

Department of Computer  
Science and Technology

May 22, 2025

# **Efficient Coinductives through State-Machine Corecursors**

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Submitted in partial fulfilment of the requirements for the  
Computer Science Tripos, Part III

# Declaration

I, William Sørensen of Gonville & Caius College, being a candidate for the course, hereby declare that this report and the work described in it are my own work, unaided except as may be specified below, and that the report does not contain material that has already been used to any substantial extent for a comparable purpose.

**Signed:** William Sørensen

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# **Abstract**

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# Acknowledgements

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# Contents

1	Introduction .....	6
1.1	Dependent type theory .....	6
1.2	Polynomial functors .....	6
1.2.1	Lean formalization .....	6
1.2.2	F-(co)algebras .....	6
2	Preparation .....	7
2.1	Induced Productivity Transform .....	7
3	Implementation .....	8
3.1	The ABI Type .....	8
3.1.1	Weak univalence .....	9
3.1.2	Relation to Shrink and further universe transforming types .....	9
3.2	Stream implementation .....	9
3.3	Expanding the progressive approximation theory .....	9
3.3.1	Universe lifting of polynomial functors .....	10
3.3.2	Generalizing the corecursor .....	10
3.4	State machine encoding .....	10
3.4.1	PreM .....	10
3.5	Interaction trees .....	10
4	Evaluation .....	11
4.1	Performance between SME and PA .....	11
5	Conclusions .....	13
Bibliography .....	14	
6 Appendices .....	15	

# Chapter 1

## Introduction

### 1.1 Dependent type theory

### 1.2 Polynomial functors

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#### 1.2.1 Lean formalization

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#### 1.2.2 F-(co)algebras

# Chapter 2

## Preparation

### 2.1 Induced Productivity Transform

During my internship under AK and TG, I made a structure I then called `DeepThunks`. I now refer to them as the induced productivity monad. They are the general way of constructing productive functions on cofixed points from terminating functions.

Given a polynomial  $\mathbf{P}\bar{\alpha}\beta$ , then the corecursor we get for  $\mathbf{M}\mathbf{P}\bar{\alpha}$  is:

$$\text{corec} : \{\beta\} \rightarrow (\beta \rightarrow \mathbf{P}\bar{\alpha}\beta) \rightarrow \beta \rightarrow \mathbf{M}\mathbf{P}\bar{\alpha}$$

Often this is adequate, but one has a few drawbacks that can be summarised as: it has to emit exactly one ‘layer’ of the final structure. The end goal would be to allow it to emit anything from layer 1 to the entire structure. One can think of this as taking the most general choice of  $\beta$ . The structure that solves this is  $\mathbf{PT}\ \mathbf{P}\bar{\alpha}\beta \triangleq \mathbf{M}_\xi\mathbf{P}\bar{\alpha}(\beta \oplus \xi)$ . From here we construct two unique functions, inject and dtcorec:

$$\text{inject} : \{\beta\} \rightarrow \mathbf{M}\mathbf{P}\bar{\alpha} \rightarrow \mathbf{PT}\ \mathbf{P}\bar{\alpha}\beta := \text{corec}_{\mathbf{PT}\ \mathbf{P}}(\text{map}_{\mathbf{M}\mathbf{P}}(\mathbb{1} :::\iota_r) \circ \text{dest})$$

$$\text{dtcorec } \{\beta\}(g : \beta \rightarrow \mathbf{PT}\ \mathbf{P}\bar{\alpha}\beta) : \beta \rightarrow \mathbf{M}\mathbf{P}\bar{\alpha} := \text{corec}_{\mathbf{M}\mathbf{P}}((\text{map}_{\mathbf{M}\mathbf{P}}(\mathbb{1} ::: [g, \mathbb{1}])) \circ \text{dest}) \circ g$$

# Chapter 3

## Implementation

### 3.1 The ABI Type

The problem the ABI type tries to tackle is one of abstracting the runtime datatype through functions. Given an isomorphism  $\text{eq} : \alpha \cong \beta$  for some types  $\alpha$  and  $\beta$ , my first try at solving this involved constructing an object  $\text{ABI } \alpha\beta$ , making the following commute:

