

futurice

Write yourself a typed functional language

Oleg Grenrus

variable	$\frac{\Gamma(x) = \tau}{\Gamma \vdash x \Rightarrow \tau} \text{VAR}$
annotated term	$\frac{\Gamma \vdash p \Leftarrow \sigma \quad p \Rightarrow \tau}{\Gamma \vdash x : \rho \Rightarrow \tau} \text{ANN}$
dependent function space	$\frac{(x, s', s'') \in S \quad \Gamma \vdash p \Leftarrow s \quad p \Rightarrow \tau \quad \Gamma, x : \tau \vdash p' \Leftarrow s''}{\Gamma \vdash \lambda x : \rho. p' \Rightarrow s''}$
application	$\frac{\Gamma \vdash e \Rightarrow \lambda x : \tau. \tau' \quad \Gamma \vdash e' \Leftarrow \tau \quad \tau'[x \mapsto e'] \Rightarrow \tau''}{\Gamma \vdash e e' \Rightarrow \tau''}$
sort	$\frac{s : s' \in \mathcal{A}}{\Gamma \vdash s \Rightarrow s'} \text{AXIOM}$
Natural numbers.	We assume they are type. (Or we could parametrise them by sort!)
Zero.	$\frac{* \in S}{\Gamma \vdash N \Rightarrow *}$
Successor	$\overline{\Gamma \vdash \text{Zero} \Rightarrow N}$
Natural numbers elimination.	$\frac{\Gamma \vdash n \Leftarrow N}{\Gamma \vdash \text{Succ } n \Rightarrow N}$
Here we have to assume the target sort (or parametrise further!)	

- Read a paper about type systems
- Implement a prototype
- ...
- Profit!

- Read a paper about type systems
- Implement a prototype
- ...
- Profit! = understand the paper

A tutorial implementation of a dependently typed lambda calculus

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Abstract. We present the type rules for a dependently typed core calculus together with a straightforward implementation in Haskell. We explicitly highlight the changes necessary to shift from a simply-typed lambda calculus to the dependently typed lambda calculus. We also describe how to extend our core language with data types and write several small example programs. The article is accompanied by an executable interpreter and example code that allows immediate experimentation with the system we describe.

1. Introduction

Most functional programmers are hesitant to program with dependent types. It is said that type checking becomes undecidable; the type checker will always loop; and that dependent types are just really, really, hard.


Me

- Oleg Grenrus, @phadej

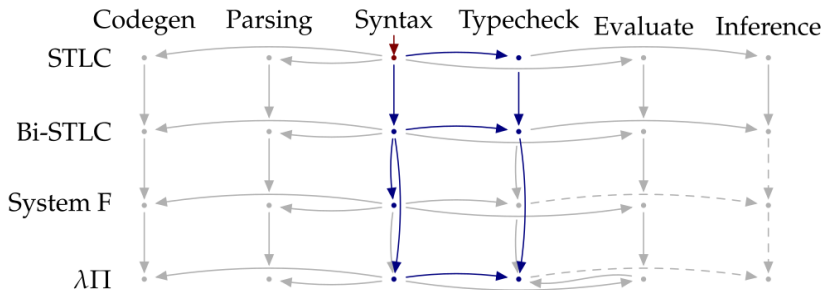
Me

- Oleg Grenrus, @phadej
- I work at **futurice**

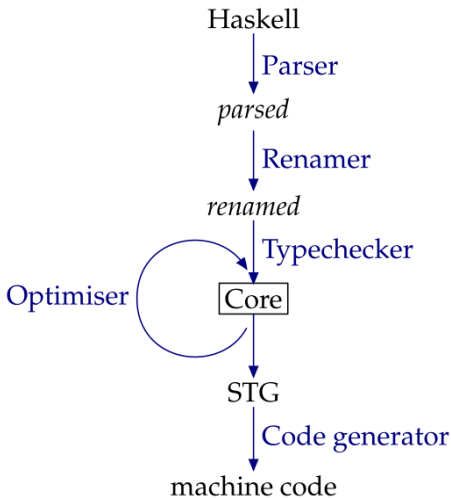
Me

- Oleg Grenrus, @phadej
- I work at **futurice**
- I co-organise the HaskHel-meetup 

