

Refinement Types For Haskell

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Refinement Types

$\{v:\text{Int} \mid v > 0\}$

Haskell Type

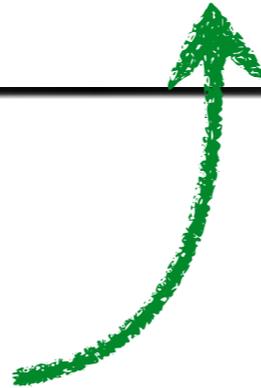
Predicate*

* From Logical Sub-language

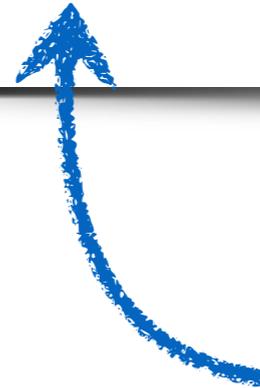
Refinement Types

```
div :: Int -> {v: Int | v > 0} -> Int
```

Haskell Type



Predicate*



* From Logical Sub-language

Refinement Types

`div :: Int -> {v | v > 0} -> Int`



Abbreviated

Using Refinement Types

```
div :: Int -> {v | v > 0} -> Int
```

Using Refinement Types

```
div :: Int -> {v | v > 0} -> Int
```

```
good x = let y = 10  
         in x `div` y
```

OK

Using Refinement Types

```
div :: Int -> {v | v > 0} -> Int
```

```
bad x = let y = 0  
        in x `div` y
```



Error

Refinement Types for

Array Safety in **ML**

Security Protocols in **F#** **CBV**

Compiler Correctness in **F***

...

How about **Haskell?** **CBN**

A Curious Function...

```
spin    :: Int -> Int
```

```
spin x = spin x
```

A Curious Function...

```
spin    :: Int -> {v | false}
```

```
spin x = spin x
```

OK

As `spin` does not return *any* value

Using Refinement Types

```
div      :: Int -> {v | v > 0} -> Int
spin     :: Int -> {v | false}
```

```
ugly x = let y = 0
          z = spin 0
          in x `div` y
```

OK? or **Error?**

Using Refinement Types

```
div      :: Int -> {v | v > 0} -> Int
spin     :: Int -> {v | false}
```

```
ugly x = let y = 0
          z = spin 0
          in x `div` y
```

OK under **CBV** evaluation

Using Refinement Types

```
div    :: Int -> {v | v > 0} -> Int
spin   :: Int -> {v | false}
```

```
ugly x = let y = 0
          z = spin 0
          in x `div` y
```



Error under **CBN** evaluation

The Problem

CBV-style typing is *unsound* under CBN!

Reports **Erroneous** code as **OK**

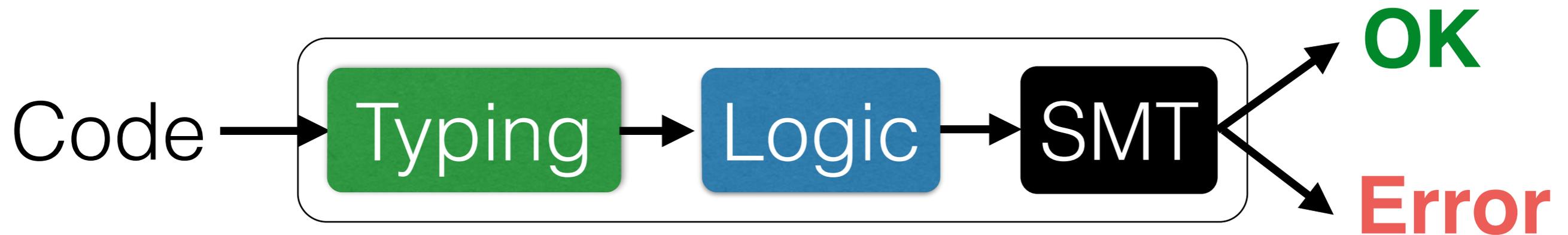
1 Motivation

How to refine types under *CBN*?

