

# First-Class Nonstandard Interpretations by Opening Closures

Jeffrey Mark Siskind<sup>1</sup>   Barak A. Pearlmutter<sup>2</sup>

<sup>1</sup>School of Electrical and Computer Engineering, Purdue University; [gobi@purdue.edu](mailto:gobi@purdue.edu)

<sup>2</sup>Hamilton Institute, National University of Ireland Maynooth; [barak@cs.nuim.ie](mailto:barak@cs.nuim.ie)

Symposium on Principles of Programming Languages  
17 January 2007

## What is a Nonstandard Interpretation (NSI)?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

(Terminology from model theory: nonstandard model of Peano Axioms, nonstandard integers, nonstandard interpretation of the reals, etc.)

## What is a Nonstandard Interpretation (NSI)?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

(Terminology from model theory: nonstandard model of Peano Axioms, nonstandard integers, nonstandard interpretation of the reals, etc.)

## What are NSIs used for?

- “lift” domain of language datatype:  $\mathbb{R} \mapsto \mathbb{C}$ ,  $\mathbb{R} \mapsto \mathbb{R}^3$ ,  $\mathbb{R} \mapsto \mathbb{R}^{n \times n}$ , ...
- systems programming: security sandbox, resource monitoring, tracing, logging, profiling, code instrumentation and metering, error checking, run-time code patching, virtualization, ...
- Web 2.0: redirecting I/O (e.g., AJAX)
- compiler techniques: flow analysis, partial evaluation, abstract interpretation, ...
-

## What is a Nonstandard Interpretation (NSI)?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

(Terminology from model theory: nonstandard model of Peano Axioms, nonstandard integers, nonstandard interpretation of the reals, etc.)

## What are NSIs used for?

- “lift” domain of language datatype:  $\mathbb{R} \mapsto \mathbb{C}$ ,  $\mathbb{R} \mapsto \mathbb{R}^3$ ,  $\mathbb{R} \mapsto \mathbb{R}^{n \times n}$ , ...
- systems programming: security sandbox, resource monitoring, tracing, logging, profiling, code instrumentation and metering, error checking, run-time code patching, virtualization, ...
- Web 2.0: redirecting I/O (e.g., AJAX)
- compiler techniques: flow analysis, partial evaluation, abstract interpretation, ...
- $\vdots$
- basically, everything good and wholesome!

# How is NSI Typically Done?

- **Heavyweight**

- custom evaluator

- macros

- allows augmenting or reinterpreting core syntax

- **Lightweight**

- redefine variables bound to standard basis

- preserves core syntax

- reuses existing evaluator

## Example: $\mathbb{C}$ for Language with Only $\mathbb{R}$

Redefine SCHEME numeric basis to operate on both native reals and complex numbers represented as SCHEME pairs  $(a \ . \ b)$ .

```
(define (complex+ +)
  (lambda (x y)
    (let ((x (if (pair? x) x (cons x 0)))
          (y (if (pair? y) y (cons y 0))))
      (cons (+ (car x) (car y))
            (+ (cdr x) (cdr y))))))

(define + (complex+ +))
```

# Problems with this Approach

- Confining NSI to limited context
- Composing NSIs with specified order
- Multiple NSIs
- Reinterpreting constants:  $x \mapsto (x \ . \ 0)$
- Lifted procedures must support both lifted and non-lifted values via dispatch

```
(if (pair? x) x (cons x 0))
```

- Reinterpreting closed-over variables

```
(define h  
  (let ((plus +) (five 5))  
    (lambda (x) (plus x five))))
```

What is a Nonstandard Interpretation?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

What is a closure?

*An expression, along with an environment (a mapping of free variables to values).*



What is a Nonstandard Interpretation?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

What is a closure?

*An expression, along with an environment (a mapping of free variables to values).*

Idea!

