# **Coercion Quantification**

#### Ningning Xie <sup>1</sup> Richard A. Eisenberg <sup>2</sup> 22 Sept. 2018 Haskell Implementor's Workshop (HIW'18)

<sup>1</sup>The University of Hong Kong

<sup>2</sup>Bryn Mawr College





## **Motivation**

The World of Haskell

The World of Haskell	
Dependent Haskell	

The World of Haskell	
Dependent Haskell	
Dependent Core	

The World of Haskell		
Dependent Haskell		
Dependent Core		
Homogeneous Equality		

The World of Haskell		
Dependent Haskell		
Dependent Core		
Homogeneous Equality		
Coercion Quantification		

- From Haskell to Coercion Quantification
- Coercion Quantification
  - For Core Contributors: Theory and Implementation
  - For Haskell Users: Design Space in Source Haskell
- Future Work

# From Haskell to Coercion Quantification

• Why Dependent Types?

• A language with dependent types may include references to programs inside of types.

- A language with dependent types may include references to programs inside of types.
- Length-indexed vectors

```
data Nat = Zero | Succ Nat
data Vec :: Type \rightarrow Nat \rightarrow Type where
Nil :: Vec a Zero
Cons :: a \rightarrow Vec a n \rightarrow Vec a (Succ n)
```

- A language with dependent types may include references to programs inside of types.
- Length-indexed vectors

```
-- vector of length 3
vec1 :: Vec Int (Succ (Succ (Succ Zero)))
vec1 = Cons 1 (Cons 2 (Cons 3 Nil))
```

- A language with dependent types may include references to programs inside of types.
- Length-indexed vectors

```
data Nat = Zero | Succ Nat
data Vec :: Type \rightarrow Nat \rightarrow Type where
Nil :: Vec a Zero
Cons :: a \rightarrow Vec a n \rightarrow Vec a (Succ n)
```

```
-- vector of length 3
vec1 :: Vec Int (Succ (Succ (Succ Zero)))
vec1 = Cons 1 (Cons 2 (Cons 3 Nil))
```

```
-- type error!
vec2 :: Vec Int (Succ (Succ Zero))
vec2 = Cons 1 (Cons 2 (Cons 3 Nil))
```

#### Why Dependent Types?

-- accepts only non-empty vector vecHead :: Vec a (Succ n)  $\rightarrow$  a vecHead (Cons x xs) = x

#### Why Dependent Types?

-- accepts only non-empty vector vecHead :: Vec a (Succ n)  $\rightarrow$  a vecHead (Cons x xs) = x

-- type error! headOfEmpty = vecHead Nil

#### Why Dependent Types?

```
-- accepts only non-empty vector vecHead :: Vec a (Succ n) \rightarrow a vecHead (Cons x xs) = x
```

-- type error! headOfEmpty = vecHead Nil

```
-- addition in type-level
type family Plus (x::Nat) (y::Nat) :: Nat where
Plus Zero y = y
Plus (Succ x) y = Succ (Plus x y)
```

```
-- accepts only non-empty vector vecHead :: Vec a (Succ n) \rightarrow a vecHead (Cons x xs) = x
```

-- type error! headOfEmpty = vecHead Nil

```
-- addition in type-level
type family Plus (x::Nat) (y::Nat) :: Nat where
Plus Zero y = y
Plus (Succ x) y = Succ (Plus x y)
```

-- property of length is ensured in type-level append :: Vec a  $n \rightarrow$  Vec a  $m \rightarrow$  Vec a (Plus n m) append Nil v = v append (Cons a v1) v2 = Cons a (append v1 v2)

- Dependent types help us eliminate erroneous programs
- Type-level computation
- Equivalence proofs
- ...

- Why Dependent Types?
- Why Dependent Haskell?

