

# Dependently Typed Languages in Statix

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## Background: What is Spoofax?

A language designer's workbench with everything you need to design a programming language.

- Declarative, using meta-languages

# Background: What is Spoofax?

Numbers.sdf3

```
17 context-free syntax
18
19 Exp.Int      = IntConst
20
21 Exp.Uminus   = [- [Exp]]
22 Exp.Times    = [[Exp] * [Exp]] {left}
23 Exp.Divide   = [[Exp] / [Exp]] {left}
24 Exp.Plus     = [[Exp] + [Exp]] {left}
25 Exp.Minus    = [[Exp] - [Exp]] {left}
26
27 Exp.Eq       = [[Exp] = [Exp]] {non-assoc}
28 Exp.Neq      = [[Exp] <> [Exp]] {non-assoc}
29 Exp.Gt       = [[Exp] > [Exp]] {non-assoc}
30 Exp.Lt       = [[Exp] < [Exp]] {non-assoc}
31 Exp.Geq      = [[Exp] ≥ [Exp]] {non-assoc}
32 Exp.Leq      = [[Exp] ≤ [Exp]] {non-assoc}
33
34 Exp.And      = [[Exp] & [Exp]] {left}
35 Exp.Or       = [[Exp] | [Exp]] {left}
```

## Background: What is Spoofax?

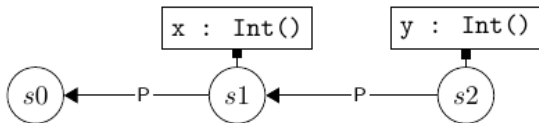
static-semantics.stx

```
356 typeOfExp(s, Int(i)) = INT() :-  
357     @i.lit := i.  
358  
359 rules // operators  
360  
361 typeOfExp(s, Uminus(e)) = INT() :-  
362     typeOfExp(s, e) = INT().  
363  
364 typeOfExp(s, Divide(e1, e2)) = INT() :-  
365     typeOfExp(s, e1) = INT(),  
366     typeOfExp(s, e2) = INT().  
367  
368 typeOfExp(s, Times(e1, e2)) = INT() :-  
369     typeOfExp(s, e1) = INT(),  
370     typeOfExp(s, e2) = INT().  
371  
372 typeOfExp(s, Minus(e1, e2)) = INT() :-  
373     typeOfExp(s, e1) = INT(),  
374     typeOfExp(s, e2) = INT().  
375
```

# Background: What is Spoofax?

## Example

```
let x = 5;  
let y = x + 3;  
return x + y;
```



# Background: What is Spoofax?

to-ir.str ✖

```
16
17  to-ir-all = innermost(
18    to-ir +
19    to-ir-flatmap
20  )
21
22  // lhs |> rhs → lhs ; flatMap(lhs)
23  to-ir-flatmap: FlatMap(lhs, rhs) → Seq(lhs, Apply
24    // flatMap(lhs, flatMap(rhs)) → flatMap(lhs) ; fl
25  to-ir-flatmap: Apply(Var("flatMap"), [Seq(lhs, App
26    Seq(Apply(Var("flatMap"), [lhs]), Apply(Var("fla
27    // flatMap(lhs; rhs@(flatMap(_); _)) → flatMap(l
28  to-ir-flatmap: Apply(Var("flatMap"), [Seq(lhs, rhs
29    Seq(Apply(Var("flatMap"), [lhs]), rhs)
30
31  // Makes a strategy with an implicit input argumen
32  to-ir: StrategyDef(name, params, body) → Strategy
33  with inputVar := "__input"    // TODO: Generate un
34
```

# Background: What are Dependent Types?

- Types may depend on values!

## Example

```
concat : (A: Type) -> (n m : Nat) -> Vec A n -> Vec A m  
        -> Vec A (n + m)
```



# Background: What are Dependent Types?

Why are dependent types useful?

- Proof Assistants: Agda, Lean, Coq, etc

## Sorted lists

```
sort : List t -> List t
sort_sorted : (v : List t) -> IsSorted (sort v)
```

# Background: What are Dependent Types?

Type checking requires evaluation

## Example 1

```
let T: Type = if false then Int else Bool end;  
let b: T = true;
```

# Research Question

How suitable is Statix for defining a dependently-typed language?

- Will it be easier than doing it in Haskell?
- Prior work: Defining System F<sup>1</sup>

---

<sup>1</sup>Hendrik van Antwerpen et al. Scopes as types.

# Why is this important?

## Spoofax perspective

Developing a language with a complex type system tests the boundaries of what Spoofax can do.

## Dependent Types perspective

Using a language workbench helps with rapid prototyping.

# Primary Contribution: Calculus of Constructions in Statix

A lambda calculus with dependent types.

