

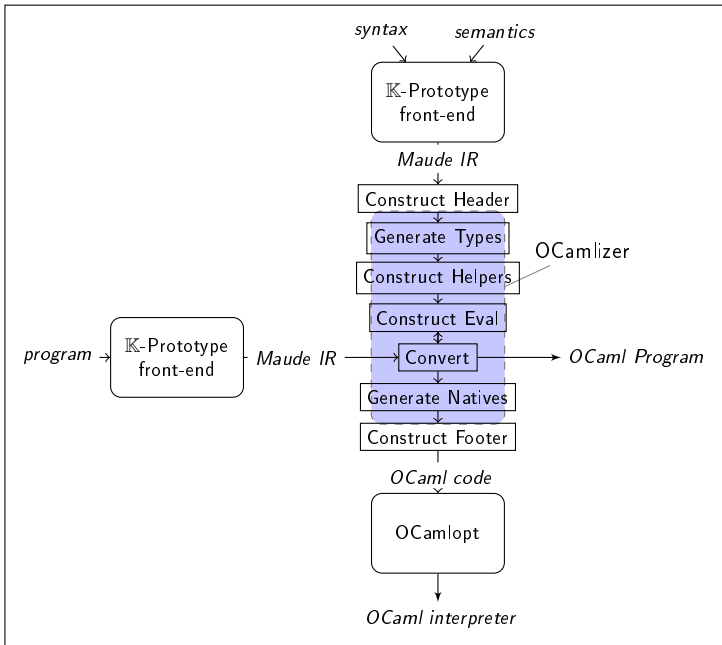
# Compiling $\mathbb{K}$ Definitions into Competitive Interpreters

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- Helpers: Functions are constructed allowing matching/deconstruction of the configuration
- Eval: Rules turn into nested matching cases of a single eval function. At the bottom, OCaml specific matching rules for builtins are incorporated.

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- No A or AC matching allowed.
- Detecting a partial ordering of lookups would allow one to handle things such as

$$\begin{aligned} & \langle x \curvearrowright k \rangle_k \langle x \mapsto L, \rho \rangle_{env} \langle L \mapsto i, \sigma \rangle_{store} \\ \rightarrow & \langle i \curvearrowright k \rangle_k \langle x \mapsto L, \rho \rangle_{env} \langle L \mapsto i, \sigma \rangle_{store} \end{aligned}$$

as opposed to just

$$\begin{aligned} & \langle x \curvearrowright k \rangle_k \quad \langle \rho \rangle_{env} \langle \sigma \rangle_{store} \\ \rightarrow & \langle \sigma[\rho[x]] \curvearrowright k \rangle_k \langle \rho \rangle_{env} \langle \sigma \rangle_{store} \end{aligned}$$

# Example Rule

```
rule <k> letrec X = E in E2
  => allocate(X)
  ~> E
  ~> writeTo(X)
  ~> E2
  ~> restore(copy(Rho)) ...</k>
<env> Rho </env>

| ((Cause (KList (
  (Cause (Apply (Cause LetrecTildeinTilde
    :: Cause (Apply (Cause TildeEqTilde
      :: Cause (Variable st_v_X)
      :: vE :: [] ))
    :: vETwo :: [] )))
  :: vRest))
, Hash vRho, ooNEXTLOCoo, ooSTOREoo ), ooRESULToo )
-> eval ((Cause (KList (
  Cause (Allocate (Cause (Variable st_v_X) :: []))
  :: vE
  :: Cause (WriteTo (Cause (Variable st_v_X) :: []))
  :: vETwo
  :: Cause (Restore (Hash (Hashtbl.copy vRho) :: []))
  :: vRest))
, Hash vRho, ooNEXTLOCoo, ooSTOREoo), ooRESULToo)
```

# Imperative Fibonacci Comparison

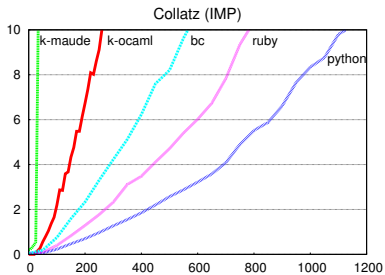
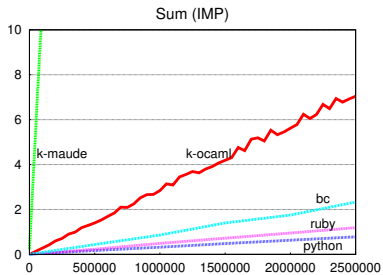
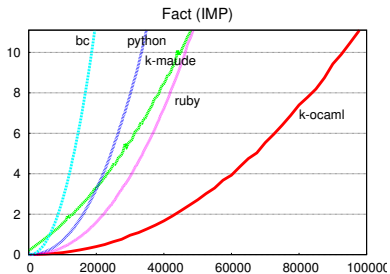
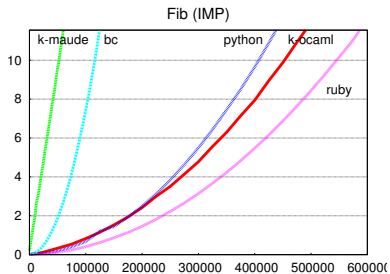
IMP:

```
x := 1 ;
n := 1 ;
y := 1 ;
z := 1 ;
while ( n <= input ) (
    t := y ;
    x := y ;
    y := z ;
    z := t + y ;
    n := n + 1 ) ;
x + 0
```

bc:

```
b = read() ;
x = 1 ;
y = 1 ;
z = 1 ;
n = 1 ;
while ( n <= b ) {
    t = y ;
    x = y ;
    y = z ;
    z = t + y ;
    n = n + 1 } ;
print x
quit
```

# IMP Results



# FUN Results

