Graded types exercises

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For Granule install instructions and information see http://granule-project.github.io/splv23

1 Declarative specification of type systems

Recall the typing rules of the linear λ -calculus:

$$\frac{\Gamma, x: A \vdash t: B}{r \vdash \lambda x. t: A \multimap B} \text{ABS} \quad \frac{\Gamma \vdash t_1: A \multimap B}{\Gamma \vdash \lambda x. t: A \multimap B} \text{ABS} \quad \frac{\Gamma \vdash t_1: A \multimap B}{\Gamma, \Delta \vdash t_1 t_2: B} \text{APP}$$

where Γ, Δ is a partial operation, concatenating contexts only when they are disjoint, and we can implicitly re-order within Γ (implicit exchange).

1. Give a typing derivation for the judgement:

$$f: A \multimap B \multimap C \vdash \lambda x. \lambda y. f y x : B \multimap A \multimap C$$

2. Why is there no typing derivation for the following judgement?

$$f: A \multimap A \multimap B \vdash \lambda x.f x x : A \multimap B$$

3. (*Extension*): Consider an extension to the linear λ -calculus with a contraction rule:

$$\frac{\Gamma, x : A, y : A \vdash t : B}{\Gamma, z : A \vdash t[z/x][z/y] : B}$$
CONSTR

(recall t[z/x][z/y] means replace z for x and replace z for y inside of t).

This is known as *relevant logic* (or *relevance logic*): we don't allow variables to be discarded but they can be used any number of times. In relevant logic, give a derivation of the judgement:

$$f: A \multimap A \multimap B \vdash \lambda x.f \, x \, x : A \multimap B$$

2 Linear types and the non-linear modality

1. (Kicking the tires). Make a Granule source file called exercises.gr with a simple definition such as the following:

dub : Int -> Int dub x = 2 * x You can then load this into Granule's interactive mode (grep1) as follows:

```
$ grep1
Granule> :1 exercises.gr
~/granule/exercises.gr, checked.
Granule> dub 42
84
```

2. In Granule, make the following functions typecheck by addition of the non-linear 'box' modality (written a []) only where needed, and add the relevant unboxing pattern matches at the value level.

```
const : forall {a b : Type} . a -> b -> a
const x y = x
ap : forall {a b c : Type}. (c -> a -> b) -> (c -> a) -> (c -> b)
ap f x ctx = f ctx (x ctx)
```

3. Consider the following definition:

```
import Bool
```

```
copyBool : Bool -> (Bool, Bool)
copyBool False = (False, False);
copyBool True = (True, True)
```

Why does copyBool not violate linearity?

4. Write a well-typed "short-circuiting" version of and on Bool, i.e., where and False x need not inspect the value of x.

3 Graded modal types

1. Define a higher-order polymorphic function twice that takes a function and composes it with itself, e.g. in the lambda calculus $f \rightarrow x \rightarrow f(f x)$. Give a precise type explaining the reuse of the function parameter using the Nat-graded modality.

Give an example of its usage, e.g., applying some integer function twice to an integer input.

- 2. Define a version of twice that is polymorphic in the semiring.
- 3. Using the Cake module, define a function mange that takes n + m cakes, consumes n of them, leaving m left and n amounts of happiness.

Hint: Check the library documentation¹ for the Cake module.

The following data type defines patient records with a public field (city) and a private field (name):

¹https://granule-project.github.io/docs

```
data Patient where
Patient : (city : String [Public]) -> (name : String [Private]) -> Patient
```

4. Write a function to fold over a vector of patients, of the following type, where only the public field can be reduced on:

```
reducePublic : forall {a : Type, n : Nat}
. (String -> a -> a) [0..n] -> a -> (Vec n Patient) -> a
```

What happens if you try to leak the private data in this implementation?

4 Session types

Recall the interface for working with session types in Granule:

1. Write a function implementing the following type signature, using channels to receive a boolean and send the integer equivalent (0 or 1) back:

boolToInt : LChan (Recv Bool (Send Int End)) -> ()

- 2. Write a client function that can interact with boolToInt, returning an integer.
- 3. Write a function exampleSession that forks boolToInt and connects this to your client program. Test the output.
- 4. (*Extension*): The forkReplicate primitive provides a way to create a replicated server. Check its type in grep1 (or the documentation in the Primitives library) and use it to create a repeated version of boolToInt.

5 Uniqueness and mutation

1. Write a function converting a Vec n Float into a unique FloatArray using mutation to initialise the float array, i.e., define a function of type:

toFloatArray : forall {n : Nat} . Vec n Float -> *FloatArray

2. The following code sums up the elements of an immutable array between two indices:

sumFromTo : FloatArray -> Int [] -> Int [] -> Float
sumFromTo array [i] [n] =
 if i == n
 then let () = drop @FloatArray array in 0.0

```
else
  let (x, a) = readFloatArrayI array i
  in x + (sumFromTo a [i+1] [n])
```

Using this function, define parSum : *FloatArray -> Float that computes a data parallel sum of a unique float array by first sharing to an immutable array and then summing up two separate halves in parallel (see the par function from the Parallel module).

Test your solution using your definition of toFloatArray.

e.g. parSum (toFloatArray (Cons 10.0 (Cons 20.0 (Cons 30.0 (Cons 40.0 Nil))))) should return 100.0.

6 Linear Haskell

Recall from the lectures that Haskell provides a graded-base type system via the *linear types* extension, which you can enable with the language pragma:

```
{-# LANGUAGE LinearTypes #-}
```

(Homework): Go back and implement the programs from Section 2 using this extension. You might like to try some of the simpler non-linear examples from the lectures as well.