# Time debits in nested thunks: a proof of Okasaki's banker's queue

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- 2 Iris<sup>\$</sup> in a nutshell
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### A purely functional queue

We can implement an immutable queue using two lists front and rear:

```
type '\alpha queue = '\alpha list \times '\alpha list
let snoc (front, rear) x =
  (front, x :: rear)

    insert into rear list

let pop(front, rear) =
                                                      - if front is non-empty...
  match front with
    x :: front' \rightarrow Some(x, (front', rear))
                                                      - ...pop its head
    \square \rightarrow

    otherwise...

                                                      - ...reverse rear to front (costly)...
       match List rev rear with
         x:: front' \rightarrow Some(x, (front', [])) - ...and pop head
        | \cap \rightarrow None |
```

### Time cost of the purely functional queue

- *snoc*: worst time  $\mathcal{O}(1)$
- *pop*: worst time  $\mathcal{O}(n)$

Say that each function call "costs" \$1; then:

- snoc costs \$1 at worst
- pop costs \$(n+1) at worst

Too pessimistic! The "banker's method" (Tarjan, 1985) gives constant amortized costs:

- snoc costs \$2
   we save \$1 extra for each inserted element, covering for that element's reversal
- pop costs \$1
   reversal is pre-paid by snocs, so we only need \$1 more for the call
   to pop itself

#### Persistence?

Issue: we can't spend time credits twice

```
let q = snoc (snoc (snoc (snoc nil 1) 2) 3 in

let (x_1, q_1) = pop q in - we spend our savings here

let (x_2, q_2) = pop q in - wrong! we don't have any savings anymore

...
```

⇒ Amortized complexity breaks if an old version of the queue is used

#### Idea (Okasaki, 1999):

- $\mathbf{0}$  compute reversals once  $\Longrightarrow$  memoize them
- ${f 2}$  share reversals among futures  $\Longrightarrow$  suspend them ahead of time
- ⇒ Laziness! We use a stream, i.e., a list computed on-demand

```
type '\alpha stream = '\alpha cell thunk
and '\alpha cell = Nil | Cons of '\alpha × '\alpha stream
```

Tradeoff: suspending too early would create too many thunks

## The banker's queue

```
type '\alpha queue = int \times '\alpha stream \times int \times '\alpha list
We enforce that |f| \ge |r|:
let rebalance ((lenf, f, lenr, r) as q) =
  assert (lenf+1 > lenr);
   if lenf > lenr then q else - re-establish inv. when r grows larger than f:
     (lenf+lenr, Stream.append f (Stream.rev of list r), 0, [])
                                   -\uparrow create a thunk that will reverse r when forced
let snoc (lenf, f, lenr, r) x =
   rebalance (...)
                                   - rebalance with element inserted into r
let pop(lenf, f, lenr, r) =
   match Stream.pop f with
                                  - force the head thunk of f
  ... rebalance (...) ...
                                   - rebalance with head removed from f
```

## Time cost of the banker's queue

Reversing |r| elements is costly, but is done after |f| elements are popped

- ⇒ We can **anticipate** the cost of reversal on that of the previous *pops*
- $\implies$  Because  $|f| \ge |r|$ , each pop absorbs a constant cost
- $\Longrightarrow$  Everything is in constant amortized time:
  - rebalance costs \$1 at worst
  - snoc costs \$2 at worst
  - pop costs (e.g.) \$5 amortized

# Why it works: credit vs. debit

The banker's queue can be used persistently

Key idea:

- the non-lazy queue saves credit for an unknown future computation
   not duplicable (cannot forge money)
- the banker's queue repays a debit for a known past computation
   duplicable (can waste money)

Soundness: you get nothing until you are done repaying (debit  $\neq$  loan)

Basic building blocks: thunks, holding debits:

isThunk t  $\mathbf{m} \varphi$ 

Ownership is duplicable:

We can anticipate a debit:

e.g. 
$$\frac{isThunk \ t_1 \ m_1 \ (\lambda t_2. \ isThunk \ t_2 \ m_2 \ \varphi)}{isThunk \ t_1 \ (m_1 + m) \ (\lambda t_2. \ isThunk \ t_2 \ (m_2 - m) \ \varphi)}$$

