

Rebuilding Constructive Type Theory with Cedille



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Rediscovering Constructive Type Theory with Cedille



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In this talk, let us

Seek out **green type theory**, by
going back to a simpler time,
without data,
only λ .

Plan for the talk



Cedille, motivation and architecture

merge

Histomorphic mergesort



Current and future directions



Cedille, motivation and architecture

The mission: seek out this greener type theory,

passing through perilous, unexplored territory

following the course of

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passing through perilous, unexplored territory

following the course of the Missouri River...?

The object of your mission is to explore the Missouri river, & such principal stream of it, as, by it's course & communication with the water of the Pacific ocean may offer the most direct & practicable water communication across this continent, for the purposes of commerce.

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Thomas Jefferson to Meriwether Lewis, June 20, 1803.

Let us form a type-theoretic Corps of Discovery!



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For a tour of the recent history of type theory





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COUNTRY

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CNTRY

LOUISIANA
PURCHASE

UNITED STATES

SPANISH
TERRITORY

MISSISSIPPI
TERRITORY

North America,
circa 1804



Fort Clatsop,
Oregon

Lewiston, Idaho

Great Falls,
Montana

Billings,
Montana

New Town,
North Dakota

Circle of Cultures,
North Dakota

Oacoma/Chamberlain,
South Dakota

Omaha, Nebraska

Kansas City, Missouri

St. Charles

St. Louis

Hartford, Illinois

Clarksville,
Indiana

Louisville, Kentucky

Charlottesville,
Virginia

A historical map of North America from approximately 1804. The map shows various territories and states, including Oregon, British Territory, Mississippi Territory, and parts of the Eastern United States. A white rectangular box is overlaid on the map, and a red circle highlights a specific location in the eastern part of the continent. The map includes a compass rose in the bottom left corner and the title 'North America, circa 1804' at the bottom center.

Pittsburgh, Pennsylvania

A historical map of North America from circa 1804. The map shows various territories including Oregon, British Territory, and Mississippi Territory. A red line traces a path across the continent, and a blue circle highlights a specific location in the eastern part of the continent. A white text box is overlaid on the map, containing text about Pittsburgh, Pennsylvania.

Pittsburgh, Pennsylvania

Reynolds, Girard invent System F (1970s)

Impredicative polymorphism $\forall X. F$

Beyond (current) ordinal analysis: powerful!



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North America,
circa 1804



A historical map of North America from approximately 1804. The map shows various territories and states, including Oregon, British Territory, Mississippi Territory, and parts of the Eastern United States. A red line traces a route from the Atlantic coast, through the mountains, and westward. A white box is overlaid on the map, containing the text 'St. Louis, Missouri'.

St. Louis, Missouri

A historical map of North America from circa 1804. The map shows various territories and states, including Oregon, British Territory, and Mississippi Territory. A red line traces a path across the continent. A compass rose is visible in the bottom left corner.

St. Louis, Missouri

Coquand, Huet: Calculus of Constructions (1988)

Add dependent types $\Pi x : A. B$

No induction [Geuvers 2001]



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MICH. CNTRY

LOUISIANA PURCHASE

SPANISH TERRITORY

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North America, circa 1804

A historical map of North America from circa 1804. The map shows various territories and states, including Oregon, British Territory, Mississippi Territory, and North America. A red line is drawn across the map, possibly representing a route or boundary. A compass rose is visible in the bottom left corner.

Council Bluffs, Iowa

Luo: Extended Calculus of Constructions (1990)

Add predicative hierarchy $Prop, Type_j, j \in \mathbb{N}$

Extend impredicativity $\prod x : Type_j. P : Prop$



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North America,
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Great Falls, Montana

Werner: Calculus of Inductive Constructions [1994]

Add primitive inductive types

(No predicative hierarchy)

Finally ready for formalizing Math/CS!

