

# Foundations of Software Fall 2020

Week 9

# Different Kinds of Maps

What is missing?

$$\begin{array}{lll} \textit{Term} & \rightarrow & \textit{Term} \quad (\lambda x.t) \\ \textit{Type} & \rightarrow & \textit{Term} \quad (\Lambda X.t) \end{array}$$

# Different Kinds of Maps

What is missing?

<i>Term</i>	$\rightarrow$	<i>Term</i>	$(\lambda x.t)$
<i>Type</i>	$\rightarrow$	<i>Term</i>	$(\Lambda X.t)$
<i>Type</i>	$\rightarrow$	<i>Type</i>	???
<i>Term</i>	$\rightarrow$	<i>Type</i>	???

Agenda today:

- ▶ Type operators
- ▶ Dependent types

# Type Operators and System $F_\omega$

# Type Operators

Example. Type operators in Scala:

```
type MkFun[T] = T => T  
val f: MkFun[Int] = (x: Int) => x
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Two Problems:

- ▶ Type checking of type operators
- ▶ Equivalence of types

# Kinding

Problem: avoid meaningless types, like *MkFun[Int, String]*.



# Kinding

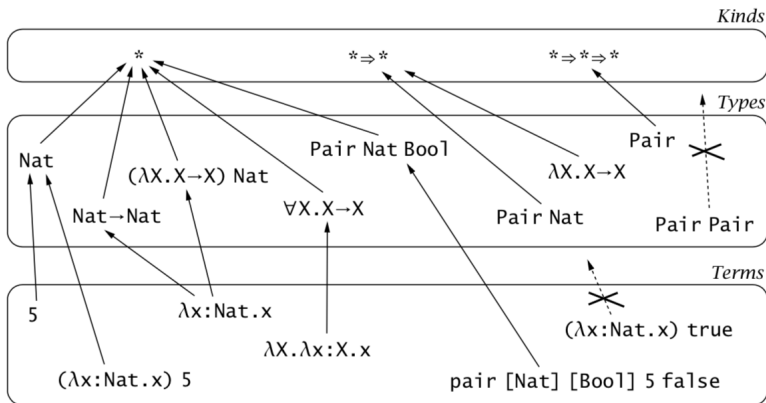
Problem: avoid meaningless types, like *MkFun[Int, String]*.

- \* proper types, e.g. *Bool*, *Int*  $\rightarrow$  *Int*
- \*  $\Rightarrow$  \* type operators: map proper type to proper type
- \*  $\Rightarrow$  \*  $\Rightarrow$  \* two-argument operators
- ( \*  $\Rightarrow$  \* )  $\Rightarrow$  \* type operators: map type operators to proper types

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# Equivalence of Types

Problem: all the types below are equivalent

$$\begin{array}{lll} \text{Nat} \rightarrow \text{Bool} & \text{Nat} \rightarrow \text{Id Bool} & \text{Id Nat} \rightarrow \text{Id Bool} \\ \text{Id Nat} \rightarrow \text{Bool} & \text{Id}(\text{Nat} \rightarrow \text{Bool}) & \text{Id}(\text{Id}(\text{Id Nat} \rightarrow \text{Bool})) \end{array}$$

We need to introduce *definitional equivalence* relation on types, written  $S \equiv T$ . The most important rule is:

$$(\lambda X :: K.S) T \equiv [X \mapsto T]S \quad (\text{Q-APPABS})$$

And we need one typing rule:

$$\frac{\Gamma \vdash t : S \quad S \equiv T}{\Gamma \vdash t : T} \quad (\text{T-EQ})$$

## First-class Type Operators

Scala supports passing type operators as argument:

```
def makeInt[F[_]](f: () => F[Int]): F[Int] = f()
```

```
makeInt[List]() => List[Int](3)
```

```
makeInt[Option]() => None
```

First-class type operators supports *polymorphism* for type operators, which enables more patterns in type-safe functional programming.

# System $F_\omega$

Formalizing first-class type operators leads to System  $F_\omega$ :

$t ::= \dots$  *terms*  
 $\lambda X :: K. t$  *type abstraction*

$T ::=$  *types*  
 $X$  *type variable*  
 $T \rightarrow T$  *type of functions*  
 $\forall X :: K. T$  *universal type*  
 $\lambda X :: K. T$  *operator abstraction*  
 $T \ T$  *operator application*

$K ::=$  *kinds*  
 $*$  *kind of proper types*  
 $K \Rightarrow K$  *kind of operators*

# Dependent Types

# Why Does It Matter?

Example 1. Track length of vectors in types:

$Vector \quad :: \quad Nat \rightarrow *$

$first \quad : \quad (n:Nat) \rightarrow Vector \ (n + 1) \rightarrow D$

$(x:S) \rightarrow T$  is called **dependent function type**. It is impossible to pass a vector of length 0 to the function *first*.

# Why Does It Matter?

Example 1. Track length of vectors in types:

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Example 2. Safe formatting for *sprintf*:

$$\text{sprintf} : (f:\text{Format}) \rightarrow \text{Data}(f) \rightarrow \text{String}$$
$$\begin{aligned} \text{Data}([]) &= \text{Unit} \\ \text{Data}("%d" :: cs) &= \text{Nat} * \text{Data}(cs) \\ \text{Data}("%s" :: cs) &= \text{String} * \text{Data}(cs) \\ \text{Data}(c :: cs) &= \text{Data}(cs) \end{aligned}$$



## Dependent Function Type (a.k.a. $\Pi$ Types)

A dependent function type is inhabited by *a dependent function*:

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By Curry-Howard correspondence, it corresponds to universal quantification:

$$(x:A) \rightarrow B(x) \quad \longleftrightarrow \quad \forall x:A. B(x)$$

# First-Order Dependent Types

# First-Order Dependent Types: $\lambda LF$

System  $\lambda LF$  generalizes STLC with dependent function types and *type families*.

$t ::=$

$x$

$\lambda x:T.t$

$t\ t$

*terms*

*variable*

*abstraction*

*application*

$T ::=$

$X$

$(x:T) \rightarrow T$

$T\ t$

*types*

*type/family variable*

*dependent function type*

*type family application*

Type or family variables  $X$  can only be declared in the typing context  $\Gamma$ . E.g., we may assume  $\text{Vector} :: \text{Nat} \rightarrow *$  as a type family variable.

# System $\lambda LF$ : Kinds

Kinds can distinguish *proper types* from *type families*.

$K ::=$	<i>kinds</i>
$*$	<i>kinds of proper types</i>
$(x:T) \rightarrow K$	<i>kind of type families</i>

$\Gamma ::=$	<i>contexts</i>
$\emptyset$	<i>empty context</i>
$\Gamma, x:T$	<i>term variable binding</i>
$\Gamma, X::K$	<i>type variable binding</i>

Well-formed kinds

$\Gamma \vdash K$

$\Gamma \vdash *$  (WF-STAR)

$$\frac{\Gamma \vdash T :: * \quad \Gamma, x:T \vdash K}{\Gamma \vdash (x:T) \rightarrow K} \quad (\text{WF-PI})$$

## System $\lambda LF$ : Kinding

Kinding ensures that types are well-formed

$$\Gamma \vdash T :: K$$

$$\frac{X :: K \in \Gamma \quad \Gamma \vdash K}{\Gamma \vdash X :: K} \quad (\text{K-VAR})$$

$$\frac{\Gamma \vdash T_1 :: * \quad \Gamma, x:T_1 \vdash T_2 :: *}{\Gamma \vdash (x:T_1) \rightarrow T_2 :: *} \quad (\text{K-PI})$$

$$\frac{\Gamma \vdash S :: (x:T) \rightarrow K \quad \Gamma \vdash t :: T}{\Gamma \vdash S t :: [x \mapsto t]K} \quad (\text{K-APP})$$

$$\frac{\Gamma \vdash T :: K \quad \Gamma \vdash K \equiv K'}{\Gamma \vdash T :: K'} \quad (\text{K-CONV})$$

## System $\lambda LF$ : Typing

Typing ensures that terms are well-formed

$$\Gamma \vdash t :: T$$

$$\frac{x:T \in \Gamma \quad \Gamma \vdash T :: *}{\Gamma \vdash x : T}$$

