

# Beating the Productivity Checker Using Embedded Languages

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# Introduction

Guarded corecursion provides a simple principle for defining productive values:

$$\begin{aligned} \textit{iterate} &: (A \rightarrow A) \rightarrow A \rightarrow \textit{Stream } A \\ \textit{iterate } f \ x &= x :: \# \textit{iterate } f \ (f \ x) \end{aligned}$$

# Introduction

Many productive, corecursive definitions fail to be guarded:

$$fib : Stream \mathbb{N}$$
$$fib = 0 :: \# zipWith \_+_ \ fib (1 :: \# fib)$$

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```
fib : Stream ℕ
fib = 0 :: # zipWith _+_ fib (1 :: # fib)
```

This talk: An *ad-hoc, manual* (but useful) method for making *productive* definitions guarded.

# Introduction

Many productive, corecursive definitions fail to be guarded:

$$\begin{aligned} fib &: Stream \mathbb{N} \\ fib &= 0 :: \# zipWith \_+_ fib (1 :: \# fib) \end{aligned}$$

Simple observation: If *zipWith* were a constructor, then the definition would be accepted.

# Fibonacci sequence

Streams:

**data** *Stream* (*A* : *Set*) : *Set* **where**  
 *\_::\_* : *A* → ∞ (*Stream A*) → *Stream A*

Stream programs:

**data** *Stream<sub>P</sub>* : *Set* → *Set<sub>1</sub>* **where**  
 *\_::\_* : *A* → ∞ (*Stream<sub>P</sub> A*) → *Stream<sub>P</sub> A*  
 *zipWith* : (*A* → *B* → *C*) →  
 *Stream<sub>P</sub> A* → *Stream<sub>P</sub> B* → *Stream<sub>P</sub> C*

# Fibonacci sequence

Stream programs:

**data**  $Stream_P : Set \rightarrow Set_1$  **where**

$_{::}$  :  $A \rightarrow \infty (Stream_P A) \rightarrow Stream_P A$

$zipWith$  :  $(A \rightarrow B \rightarrow C) \rightarrow$   
 $Stream_P A \rightarrow Stream_P B \rightarrow Stream_P C$

Weak head normal forms:

**data**  $Stream_W : Set \rightarrow Set_1$  **where**

$_{::}$  :  $A \rightarrow Stream_P A \rightarrow Stream_W A$



# Fibonacci sequence

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Weak head normal forms:

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# Fibonacci sequence

Turning programs into WHNFs:

$$\text{whnf} : \text{Stream}_P A \rightarrow \text{Stream}_W A$$
$$\text{whnf} (x :: xs) = x :: \text{b } xs$$
$$\begin{aligned} \text{whnf} (\text{zipWith } f \text{ } xs \text{ } ys) = \\ \text{zipWith}_W f (\text{whnf } xs) (\text{whnf } ys) \end{aligned}$$
$$\begin{aligned} \text{zipWith}_W : (A \rightarrow B \rightarrow C) \rightarrow \\ \text{Stream}_W A \rightarrow \text{Stream}_W B \rightarrow \text{Stream}_W C \end{aligned}$$
$$\begin{aligned} \text{zipWith}_W f (x :: xs) (y :: ys) = \\ f \ x \ y :: \text{zipWith } f \ xs \ ys \end{aligned}$$

# Fibonacci sequence

Turning programs into streams:

$$\begin{aligned} \llbracket - \rrbracket_W &: \text{Stream}_W A \rightarrow \text{Stream } A \\ \llbracket x :: xs \rrbracket_W &= x :: \# \llbracket \text{whnf } xs \rrbracket_W \end{aligned}$$

# Fibonacci sequence

Turning programs into streams:

**mutual**

$$\llbracket - \rrbracket_W : \text{Stream}_W A \rightarrow \text{Stream } A$$

$$\llbracket x :: xs \rrbracket_W = x :: \# \llbracket xs \rrbracket_P$$

$$\llbracket - \rrbracket_P : \text{Stream}_P A \rightarrow \text{Stream } A$$

$$\llbracket xs \rrbracket_P = \llbracket \text{whnf } xs \rrbracket_W$$

# Fibonacci sequence

The sequence itself:

$$fib_P : Stream_P \mathbb{N}$$
$$fib_P = 0 :: \# \text{zipWith } \_+_ \ fib_P \ (1 :: \# fib_P)$$
$$fib : Stream \mathbb{N}$$
$$fib = \llbracket fib_P \rrbracket_P$$

# Fibonacci sequence

Properties (have to be proved manually):

*Fib-like* :  $Stream \mathbb{N} \rightarrow Set$

*Fib-like ns* =  $ns \approx 0 :: \# zipWith \_+_ ns (1 :: \# ns)$

*Fib-like fib*

*Fib-like ms*  $\rightarrow$  *Fib-like ns*  $\rightarrow$   $ms \approx ns$

$\llbracket zipWith f xs ys \rrbracket_P \approx zipWith f \llbracket xs \rrbracket_P \llbracket ys \rrbracket_P$

# The method

1. Construct language including offending functions as constructors.
2. Define WHNF type.
3. Write *whnf* function.
4. Write interpreter:  $\llbracket - \rrbracket$ .
5. Write programs in language and interpret them.
6. (Optional.) Prove properties about programs.

# Breadth-first labelling

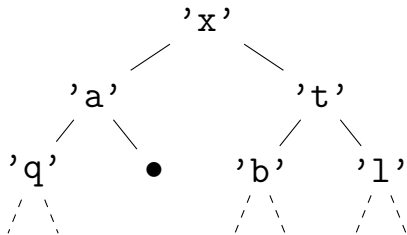


# Breadth-first labelling

Potentially infinite trees:

