



Graded Types - Part 4

Grades in the wild via “graded base” and graded monads

Dominic Orchard, 24-28th July 2023, SPLV23



UNIVERSITY OF
CAMBRIDGE

University of
Kent

Linear logic

$$\Gamma ::= \emptyset \mid \Gamma, x : A$$
$$A ::= A \multimap A'$$

$$\frac{}{x : A \vdash x : A} \text{ax}$$

$$\frac{\Gamma_1, x : A, y : B, \Gamma_2 \vdash t : C}{\Gamma_1, y : B, x : A, \Gamma_2 \vdash t : C} \text{ex}$$

$$\frac{\Gamma, x : A \vdash t : B}{\Gamma \vdash \lambda x. t : A \multimap B} \multimap_i$$

$$\frac{\Gamma_1 \vdash t_1 : A \multimap B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1, \Gamma_2 \vdash t_1 t_2 : B} \multimap_e$$

Linear logic + !-modality

$$\Gamma ::= \emptyset \mid \Gamma, x : A \mid \Gamma, x : [A]$$

$$A ::= A \multimap A' \mid \Box A$$

$$\frac{}{x : A \vdash x : A} \text{ax}$$

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$$\frac{\Gamma, x : A \vdash t : B}{\Gamma, x : [A] \vdash t : B} \text{der}$$

$$\frac{\Gamma, x : A \vdash t : B}{\Gamma \vdash \lambda x. t : A \multimap B} \multimap_i$$

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

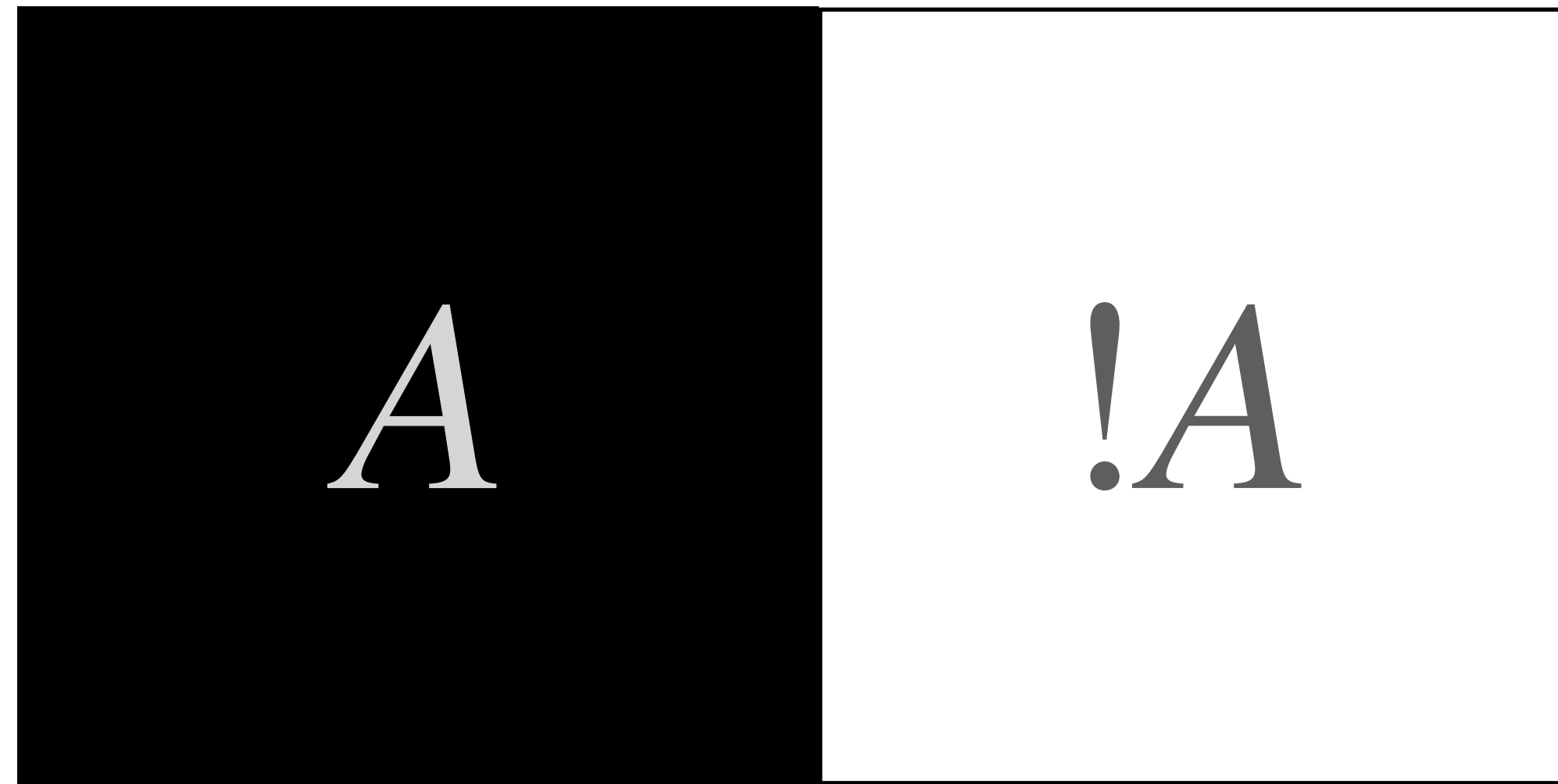
$$\frac{[\Gamma] \vdash t : B}{[\Gamma] \vdash [t] : \Box B} \Box_i$$

