# Transcendental Syntax 

A toolbox for the interface logic-computation

LIPN - Université Sorbonne Paris Nord
Boris Eng

## Realisability theory

Realisability/logical relations. [Riba, LICS 2007].

## Realisability theory

Realisability/logical relations. [Riba, LICS 2007].

- programs : pure $\lambda$-calculus

$$
t, u::=x|\lambda x . t| t u .
$$

## Realisability theory

Realisability/logical relations. [Riba, LICS 2007].

- programs : pure $\lambda$-calculus

$$
t, u::=x|\lambda x . t| t u .
$$

- types : simple types as set of terms $t: \mathbf{A} \Longleftrightarrow t \in \mathbf{A}$.


## Realisability theory

Realisability/logical relations. [Riba, LICS 2007].

- programs : pure $\lambda$-calculus

$$
t, u::=x|\lambda x . t| t u .
$$

- types : simple types as set of terms $t: \mathbf{A} \Longleftrightarrow t \in \mathbf{A}$.
- base type o $:=\mathcal{S N}$ (set of terminating programs).


## Realisability theory

Realisability/logical relations. [Riba, LICS 2007].

- programs: pure $\lambda$-calculus

$$
t, u::=x|\lambda x . t| t u .
$$

- types : simple types as set of terms $t: \mathbf{A} \Longleftrightarrow t \in \mathbf{A}$.
- base type o $:=\mathcal{S N}$ (set of terminating programs).
- $A \Rightarrow B=\{t \mid \forall u \in A, t u \in B)\}$


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $A^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in A, \pi \perp \pi^{\prime}\right\}$ (linear negation).


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $A^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in A, \pi \perp \pi^{\prime}\right\}$ (linear negation).
- Linear logic formulas satisfy $A=A^{\perp \perp}$.


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathbf{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $A^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in A, \pi \perp \pi^{\prime}\right\}$ (linear negation).
- Linear logic formulas satisfy $A=A^{\perp \perp}$.

Transcendental Syntax (Girard, 2013). Improvements on Gol.

## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $A^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in A, \pi \perp \pi^{\prime}\right\}$ (linear negation).
- Linear logic formulas satisfy $A=A^{\perp \perp}$.

Transcendental Syntax (Girard, 2013). Improvements on Gol.

- programs : "Stellar Resolution" (Turing-complete).


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $A^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in A, \pi \perp \pi^{\prime}\right\}$ (linear negation).
- Linear logic formulas satisfy $A=A^{\perp \perp}$.

Transcendental Syntax (Girard, 2013). Improvements on Gol.

- programs : "Stellar Resolution" (Turing-complete).
- types : formulas of linear logic and more.


## From Geometry of Interaction to Transcendental Syntax

Geometry of Interaction and Ludics (Girard). Reconstruction of logic from computation.

- programs : some mathematical representation of proofs(-nets).
- types : formulas of linear logic.
- $\left.\mathbf{A} \Rightarrow \mathrm{B}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \operatorname{cut}\left(\pi, \pi^{\prime}\right) \in \mathrm{B}\right)\right\}$ (linear implication).
$-\pi \perp \pi^{\prime} \Longleftrightarrow \operatorname{cut}\left(\pi, \pi^{\prime}\right)$ satisfies some $P$.
- $\mathbf{A}^{\perp}:=\left\{\pi \mid \forall \pi^{\prime} \in \mathrm{A}, \pi \perp \pi^{\prime}\right\}$ (linear negation).
- Linear logic formulas satisfy $A=A^{\perp \perp}$.

Transcendental Syntax (Girard, 2013). Improvements on Gol.

- programs : "Stellar Resolution" (Turing-complete).
- types : formulas of linear logic and more.
- Speaks about the "logic" of a computational model.


## Stellar Resolution

Girard's stars and constellations


## Stellar Resolution

Girard's stars and constellations


## Stellar Resolution

Girard's stars and constellations


## Stellar Resolution

Girard's stars and constellations


## Stellar Resolution

Girard's stars and constellations


Constellation $\Phi$ ( $n$ stars)
= program
$\downarrow$
Diagrams (maximal tilings)
$\square$
Constellation Ex $(\Phi)$
= normal form

## Stellar Resolution

Girard's stars and constellations


Constellation $\Phi$ ( $n$ stars)
= program
$\downarrow$
Diagrams (maximal tilings)
$\square$
Constellation Ex $(\Phi)$
= normal form

## Stellar Resolution

Girard's stars and constellations


Constellation $\Phi$ ( $n$ stars) = program $\downarrow$
Diagrams (maximal tilings)
$\square$
Constellation Ex ( $\Phi$ )
= normal form
A reformulation of Robinson's first-order resolution / Query-free logic programming.

## Stellar Resolution

Automata and circuits unified


## Stellar Resolution

Automata and circuits unified

Generalised automata.


Transitions $\leftrightarrow$ binary stars $\left[-a(c \cdot w, q),+a\left(w, q^{\prime}\right)\right]$.
Run on a word $\leftrightarrows$ tiling/diagram.

