IDRIS — *Systems Programming With Dependent Types*

Fun in the Afternoon, 28th February 2012

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Introduction

This talk is about IDRIS, a programming language with *dependent types*.

- `cabal update; cabal install idris`
- `http://idris-lang.org/`
- `http://idris-lang.org/documentation/`

In particular, we will see *by example* how to use IDRIS to build *Domain Specific Languages*. Code is at:

`http://idris-lang.org/documentation/fun-in-oxford`

The IDRIS Programming Language

IDRIS is a general purpose pure functional programming language, with support for theorem proving. Features include:

- Full *dependent types*, dependent pattern matching
- Dependent *records*
- *Type classes* (Haskell style)
  - Numeric overloading, Monads, `do`-notation, idiom brackets, . . .
- *Tactic* based theorem proving
- High level constructs: `where`, `case`, `with`, monad comprehensions, syntax overloading
- *Totality* checking, cumulative universes
- Interfaces for *systems* programming (e.g. C libraries)

Dependent Types in IDRIS

IDRIS syntax is influenced by Haskell. Some data types:

```
data Nat = O | S Nat

infixr 5 ::  -- Define an infix operator
data Vect : Set -> Nat -> Set where  -- List with size
     Nil  : Vect a 0
     (::) : a -> Vect a k -> Vect a (1 + k)
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The type of a function over vectors describes invariants of the input/output lengths, e.g..

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

Dependent Types in IDRIS

We can use Haskell style type classes to constrain polymorphic functions, e.g., pairwise addition a vectors of numbers:

```
total
vAdd : Num a => Vect a n -> Vect a n -> Vect a n
vAdd Nil       Nil       = Nil
vAdd (x :: xs) (y :: ys) = x + y :: vAdd xs ys
```

(Aside: The `total` keyword means that it is an error if the totality checker cannot determine that the function is total)