

Idris

A Programming Language with Dependent Types

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2018-03-22

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What is Idris?

"Idris is a general purpose pure functional programming language with dependent types."

The Idris Website

- **Version 0.1.3** of Idris was released in December of 2009.
- **Version 1.2.0** is the latest stable release and was released on January 9, 2018.
- Idris was named after the singing dragon in the 1970s UK children's television program *Ivor the Engine*.
- Idris development is led by Edwin Brady at the University of St. Andrews.

The Obligatory Picture of This Madman



Properties of Idris

- Idris can be **interpreted, transpiled, or compiled**.
- Idris is **statically typed**.
- Idris is **strongly typed**.
- Idris has **first class functions**, much like Haskell.
- Idris has **first class types**. This means that types can be treated as data. In fact, types are the *only* type of data.

Idris Features

Idris is a general purpose language, and thus it has a lot of features. We will focus on the following aspects of the language.

- Dependent Types
- Haskell-like Syntax
- Proof Assistant

Dependent Types

Idris Syntax: Function Signatures

The Idris function signature syntax is *very* similar to the Haskell function signature syntax. Here are a few examples of Idris function signatures:

```
even : Nat -> Bool  
add  : Nat -> Nat -> Nat  
foo  : (a:Nat) -> (b:Nat) -> a = b  
bar  : (a:Nat) -> (b:Nat) -> LTE a b
```

If you are familiar with Haskell, you will note the use of `:` rather than `::`. This makes it look a bit more like a mathematical function definition:

$$f : \mathbb{N} \rightarrow \mathbb{N}.$$

You will also note that instead of the `(Type x) => x` syntax, it uses a more concise `(x:Type)` syntax.

Idris Syntax: Currying and Pattern Matching

Because of its foundation in Lambda Calculus, all functions only take a single argument. We can still handle multiple arguments using *currying*. For example, the `plus` operator is defined as follows:

```
plus : Nat -> Nat -> Nat
plus  Z      y  = y
plus  (S k)  y  = S (plus k y)
```

Like Haskell, functions are implemented using *pattern matching*.

Idris Syntax: Type Definition Syntax

Idris defines several primitives including `Int`, `Integer`, `Double`, `Char`, `String`, and `Ptr`.

There are a bunch of other data types defined in the standard library including `Nat` and `Bool`.

Idris allows programmers to define their own data types. Again, the syntax is similar to Haskell.

```
data Nat    = Z    | S Nat  
data List a = Nil | (::) a (List a)
```

Idris Syntax: Holes

Idris allows you to leave some of your code unfinished. For example, if we write the following code in a file called `even.idr`:

```
even : Nat -> Bool
even Z = True
even (S k) = ?even_rhs
```

And then load it into Idris:

```
:Idris> :l even
Holes: even_rhs
even> :t even_rhs
      k : Nat
```

```
-----
even_rhs : Bool
Holes: even_rhs
```

Using Idris as a Proof Assistant

Quotes From Our Exploration

"The concept of a programming language in which the possibility of inline assembly is an entirely foreign concept hurts my brain."

"Where do I put it? Do I put it in the type?"

"When your Rust program compiles, you know it won't seg-fault, or give you any undefined behavior at runtime. When your Idris program compiles, you throw away your executable, and publish your dissertation."

Questions?