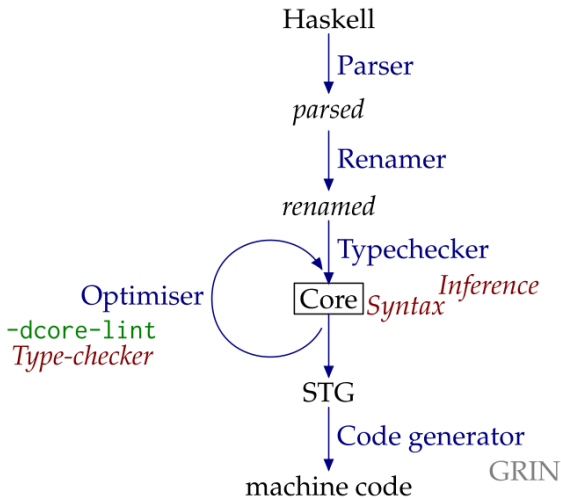
- **Type-systems:** STLC, System F, dependent types...
- **"problems":** representing syntax, type-checking, evaluation, type-inference...
- $n \times m$ combinations!



Comparison to real compiler (= GHC)



Comparison to real compiler (= GHC)



Simple Typed Lambda Calculus

STLC

Term

x	variable
$f\ x$	application
$\lambda(x : t) \rightarrow b$	abstraction

STLC

Term

x	variable
$f\ x$	application
$\lambda(x : t) \rightarrow b$	abstraction

This is a typed language, so we annotate λ with an explicit type

STLC

Term

x	variable
$f\ x$	application
$\lambda(x : t) \rightarrow b$	abstraction

$const_{\text{Int}, \text{Bool}} := \lambda(x : \text{Int}) \rightarrow \lambda(y : \text{Bool}) \rightarrow x$

$apply_{\text{Char}, \text{Foo}} := \lambda(f : \text{Char} \rightarrow \text{Foo}) \rightarrow \lambda(x : \text{Char}) \rightarrow f\ x$

$example := mapIntInt\ (\lambda(x : \text{Int}) \rightarrow sq\ x)$

STLC

Term

x	variable
$f\ x$	application
$\lambda(x : t) \rightarrow b$	abstraction

$const_{\text{Int}, \text{Bool}} := \lambda(x : \text{Int}) \rightarrow \lambda(y : \text{Bool}) \rightarrow x$

$apply_{\text{Char}, \text{Foo}} := \lambda(f : \text{Char} \rightarrow \text{Foo}) \rightarrow \lambda(x : \text{Char}) \rightarrow f\ x$

$example := mapIntInt\ (\lambda(x : \text{Int}) \rightarrow sq\ x)$

Difficulties with λ terms

α -equivalence:

$$\lambda(x : \tau) \rightarrow x \equiv \lambda(y : \tau) \rightarrow y$$

Capture avoiding substitution:

$$(\lambda(x : \tau) \rightarrow \lambda(y : \sigma) \rightarrow x) y \rightsquigarrow \lambda(z : \sigma) \rightarrow y \not\equiv \lambda(y : \sigma) \rightarrow y$$

$a \rightsquigarrow b$: a reduces to b

How to represent names?

```
Term          data ExprText
x              = Var Text
f x           | App Expr Expr
 $\lambda(x:t) \rightarrow b$  | Lam Text Ty Expr
```

```
App (Var "mapIntInt") $
  Lam "x" (Ty "Int") $
    App (Var "sq") (Var "x")
```

Bad idea: both equivalence and substitution are difficult

Names: Raw Text

- **α -equivalence:** We need to maintain a mapping of names. Lambdas make that mapping trickier!
- **Capture avoiding substitution:** We need to rename terms, and also come up with fresh names.