$$\frac{\Gamma_1 \vdash t_1 : A \multimap B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1, \Gamma_2 \vdash t_1 t_2 : B} \multimap_e$$

$$\frac{\Gamma \vdash t : B}{\Gamma, x : [A] \vdash t : B} \text{weak}$$

$$\frac{\Gamma_1 \vdash t_1 : \Box A \quad \Gamma_2, x : [A] \vdash t_2 : B}{\Gamma_1, \Gamma_2 \vdash \text{let } [x] = t_1 \text{ in } t_2 : B} \Box_e$$

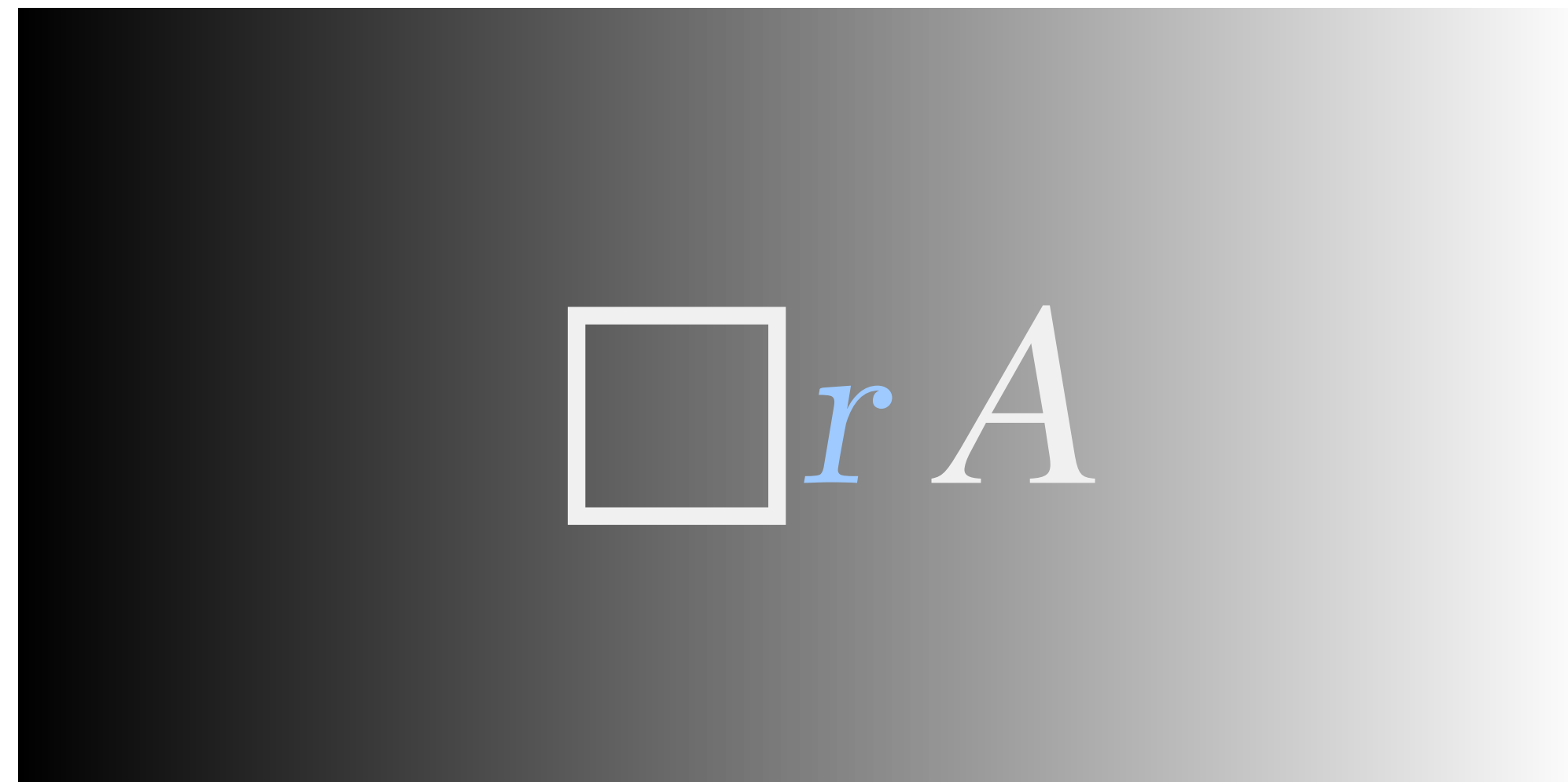
**Modal
Type
Analysis**



linear

non-linear

**Graded
Modal
Type
Analysis**



linear

non-linear

$r \in \mathcal{R}$
semiring

Linear logic + !-modality

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Linear logic + \Box_r -modality

