

Programming Up-to-Congruence

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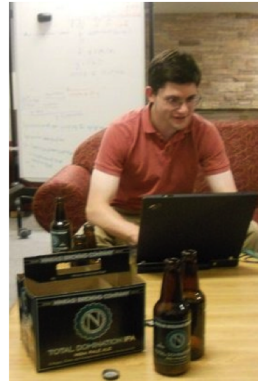
ZOMBIE

A functional programming language with a dependent type system intended for “lightweight” verification

With:



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The ZOMBIE programming language

Goal: FP++

- Functional programming enhanced by reasoning in constructive logic
- Full-spectrum dependent types (for uniformity)
- Erasable arguments (for efficient compilation)
- Simple semantics for indexed types and dependently-typed pattern matching

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- Simple semantics for indexed types and dependently-typed pattern matching
- **Proof automation based on congruence closure**

ZOMBIE: A language, in two parts

- ① Programmatic fragment: nontermination allowed (similar to ML and Haskell)

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rec div n m = if n < m then 0 else 1 + div (n - m) m
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log add : Nat → Nat → Nat
ind add x y = case x [eq] of
  Zero    → y                -- eq : x = Zero
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Uniformity: Both fragments use the same syntax, have the same (call-by-value) operational semantics.

Dependent types in ZOMBIE

The logical fragment can reason about the programmatic fragment.

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  div62 = join
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Type checking `join` is undecidable, so includes an overridable timeout—the programmer is in control.

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In a context with

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x : Vec Bool (div 6 2)
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the expression `f x` does **not** type check because `div 6 2` is **not** automatically equal to `3`.

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In other words, β -conversion is only available for *propositional* equality.

```
f (x |> [Vec Bool ~div62])
```

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ind npluszero n =
  case n [eq] of
    Zero → (join : 0 + 0 = 0)
           |> [~eq + 0 = ~eq]           -- explicit type coercion
                                           -- eq : 0 = n

    Suc m →
      let ih = npluszero m [ord eq] in
      (join : (Suc m) + 0 = Suc (m + 0))
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But we can do better.

Better

What if the type checker could determine those coercions automatically?

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Capture this idea with a relation:

$$\text{eq}: n = 0 \vdash (0 + 0 = 0) = (n + 0 = n)$$

Opportunity: Congruence Closure

The relation that we need is the *congruence closure* of equations in the context.

$$\frac{x : a = b \in \Gamma}{\Gamma \vdash a = b} \qquad \frac{\Gamma \vdash a = b}{\Gamma \vdash \{a/x\} c = \{b/x\} c}$$
$$\frac{}{\Gamma \vdash a = a} \qquad \frac{\Gamma \vdash a = b}{\Gamma \vdash b = a} \qquad \frac{\Gamma \vdash a = b \quad \Gamma \vdash b = c}{\Gamma \vdash a = c}$$

Efficient algorithms for deciding this relation exist [Nieuwenhuis and Oliveras, 2007].

Note, extending this relation with β -conversion makes it undecidable.

What we have done

Designed and implemented a concise **surface language** for ZOMBIE programmers

- Specification via bidirectional type system

$$\Gamma \vdash a \Rightarrow A \quad \text{and} \quad \Gamma \vdash a \Leftarrow A$$

- Type checking is up-to Congruence Closure

$$\frac{\Gamma \vdash a \Rightarrow A \quad \Gamma \vDash A = B}{\Gamma \vdash a \Rightarrow B} \qquad \frac{\Gamma \vdash a \Leftarrow A \quad \Gamma \vDash A = B}{\Gamma \vdash a \Leftarrow B}$$

- Elaborates to explicitly-typed **core language**, previously proven sound
[POPL '14][MSFP'12]

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- ③ Supports injectivity of type (and data) constructors

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- ⑤ and generates proof terms in the core language

Properties of Elaboration

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If a term type checks according to the surface language specification, then elaboration will succeed.

Properties of Elaboration

- **Elaboration is sound**
If elaboration succeeds, it produces a well-typed core language term.
- **Elaboration is complete**
If a term type checks according to the surface language specification, then elaboration will succeed.
- **Elaboration doesn't change the semantics**
If elaboration succeeds, it produces a core language term that differs from the source term only in irrelevant information (type annotations, type coercions, erasable arguments).

Extensions

Proof inference

Congruence closure can also supply proofs of equality

```
log npluszero : (n : Nat) → (n + 0 = n)
ind npluszero n =
  case n [eq] of
    Zero →
      let _ = (join : 0 + 0 = 0) in _
    Suc m →
      let _ = npluszero m [ord eq] in
      let _ = (join : (Suc m) + 0 = Suc (m + 0)) in _
```

Extension: Unfold

Common to reduce terms as much as possible

```
log npluszero : (n : Nat) → (n + 0 = n)
ind npluszero n =
  case n [eq] of
    Zero → unfold (0 + 0) in _
    Suc m →
      let _ = npluszero m [ord eq] in
      unfold ((Suc m) + 0) in _
```

The expression `unfold a in b` expands to

```
let _ = (join : a = a1) in
let _ = (join : a1 = ...) in
...
let _ = (join : ... = an) in
  b
```

when $a \rightsquigarrow a1 \rightsquigarrow \dots \rightsquigarrow an$

Extension: Reduction Modulo

The type checker makes use of congruence closure when reducing terms with `unfold`.

```
log npluszero : (n : Nat) → (n + 0 = n)
ind npluszero n =
  case n [eq] of
    Zero → unfold (n + 0) in _
    Suc m →
      let ih = npluszero m [ord eq] in
      unfold (n + 0) in _
```

E.g., if we have $h : n = 0$ in the context, allow the step

$$n + 0 \rightsquigarrow_{\text{cbv}} 0$$

Extension: Smartjoin

Use `unfold` (and `reduction modulo`) on both sides of an equality when type checking `join`.

```
log npluszero : (n : Nat) → (n + 0 = n)
ind npluszero n =
  case n [eq] of
    Zero → smartjoin
    Suc m → let ih = npluszero m [ord eq] in
             smartjoin
```

Conclusions

- Dependently-typed languages should allow nonterminating programs, but compile-time reduction is tricky
- Restricting β -reduction allows alternative forms of automatic reasoning, specifically congruence closure
- Congruence closure powers smart case, a simple specification of dependently-typed pattern matching
- Proof automation is an important part of the design of dependently-typed languages, and should be backed up by specifications

Implementation and examples available:

<https://code.google.com/p/trellys/source/browse/trunk/zombie-trellys/>

or Google: zombie trellys



Thanks!