Names: de Bruijn indices

```

Term          data ExprDeBruijn
c              = Free Text
x              | Bound Natural    ← index
f x            | App Expr Expr
 $\lambda(x:t) \rightarrow b$  | Lam Ty Expr
  
```

```

App (Var "mapIntInt") $
  Lam (Ty "Int") $
    App (Var "sq") (Bound 0)
  
```

equivalence easy, substitution difficult

Names: de Bruijn indices

- **α -equivalence**: Structural equality, Eq
- **Capture avoiding substitution**: Some index juggling to get right

$$\begin{aligned}
 & \lambda(f : A \rightarrow A) \rightarrow (\lambda(x : A) \rightarrow \mathbf{f} \ x) \ y \\
 \equiv & \lambda(A \rightarrow A) \rightarrow (\lambda A \rightarrow \mathbf{1} \ 0) \ y \\
 \rightsquigarrow & \lambda(A \rightarrow A) \rightarrow \mathbf{0} \ y \\
 \equiv & \lambda(f : A \rightarrow A) \rightarrow \mathbf{f} \ y
 \end{aligned}$$

Names: HOAS

```

Term          data ExprHOAS
c              = Free Text
f x           | App Expr Expr
 $\lambda(x:t) \rightarrow b$  | Lam (Expr -> Expr)  $\leftarrow$  Haskell function
  
```

```

App (Var "mapIntInt") $
  Lam (Ty "Int") $ \x ->
    App (Var "sq") x
  
```

equivalence difficult, substitution easy (and fast!)

Names: HOAS

- **α -equivalence**: cannot compare functions for equality!
- **Capture avoiding substitution**: "Outsourced" to the host language.

$$\begin{aligned}
 & \lambda(f : A \rightarrow A) \rightarrow (\lambda(x : A) \rightarrow f\ x)\ y \\
 \equiv & \text{Lam } \$ \backslash f \rightarrow \text{App } (\text{Lam } \$ \backslash x \rightarrow f\ x)\ y \\
 \rightsquigarrow & \text{Lam } \$ \backslash f \rightarrow f\ y \\
 \equiv & \lambda(f : A \rightarrow A) \rightarrow f\ y
 \end{aligned}$$

bound in one slide

“de Bruijn notation as a nested datatype” by Bird and Paterson, JFP99

$f \sim \text{Expr}$

```
abstract1 :: (Monad f, Eq a)
           => a -> f a -> Scope () f a
```

```
instantiate1 :: Monad f
             => f a -> Scope n f a -> f a
```

```
(>>>=) :: Monad f
        => Scope n f a
        -> (a -> f b)
        -> Scope n f b
```

$\text{Scope } n \ f \ a$ is a $f \ a$ with n holes of $f \ a$ shape.

Names: bound

Term	data Expr a
x	= Var a
$f\ x$	App (Expr a) (Expr a)
$\lambda(x:t) \rightarrow b$	Lam Ty (Scope ()) Expr a

```
App (Var "mapIntInt") $  
  Lam (Ty "Int") $ abstract1 "x" $  
    App (Var "sq") (Var "x")
```

equality easy (Eq), good enough for evaluation

STLC - Type-checking

Type-checking

```
typeCheck
  :: (a -> Maybe Ty)
  -> Expr a
  -> Maybe Ty

typeCheck ctx expr0 = do
  exprTy <- traverse ctx expr0
  go expr
  where
    go :: Expr Ty -> Maybe Ty
```

