

# **An Agential Theory of Implementation for Computer Science**

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**PROGRAMme**

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**HAPOC**



# **Content**

**(1) Introduction**

**(2) Brief survey: Implementation**

**(3) Agential Theory of Implementation**

**(4) DEKI & the MONIAC**

# **1. Introduction**

# Main Issue

How are computer programs *physically* implemented  
in a concrete computing system?

# Goal

*Explicit* formulation:

An Agential Theory of Implementation  
for computer science

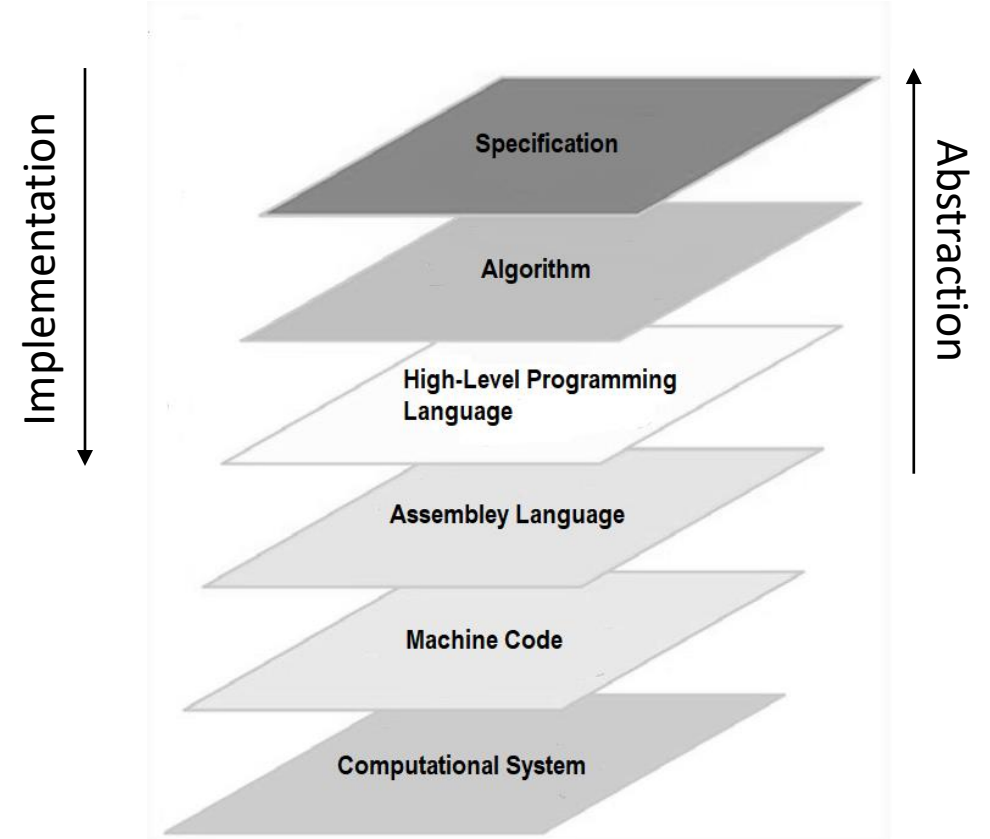
**Strategy:** (1) Connect discourse of Imp in CS & Prob of Imp.  
(2) Use insights of scientific representation literature.  
(3) Use “accessible” historical example

