Evidence normalization in System FC

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Abstract

System FC is an explicitly typed language that serves as the target language for Haskell source programs. System FC is based on System F with the addition of erasable but explicit type equality proof witnesses. Equality proof witnesses are generated from type inference performed on source Haskell programs. Such witnesses may be very large objects, which causes performance degradation in later stages of compilation, and makes it hard to debug the results of type inference and subsequent program transformations. In this paper we present an equality proof simplification algorithm, implemented in GHC, which greatly reduces the size of the target System FC programs.

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1 Introduction

A statically-typed intermediate language brings a lot of benefits to a compiler: it is free from the design trade-offs that come with source language features; types can inform optimisations; and type checking programs in the intermediate language provides a powerful consistency check on each stage of the compiler.

The Glasgow Haskell Compiler (GHC) has just such an intermediate language, which has evolved from System F to System FC [16, 20] to accommodate the source-language features of GADTs [6, 15, 13] and type families [9, 3]. The key feature that allows System FC to accommodate GADTs and type families is its use of explicit coercions that witness the equality of two syntactically-different types. Coercions are erased before runtime but, like types, serve as a static consistency proof that the program will not “go wrong”.

In GHC, coercions are produced by a fairly complex type inference (and proof inference) algorithm that elaborates source Haskell programs into FC programs [18]. Furthermore, coercions undergo major transformations during subsequent program optimization passes. As a consequence, they can become very large, making the compiler bog down. This paper describes how we fixed the problem:

- Our main contribution is a novel coercion simplification algorithm, expressed as a rewrite system, that allows the compiler to replace a coercion with an equivalent but much smaller one (Section 4).
- Coercion simplification is important in practice. We encountered programs whose unsimplified coercion terms grow to many times the size of the actual executable terms, to the point where GHC choked and ran out of heap. When the simplifier is enabled, coercions simplify to a small fraction of their size (Section 5).
- To get these benefits, coercion simplification must take user-declared equality axioms into account, but the simplifier must never loop while optimizing a coercion – no matter which axioms are declared by users. Proof normalization theorems are notoriously hard, but we present such a theorem for our coercion simplification. (Section 6)

Equality proof normalization was first studied in the context of monoidal categories and we give pointers to early work in Section 7 – this work in addition addresses the simplification of open coercions containing variables and arbitrary user-declared axioms.
2 Evidence normalization in System FC

We begin by reviewing the role of an intermediate language. GHC desugars a rich, complex source language (Haskell) into a small, simple intermediate language. The source language, Haskell, is implicitly typed, and a type inference engine figures out the type of every binder and sub-expression. To make type inference feasible, Haskell embodies many somewhat ad-hoc design compromises; for example, \( \lambda \)-bound variables are assigned monomorphic types.

By contrast, the intermediate language is simple, uniform, and explicitly typed. It can be typechecked by a simple, linear time algorithm. The type inference engine elaborates the implicitly-typed Haskell program into an explicitly-typed FC program.

To make this concrete, Figure 1 gives the syntax of System FC, the calculus implemented by GHC’s intermediate language. The term language is mostly conventional, consisting of System F, together with let bindings, data constructors and case expressions. The syntax of a term encodes its typing derivation: every binder carries its type, and type abstractions \( \Lambda a.\eta. e \) and type applications \( e \phi \) are explicit.

The types and kinds of the language are given in Figure 2. Types include variables \( a \) and constants \( H \) (such as Int and Maybe), type applications (such as Maybe Int), and polymorphic types \( \forall a.\eta. \phi \). The syntax of types also includes type functions (or type families in the Haskell jargon), which are used to express type level computation. For instance the following declaration in source Haskell:

\[
c :: \text{Coercion variables} \\
x :: \text{Term variables} \\
e, u ::= x | l | \lambda x.\sigma.e | e u \\
| \Lambda a.\eta.e | e \phi \quad \text{Type polymorphism} \\
| \lambda c: \tau.e | e \gamma \quad \text{Coercion abstraction/application} \\
| K | \text{case } e \text{ of } p \rightarrow u \quad \text{Constructors and case expressions} \\
| \text{let } x: \tau = e \text{ in } u \quad \text{Let binding} \\
| e \triangleright \gamma \quad \text{Cast} \\
p ::= K \tau \tau \quad \text{Patterns}
\]

\[\text{Figure 1 Syntax of System FC (Terms)}\]

\[
\begin{array}{ll}
\text{Types} & \phi, \sigma, \tau, \upsilon ::= a & \text{Variables} \\
| H & \text{Constants} \\
| F & \text{Type functions} \\
| \phi_1 \phi_2 & \text{Application} \\
| \forall a.\eta.\phi & \text{Polymorphic types} \\
\text{Type constants} & H ::= (\rightarrow) & \text{Datatypes} \\
| (\sim\#) & \text{Arrow} \\
| & \text{Coercion} \\
\text{Kinds} & \kappa, \eta ::= \star | \kappa \rightarrow \kappa \\
& & \text{Constraint}_\# \quad \text{Coercion kind} \\
\end{array}
\]

\[\text{Figure 2 Syntax of System FC (types and coercions)}\]

\[2 \text{ An overview of System FC} \]
Environments
\[\Gamma, \Delta ::= \cdot | \Gamma, \text{bnd}\]
\[\text{bnd} ::= a : \eta\quad \text{Type variable}\]
\[| \ e : \sigma \sim \# \phi\quad \text{Coercion variable}\]
\[| \ x : \sigma\quad \text{Term variable}\]
\[| \ T : \kappa \rightarrow \star\quad \text{Data type}\]
\[| \ K : \forall (a : \eta) . \tau \rightarrow T\quad \text{Data constructor}\]
\[| \ F^n : \kappa^n \rightarrow \kappa\quad \text{Type families (of arity } n\text{)}\]
\[| \ C(a; \eta) : \sigma \sim \# \phi\quad \text{Axioms}\]

Notation
\[T \tau \equiv T \tau_1 \ldots \tau_n\]
\[\tau \rightarrow \tau \equiv \tau_1 \rightarrow \ldots \rightarrow \tau_n \rightarrow \tau\]
\[\tau_1^{1..n} \equiv \tau_1, \ldots, \tau_n\]

---

Figure 3 Syntax of System FC (Auxiliary definitions)

```
type family F (a :: *) :: a

Type instance F [a] = a
```

introduces a type function \(F\) at the level of System FC. The accompanying instance line asserts that any expression of type \(F [a]\) can be viewed as having type \(a\). We shall see in Section 2.2 how this fact is expressed in FC. Finally type constants include datatype constructors \((T)\) but also arrow \((\rightarrow)\) as well as a special type constructor \(\sim \#\) whose role we explain in the following section. The kind language includes the familiar \(\star\) and \(\kappa \rightarrow \kappa\) kinds but also a special kind called \(\text{Constraint}_\#\) that we explain along with the \(\sim \#\) constructor.