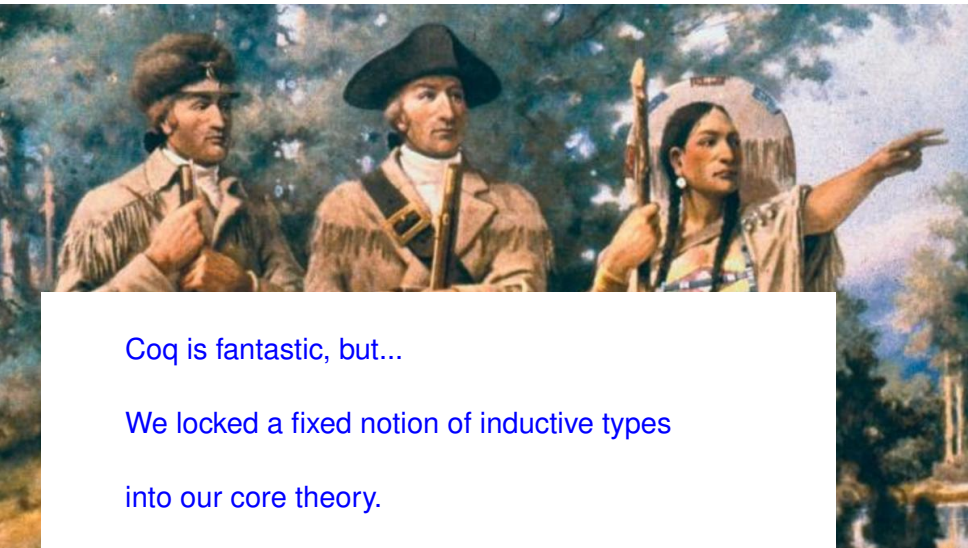
Pacific
Ocean:
Coq



Wait a second!



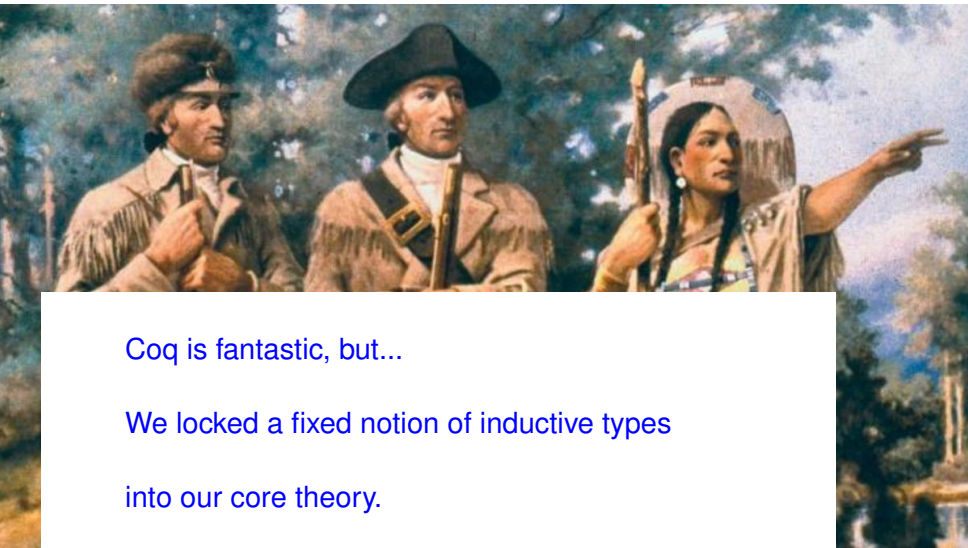
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Coq is fantastic, but...

We locked a fixed notion of inductive types
into our core theory.

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We locked a fixed notion of inductive types
into our core theory.

Should we maybe try the Platte through Nebraska?