## **2. Brief Survey:**

# **Implementation ≠ Implementation?**

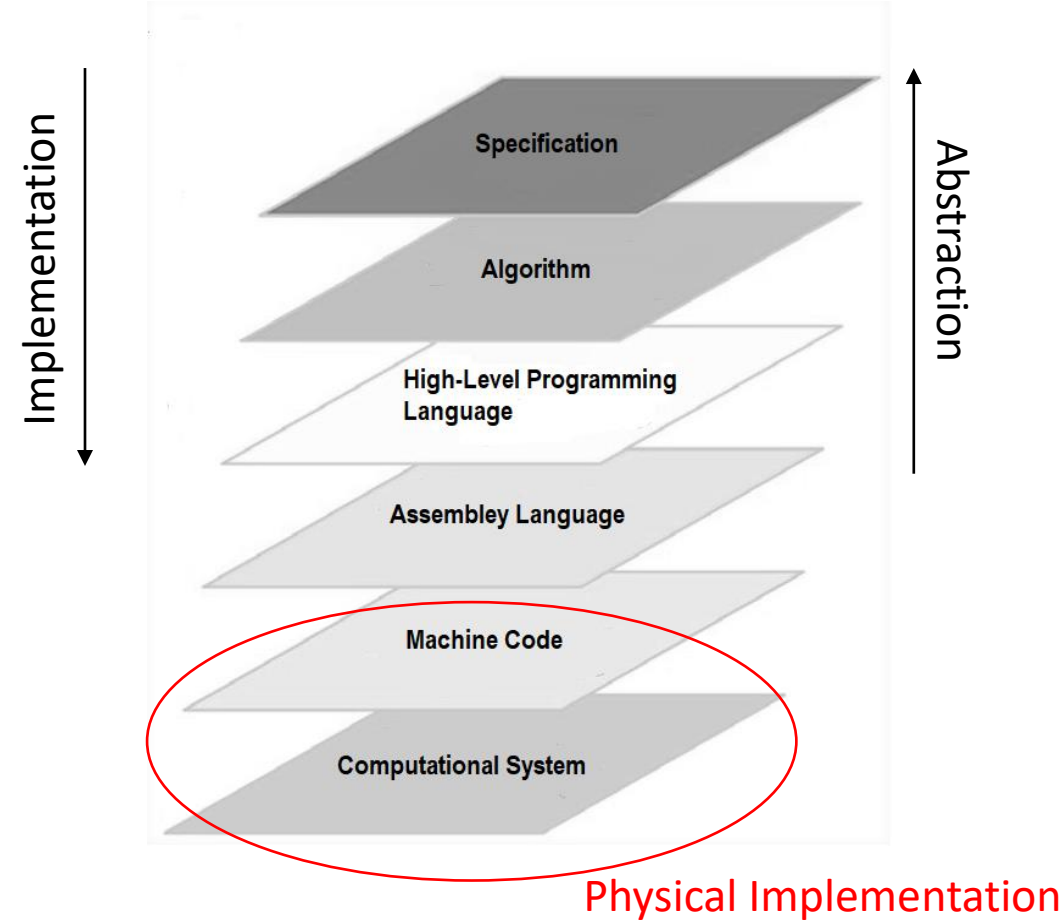
# (A) Implementation in Computer Science

- **Rappaport (1999, 2005):** Something is an implementation of some syntactic domain  $A$  in medium  $M$  iff it is a **semantic** interpretation of a model of  $A$ .
- **Turner (2012, 2018):** function-ascription (external semantics) → Notion of Computational Artifacts. Specifications have **correctness-jurisdiction** over the artifact.
- Implementation as relation between specification (functional) and artifact (structural).
- **Primiero (2019): Correctness & Implementation** are coupled – Epistemology-Ontology Relation.
- Implementation is a *relation of instantiation* between *LoA* and *any higher one*



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# **(B) The problem of Implementation**

“Implementation may be defined as a relation between an abstractly defined computation and the **concrete physical process** that carries it out. [...]. An account of implementation aims to **specify the conditions** under which a physical system performs a computation defined by a mathematical formalism – it is a theory of physical computation.”

(Ritchie&Piccinini 2018, 192-3)

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( $\exists f$ ) ( $f$  is a mapping from  $M_C$ 's formal structure to  $S_C$ 's *causal* structure)

& *mechanistic*?

& *semantic*?