$r \in (\mathcal{R}, *, 1, +, 0, \sqsubseteq)$ po-semiring

$\Gamma ::= \emptyset \mid \Gamma, x : A \mid \Gamma, x : [A]_r$

$A ::= A \multimap A' \mid \Box_r A$

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$$\frac{\Gamma, x : A \vdash t : B}{\Gamma, x : [A]_1 \vdash t : B} \text{der}$$

$$\frac{\Gamma, x : A \vdash t : B}{\Gamma \vdash \lambda x. t : A \multimap B} \multimap_i$$

$$\frac{\Gamma, x : [A]_r, y : [A]_s \vdash t : B}{\Gamma, z : [A]_{r+s} \vdash t[z/x][z/y] : B} \text{contr}$$

$$\frac{[\Gamma] \vdash t : B}{r * [\Gamma] \vdash [t] : \Box_r B} \Box_i$$

$$\frac{\Gamma_1 \vdash t_1 : A \multimap B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1, \Gamma_2 \vdash t_1 t_2 : B} \multimap_e$$

$$\frac{\Gamma \vdash t : B}{\Gamma, x : [A]_0 \vdash t : B} \text{weak}$$

$$\frac{\Gamma_1 \vdash t_1 : \Box_r A \quad \Gamma_2, x : [A]_r \vdash t_2 : B}{\Gamma_1, \Gamma_2 \vdash \text{let } [x] = t_1 \text{ in } t_2 : B} \Box_e$$

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$$\frac{[\Gamma] \vdash t : B}{r * [\Gamma] \vdash [t] : \Box_r B} \Box_i$$

$$\frac{\Gamma_1 \vdash t_1 : A \multimap B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1 + \Gamma_2 \vdash t_1 t_2 : B} \multimap_e$$

$$\frac{\Gamma \vdash t : B}{\Gamma, x : [A]_0 \vdash t : B} \text{weak}$$

$$\frac{\Gamma_1 \vdash t_1 : \Box_r A \quad \Gamma_2, x : [A]_r \vdash t_2 : B}{\Gamma_1 + \Gamma_2 \vdash \text{let } [x] = t_1 \text{ in } t_2 : B} \Box_e$$

$$(\Gamma, x : [A]_r) + (\Gamma', x : [A]_s) = (\Gamma + \Gamma'), x : [A]_{r+s}$$

Graded base and grades in the wild



Linear base

$$\Gamma ::= \emptyset \mid \Gamma, x : A \mid \Gamma, x : [A]_r$$

$$A ::= A \multimap A' \mid \Box_r A$$

Graded base

Only graded assumptions

$$\Gamma ::= \emptyset \mid \Gamma, x : [A]_r$$

$$A ::= A r \multimap A' \mid \Box_r A$$

Function carries a grade

Graded base rules

$$\frac{}{x : [A]_1 \vdash x : A} \text{ax} \quad \frac{\Gamma, x : [A]_r \vdash t : B}{\Gamma \vdash \lambda x . t : A r \multimap B} \multimap_i \quad \frac{\Gamma_1 \vdash t_1 : A r \multimap B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1 + r * \Gamma_2 \vdash t_1 t_2 : B} \multimap_e$$

- Like original coeffect type systems
- Also QTT (McBride, Atkey, Wood) and Idris 2 (Brady)

Linear base

$$\frac{\Gamma_1 \vdash t_1 : \square_r A \multimap B \quad \frac{[\Gamma_2] \vdash t_2 : A}{r^* \Gamma_2 \vdash [t_2] : \square_r A} \square_i}{\Gamma_1 + r^* \Gamma_2 \vdash t_1 [t_2] : B} \square_e$$

Graded base

$$\frac{\Gamma_1 \vdash t_1 : A \multimap_r B \quad \Gamma_2 \vdash t_2 : A}{\Gamma_1 + r^* \Gamma_2 \vdash t_1 t_2 : B} \mathbf{app}$$

Same idea as before **capture structure of computation/proof via grades**



language GradedBase

$A \textit{r} \multimap B$

written

$A \% \textit{r} \rightarrow B$



Graded types in Haskell (GHC 9)

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

```
a %r -> b
```

Graded arrow

Linear

```
a %One -> b
```

cf. linear-base:

```
a -> b
```

```
a [Lin] -> b
```

Unrestricted

```
a %Many -> b
```

```
a [Many] -> b
```

Graded modality

```
data Box r a where { Box :: a %r-> Box r a }
```



Graded types in Haskell one day?

```
{-# LANGUAGE GradedTypes #-}
```

```
Semiring s => a % (r : s) -> b
```