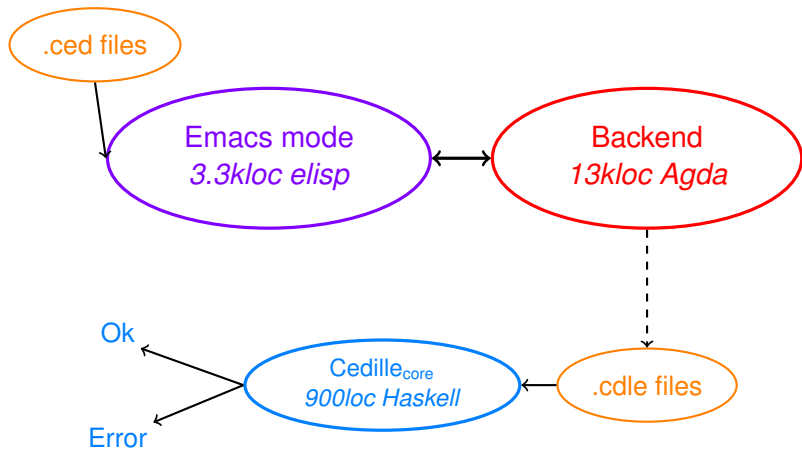
Introducing Cedille

CC

$\forall x : T. T'$ implicit products (Miquel)
 $\iota x : T. T'$ dependent intersections (Kopylov)
 $\{ t \simeq t' \}$ untyped equality

- ▷ Small theory, formal syntax and semantics
- ▷ Core checker implemented in < 1000loc Haskell
- ▷ Logically sound
- ▷ Turing complete(!)
- ▷ Since Cedille 1.1, datatype notations, elaborated to
- ▷ Inductive, efficient lambda-encodings

Architecture of Cedille

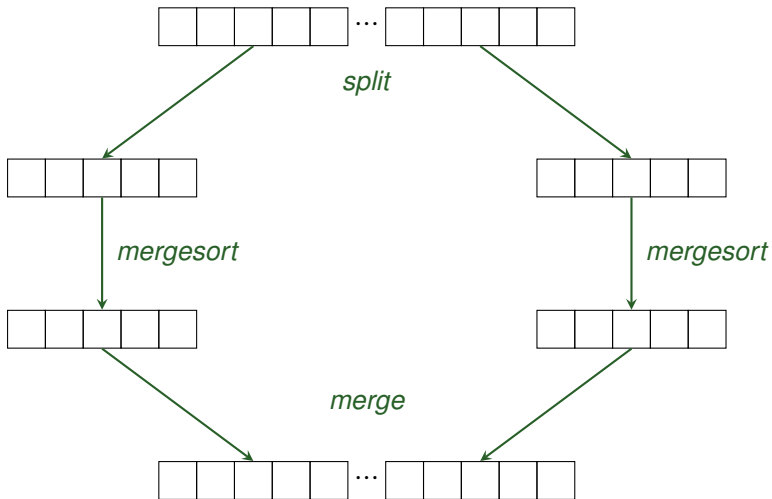


Demo

- ▷ Deriving induction
- ▷ Casts and recursive types

Histomorphic mergesort

Classic mergesort



Classic mergesort (in Haskell)

```
mergeSort [] = []
mergeSort [x] = [x]
mergeSort xs = let (as,bs) = split xs
                 in merge (mergeSort as) (mergeSort bs)

split (x:y:zs) = let (xs,ys) = split zs in (x:xs,y:ys)
split [x]      = ([x],[ ])
split []       = ([],[ ])
```

From rosettacode.org

Classic mergesort is not simple in Type Theory

```
mergeSort xs = let (as,bs) = split xs
                 in merge (mergeSort as) (mergeSort bs)
```

- ▷ Splitting and merging are structurally recursive.

Classic mergesort is not simple in Type Theory

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mergeSort xs = let (as,bs) = split xs  
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- ▷ Splitting and merging are structurally recursive.
- ▷ mergeSort itself is not.

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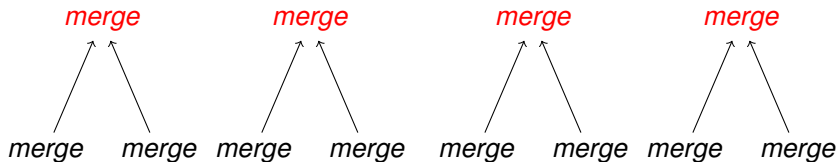
To rectify, various techniques can be applied:

- ▷ well-founded recursion
- ▷ sized types [Copello et al. 2014]
- ▷ inductive domains (cf. great survey paper “Partiality and Recursion in ITPs”, [Bove et al. 2016])

