

Enriching Typed Racket with Dependent Types

Overview and Status Report

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The Big Picture

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- Typed Racket

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- Typed Racket + refinement types

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- Typed Racket + refinement types + linear integer constraints

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 - **sound interoperation** with full featured dynamically typed language
 - **unique type system** successfully used by Typed Racket and Typed Clojure
 - no dependence on SMT solver
(*more traditional type system*)

Already Logical Types

A Brief Refresher on How Typed Racket Works!

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 - `+` is of type `Number -> Number -> Number`
 - `1` and `2` are of type `Number`

Already Logical Types

- Question: How do we type a Lisp-like language?
- Simple example:
 - $(+ \ 1 \ 2)$
 - $+$ is of type **Number** \rightarrow **Number** \rightarrow **Number**
 - 1 and 2 are of type **Number**
 - therefore $(+ \ 1 \ 2)$ is of type **Number**

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 - **n** is *either* a **Fixnum** or a **Flonum**

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  - What does `(fixnum? n)` tell us?

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```
 - `n` is *either* a `Fixnum` or a `Flonum`
 - What does `(fixnum? n)` tell us?
- Answer: We need **logical propositions** about types!

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- Typechecking our example:

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- Assume `(n -: Fixnum)` or `(n -: Float)`

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- Assume `(n -: (U Fixnum Float))`
- **then branch...?**

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 - `(fx+ n 1)` typechecks!

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- **then branch** `(n -: Fixnum)`
 - `(fx+ n 1)` typechecks!
- **else branch...**?

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- Assume `(n -: (U Fixnum Float))`
- **then branch** `(n -: Fixnum)`
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⇒ `(n -: Float)`

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⇒ `(n -: Float)`

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```

- Simple types won't cut it!
 - $(\Gamma \vdash (\text{fixnum? } n) : \text{Boolean})$

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(define (plus1 n)
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- We need logical types!

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```
○ ( $\Gamma \vdash$  (fixnum? n)
   : Boolean
   ; when not #f => (n -: Fixnum)
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   ;  $\emptyset$ )
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```

- Typed Racket uses logical propositions as part of the typing judgement and in function types

More Descriptive Types

So what is the type of `plus1`?

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So what is the type of plus?

(Hint... we're going to leverage those logical propositions!)

More Descriptive Types

- The type of `plus1`:

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- The type of `plus1`:
- Good

```
[ (U Fixnum Float) -> (U Fixnum Float) ]
```

More Descriptive Types

- The type of `plus1`:

- Good

`[(U Fixnum Float) -> (U Fixnum Float)]`

- But we'd like to know `(plus1 1)` produces a `Fixnum`

More Descriptive Types

- The type of `plus1`:
- Better

```
(case-> [Fixnum -> Fixnum]  
        [Float -> Float]  
        [(U Fixnum Float)  
         -> (U Fixnum Float)])
```

More Descriptive Types

- The type of `plus1`:
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```
(case-> [Fixnum -> Fixnum]  
        [Float -> Float]  
        [(U Fixnum Float)  
         -> (U Fixnum Float)])
```

- But we don't want to forget the relation between input and output types!

More Descriptive Types

- The type of `plus1`:
- e.g. we want this to typecheck:

```
(define (foo [x : (U Fixnum Float)]) : Fixnum
  (let ([y (plus1 x)])
    (if (fixnum? x)
        (fx* x y)
        42))))
```

More Descriptive Types

- The type of `plus1`:
- e.g. we want this to typecheck:

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(define (foo [x : (U Fixnum Float)]) : Fixnum
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- current type of `plus1`:

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        [(U Fixnum Float)
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(dependent-case->  
  [Fixnum -> Fixnum]  
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More Descriptive Types

- The type of `plus1`:
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```
(dependent-case->  
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```

- Now this typechecks!

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(define (foo [x : (U Fixnum Float)]) : Fixnum  
  (let ([y (plus1 x)])  
    (if (fixnum? x)  
        (fx* x y)  
        42))))
```

More Descriptive Types

- The type of `plus1`:
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```
(dependent-case->  
  [Fixnum -> Fixnum]  
  [Float -> Float])
```

- ... but how is `dependent-case->` implemented?

More Descriptive Types

- The type of `plus1`:
- Best

```
(dependent-case->  
  [Fixnum -> Fixnum]  
  [Float -> Float])
```

- expands to:

```
[([x : (U Fixnum Float)])  
 ->  
 (Refine [ret : (U Fixnum Float)]  
   (or (and [x -: Fixnum]  
             [ret -: Fixnum])  
       (and [x -: Float]  
             [ret -: Float])))]
```

More Descriptive Types

- The type of `plus1`:
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```
(dependent-case->  
  [Fixnum -> Fixnum]  
  [Float -> Float])
```

- refinement types = more precise types!