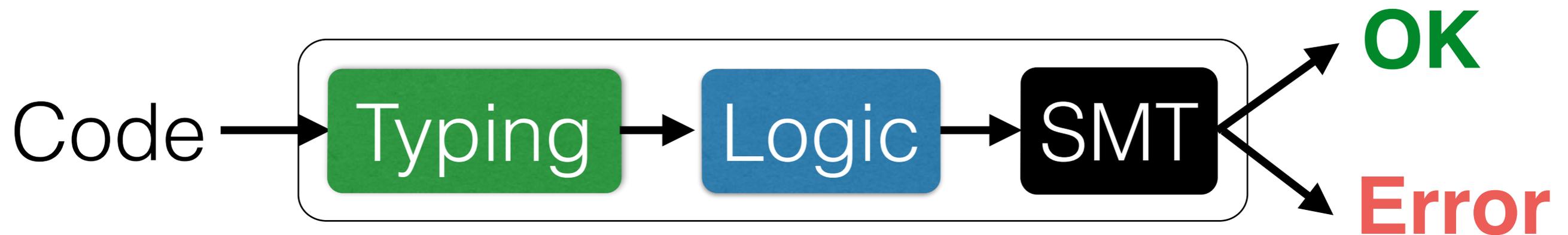
Refinement Typing 101



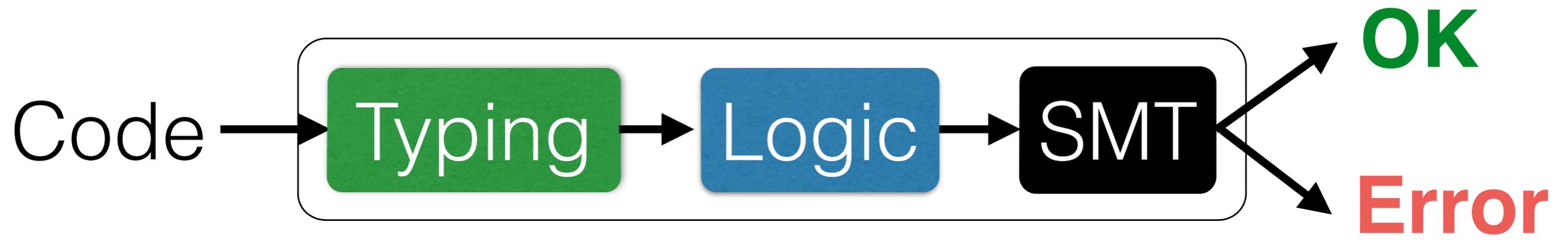
Refinement Typing 101



Refinement Typing 101



1. Source Code to **Typing constraints**
2. **Typing Constraints** to **Logical VC**
3. Check **VC validity** with **SMT Solver**



Code → Typing

`div` :: `Int -> {v | v > 0} -> Int`

`spin` :: `Int -> {v | false}`

`ugly` `x = let` `y = 0`
`z = spin 0`
`in x `div` y`

`x: {v | true}`

`y: {v | v = 0}`

`z: {v | false}`

`|-` `{v | v = 0} <: {v | v > 0}`

Code



Typing

`div` :: `Int -> {v | v > 0} -> Int`

`spin` :: `Int -> {v | false}`

`ugly x = let y = 0`
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`x: {v | true }`

`y: {v | v=0 }`

`z: {v | false }`

`|- {v | v=0} <: {v | v>0}`

Code \rightarrow Typing

`div` $:: \text{Int} \rightarrow \{v \mid v > 0\} \rightarrow \text{Int}$

`spin` $:: \text{Int} \rightarrow \{v \mid \text{false}\}$

`ugly` `x = let y = 0`
`z = spin 0`
`in x `div` y`

$x : \{v \mid \text{true}\}$

$y : \{v \mid v = 0\}$

$z : \{v \mid \text{false}\}$

$\vdash \{v \mid v = 0\} <: \{v \mid v > 0\}$

Code \rightarrow Typing

`div` $:: \text{Int} \rightarrow \{v \mid v > 0\} \rightarrow \text{Int}$

`spin` $:: \text{Int} \rightarrow \{v \mid \text{false}\}$

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Code



Typing

`div` :: `Int` -> $\{v \mid v > 0\}$ -> `Int`

`spin` :: `Int` -> $\{v \mid \text{false}\}$

```
ugly x = let y = 0
          z = spin 0
          in x `div` y
```