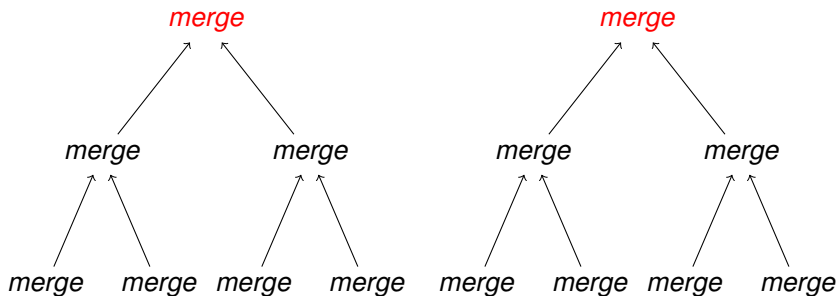
Bottom-up mergesort: a balanced tree of merges

merge merge merge merge merge merge merge merge

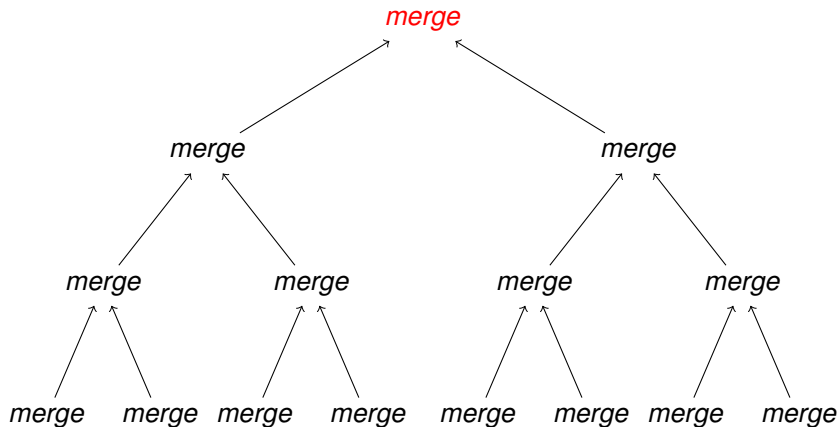
Bottom-up mergesort: a balanced tree of merges



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Bottom-up mergesort: a balanced tree of merges



Bottom-up mergesort also bad for TT

```
mergeSortBottomUp list = mergeAll (map (\x -> [x]) list)

mergeAll [sorted] = sorted
mergeAll sorteds = mergeAll (mergePairs sorteds)

mergePairs (s1 : s2 : ss) = merge s1 s2 : mergePairs ss
mergePairs sorteds = sorteds
```

