Fast Elaboration for Dependent Type Theories¹

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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:

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

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- **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.

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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}
```

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

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

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- Full precision: metas are elaborated into let-definitions in arbitrary local scopes.
 - Dependently typed upgrade of Krishnaswami 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.

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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 \rightarrow 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
```

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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.

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

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Thank you!