Staging with Class

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POPL 2022

Multi-stage programming

generate efficient code with predictable performance



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generate efficient code with predictable performance



Code: program fragment in a future stage

Code: program fragment in a future stage

Code: program fragment in a future stage

Quotation

a representation of the expression as program fragment in a future stage

e :: Int \Rightarrow <e> :: Code Int

Code: program fragment in a future stage

Quotation

a representation of the expression as program fragment in a future stage

e :: Int \Rightarrow <e> :: Code Int

Splice

extracts the expression from its representation

e :: Code Int \Rightarrow \$e :: Int









```
power :: Int -> Int -> Int
power 0 n = 1
power k n = n * power (k - 1) n

powerFive :: Int -> Int
powerFive n = power 5 n
```





```
power :: Int -> Int -> Int
power 0 n = 1
power k n = n * power (k - 1) n
powerFive :: Int -> Int
powerFive n = power 5 n
```







qpower :: Int -> Code Int -> Code Int





stage 0

3

stage 1



qpower :: Int -> Code Int -> Code Int



```
power :: Int -> Int -> Int

power 0 n = 1

power k n = n * power (k - 1) n

powerFive :: Int -> Int

powerFive n = power 5 n

n^k

Code \longrightarrow output
```

qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>





qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>



```
power :: Int -> Int -> Int

power 0 n = 1

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powerFive n = power 5 n

n^k

Code \longrightarrow output
```

qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>























```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
```

```
qpowerFive n =  (qpower 5 <n>)
```

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow n * n * n * n * n * 1
```

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <(n) * (qpower (k - 1) n)>
```

```
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
```



```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow $(
```

$$\rightarrow$$
 n * n * n * n * n * 1

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
```

$$\rightarrow$$
 n * n * n * n * n * 1

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qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
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qpowerFive n = $(qpower 5 <n>)
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```

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 n * n * n * n * n * 1

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qpower :: Int → Code Int → Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int → Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
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```

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
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```

$$\rightarrow$$
 n * n * n * n * 1

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
\rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
\rightarrow $(<[n]>) * $(qpower (5 - 1) <n>)>)
```

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = \langle (n) \times (qpower (k - 1) n) \rangle
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
             \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
            \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower (5 - 1) <n>)
```

 \rightarrow n * n * n * n * n * 1

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = \langle (n) * (qpower (k - 1) n) \rangle
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
            \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
            \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
            \rightarrow n * $(qpower (5 - 1) <n>)
```

 \rightarrow n * n * n * n * 1

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = \langle (n) \rangle  (qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
             \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
             \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower 4 <n>)
             \rightarrow n * n * n * n * n * 1
```
Code generation

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = \langle (n) \rangle  (qpower (k - 1) n)>
qpowerFive :: Int -> Int
qpowerFive n = $(qpower 5 <n>)
             \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
             \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower (5 - 1) <n>)
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Code generation

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qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
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             \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
             \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower (5 - 1) <n>)
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Code generation

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qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
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             \rightarrow $(<$(<n>) * $(qpower (5 - 1) <n>)>)
             \rightarrow $(<n>) * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower (5 - 1) <n>)
             \rightarrow n * $(qpower 4 <n>)
                 .....
             \rightarrow n * n * n * n * n * 1
```