Working with bound version of Expr

Type-checking

typeCheck

`:: (a -> Maybe Ty)`

`-> Expr a`

`-> Maybe Ty`

```
typeCheck ctx expr0 = do
  exprTy <- traverse ctx expr0
  go expr
```

where

`go :: Expr Ty -> Maybe Ty`

context: types of free variables

Type-checking

```
typeCheck
  :: (a -> Maybe Ty)
  -> Expr a
  -> Maybe Ty
typeCheck ctx expr0 = do
  exprTy <- traverse ctx expr0
  go expr
where
  go :: Expr Ty -> Maybe Ty
```

traverse is an answer to many questions

Type-checking

```
typeCheck
  :: (a -> Maybe Ty)
  -> Expr a
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typeCheck ctx expr0 = do
  exprTy <- traverse ctx expr0
  go expr
where
  go :: Expr Ty -> Maybe Ty
```

go is a recursive work horse

Type-checking: Var

$$\frac{}{\Gamma, x:A \vdash x:A} \text{Var}$$

go (Var ty) = return ty

As variables carry their / “are” types, we know their types

Type-checking: Lam

$$\frac{\Gamma, x:A \vdash e:B}{\Gamma \vdash \lambda(x:A) \rightarrow e : A \rightarrow B} \text{Lam}$$

```
go (Lam a e) = do
  b <- go (instantiate1 (Var a) e)
  return (a :-> b)
```


Type-checking: Lam

$$\frac{\Gamma, x:A \vdash e:B}{\Gamma \vdash \lambda(x:A) \rightarrow e : A \rightarrow B} \text{Lam}$$

```
go (Lam a e) = do
  b <- go (instantiate1 (Var a) e)
  return (a :-> b)
```

We are checking the highlighted term

`a :: Ty`

`e :: Scope () Expr a`

Type-checking: Lam

$$\frac{\Gamma, \boxed{x:A \vdash e:B}}{\Gamma \vdash \lambda(x:A) \rightarrow e:A \rightarrow B} \text{Lam}$$

go (Lam a e) = do

b <- go (instantiate1 (Var a) e)

return (a :-> b)

Recursively checking the function body...

`instantiate1 :: f a -> Scope n f a -> f a`

Type-checking: Lam

$$\frac{\Gamma, x:A \vdash e:B}{\Gamma \vdash \lambda(x:A) \rightarrow e: A \rightarrow B} \text{Lam}$$

```
go (Lam a e) = do
  b <- go (instantiate1 (Var a) e)
  return (a :-> b)
```

And concluding with a function type

Type-checking: App

$$\frac{\Gamma \vdash f : A \rightarrow B \quad \Gamma \vdash x : A}{\Gamma \vdash f\ x : B} \text{App}$$

```
go (App f x) = do
  ft <- go f
  case ft of
    a :-> b -> do
      xt <- go x
      guard (a == xt)
      return b
    _ -> fail "function type expected"
```

Type-checking: App

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go (App f x) = do
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Type-checking: App

$$\frac{\Gamma \vdash \boxed{f} : A \rightarrow B \quad \Gamma \vdash x : A}{\Gamma \vdash f\ x : B} \text{App}$$

```
go (App f x) = do
```

```
  ft <- go f
```

```
  case ft of
```

```
    a :-> b -> do
```

```
      xt <- go x
```

```
      guard (a == xt)
```

```
      return b
```

```
    _ -> fail "function type expected"
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Type-checking: App

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      xt <- go x
      guard (a == xt)
      return b
    _ -> fail "function type expected"
```

Bidirectional type systems

Type annotations

method :: Foo → Bar → Quux

method *x y* = *foo* *x* (*mkQuux* *y* :: Baz)

- In Haskell we like top-level type-signatures. Also in expressions (not so common).

Type annotations

```
method :: Foo → Bar → Quux
method x y = foo x (mkQuux y :: Baz)
```

- In Haskell we like top-level type-signatures. Also in expressions (not so common).

- $method := (\lambda(x : \text{Foo}) \rightarrow \lambda(y : \text{Bar}) \rightarrow \text{foo } x \text{ (mkQuux } y : \text{Baz}))$
: Foo → Bar → Quux

Can't we just add Ann constructor?

