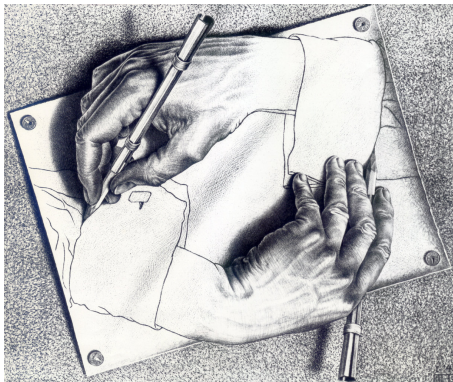


Jérôme Fortier, with Luigi Santocanale

Cuts in circular proofs



Delft – February 17, 2014



LABORATOIRE
D'INFORMATIQUE
FONDAMENTALE
de Marseille



CAMPUS
FRANCE
campusfrance.org



ISM
Institut des sciences mathématiques

Natural numbers

(Circular) Definition

A **natural number** is either **0**, or of the form $\text{suc}(n)$ where n is a **natural number**.

Natural numbers

(Circular) Definition

A **natural number** is either **0**, or of the form **suc**(*n*) where *n* is a **natural number**.

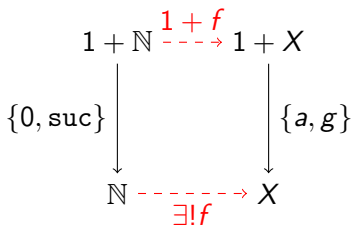
$$\begin{array}{c} 1 + \mathbb{N} \\ \downarrow \\ \{0, \text{suc}\} \\ \downarrow \\ \mathbb{N} \end{array}$$

Natural numbers

(Circular) Definition

A **natural number** is either **0**, or of the form **suc(*n*)** where ***n*** is a **natural number**. \mathbb{N} is the least fixpoint of this definition!

Initial algebra!



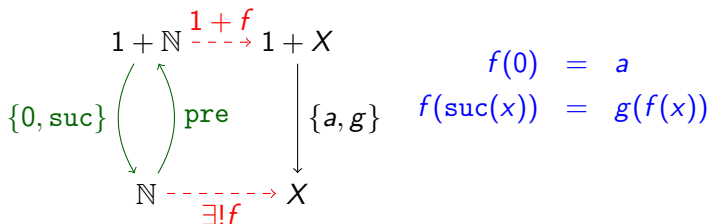
$$\begin{aligned} f(0) &= a \\ f(\text{suc}(x)) &= g(f(x)) \end{aligned}$$

Natural numbers

(Circular) Definition

A **natural number** is either **0**, or of the form **suc(*n*)** where ***n*** is a **natural number**. \mathbb{N} is the least fixpoint of this definition!

Initial algebra!

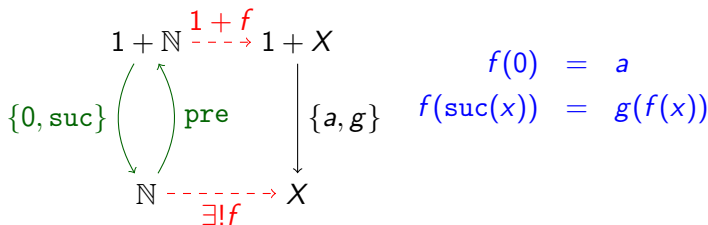


Natural numbers

(Circular) Definition

A **natural number** is either **0**, or of the form **suc**(*n*) where *n* is a **natural number**. \mathbb{N} is the least fixpoint of this definition!

Initial algebra!



$$\mathbb{N} = \mu X. (1 + X)$$

Other inductive types...

Other inductive types...

- $\mu X.(1 + A \times X) = A^* = \text{Finite words over } A$

$$\begin{aligned} * &\mapsto \varepsilon \\ \langle a, w \rangle &\mapsto a \cdot w \end{aligned}$$

Other inductive types...

- $\mu X.(1 + A \times X) = A^* = \text{Finite words over } A$

$$\begin{aligned} * &\mapsto \varepsilon \\ \langle a, w \rangle &\mapsto a \cdot w \end{aligned}$$

- $\mu X.(1 + A \times X \times X) = \text{Finite binary labelled trees}$

$$* \mapsto \text{Empty tree}$$

$$\langle a, T_1, T_2 \rangle \mapsto \begin{array}{c} \boxed{a} \\ \swarrow \quad \searrow \\ T_1 \quad T_2 \end{array}$$

(Circular) Definition

A **stream** over an alphabet A is made of a **head** $a \in A$, and another **stream** called the **tail**.

(Circular) Definition

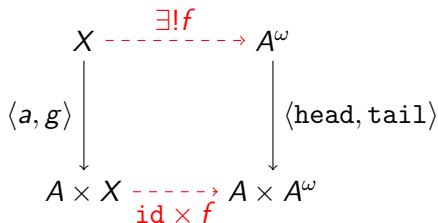
A **stream** over an alphabet A is made of a **head** $a \in A$, and another **stream** called the **tail**.

$$\begin{array}{c} A^\omega \\ \downarrow \langle \text{head}, \text{tail} \rangle \\ A \times A^\omega \end{array}$$

(Circular) Definition

A **stream** over an alphabet A is made of a **head** $a \in A$, and another **stream** called the **tail**. A^ω is the greatest fixpoint of this definition!

Final coalgebra!



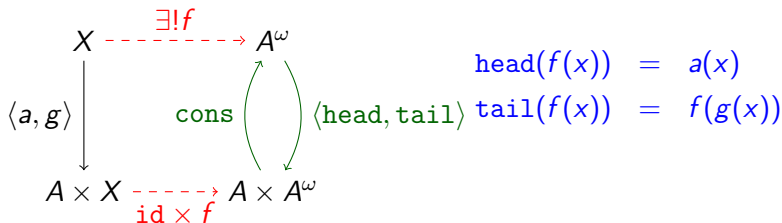
$$\text{head}(f(x)) = a(x)$$

$$\text{tail}(f(x)) = f(g(x))$$

(Circular) Definition

A **stream** over an alphabet A is made of a **head** $a \in A$, and another **stream** called the **tail**. A^ω is the greatest fixpoint of this definition!

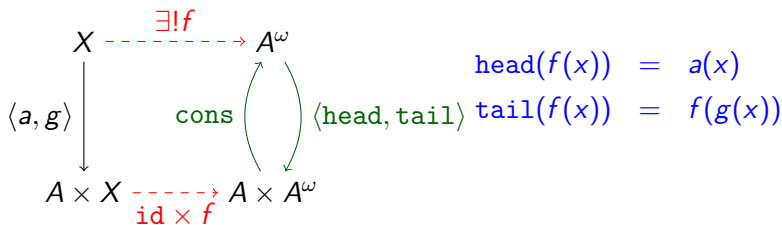
Final coalgebra!



(Circular) Definition

A **stream** over an alphabet A is made of a **head** $a \in A$, and another **stream** called the **tail**. A^ω is the greatest fixpoint of this definition!

Final coalgebra!

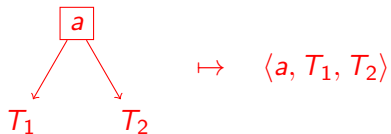


$$A^\omega = \nu X. (A \times X)$$

Other coinductive types...

Other coinductive types...

- $\nu X.(A \times X \times X)$ = Infinite binary labelled trees



Lattice μ -calculus

Lattice μ -terms are generated by the following grammar:

$$t := X \mid 1 \mid t \times t \mid 0 \mid t + t \mid \mu X.t \mid \nu X.t$$

Lattice μ -calculus

Lattice μ -terms are generated by the following grammar:

$$t := X \mid 1 \mid t \times t \mid 0 \mid t + t \mid \mu X.t \mid \nu X.t$$

Example

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

Lattice μ -calculus

Lattice μ -terms are generated by the following grammar:

$$t := X \mid 1 \mid t \times t \mid 0 \mid t + t \mid \mu X.t \mid \nu X.t$$

Example

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

Functorial interpretation

- $\times, +$ = Product / Coproduct;
- $0, 1$ = Initial / Final object;
- $\mu X.F(X), \nu X.F(X)$ = Initial F -algebra / Final F -coalgebra.

Lattice μ -calculus

Lattice μ -terms are generated by the following grammar:

$$t := X \mid 1 \mid t \times t \mid 0 \mid t + t \mid \mu X.t \mid \nu X.t$$

Example

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

Functorial interpretation

- $\times, +$ = Product / Coproduct;
- $0, 1$ = Initial / Final object;
- $\mu X.F(X), \nu X.F(X)$ = Initial F -algebra / Final F -coalgebra.

Definition

A category \mathcal{C} is μ -bicomplete iff this interpretation makes sense in \mathcal{C} .