A set of language extensions for GHC that provides the ability to program as if the language had dependent types<sup>1</sup>

{-# LANGUAGE DataKinds, TypeFamilies, PolyKinds, TypeInType, GADTs, RankNTypes, TypeOperators, FunctionalDependencies, ScopedTypeVariables, TypeApplications, Template Haskell, UndecidableInstances, InstanceSigs, TypeSynonymInstances, KindSignatures, MultiParamTypeClasses, TypeFamilyDependencies, AllowAmbiguousTypes, FlexibleContexts ... #-}

<sup>&</sup>lt;sup>1</sup>Adapted from *Dependent Types in Haskell* by Stephanie Weirich at StrangeLoop'17

• There is no unified meta-theory for the extensions.

- There is no unified meta-theory for the extensions.
- Duplications for term-level and type-level functions.

```
-- term-level function

plus :: Nat \rightarrow Nat \rightarrow Nat

plus Zero m = m

plus (Succ n) m = Succ (plus n m)
```

- There is no unified meta-theory for the extensions.
- Duplications for term-level and type-level functions.

```
-- term-level function

plus :: Nat \rightarrow Nat \rightarrow Nat

plus Zero m = m

plus (Succ n) m = Succ (plus n m)
```

- Restrictions:
  - All applications of a type family must be fully saturated with respect to that arity;
  - Data families are not promoted;
  - ...

- There is no unified meta-theory for the extensions.
- Duplications for term-level and type-level functions.

```
-- term-level function

plus :: Nat \rightarrow Nat \rightarrow Nat

plus Zero m = m

plus (Succ n) m = Succ (plus n m)
```

- Restrictions:
  - All applications of a type family must be fully saturated with respect to that arity;
  - Data families are not promoted;
  - ...
- Plan: to extend GHC with full-spectrum dependent types in a way that is compatible with the current implementation, with the goal of simplifying and unifying many of GHC's extensions (Eisenberg, 2016; Gundry, 2013; Weirich et al., 2017).

- Why Dependent Types?
- Why Dependent Haskell?
- Why Dependent Core?

Adding dependent types to GHC in one patch...

Adding dependent types to GHC in one patch... is very difficult <sup>2</sup>.



<sup>2</sup>High-level Dependency Graph from

https://ghc.haskell.org/trac/ghc/wiki/Commentary/ModuleStructure 12



• GHC incorporates several compilation phases <sup>3</sup>.

<sup>3</sup>Compiler Pipeline from

https://ghc.haskell.org/trac/ghc/wiki/Commentary/Compiler/HscPipe



- GHC incorporates several compilation phases <sup>3</sup>.
- Dependent Core, as steps are taken towards dependent Haskell (Weirich et al., 2017).

<sup>3</sup>Compiler Pipeline from

https://ghc.haskell.org/trac/ghc/wiki/Commentary/Compiler/HscPipe



- GHC incorporates several compilation phases <sup>3</sup>.
- Dependent Core, as steps are taken towards dependent Haskell (Weirich et al., 2017).
- Some discussions can be found in Haskell wiki<sup>4</sup>.

https://ghc.haskell.org/trac/ghc/wiki/Commentary/Compiler/HscPipe <sup>4</sup>https://ghc.haskell.org/trac/ghc/wiki/DependentHaskell/Phase2

- Why Dependent Types?
- Why Dependent Haskell?
- Why Dependent Core?
- Why Homogeneous Equality?

## Why Homogeneous Equality?

- Given an equality proposition  $a : A \sim b : B$ 
  - **Homogeneous** Equality: *A* and *B* are definitionally equivalent types.
  - Heterogeneous Equality: A and B may be unrelated.

## Why Homogeneous Equality?

- Given an equality proposition  $a: A \sim b: B$ 
  - **Homogeneous** Equality: *A* and *B* are definitionally equivalent types.
  - Heterogeneous Equality: A and B may be unrelated.
- A Specification for Dependent Types in Haskell (Weirich et al., 2017).

The most important change is that we show that the use of homogeneous equality propositions is compatible with explicit coercion proofs...by changing our treatment of equality propositions, we are able to simplify both the language semantics and the proofs of its metatheoretic properties with no cost to expressiveness...

- Why Dependent Types?
- Why Dependent Haskell?
- Why Dependent Core?
- Why Homogeneous Equality?
- Why Coercion Quantification?