The typing rules for System FC are given in Figure 4. We urge the reader to consult [16, 20] for more examples and intuition.

### 2.1 Coercions

The unusual feature of FC is the use of coercions. The term \(e \triangleright \gamma\) is a cast, that converts a term \(e\) of type \(\tau\) to one of type \(\phi\) (rule ECast in Figure 4). The coercion \(\gamma\) is a witness, or proof, providing evidence that \(\tau\) and \(\phi\) are equal types — that is, \(\gamma\) has type \(\tau \sim \# \phi\). We use the symbol \(\sim \#\) to denote type equality.\(^1\) The syntax of coercions \(\gamma\) is given in Figure 2, and their typing rules in Figure 6. For uniformity we treat \(\sim \#\) as an ordinary type constructor, with kind \(\kappa \rightarrow \kappa \rightarrow \text{Constraint}_\#\) (Figure 5).

To see casts in action, consider this Haskell program which uses GADTs:

```
data T a where
    f :: T a -> [a]
T1 :: Int -> T Int
T2 :: a -> T a

main = f (T1 4)
```

We regard the GADT data constructor \(T1\) as having the type

\[T1 : \forall a. (a \sim \# \text{Int}) \rightarrow \text{Int} \rightarrow T a\]

---

\(^1\) The \(\#\) subscript is irrelevant for this paper; the interested reader may consult [19] to understand the related type equality \(\sim\), and the relationship between \(\sim\) and \(\sim \#\).
(x:τ) ∈ Γ
Γ ⊢ x : τ

Γ ⊢ (Kσ) ∈ Γ
Γ ⊢ K : σ

Γ ⊢ (x:σ) ⊢ e : τ
Γ ⊢ x : σ +

Γ ⊢ (x:σ) ⊢ e : τ
Γ ⊢ λx:σ.e : σ → τ

Γ ⊢ (a;η) ⊢ e : τ
Γ ⊢ a : η : τ

Γ ⊢ (x:σ) ⊢ e = u : σ
Γ ⊢ x = u in e : τ

Γ ⊢ e : T π σ

Γ ⊢ (K;∀(u;η), σ₁ ∼ # σ₂ → τ → T π) ∈ Γ
φ₁ = τ[σ₁/σ₂]
φₐ₁ = σ₁[σ₁/σ₂]
φ₁σ₂ = σ₂[σ₁/σ₂]
Γ, c;φ₁ ∼ # φ₂ : x : φ ⊢ e : u : σ

Γ ⊢ case e of K (τσ₁ ∼ # σ₂) (x:τ) → u : σ

Γ ⊢ τ : K

(a;η) ∈ Γ
Γ ⊢ a : η : τ

Γ ⊢ (T;κ) ∈ Γ
Γ ⊢ T : κ

Γ ⊢ (F;κ) ∈ Γ
Γ ⊢ F : κ

Γ ⊢ (→) : κ₁ → κ₂ → *
Γ ⊢ (→) : κ → κ → Constraint

Γ ⊢ φ₁ : κ₁ → κ₂
Γ ⊢ φ₂ : κ₁

Γ ⊢ φ₁φ₂ : κ₂

Γ ⊢ case e : τ

Γ ⊢ ∀a:η, τ : *

Γ ⊢ ∀a:η, τ : *


Figure 4 Well-formed terms

Figure 5 Well-formed types
The coercion argument has kind \((\text{Int} \sim_{\equiv} \text{Int})\), for which the evidence is just \(\langle \text{Int} \rangle\) (reflexivity). Similarly, pattern-matching on \(T_1\) binds two variables: a coercion variable, and a term variable. Here is the FC elaboration of function \(f\):

\[
f = \langle\lambda(a:*)\rangle. \langle\lambda(x:T\ a)\rangle.
\]

\[
\begin{align*}
\text{case } x \text{ of} \\
& \quad \text{T1 } (c:a \# \text{Int}) \ (n:\text{Int}) \rightarrow (\text{Cons } (n+1) \ \text{Nil}) \mid \text{sym } [c] \\
& \quad \text{T2 } (v:a) \rightarrow \text{Cons } v \ \text{Nil}
\end{align*}
\]

The cast converts the type of the result from \(\text{[Int]}\) to \([a]\). The coercion \(\text{sym } [c]\) is evidence for (or a proof of) the equality of these types, using coercion \(c\), of type \((a \sim_{\equiv} \text{Int})\).

### 2.2 Typing coercions

Figure 6 gives the typing rules for coercions. The rules include unsurprising cases for reflexivity (\(\text{CREFL}\)), symmetry (\(\text{CSYM}\)), and transitivity (\(\text{CTrans}\)). Rules \(\text{CAll}\) and \(\text{CApp}\) allow us to construct coercions on more complex types from coercions on simpler types. Rule \(\text{CInst}\) instantiates a coercion between two \(\forall\)-types, to get a coercion between two instantiated types. Rule \(\text{CVar}\) allows us to use a coercion that has been introduced to the context by a coercion abstraction \(\langle \lambda e : \tau \sim_{\equiv} \phi, e \rangle\), or a pattern match against a GADT (as in the example above).

Rule \(\text{C Ax}\) refers to instantiations of axioms. In GHC, axioms can arise as a result of \(\text{newtype}\) or \(\text{type family}\) declarations. Consider the following code:

\[
\text{newtype } N \ a = \text{MkN } (a \rightarrow \text{Int})
\]
Evidence normalization in System FC

\[
\text{type family } \mathit{F} (x :: \ast) :: \ast \\
\text{type instance } \mathit{F} [a] = a \\
\text{type instance } \mathit{F} \mathit{Bool} = \mathit{Char}
\]

\(N\) is a newtype (part of the original Haskell 98 definition), and is desugared to the following FC coercion axiom:

\[
C_N \ a \ : \ N \ a \sim_{\#} a \rightarrow \mathit{Int}
\]

which provides evidence of the equality of types \((N \ a)\) and \((a \rightarrow \mathit{Int})\).

