

# Dependently-Typed Programming

---

Kazutaka Matsuda

# Today's topic

- ❖ Dependently-typed programming
  - Overviews
  - Very brief introduction of Agda

# Case: List and Vector

## ❖ Lists

```
[] : List a  
(1 :: []) : List Nat  
(1 :: 2 :: []) : List Nat
```

## ❖ Vectors

```
[] : Vec a 0  
(1 :: []) : Vec Nat 1  
(1 :: 2 :: []) : Vec Nat 2
```

size information in type

# Manipulation of Lists

```
head : List a -> a
```

```
> head (1 :: [])
```

```
1
```

```
> head (2 :: 1 :: [])
```

```
2
```

```
> head []
```

```
... runtime error ...
```

# Manipulation of List

```
_!!_ : List a -> Nat -> a
```

```
> (1 :: 2 :: 3 :: []) !! 0
```

```
1
```

```
> (1 :: 2 :: 3 :: []) !! 1
```

```
2
```

```
> (1 :: 2 :: 3 :: []) !! 2
```

```
3
```

```
> (1 :: 2 :: 3 :: []) !! 3
```

```
... runtime error ...
```

# Manipulation of Vector

`head : Vec a (1 + n) -> a`

`> head (1 :: [])` `(1 :: []) :: Vec Nat 1`

`1`

`> head (2 :: 1 :: [])`

`2`

`> head []` `(2 :: 1 :: []) :: Vec Nat 2`

`... type error ...`

`[] :: Vec Nat 0`

# Manipulation of Vector

{0,1,...,n-1}

```
_!!_ : Vec a n -> Fin n -> a
> (1 :: 2 :: 3 :: []) !! 0
1
> (1 :: 2 :: 3 :: []) !! 1
2
> (1 :: 2 :: 3 :: []) !! 2
3
> (1 :: 2 :: 3 :: []) !! 3
... type error ...
```

# Quiz

❖ Vector-version of the following func?

```
replicate : Nat -> a -> List a
```

```
> replicate 3 0
```

```
0 :: 0 :: 0 :: []
```

```
> replicate 2 "A"
```

```
"A" :: "A" :: []
```



# Answer

## ❖ *By dependent types*

```
replicate : (n:Nat) -> a -> Vec a n
```

```
> replicate 3 0 ... : Vec Nat 3
```

```
0 :: 0 :: 0 :: []
```

```
> replicate 2 "A" ... : Vec Nat 2
```

```
"A" :: "A" :: []
```

# Dependent Types

- ❖ Types that depend on terms
  - dependent products:  $(n:A) \rightarrow B$ 
    - ◆ function types whose return types depend on input values
  - e.g.: `replicate : (n:Nat) → (a → Vec a n)`
  - ... we ignore dependent sums for a while

(in Agda notation)

# Why Dependent Typing?

- ❖ Early detection of errors
  - Errors at compilation instead of runtime

e.g.:  $\text{head} : \text{Vec } a \ (1 + n) \rightarrow a$

$\_!!\_ : \text{Vec } a \ n \rightarrow \text{Fin } n \rightarrow a$

- ❖ Writing (constructive) proofs

e.g.:  $f : 2 \leq 3$

$g : (n : \text{Nat}) \rightarrow 0 \leq n$

# Agda

- ❖ A dependently-typed programming language
- ❖ Actively developed
- ❖ Based on Martin L $\ddot{o}$ f Type Theory
  - an extension of simply-typed  $\lambda$  calculus
  - impredicative
- ❖ Allowing only total functions
  - so, head and `_!!_` are rejected anyways

# How to Install Agda

## ❖ Step 1. Install stack

- see <https://docs.haskellstack.org>

```
$ curl -sSL https://get.haskellstack.org/ | sh
```

