Fast Elaboration for Dependent Type Theories

András Kovács

Eötvös Loránd University, Budapest

EUTypes WG Meeting, Krakow, 24 February 2019

Performance issues in current proof assistants.

Performance issues in current proof assistants.

Even greater performance demands on future proof assistants.

Performance issues in current proof assistants.

Even greater performance demands on future proof assistants.

Cubical type theories, univalence, HITs, QITs: more moving parts, computing transports, possibly huge computationally relevant proof terms.

Performance issues in current proof assistants.

Even greater performance demands on future proof assistants.

Cubical type theories, univalence, HITs, QITs: more moving parts, computing transports, possibly huge computationally relevant proof terms.

Current goals:

- Considering elaboration from ground-up, with performance as priority.
- Benchmarking a prototype against Coq and Agda.

Elaboration

Computing (explicit, well-typed) core from (implicit, incomplete) source language. Includes type checking, unification, desugaring, tactics, etc.

Minimal example for filling holes:

```
id: (A : Set) \rightarrow A \rightarrow A

id A \times = \times

id': (A : Set) \rightarrow A \rightarrow A

id' A \times = id \times X
```

Output:

```
id: (A : Set) \rightarrow A \rightarrow A
id A \times = \times
id': (A : Set) \rightarrow A \rightarrow A
id' A \times = id A \times
```

Two core computational tasks in elaboration:

Two core computational tasks in elaboration:

 \bullet $\beta\eta$ -conversion checking.

Two core computational tasks in elaboration:

- **1** $\beta\eta$ -conversion checking.
- @ Generating solutions for holes (metavariables).

Solving metas in the standard way

1: Source:

id : (A : Set)
$$\rightarrow$$
 A \rightarrow A id A \times = \times

id' : (A : Set)
$$\rightarrow$$
 A \rightarrow A id' A \times = id \times

2: Plug hole with fresh meta:

$$\alpha = \lambda A x.$$
?

id :
$$(A : Set) \rightarrow A \rightarrow A$$

id $A \times = \times$

id' : (A : Set)
$$\rightarrow$$
 A \rightarrow A
id' A x = id (α A x) x

3: Solve meta:

$$\alpha = \lambda A x. A$$

id : (A : Set)
$$\rightarrow$$
 A \rightarrow A id A \times = \times

id' : (A : Set)
$$\rightarrow$$
 A \rightarrow A id' A \times = id (α A \times) \times

4: Unfold meta in output:

id : (A : Set)
$$\rightarrow$$
 A \rightarrow A id A \times = \times

id' : (A : Set)
$$\rightarrow$$
 A \rightarrow A id' A \times = id A \times

Problems with the standard way

Metas are essentially unscoped: solutions can't refer to other definitions and meta solutions. Hence: everything must be unfolded.

Problems with the standard way

Metas are essentially unscoped: solutions can't refer to other definitions and meta solutions. Hence: everything must be unfolded.

Input:

```
id' : \{A : Set\} \rightarrow A \rightarrow A
id' = id id id id
```

Output:

```
id' : \{A : Set\} \rightarrow A \rightarrow A
id' = \lambda \{A\} \rightarrow
(id \{((A \rightarrow A) \rightarrow A \rightarrow A) \rightarrow (A \rightarrow A) \rightarrow A \rightarrow A\})
(id \{(A \rightarrow A) \rightarrow A \rightarrow A\})
(id \{A \rightarrow A\})
(id \{A\})
```

A better elaboration output

```
\begin{array}{lll} \mbox{id'} : \{A: \mbox{Set}\} \rightarrow A \rightarrow A \\ \mbox{id'} \ \{A\} = \\ & \mbox{let} \ \alpha: \mbox{Set} = A \\ & \mbox{} \ \beta: \mbox{Set} = \alpha \rightarrow \alpha \\ & \mbox{} \ \gamma: \mbox{Set} = \beta \rightarrow \beta \\ & \mbox{} \ \delta: \mbox{Set} = \gamma \rightarrow \gamma \\ & \mbox{in} \ (\mbox{id} \ \{\delta\}) \ (\mbox{id} \ \{\gamma\}) \ (\mbox{id} \ \{\beta\}) \ (\mbox{id} \ \{\alpha\}) \end{array}
```

In Hindley-Milner, such silly programs are rare, and meta solutions don't get large in practice.

