

# **Towards Dependent Types over Programmer-Defined Index Domains**

Daniel R. Licata      Robert Harper

Carnegie Mellon University

# Dependent Types

---

- `int`

# Dependent Types

---

- `int`

`int (2)`

# Dependent Types

---

- `int`  
    `int (2)`
- `2:int`

# Dependent Types

---

- `int`  
`int (2)`
- `2:int`  
`2:int (2)`

# Dependent Types

---

- `int`  
`int (2)`
- `2:int`  
`2:int (2)`
- `list (string)`

# Dependent Types

---

- `int`

`int (2)`

- `2:int`

`2:int (2)`

- `list (string)`

`list(string)(10)`

# Dependent Types

---

- `int`  
`int (2)`
- `2:int`  
`2:int (2)`
- `list (string)`  
`list(string)(10)`
- `cons :  $\tau \rightarrow \text{list } (\tau) \rightarrow \text{list } (\tau)$`

# Dependent Types

---

- `int`

`int (2)`

- `2 : int`

`2 : int (2)`

- `list (string)`

`list(string)(10)`

- `cons :  $\tau \rightarrow \text{list } (\tau) \rightarrow \text{list } (\tau)$`

`cons :  $\prod i : \text{int}. \tau \rightarrow \text{list}(\tau)(i) \rightarrow \text{list}(\tau)(i + 1)$`

# Dependent Types are Useful

---

- Express interesting properties
- Bake reasoning into the code
- Serve as machine-checked documentation
- Enable richer interfaces at module boundaries
- Obviate some dynamic checks

# Dependent Types are Tricky

---

- No phase distinction

# Dependent Types are Tricky

---

- No phase distinction
- `int (fix λ i:int.i)`

# Dependent Types are Tricky

---

- No phase distinction

- `int (fix  $\lambda i : \text{int} . i$ )`

`int (print "hello"; 4)`

# Dependent Types are Tricky

---

- No phase distinction
- `int (fix  $\lambda i : \text{int} . i$ )`  
`int (print "hello"; 4)`
- Type checking depends on term equivalence:  
undecidable for a sufficiently powerful language

# Dependent Types are Tricky

---

- No phase distinction
- `int (fix  $\lambda i : \text{int}. i$ )`  
`int (print "hello"; 4)`
- Type checking depends on term equivalence:  
undecidable for a sufficiently powerful language

Some languages address these issues

[Augustsson; Ou, Tan, Mandelbaum, Walker]

# Dependent Types are Tricky

---

- No phase distinction
- `int (fix  $\lambda i : \text{int}. i$ )`  
`int (print "hello"; 4)`
- Type checking depends on term equivalence:  
undecidable for a sufficiently powerful language

Some languages address these issues

[Augustsson; Ou, Tan, Mandelbaum, Walker]

*Is there another way out?*

# Index Domains Solve these Problems

---

Xi and Pfenning's realization:

instead of  $2 : \text{int } (2)$ ,  
 $2 : \text{int } (s (s z))$

# Index Domains Solve these Problems

---

Xi and Pfenning's realization:

instead of `2 : int (2)`,  
`2 : int (s (s z))`

- Types depend on static proxies for run-time data (proxies are drawn from *index domains*)

# Index Domains Solve these Problems

---

Xi and Pfenning's realization:

instead of `2 : int (2)`,  
`2 : int (s (s z))`

- Types depend on static proxies for run-time data (proxies are drawn from *index domains*)
- Indices are pure

# Index Domains Solve these Problems

---

Xi and Pfenning's realization:

instead of `2 : int (2)`,  
`2 : int (s (s z))`

- Types depend on static proxies for run-time data (proxies are drawn from *index domains*)
- Indices are pure
- Constraint solver decides relationships between indices

# DML Example

---

$\text{append} : \Pi i, j :: \mathbb{I}. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$

# DML Example

---

`append :  $\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$`   
`zip :  $\Pi i :: I. \text{list}(\tau_1)(i) \times \text{list}(\tau_2)(i) \rightarrow \text{list}(\tau_1 \times \tau_2)(i)$`

# DML Example

---

$\text{append} : \Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$   
 $\text{zip} : \Pi i :: I. \text{list}(\tau_1)(i) \times \text{list}(\tau_2)(i) \rightarrow \text{list}(\tau_1 \times \tau_2)(i)$