## Stellar Resolution

Automata and circuits unified

Generalised automata.


Transitions $\leftrightarrow$ binary stars $\left[-a(c \cdot w, q),+a\left(w, q^{\prime}\right)\right]$.
Run on a word $\leftrightarrows$ tiling/diagram.
Generalised circuits.


## Stellar Resolution

## Automata and circuits unified

Generalised automata.


Transitions $\leftrightarrow$ binary stars $\left[-a(c \cdot w, q),+a\left(w, q^{\prime}\right)\right]$.
Run on a word $\leftrightarrows$ tiling/diagram.

## Generalised circuits.



Gates (not) $\longleftrightarrow \operatorname{star}\left[-c_{i}(x),-\operatorname{not}(x, r),+c_{j}(r)\right]$. Circuit evaluation $\leftrightarrow$ execution of constellation.

## Stellar Resolution

## Automata and circuits unified

Generalised automata.


Transitions $\leftrightarrow$ binary stars [ $-a(c \cdot w, q),+a\left(w, q^{\prime}\right)$ ].
Run on a word $\leftrightarrow$ tiling/diagram.

## Generalised circuits.



Gates (not) $\longleftrightarrow \operatorname{star}\left[-c_{i}(x),-\operatorname{not}(x, r),+c_{j}(r)\right]$. Circuit evaluation $\longleftrightarrow$ execution of constellation.

Information flow inside a structure : pushdown/tree/alternating automata, Turing machines, tile systems, ...

## Realisability and interactive typing

We have a new model of computation. What can we do?

## Realisability and interactive typing

We have a new model of computation. What can we do ?

Reconstructing linear logic (Transcendental Syntax).

## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".
- Define $A^{\perp}=\left\{\Phi \mid \forall \Phi^{\prime} \in A, \Phi \perp \Phi^{\prime}\right\}$ (linear negation / duality).


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".
- Define $A^{\perp}=\left\{\Phi \mid \forall \Phi^{\prime} \in A, \Phi \perp \Phi^{\prime}\right\}$ (linear negation / duality).
- Formulas/types : $\mathbf{A}$ such that $\mathbf{A}=\mathbf{A}^{\perp \perp}$.


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".
- Define $\mathrm{A}^{\perp}=\left\{\Phi \mid \forall \Phi^{\prime} \in \mathrm{A}, \Phi \perp \Phi^{\prime}\right\}$ (linear negation / duality).
- Formulas/types : $\mathbf{A}$ such that $\mathbf{A}=\mathbf{A}^{\perp \perp}$.
- Assembling types : $\mathbf{A} \otimes \mathbf{B}=\left\{\Phi_{A} \uplus \Phi_{B} \mid \Phi_{A} \in A, \Phi_{B} \in \mathbf{B}\right\}^{\perp \perp}$.


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".
- Define $\mathrm{A}^{\perp}=\left\{\Phi \mid \forall \Phi^{\prime} \in \mathrm{A}, \Phi \perp \Phi^{\prime}\right\}$ (linear negation / duality).
- Formulas/types : A such that $A=A^{\perp \perp}$.
- Assembling types : $\mathrm{A} \otimes \mathrm{B}=\left\{\Phi_{A} \uplus \Phi_{B} \mid \Phi_{A} \in \mathrm{~A}, \Phi_{B} \in \mathrm{~B}\right\}^{\perp \perp}$.
- Deriving other connectives : $A \ngtr B=\left(A^{\perp} \otimes B^{\perp}\right)^{\perp}$ and $A \multimap B=A^{\perp} \gamma B$.


## Realisability and interactive typing

We have a new model of computation. What can we do?

Reconstructing linear logic (Transcendental Syntax).

- Pre-types A a set of constellations (programs).
- Choose a binary orthogonality $\perp$ for "correct interaction".
- Define $A^{\perp}=\left\{\Phi \mid \forall \Phi^{\prime} \in A, \Phi \perp \Phi^{\prime}\right\}$ (linear negation / duality).
- Formulas/types : $\mathbf{A}$ such that $\mathbf{A}=\mathbf{A}^{\perp \perp}$.
- Assembling types : $\mathrm{A} \otimes \mathrm{B}=\left\{\Phi_{A} \uplus \Phi_{B} \mid \Phi_{A} \in \mathrm{~A}, \Phi_{B} \in \mathrm{~B}\right\}^{\perp \perp}$.
- Deriving other connectives : $A \ngtr B=\left(A^{\perp} \otimes B^{\perp}\right)^{\perp}$ and $A \multimap B=A^{\perp} 8 \mathbf{B}$.

Various models of linear logic + a logical description of a model of computation.

## Vague ideas of applications

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of $A$ when :

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of $A$ when :
(Danos-Regnier criterion)
$\Phi_{t}^{1}$
$\Phi_{t}^{2}$
$\Phi_{t}^{n}$

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when : (Tested constellation) $\Phi \quad \Phi \quad \Phi$
(Danos-Regnier criterion) $\quad \Phi_{t}^{1} \quad \Phi_{t}^{2} \quad \Phi_{t}^{n}$

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

Unit testing and specifications.