## Syntax Definition

```
Expr.Type = "Type"  
Expr.Var = ID  
Expr.FnType = ID ":" Expr "->" Expr {right}  
Expr.FnConstruct = "\\\" ID ":" Expr "." Expr  
Expr.FnDestruct = Expr Expr {left}  
Expr.Let = "let" ID "=" Expr ";" Expr
```

## Example

```
let f = \T: Type. \x: T. x;  
f (Type -> Type) (\y: Type. y)
```

## Type Checking: From inference rules to Statix code

$$\frac{\langle s \mid e \rangle : t_e \quad \langle \text{sPutSubst}(s, x, (s, e)) \mid b \rangle : t_b}{\langle s \mid \text{Let}(x, e, b) \rangle : t_b}$$

Signature of *typeOfExpr*

```
typeOfExpr : scope * Expr -> Expr
```

Equivalent Statix code

```
typeOfExpr (s, Let(x, e, b)) = bt :-  
  typeOfExpr (s, e) == et,  
  typeOfExpr (sPutSubst (s, x, (s, e)), b) == bt
```

# Type Checking: Environments & Context

## Example

```
let T: Type = Bool;  
\b: T. ???
```

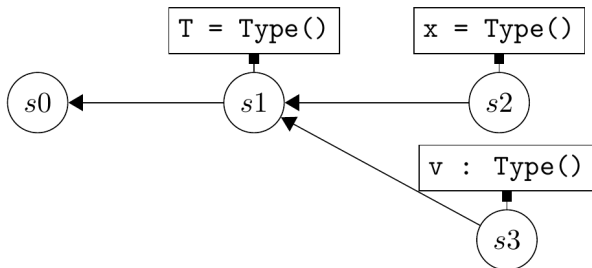
What information is needed?

- ①  $T = \text{Bool}$  (Stored in Environment)
- ②  $b : T$  (Stored in Context)

# Type Checking: Environments & Context

How do we use scopes?

Scope graphs are used as a replacement for an environment and a context.





# Type Checking: Requires Evaluation

## Example from earlier

```
let T = if false then Int else Bool end;  
let b: T = true;
```

## Evaluation relations

```
betaHeadReduce : scope * Expr -> scope * Expr  
betaReduce : scope * Expr -> Expr  
expectBetaEq : (scope * Expr) * (scope * Expr)
```

## Type Checking: Variable Capturing

What is the type of this expression?

$\lambda T : \text{Type}. \lambda T : T. T$

# Type Checking: Variable Capturing

What is the type of this expression?

$\lambda T : \text{Type}. \lambda T : T. T$

The type

$T : \text{Type} \rightarrow T : T \rightarrow T$

Equivalent type under renaming: Not correct!

$T : \text{Type} \rightarrow x : T \rightarrow x$

# Type Checking: Variable Capturing

## Solutions

- 1 De Bruijn indices
- 2 Uniquifying names
- 3 Capture-avoiding substitution
- 4 **Using scopes to distinguish names**

## The type

$T : \text{Type} \rightarrow T : T \rightarrow T$

## The type (fixed)

$T : \text{Type} \rightarrow T : (T, s0) \rightarrow (T, s0)$

# Extra contributions

## Features

- ① **Implemented Inference**
- ② Implemented Inductive Data Types
- ③ Implemented Universes
- ④ Interpreter
- ⑤ Compiler to Clojure

## Evaluation

- ① **Comparison with implementation in Haskell**
- ② Comparison with implementation in LambdaPi
- ③ Evaluation of Spoofax

# On Extensibility

## How to extend the language

- 1 Define parsing rules
- 2 Create a new .stx file
- 3 Define the relations: `typeOfExpr`, `betaReduceHead`, `expectBetaEq` and `betaReduce`

# Comparison with Haskell

## Type checking

```
data EnvEntry = NType Expr | NSubst (Env, Expr)
type Env = [EnvEntry]
tc :: Env -> Expr -> Either String Expr
```

## Differences

- Distribution of definitions over files
- De Bruijn Indices vs Names
- Definition in Statix is approximately 20% longer
- Inference built-in to Statix

# Term Inference

## Example

```
let id = (\T : Type. \x: T. x);  
id _ true
```

## How it works

- When `expectBetaEq(e1, e2)` and `e1` or `e2` is free, infer!
- But in Statix we can't query whether variables are free.
- Solution: Wrap each free constructor in `Infer`.



# Term Inference: Equational Unification

- We can declare two terms to be equal if they satisfy a certain relation (such as beta equality)
- We do this using *reduction rules*, such as:

## Example of a rewrite rule

$$(\lambda x : T. b) a \Rightarrow b[x := a]$$

- Comparison with LambdaPi

# Conclusions

- Statix is already as a great tool for prototyping dependently typed languages!
- Support for complex inference could be improved, for example using equational unification.