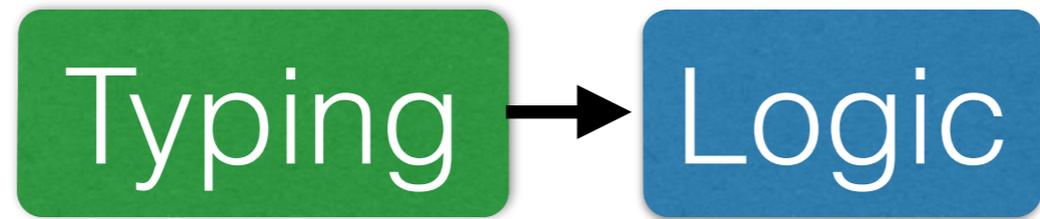
`x`: $\{v \mid \text{true}\}$

`y`: $\{v \mid v = 0\}$

`z`: $\{v \mid \text{false}\}$

$\vdash \{v \mid v = 0\} <:$

$\{v \mid v > 0\}$



Encode **Subtyping as **Logical VC****

If **VC valid** then **Subtyping** holds



Encode **Subtyping** as **Logical VC**

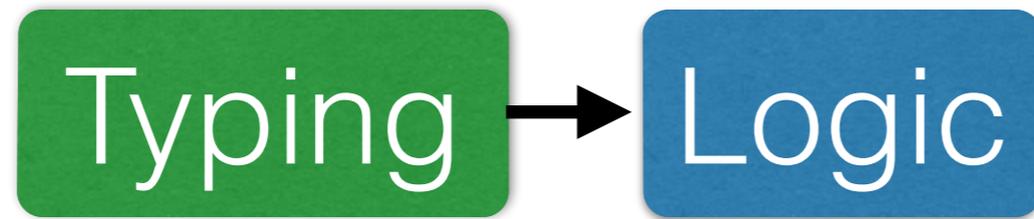
$x: \{v \mid \text{true}\}$
 $y: \{v \mid v=0\}$
 $z: \{v \mid \text{false}\}$

$\vdash \{v \mid v=0\} <: \{v \mid v>0\}$

$y: \{v \mid p\}$

$\{v \mid p\} <: \{v \mid q\}$



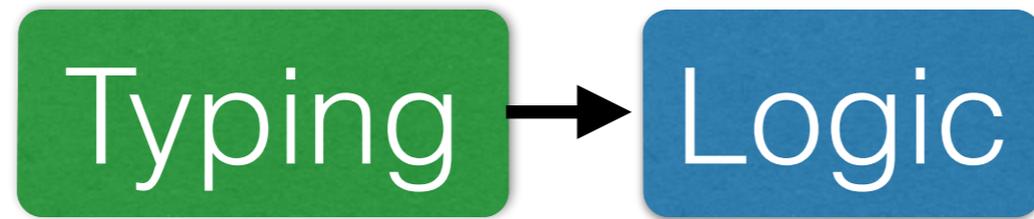


$y: \{v \mid p\}$

Means*: *If y reduces to a value then $p[y/v]$*

Encoded as: “ y has a value” $\Rightarrow p[y/v]$

* Flanagan “Hybrid Type Checking” POPL ’06



$$\{v \mid p\} <: \{v \mid q\}$$

Means: *if* $y : \{v \mid p\}$ *then* $y : \{v \mid q\}$

Encoded as: $p \Rightarrow q$



Encode **Subtyping** ...

$x : \{v \mid \text{true}\}$
 $y : \{v \mid v=0\} \quad |- \quad \{v \mid v=0\} <: \{v \mid v>0\}$
 $z : \{v \mid \text{false}\}$

... as **Logical VC**

“ x has a value” \Rightarrow true
 \wedge “ y has a value” \Rightarrow $y=0 \Rightarrow v=0 \Rightarrow v>0$
 \wedge “ z has a value” \Rightarrow false

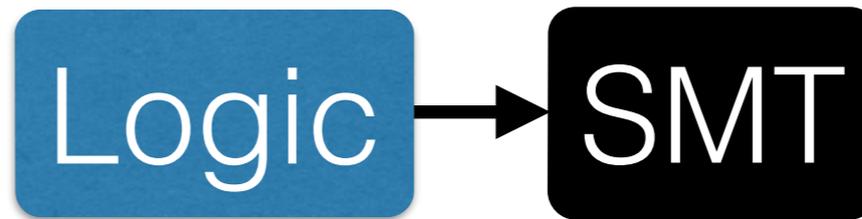


Encode Subtyping ...

