Graded Modalities as Linear Types

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We present an approach that models graded modal bindings using only linear ones. Inspired by Granule, we present an approach in Idris 2 to model limited grades using a construction, called "mu" (M). We present the construction of M, related ones, operations on them, and some useful properties

1 Introduction

One of the more interesting developments in Programming Language Theory is Quantitative Type Theory, or QTT. Based off Girard's linear logic, it forms the basis of the core syntax of Idris 2's core language, and also as a starting point for that of Linear Haskell [5, 3, 8, 1]. It has many theoretical applications, including creating a more concrete interpretation of the concept of a "real world", constraining memory usage, and allowing for safer foreign interfaces . Apart from just the theoretical insert, QTT has the potential to serve as an underlying logic for languages like Rust, where reasoning about resources takes the forefront.

However, new developments in Graded Modal Type Theory (GrTT), in particular with Granule, serve to create a finer grained[1] notion of usage than QTT. In GrTT, any natural number may serve as a usage, and in some cases even things that are first glance not natural numbers. GrTT is part of a larger trend of "types with algebras" being used to create inferable, simple, and intuitive systems for models of various things. Of these, some of the more notable ones are Koka, Effekt, and Flix, all of which seek to model effects with algebras [10, 4, 9].

2 Background

2.1 Copying and Dropping

Utlitmatly, one of the notable facts about a language like Rust with single use bindings is the notion of cloning, or copying, a value. Given that Rust's ownership system can be (partially) modeled by a linear type system, , it makes sense then that Idris' linear library has two interfaces, `Duplicable` and `Discardable`, which model duplication and droping of linear resources, respectivly.

However, a choice was made not use `Duplicable`, and its associated `Copies`, for a couple of reasons:

- It is hard to use in practice
- It relies heavily on `Copies`, which is quite similar to the main construction in this paper, mu types

For these reasons, we define a new interface, `Copy`, which has two methods, `copy` $: ((x : a) \to_1 (y : a) \to_1 ($ This essientally "uses a value twice" in an arbitrary (potentially dependent) function, and an erased proof that `copy` $fz =_? fzz$.

We also redefine a `Drop` interface that is just `Consumable` with a different name, though this is more a style choice than anything else.

2.2 Linear Functions on Numbers

While Idris' does have a linear library, there are a couple problems with the support for linear bindings:

- These are not as well developed as their unrestricted counterparts
- They can't be converted to their unrestricted counterparts

[1] Hence the name

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```
data QNat : Type where
    Zero : QNat
    Succ : (1 k : QNat) -> QNat
```

Listing 1. Definition of linear natural numbers

```
record Exists (t : Type) (p : (t -> Type)) where
        constructor Evidence
        0 fst' : t
        1 snd' : p fst'
```

Listing 2. Definition of linear existentials

One of the best examples of this is the natural numbers. Clearly, for any binding of 2, we expect that to be exactly one binding of 1 inside a succesor function. However, this is not the case, rather, Idris by default has it so that data constructor arguements are unrestricted by default. This is very important for a case like the natural numbers, where this is taken to the extreme, it is almost always impossible to talk about the `Nat` datatype in a useful way with linear bindings.

Natural Numbers. The solution to this, then, is to define the *linear* natural numbers. While the linear library also defines `LNat`, we also don't use that, because of the fact that, again, it relies on the `Copies` construction, in addition to already not having that large of an implementation to begin with. Granted, our version is almost exactly the same, and is defined as follows:

The rest of the operations use a model as close to the simple inductive definitions as possible, using `copy` instead of the more complex `duplicate`.

Theorem 2.1 (Finite Initial). *There is a finite list of all the inhabitents of* $\Sigma^1{}_{(n:\mathbb{N})}(n \leq v)$, *where* $z : \mathbb{N}$

Proof. TODO □

Conatural Numbers.

2.3 Existential Types

Existential types, regarding dependent types, usually refers to dependent pair (Σ) types [13]. In this context, we see the first element of the pair as "evidence" for the type of the second element of the pair. In Idris, this is formalized (in Idris's *base*) by stating that the first argument is runtime erased, similarly to which universal quantification is a function that is erased.

However, for our usage here this is not suitable, as we are dealing with principally linear values, and `Exists` is unrestricted. Fourtanetly, however, the change from unrestricted to linear existentials is quite trivial, the construction of which may be found at 2

Not much is notable about this, we define the operations as is usual, except every time a function would be unrestricted over the second value it is instead linear. We also have a operator, #?, which serves as sugar for this, using Idris's `typebind`, mechanism.

3 Mu types

The core construction here is M, or, in Idris, `Mu`, type. This is made to model a "source" of a given value. It is indexed by a natural number, a type, and an erased value of that type. The definitions of this in Idris are given at 3.