Challenges

- Generalise existing approach (0 missing)
- Solving inside GHC?
- Customisation? [i.e., user-defined Semiring]

Idris **Graded types in Idris 2** (based on QTT)

```
append : {0 n : Nat } -> {0 m : Nat } -> {0 a : Type }  
        -> (1 xs : Vect n a) -> (1 ys : Vect m a) -> Vect ( n + m ) a
```

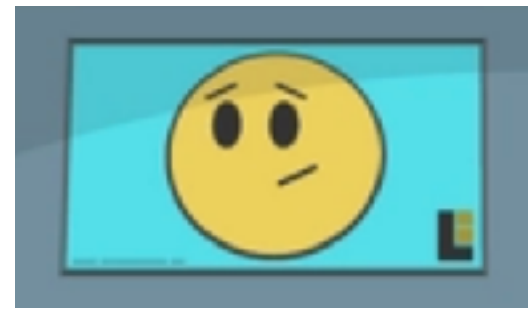
Grades drawn from $0, 1, \omega$ (the LNL semiring in Granule)

(2016) - McBride - I Got Plenty o' Nuttin'

(2018) - Atkey - Syntax and Semantics of Quantitative Type Theory

(2021) - Brady - Idris 2: Quantitative Type Theory in Practice.

Gerty



generalises this to track type- + computation- use

```
append : {n : (0,2) Nat } -> {m : (0,2) Nat } -> {a : (0,2(n+m)) Type }  
-> (xs : (1,0) Vect n a) -> (ys : (1,0) Vect m a) -> Vect (n + m) a
```



Graded Modal Dependent Type Theory

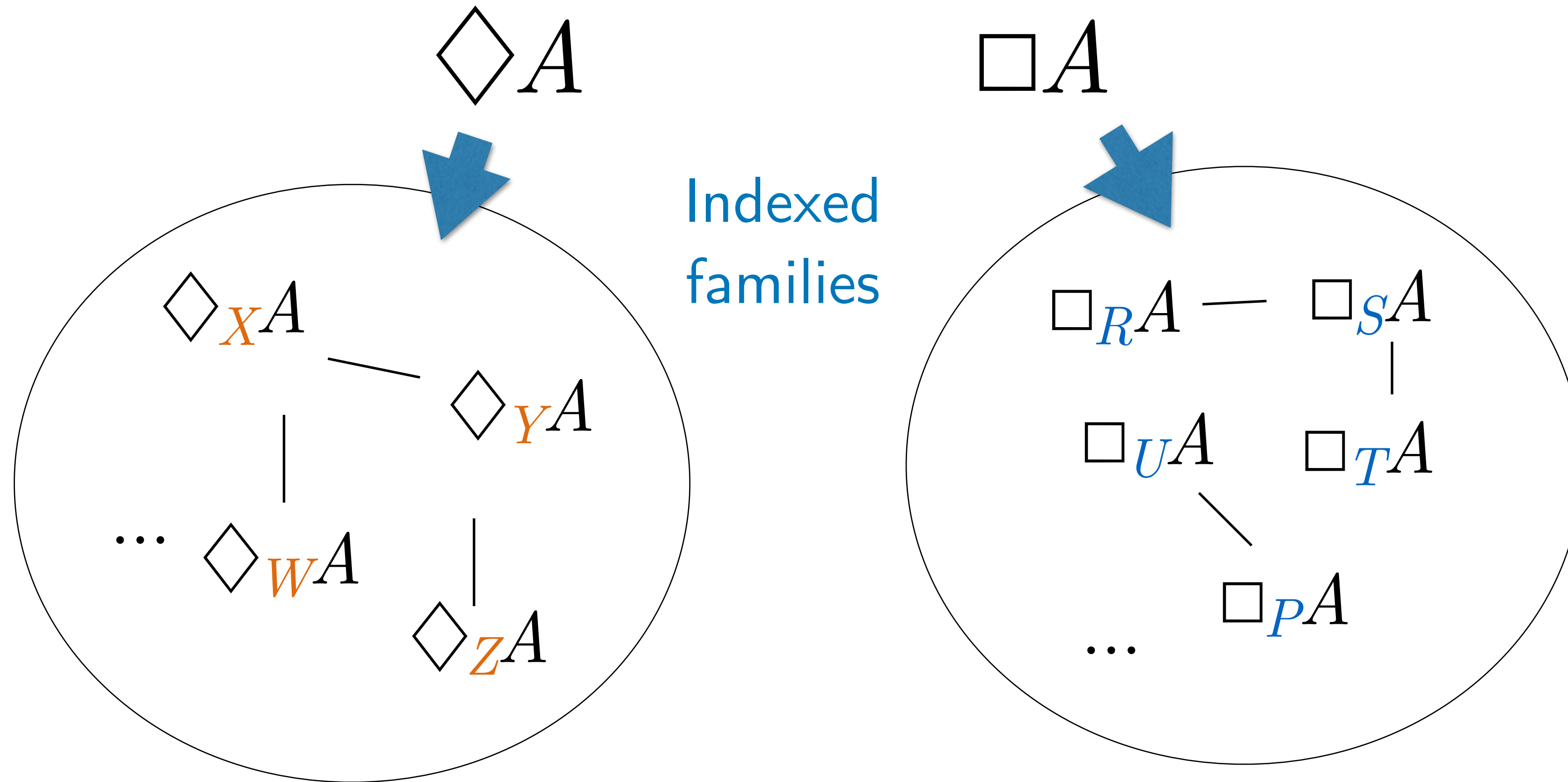
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Abstract. Graded type theories are an emerging paradigm for augmenting the reasoning power of types with parameterizable, fine-grained

