

Idris

Daria Walukiewicz-Chrzęszcz

Advanced Functional Programming

5 march 2019

Advanced functional programming

Plan of my part:

- theorem proving and programming with dependent types
- Idris (1 lecture)
- Coq (6 lectures)
- Coq project (grades)

Advanced functional programming

Plan of my part:

- theorem proving and programming with dependent types
- Idris (1 lecture)
- Coq (6 lectures)
- Coq project (grades)

Advanced functional programming

Plan of my part:

- theorem proving and programming with dependent types
- Idris (1 lecture)
- Coq (6 lectures)
- Coq project (grades)

Advanced functional programming

Plan of my part:

- theorem proving and programming with dependent types
- Idris (1 lecture)
- Coq (6 lectures)
- Coq project (grades)

Advanced functional programming

Plan of my part:

- theorem proving and programming with dependent types
- Idris (1 lecture)
- Coq (6 lectures)
- Coq project (grades)

Motivation for dependent types: specifications

- types become more precise
- finer types specify better the properties of the function

Inductive *ftree* : *nat* → Set :=

| *Leaf* : *ftree* 0

| *Node* : $\forall n : \text{nat}, Z \rightarrow \text{ftree } n \rightarrow \text{ftree } n \rightarrow \text{ftree } (S n)$.

Definition *root* (*n* : *nat*)(*t* : *ftree*(*S n*)) : *Z* :=

match *t* with

| *Node n k l r* ⇒ *k*

end.

Motivation for dependent types: specifications

- types become more precise
- finer types specify better the properties of the function

Inductive *ftree* : *nat* → Set :=

| *Leaf* : *ftree* 0

| *Node* : $\forall n : \text{nat}, Z \rightarrow \text{ftree } n \rightarrow \text{ftree } n \rightarrow \text{ftree } (S \ n)$.

Definition *root* (*n* : *nat*)(*t* : *ftree*(*S* *n*)) : *Z* :=

match *t* with

| *Node* *n* *k* | *r* ⇒ *k*

end.

Motivation for dependent types: specifications

- types become more precise
- finer types specify better the properties of the function

Inductive *ftree* : *nat* → Set :=

| *Leaf* : *ftree* 0

| *Node* : $\forall n : \text{nat}, Z \rightarrow \text{ftree } n \rightarrow \text{ftree } n \rightarrow \text{ftree } (S \ n)$.

Definition *root* (*n* : *nat*)(*t* : *ftree*(*S* *n*)) : *Z* :=

match *t* with

| *Node* *n* *k* | *r* ⇒ *k*

end.

Motivation for dependent types: specifications

- types become more precise
- finer types specify better the properties of the function

Inductive *ftree* : *nat* → Set :=

| *Leaf* : *ftree* 0

| *Node* : $\forall n : \text{nat}, Z \rightarrow \text{ftree } n \rightarrow \text{ftree } n \rightarrow \text{ftree } (S n)$.

Definition *root* (*n* : *nat*)(*t* : *ftree*(*S n*)) : *Z* :=

match *t* with

| *Node n k l r* ⇒ *k*

end.

Motivation for dependent types: specifications

- types become more precise
- finer types specify better the properties of the function

Inductive *ftree* : *nat* → Set :=

| *Leaf* : *ftree* 0

| *Node* : $\forall n : \text{nat}, Z \rightarrow \text{ftree } n \rightarrow \text{ftree } n \rightarrow \text{ftree } (S n)$.

Definition *root* (*n* : *nat*)(*t* : *ftree*(*S n*)) : *Z* :=

match *t* with

| *Node n k l r* ⇒ *k*

end.

