

# I<sup>Δ</sup>DRIS

A language with dependent types

Alejandro Gómez-Londoño

EAFIT University

31th March, 2014

# What is IDRIS

*“What if Haskell had full dependent types?”*<sup>1</sup>

---

<sup>1</sup>Edwin Brady (2013). Idris, a general-purpose dependently typed programming language: Design and implementation. *Journal of Functional Programming*, 23, pp 552-593.

# IDRIS features

- Full dependent types
- Type classes
- `where` clauses, `do` notation, `let` bindings
- Monad comprehensions
- Totality checking
- Cumulative universes
- Tactic based theorem proving
- Simple foreign function interface (to C)

```
Z      : Nat
50     : Integer
1.23   : Float
True   : Bool
'a'    : Char
"foo"  : String

[1,2,3] : List Integer
[1,2,3] : Vect 3 Integer
```

```
data Nat = Z | S Nat

data Bool = True | False

infixr 10 ::
data List a = Nil | (::) a (List a)

record Person : Type where
  MkPerson : (name : String) ->
             (age  : Int)    -> Person
```

---

<sup>1</sup>Programming in Idris: a tutorial, Edwin Brady January 2012

```
plus : Nat -> Nat -> Nat
plus Z      y = y
plus (S k) y = S (plus k y)

mult : Nat -> Nat -> Nat
mult Z      y = Z
mult (S k) y = plus y (mult k y)

fact : Nat -> Nat
fact Z      = 1
fact (S k)  = (S k)*(fact k)
```

---

<sup>1</sup>Programming in Idris: a tutorial, Edwin Brady January 2012

```
mirror : List a -> List a
mirror xs = let xs' = reverse xs in
            xs ++ xs'
```

```
even : Nat -> Bool
even Z      = True
even (S k)  = odd k where
  odd Z      = False
  odd (S k)  = even k
```

```
greet : IO ()
greet = do
  putStrLn "What is your name? "
  name <- getLine
  putStrLn ("Hello " ++ name)
```

---

<sup>1</sup>Programming in Idris: a tutorial, Edwin Brady January 2012

# Dependent Types

## Definition

*In conventional programming languages, there is a clear distinction between types and values...*

*In a language with dependent types, however, the distinction is less clear. Dependent types allow types to “depend” on values - in other words, types are a first class language construct and can be manipulated like any other value.<sup>1</sup>*

---

<sup>1</sup>Programming in Idris: a tutorial, Edwin Brady January 2012



# Dependent Types

## Example on data types

```
data Vect : Nat -> Type -> Type where
  Nil    : Vect Z a
  (::)   : a -> Vect k a -> Vect (S k) a
```

```
data VectSum : Nat -> Nat -> Type where
  Nil    : VectSum Z Z
  (::)   : (b : Nat) ->
          VectSum k a ->
          VectSum (S k) (a + b)
```

# Dependent Types

## Example on functions

```
(++) : Vect n a -> Vect m a -> Vect (n + m) a  
(++) Nil      ys = ys  
(++) (x :: xs) ys = x :: xs ++ ys
```

```
vecHead : Vect n a -> so (n > 0) -> a  
vecHead (x :: xs) _ = x
```

```
vecHead' : Vect (S n) a -> a  
vecHead' (x :: xs) = x
```

# Dependent Types

## Examples on Implicit Arguments

```
vectMap : (A : Type) -> ( B : Type)
         -> (A -> B)-> Vect n A -> Vect n B
vectMap _ _ f Nil      = Nil
vectMap t1 t2 f (x::xs) =
  f x :: vectMap t1 t2 f xs
```

```
vectMap' : {A : Type} -> {B : Type}
          -> (A -> B)-> Vect n A -> Vect n B
vectMap' f Nil      = Nil
vectMap' f (x::xs) = f x :: vectMap' f xs
```

```
vectMap'' : (a -> b)-> Vect n a -> Vect n b
vectMap'' f Nil      = Nil
vectMap'' f (x::xs) = f x :: vectMap'' f xs
```

# Theorem Proving

```
data (=) : a -> b -> Type where
  refl : x = x
```

Now some examples...

# Theorem Proving

commands and tactics <sup>1</sup>

- compute** Normalizes all terms in the goal (note: does not normalize assumptions)
- exact** Provide a term of the goal type directly
- trivial** Satisfies the goal using an assumption that matches its type
- intro** If your goal is an arrow, turns the left term into an assumption
- intros** Exactly like intro, but it operates on all left terms at once
- let** Introduces a new assumption; you may use current assumptions to define the new one

---

<sup>1</sup>IDRIS-wiki, <https://github.com/idris-lang/Idris-dev/wiki/Manual>

# Theorem Proving

commands and tactics <sup>1</sup>

- rewrite** Takes an expression with an equality type ( $x = y$ ), and replaces all instances of  $x$  in the goal with  $y$ . Is often useful in combination with 'sym'
- state** Displays the current state of the proof
- term** Displays the current proof term complete with its yet-to-be-filled holes
- undo** Undoes the last tactic
- qed** Once the interactive theorem prover tells you “No more goals,” you get to type this in celebration!

---

<sup>1</sup>IDRIS-wiki,<https://github.com/idris-lang/Idris-dev/wiki/Manual>