```
data Mu : (n : QNat) -> (t : Type) -> (w : t) -> Type where
        MZ :
                Mu 0 t w
        MS :
                (1 w : t) ->
                (1 xs : Mu n t w) ->
                Mu (Succ n) t w
```

Listing 3. The definition of M in Idris

Definition 3.1. M is a polymorphic type with signature $M : (n : \mathbb{N}) \to (t : *) \to (w : t) \to *$

In addition, M has two constructors

Definition 3.2. There are two constructors of M, ⊠ MZ, and ⊙, MS, Which have the signatures ⊠ $: \mathscr{M}\ n\ t\ w$ and $\odot : (w : t) \to_1 \mathscr{M}\ n\ t\ w \to_1 \mathscr{M}$ (Succ$n$) $t\ w$

Firstly, it should be noted that the names were chosen due to the fact that the indices of them are related. That is, ⊠ or "mu zero" will always be indexed by 0, and ⊙, "mu successor", is always indexed by the successor of whatever is given in.

Remark 3.3. $\mathscr{M}\ 0\ t\ w$ can only be constructed by ⊠.

Intuitively, M represents n copies of t, all with the value w, very much inspired by the paper "How to Take the Inverse of a Type". For instance, if we want to construct $x : \mathscr{M}\ 2$ `String` `"value"`, we can only construct this through ⊙, an we know, but nothing but the first argument of the value, that we must take as a initial argument `value`, and as a second value of the form $\mathscr{M}\ 1\ \ String$`"value"`, which we then repeat one more time and get another `"value"` an finally we match $\mathscr{M}\ 0$ `String` `"value"` and get that we must have ⊠.

We can then say that we know that the only constructors of $\mathscr{M}\ 2$ `String` `"String"` is `"value"`⊙`"value"`⊙⊠. Note the similarity between the natural number and the constructors. Just as we get 2 by applying Stwice to Z, we get $\mathscr{M}\ 2$ `String` `"value"` by applying ⊙ twice to ⊠. This relationship between M types and numbers is far more extensive, as we will cover later.

The windex or "witness" is the value being copied. Notably, if we remove the `w` index, we would have ⊠ $: Mnt$, and $\odot : t \to_1 Mnt \to_1 M(Sn)t$, which is simply `LVect`. The reason that this is undesirable is that we don't want this as it allows for M to have heterogeneous elements. However, if we are talking about "copies" of something, we know that should all be the exact same.

There are two very basic functions that bear mention with respect to M. The first of these is `witness`, which is of the form `witness` $:_0 \forall (w : t) \to_0 \mathscr{M}\ n\ t\ w \to t$. Note that this is an *erased* function. Its implementation is quite simple, just being `witness`$\{w\}\_ := w$, which we can create, as erased functions can return erased values . In addition, we also have `drop` $: \mathscr{M}\ 0\ t\ w \to \top$, which allows us to drop a value. Its signature is simple `drop`⊠ $:= ()$.

Finally, we have `once`, which takes a value of form $M1$ and extracts it into the value itself. It has a signature `once` $: \mathscr{M}\ 1\ t\ w \to_1 t$, where we have `once`($x$⊙⊠) $:= x$

3.1 Uniqueness

While `w`serves a great purpose in the interpretation of M it perhaps serves an even greater purpose in terms of values of M. We can, using w, prove that there exists exactly one inhabitant of the type $\mathscr{M}\ n\ t\ w$, so long as that type is well formed.

Lemma 3.4. *$x : \mathscr{M}\ n\ t\ w$ only if the concrete value of x contains n applications of* ⊙.