$x: \{v \mid \text{true}\}$	-	$\{v \mid v=0\} <: \{v \mid v>0\}$
$y: \{v \mid v=0\}$		
$z: \{v \mid \text{false}\}$		

... as Logical VC

$\text{"x has a value"} \Rightarrow \text{true}$	=>	$v=0 \Rightarrow v>0$
$\wedge \text{"y has a value"} \Rightarrow y=0$		
$\wedge \text{"z has a value"} \Rightarrow \text{false}$		



$\text{"x has a value"} \Rightarrow \text{true}$
 $\wedge \text{"y has a value"} \Rightarrow y=0 \Rightarrow v=0 \Rightarrow v>0$
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How to *encode* "has a value" in VC?

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“ x has a value” \Rightarrow true
 \wedge “ y has a value” \Rightarrow $y=0 \Rightarrow v=0 \Rightarrow v>0$
 \wedge “ z has a value” \Rightarrow false

CBV: Binders *must be values*

x , y , and z are trivially values

How to *encode* “has a value” in VC?

true
 $\wedge y=0 \Rightarrow v=0 \Rightarrow v>0$
false

CBV: Binders *must be values*

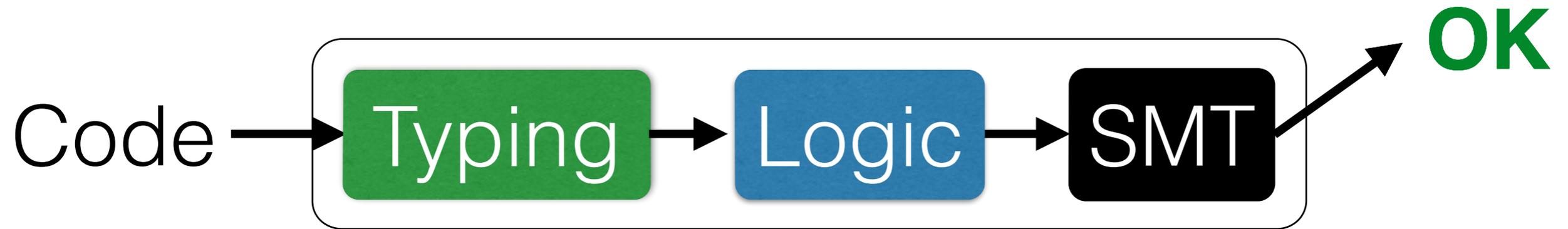
x , y , and z are trivially values



true
 $\wedge y=0 \Rightarrow v=0 \Rightarrow v>0$
 \wedge false

CBV: Binders *must be values*

x , y , and z are trivially values



```
div    :: Int -> {v | v > 0} -> Int
spin   :: Int -> {v | false}
```

```
ugly x = let y = 0
          z = spin 0
          in x `div` y
```

CBV: Checker *soundly* reports **OK**

CBN: Binders *may not be values*

How to *encode* “x has a value” in CBN ?

1 Motivation

How to refine types under *CBN* ?

2 Refinement Typing 101

How to *encode* “x has a value” in CBN ?

How to *encode* “x has a value” in CBN ?

“x has a value” $\Rightarrow px$
 \wedge “y has a value” $\Rightarrow py \quad \Rightarrow p1 \Rightarrow p2$
 \wedge “z has a value” $\Rightarrow pz$

1. **Ignore** environment
2. **Transform** CBN to CBV
3. **Encode** as logical predicate

How to *encode* “x has a value” in CBN ?

“x has a value” $\Rightarrow px$
 \wedge “y has a value” $\Rightarrow py \quad \Rightarrow p1 \Rightarrow p2$
 \wedge “z has a value” $\Rightarrow pz$

1. ~~Ignore environment~~
2. ~~Transform CBN to ODV~~
3. ~~Encode as logical predicate~~

Non-solutions (see paper)

How to *encode* “x has a value” in CBN ?

Observation:

Most expressions provably *reduce* to a value

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Observation:

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If x reduces to a value,
then *encode* “x has a value” by **true**.