In the above Haskell code, \(F\) is a type family \([4, 3]\), and the two type instance declarations above introduce two FC coercion axioms:

\[
C_1 \ a \ : \ F [a] \sim_{\#} a \\
C_2 \ : \ F \mathit{Bool} \sim_{\#} \mathit{Char}
\]

Rule \(\mathit{CAx}\) describes how these axioms may be used to create coercions. In this particular example, if we have \(\gamma : \tau \sim_{\#} \sigma\), then we can prove that \(C_1 \gamma : F [\tau] \sim_{\#} \sigma\). Using such coercions we can get, for example, that \((3 \triangleright \mathit{sym} (C_1 (\mathit{Int}))) : F [\mathit{Int}]\).

Axioms always appear saturated in System FC, hence the syntax \(C \gamma\) in Figure 2.

3 The problem with large coercions

System FC terms arise as the result of elaboration of source language terms, through type inference. Type inference typically relies on a constraint solver \([18]\) which produces System FC witnesses of equality (coercions), that in turn decorate the elaborated term. The constraint solver is not typically concerned with producing small or readable witnesses; indeed GHC’s constraint solver can produce large and complex coercions. These complex coercions can make the elaborated term practically impossible to understand and debug.

Moreover, GHC’s optimiser transforms well-typed FC terms. Insofar as these transformations involve coercions, the coercions themselves may need to be transformed. If you think of the coercions as little proofs that fragments of the program are well-typed, then the optimiser must maintain the proofs as it transforms the terms.

3.1 How big coercions arise

The trouble is that term-level optimisation tends to make coercions bigger. The full details of these transformations are given in the so called push rules in our previous work \([20]\), but we illustrate them here with an example. Consider this term:

\[
(\lambda x. e \triangleright \gamma) \ a
\]

where

\[
\gamma : (\sigma_1 \rightarrow \tau_1) \sim_{\#} (\sigma_2 \rightarrow \tau_2) \\
a : \sigma_2
\]

We would like to perform the beta reduction, but the cast is getting in the way. No matter! We can transform thus:

\[
(\lambda x. e \triangleright \gamma) \ a = ((\lambda x. e) (a \triangleright \mathit{sym} (\mathit{nth} 0 \gamma))) \triangleright \mathit{nth} 1 \gamma
\]
From the coercion $\gamma$ we have derived two coercions whose syntactic form is larger, but whose types are smaller:

$$
\gamma : (\sigma_1 \rightarrow \tau_1) \sim_\# (\sigma_2 \rightarrow \tau_2)
$$
$$
sym (nth 0 \gamma) : \sigma_2 \sim_\# \sigma_1
$$
$$
nth 1 \gamma : \tau_1 \sim_\# \tau_2
$$

Here we make use of the coercion combinators $sym$, which reverses the sense of the proof; and $nth i$, which from a proof of $T \sigma \sim_\# T \tau$ gives a proof of $\sigma_i \sim_\# \tau_i$. Finally, we use the derived coercions to cast the argument and result of the function separately. Now the lambda is applied directly to an argument (without a cast in the way), so $\beta$-reduction can proceed as desired. Since $\beta$-reduction is absolutely crucial to the optimiser, this ability to “push coercions out of the way” is fundamental. Without it, the optimiser is hopelessly compromised.

A similar situation arises with case expressions:

$$
\text{case } (K e_1 \triangleright \gamma) \text{ of } \{ \ldots \text{; } K x \rightarrow e_2; \ldots \}
$$

where $K$ is a data constructor. Here we want to simplify the case expression, by picking the correct alternative $K x \rightarrow e_2$, and substituting $e_1$ for $x$. Again the coercion gets in the way, but again it is possible to push the coercion out of way.

### 3.2 How coercions can be simplified

Our plan is to simplify complicated coercion terms into simpler ones, using rewriting. Here are some obvious rewrites we might think of immediately:

$$
sym (sym \gamma) \rightsquigarrow \gamma
$$
$$
\gamma; sym \gamma \rightsquigarrow (\tau) \text{ if } \gamma : \tau \sim_\# \phi
$$

But there are much more complicated rewrites to consider. Consider these coercions, where $C_N$ is the axiom generated by the newtype coercion in Section 2.2:

$$
\gamma_1 : \tau_1 \sim_\# \tau_2
$$
$$
\gamma_2 = sym (C_N (\tau_1)) : (\tau_1 \rightarrow \text{Int}) \sim_\# (N \tau_1)
$$
$$
\gamma_3 = N (\tau_1) : (N \tau_1) \sim_\# (N \tau_2)
$$
$$
\gamma_4 = C_N (\tau_2) : (N \tau_2) \sim_\# (\tau_2 \rightarrow \text{Int})
$$
$$
\gamma_5 = \gamma_2; \gamma_3; \gamma_4 : (\tau_1 \rightarrow \text{Int}) \sim_\# (\tau_2 \rightarrow \text{Int})
$$

Here $\gamma_2$ takes a function, and wraps it in the newtype; then $\gamma_3$ coerces that newtype from $N \tau_1$ to $N \tau_2$; and $\gamma_4$ unwraps the newtype. Composing the three gives a rather large, complicated coercion $\gamma_2; \gamma_3; \gamma_4$. But its type is pretty simple, and indeed the coercion $\gamma_1 \rightarrow (\text{Int})$ is a much simpler witness of the same equality. The rewrite system we present shortly will rewrite the former to the latter.

Finally, here is an actual example taken from a real program compiled by GHC (don’t look at the details!):

$$
\text{Mut } (v) (\langle \text{sym } (C_{\text{StateT}} (s)) \rangle (u)) ;
\text{sym } (nth 0 ((\forall w. \text{Mut } (w) (\text{sym } (C_{\text{StateT}} (t)) (b) \rightarrow s \rightarrow (\text{ST } (w b))))) v a s a)
$$

$$
\rightsquigarrow \langle \text{Mut } v s a \rangle
$$

As you can see, the shrinkage in coercion size can be dramatic.
4 Coercion simplification

We now proceed to the details of our coercion simplification algorithm. We note that the design of the algorithm is guided by empirical evidence of its effectiveness on actual programs and that other choices might be possible. Nevertheless, we formally study the properties of this algorithm, namely we will show that it preserves validity of coercions and terminates – even when the rewrite system induced by the axioms is not strongly normalizing.

4.1 Simplification rules

Coercion simplification is given as a non-deterministic relation in Figure 7 and Figure 8. In these two figures we use some syntactic conventions. Namely, for sequences of coercions \( \gamma_1 \) and \( \gamma_2 \), we write \( \gamma_1 \circ \gamma_2 \) for the sequence of pointwise transitive compositions and \( \text{sym} \ \gamma_1 \) for pointwise application of symmetry. We write \( \text{nontriv}(\gamma) \) iff \( \gamma \) contains some variable \( c \) or axiom application \( C \).

