

Scala vs Idris

Dependent Types, Now and in the Future

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Strange Loop, September 20th 2013

Scala vs Idris

Dependence, Type Theory, and the Future

You need to restart your computer. Hold down the Power button for several seconds or press the Restart button.

Veuillez redémarrer votre ordinateur. Maintenez la touche de démarrage enfoncée pendant plusieurs secondes ou bien appuyez sur le bouton de réinitialisation.

Sie müssen Ihren Computer neu starten. Halten Sie dazu die Einschalttaste einige Sekunden gedrückt oder drücken Sie die Neustart-Taste.

コンピュータを再起動する必要があります。パワー ボタンを数秒間押し続けるか、リセットボタンを押してください。

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Software Correctness

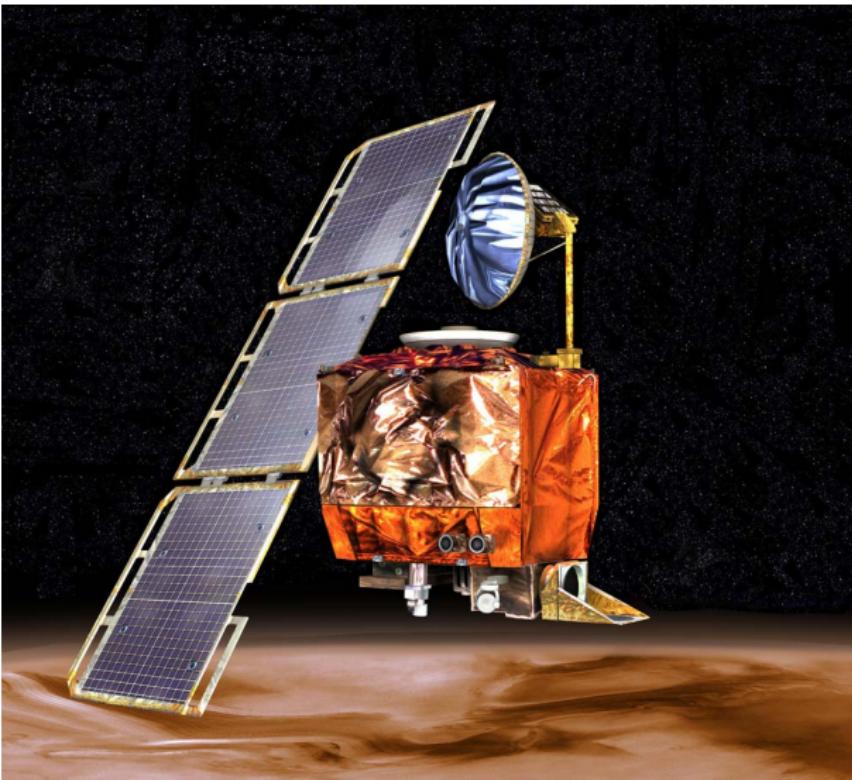


Software Correctness



By secretlondon123 (Flickr: card reader segfault) [CC-BY-SA-2.0 (<http://creativecommons.org/licenses/by-sa/2.0>)], via Wikimedia

Software Correctness



Types for Correctness

We can use *type systems* for:

- *Checking* a program has the intended properties
- *Guiding* a programmer towards a correct program
- Building *expressive* and *generic* libraries

In This Talk: Dependent Types

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Dependent Types allow types to be predicated on *values*. Two approaches:

- *Idris* (Edwin)
 - Building a language with dependent types from the ground up
- *Scala* (Miles)
 - Exploring the limits of dependently-typed programming in a mainstream language

Dependent Types in IDRIS

Unary natural numbers

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data Nat = Z | S Nat
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```

Vectors — polymorphic lists with length

```
data Vect : Nat -> Type -> Type where
    Nil : Vect Z a
    (::) : a -> Vect k a -> Vect (S k) a
```

Dependent Types — Examples

Append

```
(++) : Vect m a -> Vect n a -> Vect (m + n) a
(++) []          ys = ys
(++) (x :: xs) ys = x :: xs ++ ys
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Pairwise addition

```
vAdd : Num a => Vect n a -> Vect n a -> Vect n a
vAdd []           []           = []
vAdd (x :: xs)  (y :: ys) = x + y :: vAdd xs ys
```

Dependent Types — Examples

zipWith

```
zipWith : (a -> b -> c) ->
           Vect n a -> Vect n b -> Vect n c
zipWith f []          [] = []
zipWith f (x :: xs)  (y :: ys)
                  = f x y :: zipWith f xs ys
```

Types are First Class

Calculate a type

```
adderTy : Nat -> Type
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Use a calculated type

```
adder : (n : Nat) -> (acc : Nat) -> adderTy n
adder Z      acc = acc
adder (S k) acc = \n => adder k (n + acc)
```

Over to Miles...

State, Interaction, Resources

Dependent types work very well with *pure* programs. But what about:

- State
- Interaction
- External (e.g. C) libraries

In general, what about *side effects*?

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Demo: Managing *side effects* in Idris

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 - Type system should be *helping*, not telling you off!
- *Genericity*
 - e.g. program generation
- *Efficiency* (one day...)
 - More precise type information should help the compiler

Scala vs Idris: Judge for yourself

Idris:

- <http://idris-lang.org>
- `cabal install idris`

Scala/Shapeless:

- <https://github.com/milessabin/shapeless>
- <https://github.com/milessabin/strangeloop-2013>

Dependent types are an active research topic, and we're having lots of fun. Some things we've been working on:

- Concurrency (e.g. verify absence of deadlock)
- Network transport protocols
- Packet formats
- Type-safe web applications
- Scientific programming
- ...