```
data Tree (A : Set) : Set where  
  leaf   : Tree A  
  node   :  $\infty$  (Tree A)  $\rightarrow$  A  $\rightarrow$   $\infty$  (Tree A)  $\rightarrow$  Tree A
```

# Breadth-first labelling

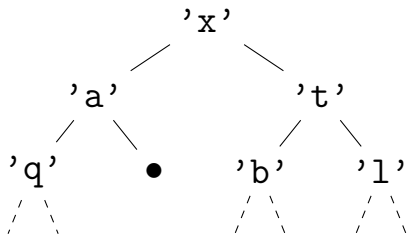


# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

3, 4, 5, ...

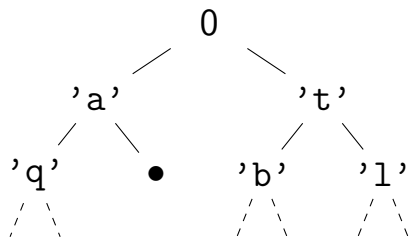


# Breadth-first labelling

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1, 2, 3, ...

3, 4, 5, ...



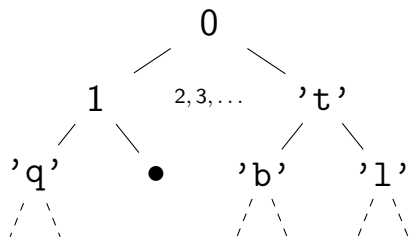
1, 2, 3, ...

# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

3, 4, 5, ...



1, 2, 3, ...

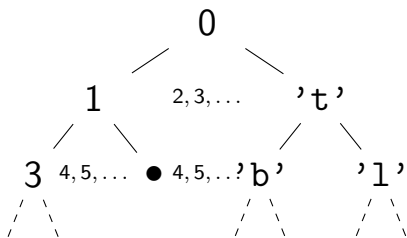
# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

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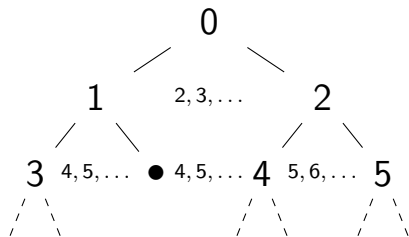


# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

3, 4, 5, ...



1, 2, 3, ...

3, 4, 5, ...

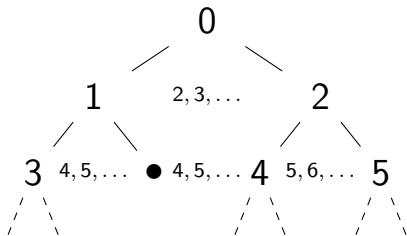
6, 7, 8, ...

# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

3, 4, 5, ...



1, 2, 3, ...

3, 4, 5, ...

6, 7, 8, ...

$lab : Tree A \rightarrow Stream (Stream B) \rightarrow$   
 $Tree B \times Stream (Stream B)$

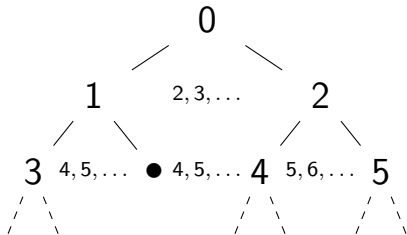


# Breadth-first labelling

0, 1, 2, ...

1, 2, 3, ...

3, 4, 5, ...



1, 2, 3, ...

3, 4, 5, ...

6, 7, 8, ...

$lab : Tree A \rightarrow Stream (Stream B) \rightarrow$   
 $Tree B \times Stream (Stream B)$

$label : Tree A \rightarrow Stream B \rightarrow Tree B$

$label\ t\ bs = t'$

**where**  $(t', bss) = lab\ t\ (bs :: \# bss)$

# Breadth-first labelling

A small universe:

**data**  $U : Set_1$  **where**

$tree : U \rightarrow U$

$stream : U \rightarrow U$

$_{-} \otimes _{-} : U \rightarrow U \rightarrow U$

$[_{-}] : Set \rightarrow U$

$El : U \rightarrow Set$

$El (tree\ a) = Tree (El\ a)$

$El (stream\ a) = Stream (El\ a)$

$El (a \otimes b) = El\ a \times El\ b$

$El [A] = A$

# Breadth-first labelling

Programs and WHNFs:

**mutual**

**data**  $El_P : U \rightarrow Set_1$  **where**

$\downarrow$  :  $El_W a \rightarrow El_P a$

**fst** :  $El_P (a \otimes b) \rightarrow El_P a$

**snd** :  $El_P (a \otimes b) \rightarrow El_P b$

**lab** :  $Tree A \rightarrow El_P (\text{stream } [ Stream B ]) \rightarrow$   
 $El_P (\text{tree } [ B ] \otimes \text{stream } [ Stream B ])$

**data**  $El_W : U \rightarrow Set_1$  **where**

...

# Breadth-first labelling

Programs and WHNFs:

