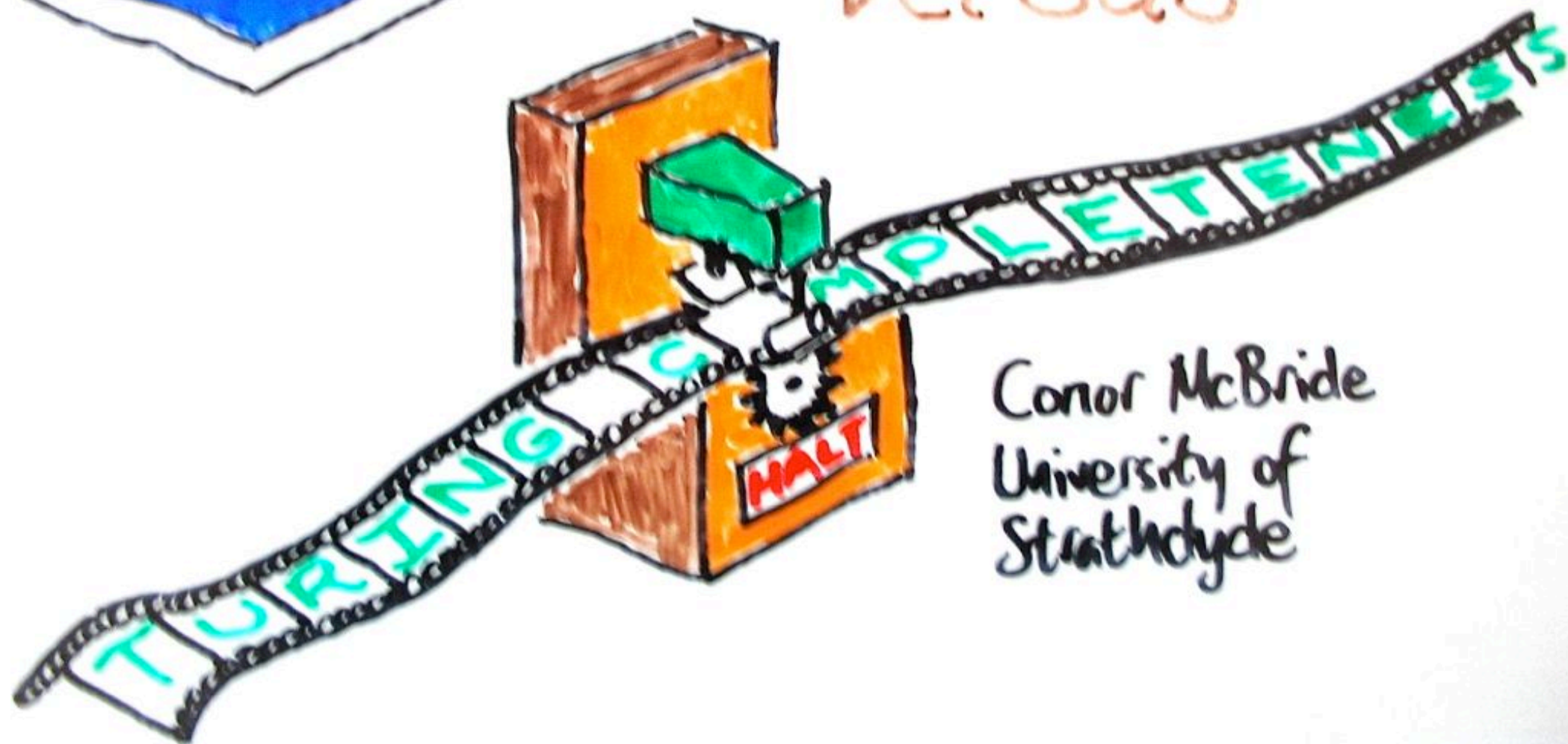




versus



Conor McBride
University of
Strathclyde

XKCD 386

ARE YOU COMING TO BED?

I CAN'T THIS
IS IMPORTANT.

