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Stellar Resolution: Multiplicatives - for the linear logician, through examples

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Stellar Resolution: Multiplicatives

For the linear logician, through examples

Boris Eng

The stellar resolution is an asynchronous model of computation used in Girard's Transcendental Syntax [15, 18, 16, 17, 20] which is based on Robinson's first-order clausal resolution [25]. By using methods of realisability for linear logic, we obtain a new model of multiplicative linear logic (MLL) based on sort of logic programs called *constellations* which are used to represent proofs, cut-elimination, formulas/types, correctness and provability very naturally. A philosophical justification of these works coming from the Kantian inspirations of Girard would be to study *the conditions of possibility of logic*, that is the conditions from which logical constructions emerge.

Contents

1	Stellar Resolution	2
1.1	Frequently Asked Questions	2
1.2	Stars and constellations	3
1.3	Evaluation of constellations	4
2	Encoding of some models of computation	7
2.1	Wang tiles	7
2.2	Boolean circuits	7
2.3	Non-deterministic automata	8
3	The Geometry of Interaction	9
3.1	Cut-elimination and permutations	9
3.2	Correctness and partitions	10
4	Interpretation of the computational content of MLL	10
5	Interpretation of the logical content of MLL	12
5.1	The correctness criterion of Danos-Regnier	12
5.2	Interpretation of formulas	14
6	Full linear logic and beyond	16

1 Stellar Resolution

1.1 Frequently Asked Questions

- *What is the Transcendental Syntax about?* The Transcendental Syntax is a programme initiated by Girard which can be seen as the successor of his Geometry of Interaction (GoI) programme [11, 10, 9, 12, 13, 14] studying linear logic from the mathematics of the cut-elimination. In the same idea, the Transcendental Syntax aims at giving a fully computational foundation for logic where entities such as formulas, proofs, correctness, truth are reconstructed from scratch with a computational model as it is done in classical realisability for instance. One may see it as a kind of reverse engineering of linear logic.
- *Where does the model of stellar resolution come from?* We use "stellar" for Girard's terminology and "resolution" for its similarities with other resolution-based models [21, 27]. The GoI began with a mathematical study of the cut-elimination procedure through the use of infinite-dimensional spaces and operator algebras in order to handle the non-linearity of full linear logic. In the third article of GoI [12], Girard discovered a simplification based on first-order unification: the model of flows [4] which is basically unary first-order resolution, well-known among computer scientists. The stellar resolution is simply an extension of this model which, unlike flows, is able to speak about correctness in a satisfactory way. One may choose another model of computation as a basis of the Transcendental Syntax but the stellar resolution is a natural and convenient one.
- *Isn't it identical to first-order resolution or logic programming ?* At first, our model is identical to Robinson's first-order resolution using disjunctive clauses. The difference is that our model is purely computational (no reference to logic) and that we use it for a different purpose (no interest in reaching the empty clause but rather the set of atoms we can infer). Moreover, our model will be extended in future works, thus justifying the use of a new name.
- *Is it related to any other works?* The stellar resolution is able to simulate models of computation which are also dynamical systems: abstract tile assembly models [24] which are used in DNA computing [29] but also the computational model of Wang tiles [28]. From our realisability construction, one can imagine methods of typing and implicit complexity analysis of various models. The stellar resolution can also be seen as a generalisation of the model of flows used in GoI and of Seiller's interaction graphs [26]. The reconstruction of types/formulas follow the constructions of the model of realisability for linear logic (as in Ludics). Both Ludics and the Transcendental Syntax takes into account the idea of location of formulas within a proof so they are very close: the former is an abstraction of sequent proofs and the later of proof-nets.
- *Why is it interesting?* The stellar resolution generalises flows and interaction graphs which have an applications in implicit computational complexity [5, 2, 3].

The Transcendental Syntax programme should be able to produce a more refined notion of type/formula but also, more interestingly, a computational and axiom-free reformulation of predicate logic with a better treatment of equality (not as mere predicate), a finite treatment of quantifiers, and a logical and computational status for first-order individuals (encoded as multiplicative propositions of a particular shape). Such an interpretation of predicate logic may also have applications in descriptive complexity. The case of MLL alone adds nothing more than already exists models of MLL but we have the hope that it can lead to more interesting things in future works.

1.2 Stars and constellations

We define *rays* by the following grammar:

$$r ::= +a(t_1, \dots, t_n) \mid -a(t_1, \dots, t_n) \mid t$$

where $+/-$ are polarities, a is a function symbol called a *colours* and t_1, \dots, t_n are first-order terms.

A *star* is a finite and non-empty multiset of rays $\phi = [r_1, \dots, r_n]$ and a constellation $\Phi = \phi_1 + \dots + \phi_m$ is a (potentially infinite) multiset of stars. We consider stars to be equivalent up to renaming and no two stars within a constellation share variables: these variables are local in the sense of usual programming.


Example 1. *This is basically a reformulation of first-order resolution. We write s^n for n applications of the symbol s (for instance $s^3(0) = s(s(s(0)))$). A colour is a predicate and the polarity represents the distinction input/output or hypothesis/conclusion. The absence of polarity means that the predicate is isolated and cannot be connected. Take two logic programs and their associated constellation to illustrate the model:*

```
add(0, y, y).
add(s(x), y, s(z)) :- add(x, y, z).
?add(s^n(0), s^m(0), r).
```

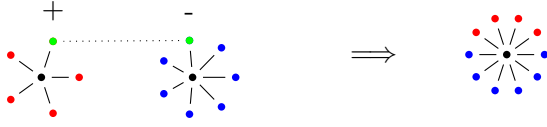
$$\Phi_{\mathbf{N}}^{n,m} = [+add(0, y, y)] + [+add(s(x), y, s(z)), -add(x, y, z)] + [-add(s^n(0), s^m(0), r), r]$$

```
parent(d, j). parent(z, d). parent(s, z). parent(n, s).
ancestor(x, y) :- parent(x, y).
ancestor(x, z) :- parent(x, y), ancestor(y, z).
?ancestor(j, r).
```

$$\Phi_{family} = [+parent(d, j)] + [+parent(z, d)] + [+parent(s, z)] + [+parent(n, s)] + [+ancestor(x, y), -parent(x, y)] + [+ancestor(x, z), -parent(x, y), -ancestor(y, z)] + [-ancestor(j, r), r]$$

More graphically, a star may be depicted as an actual star:  for $[t_1, \dots, t_5]$.

