Agda Backends: A survey and a UHC backend prototype

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Table of Contents

1. Agda Introduction
2. Existing Backends
   - MAlonzo backend
   - JS backend
   - Epic backend
   - Optimizations
3. UHC Backend

Agda Introduction

- Why dependent types?

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

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

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head1 : ∀ {A n} → Vec A n → A
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head1 nil = ????
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This will not type check!

```
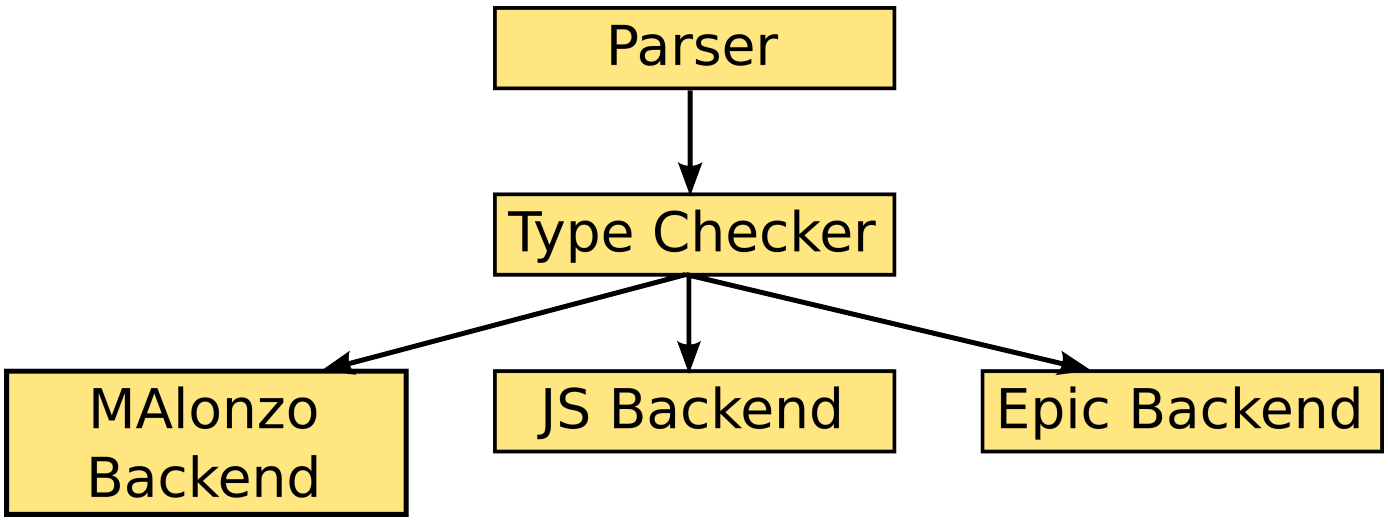
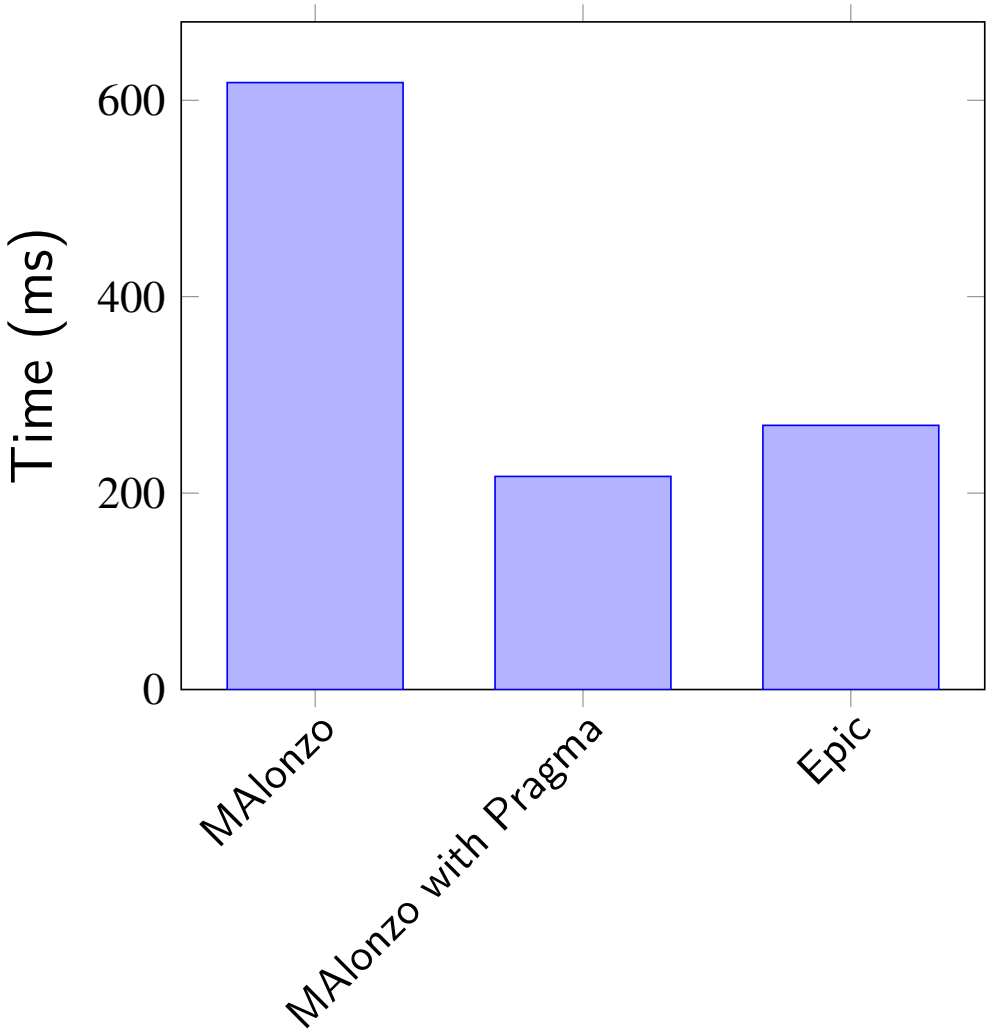
head2 : ∀ {A n} → Vec A (succ n) → A
head2 (cons x xs) = x
```

