Staged Compilation with Two-Level Type Theory

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- C++ templates.
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Motivations:

- Low-cost abstraction.
- DSLs.
- Inlining & fusion with strong guarantees.

Two-Level Type Theory (2LTT)

Comes from **homotopy type theory**:

- *Voevodsky: A simple type system with two identity types*.
- *Annekov, Capriotti, Kraus, Sattler: Two-Level Type Theory and Applications*.
- Motivation: meta-programming and modular axioms for HoTT.

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1. Integrates a compile-time ("meta") language and a runtime ("object") language.

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3. Supports a wide range of runtime and meta-languages.
    - Including dependent types.
4. Supports efficient *staging-by-evaluation*.

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For **formal details**, see the paper.

Rules of 2LTT

1. Two universes U_0, U_1, closed under arbitrary type formers.
   - U_0 is the universe of runtime (object-level) types.
   - U_1 is the universe of compile-time (meta-level) types.

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6. $< \sim t > \, \equiv t$ and $\sim < t > \, \equiv t$.

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6. $<\sim t> \equiv t$ and $\sim <t> \equiv t$.

Staging runs all metaprograms in splices and inserts their result in the code output.

Inlined definitions

Staging input:

$$\mathsf{two} : {\Uparrow}\mathsf{Nat}_0$$
$$\mathsf{two} = \texttt{<}\mathsf{suc}_0\,(\mathsf{suc}_0\,\mathsf{zero}_0)\texttt{>}$$

$$\mathsf{f} : \mathsf{Nat}_0 \to \mathsf{Nat}_0$$
$$\mathsf{f} = \lambda\,x.\,x + {\sim}\mathsf{two}$$

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Output:

$$\text{f} : \text{Nat}_0 \to \text{Nat}_0$$
$$\text{f} = \lambda\,\text{x}.\,\text{x} + \text{suc}_0\,(\text{suc}_0\,\text{zero}_0)$$

Compile-time identity function

Input:

$$\mathsf{id} : (\mathsf{A} : \mathsf{U}_1) \to \mathsf{A} \to \mathsf{A}$$
$$\mathsf{id} = \lambda\, \mathsf{A}\, \mathsf{x}.\, \mathsf{x}$$

$$\mathsf{idBool}_0 : \mathsf{Bool}_0 \to \mathsf{Bool}_0$$
$$\mathsf{idBool}_0 = \lambda\, \mathsf{x}.\, {\sim}(\mathsf{id}\, ({\Uparrow}\mathsf{Bool}_0)\, {<}\mathsf{x}{>})$$

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Output:

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An alternative identity function

Input:

$$\mathrm{id}_{\Uparrow} : (A : {\Uparrow}U_0) \to {\Uparrow}{\sim}A \to {\Uparrow}{\sim}A$$
$$\mathrm{id}_{\Uparrow} = \lambda\, A\, x.\, x$$

$$\mathrm{idBool}_0 : \mathrm{Bool}_0 \to \mathrm{Bool}_0$$
$$\mathrm{idBool}_0 = \lambda\, x.\, {\sim}(\mathrm{id}_{\Uparrow} <\mathrm{Bool}_0> <x>)$$

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Note that

$$\begin{aligned} A &: \Uparrow U_0 \\ {\sim}A &: U_0 \\ \Uparrow{\sim}A &: U_1 \\ <x> &: \Uparrow \mathsf{Bool}_0 \\ <x> &: \Uparrow{\sim}<\mathsf{Bool}_0> \end{aligned}$$

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Output:

$$\mathsf{idBool}_0 : \mathsf{Bool}_0 \to \mathsf{Bool}_0$$
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map with inlining

Input:

$$\mathsf{inlMap} : \{A\,B : {\Uparrow}U_0\} \to ({\Uparrow}{\sim}A \to {\Uparrow}{\sim}B) \to {\Uparrow}(\mathsf{List}_0\,{\sim}A) \to {\Uparrow}(\mathsf{List}_0\,{\sim}B)$$

$$\mathsf{inlMap} = \lambda\,f\,as.\ <\mathsf{foldr}_0\,(\lambda\,a\,bs.\ \mathsf{cons}_0\,{\sim}(f\,<a>)\,bs)\,\mathsf{nil}_0\,{\sim}as>$$

$$f : \mathsf{List}_0\,\mathsf{Nat}_0 \to \mathsf{List}_0\,\mathsf{Nat}_0$$

$$f = \lambda\,xs.\ {\sim}(\mathsf{inlMap}\,(\lambda\,n.\ <{\sim}n + 2>)\,<xs>)$$

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Input:

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Inference for staging operations

Lifting preserves negative types up to definitional isomorphism:

$$\Uparrow \top_0 \simeq \top_1$$
$$\Uparrow((a : A) \to B\,a) \simeq ((a : \Uparrow A) \to \Uparrow(B \sim a))$$
$$\Uparrow((a : A) \times B\,a) \simeq ((a : \Uparrow A) \times \Uparrow(B \sim a))$$