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

Unit testing and specifications.

- Unit testing : a function $f$ is "correct" when $f\left(a_{i}\right)=b_{i}$ for some $\left(a_{i}, b_{i}\right)$.


## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

## Unit testing and specifications.

- Unit testing : a function $f$ is "correct" when $f\left(a_{i}\right)=b_{i}$ for some $\left(a_{i}, b_{i}\right)$.
- Specifications : a function $f$ is labelled by $A$ when it has some behaviour $B H(A)$.


## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

Unit testing and specifications.

- Unit testing : a function $f$ is "correct" when $f\left(a_{i}\right)=b_{i}$ for some $\left(a_{i}, b_{i}\right)$.
- Specifications : a function $f$ is labelled by $A$ when it has some behaviour $B H(A)$.

Transcendental Syntax.

## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

## Unit testing and specifications.

- Unit testing : a function $f$ is "correct" when $f\left(a_{i}\right)=b_{i}$ for some $\left(a_{i}, b_{i}\right)$.
- Specifications : a function $f$ is labelled by $A$ when it has some behaviour $B H(A)$.

Transcendental Syntax.

- A constellation $\Phi$ is correct w.r.t. A when it passes some tests in Tests(A).


## (Unit) testing in logic

Generalising the correctness criterion
Transcendental Syntax. A constellation $\Phi$ is a proof of A when :

| (Tested constellation) | $\Phi$ | $\Phi$ |  | $\Phi$ |
| :---: | :---: | :---: | :---: | :---: |
|  | $\perp_{D R}$ | $\perp_{D R}$ | $\cdots$ | $\perp_{D R}$ |
| (Danos-Regnier criterion) | $\Phi_{t}^{1}$ | $\Phi_{t}^{2}$ |  | $\Phi_{t}^{n}$ |

## Unit testing and specifications.

- Unit testing : a function $f$ is "correct" when $f\left(a_{i}\right)=b_{i}$ for some $\left(a_{i}, b_{i}\right)$.
- Specifications : a function $f$ is labelled by $A$ when it has some behaviour $B H(A)$.


## Transcendental Syntax.

- A constellation $\Phi$ is correct w.r.t. A when it passes some tests in Tests(A).
- Adequation : $\Phi$ is correct w.r.t. $A \Longrightarrow \Phi \in B H(A)$ with $B H(A)=B H(A)^{\perp \perp}$.


## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ...

## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ...
4 basically information flow in a structure.

## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ... $\rightarrow$ basically information flow in a structure.

Implicit Computational Complexity (ICC). Capture classes with restrictions on constellations.

## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ... $\rightarrow$ basically information flow in a structure.

Implicit Computational Complexity (ICC). Capture classes with restrictions on constellations.

- Previous works of Aubert \& Bagnol.


## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ... 4 basically information flow in a structure.

Implicit Computational Complexity (ICC). Capture classes with restrictions on constellations.

- Previous works of Aubert \& Bagnol.

4 Capture of classes $\mathbf{P}$ and ( N )L (with pointer machines).

## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ... 4 basically information flow in a structure.

Implicit Computational Complexity (ICC). Capture classes with restrictions on constellations.

- Previous works of Aubert \& Bagnol.

4 Capture of classes $\mathbf{P}$ and ( N )L (with pointer machines).
Descriptive complexity. Capture classes with formulas.

## Atypic typing and complexity

Typing outside $\lambda$-calculus. Automata, logic programs, circuits, tile systems, ... 4 basically information flow in a structure.

Implicit Computational Complexity (ICC). Capture classes with restrictions on constellations.

- Previous works of Aubert \& Bagnol.

4 Capture of classes $\mathbf{P}$ and ( N )L (with pointer machines).
Descriptive complexity. Capture classes with formulas.

- P and NP as classes of formulas (Immerman, Fagin).


## Conclusion

A new model of computation : Stellar Resolution.

## Conclusion

A new model of computation : Stellar Resolution.
$\bigsqcup$ Turing-complete, generalised circuit-automata-logic programs.

## Conclusion

A new model of computation : Stellar Resolution.
$\hookrightarrow$ Turing-complete, generalised circuit-automata-logic programs.
$\longrightarrow$ Speaks about (unit) testing with orthogonality.

## Conclusion

A new model of computation : Stellar Resolution.
$\hookrightarrow$ Turing-complete, generalised circuit-automata-logic programs.
4 Speaks about (unit) testing with orthogonality.
$\longrightarrow$ Speaks about the behaviour/specification of programs with realisability types.

## Conclusion

A new model of computation : Stellar Resolution.
$\hookrightarrow$ Turing-complete, generalised circuit-automata-logic programs.
4 Speaks about (unit) testing with orthogonality.
$\downarrow$ Speaks about the behaviour/specification of programs with realisability types.

## Thank you for listening to my talk.