## ❖ Step 2. Install Agda (may take a few hours)

```
$ stack install Agda
```

```
$ agda-mode setup
```

## ❖ Step 3. Install Agda standard library

- <https://agda.readthedocs.io/en/latest/tools/package-system.html>

# Setting up Prog. Env. for Agda

- ❖ Step 1. Install Emacs
  - some people use Atom
- ❖ Step 2. Edit `./emacs.d/init.el` or `.emacs`
  - insert the following lines.

```
(load-file (let ((coding-system-for-read 'utf-8))  
            (shell-command-to-string "agda-mode locate")))
```

# "Hello World" in Agda

```
module hello-world where
open import IO

main = run (putStrLn "Hello, World!")
```

- ❖ You may forget this, as it is rather rare to write all the things in Agda





# Notational Convenience

❖ It is tedious to write

```
suc (suc (suc (suc (...(suc zero)...)))
```

❖ The following tells Agda to map digits to your defined natural numbers

```
{-# BUILTIN NATURAL ℕ #-}
```

e.g.:

```
four : ℕ  
four = 4 -- suc (suc (suc (suc zero)))
```

# Defining Functions

```
_+_ : ℕ → ℕ → ℕ
```

```
zero   + n = n
```

```
(suc m) + n = suc (m + n)
```

# Your First Proof (1/2)

## ❖ Preparation

```
import Relation.Binary.PropositionalEquality as Eq
open Eq using (_≡_; refl)
open Eq.≡-Reasoning using (begin_; _≡⟨⟩_; _≡⟨_⟩_; _■)
```

# Your First Proof (2/2)

```
_ : 2 + 3 ≡ 5
```

2 + 3 ≡ 5 is a type!

```
_ = begin
```

```
  2 + 3
```

```
≡⟨ ⟩ -- unfolding definitions
```

```
  suc (suc zero) + 3
```

```
≡⟨ ⟩ -- definition of + for suc
```

```
  suc (suc zero + 3)
```

```
≡⟨ ⟩ -- definition of + for suc
```

```
  suc (suc (zero + 3))
```

```
≡⟨ ⟩ -- definition of + for zero
```

```
  suc (suc 3)
```

```
≡⟨ ⟩
```

```
  5
```

```
■
```

# Shorter Proof

```
_ : 2 + 3 ≡ 5  
_ = refl
```

Agda knows which terms become equivalent after evaluation

# Universal Quantification

❖ By dependent products

$$\begin{aligned} \emptyset_+ & : (n : \mathbb{N}) \rightarrow \emptyset + n \equiv n \\ \emptyset_+ n & = \text{refl} \end{aligned}$$

The quantification can be written also as:

$$\begin{aligned} \emptyset_+ & : \forall (n : \mathbb{N}) \rightarrow \emptyset + n \equiv n \\ \emptyset_+ n & = \text{refl} \end{aligned}$$

or

$$\begin{aligned} \emptyset_+ & : \forall n \rightarrow \emptyset + n \equiv n \\ \emptyset_+ n & = \text{refl} \end{aligned}$$

# How about this?

$$+0 : (n : \mathbb{N}) \rightarrow n + 0 \equiv n$$

The following causes a type error

$$+0 = \text{refl}$$

...

$n + 0 \neq n$  of type  $\mathbb{N}$

when checking that the expression `refl` has type  $n + 0 \equiv n$

because we cannot  
evaluate  $n + 0$  to  $n$

cf.

$$\begin{aligned} \_+_\_ & : \mathbb{N} \rightarrow \mathbb{N} \rightarrow \mathbb{N} \\ \text{zero} & \quad + n = n \\ (\text{suc } m) & + n = \text{suc } (m + n) \end{aligned}$$

# Induction by Recursive Definition

```
+0 : (n : ℕ) → n + 0 ≡ n
```

```
+0 zero      = refl
```

```
+0 (suc n) = Eq.cong suc (+0 n)
```

```
cong : {A B : Set} {x y : A}
      → (f : A → B)
      → x ≡ y → f x ≡ f y
```



# More Human Readable Version.

```
+0 : (n : ℕ) → n + 0 ≡ n
+0 zero      = refl
+0 (suc n) = begin
  suc n + 0
  ≡ ⟨ ⟩
  suc (n + 0)
  ≡ ⟨ Eq.cong suc (+0 n) ⟩
  suc n
  ■
```

