Implementation of Type Theory based on dependent Inductive and Coinductive Types

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Inductive types

- defined over their constructors
- each constructor has to give back this type

Examples

Booleans

```
data Bool : Set where
True : Unit → Bool
False : Unit → Bool
```

Natural numbers

```
data Nat : Set where Zero : Unit \rightarrow Nat Succ : Nat \rightarrow Nat
```

Destructing inductive types

- also called recursion
- pattern matches on the constructor
- gives back values of same type in each match

Examples

negation

```
rec Bool to Bool where True u = False @ \Diamond False u = True @ \Diamond
```

isZero

```
rec Nat to Bool where Zero u = True @ \lozenge Succ n = False @ \lozenge
```

postive coinductive types

- treats recursive occurence like a value
- otherwise like inductive types
- functions which produce such types have to be productive

Example

► Stream in coq

```
CoInductive Stream (A : Set) : Set := Cons : A -> Stream A -> Stream A.
```

repeat function

```
CoFixpoint repeat (A : Set) (x : A) : Stream A := Cons A x (repeat A x).
```

What is wrong about positve coinductive types

- Symmetry between witch inductive types not clear
- Breaks subject reduction

negative coinductive types

- defined over their destructors
- functions use copattern matching

Examples

Stream

```
codata Stream\langle A:Set\rangle:Set where Hd:Stream \rightarrow A TI:Stream \rightarrow Stream
```

repeat function

```
repeat\langle A: Set \rangle (x:A) = corec Unit to Stream\langle A \rangle where \{ Hd \ s = x \ ; \ TI \ s = \emptyset \ \} \ @ \ \emptyset
```

Type Theory based on dependent Inductive and Coinductive Types

- ▶ kinds: $(x_1 : A_1, ..., x_n : A_n) \rightarrow *$
- \blacktriangleright types: $(x_1:A_1,\ldots,x_n:A_n) \rightarrow B$
- ightharpoonup lambda abstraction: (x).A
- ▶ type application: A@t
- term application: t@s
- ▶ inductive types: $\mu(X : \Gamma \rightarrow *; \overrightarrow{\sigma}; \overrightarrow{A})$
- ▶ coinductive types $\nu(X : \Gamma \rightarrow *; \overrightarrow{\sigma}; \overrightarrow{A})$
- recursion: rec $(\Gamma_k, y_k).g_k$
- \blacktriangleright corecursion: corec $(\Gamma_k, y_k).g_k$

Dependent coinductive types

Demo

Other topics in the thesis

- ► Termination and productivity checking with sized types
- ► Implementation details
 - Rules rewritting
 - De-Brujin indexes