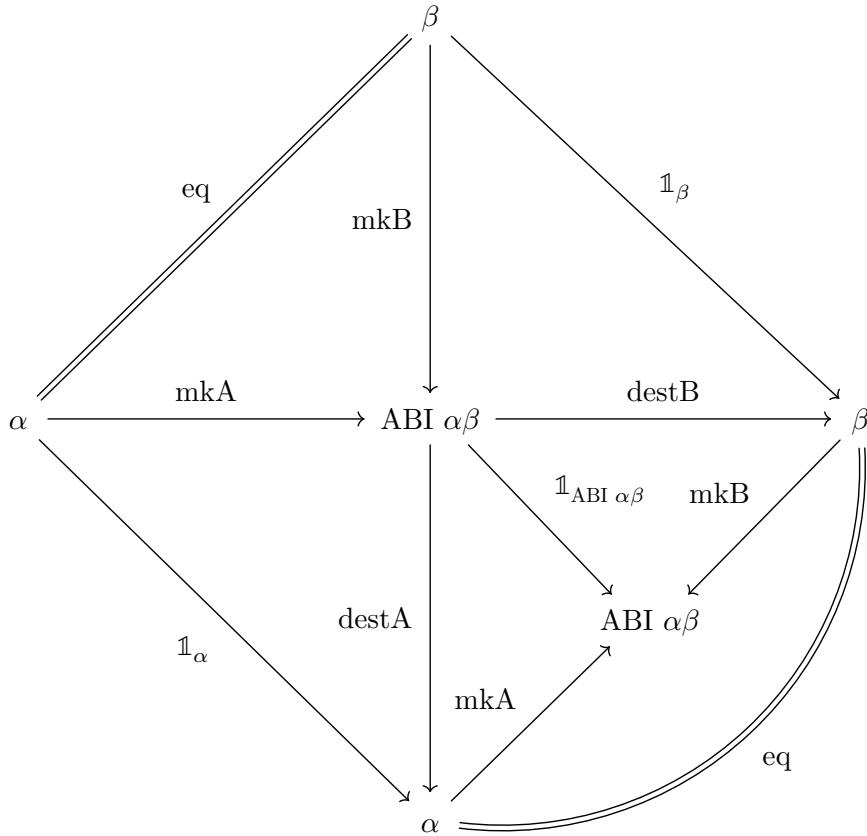


Figure 1: Operations on ABI

Additionally I had an elimination principle satisfying the two equations below.

```
1  def elim : {motive : ABI _ _ eq → Type w}
2      → (hLog : (z : A) → motive (mkA z))
```

Lean

```

3      → (hCheap : (z : B) → motive (mkB z))
4      → (eqA : ∀ z, hLog z ≈ hCheap (eq z))
5      → (eqB : ∀ z, hCheap z ≈ hLog (eq.symm z))
6      → (v : ABI _ _ eq) → motive v := _
7
8 theorem elimLog : {motive : carry → Type w}
9      → {hLog : (z : A) → motive (mkA z)}
10     → {hCheap : (z : B) → motive (mkB z)}
11     → {eqA : ∀ z, hLog z ≈ hCheap (eq z)}
12     → {eqB : ∀ z, hCheap z ≈ hLog (eq.symm z)}
13     → ∀ z, elim hLog hCheap eqA eqB (mkA z) = (hLog z) := _
14 theorem elimCheap : {motive : carry → Type w}
15     → {hLog : (z : A) → motive (mkA z)}
16     → {hCheap : (z : B) → motive (mkB z)}
17     → {eqA : ∀ z, hLog z ≈ hCheap (eq z)}
18     → {eqB : ∀ z, hCheap z ≈ hLog (eq.symm z)}
19     → ∀ z : B, elim hLog hCheap eqA eqB (mkB z) = (hCheap z) := _

```

Through quite a bit of work (which I call transliteration, as seen in the ABI file), You can free a universe level and open for a more general usage of the function.

### 3.1.1 Weak univalence

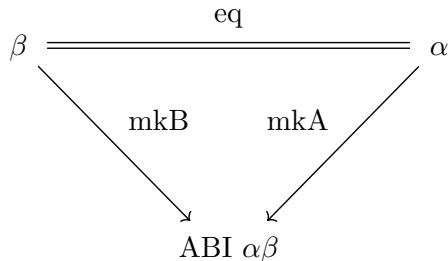


Figure 2: Weak univalence up to shrink

### 3.1.2 Relation to Shrink and further universe transforming types

## 3.2 Stream implementation

## 3.3 Expanding the progressive approximation theory

During the pheasability assesment I noticed that, in the current formalised theory of polynomials, the statement wouldn't even type-check. This stemmed from a problem with the corecursive principle for the M type in the old implementation.  $\text{corec} : \{\alpha : \text{TypeVec}.\{\mathcal{U}\}n\} \rightarrow \{\beta : \text{Type } \mathcal{U}\} \rightarrow (g : \beta \rightarrow P(\alpha :: \beta)) \rightarrow \beta \rightarrow M\alpha^1$ . The problem here is that both  $\alpha$  and  $\beta$  have to both reside in  $\mathcal{U}$ . Solving this is done through the next two sections.