$\text{zipApp} :$

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

$\text{fun zipApp } (l1, l2) =$

$\quad \text{zip } (\text{append } (l1, l2), \text{append } (l2, l1))$

# DML Example

---

$\text{append} : \Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$   
 $\text{zip} : \Pi i :: I. \text{list}(\tau_1)(i) \times \text{list}(\tau_2)(i) \rightarrow \text{list}(\tau_1 \times \tau_2)(i)$

$\text{zipApp} :$   
 $\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

$\text{fun zipApp (lst1, lst2) =}$   
     $\text{zip (append (lst1, lst2), append (lst2, lst1))}$

*Why does this type check?*

# Type Checking in DML

---

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

`fun zipApp (lst1, lst2) =`

`zip (append (lst1, lst2), append (lst2, lst1))`

- Synthesize obvious type `list(τ)(plus j i)`

# Type Checking in DML

---

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

`fun zipApp (lst1, lst2) =`

`zip (append (lst1, lst2), append (lst2, lst1))`

- Synthesize obvious type `list(τ)(plus j i)`
- Observe that `it` must have type `list(τ)(plus i j)`

# Type Checking in DML

---

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

fun zipApp (lst1, lst2) =

zip (append (lst1, lst2), append (lst2, lst1))

- Synthesize obvious type  $\text{list}(\tau)(\text{plus } j \ i)$
- Observe that **it** must have type  $\text{list}(\tau)(\text{plus } i \ j)$
- Generate constraint  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$

# Type Checking in DML

---

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

`fun zipApp (lst1, lst2) =`

`zip (append (lst1, lst2), append (lst2, lst1))`

- Synthesize obvious type `list(τ)(plus j i)`
- Observe that `it` must have type `list(τ)(plus i j)`
- Generate constraint  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$
- Constraint solver (presumably) OKs

# Type Checking in DML

---

$\Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau \times \tau)(\text{plus } i \ j)$

`fun zipApp (lst1, lst2) =`

`zip (append (lst1, lst2), append (lst2, lst1))`

- Synthesize obvious type `list(τ)(plus j i)`
- Observe that `it` must have type `list(τ)(plus i j)`
- Generate constraint  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$
- Constraint solver (presumably) OKs
- Replace equal indices

# DML Subset Sorts

---

Subset sorts require/assert the truth of a proposition:

$$\text{nth} : \Pi i, j :: I \mid i < j. \text{list}(\tau)(j) \rightarrow \text{int}(i) \rightarrow \tau$$
$$\begin{aligned} \text{filter} : \Pi i :: I. (\tau \rightarrow 2) \rightarrow \text{list}(\tau)(i) \rightarrow \\ \Sigma j :: I \mid j < i. \text{list}(\tau)(j) \end{aligned}$$

These propositions about indices are checked/assumed by the constraint solver

# DML(C) Language Schema

---

Different implementations use different index domains:

- Xi's DML has integer indices with linear integer constraints
- Another of Xi's uses finite sets with a constraint solver based on model checking
- Sarkar's language has LF terms as indices with a constraint solver based on Twelf

# Problems with DML(C)

---

- *Language designer* chooses the constraint domain
- Particular constraint solver is part of the language specification

# Our Goal Language

---

- *Programmer* specifies the index domains appropriate to her program
- Constraint solver is just library code that helps her prove properties

# Our Goal Language

---

- *Programmer* specifies the index domains appropriate to her program
- Constraint solver is just library code that helps her prove properties

Verifying interesting properties must be practical

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Two Levels

---

- Types ( $\tau$ ) classify terms ( $e$ )
- Kinds ( $\kappa$ ) classify constructors ( $\sigma$ )

Constructors of kind  $\top$  are types

# Basic Expressions

---

$$\kappa ::= \mathbb{T}$$
$$\sigma, \tau ::= \tau_1 \rightarrow \tau_2 \mid \tau_1 \times \tau_2 \mid \tau_1 + \tau_2 \mid \text{unit} \mid \text{void}$$
$$\begin{aligned} e ::= & \mathbf{x} \mid \lambda \mathbf{x} : \tau. e \mid e_1 e_2 \mid \text{fix } e \\ & \mid (e_1, e_2) \mid \text{fst } e \mid \text{snd } e \\ & \mid \text{inl}^{\tau_2} e \mid \text{inr}^{\tau_1} e \\ & \mid \text{case } e \text{ of } (\text{inl } x_1 \Rightarrow e_1 \mid \text{inr } x_2 \Rightarrow e_2) \\ & \mid () \mid \text{abort}^{\tau} e \end{aligned}$$