## Formal proof?

Danielsson (2008) gives a dependent type system (in Agda) for specifying and verifying amortized costs of programs with thunks

- ad-hoc type system, not a general-purpose program logic
- explicit credit-consuming operations must be inserted in code

Mével et al. (2019) extend Iris with time credits ⇒ Iris\$

Our contribution: thunks, streams and the banker's queue (WIP) in Iris\$

This talk: thunks

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Iris extended with an assertion  $n (n \in \mathbb{N})$  satisfying a few laws:

We can throw credits away, but not forge nor duplicate them Each execution step **consumes** \$1:

$$\{\$1 \star \ell \mapsto \nu\} ! \ell \{\lambda \nu'. \ \nu' = \nu\}$$

Realized as ghost state:  $n \triangleq \overline{[0,n]}^{\gamma_{TC}}$  in the monoid AUTH $(\mathbb{N},+)$ 

 $\Longrightarrow [\bullet N]^{\gamma TC}$  gives the total number of time credits in existence (kept in an Iris invariant)

# Soundness of Iris\$

#### Theorem (Soundness)

If  $\{\$n\}$  e  $\{True\}$  is derivable in Iris\$, then program e is safe and terminates in at most n steps.

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## Implementation of thunks

```
type '\alpha thunk = '\alpha thunk_contents ref
and '\alpha thunk_contents =
    Unevaluated of (unit \rightarrow '\alpha)
    Evaluated of '\alpha
let create f =
   ref (Unevaluated f)
let force t =
   match! t with
   | Unevaluated f \rightarrow
       let v = f () in – evaluate the thunk
       t := Evaluated v; - memoize the result
    Evaluated v \rightarrow
       V
Note: no re-entrency detection (2 states only)
⇒ a static proof obligation will be needed
```

We want a persistent assertion *isThunk t m*  $\varphi$  such that:

OVERESTIMATE 
$$\underbrace{isThunk \ t \ m_1 \ \varphi \qquad m_1 \leq m_2} \\ isThunk \ t \ m_2 \ \varphi \qquad \underbrace{isThunk \ t \ m \ \varphi \qquad \$p}_{ \ \ \, |sThunk \ t \ (m-p) \ \varphi}$$
ANTICIPATE+DEDUCE 
$$\underbrace{isThunk \ t \ m \ \varphi \qquad \forall v. \ \$n \star \varphi \ v \Rightarrow \psi \ v \qquad \forall v. \ persistent(\psi \ v)}_{ \ \ \, |sThunk \ t \ (m+n) \ \psi}$$

$$\{ (\$n \twoheadrightarrow wp \ f() \ \{\varphi\}) \star \forall v. \ persistent(\varphi \ v) \} \qquad \{ isThunk \ t \ 0 \ \varphi \}$$

$$create \ f \qquad \qquad \qquad force \ t$$

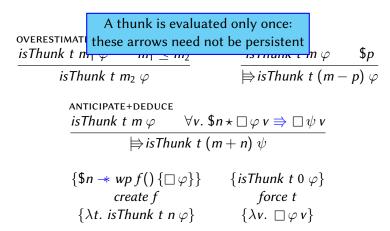
$$\{ \lambda t. \ isThunk \ t \ n \ \varphi \} \qquad \qquad \{ \lambda v. \ \varphi \ v \}$$

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  $m_1 \le m_2$   $isThunk\ t\ m\ \varphi$   $pay$   $pay$ 