- Do NSI by altering closure environments

## What is a Nonstandard Interpretation?

*Reinterpret expression assigning new meanings to the free (constant, variable, function, and predicate) symbols.*

## What is a closure?

*An expression, along with an environment (a mapping of free variables to values).*

## Idea!

- Do NSI by altering closure environments
- First-Class NSI (i.e., NSI objects that can be composed and applied)
- Treat constants as free (global) variables (i.e., constant conversion)
- Make API

$$\begin{aligned} \text{map-closure } f \langle \{x_1 \mapsto v_1, \dots, x_n \mapsto v_n\}, e \rangle \\ \triangleq \langle \{x_1 \mapsto (f \ x_1 \ v_1), \dots, x_n \mapsto (f \ x_n \ v_n)\}, e \rangle \end{aligned}$$

- treat primitive procedures as having empty environments
- preserves hygiene: (name *var*) syntax, name?, name=?
- lazy: compute  $(f \ x_i \ v_i)$  on first access to  $x_i$

Recursively apply `per-slot` to each slot nested in `x` and `per-object` to each object nested in `x`.

```
(define (map-closure* per-slot per-object x)
  (let recurse ((x x))
    (per-object
     (cond
      ((procedure? x)
       (map-closure
        (lambda (n x) (recurse (per-slot n x)))
        x))
      ((pair? x)
       (cons (recurse (car x)) (recurse (cdr x))))
      (else x))))))
```

- with strict `map-closure`, analogous to stop-and-copy GC
- with lazy `map-closure`, analogous to incremental copy-on-read GC
- all applications we have found use similar recursive idioms

# Using this Idiom to Implement `with-complex`

Invoke `thunk` where each real  $x$  that is reachable during the invocation is lifted to a pair  $(x \ . \ 0)$  and each copy of the addition procedure that is reachable during the invocation is lifted to complex addition.

```
(define (with-complex thunk)
  (map-closure*
    ;; per-slot
    (lambda (n x) x)
    ;; per-object
    (lambda (x)
      (cond ((real? x) (cons x 0))
            ((eq? x +)
             (lambda (x y)
               (cons (+ (car x) (car y))
                     (+ (cdr x) (cdr y))))))
            (else x)))
    thunk)))
```

# Using this Idiom to Implement a Sandbox

Check every procedure invocation during the invocation of `thunk` and `raise-an-exception` if that procedure invocation is not allowed?.

```
(define (sandbox allowed? raise-an-exception thunk)
  ((map-closure*
    ;; per-slot
    (lambda (n x) x)
    ;; per-object
    (lambda (x)
      (if (procedure? x)
          (lambda arguments
            (if (allowed? x arguments)
                (apply x arguments)
                (raise-an-exception)))
          x))
    thunk)))
```

Analogous mechanisms can perform tracing, logging, profiling, code instrumentation and metering, error checking, and virtualization.

# Using this Idiom to Implement Variable Mutation

Invoke an altered continuation where the value of all instances of a slot `n` are replaced with `new`.

```
(define (set n new)
  ((call/cc
    (lambda (c)
      (map-closure*
        ;; per-slot
        (lambda (n1 old) (if (name=? n n1) new old))
        ;; per-object
        (lambda (x) x)
        c)))
    #f))
```

```
(define-syntax set!
  (syntax-rules () ((set! n new) (set (name n) new))))
```

- evaluator must rename arguments to procedures as they are invoked
- to handle circularity, `map-closure*` must recurse *after* calling `per-slot` and `map-closure` must be lazy
- illustrates power of `map-closure`; not intended as a practical implementation technique

# Implementation

- via closure conversion (analogous to `call/cc` via CPS conversion)
- native implementation (using existing mechanisms for accessing variables and creating closures)
- prototypes of both available at <http://www.bcl.hamilton.ie/~qobi/map-closure/>



- integration with type systems
- not referentially transparent
- name-based (`per-slot`) vs. value-based (`per-object`)
  - value-based relies on ability to compare procedures for equality
  - cannot compare procedures for equality in ML or HASKELL
  - in SCHEME, can only compare procedures for equality with `eq?`, not `equal?`
  - but `map-closure` breaks `eq?` by copying (can `hashcons`)
- name-based uses lexical scoping to control reflection boundaries
  - how do you specify reflection boundaries in value-based?
  - how do you perform and control communication across reflection strata?
  - trace write in trace `f` in ...  
does the outer trace write trace just the writes in `f` or also the writes in the tracing of `f`?
  - security holes: program can determine whether it is running in a sandbox

# Take Home Message

There is a crying need for a construct that performs nonstandard interpretation which is:

- easy to use
- dynamic and first-class
- powerful and flexible
- efficient

The `map-closure` construct is an attempt to fill this gap.

# Take Home Message

There is a crying need for a construct that performs nonstandard interpretation which is:

- easy to use
- dynamic and first-class
- powerful and flexible
- efficient

The `map-closure` construct is an attempt to fill this gap.

