

# Agda II – Take One

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# What's the point?

- of Agda II
  - Solid theoretical foundation (lacking in Agda)
    - Small well-defined core language with nice metatheory.
    - Transparent translation from the full language to the core language.
- of this talk
  - Present the (full) language from a user's perspective.

# The Logical Framework

## The Basic Language

(Terms)  $s, t ::= x \mid c \mid f \mid st \mid \lambda x \rightarrow t \mid \lambda(x : A) \rightarrow t$   
(Types)  $A, B ::= (x : A) \rightarrow B \mid A \rightarrow B \mid t \mid \alpha$   
(Sorts)  $\alpha, \beta ::= Set_i \mid Set \mid Prop$

- Note:  $Set \neq Prop$ .

## Example: polymorphic identity

$id : (A : Set) \rightarrow A \rightarrow A$   
 $id = \lambda(A : Set)(x : A) \rightarrow x$

# What's there and what's not

- Features
  - Inductive datatypes
  - Functions by pattern matching
  - Implicit arguments
  - Module system
- Not Yet Features
  - $\Pi$  in Set
  - Signatures and structures
  - Inductive families

# $\Pi$ in Set

- What does it mean?

We don't have

$$\frac{\Gamma \vdash A : \text{Set} \quad \Gamma, x : A \vdash B : \text{Set}}{\Gamma \vdash (x : A) \rightarrow B : \text{Set}}$$

- Consequences:

We can't do

$\text{Rel } A = A \rightarrow A \rightarrow \text{Prop}$   
 $\text{apply} : \text{List } (\text{Nat} \rightarrow \text{Nat}) \rightarrow \text{List Nat} \rightarrow \text{List Nat}$

# $\Pi$ in Set

- Why don't we have it?
  - Ask Thierry... (The metatheory gets tricky when you combine  $\eta$ -equality and  $\Pi$  in *Set*.)
- What to do about it:
  - Get the metatheory straightened out (e.g.  $\eta$ -equality for datatypes).
  - Abandon  $\eta$ -equality.
  - Abandon  $\Pi$  in *Set*.

# Signatures and Structures

- What does it mean?
  - In Agda you can say (something like)

```
Pair A B = sig fst    : A
              snd    : B
p : Pair Nat Nat
p = struct fst    = 3
              snd  = 7
three = p.fst
```

- Why don't we have it?
  - We want to start simple.
  - Signatures and structures will appear in Agda II – Take Two (but probably not in the same form as in Agda).



# Inductive Families

- What does it mean?
  - For instance:

```
data Vec (A : Set) : Nat → Set where  
  vnil      : Vec A zero  
  vcons    : (n : Nat) → A → Vec A n → Vec A (suc n)
```

- Why don't we have it?
  - The inductive families in Agda are very limited in terms of what you can do with them.
  - We want something better, which will require some thinking.

# Datatypes

- Standard, garden-variety, strictly positive datatypes:

```
data Nat : Set where
```

```
  zero  : Nat
```

```
  suc   : Nat → Nat
```

```
data Exist (A : Set) (P : A → Prop) : Prop where
```

```
  witness : ( x : A ) → P x → Exist A P
```

```
data Acc (A : Set) ((<) : A → A → Prop) (x : A) : Prop where
```

```
  acc : ((y : A) → y < x → Acc A (<) y) → Acc A (<) x
```

- Note that **data** ... is a declaration (not a term or type).

# Definitions by Pattern Matching

- Functions are defined by pattern matching
  - Arbitrarily nested, exhaustive, possibly overlapping patterns.
  - No case expressions!

```
(+) : Nat → Nat → Nat
zero  +  m  =  m
suc n  +  m  =  suc (n + m)
```

```
eqNat : Nat → Nat → Bool
eqNat zero zero = true
eqNat (suc n) (suc m) = eqNat n m
eqNat - - = false
```

# Mutual induction-recursion

- You can have mutually inductive-recursive definitions:

## **mutual**

```
even : Nat → Bool  
even zero = true  
even (suc n) = odd n
```

```
odd : Nat → Bool  
odd zero = false  
odd (suc n) = even n
```

- I'd show the standard universe construction example of induction-recursion, but you need  $\Pi$  in *Set* for that.

