

# The Semantics of Effects: Centrality, Quantum Control and Reversible Recursion

---

Louis LEMONNIER

Supervised by: Pablo ARRIGHI, Benoît VALIRON, Vladimir ZAMDZHEV



Laboratoire  
Méthodes  
Formelles



école  
normale  
supérieure  
paris-saclay

université  
PARIS-SACLAY

PhD Defence. 19th June 2024

# Introduction: Languages and Types

$\lambda$ -calculus:

- Form a **function**:  $f = \lambda x. x + 2 \equiv x \mapsto x + 2$
- **Apply** the function:  $f(3)$ , or  $f\ 3$ .

# Introduction: Languages and Types

$\lambda$ -calculus:

- Form a **function**:  $f = \lambda x.x + 2 \equiv x \mapsto x + 2$
- **Apply** the function:  $f(3)$ , or  $f\ 3$ .

A type  $A$  is a **specification** of a term  $t$ , we write  $t: A$ .

For example:

$\text{True}: \text{Bool}$      $2: \text{Nat}$      $\lambda x.x + 2: \text{Nat} \rightarrow \text{Nat}$

# Introduction: Languages and Types

$\lambda$ -calculus:

- Form a **function**:  $f = \lambda x.x + 2 \equiv x \mapsto x + 2$
- **Apply** the function:  $f(3)$ , or  $f\ 3$ .

A type  $A$  is a **specification** of a term  $t$ , we write  $t: A$ .

For example:

`True: Bool    2: Nat     $\lambda x.x + 2: \text{Nat} \rightarrow \text{Nat}$`

We also have **variables**: `if x then y  
                                  else y + 2`

Example of **judgement**:

`x: Bool, y: Nat  $\vdash$  if x then y else y + 2: Nat`

# Introduction: Type constructors and destructors

**Types**

I

**Constructor**

\*

**Destructor**

let \* = t in t'

# Introduction: Type constructors and destructors

## Types

$I$

$A \rightarrow B$

## Constructor

$*$

$\lambda x.t$

## Destructor

$\text{let } * = t \text{ in } t'$

$tt'$

## Introduction: Type constructors and destructors

### Types

$I$

$A \rightarrow B$

$A \otimes B$

### Constructor

$*$

$\lambda x. t$

$\langle t_1, t_2 \rangle$

### Destructor

$\text{let } * = t \text{ in } t'$

$tt'$

$\text{let } \langle x, y \rangle = t \text{ in } t'$

## Introduction: Type constructors and destructors

Types	Constructor	Destructor
I	*	let $* = t$ in $t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	let $\langle x, y \rangle = t$ in $t'$
Nat	zero, S $t$	match $t$ with {zero $\mapsto t_1$   S $\mapsto t_2$ }



## Introduction: Type constructors and destructors

Types	Constructor	Destructor
I	*	let $* = t$ in $t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	let $\langle x, y \rangle = t$ in $t'$
Nat	zero, S $t$	match $t$ with {zero $\mapsto t_1$   S $\mapsto t_2$ }
List( $A$ )	Empty, Cons $\langle h, t \rangle$	match $t$ with {Empty $\mapsto t_1$   Cons $\mapsto t_2$ }

## Introduction: Type constructors and destructors

Types	Constructor	Destructor
I	*	let $* = t$ in $t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	let $\langle x, y \rangle = t$ in $t'$
Nat	zero, S $t$	match $t$ with {zero $\mapsto t_1$   S $\mapsto t_2$ }
List( $A$ )	Empty, Cons $\langle h, t \rangle$	match $t$ with {Empty $\mapsto t_1$   Cons $\mapsto t_2$ }
$A \oplus B$	left $t$ , right $t$	match $t$ with {left $\mapsto t_1$   right $\mapsto t_2$ }

## Introduction: Type constructors and destructors

Types	Constructor	Destructor
$I$	$*$	$\text{let } * = t \text{ in } t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	$\text{let } \langle x, y \rangle = t \text{ in } t'$
$\text{Nat}$	$\text{zero}, S t$	$\text{match } t \text{ with } \{\text{zero} \mapsto t_1 \mid S \mapsto t_2\}$
$\text{List}(A)$	$\text{Empty}, \text{Cons } \langle h, t \rangle$	$\text{match } t \text{ with } \{\text{Empty} \mapsto t_1 \mid \text{Cons} \mapsto t_2\}$
$A \oplus B$	$\text{left } t, \text{right } t$	$\text{match } t \text{ with } \{\text{left} \mapsto t_1 \mid \text{right} \mapsto t_2\}$

$$\text{Nat} \cong I \oplus \text{Nat}$$

## Introduction: Type constructors and destructors

Types	Constructor	Destructor
$I$	$*$	$\text{let } * = t \text{ in } t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	$\text{let } \langle x, y \rangle = t \text{ in } t'$
$\text{Nat}$	$\text{zero}, S t$	$\text{match } t \text{ with } \{\text{zero} \mapsto t_1 \mid S \mapsto t_2\}$
$\text{List}(A)$	$\text{Empty}, \text{Cons } \langle h, t \rangle$	$\text{match } t \text{ with } \{\text{Empty} \mapsto t_1 \mid \text{Cons} \mapsto t_2\}$
$A \oplus B$	$\text{left } t, \text{right } t$	$\text{match } t \text{ with } \{\text{left} \mapsto t_1 \mid \text{right} \mapsto t_2\}$

$$\text{Nat} \cong I \oplus \text{Nat}$$

$$\text{List}(A) \cong I \oplus (A \otimes \text{List}(A))$$

# Introduction: Type constructors and destructors

Types	Constructor	Destructor
$I$	$*$	$\text{let } * = t \text{ in } t'$
$A \rightarrow B$	$\lambda x.t$	$tt'$
$A \otimes B$	$\langle t_1, t_2 \rangle$	$\text{let } \langle x, y \rangle = t \text{ in } t'$
$\text{Nat}$	$\text{zero}, S t$	$\text{match } t \text{ with } \{\text{zero} \mapsto t_1 \mid S \mapsto t_2\}$
$\text{List}(A)$	$\text{Empty}, \text{Cons } \langle h, t \rangle$	$\text{match } t \text{ with } \{\text{Empty} \mapsto t_1 \mid \text{Cons} \mapsto t_2\}$
$A \oplus B$	$\text{left } t, \text{right } t$	$\text{match } t \text{ with } \{\text{left} \mapsto t_1 \mid \text{right} \mapsto t_2\}$

$$\text{Nat} \cong I \oplus \text{Nat} \quad \text{List}(A) \cong I \oplus (A \otimes \text{List}(A))$$

General inductive types:  $\mu X.A$ .

$$\text{Nat} = \mu X. I \oplus X \quad \text{List}(A) = \mu X. I \oplus (A \times X)$$

## Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

## Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

Effectful types are written with  $\mathcal{TX}$ .

do  $x \leftarrow t; t'$

# Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

Effectful types are written with  $\mathcal{TX}$ .

$$\text{do } x \leftarrow t; t'$$

## Writer effect

- a tape external to the program
- effectful programs write on the tape



# Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

Effectful types are written with  $\mathcal{TX}$ .