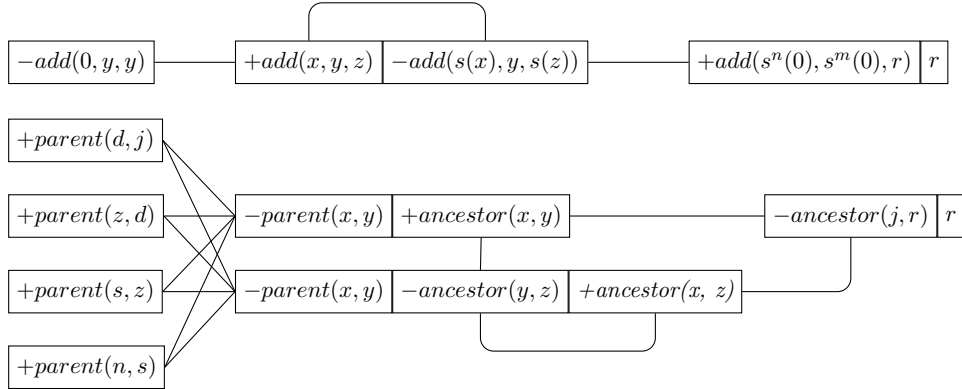
1.3 Evaluation of constellations



Graphically, we evaluate a constellation by connecting rays together when they are matchable and of opposite polarity. The two stars will fuse and the connected rays will disappear. The rays of the remaining star is affected by a "reaction" of this fusion. Think of a chemical or nuclear reaction.

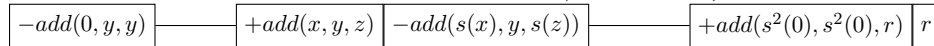
To do so, from a constellation Φ , we can construct its *dependency graph* $\mathfrak{D}[\Phi; \mathcal{A}]$ for a set of colours \mathcal{A} telling us which rays can be connected together. It is a graph with stars $\phi \in \Phi$ as vertices and with edges between two stars whenever there are two rays r_1, r_2 of opposite polarity such that their underlying terms (without colour) are matchable. The edge is then labelled with the equation $r_1 \doteq r_2$.

Example 2. We give a more friendly representation of the dependency graphs corresponding to the two constellations of example 1:

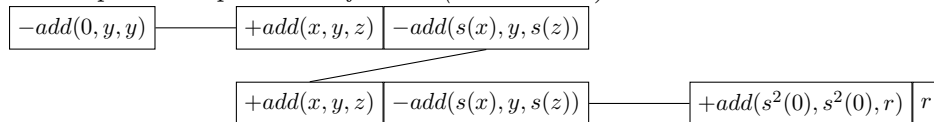


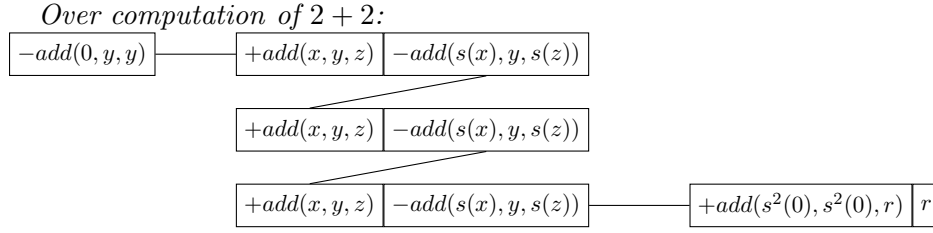
We can then make actual connexions between *occurrences* of stars following the dependency graph of a constellation. Such a connexion, called a *diagram* (written δ) have to be a tree (this condition can be relaxed in some cases) where all star variables are made distinct. They represent the possible (partial) executions of a program. Formally it is defined by a graph morphism from a tree to a dependency graph.

Example 3. *Partial computation of $2 + 2$ (0 recursion):*



Complete computation of $2 + 2$ (1 recursion):





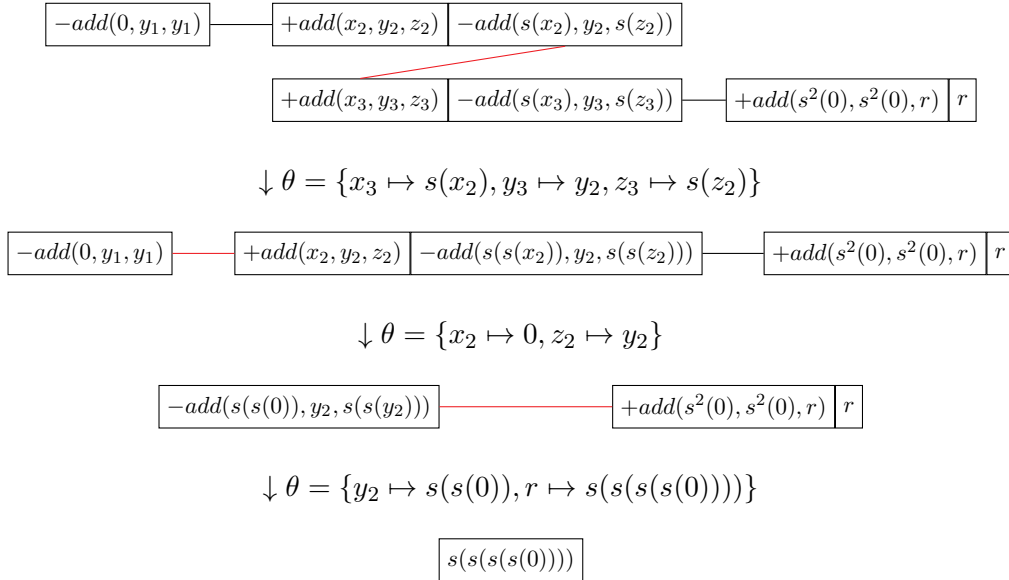
Note that in the case of $\Phi_{\mathbf{N}}^{n,m}$, there is infinitely many diagrams.