But...

```
qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
qpower k n = <$(n) * $(qpower (k - 1) n)>
qpowerFive :: Int -> Int
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```
qpowerFive n = (qpower 5 < n>)
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But...

qpower :: Int -> Code Int -> Code Int
qpower 0 n = <1>
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qpower :: Num a => Int -> Code a -> Code a qpower 0 n = <1> qpower k n = <(n) * (qpower (k - 1) n)>

qpowerFive :: Num $a \Rightarrow a \rightarrow a$ qpowerFive n =\$(qpower 5 <n>)

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```

rejected:

No instance for (Num a) arising from a use of 'qpower' In the expression: qpower 5 <n>

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qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
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OCaml













A solid theoretical foundation for integrating type classes into multistage programs

Easy to implement and stay close to existing implementations



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Quotation

a representation of the expression as program fragment in a future stage

e :: Int \Rightarrow <e> :: Code Int

Splice

extracts the expression from its representation

e :: Code Int \Rightarrow \$e :: Int

Quotation

a representation of the expression as program fragment in a future stage

 $\Gamma \vdash e : \tau$

 $\Gamma \vdash \langle e \rangle : \operatorname{Code} \tau$

Splice extracts the expression from its representation $\Gamma \vdash e : \text{Code } \tau$ $\Gamma \vdash \$e : \tau$



Quotation a representation of the expression as program fragment in a future stage $\Gamma \vdash e : \tau$

 $\overline{\Gamma \vdash \langle e \rangle} : \operatorname{Code} \tau$

Splice extracts the expression from its representation $\frac{\Gamma \vdash e : \text{Code } \tau}{\Gamma \vdash \$e : \tau}$



Quotationa representation of the expression as
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QuotationSplicea representation of the expression as
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level: evaluation order of expressions



Quotation

a representation of the expression as program fragment in a future stage

 $\frac{\Gamma \vdash^{n+1} e : \tau}{\Gamma \vdash^n \langle e \rangle : \operatorname{Code} \tau}$

Splice extracts the expression from its representation $\frac{\Gamma \vdash^{n-1} e : \text{Code } \tau}{\Gamma \vdash^n \$ e : \tau}$





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level: evaluation order of expressions


Well-stagedness: the level of an expression

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level: evaluation order of expressions



Well-stagedness: the level restriction

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level: evaluation order of expressions

The level restriction: each variable is used only at the level in which it is bound

leveled context expr type

Well-stagedness: the level restriction

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level: evaluation order of expressions

The level restriction: each variable is used only at the level in which it is bound

qpowerN :: Int -> Int qpowerN n = \$(qpower n <n>)

Well-stagedness: the level restriction

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level: evaluation order of expressions

The level restriction: each variable is used only at the level in which it is bound



The level restriction: each variable is used only at the level in which it is bound

well-staged?

```
qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = <(n) * (qpower (k - 1) n)>
```

```
qpowerFive :: Num a \Rightarrow a \rightarrow a
qpowerFive n = $(qpower 5 <n>)
```

The level restriction: each variable is used only at the level in which it is bound

well-staged?

9

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qpower :: Num a => Int -> Code a -> Code a
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qpowerFive :: Num a => a -> a
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qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = <(n) * (qpower (k - 1) n)>
```

```
qpowerFive :: Num a \Rightarrow a \rightarrow a
qpowerFive n = (qpower 5 < n)
```

```
qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum $(n) $(qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower dNum 5 <n>)
```

```
qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = \langle (n) * (qpower (k - 1) n) \rangle
qpowerFive :: Num a => a -> a
qpowerFive n =  (qpower 5 <n>)
            dictionary-passing elaboration
qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum (n)  (qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = (qpower dNum 5 < n)
```



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qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
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qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum $(n) $(qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower dNum 5 <n>)
```

```
gpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = \langle (n) * (qpower (k - 1) n) \rangle
qpowerFive :: Num a => a -> a
qpowerFive n =  (qpower 5 <n>)
            dictionary-passing elaboration
qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum = <1>
qpower dNum k n = < (*) dNum (n)  (qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n =  (qpower dNum 5 < n >)
```

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qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
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qpowerFive :: Num a => a -> a
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qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum (n)  (qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = (qpower dNum 5 < n)
```

```
qpower :: Num a => Int -> Code a -> Code a
qpower 0 n = <1>
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qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum (n)  (qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = (qpower dNum 5 < n)
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qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n =  (qpower dNum 5 < n >)
```

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qpower :: Num a => Int -> Code a -> Code a
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qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) dNum (n)  (qpower dNum (k - 1)) n >
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower dNum 5 <n>)
```

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qpower :: Num a => Int -> Code a -> Code a
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                                                            well-staged?
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qpower :: NumDict a -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
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qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower dNum 5 <n>)
```