(T-VAR)

$$\frac{\Gamma \vdash S :: * \quad \Gamma, x:S \vdash t : T}{\Gamma \vdash \lambda x:S. t : (x:S) \rightarrow T}$$

(T-ABS)

$$\frac{\Gamma \vdash t_1 : (x:S) \rightarrow T \quad \Gamma \vdash t_2 : S}{\Gamma \vdash t_1 \ t_2 :: [x \mapsto t_2] T}$$

(T-APP)

$$\frac{\Gamma \vdash t : T \quad \Gamma \vdash T \equiv T' :: *}{\Gamma \vdash t : T'}$$

(T-CONV)



## System $\lambda LF$ : Equivalence Rules

With types in kinds, and terms in types, equivalence becomes more complex than System  $F_\omega$ .

$$\text{Vector } ((\lambda n:\mathbb{N}. n * n) 2) \leftrightarrow \text{Vector } 4$$

$\lambda LF$  defines on several equivalence relations:

- ▶ kind equivalence  $\Gamma \vdash K \equiv K'$
- ▶ type equivalence  $\Gamma \vdash T \equiv T' :: *$
- ▶ term equivalence  $\Gamma \vdash t \equiv t' : T$

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For *decidable* type checking, type systems usually embrace

- ▶ **definitional equality**, i.e. equality by definition (e.g.  $x := 3$ )
- ▶ **computational equality**, usually  $\beta$ -equality and  $\eta$ -equality.

## System $\lambda LF$ : Kind Equivalence

$$\frac{\Gamma \vdash T_1 \equiv T_2 :: * \quad \Gamma, x:T_1 \vdash K_1 \equiv K_2}{\Gamma \vdash (x:T_1) \rightarrow K_1 \equiv (x:T_2) \rightarrow K_2} \quad (\text{QK-PI})$$

$$\frac{\Gamma \vdash K}{\Gamma \vdash K \equiv K} \quad (\text{QK-REFL})$$

$$\frac{\Gamma \vdash K_1 \equiv K_2}{\Gamma \vdash K_2 \equiv K_1} \quad (\text{QK-SYM})$$

$$\frac{\Gamma \vdash K_1 \equiv K_2 \quad \Gamma \vdash K_2 \equiv K_3}{\Gamma \vdash K_1 \equiv K_3} \quad (\text{QK-TRANS})$$

## System $\lambda LF$ : Type Equivalence

$$\frac{\Gamma \vdash S_1 \equiv T_1 :: * \quad \Gamma, x:T_1 \vdash S_2 \equiv T_2 :: *}{\Gamma \vdash (x:S_1) \rightarrow S_2 \equiv (x:T_1) \rightarrow T_2 :: *} \quad (\text{QT-PI})$$

$$\frac{\Gamma \vdash S_1 \equiv S_2 :: (x:T) \rightarrow K \quad \Gamma \vdash t_1 \equiv t_2 : T}{\Gamma \vdash S_1 \ t_1 \equiv S_2 \ t_2 :: [x \mapsto t_1]K} \quad (\text{QT-APP})$$

$$\frac{\Gamma \vdash T :: K}{\Gamma \vdash T \equiv T :: K} \quad (\text{QT-REFL})$$

$$\frac{\Gamma \vdash T_1 \equiv T_2 :: K}{\Gamma \vdash T_2 \equiv T_1 :: K} \quad (\text{QT-SYM})$$

$$\frac{\Gamma \vdash T_1 \equiv T_2 :: K \quad \Gamma \vdash T_2 \equiv T_3 :: K}{\Gamma \vdash T_1 \equiv T_3 :: K} \quad (\text{QT-TRANS})$$

## System $\lambda LF$ : Term Equivalence

$$\frac{\Gamma \vdash S_1 \equiv S_2 :: * \quad \Gamma, x:S_1 \vdash t_1 \equiv t_2 : T}{\Gamma \vdash \lambda x:S_1. t_1 \equiv \lambda x:S_2. t_2 : (x:S_1) \rightarrow T} \text{ (Q-ABS)}$$

$$\frac{\Gamma \vdash t_1 \equiv s_1 : (x:S) \rightarrow T \quad \Gamma \vdash t_2 \equiv s_2 : S}{\Gamma \vdash t_1 \ t_2 \equiv s_1 \ s_2 : [x \mapsto t_2] T} \text{ (Q-APP)}$$

$$\frac{\Gamma, x:S \vdash t : T \quad \Gamma \vdash s : S}{\Gamma \vdash (\lambda x:S. t) \ s \equiv [x \mapsto s] t : [x \mapsto s] T} \text{ (Q-BETA)}$$

$$\frac{\Gamma \vdash t : (x:S) \rightarrow T \quad x \notin FV(t)}{\Gamma \vdash \lambda x:S. t \ x \equiv t : (x:S) \rightarrow T} \text{ (Q-ETA)}$$

$$\frac{\Gamma \vdash t : T}{\Gamma \vdash t \equiv t :: T} \text{ (Q-REFL)}$$

$$\frac{\Gamma \vdash t \equiv s : T}{\Gamma \vdash s \equiv t : T} \text{ (Q-SYM)}$$

$$\frac{\Gamma \vdash t_1 \equiv t_2 : T \quad \Gamma \vdash t_2 \equiv t_3 : T}{\Gamma \vdash t_1 \equiv t_3 : T} \text{ (Q-TRANS)}$$

# Strong Normalization

Given the following  $\beta$ -reduction rules

$$\frac{t_1 \longrightarrow t'_1}{\lambda x: T_1. t_1 \longrightarrow \lambda x: T_1. t'_1} \quad (\beta\text{-ABS})$$

$$\frac{t_1 \longrightarrow t'_1}{t_1 \ t_2 \longrightarrow t'_1 \ t_2} \quad (\beta\text{-APP1})$$