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$\mathcal{S}(t)$:

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\mathcal{S}(t): \quad X \equiv_{\nu} A \times Y$$

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\mathcal{S}(t): \quad \begin{array}{lcl} X & =_{\nu} & A \times Y \\ A & =_{\nu} & \sum_{a \in A} 1 \end{array}$$

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\mathcal{S}(t) : \quad \begin{array}{lcl} X & =_{\nu} & A \times Y \\ A & =_{\nu} & \sum_{a \in A} 1 \\ Y & =_{\mu} & 1 + Z \end{array}$$

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\mathcal{S}(t) : \begin{array}{lll} X & =_{\nu} & A \times Y \\ A & =_{\nu} & \sum_{a \in A} 1 \\ Y & =_{\mu} & 1 + Z \\ Z & =_{\mu} & X \times Y \end{array}$$

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\begin{array}{lll} \mathcal{S}(t) : & X & =_{\nu} A \times Y \quad (2) \\ & A & =_{\nu} \sum_{a \in A} 1 \quad (2) \\ & Y & =_{\mu} 1 + Z \quad (1) \\ & Z & =_{\mu} X \times Y \quad (1) \end{array}$$

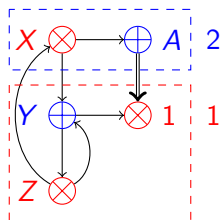
$$\text{Priority}(V) \text{ is } \begin{cases} \text{even} & , \text{ if } V =_{\nu} \dots \\ \text{odd} & , \text{ if } V =_{\mu} \dots \end{cases}$$

Game semantics (in *Sets*)

$$t = \nu X.(A \times \mu Y.(1 + X \times Y))$$

$$\begin{array}{lll} \mathcal{S}(t) : & X & =_{\nu} A \times Y \quad (2) \\ & A & =_{\nu} \sum_{a \in A} 1 \quad (2) \\ & Y & =_{\mu} 1 + Z \quad (1) \\ & Z & =_{\mu} X \times Y \quad (1) \end{array}$$

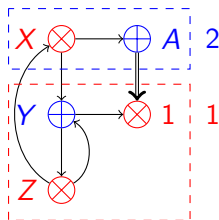
\Rightarrow



Priority(V) is $\begin{cases} \text{even} & , \text{ if } V =_{\nu} \dots \\ \text{odd} & , \text{ if } V =_{\mu} \dots \end{cases}$

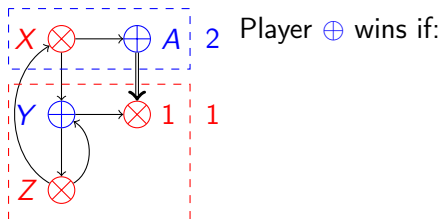
Game semantics (in *Sets*)

Parity games!



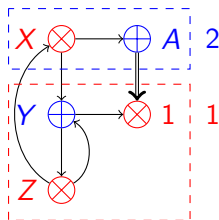
Game semantics (in *Sets*)

Parity games!



Game semantics (in *Sets*)

Parity games!

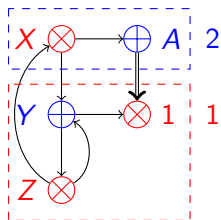


Player \oplus wins if:

- At some point, Player \otimes cannot play,

Game semantics (in *Sets*)

Parity games!

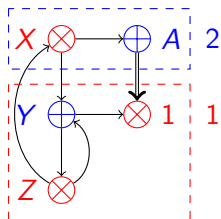


Player \oplus wins if:

- At some point, Player \otimes cannot play,
- Or the game is infinite, and the highest priority visited infinitely often is **even**.

Game semantics (in *Sets*)

Parity games!



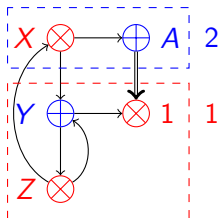
Player \oplus wins if:

- At some point, Player \otimes cannot play,
- Or the game is infinite, and the highest priority visited infinitely often is **even**.

Player \otimes wins in the dual situation.

Game semantics (in *Sets*)

Parity games!



Player \oplus wins if:

- At some point, Player \otimes cannot play,
- Or the game is infinite, and the highest priority visited infinitely often is **even**.

Player \otimes wins in the dual situation.

Theorem (Santocanale, 2002)

Solutions for variable V in $S(t) \simeq$ The set of deterministic winning strategies for \oplus from position V .

Therefore, we have a combinatorial (dynamic) characterization of the μ -defined **objects**.

Curry–Howard correspondence

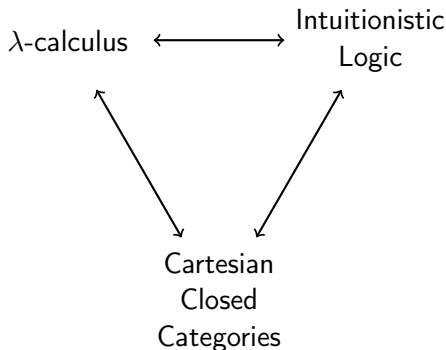
Goal

Find a "good" (dynamic) syntax for expressing (and computing) functions (arrows) between objects of this kind.

Curry–Howard correspondence

Goal

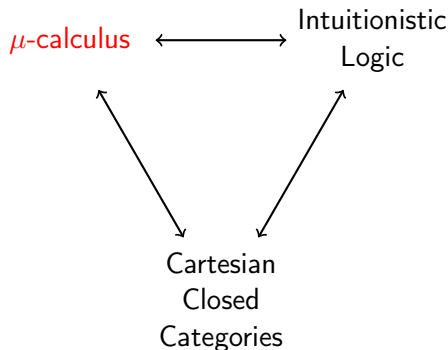
Find a "good" (dynamic) syntax for expressing (and computing) functions (arrows) between objects of this kind.



Curry–Howard correspondence

Goal

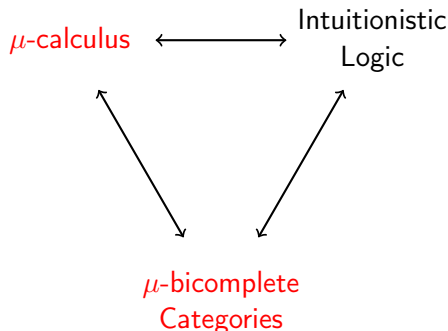
Find a "good" (dynamic) syntax for expressing (and computing) functions (arrows) between objects of this kind.



Curry–Howard correspondence

Goal

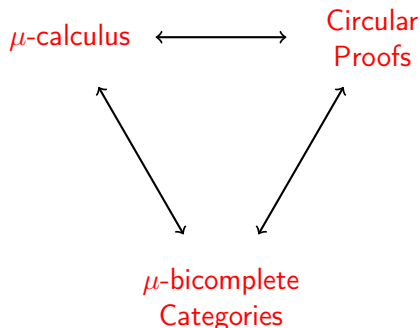
Find a "good" (dynamic) syntax for expressing (and computing) functions (arrows) between objects of this kind.



Curry–Howard correspondence

Goal

Find a "good" (dynamic) syntax for expressing (and computing) functions (arrows) between objects of this kind.



Inference rules (Gentzen style)

Axioms:	$\frac{}{0 \vdash t} \text{L Ax}$	$\frac{}{t \vdash 1} \text{R Ax}$	$\frac{}{t \vdash t} \text{Id}$
Product: (conjunction)	$\frac{s_i \vdash t}{s_0 \times s_1 \vdash t} \text{L} \times_i$	$\frac{s \vdash t_0 \quad s \vdash t_1}{s \vdash t_0 \times t_1} \text{R} \times$	
Coproduct: (disjunction)	$\frac{s_0 \vdash t \quad s_1 \vdash t}{s_0 + s_1 \vdash t} \text{L} +$	$\frac{s \vdash t_i}{s \vdash t_0 + t_1} \text{R} +_i$	
Fixpoint:	$\frac{F(X) \vdash t}{X \vdash t} \text{L Fix}$	$\frac{s \vdash F(X)}{s \vdash X} \text{R Fix}$	if $X = F(X)$
Cut:	$\frac{r \vdash s \quad s \vdash t}{r \vdash t} \text{Cut}$		

Categorical interpretation

Axioms:

$$\frac{}{0 \xrightarrow{?_t} t} \text{LAx} \qquad \frac{}{t \xrightarrow{!_t} 1} \text{RAx} \qquad \frac{}{t \xrightarrow{\text{id}_t} t} \text{Id}$$

Product:
(conjunction)

$$\frac{s_i \xrightarrow{f} t}{s_0 \times s_1 \xrightarrow{\text{pr}_i \cdot f} t} \text{L}\times_i \qquad \frac{s \xrightarrow{f} t_0 \quad s \xrightarrow{g} t_1}{s \xrightarrow{\langle f, g \rangle} t_0 \times t_1} \text{R}\times$$

