

Agda Backends: A survey and a UHC backend prototype

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Agda Introduction

- Why dependent types?

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- **head** :: forall a . **List** a -> a
 head (x:xs) = x
 head [] = **error** "something went wrong ..."

Agda Introduction

- Why dependent types?
- **head** :: forall a . **List** a -> a
 head (x:xs) = x
 head [] = **error** "something_went_wrong..."
- Runtime crashes are possible in Haskell!

Agda Introduction

- 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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 `zero : Nat`
 `succ : Nat → Nat`

Agda Introduction

- 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 → Nat`
 - `data Vec : (A : Set) → (n : Nat) → Set where`
 `nil : ∀ {A} → Vec A zero`
 `cons : ∀ {A n} → A → Vec A n → Vec A (succ n)`

Cont.

- We can now write the head function in Agda
 - `head1` : $\forall \{A\} n \rightarrow \text{Vec } A\ n \rightarrow A$
`head1 (cons x xs) = x`
`head1 nil = ???`

Cont.

- We can now write the head function in Agda
 - `head1` : $\forall \{A\ n\} \rightarrow \text{Vec } A\ n \rightarrow A$
`head1` (`cons` `x` `xs`) = `x`
`head1` `nil` = ????
- This will not type check!

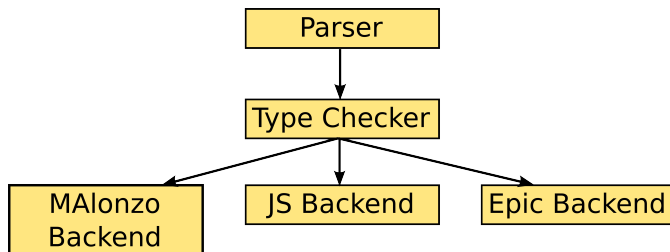
Cont.

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 - `head1` : $\forall \{A\} n \rightarrow \text{Vec } A\ n \rightarrow A$
`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!

Agda Summary

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

Agda Architecture



MAlonzo backend

MAlonzo backend

- Targets Haskell
- Maintained
- Relies on GHC for optimizations

MAlonzo - FFI

- Provides simple FFI to haskell
- Very limited
 - No class support
 - Can't export Agda datatypes
 - Not automatic

MAlonzo - FFI

```
{-# IMPORT Data.List #-}

data List : (A : Set) -> Set where
  nil : ∀ {A} → List A
  cons : ∀ {A} → A → List A → List A
{-# COMPILED_DATA List Data.List nil cons #-}

postulate
  head : ∀ {A} → List A -> A
{-# COMPILED head Data.List.head #-}
```

MAlonzo - Code Generation

```
vecToStr : ∀ {A m} → (A → String)
           → Vec A m → String
vecToStr f [] = ""
vecToStr f (x :: xs) = ", " ++ ((f x)
                                ++ (vecToStr f xs))
```

MAlonzo - Code Generation

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

MAlonzo - Summary

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

JS backend

JS backend

- Targets Javascript
- Not maintained
- Very similar to MAlonzo

Epic backend

Epic backend

- Targets Epic
- Not maintained

Epic

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

Epic Language

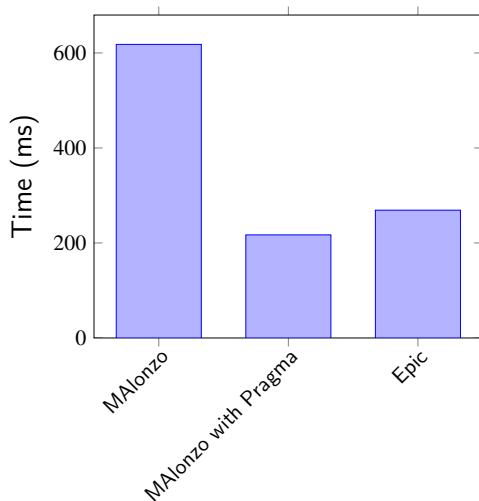
Epic Language

$$\begin{array}{lcl}
 t & ::= & x \\
 & | & t \vec{t} \\
 & | & \lambda x \rightarrow t \\
 & | & \text{Con } i \vec{t} \\
 & | & \text{if } t \text{ then } t \text{ else } t \\
 & | & \text{case } t \text{ of } \vec{a} \vec{t} \\
 & | & \text{let } x = t \text{ in } t \\
 \\
 & | & \text{lazy } t \\
 & | & t ! i \\
 & | & i
 \end{array}$$

Epic - Nat Optimizations

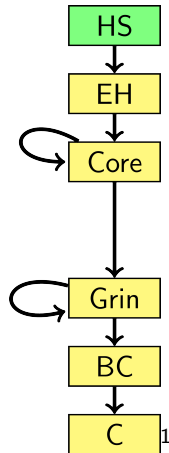
- `data Nat : Set where`
 `zero : Nat`
 `succ : Nat -> Nat`
 `{-# BUILTIN NATURAL Nat #-}`
- Naive translation is horribly slow
- Can be transformed into arbitrary precision Integers
- Automatic detection of Nat-like datatypes

Nat Performance



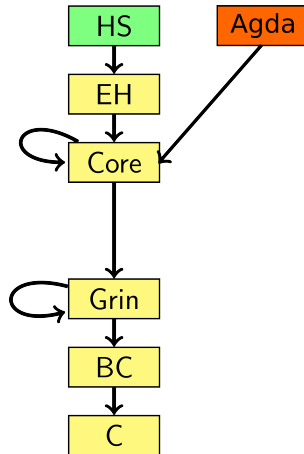
Comparison

UHC Compiler



¹Dijkstra, Fokker, and Swierstra, 2009.

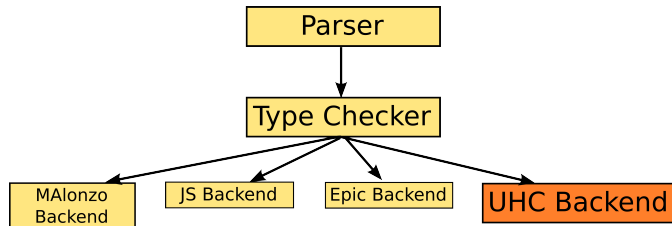
UHC Compiler



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²Dijkstra et al., 2009.

UHC Backend



Epic vs UHC Core

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

UHC Backend - Challenges

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

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```
case x of
  []      -> a
  (x : xs) -> b
```

is not the same as

```
case x of
  (x : xs) -> b
  []      -> a
```

UHC Backend - What works?

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

Demonstration

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

Thank you!

Questions?

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