# (B) Theory of Concrete Computation

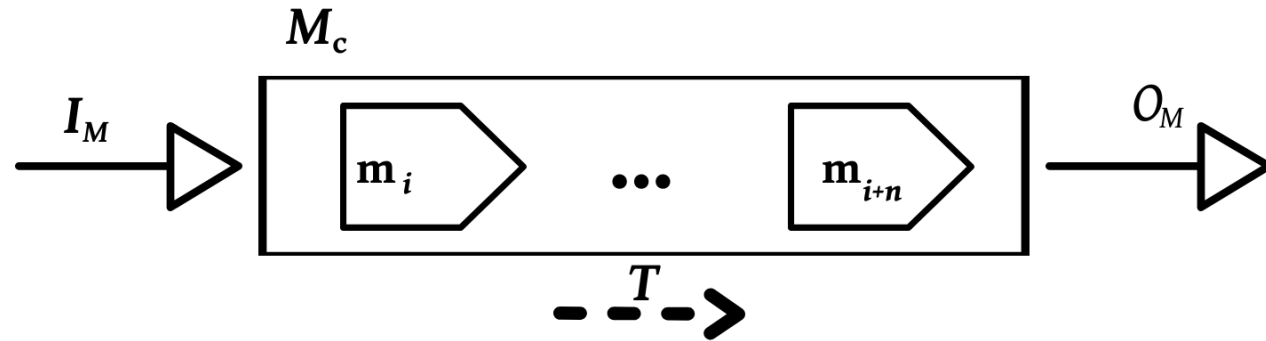
$M_C$ : Model of Computation

$m_i$ : Computational states

$T$ : Transition Function

$I_{M/S}$ : Input

$O_{M/S}$ : Output



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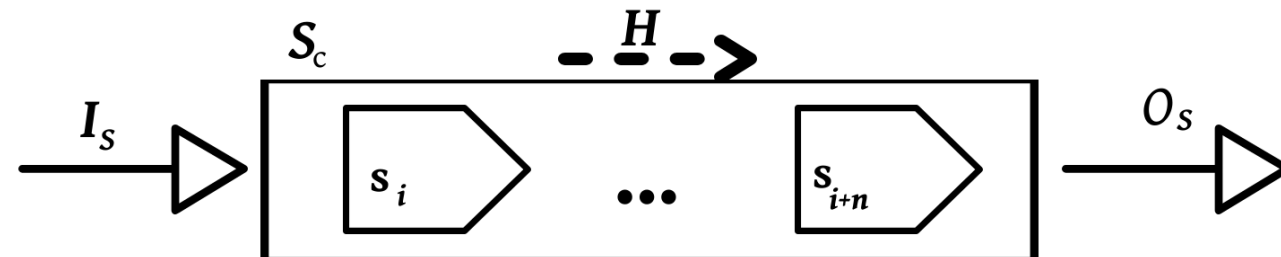
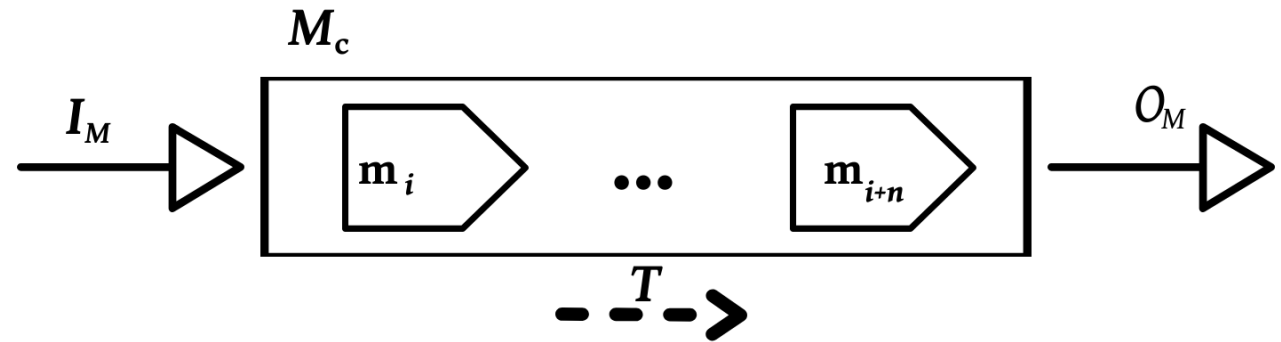
$I_{M/S}$ : Input