# Static Semantics

---

Separate contexts so phase distinction is as clear as in ML:

$$\begin{aligned}\Gamma & ::= \cdot \mid \Gamma, \mathbf{x} : \tau \\ \Delta & ::= \cdot \mid \Delta, \mathbf{u} :: \kappa\end{aligned}$$

Basic judgements:

- $\Delta \vdash \kappa \text{ kind}$
- $\Delta \vdash \sigma :: \kappa$
- $\Delta ; \Gamma \vdash e : \tau$

# Index Domains are Kinds

---

Indices are *static* proxies for run-time data:

- Indices are constructors
- An index domain is a kind

# Index Domains are Kinds

---

$$\kappa ::= \mathbf{T} \mid \mathbf{I}$$
$$\begin{aligned} \sigma, \tau, \iota & ::= \dots \\ & \mid \mathbf{int}(\iota) \mid \mathbf{list}(\tau)(\iota) \\ & \mid \mathbf{z} \mid \mathbf{s} \iota \end{aligned}$$
$$e ::= \dots \mid \mathbf{n} \mid e_1 + e_2 \mid \mathbf{cons} \ e_1 \ e_2 \mid \dots$$

# Kinding of Indices and Types

---

$$\frac{}{\Delta \vdash z :: I} \quad \frac{\Delta \vdash \iota :: I}{\Delta \vdash s \iota :: I}$$

$$\frac{\Delta \vdash \iota :: I}{\Delta \vdash \text{int}(\iota) :: T} \quad \frac{\Delta \vdash \tau :: T \quad \Delta \vdash \iota :: I}{\Delta \vdash \text{list}(\tau)(\iota) :: T}$$

# Primitives have Index-Aware Types

---

$$\frac{}{\Delta; \Gamma \vdash n : \text{int}(s^n z)} \quad \frac{\Delta; \Gamma \vdash e_1 : \text{int}(\iota_1) \quad \Delta; \Gamma \vdash e_2 : \text{int}(\iota_2)}{\Delta; \Gamma \vdash e_1 + e_2 : \text{int}(\text{plus } \iota_1 \iota_2)}$$

$$\frac{\Delta; \Gamma \vdash e_1 : \tau \quad \Delta; \Gamma \vdash e_2 : \text{list}(\tau)(\iota)}{\Delta; \Gamma \vdash \text{cons } e_1 e_2 : \text{list}(\tau)(s \iota)}$$

# Primitives have Index-Aware Types

---

$$\frac{}{\Delta; \Gamma \vdash n : \text{int}(s^n z)} \quad \frac{\Delta; \Gamma \vdash e_1 : \text{int}(\iota_1) \quad \Delta; \Gamma \vdash e_2 : \text{int}(\iota_2)}{\Delta; \Gamma \vdash e_1 + e_2 : \text{int}(\text{plus } \iota_1 \iota_2)}$$

$$\frac{\Delta; \Gamma \vdash e_1 : \tau \quad \Delta; \Gamma \vdash e_2 : \text{list}(\tau)(\iota)}{\Delta; \Gamma \vdash \text{cons } e_1 e_2 : \text{list}(\tau)(s \iota)}$$

*What's plus?*

# Recursion and Functions

---

$$\kappa ::= \mathbf{T} \mid \mathbf{I} \mid \kappa_1 \rightarrow \kappa_2$$

$$\begin{aligned} \sigma, \tau, \iota & ::= \dots \\ & \mid \mathbf{NATrec}_c \iota \text{ of } (\mathbf{z} \Rightarrow \sigma_1 \mid \mathbf{s} \ i' \ \mathbf{with} \ \mathbf{res} \Rightarrow \sigma_2) \\ & \mid \mathbf{u} \mid \lambda_c \mathbf{u} :: \kappa. \sigma \mid \sigma_1 \ \sigma_2 \end{aligned}$$

Kind formation and kinding rules are standard

# plus is Definable

---

$\text{plus} ::= \lambda_c i, j :: \text{I.NATrec}_c \text{ i of } (z \Rightarrow j \mid s \text{ i}' \text{ with res} \Rightarrow s \text{ res})$

# Dependent Types are Polymorphism

---

$\text{append} : \Pi i, j :: I. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$