$\text{do } x \leftarrow t; t'$

## Writer effect

- a tape external to the program
- effectful programs write on the tape

## Non-deterministic effect

- Example:  $x \leftarrow \text{True} \parallel \text{False}$ .
- No control over the value.

# Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

Effectful types are written with  $\mathcal{TX}$ .

do  $x \leftarrow t; t'$

## Writer effect

- a tape external to the program
- effectful programs write on the tape

## Non-deterministic effect

- Example:  $x \leftarrow \text{True} \parallel \text{False}$ .
- No control over the value.

## Probabilistic effect

- Example:  $x \leftarrow \text{Coin}()$ .
- According to a probability distribution.

# Introduction: Effects

Dichotomy between **purely functional** programs and an **interaction** with the environment.

Effectful types are written with  $\mathcal{TX}$ .

do  $x \leftarrow t; t'$

## Writer effect

- a tape external to the program
- effectful programs write on the tape

## Probabilistic effect

- Example:  $x \leftarrow \text{Coin}()$ .
- According to a probability distribution.

## Non-deterministic effect

- Example:  $x \leftarrow \text{True} \parallel \text{False}$ .
- No control over the value.

## Quantum effect

- Example:  $x \leftarrow \text{QCoin}()$ .
- Superposition.
- Can be observed with **measurement**.

# Introduction: Quantum Computing

- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.

# Introduction: Quantum Computing

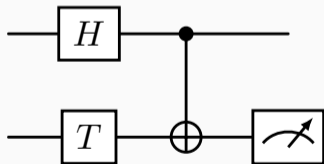
- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.
- Physically admissible operations are **unitaries** (reversible) and **measurement** (irreversible).

# Introduction: Quantum Computing

- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.
- Physically admissible operations are **unitaries** (reversible) and **measurement** (irreversible).
- The most used model of quantum computation is **circuits**.

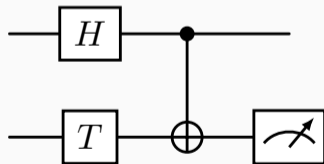
# Introduction: Quantum Computing

- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.
- Physically admissible operations are **unitaries** (reversible) and **measurement** (irreversible).
- The most used model of quantum computation is **circuits**.



# Introduction: Quantum Computing

- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.
- Physically admissible operations are **unitaries** (reversible) and **measurement** (irreversible).
- The most used model of quantum computation is **circuits**.

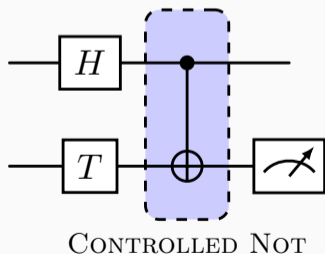


Input:  $|x, y\rangle$   
Program:  $x \leftarrow Hx$   
 $y \leftarrow Ty$   
if  $x$  then  $\langle x, 1 - y \rangle$   
else  $\langle x, y \rangle$   
meas( $y$ )



# Introduction: Quantum Computing

- Quantum bits in  $\mathbb{C} \oplus \mathbb{C}$ , we write  $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$  and  $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
- Generally: quantum data as **normalised** vectors in a Hilbert space.
- Physically admissible operations are **unitaries** (reversible) and **measurement** (irreversible).
- The most used model of quantum computation is **circuits**.



Input:  $|x, y\rangle$   
Program:  $x \leftarrow Hx$   
 $y \leftarrow Ty$   
**if**  $x$  **then**  $\langle x, 1 - y \rangle$   
          **else**  $\langle x, y \rangle$   
 $\text{meas}(y)$

# Introduction: Classical vs. Quantum Control

**Quantum  $\lambda$ -calculus** [SelingerValiron09].

Input:  $|x, y\rangle$

Program:  $x \leftarrow U_1x$

if  $\text{meas}(x)$  then  $U_2y$   
else  $y$

$\text{meas}(x)$  is 0 or 1 with a certain **probability**.

Therefore, **compute**  $U_2y$  is only probable.

# Introduction: Classical vs. Quantum Control

**Quantum  $\lambda$ -calculus** [SelingerValiron09].

Input:  $|x, y\rangle$

Program:  $x \leftarrow U_1x$

if  $\text{meas}(x)$  then  $U_2y$   
else  $y$

$\text{meas}(x)$  is 0 or 1 with a certain **probability**.

Therefore, **compute**  $U_2y$  is only probable.

**Our goal** (Chapter 3).

Input:  $|x, y\rangle$

Program:  $x \leftarrow U_1x$

if  $x$  then  $|x, U_2y\rangle$   
else  $|x, y\rangle$

If  $x$  is a superposition  $\alpha|0\rangle + \beta|1\rangle$ ,  
we get

$$\alpha|0, y\rangle + \beta|1, U_2y\rangle .$$

# Introduction: Classical vs. Quantum Control

**Quantum  $\lambda$ -calculus** [SelingerValiron09].

Input:  $|x, y\rangle$

Program:  $x \leftarrow U_1x$

if  $\text{meas}(x)$  then  $U_2y$   
else  $y$

$\text{meas}(x)$  is 0 or 1 with a certain **probability**.

Therefore, **compute**  $U_2y$  is only probable.

Studied with a point of view from **semantics**.

**Our goal** (Chapter 3).

Input:  $|x, y\rangle$

Program:  $x \leftarrow U_1x$

if  $x$  then  $|x, U_2y\rangle$   
else  $|x, y\rangle$

If  $x$  is a superposition  $\alpha|0\rangle + \beta|1\rangle$ ,  
we get

$$\alpha|0, y\rangle + \beta|1, U_2y\rangle.$$

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow$

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow 3 + 2 \rightarrow$



## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow 3 + 2 \rightarrow 5$ .

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow 3 + 2 \rightarrow 5$ .