We define coercion evaluation contexts, \( G \), as coercion terms with holes inside them. The syntax of \( G \) allows us to rewrite anywhere inside a coercion. The main coercion evaluation rule is \( \text{CoEval} \). If we are given a coercion \( \gamma \), we first decompose it to some evaluation context \( G \) with \( \gamma_1 \) in its hole. Rule \( \text{CoEval} \) works up to associativity of transitive composition; for example, we will allow the term \( (\gamma_1; \gamma_2); \gamma_3 \) to be written as \( G[\gamma_1; \gamma_2; \gamma_3] \) where \( G = \gamma_1; \Box \). This treatment of transitivity is extremely convenient, but we must be careful to ensure that our argument for termination remains robust under associativity (Section 6). Once we have figured out a decomposition \( G[\gamma_1] \), \( \text{CoEval} \) performs a single step of rewriting \( \Delta \vdash \gamma_1 \sim \gamma_2 \) and simply return \( G[\gamma_2] \). Since we are allowed to rewrite coercions under a type environment \( (\forall \alpha \eta, G \text{ is a valid coercion evaluation context}) \), \( \Delta \) (somewhat informally) enumerates the type variables bound by \( G \). For instance we should be allowed to rewrite \( \forall \alpha \eta . \gamma_1 \to \forall \alpha \eta . \gamma_2 \). This can happen if \( (\alpha \eta) \sim \gamma_1 \sim \gamma_2 \). The precondition \( \Delta \vdash \gamma_1 : \sigma \sim \# \phi \) of rule \( \text{CoEval} \) ensures that this context corresponds to the decomposition of \( \gamma \) into a context and \( \gamma_1 \). Moreover, the \( \Delta \) is passed on to the \( \sim \) relation, since some of the rules of the \( \sim \) relation that we will present later may have to consult the context \( \Delta \) to establish preconditions for rewriting.

The soundness property for the \( \sim \) relation is given by the following theorem.

- **Theorem 1** (Coercion subject reduction). If \( \vdash \gamma_1 : \sigma \sim \# \phi \) and \( \gamma_1 \to \gamma_2 \) then \( \vdash \gamma_2 : \sigma \sim \# \phi \).

The rewriting judgement \( \Delta \vdash \gamma_1 \sim \gamma_2 \) satisfies a similar property.

- **Lemma 2.** If \( \Delta \vdash \gamma_1 : \sigma \sim \# \phi \) and \( \Delta \vdash \gamma_1 \sim \gamma_2 \) then \( \Delta \vdash \gamma_2 : \sigma \sim \# \phi \).

To explain coercion simplification, we now present the reaction rules for the \( \sim \) relation, organized in several groups.

4.1.1 Pulling reflexivity up

Rules \text{ReflApp}, \text{ReflAll}, \text{ReflEmpl}, and \text{ReflEmiR}, deal with uses of reflexivity. Rules \text{ReflApp} and \text{ReflAll} “swallow” constructors from the coercion language (coercion application, and quantification respectively) into the type language (type application, and quantification respectively). Hence they pull reflexivity as high as possible in the tree structure of a coercion term. Rules \text{ReflEmpl} and \text{ReflEmiR} simply eliminate reflexivity uses that are composed with other coercions.
Coercion evaluation contexts \[ \mathcal{G} ::= □ | \mathcal{G} ⊢ \gamma \mathcal{G} | C \quad \tau_1 \mathcal{G} \tau_2 | \text{sym} \mathcal{G} | \forall a: η. \mathcal{G} | \mathcal{G} @ τ | \mathcal{G} : γ | γ : \mathcal{G} \]

\[ \gamma \equiv \mathcal{G}[γ_1] \text{ modulo associativity of } (\cdot) \quad \Delta \vdash^\circ \gamma_1 : σ \leadsto φ \quad \Delta \vdash \gamma_1 \leadsto \gamma_2 \quad \text{CoEVAL} \]

\[ \Delta \vdash \gamma_1 \leadsto \gamma_2 \]

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\[ \text{Figure 7 Coercion simplification (I)} \]
4.1.2 Pushing symmetry down

Uses of symmetry, contrary to reflexivity, are pushed as close to the leaves as possible or eliminated, (rules SymRefl, SymAll, SymApp, SymTrans, and SymSym) only getting stuck at terms of the form sym x and sym (C τ). The idea is that by pushing uses of symmetry towards the leaves, the rest of the rules may completely ignore symmetry, except where symmetry-pushing gets stuck (variables or axiom applications).

4.1.3 Reducing coercions

Rules RedNth, RedInstCo, and RedInstTy comprise the first interesting group of rules. They eliminate uses of injectivity and instantiation. Rule RedNth is concerned with the case where we wish to decompose a coercion of type $H \sim_\eta H \tau$, where the coercion term contains $H$ in its head. Notice that $H$ is a type and may already be applied to some type arguments $\gamma_1^{1..\ell}$, and hence the rule has to account for selection from the first $\ell$ arguments, or a later argument. Rule RedInstCo deals with instantiation of a polymorphic coercion with a type. Notice that in rule RedInstCo the quantified variable may only appear “protected” under some $\langle \sigma \rangle$ inside $\gamma$, and hence simply substituting $\gamma[\phi/a]$ is guaranteed to produce a syntactically well-formed coercion. Rule RedInstTy deals with the instantiation of a polymorphic coercion that is just a type.

4.1.4 Eta expanding and subsequent reducing

Redexes of RedNth and RedInstCo or RedInstTy may not be directly visible. Consider $\text{nth } k ((H \sim_\eta H \tau) \triangleright \gamma)$. The use of transitivity stands in our way for the firing of rule RedNth. To the rescue, rules EtaAllL, EtaAllR, EtaNthL, and EtaNthR, push decomposition or instantiation through transitivity and eliminate such redexes. We call these rules “eta” because in effect we are $\eta$-expanding and immediately reducing one of the components of the transitive composition. Here is a decomposition of EtaAllL in smaller steps that involve an $\eta$-expansion (of $\gamma_2$ in the second line):

$$(\forall a.\eta; \gamma_1; \gamma_2) @ \phi \rightsquigarrow (\forall a.\eta; \gamma_1; (\forall a.\eta; \gamma_2 @ a)) @ \phi \rightsquigarrow (\forall a.\eta; \gamma_1; \gamma_2 @ a) @ \phi \rightsquigarrow \gamma_1[\phi/a]; \gamma_2 @ \phi$$

We have merged these steps in a single rule to facilitate the proof of termination. In doing this, we do not lose any reactions, since all of the intermediate terms can also reduce to the final coercion.

