

Proposal for Basing Bend2 on W-Types

Aaron Stump

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1 Bend2’s Philosophy

Bend2 is based on a novel proposal (as far as I know) for how to design a type theory, which is a form of pure functional programming language that can also be viewed as a logic. To be sound as a logic, the language should not allow one to prove False.

There are two current traditions for devising type theories, that should be mentioned for comparison with Bend2’s approach:

1. **Church-style** type theory builds up a notion of typed terms (programs), where the types are inherent to those terms. By a difficult argument, one shows that all well-typed programs terminate. So the type system is enforcing termination, in addition to other properties usually enforced by static typing. From termination, it is then easy to argue that the system is logically sound. This is because it is relatively easy to show that values, which are the final results of computation, cannot have type False.
2. **Curry-style** type theory starts with a notion of type-free program, and then adds types to describe properties of the behavior of programs. For example, the identity function can be described as having type $X \rightarrow X$ for any type X , as it is guaranteed to take an input of type X and return an output of type X (namely, the input it was given). A difficult argument is still required to show that typing enforces termination. But the language design is made quite a bit easier by not having types be inherent parts of programs. This is because in reasoning about programs, one does not then have to reason about types inside them. Programs are type-free, and typing comes second. In fact, the slogan I propose for this style of type theory is “Computation First” (because we first explain what type-free programs are and how they execute, and only afterwards use types to describe their properties).

Bend2’s philosophy can be viewed as a strengthened form of Curry-style type theory, with the modified slogan: “Terminating Computation First”. The idea, proposed by Victor Taelin, is similar to Curry-style type theory, where one first defines type-free programs, and how they compute. But differently, these programs are designed so that they are guaranteed to terminate, without reference to any notion of typing. Just the structure of the programs and the rules for how they execute are sufficient to establish that all programs terminate. Giving a detailed proof of that fact is still not trivial, but expected to be much simpler than the approaches based on typing. And then one has a lot of freedom to design a type system on top of the terminating type-free language. Now the only requirement is that the language should have the usual type-safety property that one expects of any statically typed programming language. This is vastly easier to achieve than crafting a type system that enforces termination.

2 Bend2’s notion of terminating type-free programs

As it exists currently, Bend2’s terminating language is based on a notion of sizes of values, where values are built from tuples (including the empty tuple, which is just the unit value familiar from other functional programming) using labels. A list, for example, is just a nested tuple with labels through the nesting that

indicate whether the tuple represents an empty list (and hence has no more data), or adding an element to the head of another list (which is then contained inside this tuple). Terminating recursions operating on such data just need to be structurally recursive: all recursive calls should happen on subdata of the input. Anonymous functions are restricted to being *affine*, which means they may use their inputs either one time or not at all. These restrictions individually are well-known to enforce termination of type-free programs, and in combination they should continue to enforce termination (this may be known, but I am not aware of a proof).

This representation of data as nested tuples is appealingly simple. It does have the drawback that data need to have a finite size. In type theory, however, it is common to work with data structures that are infinitely branching, but where each branch is finite. Such structures do not have a finite size. One can extend finite sizes to the ordinals, and then cover such cases. In fact, ordinals are a classic (if theoretically motivated) example of such a datatype:

```
data Ord = Zero | Succ | Lim (Nat -> Ord)
```

The `Lim` constructor has an infinite number of subtrees, one for each natural number. This infinite set of subtrees is represented by having `Lim` accept a function (call it `f`) from `Nat` to `Ord`. Given natural number `i`, the function `f` returns the `i`'th subtree.

Basing a test for structural decrease of programs using ordinals might be possible, but I do not know of an example of this. It would require defining some suitable class of ordinals, and then testing functions for decrease with respect to that class. I am not sure how one would be able to do that in a type-free way, as I am not sure how one would check, just by seeing how code is manipulating part of a data structure, that the ordinal measure of the entire data structure is being decreased.

3 W-types for general structurally terminating recursion

An alternative – which might possibly be viewed as the correct way of achieving some kind of implicit form of ordinal decrease as just described – is to use so-called W-types, proposed by the great type theorist Per Martin-Löf (see [1, Chapter 15] for an introduction). Of course, with Bend2's strengthened Curry-style philosophy, we begin not with the types of this proposal, but just the type-free programs. There are two constructs, one for constructing values, and the other for recursing over them.

3.1 Construction and recursion

A construction consists of a *label* l and then a function f producing the subdata. Each input to f is like a name or index for a piece of subdata, and given that name, f returns the corresponding subdata. So for the example above of `Lim` for ordinals, the name would be a natural number i , and the subdata would be the i 'th ordinal contained in that limit ordinal. Let us write $\langle l, f \rangle$ for this construction with label l and function f . So it is effectively a pair, but the second argument is always a function.

To recurse over such a value, we write a function R which takes the label l , the function f , and also a function r that returns recursive results. R then returns a result, generally by calling r to obtain results recursively. For each possible input to f , the function r returns the result of recursing on the subdata $f\ i$; that is, the i 'th piece of subdata. The recursor itself takes in R and a piece d of data, decomposes that data into l and f , and then invokes r . In more detail, let us write $R \bullet d$ for this. Then the computation rule is:

$$R \bullet \langle l, f \rangle = R\ l\ f\ (\lambda x. R \bullet (f\ x))$$

4 Examples

5 Adding types

References

- [1] Bengt Nordström, Kent Petersson, and Jan M. Smith. *Programming in Martin-Löf's type theory: an introduction*. Clarendon Press, USA, 1990.