Denotational semantics: mathematical **function**  $\llbracket t \rrbracket$ .

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow 3 + 2 \rightarrow 5$ .

Denotational semantics: mathematical **function**  $\llbracket t \rrbracket$ .

Strong enough if **relation** between operational and denotational:

$$t \simeq t' \text{ iff } \llbracket t \rrbracket = \llbracket t' \rrbracket .$$

## Introduction: Why study semantics?

Comes from Ancient Greek, *to provide a meaning*.

Operational semantics: **formal** program execution  $t \rightarrow t'$ .

For example,  $(\lambda x.x + 2)3 \rightarrow 3 + 2 \rightarrow 5$ .

Denotational semantics: mathematical **function**  $\llbracket t \rrbracket$ .

Strong enough if **relation** between operational and denotational:

$$t \simeq t' \text{ iff } \llbracket t \rrbracket = \llbracket t' \rrbracket .$$

- **Prove** that the language does what it is supposed to do,
- Compile the language and perform optimisations **safely**,
- Inform on which **features** can be added to the language.

# Introduction: Category theory

## Category

- Objects:  $X, Y, Z, \dots$
- Morphisms:  $f: X \rightarrow Y$ .
- Composition:

$$\frac{f: X \rightarrow Y \quad g: Y \rightarrow Z}{g \circ f: X \rightarrow Z}$$

- Identity morphism:  $\text{id}_X: X \rightarrow X$ .

## Type system

- Types:  $A, B, C, \dots$
- Type judgements:  $x: A \vdash t: B$ .
- Also composable:

$$\frac{x: A \vdash t: B \quad y: B \vdash t': C}{x: A \vdash t'[t/y]: C}$$

- Identity axiom:  $x: A \vdash x: A$ .

# Introduction: Category theory

## Category

- Objects:  $X, Y, Z, \dots$
- Morphisms:  $f: X \rightarrow Y$ .
- Composition:

$$\frac{f: X \rightarrow Y \quad g: Y \rightarrow Z}{g \circ f: X \rightarrow Z}$$

- Identity morphism:  $\text{id}_X: X \rightarrow X$ .

Most **effects** are interpreted as a (strong) **monad**  $\mathcal{T}$  [Moggi89].

## Type system

- Types:  $A, B, C, \dots$
- Type judgements:  $x: A \vdash t: B$ .
- Also composable:

$$\frac{x: A \vdash t: B \quad y: B \vdash t': C}{x: A \vdash t'[t/y]: C}$$

- Identity axiom:  $x: A \vdash x: A$ .

# Introduction: Category theory

## Category

- Objects:  $X, Y, Z, \dots$
- Morphisms:  $f: X \rightarrow Y$ .
- Composition:

$$\frac{f: X \rightarrow Y \quad g: Y \rightarrow Z}{g \circ f: X \rightarrow Z}$$

- Identity morphism:  $\text{id}_X: X \rightarrow X$ .

Most **effects** are interpreted as a (strong) **monad**  $\mathcal{T}$  [Moggi89].

Example (writer effect), with a monoid  $(M, \cdot, e)$ :

## Type system

- Types:  $A, B, C, \dots$
- Type judgements:  $x: A \vdash t: B$ .
- Also composable:

$$\frac{x: A \vdash t: B \quad y: B \vdash t': C}{x: A \vdash t'[t/y]: C}$$

- Identity axiom:  $x: A \vdash x: A$ .

Monad:  $M \times -$

Objects:  $M \times X$

# Introduction: Category theory

## Category

- Objects:  $X, Y, Z, \dots$
- Morphisms:  $f: X \rightarrow Y$ .
- Composition:

$$\frac{f: X \rightarrow Y \quad g: Y \rightarrow Z}{g \circ f: X \rightarrow Z}$$

- Identity morphism:  $\text{id}_X: X \rightarrow X$ .

Most **effects** are interpreted as a (strong) **monad**  $\mathcal{T}$  [Moggi89].

Example (writer effect), with a monoid  $(M, \cdot, e)$ :

$$\text{Unit: } \eta_X = \begin{cases} X & \rightarrow & M \times X \\ x & \mapsto & (e, x) \end{cases}$$

## Type system

- Types:  $A, B, C, \dots$
- Type judgements:  $x: A \vdash t: B$ .
- Also composable:

$$\frac{x: A \vdash t: B \quad y: B \vdash t': C}{x: A \vdash t'[t/y]: C}$$

- Identity axiom:  $x: A \vdash x: A$ .

Monad:  $M \times -$

Objects:  $M \times X$



# Introduction: Category theory

## Category

- Objects:  $X, Y, Z, \dots$
- Morphisms:  $f: X \rightarrow Y$ .
- Composition:

$$\frac{f: X \rightarrow Y \quad g: Y \rightarrow Z}{g \circ f: X \rightarrow Z}$$

- Identity morphism:  $\text{id}_X: X \rightarrow X$ .

## Type system

- Types:  $A, B, C, \dots$
- Type judgements:  $x: A \vdash t: B$ .
- Also composable:

$$\frac{x: A \vdash t: B \quad y: B \vdash t': C}{x: A \vdash t'[t/y]: C}$$

- Identity axiom:  $x: A \vdash x: A$ .

Most **effects** are interpreted as a (strong) **monad**  $\mathcal{T}$  [Moggi89].

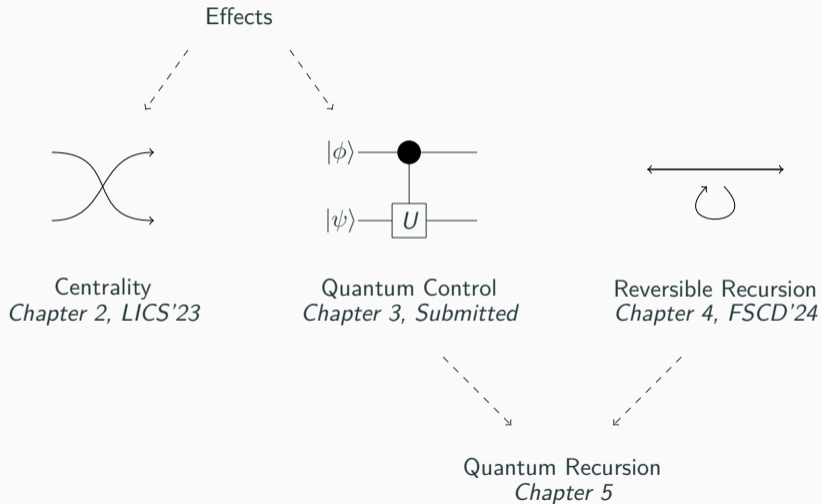
Example (writer effect), with a monoid  $(M, \cdot, e)$ :