There are many design possibilities for rules that look like our $\eta$-rules. For instance one may wonder why we are not always expanding terms of the form $\gamma_1; (\forall a.\eta; \gamma_2)$ to $\forall a.\eta; \gamma_1 @ a; \gamma_2$, whenever $\gamma_1$ is of type $\forall a.\eta; \tau \sim_\eta \forall a.\eta; \phi$. We experimented with several variations like this, but we found that such expansions either complicated the termination argument, or did not result in smaller coercion terms. Our rules in effect perform $\eta$-expansion only when there is a firing reduction directly after the expansion.

4.1.5 Pushing transitivity down

Rules PushApp, PushAll, PushNth, and PushInst push uses of transitivity down the structure of a coercion term, towards the leaves. These rules aim to reveal more redexes at the leaves, that will be reduced by the next (and final) set of rules. Notice that rules
PUSHINST and PUSHNTH impose side conditions on the transitive composition $\gamma_1; \gamma_2$. Without these conditions, the resulting coercion may not be well-formed. Take $\gamma_1 = \forall a : \text{Int}, (T a : a)$ and $\gamma_2 = \forall a : \text{Int}, (T a : a)$. It is certainly the case that $(\gamma_1 \circ \gamma_2) : (T a : a)$ is well-formed. However, $\psi \gamma_1 : \forall a : \text{Int}, T a ; a \sim_\# \forall a : \text{Int}, T a ; a$ and $\psi \gamma_2 : \forall a : \text{Int}, T a ; a \sim_\# \forall a : \text{Int}, T a ; a$, and hence $(\gamma_1 \circ \gamma_2) : (T a : a)$ is not well-formed. A similar argument applies to rule PUSHNTH.

### 4.1.6 Leaf reactions

When transitivity and symmetry have been pushed as low as possible, new redexes may appear, for which we introduce rules VarSym, SymVar, AxSym, SymAx, AxSuckR, SymAxSuckR, SymAxSuckL. (Figure 8)

- Rules VarSym and SymVar are entirely straightforward: a coercion variable (or its symmetric coercion) meets its symmetric coercion (or the variable) and the result is the identity.

- Rules AxSym and SymAx are more involved. Assume that the axiom $(C (a ; a)) : \tau \sim_\# \tau$ is well-formed and of the form: $C \varphi_1 ; \text{sym}(C \varphi_2)$. Moreover $\Delta \vdash \varphi_1 ; \text{sym}(C \varphi_2)$ and $\Delta \vdash \varphi_2$. Then we know that $\Delta \vdash \varphi_1 ; \text{sym}(C \varphi_2) : \tau \sim_\# \tau$. Since the composition is well-formed, it must be the case that $v(\varphi_1) = v(\varphi_2)$. Hence, the pointwise composition $\varphi_1 ; \text{sym}(\varphi_2)$ is well-formed and of type $\varphi_1 \sim_\# \varphi_2$. Consequently, we may replace the original coercion with the lifting of $\tau$ over a substitution that maps $\varphi$ to $\varphi_1 ; \text{sym}(\varphi_2)$. What is this lifting operation, of a substitution from type variables to coejects, over a type? Its result is a new coercion, and the definition of the operation is given in Figure 9. The easiest way to understand it is by its effect on a type:

- Figure 8 Coercion simplification (II)
\begin{figure}[h]
\centering
\begin{align*}
[a \mapsto \gamma] \triangleright (\tau) &= \gamma' \\
[a \mapsto \gamma] \triangleright (a) &= \gamma \\
[a \mapsto \gamma] \triangleright (b) &= \langle b \rangle \\
[a \mapsto \gamma] \triangleright (H) &= \langle H \rangle \\
[a \mapsto \gamma] \triangleright (F) &= \langle F \rangle \\
[a \mapsto \gamma] \triangleright (\tau_1 \tau_2) &= \begin{cases} 
(\phi_i \phi_j) & \text{when } [a \mapsto \gamma] \triangleright (\tau_i) = \langle \phi_i \rangle \\
\langle [a \mapsto \gamma] \triangleright (\tau_i) \rangle \langle [a \mapsto \gamma] \triangleright (\tau_2) \rangle & \text{otherwise}
\end{cases} \\
[a \mapsto \gamma] \triangleright (\forall b: \eta. \tau) &= \begin{cases} 
\forall b: \eta. \langle [a \mapsto \gamma] \triangleright (\tau) \rangle & \text{otherwise} \\
(b \not\in \text{ftv}(\gamma), b \not= a)
\end{cases}
\end{align*}
\caption{Lifting}
\end{figure}

\textbf{Lemma 3 (Lifting).} If \( \Delta, (a: \eta) \vdash^w \tau : \eta \) and \( \Delta \vdash^w \gamma : \sigma \sim \phi \) such that \( \Delta \vdash^w \sigma : \eta \) and \( \Delta \vdash^w \phi : \eta \), then \( \Delta \vdash^w [a \mapsto \gamma] \triangleright (\tau) : \tau[\sigma/a] \sim^w \tau[\phi/a] \)

Notice that we have made sure that lifting pulls reflexivity as high as possible in the syntax tree – the only significance of this on-the-fly normalization was that it appeared to simplify the argument we have given for termination of coercion normalization.

Returning to rules \textsc{AxSym} and \textsc{SymAx}, we stress that the side condition is essential for the rule to be sound. Consider the following example:

\begin{align*}
C(a:x) : F[a] \sim^w \text{Int} \in \Gamma
\end{align*}

Then \( (C \triangleright (\text{Int})); \text{sym} (C \triangleright (\text{Bool})) \) is well-formed and of type \( F[\text{Int}] \sim^w F[\text{Bool}] \), but \( \langle F \rangle \triangleright (\text{Int}); \text{sym} (\text{Bool}) \) is not well-formed! Rule \textsc{SymAx} is symmetric and has a similar soundness side condition on the free variables of \( \tau \) this time.

The rest of the rules deal with the case when an axiom meets a lifted type – the reaction swallows the lifted type inside the axiom application. For instance, here is rule \textsc{AxSuckR}:

\begin{align*}
(C \triangleright (\pi)) : \tau \sim^w v \in \Gamma' & \quad \pi \subseteq \text{ftv}(v) \\
\text{nontriv}(\delta) & \quad \delta = [\pi \mapsto \tau] \triangleright (v) \\
\Delta \vdash (C \triangleright (\pi)) : \delta \sim^w C \triangleright (\tau) & \quad \text{AxSuckR}
\end{align*}

This time let us assume that \( \Delta \vdash^w \tau_1 : \pi_1 \sim^w \phi_1 \). Consequently \( \Delta \vdash^w C \triangleright (\tau_1) : \tau[\pi_1/\pi] \sim^w v[\phi_1/\pi] \). Since \( \pi \subseteq \text{ftv}(v) \) it must be that \( \Delta \vdash \tau_2 : \phi_3 \sim^w \phi_2 \) for some \( \phi_3 \) and we can pointwise compose \( \tau_1; \tau_2 \) to get coercions between \( \phi_1 \sim^w \phi_2 \). The resulting coercion \( C \triangleright (\tau_1; \tau_2) \) is well-formed and of type \( \tau[\pi_1/\pi] \sim^w v[\phi_1/\pi] \). Rules \textsc{AxSuckL}, \textsc{SymAxSuckL}, and \textsc{SymAxSuckR} involve a similar reasoning.