**mutual**

**data**  $El_P : U \rightarrow Set_1$  **where**

...

**data**  $El_W : U \rightarrow Set_1$  **where**

**leaf** :  $El_W$  (tree  $a$ )

**node** :  $\infty (El_P$  (tree  $a$ ))  $\rightarrow El_W a \rightarrow$

$\infty (El_P$  (tree  $a$ ))  $\rightarrow El_W$  (tree  $a$ )

**\_::\_** :  $El_W a \rightarrow \infty (El_P$  (stream  $a$ ))  $\rightarrow$

$El_W$  (stream  $a$ )

**\_,\_** :  $El_W a \rightarrow El_W b \rightarrow El_W (a \otimes b)$

**[\_]** :  $A \rightarrow El_W [ A ]$

# Breadth-first labelling

Turning programs into WHNFs:

$$\mathit{whnf} : El_P a \rightarrow El_W a$$

$$\mathit{whnf} (\downarrow w) = w$$

$$\mathit{whnf} (\mathit{fst} p) = \mathit{fst}_W (\mathit{whnf} p)$$

$$\mathit{whnf} (\mathit{snd} p) = \mathit{snd}_W (\mathit{whnf} p)$$

$$\mathit{whnf} (\mathit{lab} t \mathit{bss}) = \mathit{lab}_W t (\mathit{whnf} \mathit{bss})$$

# Breadth-first labelling

Turning programs into WHNFs:

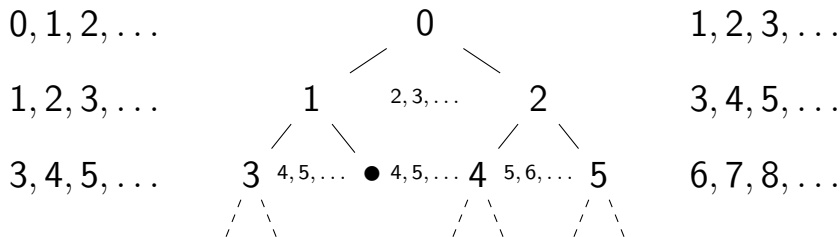
$$fst_W : El_W (a \otimes b) \rightarrow El_W a$$

$$fst_W (x,y) = x$$

$$snd_W : El_W (a \otimes b) \rightarrow El_W b$$

$$snd_W (x,y) = y$$

# Breadth-first labelling



$$lab_W : Tree\ A \rightarrow El_W(\text{stream } [ Stream\ B ]) \rightarrow El_W(\text{tree } [ B ] \otimes \text{stream } [ Stream\ B ]) \\ lab_W\ leaf\ \quad\quad\quad bss = (leaf, bss) \\ lab_W(\text{node } l\ _\ r) ([ b :: bs ] :: bss) = \\ (\text{node } (\#\ fst\ x)\ [ b ]\ (\#\ fst\ y), [ b\ bs ] :: \#\ snd\ y) \\ \text{where } x = lab(b\ l)\ (b\ bss); y = lab(b\ r)\ (snd\ x)$$

# Breadth-first labelling

Interpreting programs:

## mutual

$$\llbracket - \rrbracket_W : El_W a \rightarrow El a$$

$$\llbracket \text{leaf} \rrbracket_W = \text{leaf}$$

$$\llbracket \text{node } l \ x \ r \rrbracket_W = \text{node } (\# \llbracket l \rrbracket_P) \llbracket x \rrbracket_W (\# \llbracket r \rrbracket_P)$$

$$\llbracket x :: xs \rrbracket_W = \llbracket x \rrbracket_W :: \# \llbracket xs \rrbracket_P$$

$$\llbracket (x, y) \rrbracket_W = (\llbracket x \rrbracket_W, \llbracket y \rrbracket_W)$$

$$\llbracket [x] \rrbracket_W = x$$

$$\llbracket - \rrbracket_P : El_P a \rightarrow El a$$

$$\llbracket p \rrbracket_P = \llbracket \text{whnf } p \rrbracket_W$$



