#### **Enriching Typed Racket with Dependent Types**

Overview and Status Report

Andrew M. Kent and Sam Tobin-Hochstadt

Presented at PL Wonks @ Indiana University, 17 Apr 2015

Typed Racket

• Typed Racket + refinement types

• Typed Racket + refinement types + linear integer constraints

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?
- Individually? Absolutely!

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?
- Individually? Absolutely!
  - sound interoperation with full featured dynamically typed language

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?
- Individually? Absolutely!
  - sound interoperation with full featured dynamically typed language
  - unique type system successfully used by Typed Racket and Typed Clojure

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?
- Individually? Absolutely!
  - sound interoperation with full featured dynamically typed language
  - unique type system successfully used by Typed Racket and Typed Clojure
  - o no dependence on SMT solver

- Typed Racket + refinement types + linear integer constraints
- Q: Haven't those things been done before?
- Individually? Absolutely!
  - 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)

A Brief Refresher on How Typed Racket Works!

• Question: How do we type a Lisp-like language?

- Question: How do we type a Lisp-like language?
- Simple example:

- Question: How do we type a Lisp-like language?
- Simple example:

```
0 (+ 1 2)
```

- Question: How do we type a Lisp-like language?
- Simple example:

```
0 (+ 1 2)
```

o + is of type Number -> Number -> Number

- Question: How do we type a Lisp-like language?
- Simple example:

```
0 (+ 1 2)
```

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

- Question: How do we type a Lisp-like language?
- Simple example:

```
0 (+ 1 2)
```

- o + is of type Number -> Number -> Number
- 1 and 2 are of type Number
- therefore (+ 1 2) is of type Number

- Question: How do we type a Lisp-like language?
- Less simple example:

- Question: How do we type a Lisp-like language?
- Less simple example:

- Question: How do we type a Lisp-like language?
- Less simple example:

on is either a Fixnum or a Flonum

- Question: How do we type a Lisp-like language?
- Less simple example:

- on is either a Fixnum or a Flonum
- What does (fixnum? n) tell us?

- Question: How do we type a Lisp-like language?
- Less simple example:

 Answer: We need logical propositions about types!

• Typechecking our example:

• then branch...?

```
(define (plus1 n)
              (if (fixnum? n)
                  (fx+ n 1)
                  (fl+ n 1.0))

    Assume (n -: (U Fixnum Float))

then branch (n -: Fixnum)
  o (fx+ n 1) typechecks!
else branch (n -! Fixnum)
 \Rightarrow (n -: Float)
```

```
(define (plus1 n)
              (if (fixnum? n)
                  (fx+ n 1)
                  (fl+ n 1.0)))

    Assume (n -: (U Fixnum Float))

then branch (n -: Fixnum)
  (fx+ n 1) typechecks!
else branch (n -! Fixnum)
 \Rightarrow (n -: Float)
  (fl+ n 1.0) typechecks!
```

Typechecking our example:

Simple types won't cut it!

• Typechecking our example:

Simple types won't cut it!

```
° (Γ ⊢ (fixnum? n)
: Boolean)
```

Typechecking our example:

We need logical types!

### Already Logical Types

• Typechecking our example:

We need logical types!

### Already Logical Types

Typechecking our example:

We need logical types!

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

So what is the type of plus !?

So what is the type of plus !?

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

• The type of plus1:

- The type of plus1:
- Good

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

- The type of **plus1**:
- Good

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

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

- The type of **plus1**:
- Better

- The type of **plus1**:
- Better

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

• The type of plus1:

• 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))) current type of plus1: (case-> [Fixnum -> Fixnum] [Float -> Float] [(U Fixnum Float) -> (U Fixnum Float)])

- The type of **plus1**:
- Best

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

- The type of **plus1**:
- Best

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

Now this typechecks!

- The type of **plus1**:
- Best

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

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

- The type of **plus1**:
- Best

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

• expands to:

- The type of **plus1**:
- Best

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

refinement types = more precise types!

Sound interoperability?

- Sound interoperability?
  - o with typed code?

- Sound interoperability?
  - o with typed code? Typechecker!

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

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

```
[([x : (U Fixnum Float)])
       ->
       (Refine [ret : (U Fixnum Float)]
                (or (and [x -: Fixnum]
                         [ret -: Fixnum])
                    (and [x -: Float]
                         [ret -: Float])))]
    Sound interoperability?
(->i ([x (or/c fixnum? flonum?)])
     [ret (x) (if (fixnum? x) fixnum? flonum?)])
```

Another example

```
    Assume (denom -: Float) and
    (ε -: Positive-Float)
```

#racket: prevent flonum divide-by-zero error

 In <division-exp> we know denom ≠ 0, but currently in TR this fact is lost

- In <division-exp> we know denom ≠ 0, but currently in TR this fact is lost
- (flabs denom) types at Fixnum currently

- 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!

- 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

Relating more than just 'types'!

• Types can depend on other types...

- Types can depend on other types...
- What about other practical, decidable theories?

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

• Is it possible to get an out of bounds error from

```
(vector-ref v i)?
```

• The optimizer can replace **vector-ref** with **unsafe-vector-ref**:

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

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

- 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!

No bounds errors + verified optimizations!

• What about plus1?

• Refinements are a great, natural extension to Typed Racket!

- Refinements are a great, natural extension to Typed Racket!
  - Relate the types of runtime values and reason about common integer constraints!

- 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!

- 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 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

- 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...)

Next Steps?

• Finish implementing these features

- Finish implementing these features
- Experiment w/ new types for standard library

- Finish implementing these features
- Experiment w/ new types for standard library
- Support arbitrary pure predicates in refinements

- Finish implementing these features
- Experiment w/ new types for standard library
- Support arbitrary pure predicates in refinements

#### Thanks!

PLT Redex model available:
 https://github.com/andmkent/stop2015-redex

Typed Racket fork:
 https://github.com/andmkent/typed-racket

• Work in progress! =)