<sup>1</sup><https://github.com/leanprover-community/mathlib4/blob/7a60b315c7441b56020c4948c4be7b54c222247b/Mathlib/Data/PFunctor/Multivariate/M.lean#L152-L154>

### 3.3.1 Universe lifting of polynomial functors.

The main problem caused here comes from the fact that lean isn't cumulative. This means it is impossible to express a universe heterogeneous typevector. In other words  $\alpha :: \beta$  is only typable if  $\alpha : \text{TypeVec}.\{\mathcal{U}\}n$  and  $\beta : \text{Type } \mathcal{U}$ . The natural way of solving this is using the supremum in universe levels you get from  $\text{ULift} : \text{Type } \mathcal{U} \rightarrow \text{Type } (\max \mathcal{U} \mathcal{V})$ . This means we can have  $\beta : \text{Type } \mathcal{U}$  and  $\alpha : \text{Type } \mathcal{V}$ , then lift both of them to a common universe  $\text{ULift } \alpha :: \text{ULift } \beta : \text{TypeVec}.\{\max \mathcal{U} \mathcal{V}\}(n + 1)$ <sup>2</sup>.

Noticeable the next hurdle we encounter is that Pfunctors are restricted to a universe level. Recall the definition from Section 1.2.1. Observe how for a  $\text{MvPfunctor}.\{\mathcal{U}\}n$ , we require that both the head and child reside in  $\mathcal{U}$ . This will also cause problems, as looking back at the definition of the corecursor, we will require  $P$  to be able to accept  $\text{ULift } \alpha :: \text{ULift } \beta$ . If we do not add the ability to lift  $P$ , the unifier will force  $\mathcal{U} = \mathcal{V}$ , thereby invalidating all the work we did in the previous section. Luckily lifting a Pfunctor is relatively easy. We define it as  $\text{ULift } P \triangleq \langle \text{ULift } P.1, \lambda x \mapsto \text{ULift } (P.2x) \rangle$ . This works and now we can move on to our goal<sup>3</sup>.

### 3.3.2 Generalizing the corecursor

Now with all the work in the previous section, by generalizing corec<sup>4</sup>, we can define  $\text{corecU} : \{\alpha : \text{TypeVec}.\{\mathcal{U}\}n\} \rightarrow \{\beta : \text{Type } \mathcal{V}\} \rightarrow (g : \beta \rightarrow \text{ULift } P(\text{ULift } \alpha :: \text{ULift } \beta)) \rightarrow \beta \rightarrow M.\{\mathcal{U}\}\alpha$ . Notably we are able to fit the object into  $\mathcal{U}$  (as opposed to in the SME).

The expected diagram using corecU and dest commutes.

## 3.4 State machine encoding

Noting the definition of corecU, one might wonder if you could define M from first principles for this. The problem one encounters is one of universes. As seen in the definition above, if one were to define a type whose constructor is directly the corecU definition, it would hold a  $\beta : \text{Type } \mathcal{V}$ . This then forces the object to reside in  $\text{Type } \max \mathcal{U}(\mathcal{V} + 1)$ . This is a problem as one loses most closure results as you will be lifting more and more. The main benefit from this is the performance aspect. Going from reading to a depth  $n$ , to a depth  $n + 1$  is not  $\mathcal{O}(1)$  instead of  $\mathcal{O}(n)$ . This will be seen in Section 4.1. We will henceforth refer to the datatype SME.PreM.

### 3.4.1 PreM

As we speak about in Section 1.2.2, the M Type is the terminal object in the category of coalgebras. We can see through reasoning (cumulatively) in this category that PreM is weakly terminal. Looking at this category we want to somehow force the incoming morphisms together. This corresponds exactly to quotienting, for this we will use Bisimilarity.

## 3.5 Interaction trees

Interaction trees (ITrees) are a coinductive datastructure detailed in (Xia et al., 2019).

---

<sup>2</sup>Note we overload ULift as a notation to refer to lifting TypeVecs as well

<sup>3</sup>TODO: Speak with JV / W to see if this might be done in the lit, Ex : Locally presentable and accessible categories Adamek roshiski

<sup>4</sup>Done in PR NUMBER

# Chapter 4

## Evaluation

### 4.1 Performance between SME and PA

After building the equivalence, and instantiating shrink, we now have the ability to compare the performance between 3 representations: The SME encoding (high performance, hpRuns), the PA encoding (slow, slRuns), and a hand made big implementation (bigRuns). We compare these 3 in Figure 3. In Figure 3 we see the 3 representations specialised to infinite streams, the code for which can be seen in Listing 1