$O_{M/S}$ : Output

$S_C$ : Physical System

$s_i$ : Physical states

$H$ : Dynamics



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$m_i$ : Computational states

$T$ : Transition Function

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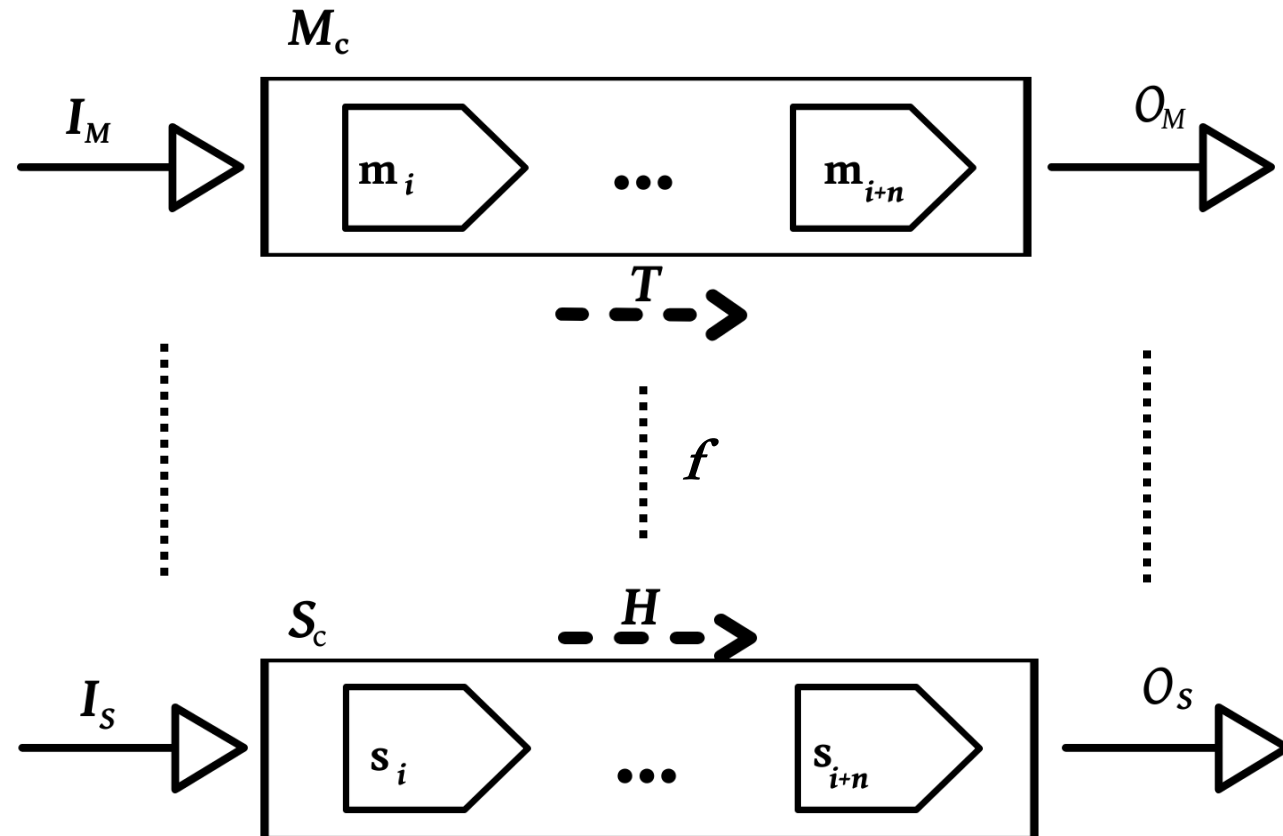
$O_{M/S}$ : Output

