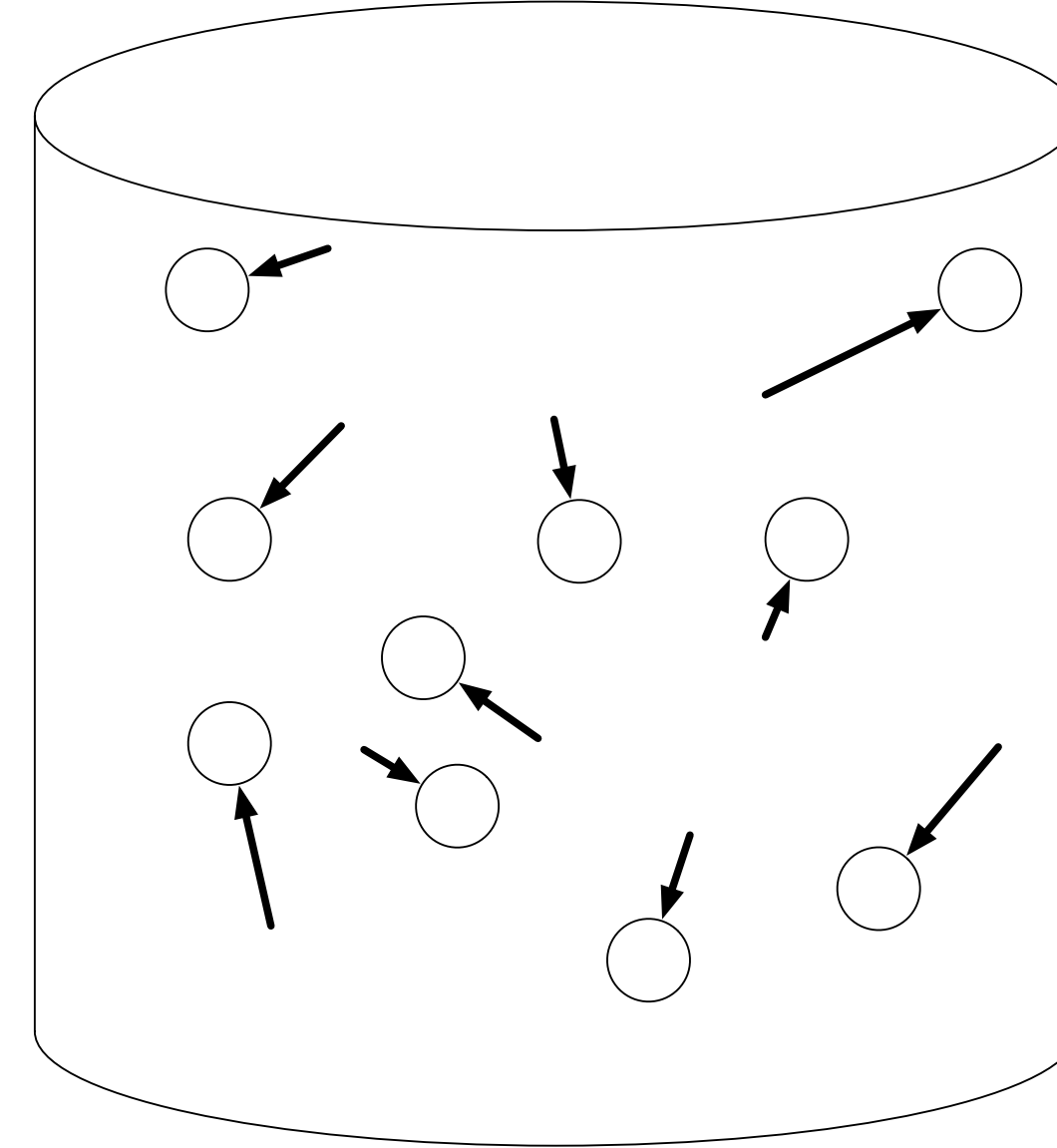
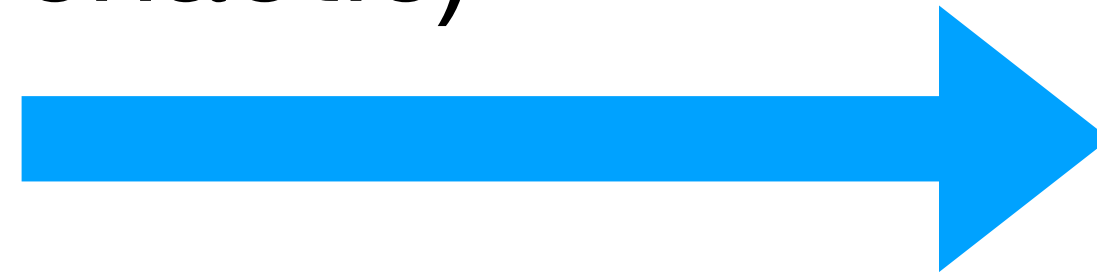


Dynamical Systems

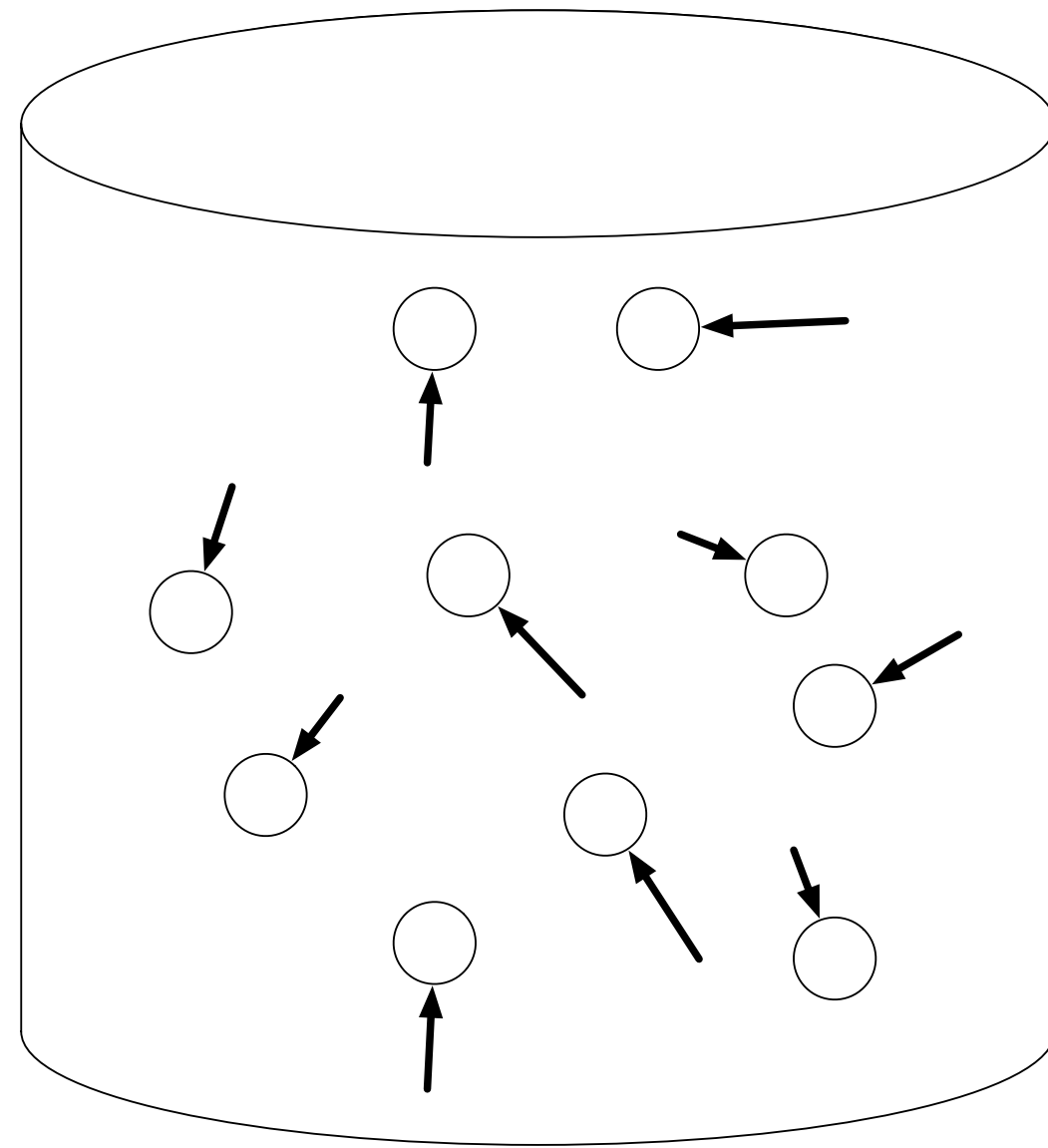


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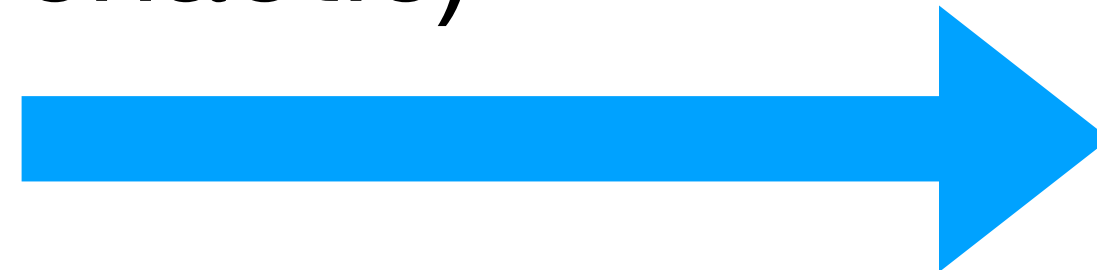


Dynamical Systems

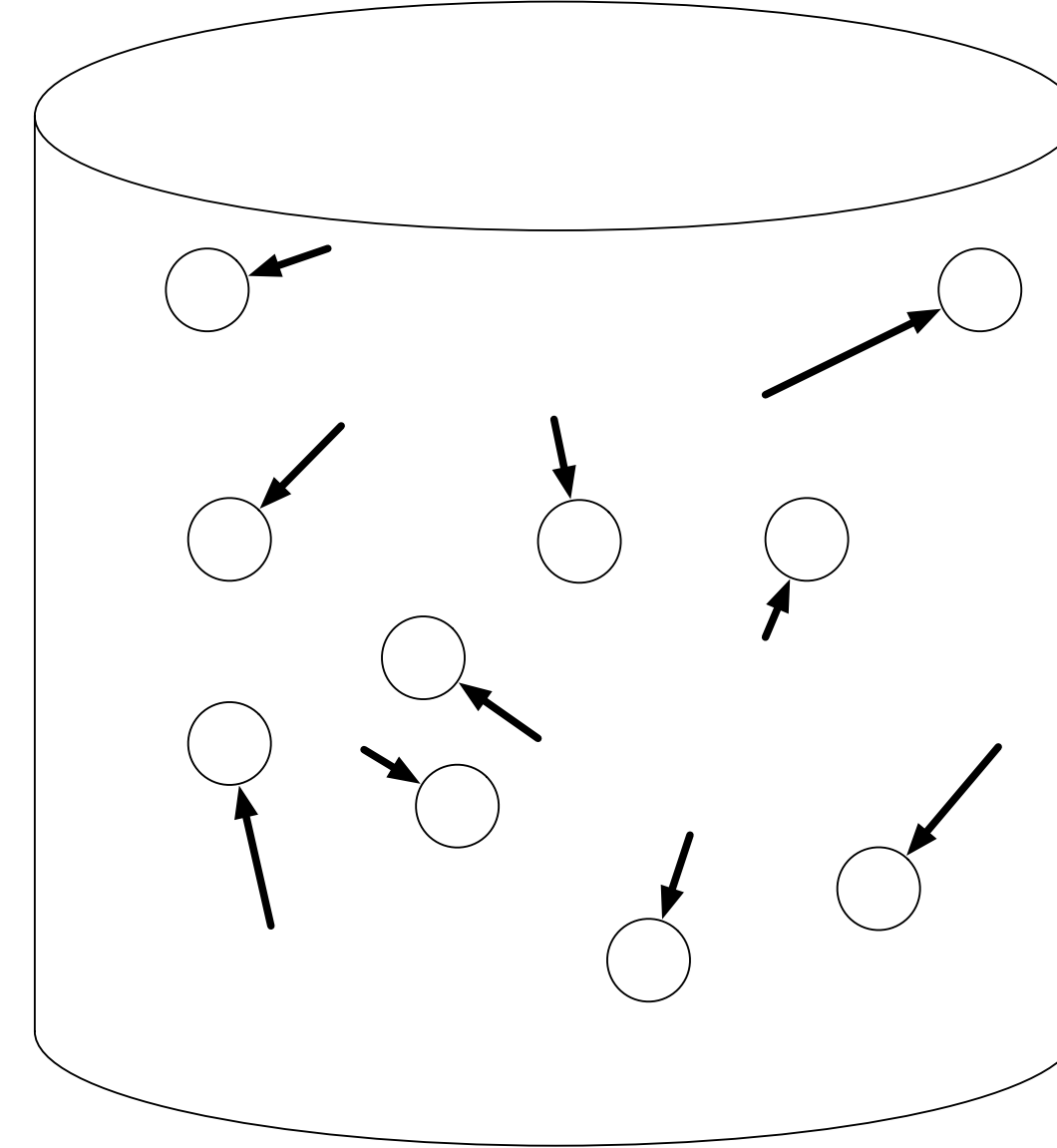


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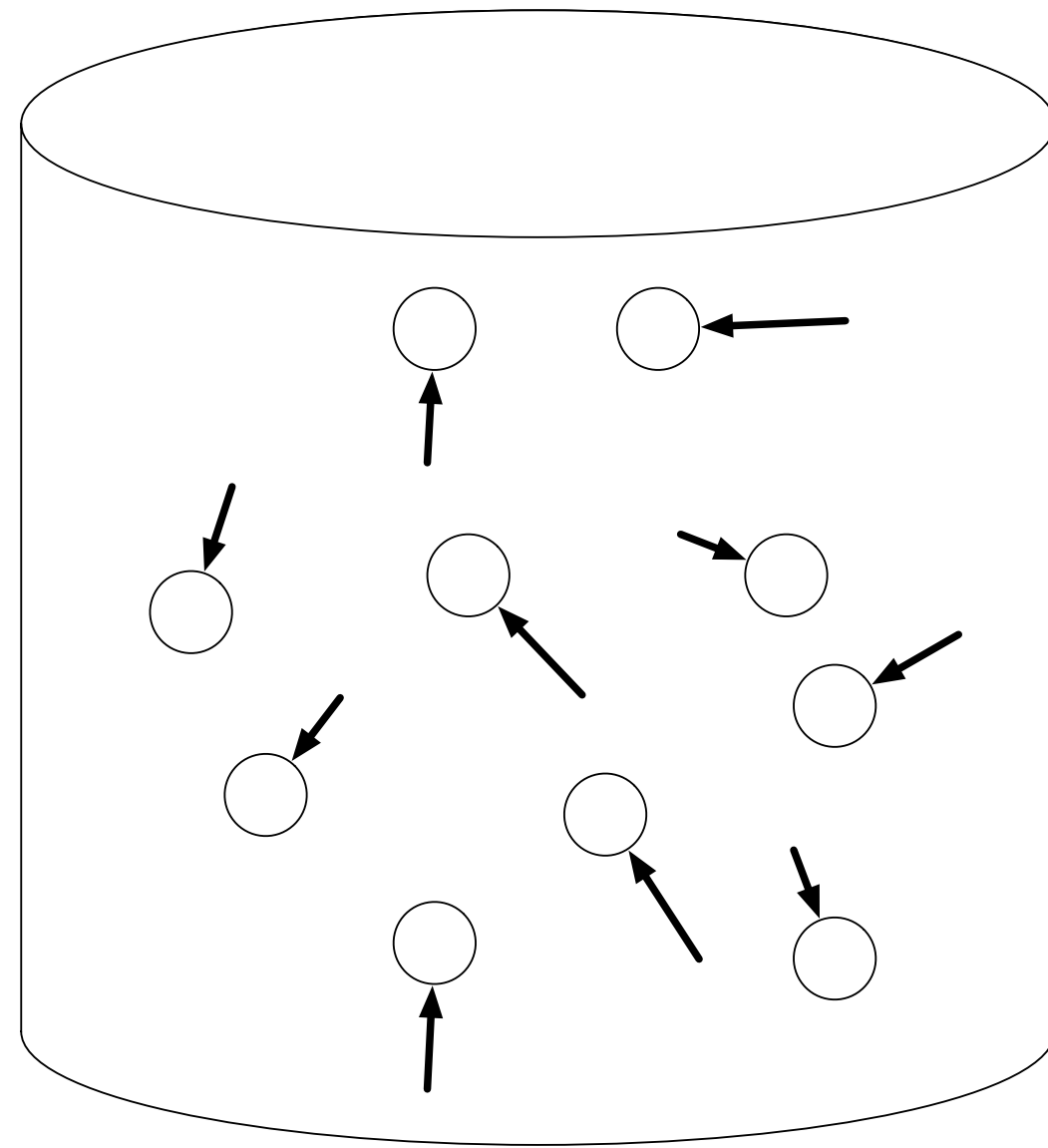
Deterministic
future (possibly
chaotic)



Deterministic
future (same laws)



Concurrent Systems

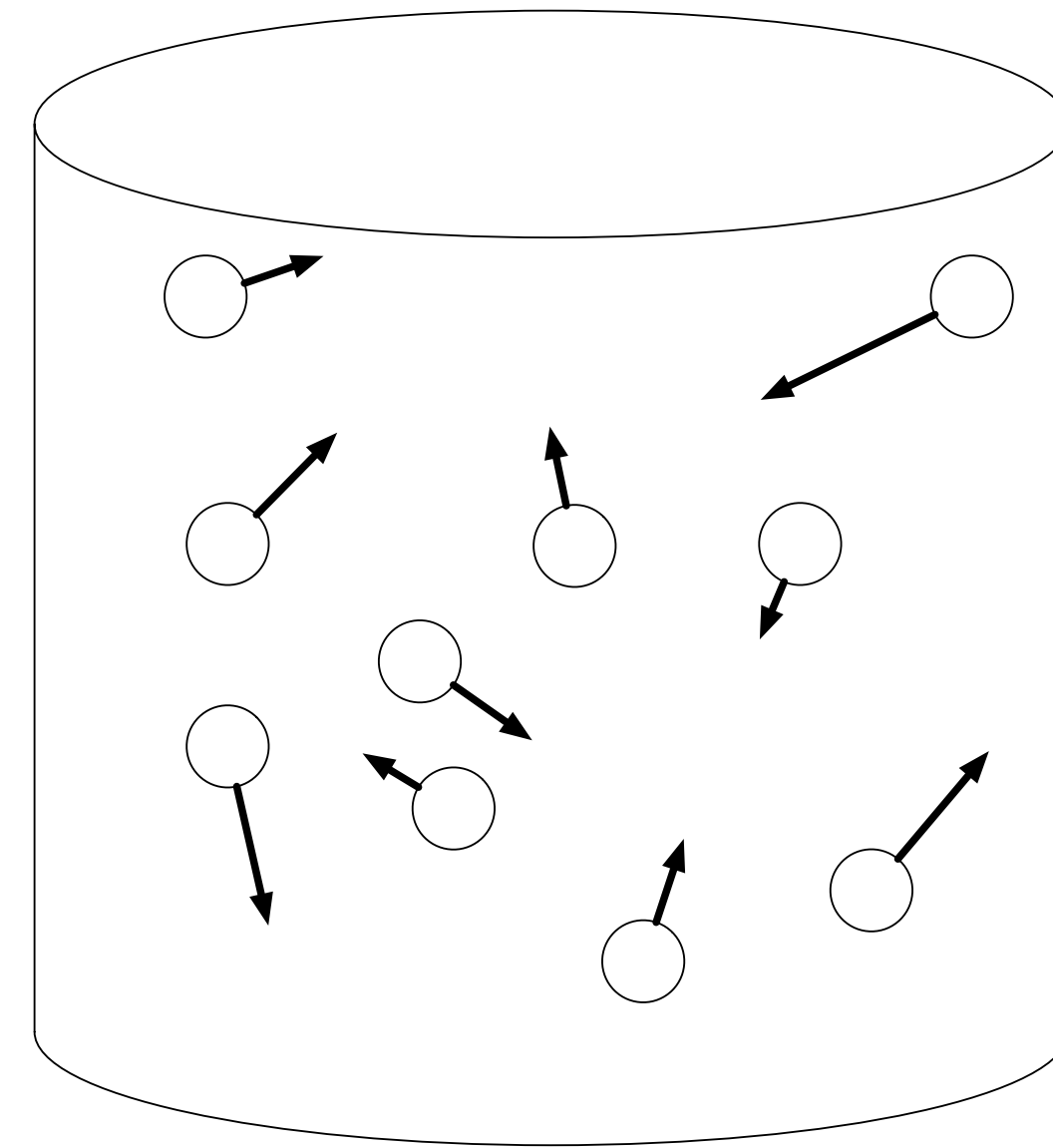


Move and collide
(local interactions)

Deterministic
future

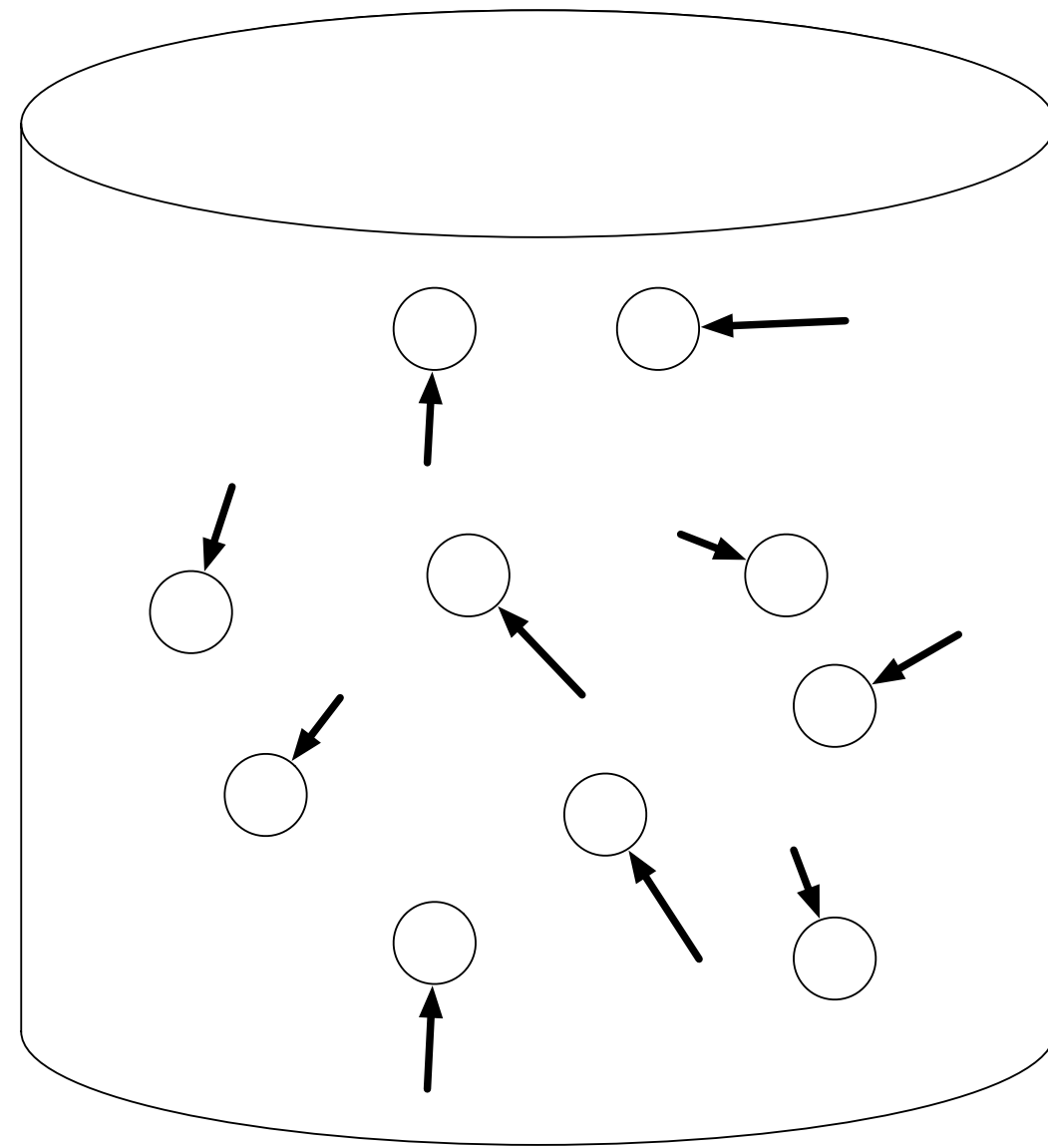


Deterministic
future (same laws)



Concurrent Systems

Quantify over all possible schedulings

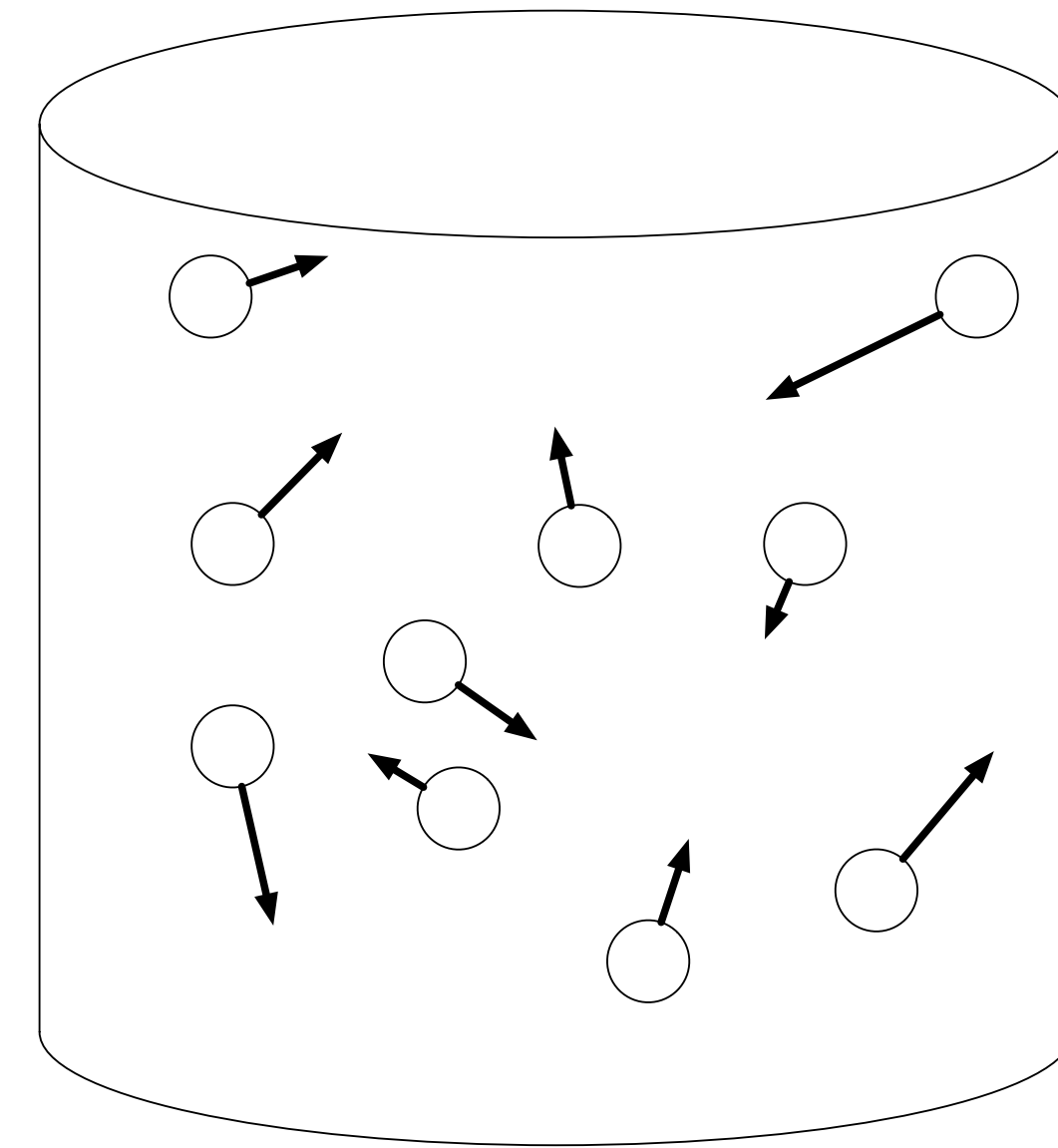


Move and collide
(local interactions)

Deterministic
future

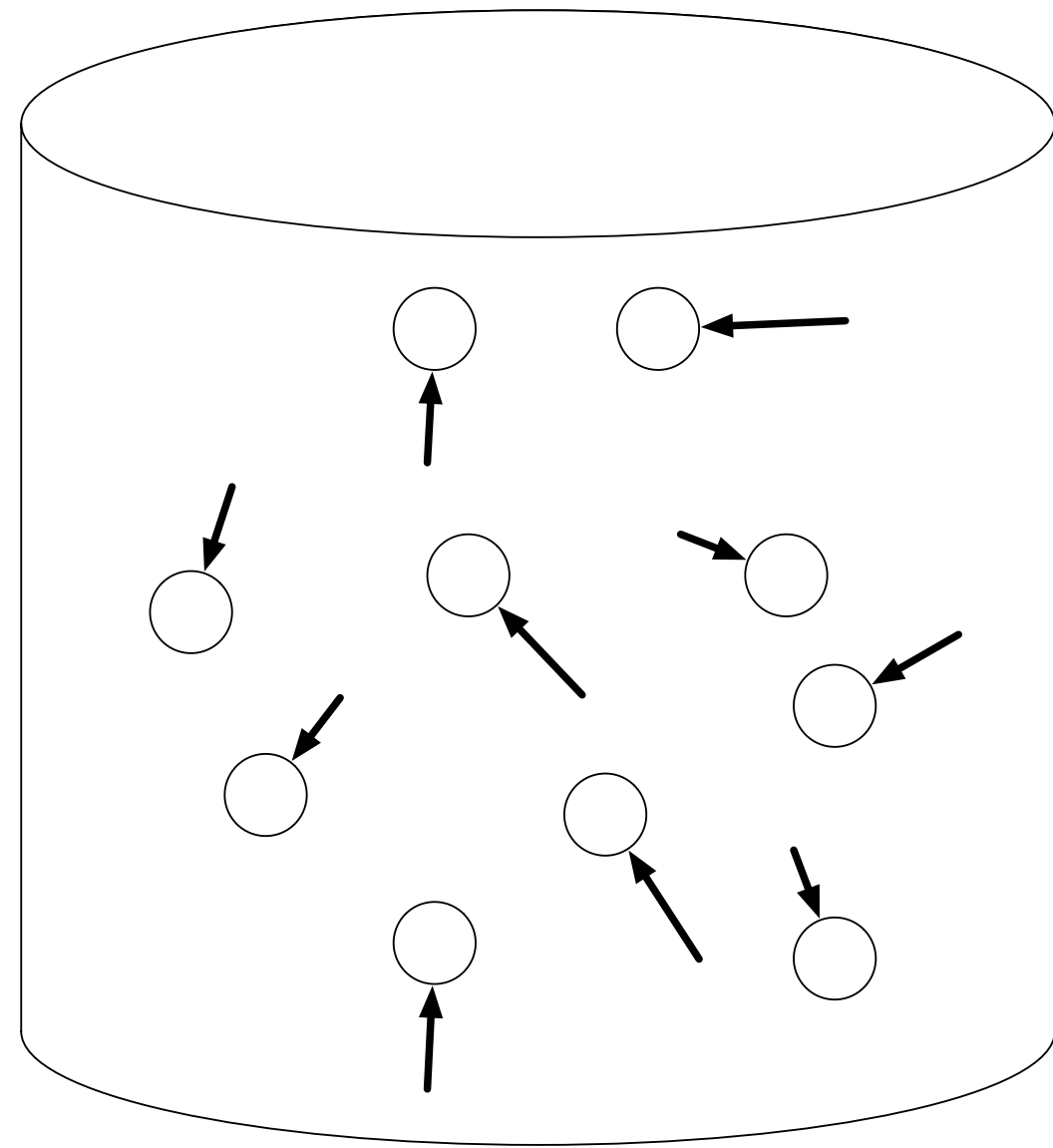


Deterministic
future (same laws)



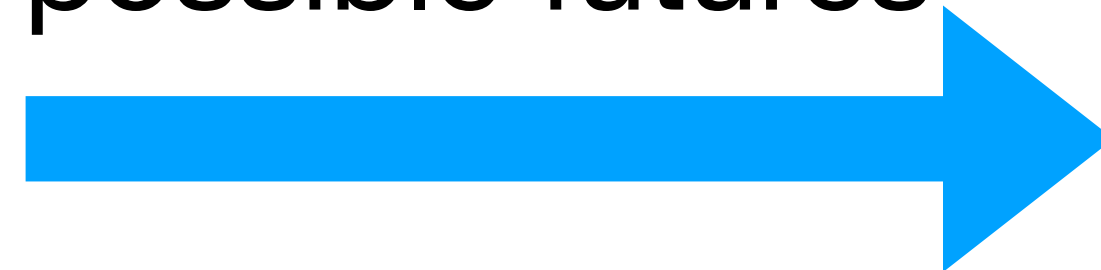
Concurrent Systems

Quantify over all possible schedulings

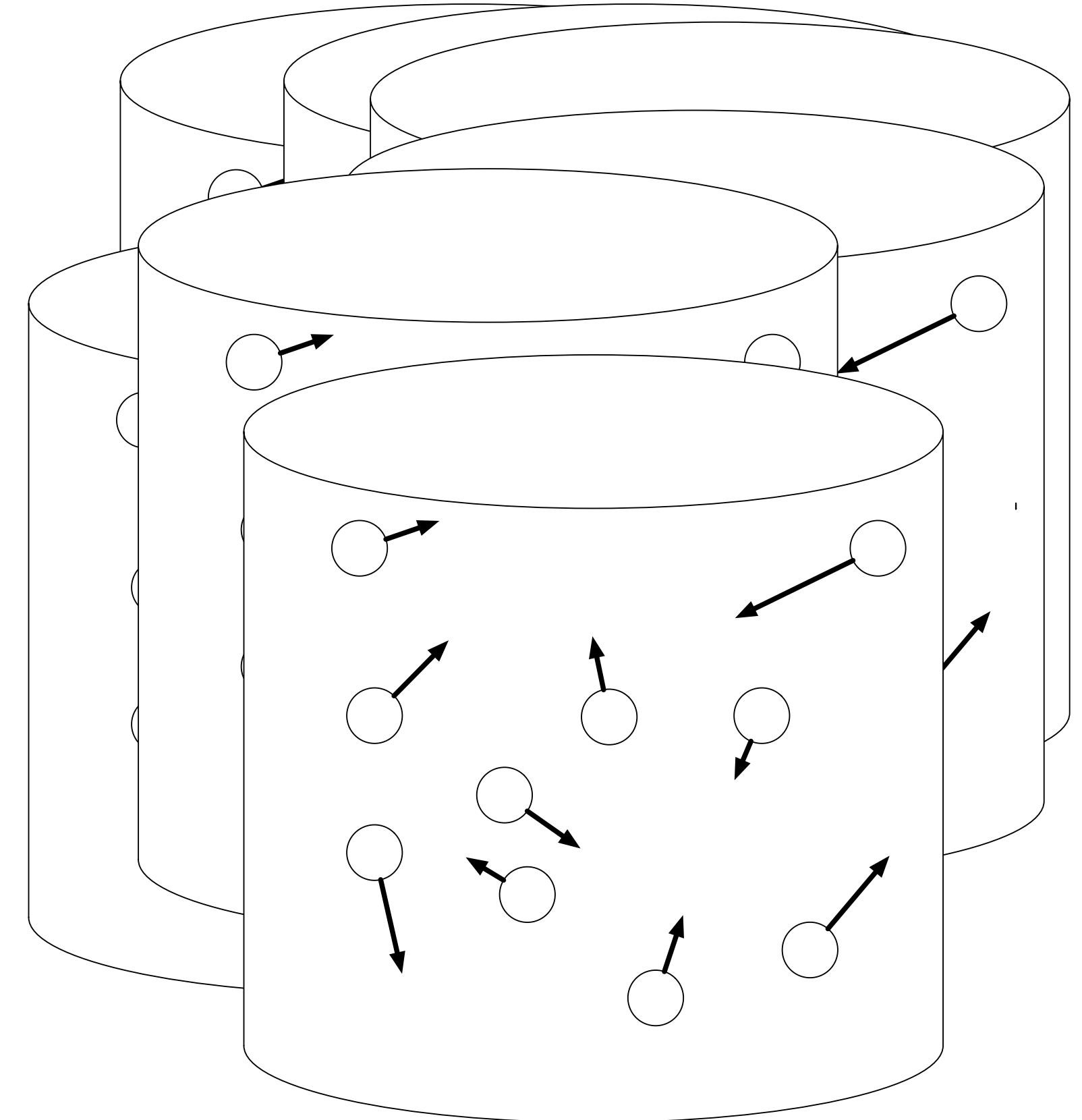


Move and collide
(local interactions)

Superposition of
possible futures

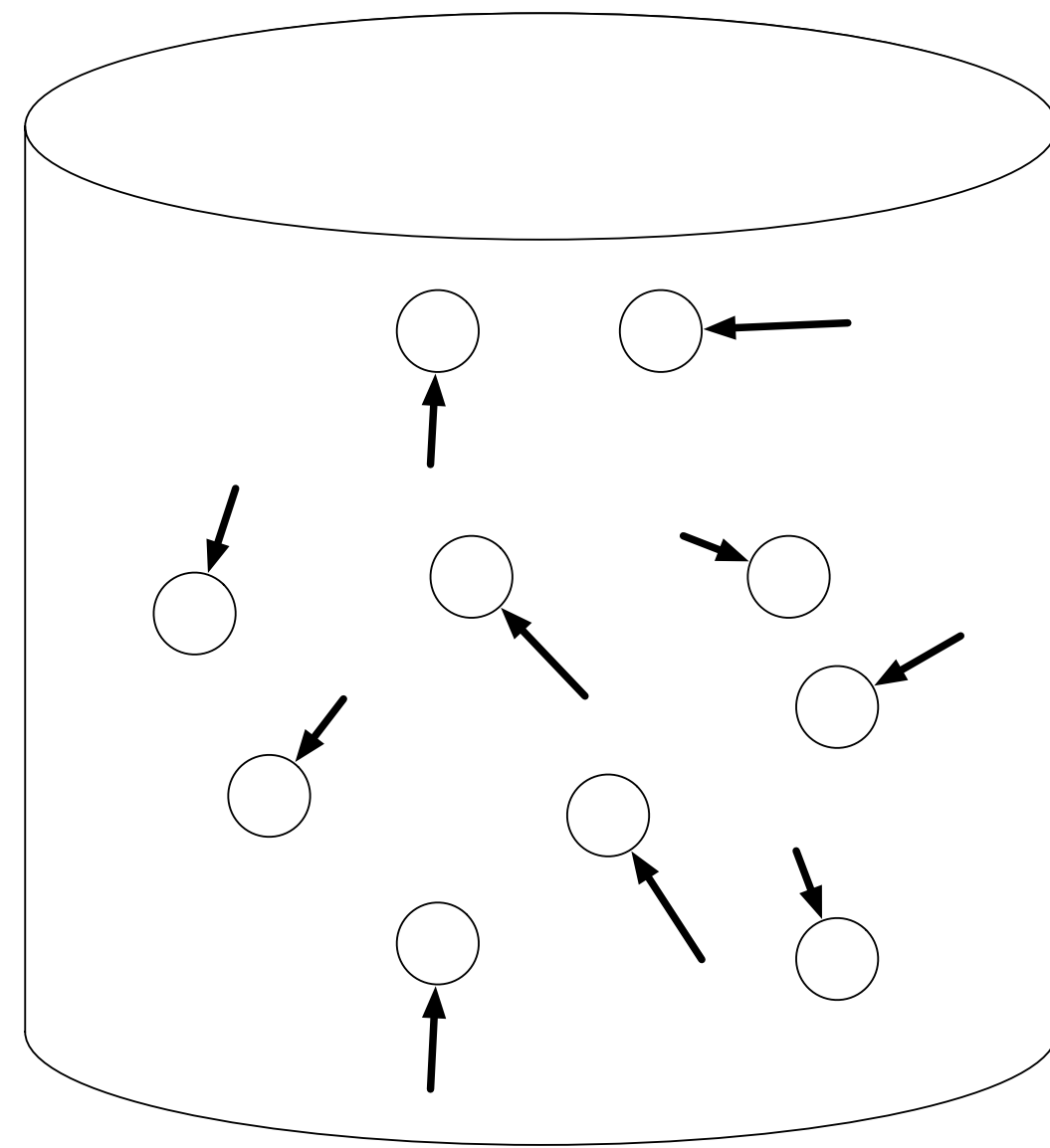


Deterministic
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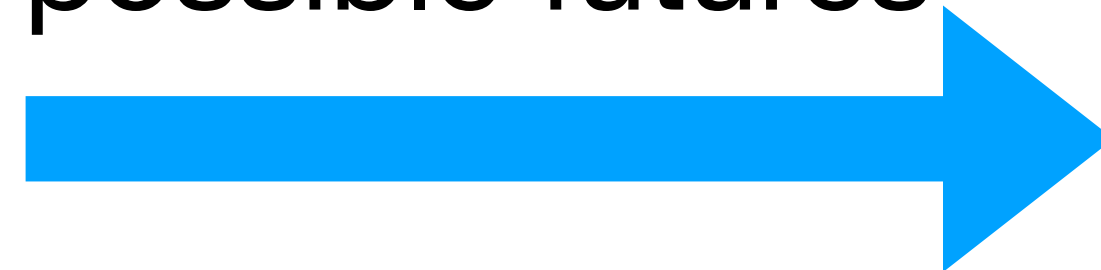
Concurrent Systems

Quantify over all possible schedulings

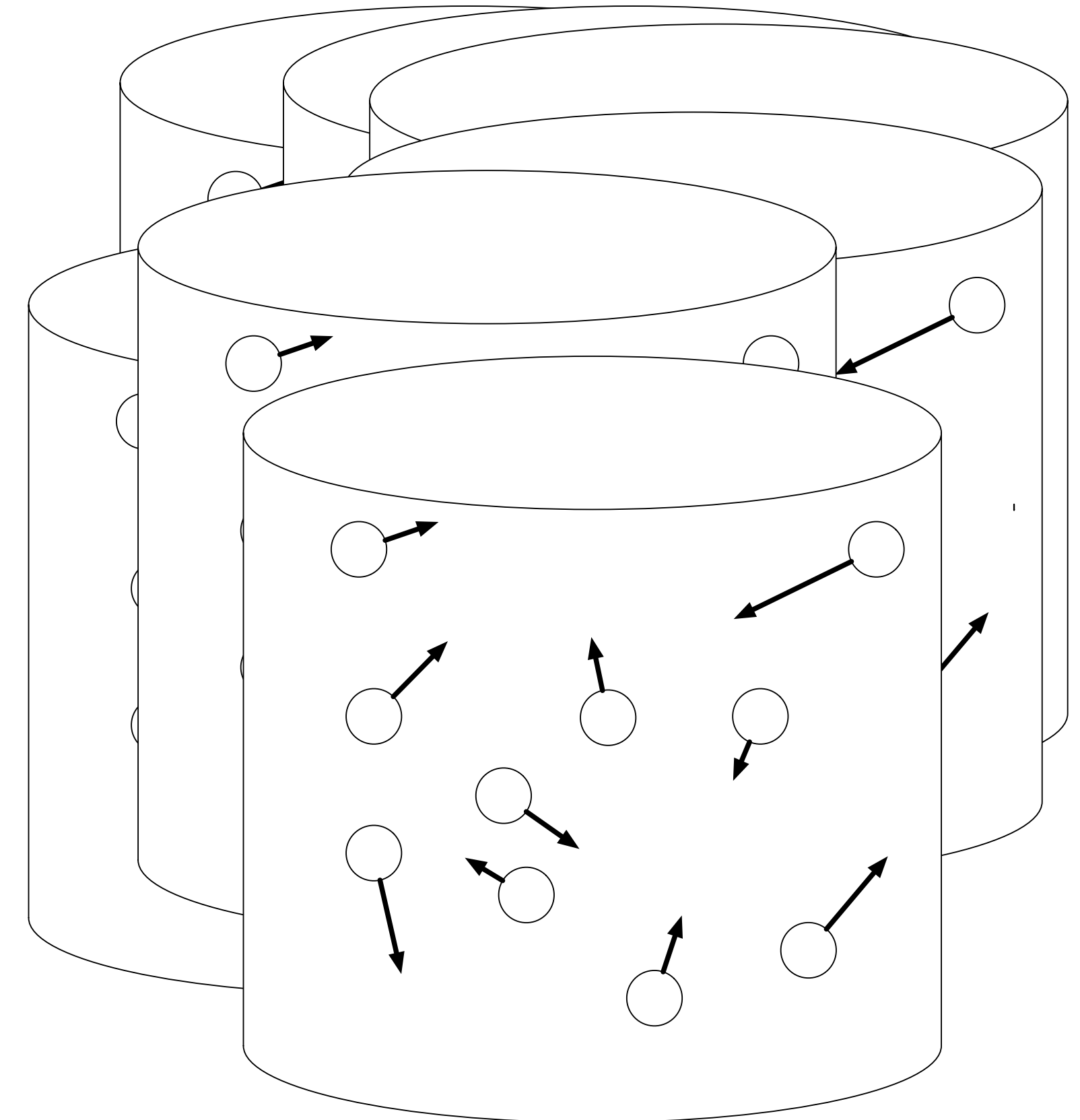


Move and collide
(local interactions)

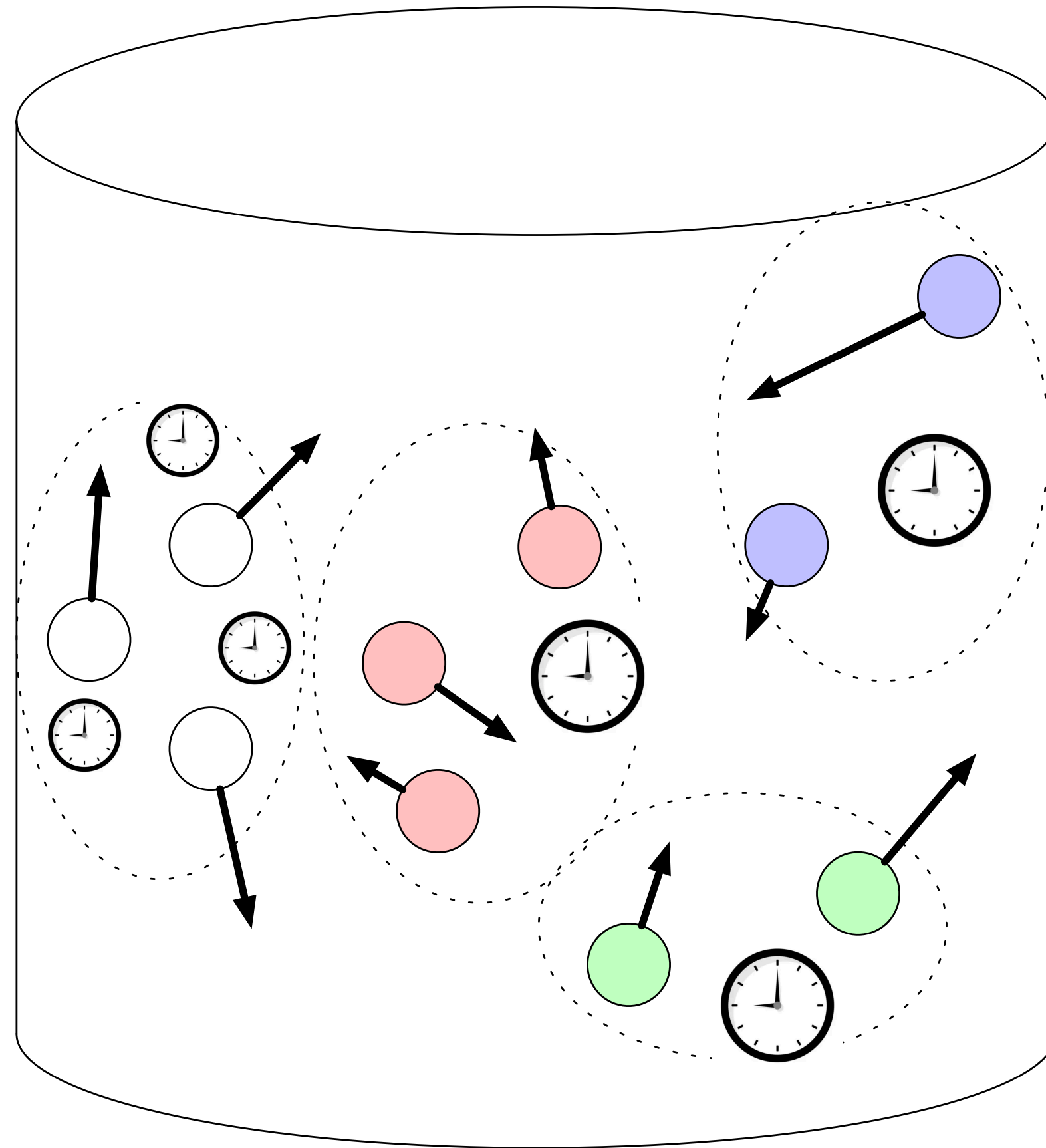
Superposition of
possible futures



?