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[([x : (U Fixnum Float)])  
->  
  (Refine [ret : (U Fixnum Float)]  
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 - with typed code?

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- Sound interoperability?
 - with typed code? Typechecker!

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 - with typed code? Typechecker!
 - with untyped code?

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- Sound interoperability?
 - with typed code? Typechecker!
 - with untyped code? Contracts!

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```

- Sound interoperability?

```
(->i ([x (or/c fixnum? flonum?)])  
  [ret (x) (if (fixnum? x) fixnum? flonum?)])
```

More Descriptive Types

- Another example

More Descriptive Types

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- Assume `(denom -> Float)` and
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- #racket: prevent flonum divide-by-zero error
- Assume `(denom -: Float)` and
`(ϵ -: Positive-Float)`

```
(cond
  [(fl> (flabs denom)  $\epsilon$ )
   <division-exp>]
  ...)
```

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- Assume `(denom -> Float)` and
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- In `<division-exp>` we know `denom ≠ 0`, but
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- `(flabs denom)` types at `Fixnum` currently

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- With a dependent refinement we could more accurately track these types!

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  [(fl> (flabs denom) ε)
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  ...)
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- In `<division-exp>` we know `denom ≠ 0`, but currently in TR this fact is lost
- With a dependent refinement we could more accurately track these types!
 - Just like `plus1` using `dependent-case->` to better track types

Linear Integer Constraints

Relating more than just 'types'!

Linear Integer Constraints

- Types can depend on other types...

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- What about other practical, decidable theories?

Linear Integer Constraints

- Types can depend on other types...
- What about other practical, decidable theories?
- **Linear integer constraints** are a well understood, decidable problem w/ numerous applications!

Linear Integer Constraints

```
(define (norm [v : (Vectorof Real)])  
  (sqrt (for/sum ([i (vec-len v)])  
    (square (vector-ref v i)))))
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```

- Is it possible to get an out of bounds error from
`(vector-ref v i)`?

- Nope!

```
 $\forall i$  (and ( $\leq 0$  i) ( $< i$  (vec-len v)))
```

Linear Integer Constraints

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(define (norm [v : (Vectorof Real)])  
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- The optimizer can replace `vector-ref` with `unsafe-vector-ref`:

Linear Integer Constraints

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(define (norm [v : (Vectorof Real)])  
  (sqrt (for/sum ([i (vec-len v)])  
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```

- The optimizer can replace `vector-ref` with `unsafe-vector-ref`:
- This requires no intervention from the user!

Linear Integer Constraints

```
(: safe-vector-ref
  (All ( $\alpha$ ) (([v : (Vectorof  $\alpha$ )]
                [i : Natural (< i (vec-len v))]))
    ->  $\alpha$ )))
(define safe-vector-ref vector-ref)
```

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- Users can specifically require statically guaranteed safe usages of functions like `vector-ref`

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```

- Users can specifically require statically guaranteed safe usages of functions like **vector-ref**
- **safe-vector-ref** can never have a runtime out-of-bounds error!

Linear Integer Constraints

```
(define (dot-product [v1 : (Vectorof Real)]  
                  [v2 : (Vectorof Real)]  
                  (= (vec-len v1)  
                     (vec-len v2)))  
  (for/sum ([i (vec-len v1)])  
    (* (safe-vector-ref v1 i)  
       (safe-vector-ref v2 i))))
```

Linear Integer Constraints

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(define (dot-product [v1 : (Vectorof Real)]  
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                  (= (vec-len v1)  
                     (vec-len v2)))  
  (for/sum ([i (vec-len v1)])  
    (* (safe-vector-ref v1 i)  
       (safe-vector-ref v2 i))))
```

- No bounds errors + verified optimizations!

Linear Integer Constraints

- What about **plus1**?

Linear Integer Constraints

- What about `plus1`?

```
(dependent-case->  
  [[n : Fixnum] -> [m : Fixnum  
                    (= m (+ 1 n))]]  
  [Float -> Float])
```

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Recap

- Refinements are a great, natural extension to Typed Racket!
 - Relate the types of runtime values and reason about common integer constraints!
 - Create expressive dependent functions!
 - The logical propositions are already part of the type system!
 - Refinements are easily mapped to dependent contracts
 - Small/medium scale implemented and working! (Currently scaling to full scale...)

To Do

Next Steps?

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- Finish implementing these features

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- Experiment w/ new types for standard library

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- Support arbitrary *pure* predicates in refinements

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Thanks!

- PLT Redex model available:
`https://github.com/andmkent/stop2015-redex`
- Typed Racket fork:
`https://github.com/andmkent/typed-racket`
 - Work in progress! =)