Some terms require/produce indices

# Dependent Types are Polymorphism

---

$\text{append} : \Pi i, j :: \mathbb{I}. \text{list}(\tau)(i) \times \text{list}(\tau)(j) \rightarrow \text{list}(\tau)(\text{plus } i \ j)$

Some terms require/produce indices

$$\sigma, \tau, \iota ::= \dots \mid \Pi u :: \kappa. \tau \mid \Sigma u :: \kappa. \tau$$
$$e ::= \dots \mid \Lambda u :: \kappa. e \mid e[\sigma] \\ \mid \text{pack } (\sigma, e) \text{ as } (\Sigma u :: \kappa. \tau) \\ \mid \text{unpack } (u, x) = e_1 \text{ in } e_2$$

# Dependent Functions

---

$$\frac{\Gamma; \Delta, u :: \kappa \vdash e : \tau}{\Delta; \Gamma \vdash \Lambda u :: \kappa. e : \Pi u :: \kappa. \tau}$$

$$\frac{\Delta; \Gamma \vdash e : \Pi u :: \kappa. \tau \quad \Delta \vdash \sigma :: \kappa}{\Delta; \Gamma \vdash e[\sigma] : [\sigma/u]\tau}$$

# Dependent Pairs

---

$$\frac{\Delta \vdash \sigma :: \kappa \quad \Delta; \Gamma \vdash e : [\sigma/u]\tau}{\Delta; \Gamma \vdash \text{pack } (\sigma, e) \text{ as } (\Sigma u :: \kappa. \tau) : \Sigma u :: \kappa. \tau}$$

$$\frac{\Delta; \Gamma \vdash e_1 : \Sigma u :: \kappa_1. \tau_1 \quad \Gamma, x : \tau_1; \Delta, u :: \kappa_1 \vdash e_2 : \tau_2 \quad \Delta \vdash \tau_2 \text{ type}}{\Delta; \Gamma \vdash \text{unpack } (u, x) = e_1 \text{ in } e_2 : \tau_2}$$

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Definitional Equality

---

- Given by some terminating decision procedure (often reduction to normal form)
- Type system always allows the silent replacement of definitional equals; e.g.,

$$\frac{\Delta; \Gamma \vdash e : \tau \quad \Delta \vdash \tau \equiv \tau' :: \mathbb{T}}{\Delta; \Gamma \vdash e : \tau'}$$

# Definitional Equality Judgements

---

- $\Delta \vdash \kappa_1 \equiv \kappa_2$  kind  
congruent equivalence relation
- $\Delta \vdash \sigma_1 \equiv \sigma_2 :: \kappa$   
congruent equivalence relation with  $\beta$ , rules for  
primitive recursion, etc.
- None for terms

# zipApp with Definitional Equality

---

Key constraint:  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$

Does  $=$  mean  $\equiv$  ?

Is commutativity of addition part of definitional equality?

# zipApp with Definitional Equality

---

Key constraint:  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$

Does  $=$  mean  $\equiv$  ?

Is commutativity of addition part of definitional equality?

Problems:

- What if we forget commutativity of multiplication?
- What about equalities at programmer-defined kinds?

# zipApp with Definitional Equality

---

Key constraint:  $\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$

Does  $=$  mean  $\equiv$  ?

Is commutativity of addition part of definitional equality?

Problems:

- What if we forget commutativity of multiplication?
- What about equalities at programmer-defined kinds?

*Programmer must be allowed to add new equalities!*

# Propositional Equality

---

Add separate notion of *propositional equality* ( $\text{EQ}_\kappa(\sigma_1, \sigma_2)$ )  
introduced by explicit proofs

# Propositional Equality

---

Add separate notion of *propositional equality* ( $\text{EQ}_\kappa(\sigma_1, \sigma_2)$ ) introduced by explicit proofs

We might make  $\text{PF}(\text{EQ}_\kappa(\sigma_1, \sigma_2))$  a type with inhabitants

- $\text{refl } s \ z : \text{PF}(\text{EQ}_I(s \ z, s \ z))$
- $\text{Eq\_ss} : \Pi i, j :: I. \text{PF}(\text{EQ}_I(i, j)) \rightarrow \text{PF}(\text{EQ}_I(s \ i, s \ j))$

# Propositional Equality

---

Add separate notion of *propositional equality* ( $\text{EQ}_\kappa(\sigma_1, \sigma_2)$ ) introduced by explicit proofs