Coproduct:
(disjunction)

$$\frac{s_0 \xrightarrow{f} t \quad s_1 \xrightarrow{g} t}{s_0 + s_1 \xrightarrow{\{f, g\}} t} \text{L}+ \qquad \frac{s \xrightarrow{f} t_i}{s \xrightarrow{f \cdot \text{in}_i} t_0 + t_1} \text{R}+_i$$

Fixpoint:

$$\frac{F(X) \xrightarrow{f} t}{X \xrightarrow{\zeta_X^{-1} \cdot f} t} \text{LFix} \qquad \frac{s \xrightarrow{f} F(X)}{s \xrightarrow{f \cdot \zeta_X} X} \text{RFix} \quad \text{if } X =_{\mu} F(X)$$

$$\frac{F(X) \xrightarrow{f} t}{X \xrightarrow{\xi_X \cdot f} t} \text{LFix} \qquad \frac{s \xrightarrow{f} F(X)}{s \xrightarrow{f \cdot \xi_X^{-1}} X} \text{RFix} \quad \text{if } X =_{\nu} F(X)$$

Cut:

$$\frac{r \xrightarrow{f} s \quad s \xrightarrow{g} t}{r \xrightarrow{f \cdot g} t} \text{Cut}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\begin{aligned} \text{double}(0) &= 0 \\ \text{double}(\text{suc}(n)) &= \text{suc}(\text{suc}(\text{double}(n))) \end{aligned}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$N \vdash N$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{succ}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{succ}(n)) = \text{succ}(\text{succ}(\text{double}(n)))$$

$$\frac{1 + N \vdash N}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{1 \vdash N \quad N \vdash N}{1 + N \vdash N} \text{L} +}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{1 \vdash 1 + N}{1 \vdash N} \text{RFix} \quad \frac{N \vdash N}{1 + N \vdash N} \text{L} +}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{1 \vdash 1}{1 \vdash 1 + N} \text{R} +_0}{1 \vdash N} \text{RFix} \quad \frac{N \vdash N}{1 + N \vdash N} \text{L} + \quad \frac{1 + N \vdash N}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{suc}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{\frac{}{1 \vdash 1} \text{RAx}}{1 \vdash 1 + N} \text{R} + 0}{1 \vdash N} \text{RFix} \quad \frac{N \vdash N}{1 + N \vdash N} \text{L} +}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + N \xrightarrow{\{0, \text{suc}\}} N$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{\frac{}{1 \vdash 1} \text{RAx}}{1 \vdash 1 + N} \text{R} +_0}{1 \vdash N} \text{RFix} \quad \frac{N \vdash 1 + N}{N \vdash N} \text{RFix}}{1 + N \vdash N} \text{L} + \quad \frac{}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + N \xrightarrow{\{0, \text{suc}\}} N$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\frac{\frac{\frac{}{1 \vdash 1} \text{RAx}}{1 \vdash 1 + N} \text{R} +_0}{1 \vdash N} \text{RFix} \quad \frac{\frac{N \vdash N}{N \vdash 1 + N} \text{R} +_1}{N \vdash N} \text{RFix}$$
$$\frac{}{1 + N \vdash N} \text{L} +$$
$$\frac{}{N \vdash N} \text{LFix}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + N \xrightarrow{\{0, \text{suc}\}} N$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\begin{array}{c}
 \frac{}{1 \vdash 1} \text{RAx} \qquad \frac{}{N \vdash 1 + N} \text{RFix} \\
 \frac{}{1 \vdash 1 + N} \text{R} +_0 \qquad \frac{}{N \vdash N} \text{RFix} \\
 \frac{}{1 \vdash N} \text{RFix} \qquad \frac{}{N \vdash 1 + N} \text{R} +_1 \\
 \frac{}{1 \vdash N} \text{RFix} \qquad \frac{}{N \vdash N} \text{RFix} \\
 \frac{}{1 + N \vdash N} \text{L} + \\
 \frac{}{N \vdash N} \text{LFix}
 \end{array}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

Solution:

$$1 + \mathbb{N} \xrightarrow{\{0, \text{succ}\}} \mathbb{N}$$

Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

$$\begin{array}{c}
\frac{}{1 \vdash 1} \text{RAx} \\
\frac{}{1 \vdash 1 + N} \text{R} +_0 \\
\frac{}{1 \vdash N} \text{RFix} \\
\hline
\frac{}{1 + N \vdash N} \text{L} + \\
\frac{}{N \vdash N} \text{LFix}
\end{array}
\qquad
\begin{array}{c}
\frac{N \vdash N}{N \vdash 1 + N} \text{R} +_1 \\
\frac{}{N \vdash N} \text{RFix} \\
\frac{}{N \vdash 1 + N} \text{R} +_1 \\
\frac{}{N \vdash N} \text{RFix} \\
\hline
\frac{}{N \vdash N} \text{L} +
\end{array}$$

Primitive recursion

$$N =_{\mu} 1 + N$$

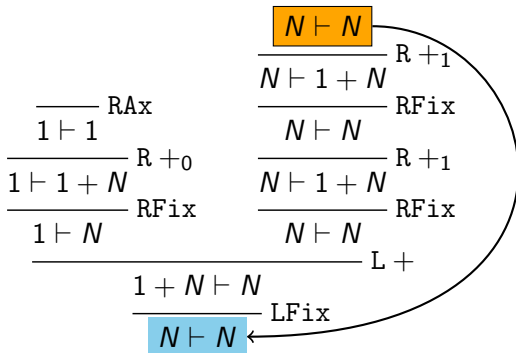
Solution:

$$1 + N \xrightarrow{\{0, \text{suc}\}} N$$

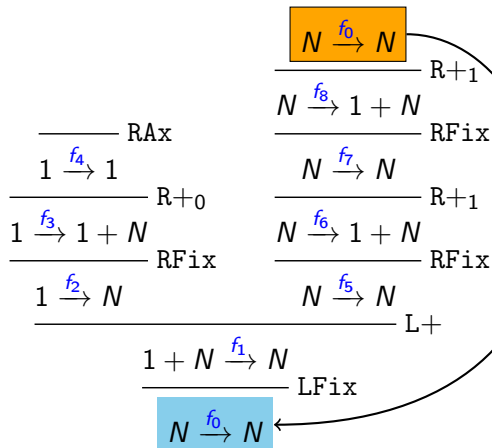
Let

$$\text{double}(0) = 0$$

$$\text{double}(\text{suc}(n)) = \text{suc}(\text{suc}(\text{double}(n)))$$

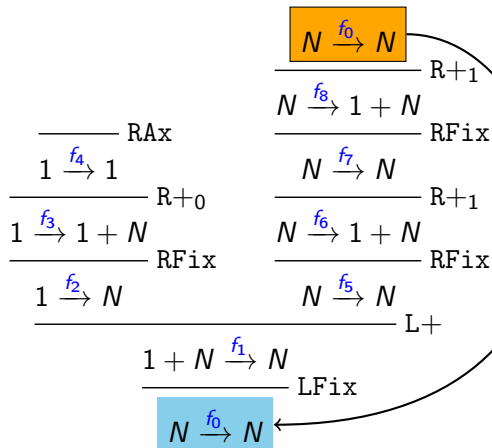


Proofs \Rightarrow Systems of equations



$$\left\{ \begin{array}{lcl} f_8 & = & f_0 \cdot \text{in}_1 \\ f_7 & = & f_8 \cdot \zeta_N \\ f_6 & = & f_7 \cdot \text{in}_1 \\ f_5 & = & f_6 \cdot \zeta_N \\ \\ f_4 & = & !_1 \\ f_3 & = & f_4 \cdot \text{in}_0 \\ f_2 & = & f_3 \cdot \zeta_N \\ \\ f_1 & = & \{f_2, f_5\} \\ f_0 & = & \zeta_N^{-1} \cdot f_1 \end{array} \right\}$$

Proofs \Rightarrow Systems of equations



$$\left\{ \begin{array}{lcl} f_8 & = & f_0 \cdot \text{in}_1 \\ f_7 & = & f_8 \cdot \zeta_N \\ f_6 & = & f_7 \cdot \text{in}_1 \\ f_5 & = & f_6 \cdot \zeta_N \\ \\ f_4 & = & !_1 \\ f_3 & = & f_4 \cdot \text{in}_0 \\ f_2 & = & f_3 \cdot \zeta_N \\ \\ f_1 & = & \{f_2, f_5\} \\ f_0 & = & \zeta_N^{-1} \cdot f_1 \end{array} \right\}$$

Solution: $f_0 = \text{double}$

Stream differential equations

$$X =_{\nu} 2 \times X \times X$$

$$2 =_{\nu} 1 + 1$$

Stream differential equations

$$X =_{\nu} 2 \times X \times X$$

$$2 =_{\nu} 1 + 1$$

Solution (Kupke–Rutten, 2012)

$$S \xrightarrow{\langle \text{head}, \text{even}, \text{odd} \rangle} 2 \times S \times S$$