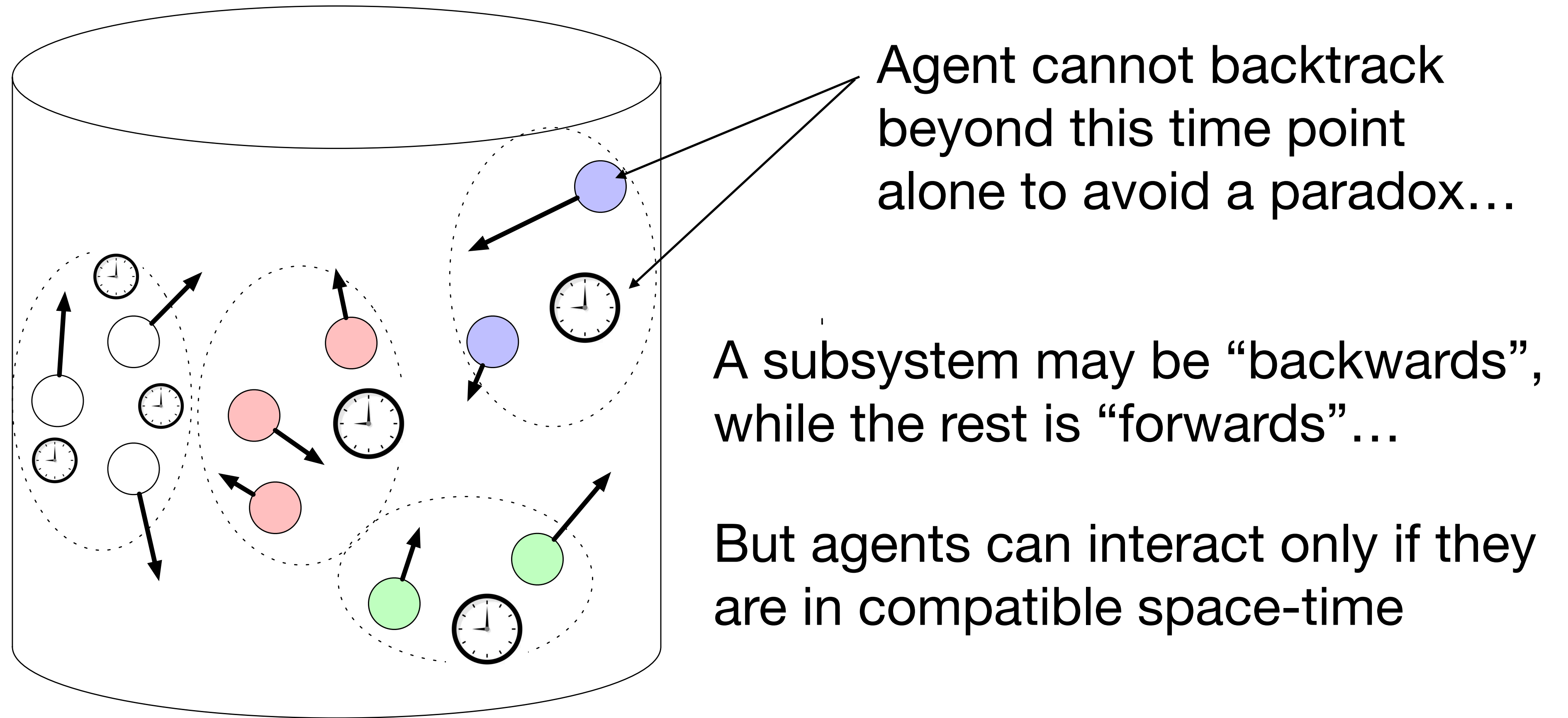
Causal consistent reversibility



A subsystem may be “backwards”,
while the rest is “forwards” ...

But agents can interact only if they
are in compatible space-time

Causal consistent reversibility



Lamport's clocks (78): causality as abstract time

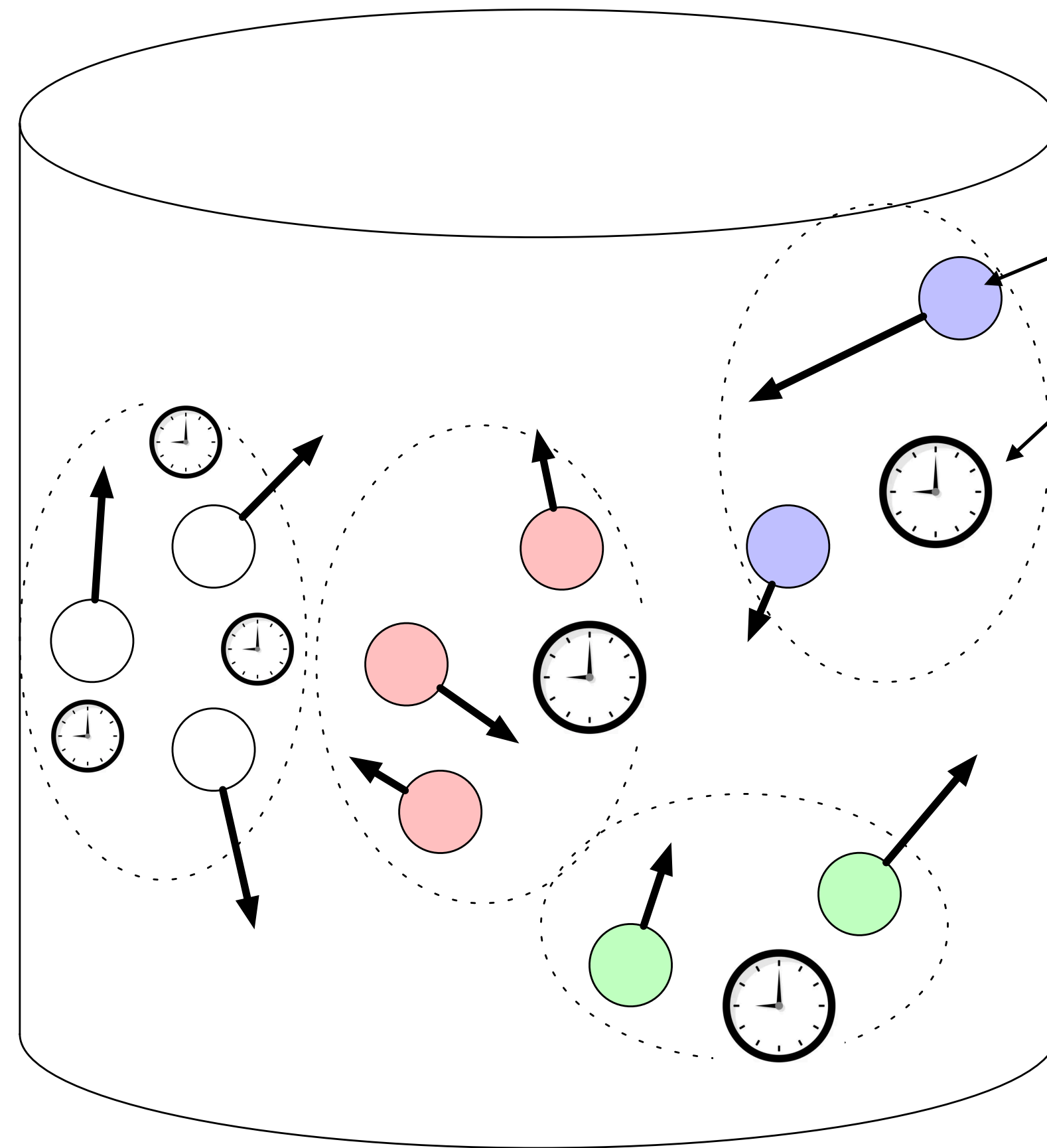
Causal consistent reversibility

Transactional systems

Concurrent debuggers

Counterfactual reasoning

Self assembly



Agent cannot backtrack beyond this time point alone to avoid a paradox...

A subsystem may be “backwards”, while the rest is “forwards”...

But agents can interact only if they are in compatible space-time

Lamport's clocks (78): causality as abstract time

Well understood operationally

Computation is
dissipative

Pi $\bar{a}b.P \mid a(x).Q \rightarrow P \mid Q\{b/x\}$

Well understood operationally

Computation is
dissipative

$$\text{Pi} \quad \bar{a}b.P \mid a(x).Q \rightarrow P \mid Q\{b/x\}$$

$$\text{RPi} \quad m : \bar{a}b.P \mid m' : c(x).Q \leftrightarrow (i, \bar{a}b).m : P \mid (i, c[d/x]).m' : Q$$

explicit subst.
↓

Computation is
information
preserving!

with

$$\begin{aligned} m'(c) &= m(a) \\ m(b) &= d \end{aligned}$$

subst. in m applied to b
↗

Well understood operationally

XOR

x y z

0 0 0

0 1 1

1 0 1

1 1 0

CNOT

x y z m

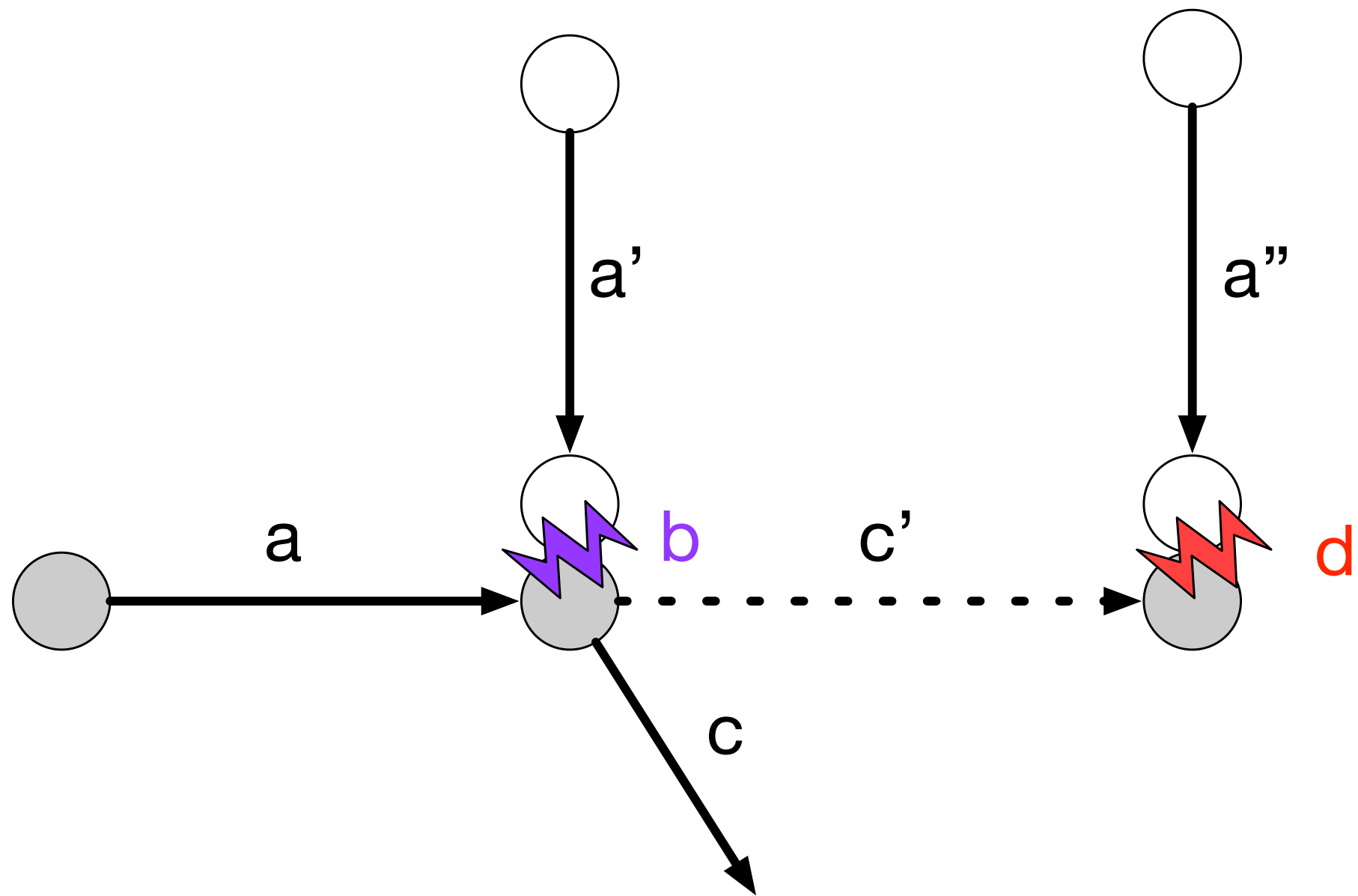
0 0 0 0

0 1 1 1

1 0 1 0

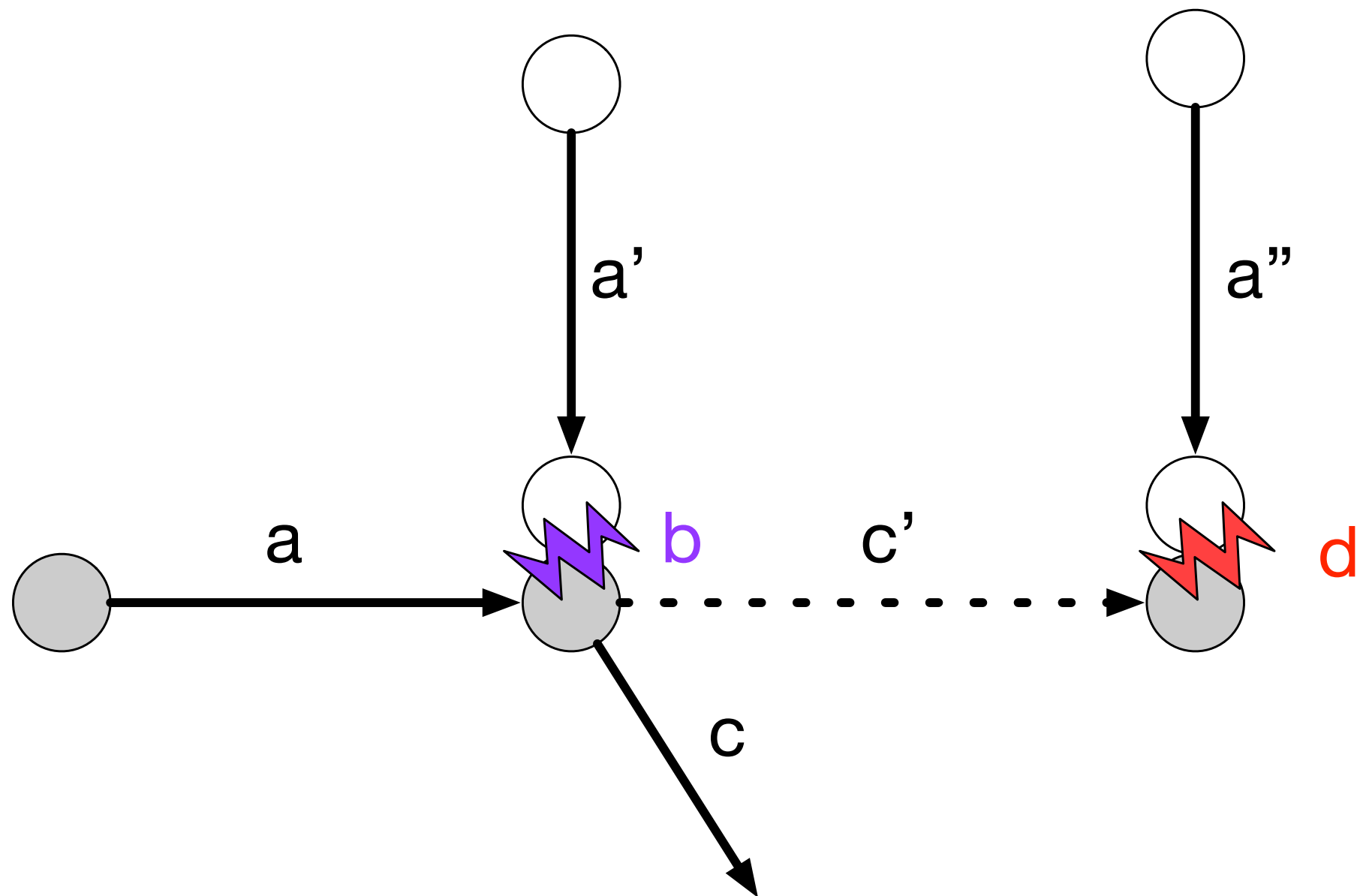
1 1 0 1

Aim: a denotational view of reversibility



Aim: a denotational view of reversibility

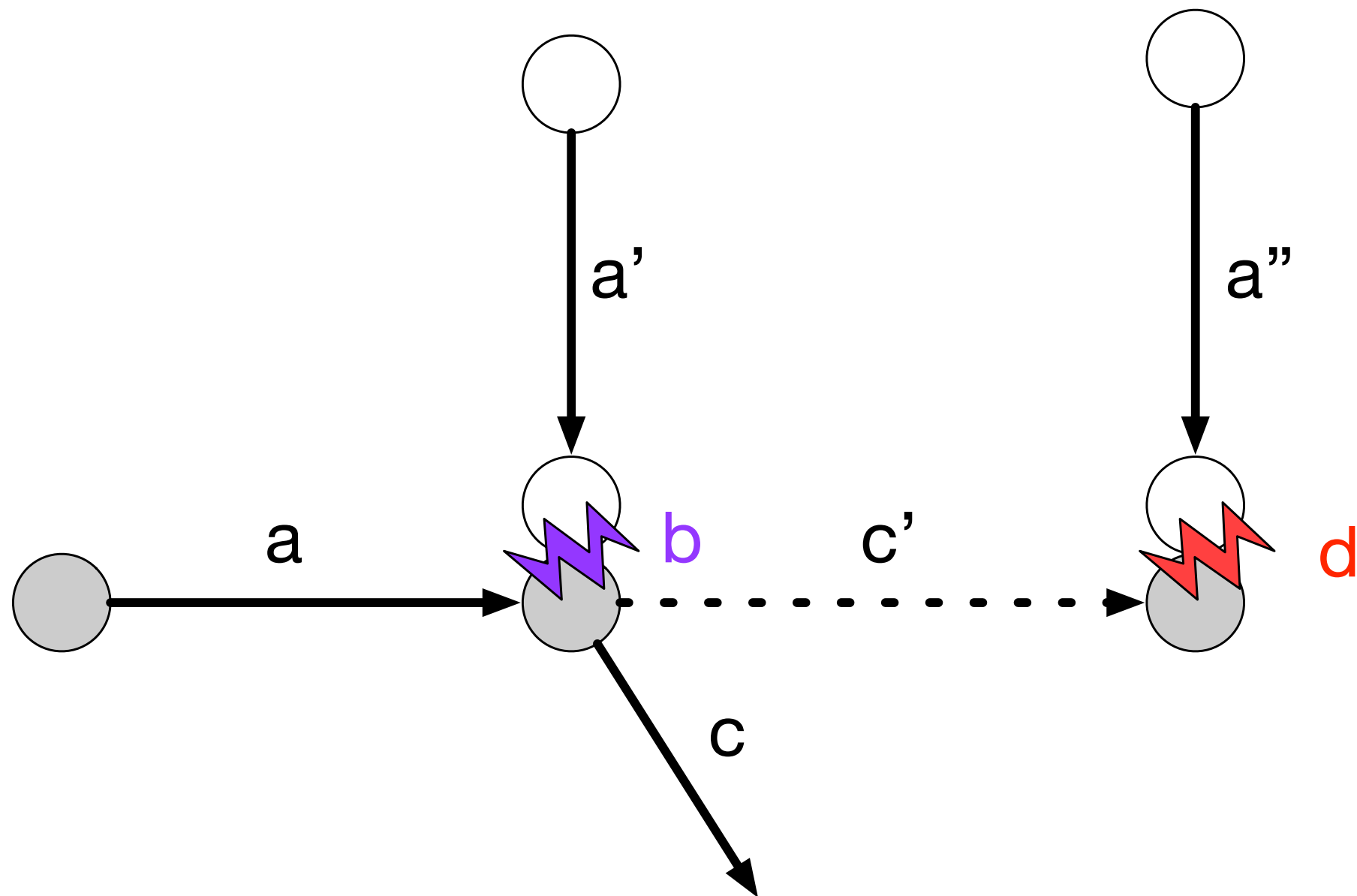
Logical characterisation



Time	$\{a, a'\} < b \wedge b < c$
\emptyset	$a' \# c' \quad a < c'$
	$\{a'', c'\} < d$

Aim: a denotational view of reversibility

Logical characterisation



Time

$$\{a, a'\} < b \wedge b < c$$

\emptyset

$$a' \# c' \quad a < c'$$

$$\{a'', c'\} < d$$

Time

$$d_* < \{a'_*, c'_*\}$$

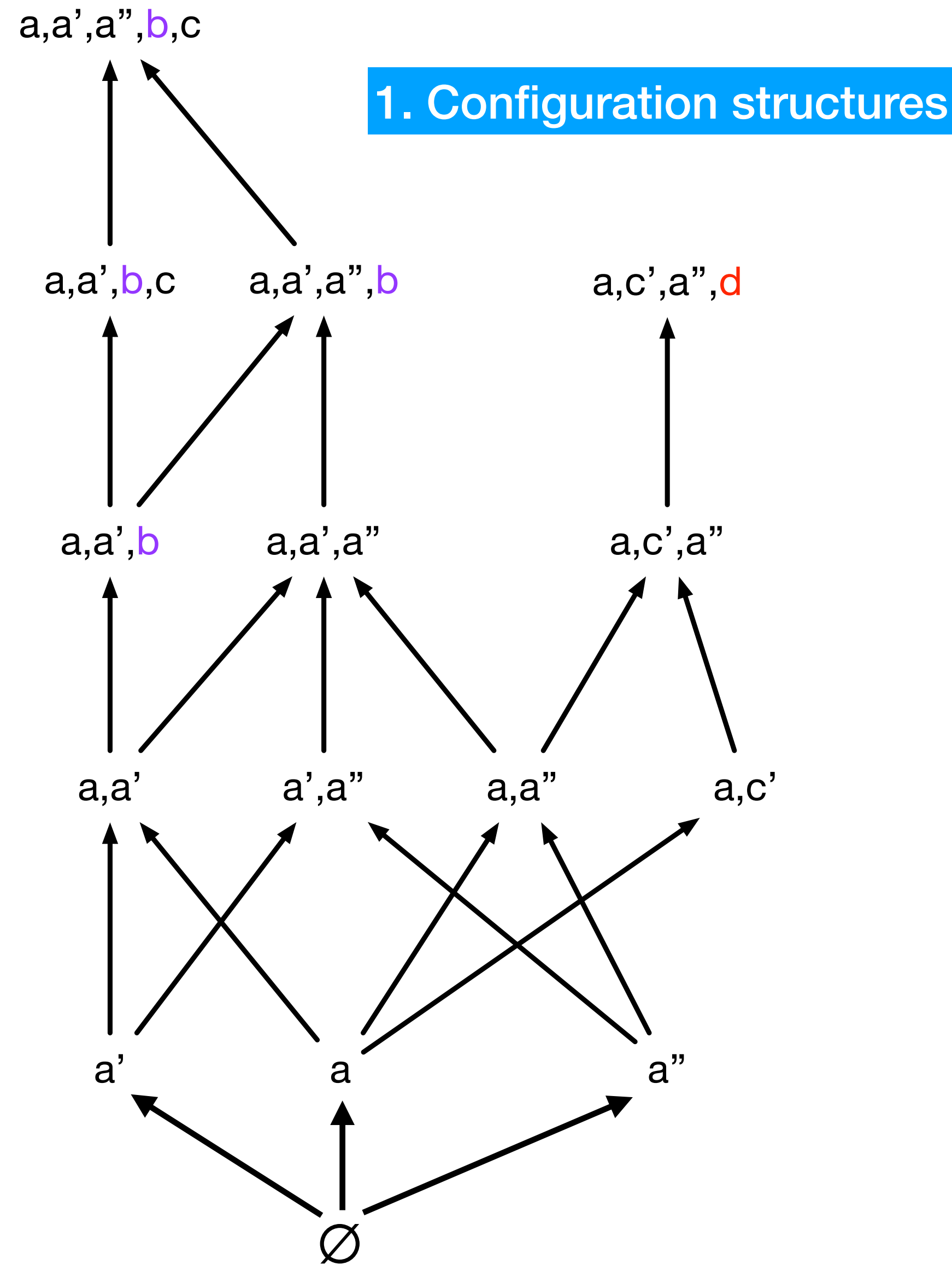
$\{a, c', a'', d\}$

$$c'_* < a' \quad c'_* < a_*$$

$$a' < b \wedge b < c$$

\emptyset

Aim: a denotational view of reversibility



Logical characterisation

Time $\{a, a'\} < b \wedge b < c$

\emptyset $a' \# c' \quad a < c'$

$\{a'', c'\} < d$

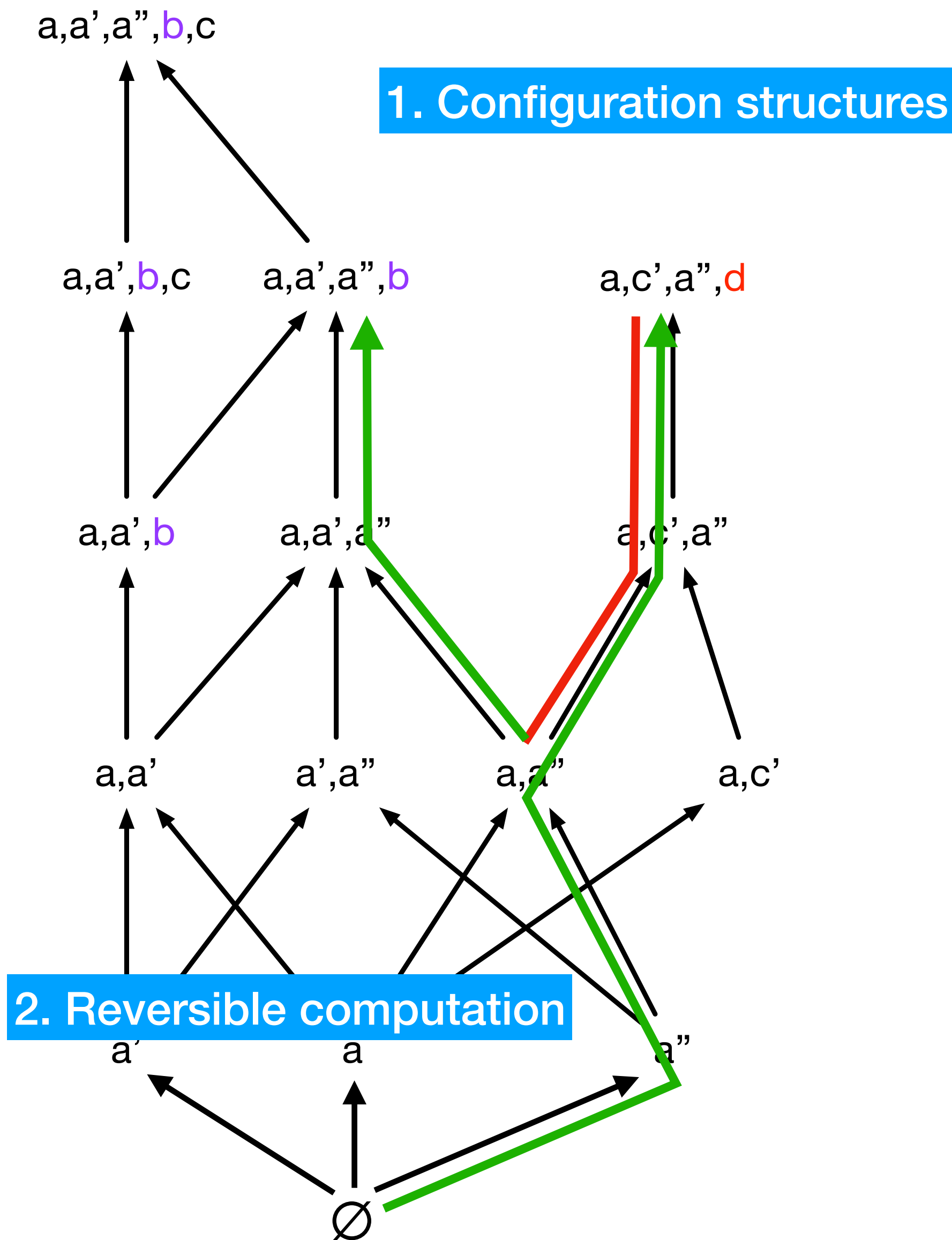
Time $d_* < \{a'', c'\}$

$\{a, c', a'', d\}$

$c'_* < a' \quad c'_* < a_*$

$a' < b \wedge b < c$

Aim: a denotational view of reversibility



Logical characterisation

Time $\{a, a'\} < b \wedge b < c$

\emptyset $a' \# c' \quad a < c'$

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Time $d_* < \{a'', c'\}$

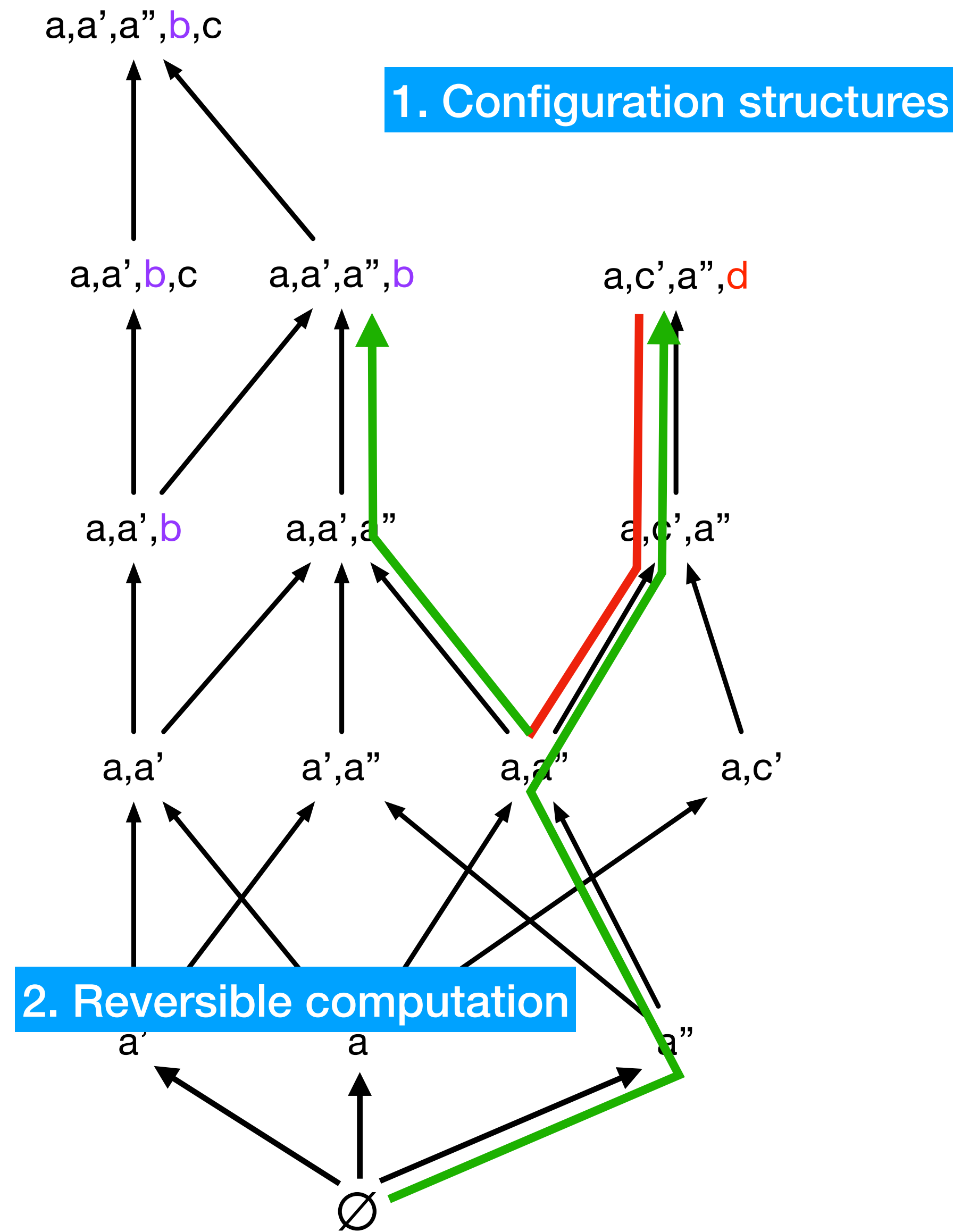
$\{a, c', a'', d\}$

$c'_* < a' \quad c'_* < a_*$

$a' < b \wedge b < c$

\emptyset

Aim: a denotational view of reversibility



↔
adjunction

Logical characterisation

Time $\{a, a'\} < b \wedge b < c$
 \emptyset $a' \# c' \quad a < c'$
 $\{a'', c'\} < d$

Time $d_* < \{a'', c'\}$
 $\{a, c', a'', d\}$
 \emptyset $c'_* < a' \quad c'_* < a_*$
 $a' < b \wedge b < c$

3. Prime event structures interpretation

Configuration structure

$$\mathbb{C} = (E, X) \quad X \subseteq \mathcal{P}(E)$$

Partial order

$$\mathbb{C}^{p.o} = (X, \subseteq) \quad x \prec_{\mathbb{C}} y \text{ iff } \uparrow^{\mathbb{C}} \{x, y\} \neq \emptyset$$

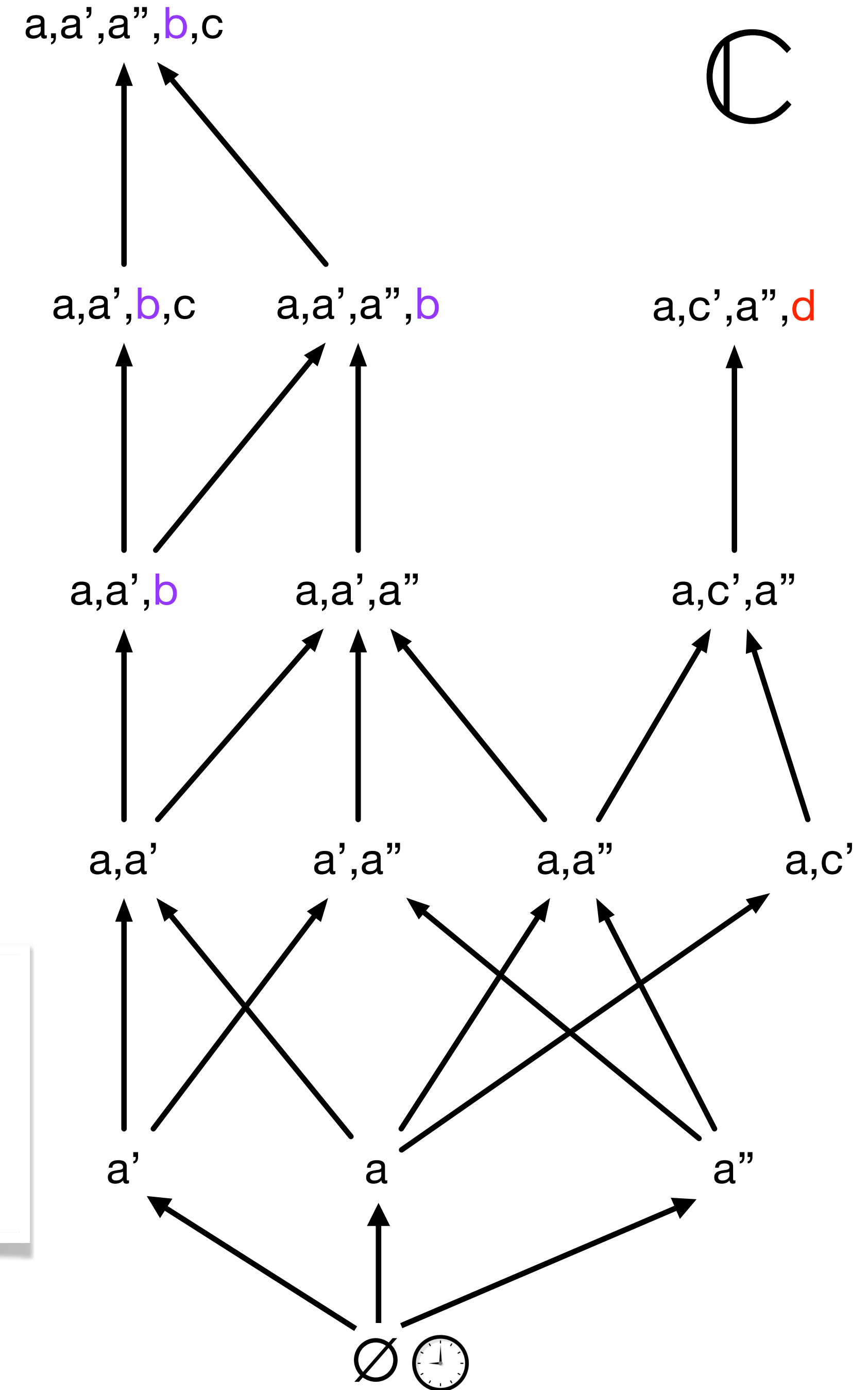
Atomic

\mathbb{C} is *rooted* and *connected*

Definition 2.3 Let $\mathbb{C} \in \mathcal{C}_E$. For all finite $x \in \mathbb{C}$, we define the *residual* of \mathbb{C} after x :

$$x \cdot \mathbb{C} := \langle E, \{z \in \mathcal{P}(E) \mid \exists y \in \uparrow^{\mathbb{C}} \{x\} : z = y \setminus x\} \rangle$$

where $y \setminus x := \{a \in y \mid a \notin x\}$ is the classical set difference.