There are two equivalent ways of reducing diagrams by observing that each edge define a unification equation:

Fusion We can reduce the links step by step by solving the underlying equation, producing a solution θ . The two linked stars will fuse by making the connected rays disappear. The substitution θ is finally applied on the rays of the resulting star. This is exactly the resolution rule.

Actualisation The set of all edges defines a big unification problem. The solution θ of this problem is then applied on the star of free rays (unconnected rays).

Example 4 (fusion). *The full fusion of the diagram representing a complete computation of $2 + 2$ from example 3 is described below (we make the exclusion of variable explicit for illustration):*



Example 5 (actualisation). *If we take the diagram δ representing a complete computation in the example 3, it generates the following problem:*

$$\mathcal{P}(\delta) = \{add(0, y_1, y_1) \doteq add(x_2, y_2, z_2), add(s(x_2), y_2, s(z_2)) \doteq add(x_3, y_3, z_3),$$

$$\Phi \xrightarrow{\text{set of diagrams}} \bigcup_{k=0}^{\infty} D_k \xrightarrow{\text{restriction}} D'_1, \dots, D'_n \subseteq \bigcup_{k=0}^{\infty} D_k \xrightarrow{\text{actualisation}} \phi_1 + \dots + \phi_n$$

Figure 1: Illustration of the execution of a strongly normalising constellation where the restriction only keep the correct and saturated diagrams. The resulting constellation is $\text{Ex}(\Phi)$.

$$\text{add}(s(x_3), y_3, s(z_3)) \doteq \text{add}(s^2(0), s^2(0), r)$$

which is solved by a unification algorithm such as the Montanari-Martelli algorithm [23] in order to obtain a finale substitution:

$$\begin{aligned} &\rightarrow^* \{x_2 \doteq 0, y_2 \doteq y_1, z_2 \doteq y_1, x_3 \doteq s(x_2), y_2 \doteq y_3, z_3 \doteq s(z_2), \\ &\quad s(x_3) \doteq s^2(0), y_2 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{y_2 \doteq y_1, z_2 \doteq y_1, x_3 \doteq s(0), y_2 \doteq y_3, z_3 \doteq s(z_2), s(x_3) \doteq s^2(0), y_2 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{z_2 \doteq y_1, x_3 \doteq s(0), y_1 \doteq y_3, z_3 \doteq s(z_2), s(x_3) \doteq s^2(0), y_2 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{x_3 \doteq s(0), y_1 \doteq y_3, z_3 \doteq s(y_1), s(x_3) \doteq s^2(0), y_1 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{y_1 \doteq y_3, z_3 \doteq s(y_1), s(s(0)) \doteq s^2(0), y_1 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{z_3 \doteq s(y_3), s(s(0)) \doteq s^2(0), y_3 \doteq s^2(0), s(z_3) \doteq r\} \\ \rightarrow^* &\{s(s(0)) \doteq s^2(0), y_3 \doteq s^2(0), s(s(y_3)) \doteq r\} \\ \rightarrow^* &\{y_3 \doteq s^2(0), s(s(y_3)) \doteq r\} \\ \rightarrow^* &\{s(s(s^2(0))) \doteq r\} \\ \rightarrow^* &\{r \doteq s(s(s^2(0)))\} \end{aligned}$$

The solution of this problem is the substitution $\theta = \{r \mapsto s^4(0)\}$ which is applied on the star of free rays $[r]$. The result $[s^4(0)]$ of this procedure is called the actualisation of δ . This can be thought as a chemical reaction having an effect on the non-involved entities, leaving a kind of residual.

The *normalisation* or *execution* $\text{Ex}(\Phi)$ (figure 1) of a constellation Φ constructs the set of all possible correct (the underlying unification problem doesn't fail) saturated (no stars can be added to extend it) diagrams and actualise them all in order to produce a new constellation called the *normal form*. In logic programming, we can interpret the normal form as a subset of the application of resolution operator [22] corresponding to a certain class of clauses we can infer using the resolution rule. If the set of correct saturated diagrams is finite (or the normal form is a finite constellation), the constellation is said to be *strongly normalising*.

Example 6. For $\Phi_{\mathbf{N}}^{2;2}$ (example 1), one can check that we have $\text{Ex}(\Phi_{\mathbf{N}}^{2;2}) = [s^4(0)]$ because only the complete computation of example 3 succeed and all other saturated diagrams represents partial or over computations and fail.

2 Encoding of some models of computation

It seems that our model is able to encode naturally the models of computation which are also dynamical systems but also dynamical/reducible hypergraphs (proof-nets, boolean circuits, Seiller's interaction graphs etc).

2.1 Wang tiles

The idea is to encode a Wang tile as a star of 4 rays, each of them representing a direction. Two side of matchable colours will be represented as two matchable rays. We still have to be careful with our definitions:

- the connexions of our stars are too free and may not follow the topological constraints of tiling in \mathbf{N}^2 . We have to encode coordinates in \mathbf{N}^2 .
- the colours of rays doesn't match with the colours of the Wang tiles. In our model, we use the polarity together with a colour to represent a direction in the axis of \mathbf{N}^2 : $+v, +h, -v, -h$ where v stands for "vertical axis" and h for "horizontal axis".

Let $t^i = (c_w^i, c_e^i, c_s^i, c_n^i)$, $i = 1, \dots, k$, be a finite set of Wang tile. We encode each Wang tile in \mathbf{N}^2 by the star:

$$(t^i)^\star = [-h(c_w^i(x), x, y), -v(c_e^i(y), x, y), +h(c_e^i(s(x)), s(x), y), +v(c_n^i(s(y)), x, s(y)))]$$

A constellation will be a set of tiles and its corresponding dependency graph is simply the dependence graph. All finite tilings will correspond to correct saturated diagrams. Note that we have to consider a less strict definition of diagram: we allow them to be general graphs.