WHAT?

SOMEONE IS WRONG
ON THE INTERNET.



David Turner on

Total Functional Programming

(+) "Strong Church-Rosser Property"
but "two obvious disadvantages"

(-) "Our programming language is no longer Turing complete!"

(-) "If all programs terminate, how do we write an operating system?"

This talk:

**BULLISH
DEFENCE
OF TOTAL
PROGRAMMING**

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- (+) "Strong Church-Rosser Property" but "two obvious disadvantages"
- (-) "Our programming language is no longer Turing complete!"
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This talk:

BULLSHIT
DEFENCE
OF TOTAL
COPROGRAMMING

Turner rightly identifies
codata and total coprogramming
as a means to write operating
systems, etc.

Capretta rightly notes that
codata, and specifically

$$\forall Y. Y + X,$$

addresses Turing completeness,
also. There are total models
of partiality.

What is **total** programming?

- there are **expressions** and **types**
- some **expressions** are **values**
- **expressions** reduce unless they are **values**
- every reduction sequence starting from a **well typed expression** is finite
- a **well typed** expression eventually reduces to exactly one **value**

What about codata? e.g.

codata Stream X

$$\Rightarrow (x : X) \Rightarrow (xs : \text{Stream } X)$$

$$\text{let } (x, s) = f s$$

What about codata ? e.g.

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coconstructors  make patterns,
but not values

What about **codata**? e.g.

codata **Stream** **X**

$\Rightarrow (x : X) \Rightarrow (xs : \text{Stream } X)$

coconstructors make patterns,
but not **values**

$$\frac{f : S \rightarrow X \times S \quad s : S}{\text{unfold } f s : \text{Stream } x}$$

$\left(\text{case } \text{unfold } f s \text{ of} \right.$
 $\quad \left. x \Rightarrow xs \mapsto e[x, xs] \right)$

\rightsquigarrow
 $\left(\text{let } (x, s') = f s \right.$
 $\quad \left. \text{in } e[x, \text{unfold } f s'] \right)$

How to trace an evolving system

evolve : Config

trace : Config \rightarrow Stream Config

trace = unfold (dup \cdot evolve)

The system might be a Turing machine.

How to trace an evolving system

evolve : Config

trace : Config \rightarrow Stream Config
trace = unfold (dup \cdot evolve)

The system might be a Turing machine.

BUT YOU WON'T LET
ME WRITE

eventually : (Config \rightarrow Bool) \rightarrow
Stream Config \rightarrow Bool

eventually happy (now \Rightarrow later)
= happy now or else
eventually happy later

That's right! I won't. Instead...

codata Delay X
⇒ ret (x: X)

| wait (y: Delay X)

eventually: (Config → Bool) →
Stream Config → Delay Bool

eventually happy (now ⇒ later)

| happy now = ret true

| true =

wait (eventually happy later)

That's right! I won't. Instead...

codata Delay X
⇒ ret (x: X)

one man went
to mow,
went to mow
a mowed

| wait (y: Delay X)

eventually: (Config → Bool) →
Stream Config → Delay Bool

eventually happy (now → later)

| happy now = ret true

| true =

wait (eventually happy later)

That's right! I won't. Instead...

codata Delay X
⇒ ret (x: X)

one mon went
to now,
went to now
a monad

| wait (y: Delay X)

eventually: (Config → Bool) →
Stream Config → Delay Bool

eventually happy (now → later)

| happy now = ret true

| true =

wait (eventually happy later)

UGH! MONADS!

Convergence: data about codata

data $(c : \text{Delay } X) \Downarrow (x : X)$ where

$\text{ret } x' \Downarrow x \ni \text{stop } (q : x' \equiv x)$

$\text{wait } c' \Downarrow x \ni \text{go } (v : c' \Downarrow x)$

or define

data $\text{Conv } (c : \text{Delay } X)$ where

$\text{Conv } (\text{ret } x) \ni \text{now}$

$\text{Conv } (\text{wait } c') \ni \text{later } (v : \text{Conv } c')$

and give

$\text{conv } (c : \text{Delay } X) (v : \text{Conv } c) : X$

$\text{conv } (\text{ret } x) \text{ now} = x$

$\text{conv } (\text{wait } c') (\text{later } v) =$

$\text{conv } c' v$

and prove

$c \Downarrow x \Leftrightarrow (v : \text{Conv } c) \times \text{conv } c v \equiv x$

Cave, @emptor!

