Closure-Free Functional Programming in a Two-Level Type Theory

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Source:

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f :: Reader Bool Int
f = do
    b <- ask
    if b then return 10
        else return 20</pre>
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-00 Core output:

```
dict1 :: Monad (Reader Int)
dict1 = MkMonad ...
dict2 :: MonadReader (Reader Int)
dict2 = MkMonadReader ...
f :: Reader Bool Int
f = (>>=) dict1 (ask dict2) (\b ->
  case b of
    True -> return dict1 10
    False -> return dict1 20)
```

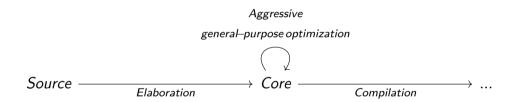
-01 output:

```
f :: Bool -> Int
f b = case b of
  True -> 10
  False -> 20
```

Optimization is hard!

Example: mapM is third-order & rank-2 polymorphic, but almost all use cases should compile to first-order monomorphic code.

```
mapM :: Monad m => (a -> m b) -> [a] -> m [b]
```



Proposal



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Source in WIP language:

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```

- Looks similar to Haskell.
- Desugaring & elaboration does slightly more work.
- Compilation to efficient code is formally guaranteed.

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Setup

- Two-level type theory (2LTT):
 - Metalanguage (compile time): dependently typed.
 - Object language (runtime): simply typed, polarized.
 - The two are smoothly integrated.
- Most optimizations are implemented in libraries instead of compiler internals.

The 2LTT

- MetaTy: universe of meta-level types.
- Ty: universe of object-level types. Polarization: ValTy and CompTy are sub-universes of Ty.

A meta-level program:

```
id : {A : MetaTy} -> A -> A
id x = x
```

An object-level program:

Polarization lets us control closure creation through types.

The 2LTT - interaction between stages

- Lifting: for A : Ty, we have ↑A : MetaTy, as the type of metaprograms that produce A-typed object programs.
- Quoting: for t: A and A: Ty, we have <t>: A as the metaprogram which immediately returns t.
- **Splicing**: for **t** : **A**, we have **t** : **A** which runs the metaprogram **t** and inserts its output in some object-level code.
- Definitional equalities: ~<t> ≡ t and <~t> ≡ t.

Staged example

Staged example - with stage inference

Type classes (and monads) only exist in the metalanguage.

```
class Monad (M : MetaTy -> MetaTy) where
  return : A -> M A
  (>>=) : M A -> (A -> M B) -> M B
```

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Gen is a Monad whose effect is **generating object code**:

```
newtype Gen A = Gen {unGen : \{R : Ty\} \rightarrow (A \rightarrow R) \rightarrow R\}
instance Monad Gen where ...
runGen : Gen (A) \rightarrow A
runGen (Gen f) = f id
```

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Gen is a Monad whose effect is **generating object code**:

```
newtype Gen A = Gen {unGen : {R : Ty} -> (A -> ↑R) -> ↑R}
instance Monad Gen where ...

runGen : Gen (↑A) -> ↑A
runGen (Gen f) = f id
```

Generating an object-level **let**-definition:

```
gen : {A : Ty} -> AA -> Gen (AA)
gen {A} a = Gen $ \k. <let x : A := ~a in ~(k <x>)>
```

Metaprogram:

```
foo : Int
foo := ~(runGen $ do
    x <- gen <10 + 10>
    y <- gen <~x * ~x>
    return <~x * ~y>)
```

Code output:

```
foo : Int
foo := let x := 10 + 10 in
    let y := x * x in
    x * y
```

Generating monadic code

We want to define efficient code generation for a monad \mathbf{M} .

M extended with Gen at the bottom yields the corresponding code generator monad.

For example:

- ReaderT (nR) Gen (nA) actions are code generators for R -> A.
- StateT (†S) Gen (†A) actions are code generators for S -> (A, S).

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In each case, we can convert back-and forth, e.g.

```
up : \uparrow (R -> A) -> ReaderT (\uparrowR) Gen (\uparrowA) down : ReaderT (\uparrowR) Gen (\uparrowA) -> \uparrow (R -> A)
```

Generating monadic code

Metaprogram:

```
action : Int -> Int
action := ~(down $ do
    x <- ask
    x <- ask
    return <~x + ~x>)
```

We get "fusion" for monadic code.

Output:

```
action : Int -> Int
action x := x + x
```

Pattern matching on object-level values

How do we inspect the structure of object-level values at compile time?

We don't directly support looking inside expressions (it breaks things).

But we can generate object-level pattern matches in **Gen**:

```
split : ^Bool -> Gen MetaBool
split b = Gen $ \k. <case ~b of
True -> ~(k MetaTrue)
False -> ~(k MetaFalse)>
```

split generalizes to all object ADT-s and all **Gen**-based monads.

Compiling monads - example

```
f : Reader Bool Int
                                f : Reader Bool Int
f := do
                                f := \sim (down \$ do
 b <- ask
                                 b <- ask
                        ==>
 if b then return 10
                                  split b >>= \case
                                     MetaTrue -> return <10>
       else return 20
                                     MetaFalse -> return <20>)
                  f : Reader Bool Int
                  f = Reader (\b. case b of
                     True -> 10
                     False -> 20)
```

More things

More in the paper and artifact:

- Handling join points in monads.
- Handling mutually recursive blocks.
- Powerful & general stream fusion.
- More metatheory.
- Adaptation as Agda and Typed Template Haskell libraries.

Work in progress:

- Standalone prototype targeting LLVM.
- Deploying the Template Haskell library in the Agda source code, in high-performance generics.

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Thank you!