$$\frac{t_2 \longrightarrow t'_2}{t_1 \ t_2 \longrightarrow t_1 \ t'_2} \quad (\beta\text{-APP2})$$

$$(\lambda x: T_1. t_1) t_2 \longrightarrow [x \mapsto t_2] t_1 \quad (\beta\text{-APPAbs})$$

*Theorem [Strong Normalization]:* if  $\Gamma \vdash t : T$ , then there is no infinite sequence of terms  $t_i$  such that  $t = t_1$  and  $t_i \longrightarrow t_{i+1}$ .

# The Calculus of Constructions

# The Calculus of Constructions: Syntax

$t ::=$

$s$

$x$

$\lambda x:t.t$

$t \ t$

$(x:t) \rightarrow t$

*terms*

*sort*

*variable*

*abstraction*

*application*

*dependent type*

$s ::=$

$*$

$\square$

*sorts*

*sort of proper types*

*sort of kinds*

$\Gamma ::=$

$\emptyset$

$\Gamma, x:T$

*contexts*

*empty context*

*term variable binding*

The semantics is the usual  $\beta$ -reduction.



# The Calculus of Constructions: Typing

$$\vdash * : \square \text{ (T-AXIOM)} \qquad \frac{x:T \in \Gamma}{\Gamma \vdash x : T} \text{ (T-VAR)}$$

$$\frac{\Gamma \vdash S : s_1 \quad \Gamma, x:S \vdash t : T}{\Gamma \vdash \lambda x:S. t : (x:S) \rightarrow T} \text{ (T-ABS)}$$

$$\frac{\Gamma \vdash t_1 : (x:S) \rightarrow T \quad \Gamma \vdash t_2 : S}{\Gamma \vdash t_1 \ t_2 : [x \mapsto t_2] T} \text{ (T-APP)}$$

$$\frac{\Gamma \vdash S : s_1 \quad \Gamma, x:S \vdash T : s_2}{\Gamma \vdash (x:S) \rightarrow T : s_2} \text{ (T-PI)}$$

$$\frac{\Gamma \vdash t : T \quad T \equiv T' \quad \Gamma \vdash T' : s}{\Gamma \vdash t : T'} \text{ (T-CONV)}$$

The equivalence relation  $T \equiv T'$  is based on  $\beta$ -reduction.

## Four Kinds of Lambdas

Example	Type
$\lambda x:\mathbb{N}.x + 1$	$\mathbb{N} \rightarrow \mathbb{N}$
$\lambda f:\mathbb{N} \rightarrow \mathbb{N}.f\ x$	$(\mathbb{N} \rightarrow \mathbb{N}) \rightarrow \mathbb{N}$

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$\lambda X:*. \lambda x:X. x$	$(X:*) \rightarrow X \rightarrow X$
$\lambda F:* \rightarrow *. \lambda x:F\ \mathbb{N}. x$	$(F:* \rightarrow *) \rightarrow (F\ \mathbb{N}) \rightarrow (F\ \mathbb{N})$

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$\lambda X:*.X$	$* \rightarrow *$
$\lambda F:* \rightarrow *.F\ \mathbb{N}$	$(* \rightarrow *) \rightarrow *$

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$\lambda X:*. X$	$* \rightarrow *$
$\lambda F:* \rightarrow *. F\ \mathbb{N}$	$(* \rightarrow *) \rightarrow *$
$\lambda n:\mathbb{N}. \text{Vec } n$	$\mathbb{N} \rightarrow *$
$\lambda f:\mathbb{N} \rightarrow \mathbb{N}. \text{Vec } (f\ 6)$	$(\mathbb{N} \rightarrow \mathbb{N}) \rightarrow *$

# Strong Normalization

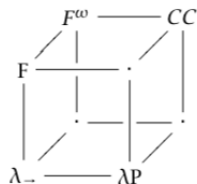
*Theorem [Strong Normalization]:* if  $\Gamma \vdash t : T$ , then there is no infinite sequence of terms  $t_i$  such that  $t = t_1$  and  $t_i \longrightarrow t_{i+1}$ .

**Question :** Why the property is important?

# Pure Type Systems

$$\frac{\Gamma \vdash S : s_i \quad \Gamma, x:S \vdash T : s_j}{\Gamma \vdash (x:S) \rightarrow T : s_j} \quad (\text{T-PI})$$

System	$(s_i, s_j)$			
$\lambda_{\rightarrow}$	{	$(*, *)$		}
$\lambda P$	{	$(*, *)$ , $(*, \square)$		}
$F$	{	$(*, *)$ , $(\square, *)$		}
$F^\omega$	{	$(*, *)$ , $(\square, *)$ , $(\square, \square)$		}
$CC$	{	$(*, *)$ , $(*, \square)$ , $(\square, *)$ , $(\square, \square)$		}



The system  $\lambda P$  is  $\lambda L F$  in PTS-style.

# Dependent Types in Practice



# Proof Assistants

Dependent type theories are at the foundation of proof assistants, like Coq, Agda, etc.

By *Curry-Howard Correspondence*

- ▶ proofs  $\longleftrightarrow$  programs
- ▶ propositions  $\longleftrightarrow$  types

Coq is based on *Calculus of Inductive Construction*, which is an extension of CC with inductive definition.

## Proofs in Coq: Example