Monad:  $M \times -$       Objects:  $M \times X$

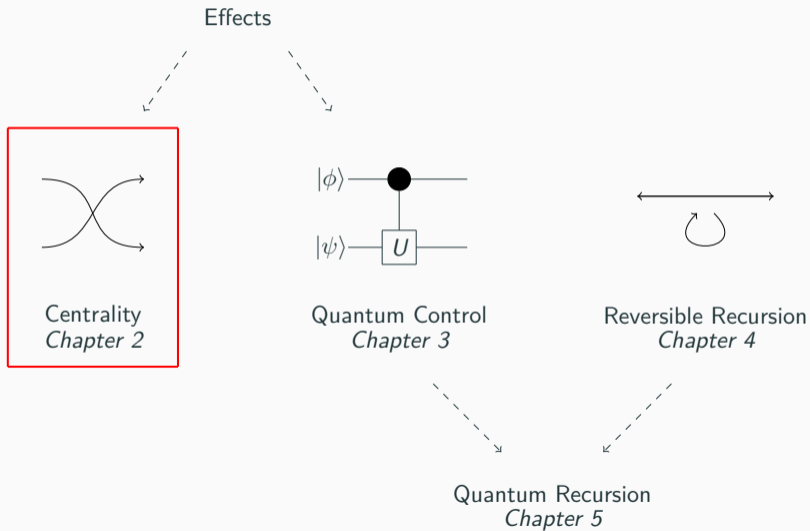
$$\text{Unit: } \eta_X = \begin{cases} X & \rightarrow & M \times X \\ x & \mapsto & (e, x) \end{cases}$$

$$\text{Multiplication: } \mu_X = \begin{cases} M \times (M \times X) & \rightarrow & M \times X \\ (m, (m', x)) & \mapsto & (m \cdot m', x) \end{cases}$$

# Contents



# Contents



## Centrality: Motivation

- **Monads** represent computational **effects**.
- Monads have an algebraic flavour (category theory).
- Centre (algebraically): elements that **commute** with all others.

## Centrality: Motivation

- **Monads** represent computational **effects**.
- Monads have an algebraic flavour (category theory).
- Centre (algebraically): elements that **commute** with all others.

---

p1:

**do**

x <- op1

y <- op2

f x y

p2:

**do**

y <- op2

x <- op1

f x y

---

Two examples of monadic sequencing in Haskell.

- **Intuition:** If op1 or op2 is **central**, p1 and p2 should be equivalent.

## Centrality: Motivation

- **Monads** represent computational **effects**.
- Monads have an algebraic flavour (category theory).
- Centre (algebraically): elements that **commute** with all others.

---

p1:

**do**

x <- op1

y <- op2

f x y

p2:

**do**

y <- op2

x <- op1

f x y

---

Two examples of monadic sequencing in Haskell.

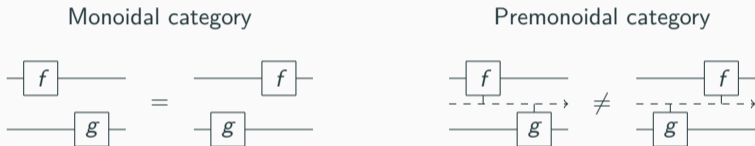
- **Intuition:** If op1 or op2 is **central**, p1 and p2 should be equivalent.

Question:

What is **centrality** for monads?

# Centrality: Background on Premonoidal categories

[PowerRobinson97] **Premonoidal** categories as model of effects.



- A premonoidal category  $\mathcal{P}$  has a **centre**  $Z(\mathcal{P})$ ;
- $Z(\mathcal{P})$  is a monoidal subcategory of  $\mathcal{P}$ .

## Centrality: Strong monads

**Strong** monad  $\mathcal{T}$ : combines effect with pairing ( $\otimes$ ) with a strength  $\tau$ :

$$\tau_{X,Y}: X \otimes \mathcal{T}Y \rightarrow \mathcal{T}(X \otimes Y).$$

**Operationally**:

Input:  $\langle x, M \rangle$

Output: `do  $y \leftarrow M$  ; return  $\langle x, y \rangle$`

With strong monad  $\mathcal{T}: \mathbf{C} \rightarrow \mathbf{C}$ , the category  $\mathbf{C}_{\mathcal{T}}$ :

- Objects of  $\mathbf{C}$ ;
- Morphisms  $X \rightarrow \mathcal{T}Y$ .

is called **Kleisli** category, and is a **premonoidal** category.



# Centrality: Examples on Set

## Writer monad

- Monoid  $M$  with centre  $Z(M)$ .
- Monad  $- (M \times -) : \mathbf{Set} \rightarrow \mathbf{Set}$ .
- Centre  $- (Z(M) \times -) : \mathbf{Set} \rightarrow \mathbf{Set}$ .

## Powerset monad: non-determinism

- Commutative.
- Centre  $-$  itself.

## Centrality: Examples on Set

### Writer monad

- Monoid  $M$  with centre  $Z(M)$ .
- Monad  $- (M \times -) : \mathbf{Set} \rightarrow \mathbf{Set}$ .
- Centre  $- (Z(M) \times -) : \mathbf{Set} \rightarrow \mathbf{Set}$ .

### Powerset monad: non-determinism

- Commutative.
- Centre  $-$  itself.

Obtained by considering the appropriate subset  $\mathcal{Z}X \subseteq \mathcal{T}X$ .

## Centrality: Central cone

**Commutative monad:**

for all  $M$  and  $N$ :

$$\begin{array}{l} x \leftarrow N \\ y \leftarrow M \\ \text{return } \langle x, y \rangle \end{array} \quad \equiv \quad \begin{array}{l} y \leftarrow M \\ x \leftarrow N \\ \text{return } \langle x, y \rangle \end{array}$$

**Central cone:** A pair  $(Z, \iota: Z \rightarrow TX)$

such that, for all  $M$ :

$$\begin{array}{l} x \leftarrow \iota(z) \\ y \leftarrow M \\ \text{return } \langle x, y \rangle \end{array} \quad \equiv \quad \begin{array}{l} y \leftarrow M \\ x \leftarrow \iota(z) \\ \text{return } \langle x, y \rangle \end{array}$$

## Centrality: Central cone

**Commutative monad:**

for all  $M$  and  $N$ :

$$\begin{array}{l} x \leftarrow N \\ y \leftarrow M \\ \text{return } \langle x, y \rangle \end{array} \quad \equiv \quad \begin{array}{l} y \leftarrow M \\ x \leftarrow N \\ \text{return } \langle x, y \rangle \end{array}$$

**Central cone:** A pair  $(Z, \iota: Z \rightarrow TX)$

such that, for all  $M$ :

$$\begin{array}{l} x \leftarrow \iota(z) \\ y \leftarrow M \\ \text{return } \langle x, y \rangle \end{array} \quad \equiv \quad \begin{array}{l} y \leftarrow M \\ x \leftarrow \iota(z) \\ \text{return } \langle x, y \rangle \end{array}$$

If the **universal** central cone at  $X$  exists, write  $ZX \stackrel{\text{def}}{=} Z$ .

## Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

## Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries** (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.

# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.

# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.
- (3) If  $\mathbf{C}$  closed and total, every strong monad on it admits a centre.



# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.
- (3) If  $\mathbf{C}$  closed and total, every strong monad on it admits a centre.

All strong monads centralisable?

# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.
- (3) If  $\mathbf{C}$  closed and total, every strong monad on it admits a centre.

All strong monads centralisable? No, but only artificial counterexamples!

# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.
- (3) If  $\mathbf{C}$  closed and total, every strong monad on it admits a centre.

All strong monads centralisable? No, but only artificial counterexamples!

If  $M$  monoid,  $X \subseteq Z(M)$  contains only **central** elements.

# Centrality: Conditions for Centralisability

**Theorem 2.11:** Equivalent conditions for a monad  $\mathcal{T}$  to have a **centre**:

1. All universal central cones.
2. A monad  $\mathcal{Z}$  linked to  $Z(\mathbf{C}_{\mathcal{T}})$ .
3. An adjunction between  $\mathbf{C}$  and  $Z(\mathbf{C}_{\mathcal{T}})$ .

**Corollaries**

- (1) Strong monads on **Set**, **DCPO**, **Top**, **Vect**, ... are centralisable.
- (2) A commutative monad is its own centre.
- (3) If  $\mathbf{C}$  closed and total, every strong monad on it admits a centre.

All strong monads centralisable? No, but only artificial counterexamples!

If  $M$  monoid,  $X \subseteq Z(M)$  contains only **central** elements.

**Central submonad:**  $\mathcal{S} \hookrightarrow \mathcal{T}$  with only central effects.

## Centrality: Computational Interpretation

Language	Model
Simply-typed $\lambda$ -calculus (ST $\lambda$ C)	Cartesian Closed Category (CCC)
Moggi's metalanguage	CCC with strong monad $\mathcal{T}$ [Moggi89]
???	CCC with central submonad $\mathcal{S} \hookrightarrow \mathcal{T}$

## Centrality: Computational Interpretation

Language	Model
Simply-typed $\lambda$ -calculus (ST $\lambda$ C)	Cartesian Closed Category (CCC)
Moggi's metalanguage	CCC with strong monad $\mathcal{T}$ [Moggi89]
CSC	CCC with central submonad $\mathcal{S} \hookrightarrow \mathcal{T}$

CSC (Central Submonad Calculus):

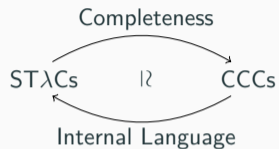
Simply-typed  $\lambda$ -calculus;

- + new types:  $\mathcal{S}X$  and  $\mathcal{T}X$ ;
- + terms for monadic computation (à la Moggi);
- + equational rules, such as:

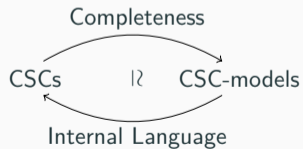
$$\begin{aligned} \Gamma \vdash \text{do}_{\mathcal{T}} x \leftarrow \iota M; \text{do}_{\mathcal{T}} y \leftarrow N; P \\ = \text{do}_{\mathcal{T}} y \leftarrow N; \text{do}_{\mathcal{T}} x \leftarrow \iota M; P : \mathcal{T}C \end{aligned}$$

# Centrality: Completeness and Internal Language

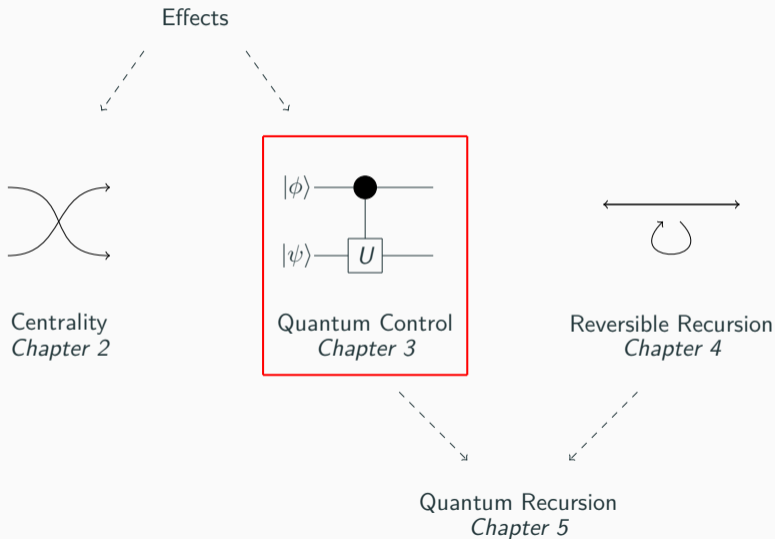
**Folklore:**



**Theorem 2.60**



# Contents





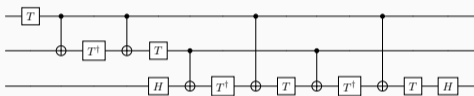
## Quantum Control: Motivation

Usual quantum programming languages: **unitaries** (circuits) and **measurement**.

# Quantum Control: Motivation

Usual quantum programming languages: **unitaries** (circuits) and **measurement**.

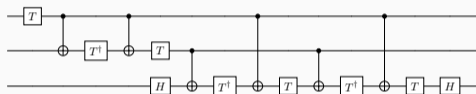
Example, **Toffoli**:



# Quantum Control: Motivation

Usual quantum programming languages: **unitaries** (circuits) and **measurement**.