Term	data Expr a
x	= Var a
f x	App (Expr a) (Expr a)
$\lambda(x:t) \rightarrow b$	Lam Ty (Scope ()) Expr a)
$x:t$	Ann (Expr a) Ty

Can't we just add Ann constructor?

Term	data Expr a
x	= Var a
$f\ x$	App (Expr a) (Expr a)
$\lambda(x:t) \rightarrow b$	Lam Ty (Scope () Expr a)
$x:t$	Ann (Expr a) Ty

This works, but do we need a type annotation in Lam?

method := ($\lambda(x: \text{Foo}) \rightarrow \lambda(y: \text{Bar}) \rightarrow \text{foo } x\ (\text{mkQuux } y: \text{Baz}))$
 : **Foo** \rightarrow Bar \rightarrow Quux

Bidirectional STLC

Bidirectional type system requires less type annotations.
Closer to an ideal surface language. Split Expr into two syntactic categories:

```
Synthed  data Syn a
x         = Var a
s c       | App (Syn a) (Chk a)
c : t     | Ann (Chk a) Ty
```

```
Checked  data Chk a
s         = Syn (Syn a)
 $\lambda x \rightarrow c$  | Lam (ScopeH () Chk Syn a)
```

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```
Synthed  data Syn a
x         = Var a
s c       | App (Syn a) (Chk a)
c : t     | Ann (Chk a) Ty
```

```
Checked  data Chk a
s         = Syn (Syn a)
λx → c    | Lam (ScopeH () Chk Syn a)
          | Lam (Scope () Expr a)
```

bound-extras in one slide

```
abstract1H :: (Functor f, Monad m, Eq a)
            => a -> f a -> ScopeH () f m a
```

```
instantiate1H :: Module f m
              => m a -> ScopeH b f m a -> f a
```

```
(>>==) :: Module f m
        => ScopeH n f m a
        -> (a -> m b)
        -> ScopeH n f m b
```

bound \leftrightarrow bound-extras

- Scope n f a is a f a with n holes of f a shape.
- ScopeH n f m a is a f a with n holes of m a shape.

bound \leftrightarrow bound-extras

- Scope n f a is a f a with n holes of f a shape.
- ScopeH n f m a is a f a with n holes of m a shape.

Type-checking

```
typeCheck :: (a -> Maybe Ty) -> Syn a -> Maybe Ty
typeCheck ctx expr0 = do
    exprTy <- traverse ctx expr0
    type_ exprTy
where
    type_ :: Syn Ty -> Maybe Ty
    check_ :: Chk Ty -> Ty -> Maybe ()
```

Type-checking

```
typeCheck :: (a -> Maybe Ty) -> Syn a -> Maybe Ty  
typeCheck ctx expr0 = do
```

```
  exprTy <- traverse ctx expr0
```

```
  type_ exprTy
```

```
  where
```

```
    type_ :: Syn Ty -> Maybe Ty
```

```
    check_ :: Chk Ty -> Ty -> Maybe ()
```

Same as with unidirectional STLC

Type-checking

```
typeCheck :: (a -> Maybe Ty) -> Syn a -> Maybe Ty
typeCheck ctx expr0 = do
  exprTy <- traverse ctx expr0
  type_ exprTy
  where
    type_ :: Syn Ty -> Maybe Ty
    check_ :: Chk Ty -> Ty -> Maybe ()
```

Two syntactic categories \Rightarrow two functions

Type synthesis: Var

$$\frac{}{\Gamma, x:A \vdash x \in A} \text{Var}$$

`type_ (Var ty) = return ty`

This is the same as in ordinary STLC

Type synthesis: App

$$\frac{\Gamma \vdash f \in A \rightarrow B \quad \Gamma \vdash x \ni A}{\Gamma \vdash f\ x \in B} \text{App}$$