λ $[] \Rightarrow]]$

unstaged	staged
Int	Code Int
Num a	

unstaged	staged
Int	Code Int
Num a	CodeC (Num a)

```
qpower :: CodeC (Num a) => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = <(n) * (qpower (k - 1)) n
qpowerFive :: Num a => a -> a
```

qpowerFive n =\$(qpower 5 <n>)

```
qpower :: CodeC (Num a) => Int -> Code a -> Code a

qpower 0 n = <1>

qpower k n = <(n) * (qpower (k - 1)) n>

qpowerFive :: Num a => a -> a

qpowerFive n = (qpower 5 < n)
```

```
qpower :: CodeC (Num a) => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = \langle (n) \times (qpower (k - 1)) \rangle
qpowerFive :: Num a \Rightarrow a \Rightarrow a
qpowerFive n =  (qpower 5 <n>)
                         dictionary-passing elaboration
qpower :: Code (NumDict a) -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) (dNum) (n) (qpower dNum (k - 1)) n>
qpowerFive :: NumDict a -> a -> a
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qpower dNum 0 n = <1>
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qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower <dNum> 5 <n>)
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qpower :: CodeC (Num a) => Int -> Code a -> Code a
qpower 0 n = <1>
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qpower :: Code (NumDict a) -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
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```

```
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower <dNum> 5 <n>)
```

```
qpower :: CodeC (Num a) => Int -> Code a -> Code a
qpower 0 n = <1>
qpower k n = <(n) * (qpower (k - 1)) n>
```

```
qpowerFive :: Num a \Rightarrow a \rightarrow a
qpowerFive n = (qpower 5 < n)
```

```
qpower :: Code (NumDict a) -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) (dNum) (n) (qpower dNum (k - 1)) n>
```

```
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower < dNum> 5 < n>)
```

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qpower :: CodeC (Num a) => Int -> Code a -> Code a
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```

```
qpowerFive :: Num a \Rightarrow a \rightarrow a
qpowerFive n = (qpower 5 < n)
```

dictionary-passing elaboration

```
qpower :: Code (NumDict a) -> Int -> Code a -> Code a
qpower dNum 0 n = <1>
qpower dNum k n = < (*) (dNum) (n) (qpower dNum (k - 1)) n>
```

```
qpowerFive :: NumDict a -> a -> a
qpowerFive dNum n = $(qpower <dNum> 5 <n>) well-staged!
```

- A TW

Constraint resolution

incr :: Num a \Rightarrow a \Rightarrow a incr x = x + 1

incr :: NumDict a -> a ->a
incr dNum x = (+) dNum x

Constraint resolution

incr :: Num a \Rightarrow a \Rightarrow a incr x = x + 1

```
incr :: NumDict a -> a ->a
incr dNum x = (+) dNum x
```
Constraint resolution

$$\Gamma \models C \rightsquigarrow e$$

incr :: Num a \Rightarrow a \Rightarrow a incr x = x + 1

