What are dependent types?

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Agenda for today

- 1. Lambda cube
- 2. Curry-Howard isomorphism
- 3. A taste of Coq

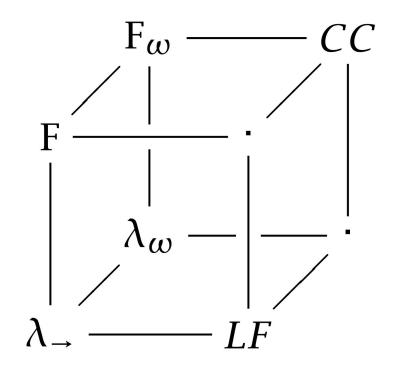


Figure credit: Benjamin C. Pierce, Types and Programming Languages

The lambda cube

The simply-typed lambda calculus

Term syntax (t):

- X
- λx:T.t
- tt

Type syntax (T):

 $\bullet \quad \mathsf{T} \to \mathsf{T}$

System F: polymorphism

Term syntax (t):

- X
- λx:T.t
- tt
- ∧X.t
- t[T]

Type syntax (T):

- $\bullet \quad \mathsf{T} \to \mathsf{T}$
- X
- ∀X.T

System $\lambda \omega$: type operators

Term syntax (t):

- X
- λx:T.t
- tt

Type syntax (T):

- $\bullet \quad T \longrightarrow T$
- X
- λX: K. T
- T1

Kind syntax (K):

- * → *

System LF: dependent types

Term syntax (t):

- X
- λx:T.t
- tt

Type syntax (T):

- ∏x:T.T
- Tt

Kind syntax (K):

- •
- ∏x:T.K

The Curry-Howard isomorphism

Propositions as types

Types:

- 1. Function type
- 2. Product type
- 3. Sum type
- 4. Dependent product (∏) type
- 5. Dependent sum (Σ) type
- 6. Inhabited types
- 7. The typing rule for application
- 8. Call/cc
- 9. ..

Logic:

- 1. Implication
- 2. Conjunction
- 3. Disjunction
- 4. Universal quantification
- 5. Existential quantification
- 6. Provable theorems
- 7. Modus ponens
- 8. Peirce's law
- 9. ..

```
Inductive day : Type :=
 monday : day
 tuesday : day
 wednesday : day
 thursday : day
 friday : day
 saturday : day
 sunday : day.
```

```
Definition next weekday (d : day) : day :=
 match d with
  monday => tuesday
  tuesday => wednesday
  wednesday => thursday
  thursday => friday
  | friday => monday
  saturday => monday
  sunday => monday
  end.
```

```
Inductive True : Prop :=
I : True.
Inductive False : Prop := .
Inductive and (P Q : Prop) : Prop :=
| conj : P -> Q -> (and P Q).
```

```
Definition iff (P \ Q : Prop) := and (P \rightarrow Q) (Q \rightarrow P).
Inductive or (P Q : Prop) : Prop :=
or introl : P -> or P Q
or intror : Q \rightarrow or P Q.
Definition not (A : Prop) := A -> False.
Inductive eq (X : Type) : X -> X -> Prop :=
refl equal : forall x, eq X x x.
```

```
Inductive nat : Type :=
                                                  Theorem two_even : even 2.
0 : nat
                                                  Proof.
S : nat \rightarrow nat.
                                                    apply even S.
                                                    apply odd S.
Inductive even : nat -> Prop :=
                                                    apply even 0.
even 0 : even 0
                                                  Qed.
even S : forall n, odd n -> even (S n)
with odd : nat -> Prop :=
  odd_S : forall n, even n -> odd (S n).
```

```
Inductive sig {A : Type} (P : A -> Prop) : Type :=
exist: forall x : A, P x \rightarrow sig P.
Theorem two even : even 2.
Proof. apply even S. apply odd S. apply even O. Qed.
Definition two : even nat := exist even 2 two even.
```

Thanks!

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References:

- 1. Benjamin C. Pierce, <u>Software Foundations</u>
- 2. Adam Chlipala, <u>Certified Programming with</u>
 <u>Dependent Types</u>
- 3. Benjamin C. Pierce, <u>Types and</u>
 <u>Programming Languages</u>
- 4. Benjamin C. Pierce, <u>Advanced Topics in</u>
 <u>Types and Programming Languages</u>