

Formalization of Pure Type Systems

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1. Definition

(i) A *pure type system (PTS)* is a triple tuple $(\mathcal{S}, \mathcal{A}, \mathcal{R})$ where

- (a) \mathcal{S} is a set of *sorts*;
- (b) $\mathcal{A} \subseteq \mathcal{S} \times \mathcal{S}$ is a set of *axioms*;
- (c) $\mathcal{R} \subseteq \mathcal{S} \times \mathcal{S} \times \mathcal{S}$ is a set of *rules*.

Following standard practice, we use (s_1, s_2) to denote rules of the form (s_1, s_2, s_2) .

(ii) *Raw expressions* A and *raw environments* Γ are defined by

$$\begin{aligned} A &::= x \mid s \mid AA \mid \lambda x : A. A \mid \Pi x : A. A \\ \Gamma &::= \emptyset \mid \Gamma, x : A \end{aligned}$$

where we use s, t, u , etc., to range over sorts, x, y, z , etc., to range over variables, and A, B, C, a, b, c , etc., to range over expressions.

(iii) Π and λ are used to bind variables. Let $\text{FV}(A)$ denote free variable set of A . Let $A[x := B]$ denote the substitution of x in A with B . Standard notational conventions are applied here. Besides we also let $A \rightarrow B$ be an abbreviation for $(\Pi_-. A. B)$.

(iv) The relation \rightarrow_β is the smallest binary relation on raw expressions satisfying

$$(\lambda x : A. M)N \rightarrow_\beta M[x := N]$$

which can be used to define the notation \twoheadrightarrow_β and $=_\beta$ by convention.

(v) Type assignment rules for $(\mathcal{S}, \mathcal{A}, \mathcal{R})$ are given in Table 3. Particularly, the rule (Conv) is needed to make everything work.

2. Examples of PTSs

(i) Here we present the formal definition of a type system called *the calculus of construction* (λC), where

- (a) $\mathcal{S} = \{\star, \square\}$
- (b) $\mathcal{A} = \{(\star, \square)\}$
- (c) $\mathcal{R} = \{(\star, \star), (\star, \square), (\square, \star), (\square, \square)\}$

and the typing relation is shown in Table 1.

(Ax)	$\overline{\vdash \star : \square}$	
(Var)	$\frac{\Gamma \vdash A : s}{\Gamma, x : A \vdash x : A}$	$x \notin \text{dom}(\Gamma)$
(Weak)	$\frac{\Gamma \vdash b : B \quad \Gamma \vdash A : s}{\Gamma, x : A \vdash b : B}$	$x \notin \text{dom}(\Gamma)$
(App)	$\frac{\Gamma \vdash f : (\Pi x : A. B) \quad \Gamma \vdash a : A}{\Gamma \vdash fa : B[x := a]}$	
(Lam)	$\frac{\Gamma, x : A \vdash b : B \quad \Gamma \vdash (\Pi x : A. B) : t}{\Gamma \vdash (\lambda x : A. b) : (\Pi x : A. B)}$	$t \in \{\star, \square\}$
(Pi)	$\frac{\Gamma \vdash A : s \quad \Gamma, x : A \vdash B : t}{\Gamma \vdash (\Pi x : A. B) : t}$	$(s, t) \in \mathcal{R}$
(Conv)	$\frac{\Gamma \vdash a : A \quad \Gamma \vdash B : s \quad A =_{\beta} B}{\Gamma \vdash a : B}$	

Table 1. Typing rules for λC

(ii) An extension of $\lambda\omega$ that supports “polymorphic identity function on types”, where

- (a) $\mathcal{S} = \{\star, \square, \square'\}$
- (b) $\mathcal{A} = \{(\star, \square), (\square, \square')\}$
- (c) $\mathcal{R} = \{(\star, \star), (\square, \star), (\square, \square), (\square', \square')\}$

in which we can have $\vdash (\lambda\kappa : \square. \lambda\alpha : \kappa. \alpha) : (\Pi\kappa : \square. \kappa \rightarrow \kappa)$, justified as follows:

$$\frac{\frac{\frac{\mathcal{B}}{\kappa : \square, \alpha : \kappa \vdash \alpha : \kappa} \text{Var} \quad \mathcal{A}}{\kappa : \square \vdash (\lambda\alpha : \kappa. \alpha) : (\Pi\alpha : \kappa. \kappa)} \text{Lam} \quad \frac{\frac{\overline{\vdash \square : \square'} \text{Ax} \quad \mathcal{A}}{\vdash (\Pi\kappa : \square. \Pi\alpha : \kappa. \kappa) : \square} \text{Pi}}{\vdash (\lambda\kappa : \square. \lambda\alpha : \kappa. \alpha) : (\Pi\kappa : \square. \Pi\alpha : \kappa. \kappa)} \text{Lam}$$