$S_C$ : Physical System

$s_i$ : Physical states

$H$ : Dynamics

$f$ : “mapping relation”



(cf. Ladymen (2009), Horseman et al.(2018), Piccinini&Maley(2021), Scheutz(1999), Milkowski(2013), Pappayanoplous(2020))

### **3. Agential Theory of Implementation for computer science**

# What's *f*? Smells like Scientific Representation

Questioning metaphysical nature of *f* (cf. Suarez 2003: non-naturalization)

Scientific models *represent* a target system (*by means of an **agent***):

*“There is no representation except in the sense that some things are used, made, or taken to represent some things as thus or so.”* (van Frassen 2008, 23)

“S[cientist] uses X to represent [an aspect of the] W[orld] for purposes P.”  
(Giere 2004, 743)

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**Intentionality:** Pragmatic/instrumentalist notion

**Directionality:** “One-way mapping”

**Misrepresentation:** accuracy; “correctness”

**Surrogate Reasoning:** “Predicting devices” (cf. Horseman et al. 2018)



# An agential theory of implementation

## (A)

How to account for:

- i. Human programmers & engineering practice
- ii. Intention: Normative concepts, e.g., *correctness* (cf. Turner 2018, Primiero 2020)
- iii. Direction “top-down”

## (B)

Computation:

- i. Tripartite structure
- ii. Nature of *f*: Realism vs anti-realism

“(A) + (B) = Agential Theory of Implementation”

# Taking Stock

## Agential Theory of Implementation *for computer science*\*

Three ingredients:

- a) Mapping  $f$  as (non-deflationary) “scientific representation”  
(cf. Ladyman (2009); Timpson&Maroney(2018), Fletcher (2018), Curtis-Trudel (2020), Szangelies(2020), Papayannopoulos(2020))
- b) Computational system  $S_C$  + mapping  $f + M_C$
- c) Programmability