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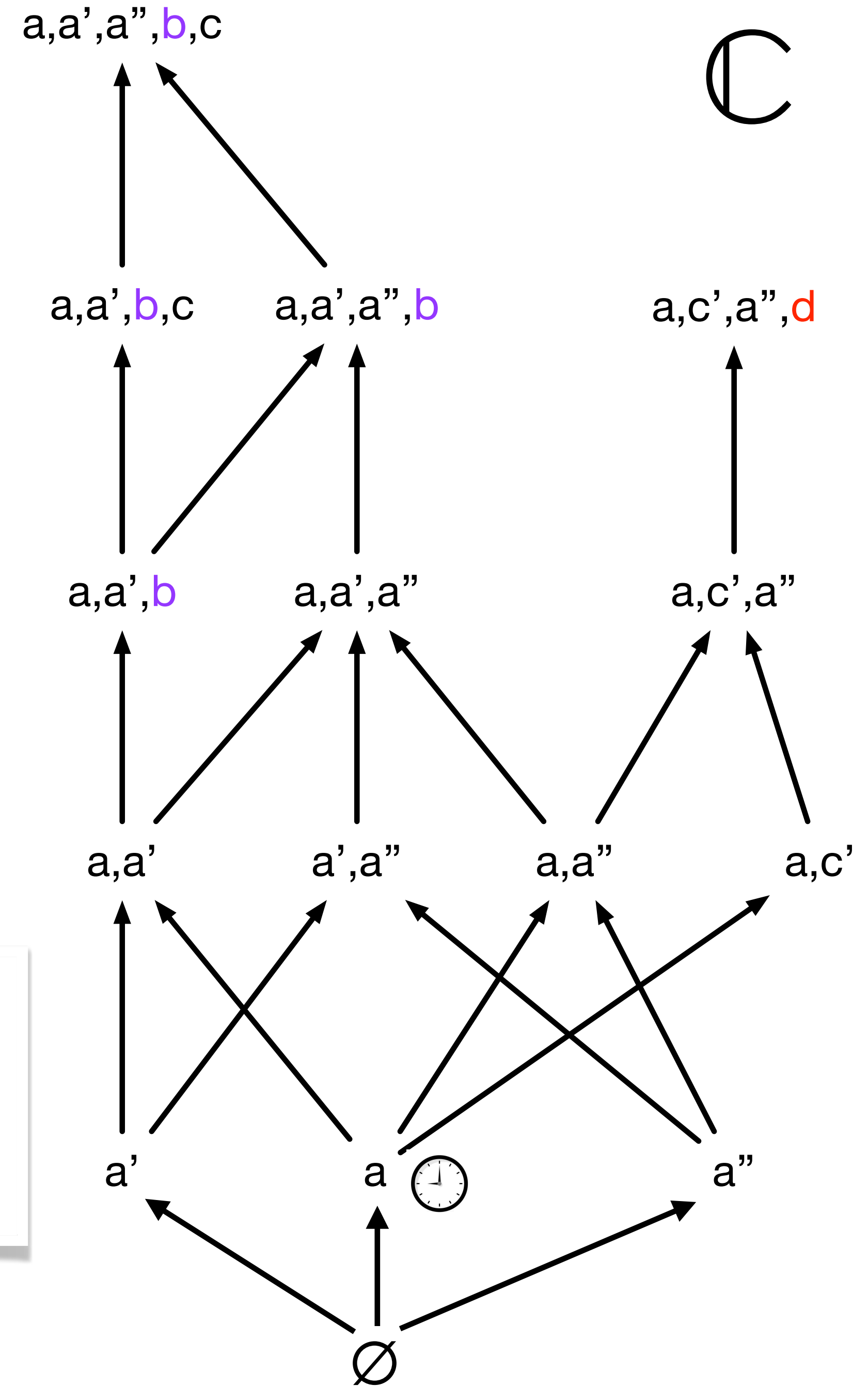
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Atomic

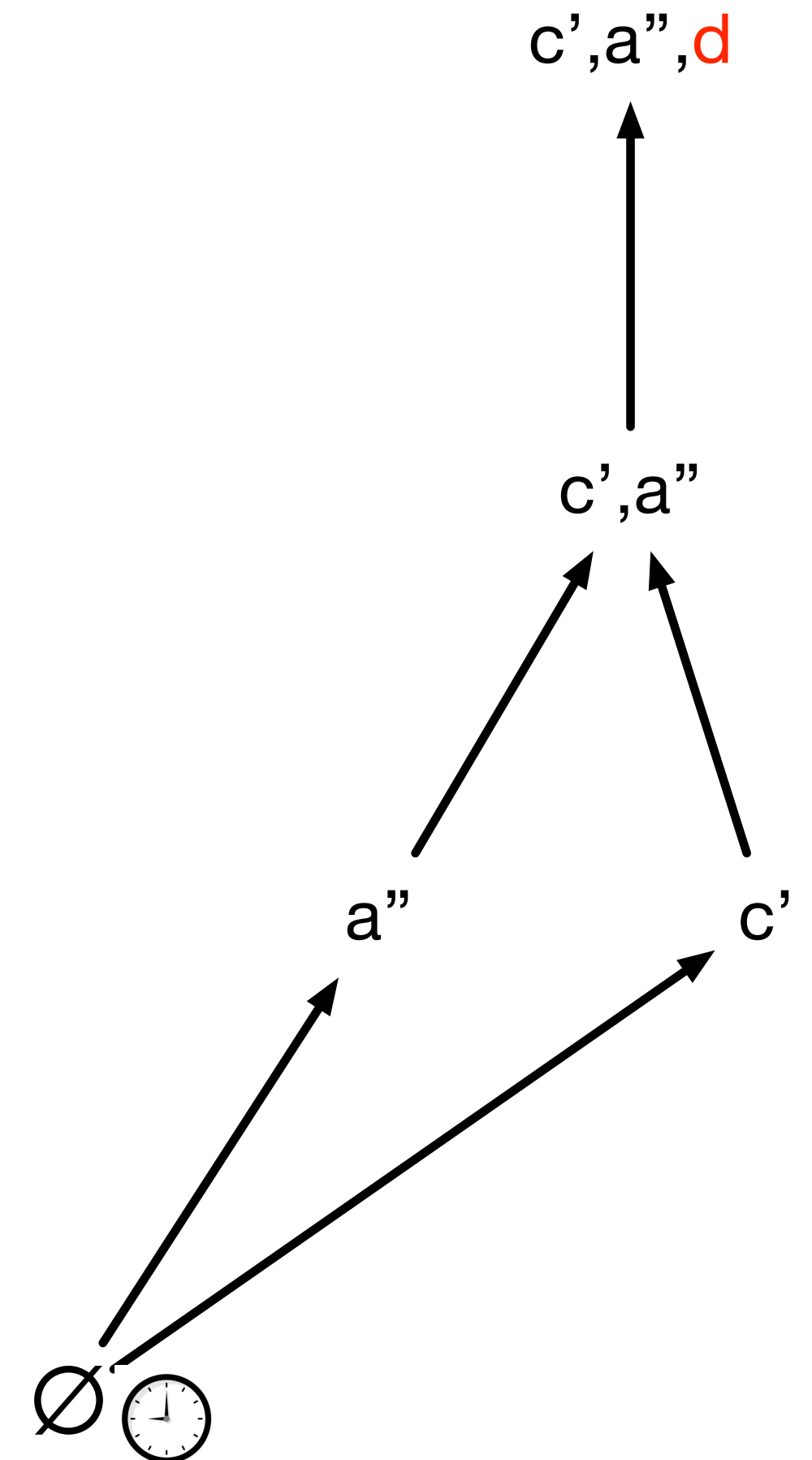
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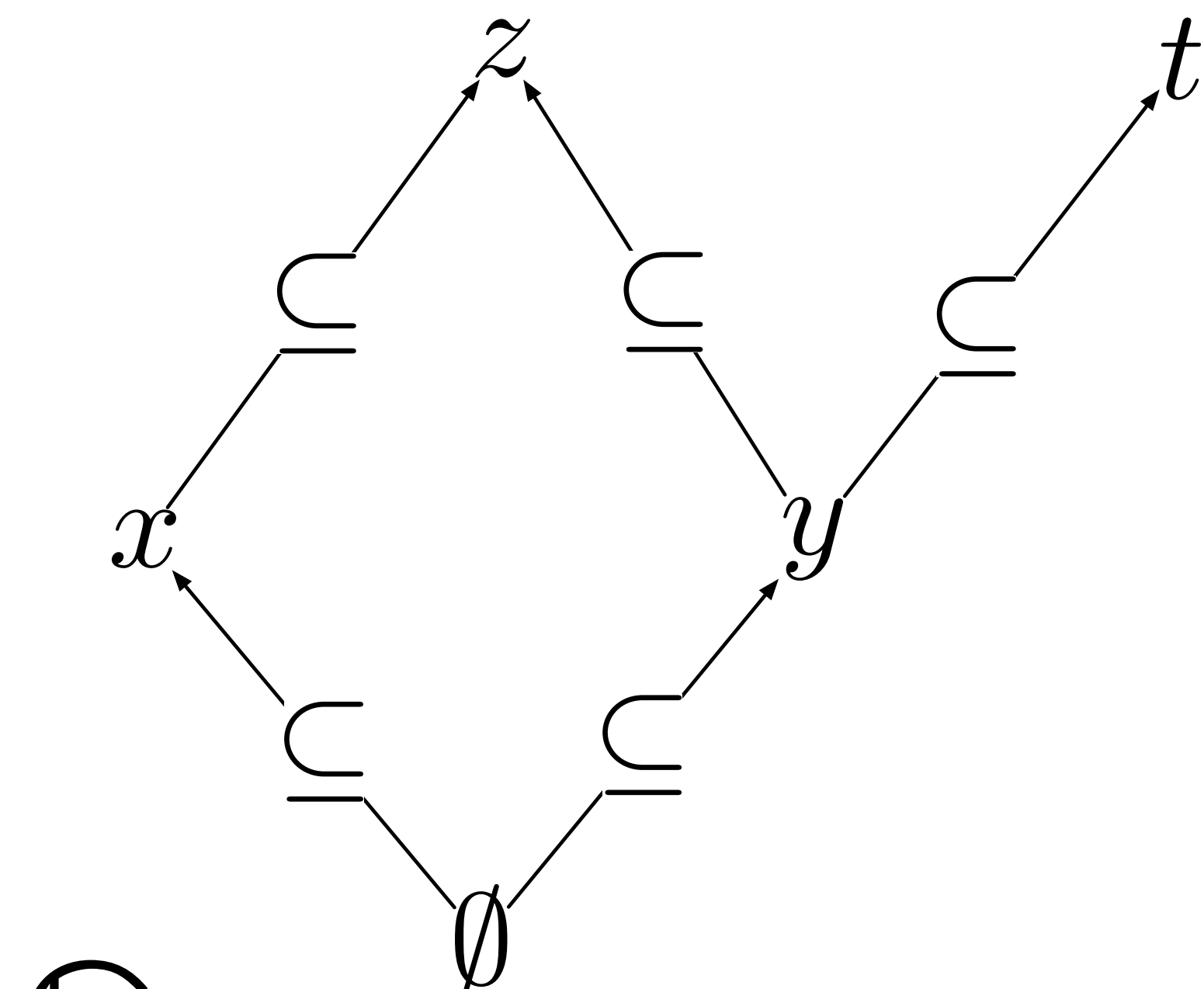
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$$\{a\} \cdot \mathbb{C}$$



Forward computation

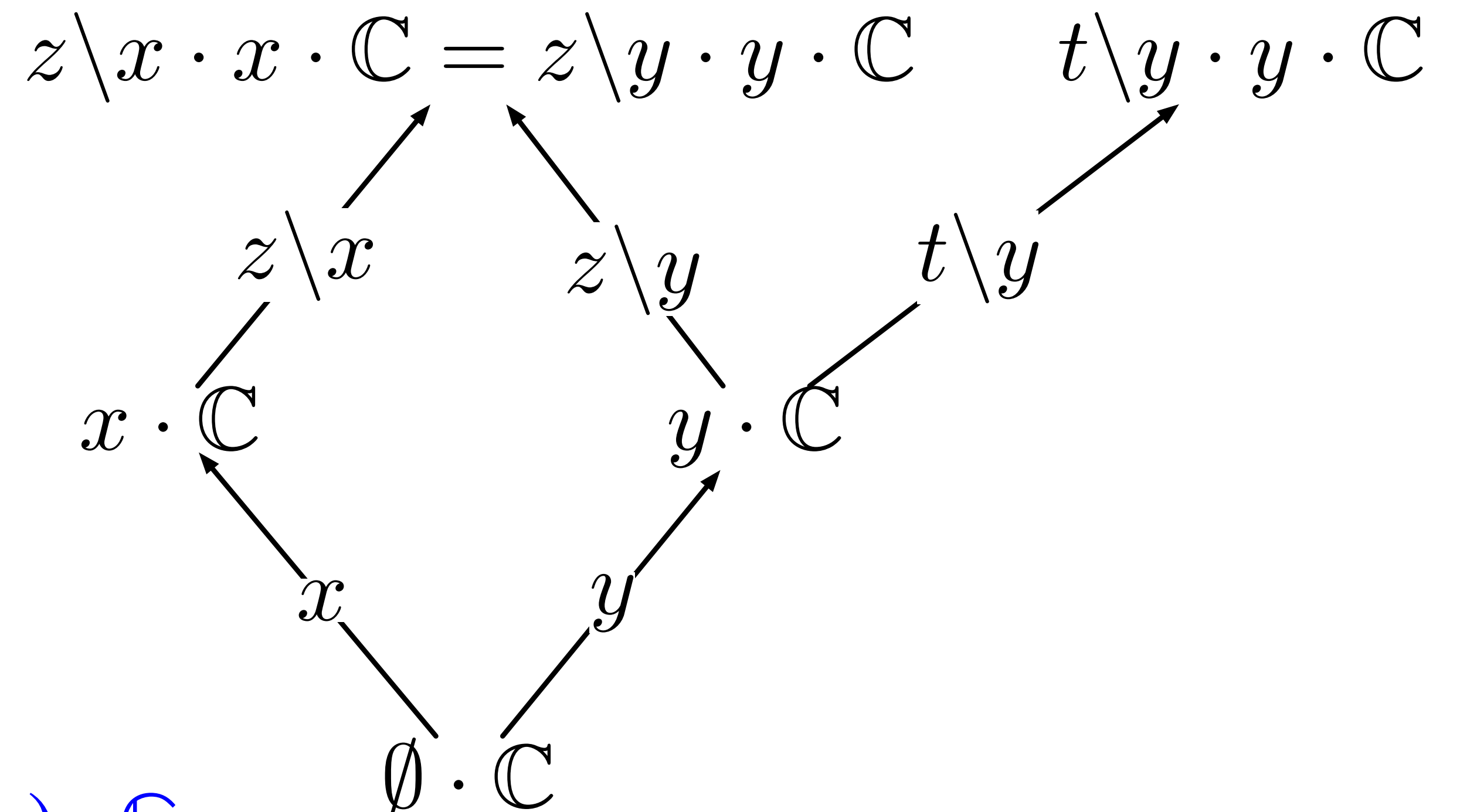


\mathbb{C}

+ residuation

$$x_0 \cdot x_1 \cdot \mathbb{C} = (x_0 \cup x_1) \cdot \mathbb{C}$$

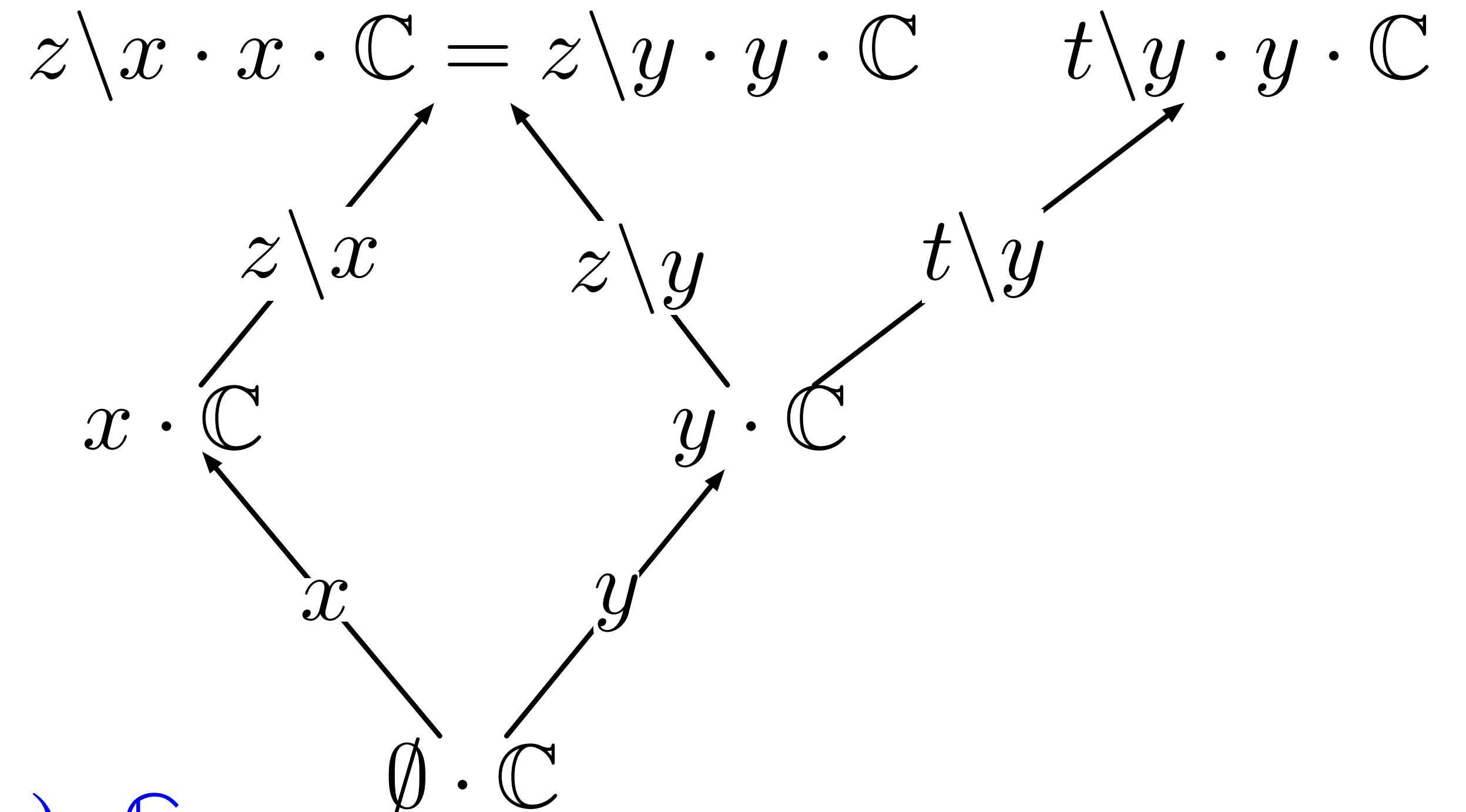
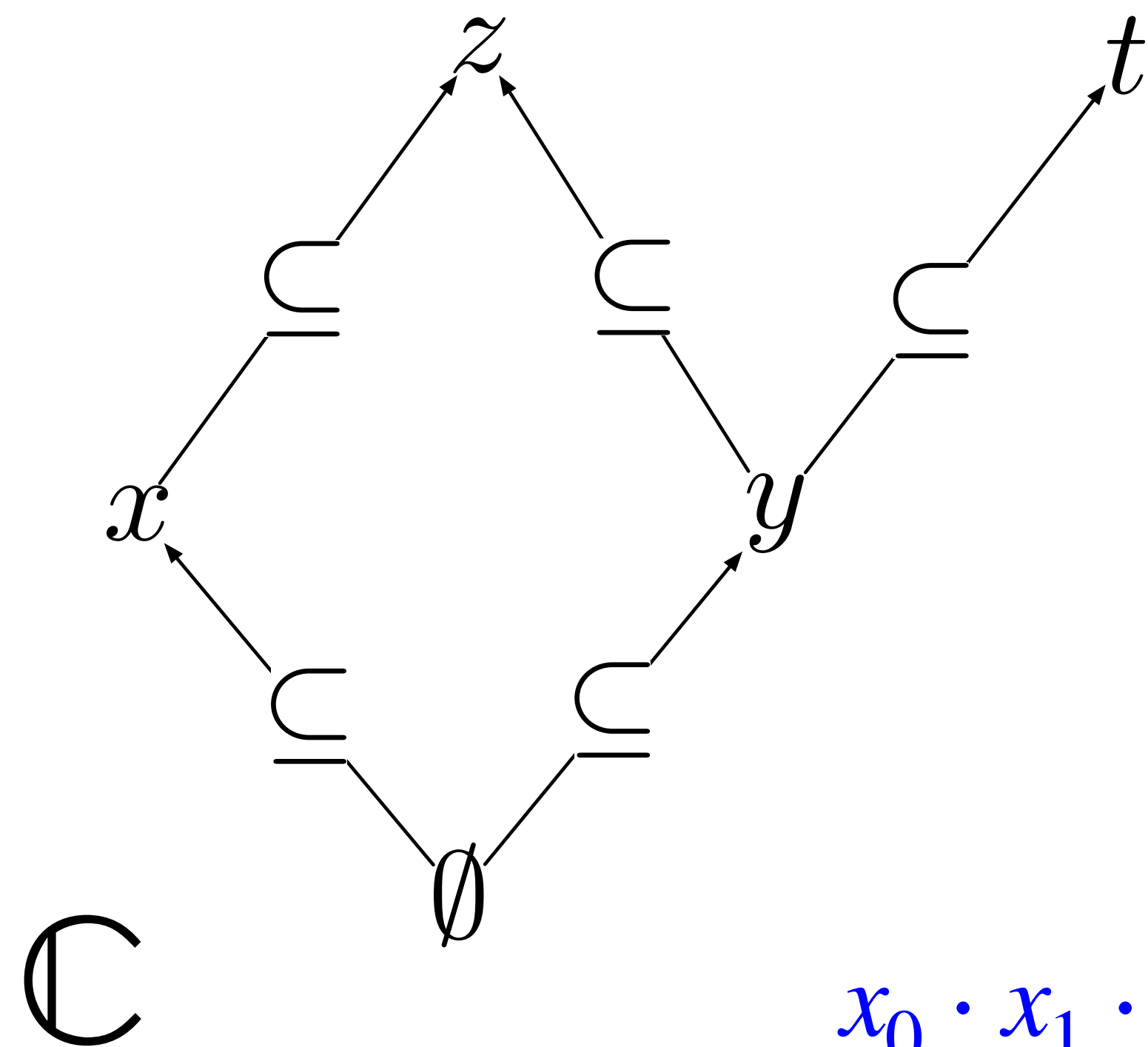
$$\emptyset \cdot \mathbb{C} = \mathbb{C}$$



Labelled transition system
as a monoid action

Forward computation

Possible futures are partially ordered



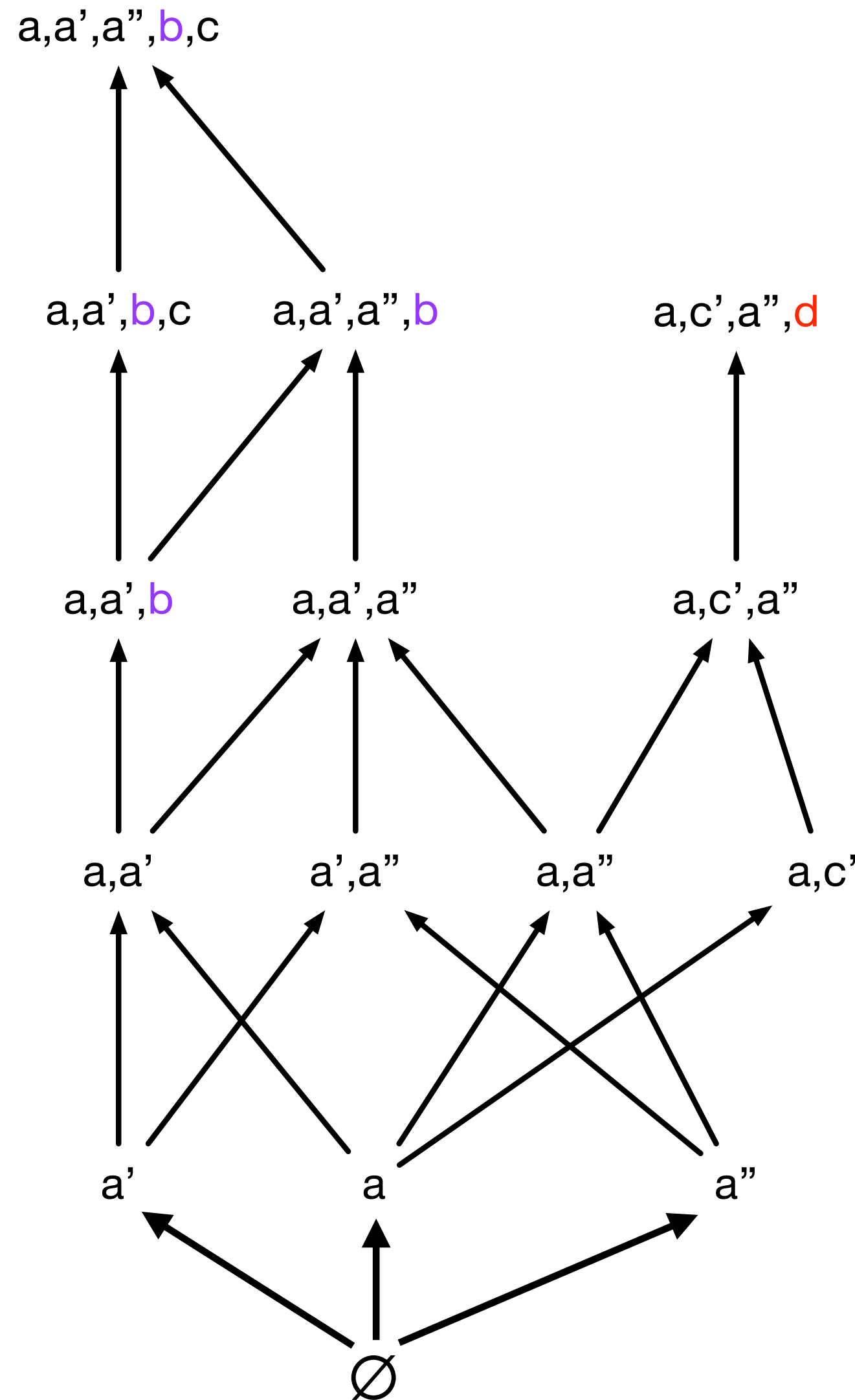
\mathbb{C}
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$$x_0 \cdot x_1 \cdot \mathbb{C} = (x_0 \cup x_1) \cdot \mathbb{C}$$

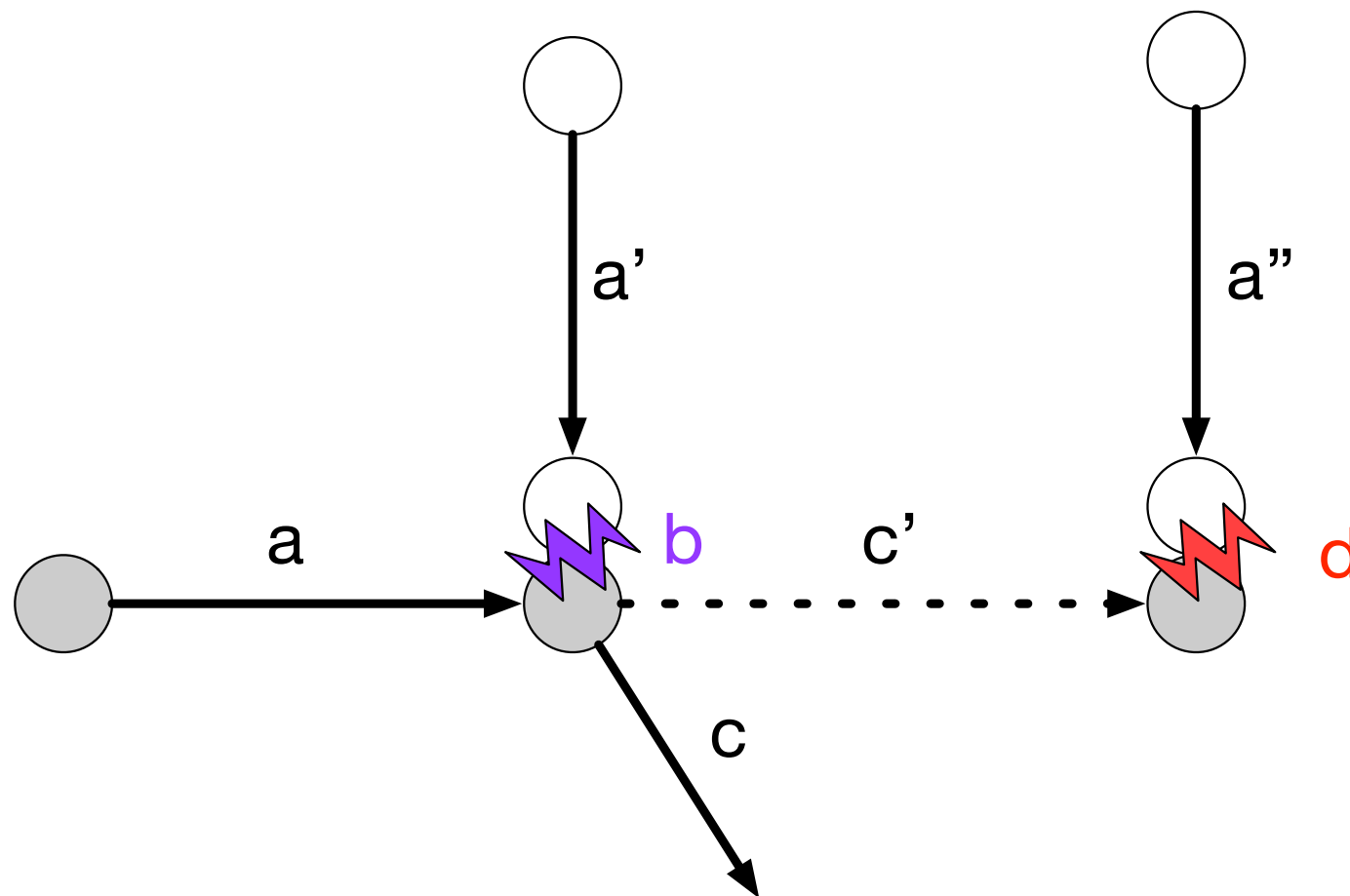
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Labelled transition system
as a monoid action

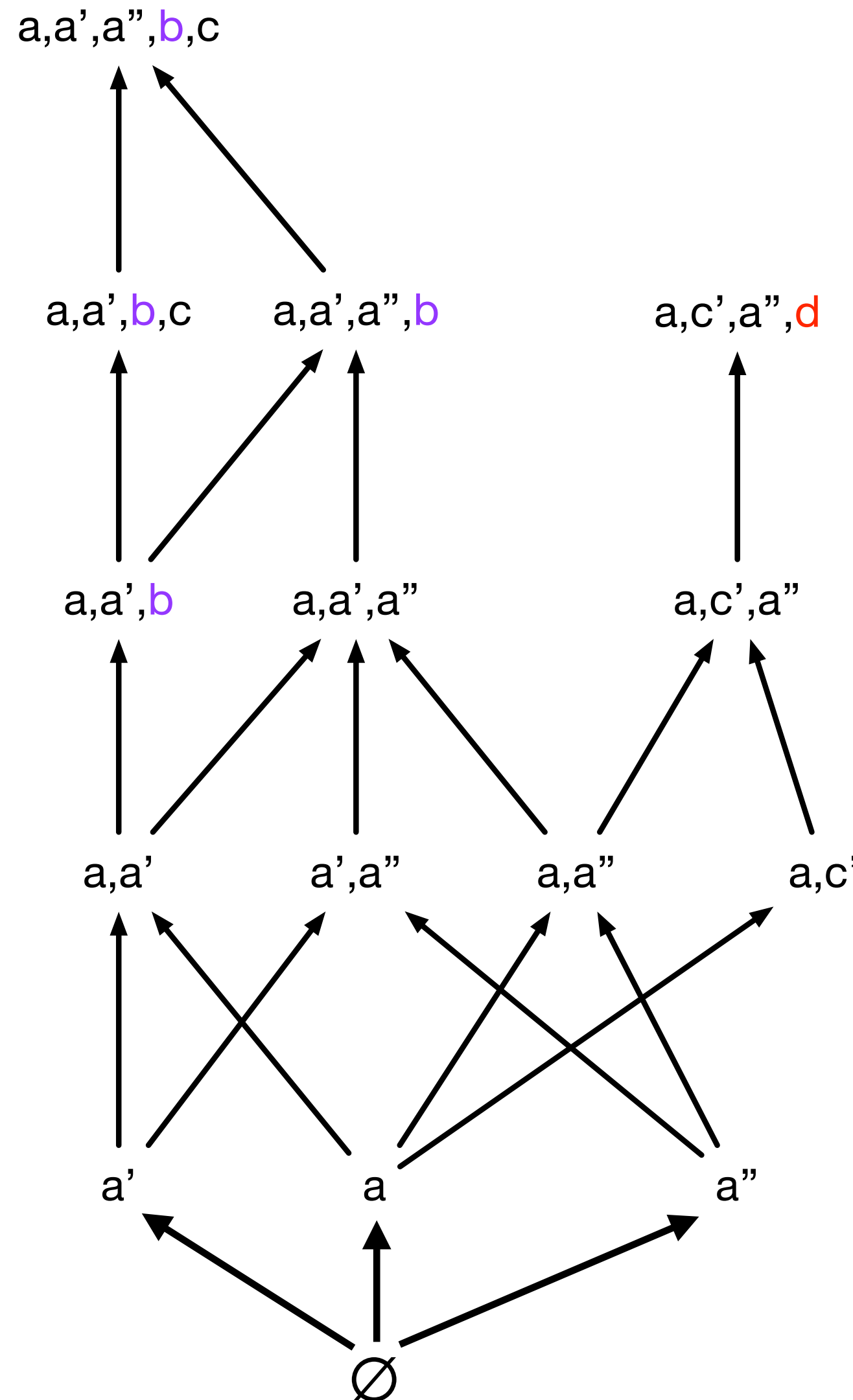
Prime Event Structures



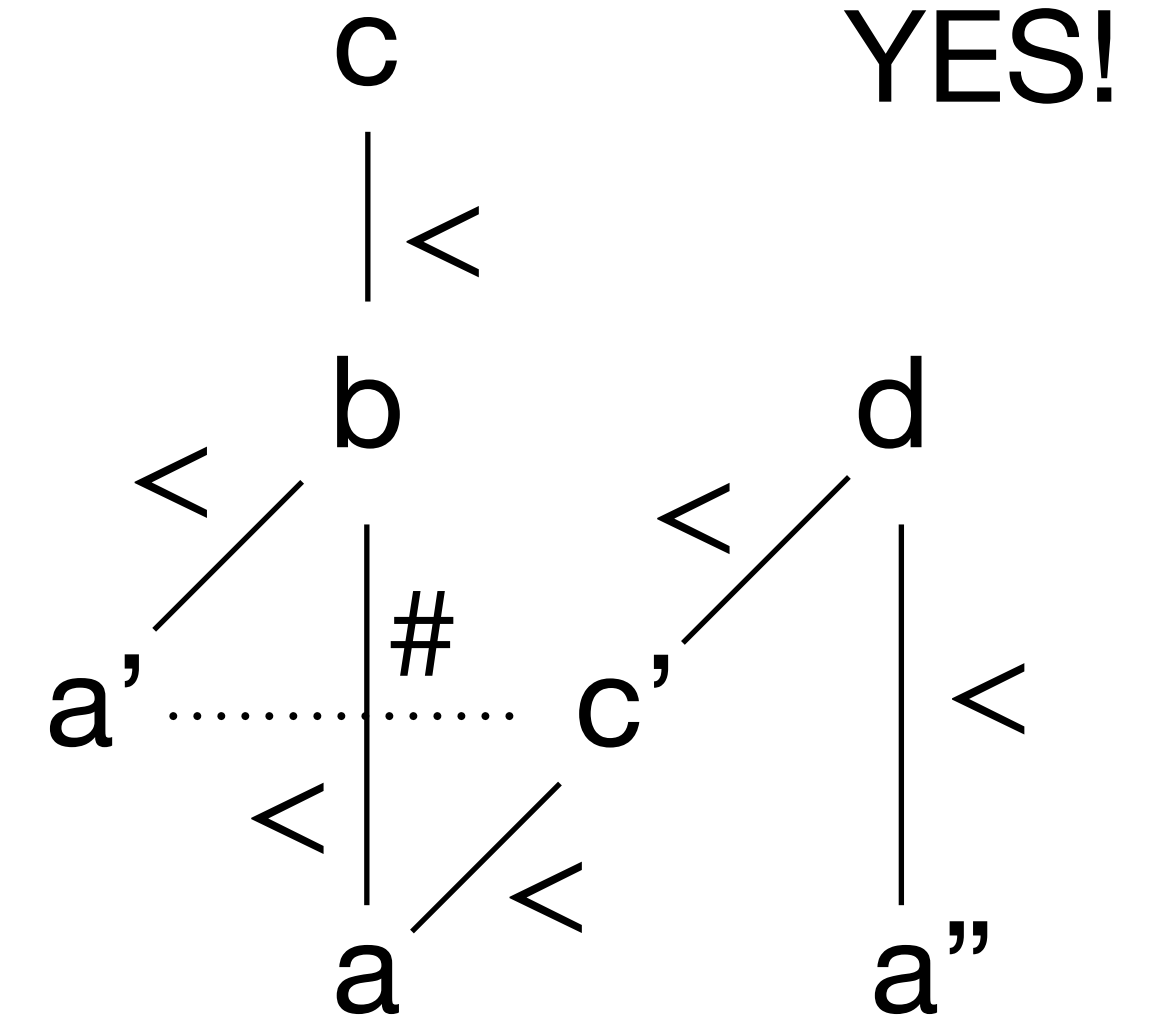
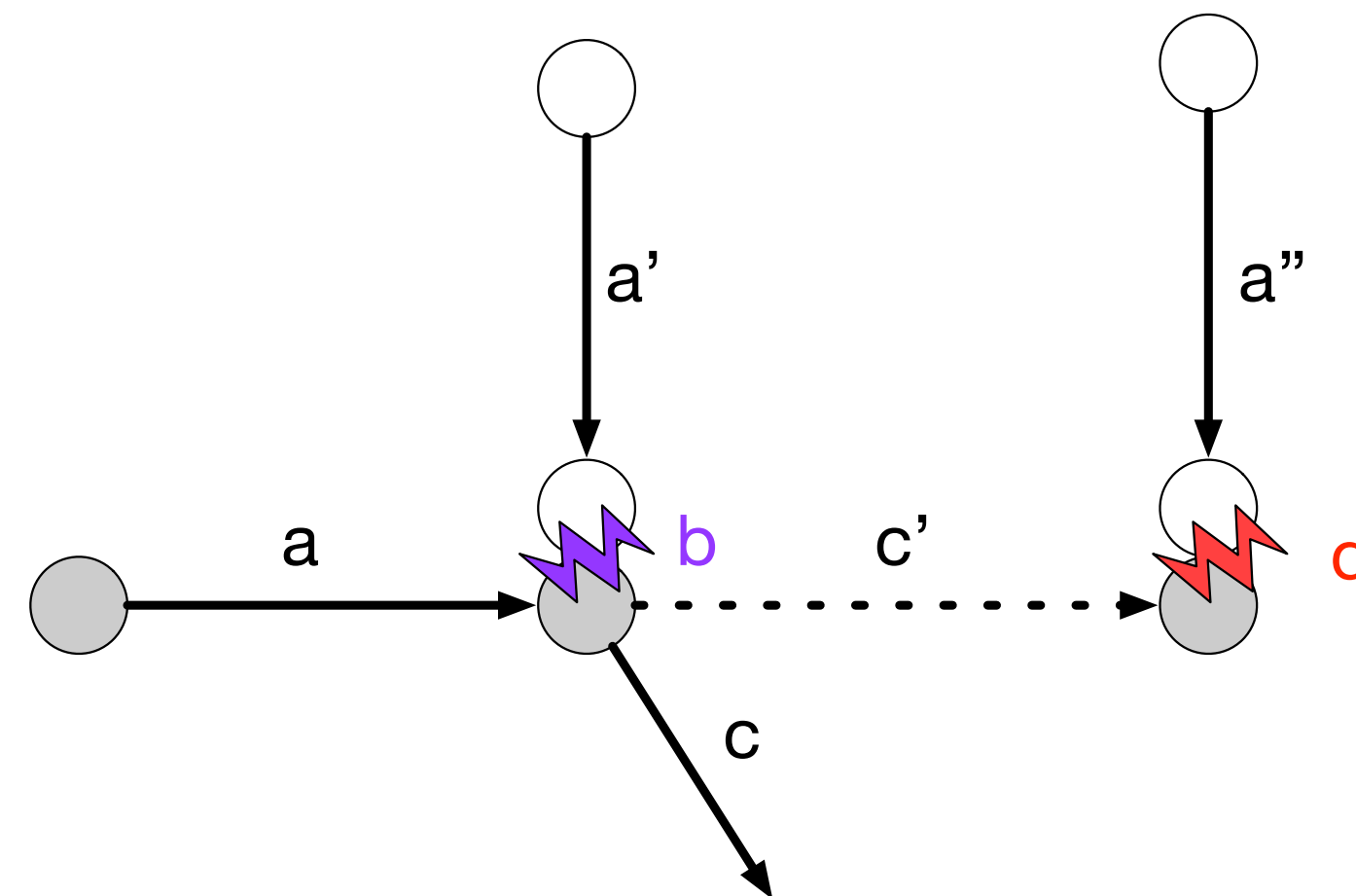
Is this structure engendered by a causality and conflict relation amongst events?



Prime Event Structures

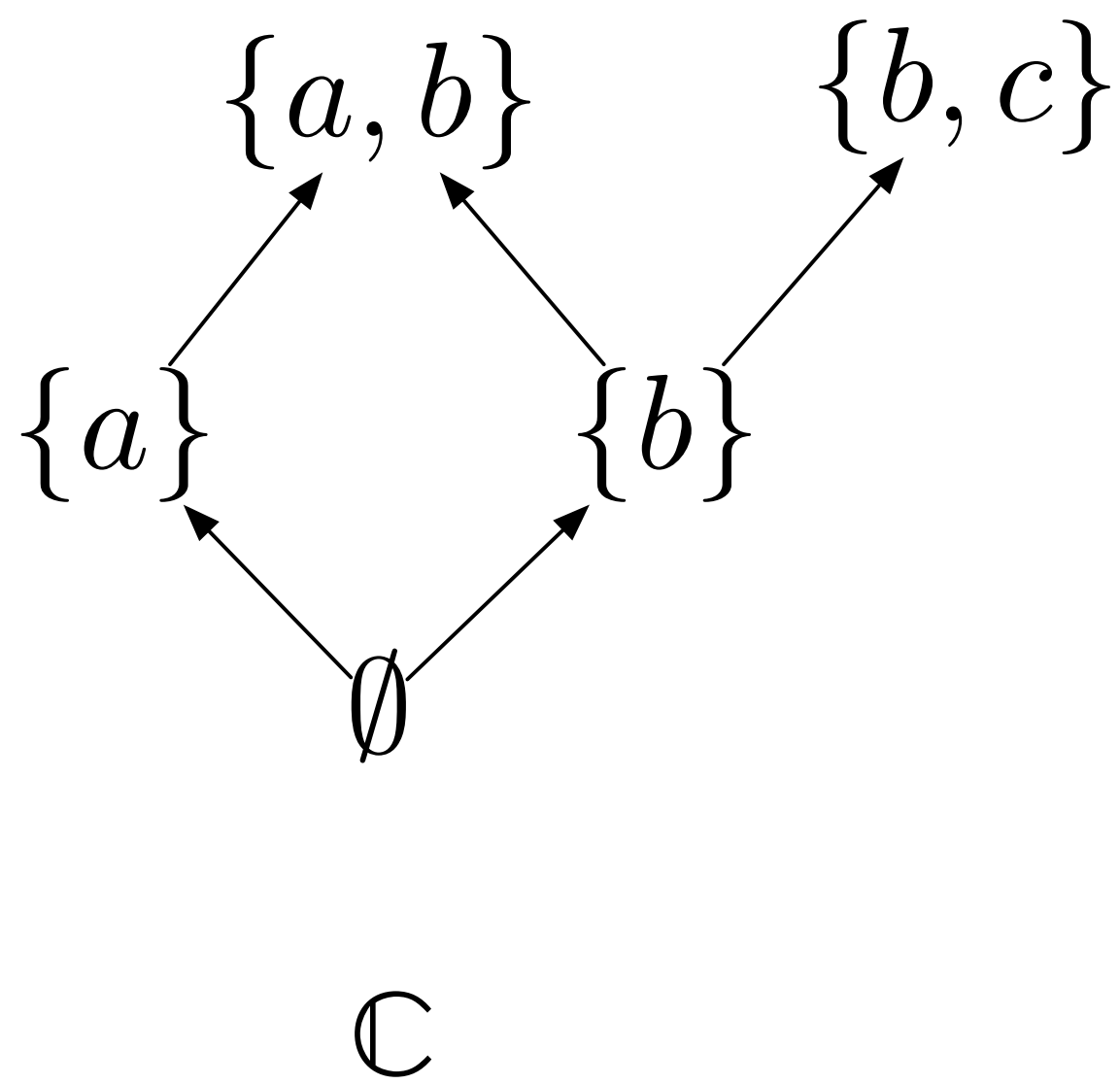


Is this structure engendered by a causality and conflict relation amongst events?



