A typechecker plugin for units of measure: domain-specific constraint solving in GHC Haskell

Adam Gundry

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Goals

- Type inference for units of measure...
 - ...in (GHC-flavoured) Haskell
 - ...without modifying GHC

Domain-specific constraint solving





Demo





Units, kind of

Data kind Unit for units of measure

```
kind Unit -- well, currently data Unit
```

Base and derived units as type families

```
One :: Unit
Base :: Symbol → Unit
(⊕) :: Unit → Unit → Unit
(∅) :: Unit → Unit → Unit
```





Type inference modulo

Equational theory: free abelian group

```
Base "m" ⊗ One ~ Base "m"
(One ⊘ Base "s") ⊗ Base "s" ~ One
u ⊗ v ~ v ⊗ u
```

Non-structural unification

u ⊕ v ~ v ⊕ u doesn't imply u ~ v





A quantity of units

Phantom newtype for values with units

```
newtype Quantity a (u :: Unit) = MkQ a
```

Unit safe arithmetic operators on quantities





Toil and trouble

 $\tau \sim Quantity \alpha v$

double $x = 2 \otimes x$

```
Quantity \beta One ~ Quantity \alpha (u \oslash v)

double :: Num \alpha \Rightarrow \tau \to Quantity \alpha u

X :: \tau
2 :: Quantity \beta One
(*) :: Num \alpha \Rightarrow Quantity \alpha (u \oslash v)
\rightarrow Quantity \alpha v
\rightarrow Quantity \alpha u
```





Toil and trouble

```
\tau ~ Quantity α ν Quantity β One ~ Quantity α (u ∅ ν)
```

First-order unification

 $\tau \sim Quantity \alpha v$ Substitution $\theta \sim \alpha$ One $\sim u \oslash v$

0ne ~ u ⊘ v

Equational unification









Toil and trouble

```
double :: Num \alpha
\Rightarrow \text{ Quantity } \alpha \text{ u } \rightarrow \text{ Quantity } \alpha \text{ u}
double x = 2 \circledast x
```





Typechecker plugins

- Extend GHC's constraint solver with user-defined behaviour
- May implement equational unification or other strategies for constraint solving
- Haskell code using the GHC API
- Dynamically loaded during compilation





Defining a typechecker plugin

- Provided with all constraints in scope:
 - Given: facts known to typechecker
 - Wanted: constraints that need to be solved
- May:
 - Identify constraints as inconsistent
 - Solve existing constraints
 - Generate new constraints





Constraint solving with plugins

- 1. Run main constraint solver
- 2. Feed leftover constraints into plugin
- 3. If plugin found an error, stop
- 4. If plugin solved some constraints, remove them from consideration
- 5. If plugin yielded new constraints, GOTO 1





How the units plugin works

- Look for equality constraints of kind Unit
- Convert both sides to normal form
- Simplify via free abelian group unification
- Might get stuck due to tricky cases
 - Universally quantified variables
 - Type families
 - Local given constraints





Example

- Given: $F (m \oslash s) \sim ()$ Wanted: $F \alpha \sim (), \alpha \circledast s \sim m$
- Plugin adds wanted: α ~ m ∅ s
- GHC solves by substitution, leaving
 (m ∅ s) ⊗ s ~ m
- Plugin runs again to discharge constraint





Tricky case: Type families

- u ⊕ v ~ F u where F is user-defined
- Key idea: dynamic unification
- If we get stuck, try to solve other constraints
- Perhaps u will become more defined





Tricky case: Given constraints

- Arise from type signatures, GADT matches
- Given $u^2 \sim v^3$, solve $u \sim \alpha^3$ where u and v are universally quantified
- Key idea: unify given constraints first
- $u^2 \sim v^3$ is equivalent to $u \sim w^3$, $v \sim w^2$ for some fresh variable w
- Hence $\alpha \sim w \sim u \otimes v$





Why trust a plugin?

- Plugins can generate evidence for the constraints they solve
- Expressed in System F_c
- Proof-irrelevance means plugins can use arbitrary equality axioms
- Type soundness depends on consistency of those axioms





What plugins can't do

- Add new syntax
 - (but there's always quasiquotes)
- Create entirely new types
- Change the existing typing rules
 - (plugins called only after GHC's main solver)
- Alter presentation of inferred types





The future

- Generate evidence in the plugin, based on the free abelian group axioms
- Consistency in the presence of non-terminating type families
- Termination of the constraint solver?





More plugins

- ghc-typelits-natnormalise (Christian Baaij)
 - sum-of-products normalisation for numeric expressions
 - used for CλaSH hardware description language
 - https://github.com/christiaanb/ghc-typelits-natnormalise

- type-nat-solver (lavor Diatchki)
 - solves numeric constraints using an SMT solver
 - https://github.com/yav/type-nat-solver





Thank you



