#### A Glimpse at Linearity in the Haskell Compiler

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## Haskell is a functional language

```
add1 :: Int \rightarrow Int
add1 \ x = x + 1
```

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```
add1 :: Int \rightarrow Intadd1 := x + 1
```

```
madd1 :: Bool \rightarrow Int \rightarrow Int
madd1 \ condition \ x =
if condition
then add1 \ x
else x
```

#### With Lazy Evaluation

```
madd1 :: Bool \rightarrow Int \rightarrow Int
madd1 \ condition \ x =
let \ y = add1 \ x
if \ condition
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```

• We don't compute add1 at all if the condition is false

A linear function  $(-\circ)$  consumes its argument *exactly once* 

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$$dup :: a \multimap (a, a)$$
$$dup x = (x, x)$$

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$$dup x = (x, x)$$

$$fst :: (Int, Int) \multimap Int$$
  
 $fst (x, y) = x$ 

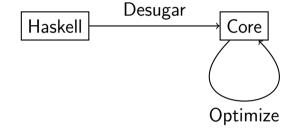
```
add1 :: Int \longrightarrow Int
add1 \times = x + 1
```

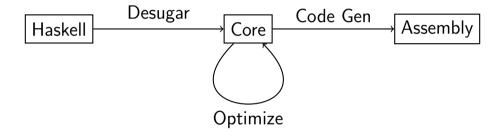
 $add1 :: Int \longrightarrow Int$ 

```
add1 \ x = x + 1
madd1 :: Bool \rightarrow Int \longrightarrow Int
madd1 condition x =
  if condition
     then add1 x
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```

Haskell







Optimizations move things around

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- In a lazy linear Core

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- In a lazy linear Core
- And programs stop looking linear
- In spite of the laziness

## Example program that is not obviously linear

```
madd1 :: Bool \rightarrow Int \multimap Int
madd1 condition x =
let y = add1 x
if condition
then y
else x
```

Core's current linearity is violated after optimizations

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- But the compiler doesn't duplicate/forget linear resources
- Core's type system does not understand linearity x laziness
- So it cannot use linearity for optimizations
- Neither validate linearity internally

#### Our contributions

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- We developed a type system that understands linearity x laziness
- Wrote proofs about its safety
- And implemented this system as a GHC plugin

#### Fim

#### System FC

 System F<sub>C</sub> is a polymorphic lambda calculus with explicit type-equality coercions

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- System F<sub>C</sub> is a polymorphic lambda calculus with explicit type-equality coercions
- A coercion σ<sub>1</sub> ~ σ<sub>2</sub> can be used to safely cast an expression e of type σ<sub>1</sub> to type σ<sub>2</sub>, written e ▶ σ<sub>1</sub> ~ σ<sub>2</sub>.

## System FC

#### Definition (Syntax)

$$\begin{array}{lll} u & ::= & x \mid K & & \text{Variables and data constructors} \\ e & ::= & u & & \text{Term atoms} \\ & \mid & \Lambda a:\kappa. \ e \mid e \ \varphi & & \text{Type abstraction/application} \\ & \mid & \lambda x:\sigma. \ e \mid e_1 \ e_2 & & \text{Term abstraction/application} \\ & \mid & \text{let } x:\sigma = e_1 \ \text{in } e_2 \\ & \mid & \text{case } e_1 \ \text{of } \overline{p \rightarrow e_2} \\ & \mid & e \blacktriangleright \gamma & & \text{Cast} \\ \end{array}$$

#### Sample: $\Delta$ -bound variables

$$\overline{\Gamma, x:_{\Delta}\sigma; \Delta \vdash x:_{\sigma}} \ (Var_{\Delta})$$

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$$\frac{\Gamma, x:_{\Delta}\sigma; \Delta \vdash x:_{\sigma}}{\Gamma, x:_{\Delta}\sigma; \Delta \vdash x:_{\sigma}} \frac{(Var_{\Delta})}{\Gamma; \Delta \vdash e:_{\sigma}}$$

$$\frac{\Gamma; \Delta \vdash e:_{\sigma}}{\Gamma; \Delta, \Delta' \vdash \text{let } x:_{\Delta}\sigma = e \text{ in } e':_{\varphi}}$$