... but it is not true in general...

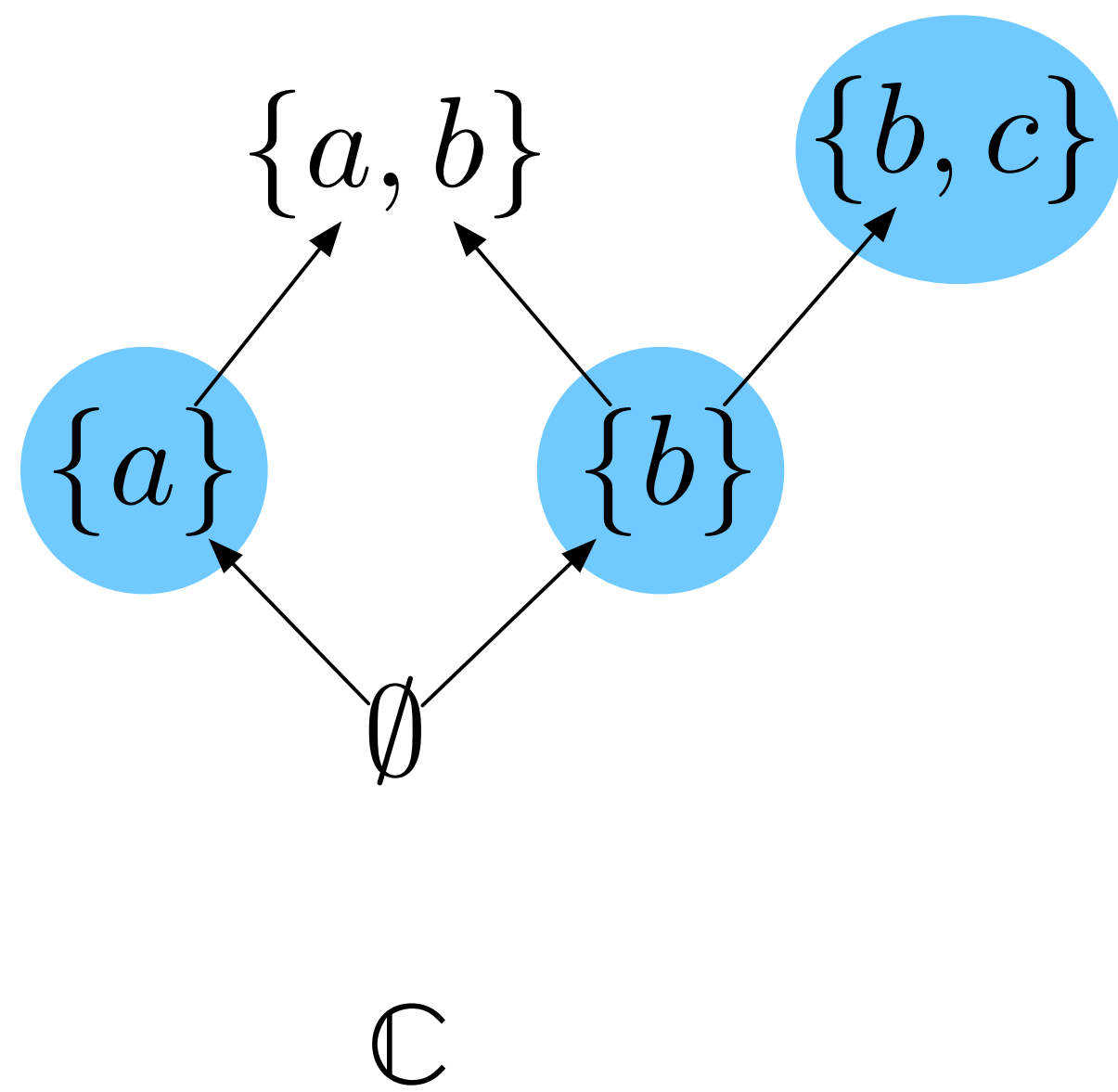
Adjunction [Winskel 82]



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Prime elements:

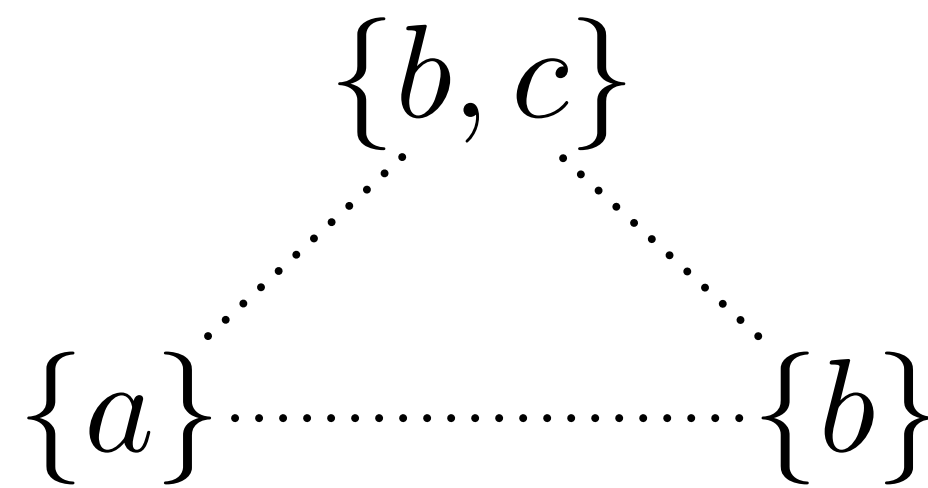
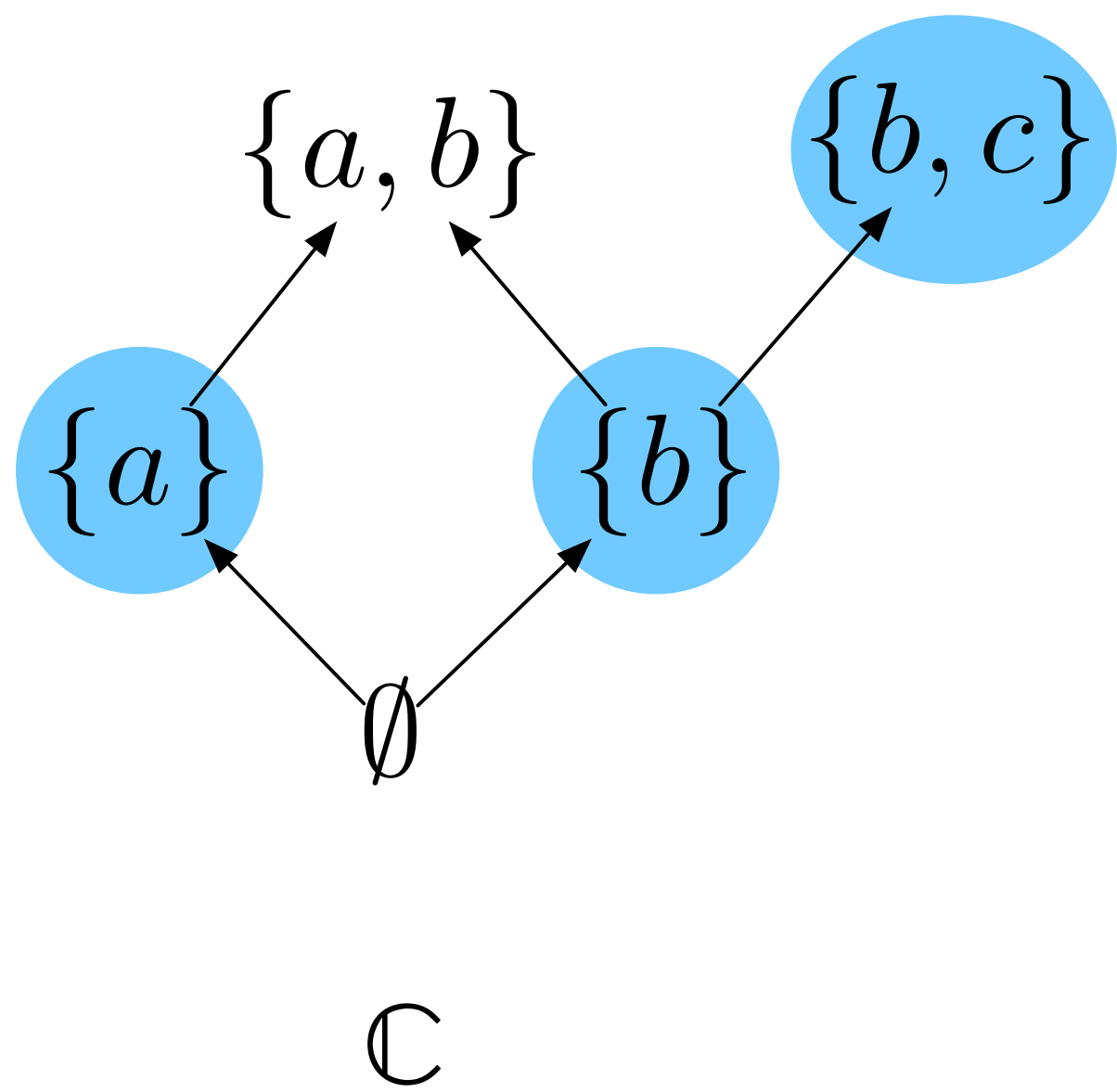
$$p \in \text{Pr}(\mathbb{C}) : p \sqsubseteq \bigsqcup X \implies p \sqsubseteq x \in X$$



Adjunction [Winskel 82]

Prime elements:

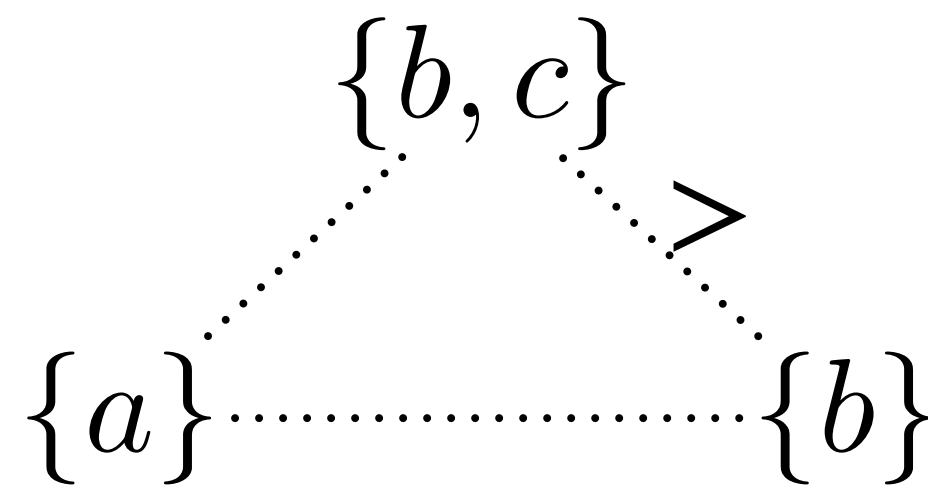
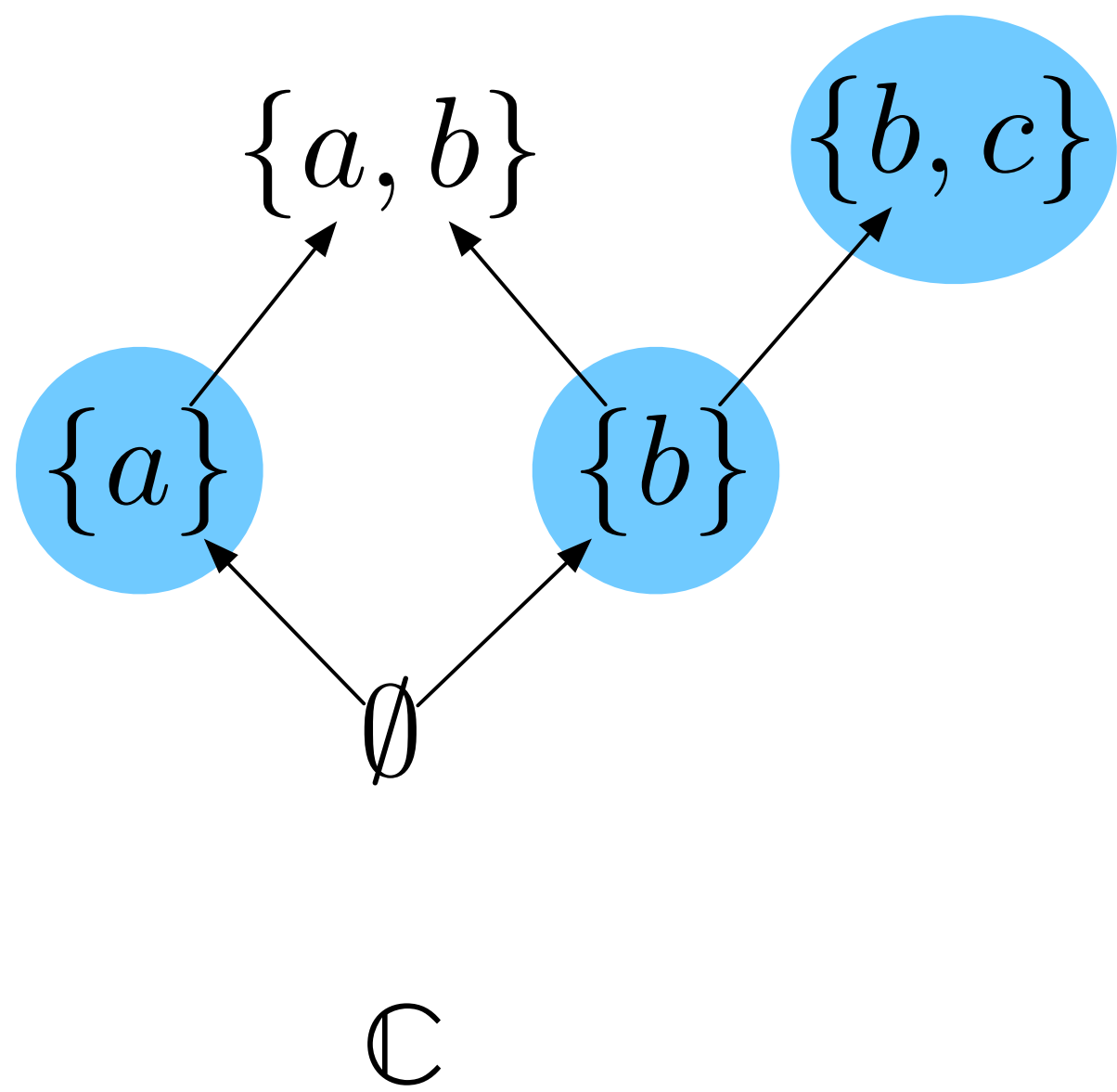
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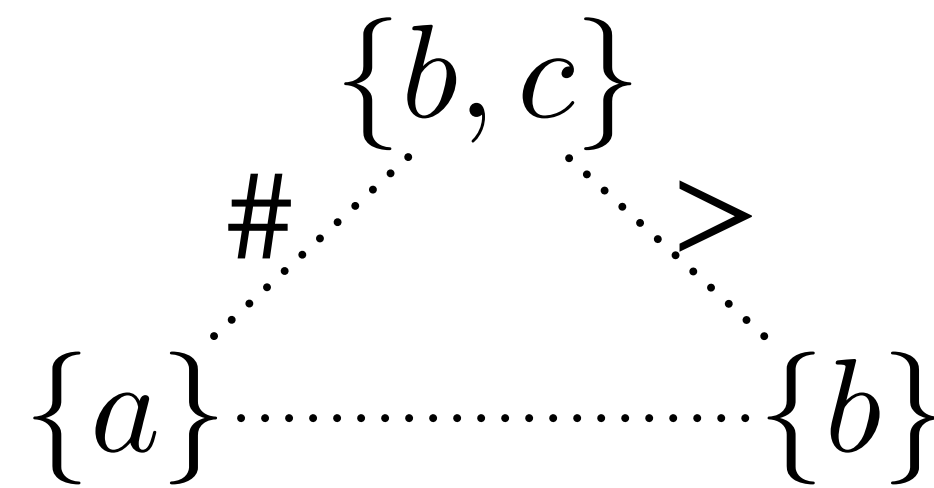
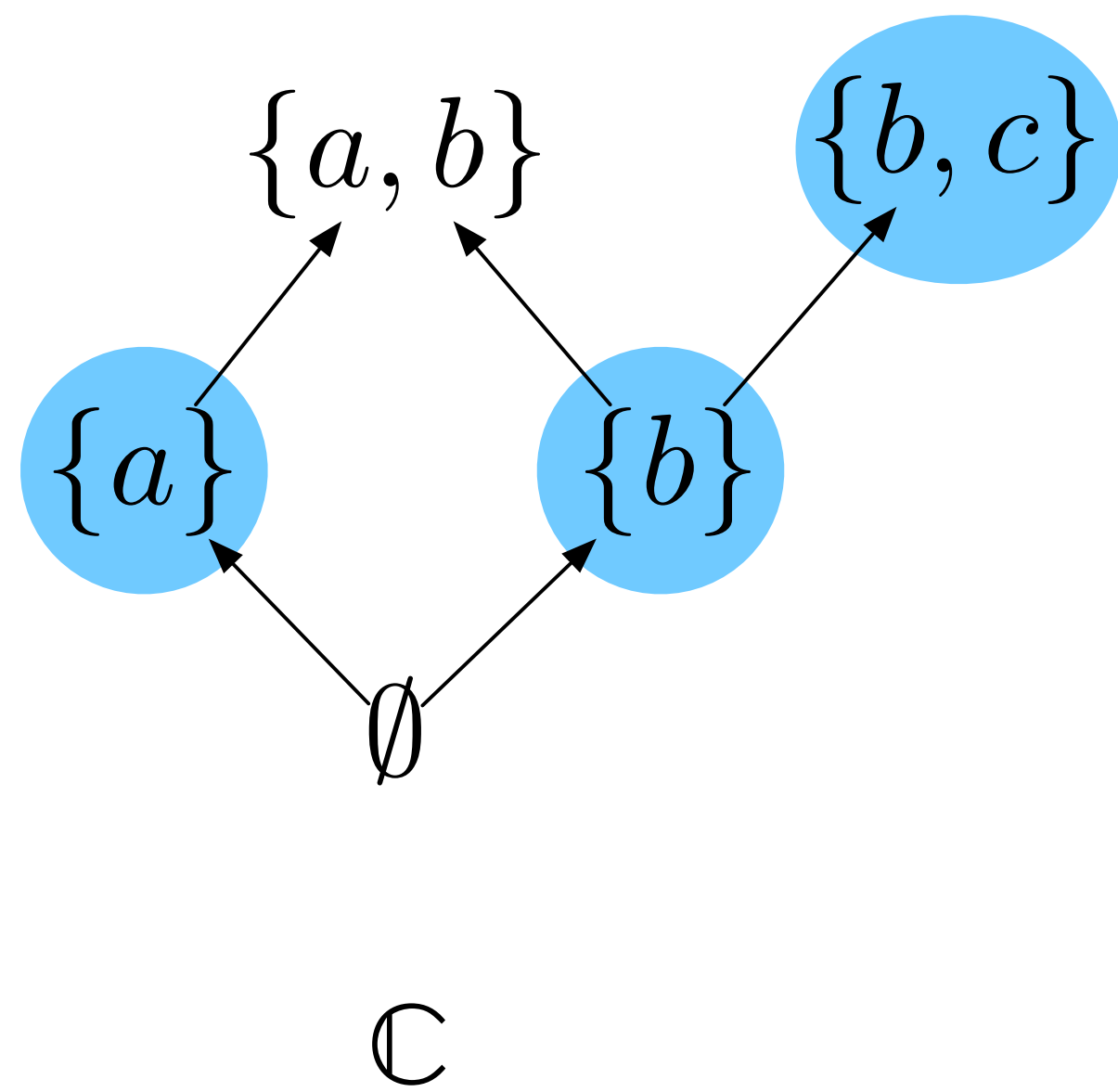
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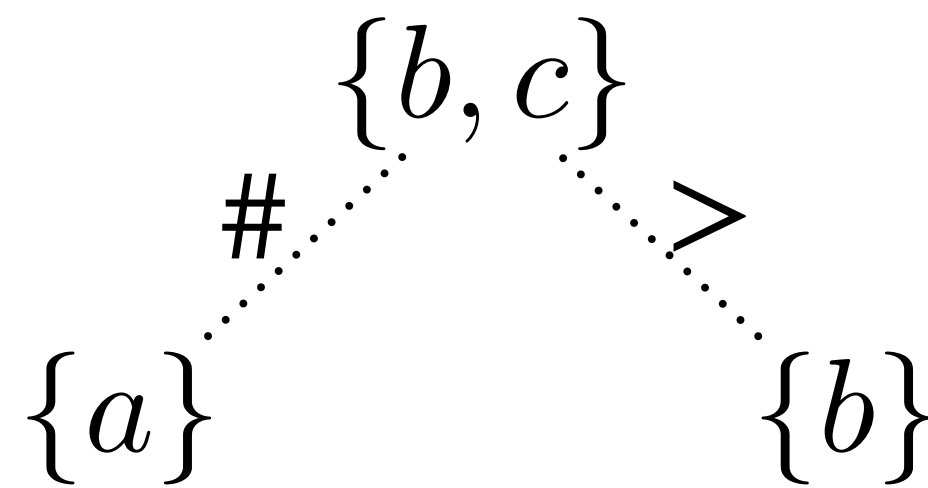
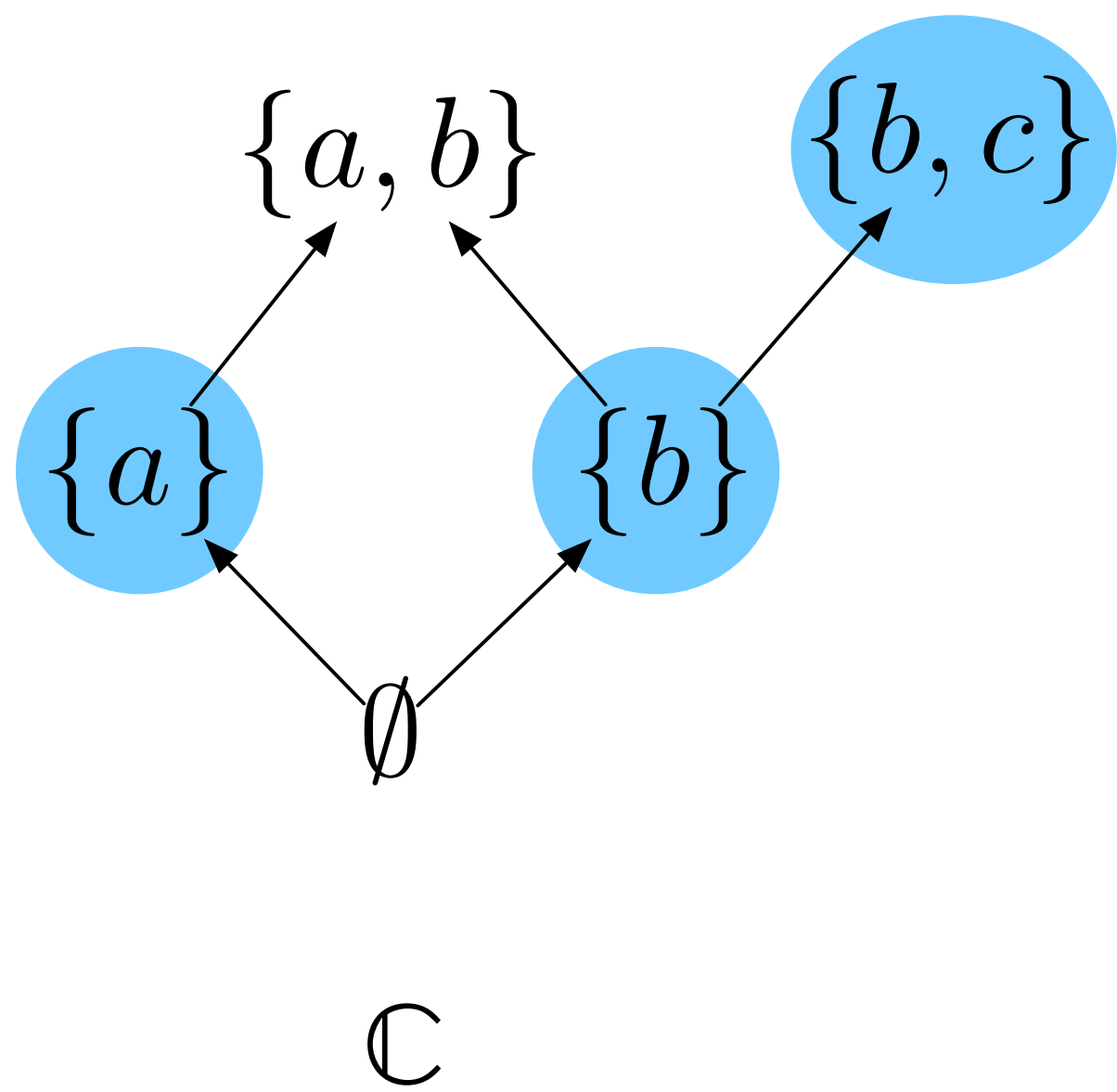
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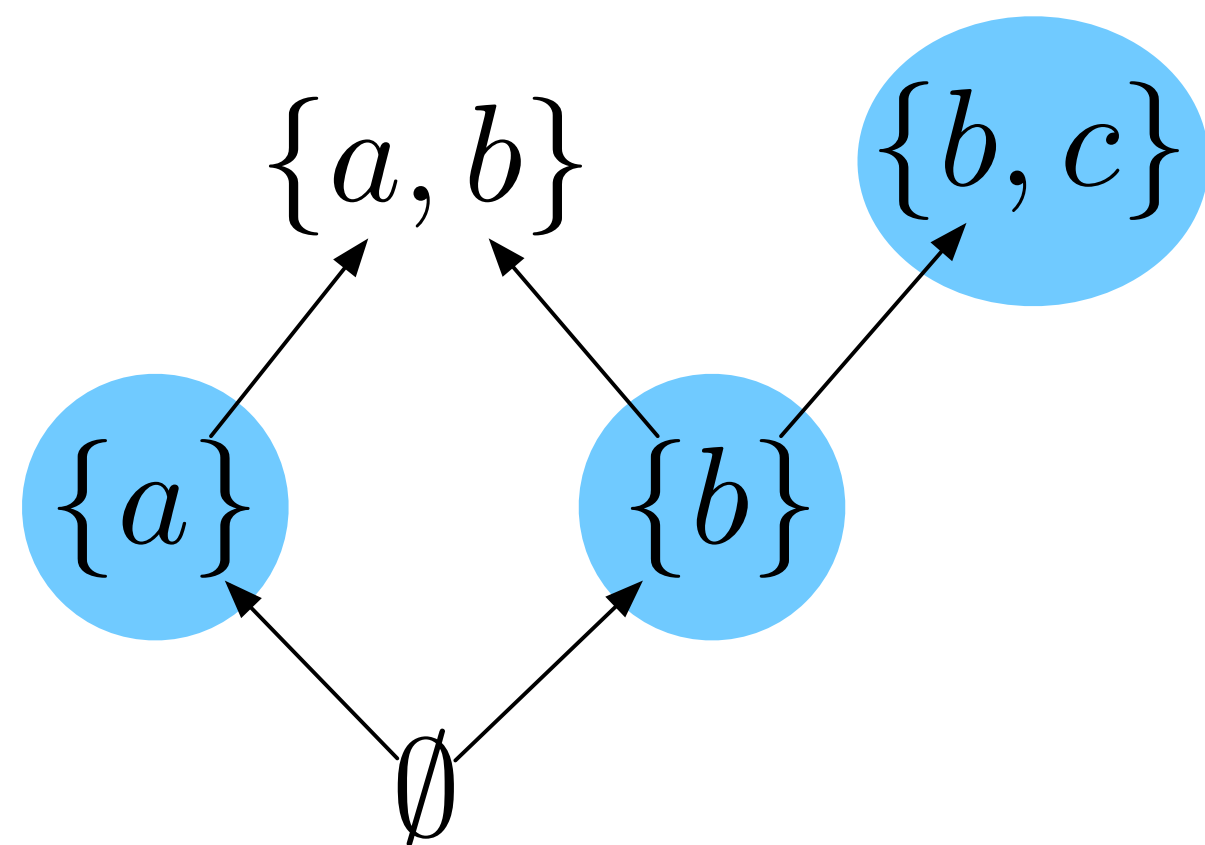
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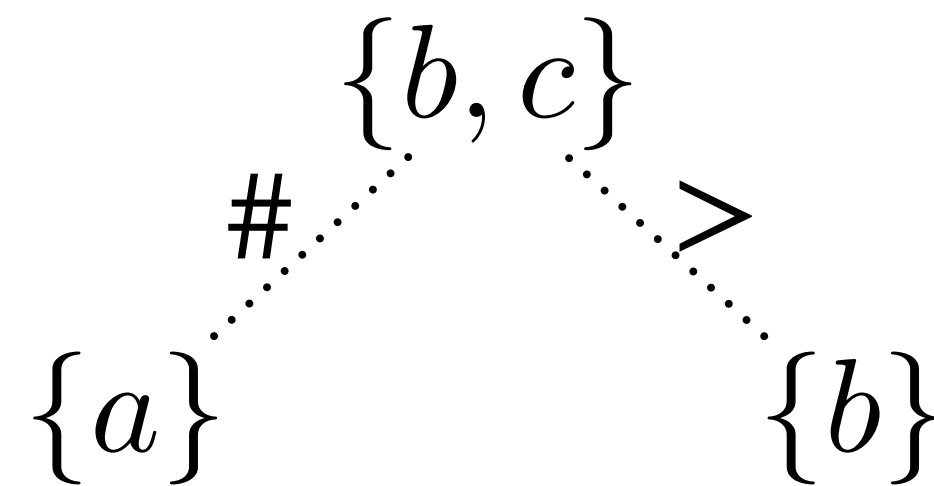
Adjunction [Winskel 82]

Prime elements:

$$p \in \text{Pr}(\mathbb{C}) : p \sqsubseteq \bigsqcup X \implies p \sqsubseteq x \in X$$



\mathbb{C}

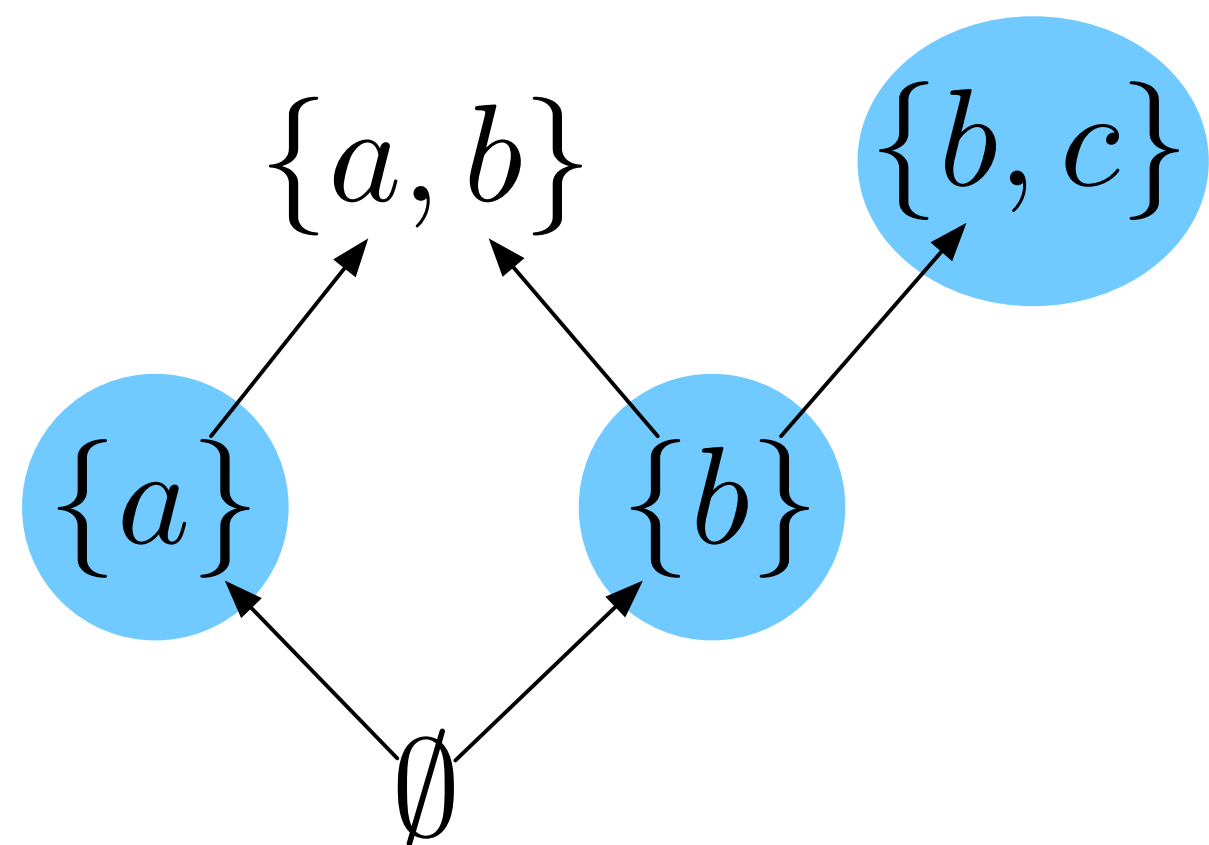


$$\mathbb{E} = (\text{Pr}(\mathbb{C}), <, \#)$$

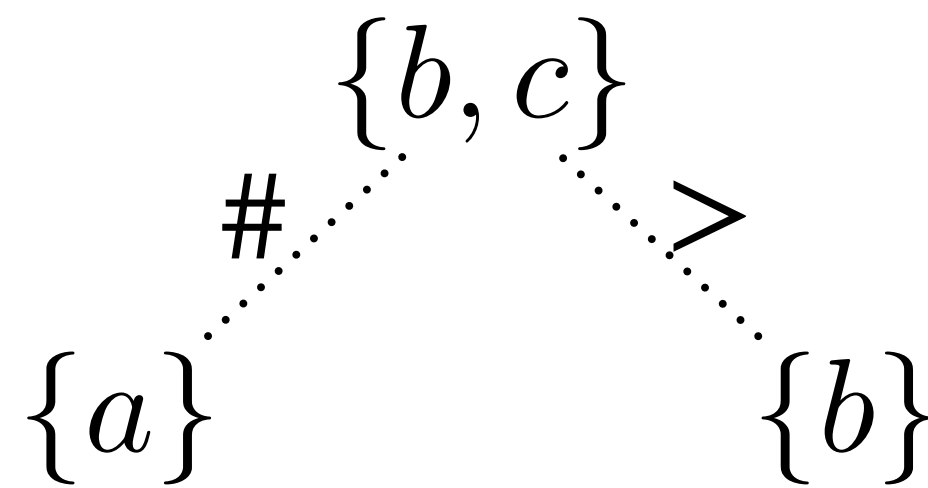
Adjunction [Winskel 82]

Prime elements:

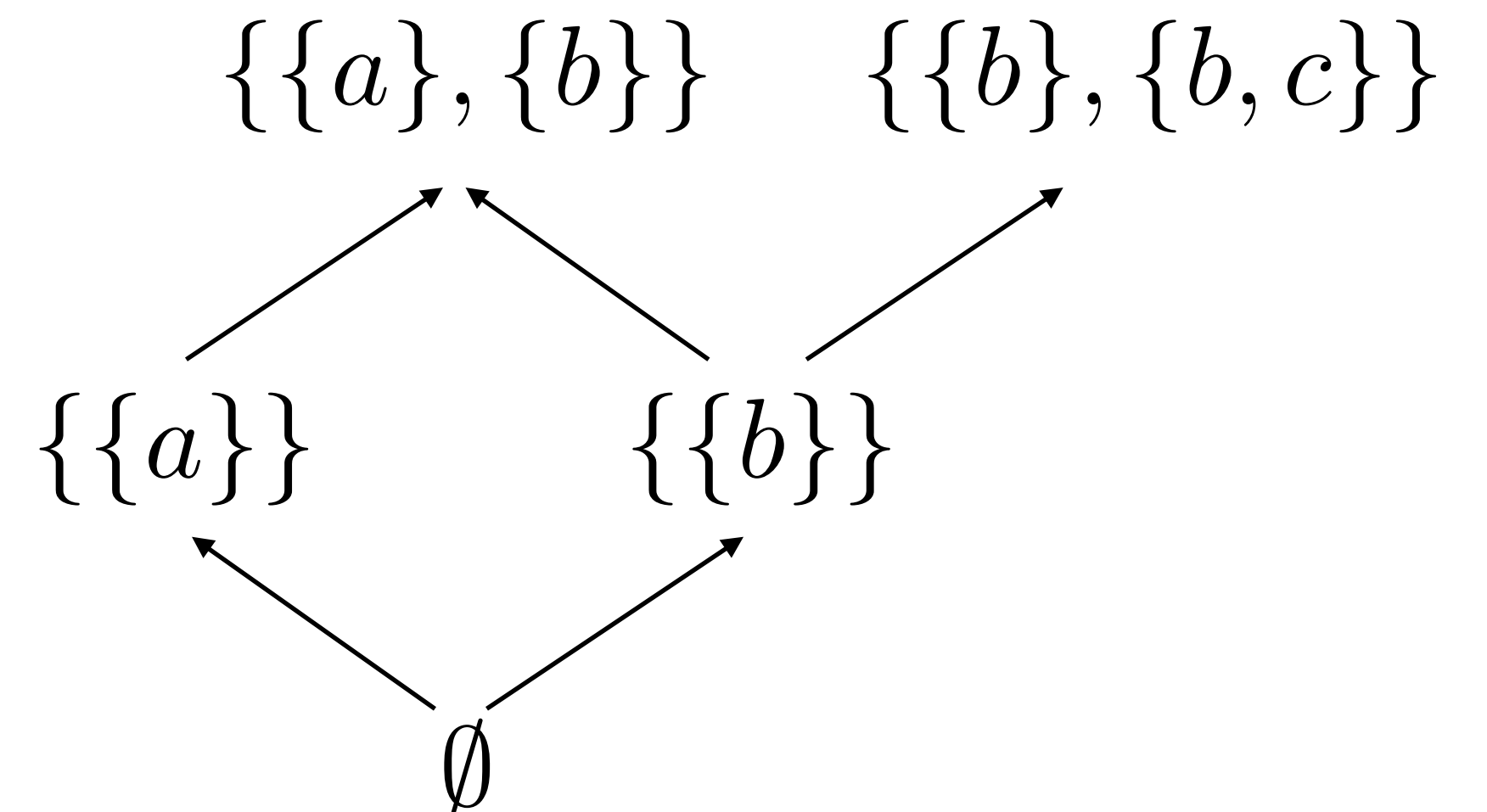
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\mathbb{C}