Q: Can `map-closure` be implemented efficiently?

# Take Home Message

There is a crying need for a construct that performs nonstandard interpretation which is:

- easy to use
- dynamic and first-class
- powerful and flexible
- efficient

The `map-closure` construct is an attempt to fill this gap.

Q: Can `map-closure` be implemented efficiently?

A: Yes, with a sufficiently smart compiler. (We are building one.)

# Take Home Message

There is a crying need for a construct that performs nonstandard interpretation which is:

- easy to use
- dynamic and first-class
- powerful and flexible
- efficient

The `map-closure` construct is an attempt to fill this gap.

Q: Can `map-closure` be implemented efficiently?

A: Yes, with a sufficiently smart compiler. (We are building one.)

Q: What if I hate `map-closure`?

# Take Home Message

There is a crying need for a construct that performs nonstandard interpretation which is:

- easy to use
- dynamic and first-class
- powerful and flexible
- efficient

The `map-closure` construct is an attempt to fill this gap.

Q: Can `map-closure` be implemented efficiently?

A: Yes, with a sufficiently smart compiler. (We are building one.)

Q: What if I hate `map-closure`?

A: Propose your own first-class dynamic NSI construct.

## Contingency Slides

Want to evaluate  $(+ \ (\ast \ a \ x) \ b)$  under an NSI.

- Confining NSI to limited context
- without need to transform whole program
- Composing NSIs with specified order
- Multiple NSIs
- Reinterpreting constants
- Reinterpreting closed-over variables



# Global Nonstandard Interpretation by Mutating Top Level

- **Confining NSI to limited context**

```
(define (vector-nsi)
  (let ((v+ (vector+ + *)) (v* (vector* + *)))
    (set! + v+)
    (set! * v*)))
```

```
(define (under nsi code) (nsi) (code))
```

```
(under vector-nsi (lambda () (+ (* a x) b)))
```

- **without need to transform whole program**

```
(define (f x y) (+ x y))
```

```
(under vector-nsi (lambda () (f (* a x) b)))
```

- **Composing NSIs with specified order**

```
(define (matrix-nsi)
  (let ((m+ (matrix+ + *)) (m* (matrix* + *)))
    (set! + m+)
    (set! * m*)))
```

```
(define (compose nsi1 nsi2) (lambda () (nsi2) (nsi1)))
```

```
(under (compose vector-nsi matrix-nsi)
  (lambda () (+ (* a x) b)))
```

```
(under (compose matrix-nsi vector-nsi)
  (lambda () (+ (* a x) b)))
```

# Global Nonstandard Interpretation by Mutating Top Level

- Multiple NSIs

```
(list (under vector-nsi (lambda () (+ (* a x) b)))  
      (under matrix-nsi (lambda () (+ (* a x) b))))
```

- Reinterpreting constants

```
(define (vector-nsi)  
  (let ((v+ (vector+ + * 0))  
        (v* (vector* + * 0))  
        (v0 (vector0 + * 0)))  
    (set! + v+)  
    (set! * v*)  
    (set! 0 v0)))  
  
(under vector-nsi (lambda () (+ (* a x) 0)))
```

- Reinterpreting closed-over variables

```
(define g (let ((p +) (c 0)) (lambda (a x) (p (* a x) c))))  
  
(under vector-nsi (lambda () (g a x)))
```

# Lexical Nonstandard Interpretation by Abstraction

- **Confining NSI to limited context**

```
(define (vector-nsi . env)
  (list (apply vector+ env) (apply vector* env)))

(define (under env code) (apply code env))

(under (vector-nsi + *) (lambda (+ *) (+ (* a x) b)))
```

- **without need to transform whole program**

```
(under (vector-nsi + *)
      (lambda (+ *)
        (define (f x y) (+ x y))
        (f (* a x) b))))
```

- **Composing NSIs with specified order**

```
(define (matrix-nsi . env)
  (list (apply matrix+ env) (apply matrix* env)))

(define (compose nsi1 nsi2)
  (lambda env (apply nsi1 (apply nsi2 env))))

(under ((compose vector-nsi matrix-nsi) + *)
      (lambda (+ *) (+ (* a x) b)))

(under ((compose matrix-nsi vector-nsi) + *)
      (lambda (+ *) (+ (* a x) b)))
```