The side condition \textit{nontriv}(\delta) is not restrictive in any way – it merely requires that \( \delta \) contains some variable \( c \) or axiom application. If not, then \( \delta \) can be converted to reflexivity:

\textbf{Lemma 4.} If \( \vdash^w \delta : \sigma \sim^w \phi \) and \( \neg \text{nontriv}(\delta) \), then \( \delta \dtwoheadrightarrow (\phi) \).

Reflexivity, when transitively composed with any other coercion, is eliminable via \textsc{RelElimL}/\textsc{R} or and consequently the side condition is not preventing any reactions from firing. It will, however, be useful in the simplification termination proof in Section 6.

The purpose of rules \textsc{AxSuckL}/\textsc{R} and \textsc{SymAxSuckL}/\textsc{R} is to eliminate intermediate coercions in a big transitive composition chain, to give the opportunity to an axiom to meet
its symmetric version and react with rules $\text{AxSym}$ and $\text{SymAx}$. In fact this rule is precisely what we need for the impressive simplifications from Section 3. Consider that example again:

\[
\gamma_5 = \gamma_2; \gamma_3; \gamma_4
\]

\[
\gamma_2; \gamma_3; \gamma_4 \xrightarrow{\text{AxSucL with } \delta := ((N) \gamma_1)} \gamma_2; \gamma_3; \gamma_4 \xrightarrow{\text{ReflElimR with } \gamma := \gamma_1, \phi := \tau_2} \gamma_2; \gamma_3; \gamma_4 \xrightarrow{\text{SymAx}} \gamma_2; \gamma_3; \gamma_4
\]

Notably, rules $\text{AxSucL/R}$ and $\text{SymAxSucL/R}$ generate axiom applications of the form $C \gamma$ (with a coercion as argument). In our previous papers, the syntax of axiom applications was $C \tau$, with types as arguments. But we need the additional generality to allow coercions rewriting to proceed without getting stuck.

5 Coercion simplification in GHC

To assess the usefulness of coercion simplification we added it to GHC. For Haskell programs that make no use of GADTs or type families, the effect will be precisely zero, so we took measurements on two bodies of code. First, our regression suite of 151 tests for GADTs and type families; these are all very small programs. Second, the Data.Accelerate library that we know makes use of type families [5]. This library consists of 18 modules, containing 8144 lines of code.

We compiled each of these programs with and without coercion simplification, and measured the percentage reduction in size of the coercion terms with simplification enabled. This table shows the minimum, maximum, and aggregate reduction, taken over the 151 tests and 18 modules respectively. The “aggregate reduction” is obtained by combining all the programs in the group (testsuite or Accelerate) into one giant “program”, and computing the reduction in coercion size.

<table>
<thead>
<tr>
<th></th>
<th>Testsuite</th>
<th>Accelerate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum</td>
<td>−97%</td>
<td>−81%</td>
</tr>
<tr>
<td>Maximum</td>
<td>+14%</td>
<td>0%</td>
</tr>
<tr>
<td>Aggregate</td>
<td>−58%</td>
<td>−69%</td>
</tr>
</tbody>
</table>

There is a substantial aggregate decrease of 58% in the testsuite and 69% in Accelerate, with a massive 97% decrease in special cases. These special cases should not be taken lightly: in one program the types and coercions taken together were five times bigger than the term they decorated; after simplification they were “only” twice as big. The coercion simplifier makes the compiler less vulnerable to falling off a cliff.

Only one program showed an increase in coercion size, of 14%, which turned out to be the effect of this rewrite:

\[
\text{sym } (C; D) \quad \rightarrow \quad (\text{sym } D); (\text{sym } C)
\]

Smaller coercion terms make the compiler faster, but the normalization algorithm itself consumes some time. However, the effect on compile time is barely measurable (less than 1%), and we do not present detailed figures.

Of course none of this would matter if coercions were always tiny, so that they took very little space in the first place. And indeed that is often the case. But for programs that make heavy use of type functions, un-optimised coercions can dominate compile time. For
example, the Accelera te library makes heavy use of type functions. The time and memory consumption of compiling all 21 modules of the library are as follows:

<table>
<thead>
<tr>
<th></th>
<th>Compile time</th>
<th>Memory allocated</th>
<th>Max residency</th>
</tr>
</thead>
<tbody>
<tr>
<td>With coercion optimisation</td>
<td>68s</td>
<td>31 Gbyte</td>
<td>153 Mbyte</td>
</tr>
<tr>
<td>Without coercion optimisation</td>
<td>291s</td>
<td>51 Gbyte</td>
<td>2,000 Mbyte</td>
</tr>
</tbody>
</table>

As you can see, the practical effects can be extreme; the cliff is very real.

6 Termination and confluence

We have demonstrated the effectiveness of the algorithm in practice, but we must also establish termination. This is important, since it would not be acceptable for a compiler to loop while simplifying a coercion, no matter what axioms are declared by users. Since the rules fire non-deterministically, and some of the rules (such as REDInstCo or AXSym) create potentially larger coercion trees, termination is not obvious.

6.1 Termination

To formalize a termination argument, we introduce several definitions in Figure 10. The **axiom polynomial** of a coercion over a distinguished variable \( z \), \( p(\cdot) \), returns a polynomial with natural number coefficients that can be compared to any other polynomial over \( z \). The **coercion weight** of a coercion is defined as the function \( w(\cdot) \) and the **symmetry weight** of a coercion is defined with the function \( sw(\cdot) \) in Figure 10. Unlike the polynomial and coercion weights of a coercion, \( sw(\cdot) \) does take symmetry into account. Finally, we will also use the **number of coercion applications** and coercion \( \forall \)-introductions, denoted with intro\( s(\cdot) \) in what follows.
Our termination argument comprises of the lexicographic left-to-right ordering of:

$$\mu(\cdot) = (p(\cdot), w(\cdot), \text{intros}(\cdot), sw(\cdot))$$

We will show that each of the $\rightsquigarrow$ reductions reduces this tuple. For this to be a valid termination argument for $(\rightarrow)$ we need two more facts about each component measure, namely that (i) $(=)$ and $(<)$ are preserved under arbitrary contexts, and (ii) each component is invariant with respect to the associativity of $(;)$.