We might make  $\text{PF}(\text{EQ}_\kappa(\sigma_1, \sigma_2))$  a type with inhabitants

- $\text{refl } s \ z : \text{PF}(\text{EQ}_I(s \ z, s \ z))$
- $\text{Eq\_ss} : \Pi i, j :: I. \text{PF}(\text{EQ}_I(i, j)) \rightarrow \text{PF}(\text{EQ}_I(s \ i, s \ j))$

*How can you use a  $\text{PF}(\text{EQ}_I(i, j))$ ?*

# Extensional Equality Elim Rule

---

Propositional equality induces definitional equality:

$$\frac{\pi : \text{PF}(\text{EQ}_{\kappa}(\sigma_1, \sigma_2))}{\sigma_1 \equiv \sigma_2 :: \kappa}$$

# Extensional Equality Elim Rule

---

Propositional equality induces definitional equality:

$$\frac{\pi : \text{PF}(\text{EQ}_{\mathcal{K}}(\sigma_1, \sigma_2))}{\sigma_1 \equiv \sigma_2 :: \mathcal{K}}$$

- Called the *equality reflection* or *extensionality* rule
- Studied in Martin-Löf's extensional type theory  
[Martin-Löf; Constable et al.; Hofmann]
- Makes type checking undecidable

# Intensional Equality Elim Rule

---

Explicitly use an equality proof to change the type of a particular term:

$$\frac{\Delta; \Gamma \vdash e : \text{int}(\iota_1) \quad \Delta; \Gamma \vdash \pi : \text{PF}(\text{EQ}_I(\iota_1, \iota_2))}{\Delta; \Gamma \vdash e \text{ because } \pi : \text{int}(\iota_2)}$$

# Intensional Equality Elim Rule

---

Explicitly use an equality proof to change the type of a particular term:

$$\frac{\Delta; \Gamma \vdash e : \tau \quad \Delta; \Gamma \vdash \pi : \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta; \Gamma \vdash e \text{ because } \pi : \tau'}$$

# Intensional Equality Elim Rule

---

Explicitly use an equality proof to change the type of a particular term:

$$\frac{\Delta; \Gamma \vdash e : \tau \quad \Delta; \Gamma \vdash \pi : \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta; \Gamma \vdash e \text{ because } \pi : \tau'}$$

- Studied in intensional Martin-Löf type theory
- Preserves decidability of type checking
- Some “extensional concepts” can be added

[Hofmann; Altenkirch]

# Quiz

---

In DML, the type checker uses a constraint solver to prove indices equal. Is this extensional or intensional?

# Quiz

---

In DML, the type checker uses a constraint solver to prove indices equal. Is this extensional or intensional?

- Extensional: the constraint solver comes up with a proof; this proof induces a definitional equality
- Intensional: definitional equality is given (in part) by the constraint solver

# Quiz

---

In DML, the type checker uses a constraint solver to prove indices equal. Is this extensional or intensional?

- Extensional: the constraint solver comes up with a proof; this proof induces a definitional equality
- Intensional: definitional equality is given (in part) by the constraint solver

In both views, definitional equality is more complicated than simple expansion of definitions

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Proofs of Type Equality in Haskell

---

Recently, proofs of *type* equality in Haskell have been studied with applications to:

- `type dynamic`

[Baars, Swierstra; Cheney, Hinze; Weirich]

- `polytypic programming`

[Cheney, Hinze]

- `tagless interpreters and metaprogramming`

[Sheard, Pasalic; Peyton Jones]

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

Reasonable intro rules definable:

$$\text{refl} : \text{PF}(\text{EQ}_T(\tau, \tau)) := \Lambda f :: T \rightarrow T. \lambda x : (f \tau). x$$

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

Reasonable intro rules definable:

$$\text{refl} : \text{PF}(\text{EQ}_T(\tau, \tau)) := \Lambda f :: T \rightarrow T. \lambda x : (f \tau). x$$

$$\text{trans} : \text{PF}(\text{EQ}_T(\tau_1, \tau_2)) \rightarrow \text{PF}(\text{EQ}_T(\tau_2, \tau_3)) \rightarrow \text{PF}(\text{EQ}_T(\tau_1, \tau_3)) :=$$