```
0 unique :
        {n : Nat} -> {t : Type} -> {w : t} ->
        {a : Mu n t w} -> {b : Mu n t w} ->
        (a === b)
unique {n=Z} {w=w} {a=MZ,b=MZ} = Refl
unique {n=(S n')} {w=w} {a=MS w xs, b=MS w ys} = rewrite__impl
        (\zs => MS w xs === MS w zs)
        (unique {a=ys} {b=xs})
        Refl
```

Listing 4. Proof of 3.5 in Idris

Proof. Induct on n, the first case, $\mathcal{M}\ 0\ t\ w$, contains zero applications of $\odot$, as it is ⊠. The second one splits has $x : \mathcal{M}\ (Sm')\ t\ w$, and we can destruct on the only possible constructor of M for S, $\odot$, and get $y :_1 t$ and $z :_1 Mntw$ where $x =_? (y \odot z)$. We know by the induction hypothesis that z contains exactly n' uses of $\odot$, and we therefore know that the constructor occurs one more times than that, or Sn' □

This codifies the relationship between M types and natural numbers. Next we prove that we can establish equality between any two elements of a given M instance. This is equivalent to the statement "there exists at most one M" .

Lemma 3.5. *If both x and y are of type $\mathcal{M}\ n\ t\ w$, then $x =_? y$.*

Proof. Induct on n.

- The first case, where x and y are both $\mathcal{M}\ 0\ t\ w$, is trivial because, as per 3.3 they both must be ⊠
- The inductive case, where, from the fact that for any a and b (both of $\mathcal{M}\ n'\ tw$) we have $a =_? b$, we prove that we have, for x and y of $\mathcal{M}\ (Sn')\ t\ w$ that $x =_? y$. We note that we can destruct both of these, with $x_1 : \mathcal{M}\ n'\ tw$ and $y_1 : \mathcal{M}\ n'\ tw$, into $x = x_0 \odot x_1$ and $y = y_0 \odot y_1$, where we note that both x_0 and y_0 must be equal to w, and then we just have the induction hypothesis, $x_1 =_? y_1$

We thereby can simply this to the fact that $\mathcal{M}\ n'\ tw$ has the above property, which is the induction hypothesis. □

However, we can make an even more specific statement, given the fact we know that w is an inhabitant of t.

Theorem 3.6 (Uniqueness). *If $\mathcal{M}\ n\ t\ w$ is well-formed, then it must have* exactly *one inhabitant.*

Proof. We know by 3.5 that there is *at most* one inhabitant of $\mathcal{M}\ n\ t\ w$. We then induct on n to show that there must also exist *at least* one inhabitant of the type.

- The first case is that $\mathcal{M}\ 0\ t\ w$ is always constructible, which is trivial, as this is just ⊠.
- The second case, that $\mathcal{M}\ n'\ tw$ provides $\mathcal{M}\ (Sn')\ t\ w$ being constructible is also trivial, namely, if we have the construction on $\mathcal{M}\ n'\ tw$ as x, we *know* that the provided value must be w.

Given that we can prove that there must be at least and at most one inhabitant, we can prove that there is exactly one inhabitant. □

$$\frac{\Gamma \vdash \alpha}{\Gamma, [w] : [t]_0 \vdash \alpha}\ \text{Weak}$$