```
type_ (App f x) = do
  ft <- type_ f
  case ft of
    a :-> b -> do
      xt <- go x
      guard (a == xt)
      check_ x a
      return b
    _ -> fail "function type expected"
```

Type checking: Lam

$$\frac{\Gamma, x:A \vdash e \ni B}{\Gamma \vdash \lambda x \rightarrow e \ni A \rightarrow B} \text{Lam}$$

```
check_ (Lam x) (a :-> b) =
  check_ (instantiate1H (Var a) x) b
check_ (Lam _) _ = Nothing
```

Type checking: Lam

$$\frac{\Gamma, x:A \vdash e \ni B}{\Gamma \vdash \lambda x \rightarrow e \ni A \rightarrow B} \text{Lam}$$

```
check_ (Lam a x) (a :-> b) =
  b <- go (instantiate1 (Var a) x)
  return (a :-> b)
  check_ (instantiate1H (Var a) x) b
check_ (Lam _) _ = Nothing
```

Type checking: Ann and Syn

$$\frac{\Gamma \vdash x \ni A}{\Gamma \vdash x : A \in A} \text{Ann} \qquad \frac{\Gamma \vdash x \in A}{\Gamma \vdash x \ni A} \text{Syn}$$

```
type_ (Ann x t) = do
  check_ x t
  return t
```

```
check_ :: Chk Ty -> Ty -> Maybe ()
check_ (Syn x) t = do
  t' <- type_ x
  guard (t == t')
```

Briefly on System F

System F

```
data Ty a
  = Ty a
  | Ty a :-> Ty a
  | Forall (Scope ()) Ty a)
```

Polymorphic types

.

System F

```
data Ty a
  = Ty a
  | Ty a :-> Ty a
  | Forall (Scope () Ty a)

data Syn b a = ...
  | AppTy (Syn b a) (Ty b)
data Chk b a = ...
  | LamTy (ScopeH (Flip Chk a) Ty b)
```

.

System F

```
data Ty a
  = Ty a
  | Ty a :-> Ty a
  | Forall (Scope ()) Ty a)
```

```
data Syn b a = ...
  | AppTy (Syn b a) (Ty b)
```

```
data Chk b a = ...
  | LamTy (ScopeH (Flip Chk a) Ty b)
```

Think TypeApplications: `foo @Int`

.

System F

```
data Ty a
  = Ty a
  | Ty a :-> Ty a
  | Forall (Scope ()) Ty a)
```

```
data Syn b a = ...
  | AppTy (Syn b a) (Ty b)
```

```
data Chk b a = ...
  | LamTy (ScopeH (Flip Chk a) Ty b)
```

Soon in GHC: polymorphic @a = ...

.

λΠ

$\lambda\Pi$

```
data Syn a
  = Var a
  | App (Syn a) (Chk a)
  | Ann (Chk a) Ty
```

```
data Chk a
  = Syn (Syn a)
  | Lam (ScopeH () Chk Syn a)
```

Let's start with Bi-STLC

$\lambda\Pi$

```
data Syn a
  = Var a
  | App (Syn a) (Chk a)
  | Ann (Chk a) (Syn a)
```

```
data Chk a
  = Syn (Syn a)
  | Lam (ScopeH () Chk Syn a)
```

Types are terms

$\lambda\Pi$

```
data Syn a
  = Var a
  | App (Syn a) (Chk a)
  | Ann (Chk a) (Syn a)
  | Syn a :-> Syn a

data Chk a
  = Syn (Syn a)
  | Lam (ScopeH () Chk Syn a)
```

A constructor for function type

$\lambda\Pi$

```
data Syn a
  = Var a
  | App (Syn a) (Chk a)
  | Ann (Chk a) (Syn a)
  | Pi (Syn a) (Scope () Syn a)
```