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n`(dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n`(dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n`(dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n` (dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n` (dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\Pi n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n` (dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - introduction

Functional dependent type - type of a function whose codomain depends on an argument

- mapping $n \mapsto I_{n,n}$ that assigns an identity matrix of size n to a natural number n has type

$$\forall n : \text{nat}. M_{n,n}$$

- in monoid (A, e, \cdot) , operation \cdot is a function that has type $A \rightarrow A \rightarrow A$, and such that e is its identity element
- type `List A` depends on a type `A` (polimorphism)
- type `ftree n` depends on a value `n` (dependent types)
- type `vector A n` depends on a type `A` and value `n` (dependent types)

Notations:

$$\forall n : \text{nat}. \text{ftree } n$$

$$\prod n : \text{nat}. \text{ftree } n$$

$$\text{forall } n : \text{nat}, \text{ftree } n$$

$$(n : \text{nat}) \rightarrow \text{ftree } n$$

Convention: `forall n : nat, bool` \equiv `nat \rightarrow bool`

Dependent types - computations in types

`ftree (2+2) ≡ ftree (4)`

these types are *convertible* - should be regarded as internally equal

Attention:

for `+` defined by pattern matching on first argument:

`0 + y = y`

`(S x) + y = S (x+y)`

- `2+2` computes to `4`
- `0+n` computes to `n`
- but `n+0` does not compute to `n`
(equality can be proved by induction)

Dependent types - computations in types

$$\text{ftree } (2+2) \equiv \text{ftree } (4)$$

these types are *convertible* - should be regarded as internally equal

Attention:

for $+$ defined by pattern matching on first argument:

$$0 + y = y$$

$$(S \ x) + y = S \ (x+y)$$

- $2+2$ computes to 4
- $0+n$ computes to n
- but $n+0$ does not compute to n
(equality can be proved by induction)

Dependent types - computations in types

$$\text{ftree } (2+2) \equiv \text{ftree } (4)$$

these types are *convertible* - should be regarded as internally equal

Attention:

for $+$ defined by pattern matching on first argument:

$$0 + y = y$$

$$(S \ x) + y = S \ (x+y)$$

- $2+2$ computes to 4
- $0+n$ computes to n
- but $n+0$ does not compute to n
(equality can be proved by induction)

Dependent types - computations in types

$$\text{ftree } (2+2) \equiv \text{ftree } (4)$$

these types are *convertible* - should be regarded as internally equal

Attention:

for $+$ defined by pattern matching on first argument:

$$0 + y = y$$
$$(S \ x) + y = S \ (x+y)$$

- $2+2$ computes to 4
- $0+n$ computes to n
- but $n+0$ does not compute to n
(equality can be proved by induction)

Dependent types - computations in types

$$\text{ftree } (2+2) \equiv \text{ftree } (4)$$

these types are *convertible* - should be regarded as internally equal

Attention:

for $+$ defined by pattern matching on first argument:

$$0 + y = y$$

$$(S \ x) + y = S \ (x+y)$$

- $2+2$ computes to 4
- $0+n$ computes to n
- but $n+0$ does not compute to n
(equality can be proved by induction)

Dependent types - in simplified Idris

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

hence `Even i : Parity (i+i)` for a given `i : nat`

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```


Dependent types - in simplified Idris

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

hence `Even i : Parity (i+i)` for a given `i : nat`

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Dependent types - in simplified Idris

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

hence `Even i : Parity (i+i)` for a given `i : nat`

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Dependent types naturally need proofs

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Type of `Even (S j)` is `Parity((S j) + (S j))`, but expected type is `Parity(S (S k))` where `k` is `j+j`.

Conclusion: we need a proof that `S (j+(S j))` equals `S (S (j+j))`

Dependent types naturally need proofs

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Type of `Even (S j)` is `Parity((S j) + (S j))`, but expected type is `Parity(S (S k))` where `k` is `j+j`.

Conclusion: we need a proof that `S (j+(S j))` equals `S (S (j+j))`

Dependent types naturally need proofs

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Type of `Even (S j)` is `Parity((S j) + (S j))`, but expected type is `Parity(S (S k))` where `k` is `j+j`.

Conclusion: we need a proof that `S (j+(S j))` equals `S (S (j+j))`

Dependent types naturally need proofs

```
data Parity : nat -> Type where
| Even : forall n:nat, Parity (n + n)
| Odd  : forall n:nat, Parity (S (n + n))
```

```
parity : (n:nat) -> Parity n
parity 0 = Even 0
parity (S 0) = Odd 0
parity (S (S k)) = match (parity k) with
| Even j => Even (S j)
| Odd j  => Odd (S j)
```

Type of `Even (S j)` is `Parity((S j) + (S j))`, but expected type is `Parity(S (S k))` where `k` is `j+j`.

