Dependent Types For DSLs

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Introduction

This talk is about a technique for Domain Specific Language implementation. It will cover:

1. An overview of functional programming with dependent types, using the language IDRIS.
2. *Embedded Domain Specific Language (EDSL)* implementation.
   - A type safe interpreter
   - *Verified* resource management using DSLs
     - e.g. for networks, security, concurrency, . . .
3. *For discussion:* what other domains fit this approach?

Idris

IDRIS is an experimental purely functional language with dependent types (`http://idris-lang.org/`).

- Compiled, via C, with some optimisations.
- Loosely based on Haskell, similarities with Agda, Epigram.
- Available from Hackage:
  - `cabal install idris`
  - Requires Boehm GC, `port install boehmgc`
- Tutorial notes online:
  - `http://idris-lang.org/tutorial`

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- “Research quality software”

Functions

The type of a function over vectors describes invariants of the input/output lengths.

e.g. the type of `vAdd` expresses that the output length is the same as the input length:

```
vAdd : Vect Int n -> Vect Int n -> Vect Int n;
vAdd VNil VNil = VNil;
vAdd (x :: xs) (y :: ys) = x + y :: vAdd xs ys;
```

The type checker works out the type of `n` implicitly, from the type of `Vect`.

Some Idris Features

IDRIS has several features to help support EDSL implementation. . .

- Full-Spectrum Dependent Types
- Compile-time evaluation
- Efficient executable code, via C
- Unification (type/argument inference)
- Plugin decision procedures
- Overloadable `do`-notation, idiom brackets
- Simple foreign function interface

. . . and I try to be responsive to feature requests!

Input and Output

I/O in Idris works in a similar way to Haskell. e.g. `readVec` reads user input and adds to an accumulator:

```
readVec : Vect Int n -> IO ( p ** Vect Int p );
readVec xs = do { putStr "Number: ";
                  val <- getInt;
                  if val == -1 then return <| _, xs |>
                               else (readVec (val :: xs));
                };
```

The program returns a *dependent pair*, which pairs a *value* with a *predicate* on that value.

Dependent Types in Idris

Dependent types allow types to be parameterised by *values*, giving a more precise description of data. Some data types in Idris:

```
data Nat = O | S Nat;
infixr 5 :: ; -- Define an infix operator

data Vect : Set -> Nat -> Set where  -- List with size
    VNil : Vect a O
  | (::) : a -> Vect a k -> Vect a (S k);
```

We say that `Vect` is *parameterised* by the element type and *indexed* by its length.

A Type Safe Interpreter

Notice that when we run the interpreter on functions *without* arguments, we get a translation into Idris:

```
Idris> interp Empty test
\ x : Int . \ x0 : Int . x + x0
Idris> interp Empty double
\ x : Int . x+x
```


Libraries

Libraries can be imported via `include "lib.idr"`. All programs automatically import `prelude.idr` which includes, among other things:

- Primitive types `Int`, `String`, `Float` and `Char`, plus `Nat`, `Bool`
- Tuples, dependent pairs.
- `Fin`, the finite sets.
- `List`, `Vect` and related functions.
- `Maybe` and `Either`
- The `IO` monad, and foreign function interface.

A Type Safe Interpreter

We have *partially evaluated* these programs. If we can do this reliably, and have reasonable control over, e.g., inlining, then we have a recipe for *efficient* verified EDSL implementation:

1. Design an EDSL which guarantees the resource constraints, represented as a dependent type
2. Implement the interpreter for that EDSL
3. Specialise the interpreter for concrete EDSL programs, using a partial evaluator

A Type Safe Interpreter

A common introductory example to dependent types is the type safe interpreter. The pattern is:

- Define a data type which represents the language and its typing rules.
- Write an interpreter function which evaluates this data type directly.