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$$\underbrace{isThunk \ t \ \mathcal{N} \ m_1 \ R \ \varphi \quad m_1 \leq m_2}_{isThunk \ t \ \mathcal{N} \ m_1 \ R \ \varphi} \qquad \underbrace{isThunk \ t \ \mathcal{N} \ m \ R \ \varphi}_{isThunk \ t \ \mathcal{N} \ m \ R \ \varphi} \qquad \underbrace{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi} \qquad \underbrace{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi} \qquad \underbrace{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi} \qquad \underbrace{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ m \ R \ \varphi} \qquad \underbrace{|sThunk \ t \ \mathcal{N} \ 0 \ R \ \varphi \ \star \ canForce \ \mathcal{N} \ \star \ R}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R \ \varphi}_{|sThunk \ t \ \mathcal{N} \ n \ R}_{|sThunk \ t \ \mathcal{N} \ n \ R}_{|sThun$$

where *canForce*  $\top$  is owned at the beginning of the world

#### Remarks on anticipation

ANTICIPATE+DEDUCE   
isThunk 
$$t \ m \ \varphi \ \forall v. \ \$n \star \square \ \varphi \ v \Rightarrow \square \ \psi \ v$$

$$\Rightarrow \square \ \psi \ v$$

$$\Rightarrow isThunk \ t \ (m+n) \ \psi$$

The following is nonsensical, the thunk's post-cond. must be persistent:

ANTICIPATE
$$isThunk \ t \ m \ \varphi$$

$$\implies isThunk \ t \ (m+n) \ (\$n \ \star \ \varphi)$$

- ⇒ We bake deduction with anticipation
- $\implies$  n = 0 gives a deduction rule which allows ghost updates

Rules PAY and ANTICIPATE+DEDUCE allow to derive e.g.:

$$\frac{isThunk \ t_1 \ m_1 \ (\lambda t_2. \ isThunk \ t_2 \ m_2 \ \varphi)}{\Longrightarrow isThunk \ t_1 \ (m_1 + m) \ (\lambda t_2. \ isThunk \ t_2 \ (m_2 - m) \ \varphi)}$$

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(assuming a ghost name  $\gamma_t$  for each location t, by convenience)

Ghost state in Auth( $\mathbb{N}$ , max) records the number of accumulated credits:

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•  $[\bullet p]^{\gamma_t}$  asserts that exactly p credits have been paid already

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Ghost state in AUTH( $\mathbb{N}$ , max) records the number of accumulated credits:

- $[\underbrace{\bullet}_{p}]^{\gamma_t}$  asserts that exactly p credits have been paid already
- $[\circ (n-m)]^{\gamma_t}$  witnesses that at least n-m credits have been paid
  - n credits are needed in total
  - m credits are apparently missing (our debit)

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OVERESTIMATE: 
$$\left[ \circ (n - m_1) \right]^{\gamma} \rightarrow \left[ \circ (n - m_2) \right]^{\gamma}$$
 if  $m_1 \leq m_2$   
Pay:  $\left[ \bullet \ p \right]^{\gamma} \Rightarrow \left[ \bullet (p + p') \right]^{\gamma} \star \left[ \circ (p + p') \right]^{\gamma}$ 

Problem: an Iris invariant can only stay opened around one atomic step

is Thunk 
$$t m \varphi \triangleq \exists n. \left[ \circ (n-m) \right]^{\gamma_t} \star [thunk lnv t n \varphi]$$

Problem: an Iris invariant can only stay opened around one atomic step

is Thunk 
$$t$$
  $m \varphi \triangleq \exists n. \left[ \circ (n-m) \right]^{\gamma_t} \star \text{ thunk Inv } t \ n \varphi$ 

Solution: use a "non-atomic invariant" (Iris' convenience library)

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A NA invariant is guarded by an exclusive token

Problem: an Iris invariant can only stay opened around one atomic step

$$\mathcal{N} : \text{ namespace}$$
 is Thunk  $t \, \mathcal{N} \, m \, \varphi \triangleq \exists n. \, \left[ \circ (n-m) \right]^{\gamma_t} \, \star \, \underbrace{\text{ thunkInv } t \, n \, \varphi}^{\mathcal{N}}$  
$$canForce \, \mathcal{N} \triangleq \underbrace{\text{ naInvTok } (\uparrow \mathcal{N})}$$

Solution: use a "non-atomic invariant" (Iris' convenience library)

