Staged Compilation With Dependent Types

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Examples: *templates*, *generics*, *macros*.

Contribution

A highly general & expressive framework for staged compilation.

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- The first staged system to support *dependent types*.
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Draft paper *"Staged Compilation With Two-Level Type Theory"* by AK, conditionally accepted at ICFP 2022.

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6. These are the **only ways** to convert between Type_0 and Type_1.

Examples (1)

We use Agda-like syntax.

Runtime identity function

$$\mathsf{id}_0 : (A : \mathsf{Type}_0) \to A \to A$$
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Assume $\mathsf{Bool}_0 : \mathsf{Type}_0$ and $\mathsf{true}_0 : \mathsf{Bool}_0$. Now, id_1 can be used on *expressions* as well:

$$\mathsf{id}_1\, (\Uparrow\mathsf{Bool})\, \langle\mathsf{true}\rangle : \Uparrow\mathsf{Bool}$$

This becomes simply $\langle\mathsf{true}\rangle$ after staging.

Examples (2)

Inlined map function

$$\mathsf{map} : (A\,B : \Uparrow\mathsf{Type}_0) \to (\Uparrow{\sim}A \to \Uparrow{\sim}B) \to \Uparrow(\mathsf{List}_0\ {\sim}A) \to \Uparrow(\mathsf{List}_0\,{\sim}B)$$

$$\begin{aligned}
&\mathsf{map\,A\,B\,f\,as} = \\
&\qquad \langle \mathsf{let\,go\,[]} \qquad\quad = [] \\
&\qquad\qquad \mathsf{go\,(a : as)} = {\sim}(\mathsf{f}\ \langle \mathsf{a} \rangle) : \mathsf{go\,as} \\
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With inferred staging annotations:

$$\mathsf{map} : (A\,B : \Uparrow\mathsf{Type}_0) \to (A \to B) \to \mathsf{List}_0\ A \to \mathsf{List}_0\ B$$

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Computing types at compile time

Vectors as nested pairs

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&\mathsf{Vector}\ 0 \qquad\quad\ \mathsf{A} = () \\
&\mathsf{Vector}\ (\mathsf{n}+1)\,\mathsf{A} = \langle(\sim\mathsf{A},\ \sim(\mathsf{Vector}\,\mathsf{n}\,\mathsf{A}))\rangle
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This has not been possible in previous systems.