Suppose we have homogeneous equalities A  $\sim \#$  B in Core, then how can we define the kind-indexed GADTs?  $^5$ 

```
-- Source
data Rep :: ∀ k. k → Type where
RepBool :: Rep Bool -- instantiate k to Type
RepMaybe :: Rep Maybe -- instantiate k to Type → Type
```

<sup>&</sup>lt;sup>5</sup>Codes in Source Haskell are in black, and codes in Core are in blue.

Suppose we have homogeneous equalities A  $\sim \#$  B in Core, then how can we define the kind-indexed GADTs?  $^5$ 

```
-- Source
data Rep :: \forall k. k \rightarrow Type where
  RepBool :: Rep Bool -- instantiate k to Type
  RepMaybe :: Rep Maybe -- instantiate k to Type \rightarrow Type
-- Core
Rep :: \forall k. k \rightarrow Type
RepBool :: \forall k (a :: k).
              (k \sim# Type)
              \rightarrow (a \sim# Bool) -- ill-kinded
              \rightarrow Rep k a
RepMaybe :: \forall k (a :: k).
                (k \sim# (Type \rightarrow Type))
                \rightarrow (a \sim# Maybe) -- ill-kinded
                \rightarrow Rep k a
```

<sup>&</sup>lt;sup>5</sup>Codes in Source Haskell are in black, and codes in Core are in blue.

Suppose we have homogeneous equalities A  $\sim \#$  B in Core, then how can we define the kind-indexed GADTs?  $^5$ 

```
-- Source
data Rep :: \forall k. k \rightarrow Type where
  RepBool :: Rep Bool -- instantiate k to Type
  RepMaybe :: Rep Maybe -- instantiate k to Type \rightarrow Type
-- Core
Rep :: \forall k. k \rightarrow Type
RepBool :: \forall k (a :: k).
              \forall (cv :: k \sim# Type). -- a name for kind co
               ((a \triangleright cv) \sim \# Bool) -- kind cast
              \rightarrow Rep k a
RepMaybe :: \forall k (a :: k).
                \forall (cv :: k \sim# (Type \rightarrow Type)).--kind co
                ((a \triangleright cv) \sim \# Maybe) -- kind cast
                \rightarrow Rep k a
```

<sup>&</sup>lt;sup>5</sup>Codes in Source Haskell are in black, and codes in Core are in blue.

## **Coercion Quantification**

A quantification over a coercion variable.

A quantification over a coercion variable.

• Forall-type over coercion variable.

```
RepBool :: \forall k (a :: k).

\forall (cv :: k \sim# Type). -- kind coercion

((a \triangleright cv) \sim# Bool) -- cast

\rightarrow Rep k a
```

A quantification over a coercion variable.

• Forall-type over coercion variable.

```
RepBool :: \forall k (a :: k).
\forall (cv :: k \sim \# Type). -- kind coercion
((a \triangleright cv) \sim \# Bool) -- cast
\rightarrow Rep k a
```

• Forall-coercion over coercion variable.

Theory

• Typing rules: roles, NthCo, InstCo; optimizations; visibility rules; ...

#### Theory

• Typing rules: roles, NthCo, InstCo; optimizations; visibility rules; ...

$$\begin{split} \mathsf{\Gamma} \vdash \gamma_{1} : (t_{1} \sim_{r} t_{2}) \sim_{\mathsf{N}} (t_{3} \sim_{r} t_{4}) \\ \mathsf{\Gamma}, \mathsf{c} : t_{1} \sim_{r} t_{2} \vdash \gamma_{2} : t_{5} \sim_{r2} t_{6} \\ \eta_{1} = \mathsf{N}\mathsf{th} \ \mathsf{r} \ \mathsf{2} \ (\mathsf{downgradeRole} \ \mathsf{r} \ \mathsf{N} \ \gamma_{1}) :: t_{1} \sim_{r} t_{3} \\ \eta_{2} = \mathsf{N}\mathsf{th} \ \mathsf{r} \ \mathsf{3} \ (\mathsf{downgradeRole} \ \mathsf{r} \ \mathsf{N} \ \gamma_{1}) :: t_{2} \sim_{r} t_{4} \end{split}$$