A NA invariant is guarded by an exclusive token

```
 \vdash \quad \textit{naInvTok} \ \varnothing \\ \textit{naInvTok} \ (\mathcal{E}_1 \uplus \mathcal{E}_2) \ \equiv \quad \textit{naInvTok} \ \mathcal{E}_1 \ \star \ \textit{naInvTok} \ \mathcal{E}_2
```

Problem: an Iris invariant can only stay opened around one atomic step

Solution: use a "non-atomic invariant" (Iris' convenience library)

A NA invariant is guarded by an exclusive token

$$\vdash \quad nalnvTok \varnothing$$

$$nalnvTok (\mathcal{E}_1 \uplus \mathcal{E}_2) \equiv \quad nalnvTok \ \mathcal{E}_1 \star \quad nalnvTok \ \mathcal{E}_2$$

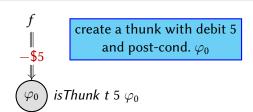
Thus, it can stay opened for as long as we want:

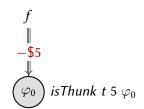
$$\begin{array}{c|c} \text{NA-INV-ACC} \\ \hline P^{\mathcal{N}} & \textit{naInvTok} \ (\uparrow \mathcal{N}) & \uparrow \mathcal{N} \subseteq \mathcal{E} \\ \hline \mathcal{E} \Longrightarrow^{\mathcal{E}} \; \triangleright \; P \; \star \; \left( \triangleright \; P \; \stackrel{\mathcal{E}}{\Longrightarrow}^{\mathcal{E}} \; \textit{naInvTok} \ (\uparrow \mathcal{N}) \right) \end{array}$$

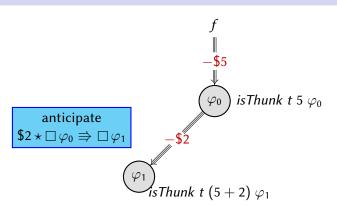
# Proving the API

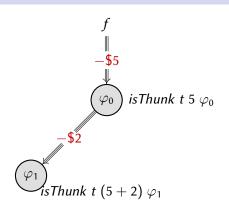
- persistence 🗸
- OVERESTIMATE
- PAY
- ANTICIPATE+DEDUCE X
- canForceExcl
- spec of create ✓
- spec of force ✓

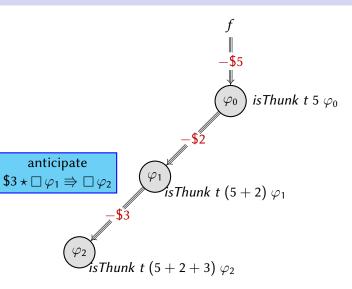
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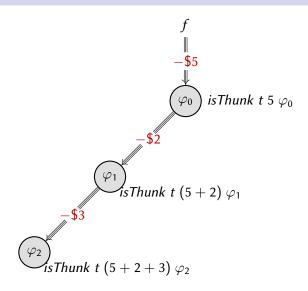