From rosettacode.org

Bottom-up mergesort also bad for TT

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From rosettacode.org

▷ mergeAll not structurally recursive

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```

```
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```

From rosettacode.org

- ▷ mergeAll not structurally recursive
- ▷ though mergePairs decreases size of list (if non-nil)

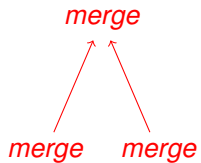
A new variant: prefix mergesort

merge

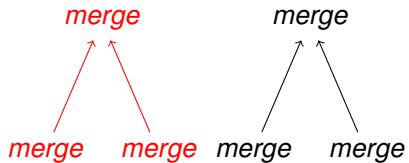
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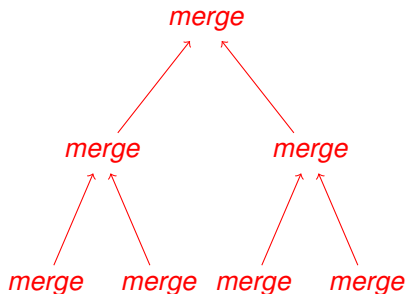
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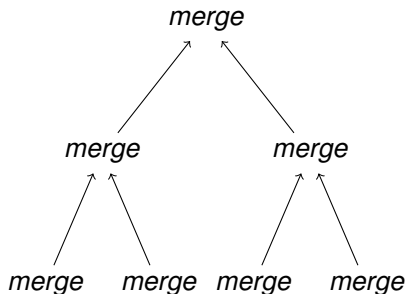
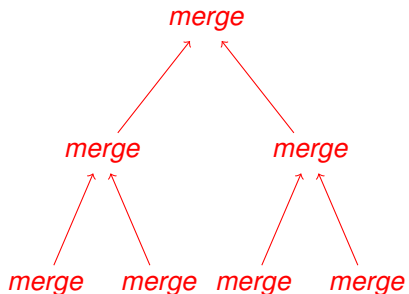
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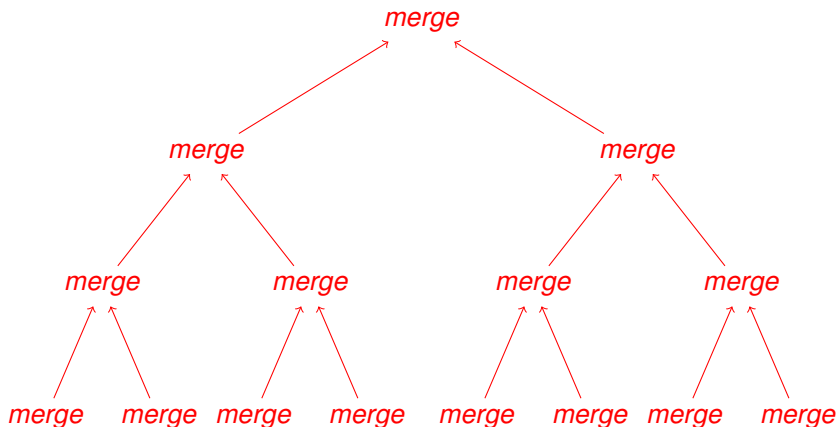
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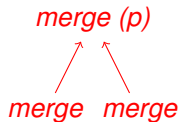
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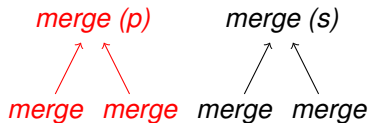
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For increasing k starting from 0:

- ▶ Let p be prefix (length 2^k) already sorted

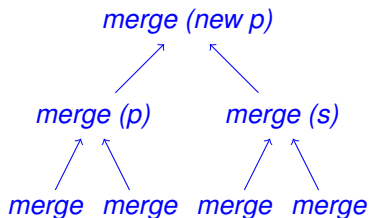
A new variant: prefix mergesort



For increasing k starting from 0:

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- ▶ Let s be bottom-up mergesort of next 2^k elements

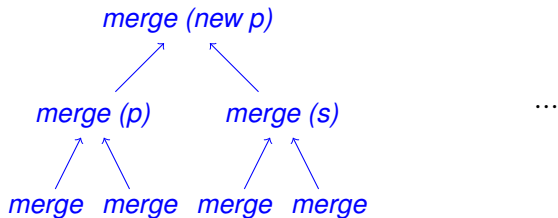
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- ▷ Stop when list is empty

Prefix mergesort (in Haskell)

```
data Nat = Zero | Succ Nat

takePow2 :: Nat -> Int -> [Int] -> ([Int],[Int])
takePow2 = ...

prefixMergeSort :: [Int] -> [Int]
prefixMergeSort [] = []
prefixMergeSort (h : t) = loop t [h] Zero
  where loop [] p _ = p
        loop (h : t) p n =
          let (s,t') = takePow2 n h t in
              loop t' (merge p s) (Succ n)
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- ▷ t' **is a sublist** of t

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```

- ▷ takePow2 **structurally recursive** on the Nat
- ▷ takePow2 **takes head and tail**, to assure that
- ▷ t' **is a sublist** of t
- ▷ So recursive call to loop is **structurally decreasing** (h : t > t')

How do we code this in Cedille?