```
incr :: NumDict a -> a ->a
incr dNum x = (+) dNum x
```

Constraint resolution



Constraint resolution



incr :: Num a => a -> a
incr x = x + 1

$$\frac{ev: (C, n) \in \Gamma}{\Gamma \models^{n} C \rightsquigarrow ev}$$

$$\frac{dNum : Num a \in \Gamma}{\Gamma \models Num a \rightsquigarrow dNum}$$







This talk



A solid theoretical foundation for integrating type classes into multistage programs

easy to implement and stay close to existing implementations

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 $e_1 \langle e_2 \$ e_3 \rangle$

level

 $e_1 \langle e_2 \$ e_3 \rangle$









 $e_1 \langle e_2 \$ e_3 \rangle$ $\lambda \llbracket \Rightarrow \rrbracket$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ



 $e_1 \langle e_2 \$ e_3 \rangle$ λ



 $e_1 \langle e_2 \ s \rangle$

20

 $e_1 \langle e_2 \$ e_3 \rangle$ λ



 $e_1 \langle e_2 \ s \rangle_{e_1} \rangle_{s:\tau=e_3}$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ



 $e_1 \langle e_2 \ S \rangle_{\bullet} \stackrel{|\text{the spliced expression}}{}_{s:\tau=e_3}$

20

 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒∥



 $e_1 \langle e_2 \ s \rangle_{\bullet} \stackrel{\text{the spliced expression}}{\underset{\text{type of s (so the type of e3 is Code <math>\tau$)}{}}

20

 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒∥



 $e_1 \langle e_2 \ S \rangle_{\bullet} \downarrow^0 s: \tau = e_3$ (so level of s is 0 + 1 = 1) (the spliced expression) $f(t) = e_3$ $(type of s (so the type of e3 is Code \tau)$

 $e_1 \langle e_2 \$ e_3 \rangle$ $\lambda \parallel \Rightarrow \parallel$



 $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_3 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_3 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_3 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_1 \langle e_2 \ s \rangle = e_3$ $e_2 \langle e_2 \ s \rangle = e_3$ $e_3 \langle e_2 \ s \rangle = e_3$ $e_3 \langle e_2 \ s \rangle = e$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒∥



 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒∥



 $e_1 \langle e_2 \$ e_3 \rangle$ $\lambda \llbracket \Rightarrow \rrbracket$



 $e_1 \langle e_2 \ s \rangle_{\mathfrak{s}:\tau=e_3}$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒〗



✓ Straightforward evaluation

$$e_1 \langle e_2 \ s \rangle_{\bullet} = e_3$$

 $e_1 \langle e_2 \$ e_3 \rangle$ $\lambda \llbracket \Rightarrow \rrbracket$



✓ Straightforward evaluation

$$\phi \longrightarrow \phi'$$

$$\langle e \rangle_{\phi} \longrightarrow \langle e \rangle_{\phi'}$$

$$e_1 \langle e_2 \ s \rangle_{\bullet} e_3 = e_3$$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ



✓ Straightforward evaluation

$$\phi \longrightarrow \phi'$$

$$\langle e \rangle_{\phi} \longrightarrow \langle e \rangle_{\phi'}$$

$$e_1 \langle e_2 \ s \rangle_{s:\tau=e_3}$$

 $e_1 \langle e_2 \$ e_3 \rangle$ λ∥⇒∥



Straightforward evaluation

$$\frac{\phi \longrightarrow \phi'}{\langle e \rangle_{\phi} \longrightarrow \langle e \rangle_{\phi'}}$$

 $e_1 \langle e_2 \ s \rangle_{\bullet} e_3 \neq 0 \text{ or } e_3 \neq 0 \text{ or } e_3$

 $e_1 (e_2 \$ e_3)$ λ



 $e_1 \langle e_2 \ s \rangle_{\mathfrak{s};\tau=e_3}$

 $e_1 (e_2 \$ e_3)$ λ



 $e_1 (e_2 \ s)$

Negative levels and top-level splice definitions

 $e_1 (e_2 \$ e_3)$ λ[I⇒]



 $e_1 (e_2 \ s)$

Negative levels and top-level splice definitions

 $e_1 (e_2 \$ e_3)$ λ∥⇒∥



spdef • $\vdash^{-1} s : \tau = e_3$;

$$e_1 (e_2 s)$$

Type-directed elaboration
Type-directed elaboration

$$\Gamma \vdash^{n} \lambda^{[] \Longrightarrow]} \rightsquigarrow F^{[]} \mid \phi$$

Type-directed elaboration

$$\Gamma \vdash^{n} \lambda^{[] \Longrightarrow]} \rightsquigarrow F^{[]} \mid \phi$$

$$\frac{\Gamma \vdash^{n-1} e : \operatorname{Code} \tau \rightsquigarrow e' \mid \phi \quad \Gamma \vdash \tau \rightsquigarrow \tau' \quad \text{fresh } s}{\Gamma \vdash^{n} \$e : \tau \rightsquigarrow s \mid \phi, (\bullet \vdash^{n-1} s : \tau' = e')}$$
$$\frac{\Gamma \vdash^{n+1} e : \tau \rightsquigarrow e' \mid \phi}{\Gamma \vdash^{n} \langle e \rangle : \operatorname{Code} \tau \rightsquigarrow \langle e' \rangle_{\phi,n} \mid \lfloor \phi \rfloor^{n}}$$

