

A Dependently-Typed Zipper over GADT-Embedded ASTs

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Preliminaries

- ▶ **Slides and examples available at:**

<https://github.com/donovancrichton/talkdepzip.git>

- ▶ **About me:**

- ▶ Honours 'year' student at Griffith University.
- ▶ Working towards a type-correct genetic program through dependently-typed functional programming.
- ▶ About 18 months experience in FP, just under 12 with dependent types.

A refresher on dependent types 1.

- ▶ The most basic definition is a dependent data type (GADT in Haskell).
- ▶ Dependent data-types depend on being parameterised over a value for their construction.
- ▶ Distinguished from parameterised ADTs by the ability to specify the return type parameter of each data constructor.

A vector dependent on a length value.

```
data Nat = Z | S Nat
```

```
data Vec : (n : Nat) -> (e : Type) -> Type where  
  Nil : Vec Z e  
  (::) : (x : e) -> (xs : Vec n e) -> Vec (S Z) e
```

A refresher on dependent types 2.

Why is this good?

If our length forms part of our type, we gain the ability to write correct functions with respect to vector length, without having to explicitly check.

Adding some vectors.

```
-- total
(+) : Num a => Vect n a -> Vect n a -> Vect n a
(+) [] [] = []
(+) (x :: xs) (y :: ys) = x + y :: xs + ys
```

A refresher on dependent types 3.

Π types.

- ▶ The Π type is a family of types that are indexed by a value (hence type families in Haskell).
- ▶ Π types are used to calculate correct return types when given a specified value.
- ▶ In Idris Π types only fully refine if the functions requiring them are marked as total.
- ▶ In Idris functions that return Π types don't always refine in function composition, recursive calls or let bindings.

A refresher on dependent types 4.

An example of using Π types in Idris.

```
Age : Type
```

```
Age = Nat
```

```
Name : Type
```

```
Name = String
```

```
data Material = Plastic | Wood | Metal | Cheese
```

```
data Person = P Name Age
```

```
data Object = O Material
```

```
IsPerson : Bool -> Type
```

```
IsPerson True = Person
```

```
IsPerson False = Object
```

```
isPerson : (x : Bool) -> IsPerson x
```

```
isPerson True = P "Donovan Crichton" 33
```

```
isPerson False = O Cheese
```