[demo: `interp.idr`]

[code available at `http://idris-lang.org/examples/dsl4ee.tgz`]

Resource Aware DSLs

Our concern is whether a resource is *valid* at a given time. We define resource types, and include a *time slice* in the state:

```
data ResTy = RTy Set;
ResState n = (Nat & Vect ResTy n);

rty : ResTy -> Set;
```

We parameterise *resources* over the time they are valid, and their location in a resource list:

```
data Resource : Nat -> Fin n -> ResTy -> Set where
    Res : {i:Fin n} -> rty a -> Resource t i a;
```


Resource Usage Verification

We have applied the type safe interpreter approach to a family of domain specific languages with *resource usage* properties, in their type:

- File handling
- Memory usage
- Concurrency (locks)
- Network protocol state

I will outline a generic framework for the construction of resource aware DSLs

Resource environments

An environment contains concrete resource values (compare to the well-typed interpreter earlier)

```
data ResEnv : Vect ResTy n -> Set where
    Empty  : ResEnv VNil
  | Extend : rty r -> ResEnv xs -> ResEnv (r :: xs);
```


Resource Aware DSLs

Our aim is to define a language for tracking resource usage *statically*. It will take the following form, a data type parameterised over a start and end state:

```
data RLang : Set -> ResState -> ResState -> Set where
   ...
```

An interpreter, given an environment of resources, runs a program which updates the environment:

```
rinterp : {s,s':ResState} ->
          ResEnv s -> RLang a s s' -> IO (a & s);
```

Resource IO operations

We can USE a value stored in a resource, provided the resource is valid in the current time slice:

```
USE : {i:Fin n} ->
      (rty a -> IOr b) -> Resource (fst s) i a ->
      ResIO b s s;
```

While the types of GET, PUT and USE may look complex (to ensure that resources are used only when valid) using them in a realistic example is more straightforward.

[demo: `safe-file.idr`]

Resource IO monad

We can now define a *resource state* monad, parameterised over the current state.

```
data ResIO : Set -> ResState n -> ResState n -> Set where
  ResIOp : (ResEnv (snd s) -> IO (a & ResEnv (snd s'))) ->
           ResIO a s s';

BIND : ResIO t s s' -> (t -> ResIO u s' s'') -> ResIO u s s'';
RETURN : a -> ResIO a s s;
```

Operations in this monad give a *DSL* for managing resources in general.

Conclusions

We have seen how IDRIS can be used to implement type-safe languages, with IDRIS's type system enforcing the type safety of the object language.

- Resource safety in particular is an important problem

This is not unique to IDRIS!

- Techniques equally applicable to Agda, Coq, Guru, Trellys, Haskell (with GADTs)...

Resource IO operations

For example, as in Haskell's `State` monad we may need to GET and PUT state:

```
GET : (i:Fin n) ->
      ResIO (Resource (fst s) i (vlookup i (snd s))) s s;
PUT : {i:Fin n} ->
      Resource (fst s) i (RTy a) -> rty b ->
      ResIO () s (Later s i b);
```

GET gives a value valid in the current time slice. PUT updates the time slice, using `Later`, which increments the time slice portion of the state.

Further Reading

- "Scrapping your Inefficient Engine: using Partial Evaluation to Improve Domain-Specific Language Implementation"
  — E. Brady and K. Hammond,
  In ICFP 2010.
- "Domain Specific Languages (DSLs) for Network Protocols"
  — S. Bhatti, E. Brady, K. Hammond and J. McKinna,
  In Next Generation Network Architecture 2009.
- "IDRIS — Systems Programming meets Full Dependent Types"
  — E. Brady, In PLPV 2011.
- `https://github.com/edwinb/ResIO` — Resource IO implementation
- `http://idris-lang.org/tutorial/`

For Discussion

Lots of interesting (resource related) problems fit into the EDSL framework:

- Concurrency, time/space usage, security, power consumption, AI/planning . . .

These are all problems in Computer Science (because that's what I know!)

- Where else might resource aware DSLs and dependent types in general fit?

Related Work

- "Parameterised Notions of Computation"
  — Robert Atkey,
  In MSFP 2006
- "The Power of Pi"
  — N. Oury and W. Swierstra,
  In ICFP 2008
- "Security Typed Programming Within Dependently Typed Programming"
  — J. Morgenstern and D. Licata,
  In ICFP 2010