# Lexical Nonstandard Interpretation by Abstraction

- Multiple NSIs

```
(list (under (vector-nsi + *) (lambda (+ *) (+ (* a x) b)))  
      (under (matrix-nsi + *) (lambda (+ *) (+ (* a x) b)))))
```

- Reinterpreting constants

```
(define (vector-nsi . env)  
  (list (apply vector+ env)  
        (apply vector* env)  
        (apply vector0 env)))
```

```
(under (vector-nsi + * 0) (lambda (+ * 0) (+ (* a x) 0)))
```

- Reinterpreting closed-over variables

```
(define g (let ((p +) (c 0)) (lambda (a x) (p (* a x) c))))
```

```
(under (vector-nsi + * 0) (lambda (+ * 0) (g a x)))
```

# Nonstandard Interpretation with Dynamic Scoping

- **Confining NSI to limited context**

```
(define (vector-nsi code)
  (lambda ()
    (fluid-let ((+ (vector+ + *)) (* (vector* + *))) (code))))

(define (under nsi code) ((nsi code)))

(under vector-nsi (lambda () (+ (* a x) b)))
```

- **without need to transform whole program**

```
(define (f x y) (+ x y))

(under vector-nsi (lambda () (f (* a x) b)))
```

- **Composing NSIs with specified order**

```
(define (matrix-nsi code)
  (lambda ()
    (fluid-let ((+ (matrix+ + *)) (* (matrix* + *))) (code))))

(define (compose ns1 ns2) (lambda (code) (ns2 (ns1 code))))

(under (compose vector-nsi matrix-nsi)
  (lambda () (+ (* a x) b)))

(under (compose matrix-nsi vector-nsi)
  (lambda () (+ (* a x) b)))
```

# Nonstandard Interpretation with Dynamic Scoping

- Multiple NSIs

```
(list (under vector-nsi (lambda () (+ (* a x) b)))  
      (under matrix-nsi (lambda () (+ (* a x) b))))
```

- Reinterpreting constants

```
(define (vector-nsi code)  
  (lambda ()  
    (fluid-let ((+ (vector+ + * 0))  
                (* (vector* + * 0))  
                (0 (vector0 + * 0)))  
      (code))))  
  
(under vector-nsi (lambda () (+ (* a x) 0)))
```

- Reinterpreting closed-over variables

```
(define g (let ((p +) (c 0)) (lambda (a x) (p (* a x) c))))  
  
(under vector-nsi (lambda () (g a x)))
```

# Nonstandard Interpretation with map-closure

- **Confining NSI to limited context**

```
(define (vector-nsi code)
  (map-closure* (lambda (n x) x)
                (lambda (x)
                  (cond ((equal? x 0) (vector+ + * 0))
                        ((eq? x +) (vector* + * 0))
                        ((eq? x *) (vector0 + * 0))
                        (else x))))
  code))
```

```
(define (under nsi code) ((nsi code)))
```

```
(under vector-nsi (lambda () (+ (* a x) b)))
```

- **without need to transform whole program**

```
(define (f x y) (+ x y))
```

```
(under vector-nsi (lambda () (f (* a x) b)))
```

# Nonstandard Interpretation with map-closure

- Composing NSIs with specified order

```
(define (matrix-nsi code)
  (map-closure* (lambda (n x) x)
                (lambda (x)
                  (cond ((equal? x 0) (matrix+ + * 0))
                        ((eq? x +) (matrix* + * 0))
                        ((eq? x *) (matrix0 + * 0))
                        (else x))))
  code))

(define (compose nsi1 nsi2) (lambda (code) (nsi2 (nsi1 code))))

(under (compose vector-nsi matrix-nsi)
      (lambda () (+ (* a x) b)))

(under (compose matrix-nsi vector-nsi)
      (lambda () (+ (* a x) b)))
```

- Multiple NSIs

```
(list (under vector-nsi (lambda () (+ (* a x) b)))
      (under matrix-nsi (lambda () (+ (* a x) b))))
```

- Reinterpreting constants

```
(under vector-nsi (lambda () (+ (* a x) 0)))
```



# Nonstandard Interpretation with map-closure

- Reinterpreting closed-over variables

```
(define g (let ((p +) (c 0)) (lambda (a x) (p (* a x) c))))  
(under vector-nsi (lambda () (g a x)))
```