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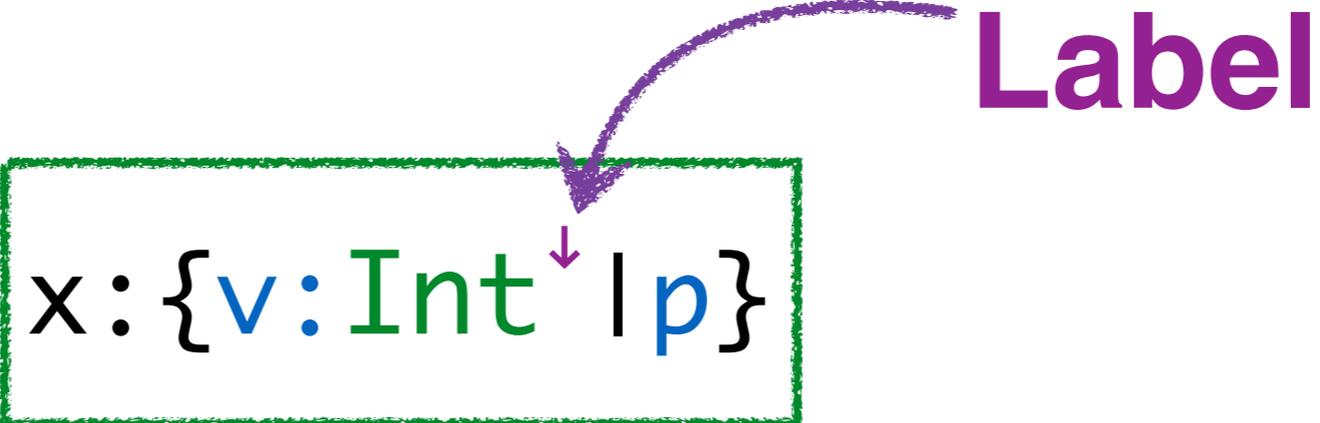
$x : \{v : \text{Int} \mid p\}$

Means: “If x reduces to a value then $p[x/v]$ ”

Encoded as: “ x has a value” $\Rightarrow p[x/v]$

If x reduces to a value,
then *encode* “ x has a value” by **true**.

Label



$x: \{v: \text{Int} \mid p\}$

Means: “If x reduces to a value then $p[x/v]$
and x reduces to a value”

Encoded as: $p[x/v]$

Stratified Types

$x : \{v : \text{Int}^\downarrow \mid p\}$

Must reduce to a Value

$x : \{v : \text{Int} \mid p\}$

May-not reduce to a Value

Stratified Types to Logic

$x : \{v : \text{Int}^\downarrow \mid p\}$ encoded as $p[x/v]$

$x : \{v : \text{Int} \mid p\}$ encoded as true

Code



Typing

`div` :: `Int -> {v | v > 0} -> Int`

`succ` :: `x: Int -> {v | v > x}`

`ok n = let x = 1
 y = succ x
 in n `div` y`

x is a value

`n: {v: Int | true}`

`x: {v: Int | v = 1} |- {v | v > x} <: {v | v > 0}`

`y: {v: Int | v > x}`



$n: \{v: \text{Int} \mid \text{true}\}$

$x: \{v: \text{Int} \downarrow \mid v=1\} \quad \Vdash \quad \{v \mid v > x\} <: \{v \mid v > 0\}$

$y: \{v: \text{Int} \mid v > x \}$

true
 $\wedge \quad x=1$
 $\wedge \quad \text{true}$
 $\Rightarrow \quad v > x \Rightarrow v > 0$