Graded modalities (informally)



with structure

matching the shape of proofs/programs or a semantics

Possibility / monads

Hilbert-style

$$\begin{array}{ll} \diamond (A \rightarrow B) \rightarrow \diamond A \rightarrow \diamond B & (K) \text{ distributivity} \\ A \rightarrow \diamond A & (T) \text{ reflexivity} \\ \diamond \diamond A \rightarrow \diamond A & (4) \text{ transitivity} \end{array}$$

Natural deduction (+ terms):

$$\frac{\Gamma \vdash e : A}{\Gamma \vdash \mathbf{return} \ e : \diamond A} \qquad \frac{\Gamma \vdash e_1 : \diamond A \quad \Gamma, x : A \vdash e_2 : \diamond B}{\Gamma \vdash \mathbf{do} \ x \leftarrow e_1; e_2 : \diamond B}$$

Graded possibility / monads

$x \in (X, \otimes, I)$ is a monoid

Hilbert-style

$$\diamond_x (A \rightarrow B) \rightarrow \diamond_x A \rightarrow \diamond_x B \quad (K) \text{ distributivity}$$

$$A \rightarrow \diamond_I A \quad (T) \text{ reflexivity}$$

$$\diamond_x \diamond_y A \rightarrow \diamond_{x \otimes y} A \quad (4) \text{ transitivity}$$

Natural deduction (+ terms):

$$\frac{\Gamma \vdash e : A}{\Gamma \vdash \mathbf{return} e : \diamond_I A}$$

$$\frac{\Gamma \vdash e_1 : \diamond_x A \quad \Gamma, x : A \vdash e_2 : \diamond_y B}{\Gamma \vdash \mathbf{do} x \leftarrow e_1; e_2 : \diamond_{x \otimes y} B}$$

Katsumata - Parametric effect monads and semantics of effect systems (2014)

O, Petricek, Mycroft - The semantic marriage of effects and monads (2014)

◇ x A written in Granule as $A \langle \mathbf{x} \rangle$



Effect-set-graded possibility

$$(X, \otimes, I) = (\mathcal{P}(\text{IOlabels}), \cup, \emptyset)$$

\mathbb{N} -graded possibility

$$(X, \otimes, I) = (\mathbb{N}, +, 0)$$

Graded monads

in programming <https://hackage.haskell.org/package/effect-monad>

```
class GMonad (g :: k -> Type -> Type) where
  return :: a -> g Zero a
  (>>=)  :: g x -> (a -> g y b) -> g (Plus x y) b
```

```
put :: Var v -> s -> State {v :-> W ! s} ()
get :: Var v -> State {v :-> R ! s} s
```

in semantics

$$\Gamma \vdash e : A?F \xrightarrow{\llbracket - \rrbracket} (\llbracket \Gamma \rrbracket \rightarrow M_F \llbracket A \rrbracket)$$

Type-and-effect systems

Trivial vs “meaningful” graded monads

Purely for analysis / controlling expressivity

$$\llbracket \diamond x A \rrbracket = \llbracket A \rrbracket$$

For analysis but semantics unrefined

$$\llbracket \diamond x A \rrbracket = M \llbracket A \rrbracket$$

e.g. $\llbracket \diamond x A \rrbracket = S \rightarrow \llbracket A \rrbracket \times S$

Graded-directed semantics

e.g. $\llbracket \diamond x A \rrbracket = \text{reads}(x) \rightarrow \llbracket A \rrbracket \times \text{writes}(x)$

e.g. $x = \{read(a), read(b), write(b)\}$

Liveness graded state monad

$$\mathbf{Gm}^\psi A = \text{Store}(\mathbf{liveln}(\psi)) \rightarrow A \times \text{Store}(\mathbf{footprint}(\psi))$$

FSCD 2020

Data-Flow Analyses as Effects and Graded Monads

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Abstract

In static analysis, two frameworks have been studied extensively: monotone data-flow analysis and type-and-effect systems. Whilst both are seen as general analysis frameworks, their relationship has remained unclear. Here we show that monotone data-flow analyses can be encoded as effect systems in a uniform way, via algebras of transfer functions. This helps to answer questions about the