```
weak : (ctx -@ a) -@ ((LPair ctx (Mu 0 t w)) -@ a)
weak f (x # MZ) = f x
```

Fig. 1. The meta-logical drop rule and its Idris 2 equivalent

$$\square \otimes x := x \tag{1}$$

$$Z + x := x \tag{2}$$

$$(a \odot b) \otimes x := a \odot (b \otimes x) \tag{3}$$

$$(Sn) + x := S(n + x) \tag{4}$$

This is very important for proofs on M. It corresponds to the fact that there is only one way to copy something, to provide another value that is the exact same as the first.

3.2 Graded Modalities With Mu

A claim was made earlier that M types can be used to model graded modalities within QTT. The way it does this, however, is not by directly equating M types with [] types [12]. It instead does this similarly to how others have embedded QTT in Agda [7, 6].

Namely, rather than viewing $\mathscr{M}\ n\ t\ w$ as the *type* $[t]_n$, we instead view it as the *judgment* $[w] : [t]_r$. Fortunately, due to the fact that this is Idris 2, we don't need a separate $\Vdash$, as M is a type, which, like any other, can be bound linearly, so, the equivalent to the GrTT statement $\Gamma \vdash [x] : [a]_r$ is $\Gamma \vdash \phi : \mathscr{M}\ r\ a\ x$, which can be manipulated like any other type.

This is incredibly powerful. Not only can we reason about graded modalities in Idris, we can reason about them in the language itself, rather than as part of the syntax, which allows us to employ regular proofs on them. This is very apparent in the way constructions are devised. For instance, while Granule requires separate rules for dereliction, we do not, and per as a matter of fact we just define it as once; a similar relationship exists between weakening and `drop`where the exact relationship is shown in **??**.

Remark 3.7. We assume that $Mntw$ is equivalent to $[w] : [t]_n$.

Unfortunately, there is no way to prove this in either language, as M can't be constructed in Granule, and graded modal types don't exist in Idris 2.

3.3 Operations on Mu

There are a number of operations that are very important on M. The first of these that we will discuss is combination. We define this as $\otimes : \forall (m : \mathbb{N}) \to_0 \forall n \to_0 \mathbb{N} \mathscr{M}\ m\ t\ w \to_1 \mathscr{M}\ n\ t\ w \to_1 \mathscr{M}\ (m+n)\ t\ w$, and we define it inductively as $\odot \otimes x := x$, and $(a \odot b) \otimes x := a \odot (b \otimes x)$. Note the similarity between the natural number indices and the values, where $0 + x := x$ and $(Sn) + x := S(n + x)$

In addition, using the assumption of 3.7, we can liken the function $\otimes$ to context concatenation [12]. However, unlike Granule, we define this in the language itself. Per as a matter of fact, it isn't actually possible to construct $\otimes$in Granule, as it would require a way to reason about type level equality, which isn't possible.

```
app : Mu n (t -@ u) wf -> Mu n t wx -@
↪ Mu n u (wf wx)
app MZ MZ = MZ
app (MS f fs) (MS x xs) = MS (f x) (app
↪ fs xs)
```