Conclusion: we need a proof that `S (j+(S j))` equals `S (S (j+j))`

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- started in 2008
- <http://www.idris-lang.org/>
- development led by Edwin Brady at the University of St Andrews
- <https://edwinb.wordpress.com/>
- “Type-driven development with Idris” Edwin Brady, published by Manning, March 2017
- Idris based on core Type Theory (“Idris, a General Purpose Dependently Typed Programming Language: Design and Implementation”, Journal of Functional Programming 2013)
- some of its metatheoretic properties are conjectured (not yet proved)

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
 - functions used in evaluation must be total and terminating
 - compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris

- general purpose pure functional programming language with dependent types
- syntax similar to Haskell, but the meanings of `:` and `::` are interchanged
- type declarations required
- eager evaluation, lazy computations are possible
- dependent types
- types are first class language constructs (can be arguments to functions, returned from functions)
- dependent types provide better specifications of functions
- but writing a function that satisfies its specification may need proofs
- type-driven development treats programming as “solving a puzzle”: the program is the solution to the puzzle, the type the goal of the puzzle
- because of dependent types, evaluation is needed at type-checking
- functions used in evaluation must be total and terminating
- compiler gets rid of the parts needed only for type checking

Idris - getting started

- installation: `cabal update; cabal install idris`
- `idris foo.idr` enters the interactive environment, similar to `ghci`
- commands, `:t`, `:q` (type `:?` for full list of commands)
- compilation: `idris -o foo foo.idr`
- or using `:c foo` and `:exec` commands

Idris - getting started

- installation: `cabal update; cabal install idris`
- `idris foo.idr` enters the interactive environment, similar to `ghci`
- commands, `:t`, `:q` (type `:?` for full list of commands)
- compilation: `idris -o foo foo.idr`
- or using `:c foo` and `:exec` commands

Idris - getting started

- installation: `cabal update; cabal install idris`
- `idris foo.idr` enters the interactive environment, similar to `ghci`
- commands, `:t`, `:q` (type `:?` for full list of commands)
- compilation: `idris -o foo foo.idr`
- or using `:c foo` and `:exec` commands

Idris - getting started

- installation: `cabal update; cabal install idris`
- `idris foo.idr` enters the interactive environment, similar to `ghci`
- commands, `:t`, `:q` (type `:?` for full list of commands)
- compilation: `idris -o foo foo.idr`
- or using `:c foo` and `:exec` commands

Idris - getting started

- installation: `cabal update; cabal install idris`
- `idris foo.idr` enters the interactive environment, similar to `ghci`
- commands, `:t`, `:q` (type `:?` for full list of commands)
- compilation: `idris -o foo foo.idr`
- or using `:c foo` and `:exec` commands

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Idris and dependent types - examples

- Hello.idr
- HelloHole.idr
- Generic.idr
- HOF.idr
- Let_Where.idr
- FCTypes.idr
- Vectors.idr
- TCVects.idr
- ApplyVec.idr
- WordLength_vec.idr
- Adder.idr
- removeElem.idr
- parity.idr
- binary.idr
- AppendVecRew.idr

Interfaces

- similar to type classes in Haskell
- there can be many implementations for one type

(see Eq.idr Tree.idr)

Equality in Idris

- `==` is not adequate
- equality defined at the level of types

(see `EqNat.idr`, `ExactLength.idr`)

Totality checking

Function is *total* if it

- covers all possible inputs
- is well-founded (in recursive calls arguments are decreasing)
- does not use any data types which are not strictly positive
- does not call any non-total functions

Totality checking

Function is *total* if it

- covers all possible inputs
- is well-founded (in recursive calls arguments are decreasing)
- does not use any data types which are not strictly positive
- does not call any non-total functions

Totality checking

Function is *total* if it

- covers all possible inputs
- is well-founded (in recursive calls arguments are decreasing)
- does not use any data types which are not strictly positive
- does not call any non-total functions

Totality checking

Function is *total* if it

- covers all possible inputs
- is well-founded (in recursive calls arguments are decreasing)
- does not use any data types which are not strictly positive
- does not call any non-total functions

Totality checking

Function is *total* if it

- covers all possible inputs
- is well-founded (in recursive calls arguments are decreasing)
- does not use any data types which are not strictly positive
- does not call any non-total functions