 $\mathsf{F} \vdash \forall c : \gamma_1.\gamma_2 :: (\forall c : t_1 \sim t_2.t_5) \sim_{r^2} (\forall c : t_3 \sim t_4.t_6[c \mapsto \eta_1; c; \eta_2])$ 

Practice

- Merged patch: https://phabricator.haskell.org/D5054
- Both ForAllTy and ForAllCo can quantify over coercion variables, but only in **Core**.
- All relevant functions are updated accordingly.

## Coercion Quantification: Theory and Implementation

```
Example: compiler/basicTypes/DataCon.hs<sup>6</sup>
```

```
data DataCon
= MkData { ...
    dcUnivTyVars :: [TyVar]
    dcExTyVars :: [TyVar]
    dcUserTyVarBinders :: [TyVarBinder]
    ... }
-- old invariant : tyvars in dcUserTyVarBinders =
    dcUnivTyVars 'union' dcExTyVars
```

## Coercion Quantification: Theory and Implementation

```
Example: compiler/basicTypes/DataCon.hs<sup>6</sup>
```

```
data DataCon
= MkData { ...
   dcUnivTyVars :: [TyVar]
   dcExTyVars :: [TyVar]
   dcUserTyVarBinders :: [TyVarBinder]
  ...}
-- old invariant : tyvars in dcUserTyVarBinders =
   dcUnivTyVars 'union' dcExTyVars
data DataCon
= MkData { ...
   dcUnivTyVars :: [TyVar]
   dcExTyCoVars :: [TyCoVar] -- covars allowed
   dcUserTyVarBinders :: [TyVarBinder]
  -- new invariant : tyvars in dcUserTyVarBinders =
   dcUnivTyVars 'union' (tyvars in dcExTyCoVars)
```

<sup>6</sup>Simplified for presentation.

• So far, the user experience with Haskell should not be changed at all.

- So far, the user experience with Haskell should not be changed at all.
- Question for Haskellers: do you want the compiler to accept the type of fun?

- So far, the user experience with Haskell should not be changed at all.
- Question for Haskellers: do you want the compiler to accept the type of fun?

```
-- rejected!
```

- So far, the user experience with Haskell should not be changed at all.
- Question for Haskellers: do you want the compiler to accept the type of fun?

```
-- rejected!

data SameKind :: k \rightarrow k \rightarrow *

fun :: \forall k1 k2 (a::k1) (b::k2).

(k1 \sim k2) \Rightarrow SameKind a b
```

If the solver is smart enough (which implies non-trivial extensions), it should accept the program and produce

```
-- in Core

data SameKind :: k \rightarrow k \rightarrow *

fun :: \forall k1 k2 (a:k1) (b:k2).

(co :: k1 \sim \# k2). -- generate a name

SameKind (a > co) b -- insert a cast
```

**Future Work** 

- Implementation of homogeneous equality in Core.
- Dependent Core: unified syntax for terms/types/kinds, elaboration, etc.
- Dependent Source Haskell.

## References

- Richard A. Eisenberg. 2016. *Dependent Types in Haskell: Theory and Practice*. PhD Dissertation. University of Pennsylvania.
- Adam Michael Gundry. 2013. *Type Inference, Haskell and Dependent Types*. PhD Dissertation. University of Strathclyde.
- Stephanie Weirich, Antoine Voizard, Pedro Henrique Avezedo de Amorim, and Richard A Eisenberg. 2017. A Specification for Dependent Types in Haskell. Proceedings of the ACM on Programming Languages 1, ICFP (2017), 31.



# **Coercion Quantification**

#### Ningning Xie <sup>1</sup> Richard A. Eisenberg <sup>2</sup> 22 Sept. 2018 Haskell Implementor's Workshop (HIW'18)

<sup>1</sup>The University of Hong Kong

<sup>2</sup>Bryn Mawr College





## **Backup Slides**

Why Haskell? Why not any existing dependently typed language? [Eisenberg, 2016]

- Haskell is a general purpose functional programming language.
- Backward-compatible type inference.
- No termination or totality checking.

