Agda Backends: A survey and a UHC backend prototype

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> xisting Backends

JS backend Epic backend



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▶ Why dependent types?

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▶ Why dependent types?

```
▶ head :: forall a . List a -> a
head (x:xs) = x
head [] = error "somethinguwentuwrong..."
```

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Why dependent types?

```
▶ head :: forall a . List a -> a
head (x:xs) = x
head [] = error "somethinguwentuwrong..."
```

Runtime crashes are possible in Haskell!

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- How to make sure at compile time that this doesn't happen?
- ▶ We need to encode the length of lists in the type

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- How to make sure at compile time that this doesn't happen?
- ▶ We need to encode the length of lists in the type

▶ data Nat : Set where

zero: Nat

succ: $Nat \rightarrow Nat$

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- How to make sure at compile time that this doesn't happen?
- We need to encode the length of lists in the type

▶ data Nat : Set where zero : Nat

 $succ: Nat \rightarrow Nat$

```
data Vec : (A: \mathsf{Set}) \to (n: \mathsf{Nat}) \to \mathsf{Set} where \mathsf{nil}: \forall \{A\} \to \mathsf{Vec}\ A \ \mathsf{zero} \mathsf{cons}: \forall \{A\ n\} \to A \to \mathsf{Vec}\ A \ n \to \mathsf{Vec}\ A \ (\mathsf{succ}\ n)
```

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Cont.

▶ We can now write the head function in Agda

```
▶ head1 : \forall {A \ n} \rightarrow Vec A \ n \rightarrow A
head1 (cons x \ xs) = x
head1 nil = ????
```

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Cont.

▶ We can now write the head function in Agda

```
▶ head1 : \forall {A \ n} \rightarrow Vec A \ n \rightarrow A
head1 (cons x \ xs) = x
head1 nil = ????
```

► This will not type check!

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Cont.

▶ We can now write the head function in Agda

```
head1 : ∀ {A n} → Vec A n → A
head1 (cons x xs) = x
head1 nil = ????
```

- ► This will not type check!
 - ▶ head2 : $\forall \{A \ n\} \rightarrow \text{Vec } A \text{ (succ } n) \rightarrow A$ head2 (cons $x \ xs$) = x
- ► The typechecker now knows that the nil-case cannot happen!

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Agda Summary

- ▶ Values can be used as types
- ▶ Types cannot influence value of an expression
- ▶ Functions need to be total

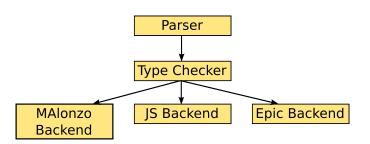
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Agda Architecture



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MAlonzo backend

- ► Targets Haskell
- Maintained
- ▶ Relies on GHC for optimizations

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MAlonzo - FFI

▶ Provides simple FFI to haskell

- Very limited
 - No class support
 - Can't export Agda datatypes
 - Not automatic

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MAlonzo - FFI

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MAlonzo - Code Generation

```
vecToStr: \forall \{A \ m\} \rightarrow (A \rightarrow \text{String})

\rightarrow \text{Vec } A \ m \rightarrow \text{String}

vecToStr f \ [] = ""

vecToStr f \ (x :: xs) = ", " ++ ((f \ x) ++ (\text{vecToStr } f \ xs))
```