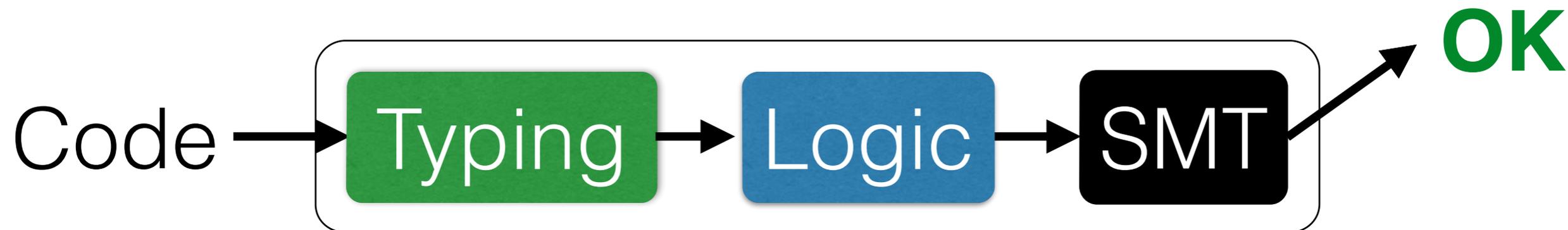


true

\wedge x=1

\wedge true

$\Rightarrow v > x \Rightarrow v > 0$



```
div    :: Int -> {v | v > 0} -> Int
succ   :: x:Int -> {v | v > x}
ok n   = let x = 1
          y = succ x
          in n `div` y
```

x is a value

1 Motivation

How to refine types under *CBN* ?

2 Refinements 101

How to *encode* “x has a value” in CBN ?

3 Stratification

How to *enforce stratification* ?

How to *enforce stratification* ?

$x : \{v : \text{Int}^\downarrow \mid p\}$

Must have a Value

Terminating expressions must have a value

Solution: Use termination analysis

How to Verify Termination?

Check termination with **Refinement Types**

Check termination with Refinement Types

```
f :: n: {v: Int↓ | 0 ≤ v} -> {v: Int↓ | v = 1}
f n = if n == 0 then 1 else f (n - 1)
```

(f n) has a value, if f

Recurses on smaller inputs with a lower bound

Check termination with Refinement Types

```
f :: n: {v: Int↓ | 0 ≤ v} -> {v: Int↓ | v=1}
f n = if n == 0 then 1 else f (n - 1)
```

Recurses on smaller inputs with a lower bound

Recurses on inputs v s.t. v < n and 0 ≤ v

Check termination with Refinement Types

```
f :: n: {v: Int↓ | 0 ≤ v} -> {v: Int↓ | v=1}
f n = if n == 0 then 1 else f (n - 1)
```

Recurse on inputs v s.t. $v < n$ and $0 \leq v$

Recurse on inputs $v: \{v: \text{Int}^{\downarrow} \mid 0 \leq v \wedge v < n\}$

Check termination with Refinement Types

```
f :: n: {v: Int↓ | 0 ≤ v} -> {v: Int↓ | v=1}
f n = if n == 0 then 1 else f (n - 1)
```

Just check **f**'s recursive calls with type

```
f :: {v: Int↓ | 0 ≤ v ∧ v < n} -> {v: Int↓ | v=1}
```

OK: Verifies (f n) has a value

Check termination with **Refinement Types**

Termination Proofs are Semantic

We proved **Greater Common Divisor** terminates,
using properties of **mod**.

We cannot always prove termination

We cannot always prove termination

Cannot verify `collatz` terminates...

```
div      :: Int -> {v | v > 0} -> Int
```

```
collatz  :: Int -> {v | v = 1}
```

```
ok1 n = let y = collatz n in  
        42 `div` y
```



```
y :: {v | v = 1}
```

Termination is a Luxury not Necessity

We can check “non-terminating” code

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3 Stratification

How to *enforce labels* ?

4 Termination

How is termination *in practice*?