- ▷ Cedille implements histomorphic recursion
- ▷ Pattern-matching recursions on inductive data D provide
 - An abstract type A
 - A function to use for recursive calls on type A
 - Evidence that A is D -like
 - can be decomposed like D , and
 - cast to D
- ▷ Datatype declarations add predicate for D -like, some helpers

The List datatype

```
data List (A: *) : * =  
  | nil: List  
  | cons: A → List → List.
```

This declaration introduces:

Is/List : $\prod A : * . * \rightarrow *$ [predicate for list-like](#)

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$\text{is/List} : \forall A : * . \text{Is/List } \cdot A \cdot (\text{List } \cdot A)$

evidence that List is list-like

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$\text{to/List} : \forall A : * . \forall X : * . \&$
 $\text{Is/List } A \cdot X \Rightarrow X \rightarrow \text{List } A$

cast from list-like X to List

The `loop` helper function for prefix mergesort

Haskell:

```
loop [] p _ = p
loop (h : t) p n =
  let (s,t') = takePow2 n h t in
      loop t' (merge p s) (Succ n)
```

Cedille:

```
 $\mu$  loop . t
@ ( $\lambda$  _ : List · Nat . List · Nat  $\rightarrow$  Nat  $\rightarrow$  List · Nat)
{ nil  $\rightarrow$   $\lambda$  p .  $\lambda$  _ . p
| cons h t  $\rightarrow$   $\lambda$  p .  $\lambda$  n .
   $\mu'$  takePow2 -isType/loop n h t
  { pair s t'  $\rightarrow$  loop t' (merge p s) (succ n) }}
```

- ▷ μ introduces pattern-matching recursion
 - always over some given data, here a list t
- ▷ μ' is a simple pattern-match

What do you get for histomorphic recursion?

```
 $\mu$  loop . t
@ ( $\lambda$  _ : List · Nat . List · Nat → Nat → List · Nat)
{ nil →  $\lambda$  p .  $\lambda$  _ . p
| cons h t →  $\lambda$  p .  $\lambda$  n .
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The following are available in the body of `cons`-clause:

Type/loop : * [abstract type for subdata](#)

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<code>Type/loop</code>	:	<code>*</code>	abstract type for subdata
<code>t</code>	:	<code>Type/loop</code>	subdata (tail of list), at abstract type

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<code>loop</code>	: <code>Type/loop</code> → <code>List · Nat</code> → <code>Nat</code> → <code>List · Nat</code>	for recursive calls

What do you get for histomorphic recursion?

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<code>loop</code>	:	<code>Type/loop → List · Nat → Nat → List · Nat</code>	for recursive calls
<code>isType/loop</code>	:	<code>Is/List · Nat · Type/loop</code>	evidence that abstract type is list-like

takePow2, using Is/List

```
takePow2 : ∀ T : * . Is/List · Nat · T ⇒
    Nat → Nat → T → Pair · (List · Nat) · T =
  Λ T . Λ mT . λ n .
    μ takePow2 . n
      { zero → λ a . λ l . pair (singleton a) l
      | succ n → λ a . λ l .
          [p = takePow2 n a l ] -
            μ' p
          { pair t1 l →
              μ' <mT> l
              { nil → p
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          { pair t2 l →  
            pair (merge t1 t2) l }}}} .
```

- ▷ μ' accepts evidence that T is list-like!
- ▷ So you can use pattern-matching on D -like types

Types for histomorphic mergesort

```
merge : List · Nat → List · Nat → List · Nat
```

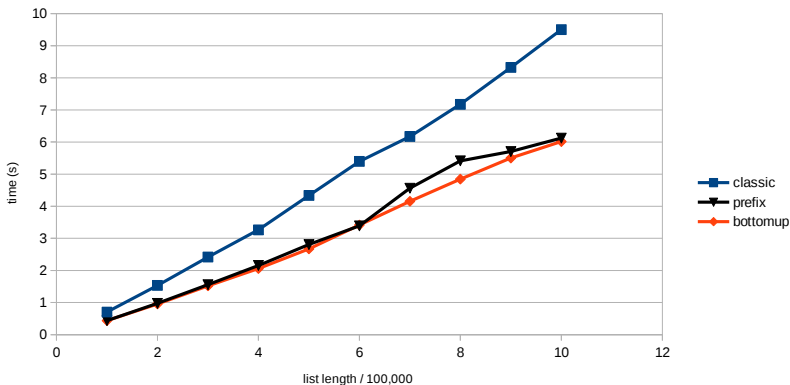
```
takePow2 : ∀ T : * . Is/List · Nat · T ⇒  
          Nat → Nat → T → Pair · (List · Nat) · T
```

