

Do it yourself: Design and metatheory of a λ -calculus with dependent types.

2018-01-12

The objectives of this session:

- Design a type system from scratch.
- Introduce a dependently-typed representational language.
- Study the implementation techniques for conversion rules.

Instructions:

- Do the exercise at your own pace, ask for help from me or your classmates. It is more important to do things properly than to do them quickly.
- You can send me your answers by email¹ or by dropping them in my mail box at the third floor of Sophie Germain building. If I receive them before next Tuesday, I will give you my feedback during the next session.

1 Type system

We consider the following syntax for λ_π , a λ -calculus with dependent types.

$t ::= x$	Terms	$\tau ::= \alpha$	Types
$\quad \quad t u$		$\quad \quad \pi(x : \tau). \tau$	
$\quad \quad \lambda(x : \tau). t$		$\quad \quad \tau t$	

where x, y, \dots denote identifiers taken in some enumerable set \mathcal{I} and α, β, \dots denote type identifiers taken in some enumerable set \mathcal{V} .

One specificity of this type algebra is to include a **dependent product** construction for function types. The inhabitants of the type $\pi(x : \tau_1). \tau_2$ are the functions that take a value x of type τ_1 as input to produce a value of type τ_2 where x can be a free variable of τ_2 . Typically, the constructor for vectors of T can be given the types:

$$\begin{aligned} \text{nil} &: \text{list } 0 \\ \text{cons} &: \pi(n : \mathbf{nat}). \pi(x : T). \pi(l : \text{list } n). \text{list } (n + 1) \end{aligned}$$

For the sake of conciseness, we write $\tau_1 \rightarrow \tau_2$ for $\pi(x : \tau_1). \tau_2$ where x is not free in τ_2 . For instance:

$$\text{cons} : \pi(n : \mathbf{nat}). T \rightarrow \text{list } n \rightarrow \text{list } (n + 1)$$

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Exercise 1:

1. Notice that terms can appear in types. Therefore, a type can be ill-formed because it contains an ill-typed term. Propose a syntax for kinds, which will serve as “types for types”. Deduce the shape of the judgments needed to define the type system of λ_π .
2. Propose typing rules for term variables, term abstractions and term applications.
3. Motivate the introduction of a conversion rule for this type system. What equivalence should we use on types? on kinds? Give the rules for these equivalences.

2 λ_π as a representational language

Consider the following (incomplete) signature:

term	:	\star
app	:	$\text{term} \rightarrow \text{term} \rightarrow \text{term}$
lam	:	$\text{ty} \rightarrow (\text{term} \rightarrow \text{term}) \rightarrow \text{term}$
ty	:	\star
arrow	:	$\text{ty} \rightarrow \text{ty} \rightarrow \text{ty}$
iota	:	ty
of	:	$\text{term} \rightarrow \text{ty} \rightarrow \star$
tc-app	:	$\pi(tu : \text{term}).\pi(ab : \text{ty}).\text{of } t (\text{arrow } a \ b) \rightarrow \text{of } u \ a \rightarrow \text{of } (\text{app } t \ u) \ b$
tc-lam	:	$?$

This signature is meant to encode the simply typed λ -calculus using the technique called higher-order abstract syntax. Roughly speaking, the idea behind this encoding is to reuse the λ -abstraction of λ_π to encode the λ -abstraction of the object language (here the STLC). For instance, the term of $\lambda(x : \iota).x$ is encoded by:

lam iota ($\lambda x.x$)

1. Why is it no constant for the variable constructor of the STLC terms?
2. Propose a type for tc-lam.
3. Give the well-typed term that encodes the following judgment of STLC:

$$\emptyset \vdash (\lambda(f : \iota \rightarrow \iota)(x : \iota).fx)(\lambda(x : \iota).x) : \iota \rightarrow \iota$$

4. Why is λ_π often called a “Logical Framework”?

3 Efficient convertibility decision procedure

1. Is every well-typed term of λ_π strongly normalizing?
2. Deduce a naive algorithm from the previous question.
3. What are weak head normal forms?
4. How weak head normalization can help in implementing a more efficient decision procedure (in the negative case)?