```
map : (f : t -@ u) -> Mu n t w -@ Mu n
↪ u (f w)
map f MZ = MZ
map f (MS x xs) = MS (f x) (map {w=x} f
↪ xs)
```

Listing 5. Definition of map and app

Lemma 3.8. *$\otimes$ is commutative*[2]*, that is, $x \otimes y =_? y \otimes x$.*

Proof. These types are the same, and by 3.6, they are equal. □

Given that we can "add" (Or, as we will see later, multiply) two M, it would seem natural that we could also subtract them. We can this function, which is the inverse of `combine`, `split`, which has the signatureWe actually use this a fair bit more than we use `combine`, as `split`doesn't impose any restrictions on the witness, which is very useful for when we discuss $^\wedge$types.

In a similar manner to how we proved (in 3.8) the commutativity of $\otimes$, we can prove that these are inverses.

Lemma 3.9. *Given that we have f := `split`, and g := `uncurry`$^1(\otimes)$*[3]*, then f and g are inverses.*

Proof. The type of f is $\mathscr{M}\ (m+n)\ t\ w \to_1 \mathscr{M}\ m\ t\ w \times^1\ \mathscr{M}\ n\ t\ w$, and that of g is $\mathscr{M}\ m\ t\ w \times^1\ \mathscr{M}\ n\ t\ w \to_1 \mathscr{M}$ $n)\ t\ w$, so there composition $f \circ g\ :\ (-\ :\ \mathscr{M}\ (m+n)\ t\ w) \to_1 \mathscr{M}\ (m+n)\ t\ w$ (the same for $g \circ f$). Any function from a unique object and that same unique object is an identity, thereby these are inverses □

Another relevant construction is multiplicity "joining" and its inverse, multiplicity "expanding".

Definition 3.10. We define `join` $:\ \mathscr{M}\ m\ (\mathscr{M}\ n\ t\ w)\ ?$[4]. Its definition is like that of natural number multiplication, with it defined as follows:

`join`⊠ := ⊠

`join`$(x_0 \odot x_1)$:= $x_0 \otimes$ (`join`x_1)

This is equivalent to flattening of values, and bears the same name as the equivalent monadic operation, `join`. Just like $\otimes$had the inverse `split`, `join` has the inverse `expand`

3.4 Applications over Mu

There is still one crucial operation that we have not yet mentioned, and that is application over M. That is, we want a way to be able to lift a linear function into M. We can do this, and we call it `map`, due to its similarity to functorial lifting and its definition may be found 5.

However, there is something unsatisfying about `map`. Namely, the first argument is unrestricted. However, we *know* exactly how many of the function we need. It will simply be the same as the number of arguments.

So, we define another function, app, which has the type app $:\ (f\ :\ \mathscr{M}\ n\ (t \to_1 u)\ w_f) \to_1 (x\ :\ \mathscr{M}\ n\ t\ w_x) \to$ and a definition given at 5

[2]You can also prove associativity and related properties, the proof is the same

[3]Given that we have *uncurry*^{1} $:\ (a \to_1 b \to_1 c) \to (a \times^1 b) \to_1 c$

[4]For simplicity, we infer the second witness

Notably, if we define a function $\texttt{genMu} : (x : !_* t) \to_1 \forall (n : \mathbb{N}) \to_1 \mathscr{M}\ n\ t\ x$.unrestricted, which is simply defined as $\texttt{genMu}(\texttt{MkBang\_})0 := ⊠$ and $\texttt{genMu}(\texttt{MkBang}x)(Sn) := (x \odot (\texttt{genMu}n(\texttt{MkBang}x)))$, we can define map as $\texttt{map}\{n\} f x := \texttt{app}(\texttt{genMu} f n) x$.

3.5 Applicative Mu

We can use app to derive equivalents of the push and pull methods of Granule, in a similar way to how we can use $< * >$ to define mappings over pairs. In Idris, we define $\texttt{push} : \mathscr{M}\ n\ (t \times_1 u)\ (w_0 *_1 w_1) \to_1 \mathscr{M}\ n$ and $\texttt{pull} : \mathscr{M}\ n\ t\ w_0 \times_1 \mathscr{M}\ n\ u\ w_1 \to_1 \mathscr{M}\ n\ (t \times_1 u)\ (w_0 *_1 w_1)$.

However, while not having a very interesting implementation, it does allow something very interesting to be stated, that morphisms on M types are internal to M. That is, we don't need to use an ω binding to model functions on M, we can instead just use M types themselves. This is very important: we can model linear mapping as a linear map.

3.6 Infinite Co-Mu

We also define a coinductive version of mu that works with conatural numbers (as opposed to just natural numbers). While these "co-mu" types are a extension of mu types, they are much more difficult to work with. This is because matching on them no longer involves matching on the result of a constructor MS, but rather on the result of a function.