In Hindley-Milner, such silly programs are rare, and meta solutions don't get large in practice.

In dependent TT, the size of solved metas often *dominates* the elaboration output. Hence, poor meta solutions imply poor elaboration output, and also cause slowdowns whenever we need to compute with these solutions during further elaboration.

In Hindley-Milner, such silly programs are rare, and meta solutions don't get large in practice.

In dependent TT, the size of solved metas often *dominates* the elaboration output. Hence, poor meta solutions imply poor elaboration output, and also cause slowdowns whenever we need to compute with these solutions during further elaboration.

Quadratic and worse solution sizes are quite easy to get.

In Hindley-Milner, such silly programs are rare, and meta solutions don't get large in practice.

In dependent TT, the size of solved metas often *dominates* the elaboration output. Hence, poor meta solutions imply poor elaboration output, and also cause slowdowns whenever we need to compute with these solutions during further elaboration.

Quadratic and worse solution sizes are quite easy to get.

Example: elaborating length-indexed vector expressions with implicit length indices is quadratic in Agda and Coq: each cons contains a unary natural number index with the size of the vector tail.

In Hindley-Milner, such silly programs are rare, and meta solutions don't get large in practice.

In dependent TT, the size of solved metas often *dominates* the elaboration output. Hence, poor meta solutions imply poor elaboration output, and also cause slowdowns whenever we need to compute with these solutions during further elaboration.

Quadratic and worse solution sizes are quite easy to get.

Example: elaborating length-indexed vector expressions with implicit length indices is quadratic in Agda and Coq: each cons contains a unary natural number index with the size of the vector tail.

(Can hash consing help? Not really: overheads and failure to handle beta redexes.)

Metavariables must be scoped more precisely than in Agda/Coq, in order to have high-quality solutions.

Metavariables must be scoped more precisely than in ${\sf Agda/Coq},$ in order to have high-quality solutions.

How precise?

Metavariables must be scoped more precisely than in Agda/Coq, in order to have high-quality solutions.

How precise?

- Full precision: metas are elaborated into let-definitions in arbitrary local scopes.
 - Dependently typed upgrade of Krishnawami and Dunfield's mixed-prefix bidirectional checkers.
 - Allows fast let-generalization.
 - More efficient, better output.
 - Challenging to implement.

Metavariables must be scoped more precisely than in Agda/Coq, in order to have high-quality solutions.

How precise?

- Full precision: metas are elaborated into let-definitions in arbitrary local scopes.
 - Dependently typed upgrade of Krishnawami and Dunfield's mixed-prefix bidirectional checkers.
 - Allows fast let-generalization.
 - More efficient, better output.
 - Challenging to implement.
- Limited precision: metas only have top-level scope, and are elaborated into top-level mutual (unordered) definition blocks.
 - Easy to implement.
 - Less efficient and captures less sharing.
 - Implemented in prototype.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

We need to perform both at the same time efficiently.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

We need to perform both at the same time efficiently.

Conversion checking requires fast call-by-need evaluation to fully unfolded values.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

We need to perform both at the same time efficiently.

Conversion checking requires fast call-by-need evaluation to fully unfolded values.

But for meta solutions, unfolded/normalized terms are very bad.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

We need to perform both at the same time efficiently.

Conversion checking requires fast call-by-need evaluation to fully unfolded values.

But for meta solutions, unfolded/normalized terms are very bad.

Solution: a "glued" evaluator, which computes two different semantic values at the same time.

Recall the two computational tasks: **conversion checking**, **meta solution generation**.

We need to perform both at the same time efficiently.

Conversion checking requires fast call-by-need evaluation to fully unfolded values.

But for meta solutions, unfolded/normalized terms are very bad.

