

Advanced functional programming

Agda I – Introduction

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Background

Haskell:

- simply-typed lambda calculus
- with support for partial functions / nontermination (undefined)

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- simply-typed lambda calculus
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Agda:

- **dependently-typed** lambda calculus
- with requirement that every function is total / every computation terminates

Theoretical:

- Martin-Löf type theory (1970s)
- Calculus of constructions (1980s)
- ...

Implemented:

- Coq (1989)
- Agda (2007)
- Lean (2013)
- ...

Agda (and Coq, Lean) is not only a language but a *proof* assistant (also called an *interactive theorem prover*).

That means that the editor includes more assistance for writing a program/proof than usual.

Dependent types

In a simply typed language like Haskell, the input to functions can only be terms (in Haskell, values).

I.e.: functions go from types to types.

not :: bool -> bool

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```
not :: bool -> bool
```

There are also *kinds* in Haskell.

[] :: * -> *

But Haskell keeps kinds and types *separate*.

In a dependent type theory, we do not keep kinds and types separate.¹

Kinds are also types, and so they can be combined.

divisors :: Nat -> *

¹Technically, there is a universe hierarchy to prevent paradoxes.

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divisors : Nat -> Set

(In Agda, we write Set instead of * and : instead of ::.)

There is a lot of effort to add this functionality to Haskell, e.g. DataKinds.

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We can consider the function

f: Set -> Set

f A = A \rightarrow A \rightarrow Set

If we want to consider a 'polymorphic' term of this type, i.e. a function that takes in an A : Set and returns an $A \rightarrow A \rightarrow$ Set, we write it as:

```
? : (A : Set) -> f A
```

or

? : (A : Set) -> A -> A -> Set

This is called a *dependent* function.

My favorite dependent type (defined inductively) is

```
\_\equiv\_ : (A : Set) -> A -> A -> Set
```

Now we can write the type of functors in Agda as

```
record Fun : Set where
field
F0 : Set -> Set
F1 : {A B : Set} -> {A -> B} -> F0 A -> F0 B
id_law : {A : Set} -> F1 (id A) = id (F1 A)
comp_law : {A B C : Set} -> {f : A -> B} -> {g : B -> C}
-> F1 g.f = (F1 g).(F1 f)
```

A term of Fun is then a functor satisfying the functor laws.

In general, types correspond to program specifications. 2

A term is a program meeting the specification.

 $^{^2 {\}rm See}$ Curry-Howard correspondence, Brouwer–Heyting–Kolmogorov interpretation, proofs-as-programs.

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A term is a program meeting the specification.

Dependent types allow us to write programs that are *correct-by-construction*.

 $^{^2 {\}rm See}$ Curry-Howard correspondence, Brouwer–Heyting–Kolmogorov interpretation, proofs-as-programs.

Once you have a term of type Fun, you can *extract* the underlying program (i.e., erase the correctness proofs). You can extract Agda programs/proofs to Haskell or JavaScript.

Termination

Every program is Agda terminates. Equivalently, every function is total. This is because our programs are often proofs e.g.: id_law : {A : Set} -> F1 (id A) = id (F1 A) and we expect id_law to be defined at each A : Set. We can of course *simulate* nontermination by using the Maybe monad (or more purpose-built solutions), as in Haskell.

Useful info

Installation

- Official Agda installation instructions
- I am using VS Code with the agda-mode extension and its Agda language server.

Resources

- Dependently Typed Programming in Agda by Ulf Norell and James Chapman
- CS410 Advanced Functional Programming at Strathclyde, by Fredrik Nordvall Forsberg

Questions?