Example, **Toffoli**:

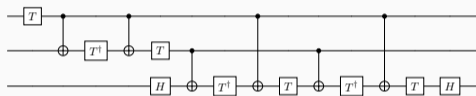


$$\left\{ \begin{array}{l} |0\rangle \otimes y \otimes z \mapsto |0\rangle \otimes y \otimes z \\ x \otimes |0\rangle \otimes z \mapsto x \otimes |0\rangle \otimes z \\ |1\rangle \otimes |1\rangle \otimes z \mapsto |1\rangle \otimes |1\rangle \otimes (1 - z) \end{array} \right.$$

# Quantum Control: Motivation

Usual quantum programming languages: **unitaries** (circuits) and **measurement**.

Example, **Toffoli**:



$$\left\{ \begin{array}{l} |0\rangle \otimes y \otimes z \mapsto |0\rangle \otimes y \otimes z \\ x \otimes |0\rangle \otimes z \mapsto x \otimes |0\rangle \otimes z \\ |1\rangle \otimes |1\rangle \otimes z \mapsto |1\rangle \otimes |1\rangle \otimes (1 - z) \end{array} \right.$$

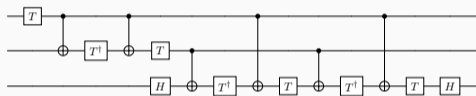
**Goal:**

Represent **syntactically** normalised quantum states and unitaries. Based on [SVV18].

# Quantum Control: Motivation

Usual quantum programming languages: **unitaries** (circuits) and **measurement**.

Example, **Toffoli**:



$$\left\{ \begin{array}{l} |0\rangle \otimes y \otimes z \mapsto |0\rangle \otimes y \otimes z \\ x \otimes |0\rangle \otimes z \mapsto x \otimes |0\rangle \otimes z \\ |1\rangle \otimes |1\rangle \otimes z \mapsto |1\rangle \otimes |1\rangle \otimes (1 - z) \end{array} \right.$$

**Goal:**

Represent **syntactically** normalised quantum states and unitaries. Based on [SVV18].

**Difficulties:**

- A notion of orthogonality for the norm.
- A notion of orthonormal basis for unitarity.

# Quantum Control: The syntax

Types:

$I$     $A \oplus B$     $A \otimes B$     $\text{Nat}$

Terms and semantics as **isometries**:

# Quantum Control: The syntax

Types:

$$\boxed{\mathbb{I} \quad A \oplus B} \quad A \otimes B \quad \text{Nat}$$

Terms and semantics as **isometries**:

	Syntax	$\mathbb{C}^n$	
	<code>*</code> : $\mathbb{I}$	$\begin{bmatrix} 1 \end{bmatrix}$	$ 0\rangle$
	<code>left *</code> : $\mathbb{I} \oplus \mathbb{I}$	$\begin{bmatrix} 1 \\ 0 \end{bmatrix}$	$ 0\rangle$
	<code>right *</code> : $\mathbb{I} \oplus \mathbb{I}$	$\begin{bmatrix} 0 \\ 1 \end{bmatrix}$	$ 1\rangle$
	$(\alpha \cdot \text{left } *) + (\beta \cdot \text{right } *)$ : $\mathbb{I} \oplus \mathbb{I}$	$\begin{bmatrix} \alpha \\ \beta \end{bmatrix}$	$\alpha  0\rangle + \beta  1\rangle$

# Quantum Control: The syntax

Types:

$I$     $A \oplus B$     $A \otimes B$     $\text{Nat}$

Terms and semantics as **isometries**:

Syntax    $\mathbb{C}^n$

$t_i: I \oplus I$     $\begin{bmatrix} \alpha_i \\ \beta_i \end{bmatrix}$     $|\phi_i\rangle$

$t_1 \otimes t_2: (I \oplus I) \otimes (I \oplus I)$     $\begin{bmatrix} \alpha_1 \alpha_2 \\ \beta_1 \alpha_2 \\ \alpha_1 \beta_2 \\ \beta_1 \beta_2 \end{bmatrix}$     $|\phi_1\rangle \otimes |\phi_2\rangle$



# Quantum Control: The syntax

Types:

$$I \quad A \oplus B \quad A \otimes B \quad \boxed{\text{Nat}}$$

Terms and semantics as **isometries**:

Syntax  $\ell^2(\mathbb{N})$

$$\text{zero} : \text{Nat} \quad {}^t \begin{bmatrix} 1 & 0 & \dots \end{bmatrix} \quad |\underline{0}\rangle$$

$$S \text{ zero} : \text{Nat} \quad {}^t \begin{bmatrix} 0 & 1 & 0 & \dots \end{bmatrix} \quad |\underline{1}\rangle$$

$$(\alpha \cdot \text{zero}) + (\beta \cdot S \text{ zero}) : \text{Nat} \quad {}^t \begin{bmatrix} \alpha & 0 & \beta & 0 & \dots \end{bmatrix} \quad \alpha |\underline{0}\rangle + \beta |\underline{2}\rangle$$

# Quantum Control: Examples of Unitaries

Can be seen as  $\lambda$ -abstractions with pattern-matching.

$$\text{id} = \left\{ x \mapsto x \right\} : \text{qubit} \rightarrow \text{qubit}$$

$$\text{NOT} = \left\{ \begin{array}{l} \text{ff} \mapsto \text{tt} \\ \text{tt} \mapsto \text{ff} \end{array} \right\} : \text{qubit} \rightarrow \text{qubit}$$

$$\text{QCoin} = \left\{ \begin{array}{l} \text{ff} \mapsto \frac{1}{\sqrt{2}}\text{ff} + \frac{1}{\sqrt{2}}\text{tt} \\ \text{tt} \mapsto \frac{1}{\sqrt{2}}\text{ff} - \frac{1}{\sqrt{2}}\text{tt} \end{array} \right\} : \text{qubit} \rightarrow \text{qubit}$$

$$\text{SWAP} = \left\{ x \otimes y \mapsto y \otimes x \right\} : \text{qubit}^{\otimes 2} \rightarrow \text{qubit}^{\otimes 2}$$

$$\text{CNOT} = \left\{ \begin{array}{l} (\text{ff}) \otimes x \mapsto (\text{ff}) \otimes x \\ (\text{tt}) \otimes (\text{ff}) \mapsto (\text{tt}) \otimes (\text{tt}) \\ (\text{tt}) \otimes (\text{tt}) \mapsto (\text{tt}) \otimes (\text{ff}) \end{array} \right\} : \text{qubit}^{\otimes 2} \rightarrow \text{qubit}^{\otimes 2}$$

`tt = right *`  
`ff = left *`  
`qubit = I  $\oplus$  I`  
`qubit $\otimes$ 2 = qubit  $\otimes$  qubit`

# Quantum Control: Orthogonality

## Mathematically (Hilbert spaces):

- Normalised vector  $|\phi\rangle$ .
- Orthogonality:  $|\phi\rangle \perp |\psi\rangle$ .
- Orthonormal basis (ONB):  $\{|\phi_i\rangle\}_i$ .
- Normalised superposition:

If  $|\phi_i\rangle$  are pairwise orthogonal,  
and  $\sum_i |\alpha_i|^2 = 1$ ,  
then  $\sum_i \alpha_i |\phi_i\rangle$  is normalised.