# Breadth-first labelling

$$\begin{aligned} \text{label}' &: \text{Tree } A \rightarrow \text{Stream } B \rightarrow \\ & \quad \text{El}_P (\text{tree } [ B ] \otimes \text{stream } [ \text{Stream } B ]) \\ \text{label}' \ t \ bs &= \text{lab } t \ (\downarrow ([ bs ] :: \# \text{snd } (\text{label}' \ t \ bs))) \\ \text{label} &: \text{Tree } A \rightarrow \text{Stream } B \rightarrow \text{Tree } B \\ \text{label } \ t \ bs &= \llbracket \text{fst } (\text{label}' \ t \ bs) \rrbracket_P \end{aligned}$$

Problems

# Problems

- ▶ Large interpretive overhead: loss of sharing.
- ▶ Properties not proved automatically.
- ▶ Less of a problem if the method is used to make *proofs* guarded.

Proofs

# Iterate fusion

$map : (A \rightarrow B) \rightarrow Stream\ A \rightarrow Stream\ B$

$map\ f\ (x :: xs) = f\ x :: \# map\ f\ (\flat\ xs)$

$iterate : (A \rightarrow A) \rightarrow A \rightarrow Stream\ A$

$iterate\ f\ x = x :: \# iterate\ f\ (f\ x)$

$fusion : (\forall\ x \rightarrow h\ (f_1\ x) \equiv f_2\ (h\ x)) \rightarrow$

$\forall\ x \rightarrow map\ h\ (iterate\ f_1\ x) \approx iterate\ f_2\ (h\ x)$

# Iterate fusion

Proof programs:

**data**  $\_ \approx_p \_$  :  $Stream\ A \rightarrow Stream\ A \rightarrow Set$  **where**

$\_ :: \_$  :  $\forall x \rightarrow \infty (b\ xs \approx_p\ b\ ys) \rightarrow$   
 $x :: xs \approx_p\ x :: ys$

$\_ \approx \langle \_ \rangle \_$  :  $\forall xs \rightarrow$   
 $xs \approx_p\ ys \rightarrow ys \approx_p\ zs \rightarrow xs \approx_p\ zs$

$\_ \square$  :  $\forall xs \rightarrow xs \approx_p\ xs$

Soundness:

$sound_p : xs \approx_p\ ys \rightarrow xs \approx ys$

# Iterate fusion

$fusion : (\forall x \rightarrow h (f_1 x) \equiv f_2 (h x)) \rightarrow$   
 $\forall x \rightarrow map h (iterate f_1 x) \approx_P iterate f_2 (h x)$   
 $fusion\ hyp\ x =$   
 $map\ h\ (iterate\ f_1\ x)$   
 $\approx \langle \text{by definition} \rangle$   
 $h\ x :: \# map\ h\ (iterate\ f_1\ (f_1\ x))$   
 $\approx \langle h\ x :: \# fusion\ hyp\ (f_1\ x) \rangle$   
 $h\ x :: \# iterate\ f_2\ (h\ (f_1\ x))$   
 $\approx \langle h\ x :: \# iterate\text{-cong}\ f_2\ (hyp\ x) \rangle$   
 $h\ x :: \# iterate\ f_2\ (f_2\ (h\ x))$   
 $\approx \langle \text{by definition} \rangle$   
 $iterate\ f_2\ (h\ x)$   
 $\square$

Wrapping up



# Other examples

- ▶ Nested applications  
( $\varphi (x :: xs) = x :: \# \varphi (\varphi xs)$ ).
- ▶ Destructors (*tail*).
- ▶ Non-uniform moduli of production  
(Thue-Morse sequence).

# Conclusions

- ▶ Ad-hoc.
- ▶ Manual.
- ▶ Inefficient.
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