**Lemma 5.** If $\Delta \vdash \gamma_1 : \tau \rightsquigarrow_{\#} \sigma$ and $\gamma_1 \equiv \gamma_2$ modulo associativity of $(;)$, then $p(\gamma_1) = p(\gamma_2)$, $w(\gamma_1) = w(\gamma_2)$, $\text{intros}(\gamma_1) = \text{intros}(\gamma_2)$, and $sw(\gamma_1) = sw(\gamma_2)$.

**Proof.** This is a simple inductive argument, the only interesting case is the case for $\text{intros}$ where the reader can calculate that $p(\gamma_1; (\gamma_2; \gamma_3)) = p((\gamma_1; \gamma_2); \gamma_3)$ and by induction we are done.

**Lemma 6.** If $\Gamma, \Delta \vdash \gamma_i : \tau \rightsquigarrow_{\#} \sigma$ (for $i = 1, 2$) and $p(\gamma_1) < p(\gamma_2)$ then $p(\Gamma[\gamma_1]) < p(\Gamma[\gamma_2])$ for any $\Gamma$ with $\Gamma \vdash \gamma_i : \phi \rightsquigarrow_{\#} \phi'$. Similarly if we replace $(<)$ with $(=)$.

**Proof.** By induction on the shape of $\Gamma$. The only interesting case is the transitivity case again. Let $\Gamma = \gamma_i : \phi \rightsquigarrow_{\#} \phi'$. Then $p(\gamma_i ; \phi ; \phi') = p(\gamma_i) + p(\phi ; \phi') - p(\phi')$ whereas $p(\gamma_i ; \phi ; \phi') = p(\gamma_i) + p(\phi ; \phi') + p(\phi')$. Now, either $p(\gamma_i) = 0$, in which case we are done by induction hypothesis for $\Gamma[\gamma_i]$ and $\Gamma[\gamma_2]$, or $p(\gamma_i) \neq 0$ in which case again induction hypothesis gives us the result since we are multiplying $p(\Gamma[\gamma_1])$ and $p(\Gamma[\gamma_2])$ by the same polynomial. The interesting “trick” is that the polynomial for transitivity contains both the product of the components and their sum (since product alone is not preserved by contexts!)

**Lemma 7.** If $\Gamma, \Delta \vdash \gamma_i : \tau \rightsquigarrow_{\#} \sigma$ and $w(\gamma_1) < w(\gamma_2)$ then $w(\Gamma[\gamma_1]) < w(\Gamma[\gamma_2])$ for any $\Gamma$ with $\Gamma \vdash \gamma_i : \phi \rightsquigarrow_{\#} \phi'$. Similarly if we replace $(<)$ with $(=)$.

**Lemma 8.** If $\Gamma, \Delta \vdash \gamma_1 : \tau \rightsquigarrow_{\#} \sigma$ and $\text{intros}(\gamma_1) < \text{intros}(\gamma_2)$ then $\text{introsex}(\Gamma[\gamma_1]) < \text{introsex}(\Gamma[\gamma_2])$ for any $\Gamma$ with $\Gamma \vdash \gamma_i : \phi \rightsquigarrow_{\#} \phi'$. Similarly if we replace $(<)$ with $(=)$.

**Lemma 9.** If $\Gamma, \Delta \vdash \gamma_i : \tau \rightsquigarrow_{\#} \sigma$, $w(\gamma_1) \leq w(\gamma_2)$, and $\text{sw}(\gamma_1) < \text{sw}(\gamma_2)$ then $\text{sw}(\Gamma[\gamma_1]) < \text{sw}(\Gamma[\gamma_2])$ for any $\Gamma$ with $\Gamma \vdash \gamma_i : \phi \rightsquigarrow_{\#} \phi'$. Similarly if we replace $(<)$ with $(=)$.

**Proof.** The only interesting case is when $\Gamma = \text{sym} \Gamma'$ and hence we have that $\text{sw}(\Gamma[\gamma_1]) = \text{sw}(\text{sym} \Gamma'[\gamma_1]) = w(\Gamma'[\gamma_1]) + \text{sw}(\Gamma'[\gamma_1])$. Similarly $\text{sw}(\Gamma[\gamma_2]) = w(\Gamma'[\gamma_2]) + \text{sw}(\Gamma'[\gamma_2])$. By the preconditional for the weights and induction hypothesis we are done. The precondition on the weights is not restrictive, since $w(\cdot)$ has higher precedence than $\text{sw}(\cdot)$ inside $\mu(\cdot)$.

The conclusion is the following theorem.

**Theorem 10.** If $\gamma \equiv \Gamma[\gamma_1]$ modulo associativity of $(;)$ and $\Delta \vdash \gamma_i : \tau \rightsquigarrow_{\#} \sigma$, and $\Delta \vdash \gamma_1 \rightsquigarrow \gamma_2$ such that $\mu(\gamma_2) < \mu(\gamma_1)$, then it is the case that $\mu(\Gamma[\gamma_2]) < \mu(\Gamma[\gamma_1])$.

**Corollary 11.** $(\rightarrow)$ terminates on well-formed coercions if each of the $\rightsquigarrow$ transitions reduces $\mu(\cdot)$. Note that often the term rewrite literature requires similar conditions (preservation under contexts and associativity), but also stability under substitution (e.g. see [1], Chapter 5). In our setting, variables are essentially treated as constants and this is the reason that we do not rely on stability under substitutions. For instance the rule $\text{REFELEM} \Delta \vdash \gamma; \langle \phi \rangle \rightsquigarrow \gamma$ is not expressed as $\Delta \vdash \gamma; \langle \phi \rangle \rightsquigarrow \gamma$ as would be customary in a more traditional term-rewrite system presentation.

We finally show that indeed each of the $\rightsquigarrow$ steps reduces $\mu(\cdot)$.
**Theorem 12** (Termination). If $\Delta \vdash^* \gamma_1 : \sigma \sim \phi$ and $\Delta \vdash \gamma_1 \sim \gamma_2$ then $\mu(\gamma_2) < \mu(\gamma_1)$.