```
msort : List · Nat → List · Nat
```

```
  loop : List · Nat → List · Nat → Nat → List · Nat
```

- ▷ Use `Is/List` and μ' to define `takePow2` outside of `msort`
- ▷ `msort` can recurse on values of type `Type/List` returned by `takePow2`
- ▷ Nothing else needed to convince the (implicit) termination checker!
- ▷ More flexible than nested recursions/lexicographic recursions

Comparing mergesort variants in Haskell



For each list length,

- ▷ Randomly generate 10 lists of that length
- ▷ Run each sorting algorithm (as a separate process)
- ▷ List elements range from min to max `Int`



Current and future directions

Schematic Cedille (*Cedille 1.2*)

When you run out of power...

Because you must at some point, if sound [Gödel 1931]

- ▷ Predicative hierarchy?
 - Complexities with level expressions
 - Temptation to keep going (universe-polymorphism!)
- ▷ A time-honored alternative:

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Because you must at some point, if sound [Gödel 1931]

- ▷ Predicative hierarchy?
 - Complexities with level expressions
 - Temptation to keep going (universe-polymorphism!)
- ▷ A time-honored alternative: **go schematic!**

What does schematic mean?

Allowing parametrized definitions not expressible in the language.

In type theory: definitions exceeding the allowed products.

What does schematic mean?

Allowing parametrized definitions not expressible in the language.

In type theory: definitions exceeding the allowed products.

A simple example in current Cedille: parametrized kind definitions.

$$\kappa(\mathbb{I} : \star) = \mathbb{I} \rightarrow \star.$$

- ▷ In Cedille, $\lambda \mathbb{I} : \star . \mathbb{I} \rightarrow \star$ is not typable (no $\star \rightarrow \square$)
- ▷ All uses of κ must include an argument for \mathbb{I}
- ▷ So such definitions work like typed macros
- ▷ But we want to go beyond this...

Telescope-generic developments

- ▷ We are working on parametrization by telescopes
 - ▶ A telescope is a dependent sequence of declarations, e.g.
 $(A : \star) (a : A)$
 - ▶ Allow definitions and modules to be parametric in $\gamma : \text{tel}$
 - ▶ Form products over such γ , with λ -abstractions and applications
- ▷ Benefits:
 - ▶ More generic developments (avoid duplication), especially
 - ▶ Lambda-encodings with different parameter/index lists
 - ▶ Eliminate complex code in Cedille for translating datatypes,
 - ▶ Replacing with telescope-generic Cedille

Schematic RecType

For recursive indexed types:

```
module RecType ( $\gamma$  : tel) (F : ( $\gamma \rightarrow \star$ )  $\rightarrow$   $\gamma \rightarrow \star$ ).
```

```
Cast : ( $\gamma \rightarrow \star$ )  $\rightarrow$  ( $\gamma \rightarrow \star$ )  $\rightarrow$   $\star$  = ...
```

```
Mono :  $\star$  =  $\forall$  A:  $\gamma \rightarrow \star$ .  $\forall$  B:  $\gamma \rightarrow \star$ .
```

```
Cast  $\cdot$  A  $\cdot$  B  $\Rightarrow$  Cast  $\cdot$  (F  $\cdot$  A)  $\cdot$  (F  $\cdot$  B).
```

```
Rec :  $\gamma \rightarrow \star$  =  $\lambda$   $\tau$ :  $\gamma$ .  $\forall$  A:  $\gamma \rightarrow \star$ . Cast  $\cdot$  (F  $\cdot$  A)  $\cdot$  A  $\Rightarrow$  A  $\tau$ .
```

Instantiate γ by (n : Nat) for Nat-indexed recursive types (e.g.)

Native disjunctions and existentials (*Cedille 1.3*)

We can already encode existential types

