

# **REWRITING TYPES**

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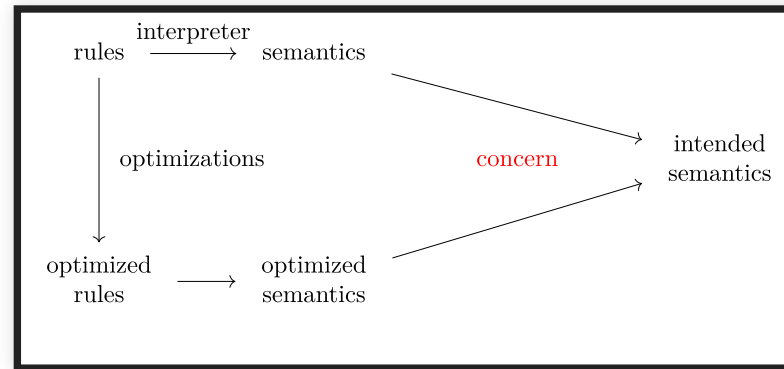
Why rewriting for higher order types?

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# APP ENGINE

- Term rewriting system
- Terminating and co-inductive types only
- Confluence checks
  - detect critical pairs by unification of heads
  - quickcheck
  - explicit rule sequence
- higher order (implicit curry)

# OPTIMIZABLE SEMANTICS



*Concern* is equalizer of semantics.

# DIVIDE-AND- CONQUER

...fears and concerns

Separate:

- type safety
- data security
- protocol safety
- correct answers

# VALIDATION BY TYPECHECKING

Examples:

- Hindley-Milner - type safety
- session types - protocol adherence
- array shape types - linear algebra correctness
- physical unit types - physical unit matching
- computational complexity properties - predictable runtime

# SIMPLE TYPE SYSTEM

Types:

```
Zero :: -> Int
Succ :: Int -> Int

Int /= String
```

Program:

```
mul (Succ y) x = add x (mul y x)
mul Zero     x = Zero
add Zero     x = x
add (Succ y) x = add y (Succ x)
```

## Types:

```
Zero :: -> Int  
Succ :: Int -> Int
```

## Program:

```
mul (Succ y) x = add x (mul y x)  
mul Zero     x = Zero
```

## Acceptable:

```
mul :: Int Int -> Int  
add :: Int Int -> Int
```

## Types:

```
Zero :: -> Int  
Succ :: Int -> Int
```

## Program:

```
mul (Succ y) x = add x (mul y x)  
mul Zero     x = Zero
```

## Unacceptable

```
mul :: Int String -> Int
```



# GOALS

- Type system as library TRS
- Optimizations as library TRS
- Validation in common framework