Type soundness

$$F^{\text{II}} \qquad (1) \ If \bullet \vdash^{n} e : \tau, \ then \ either \ e \ is \ a \ value, \ or \ e \longrightarrow e' \ for \ some \ e'.$$

$$(2) \ If \Delta \vdash^{n} e : \tau, \ and \ e \longrightarrow e', \ then \ \Delta \vdash^{n} e' : \tau.$$

Type soundness

$$\begin{split} \lambda \llbracket \Rightarrow \rrbracket & If \Gamma \vdash^{n} e : \tau \rightsquigarrow e \mid \phi \ , \ and \Gamma \rightsquigarrow \Delta \ , \ and \Gamma \vdash \tau \rightsquigarrow \tau \ , \\ then \Delta, \phi^{\Gamma} \vdash^{n} e : \tau . \end{split}$$

$$F \llbracket \square & (1) \ If \bullet \vdash^{n} e : \tau, \ then \ either \ e \ is \ a \ value, \ or \ e \longrightarrow e' \ for \ some \ e'. \\ (2) \ If \Delta \vdash^{n} e : \tau, \ and \ e \longrightarrow e', \ then \ \Delta \vdash^{n} e' : \tau. \end{split}$$

$$\lambda \llbracket \Longrightarrow \rrbracket \qquad \begin{array}{l} \langle \$ e \rangle =_{ax} e \\ \$ \langle e \rangle =_{ax} e \end{array}$$

$$\lambda \llbracket \Longrightarrow \rrbracket \qquad \begin{array}{l} \langle \$ e \rangle =_{ax} e \\ \$ \langle e \rangle =_{ax} e \end{array}$$



$\langle s \rangle_{\bullet \mu^n s: \tau = e}$	$=_{ax}$	е	
$\langle e_1 angle_{\phi_1, \Delta \mu^n s: \tau = \langle e angle_{\phi}, \phi_2}$	$=_{ax}$	$\langle e_1[s \mapsto e] \rangle_{\phi_1,\phi',\phi_2}$	where $\phi \leftrightarrow \Delta \rightsquigarrow \phi'$
spdef $\Delta \vdash^n s : \tau = \langle e \rangle_{\phi}; \rho g m$	$=_{ax}$	spdef ϕ' ; $\rho gm[s \mapsto e]$	where $\phi \leftrightarrow \Delta \rightsquigarrow \phi'$

$$\lambda \llbracket \Longrightarrow \rrbracket \qquad \begin{array}{l} \langle \$ e \rangle =_{ax} e \\ \$ \langle e \rangle =_{ax} e \end{array}$$



$\langle s \rangle_{\bullet \mu^n s: \tau = e}$	$=_{ax}$	е	
$\langle e_1 angle_{\phi_1, \Delta \mu^n s: \tau = \langle e angle_{\phi}, \phi_2}$	$=_{ax}$	$\langle e_1[s \mapsto e] \rangle_{\phi_1,\phi',\phi_2}$	where $\phi ++ \Delta \rightsquigarrow \phi'$
spdef $\Delta \vdash^n s : \tau = \langle e \rangle_{\phi}; \rho g m$	$=_{ax}$	spdef ϕ' ; $\rho gm[s \mapsto e]$	where $\phi \leftrightarrow \Delta \rightsquigarrow \phi'$

 $\Theta \vdash \rho g m_1 \simeq_{ctx} \rho g m_2 : \tau$



 $\Theta \vdash \rho g m_1 \simeq_{ctx} \rho g m_2 : \tau$



 $\Theta \vdash \rho g m_1 \simeq_{ctx} \rho g m_2 : \tau$

More in paper

Staging with Class

A Specification for Typed Template Haskell

NINGNING XIE, University of Cambridge, United Kingdom MATTHEW PICKERING, Well-Typed LLP, United Kingdom ANDRES LÖH, Well-Typed LLP, United Kingdom NICOLAS WU, Imperial College London, United Kingdom JEREMY YALLOP, University of Cambridge, United Kingdom MENG WANG, University of Bristol, United Kingdom

Multi-stage programming using typed code quotation is an established technique for writing optimizing cod generators with strong type-safety guarantees. Unfortunately, quotation in Haskell interacts poorly with type

classes, making it difficult to write robust multi-stage programs. We study this unsound interaction and propose a resolution, staged type class constraints, which we formalize in a source calculus $\lambda^{[]}$ that elaborates into an explicit core calculus $F^{[]}$. We show type soundness of both calculi, establishing that well-typed, well-staged source programs always elaborate to well-typed, well-staged

core programs, and prove beta and eta rules for code quotations. Our design allows programmers to incorporate type classes into multi-stage programs with confidence Although motivated by Haskell, it is also suitable as a foundation for other languages that support both

CCS Concepts: • Software and its engineering \rightarrow Functional languages; Semantics; • Theory of

computation \rightarrow Type theory.

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- Full typing rules
- Metatheory development
- Comparison between GHC and $\lambda^{\parallel \Rightarrow \parallel}$
- Challenges of integration into GHC

This talk



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Thank you!

I am on the academic job market! https://xnning.github.io/