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MAlonzo - Code Generation

```
d55 v0 v1 v2 v3
 = MAIonzo.RTE. mazCoerce
      (d_1_55 (MAlonzo.RTE. mazCoerce v0)
          (MAlonzo . RTE . mazCoerce v1)
          (MAlonzo.RTE. mazCoerce v2)
                                                                      MAlonzo backend
          (MAlonzo.RTE. mazCoerce v3))
  where d_1_55 v0 v1 v2 (C51 v3 v4 v5)
          = MAIonzo.RTE. mazCoerce
               (d33 (MAlonzo.RTE. mazCoerce ", ")
                   (MAlonzo.RTE. mazCoerce
  (d33 (MAlonzo .RTE. mazCoerce (v2 (MAlonzo .RTE. mazCoerce v4)))
     (MAlonzo . RTE . mazCoerce
        (d55 (MAlonzo .RTE . mazCoerce v0) (MAlonzo .RTE . mazCoerce v3)
            (MAlonzo .RTE . mazCoerce v2)
            (MAIonzo.RTE. mazCoerce v5)))))))
        d_1_55 v0 v1 v2 v3 = MAlonzo.RTE.mazIncompleteMatch name55
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```

MAlonzo - Summary

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- ▶ Produces 'strange' haskell code
- ► Can lead to size blow-up
 - 84 lines Agda 250'000 lines Haskell 300 Mb executable (CITE)



JS backend

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JS backend

- ► Targets Javascript
- Not maintained
- ▶ Very similar to MAlonzo

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Epic backend

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Epic backend

- ► Targets Epic
- ▶ Not maintained

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Epic

- ▶ Untyped-lambda calculus with some extensions
- ▶ Intended as building block for compilers
- ▶ Also not maintained

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Epic Language

Epic Language

```
\lambda x \rightarrow t
Con i \vec{t}
if t then t else t
case t of \vec{alt}
let x = t in t
lazy t
t ! i
```

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Epic - Nat Optimizations

data Nat : Set where

zero: Nat

succ: Nat -> Nat

{-# BUILTIN NATURAL Nat #-}

- Naive translation is horribly slow
- Can be transformed into arbitrary precision Integers
- Automatic detection of Nat-like datatypes

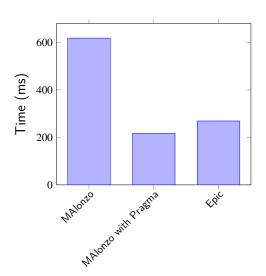
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Nat Performance



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Comparison

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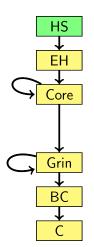
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UHC Compiler



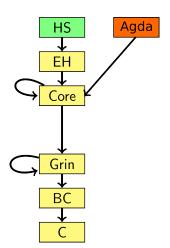
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UHC Compiler



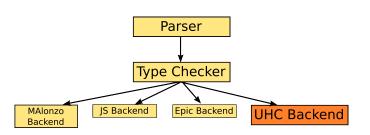
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UHC Backend



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Epic vs UHC Core

Epic Language			UHC Core		
t	::=	x	t	::=	x
		$t \vec{t}$			t t
		$\lambda x \to t$			$\lambda x \to t$
		Con $i \vec{t}$			Con $i \vec{t}$
		if t then t else t			
		case t of \overrightarrow{alt}			case t of \vec{alt}
		let x = t in t			let x = t in t
					let! x = t in t
		lazy t			
		i			i

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UHC Backend - Challenges

- Agda is a moving target
- ▶ UHC Core was not intended as public API
- Undocumented assumptions inside UHC

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UHC Backend - Challenges

- Agda is a moving target
- ▶ UHC Core was not intended as public API
- Undocumented assumptions inside UHC

$$\begin{array}{ccc} \textbf{case} & \times & \textbf{of} \\ & [\] & -> & \textbf{a} \\ & (\times : \times \textbf{s} \) & -> & \textbf{b} \end{array}$$

is not the same as

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UHC Backend - What works?

- ▶ (Dependent) dataypes, functions
- Compiling single Agda modules
- ▶ Agda Haskell FFI, but involves manual work

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Demonstration

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UHC Backend - Future work

- Support whole Agda language
 - Multiple modules
 - Complete IO bindings
 - Agda Standard Library
- Optimizations
- ▶ Improve Agda Haskell FFI
- Agda support for Cabal
- Contracts for FFI

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Thank you! Questions?



References I

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