Savvy @emptor!

- interactive systems have episodic evaluation
- types can document possible interaction with the environment, e.g. requesting more electricity
- types document risk
- to argue for undocumented risk is to insist on ignorance of safety

Cave, @emptor!

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- interactive systems have episodic evaluation
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BUT IT MIGHT TAKE
'FOREVER' IF NOT FOREVER

Cave, @emptor!

Savvy @emptor!

- interactive systems have episodic evaluation
- types can document possible interaction with the environment, e.g. requesting more electricity
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- to argue for undocumented risk is to insist on ignorance of safety

UGH! MONADS!

- functors from signatures

$$[f_1: S_1 \rightarrow T_1; \dots; f_n: S_n \rightarrow T_n] X$$

$$\ni f_i(s: S_i) \blacktriangleleft (k: T_i \rightarrow X)$$

"after one interaction, X"

- functors from signatures

$$[f_1: S_1 \rightarrow T_1; \dots; f_n: S_n \rightarrow T_n] X$$

$$\ni f_i(s: S_i) \blacktriangleleft (k: T_i \rightarrow X)$$

"after one interaction, X"

- free monads from signatures

$$\text{data } F^*X \ni \text{ret } (x: X)$$

$$| [c: F(F^*X)]$$

"eventually, after interaction, deliver an X"

- functors from signatures

$$[f_1: S_1 \rightarrow T_1; \dots; f_n: S_n \rightarrow T_n] X$$

$$\ni f_i(s: S_i) \blacktriangleleft (k: T_i \rightarrow X)$$

"after one interaction, X"

- completely iterative monads from signatures

$$\text{codata } F^\infty X \ni \text{ret } (x: X)$$

$$| \{c: F(F^\infty X)\}$$

"always ready to interact or deliver an X"

- functors from signatures

$$[f_1: S_1 \rightarrow T_1; \dots; f_n: S_n \rightarrow T_n] X$$

$$\ni f_i(s: S_i) \blacktriangleleft (k: T_i \rightarrow X)$$

"after one interaction, X"

- completely iterative monads from signatures

codata $F^\omega X \ni \text{ret } (x: X)$
 $| [c: F(F^\omega X)]$

"always ready to interact or deliver an X"

Delay X =

$$[\text{coin?} : 1 \rightarrow 1]^\infty X$$

map

$$\text{map} : (X \rightarrow Y) \rightarrow [\Sigma] X \rightarrow [\Sigma] Y$$

$$\text{map } g (f s \blacktriangleleft k) = f s \blacktriangleleft (g \cdot k)$$

bind

$$(\gg=) : F^* X \rightarrow (X \rightarrow F^* Y) \rightarrow F^* Y$$

$$\text{ret } x \gg= g = g x$$

$$(c) \gg= g = \{\text{map } (\gg= g) c\}$$

(aside: it's not obvious why
these are guarded for any old F ,
but it is obvious when $F = [\Sigma]$)

map

$$\text{map} : (X \rightarrow Y) \rightarrow [\Sigma] X \rightarrow [\Sigma] Y$$

$$\text{map } g (f s \blacktriangleleft k) = f s \blacktriangleleft (g \cdot k)$$

bind

$$(\gg=) : F^\infty X \rightarrow (X \rightarrow F^\infty Y) \rightarrow F^\infty Y$$

$$\text{ret } x \gg= g = g x$$

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(aside: it's not obvious why
these are guarded for any old F ,
but it is obvious when $F = [\Sigma]$)

plan eff (FRANK-Dec 2007)