## Syntactically:

- Well-typed term  $\Delta \vdash t: A$ .
- Orthogonality relation:  $t_1 \perp t_2$ .
- Orthogonal decomposition:  $\text{OD}_A(\{t_i\}_i)$ .
- Typed superposition:

$$\frac{\Delta \vdash t_i: A \quad t_j \perp t_k \quad \sum_i |\alpha_i|^2 = 1}{\Delta \vdash \sum_i (\alpha_i \cdot t_i): A}$$

# Quantum Control: Orthogonal Decomposition

**Mathematically** (Hilbert spaces):

- Unitaries.
- Orthonormal basis (ONB):  $\{|\phi_i\rangle\}_i$ .
- Bijection between two ONBs  
     $\leftrightarrow$  unitary.
- Resolution of the identity.

**Syntactically:**

- Syntactic unitaries.
- Orthogonal decomposition:  $\text{OD}_A(\{t_i\}_i)$ .
- 

$$\frac{\text{OD}_A(\{t_i\}_i) \quad \text{OD}_B(\{t'_i\}_i) \quad \Delta_i \vdash t_i: A \quad \Delta_i \vdash t'_i: B}{\{t_i \mapsto t'_i\}: A \rightarrow B}$$

- Denotational resolution of the identity.

# Quantum Control: Completeness

**Equational theory**  
(Figures 3.5-8)

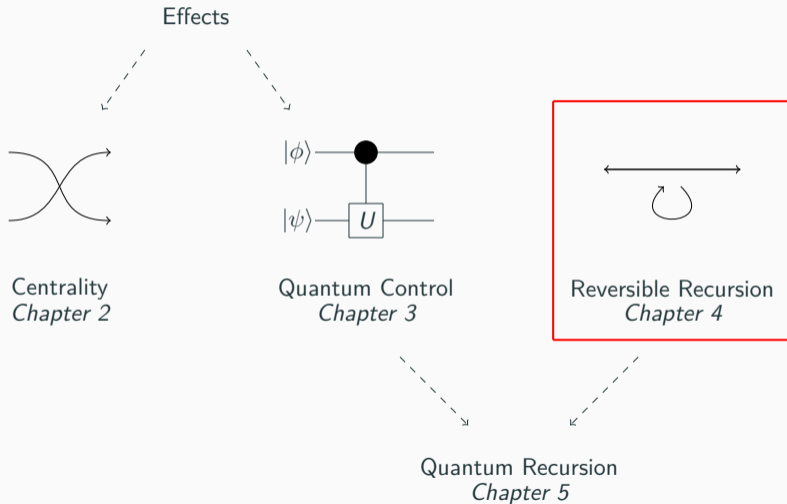
**Completeness**  
(Theorem 3.67)

**Denotational semantics**  
(Hilbert spaces and isometries)

$$\cdot \vdash t_1 = t_2 : A \quad \text{iff} \quad \llbracket \cdot \vdash t_1 : A \rrbracket = \llbracket \cdot \vdash t_2 : A \rrbracket$$

**Unique normal form**  
(Lemma 3.33)

# Contents



# Reversible Recursion: Motivation

Question:

How does **reversibility** interact with **infinite** data?

# Reversible Recursion: Motivation

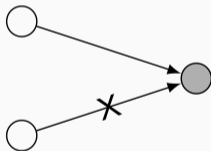
Question:

How does **reversibility** interact with **infinite** data?

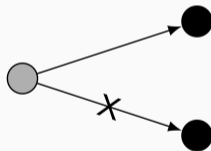
In Chapter 4:

- Focus on **classical** reversible fragment.
- Inductive types.
- A fixed point operator.

Backward determinism



Forward determinism



[KaarsgaardRennela21]



Inverse category:

- Every morphism  $f$  has a **partial** inverse.
- Every morphism  $f$  has a **domain**  $\bar{f}$ .
- $f \leq g$  iff  $f = g\bar{f}$ .

# Reversible Recursion: Mathematical model

Inverse category:

- Every morphism  $f$  has a **partial** inverse.
- Every morphism  $f$  has a **domain**  $\bar{f}$ .
- $f \leq g$  iff  $f = g\bar{f}$ .

With a **join** structure:

If  $f, g: X \rightarrow Y$  agree on there domains,  
then  $f \vee g$ .

# Reversible Recursion: Mathematical model

Inverse category:

- Every morphism  $f$  has a **partial** inverse.
- Every morphism  $f$  has a **domain**  $\bar{f}$ .
- $f \leq g$  iff  $f = g\bar{f}$ .

With a **join** structure:

If  $f, g: X \rightarrow Y$  agree on there domains,  
then  $f \vee g$ .

Together with function **variables** and a **fixed point** operator.

# Reversible Recursion: Mathematical model

Inverse category:

- Every morphism  $f$  has a **partial** inverse.
- Every morphism  $f$  has a **domain**  $\bar{f}$ .
- $f \leq g$  iff  $f = g\bar{f}$ .

With a **join** structure:

If  $f, g: X \rightarrow Y$  agree on there domains,  
then  $f \vee g$ .

Together with function **variables** and a **fixed point** operator.

Given two sets  $A$  and  $B$ , the set  $[A \rightarrow B]$  has **nice** properties for fixed points.

(A rig join inverse category is enriched in pointed dcpos.)

## Reversible Recursion: Turing-completeness, Adequacy

This language is Turing-complete! (Theorem 4.60, proven by Kostia Chardonnet)

## Reversible Recursion: Turing-completeness, Adequacy

This language is Turing-complete! (Theorem 4.60, proven by Kostia Chardonnet)

**Theorem 4.29:** Sound and **adequate** denotational semantics.

# Reversible Recursion: Turing-completeness, Adequacy

This language is Turing-complete! (Theorem 4.60, proven by Kostia Chardonnet)

**Theorem 4.29:** Sound and **adequate** denotational semantics.

Concrete model: **partial injective** functions.