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

Reasonable intro rules definable:

$$\text{refl} : \text{PF}(\text{EQ}_T(\tau, \tau)) := \Lambda f :: T \rightarrow T. \lambda x : (f \tau). x$$

$$\begin{aligned} \text{trans} : \text{PF}(\text{EQ}_T(\tau_1, \tau_2)) \rightarrow \text{PF}(\text{EQ}_T(\tau_2, \tau_3)) \rightarrow \text{PF}(\text{EQ}_T(\tau_1, \tau_3)) := \\ \lambda p_1 : \text{PF}(\text{EQ}_T(\tau_1, \tau_2)). \lambda p_2 : \text{PF}(\text{EQ}_T(\tau_2, \tau_3)). \\ \Lambda f :: T \rightarrow T. \lambda x : (f \tau_1). p_2[f] (p_1[f] x) \end{aligned}$$

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

Casting elim definable, too:

$$\frac{\Delta; \Gamma \vdash e : \tau \quad \Delta; \Gamma \vdash \pi : \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta; \Gamma \vdash e \text{ because } \pi : \tau'}$$

$e \text{ because } p :=$

# Proofs of Type Equality in Haskell

---

$$\text{PF}(\text{EQ}_T(\tau_1, \tau_2)) := \Pi f :: T \rightarrow T. (f \tau_1) \rightarrow (f \tau_2)$$

Casting elim definable, too:

$$\frac{\Delta; \Gamma \vdash e : \tau \quad \Delta; \Gamma \vdash \pi : \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta; \Gamma \vdash e \text{ because } \pi : \tau'}$$

$$e \text{ because } p := p[\lambda_c u :: T. u] e$$

# Proofs *Terms* are Problematic

---

- Many applications of  $\lambda x. x$  at run-time (unless you do something clever with coercions)

# Proofs *Terms* are Problematic

---

- Many applications of  $\lambda x. x$  at run-time (unless you do something clever with coercions)
- Proofs can be non-terminating or have other effects

# Proofs *Terms* are Problematic

---

- Many applications of  $\lambda x. x$  at run-time (unless you do something clever with coercions)
- Proofs can be non-terminating or have other effects
- Conceptually, the proof's purpose is to convince the type checker of some fact; why should it exist at run-time?

# Proofs *Terms* are Problematic

---

- Many applications of  $\lambda x. x$  at run-time (unless you do something clever with coercions)
- Proofs can be non-terminating or have other effects
- Conceptually, the proof's purpose is to convince the type checker of some fact; why should it exist at run-time?

*Make the proof terms static*

# Static Proofs

---

$\kappa ::= \dots \mid \text{PROP} \mid \text{PF}(\phi)$

$\sigma, \iota, \phi, \pi ::= \dots$   
|  $\text{EQ}_\kappa(\sigma_1, \sigma_2)$   
|  $\text{refl } \sigma \mid \text{sym } \pi \mid \text{trans } \pi_{12}\pi_{23}$   
|  $\text{Eq\_zz} \mid \text{Eq\_ss} \mid \dots$

# Are These Propositions Enough?

---

- Key zipApp constraint:

$$\forall i, j :: I. \text{plus } i \ j = \text{plus } j \ i$$

# Are These Propositions Enough?

---

- Key zipApp constraint:  
 $\forall i, j :: I. EQ_I(\text{plus } i \ j, \text{plus } j \ i)$

# Are These Propositions Enough?

---

- Key zipApp constraint:  
 $\forall i, j :: I. EQ_I(\text{plus } i \ j, \text{plus } j \ i)$

What about the  $\forall$ ?

# Are These Propositions Enough?

---

- Key zipApp constraint:

$$\forall i, j :: I. EQ_I(\text{plus } i \ j, \text{plus } j \ i)$$

What about the  $\forall$ ?

- Binary search constraints  $\Rightarrow$  need hypothetical reasoning

# Are These Propositions Enough?

---

- Key zipApp constraint:

$$\forall i, j :: I. EQ_I(\text{plus } i \ j, \text{plus } j \ i)$$

What about the  $\forall$ ?