Semiring-graded necessity:

$$\square_{r*s} A \rightarrow \square_r \square_s A$$

$$\square_1 A \rightarrow A$$

$$\square_r (A \rightarrow B) \rightarrow \square_r A \rightarrow \square_r B$$

$$\square_0 A \rightarrow 1$$

$$\square_{r+s} A \rightarrow \square_r A \otimes \square_s A$$

Monoid-graded possibility:

$$\diamond_x \diamond_y A \rightarrow \diamond_{x \otimes y} A$$

$$A \rightarrow \diamond_I A$$

$$\diamond_x (A \rightarrow B) \rightarrow \diamond_x A \rightarrow \diamond_x B$$

} plumbing dataflow

Coeffects

Effects

Asymmetry is because λ -calculus input has more structure

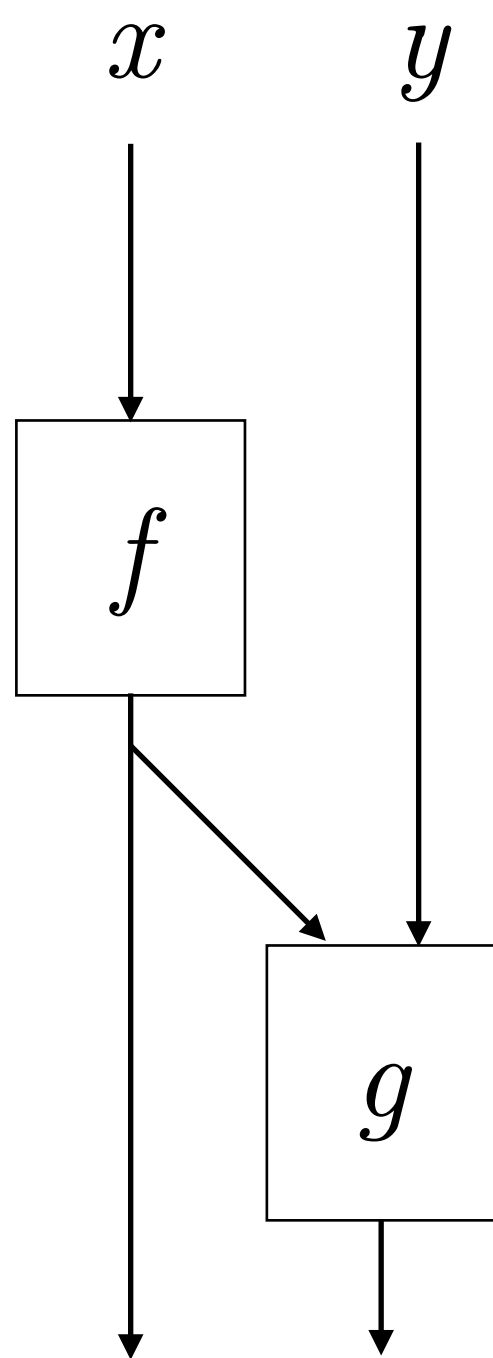
$$\Gamma \vdash e : \tau$$

many to one

Dataflow analysis via grading

Consider $\lambda x . \lambda y . \text{let } z = f x \text{ in } (z, g z y)$

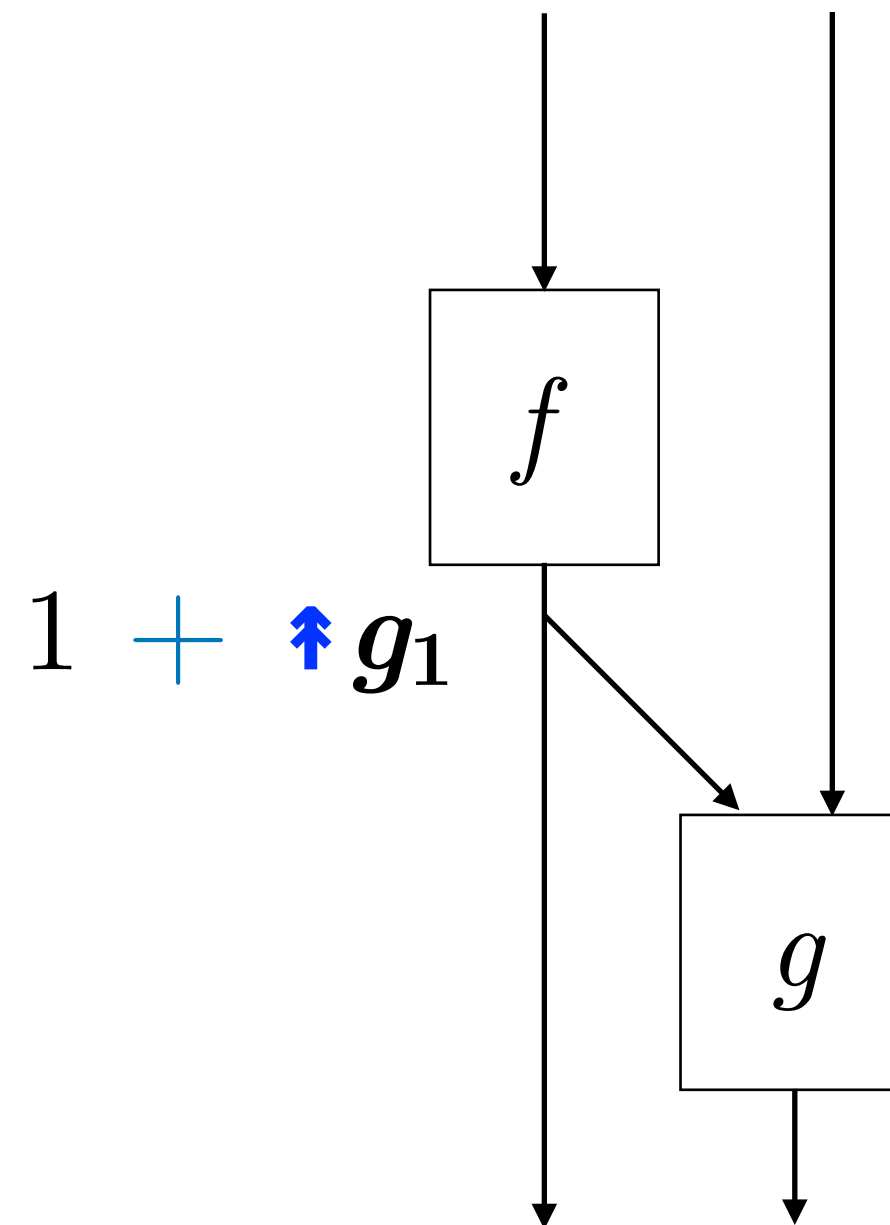
Flow graph



Backward

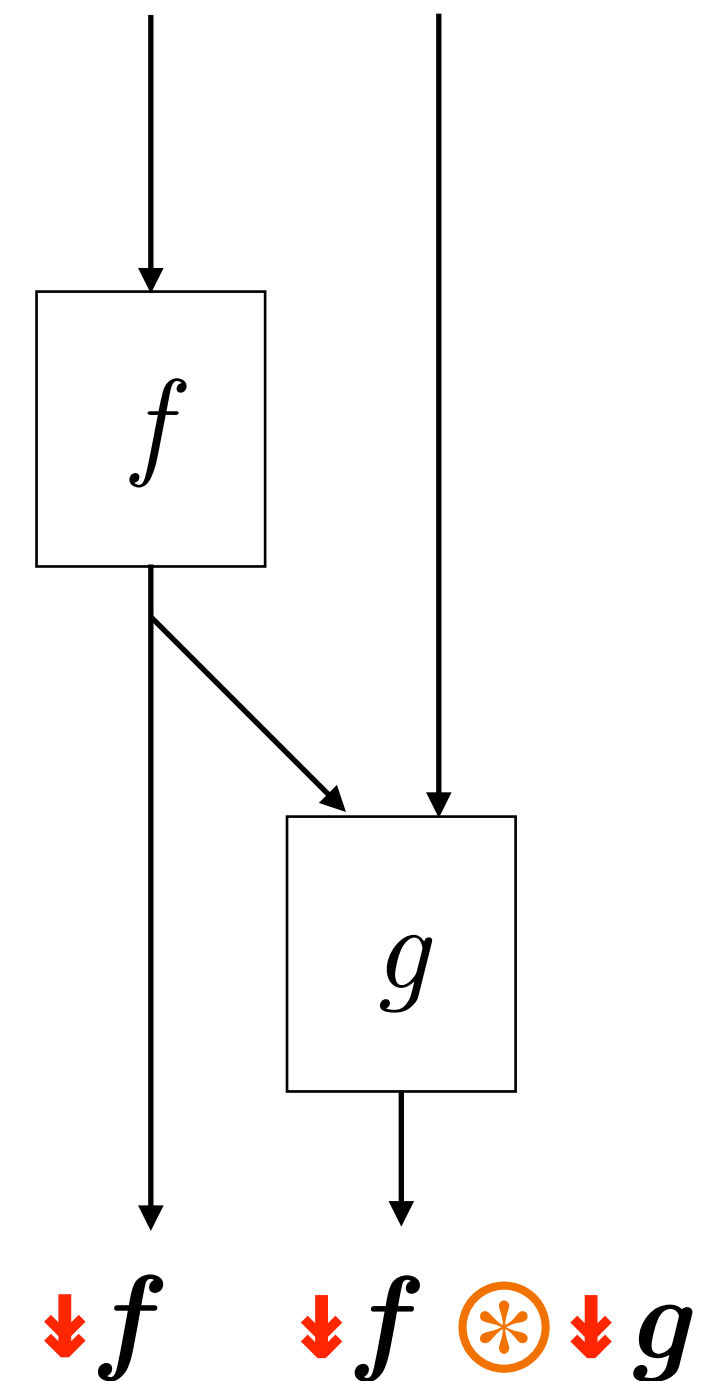
$\uparrow h_i = \text{demands on } i^{\text{th}} \text{ parameter to } h$