**Theorem 4.61:** Any *computable* partial injection is representable in the language.

# Reversible Recursion: Turing-completeness, Adequacy

This language is Turing-complete! (Theorem 4.60, proven by Kostia Chardonnet)

**Theorem 4.29:** Sound and **adequate** denotational semantics.

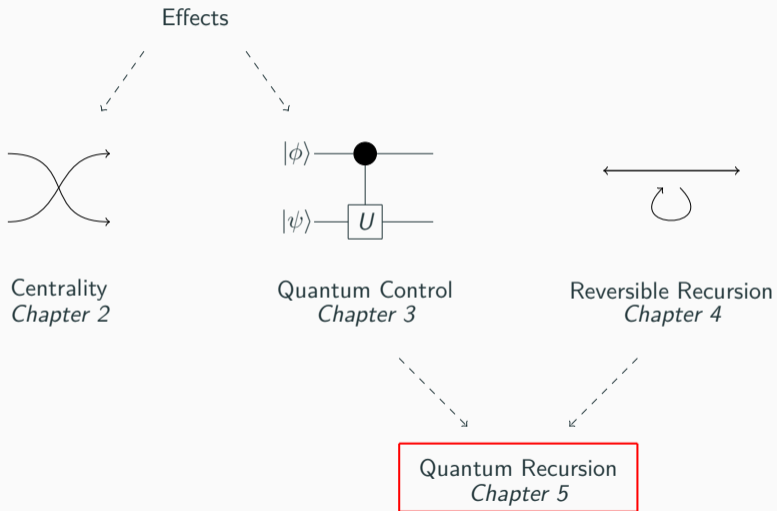
Concrete model: **partial injective** functions.

**Theorem 4.61:** Any *computable* partial injection is representable in the language.

However!



# Contents



## Quantum Recursion?

The **nice** structure (inherited from partial injections) is not preserved.

# Quantum Recursion?

The **nice** structure (inherited from partial injections) is not preserved.

## **Assumptions:**

- Partial identity smaller than the identity.
- Order preserved by composition.

# Quantum Recursion?

The **nice** structure (inherited from partial injections) is not preserved.

## Assumptions:

- Partial identity smaller than the identity.
- Order preserved by composition.

$$\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \leq \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix},$$

# Quantum Recursion?

The **nice** structure (inherited from partial injections) is not preserved.

## Assumptions:

- Partial identity smaller than the identity.
- Order preserved by composition.

$$\text{thus} \quad \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{bmatrix} \circ \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \circ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix} \leq \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{bmatrix} \circ \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \circ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix},$$

# Quantum Recursion?

The **nice** structure (inherited from partial injections) is not preserved.

## Assumptions:

- Partial identity smaller than the identity.
- Order preserved by composition.

$$\begin{aligned} & \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \leq \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \\ \text{thus} \quad & \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 0 & 0 \end{bmatrix} \circ \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \circ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix} \leq \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 0 & 1 \end{bmatrix} \circ \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \circ \begin{bmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix}, \\ \text{i.e.} \quad & \frac{1}{2} \leq 0. \end{aligned}$$

## An attempt: Guarded Recursion

Addition of:

- New types ►  $A$ .
- New constructor `next`: **pause** the computation.

# An attempt: Guarded Recursion

Addition of:

- New types  $\blacktriangleright A$ .
- New constructor `next`: **pause** the computation.

Semantics of guarded recursion [BMSS12].  $X_0 \leftarrow X_1 \leftarrow X_2 \leftarrow X_3 \leftarrow \dots$

The **topos** of trees  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$



# An attempt: Guarded Recursion

Addition of:

- New types  $\blacktriangleright A$ .
- New constructor `next`: **pause** the computation.

Semantics of guarded recursion [BMSS12].  $X_0 \leftarrow X_1 \leftarrow X_2 \leftarrow X_3 \leftarrow \dots$

The **topos** of trees  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$  (CCC  $\leftrightarrow$   $\lambda$ -calculus).

**Results:**

# An attempt: Guarded Recursion

Addition of:

- New types  $\blacktriangleright A$ .
- New constructor `next`: **pause** the computation.

Semantics of guarded recursion [BMSS12].  $X_0 \leftarrow X_1 \leftarrow X_2 \leftarrow X_3 \leftarrow \dots$

The **topos** of trees  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$  (CCC  $\leftrightarrow$   $\lambda$ -calculus).

**Results:**

- Defined a (non-cartesian) category **enriched** in  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$  (Lemma 5.5).

# An attempt: Guarded Recursion

Addition of:

- New types  $\blacktriangleright A$ .
- New constructor `next`: **pause** the computation.

Semantics of guarded recursion [BMSS12].  $X_0 \leftarrow X_1 \leftarrow X_2 \leftarrow X_3 \leftarrow \dots$

The **topos** of trees  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$  (CCC  $\leftrightarrow$   $\lambda$ -calculus).

**Results:**

- Defined a (non-cartesian) category **enriched** in  $\mathbf{Set}^{\mathbb{N}^{\text{op}}}$  (Lemma 5.5).
- Models infinite data types and fixed point operators (Theorems 5.29 & 5.32).

## Centrality and Monads, LICS'23

- With: Titouan Carette and Vladimir Zamdzhiev.
- What: Categorical study and computational interpretation of the centrality of effects.
- Why: A more refined view on the (non-)commutativity of effects.

## Centrality and Monads, LICS'23

- With: Titouan Carette and Vladimir Zamdzhiev.
- What: Categorical study and computational interpretation of the centrality of effects.
- Why: A more refined view on the (non-)commutativity of effects.

## Syntax for Quantum Control, Submitted

- With: Vladimir Zamdzhiev.
- What: Syntax and semantics for pure quantum computation.
- Why: Go beyond quantum circuits, master quantum control.

## Centrality and Monads, LICS'23

- With: Titouan Carette and Vladimir Zamdzhiev.
- What: Categorical study and computational interpretation of the centrality of effects.
- Why: A more refined view on the (non-)commutativity of effects.

## Syntax for Quantum Control, Submitted

- With: Vladimir Zamdzhiev.
- What: Syntax and semantics for pure quantum computation.
- Why: Go beyond quantum circuits, master quantum control.

## Reversible Recursion, FSCD'24

- With: Kostia Chardonnet, Benoît Valiron.
- What: Semantics for a Turing-complete reversible language.
- Why: Develop reversible languages and make a step towards quantum recursion.