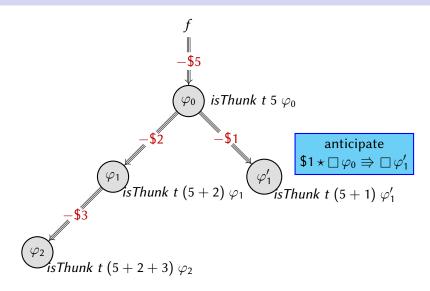


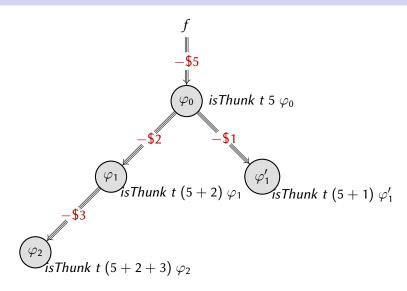


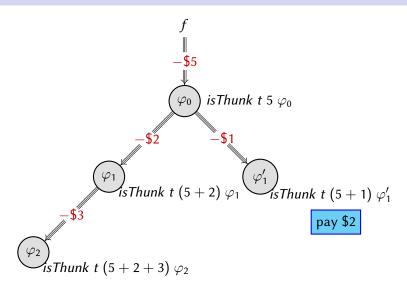


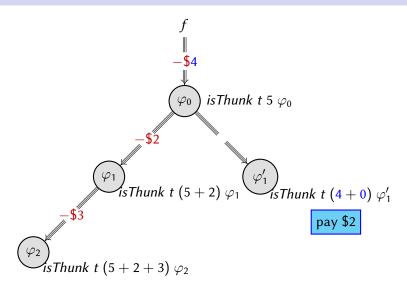


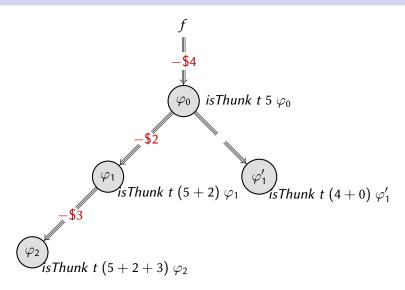


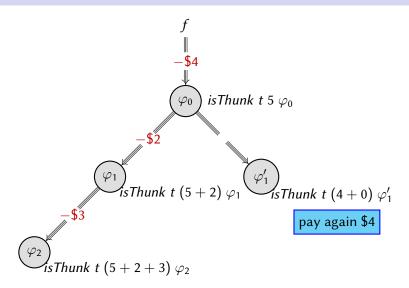


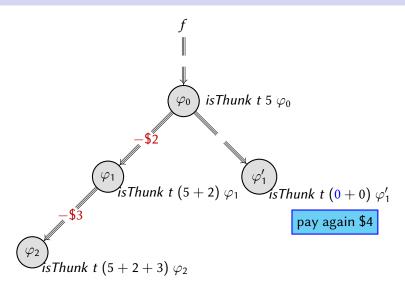


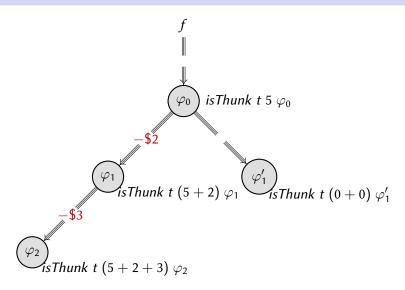


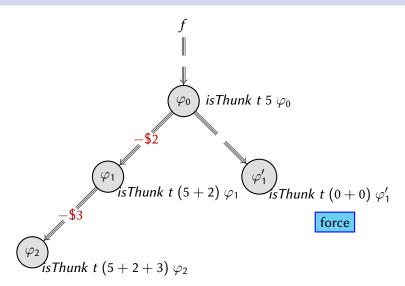


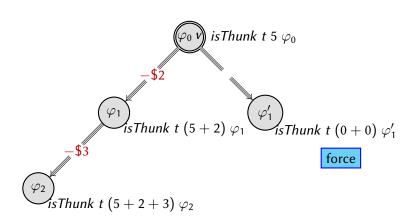


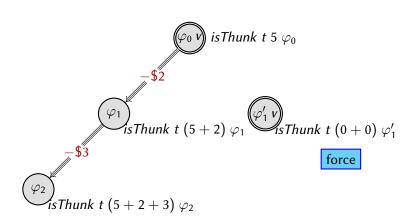


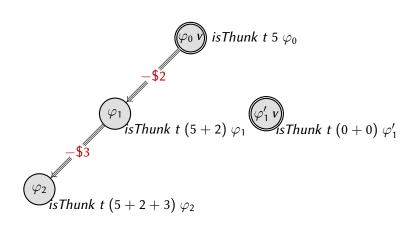


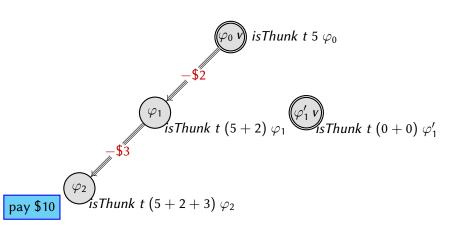


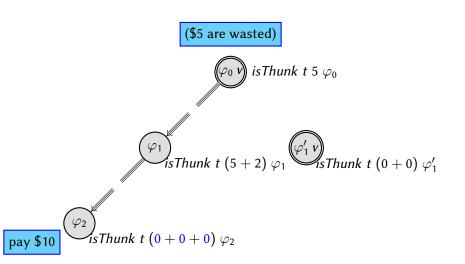


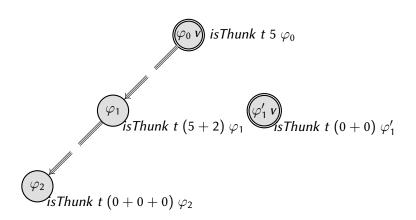


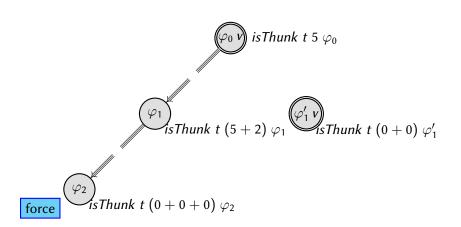




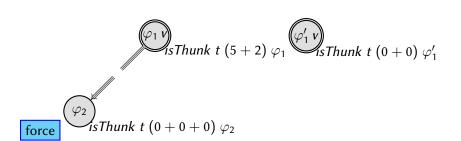






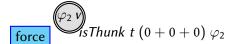








$$\overbrace{\varphi_{1}}_{is} \underbrace{v}_{ls} \text{Thunk } t \ (5+2) \ \varphi_{1} \underbrace{\varphi_{1}' \ v}_{is} \text{Thunk } t \ (0+0) \ \varphi_{1}'$$



#### Tower of invariants

Idea: stack a new invariant each time ANTICIPATE+DEDUCE is used

Tower of invariants