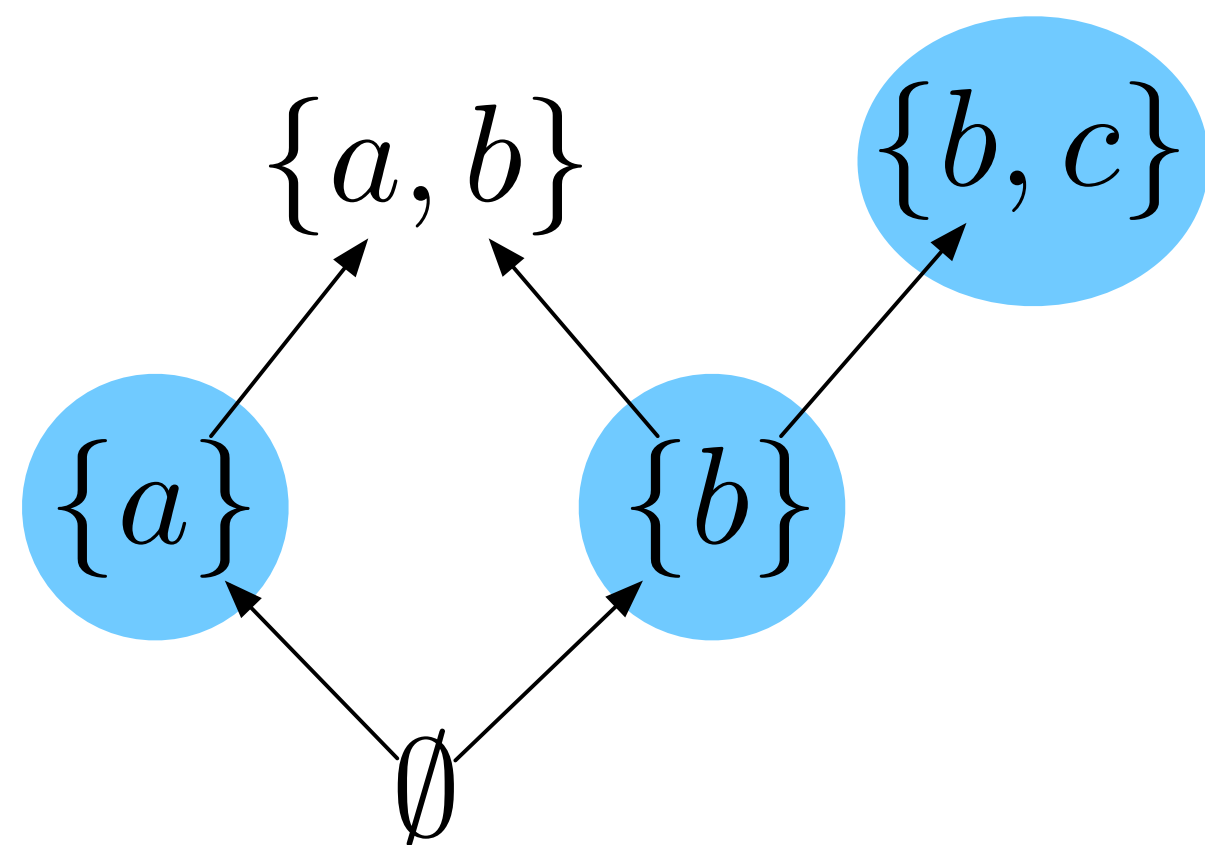
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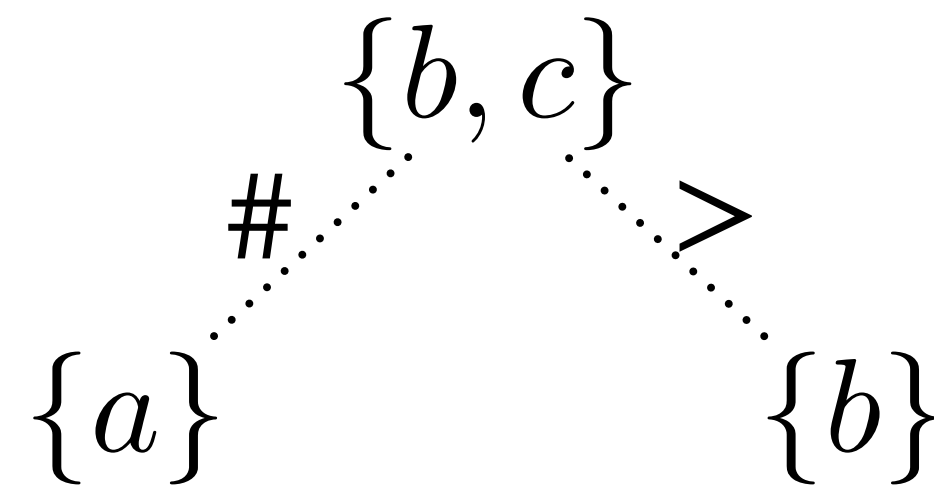
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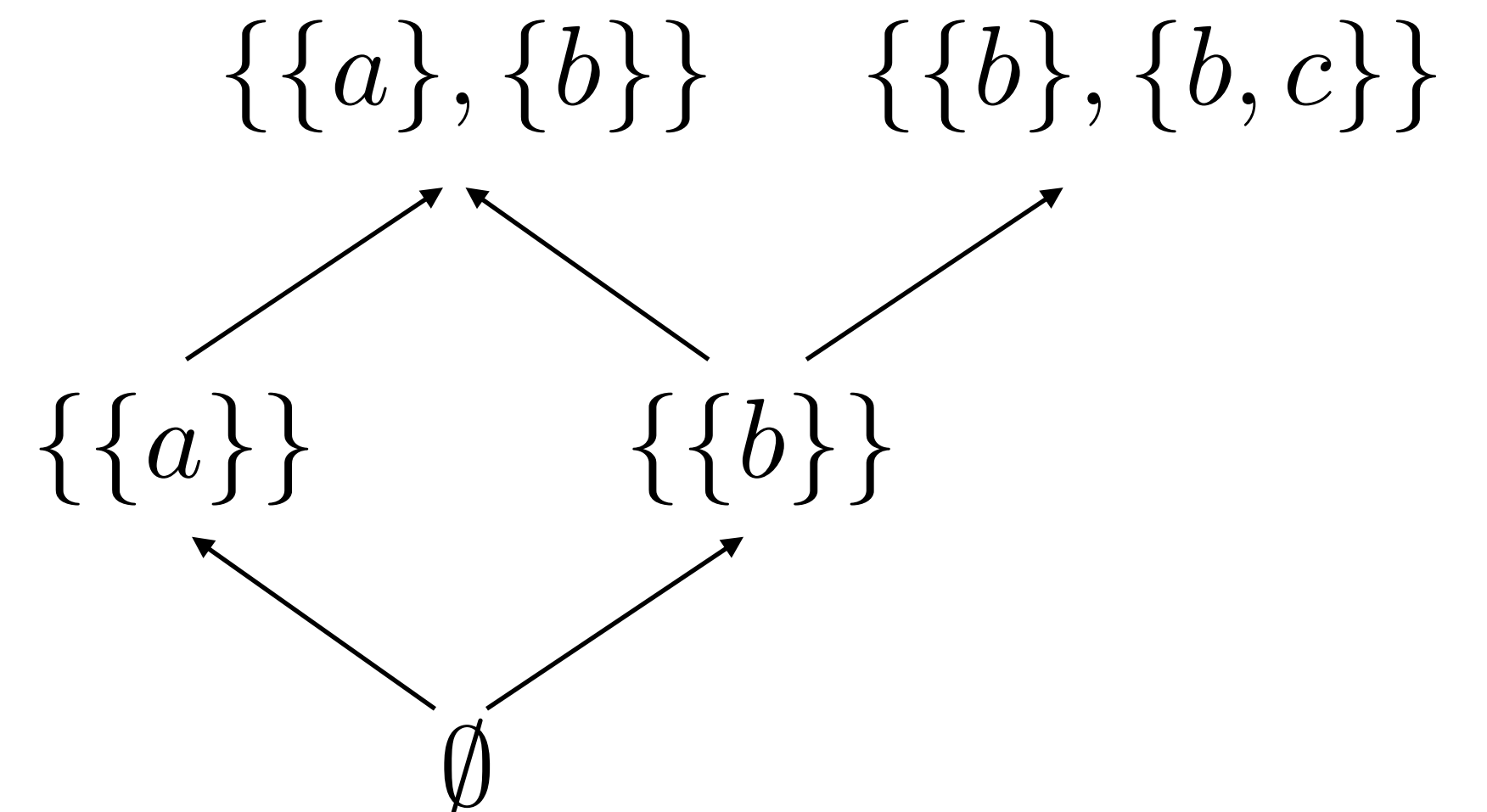
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\mathbb{C}



$\mathbb{E} = (\text{Pr}(\mathbb{C}), <, \#)$

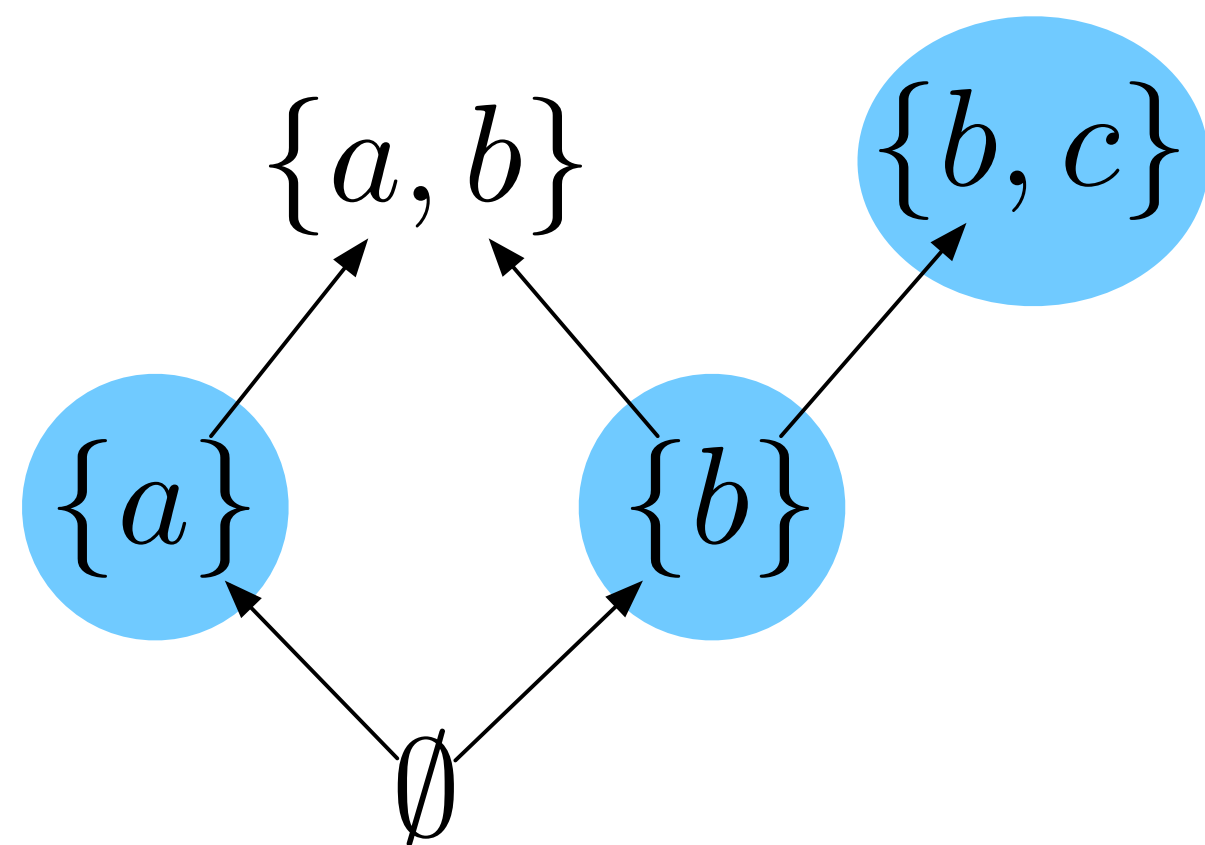


$\mathbb{C}' = \text{Conf}(\mathbb{E})$

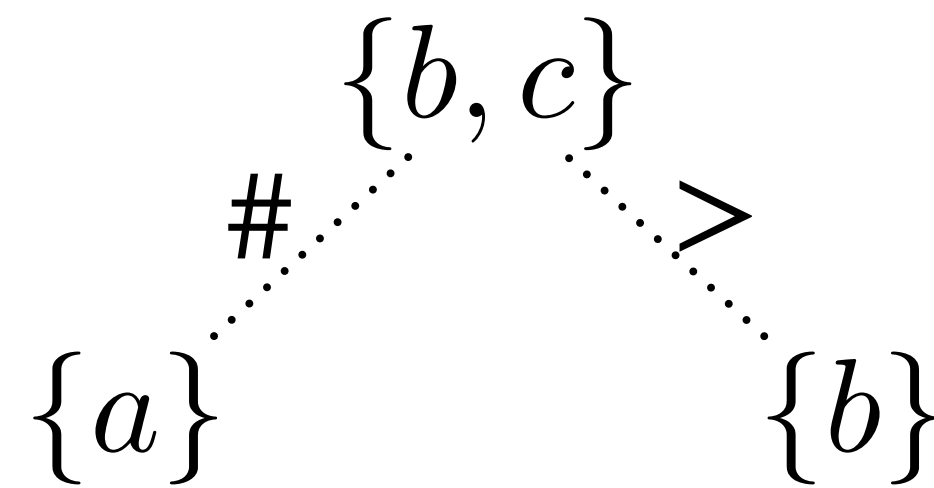
Adjunction [Winskel 82]

Prime elements:

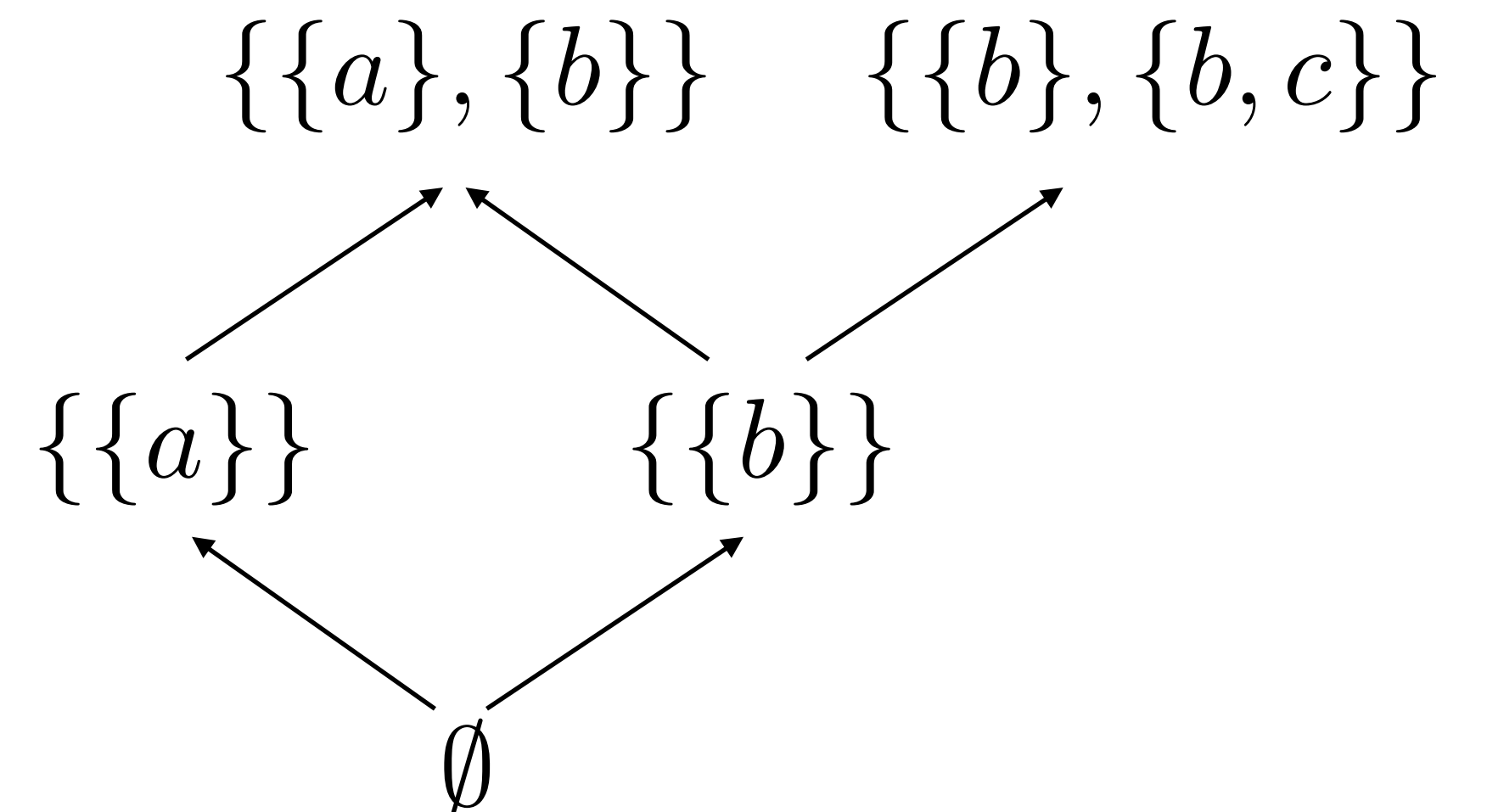
$$p \in \text{Pr}(\mathbb{C}) : p \sqsubseteq \bigsqcup X \implies p \sqsubseteq x \in X$$



prime algebraic
& coherent
 \mathbb{C}



$$\mathbb{E} = (\text{Pr}(\mathbb{C}), <, \#)$$

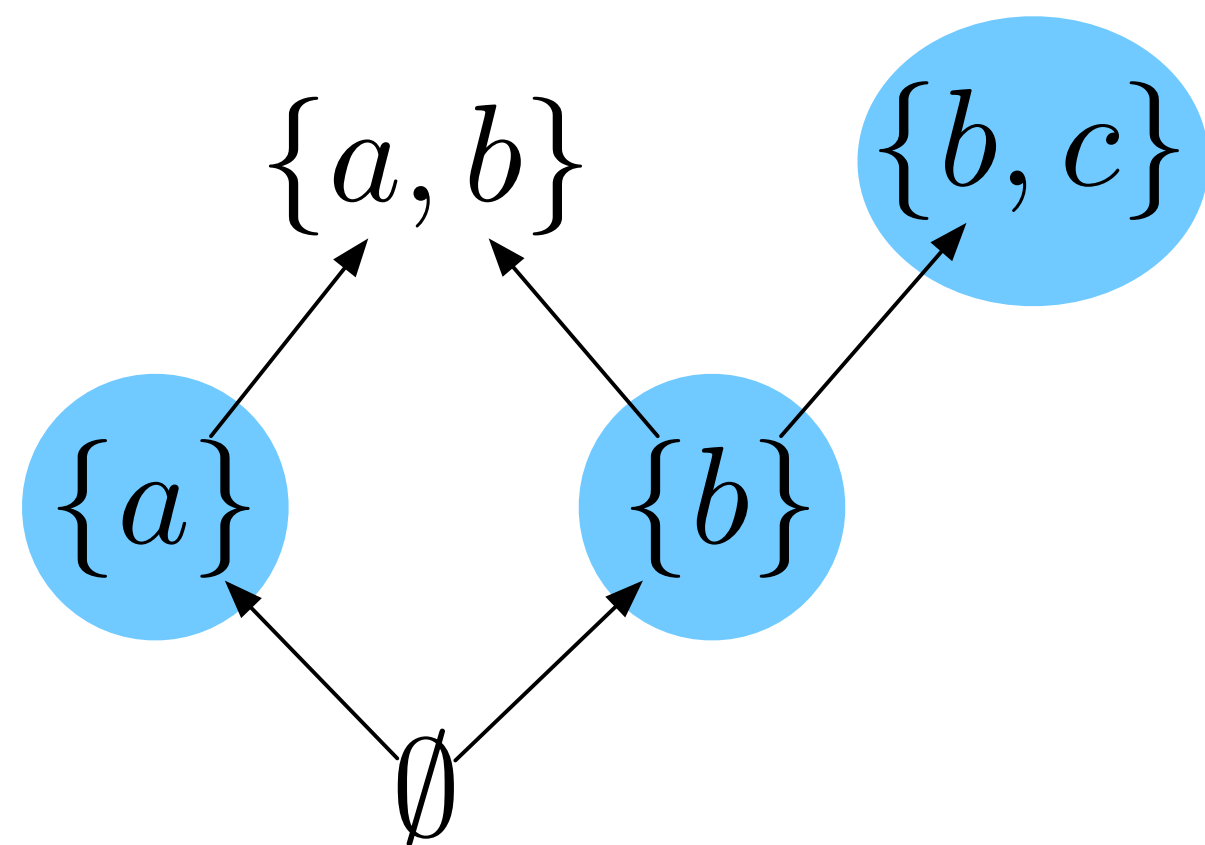


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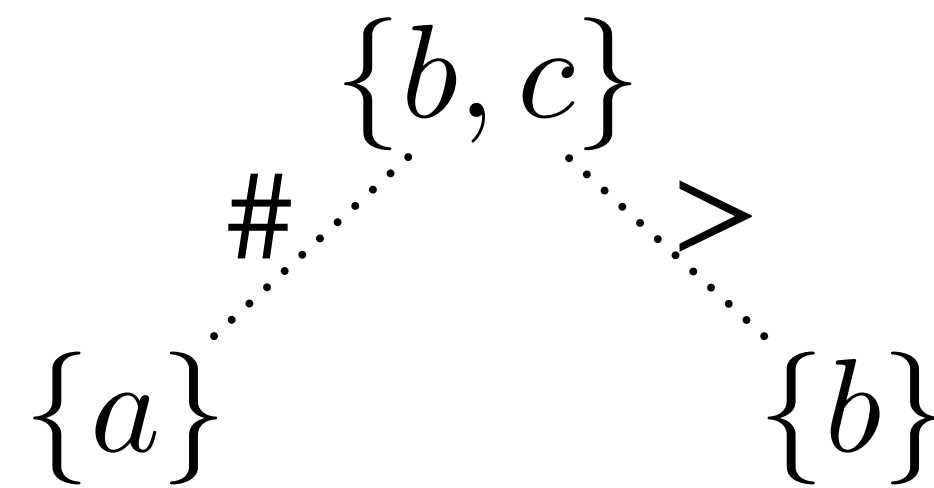
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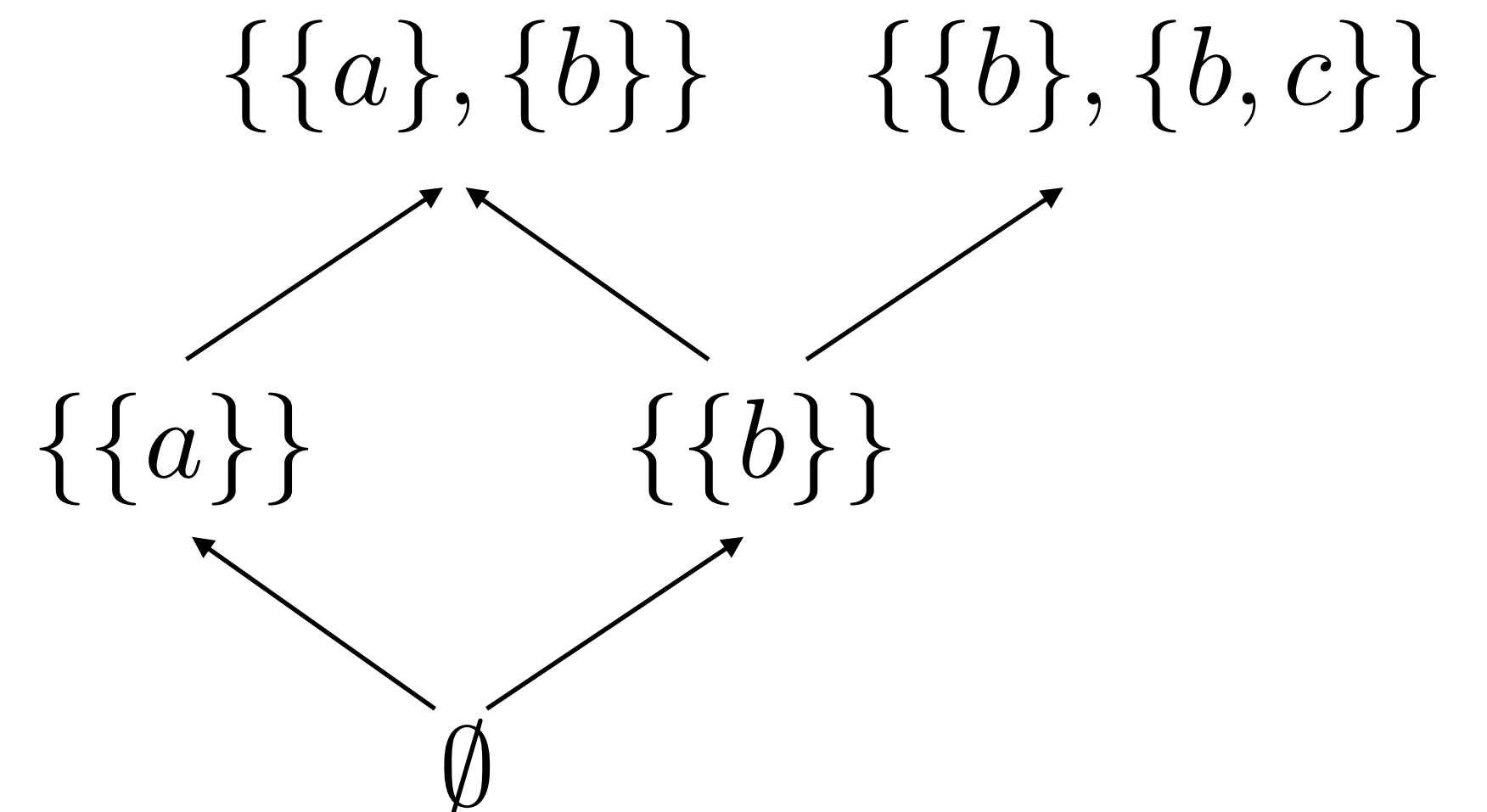
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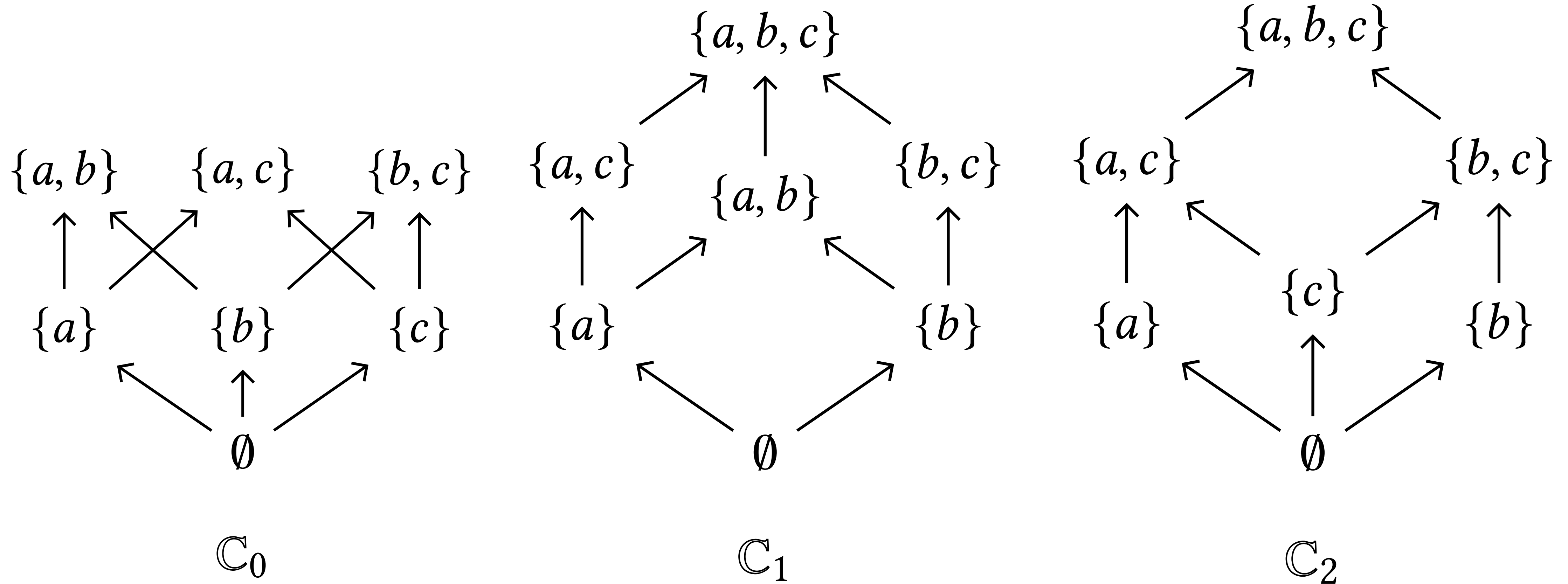


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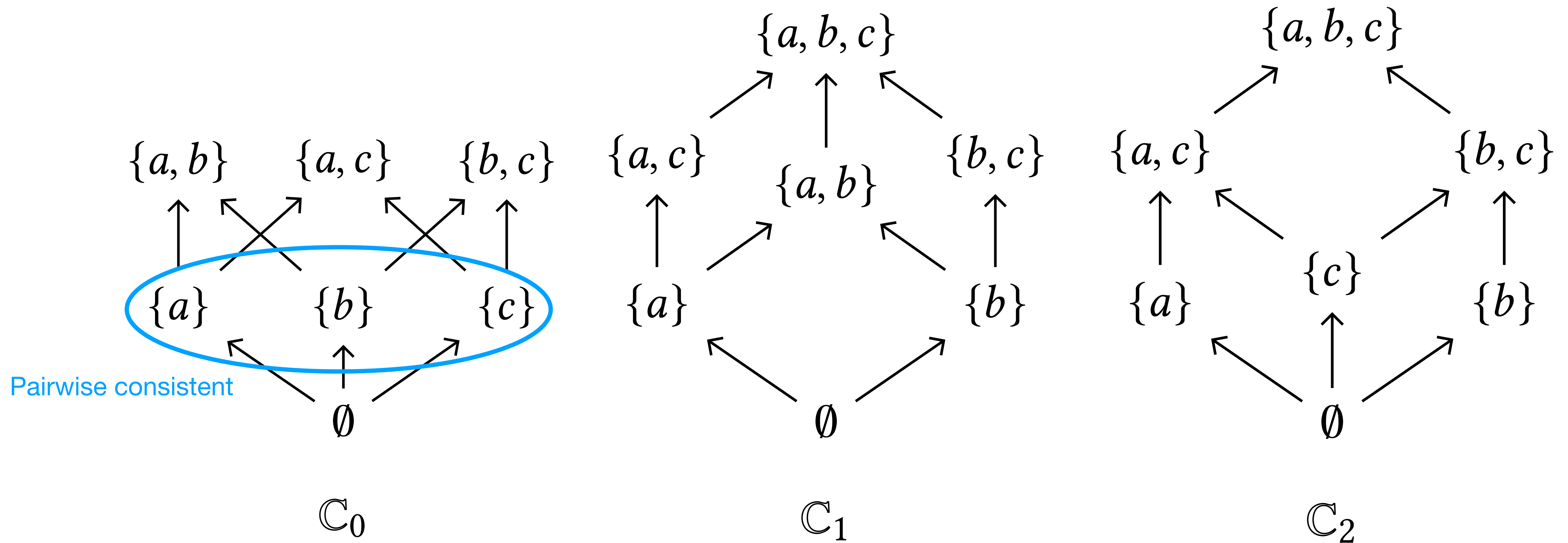
\mathbb{C}