$\uparrow f * (1 + \uparrow g_1) \quad \uparrow g_2$



Forward

$\downarrow h = \text{provision of } h$

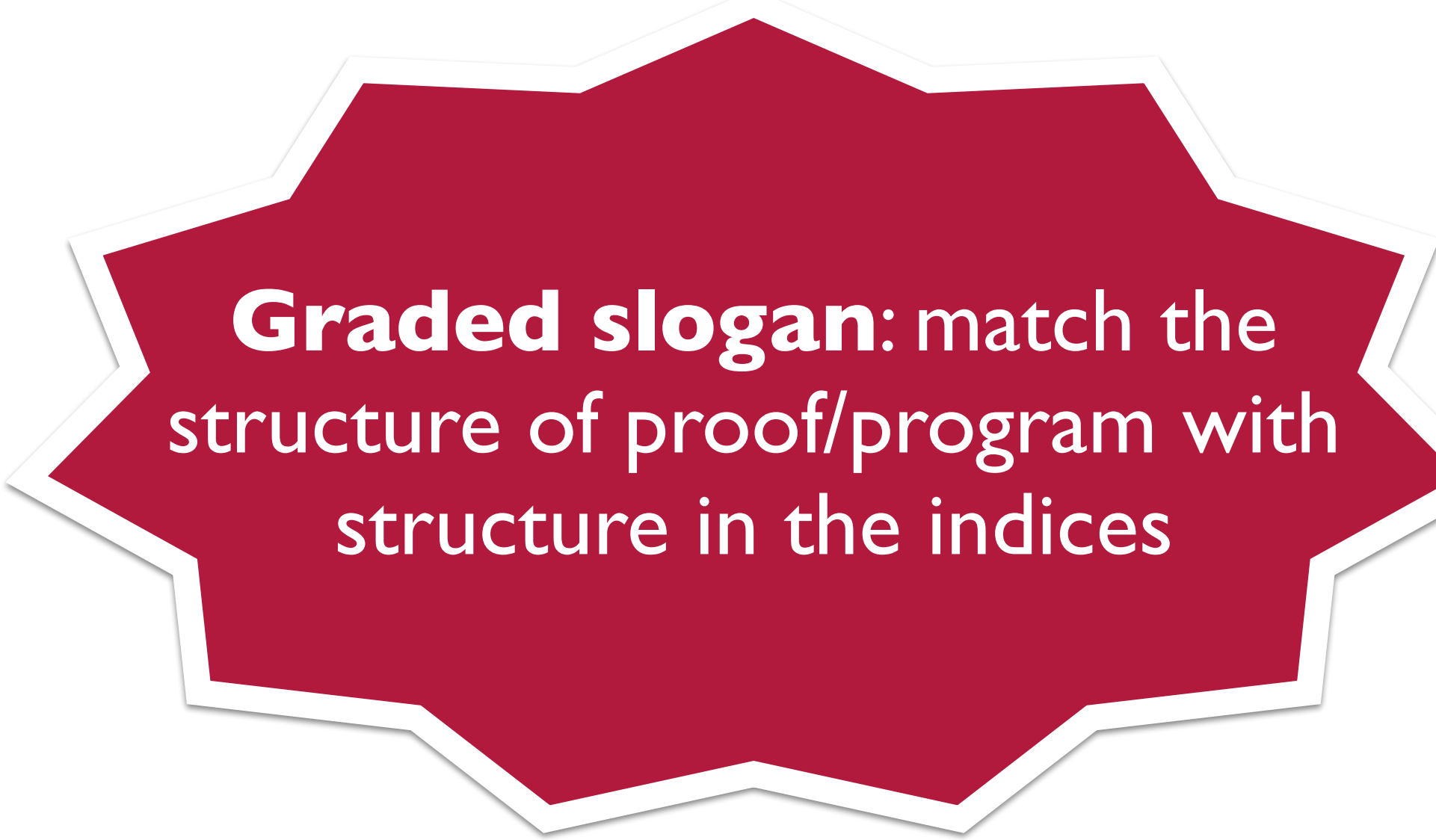


Other instances of graded modalities

- Contextual Model Type Theory - CMTT (Nanevski et al. '08)
 - ◻_Γ A meaning A is true under closure of Γ
- Hardware schedules (Ghica et al. '14)
- Explicit provability logics (Artemov '95, '01)
- Multi-stage programming (generalising Pfenning & Davies, '01)
- Costs (cf. Cicek et al. 17)
- Robustness / sensitivity (Gaboardi et al. '16, Pierce et al. '13)
- Provenance
- Probabilistic programming (forwards / backwards)
- Type state (stateful protocols)

What did we learn?

- Defining typing theories declaratively / formally
- We implicitly heavily leveraged Curry-Howard
- Linear types for **resourceful thinking**
- Modal reasoning
- **Graded modal reasoning** (in three flavours)
- Now what?
 - Do you have a binary property that you can make more fine grained?



Graded slogan: match the structure of proof/program with structure in the indices

Thanks!