$$\mathcal{A} = \frac{\mathcal{B} \quad \frac{\mathcal{B} \quad \mathcal{B}}{\kappa : \square, \alpha : \kappa \vdash \kappa : \square} \text{Weak}}{\kappa : \square \vdash (\Pi\alpha : \kappa. \kappa) : \square} \text{Pi}$$

$$\mathcal{B} = \frac{\overline{\vdash \square : \square'} \text{Ax}}{\kappa : \square \vdash \kappa : \square} \text{Var}$$

3. Extending PTSs

3.1 Recursive types

3.1.1 Definition

We extend Calculus of Constructions (λC , see Section 2) with recursive types, namely λC_μ . The raw expressions are extended as follows:

$$\begin{aligned} A ::= & x \mid \star \mid \square \\ & \mid AA \mid \lambda x : A. A \mid \Pi x : A. A \\ & \mid \mu x. A \mid \text{fold}[A] A \mid \text{unfold}[A] A \\ & \mid \text{beta } A \end{aligned}$$

We introduce a new reduction rule for unfold and fold:

$$\text{unfold}[A] (\text{fold}[B] a) \rightarrow a$$

The extended typing rules are shown in Table 2. Compared with λC , the original *Conv* rule is replaced by the new *Beta* rule where the latter only performs one step of β -reduction.

(Ax)	$\frac{}{\vdash \star : \square}$	
(Var)	$\frac{\Gamma \vdash A : s}{\Gamma, x : A \vdash x : A}$	$x \notin \text{dom}(\Gamma)$
(Weak)	$\frac{\Gamma \vdash b : B \quad \Gamma \vdash A : s}{\Gamma, x : A \vdash b : B}$	$x \notin \text{dom}(\Gamma)$
(App)	$\frac{\Gamma \vdash f : (\Pi x : A. B) \quad \Gamma \vdash a : A}{\Gamma \vdash fa : B[x := a]}$	
(Lam)	$\frac{\Gamma, x : A \vdash b : B \quad \Gamma \vdash (\Pi x : A. B) : t}{\Gamma \vdash (\lambda x : A. b) : (\Pi x : A. B)}$	$t \in \{\star, \square\}$
(Pi)	$\frac{\Gamma \vdash A : s \quad \Gamma, x : A \vdash B : t}{\Gamma \vdash (\Pi x : A. B) : t}$	$(s, t) \in \mathcal{R}$
(Mu)	$\frac{\Gamma, x : s \vdash A : s}{\Gamma \vdash (\mu x. A) : s}$	
(Fold)	$\frac{\Gamma \vdash a : (A[x := \mu x. A]) \quad \Gamma \vdash \mu x. A : s}{\Gamma \vdash (\text{fold}[\mu x. A] a) : \mu x. A}$	
(Unfold)	$\frac{\Gamma \vdash a : \mu x. A \quad \Gamma \vdash A[x := \mu x. A] : s}{\Gamma \vdash (\text{unfold}[\mu x. A] a) : A[x := \mu x. A]}$	
(Beta)	$\frac{\Gamma \vdash a : A \quad \Gamma \vdash B : s \quad A \rightarrow_\beta B}{\Gamma \vdash (\text{beta } a) : B}$	

Table 2. Typing rules for λC_μ

3.1.2 Examples of typable terms

By convention, we can abbreviate a product $\Pi x : A. B$ to $A \rightarrow B$ when $x \notin \text{FV}(B)$.

- A polymorphic fixed-point constructor $\text{fix} : (\Pi \alpha : \star. (\alpha \rightarrow \alpha) \rightarrow \alpha)$ can be defined as follows:

$$\begin{aligned} \text{fix} &= \lambda \alpha : \star. \lambda f : \alpha \rightarrow \alpha. \\ &\quad (\lambda x : (\mu \sigma. \sigma \rightarrow \alpha). f((\text{unfold}[\mu \sigma. \sigma \rightarrow \alpha] x) x)) \\ &\quad (\text{fold}[\mu \sigma. \sigma \rightarrow \alpha] (\lambda x : (\mu \sigma. \sigma \rightarrow \alpha). f((\text{unfold}[\mu \sigma. \sigma \rightarrow \alpha] x) x))) \end{aligned}$$

- Using fix , we can build recursive functions. For example, given a “hungry” type $H = \mu \sigma. \alpha \rightarrow \sigma$, the “hungry” function h where

$$h = \lambda \alpha : \star. \text{fix} (\alpha \rightarrow H) (\lambda f : \alpha \rightarrow H. \lambda x : \alpha. \text{fold}[H] f)$$

can take arbitrary number of arguments.

