

Objects and subtyping in the $\lambda\Pi$ -calculus modulo

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- The $\lambda\Pi$ -calculus modulo has been designed to encode other calculi
 - Functional Pure Type Systems
 - Proof assistants: Coq, HOL, FoCaLize
 - Theorem provers: Zenon, iProver
- We use $\lambda\Pi$ -calculus modulo **rewriting** to study OOL **semantics**
 - How can we translate object mechanisms in the $\lambda\Pi$ -calculus modulo?
- Object calculi have type systems with (object) subtyping
 - The $\lambda\Pi$ -calculus modulo lacks subtyping
- Subtyping is a common feature of type systems, also present in Coq (universes)

- In System $F_{<}^{\omega}$ (polymorphism, type operators and subtyping)
 - Several **deep** encodings: Cardelli (1984), Pierce, Turner and Hofmann (1993-1995), Bruce (1993), Abadi, Cardelli and Viswanathan (1996)
 - Implemented in Yarrow (1997): a proof assistant with object subtyping
- Object calculi (a.k.a ζ -calculi) from Abadi and Cardelli, *A Theory of Objects*, Springer Verlag, 1996
 - **Deep** encodings in Coq, focus on proving properties on the type system
 - by Gillard and Despeyroux (1999): reasoning on binders encoded via DeBruijn indices
 - and Liquori (2007): proof of the subject-reduction theorem
- In Isabelle/HOL: **deep** formalisation of class-based languages (parts of Java and Scala) with extensible records: Klein and Nipkow (2005), Foster and Vytiniotis (2006)

- Encoding of an object calculus: the simply-typed ζ -calculus
- **Shallow** embedding
 - semantically equal terms, types or proofs should not be distinguishable after the encoding
 - expected efficiency
 - readability
- In the $\lambda\Pi$ -calculus modulo

- 1 The $\lambda\Pi$ -calculus modulo and Dedukti
- 2 The simply-typed ζ -calculus
- 3 Explicit subtyping in the $\lambda\Pi$ -calculus modulo

The $\lambda\Pi$ -calculus modulo

- The $\lambda\Pi$ -calculus is a typed λ calculus with dependent types
- The $\lambda\Pi$ -calculus modulo, introduced by Cousineau and Dowek in 2007, extends the $\lambda\Pi$ -calculus with a rewrite system R .

$$\frac{\Gamma \vdash t : A \quad A \equiv_{\beta R} B}{\Gamma \vdash t : B} \text{ (Conv)}$$

- Type-checker for the $\lambda\Pi$ -calculus modulo
 - It is a free software, available at
<https://www.rocq.inria.fr/deducteam/Dedukti/>
- Dependent types
- Rewriting on terms and types
- Partial functions and proofs
- Non-linear pattern-matching

The simply-typed ζ -calculus: Abadi and Cardelli, *A Theory of Objects*, 1996

- Functional semantics (imperative semantics also studied)
- Model of both class-based and object-based languages
- No termination guaranteed by typing
- Structural subtyping

- Types

$A ::= [l_i : A_i]_{i=1..n}$ labels are unordered

- Terms

$t, u ::= [l_i = \varsigma(x : A) t_i]_{i=1..n}$
 $t.l$
 $t.l \Leftarrow \varsigma(x : A) u$

$(t.l \Leftarrow u)$ abbreviates $(t.l \Leftarrow \varsigma(x : A) u)$ where $x \notin FV(u)$.

$(l = u)$ abbreviates $(l = \varsigma(x : A) u)$ where $x \notin FV(u)$.