- Binary search constraints  $\Rightarrow$  need hypothetical reasoning

*Need a more expressive logic*

# Intuitionistic Logic is a Good Option

---

- Economy of constructs
- Proving is nothing new

We could pick something else, though  
(continuation-based classical logic)

# Intuitionistic Logic is a Good Option

---

- Economy of constructs
- Proving is nothing new

We could pick something else, though  
(continuation-based classical logic)

*How do we set it up?*

# Propositions

---

Introduce richer set of propositions:

$$\kappa ::= \dots \mid \text{PROP} \mid \dots$$

$$\begin{aligned} \sigma, \iota, \phi, \pi ::= & \dots \mid \forall u :: \kappa. \phi \mid \exists u :: \kappa. \phi \mid \phi_1 \supset \phi_2 \\ & \mid \phi_1 \wedge \phi_2 \mid \phi_1 \vee \phi_2 \mid \top \mid \perp \end{aligned}$$

Restrict to FOL in formation rules

# Proofs are Constructor-level Programs

---

$$\kappa ::= \dots \mid \Pi_{\mathbf{k}} \mathbf{u}_1 :: \kappa_1. \kappa_2 \mid \Sigma_{\mathbf{k}} \mathbf{u}_1 :: \kappa_1. \kappa_2 \mid \kappa_1 +_{\mathbf{k}} \kappa_2$$
$$\mid \text{UNIT} \mid \text{VOID}$$
$$\sigma, \pi, \phi, \iota ::= \dots \mid \mathbf{u} \mid \lambda_{\mathbf{c}} \mathbf{u} :: \kappa. \sigma \mid \sigma_1 \sigma_2$$
$$\mid \text{pack}_{\mathbf{c}} (\sigma_1, \sigma_2) \text{ as } \Sigma_{\mathbf{k}} \mathbf{u} :: \kappa_1. \kappa_2 \mid \text{fst}_{\mathbf{c}} \sigma \mid \text{snd}_{\mathbf{c}} \sigma$$
$$\mid \text{inl}_{\mathbf{c}}^{\kappa_2} \sigma \mid \text{inr}_{\mathbf{c}}^{\kappa_1} \sigma$$
$$\mid \text{case}_{\mathbf{c}} \sigma \text{ of } (\text{inl } \mathbf{u}_1 \Rightarrow \sigma_1 \mid \text{inr } \mathbf{u}_2 \Rightarrow \sigma_2)$$
$$\mid \text{unit}_{\mathbf{c}} \mid \text{abort}_{\mathbf{c}}^{\kappa} \sigma$$

# Proofs are Constructor-level Programs

---

$$\frac{}{\Delta \vdash \text{PF}(\forall u :: \kappa. \phi) \equiv \Pi_{\kappa} u :: \kappa. \text{PF}(\phi) \text{ kind}}$$

$$\frac{}{\Delta \vdash \text{PF}(\exists u :: \kappa. \phi) \equiv \Sigma_{\kappa} u :: \kappa. \text{PF}(\phi) \text{ kind}}$$

$$\frac{}{\Delta \vdash \text{PF}(\phi_1 \supset \phi_2) \equiv \Pi_{\kappa} \_ :: \text{PF}(\phi_1). \text{PF}(\phi_2) \text{ kind}}$$

# plus is Commutative

---

Recall `plus ::=`

`λc i, j :: I. NATrecc i of (z ⇒ j | s i' with res ⇒ s res)`

We can give a `PF(∀ i, j :: I. EQI(plus i j, plus j i))`

- by induction (primitive recursion) on `i`
- uses lemmas

`plus_rhz :: PF(∀ i, j :: I. EQI(plus i z, i))`

`plus_rhs :: PF(∀ i, j :: I. EQI(plus i (s j), s (plus i j)))`

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Can We Finish Off zipApp?

---

Given the PF( $\forall i, j :: I. EQ_I(\text{plus } i \ j, \text{plus } j \ i)$ ), can we use because rule to finish off zipApp?

$$\frac{\Delta ; \Gamma \vdash e : \tau \quad \Delta \vdash \pi :: \text{PF}(EQ_T(\tau, \tau'))}{\Delta ; \Gamma \vdash e \text{ because } \pi : \tau'}$$

# Can We Finish Off zipApp?

---

Given the  $\text{PF}(\forall i, j :: I. \text{EQ}_I(\text{plus } i \ j, \text{plus } j \ i))$ , can we use because rule to finish off zipApp?

$$\frac{\Delta ; \Gamma \vdash e : \tau \quad \Delta \vdash \pi :: \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta ; \Gamma \vdash e \text{ because } \pi : \tau'}$$

- Need a  $\text{PF}(\forall i, j :: I. \text{EQ}_T(\text{list}(\tau)(\text{plus } i \ j), \text{list}(\tau)(\text{plus } j \ i)))$