(assuming a ghost name  $\gamma_{t,d}$  for each location t, and integer d, by convenience)

thunkInv 
$$t$$
  $n \varphi \triangleq \exists p$ .  $\left[ \bullet p \right]^{\gamma_{t,0}} \star \bigvee \left\{ \begin{array}{l} \exists f. \ t \mapsto U \ f \ \star \ \$p \ \star \ (\$n \twoheadrightarrow wp \ f() \ \{ \Box \ \varphi \ t \mapsto E \ v \ \star \ \Box \varphi \ v \ \right\} \right\}$ 
 $csqInv \ t \ d \ n \ \varphi \ \psi \triangleq \exists p. \left[ \bullet p \right]^{\gamma_{t,d}} \star \bigvee \left\{ \begin{array}{l} \$p \ \star \ (\forall v. \ \$n \star \Box \varphi \ v \Rightarrow \Box \psi \ v) \ \Box \psi \ v \ \right\}$ 
 $isThunk \ t \ 0 \ m \ \varphi \triangleq \exists p, \ n. \ 0 \leq m - p \leq n \ \star \ \boxed{\circ p} \right]^{\gamma_{t,0}} \star \ \boxed{thunkInv \ t \ n \ \varphi}$ 
 $isThunk \ t \ d \ m \ \varphi \triangleq \exists p, \ n, \psi. \ 0 \leq m - p \leq n \ \star \ \boxed{\circ p} \right]^{\gamma_{t,d}} \star \ \boxed{csqInv \ t \ n \ \psi \ \varphi}$ 
 $\star \ isThunk \ t \ (d-1) \ (m-n+p) \ \psi$ 

Each level  $(d \in \mathbb{N})$  has its own vault  $(\gamma_{t,d})$  for filling a debit