# Interactive Proofs

## ❖ By holes

$+0 : (n : \mathbb{N}) \rightarrow n + 0 \equiv n$   
 $+0 \ n = ?$

$+0 : (n : \mathbb{N}) \rightarrow n + 0 \equiv n$   
 $+0 \ n = \{ \ } 0$

$+0 : (n : \mathbb{N}) \rightarrow n + 0 \equiv n$   
 $+0 \ \text{zero} = \{ \ } 0$   
 $+0 \ (\text{suc } n) = \{ \ } 1$

...

# User-Defined Predicates

```
data _≤_ : (n : ℕ) → (m : ℕ) → Set where
  z≤n : {m : ℕ} → zero ≤ m
  s≤s  : {n m : ℕ} → n ≤ m → suc n ≤ suc m
```

$$\frac{}{\text{0} \leq n} \text{z}\leq n \qquad \frac{n \leq m}{\text{suc } n \leq \text{suc } m} \text{s}\leq \text{s}$$

```
_ : 0 ≤ 5
_ = z≤n
```

```
_ : 2 ≤ 3
_ = s≤s (s≤s z≤n)
```

# Pattern Matching on "Proof"

inhabitants: proofs for  $n \leq m$

```
 $\leq$ -anti-sym :  $\forall \{n\ m\} \rightarrow n \leq m \rightarrow m \leq n \rightarrow n \equiv m$   
 $\leq$ -anti-sym z $\leq$ n z $\leq$ n = refl  
 $\leq$ -anti-sym (s $\leq$ s r1) (s $\leq$ s r2) =  
  cong suc ( $\leq$ -anti-sym r1 r2)
```

Notice that the following cases cannot happen

- $\leq$ -anti-sym z $\leq$ n (s $\leq$ s \_)
- $\leq$ -anti-sym (s $\leq$ s \_) z $\leq$ n

# Revisiting Vector Example

```
data Vec (A : Set) : ℕ → Set where
  []      : Vec A 0
  _::__   : ∀ {n} → A → Vec A n → Vec A (suc n)

infixr 4 _::_
```

```
v0 : Vec ℕ 0
```

```
v0 = []
```

```
v3 : Vec ℕ 3
```

```
v3 = 1 :: 20 :: 30 :: []
```

# head & tail

```
head : ∀ {A} {n} → Vec A (suc n) → A  
head (a :: _) = a
```

```
tail : ∀ {A n} → Vec A (suc n) → Vec A n  
tail (_ :: r) = r
```

The input cannot be [].

```
_ : head v3 ≡ 1  
_ = refl
```

cf. 

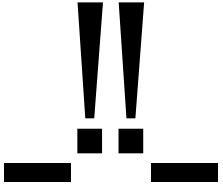
```
v3 : Vec ℕ 3  
v3 = 1 :: 20 :: 30 :: []
```

# Finite Set

```
data Fin : ℕ → Set where
  fz : ∀ {n} → Fin (suc n)
  fs : ∀ {n} → Fin n → Fin (suc n)
```

```
_ : Fin 2
_ = fz
```

```
_ : Fin 2
_ = fs fz
```



```
_!!_ :  $\forall$  {A n} -> Vec A n -> Fin n -> A  
(x :: v) !! fz = x  
(x :: v) !! fs n = v !! n
```

```
_ : v3 !! fz  $\equiv$  1  
_ = refl  
  
_ : v3 !! (fs fz)  $\equiv$  20  
_ = refl
```

cf.

```
v3 : Vec  $\mathbb{N}$  3  
v3 = 1 :: 20 :: 30 :: []
```



# Replicate

```
replicate :  $\forall$  {A}  $\rightarrow$  (n :  $\mathbb{N}$ )  $\rightarrow$  A  $\rightarrow$  Vec A n  
replicate zero a      = []  
replicate (suc n) a = a :: replicate n a
```