Stream differential equations

$$X =_{\nu} 2 \times X \times X$$

$$2 =_{\nu} 1 + 1$$

Solution (Kupke–Rutten, 2012)

$$S \xrightarrow{\langle \text{head}, \text{even}, \text{odd} \rangle} 2 \times S \times S$$

Thue-Morse stream

$$\sigma = \langle 0, \sigma, \tau \rangle$$

$$\tau = \langle 1, \tau, \sigma \rangle$$

Stream differential equations

$$X =_{\nu} 2 \times X \times X$$

$$2 =_{\nu} 1 + 1$$

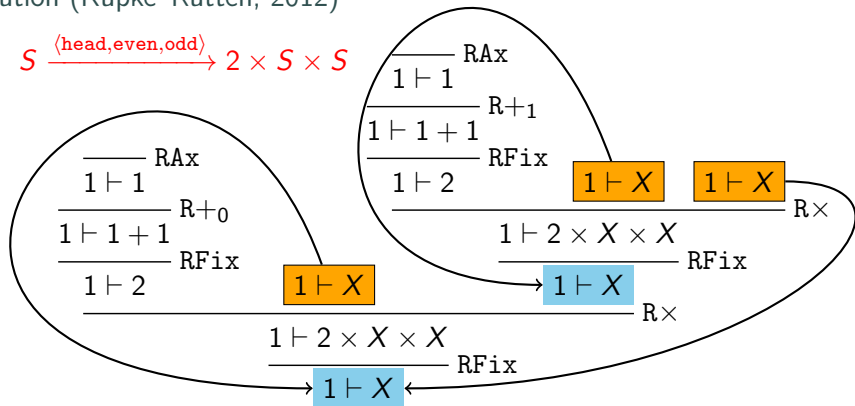
Thue-Morse stream

$$\sigma = \langle 0, \sigma, \tau \rangle$$

$$\tau = \langle 1, \tau, \sigma \rangle$$

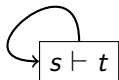
Solution (Kupke–Rutten, 2012)

$$S \xrightarrow{\langle \text{head}, \text{even}, \text{odd} \rangle} 2 \times S \times S$$

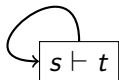


Non-valid circular proofs

Non-valid circular proofs



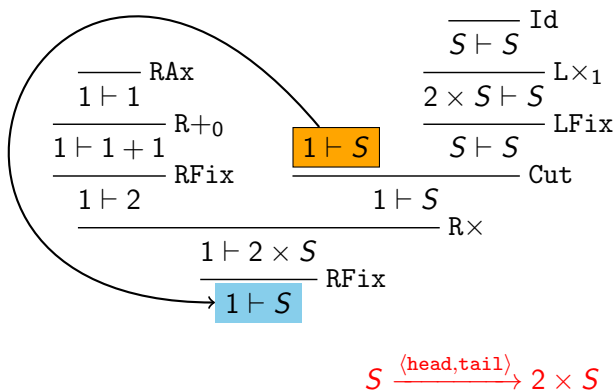
Non-valid circular proofs



circular proofs
work because

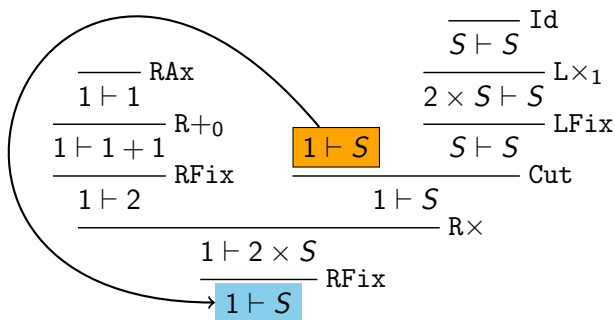
Non-valid circular proofs

circular proofs work because

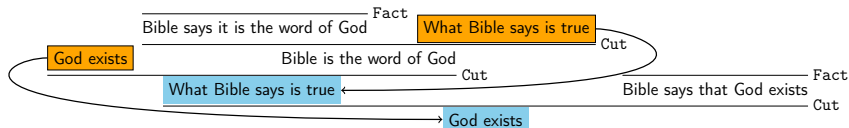


Non-valid circular proofs

circular proofs work because



$$S \xrightarrow{\langle \text{head}, \text{tail} \rangle} 2 \times S$$



Guard condition

Idea: Each turn in a cycle must either **read a part of an inductive input** or **write a part of a coinductive output**.

Idea: Each turn in a cycle must either **read a part of an inductive input** or **write a part of a coinductive output**.

Definition

A path in Π has a **left μ -trace** if it

- contains a **left** fixpoint rule, and the highest priority is **odd**;
- turns **left** at every cut.

Guard condition

Idea: Each turn in a cycle must either **read a part of an inductive input** or **write a part of a coinductive output**.

Definition

A path in Π has a **left μ -trace** if it

- contains a **left** fixpoint rule, and the highest priority is **odd**;
- turns **left** at every cut.

Definition

A path in Π has a **right ν -trace** if it

- contains a **right** fixpoint rule, and the highest priority is **even**;
- turns **right** at every cut.

Guard conditions

The following are equivalent.

Guard conditions

The following are equivalent.

- 1 Every **cycle** in Π either has a **left μ -trace** or a **right ν -trace**.

Guard conditions

The following are equivalent.

- ① Every **cycle** in Π either has a **left μ -trace** or a **right ν -trace**.
- ② Every **infinite path** Γ in Π has a tail Γ' that has either a **left μ -trace** or a **right ν -trace** and every fixpoint rule in Γ' occurs infinitely often.

Guard conditions

The following are equivalent.

- ① Every **cycle** in Π either has a **left μ -trace** or a **right ν -trace**.
- ② Every **infinite path** Γ in Π has a tail Γ' that has either a **left μ -trace** or a **right ν -trace** and every fixpoint rule in Γ' occurs infinitely often.
- ③ Every **strongly connected component** of Π either has a **left μ -trace** or a **right ν -trace**.

Guard conditions

The following are equivalent.

- 1 Every **cycle** in Π either has a **left μ -trace** or a **right ν -trace**.
- 2 Every **infinite path** Γ in Π has a tail Γ' that has either a **left μ -trace** or a **right ν -trace** and every fixpoint rule in Γ' occurs infinitely often.
- 3 Every **strongly connected component** of Π either has a **left μ -trace** or a **right ν -trace**.

Definition

A **circular proof** is a finite pre-proof that satisfies the guard conditions.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t.
 $\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t. **$\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$** . We then *glue* the two solutions together using the **Bekič Lemma**.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t. **$\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$** . We then *glue* the two solutions together using the **Bekič Lemma**.
- If Π is strongly connected: take a cycle Γ that covers Π .

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t. $\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$. We then *glue* the two solutions together using the **Bekič Lemma**.
- If Π is strongly connected: take a cycle Γ that covers Π . If Γ has a **left μ -trace**, split Π in parts Π_i s.t. $\forall i, \sharp_L(\Pi_i) < \sharp(\Pi)$.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t. $\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$. We then *glue* the two solutions together using the **Bekič Lemma**.
- If Π is strongly connected: take a cycle Γ that covers Π . If Γ has a **left μ -trace**, split Π in parts Π_i s.t. $\forall i, \sharp_L(\Pi_i) < \sharp(\Pi)$. Then *glue* the parts together with the **Yoneda Lemma**.

Soundness Theorem (F.–S. 2013)

Every circular proof **denotes a unique arrow** of the free μ -bicomplete category \mathcal{M} .

Proof.

By induction on $\sharp(\Pi) = (\sharp_L(\Pi) + \sharp_R(\Pi), \text{card}(\Pi))$.

- If Π is not strongly connected: we can split Π in two parts Π_1, Π_2 s.t. $\text{card}(\Pi_1), \text{card}(\Pi_2) < \text{card}(\Pi)$. We then *glue* the two solutions together using the **Bekič Lemma**.
- If Π is strongly connected: take a cycle Γ that covers Π . If Γ has a **left μ -trace**, split Π in parts Π_i s.t. $\forall i, \sharp_L(\Pi_i) < \sharp(\Pi)$. Then *glue* the parts together with the **Yoneda Lemma**. If Γ as a **right ν -trace**, same reasoning.

Fullness Theorem (F.–S. 2013)

Every arrow $f : s \rightarrow t$ of \mathcal{M} is the solution of a circular proof.

Fullness Theorem (F.–S. 2013)

Every arrow $f : s \rightarrow t$ of \mathcal{M} is the solution of a circular proof.

Proof.

Obvious for most diagrams (by construction of the rules).

Fullness Theorem (F.-S. 2013)

Every arrow $f : s \rightarrow t$ of \mathcal{M} is the solution of a circular proof.