# Can We Finish Off zipApp?

---

Given the  $\text{PF}(\forall i, j :: I. \text{EQ}_I(\text{plus } i \ j, \text{plus } j \ i))$ , can we use because rule to finish off zipApp?

$$\frac{\Delta ; \Gamma \vdash e : \tau \quad \Delta \vdash \pi :: \text{PF}(\text{EQ}_T(\tau, \tau'))}{\Delta ; \Gamma \vdash e \text{ because } \pi : \tau'}$$

- Need a  $\text{PF}(\forall i, j :: I. \text{EQ}_T(\text{list}(\tau)(\text{plus } i \ j), \text{list}(\tau)(\text{plus } j \ i)))$
- Seems like we need congruence constants

# Congruence Constants are Avoidable

---

The because rule can reach inside a type and substitute:

$$\frac{\Delta; \Gamma \vdash e : [\sigma_1/u]\tau \quad \Delta \vdash \pi :: \text{PF}(\text{EQ}_\kappa(\sigma_1, \sigma_2))}{\Delta; \Gamma \vdash e \text{ because } \pi u \kappa \tau : [\sigma_2/u]\tau}$$

# Finishing Off zipApp

---

```
p :: PF(∀ i, j :: I. EQI(plus i j, plus j i))
```

```
FN i, j :: I =>
```

```
fn (lst1, lst2) =>
```

```
    zip (append (lst1, lst2),
```

```
        (append (lst2, lst1)
```

```
          because (sym (p i j))
```

```
          as u :: I. (list t u))
```

```
: Π i, j :: I. list(τ)(i) × list(τ)(j) → list(τ × τ)(plus i j)
```

# Subset Sorts are Proof Quantification

---

Xi's subset sorts restrict indices to those that satisfy certain propositions:

$$\text{nth} : \Pi i, j :: I \mid \text{Lt}_I(i, j). \text{list}(\tau)(j) \rightarrow \text{int}(i) \rightarrow \tau$$

# Subset Sorts are Proof Quantification

---

Xi's subset sorts restrict indices to those that satisfy certain propositions:

$$\text{nth} : \Pi i, j :: I \mid \text{Lt}_I(i, j). \text{list}(\tau)(j) \rightarrow \text{int}(i) \rightarrow \tau$$

We handle this by quantification over *proofs*:

$$\text{nth} : \Pi i, j :: I. \Pi p :: \text{PF}(\text{Lt}_I(i, j)). \text{list}(\tau)(j) \rightarrow \text{int}(i) \rightarrow \tau$$

# Subset Sorts are Proof Quantification

---

$$\text{filter} : \Pi i :: I. (\tau \rightarrow 2) \rightarrow \text{list}(\tau)(i) \rightarrow \\ \Sigma j :: I \mid \text{Lt}_I(j, i). \text{list}(\tau)(j)$$
$$\text{filter} : \Pi i :: I. (\tau \rightarrow 2) \rightarrow \text{list}(\tau)(i) \rightarrow \\ \Sigma j :: I. \Sigma p :: \text{PF}(\text{Lt}_I(j, i)). \text{list}(\tau)(j)$$

# Run-Time Checks are Proof Quantification

---

< :

$$\begin{aligned} \prod i, j :: I. \text{int}(i) \times \text{int}(j) \rightarrow & \Sigma p :: \text{PF}(\text{Lt}_I(i, j)). \text{unit} \\ & + \Sigma p :: \text{PF}(\text{Gte}_I(i, j)). \text{unit} \end{aligned}$$

# Key Design Issues

---

1. Indices as static data
2. Notions of equality
3. Proofs and propositions
4. Using proofs in run-time terms

# Interesting Questions

---

Phase 1: Redo DML(Int) with explicit proofs

- Operational semantics: type-passing?
- Safety proof and because
- Types are *not* parametric in indices
- Fancier recursion
- Programmer-specified *logic*

[Crary, Vanderwaart]

# Interesting Questions

---

Phase 2: Add constructs for declaring new kinds and constructors

- For the kind  $I$ , we needed:
  - ▷ constructors  $s$  and  $z$
  - ▷ primitive recursion
  - ▷ inductive equality proof constructors  $Eq_{ss} \dots$
- We also declared new propositions such as  $Lt_I(\iota_2, \iota_2)$

How does this generalize?

# Interesting Questions

---

Phase 3: Reintroduce the constraint solvers as proof search tools

# Programmer-Defined Index Domains

---

Thanks for listening!