For more generality, we can think of an encoding of coordinates in \mathbf{Z} or consider a bijection from \mathbf{N} to \mathbf{Z} . For instance, the set $W = \{\color{red}\blacktriangleleft, \color{green}\blacktriangleright\}$ will be translated as:

$$W^\star = [-h(y(x), x, y), -v(b(y), x, y), +h(r(s(x)), s(x), y), +v(y(s(y)), x, s(y)))] + \\ [-h(r(x), x, y), -v(b(y), x, y), +h(g(s(x)), s(x), y), +v(g(s(y)), x, s(y)))]$$

We can see that the two red sides can be connected together because the corresponding rays have an opposite polarity but the underlying terms are matchable.

More interestingly, this definition can be extend with abstract tile assembly models with any temperature.

2.2 Boolean circuits

The idea is to first encode a graph representing the structure of a boolean circuit then to connect the translation with a constellation containing the implementation of the computational content of the nodes.

$$VAR(y, id) := [-val(x), y(x), +c(x, id)]$$

$$\begin{aligned}
SHARE(id1, id2, id3) &:= [-c(x, id1), +c(x, id2), +c(x, id3)] \\
AND(id1, id2, id3) &:= [-c(x, id1), -c(y, id2), -and(x, y, r), +c(r, id3)] \\
OR(id1, id2, id3) &:= [-c(x, id1), -c(y, id2), -or(x, y, r), +c(r, id3)] \\
NEG(id1, id2) &:= [-c(x, id1), -neg(x, r), +c(r, id2)] \\
C(id) &:= [-c(x, id), r(x)] \quad CONST(k, id) := [+c(k, id)] \\
QUERY(k, id) &:= [+c(k, id), r(k)]
\end{aligned}$$

where $id, id1, id2, id3$ are encodings of natural numbers representing identifiers and where we have a star $VAR(y)$ for each variable y we want in our boolean circuit.

We consider the following constellation representing a kind of "module" (as in any programming language) providing the definition of propositional logic:

$$\begin{aligned}
\Phi^{\mathcal{P}\mathcal{L}} &= [+val(0)] + [+val(1)] + [+neg(0, 1)] + [+neg(1, 0)] + \\
& [+and(0, 0, 0)] + [+and(0, 1, 0)] + [+and(1, 0, 0)] + [+and(1, 1, 1)] \\
& [+or(0, 0, 0)] + [+or(0, 1, 1)] + [+or(1, 0, 1)] + [+or(1, 1, 1)]
\end{aligned}$$

We can observe that by changing the module, we can adapt the model of arithmetic circuits working with a particular field F . Syntax and semantics live in the same world and can interact! We can also internalise the id within the colour. For instance, $c(x, id)$ becomes $c_{id}(x)$.

We use the star C to represent the conclusion, the star $CONST(k)$ to force a variable to have a particular value and the star $QUERY(k)$ (instead of a conclusion star C) to ask for a particular output. For instance $QUERY(1)$ ask for satisfiability.

For instance, here is a circuit satisfying $x \vee \neg x$ where $\bar{n} = s^k(0)$:

$$\Phi_{em} = VAR(x, \bar{0}) + SHARE(\bar{0}, \bar{1}, \bar{2}) + NEG(\bar{2}, \bar{3}) + OR(\bar{1}, \bar{3}, \bar{4}) + QUERY(1, \bar{4})$$

The constellation $\Phi_{em} + \Phi^{\mathcal{P}\mathcal{L}}$ will normalises by taking as input 0 or 1 for x . We finally have $\mathbf{Ex}(\Phi_{em} + \Phi^{\mathcal{P}\mathcal{L}}) = [x(0)] + [x(1)]$ telling us that for the two valuations $x \mapsto 0$ and $x \mapsto 1$, the circuit produces the output 1.

2.3 Non-deterministic automata

The idea is to represent the transitions by binary bipolar stars.

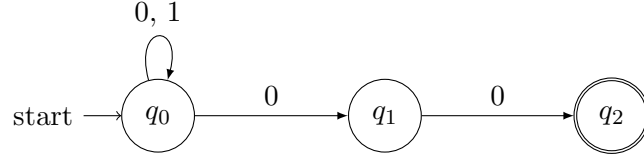
Let Σ be an alphabet and $w \in \Sigma^*$ a word. If $w = \varepsilon$ then $w^\star = [+i(\varepsilon)]$ and if $w = c_1 \dots c_n$ then $w^\star = [+i(c_1 \cdot (\dots \cdot (c_n \cdot \varepsilon)))]$. We use the binary function symbol \cdot which is right-associative.

Let $A = (\Sigma, Q, Q_0, \delta, F)$ be a non-deterministic finite automata. We define its translation A^\star :

- for each $q_0 \in Q_0$, we have $[-i(w), +a(w, q_0)]$.
- for each $q_f \in F$, we have $[-a(\varepsilon, q_f), accept]$.

- for each $q \in Q, c \in \Sigma$ and for each $q' \in \delta(q, c)$ with $c \in \Sigma$, we have the star $[-a(c \cdot w, q), +a(w, q')]$.

For instance, the following automaton A accepting binary words ending by 00:



is translated as:

$$\begin{aligned}
 A^\star &= [-i(w), +a(w, q_0)] + [-a(\epsilon, q_2), \textit{accept}] + \\
 &[-a(0 \cdot w, q_0), +a(w, q_0)] + [-a(1 \cdot w, q_0), +a(w, q_0)] + \\
 &[-a(0 \cdot w, q_0), +a(w, q_1)] + [-a(0 \cdot w, q_1), +a(w, q_2)]
 \end{aligned}$$

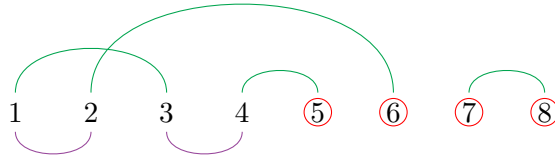
With the word $[+i(0 \cdot 0 \cdot 0)]$, there are two possible diagrams for the two possible transitions. Both will finally be unified without problems to the right transitions corresponding to the automaton and their actualisation will be *accept*. Therefore $\text{Ex}(A^\star + [+i(0 \cdot 0 \cdot 0)]) = [\textit{accept}, \textit{accept}]$.