Proof.

Obvious for most diagrams (by contruction of the rules).

Except for this one!

$$\begin{array}{ccc} F(x) & \xrightarrow{F(f)} & F(a) \\ \downarrow \zeta_x & & \downarrow \alpha = \llbracket \Pi \rrbracket \\ x & \xrightarrow{f} & a \end{array}$$
$$f = \zeta_x^{-1} \cdot F(f) \cdot \alpha$$

Semantical results

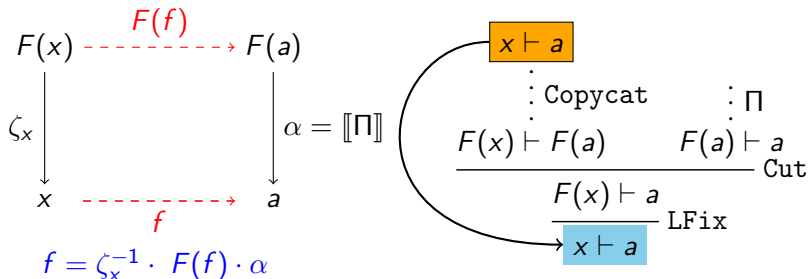
Fullness Theorem (F.-S. 2013)

Every arrow $f : s \rightarrow t$ of \mathcal{M} is the solution of a circular proof.

Proof.

Obvious for most diagrams (by construction of the rules).

Except for this one!



Semantical results

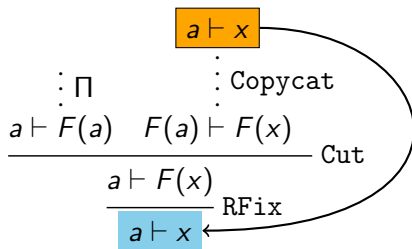
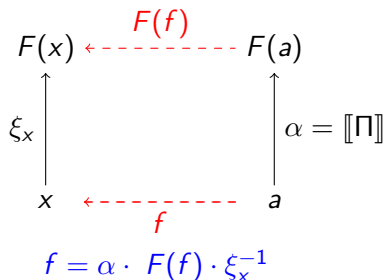
Fullness Theorem (F.–S. 2013)

Every arrow $f : s \rightarrow t$ of \mathcal{M} is the solution of a circular proof.

Proof.

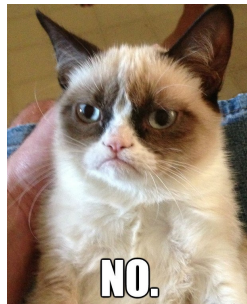
Obvious for most diagrams (by contruction of the rules).

Except for this one!





Cut-elimination



Theorem (Santocanale, 2001)

There is *no* cut-free circular proof whose interpretation in *Sets* is the diagonal $\Delta : \mathbb{N} \rightarrow \mathbb{N}^2$.

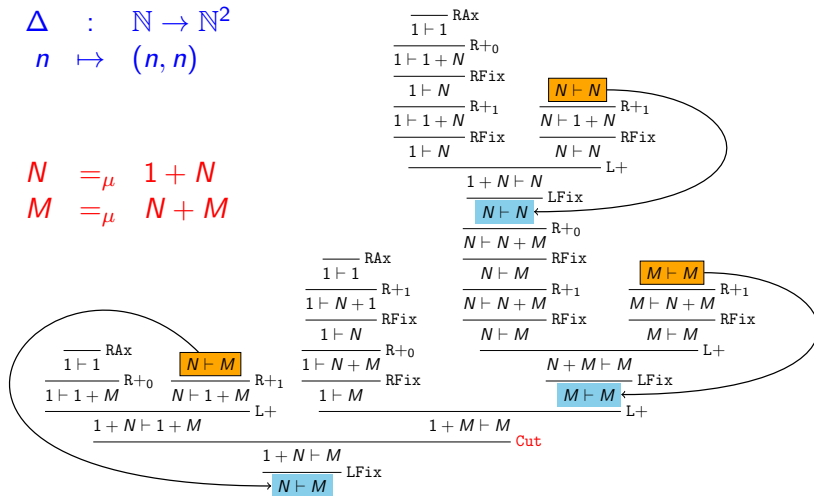
Diagonal map (with cuts)

$$\Delta : \mathbb{N} \rightarrow \mathbb{N}^2$$

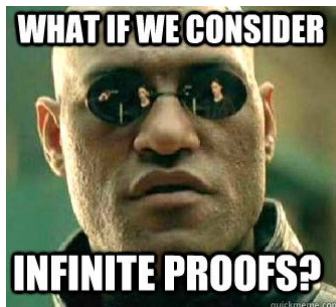
$$n \mapsto (n, n)$$

$$N =_{\mu} 1 + N$$

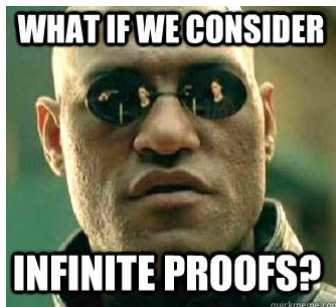
$$M =_{\mu} N + M$$



Cut-elimination



Cut-elimination



Tape automaton

Strategy: “Push” the cuts away from the root.

Tape automaton

Strategy: “Push” the cuts away from the root.

Main difficulties:

- We must use **lazy evaluation** (hence the output is infinite).

Tape automaton

Strategy: “Push” the cuts away from the root.

Main difficulties:

- We must use **lazy evaluation** (hence the output is infinite).
- **Cut VS Cut**

$$\frac{\frac{t_0 \vdash t_1 \quad t_1 \vdash t_2}{t_0 \vdash t_2} \text{Cut} \quad t_2 \vdash t_3}{t_0 \vdash t_3} \text{Cut}$$

Tape automaton

Strategy: “Push” the cuts away from the root.

Main difficulties:

- We must use **lazy evaluation** (hence the output is infinite).
- **Cut VS Cut**

$$\frac{\frac{t_0 \vdash t_1 \quad t_1 \vdash t_2}{\text{Cut}} \quad t_2 \vdash t_3}{t_0 \vdash t_3} \text{Cut} \quad \begin{matrix} \Rightarrow \\ \Leftarrow \end{matrix} \quad \frac{t_0 \vdash t_1 \quad \frac{t_1 \vdash t_2 \quad t_2 \vdash t_3}{\text{Cut}}}{t_1 \vdash t_3} \text{Cut}$$

Tape automaton

Strategy: “Push” the cuts away from the root.

Main difficulties:

- We must use **lazy evaluation** (hence the output is infinite).
- **Cut VS Cut**

$$\begin{array}{ccc} \frac{t_0 \vdash t_1 \quad t_1 \vdash t_2}{t_0 \vdash t_2} \text{Cut} & \begin{array}{c} \Rightarrow \\ \Leftarrow \end{array} & \frac{t_0 \vdash t_1 \quad \frac{t_1 \vdash t_2 \quad t_2 \vdash t_3}{t_1 \vdash t_3} \text{Cut}}{t_0 \vdash t_3} \text{Cut} \\ & & \\ & \Downarrow \text{Merge} & \\ & & \frac{t_0 \vdash t_1 \quad t_1 \vdash t_2 \quad t_2 \vdash t_3}{t_0 \vdash t_3} \text{Cut} \end{array}$$

Definition

A *tape* is a finite list $M := [u_1, \dots, u_n]$ of composable vertices of Π .

Tape automaton

Definition

A *tape* is a finite list $M := [u_1, \dots, u_n]$ of composable vertices of Π .



Cut Man - A tape automaton

Definition

A *tape* is a finite list $M := [u_1, \dots, u_n]$ of composable vertices of Π .



Cut Man - A tape automaton

- Finite state machine (over a circular proof Π).

Definition

A *tape* is a finite list $M := [u_1, \dots, u_n]$ of composable vertices of Π .



Cut Man - A tape automaton

- Finite state machine (over a circular proof Π).
- Carries a tape (of states) in memory.

Definition

A *tape* is a finite list $M := [u_1, \dots, u_n]$ of composable vertices of Π .



Cut Man - A tape automaton

- Finite state machine (over a circular proof Π).
- Carries a tape (of states) in memory.
- Outputs a branch (chosen nondeterministically) of the cut-free infinite proof tree.