~

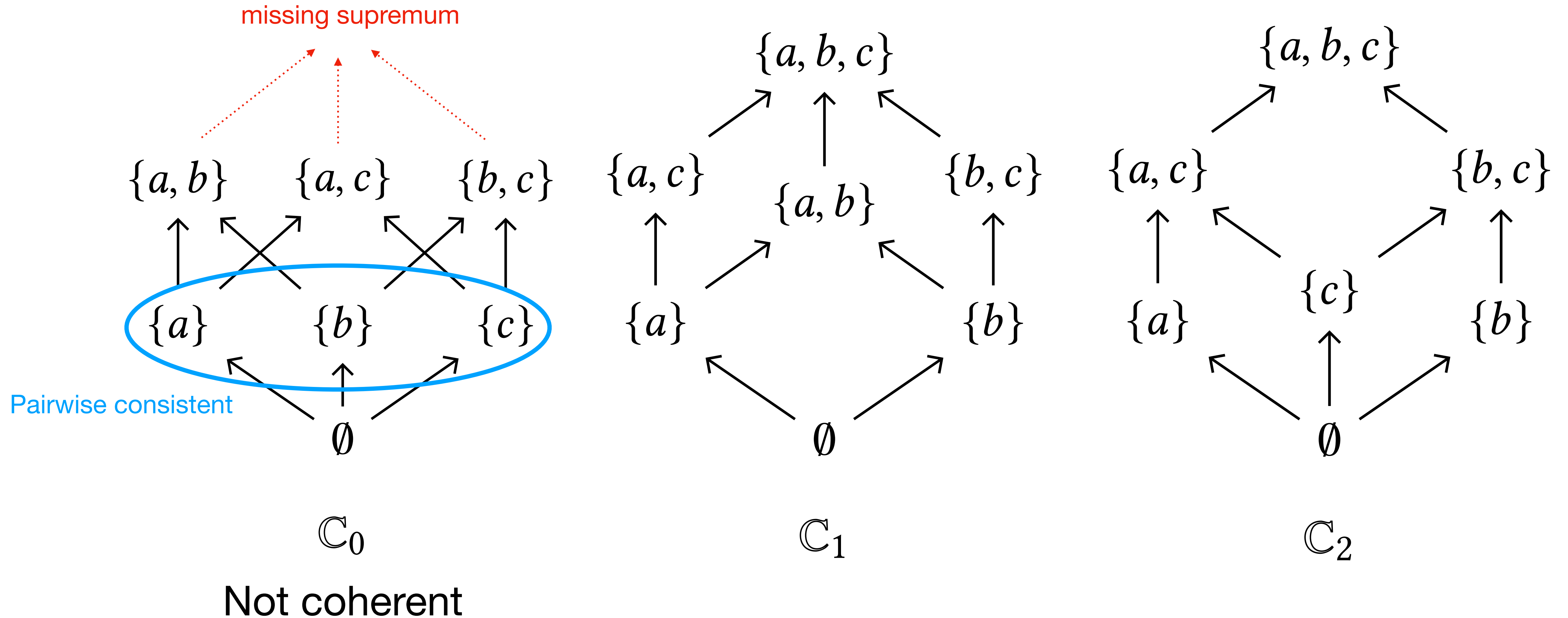
Stable configuration structures



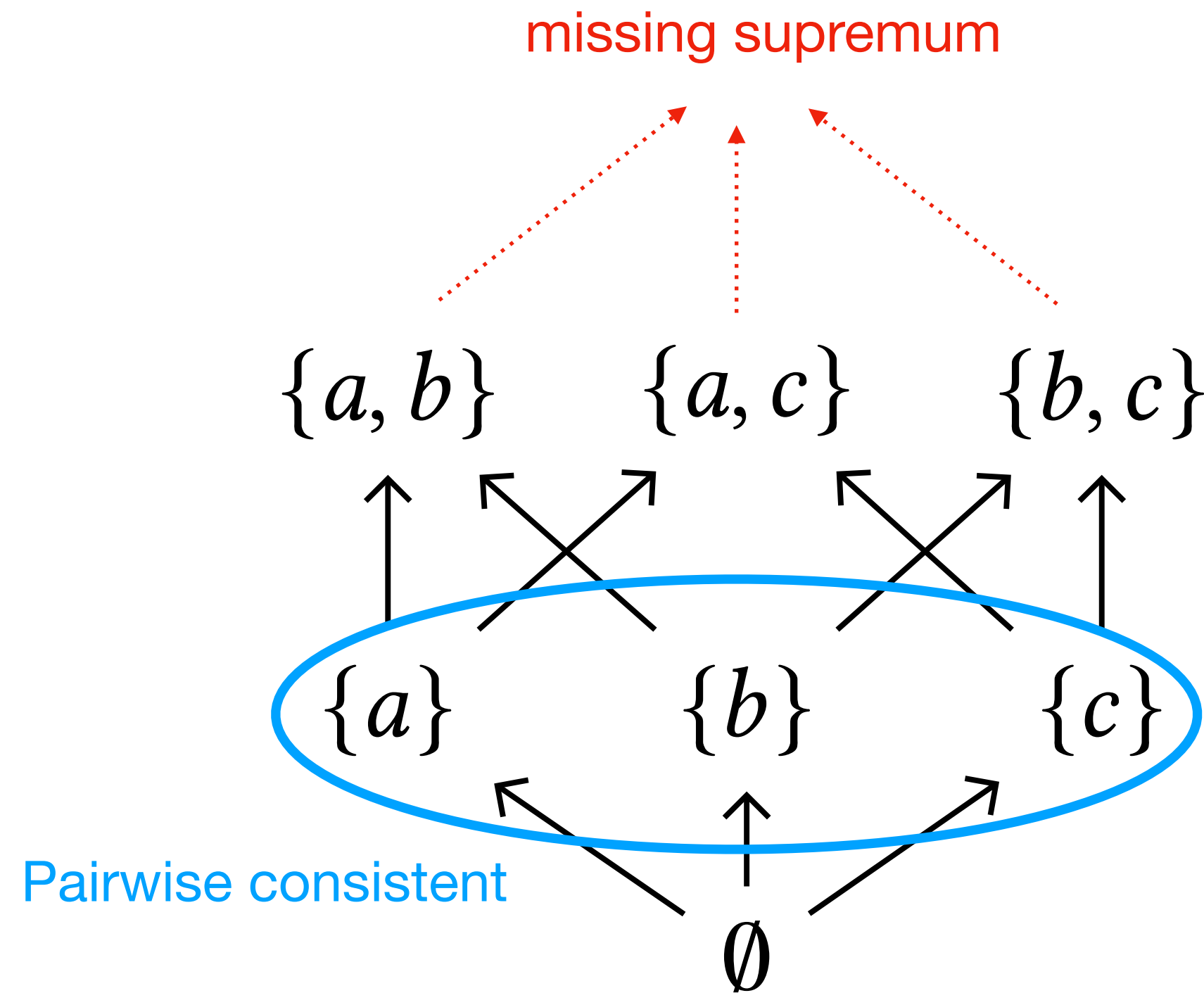
Stable configuration structures



Stable configuration structures

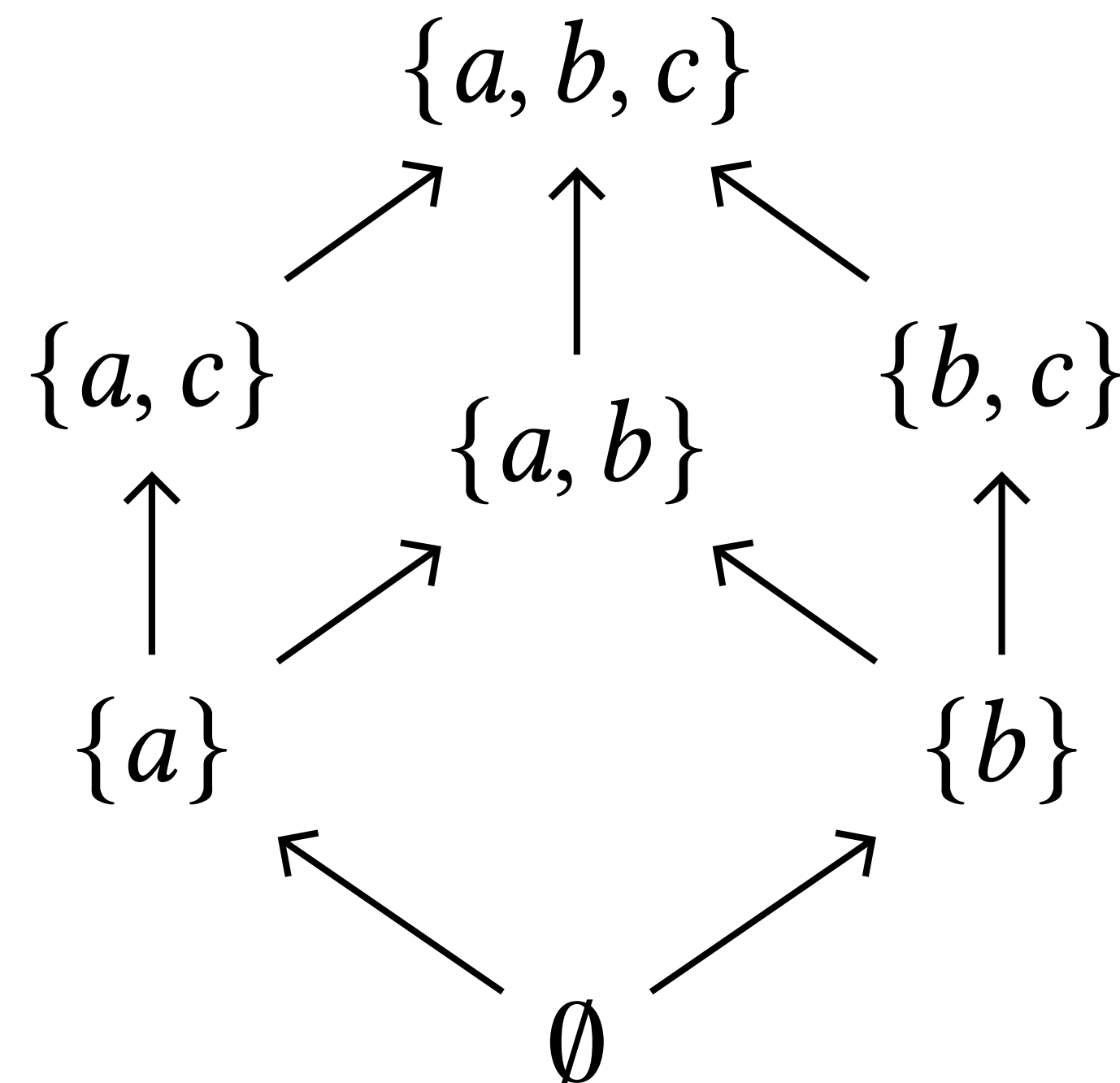


Stable configuration structures



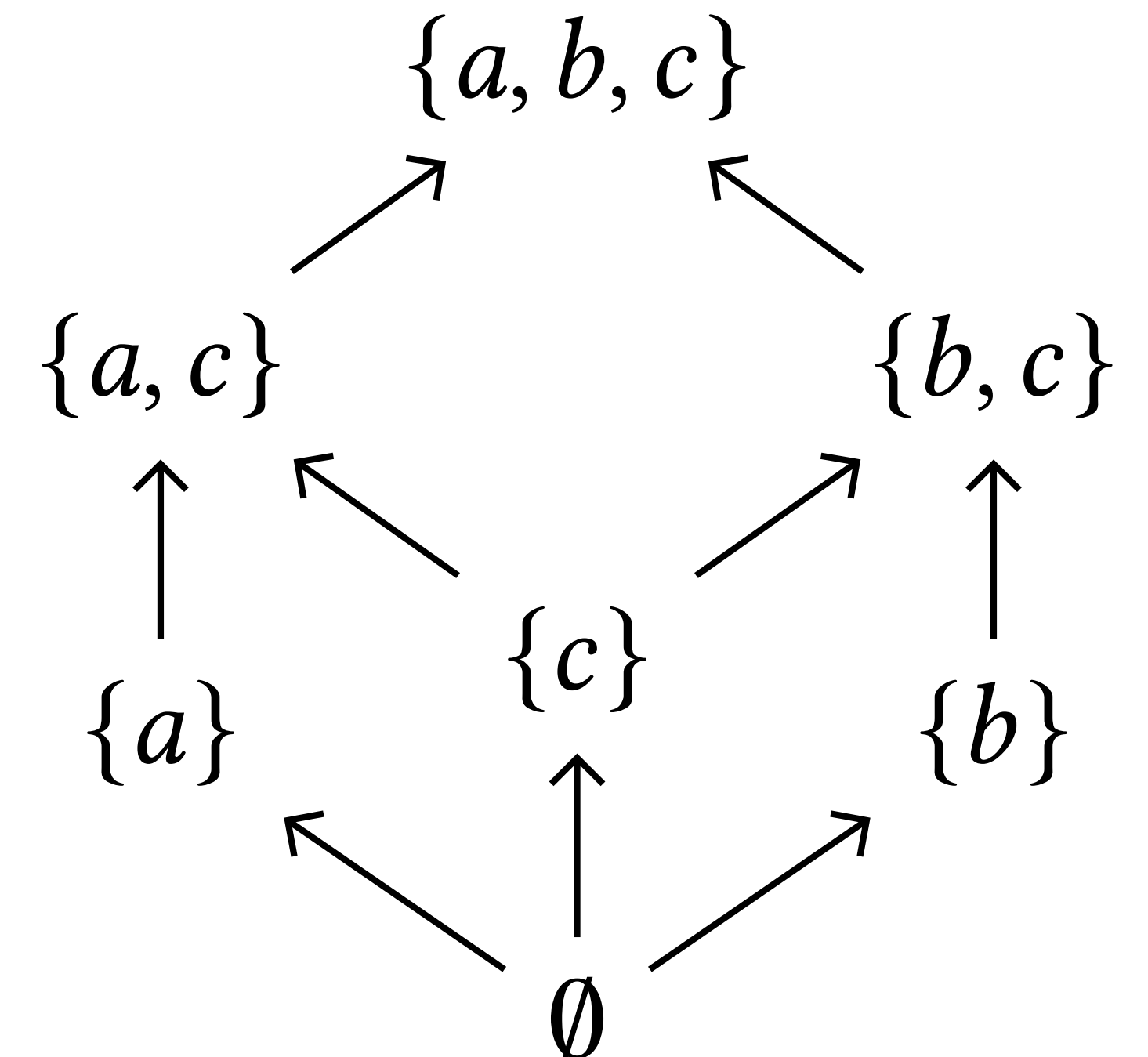
\mathbb{C}_0

Not coherent



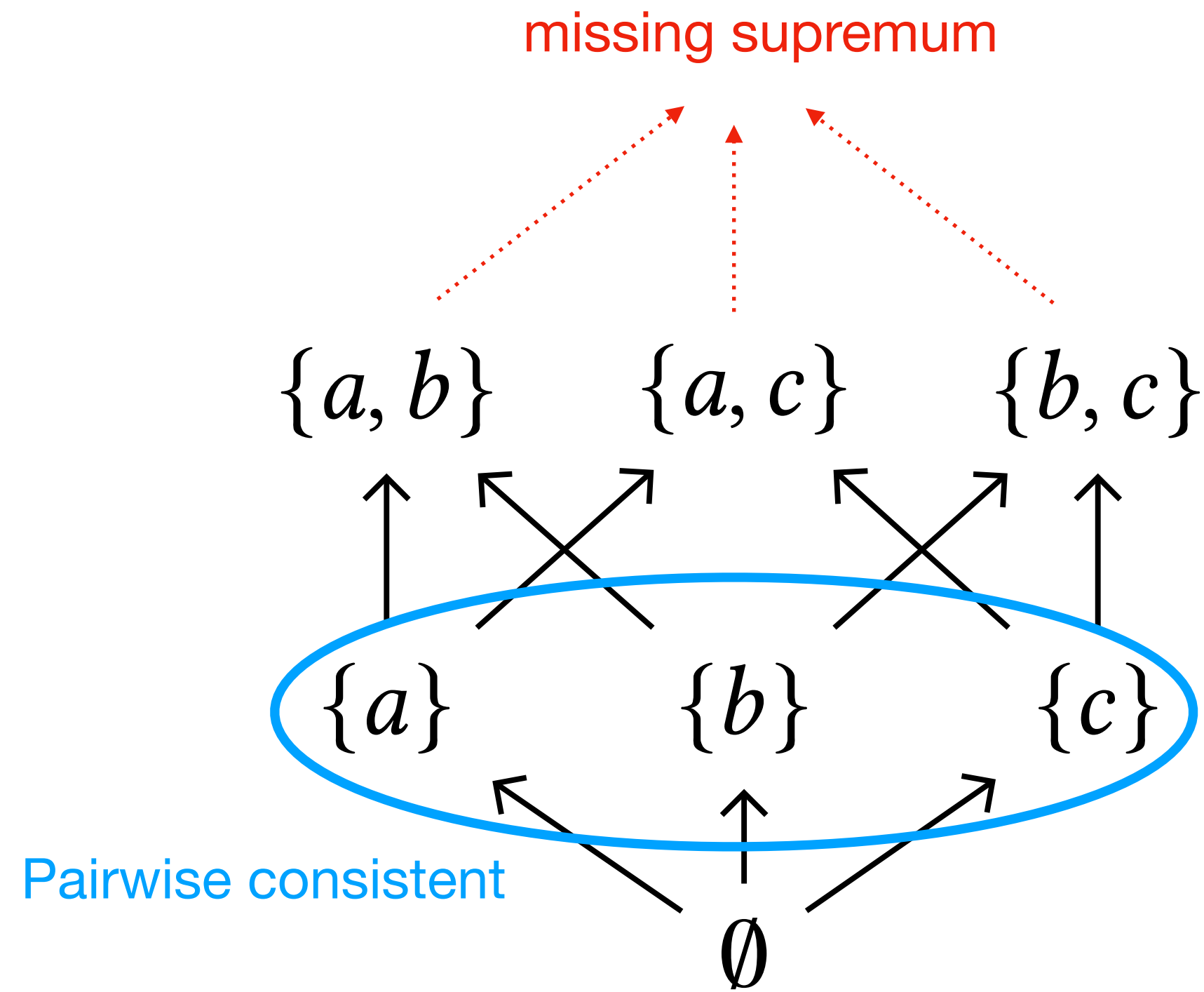
\mathbb{C}_1

Not prime algebraic



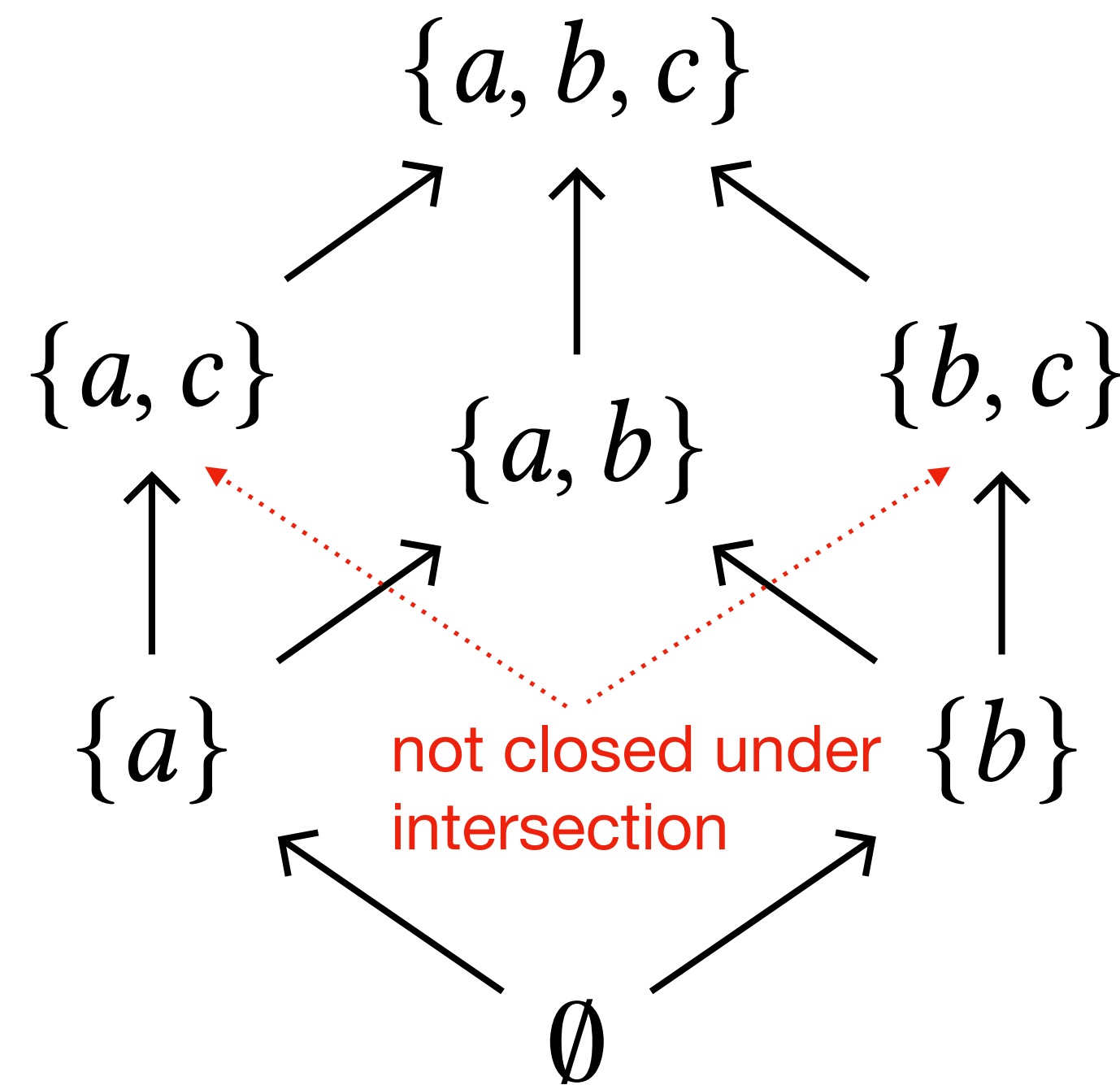
\mathbb{C}_2

Stable configuration structures



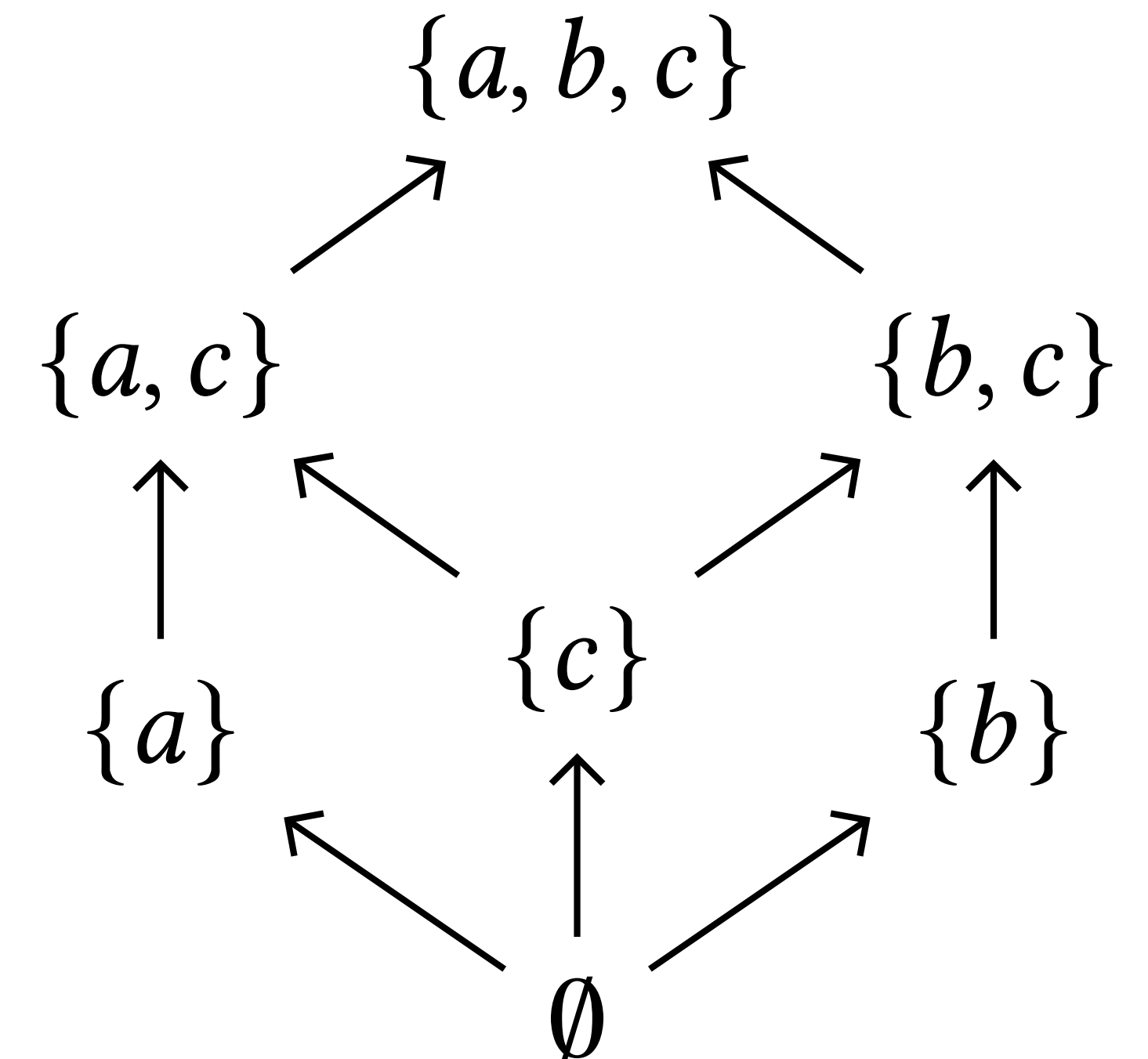
\mathbb{C}_0

Not coherent



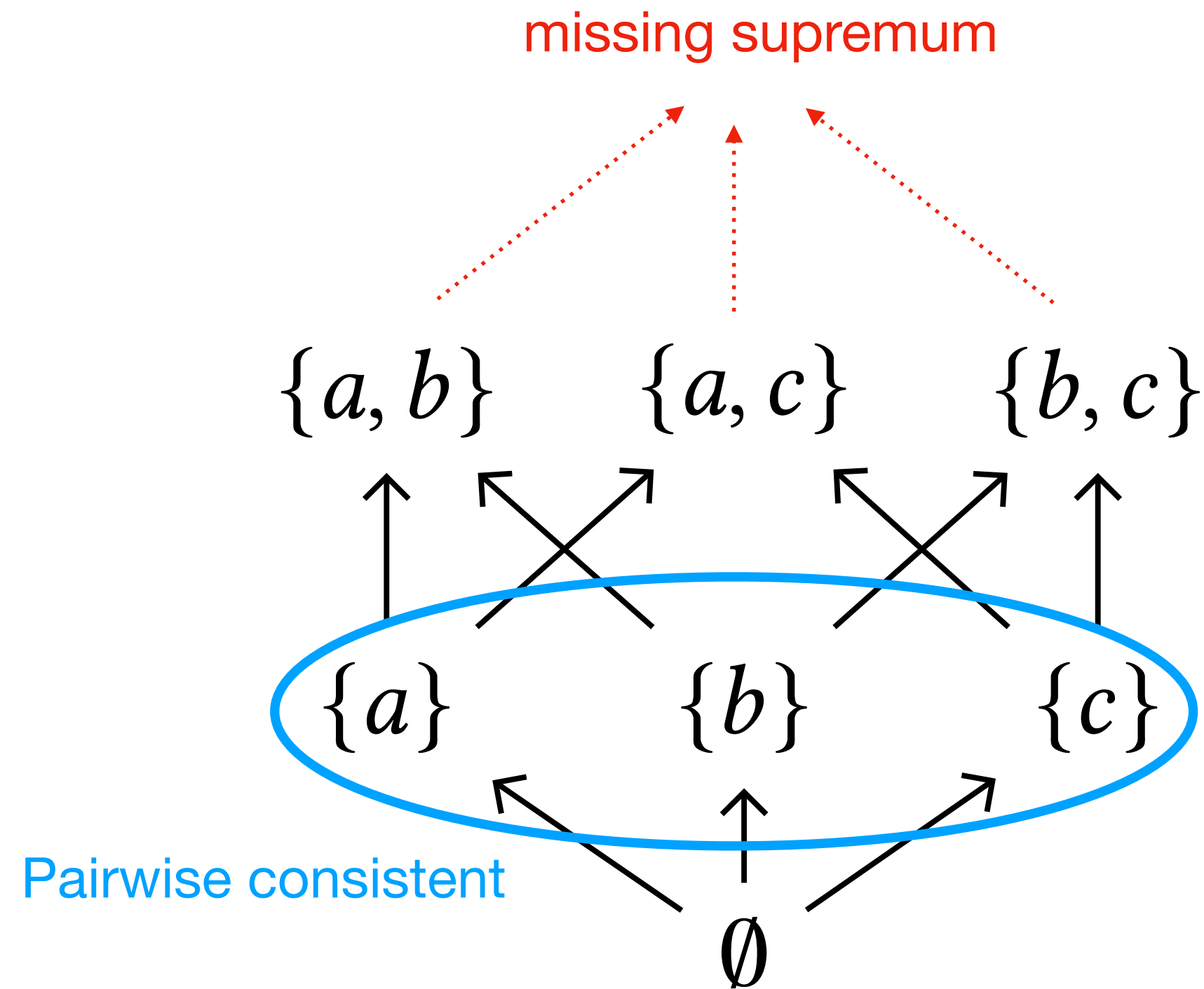
\mathbb{C}_1

Not prime algebraic



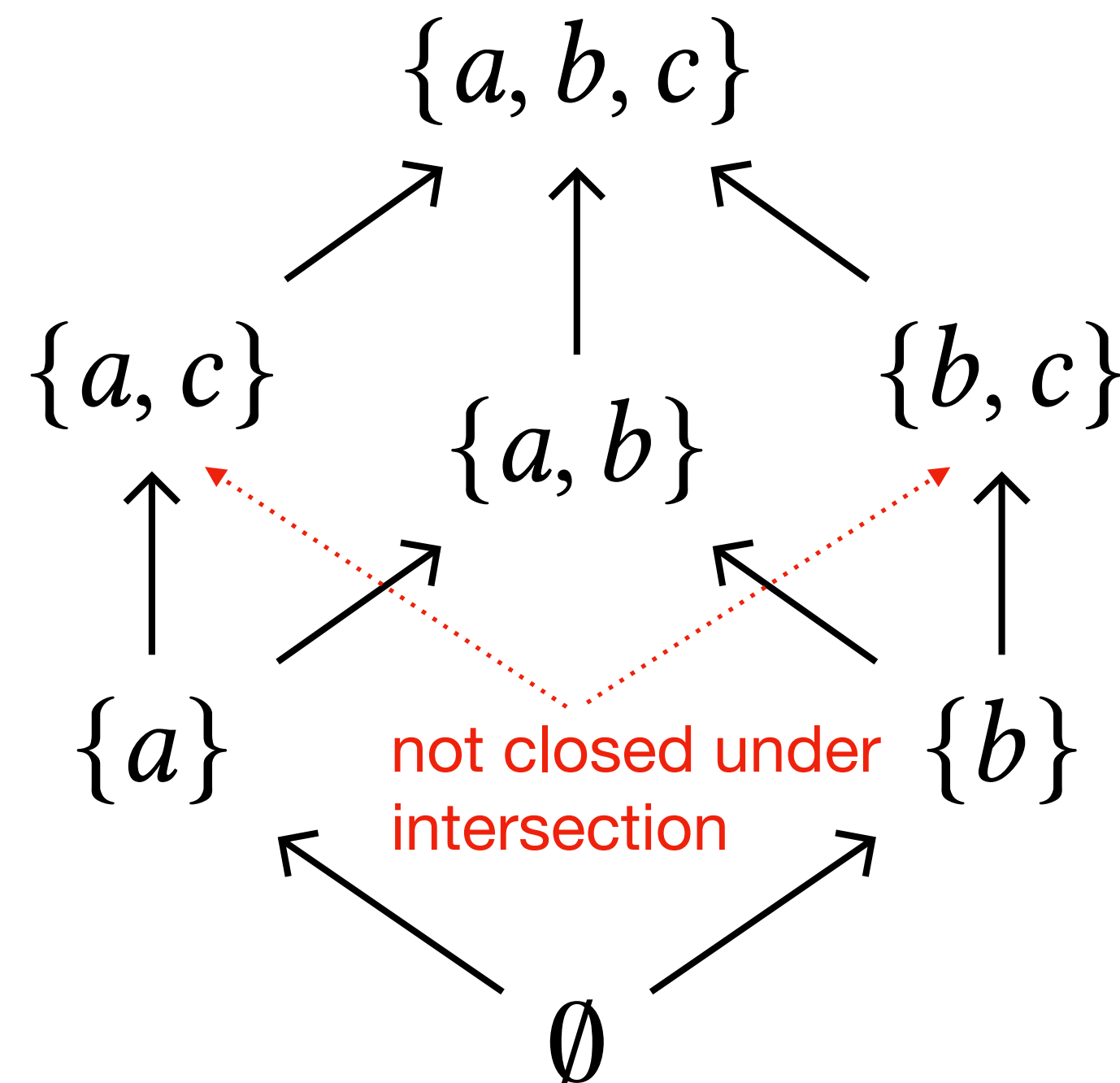
\mathbb{C}_2

Stable configuration structures



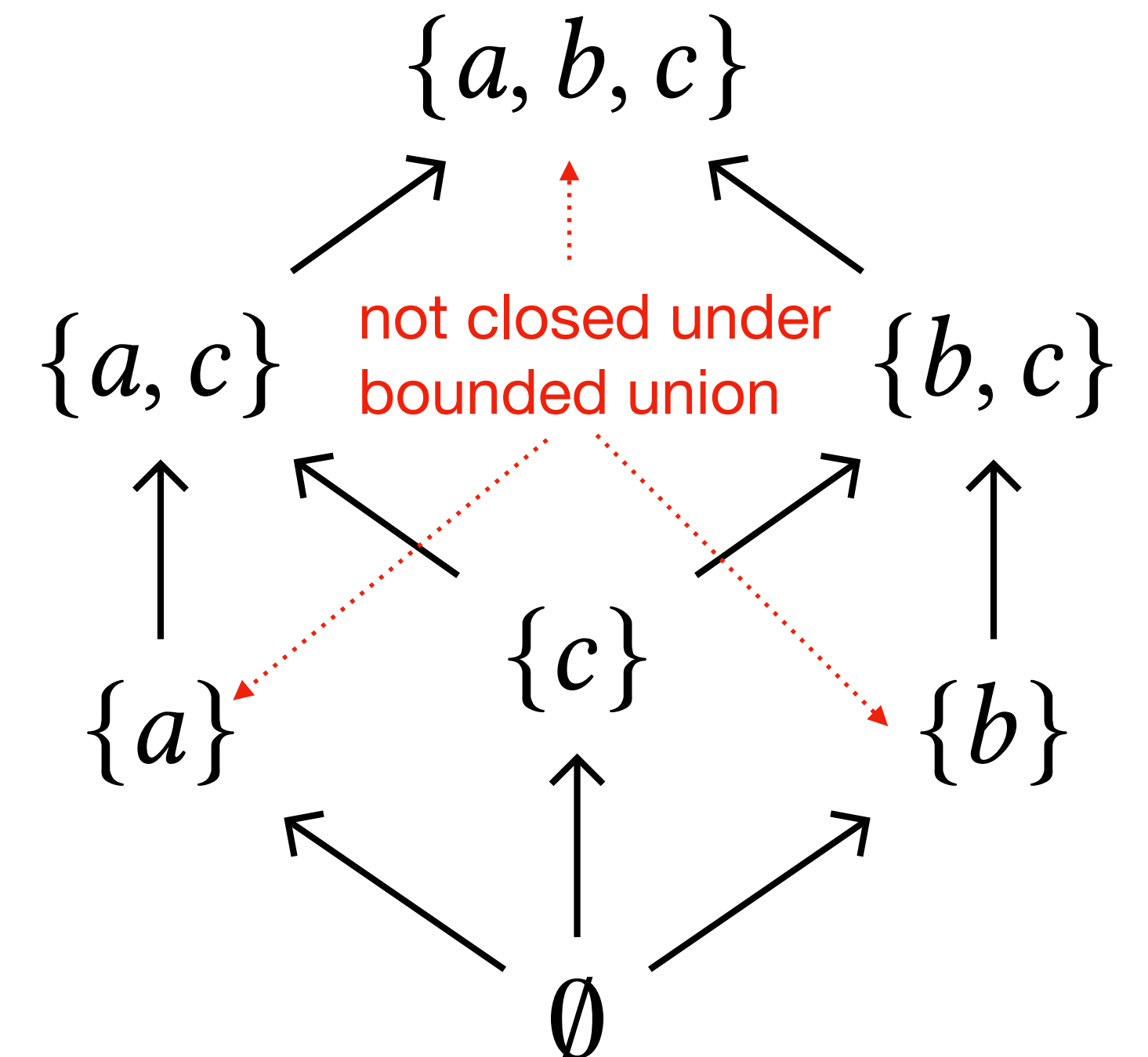
\mathbb{C}_0

Not coherent



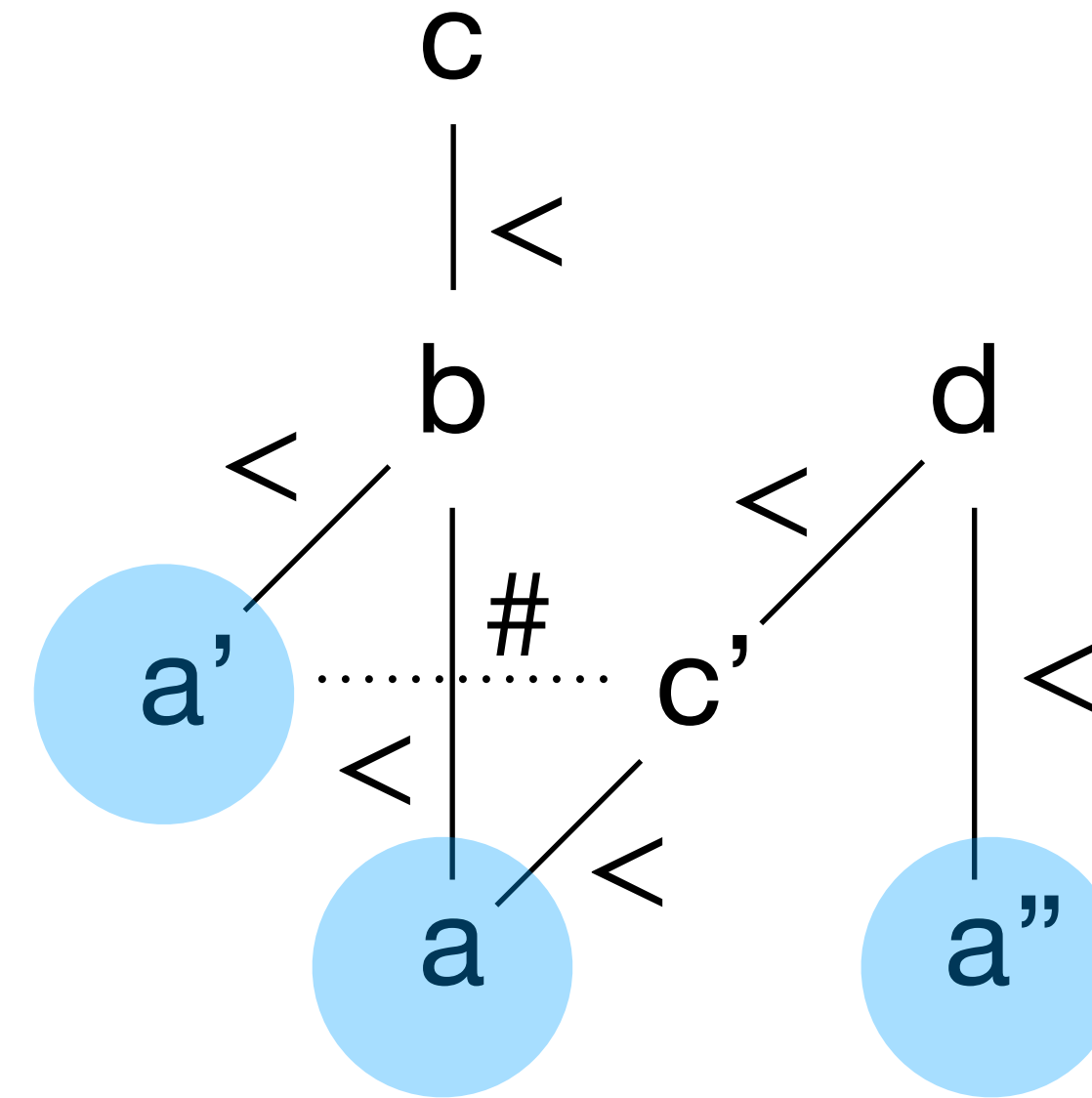
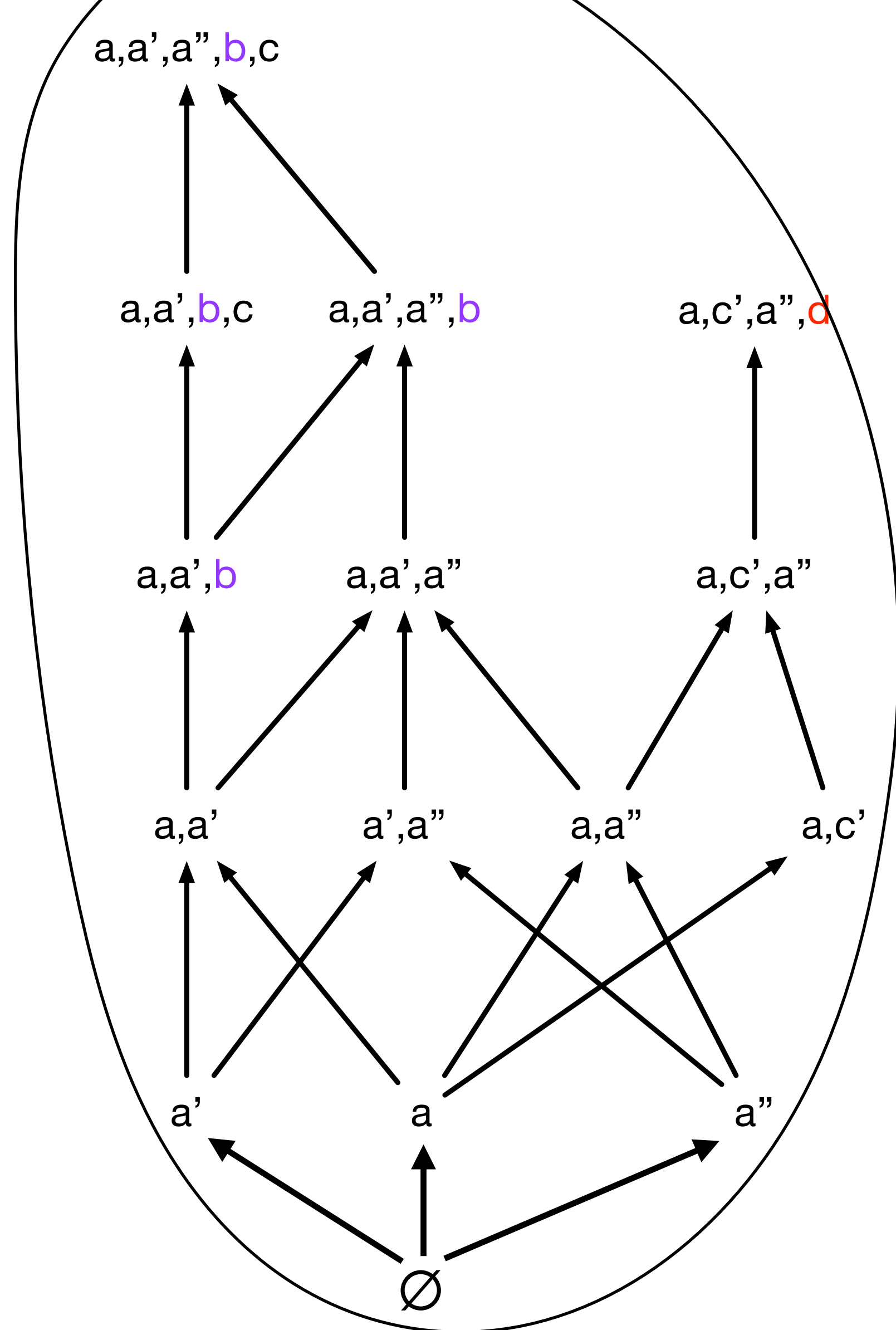
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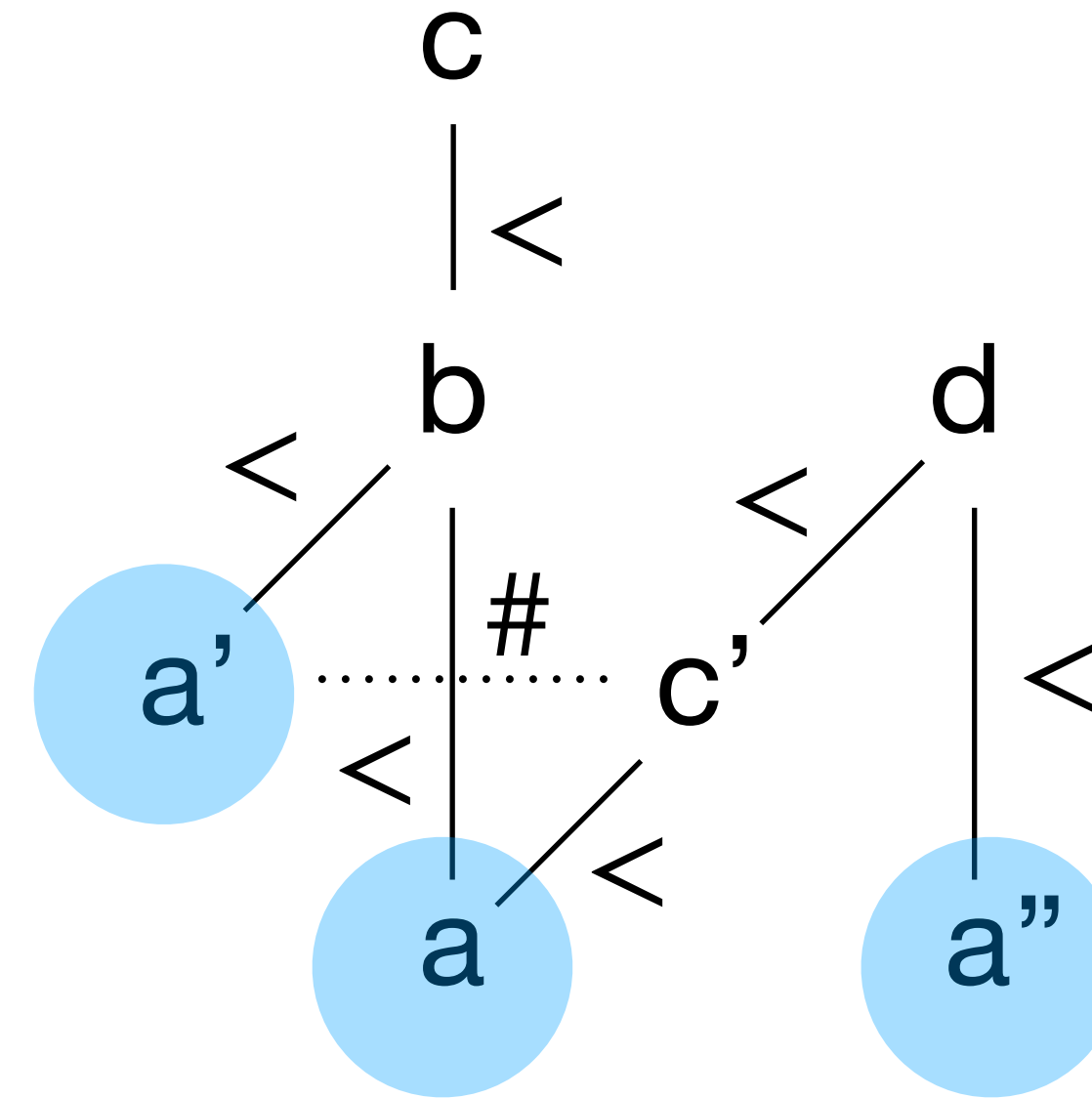
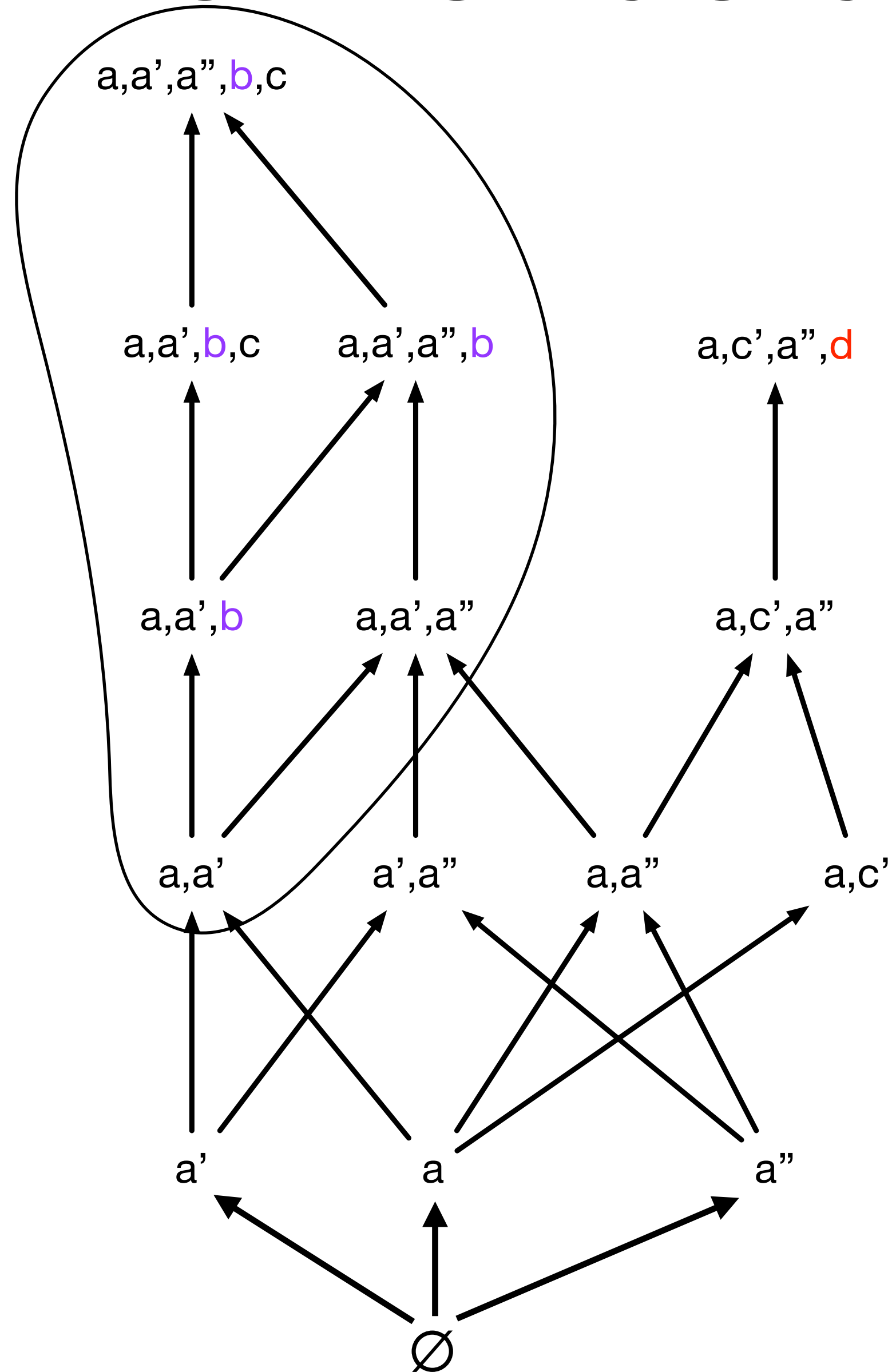
\mathbb{C}_2

Event structure = local computations



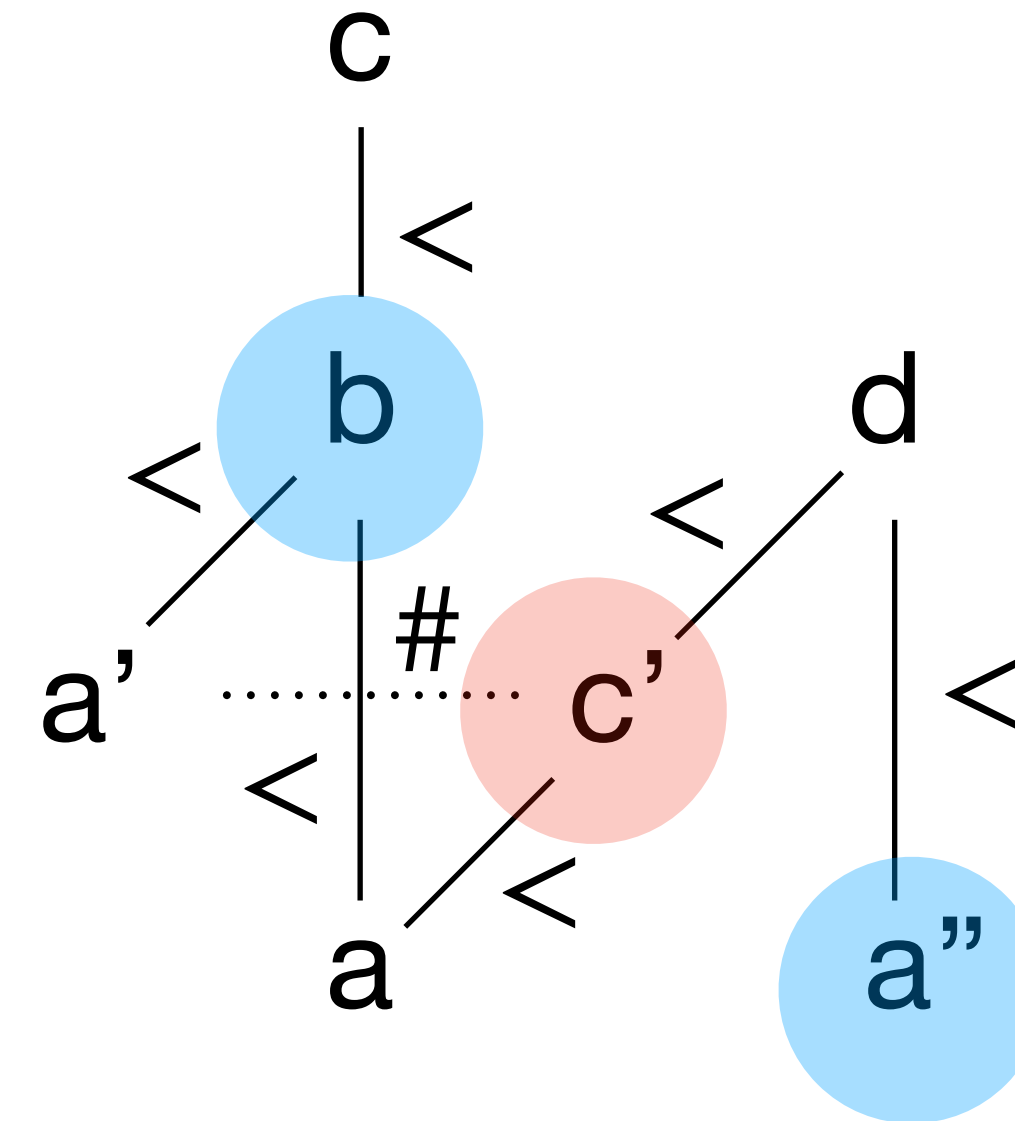
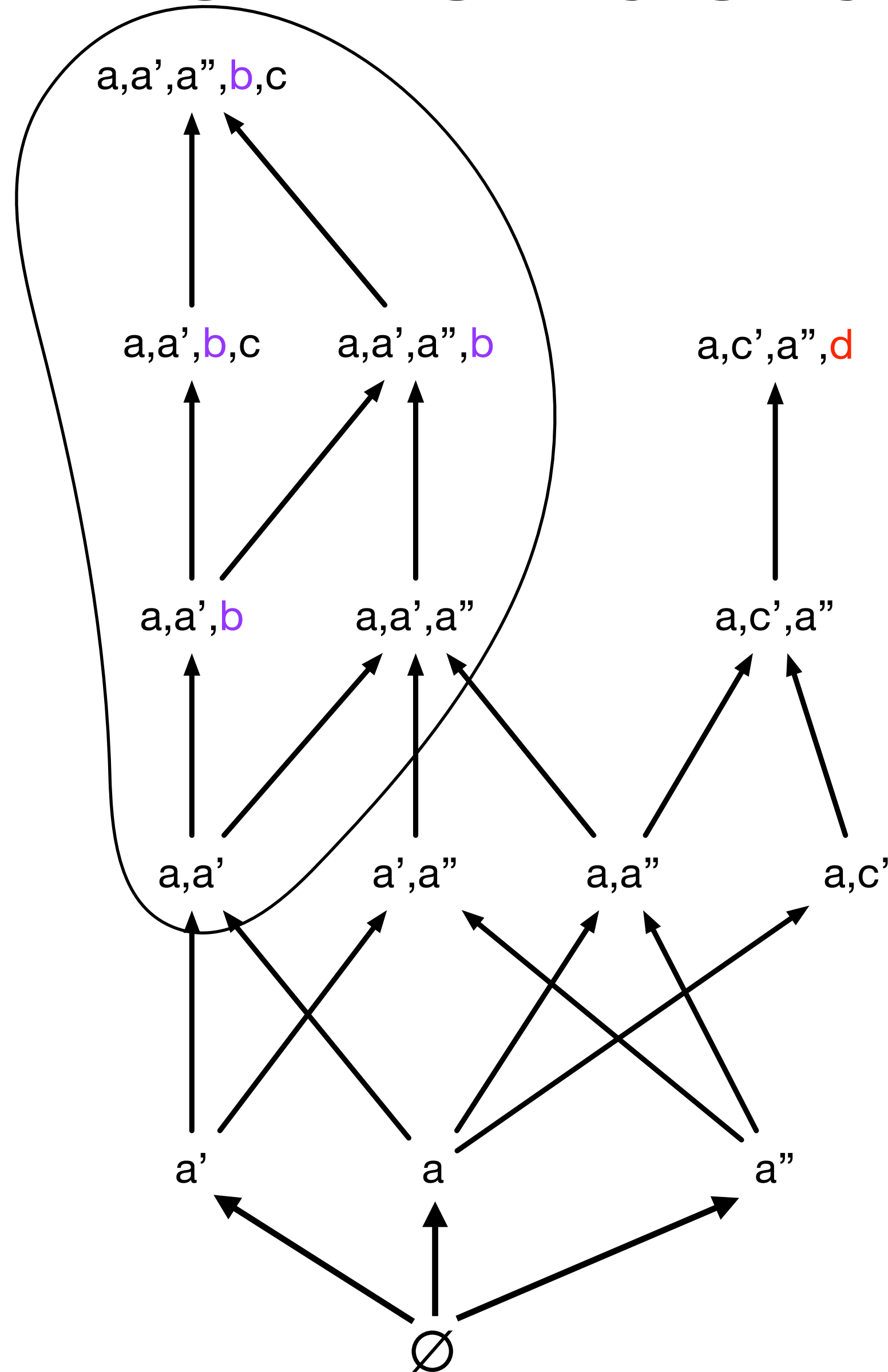
The enabled events are the minimal ones which are not in the forbidden set