To make these slightly easier to work with, we define functions from these CMu types and Mu types, as to allow us to re-use the same functions for CMu.

4 Resource Algebras as Types

In many programming languages, algebras are used as a supplement to the type system to model various concepts. Among these, Granule uses a resource algebra to model multiplicity [12]. However, a number of libraries in Haskell use the type system itself to model algebras .

It stands to reason then that it should be possible, with mu types and Idris' rich type system, to model the resource algebras of Granule. We propose that this is indeed possible with a definition of $\texttt{Form}'$ types.

4.1 Formula Language

Definition 4.1. $\texttt{Form}'$ is a polymorphic type indexed by a $\mathbb{N}$. We also define a function, $\texttt{Eval}' : \texttt{Form}'n \to_1 \texttt{QVect}n\mathbb{N} \to \mathbb{N}$ Further, we define a function $\texttt{Solve}' : \texttt{Form}'n \to_1 \mathbb{N} \to_1 *$, which is defined as $\texttt{Solve}'\phi x := \exists_1 (x : \texttt{Form}'n)\texttt{Eval}'\phi x =_? y$. In addition, we define $\texttt{Unify}'\phi\psi := \forall (n : \mathbb{N}) \to_1 \texttt{Solve}'$

We will write $x \in \phi$ or $\phi \ni x$ for $\texttt{Solve}'\phi x$, and $\phi \subseteq \psi\ \psi \supseteq \phi$ for $\texttt{Unify}'\phi\psi$. Notably, this means that $\phi \subseteq \psi := \forall (n : \mathbb{N}) \to_1 \phi \ni n \to \psi \ni n$. This allows us to consider formulas as "sets" of natural numbers, those being all their possible outputs. We then say that a given number is "in" the formula if it is possible for it to be output, and a subset if every "element" is in the superset. We define the interpretation of each constructor of $\texttt{Form}'$ based off its branch of $\texttt{Eval}'$

This means that $\texttt{Form}'$ forms a category on $\subseteq$

4.2 The Core Formulas

The first $\texttt{Form}'$ iS these is $\texttt{FVar}'$, which has the type $\texttt{Form}'1$. It models the notion of a singular variable in the formula. It evaluates as $\texttt{Eval}'\texttt{FVar}'[x] := x$, notably, however, this is the only branch, as the only possible index that $\texttt{FVar}'$ can produce is 1.

Of all the formulas, $\texttt{FVar}'$ is the most general. That is to say, it is the terminal object in the category of $\texttt{Form}'$.

Lemma 4.2. *$\texttt{FVar}' \ni n$ is trivial.*

Proof. This expands to $\exists_1(x : \mathbb{N})(\texttt{Eval}'\texttt{FVar}'x =_? n)$, which, if we have (n, α), where α is $\texttt{EvalFVar}'n =_? n$, which is trivial. □

The next of these, $\texttt{FVal}'$, models the notion of "constants" in formulas. It has the form $\texttt{FVal}' : \mathbb{N} \rightarrow_1 \texttt{Form}'0$, and has the evaluation of $\texttt{Eval}'(\texttt{FVal}'n)[] := n$

4.3 The Binary Constructors

The remaining constructor models the notion of "binary operations" on $\texttt{Form}'$. It allows us to create a very basic tree of quantity expressions, which, combined with $\texttt{FVal}'$ and $\texttt{FVar}'$, allow us to model literals, variables, and "applications" of either addition, multiplication, minimims and maximums to those formulas.

It makes use of a enumeration type, $\texttt{FOp}$, which are attatched to each operation on two values.

Definition 4.3. We define $\texttt{FOp} = +|-|min|max$, and also define $\texttt{runOp}$ that has the type $op \rightarrow_1 \mathbb{N} \rightarrow_1 \mathbb{N} \rightarrow_1 \mathbb{N}$, such that we map the operation in $\texttt{FOp}$ to its corresponding two arguement function

$\texttt{FApp}'$ then takes that operations and applies it to two formulas. This allows us to create "quantity expressions".

Definition 4.4. $\texttt{FApp}'$ is of the type $\texttt{FApp}' : (op : \texttt{FOp}) \rightarrow_1 \forall(a : \mathbb{N}) \rightarrow_1 \forall(b : \mathbb{N}) \rightarrow_0 \texttt{Form}'a \rightarrow_1 \texttt{Form}'b \rightarrow_1$(