\*compatible with computational realist and anti-realist positions

## **4. DEKI & MONIAC**

# **MONIAC** (Monetary National Income Analogue Computer)

*Aka: Phillips-Newlyn Machine; est. 1949.*

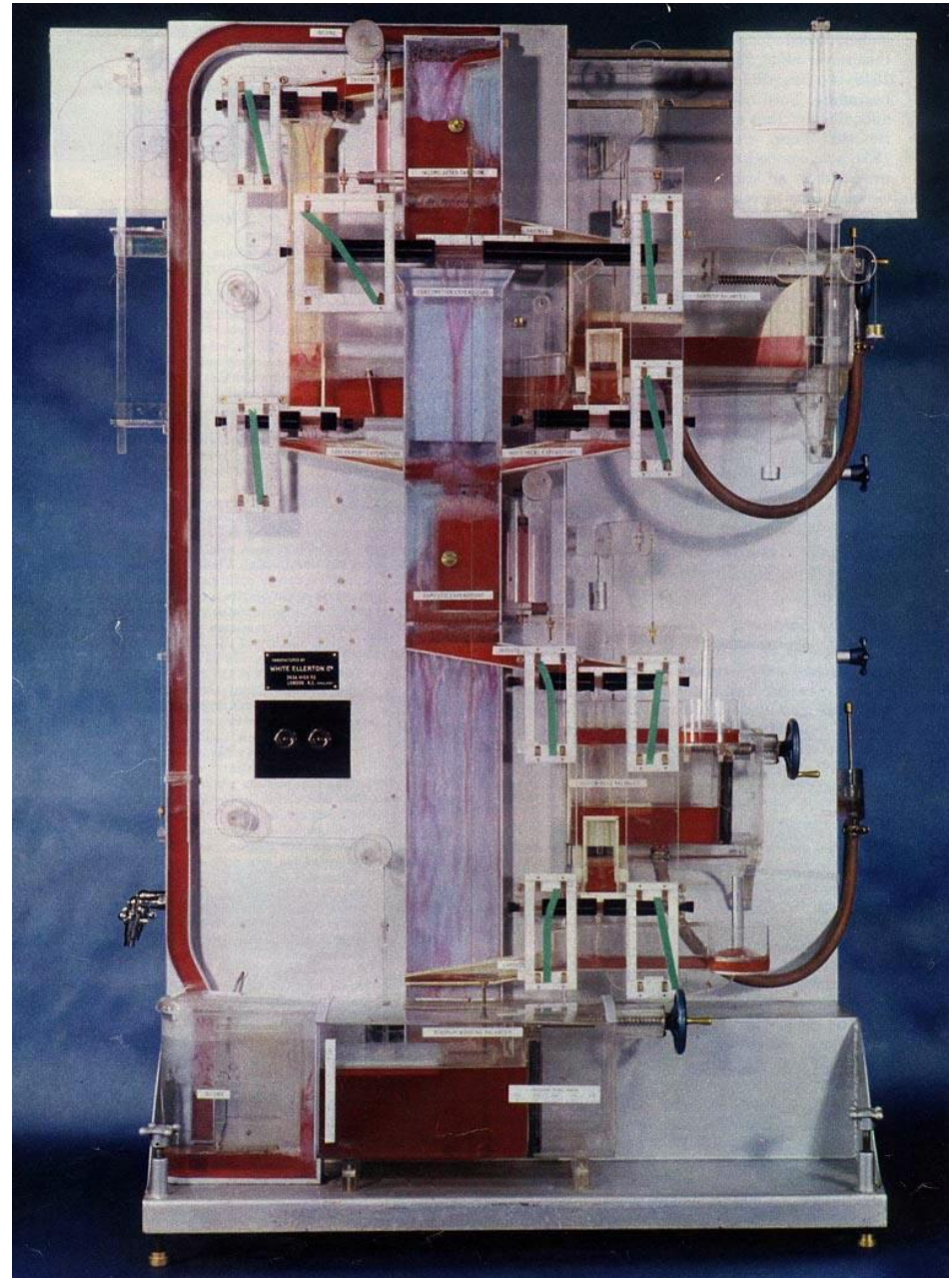
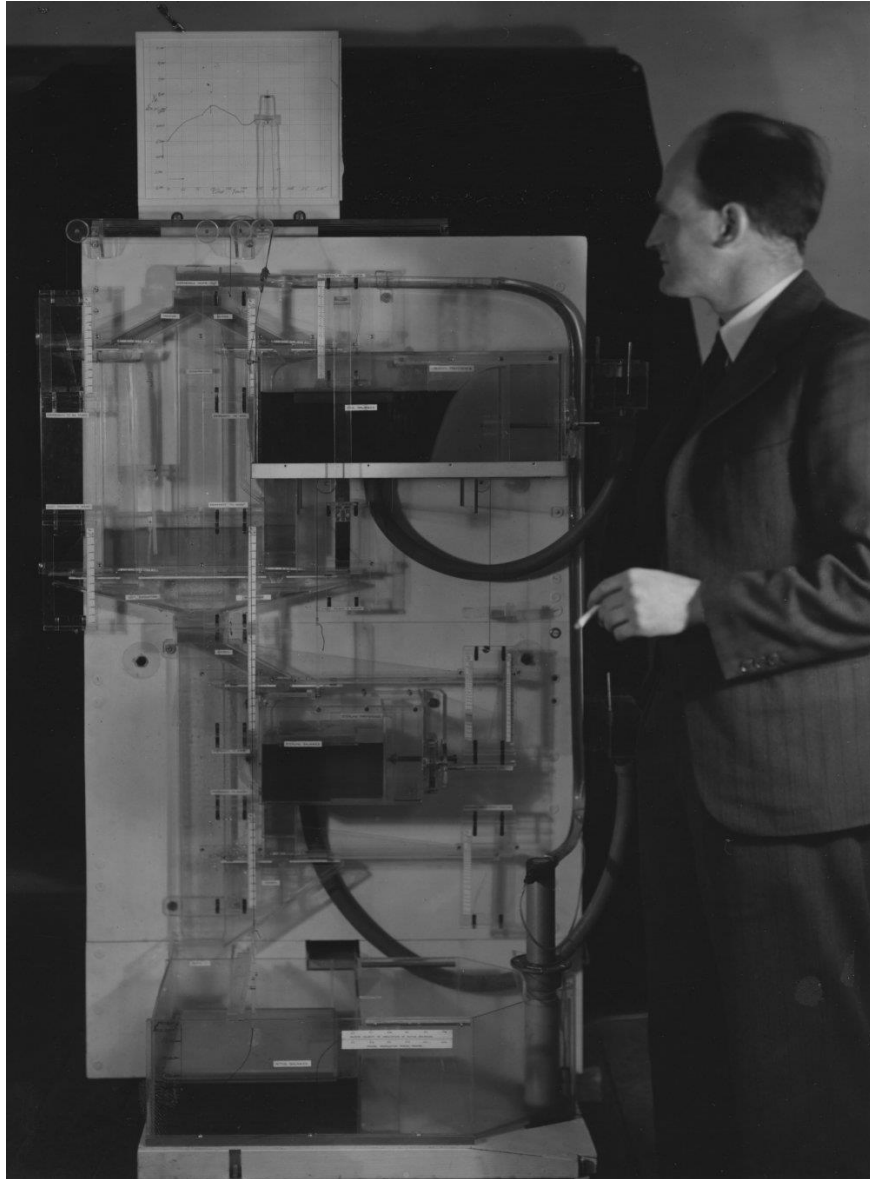
Hydraulic-analogue computer