Event structure = local computations



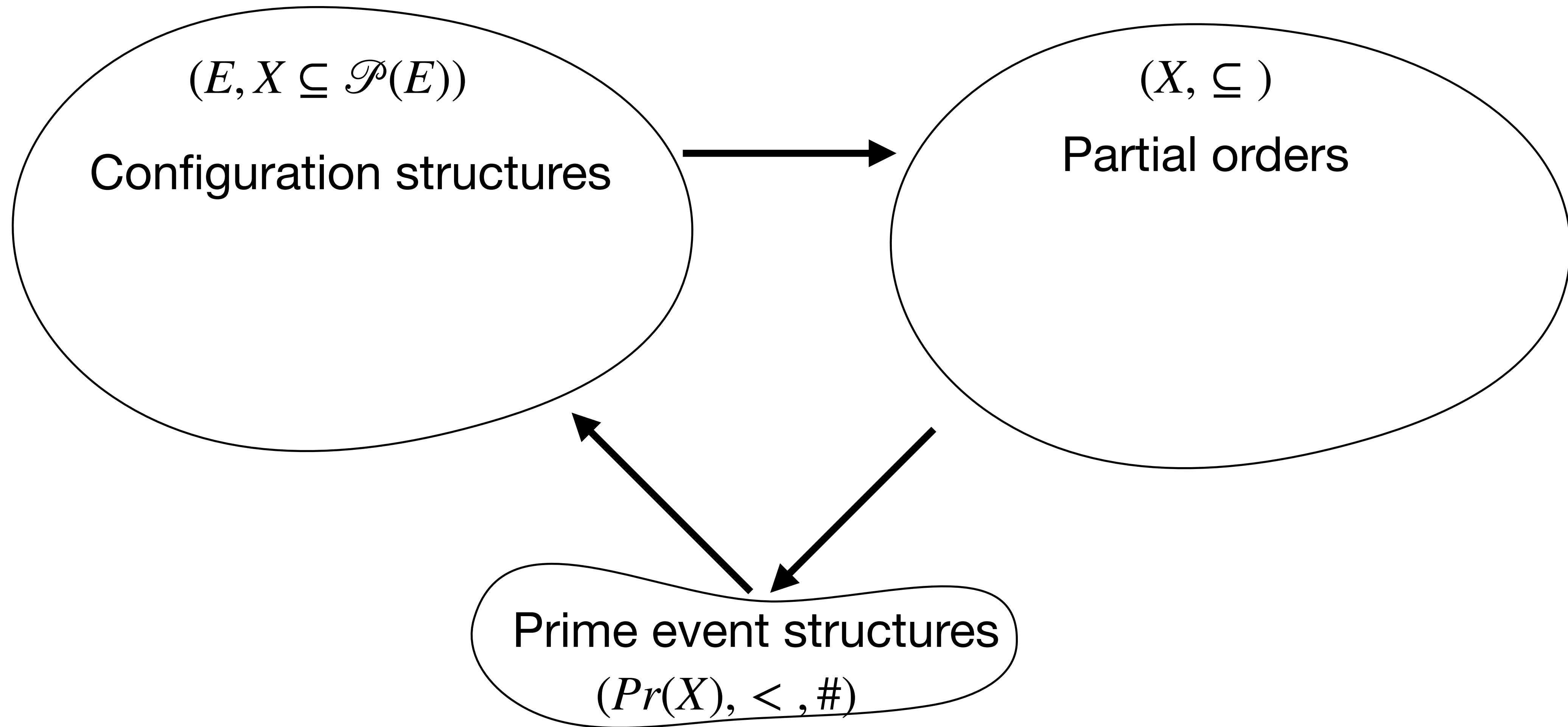
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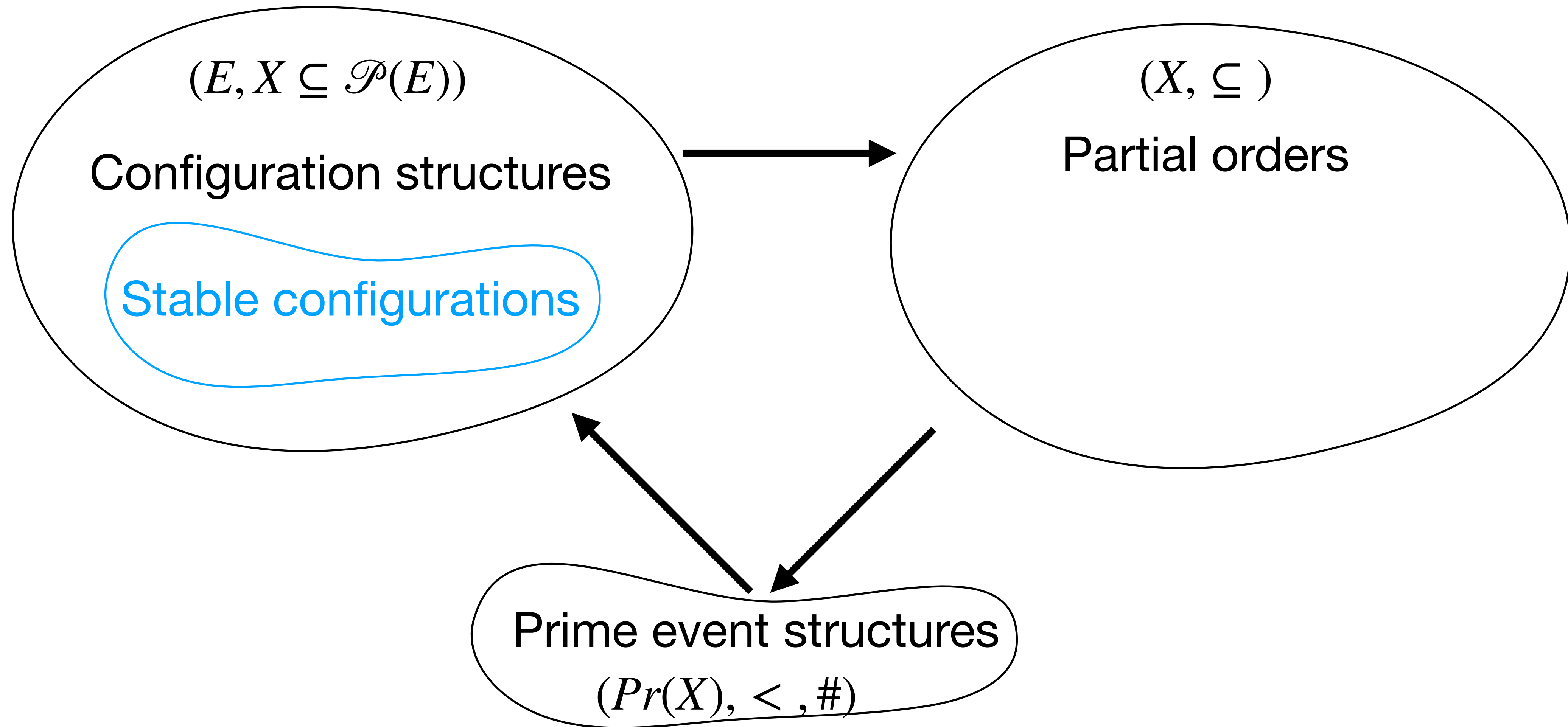


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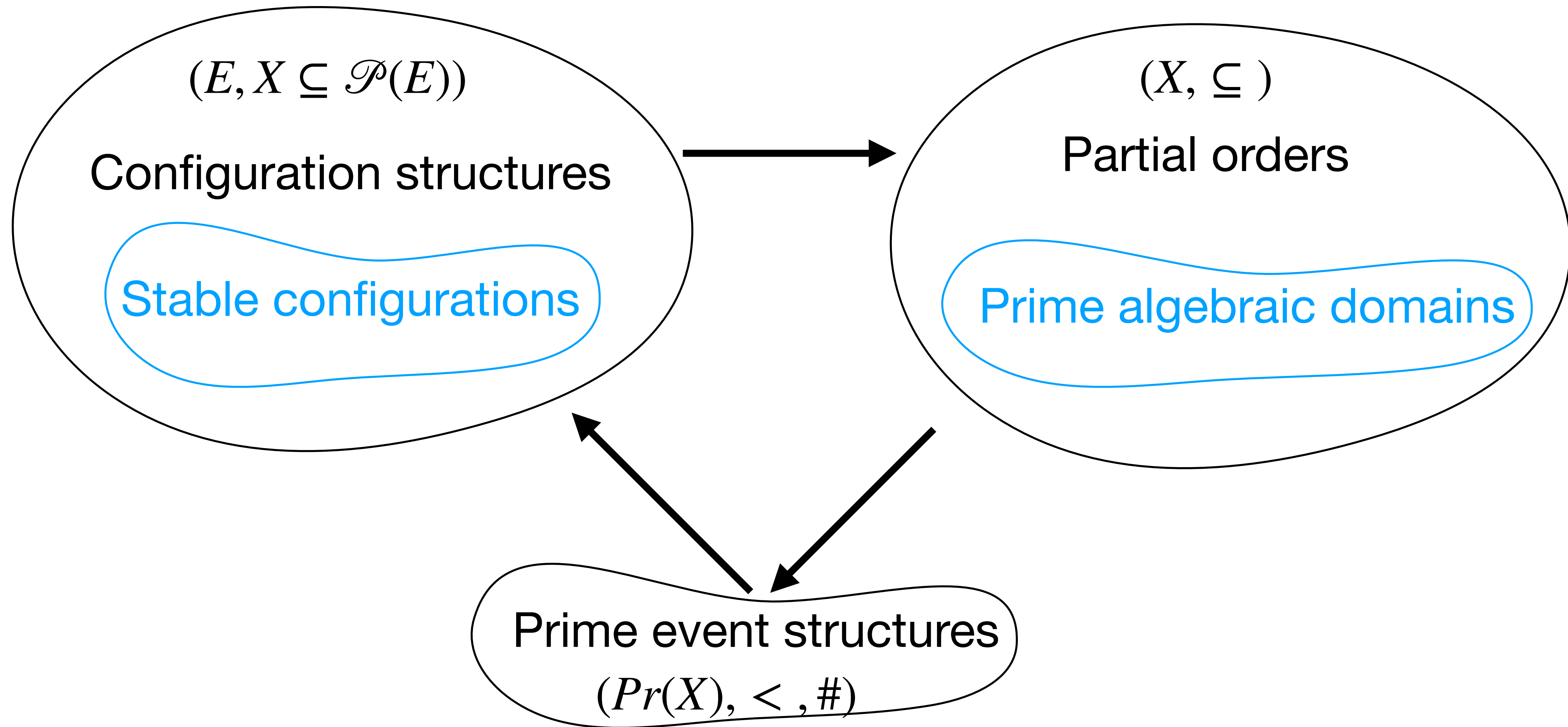
Residuation as computation



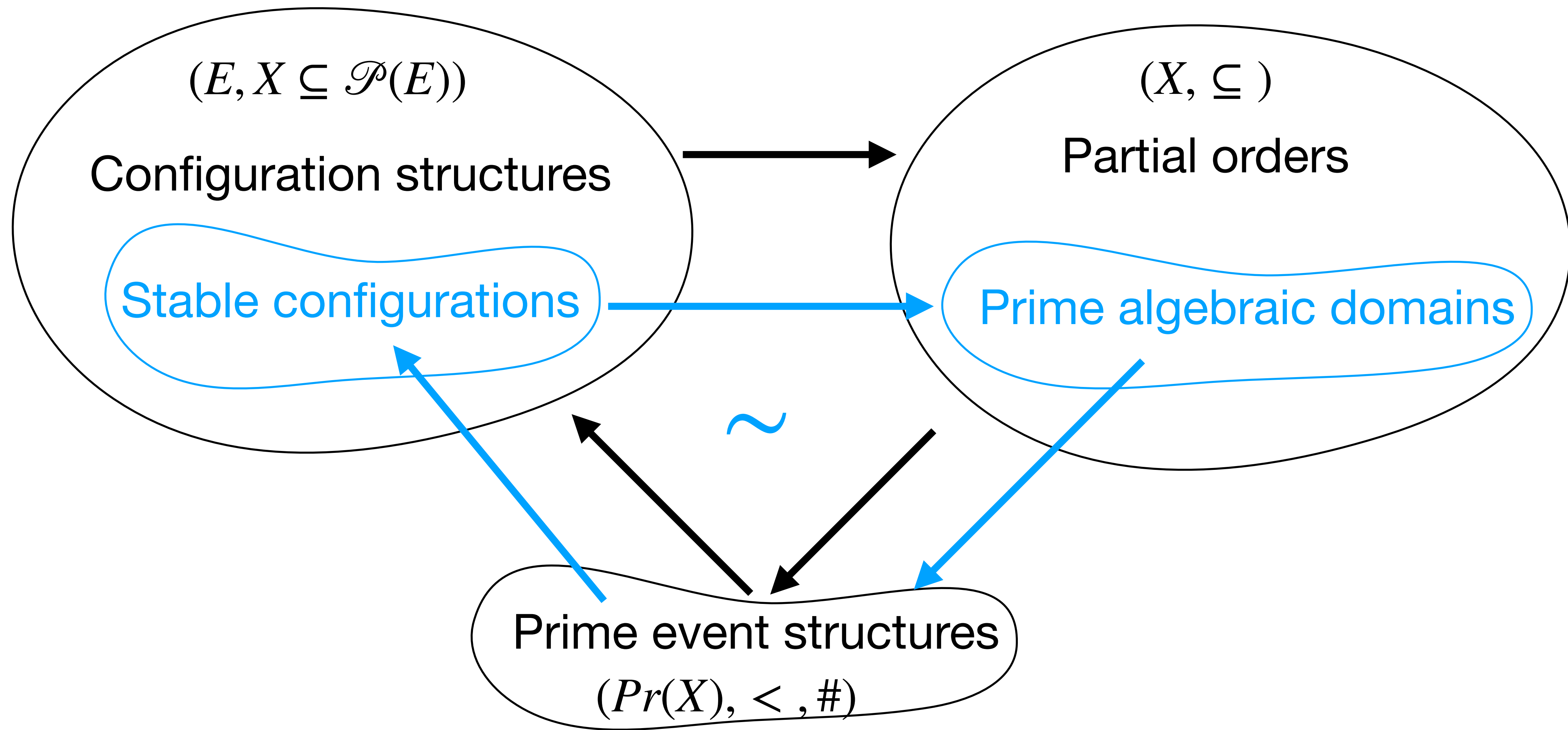
Residuation as computation



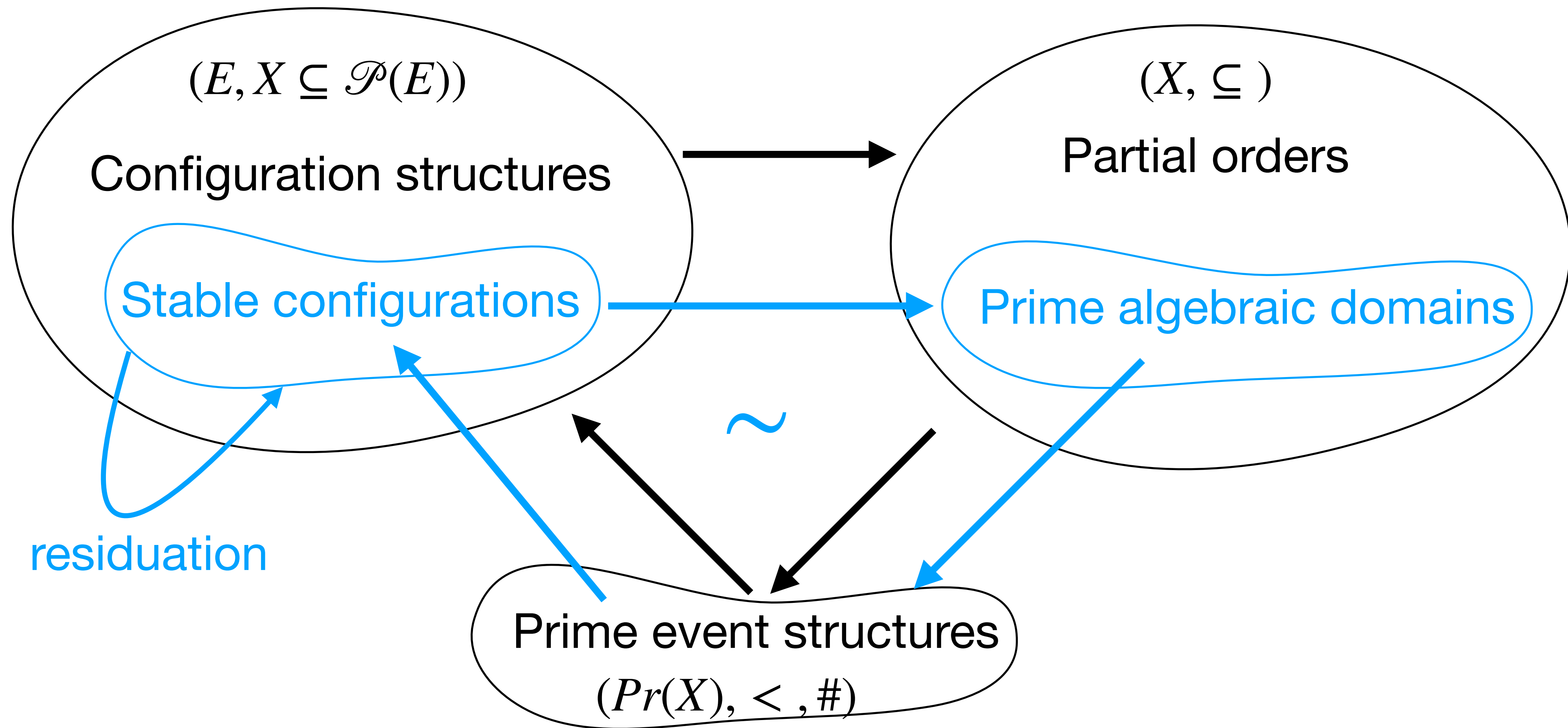
Residuation as computation



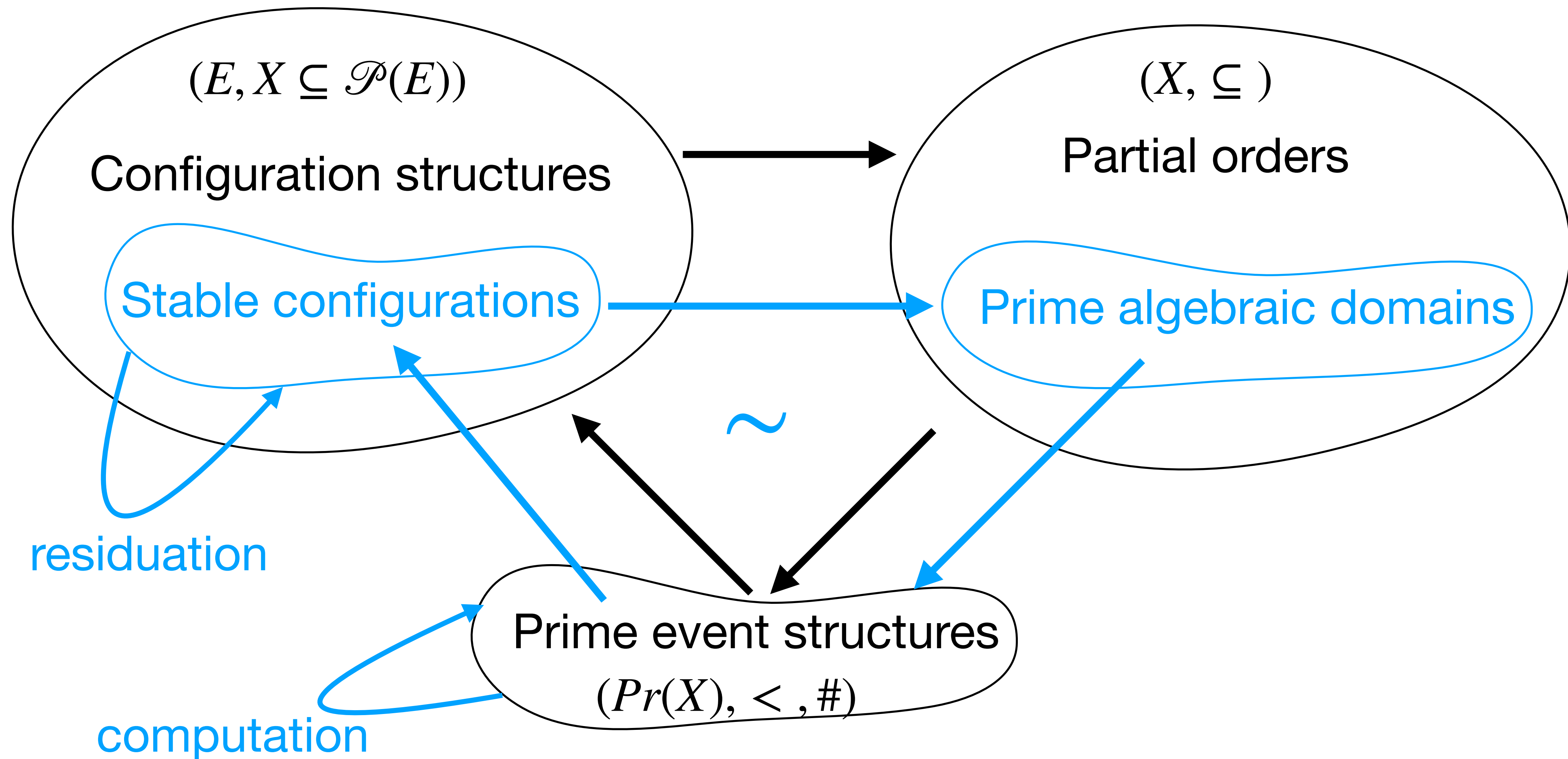
Residuation as computation



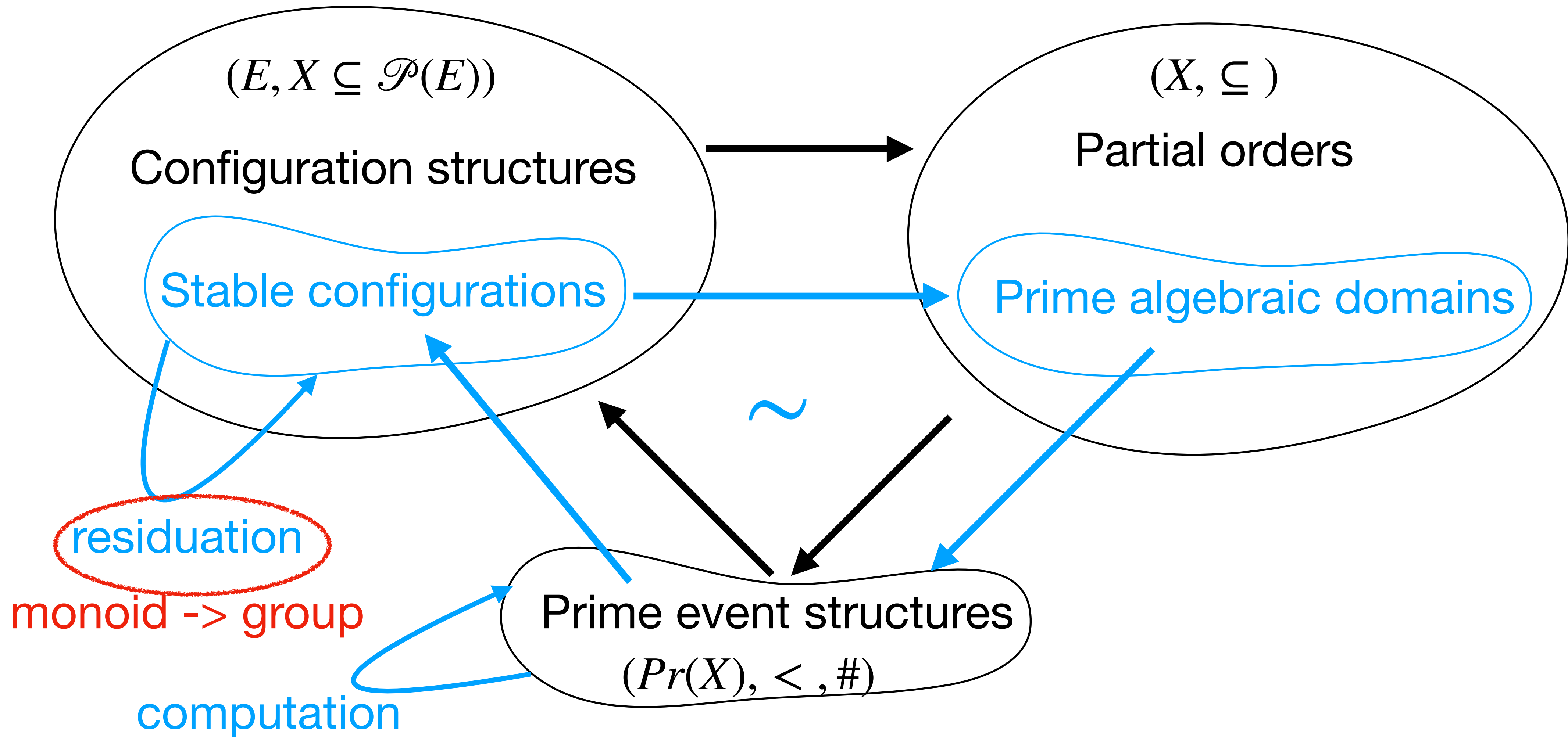
Residuation as computation



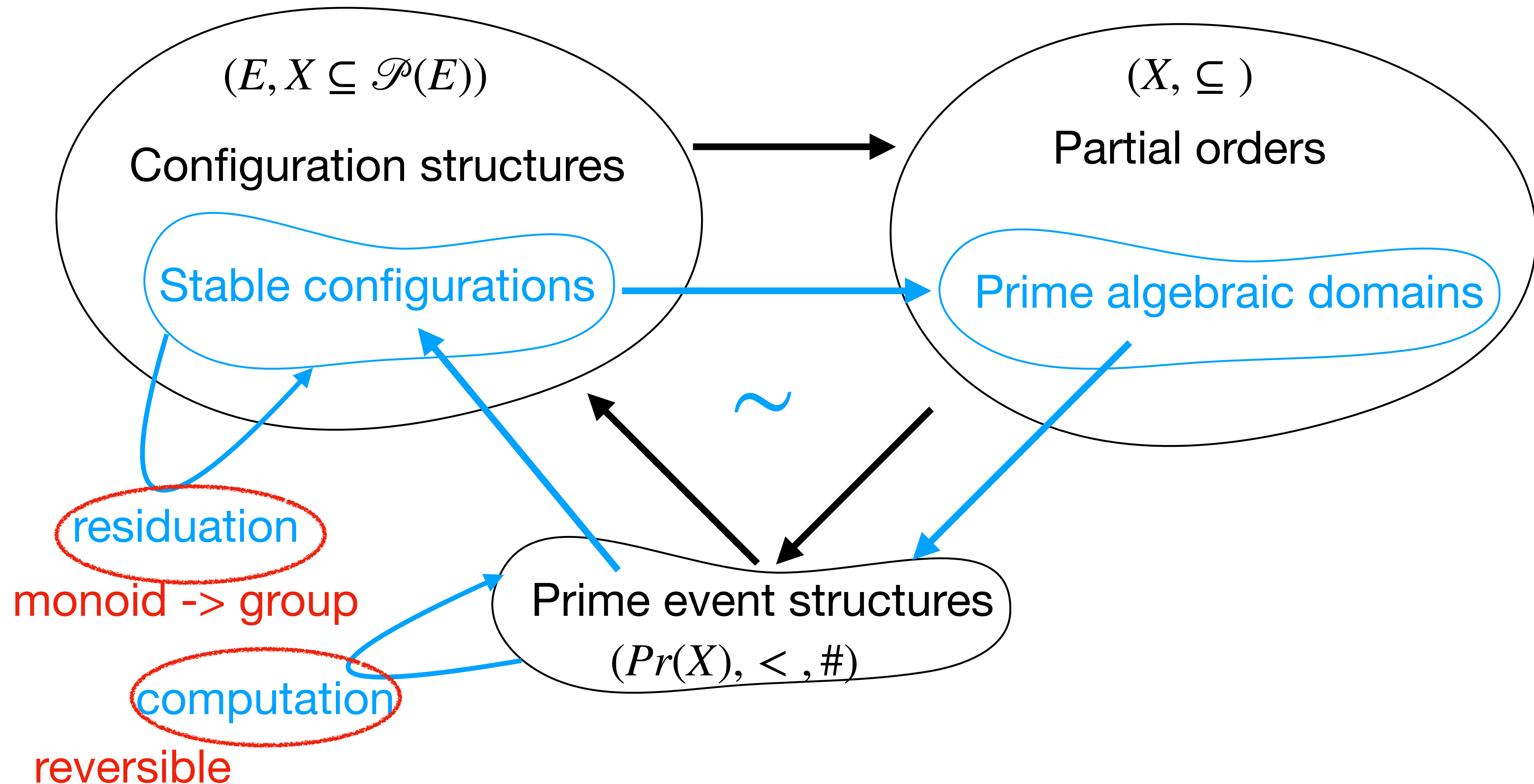
Residuation as computation



Residuation as computation



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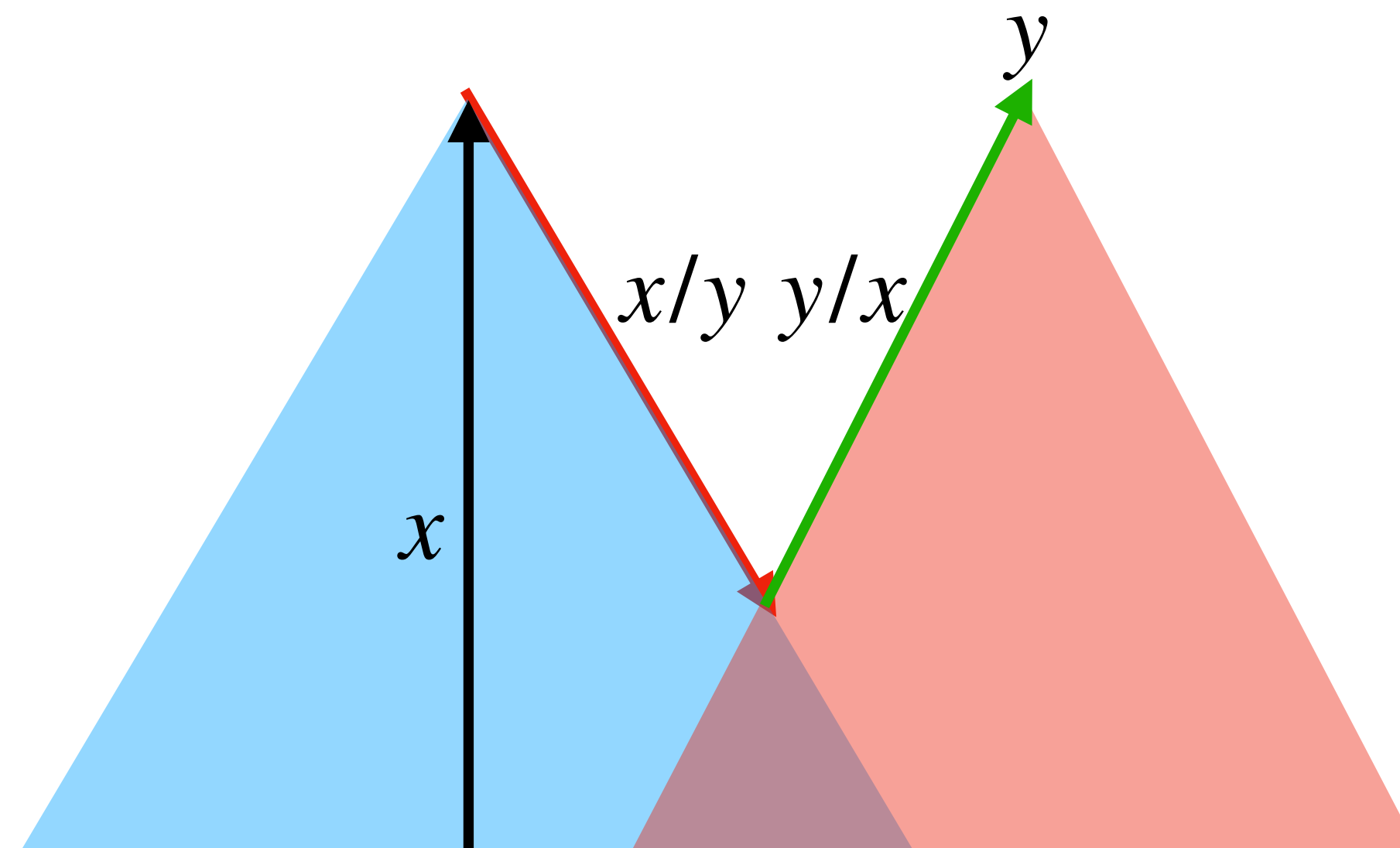
Symmetric residual

Definition 2.3 Let $\mathbb{C} \in \mathcal{C}_E$. For all finite $x \in \mathbb{C}$, we define the *residual* of \mathbb{C} after x :

$$x \cdot \mathbb{C} := \langle E, \{z \in \mathcal{P}(E) \mid \exists y \in \uparrow^{\mathbb{C}}\{x\} : z = y \setminus x\} \rangle$$

where $y \setminus x := \{a \in y \mid a \notin x\}$ is the classical set difference.

$$x \Delta y =_{\text{def}} x \setminus y \cup y \setminus x \quad (\mathcal{P}(E), \Delta) \text{ is a group} \quad \text{if } x \subseteq y \text{ then } x \Delta y = y \setminus x$$



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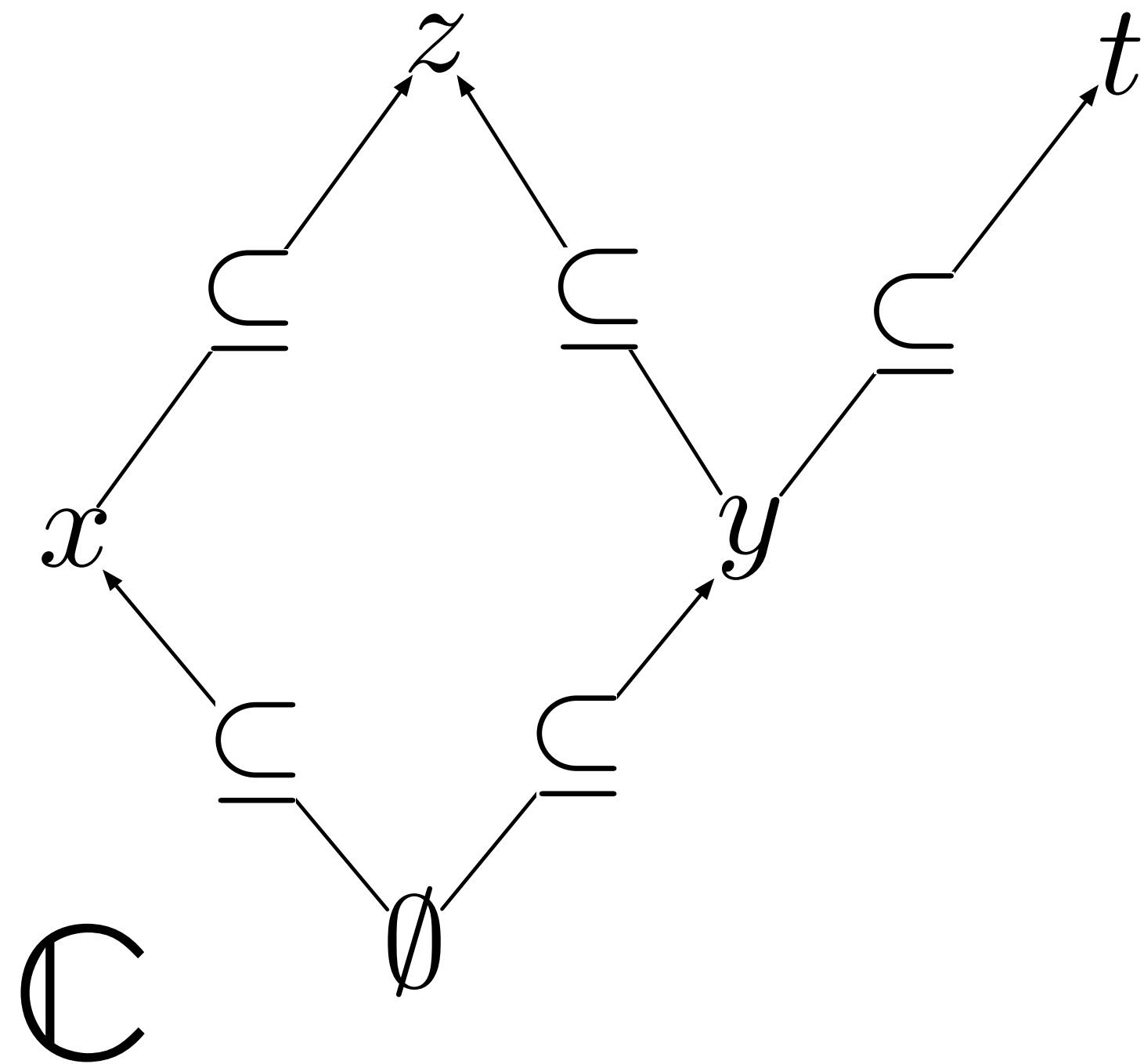
Definition 3.1 Let $\mathbb{C} \in \mathcal{C}_E$. For all finite $x \in \mathbb{C}$, we define the *symmetric residual* of \mathbb{C} after x :

$$x \odot \mathbb{C} := \langle E, \{z \in \mathcal{P}(E) \mid \exists y \in \mathbb{C} : z = y \Delta x\} \rangle.$$

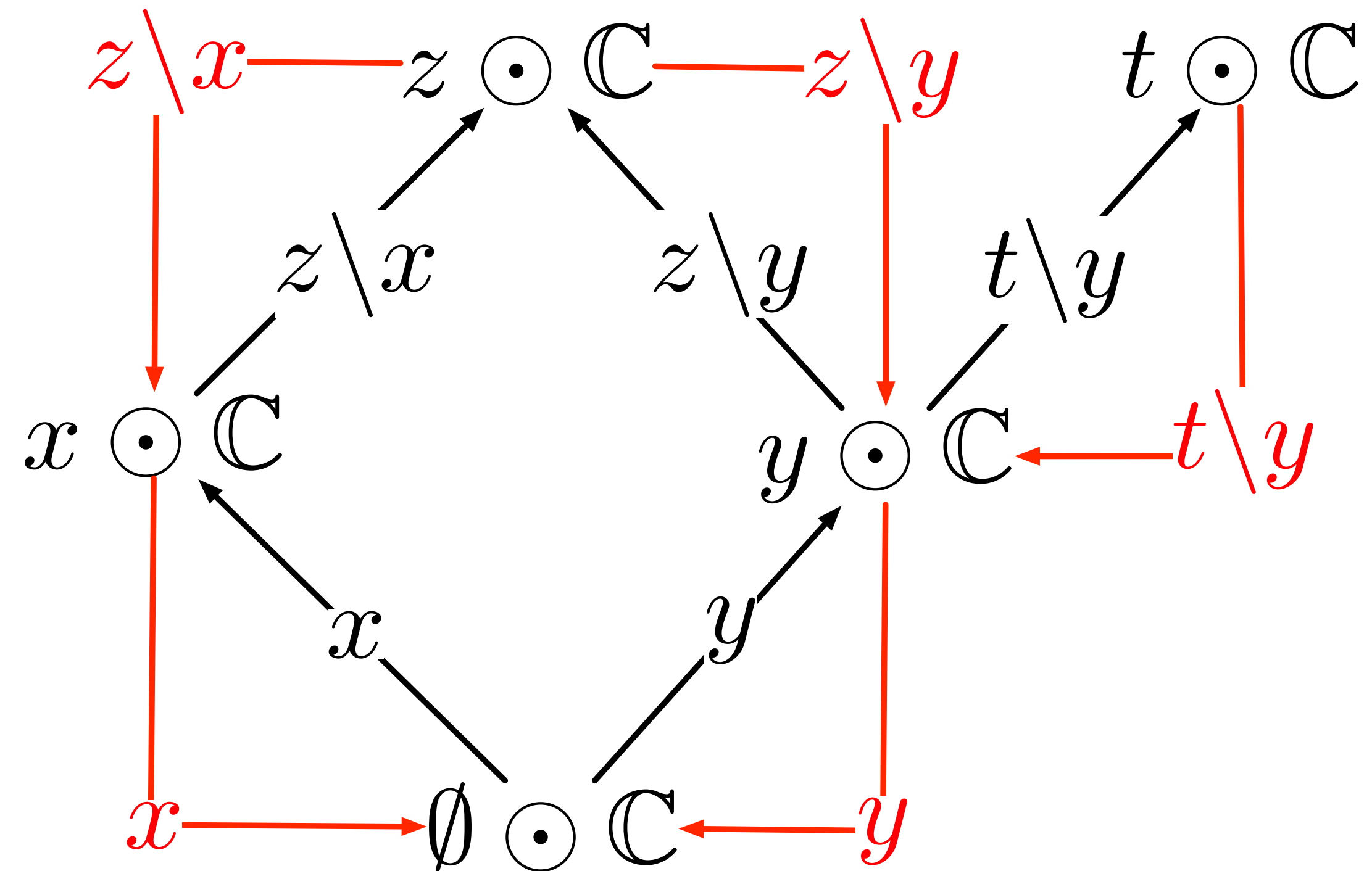
Proposition 3.2 (Group action) The operator $(\odot) : \mathcal{P}_{\text{fin}}(E) \times \mathcal{C}_E \rightarrow \mathcal{C}_E$ is a group action on configuration structures, i.e.:

- for all finite configurations x, y , if $x \in \mathbb{C}$ and $y \in x \odot \mathbb{C}$, then $x \odot (y \odot \mathbb{C}) = (x \Delta y) \odot \mathbb{C}$.
- $\emptyset \odot \mathbb{C} = \mathbb{C}$.