Note that we *add* the number of variables in the types, and the first number is linear, not erased. This has to do with the system of variables in $\texttt{Form}'$: each variable can only occur once. While this does limit the power of $\texttt{Form}'$, it also makes it substaintally simplifies the solving of $\texttt{Form}'$.

This allows us to reason about formulas easily, because we know that each part of the formula can be solved independtly.

Lemma 4.5. *If $\phi \ni x$, and $\psi \ni y$, then* $\texttt{FApp}'op\phi\psi \ni (\texttt{runOp}\ op)xy$.

While this dosen't look very intuitive, this is simply the fact that $\phi + \psi \ni x + y$ and so on.

Proof. □

4.4 Abstract Forms

While so far we have been dealing with formulas with explicit numbers of variables. However, we almost never actually care about the inputs to a formula, we care only about the outputs. Neither $x \in \phi$ or $\phi \subseteq \psi$ is dependent on the type of the given formulas. So, rather than dealing with the "concrete" types, we instead deal with an abstract type, $\texttt{Form}$, which is a dependent linear pair of the form $\Sigma^1{}_{(n:\mathbb{N})}(\texttt{Form}'n)$.

We then apply equivalents to each operation that works on $\texttt{Form}$ instead of $\texttt{Form}'\ n$, and there name is the respective operation, merely with the prime dropped from the end We also define $\texttt{Solve}$ and $\texttt{Unify}$, which are defined likewise. Finally, we use the same notation for $\texttt{Form}$ as $\texttt{Form}'n$, 5 for $\texttt{FVal}\ 5$, $\phi + \psi$ for $\texttt{FAdd}\phi\psi$, and $x \in \phi$ for $\texttt{Solve}$ and $\phi \subseteq \psi$ for $\texttt{Unify}\phi\psi$.

Altogether, the formula language is as follows:

	op	⊠	+	
		|	*	
		|	min	
		|	max	
Form	ϕ	⊠	n	Number
		|	_	Variable
		|	ϕ op ϕ	Application

4.5 Decidability of Formulas

One of the reaons this specific set of formula types was chosen is that it allows for $\phi \ni n$ to be provably terminadbly decidable for any formula and natural number. That is, their is a total function `DecSolve` from a formula and natural number to either $\phi \ni n$ or a proof that it is absurd

We prove this by case anaylisis and induction. Firstly, we have the two base cases:

Lemma 4.6. *$\mathtt{FVar'} \ni n$ is decidable.*

Proof. This reduces to $\exists_1(x : \mathbb{N})(\mathtt{Eval'FVar'}x =_? n)$, which simply has $(n, \mathtt{Refl})$. ☐

Lemma 4.7. *$\mathtt{FVal'}v \ni n$ is decidable.*

Proof. This reduces to $\exists_1(x : \mathbb{N})(\mathtt{Eval'FVal'v}x =_? n)$, which further reduces to $\exists_1(x : \mathbb{N})(v =_? n)$, and, as natural number equality is decidable, is decidable ☐

Their are 4 more inductive cases, one for each operation.

However, first, we must define the induction hypothesis. Because for each case they are exactly the same, we note them all here.

Hypothesis 4.8. ϕ and ψ are both formulas, and for any y, $\phi \ni y$ and $\psi \ni y$ are decidable

We ultimately end up supplying these prerequisties using the result itself by induction.

We first note that there is a way to "split" each of these operations into two parts:

Lemma 4.9. *The existence of natural numbers x and y, where $x \circ y = z$ such that $\phi \ni x$ and $\psi \ni y$, is equivalent to $\phi \circ \psi \ni z$. That is, $\exists_1(x : \mathbb{N})\exists_1(y : \mathbb{N})(\phi \ni x \wedge \psi \ni y \wedge x \circ y = z)$ is equivalent to $\phi \circ \psi \ni z$*

Proof. We begin by expanding each of these types into $\exists_1(x : \mathbb{N})\exists_1(y : \mathbb{N})(\exists_1(n_0 : \mathbb{N})(\mathtt{Eval'}\phi n_0 =_? x) \wedge \exists_1(n_1 : \mathbb{N})(\mathtt{Eval'}\psi n_1 =_? y) \wedge x \circ y = z)$ is equivalent to $\exists_1(n_2 : \mathbb{N})(\mathtt{Eval'}\phi \circ \psi n_2 =_? z)$ ☐

5 Omega Types

Omega types allow us to generalize mu types to bindings that have mutiple possible values. For instances, in the Granule binding `x : t [2*c]`, the binding has a variable multiplicity given by the effect formula $2 * c$. This allows for Granule to have, say, a function `mapMaybe` which has the form $(a \to_1 b) \to_{0..1} (\mathtt{Maybe} a) \to_1 (\mathtt{Maybe} b)$.