Commutative reductions (left)

$$\frac{\frac{}{0 \vdash t_1} \text{LAx} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut}$$

Commutative reductions (left)

$$\frac{\frac{}{0 \vdash t_1} \text{LAx} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut} \quad \xRightarrow{\text{LFlip}} \quad \frac{}{0 \vdash t_n} \text{LAx}$$

Commutative reductions (left)

$$\frac{\frac{\text{---} \text{LAx}}{0 \vdash t_1} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut} \quad \xRightarrow{\text{LFlip}} \quad \frac{\text{---} \text{LAx}}{0 \vdash t_n}$$

$$\frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{LFix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut}$$

Commutative reductions (left)

$$\begin{array}{ccc}
 \frac{\frac{}{0 \vdash t_1} \text{LAx} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{}{0 \vdash t_n} \text{LAx} \\
 \\
 \frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{LFix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{F(X) \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{X \vdash t_n}{X \vdash t_n} \text{LFix}} \text{Cut}
 \end{array}$$

Commutative reductions (left)

$$\begin{array}{ccc}
 \frac{\frac{}{0 \vdash t_1} \text{L Ax} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{}{0 \vdash t_n} \text{L Ax} \\
 \\
 \frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{LFix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{F(X) \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{X \vdash t_n}{X \vdash t_n} \text{LFix}} \text{Cut} \\
 \\
 \frac{s_k \vdash t_1}{s_0 \times s_1 \vdash t_1} \text{L} \times_k \quad t_1 \vdash t_2 \quad \dots & & \\
 \hline
 s_0 \times s_1 \vdash t_n & \text{Cut} &
 \end{array}$$

Commutative reductions (left)

$$\begin{array}{ccc}
 \frac{\frac{}{0 \vdash t_1} \text{L Ax} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{}{0 \vdash t_n} \text{L Ax} \\
 \\
 \frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{L Fix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{F(X) \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{X \vdash t_n}{X \vdash t_n} \text{L Fix}} \text{Cut} \\
 \\
 \frac{\frac{s_k \vdash t_1}{s_0 \times s_1 \vdash t_1} \text{L} \times_k \quad t_1 \vdash t_2 \quad \dots}{s_0 \times s_1 \vdash t_n} \text{Cut} & \xRightarrow{\text{LFlip}} & \frac{s_k \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{s_k \vdash t_n}{s_0 \times s_1 \vdash t_n} \text{L} \times_k} \text{Cut}
 \end{array}$$

Commutative reductions (left)

$$\frac{\frac{}{0 \vdash t_1} \text{L Ax} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut}$$

LFlip

$$\frac{}{0 \vdash t_n} \text{L Ax}$$

$$\frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{L Fix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut}$$

LFlip

$$\frac{F(X) \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{X \vdash t_n}{X \vdash t_n} \text{L Fix}} \text{Cut}$$

$$\frac{\frac{s_k \vdash t_1}{s_0 \times s_1 \vdash t_1} \text{L} \times_k \quad t_1 \vdash t_2 \quad \dots}{s_0 \times s_1 \vdash t_n} \text{Cut}$$

LFlip

$$\frac{s_k \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{s_k \vdash t_n}{s_0 \times s_1 \vdash t_n} \text{L} \times_k} \text{Cut}$$

$$\frac{\frac{s_0 \vdash t_1 \quad s_1 \vdash t_1}{s_0 + s_1 \vdash t_1} \text{L} + \quad t_1 \vdash t_2 \quad \dots}{s_0 + s_1 \vdash t_n} \text{Cut}$$

Commutative reductions (left)

$$\frac{\frac{}{0 \vdash t_1} \text{LAx} \quad t_1 \vdash t_2 \quad \dots}{0 \vdash t_n} \text{Cut}$$

LFlip

$$\frac{}{0 \vdash t_n} \text{LAx}$$

$$\frac{\frac{F(X) \vdash t_1}{X \vdash t_1} \text{LFix} \quad t_1 \vdash t_2 \quad \dots}{X \vdash t_n} \text{Cut}$$

LFlip

$$\frac{F(X) \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{X \vdash t_n}{X \vdash t_n} \text{LFix}} \text{Cut}$$

$$\frac{\frac{s_k \vdash t_1}{s_0 \times s_1 \vdash t_1} \text{L} \times_k \quad t_1 \vdash t_2 \quad \dots}{s_0 \times s_1 \vdash t_n} \text{Cut}$$

LFlip

$$\frac{s_k \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{\frac{s_k \vdash t_n}{s_0 \times s_1 \vdash t_n} \text{L} \times_k} \text{Cut}$$

$$\frac{\frac{s_0 \vdash t_1 \quad s_1 \vdash t_1}{s_0 + s_1 \vdash t_1} \text{L}+ \quad t_1 \vdash t_2 \quad \dots}{s_0 + s_1 \vdash t_n} \text{Cut}$$

LFlip

$$\frac{s_0 \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{s_0 \vdash t_n} \text{Cut} \quad \frac{s_1 \vdash t_1 \quad t_1 \vdash t_2 \quad \dots}{s_1 \vdash t_n} \text{Cut} \quad \frac{}{s_0 + s_1 \vdash t_n} \text{L}+$$

Commutative reductions (right)

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad \frac{}{t_{n-1} \vdash 1} \text{RAx}}{t_0 \vdash 1} \text{Cut}$$

RFliP

$$\frac{}{t_0 \vdash 1} \text{RAx}$$

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad \frac{t_{n-1} \vdash F(X)}{t_{n-1} \vdash X} \text{RFix}}{t_0 \vdash X} \text{Cut}$$

RFliP

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad t_{n-1} \vdash F(X)}{t_0 \vdash X} \text{Cut}$$

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad \frac{t_{n-1} \vdash s_k}{t_{n-1} \vdash s_0 + s_1} \text{R}+_k}{t_0 \vdash s_0 + s_1} \text{Cut}$$

RFliP

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad \frac{t_{n-1} \vdash s_k}{t_{n-1} \vdash s_k} \text{Cut}}{t_0 \vdash s_0 + s_1} \text{R}+_k$$

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad \frac{t_{n-1} \vdash s_0 \quad t_{n-1} \vdash s_1}{t_{n-1} \vdash s_0 \times s_1} \text{R}\times}{t_0 \vdash s_0 \times s_1} \text{Cut}$$

RFliP

$$\frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad t_{n-1} \vdash s_0}{t_0 \vdash s_0} \text{Cut} \quad \frac{\cdots \quad t_{n-2} \vdash t_{n-1} \quad t_{n-1} \vdash s_1}{t_0 \vdash s_1} \text{Cut}}{t_0 \vdash s_0 \times s_1} \text{R}\times$$

Elimination of identities

$$\frac{\dots \quad t_{i-1} \vdash s \quad \frac{\text{--- Id}}{s \vdash s} \quad s \vdash t_{i+2} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Elimination of identities

$$\frac{\dots \quad t_{i-1} \vdash s \quad \frac{\text{--- Id}}{s \vdash s} \quad s \vdash t_{i+2} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

\Downarrow IdElim

$$\frac{\dots \quad t_{i-1} \vdash s \quad s \vdash t_{i+2} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

$\text{IdElim}(M, i) = \text{Remove } u_i \text{ from } M.$

Otherwise, $M = [\mathbf{R} \dots \mathbf{RL} \dots \mathbf{L}]$.

Essential reductions

Otherwise, $M = [\mathbf{R} \dots \mathbf{RL} \dots \mathbf{L}]$.

$$\frac{\dots \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} \mathbf{R} \times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} \mathbf{L} \times_k \dots}{t_0 \vdash t_n} \mathbf{Cut}$$

Essential reductions

Otherwise, $M = [R \dots \text{RL} \dots L]$.

$$\begin{array}{c}
 \begin{array}{c}
 \dots \quad \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} R \times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} L \times_k \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}
 \end{array}
 \xRightarrow{\text{Reduce}}
 \begin{array}{c}
 \dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}$$

Essential reductions

Otherwise, $M = [R \dots \text{RL} \dots L]$.

$$\begin{array}{c}
 \begin{array}{c}
 \dots \quad \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} R\times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} L\times_k \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}
 \end{array}
 \xRightarrow{\text{Reduce}}
 \begin{array}{c}
 \dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}$$

$$\begin{array}{c}
 \begin{array}{c}
 \dots \quad \frac{t_{i-1} \vdash s_k}{t_{i-1} \vdash s_0 + s_1} R+_k \quad \frac{s_0 \vdash t_{i+1} \quad s_1 \vdash t_{i+1}}{s_0 + s_1 \vdash t_{i+1}} L+ \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}
 \end{array}$$

Essential reductions

Otherwise, $M = [R \dots \text{RL} \dots L]$.

$$\begin{array}{c}
 \begin{array}{c}
 \dots \quad \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} R\times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} L\times_k \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array} \\
 \xRightarrow{\text{Reduce}} \\
 \begin{array}{c}
 \dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}
 \end{array}$$

$$\begin{array}{c}
 \begin{array}{c}
 \dots \quad \frac{t_{i-1} \vdash s_k}{t_{i-1} \vdash s_0 + s_1} R+_k \quad \frac{s_0 \vdash t_{i+1} \quad s_1 \vdash t_{i+1}}{s_0 + s_1 \vdash t_{i+1}} L+ \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array} \\
 \xRightarrow{\text{Reduce}} \\
 \begin{array}{c}
 \dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots \\
 \hline
 t_0 \vdash t_n \quad \text{Cut}
 \end{array}
 \end{array}$$