# Local functions

- Functions (and datatypes) can be local to a definition:

```
reverse : (A : Set) → List A → List A
```

```
reverse A xs = rev xs nil
```

**where**

```
rev : List A → List A → List A
```

```
rev nil ys = ys
```

```
rev (x :: xs) ys = rev xs (x :: ys)
```

# Termination

- We allow general recursion.
- Termination checking is done separately (as in Agda).
- Example:

```
qsort : List Nat → List Nat
qsort nil = nil
qsort (x :: xs) = filter (λy → y < x) xs ++
  x :: filter (λy → y ≥ x) xs
```

# Meta Variables

- There are two kinds of meta variables (only one in Agda):
  - Interaction points: ? and {! ... !}
  - Go figure<sup>1</sup>: \_
- The type checker should be able to figure out the value of a go figure without user intervention...
- ...whereas the value of an interaction point is supplied by the user.
- We use go figures to implement implicit arguments.

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<sup>1</sup>Conorism

# Implicit Arguments

- Curly braces  $\{ \}$  are used to indicate implicitness:

## Syntax

$$s, t ::= \dots \mid s \{t\} \mid \lambda\{x\} \rightarrow t \mid \lambda\{x : A\} \rightarrow t \mid -$$

$$A, B ::= \dots \mid \{x : A\} \rightarrow B \mid \{A\} \rightarrow B$$

$$id : \{A : Set\} \rightarrow A \rightarrow A$$

$$id \{A\} x = x$$

$$zero' = id \{Nat\} zero$$

- Implicit arguments can be omitted:  $id x$  means  $id \{-\} x$ .
- Both in left-hand-sides and right-hand-sides:

$$id : \{A : Set\} \rightarrow A \rightarrow A$$

$$id x = x$$



# Example

**data** *List* (*A* : *Set*) : *Set* **where**

*nil* : *List A*

(*::*) : *A* → *List A* → *List A*

(*++*) : {*A* : *Set*} → *List A* → *List A* → *List A*

*nil* ++ *ys* = *ys*

(*x :: xs*) ++ *ys* = *x :: (xs ++ ys)*

- Note that constructors are polymorphic:
  - $\vdash \textit{nil} : \textit{List } A$ , for any *A*
  - $\not\vdash \textit{nil} : \{A : \textit{Set}\} \rightarrow \textit{List } A$ .

# Module System

- Purpose:
  - Control the scope of names.
  - (Not to model algebraic structures.)
- Guiding principle:
  - Scope checking should not require type checking or computation.
- Consequence:
  - Modules are not first class.

# Submodules

- Each source file contains a single module, which in turn can contain any number of submodules:

```
module Prelude where  
  module Nat where  
    ...  
  module List where  
    ...  
    module Fold where  
      ...  
    ...
```

# Accessing the Module Contents

- To use a module from a file the module has to be *imported*

```
import Prelude
```

- We can then use the names in the module fully qualified

```
one = Prelude.Nat.suc Prelude.Nat.zero
```

- Or we can *open* a module

```
open Prelude.Nat  
one = suc zero
```

# Controlling what is imported

- We can exercise finer control over what is imported or opened.

```
import Prelude as P  
open P.Nat, hiding (+), renaming (zero to z)  
open P.List, using (replicate)  
zz : P.List.List Nat  
zz = replicate (suc (suc z)) z
```

# Controlling what is exported

- Private things are not exported.

```
module BigProof where  
  private minorLemma = ...  
  mainTheorem :  $P == NP$   
  mainTheorem = ... minorLemma ...
```

- Abstract things export only their type.

```
module Stack where  
  abstract  
    Stack :  $Set \rightarrow Set$   
    Stack = List
```

- Private things still reduce, abstract things don't.

# Parameterised Modules

- Modules can be parameterised.

```
module Monad (M : Set → Set)
  (return : {A : Set} → A → M A)
  ((>>=) : {A, B : Set} → M A → (A → M B) → M B)

where
  liftM : {A, B : Set} → (A → B) → M A → M B
  liftM f m = m >>= λx → return (f x)
```

- And instantiated

```
module MonadList = Monad List singleton (flip concatMap)
lemma : {A, B : Set} → (f : A → B) → (xs : List A) →
  map f xs == MonadList.liftM f xs
```

- You need to instantiate a parameterised module to use it.

# That's it folks

- Agda II is very much work in progress.
- At this point very little is set in stone, so if you think things should be a different way now is the time to speak up.
- Most of what you've seen will be available for use during the 4th Agda Implementors Meeting starting next week in Japan.