

# Program Term Generation Through Enumeration of Indexed datatypes (Thesis Proposal)

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January 23, 2019

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## 1 Introduction

A common way of asserting a program's correctness is by defining properties that should universally hold, and asserting these properties over a range of random inputs. This technique is commonly referred to as *property based testing*, and generally consists of a two-step process. Defining properties that universally hold on all inputs, and defining *generators* that sample random values from the space of possible inputs. *QuickCheck* [3] is likely the most well known tool for performing property based tests on haskell programs.

Although coming up with a set of properties that properly captures a program's behaviour might initially seem to be the most involved part of the process, defining suitable generators for complex input data is actually quite difficult as well. Questions such as how to handle datatypes that are inhabited by an infinite number of values arise, or how to deal with constrained input data. The answers to these questions are reasonably well understood for *Algebraic datatypes (ADT's)*, but no general solution exists when more complex input data is required. In particular, little is known about enumerating and generating inhabitants of *Indexed datatypes*.

The latter may be of interest when considering property based testing in the context of languages with a more elaborate type system than Haskell's, such as *Agda* or *Idris*. Since the techniques used in existing tools such as QuickCheck and SmallCheck for the most part only apply to regular datatypes, meaning that there is no canonical way of generating inhabitants for a large class of datatypes in these languages.

Besides the obvious applications to property based testing in the context of dependently typed languages, a broader understanding of how we can generate inhabitants of indexed datatypes may prove useful in other areas as well. Since we can often capture a programming language's semantics as an indexed datatype, efficient generation of inhabitants of such a datatype may prove useful for testing compiler infrastructure.

### 1.1 Problem Statement

### 1.2 Research Questions and Contributions

What is the problem? Illustrate with an example. [1, 12]

What is/are your research questions/contributions? [3]

## 2 Background

What is the existing technology and literature that I'll be studying/using in my research [6, 10, 11, 14]

## 2.1 Dependently Typed Programming & Agda

### 2.1.1 Dependent Type Theory

### 2.1.2 The Curry-Howard Correspondence

### 2.1.3 Codata

## 2.2 Property Based Testing

### 2.2.1 Existing Libraries

### 2.2.2 Generating Test Data

## 2.3 Generic Programming & Type Universes

If we desire to abstract over the structure of datatypes, we need a suitable type universe to do so. Many such universes have been developed and studied; this section discusses a few of them.

### 2.3.1 Regular Datatypes

The term *regular datatypes* is often used to refer to the class of datatypes that can be assembled using any combination of products, coproducts, unary constructors, constants (a position that is inhabited by a value of another type) and recursive positions. Roughly, this class consists of ADT's in haskell, though mutual recursion is not accounted for.

Any value that lives in the universe described by these combinators describes a regular datatype, and is generally referred to as a *pattern functor*.

### 2.3.2 Ornaments

*Ornaments* [5] provide a type universe in which we can describe the structure of indexed datatypes in a very index-centric way. Indexed datatypes are described by *Signatures*, consisting of three elements:

- A function  $Op : I \rightarrow Set$ , that relates indices to operations/constructors
- A function  $Ar : Op\ i \rightarrow Set$ , that describes the arity (with respect to recursive positions) for an operation
- A typing discipline  $Ty : Ar\ op \rightarrow I$ , that describes indices for recursive positions.

When combined into a single structure, we say that  $\Sigma_D$  gives the signature of some indexed datatype  $D : I \rightarrow Set$ :

$$\Sigma_D(I) = \begin{cases} Op : I \rightarrow Set \\ Ar : Op\ i \rightarrow Set \\ Ty : Ar\ op \rightarrow I \end{cases}$$

---

```

data Vec {a} (A : Set a) : ℕ → Set a where
  [] : Vec A zero
  _::_ : ∀ {n} (x : A) (xs : Vec A n) → Vec A (suc n)

```

---

**Listing 1:** Definition of *Vec*

**Example:** the signature for the *Vec* type, given by  $\Sigma_{Vec}(\mathbb{N})$ . Recall the definition of the *Vec* datatype in listing 1. It has the following relation between index and operations:

```

Op-vec : ∀ {a : Set} → ℕ → Set
Op-vec zero = ⊤
Op-vec {a} (suc n) = a

```

If the index is *zero*, we have only the unary constructor `[]` at our disposal, hence **Op-vec zero** = **top**. If the index is *suc n*, the number of possible constructions for *Vec* corresponds to the set of inhabitants of its element type, hence we say that **Op-vec (suc n)** = **a**.

The `[]` constructor has no recursive argument, so its arity is  $\perp$ . Similarly, *cons a* takes one recursive argument, so its arity is  $\top$ :

```

Ar-vec : ∀ {a : Set} → (n : ℕ) → Op-vec {a} n → Set
Ar-vec zero tt = ⊥
Ar-vec (suc n) op = ⊤

```

The definition of `::` dictates that if the index is equal to *suc n*, the index of the recursive argument needs to be *n*. We interpret this as follows: if a vector has length (suc n), its tail has length n. This induces the following typing discipline for *Vec*:

```

Ty-vec : ∀ {a : Set} → (n : ℕ) → (op : Op-vec {a} n) → Ar-vec n op → ℕ
Ty-vec zero a ()
Ty-vec (suc n) a tt = n

```

This defines the signature for *Vec*:  $\Sigma_{Vec} \triangleq \text{Op-vec} \triangleleft^{\text{Ty-vec}} \text{Ar-vec}$ .