3 The Geometry of Interaction

3.1 Cut-elimination and permutations

The geometry of interaction study generalisations of proof-nets by keeping only their essential parts. When considering cut-elimination, axioms induce a permutation on the atoms conclusion of axiom rules. In the spirit of Ludics, these atoms are called *loci* (plural of *locus*) and they represent kind of physical locations within a proof.

The \wp/\otimes cuts can be seen as administrative/inessential cuts since all they do is basically a rewiring on the premises of the \wp and \otimes nodes connected together. Therefore, such a cut ultimately reduces as a permutation/edge between two loci as well. We observe that the loci are the support of the proof, the locations where a kind of interaction can take place.



Seiller [26] studied the geometry of interaction through connexions of graphs where the cut-elimination become the computation of all maximal paths. In this setting, proof-nets

merely speaks about locations and paths between them and truth/correctness is about cycles and connectivity.

The stellar resolution generalises this idea by encoding hypergraphs. In the case of cut-elimination, we only need edges between addresses/loci. The above graph becomes:

$$\begin{aligned} \Phi = & +c(1), -c(3)] + [+c(4), +c(5)] + [+c(2), +c(6)] + [+c(7), +c(8)] \\ & [-c(1), -c(2)] + [-c(3), -c(4)] \end{aligned}$$

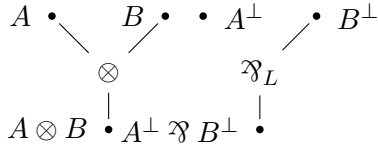
If we compute the corresponding dependency graph $\mathfrak{D}[\Phi; -]$, it will induce exactly the same graph as above. We represent edges between to locations as the matchability of two rays. The execution $\text{Ex}(\Phi)$ will produce $[+c(5), +c(6)] + [+c(7), +c(8)]$ which corresponds to the expected normal form (set of maximal paths).

3.2 Correctness and partitions

If we want to handle correctness in a satisfactory and natural way, we have to shift to partitions instead of permutations [8, 1].

A permutation $\{x_1 \mapsto y_1, \dots, x_n \mapsto y_n\}$ on $X \subseteq \mathbf{N}$ representing a proof naturally induces a partition of binary sets $\{\{x_1, y_1\}, \dots, \{x_n, y_n\}\}$ in X .

A Danos-Regnier switching induces a partition depending on how it separates or groups atoms:



The above switching corresponds to the partition $\{\{1, 2\}, \{3\}, \{4\}\}$. Partitions are related by orthogonality: two partitions are orthogonal if the graph constructed with sets as nodes and where two nodes are adjacent whenever they share a common value is a tree. Testing a axiom-partition against several switching-partition is sufficient to talk about correctness.

Since stars are not limited to binarity, we can naturally represent general permutations: $[-c(1), -c(2)] + [-c(3)] + [-c(4)]$ (the polarities have to be different from the constellation representing the axioms). However, in this case, all diagrams are closed (no free rays). We have to specify where the conclusions are located: $[-c(1), -c(2), A \otimes B] + [-c(3)] + [-c(4), A^\perp \wp B^\perp]$. The Danos-Regnier criterion becomes "a constellation representing a proof-structure is correct if and only if its execution against all the constellations representing its switchings produces the star of its conclusions".

4 Interpretation of the computational content of MLL

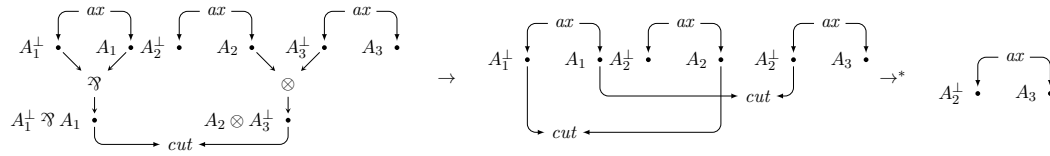
We work on a fixed basis of representation \mathbb{B} with unary symbols p_A for all formulas of MLL, and constants \mathbf{l}, \mathbf{r} to represent the address of a locus relatively to the tree

structure of the lower part of a proof-structure. We use a binary symbol \cdot to glue constants together. Any other isomorphic basis can be considered as well.

To simulate the dynamic of cut-elimination we translate the axioms and the cuts into stars:

1. A locus A becomes a ray $+c.p_A(t)$ where t represents the "address" of A relatively to the conclusions of the proof-structure (without considering cuts).
2. An axiom becomes a binary star containing the address of its formulas. It is coloured with $+c$ for "positive computation".
3. A cut between A and A^\perp becomes a binary star $[-c.p_A(x), -c.p_B(x)]$ it is coloured with $-c$ for "negative computation" in order to connect them with axioms.

Example 7. Let's encode the following cut-elimination $\mathcal{S} \rightarrow^* \mathcal{S}'$ of MLL proof-structures:

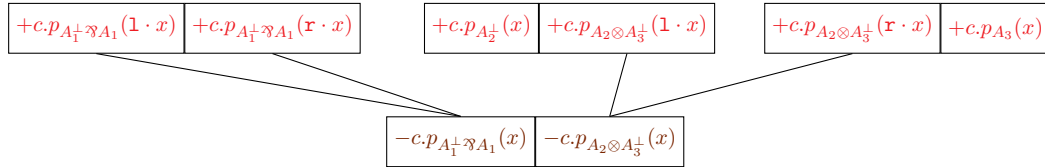


The address of A_1^\perp is $p_{A_1^\perp \wp A_1}(\mathbf{1} \cdot x)$ because it is located on the left-hand side of $A_1^\perp \wp A_1$. The address of A_3^\perp is $p_{A_2 \otimes A_3^\perp}(\mathbf{r} \cdot x)$ and the one for A_3 is $p_{A_3}(x)$. The proof-structure \mathcal{S} is encoded as:

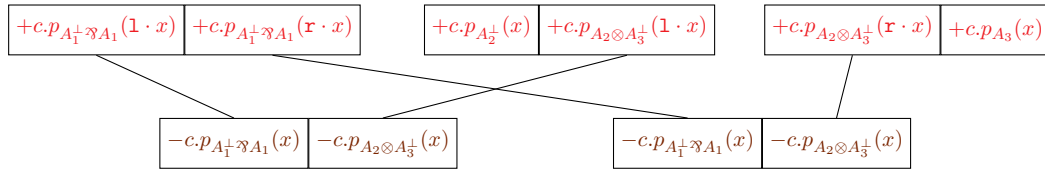
$$[+c.p_{A_1^\perp \wp A_1}(\mathbf{1} \cdot x), +c.p_{A_1^\perp \wp A_1}(\mathbf{r} \cdot x)] + [+c.p_{A_2^\perp}(x), +c.p_{A_2 \otimes A_3^\perp}(\mathbf{1} \cdot x)] +$$

$$[+c.p_{A_2 \otimes A_3^\perp}(\mathbf{r} \cdot x), +c.p_{A_3}(x)] + [-c.p_{A_1^\perp \wp A_1}(x), -c.p_{A_2 \otimes A_3^\perp}(x)]$$

and its dependency graph is:



Since a ray can only be connected to a unique other ray, one occurrence of cut isn't sufficient in order to make a saturated diagram. We have to duplicate the cut star, which corresponds exactly to the second step of $\mathcal{S} \rightarrow^* \mathcal{S}'$. One can check that the only correct diagram is the following one (the left matches with the left and the right with the right):

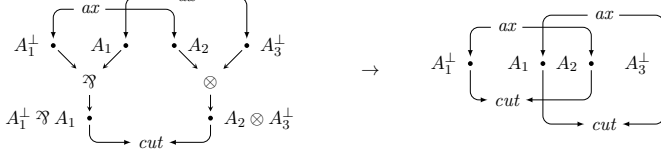


The matching is perfect so the connected rays are removed and we end up with

$$[+c.p_{A_2^\perp}(x), +c.p_{A_3}(x)]$$

corresponding to \mathcal{S}' . We can remark that in this case, the normalisation computes the set of all maximal paths. This corresponds to the interpretation of the cut-elimination in *GoI*.

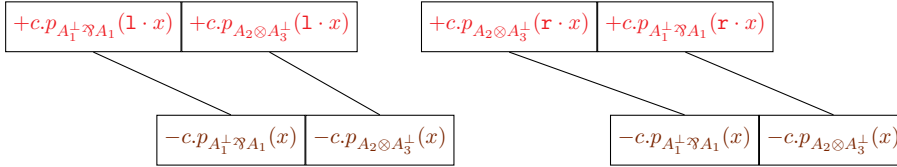
Example 8. If we have the following reduction $\mathcal{S} \rightarrow \mathcal{S}'$:



The constellation corresponding to \mathcal{S} is

$$[+c.p_{A_1^\perp \wp A_1}(\mathbf{1} \cdot x), +c.p_{A_2 \otimes A_3^\perp}(\mathbf{1} \cdot x)] + [+c.p_{A_2 \otimes A_3^\perp}(\mathbf{r} \cdot x), +c.p_{A_1^\perp \wp A_1}(\mathbf{r} \cdot x)] + \\ [-c.p_{A_1^\perp \wp A_1}(x), -c.p_{A_2 \otimes A_3^\perp}(x)]$$

When trying to make a saturated diagram by following the shape of the proof-structure, we end up with:

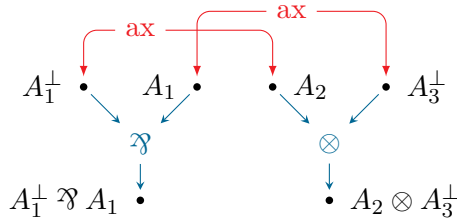


which contains two cycles and it is indeed the translation of \mathcal{S}' . These cycles can be unfolded as many times as we want by reusing some stars. It is impossible to leave a free ray since all diagrams can always be extended by adding further occurrences of stars. Therefore, all diagrams are closed and they can't define a correct diagram (the star of free is undefined because the empty star doesn't exist in our model). We finally have $\text{Ex}(\mathcal{S}) = \emptyset$.

5 Interpretation of the logical content of MLL

5.1 The correctness criterion of Danos-Regnier

We translate the correctness criterion of Danos-Regnier [6] into the stellar resolution to show that it can be described very naturally by the unification of terms.



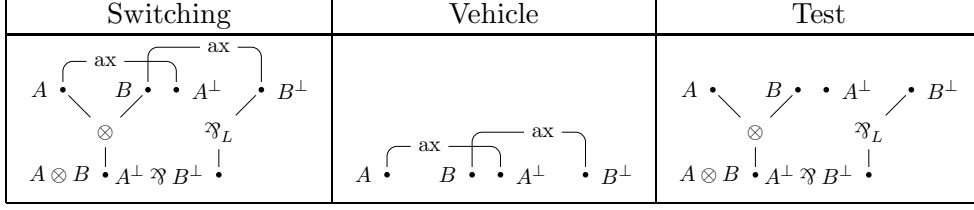


Figure 2: The vehicle and test corresponding to a Danos-Regnier switching graph.

The upper part made of axioms appearing in a proof-structure is called the *vehicle* and the lower-part is the *gabarit* (other name for *format*). With the Danos-Regnier switchings (called *ordeals*), only the lower-part (basically a syntax tree) is changed so a proof-structure may be divided into two parts: the vehicle is the *tested* and gabarit is a *set of test* against the vehicle. The vehicle holds the computational part of a proof and the test its logical part (type/formula). This test vehicle/gabarit produces a certification: if all tests pass, we have a *proof-net*. This is Girard's "usine". Note that testing is symmetric: a gabarit is also tested by a vehicle.