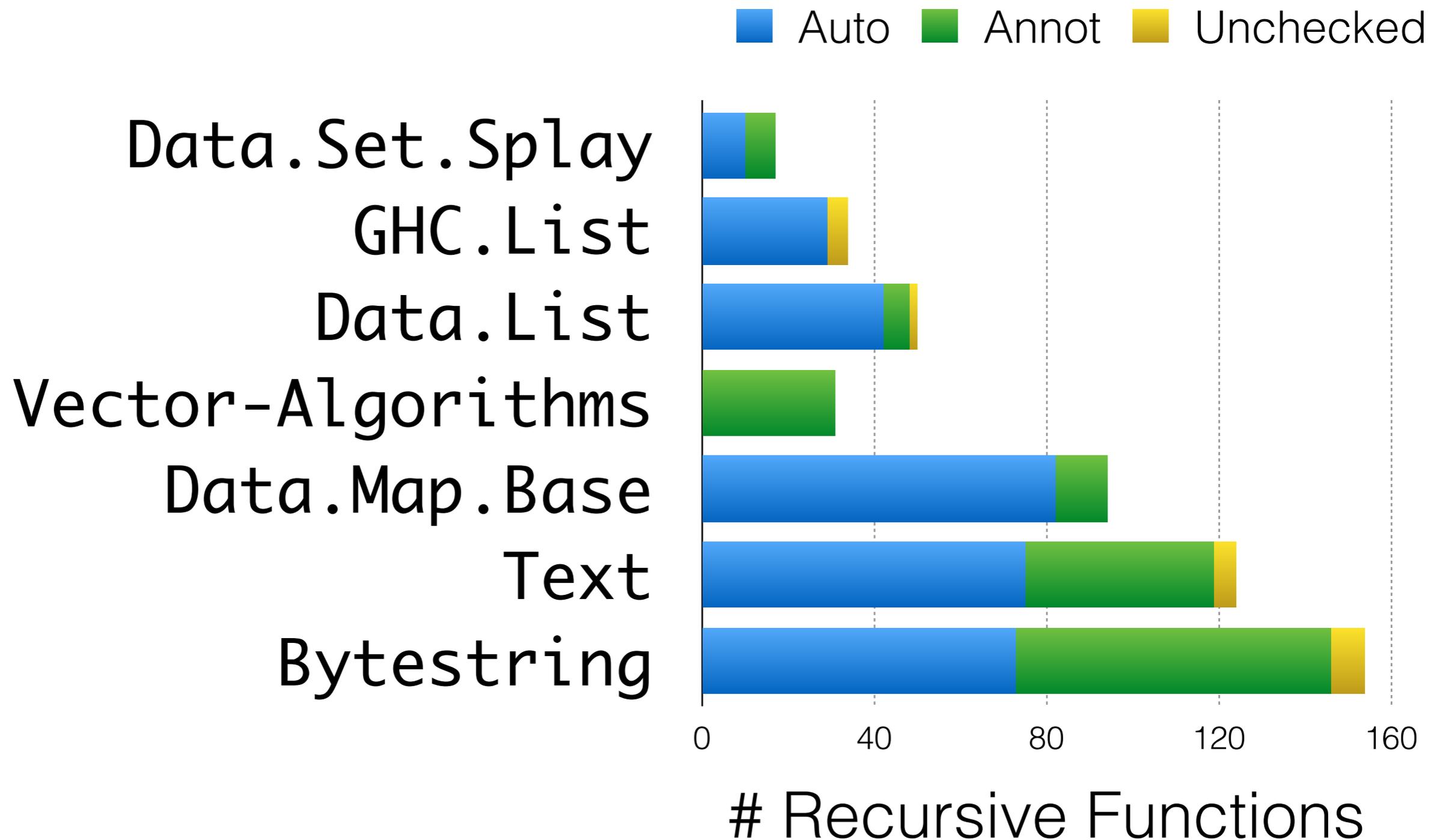
How is termination *in practice*?

