A Dependently Typed Framework for Maintaining Invariants

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Introduction

Maintaining accurate information about programs is important

- Embedded systems: run-time and space behaviour, guarantees (size)
- Agressively optimising compilers: any predicate which allows transformation according to some criteria (speed, space)
- certified compilers: ' rewrote application of head in line 42, because the list can never be empty'
- ultimately: certified code

Where to find this information?

- given some unannotated code, try to discover it: static analysis (difficult)
- force the user to annotate (or write it in a sufficiently rich language)

• ?

Legacy code: Haskell Prelude \iff useful information: Report

Examples:

• The sequence enumFromTo e_1e_3 is the list $[e_1, e_1 + 1, e_1 + 2, \dots, e_3]$ '. The list is empty if $e_1 > e_3$.

- The Ix class is used to map a contiguous subrange of values in a type onto integers. ... the nullary constructors are assumed to be numbered left-to-right with the indices being 0 to n − 1 inclusive'. : they are N's and SORTED
- careful reading of the Prelude+Report shows up dozens



- Devise enriched types which allows statically track invariants we are interested in
- Transform well-typed Haskell functions to functions in a DT language which manipulates those invariants
- Use the stronger type system to maintain and possibly establish properties
- If typechecks extract
 - Haskell code + rewrite rules
 - Transformed code (beware of code duplication)

Two properties

- Size of lists
- (Sortedness)

We

- pretend that Haskell is strict
- deal only with a handful of functions from the Prelude ((++), filter, take, dropWhile, intersect, etc)
- use Epigram because it is theorem proving well disguised
- compiler = GHC

All (well-typed) combinations of those functions maintain the invariants

Size (dependently)

(A:*; lp:Lelbl; up:Lelub! data !-----! BList A lp up : * where (-----! ; ! bnil : BList A leZ leZ) (a : A ; as : BList A lp up ! ! ------ | ! bcons a as : BList A (leS lp) (leS up))

```
and we get the usual goodies
```

```
( xs : BList A (leS n) u !
let !-----!
    ! bhead xs : A )
bhead xs <= case xs
    { bhead (bcons m'' ms) => m''
```

Other Prelude Functions

- append adds the lower bounds and the upper bounds (think of the definition list comprehensions!)
- filter changes the proof about the lower bound to zero (ie the proof of)
- intersect sets the lower bound to zero and the upper bound to the minimum of the length of the lists
- take *n* sets the length to be exactly *n* if the lower bound is greater than *n*.

• . . .

What Transformations are Possible

Instead of a whispering important properties (in the Report)

SAY

them in the types of (dependently typed) functions and make some compiler

SEE

them.

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- more you say more you (should) get
- can be done under the hood (no extension to Core or Haskell itself)
- the approach complements the optimising capabilities of GHC

TODO

- PiE formalise the Prelude (plus the Report!) in Epigram: good for the soul, good for compilation, and Haskell programmers can also read it
- once we established some invariant (and possibly acted upon) it is a shame to throw it away