Of course, this is just one example of many of the potential utility of such a system, perhaps the most interesting of which is modeling the idea of optional ownership. We propose Ω, which model such bindings of variable multiplicity using a continuations on the exact number of bindings

Ω types allow for bindings that have multiplicity polymorphism. The simplest example of this is a binding that may or may not be used. In Granule such bindings are created by allowing for effect formulas to serve as multiplicities

5.1 Extended Mu

Definition 5.1 (Omega types). Ω is an erased function that takes a `Form` as an arguement, as well as a type, t, and a witness of t, which, altogether, has the singature $\Omega : \mathtt{Form} \to (t : *) \to w \to *$. Its definition is $\Omega\ \phi\ t\ w := (n : \mathbb{N}) \to_1 \forall(n \in \phi) \Rightarrow_0 M\ n\ t\ w$

This is simplest understood by example.

The easiest form of this is $\Omega\ \mathtt{FVar}\ t\ w$, which expands to the type $(n : \mathbb{N}) \to_1 \forall(n \in \mathtt{FVar}) \Rightarrow_0 M\ n\ t\ w$. Per 4.2, this becomes simply $(n : \mathbb{N}) \to_1 \mathscr{M}\ n\ t\ w$. Thereby, this is simply a mapping from any number of bindings to that many bindings of the form $w : t$.

Another simple form of Ω is that where the formula is some `FVal`. This type, given that the specific number is m, expands to $(n : \mathbb{N}) \rightarrow_1 \forall(n \in \texttt{FVal}\ m) \Rightarrow_0 M\ n\ t\ w$. Because $\texttt{FVarm} \ni n$ only exists if $n =_? m$, we know that this will simply be equivalent to $\mathscr{M}\ m\ t\ w$.

One of the more interesting facts about Ω is that they form categories not only on their second (and third) arguements, but also their first. We call the morphisms `weaken`, and they all have the type $\Omega\ \phi\ t\ w \rightarrow_1 \Omega\ \psi\ t\ w$. Perhaps even more interesting however is that this category has a functor coming to it from the category of formulas under unification.

In Idris, this claim is as follows:

5.2 Operations on Omega

Given the fact that Ω attempts to generalize M, it stands to reason that each of the operations on $\mathscr{M}$ have equivalents on Ω.

This, unfourtanetly, is only partially true. This is because while

5.3 Infinite Lazy Copies

6 Exponential Types

6.1 Exponential Types as Graded Values

6.2 Operations on Exponential Types

6.3 The type of Strings Squared

6.4 Inverting Types

7 Using Mu and Friends

7.1 Sources and Factories

8 Conclusion

Related Work

GrTT and QTT. While QTT, in particular as described here, is quite useful, it of course has its limits. In particular, the work of languages like Granuleto create a generalized notion of this in a way that can easily be inferred and checked is important. However, in terms of QTT (or even systems outside it) this is far from complete.

The Syntax. For instance, even with the $^\wedge$types, the syntax for this, and more generally linearity in general, tends to be a bit hard to use. A question of how to integrate into the source syntax would be quite interesting. Also, in general, one of the advantages of making an algebra part of the core language itself (as opposed to a construction on top of it) is that it makes it easier to create an inference engine for that language..

Bump Allocation. QTT has been discussed as a potential theoretical model for ownership systems. One of the more useful constructs in such a system is bump allocation. With particular use seen in compilers, bump arena allocation, where memory is pre-allocated per phase, helps both separate and simplify memory usage. It is possible that a usage of M types (given the fact that we know exactly how many times we need a value) as a form of modeling of arena allocation might be useful.

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Artifacts

All Idris code mentioned here is either directly from or derived from the code in the Idris library `idris-mult`, which may be found at its repository[5]

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[5] Some listings may be modified for readability

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