We can define signatures for non-indexed datatypes as well by choosing a trivial index, e.g.  $I = \top$ . This gives  $\Sigma_{\mathbb{N}} \triangleq \text{Op-nat} \triangleleft^{\text{Ty-nat}} \text{Ar-nat}$  with the definitions given in listing 2:

---

$\text{Op-nat} : \top \rightarrow \text{Set}$   
 $\text{Op-nat tt} = \top \uplus \top$

$\text{Ar-nat} : \text{Op-nat tt} \rightarrow \text{Set}$   
 $\text{Ar-nat} (\text{inj}_1 x) = \perp$   
 $\text{Ar-nat} (\text{inj}_2 y) = \top$

$\text{Ty-nat} : (\text{op} : \text{Op-nat tt}) \rightarrow \text{Ar-nat op} \rightarrow \top$   
 $\text{Ty-nat} (\text{inj}_1 x) ()$   
 $\text{Ty-nat} (\text{inj}_2 y) \text{tt} = \text{tt}$

---

**Listing 2:** Signature definition for  $\mathbb{N}$

### 2.3.3 Functorial Species

### 2.3.4 Indexed Functors

## 2.4 Blockchain Semantics

### 2.4.1 BitML

### 2.4.2 UTXO & Extended UTXO

- Libraries for property based testing (QuickCheck, (Lazy) SmallCheck, QuickChick, QuickSpec)
- Type universes (ADT's, Ornaments) [5, 8]
- Generic programming techniques. (pattern functors, indexed functors, functorial species)
- Techniques to generate complex or constrained data (Generating constrained random data with uniform distribution, Generators for inductive relations)
- Techniques to speed up generation of data (Memoization, FEAT)
- Formal specification of blockchain (bitml, (extended) UTxO ledger) [15, 16]
- Representing potentially infinite data in Agda (Colists, coinduction, sized types)

Below is a bit of Agda code:

---

$$\begin{aligned}\Gamma\text{-match} &: (\tau : \text{Ty}) \rightarrow \langle\langle \omega_i (\lambda \Gamma \rightarrow \Sigma[\alpha \in \text{Id}] \Gamma [\alpha \mapsto \tau]) \rangle\rangle \\ \Gamma\text{-match } \tau \mu \emptyset &= \text{uninhabited} \\ \Gamma\text{-match } \tau \mu (\alpha \mapsto \sigma :: \Gamma) &\text{ with } \tau \stackrel{?}{=} \sigma \\ \Gamma\text{-match } \tau \mu (\alpha \mapsto \tau :: \Gamma) &| \text{ yes refl} = \langle (\alpha, \text{TOP}) \rangle \\ &|| \langle (\Sigma\text{-map POP}) (\mu \Gamma) \rangle \\ \Gamma\text{-match } \tau \mu (\alpha \mapsto \sigma :: \Gamma) &| \text{ no } \neg p = \langle (\Sigma\text{-map POP}) (\mu \Gamma) \rangle\end{aligned}$$

---

**Listing 3:** Definition of  $\Gamma$ -match

---

$$\begin{aligned}\text{data Env} &: \text{Set where} \\ \emptyset &: \text{Env} \\ \_ \mapsto \_ :: \_ &: \text{Id} \rightarrow \text{Ty} \rightarrow \text{Env} \rightarrow \text{Env} \\ \\ \text{data } \_ [_ \mapsto \_] &: \text{Env} \rightarrow \text{Id} \rightarrow \text{Ty} \rightarrow \text{Set where} \\ \\ \text{TOP} &: \forall \{ \Gamma \alpha \tau \} \\ &\rightarrow (\alpha \mapsto \tau :: \Gamma) [\alpha \mapsto \tau] \\ \\ \text{POP} &: \forall \{ \Gamma \alpha \beta \tau \sigma \} \rightarrow \Gamma [\alpha \mapsto \tau] \\ &\rightarrow (\beta \mapsto \sigma :: \Gamma) [\alpha \mapsto \tau]\end{aligned}$$

---

**Listing 4:** Environment definition and membership in *Agda*

### 3 Preliminary results

What examples can you handle already? [9]

What prototype have I built? [4, 7]

How can I generalize these results? What problems have I identified or do I expect? [13]

### 4 Timetable and planning

What will I do with the remainder of my thesis? [2]

Give an approximate estimation/timetable for what you will do and when you will be done.

---


$$\begin{array}{c}
TOP \frac{}{(a \mapsto t : \Gamma)[a \mapsto t]} \qquad POP \frac{\Gamma[a \mapsto t]}{(b \mapsto s : \Gamma)[a \mapsto t]} \\
\\
VAR \frac{\Gamma[a \mapsto \tau]}{\Gamma \vdash a : \tau} \qquad ABS \frac{\Gamma, a \mapsto \sigma \vdash t : \tau}{\Gamma \vdash \lambda a \rightarrow t : \sigma \rightarrow \tau} \\
\\
APP \frac{\Gamma \vdash f : \sigma \rightarrow \tau \quad \Gamma \vdash x : \sigma}{\Gamma \vdash fx : \tau} \qquad LET \frac{\Gamma \vdash e : \sigma \quad \Gamma, a \mapsto \sigma \vdash t : \tau}{\Gamma \vdash \text{let } a := e \text{ in } t : \tau}
\end{array}$$


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**Listing 5:** Semantics of the *Simply Typed Lambda Calculus*

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