- to construct 'Haskell' computations

$$\Gamma \vdash c : [\Sigma]^* X,$$

elaborate 'ML' expressions

$$\Gamma \vdash_{\Sigma} e : X$$

with suitable monadic plumbing

idea: separate values from computations
(following Levy)

track signatures in comp types
check signature inclusion
when forcing a thunk

eff general recursion

- to write general recursive

$g : S \rightarrow T$

eff general recursion

- to write general recursive

$$g : S \rightarrow [g : S \rightarrow T]^* T$$

↖ interact with
an oracle

eff general recursion

- to write general recursive

$$g : S \rightarrow [g : S \rightarrow T]^* T$$

↖ interact with
an oracle

- how to run it?

choose a **homomorphism**
respecting the equivalence

$$(g \ s \triangleleft k) \sim g \ s \gg k$$

(suitably closed)

the semantics



$\text{run} : [g : S \rightarrow T]^* X \rightarrow \text{Delay } X$

$\text{run} (\text{ret } x) = \text{ret } x$

$\text{run} (g \ s \ \triangleleft \ k) =$

$50p \rightarrow \{ \text{run} (g \ s) \gg= (\text{run} \cdot k) \}$

\uparrow guarded? \rightarrow

the semantics



$\text{run} : [g : S \rightarrow T]^* X \rightarrow \text{Delay } X$

$\text{run} (\text{ret } x) = \text{ret } x$

$\text{run} (g \text{ s} \triangleleft k) =$

$50p \rightarrow \{\text{run } (g \text{ s}) \gg= (\text{run} \cdot k)\}$

\uparrow guarded? \uparrow

$\text{after } (g \text{ s}) k$

$\text{after} : [g : S \rightarrow T]^* X \rightarrow (X \rightarrow [g : S \rightarrow T]^* Y) \rightarrow \text{Delay } Y$

$\text{after} (\text{ret } x) l = \text{run} (l x)$

$\text{after } (g \text{ s} \triangleleft k) l =$

$\{\text{after } (g \text{ s}) ((\gg= l) \cdot k)\}$

the Graph semantics

data Graph ($s, t: S \times T$)

\ni node ($n: \llbracket g\ s \rrbracket \text{ Graph } t$)

where

$\llbracket (c: [g: S \rightarrow T]^* X) \rrbracket$

$(G: S \times T \rightarrow \text{Set})$

$(x: X)$

$: \text{Set}$

$\llbracket \text{ret } x' \rrbracket G\ x = x' \equiv x$

$\llbracket (g\ s \leftarrow k) \rrbracket G\ x =$

$(t: T) \times G(s, t) \times \llbracket k\ t \rrbracket G\ x$

& prove $\text{Graph}(s, t) \Leftrightarrow \text{run}(g\ s) \downarrow t$

the Bove-Capretta semantics (sketch)

- the Bove-Capretta method
define by induction-recursion

data $\text{Dom } (s : S)$
 $\check{g} (s : S) (d : \text{Dom } s) : T$ } mutual

show $(s : S) \rightarrow \text{Dom } s$ (*)

- Dybjer & Setzer have a
coding for (indexed) I-R
definitions

- so, automate Bove-Capretta
(apart from (*))

by computing a D-S code
from a $[g : S \rightarrow T]^* T$

variations

check : $Cxt \times Tm \rightarrow$

$[$ **check** : $Cxt \times Tm \rightarrow Ty$

;**abort** : $1 \rightarrow 0$

$]^* Ty$

describes a typechecker

so, trivially extending **[..]**

the **Graph** construction gives
a **syntax-directed rule system**.

- I've used just this method to define a $Set : Set$ type theory and its **evaluator** in a total type theory

conclusion

- **codata** make total languages Turing complete
- the user decides how to interact with an **unfold**
- do anything you like, making weak promises
- do some things with strong promises
- you can write an interpreter for a total language in itself
- you just can't prove it converges
- let's build a ramified hierarchy of total languages!