Modelling a national economy

“accessible” (historical) example

→ Connection with Frigg & Nguyen’s novel DEKI account

# MONIAC



# **DEKI** (Denotation, Exemplification, Keying-up, Imputation)

Scientific Representation account by Frigg and Nguyen (2018, 2020)

Let  $C = \langle S_C, I \rangle$  be a computer, where  $S_C$  is an object and  $I$  an interpretation. Let  $P$  be the program.  $C$  ~~represents~~ implements  $P$  as  $Z$  iff all of the following conditions are satisfied:

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*i.*  $C$  denotes  $P$ .

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- i.*  $C$  denotes  $P$ .
- ii.*  $C$   $I$ -exemplifies  $Z$ -properties  $Z_1, \dots, Z_n$ .



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- iii.*  $C$  comes with key  $K$  associating the set  $\{Z_1, \dots, Z_n\}$  with a (possibly identical) set of properties  $\{Q_1, \dots, Q_m\}$ .

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- iv.*  $C$  imputes at least one of the properties  $Q_1, \dots, Q_m$  to  $P$ .

# Summary

- Fruitful relationship: Implementation & representation-as
- Compatible with computational realism and anti-realism
- Finer grained solution
- Many open questions

# **Thanks**

**Questions or feedback:  
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# Appendix

## DEKI

let  $M = \langle X, I \rangle$  be a model.  $M$  is an indirect epistemic representation of  $T$  iff  $M$  represents  $T$  as  $Z$ , whereby  $M$  represents  $T$  as  $Z$  iff all of the following conditions are satisfied:

- i.*  $M$  denotes  $T$  (and in some cases parts of  $M$  denote parts of  $T$ ).
- ii.*  $M$   $I$ -exemplifies  $Z$ -features  $Z_1, \dots, Z_m$ .
- iii.*  $M$  comes with a key  $K$  associating the set  $\{Z_1, \dots, Z_m\}$  with a set of features  $\{Q_1, \dots, Q_l\}$ :  $K(\{Z_1, \dots, Z_m\}) = \{Q_1, \dots, Q_l\}$ .
- iv.* (iv)  $M$  imputes at least one of the features  $Q_1, \dots, Q_l$  to  $T$ .

## ATol for CS

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