```
data Chk a
  = Syn (Syn a)
  | Lam (ScopeH () Chk Syn a)
```

$\Pi(x : A) \rightarrow B$ is a dependent function type, generalisation of $A \rightarrow B$ and $\forall A.B$

$\lambda\Pi$

```
data Syn a
  = Var a
  | App (Syn a) (Chk a)
  | Ann (Chk a) (Syn a)
  | Pi (Syn a) (Scope () Syn a)
  | Type
data Chk a
  = Syn (Syn a)
  | Lam (ScopeH () Chk Syn a)
```

Type is a type of types e.g. $\text{Int} : \text{Type}$,
but also including $\Pi(x : A) \rightarrow B : \text{Type}$ and $\text{Type} : \text{Type}$

`evalSyn :: Syn a -> Value a`

- Even in System F types are naturally in **normal form**
- Dependent types are tricky: we need to normalise/evaluate them before comparing.
- Let's assume we have a function
`evalSyn :: Syn a -> Value a`
where `Value a` is a term in normal form.

Type-checking: Type

$$\frac{}{\Gamma \vdash \text{Type} \in \text{Type}} \text{Type}$$

```
type_ ctx Type = return VType
```

Type-checking: Type

$$\frac{}{\Gamma \vdash \text{Type} \in \text{Type}} \text{Type}$$

type_ ctx Type = return VType

We pass ctx for technical reasons.

Type-checking: Ann

$$\frac{\Gamma \vdash A \in \text{Type} \quad A \rightsquigarrow A' \quad \Gamma \vdash x \ni A'}{\Gamma \vdash x : A \in A'} \text{Ann}$$

```

type_ ctx (Ann x a) = do
  at <- type_ ctx a
  guard (at == VType)
  let a' = evalSyn a
  check_ ctx x a'
  return a'

```

Type-checking: Ann

$$\frac{\Gamma \vdash A \in \text{Type} \quad A \rightsquigarrow A' \quad \Gamma \vdash x \ni A'}{\Gamma \vdash \boxed{x : A} \in A'} \text{Ann}$$

```

type_ ctx  $\boxed{\text{Ann } x \ a}$  = do
  at <- type_ ctx a
  guard (at == VType)
  let a' = evalSyn a
  check_ ctx x a'
  return a'

```

Type-checking: Ann

$$\frac{\Gamma \vdash A \in \text{Type} \quad A \rightsquigarrow A' \quad \Gamma \vdash x \ni A'}{\Gamma \vdash x : A \in A'} \text{Ann}$$

```

type_ ctx (Ann x a) = do
  at <- type_ ctx a
  guard (at == VType)
  let a' = evalSyn a
  check_ ctx x a'
  return a'

```

Type-checking: Ann

$$\frac{\Gamma \vdash A \in \text{Type} \quad A \rightsquigarrow A' \quad \Gamma \vdash x \ni A'}{\Gamma \vdash x : A \in A'} \text{Ann}$$

```

type_ ctx (Ann x a) = do
  at <- type_ ctx a
  guard (at == VType)
  let a' = evalSyn a
  check_ ctx x a'
  return a'

```


Type-checking: Ann

$$\frac{\Gamma \vdash A \in \text{Type} \quad A \rightsquigarrow A' \quad \Gamma \vdash \boxed{x \ni A'}}{\Gamma \vdash x : A \in A'} \text{Ann}$$

```

type_ ctx (Ann x a) = do
  at <- type_ ctx a
  guard (at == VType)
  let a' = evalSyn a
  check_ ctx x a'
  return a'

```

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```

Type-checking: App

$$\frac{\Gamma \vdash f \in \Pi(y : A) \rightarrow B \quad \Gamma \vdash x \ni A \quad B[y \mapsto x] \rightsquigarrow B'}{\Gamma \vdash f x \in B'} \text{App}$$