```
Inductive nat : Type :=  
  | 0  
  | S (n : nat).
```

```
Fixpoint double (n : nat) : nat :=  
  match n with  
  | 0 => 0  
  | S n' => S (S (double n'))  
end.
```

```
Inductive even : nat -> Prop :=  
  | even0 : even 0  
  | evenS : forall x:nat, even x -> even (S (S x)).
```

## Proofs in Coq: Example, Continued

```
Definition even_prop := forall x:nat, even (double x).
```

```
Fixpoint even_rec(m: nat)(p0: (even (double 0)))  
(pS: forall n:nat,  
      (even (double n)) -> (even (double (S n))))  
: even (double m) :=  
  match m with  
  | 0 => p0  
  | S n' => pS n' (even_rec n' p0 pS)  
end.
```

```
Definition even_proof: even_prop :=  
  fun n => even_rec n even0  
    (fun m evenN => (evenS (double m) evenN)).
```

# Dependent Types in Programming Languages

Despite the huge success in proof assistants, its adoption in programming languages is limited.

- ▶ Scala supports *path-dependent types* and *literal types*.
- ▶ Dependent Haskell is proposed by researchers.

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**Challenge:** the decidability of type checking.

## Problem with Type Checking: Vector Again

Value constructors:

$$\begin{aligned} \text{Vec} &: \mathbb{N} \rightarrow * \\ \text{nil} &: \text{Vec } 0 \\ \text{cons} &= \lambda n:\mathbb{N}. D \rightarrow \text{Vec } n \rightarrow \text{Vec } n + 1 \end{aligned}$$

Appending vectors:

$$\begin{aligned} \text{append} &: (m:\mathbb{N}) \rightarrow (n:\mathbb{N}) \rightarrow \text{Vec } m \rightarrow \text{Vec } n \rightarrow \text{Vec } (m + n) \\ \text{append} &= \lambda m:\mathbb{N}. \lambda n:\mathbb{N}. \lambda l:\text{Vec } m. \lambda t:\text{Vec } n. \\ &\quad \text{match } l \text{ with} \\ &\quad | \text{nil} \Rightarrow t \\ &\quad | \text{cons } r \times y \Rightarrow \text{cons } (r + n) \times (\text{append } r \ n \ y \ t) \end{aligned}$$

**Question:** How does the type checker know  $r + 1 + n = r + n + 1$ ?