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### Implementation of streams

```
type '\alpha stream = '\alpha cell thunk

    a stream is computed on-demand

and '\alpha cell = Nil | Cons of '\alpha \times' '\alpha stream
let pop (xs: '\alpha stream) =
  match Thunk.force xs with
   Cons (x, xs') \rightarrow Some(x, xs')
   Nil \rightarrow None
let rev of list (xs: '\alpha list): '\alpha stream =
  let rec rev app (xs: '\alpha list) (ys: '\alpha cell) = - rev app reverses the list eagerly
    match xs with
                                                        -\downarrow these new thunks have cost 0
      x::xs' \to rev \ app \ xs' \ (Cons \ (x, Thunk.create@@fun() \to ys))
     | [] \rightarrow ys in
  Thunk.create@@fun() \rightarrow rev\_app xs Nil - this leading thunk is costly
let rec append (xs: '\alpha stream) (ys: '\alpha stream) =
  Thunk.create@@fun() \rightarrow
                                                        - this thunk has a constant overhead
    match Thunk.force xs with
      Cons (x, xs') \rightarrow Cons(x, append xs' ys)
      Nil \rightarrow Thunk.force ys
```

## Stream predicate (simplified)

A stream is a thunk which computes a value and another thunk (its tail)

A stream has a list of debits, those required for computing the successive elements of the stream:

```
isStream s [m_0, ..., m_n] [v_1, ..., v_n] \triangleq

isThunk s m_0 (\lambda c_1. \exists s_1. c_1 = Cons(v_1, s_1) *

isThunk s_1 m_1 (\lambda c_2. \exists s_2. c_2 = Cons(v_2, s_2) *

...

isThunk s_n m_n (\lambda c_{n+1}. c_{n+1} = Nil)...))
```

### Logical API of streams

$$\frac{isStream\ s\ [m_0,...,m_n]\ [v_1,...,v_n]\ \ \$p}{isStream\ s\ [m_0,...,m_i-p,...,m_n]\ [v_1,...,v_n]}$$
Anticipate+overestimateStream 
$$\frac{isStream\ s\ [m_0,...,m_n]\ [v_1,...,v_n]\ \ }{|\Rightarrow isStream\ s\ [m_0,...,m_n]\ [v_1,...,v_n]\ \ } \forall k.\ \sum_{i\leq k} m_i \leq \sum_{i\leq k} m_i'$$

$$\frac{|\Rightarrow isStream\ s\ [m_0,...,m_n]\ [v_1,...,v_n]\ \ }{|\Rightarrow isStream\ s\ [m_0,...,m_n]\ [v_1,...,v_n]\ \ } \{isStream\ s\ [m_0,...,m_n']\ [v_1,...,v_n']\ \ } \{\lambda t.\ isStream\ t\ [A+m_0,...,A+m_n+m_0',m_1',...,m_n']\ [v_1,...,v_n,v_1',...,v_n']\}$$

rev\_of\_list  $\ell$  {  $\lambda s$ . isStream s [ $B \cdot n$ , 0, ..., 0] [ $v_n$ , ...,  $v_1$ ]}

#### Generations

We address nested thunks with **generations**  $g \in \mathbb{N}$ :

isStream 
$$s$$
  $[m_0, ..., m_n]$   $[v_1, ..., v_n] \triangleq \exists g_0.$  isThunk  $s$   $\mathcal{N}(g_0)$   $m_0$  (naInvTok  $\mathcal{E}(g_0)$ ) ( $\lambda c_1. \exists s_1. c_1 = Cons(v_1, s_1) \star \exists g_1 \leq g_0.$  isThunk  $s_1$   $\mathcal{N}(g_1)$   $m_1$  (naInvTok  $\mathcal{E}(g_1)$ ) ( $\lambda c_2. \exists s_2. c_2 = Cons(v_2)$  ...  $\exists g_n \leq g_{n-1}.$  isThunk  $s_n$   $\mathcal{N}(g_n)$   $m_n$  (naInvTok  $\mathcal{E}(g_n)$ ) ( $\lambda c_{n+1}. c_{n+1} = c_n$ 

where:

$$\mathcal{E}(g) \triangleq \top \setminus \uparrow \mathcal{N}(g)$$
 $\mathcal{E}(g) \subseteq \mathcal{E}(g+1)$ 
 $\uparrow \mathcal{N}(g+1) \subseteq \uparrow \mathcal{N}(g)$ 

#### Conclusion

Highlights of the proof of the banker's queue:

- anticipation of debit not obvious to state even less obvious to ensure
- generations for nested thunks

https://gitlab.inria.fr/gmevel/iris-time-proofs

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