```

type_ ctx (App f x) = do
  f' <- type_ ctx f
  case f' of
    VPi a b -> do
      check_ ctx x a
      let b' = S.instantiate1 (evalChk x) b
      return b'
    _ -> fail "Pi type expected"

```

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```
type_ ctx (App f x) = do
```

```
  f' <- type_ ctx f
```

```
  case f' of
```

```
    VPi a b -> do
```

```
      check_ ctx x a
```

```
      let b' = S.instantiate1 (evalChk x) b
```

```
      return b'
```

```
    _ -> fail "Pi type expected"
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```

Type-checking: App

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  f' <- type_ ctx f
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      check_ ctx x a
      let b' = S.instantiate1 (evalChk x) b
      return b'
    _ -> fail "Pi type expected"

```


Conclusion

- We went through STLC, bidirectional type systems, dependent types
- `bound(-extras)` handle technical bits for us
- Typing rules are itself a very concise language (we hopefully understand now)

futurice

Thank you!
Questions?



Oleg Grenrus

@phadej

github.com/phadej/language-pts

hackage.haskell.org/package/bound-extras

Extra slides

Linear types!

- You can do linear types too!
- rules are more complicated, so is the code.

$$\frac{\Delta \vdash f : A \multimap B; \Delta' \quad \Delta' \vdash x : A; \Delta''}{\Delta \vdash f x : B; \Delta''} \text{Lin-App}$$

```

type Check :: Eq a => (a -> Maybe Ty) -> Expr a -> Maybe Ty
type Check ctx expr = evalStateT (go expr) ctx

go :: ∀a. Eq a => Expr a -> StateT (a -> Maybe Ty) Maybe Ty
go (Var x) = do
  ctx ← get
  case ctx x of
    Nothing -> fail "unbound variable"
    Just ty -> do
      put (λy -> if x == y then Nothing else ctx y)
      return ty
go (App f x) = do
  ft ← go f
  case ft of
    (a -> b) -> do
      xt ← go x
      guard (a == xt)
      return b
    _ -> fail "Function type expected"
go (Lam a x) =
  let x' :: Expr (Var ()) a
      x' = fromScope x
  in StateT § λctx0 -> do
    let ctx1 :: Var () a -> Maybe Ty
        ctx1 = unvar (const (Just a)) ctx0
    (b, ctx2) ← runStateT (go x') ctx1
    case ctx2 (B ()) of
      Nothing -> do
        let ctx3 :: a -> Maybe Ty
            ctx3 = ctx2 ∘ F
        return (a -> b, ctx3)
      Just _ -> fail "non consumed"

```

Typechecker may elaborate!

For example from bidirectional to unidirectional:

$toSTLC :: (a \rightarrow \text{Maybe Ty}) \rightarrow \text{Syn } a \rightarrow \text{Maybe (Ty, Uni.Expr } a)$

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$toSTLC = type_ where$

$type_ :: (a \rightarrow \text{Maybe Ty}) \rightarrow \text{Syn } a \rightarrow \text{Maybe (Ty, Uni.Expr } a)$

$check_ :: (a \rightarrow \text{Maybe Ty}) \rightarrow \text{Chk } a \rightarrow \text{Ty} \rightarrow \text{Maybe (Uni.Expr } a)$

$type_ ctx (\text{Var } x) = do$

$ty \leftarrow ctx x$

$return (ty, \text{Uni.Var } x)$

$type_ ctx (\text{App } f x) = do$

$(ft, f') \leftarrow type_ ctx f$

$case ft of$

$(a : \rightarrow b) \rightarrow do$

$x' \leftarrow check_ ctx x a$

$return (b, \text{Uni.App } f' x')$

$_ \rightarrow \text{Nothing}$

... non-written things!

Using unification-fd library, we can write simple type inference:

```
infer (Var (ty, a)) = do
  pure (V a, ty)
infer (App f x) = do
  (x', a) ← infer x
  (f', ab) ← infer f
  case ab of
    UTerm (a' :⇒ b') → do
      unify a' a -- not guard, unify
      return (App f' x', b')
```

...