## Asterix calculus - classical computation in detail

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## **Keywords:**

Classical logic, classical computation, Asterix calculus, \* $\mathcal{X}$  calculus, structural rules, sequent calculus

We present Asterix calculus (also denoted  ${}^*\mathcal{X}$  calculus), built from names instead of variables. Asterix is designed to stand in computational correspondence with classical logic represented in the sequent calculus. More precisely, in the sequent system G1 [1], featuring explicit structural rules weakening and contraction.

It is possible to define many variants of Gentzen sequent systems. The basic Genzen systems for classical and intuitionistic logic denoted as G1, G2 and G3 are formalized in [2] and later revisited in [1]. In brief, the essential difference between G1 and G3 is the presence or absence of explicit structural rules. The distinguishing point of G2 is the use of the so-called mix instead of a cut rule.

In the context of the Curry-Howard paradigm, we have the following correspondence between classical logic's system G1 and  $^*\mathcal{X}$ -terms:

 $Proofs \Leftrightarrow Terms$   $Propositions \Leftrightarrow Types$   $Cut ellimination \Leftrightarrow Reduction$ 

Having explicit terms for weakening and contraction at hand is an advantage strategically speaking. On the one hand we reveal the computational role of these constructors (erasure and duplication, respectively).

On the other hand, having these terms explicit, and thus a very fine grained calculus, we can identify which syntactically different terms (proofs) should be considered the same; by providing equations identifying terms up-to trivial rules-permutation.

Of course the calculus retains the desirable properties of its predecessors: type preservation, linearity preservation, strong normalisation of typed terms.

Besides Asterix (\* $\mathcal{X}$ ) [3, 4] there is also Obelix ( $\mathcal{X}$  calculus) [5, 6]. Informally speaking, these calculi are classical analogues of intuitionistic  $\lambda$ lxr, featuring explicit substitution, weakening and contraction [7], and  $\lambda$ x, featuring explicit substitution [8], respectively.

## Acknowledgements

This publication was made possible by NPRP grant NPRP 7-988-1-178 from the Qatar National Research Fund (a member of Qatar Foundation). The statements made herein are solely the responsibility of the authors.

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