- Operational semantics

$A := [l_i : A_i]_{i=1..n}$

$t := [l_i = \varsigma(x : A) t_i]_{i=1..n}$

$t.l_j \quad \rightsquigarrow \quad t_j [t/x]$

$t.l_j \Leftarrow \varsigma(x : A) u \quad \rightsquigarrow \quad [l_j = \varsigma(x : A) u, l_i = \varsigma(x : A) t_i]_{i=1..n, i \neq j}$

$$A := [l_i : A_i]_{i=1..n}$$

$$\frac{\forall i=1..n \quad \Gamma, x : A \vdash t_i : A_i}{\Gamma \vdash [l_i = \zeta(x : A) t_i]_{i=1..n} : A} \text{ (obj)} \quad \frac{\Gamma \vdash t : A}{\Gamma \vdash t.l_i : A_i} \text{ (select)}$$

$$\frac{\Gamma \vdash t : A \quad \Gamma, x : A \vdash u : A_i}{\Gamma \vdash t.l_i \Leftarrow \zeta(x : A) u : A} \text{ (update)}$$

$$[l_i : A_i]_{i=1..n+m} <: [l_i : A_i]_{i=1..n}$$

$$\frac{\Gamma \vdash t : A \quad A <: B}{\Gamma \vdash t : B} \text{ (subsume)}$$

Example: Encoding of booleans

$$\begin{aligned}\text{Bool}_A &:= [\text{if} : A, \text{then} : A, \text{else} : A] \\ \text{true}_A &:= [\text{if} = \zeta(\text{self} : A) \text{self}.\text{then}, \\ &\quad \text{then} = \zeta(\text{self} : A) \text{self}.\text{then}, \\ &\quad \text{else} = \zeta(\text{self} : A) \text{self}.\text{else}] \\ \text{false}_A &:= [\text{if} = \zeta(\text{self} : A) \text{self}.\text{else}, \\ &\quad \text{then} = \zeta(\text{self} : A) \text{self}.\text{then}, \\ &\quad \text{else} = \zeta(\text{self} : A) \text{self}.\text{else}]\end{aligned}$$
$$\text{if}_A \ b \ \text{then} \ t \ \text{else} \ e := ((b.\text{then} \Leftarrow t).\text{else} \Leftarrow e).\text{if}$$

"then" and "else" methods are updated before "if" is selected

Subtyping example

```
RomCell := [ get : nat ]  
PromCell := [ get : nat, set : nat → RomCell ]
```

PromCell <: RomCell

```
myCell : PromCell := [ get = 0,  
  set =  $\zeta$ (self : PromCell)  $\lambda$ (n : nat) self.get  $\Leftarrow$  n ]
```

myCell.set(42).get \mapsto^* 42

Translation scheme from simply-typed ζ -calculus to $\lambda\Pi$ -calculus modulo

- Types and objects are translated as association lists
- The operational semantics is translated to rewrite rules
- Subtyping is explicit

- In the $\lambda\Pi$ -calculus modulo, each term has at most one type modulo the rewrite system + β conversion
- Convertibility is a **symmetric** relation
- We cannot rewrite A to B whenever $A <: B$ because that would make both types equal
- Hence we ask the user to provide **explicit** coercions (subtyping annotations)

- Types are translated by normalized association lists
- Equality and subtyping relations on types are decidable:

$$A = A \hookrightarrow \text{true}$$
$$[] = (_ , _) :: _ \hookrightarrow \text{false}$$
$$(_ , _) :: _ = [] \hookrightarrow \text{false}$$
$$(l_1, A_1) :: B_1 = (l_2, A_2) :: B_2$$
$$\hookrightarrow l_1 = l_2 \wedge A_1 = A_2 \wedge B_1 = B_2$$
$$A <: [] \hookrightarrow \text{true}$$
$$A <: (l, B_1) :: B_2$$
$$\hookrightarrow B_1 = \text{assoc } A \ l \wedge A <: B_2$$

Translation of objects

Objects are also translated by association lists with labels in the same order than in the corresponding type

- an object of type A is something of the form $[l = \zeta(x : A) (t : \text{assoc } A \ l)]_{l \in \text{dom}(A)}$
- sublists are not well-typed objects
- to construct objects, we need to consider (ill-typed) objects defined on subsets of $\text{dom}(A)$
- to coerce objects, we need to consider (ill-typed) objects with methods typed by (assoc B).