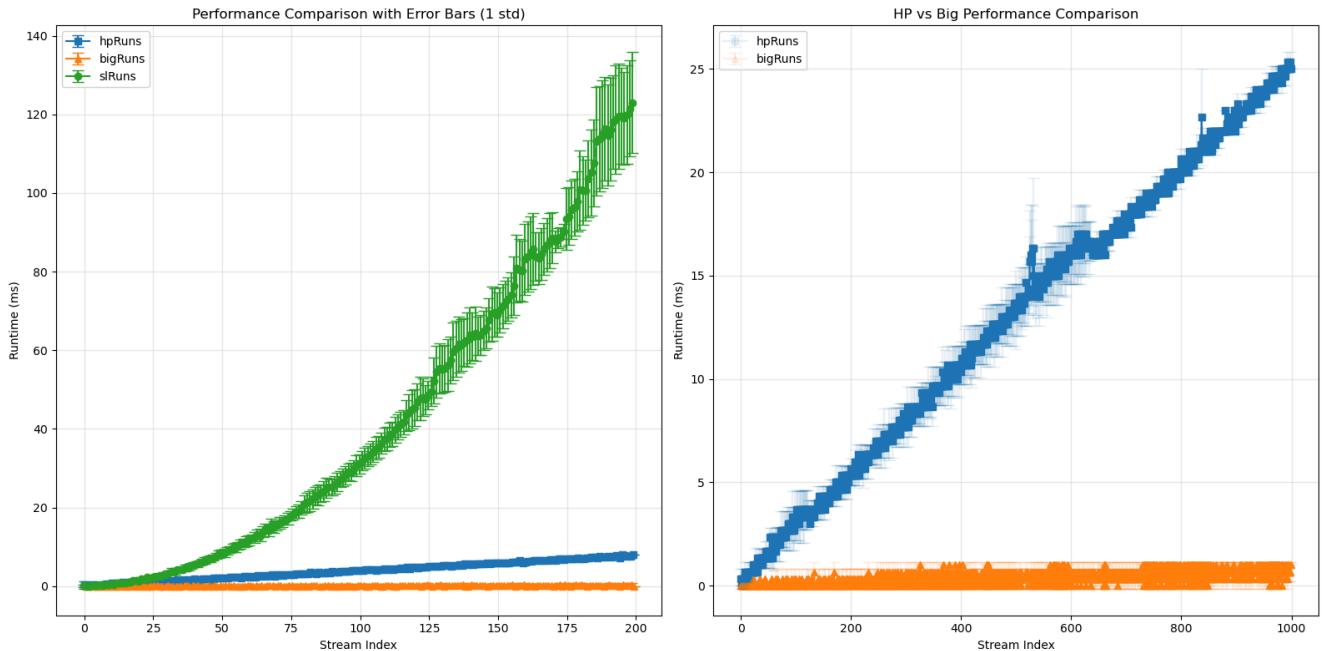


Figure 3: Performance of SME, PA, and Big representation

```

1  def QStream.Base : MvPFunctor 2 := (
2    Unit,
3    fun _ _ => Unit
4  )
5
6  def QStreamSl α := M QStream.Base (fun _ => α)
7  def QStreamHp α := HpLuM QStream.Base (fun _ => α)
8
9  structure QStreamBig.{u} (α : Type _) where
10  corec ::=
11    {t : Type u}
12    (functor : t → Nat × t)
13    (obj : t)
14
15 def numsSl : QStreamSl Nat :=
16  .corec _ (fun n => (.unit, fun | .fz, .unit => n.succ | .fs .fz, .unit => n))
17  Nat.zero
18
19 def numsHp : QStreamHp Nat :=
20  .corec' (fun n => (.unit, fun | .fz, .unit => n.succ | .fs .fz, .unit => n))
21  Nat.zero
22
23 def numsBig : QStreamBig Nat :=
24  QStreamBig.corec (fun n => (n, n + 1)) 0
25
26 def QStreamBig.getNth (x : QStreamBig Nat) : Nat → Nat
27  | 0 => x.dest.fst
28  | n+1 => x.dest.snd.getNth n
29
30 def QStreamSl.getNth (x : QStreamSl Nat) : Nat → Nat
31  | 0 => match x.dest with
32    | (.unit, v) => v (.fs .fz) .unit
33  | n+1 => match x.dest with
34    | (.unit, v) => QStreamSl.getNth (v .fz .unit) n
35
36 def QStreamHp.getNth (x : QStreamHp Nat) : Nat → Nat
37  | 0 => match x.dest with
38    | (.unit, v) => v (.fs .fz) .unit
39  | n+1 => match x.dest with
40    | (.unit, v) => QStreamHp.getNth (v .fz .unit) n

```

# Chapter 5

## Conclusions

# Bibliography

Xia, L.-y., Zakowski, Y., He, P., Hur, C.-K., Malecha, G., Pierce, B. C., & Zdancewic, S. (2019). Interaction trees: representing recursive and impure programs in Coq. *Proc. ACM Program. Lang.*, 4(POPL). <https://doi.org/10.1145/3371119>

# Chapter 6

## Appendices