Solution: a "glued" evaluator, which computes two different semantic values at the same time.

- Glued values: fully unfolded values, which also carry local values around.
- 2 Local values: these are computed to some head normal form while not unfolding some class of definitions.

Minimal glued evaluator in Haskell

Glues call-by-need and call-by-name machines together.

```
data Tm = Var Int | App Tm Tm | Lam Tm
data Val = VNe Int [Val] [Cl] | VLam [Maybe Val] [Maybe Cl] Tm
data Cl = Cl [Maybe Cl] Tm
eval :: [Maybe Val] → [Maybe Cl] → Tm → Val
eval vs cs t = case t of
  Var i → case vs !! i of
    Just v -> v
    Nothing -> VNe (length vs - i - 1) [] []
  App t u \rightarrow case (eval vs cs t, eval vs cs u) of
    (VLam vs' cs' t', u') → eval (u':vs') (Cl cs u :cs') t'
    (VNe i vs' cs' , u') \rightarrow VNe i (u':vs') (Cl cs u :cs')
  lam t → Vlam vs cs t
```

Unification is an operation on glued values.

Unification is an operation on glued values.

Whenever we have a meta on one side of an equation, we get a local value for a compact solution, and a glued value for fast occurs checking and (Miller) pattern condition checking.

Unification is an operation on glued values.

Whenever we have a meta on one side of an equation, we get a local value for a compact solution, and a glued value for fast occurs checking and (Miller) pattern condition checking.

We can also reuse local values for fast approximate checks: first try to unify local values, if that doesn't yield a definite result, retry full unification on glued values.

Unification is an operation on glued values.

Whenever we have a meta on one side of an equation, we get a local value for a compact solution, and a glued value for fast occurs checking and (Miller) pattern condition checking.

We can also reuse local values for fast approximate checks: first try to unify local values, if that doesn't yield a definite result, retry full unification on glued values.

In principle, one could glue together any number of different evaluators, each optimized for a specific task. Gluing just two machines seems to strike a good balance of complexity and constant overheads.

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

We **should not** compute directly on core syntax!

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

We **should not** compute directly on core syntax!

Core syntax should be treated as immutable machine code, used mainly for on thing: evaluating into semantic domain. Unification, scope checking etc. are all operations on semantic values.

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

We should not compute directly on core syntax!

Core syntax should be treated as immutable machine code, used mainly for on thing: evaluating into semantic domain. Unification, scope checking etc. are all operations on semantic values.

We can go from semantics to syntax by a readback operation, which generates meta solutions.

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

We **should not** compute directly on core syntax!

Core syntax should be treated as immutable machine code, used mainly for on thing: evaluating into semantic domain. Unification, scope checking etc. are all operations on semantic values.

We can go from semantics to syntax by a readback operation, which generates meta solutions.

Computing in the presence of metas is critically important, so metas should be in the kernel as well.

Kernel should consist of core syntax **and** a carefully chosen semantic domain (in our case, a particular environment machine). (Early example: Coquand (1996), since then: mini-TT, cubicaltt).

We **should not** compute directly on core syntax!

Core syntax should be treated as immutable machine code, used mainly for on thing: evaluating into semantic domain. Unification, scope checking etc. are all operations on semantic values.

We can go from semantics to syntax by a readback operation, which generates meta solutions.

Computing in the presence of metas is critically important, so metas should be in the kernel as well.

We get a larger kernel than in the Coq-style, but benefits seem to be significant.

Available: https://github.com/AndrasKovacs/smalltt

Available: https://github.com/AndrasKovacs/smalltt

Obviously more limited than $Agda/Coq \dots$

Available: https://github.com/AndrasKovacs/smalltt

Obviously more limited than Agda/Coq ...

 \dots but I see no reason why an extended version to ${\sf Agda/Coq}$ capabilities would be significantly slower.

Available: https://github.com/AndrasKovacs/smalltt

Obviously more limited than Agda/Coq ...

 \dots but I see no reason why an extended version to ${\sf Agda/Coq}$ capabilities would be significantly slower.

Thank you!