\Rightarrow A *pre-object* of type (A, f, D) is something of the form

$$[l = \zeta(x : A) (t : f \ l)]_{l \in D}$$

- $\text{preselect} : \forall A, f, D, \text{PreObj}(A, f, D) \rightarrow \forall l, A \rightarrow f(l).$
 $\text{preselect} ((l1, m) :: o) l2$
 \hookrightarrow
if $(l1 = l2)$ then m else $\text{preselect} (o, l2)$
- $\text{select} : \forall A, A \rightarrow \forall l, \text{assoc } A l.$
 $\text{select } a l \hookrightarrow \text{preselect } a l a$
- $\text{preupdate} : \forall A, f, D, \text{PreObj}(A, f, D) \rightarrow \forall l, (A \rightarrow f(l)) \rightarrow \text{PreObj}(A, f, D).$
 $\text{preupdate} ((l1, m1) :: o) l2 m2$
 \hookrightarrow
if $(l1 = l2)$
then $((l2, m2) :: o)$
else $((l1, m1) :: (\text{preupdate } A f D o l2 m2))$
- $\text{update} : \forall A, A \rightarrow \forall l, (A \rightarrow \text{assoc } A l) \rightarrow A.$
 $\text{update } a l m \hookrightarrow \text{preupdate } a l m$

- coerce: $\forall A, B, A <: B \rightarrow A \rightarrow B$
 - Partial function
 - cases where $A \not<: B$ don't have to be defined, they will not reduce
 - Decidability of $<:$
 - proof of $A <: B$ is trivial for concrete A and B
- Some lemmata about equality, subtyping and pre-objects needed

$$\forall A, f, g, D, \\ (\forall l \in D, f(l) = g(l)) \rightarrow \text{PreObj}(A, f, D) \rightarrow \text{PreObj}(A, g, D).$$

- Code and examples available at
`https://www.rocq.inria.fr/deducteam/Sigmaid/sigmaid.tar.gz`
- Auxiliary definitions (mostly the definition of labels as strings)
430 lines, 151 rewrite rules
- Core calculus
523 lines, 104 rewrite rules
- Time
type-checked by Dedukti v2.2c in 70ms

Examples from Abadi and Cardelli

```

myPromCell : PromCell := [get = 42,
                           set =  $\zeta$ (self : PromCell)  $\lambda(x : \text{Nat})$ 
                           coerce PromCell RomCell (self.get $\Leftarrow$  x)]
    
```

$\text{if}_A \text{ true}_A \text{ then } t \text{ else } e$	$\hookrightarrow^* t$	✓
$\text{if}_A \text{ false}_A \text{ then } t \text{ else } e$	$\hookrightarrow^* e$	✓
$(\lambda (x : A \mapsto b(x))) a$	$\hookrightarrow^* b(a)$	✓
$(\text{coerce ColorPoint Point } [x = 42, y = 24, c = \text{red}]).x$	$\hookrightarrow^* 42$	✓
$[\text{get} = 42].\text{get}$	$\hookrightarrow^* 42$	✓
$\text{myPromCell}.\text{get}$	$\hookrightarrow^* 42$	✓
$\text{myPromCell}.\text{set}(24).\text{get}$	$\hookrightarrow^* 24$	✓
$\text{myCell}.\text{set}(24).\text{get}$	$\hookrightarrow^* 24$	✓

Conclusion and perspectives

- Shallow embedding of a typed object calculus with subtyping
- Formalized in Dedukti in a few hundred lines
- Validated on examples from Abadi and Cardelli

Conclusion and perspectives

- Study the efficiency
- Check the confluence
- Extend the object calculus with dependent types
 - Specifications and proofs as methods
 - Dependencies between methods
 - Loss of decidable type equality
 - Abstract method / redefinition
- Other object formalizations (featherweight java)

Thank you!

- Indistinguishable types in the source language are not always convertible in the target language
- This could be solved by maintaining the list ordered with this extra rewrite-rule

$$\begin{array}{c} (l_1, A_1) :: (l_2, A_2) :: B \quad ? l_1 > l_2 \\ \hookrightarrow \\ (l_2, A_2) :: (l_1, A_1) :: B \end{array}$$

- But this breaks confluence with the rule $A = A \hookrightarrow \text{true}$
- There are other approaches:
 - Add a proof of $l_1 < l_2$ as argument of cons and define insert without logical argument
 - Define a guarded version of equal