Ordeals are translated in a very natural way by translating their nodes into constellations:

- $A^\star = [-t.\text{addr}_S(C_e^d), +c.q_Cg(x)]$ where A is a conclusion of axiom,
- $(A \wp_L B)^\star = [-c.q_A(x)] + [-c.q_B(x), +c.q_{A\wp B}(x)]$,
- $(A \wp_R B)^\star = [-c.q_A(x), +c.q_{A\wp B}(x)] + [-c.q_B(x)]$,
- $(A \otimes B)^\star = [-c.q_A(x), -c.q_B(x), +c.q_{A\otimes B}(x)]$,
- We add $[-c.q_A(x), p_A(x)]$ for each conclusion A

The translation of a proof-structure of conclusion $\vdash A_1, \dots, A_n$ is said to be *correct* when for each translation of switching graph, their union normalises into $[p_{A_1}(x), \dots, p_{A_n}(x)]$.

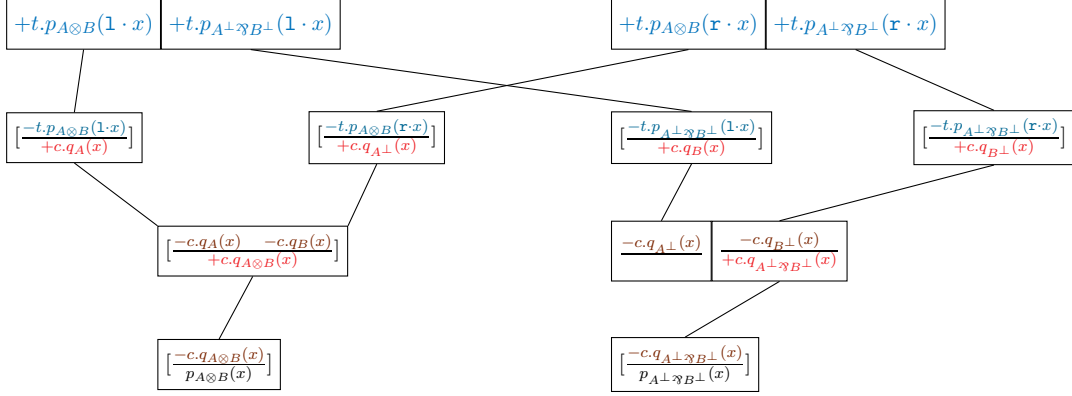
Example 9. Here is an example with the switching graph and the test of figure 2:

$$\begin{array}{c}
 \begin{array}{ccc}
 A & B & A^\perp & B^\perp \\
 \diagdown & \diagup & \cdot & \cdot \\
 & \otimes & & \wp_L \\
 & \vdots & & \vdots \\
 A \otimes B & & A^\perp \wp B^\perp &
 \end{array} \\
 \end{array}
 \quad
 \begin{array}{l}
 \left[\frac{-t.p_{A\otimes B}(\mathbf{l} \cdot x)}{+c.q_A(x)} \right] + \left[\frac{-t.p_{A^\perp \wp B^\perp}(\mathbf{l} \cdot x)}{+c.q_B(x)} \right] + \left[\frac{-t.p_{A\otimes B}(\mathbf{r} \cdot x)}{+c.q_{A^\perp}(x)} \right] + \\
 \left[\frac{-t.p_{A^\perp \wp B^\perp}(\mathbf{r} \cdot x)}{+c.q_{B^\perp}(x)} \right] + \\
 \left[\frac{-c.q_A(x)}{+c.q_{A\otimes B}(x)} -c.q_B(x) \right] + \left[\frac{-c.q_{A^\perp}(x)}{+c.q_{A^\perp \wp B^\perp}(x)} \right] + \\
 \left[\frac{-c.q_{A\otimes B}(x)}{p_{A\otimes B}(x)} \right] + \left[\frac{-c.q_{A^\perp \wp B^\perp}(x)}{p_{A^\perp \wp B^\perp}(x)} \right]
 \end{array}$$

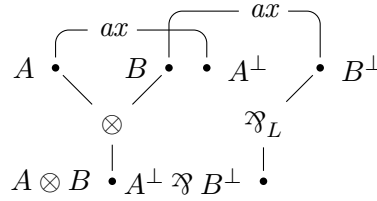
When connected to the vehicle

$$[+t.p_{A\otimes B}(\mathbf{l} \cdot x), +t.p_{A^\perp \wp B^\perp}(\mathbf{l} \cdot x)] + [+t.p_{A\otimes B}(\mathbf{r} \cdot x), +t.p_{A^\perp \wp B^\perp}(\mathbf{r} \cdot x)]$$

we obtain the following dependency graph:



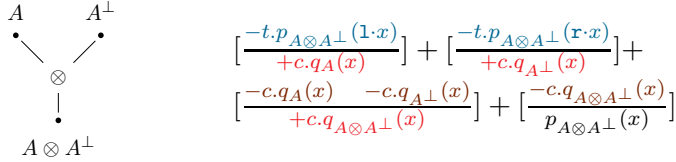
structurally corresponding to the following switching graph:



Since the matching of the constellation is perfect (with equations of the shape $t \doteq t$) and that the dependency graph is a tree, only the free rays will be kept in the normal form. We obtain $[p_{A \otimes B}(x), p_{A^\perp \wp B^\perp}(x)]$.

The essential point of the translation is that the corresponding dependency graph will have the same shape as a switching graph.

Example 10. If we have the following test instead:



When connected to the vehicle $[+t.p_{A \otimes A^\perp}(1 \cdot x), +t.p_{A \otimes A^\perp}(r \cdot x)]$, a loop appears in the dependency graph and since the matching is perfect, we can construct infinitely many correct diagrams. The constellation isn't strongly normalisable.

5.2 Interpretation of formulas

In order to reconstruct the types/formulas, we follow the construction of model of realisability.

- In the traditional type theory, types have a normative/constrictive role: they prevent some unwanted connexions to happen to constraint computation. This is Church-style typing to which Girard is often referring to as "essentialist".

- In our reconstruction of types, similarly to realisability, types have a descriptive role: they describe the common behaviour of a collection of computational objects (constellations in our case). We obtain a more refined idea of type but also a more complicated one to reason with. We can think of it as a kind of liberalised typing, free from constraints, but which is also very chaotic. This is Curry-style typing which can type pure terms. This is Girard's "existentialism".

We work with set of constellations corresponding to kind of "pre-types".