3.2 Encoding of Datatypes

- We can encode the type of natural numbers as follow:

$$\text{Nat} = \mu X. \Pi(a : \star). a \rightarrow (X \rightarrow a) \rightarrow a$$

then we can define zero and suc as follows:

$$\begin{aligned} \text{zero} &: \text{Nat} \\ \text{zero} &= \text{fold}[\text{Nat}] (\lambda(a : \star)(z : a)(f : \text{Nat} \rightarrow a). z) \\ \text{suc} &: \text{Nat} \rightarrow \text{Nat} \\ \text{suc} &= \lambda(n : \text{Nat}). \text{fold}[\text{Nat}] (\lambda(a : \star)(z : a)(f : \text{Nat} \rightarrow a). f n) \end{aligned}$$

Using fix , we can define a recursive function plus as follow:

$$\begin{aligned} \text{plus} &: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat} \\ \text{plus} &= \text{fix} (\text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}) (\lambda(p : \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat})(n : \text{Nat})(m : \text{Nat}). \\ &\quad (\text{unfold}[\text{Nat}] n) \text{Nat } m (\lambda(n' : \text{Nat}). \text{suc } (p n' m))) \end{aligned}$$

- We can encode the type of lists of natural numbers as follows:

$$\text{List} = \mu X. \Pi(a : \star). a \rightarrow (\text{Nat} \rightarrow X \rightarrow a) \rightarrow a$$

then we can define nil and cons as follows:

$$\begin{aligned} \text{nil} &: \text{List} \\ \text{nil} &= \text{fold}[\text{List}] (\lambda(a : \star)(z : a)(f : \text{Nat} \rightarrow \text{List} \rightarrow a). z) \\ \text{cons} &: \text{Nat} \rightarrow \text{List} \rightarrow \text{List} \\ \text{cons} &= \lambda(x : \text{Nat})(xs : \text{List}). \text{fold}[\text{List}] (\lambda(a : \star)(z : a)(f : \text{Nat} \rightarrow \text{List} \rightarrow a). f x xs) \end{aligned}$$

Using fix, we can define a recursive function length as follow:

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length : List → Nat
length = fix (List → Nat) (λ(l : List → Nat)(xs : List).
    (unfold[List] xs) Nat zero (λ(y : Nat)(ys : List). suc (l ys)))
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- We can encode the type of vectors of a certain length as follows:

References

- [1] Simon Peyton Jones and Erik Meijer. Henk: a typed intermediate language. *TIC*, 97, 1997.
- [2] J-W Roorda and JT Jeuring. Pure type systems for functional programming. 2007.
- [3] Morten Heine Sørensen and Pawel Urzyczyn. *Lectures on the Curry-Howard isomorphism*, volume 149. Elsevier, 2006.

A. Appendix

(Ax)	$\frac{}{\vdash s : t}$	$(s, t) \in \mathcal{A}$
(Var)	$\frac{\Gamma \vdash A : s}{\Gamma, x : A \vdash x : A}$	$x \notin \text{dom}(\Gamma)$
(Weak)	$\frac{\Gamma \vdash b : B \quad \Gamma \vdash A : s}{\Gamma, x : A \vdash b : B}$	$x \notin \text{dom}(\Gamma)$
(App)	$\frac{\Gamma \vdash f : (\Pi x : A. B) \quad \Gamma \vdash a : A}{\Gamma \vdash fa : B[x := a]}$	
(Lam)	$\frac{\Gamma, x : A \vdash b : B \quad \Gamma \vdash (\Pi x : A. B) : t}{\Gamma \vdash (\lambda x : A. b) : (\Pi x : A. B)}$	
(Pi)	$\frac{\Gamma \vdash A : s \quad \Gamma, x : A \vdash B : t}{\Gamma \vdash (\Pi x : A. B) : u}$	$(s, t, u) \in \mathcal{R}$
(Conv)	$\frac{\Gamma \vdash a : A \quad \Gamma \vdash B : s \quad A =_{\beta} B}{\Gamma \vdash a : B}$	

Table 3. Typing rules for a PTS