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 - 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 - 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 - 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		
t	$::=$	x
	$\mid$	$t\ \vec{t}$
	$\mid$	$\lambda x \to t$
	$\mid$	Con $i\ \vec{t}$
	$\mid$	if t then t else t
	$\mid$	case t of $\vec{alt}$
	$\mid$	let $x = t$ in t
	$\mid$	lazy t
	$\mid$	$t\ !\ i$
	$\mid$	i

Optimizations

Nat - Primitive Data

- ```
  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 in Epic backend
  ```

Nat Performance



TODO

other optimization, either forcing or smashing

Comparison

	MAlonzo (HS)	Epic	Javascript
Forcing	No	Yes	No
Erasure	No	Yes	No
Smashing	No	Yes	Yes
Primitive Data	Builtins only (Nat)	Yes	Builtins only (Nat)
Maintained	Yes	No	No
User Documentation	Usable	Bad	Bad

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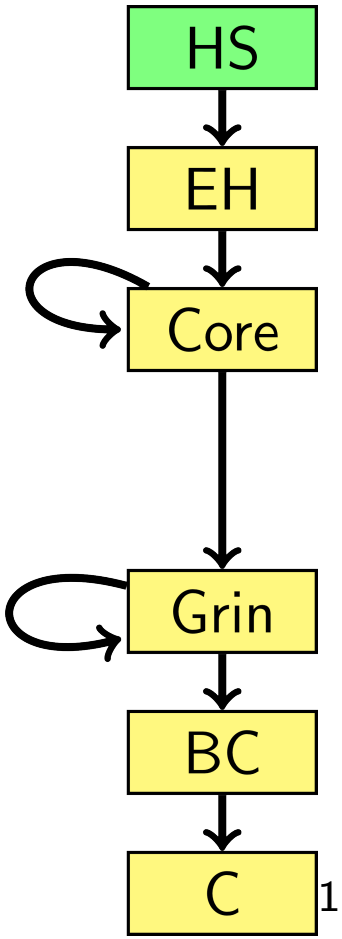
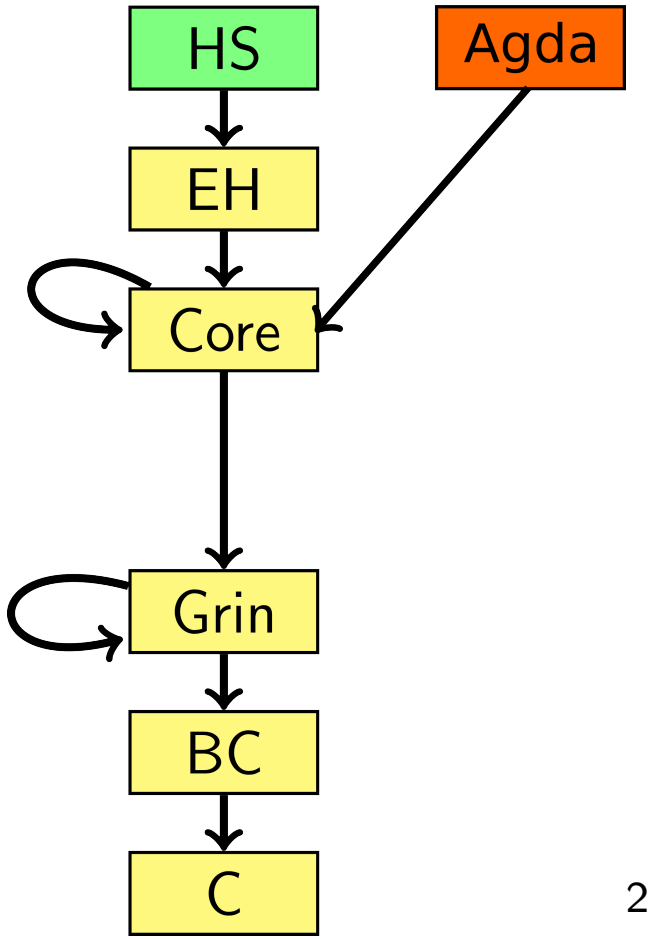
- How can we solve this problem?
- Let's write another backend :-)
- What would be a good target language?
- Untyped, functional, maintained
- UHC Core fits that bill!

UHC Compiler



[1]Dijkstra, Fokker, and Swierstra, 2009.

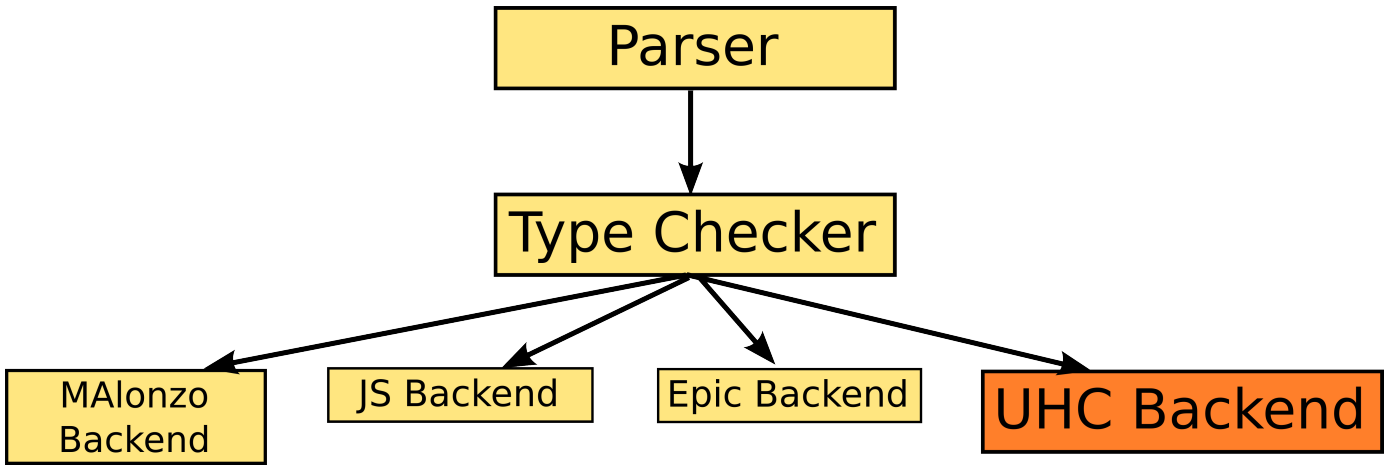
UHC Compiler



[2]

[2] Dijkstra et al., 2009.

UHC Backend


Parser
Type Checker
MAlonzo Backend
JS Backend
Epic Backend
UHC Backend

Epic vs UHC Core

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

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

is not the same as

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

UHC Backend - What works?

- (Dependent) dataypes, 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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