Note [The equality types story] in compiler/prelude/TysPrim.hs

- (~#) ::  $\forall$  k1 k2. k1  $\rightarrow$  k2  $\rightarrow$  #
  - The Type Of Equality in GHC. This type is used in the solver for recording equality constraints.
  - We want this to be homogeneous.
- (~~) ::  $\forall$  k1 k2. k1  $\rightarrow$  k2  $\rightarrow$  Constraint
  - Defined as if

class a  $\sim \#$  b  $\Rightarrow$  a  $\sim \sim$  b instance a  $\sim \#$  b  $\Rightarrow$  a  $\sim \sim$  b

• We want this to keep heterogeneous.

```
-- type: unit, or arrow
data Typ = U | Typ :\rightarrow Typ
infixr 0 :\rightarrow
```

```
-- type: unit, or arrow
data Typ = U | Typ :\rightarrow Typ
infixr 0 :\rightarrow
```

```
-- context is a list of types, e.g. [U, U 
ightarrow U, U]
```

```
-- type: unit, or arrow
data Typ = U | Typ :→ Typ
infixr 0 :→
-- context is a list of types, e.g. [U, U → U, U]
-- variable in context
data Member :: a → [a] → * where
First :: ∀ elm ls . Member elm (elm:ls)
Next :: ∀ elm ls x . Member elm ls → Member elm
(x:ls)
```

• De Bruijn index

```
-- type: unit, or arrow
data Typ = U | Typ :\rightarrow Typ
infixr 0 :\rightarrow
-- context is a list of types, e.g. [U, U \rightarrow U, U]
-- variable in context
data Member :: a \rightarrow [a] \rightarrow * where
  First :: \forall elm ls . Member elm (elm:ls)
  Next :: \forall elm ls x . Member elm ls \rightarrow Member elm
  (x:ls)
test1 :: Member Int '[Int, Bool]
test1 = First
test2 :: Member Bool '[Int, Bool]
test2 = Next First
-- type error!
-- test3 :: Member Int '[Int, Bool]
```

-- test3 = Next First

```
-- context [Typ], expr has type Typ

data Expr :: [Typ] \rightarrow Typ \rightarrow * where

Unit :: \forall ts. Expr ts U

Var :: \forall ts t. Member t ts \rightarrow Expr ts t

Abs :: \forall ts dom ran. Expr (dom:ts) ran \rightarrow Expr ts

(dom :\rightarrow ran)

App :: \forall ts dom ran. Expr ts (dom :\rightarrow ran) \rightarrow Expr ts

dom \rightarrow Expr ts ran
```

-- context [Typ], expr has type Typ data Expr :: [Typ]  $\rightarrow$  Typ  $\rightarrow$  \* where Unit ::  $\forall$  ts. Expr ts U Var ::  $\forall$  ts t. Member t ts  $\rightarrow$  Expr ts t Abs ::  $\forall$  ts dom ran. Expr (dom:ts) ran  $\rightarrow$  Expr ts (dom : $\rightarrow$  ran) App ::  $\forall$  ts dom ran. Expr ts (dom : $\rightarrow$  ran)  $\rightarrow$  Expr ts dom  $\rightarrow$  Expr ts ran

-- context [Typ], expr has type Typ data Expr :: [Typ]  $\rightarrow$  Typ  $\rightarrow$  \* where Unit ::  $\forall$  ts. Expr ts U Var ::  $\forall$  ts t. Member t ts  $\rightarrow$  Expr ts t Abs ::  $\forall$  ts dom ran. Expr (dom:ts) ran  $\rightarrow$  Expr ts (dom : $\rightarrow$  ran) App ::  $\forall$  ts dom ran. Expr ts (dom : $\rightarrow$  ran)  $\rightarrow$  Expr ts dom  $\rightarrow$  Expr ts ran