Essential reductions

Otherwise, $M = [R \dots \text{RL} \dots L]$.

$$\frac{\dots \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} R\times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} L\times_k \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Reduce
 \Rightarrow

$$\frac{\dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

$$\frac{\dots \frac{t_{i-1} \vdash s_k}{t_{i-1} \vdash s_0 + s_1} R+_k \quad \frac{s_0 \vdash t_{i+1} \quad s_1 \vdash t_{i+1}}{s_0 + s_1 \vdash t_{i+1}} L+ \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Reduce
 \Rightarrow

$$\frac{\dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

$$\frac{\dots \frac{t_{i-1} \vdash F(X)}{t_{i-1} \vdash X} R\text{Fix} \quad \frac{F(X) \vdash t_{i+1}}{X \vdash t_{i+1}} L\text{Fix} \quad \dots}{t_1 \vdash t_n} \text{Cut}$$

Essential reductions

Otherwise, $M = [R \dots \text{RL} \dots L]$.

$$\frac{\dots \frac{t_{i-1} \vdash s_0 \quad t_{i-1} \vdash s_1}{t_{i-1} \vdash s_0 \times s_1} R\times \quad \frac{s_k \vdash t_{i+1}}{s_0 \times s_1 \vdash t_{i+1}} L\times_k \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Reduce
 \Rightarrow

$$\frac{\dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

$$\frac{\dots \frac{t_{i-1} \vdash s_k}{t_{i-1} \vdash s_0 + s_1} R+_k \quad \frac{s_0 \vdash t_{i+1} \quad s_1 \vdash t_{i+1}}{s_0 + s_1 \vdash t_{i+1}} L+ \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Reduce
 \Rightarrow

$$\frac{\dots \quad t_{i-1} \vdash s_k \quad s_k \vdash t_{i+1} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

$$\frac{\dots \frac{t_{i-1} \vdash F(X)}{t_{i-1} \vdash X} R\text{Fix} \quad \frac{F(X) \vdash t_{i+1}}{X \vdash t_{i+1}} L\text{Fix} \quad \dots}{t_1 \vdash t_n} \text{Cut}$$

Reduce
 \Rightarrow

$$\frac{\dots \quad t_{i-1} \vdash F(X) \quad F(X) \vdash t_{i+1} \quad \dots}{t_0 \vdash t_n} \text{Cut}$$

Cut-elimination algorithm

Cut-elimination algorithm

- Internal phase: Perform internal transformations (**Merge**, **IdElim**, **Reduce**) while you can't do anything else.

Cut-elimination algorithm

- Internal phase: Perform internal transformations (**Merge**, **IdElim**, **Reduce**) while you can't do anything else.
- Production phase: Build a part of the output tree (**LFlip**, **RFlip**, **IdOut**) whenever you can!

Cut-elimination algorithm

- Internal phase: Perform internal transformations (**Merge**, **IdElim**, **Reduce**) while you can't do anything else.
- Production phase: Build a part of the output tree (**LFlip**, **RFlip**, **IdOut**) whenever you can!
- Repeat forever...

Cut-elimination algorithm

- Internal phase: Perform internal transformations (**Merge**, **IdElim**, **Reduce**) while you can't do anything else.
- Production phase: Build a part of the output tree (**LFlip**, **RFlip**, **IdOut**) whenever you can!
- Repeat forever...

Theorem (F.–S., 2013)

*For every input tape M , the internal phase **halts!***

Proof. Suppose it does not halt...

$$M_1 = [u_{11} \quad u_{12} \quad u_{13}]$$

Merge \Downarrow

$$M_2 = [u_{21} \quad u_{22} \quad u_{23} \quad u_{24}]$$

Merge \Downarrow

$$M_3 = [u_{31} \quad u_{32} \quad u_{33} \quad u_{34} \quad u_{35}]$$

Reduce \Downarrow

$$M_4 = [u_{41} \quad u_{42} \quad u_{43} \quad u_{44} \quad u_{45}]$$

IdElim \Downarrow

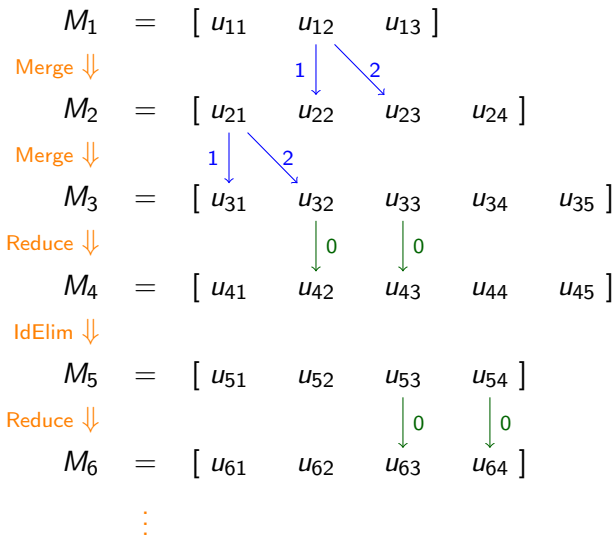
$$M_5 = [u_{51} \quad u_{52} \quad u_{53} \quad u_{54}]$$

Reduce \Downarrow

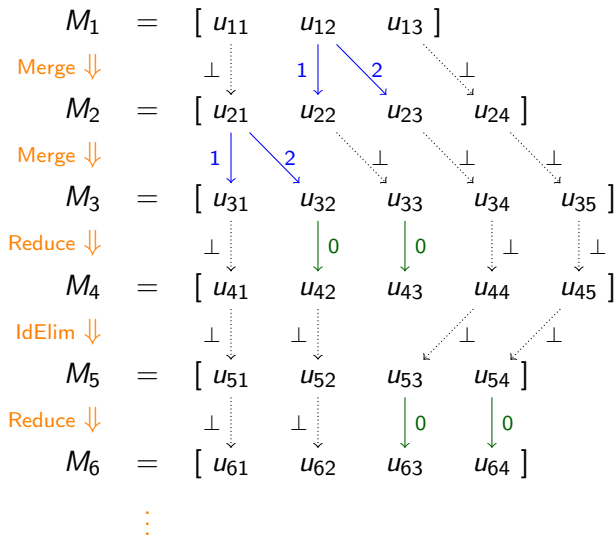
$$M_6 = [u_{61} \quad u_{62} \quad u_{63} \quad u_{64}]$$

\vdots

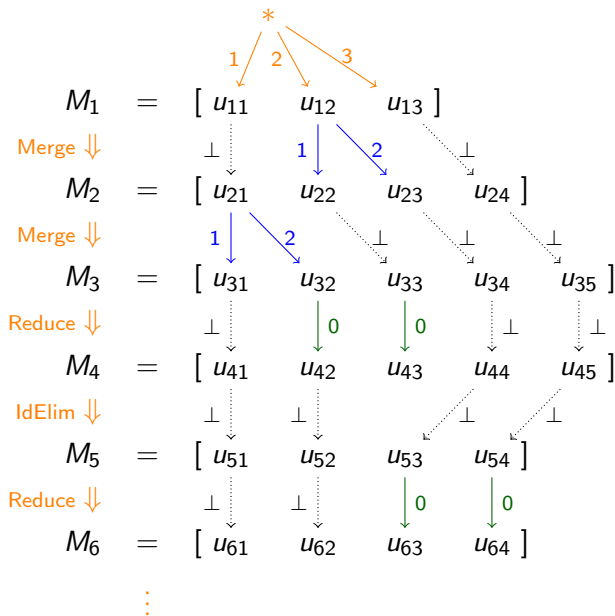
Proof. Suppose it does not halt...



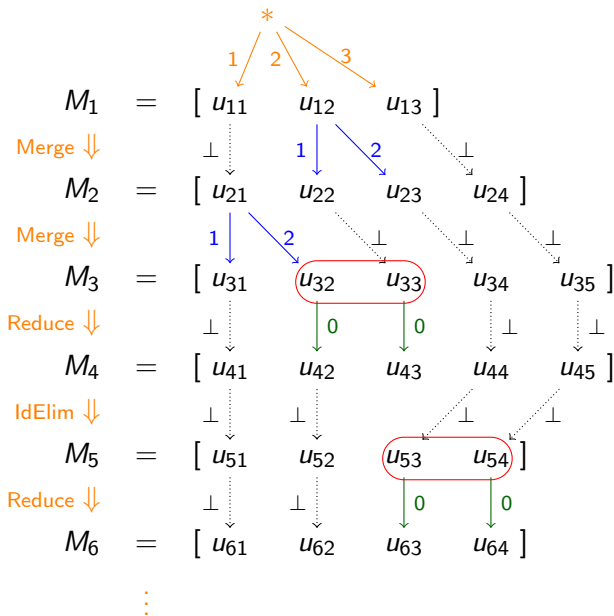
Proof. Suppose it does not halt...



