Builtin Types viewed as Inductive Families

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Compiling Inductive Families: State of the Art

Motivation: Co-De Bruijn syntax

Motivation: Thinning Representations

Solution: Quantitative Type Theory

Safe Lookup



```
data Vect : Nat -> Type -> Type where
  Nil: Vect Z a
  (::) : a -> Vect n a -> Vect (S n) a
data Fin : Nat -> Type where
  Z : Fin (S n)
  S : Fin n \rightarrow Fin (S n)
lookup: Vect n a -> Fin n -> a
lookup (x :: \_) Z = x
lookup (\_ :: xs) (S k) = lookup xs k
```

Compiling Safe Lookup



Brady, McBride, and McKinna [BMM03]

```
partial
```

```
lookup : (n : Nat) -> List a -> Nat -> a
lookup (S n) (x :: _) Z = x
lookup (S n) (_ :: xs) (S k) = lookup n xs k
```

Tejiščák [Tej20]

partial

```
lookup : List a -> Nat -> a
lookup (x :: _) Z = x
lookup (_ :: xs) (S k) = lookup xs k
```

No Magic Solution



Quoting from the Coq reference manual:

Translating an inductive type to an arbitrary ML type does **not** magically improve the asymptotic complexity of functions, even if the ML type is an efficient representation. For instance, when extracting nat to OCaml int, the function Nat.mul stays quadratic.



Compiling Inductive Families: State of the Art

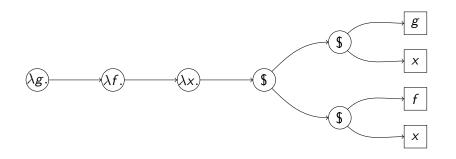
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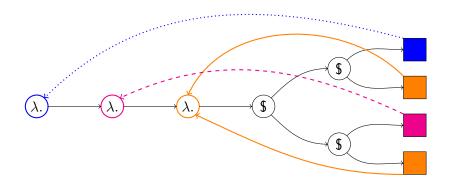
Named: $\lambda g.\lambda f.\lambda x.g.x(f.x)$





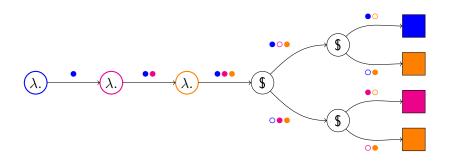
Hard: α -equivalence





Hard: thickening







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Safe: Inductive Family



Compiled to:

```
data Thinning = Done | Keep Thinning | Drop Thinning
i.e. essentially List Bool
```

Unsafe: Tuple



record Thinning where

bitPattern : Integer

bigEnd : Int

$$bitPattern = \cdots 0000 \underbrace{1001 \cdots 11}_{bigEnd bits}$$



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Thinnings



```
record Th {a : Type} (sx, sy : SnocList a) where
```

constructor MkTh

bigEnd : Nat

encoding : Integer

0 invariant : Invariant bigEnd encoding sx sy

Thinnings



```
record Th {a : Type} (sx, sy : SnocList a) where
 constructor MkTh
  bigEnd: Nat
 encoding : Integer
 0 invariant : Invariant bigEnd encoding sx sy
data Invariant : (i : Nat) -> (bs : Integer) ->
                 (sx, sy : SnocList a) -> Type where
 Done : Invariant Z 0 [<] [<]
 Keep: Invariant i (bs 'shiftR' 1) sx sy -> (0 x : a) ->
         {auto 0 b : So (testBit bs Z)} ->
         Invariant (S i) bs (sx :< x) (sy :< x)
 Drop : Invariant i (bs 'shiftR' 1) sx sy -> (0 x : a) ->
         {auto 0 nb : So (not (testBit bs Z))} ->
         Invariant (S i) bs sx (sy :< x)
```

Smart constructors



```
done : Th [<] [<]
done = MkTh { bigEnd = 0, encoding = 0, invariant = Done }</pre>
```

Smart constructors



Smart constructors



```
drop : Th sx sy -> (0 x : a) -> Th sx (sy :< x)
drop th x = MkTh
    { bigEnd = S (th .bigEnd)
    , encoding = cons False (th .encoding)
    , invariant =
    let 0 prf = testBit0Cons False (th .encoding) in
    let 0 nb = eqToSo $ cong not prf in
    let 0 eq = consShiftR False (th .encoding) in
    Drop (rewrite eq in th .invariant) x
}</pre>
```

View [Wad87]: "un-applying" the smart constructors



```
data View : Th sx sy -> Type where
```

Done : View Smart.done

Keep : (th : Th sx sy) -> (0 x : a) -> View (keep th x)
Drop : (th : Th sx sy) -> (0 x : a) -> View (drop th x)

view : (th : Th sx sy) -> View th

Using the view





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Results & Limitations



Results:

- Functional, proven correct, library
- ► Generates good code
- Choose your own abstraction level

Limitations:

- Smart constructors & view are only provably inverses
- Invariant is proof irrelevant but it may not always be possible
- ▶ Inverting proofs with a **0** quantity is currently painful

Bibliography



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