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We can use **bidirectional elaboration** & **coercive subtyping along isos** to infer most quotes and splices.

$$\mathsf{inlMap} : \{A\,B : \Uparrow U_0\} \to (\Uparrow A \to \Uparrow B) \to \Uparrow(\mathsf{List}_0\,A) \to \Uparrow(\mathsf{List}_0\,B)$$
$$\mathsf{inlMap} = \lambda\,f.\,\mathsf{foldr}_0\,(\lambda\,a\,bs.\,\mathsf{cons}_0\,(f\,a)\,bs)\,\mathsf{nil}_0$$

$$f : \mathsf{List}_0\,\mathsf{Nat}_0 \to \mathsf{List}_0\,\mathsf{Nat}_0$$
$$f = \mathsf{inlMap}\,(\lambda\,n.\,n + 2)$$

Staging types

Input:

$$
\begin{aligned}
&\mathsf{Vec} : \mathsf{Nat}_1 \to {\Uparrow}\mathsf{U}_0 \to {\Uparrow}\mathsf{U}_0\\
&\mathsf{Vec}\,\mathsf{zero}_1 \quad\;\; \mathsf{A} = {<}\top_0{>}\\
&\mathsf{Vec}\,(\mathsf{suc}_1\,\mathsf{n})\,\mathsf{A} = {<}{\sim}\mathsf{A} \times {\sim}(\mathsf{Vec}\,\mathsf{n}\,\mathsf{A}){>}
\end{aligned}
$$

$$
\begin{aligned}
&\mathsf{Tuple3} : \mathsf{U}_0 \to \mathsf{U}_0\\
&\mathsf{Tuple3}\,\mathsf{A} = {\sim}(\mathsf{Vec}\,3\,{<}\mathsf{A}{>})
\end{aligned}
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$$\mathsf{Vec} : \mathsf{Nat}_1 \to {\Uparrow}\mathsf{U}_0 \to {\Uparrow}\mathsf{U}_0$$
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Output:

$$\mathsf{Tuple3} : \mathsf{U}_0 \to \mathsf{U}_0$$
$$\mathsf{Tuple3}\,\mathsf{A} = \mathsf{A} \times (\mathsf{A} \times (\mathsf{A} \times \top_0))$$

map for Vec

Input:

$$
\begin{aligned}
&\mathsf{map} : \{\mathsf{A}\,\mathsf{B} : {\Uparrow}\mathsf{U}_0\} \to (\mathsf{n} : \mathsf{Nat}_1) \to ({\Uparrow}{\sim}\mathsf{A} \to {\Uparrow}{\sim}\mathsf{B}) \\
&\qquad\qquad\qquad\quad \to {\Uparrow}(\mathsf{Vec}\,\mathsf{n}\,\mathsf{A}) \to {\Uparrow}(\mathsf{Vec}\,\mathsf{n}\,\mathsf{B}) \\
&\mathsf{map}\,\mathsf{zero}_1 \quad\;\; \mathsf{f}\,\mathsf{as} = <\mathsf{tt}_0> \\
&\mathsf{map}\,(\mathsf{suc}_1\,\mathsf{n})\,\mathsf{f}\,\mathsf{as} = <({\sim}(\mathsf{f}\,<\mathsf{fst}_0\,{\sim}\mathsf{as}>),\ {\sim}(\mathsf{map}\,\mathsf{n}\,\mathsf{f}\,<\mathsf{snd}_0\,{\sim}\mathsf{as}>))>
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$$
\begin{aligned}
&\mathsf{f} : {\sim}(\mathsf{Vec}\,2\,<\mathsf{Nat}_0>) \to {\sim}(\mathsf{Vec}\,2\,<\mathsf{Nat}_0>) \\
&\mathsf{f}\,\mathsf{xs} = {\sim}(\mathsf{map}\,2\,(\lambda\,\mathsf{x}.\,<{\sim}\mathsf{x} + 2>)\,<\mathsf{xs}>)
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Output:

$$
\begin{aligned}
&\mathsf{f} : \mathsf{Nat}_0 \times (\mathsf{Nat}_0 \times \top_0) \to \mathsf{Nat}_0 \times (\mathsf{Nat}_0 \times \top_0) \\
&\mathsf{f}\,\mathsf{xs} = (\mathsf{fst}_0\,\mathsf{xs} + 2,\ (\mathsf{fst}_0\,(\mathsf{snd}_0\,\mathsf{xs}) + 2,\ \mathsf{tt}_0))
\end{aligned}
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- Correctness of staging.
- Staged foldr/build fusion.
- Well-typed staged STLC interpreter.
- Monadic let-insertion.

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Possible future research:

- Staging to low-level (e.g. first-order) languages.
- Staged fusion.
- Partially static data types.

Thank you!