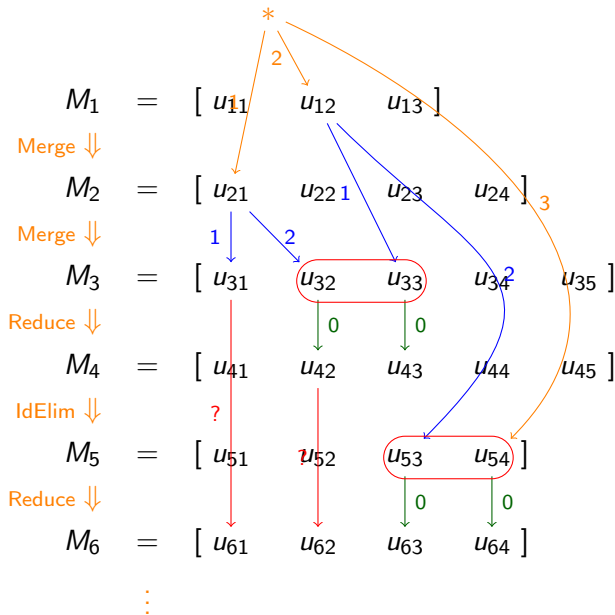
Proof. Suppose it does not halt...



Proof. Suppose it does not halt...

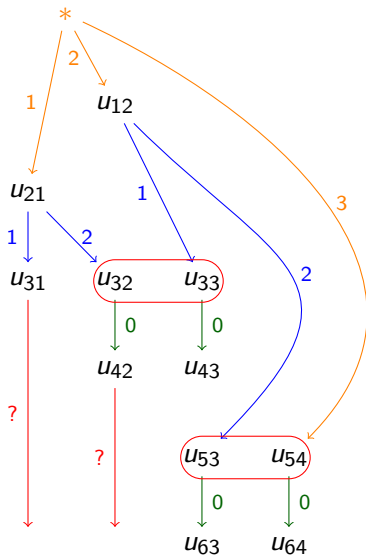


Proof. Suppose it does not halt...



Proof. Suppose it does not halt...

$\Psi :=$



- Ψ is an infinite finitely branching tree.

- Ψ is an infinite finitely branching tree.
- The set $\mathcal{B}_\infty(\Psi)$ of its infinite branches is non-empty. (Kőnig)

- Ψ is an infinite finitely branching tree.
- The set $\mathcal{B}_\infty(\Psi)$ of its infinite branches is non-empty. (Kőnig)
- $\mathcal{B}_\infty(\Psi)$ is lexicographically ordered, it is a complete lattice.

- Ψ is an infinite finitely branching tree.
- The set $\mathcal{B}_\infty(\Psi)$ of its infinite branches is non-empty. (Kőnig)
- $\mathcal{B}_\infty(\Psi)$ is lexicographically ordered, it is a complete lattice.
- Infinite branches of Ψ , correspond to infinite paths in Π .
Therefore, they **satisfy the guard condition!**

$$\mathcal{B}_\infty(\Psi) = \mu\text{-branches} \cup \nu\text{-branches}$$

- Ψ is an infinite finitely branching tree.
- The set $\mathcal{B}_\infty(\Psi)$ of its infinite branches is non-empty. (Kőnig)
- $\mathcal{B}_\infty(\Psi)$ is lexicographically ordered, it is a complete lattice.
- Infinite branches of Ψ , correspond to infinite paths in Π .
Therefore, they **satisfy the guard condition!**

$$\mathcal{B}_\infty(\Psi) = \mu\text{-branches} \cup \nu\text{-branches}$$

Lemma (F.–S., 2013)

- 1 *The least infinite branch of Ψ is a ν -branch.*
- 2 *Let E be a nonempty collection of ν -branches and let $\gamma = \bigvee E$. Then γ is a ν -branch.*
- 3 *If β is a ν -branch, then there exists another ν -branch $\beta' \succ \beta$.*

So what?

Let

$E = \text{All the } \nu\text{-branches}$

So what?

Let

$E = \text{All the } \nu\text{-branches}$

By 1 $E \neq \emptyset$.

So what?

Let

$E = \text{All the } \nu\text{-branches}$

By 1 $E \neq \emptyset$. Let $\gamma = \bigvee E$. By 2, γ is a ν -branch.

So what?

Let

$E = \text{All the } \nu\text{-branches}$

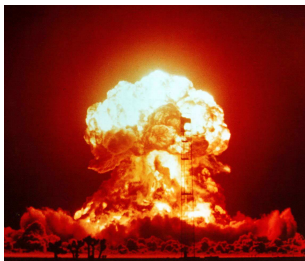
By 1 $E \neq \emptyset$. Let $\gamma = \bigvee E$. By 2, γ is a ν -branch. Hence by 3, there is another ν -branch $\gamma' \succ \gamma$.

So what?

Let

$E = \text{All the } \nu\text{-branches}$

By 1 $E \neq \emptyset$. Let $\gamma = \bigvee E$. By 2, γ is a ν -branch. Hence by 3, there is another ν -branch $\gamma' \succ \gamma$. But then, $\gamma' \in E$ and therefore $\gamma' \preceq \bigvee E = \gamma$.



Cut-eliminating infinite proof-trees

- We can cut eliminate a cut-free infinite proof against a fixed circular proof Π .
- We obtain a cut-free infinite proof.

Cut-eliminating infinite proof-trees

- We can cut eliminate a cut-free infinite proof against a fixed circular proof Π .
- We obtain a cut-free infinite proof.

Considering that for any μ -definable set X ,

$X \simeq$ Winning strategies for \oplus in some game

Cut-eliminating infinite proof-trees

- We can cut eliminate a cut-free infinite proof against a fixed circular proof Π .
- We obtain a cut-free infinite proof.

Considering that for any μ -definable set X ,

$$\begin{aligned} X &\simeq \text{Winning strategies for } \oplus \text{ in some game} \\ &\simeq \text{Cut-free infinite valid proofs of } 1 \vdash X, \end{aligned}$$

Cut-eliminating infinite proof-trees

- We can cut eliminate a cut-free infinite proof against a fixed circular proof Π .
- We obtain a cut-free infinite proof.

Considering that for any μ -definable set X ,

$$\begin{aligned} X &\simeq \text{Winning strategies for } \oplus \text{ in some game} \\ &\simeq \text{Cut-free infinite valid proofs of } 1 \vdash X, \end{aligned}$$

Cut-elimination is a **generic algorithm** for computing all the μ -definable functions.

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?
- Is the Ackermann function definable?

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?
- Is the Ackermann function definable?
- What about streams?

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?
- Is the Ackermann function definable?
- What about streams?
- And trees?

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?
- Is the Ackermann function definable?
- What about streams?
- And trees?

Regular tree $<$ μ -definable

Computability problems

- What are the set-theoretic functions that one can denote with circular proofs and computed with cut-elimination?

Primitive recursive \leq μ -definable \leq Recursive

- Which of those bounds are strict?
- Is the Ackermann function definable?
- What about streams?
- And trees?

Regular tree $<$ μ -definable

- What about higher order pushdown trees?

Proof-theoretic problems

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?

Proof-theoretic problems

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?
- Find links with existing circularities (get a categorical perspective)

Proof-theoretic problems

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?
- Find links with existing circularities (get a categorical perspective)
 - Add contexts, linear logic $s_1 \dots s_m \vdash t_1 \dots t_n$ (Baelde)

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?
- Find links with existing circularities (get a categorical perspective)
 - Add contexts, linear logic $s_1 \dots s_m \vdash t_1 \dots t_n$ (Baelde)
 - Add modalities $\Box t, \Diamond t, \dots$ (Walukiewicz)

Proof-theoretic problems

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?
- Find links with existing circularities (get a categorical perspective)
 - Add contexts, linear logic $s_1 \dots s_m \vdash t_1 \dots t_n$ (Baelde)
 - Add modalities $\Box t, \Diamond t, \dots$ (Walukiewicz)
 - Add first order. (Brotherston–Simpson, Roşu, Lismont)

Proof-theoretic problems

- How can we enrich the proof system (and corresponding model) while keeping a productive cut-elimination procedure?
- Find links with existing circularities (get a categorical perspective)
 - Add contexts, linear logic $s_1 \dots s_m \vdash t_1 \dots t_n$ (Baelde)
 - Add modalities $\Box t, \Diamond t, \dots$ (Walukiewicz)
 - Add first order. (Brotherston–Simpson, Roşu, Lismont)
- Philosophical question: What is the meaning of circularity in mathematical reasoning?



Merci!
Thank you!
Dank u!