LiquidHaskell

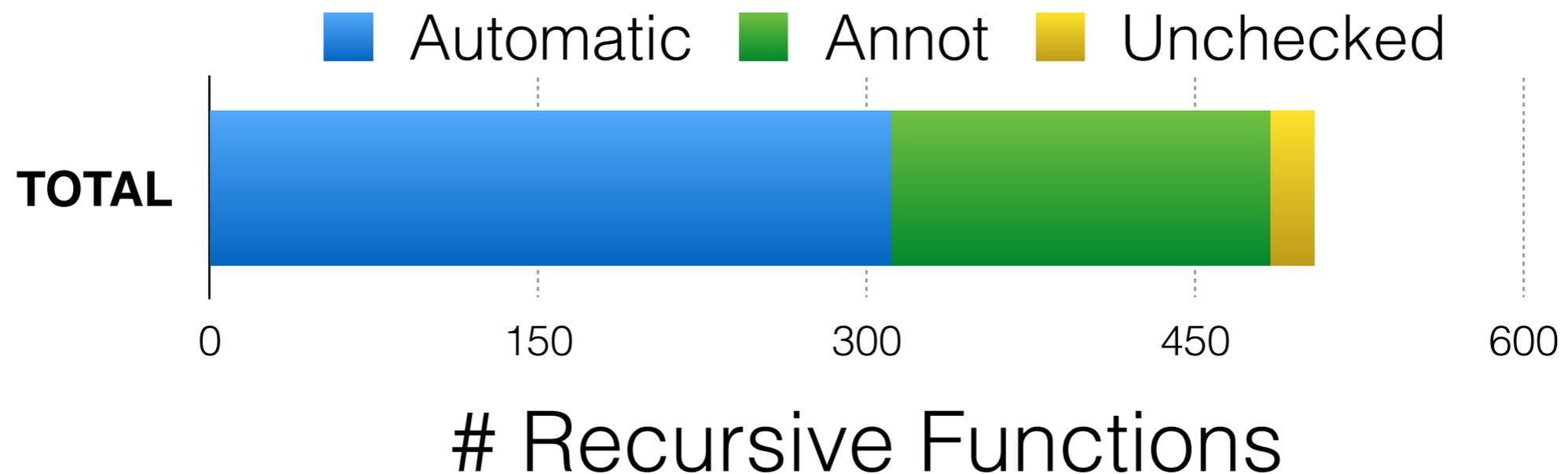
Refinement Type Checker for Haskell

See Eric's HS Talk Tomorrow!

How is termination *in practice*?



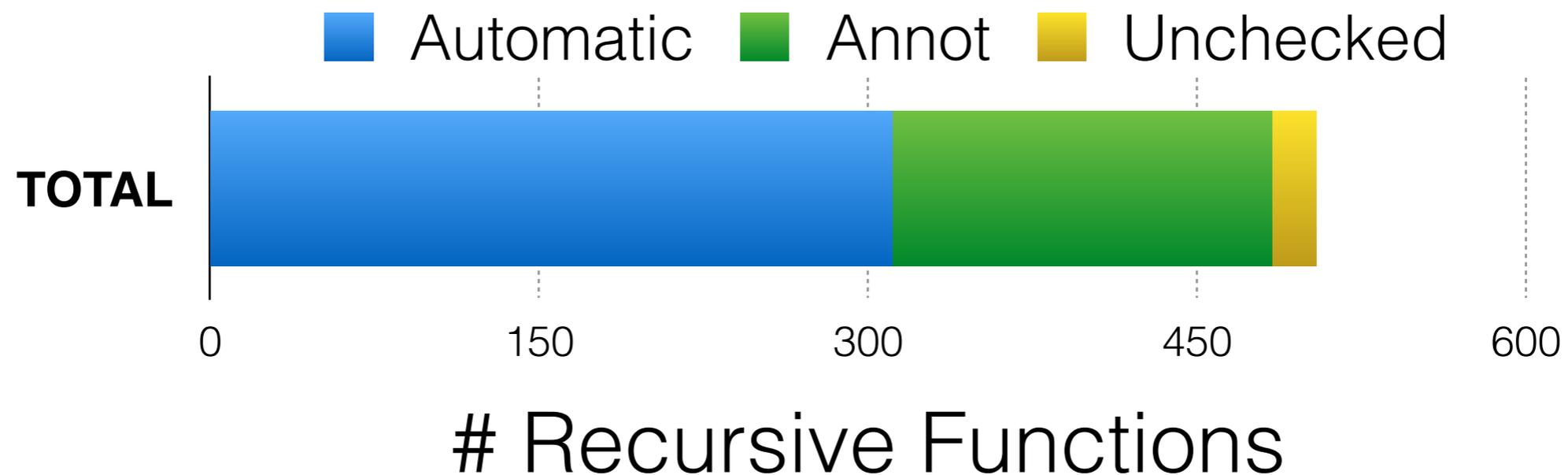
How is termination *in practice*?



Precise

96% recursive functions *proved terminating*

How is termination *in practice*?



Automatic

61% functions proved *automatically*

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3 Stratification

How to *enforce labels* ?

4 Termination

Is termination *practical* ? *Yes.*

5 Evaluation

In The Paper!

- Formalism & Soundness
- Stratified Algebraic Data Types
- Encode Infinite Data
- More Termination Proofs

Refinement Types for Haskell

Problem

Under CBN, Refinement Types “*need*” termination.

Solution

Prove termination *using* Refinement Types...

Evaluation

Which is highly *effective in practice*.

Thank you!

END