```
module WeakSigma (A : *) (B : A → *) .
```

```
Exists : * =  $\forall X : * . (\forall a : A . B a \rightarrow X) \rightarrow X .$ 
```

```
witness :  $\forall a : A . B a \rightarrow$  wSigma =  
   $\Lambda a . \lambda b . \Lambda X . \lambda c . c -a b .$ 
```

- ▷ But `witness -a b` normalizes to `$\lambda c . c b$`
- ▷ For some situations, you really want just `b`
- ▷ Also, we are considering n -ary disjunctions
 - Introductions `injk t`
 - As opposed to `inj2 (... inj2 (inj1 t))` for binary
- ▷ Long bad history in proof theory...

The unpleasant eliminations

$$\frac{\Gamma \vdash t : \exists x : T. F \quad \Gamma, x : T, u : F \vdash t' : C}{\Gamma \vdash \text{unpack } t \text{ as } (x.y.t') : C}$$

$$\frac{\Gamma \vdash t : F_1 \vee F_2 \quad \Gamma, u : F_1 \vdash t_1 : C \quad \Gamma, v : F_2 \vdash t_2 : C}{\Gamma \vdash \text{case } t \text{ of } (u.t_1, v.t_2) : C}$$

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- ▷ Host of well-known issues (commuting conversions, etc.)
- ▷ Like a cut of sequent calculus ... !

Sequent calculus and natural deduction

- ▷ Natural deduction as emerging from sequent calculus
 - ▶ (Historically the reverse.)
 - ▶ Left-rules of seq. calc. give rise (somehow!) to eliminations
 - ▶ We pivot seq. calc. proofs so left-rules go to the top
 - ▶ Eliminations followed by introductions (normal proofs)
- ▷ For good connectives, this works (\rightarrow , \wedge , \top , \perp , \forall)
- ▷ For \vee and \exists , we get stuck

A Curry-style perspective

Let us assign natural-deduction terms to sequent proofs

Right-rules get assigned introduction forms

Left-rules get elimination forms... but where? how?

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$$\begin{array}{ll} \text{formulas } T & ::= T \rightarrow T' \mid T \wedge T' \mid T \vee T' \mid \dots \\ \text{terms } t & ::= \lambda x. t \mid t t' \mid t.1 \mid t.2 \mid (t, t') \mid \\ & t.(1) \mid t.(2) \mid t \parallel t' \mid \dots \end{array}$$

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Co-projections

$$\frac{\Gamma, t.(1) : T_1 \vdash t_1 : C \quad \Gamma, t.(2) : T_2 \vdash t_2 : C}{\Gamma, t : T_1 \vee T_2 \vdash t_1 \parallel t_2 : C} \vee L$$

Eliminations $t.(1)$ and $t.(2)$, introductions $inj_1 t$, $inj_2 t$

The ($\vee L$) rule ensures that one branch of $t_1 \parallel t_2$ will succeed

- ▷ Failure is reducing $(inj_1 t).(2)$ or $(inj_2 t).(1)$

Not sure yet how to formulate natural-deduction typing for these

Switch to Sequent Calculus (*Cedille 2.0*)

Cuts and control!

- ▷ Cuts give rise to control operators classically
- ▷ Good reasons for avoid classicality for **programs**
 - Under Curry-Howard, $T \vee T'$ is a sum type
 - But classically, get no information splitting on $T \vee \neg T$
- ▷ Can we support control and retain canonicity?
- ▷ Can we also achieve perfect duality?
 - Logics like Bilnt have duality and control, but
 - Not canonicity!
 - Can prove $F \vee (\top \prec F)$
- ▷ Modifying a system of Wansing's, we have a candidate...

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 - Can prove $F \vee (\top \prec F)$
- ▷ Modifying a system of Wansing's, we have a candidate... to be discussed another time!

Conclusion: our route

Following the Missouri River (CC),

We took the North Platte from Omaha (Curry-style $CC + \iota, \simeq, \forall$)

Heading south (hotter? histomorphic recursion)

to the Colorado River (getting crazy)

towards the Pacific (ultimate Type Theory)

Right now we are maybe passing through...



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AMDG