Reversible computation

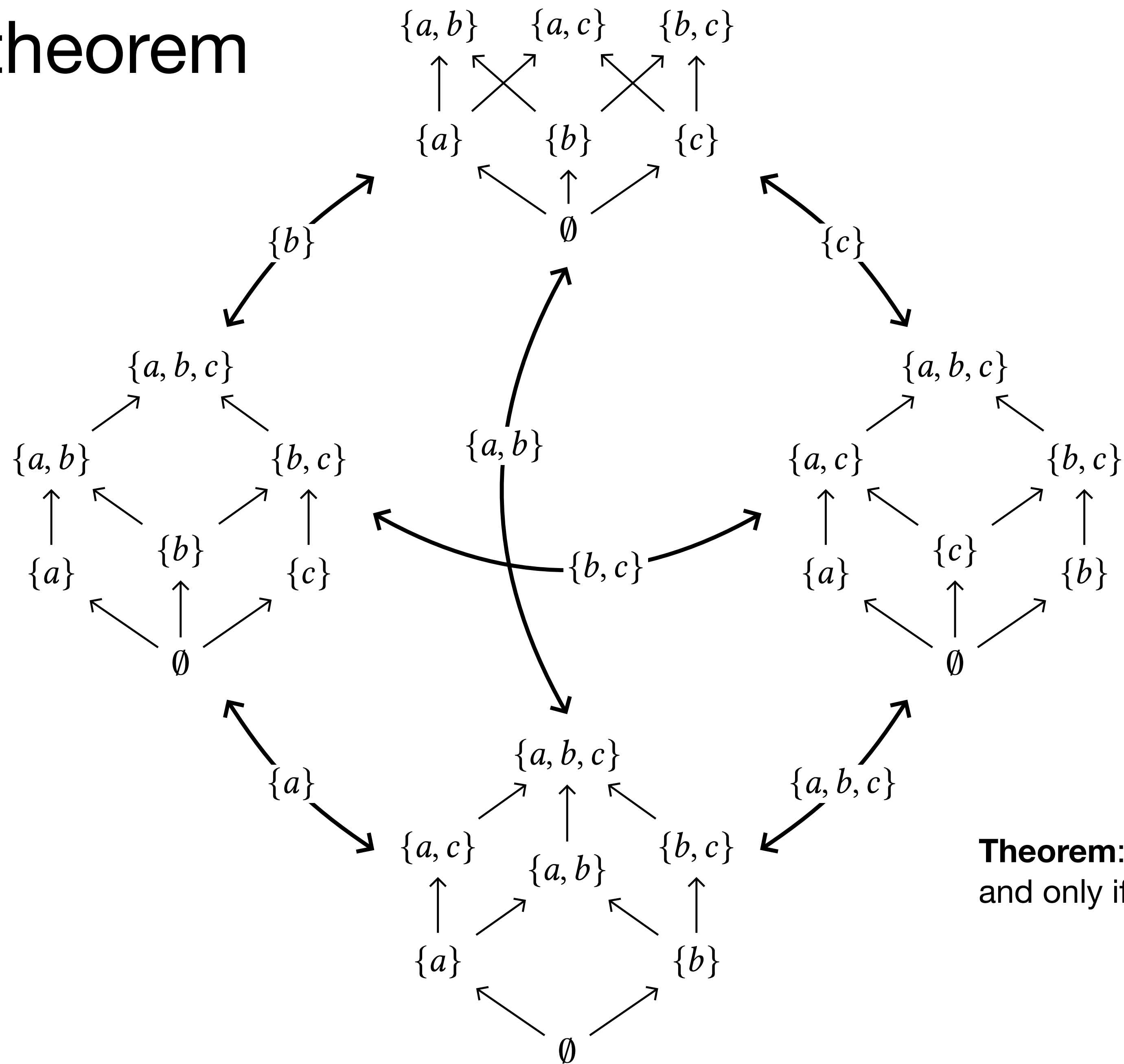


+ symmetric residuation



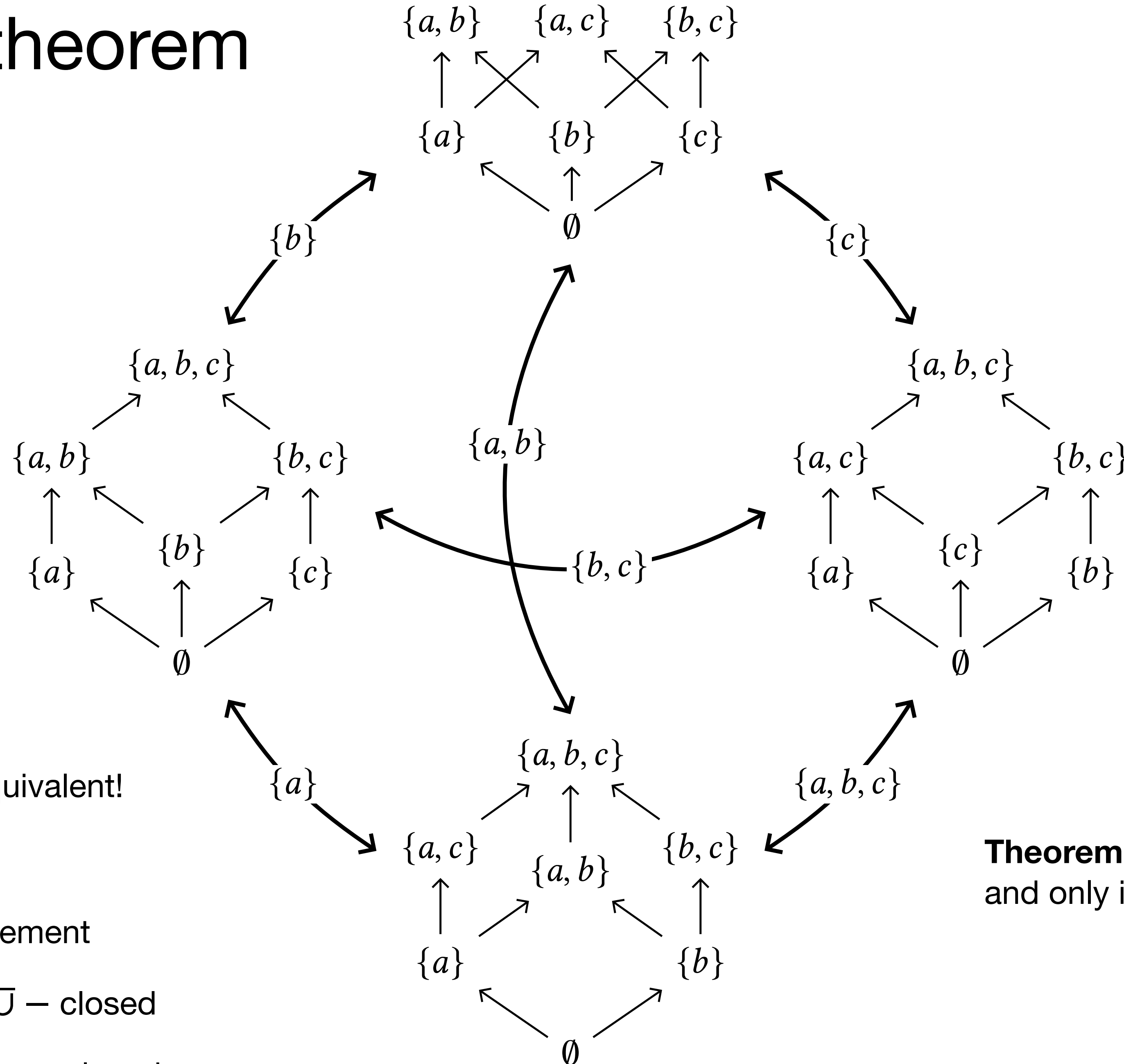
(conservative) labelled transition
system as a group action's orbit

Stable orbit theorem



Theorem: \mathbb{C} is a prime event structure if and only if one the point in its orbit is.

Stable orbit theorem

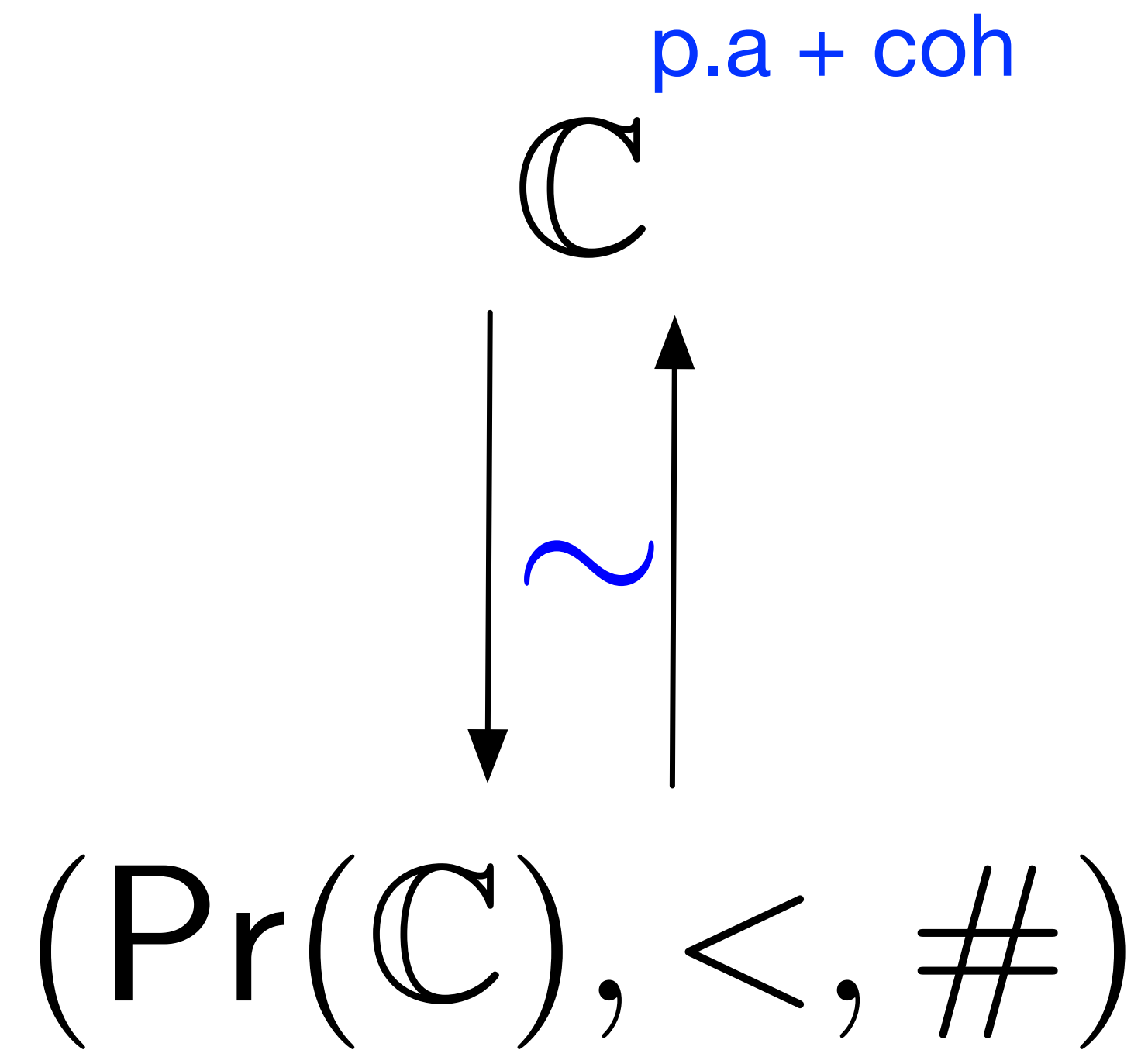


Property: The following are equivalent!

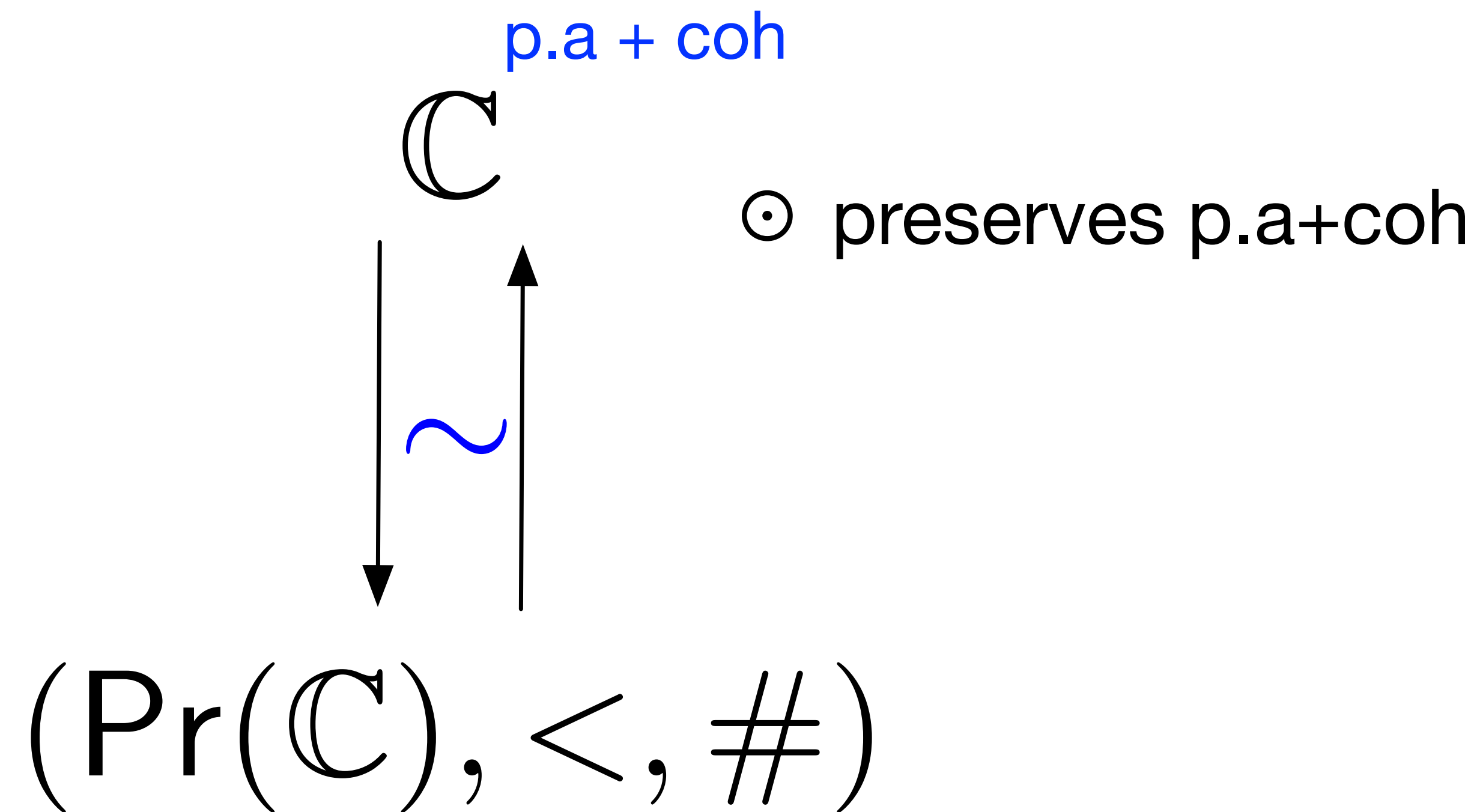
- \mathbb{C} is not an event structure
- $\text{orb}(\mathbb{C})$ has an incoherent element
- $\text{orb}(\mathbb{C})$ has an element not $\overline{\cup}$ – closed
- $\text{orb}(\mathbb{C})$ has an element not \cap – closed

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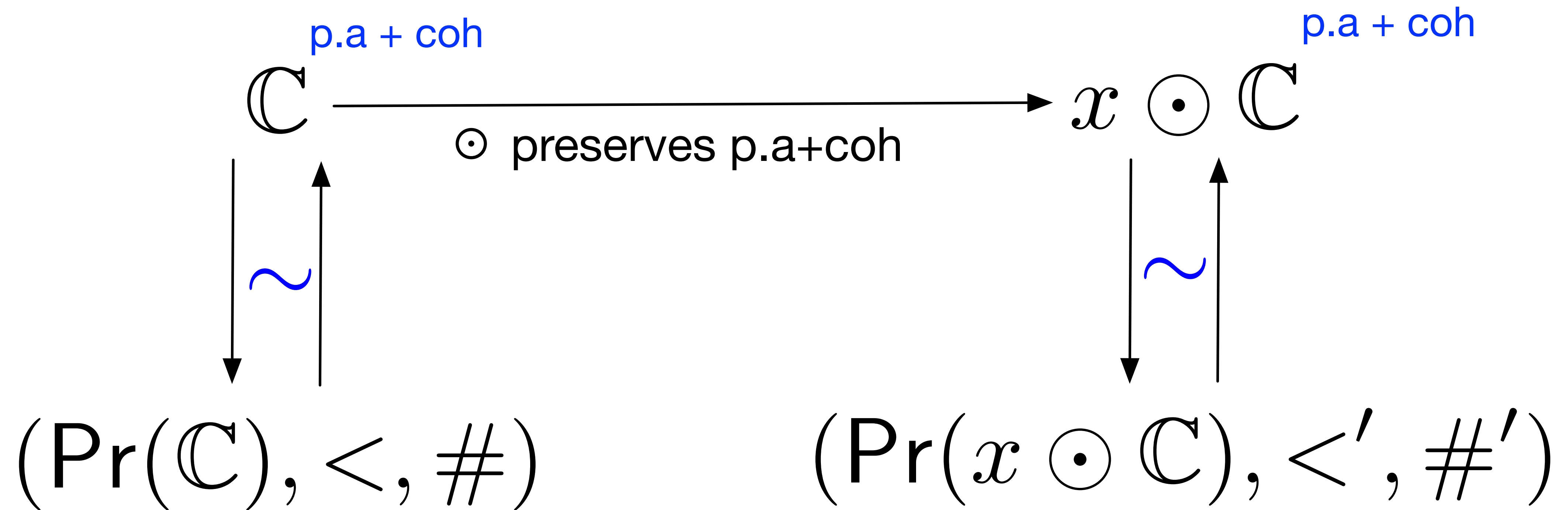
Interpreting symmetric residual



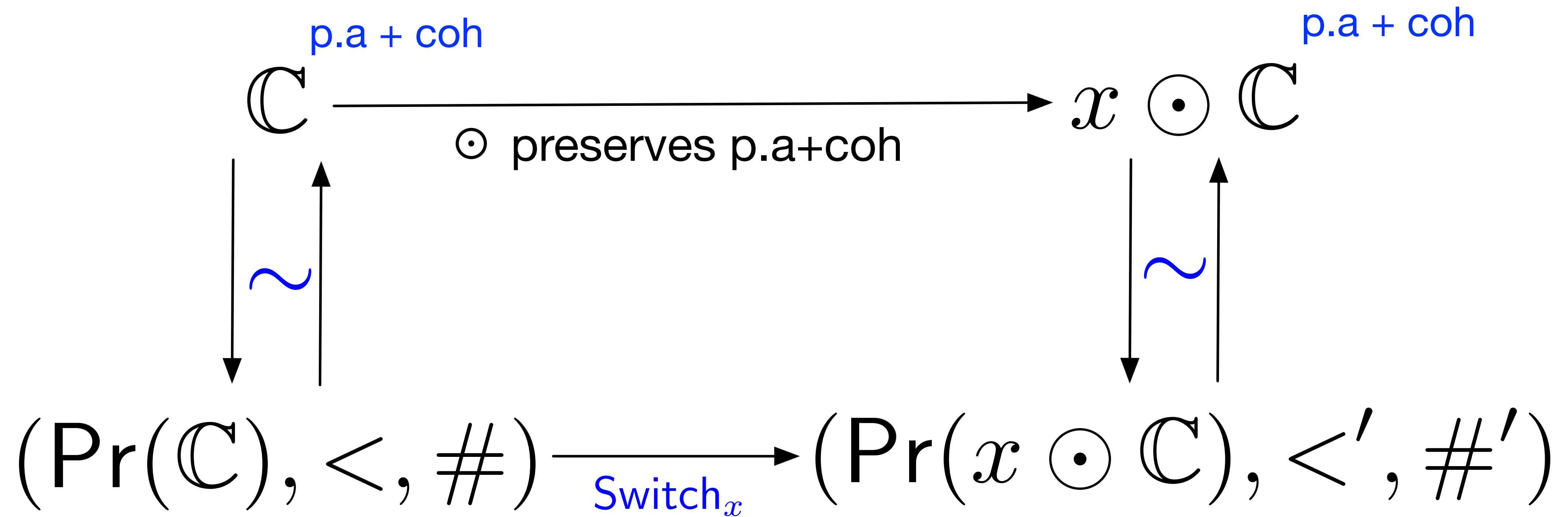
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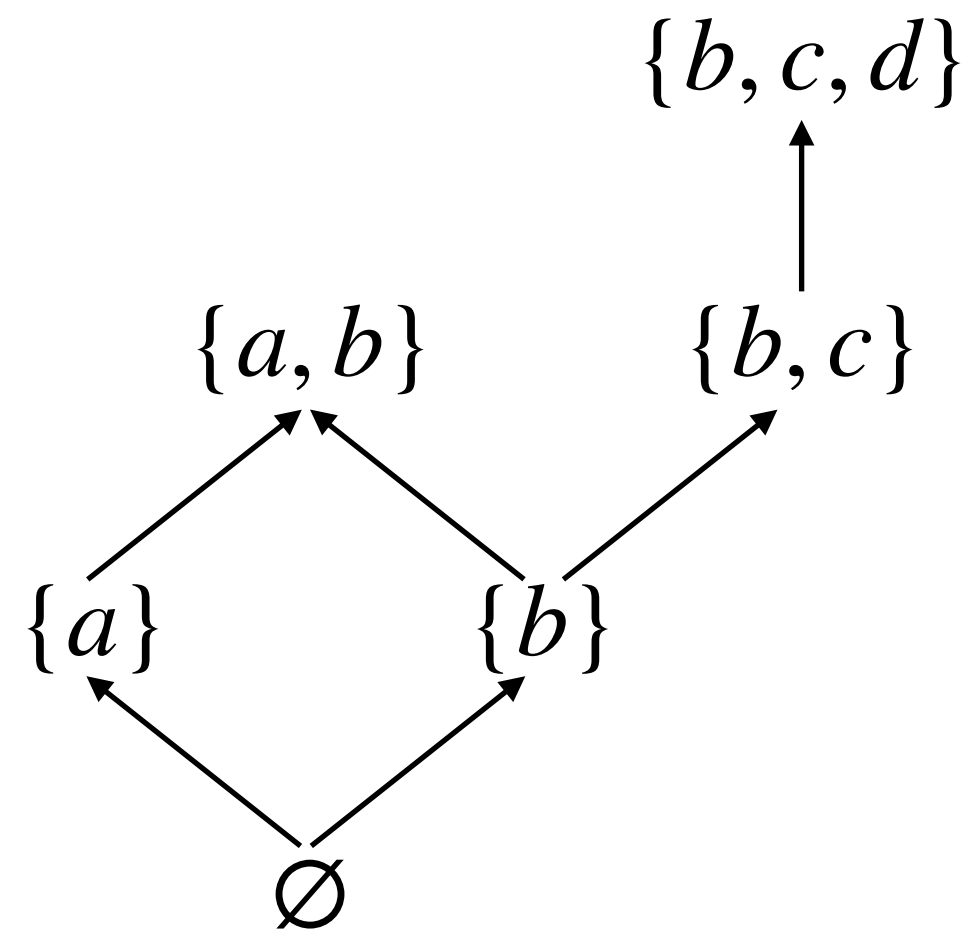
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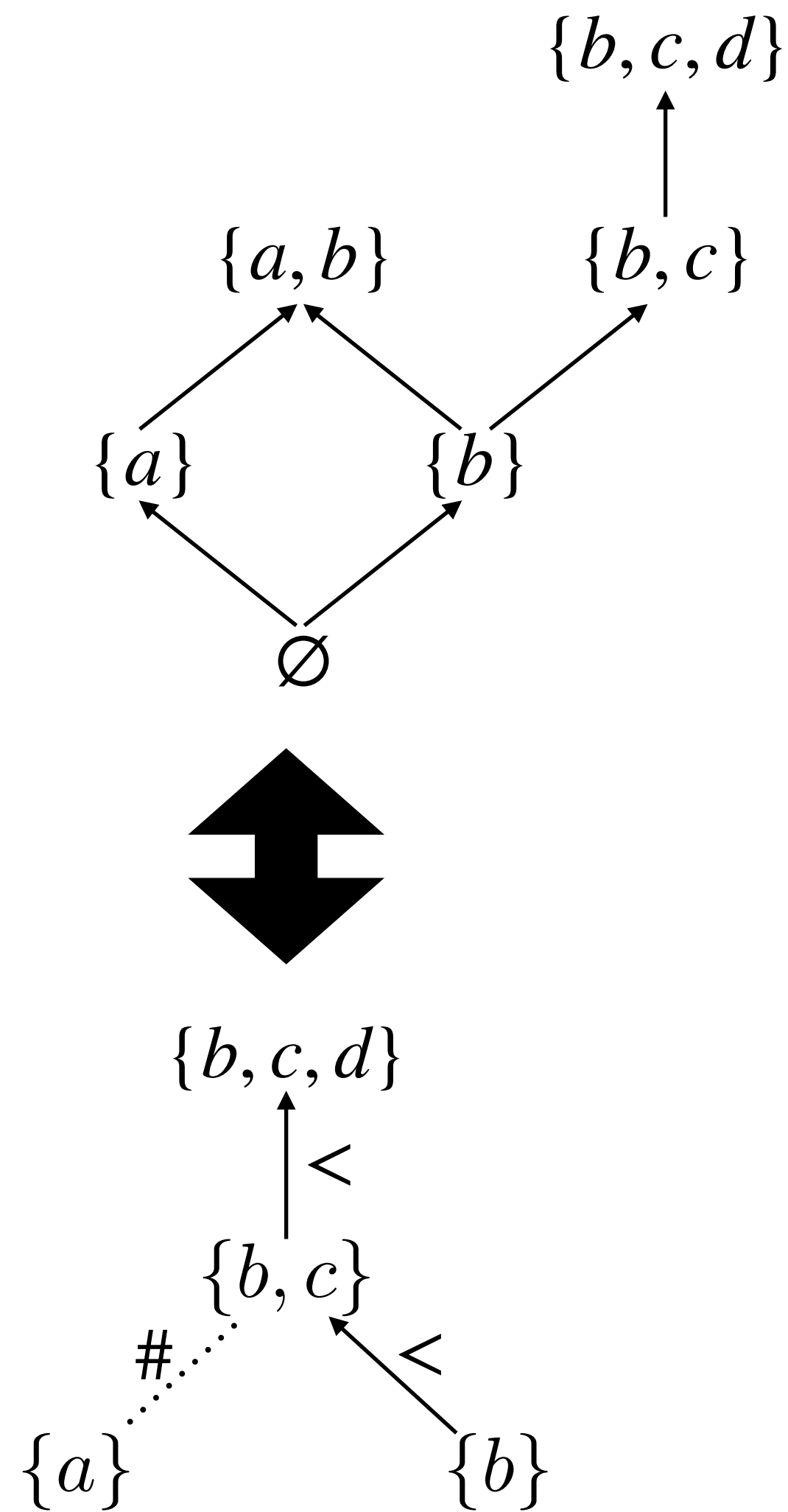
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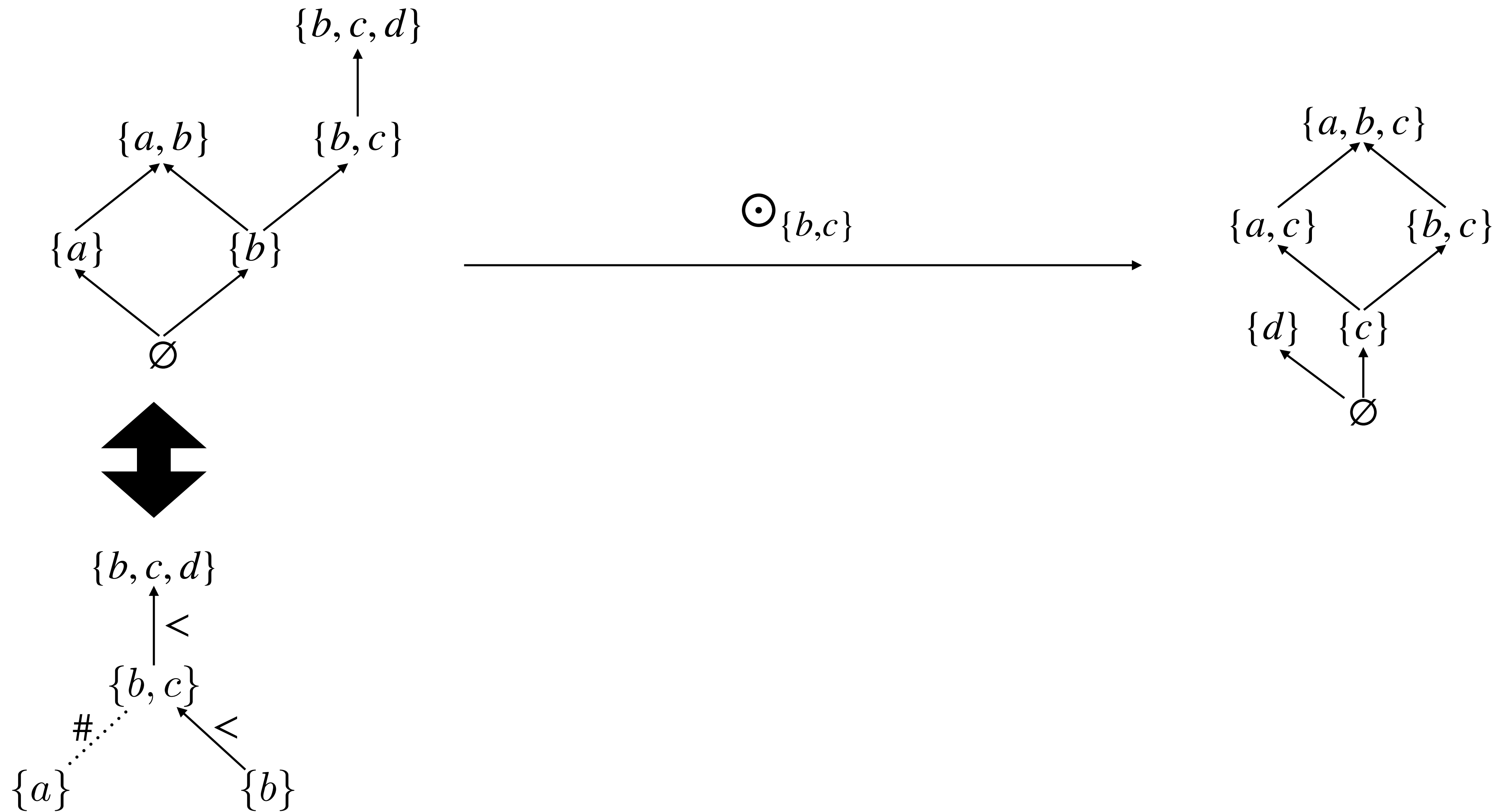
Event structure switch



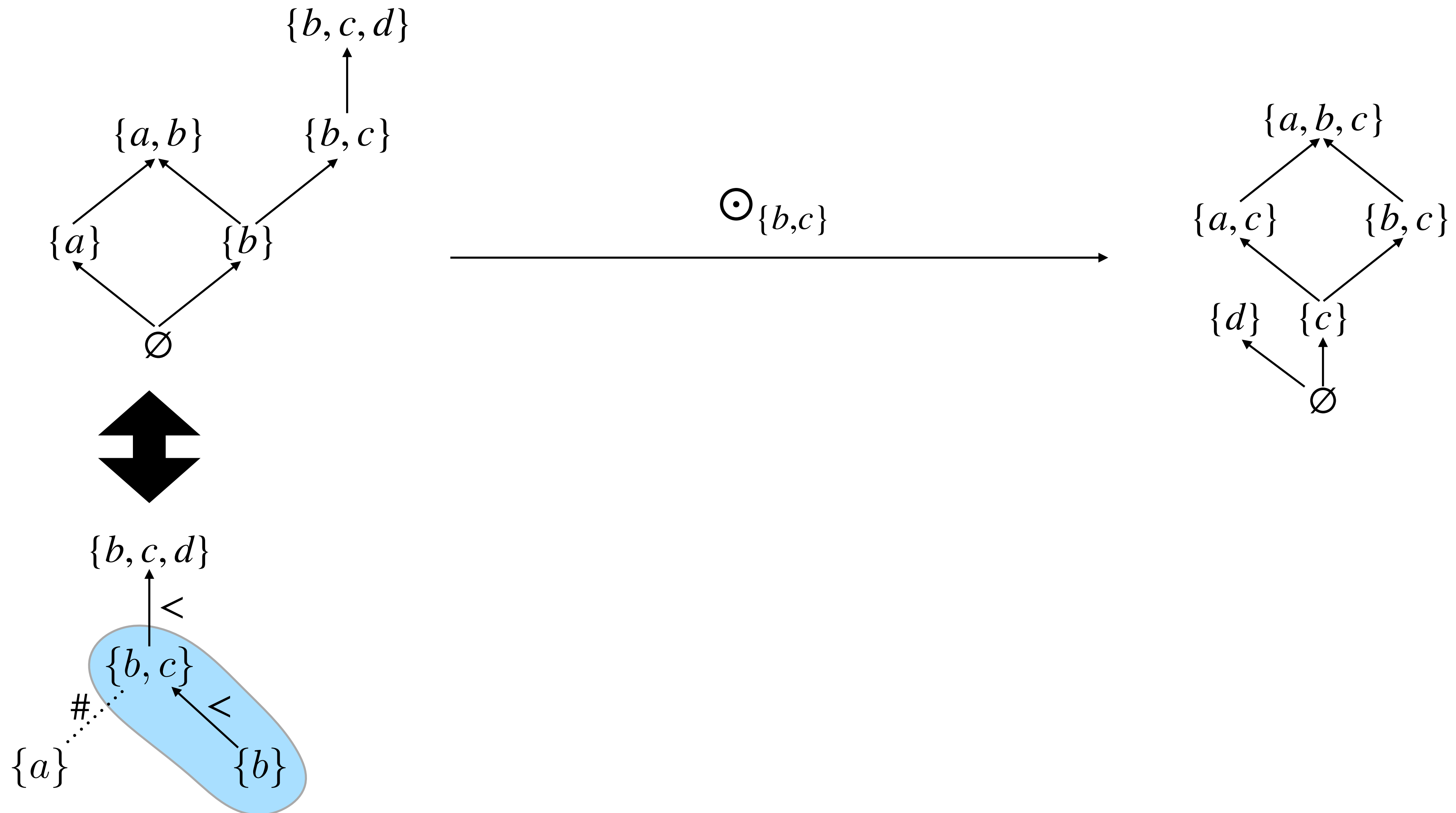
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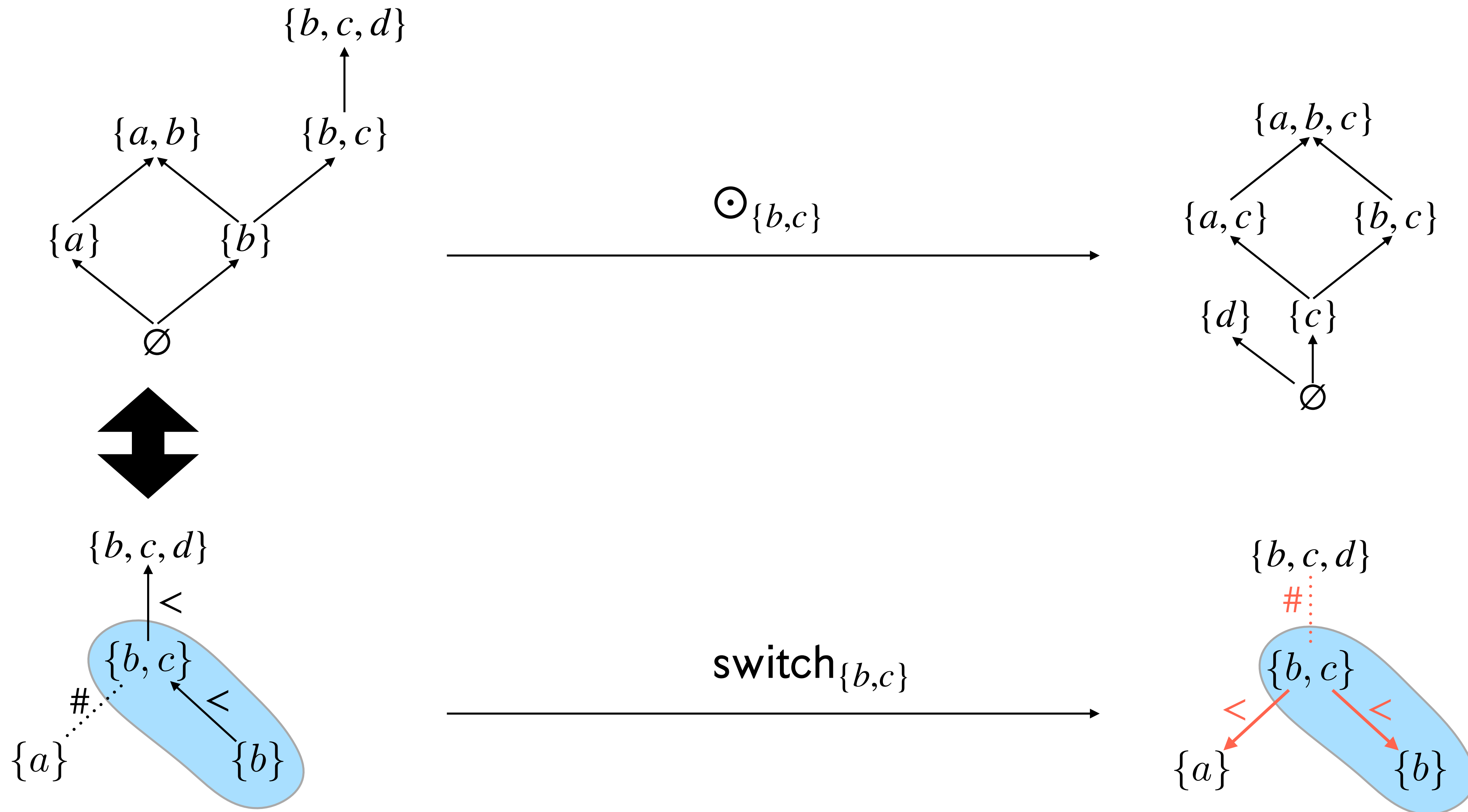
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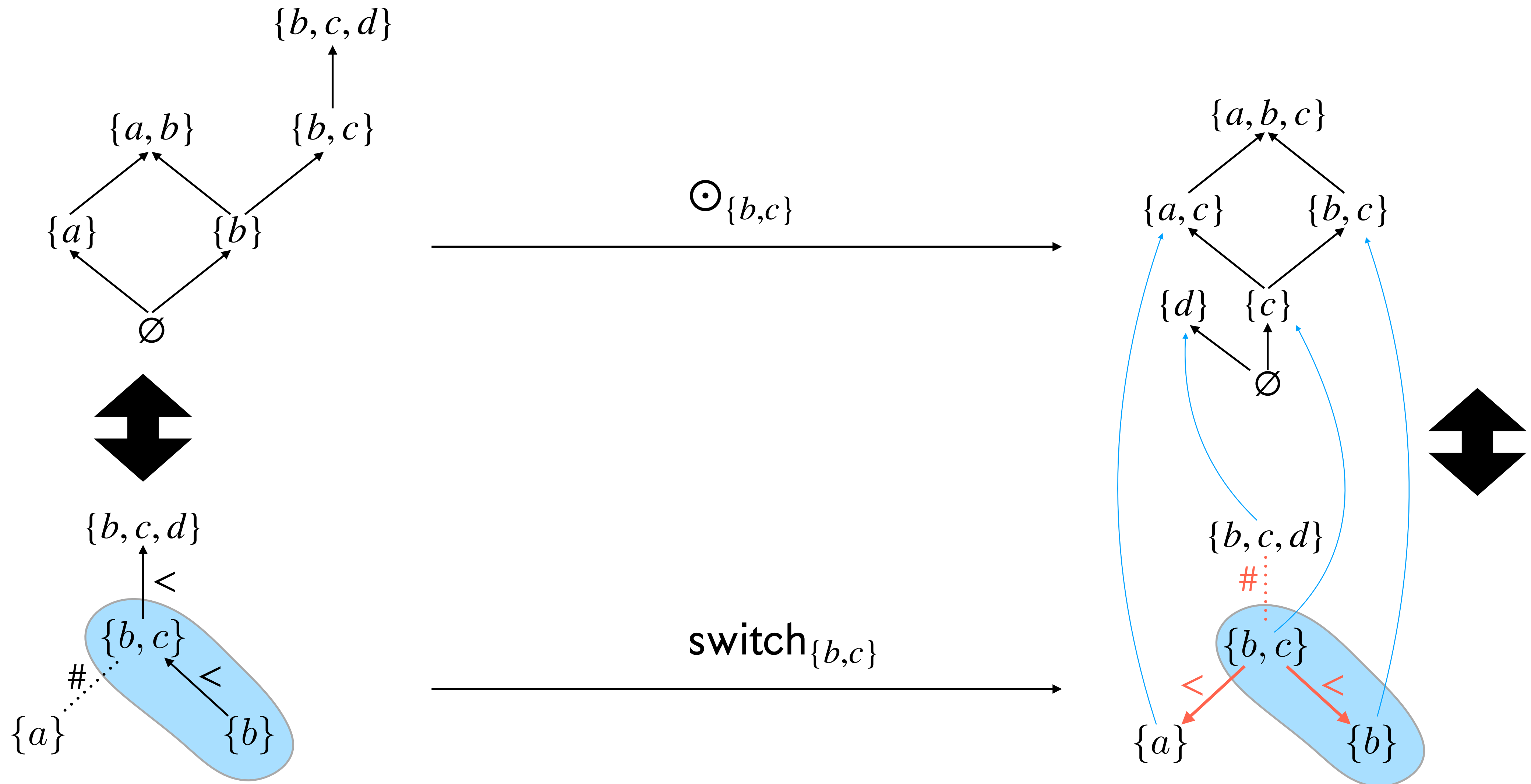
Event structure switch



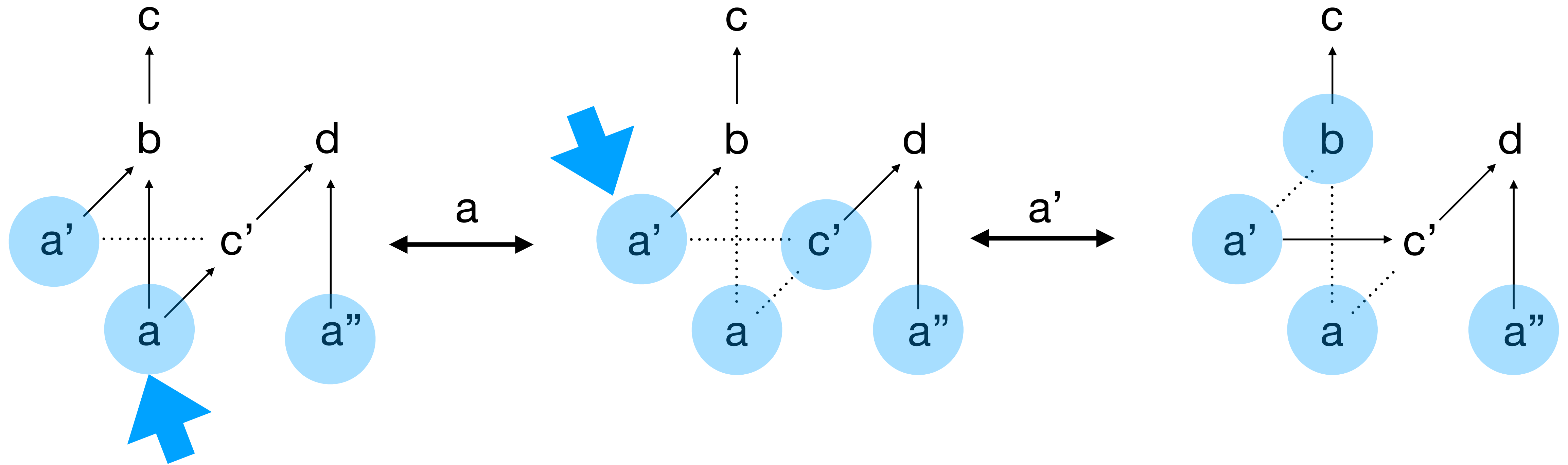
Event structure switch



Event structure switch



Event structure = local (reversible) computations



Take away

Any concurrent formalism with stable (prime algebraic coherent) causal structure (CCS, CSP, Pi-calculus etc.) ...

Can be equipped with a (causally consistent) reversible semantics by making sure transition steps implement a switch.

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$$\sum_i a_i . P_i \rightarrow_{a_j} P_j \quad (\text{sum})$$

$$\frac{P \rightarrow_a P'}{P \parallel Q \rightarrow_a P' \parallel Q} \quad (\text{par})$$

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$$\sum_i a_i . P_i \rightarrow_{a_j} P_j + a_j . \sum_{i \neq j} a_i . P_i \quad (\text{rsum})$$