Orthogonal. First, we need to choose a *criterion of orthogonality* opposing constellations. We choose the strong normalisation but others choices (leading to different idea of correctness) can be chosen. If we have a set of constellation \mathbf{A} , its orthogonal, written \mathbf{A}^\perp , is the set of all constellations which are strongly normalising when interacting with the constellations of \mathbf{A} .

Type. A *type* (or formula) \mathbf{A} is the orthogonal of another pre-type \mathbf{B} i.e $\mathbf{A} = \mathbf{B}^\perp$. It means that it interacts well (with respects to the orthogonality) with another pre-type. It is equivalent to say that $\mathbf{A} = \mathbf{A}^{\perp\perp}$ meaning that it is closed by interaction.

Atoms. We define atoms with a *basis of interpretation* Φ associating of each type variable X_i a distinct conduct $\Phi(X_i)$. It represents a choice of formula for each variable. However, this is not a trivial subject. A more satisfactory way to handle variables is to consider second order quantification, in which case we need further correctness tests. Since our atoms are represented by rays (thus concrete entities), Girard even consider a type of constants "fu (katakana)" [19] which is auto-dual.

Tensor The tensor $\mathbf{A} \otimes \mathbf{B}$ of two conducts is constructed by pairing all the constellations of \mathbf{A} with the ones of \mathbf{B} by using a multiset union of constellations $\Phi_1 \uplus \Phi_2$. The conduct \mathbf{A} and \mathbf{B} have to be disjoint in the sense that they can't be connected together by two matching rays.

Par and linear implication As usual in linear logic, the par and linear implication are defined from the tensor and the orthogonal: $A \wp B = (A^\perp \otimes B^\perp)^\perp$ and $A \multimap B = A^\perp \wp B$.

Alternative definition for linear implication An alternative but equivalent definition of the linear implication $\mathbf{A} \multimap \mathbf{B}$ is the set of all constellations Φ such that if we put them together with any constellation of \mathbf{A} , the execution produces a constellation of \mathbf{B} .

Example 11. Let $\mathbf{A} = \{[+a.x]\}$ be a pre-type of one constellation.

- $\text{Ex}([+a.x] + [+b.x]) = \emptyset$ therefore $[+a.x] \perp [+b.x]$ and $[+b.x] \in \mathbf{A}^\perp$.
- $\text{Ex}([+a.x] + [a.x, x]) = [x]$ therefore $[+a.x] \perp [-a.x, x]$ and $[-a.x, x] \in \mathbf{A}^\perp$.
- $\text{Ex}([+a.x] + [-a.x, +a.x])$ isn't strongly normalising therefore $[-a.x, +a.x] \notin \mathbf{A}^\perp$.

Example 12 (Automata). *From the previous encoding of automata we can observe a duality between automata and words. It induces an orthogonality: $A^\star \perp w^\star$ when $\text{Ex}(A^\star + w^\star) \neq \emptyset$. An automaton becomes orthogonal to all the words it accepts and a word is orthogonal to all the automata which recognise it.*

Example 13 (MLL correctness). *When taking the translation $\Phi \in \mathbf{A}$ of the vehicle of a proof-net of conclusion A , it is strongly normalising when interacting with the gabarit \mathcal{G} corresponding to the set of constellations containing the ordeals for A . The set of all constellation with which it strongly normalises is \mathbf{A}^\perp . Therefore, we have $\mathcal{G} \subseteq \mathbf{A}^\perp$. It is a materialisation of the fact that the ordeals for \mathbf{A} represent partial proofs of \mathbf{A}^\perp . Conversely, all the constellations represented proof certified by the Danos-Regnier criterion are contained in the orthogonal of the gabarit.*

Example 14 (Logic programming). *Let*

$$\Phi_{\mathbf{N}}^+ = [+add(0, y, y)] + [+add(s(x), y, s(z)), -add(x, y, z)]$$

be a constellation. Let $\mathbf{QAdd} = \{[-add(s^n(0), s^m(0), r), r] \mid n, m \in \mathbf{N}\}$ and $\mathbf{AAdd} = \{[s^n(0)] \mid n \in \mathbf{N}\}$. Take a constellation $[-add(s^n(0), s^m(0), r), r]$ and connect it with $\Phi_{\mathbf{N}}^+$. All diagrams corresponding to $\Phi_{\mathbf{N}}^+$ with n occurrences of $[+add(s(x), y, s(z)), -add(x, y, z)]$ can be reduced to a star $[s^{n+m}(0)]$. It is easy to check that all other diagram fails. Therefore, for all $\Phi \in \mathbf{QAdd}$, $\text{Ex}(\Phi \cdot \Phi_{\mathbf{N}}^+) \in \mathbf{AAdd}$ and $\Phi_{\mathbf{N}}^+ \perp \Phi$. If \mathbf{QAdd} and \mathbf{AAdd} are types then $\Phi_{\mathbf{N}}^+ \in \mathbf{QAdd} \multimap \mathbf{AAdd}$.

6 Full linear logic and beyond

In this paper, we used only a small part of the power of stellar resolution. Multiplicative linear logic only needs constants instead of addresses but stellar resolution offer a large variety of addresses and a mechanism of matching allowing us to imagine exotic ways of connecting things.

In order to represent exponentials (the computational part was already studied independently by Duchesne [7] and Bagnol [4]), addresses have to consider an auxiliary term: $p_A(t)$ becomes $p_A(t \cdot u)$ where u represents the identifier of the copy of A . A proof using contraction will duplicate $+c.p_A(t)$ into $+c.p_A(t \cdot (1 \cdot y))$ and $+c.p_A(t \cdot (r \cdot y))$. These copies can be erased by a cut with $+c.p_A(x)$ (weakening). The dereliction stops the possibility of duplication by transforming $+c.p_A(t \cdot (u \cdot y))$ into $+c.p_A(t \cdot (u \cdot \mathbf{d}))$.

The Transcendental Syntax finally shows us that logic may be about simple things such as locations, connexions, interaction, dynamics, testing, matching and errors: quite concrete and tangible things, reminiscent of the biological and physical world.

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