**Proof.** It is easy to see that the reflexivity rules, the symmetry rules, the reduction rules, and the $\eta$-rules preserve or reduce the polynomial component $p(\cdot)$. The same is true for the push rules but the proof is slightly more interesting. Let us consider $\text{PushApp}$, and let us write $p_i$ for $p(\gamma_i)$. We have that $p((\gamma_1 \gamma_2); (\gamma_3 \gamma_4)) = p_1 + p_2 + p_3 + p_4 + p_1 p_3 + p_2 p_5 + p_1 p_4 + p_2 p_4$. On the other hand $p((\gamma_1; \gamma_3) (\gamma_2; \gamma_4)) = p_1 + p_3 + p_1 p_3 + p_2 + p_4 + p_2 p_4$ which is a smaller or equal polynomial than the left-hand side polynomial. Rule $\text{PushAll}$ is easier. Rules $\text{PushInst}$ and $\text{PushNth}$ have exactly the same polynomials on the left-hand and the right-hand side so they are ok. Rules $\text{VarSym}$ and $\text{SymVar}$ reduce $p(\cdot)$. The interesting bit is with rules $\text{AxSym}$, $\text{SymAx}$, and $\text{AxSuckR}$ as the rest of the rules involve very similar calculations:

- **Case SymAx.** We will use the notational convention $\overline{p}_i$ for $p(\gamma_i)$ (a vector of polynomials) and similarly $\overline{p}_2$ for $p(\gamma_2)$. Then the left-hand side polynomial is:
  
  $$
  (z\Sigma p_1 + z + 1) + (z\Sigma p_2 + z + 1) + \\
  (z\Sigma p_1 + z + 1) \cdot (z\Sigma p_2 + z + 1) = \\
  (z^2 + 2z)\Sigma p_1 + (z^2 + 2z)\Sigma p_2 + z^2\Sigma p_1\Sigma p_2 + (z^2 + 4z + 3)
  $$

  For the right-hand side polynomial we know that each $\gamma_i$; $\text{sym} \gamma_i$, will have polynomial $p_1 + p_2 + p_1 p_1 p_2$ and it cannot be repeated inside the lifted type more than a finite number of times (bounded by the maximum number of occurrences of a type variable from $\tau$ in type $\tau$), call it $k$. Hence the right-hand side polynomial is smaller or equal to:

  $$
  k\Sigma p_1 + k\Sigma p_2 + k\Sigma(p_1 p_2) \leq k\Sigma p_1 + k\Sigma p_2 + k\Sigma p_1 p_2
  $$

  But that polynomial is strictly smaller than the left-hand side polynomial, hence we are done.

- **Case AxSuckR.** In this case the left-hand side polynomial is going to be greater or equal to (because of reflexivity inside $\delta$ and because some of the $\overline{p}_i$ variables may appear more than once inside $\nu$ it is not exactly equal to) the following:

  $$
  (z\Sigma p_1 + z + 1) + \Sigma p_2 + (z\Sigma p_1 + z + 1)\Sigma p_2 = \\
  z\Sigma p_1 \Sigma p_2 + z\Sigma p_1 + z\Sigma p_2 + 1 + 2\Sigma p_2 + z + 1
  $$

  On the other hand, the right-hand side polynomial is:

  $$
  z\Sigma(p_1 + p_2 + p_1 p_2) + z + 1 \leq z\Sigma p_1 + z\Sigma p_2 + z\Sigma p_1 p_2 + z + 1
  $$

  We observe that there is a difference of $2\Sigma p_2$, but we know that $\delta$ satisfies $\text{nontriv}(\delta)$, and consequently there must exist some variable or axiom application inside one of the $\overline{p}_2$. Therefore, $\Sigma p_2$ is non-zero and the case is finished.

It is the arbitrary copying of coercions $\tau_1$ and $\tau_2$ in rules $\text{AxSym}$ and $\text{SymAx}$ that prevents simpler measures that only involve summation of coercions for axions or transitivity. Other reasonable measures such as the height of transitivity uses from the leaves would not be preserved from contexts, due to $\text{AxSym}$ again.

So far we’ve shown that all rules but the axion rules preserve the polynomials, and the axiom rules reduce them. We next show that in the remaining rules, some other component reduces, lexicographically. Reflexivity rules reduce $w(\cdot)$. Symmetry rules preserve $w(\cdot)$ and $\text{intro}(\cdot)$ but reduce $\text{sw}(\cdot)$. Reduction rules and $\eta$-rules reduce $w(\cdot)$. Rules $\text{PushApp}$ and $\text{PushAll}$ preserve or reduce $w(\cdot)$ but certainly reduce $\text{intro}(\cdot)$. Rules $\text{PushInst}$ and $\text{PushNth}$ reduce $w(\cdot)$.

We conclude that $(\rightarrow)$ terminates.
6.2 Confluence

Due to the arbitrary types of axioms and coercion variables in the context, we do not expect confluence to be true. Here is a short example that demonstrates the lack of confluence; assume we have the following in our context:

\[ C_1 (a: \star \rightarrow \star) : F a \sim G a \]
\[ C_2 (a: \star \rightarrow \star) : G a \sim F a \]

Consider the coercion:

\[ (C_1 (\sigma)); \text{sym} (C_2 (\sigma)) \]

of type \( F \sigma \sim G \sigma \). In one reduction possibility, using rule AxSucR, we may get

\[ C_1 (\text{sym} (C_2 (\sigma))) \]

In another possibility, using SymAxSucL, we may get

\[ \text{sym} (C_2 (\text{sym} (C_1 (\sigma)))) \]

Although the two normal forms are different, it is unclear if one of them is “better” than the other.

Despite this drawback, confluence or syntactic characterization of normal forms is, for our purposes, of secondary importance (if possible at all for open coercions in such an under-constrained problem!), since we never reduce coercions for the purpose of comparing their normal forms. That said, we acknowledge that experimental results may vary with respect to the actual evaluation strategy, but we do not expect wild variations.

7 Related and future work

Traditionally, work on proof theory is concerned with proof normalization theorems, namely cut-elimination. Category and proof theory has studied the commutativity of diagrams in monoidal categories [12], establishing coherence theorems. In our setting Lemma 4 expresses such a result: any coercion that does not include axioms or free coercion variables is equivalent to reflexivity. More work on proof theory is concerned with cut-elimination theorems – in our setting eliminating transitivity completely is plainly impossible due to the presence of axioms. Recent work on 2-dimensional type theory [10] provides an equivalence relation on equality proofs (and terms), which suffices to establish that types enjoy canonical forms. Although that work does not provide an algorithm for checking equivalence (this is harder to do because of actual computation embedded with isomorphisms), that definition shares many rules with our normalization algorithm. Finally there is a large literature in associative commutative rewrite systems [7, 2].

To our knowledge, most programming languages literature on coercions is not concerned with coercion simplification but rather with inferring the placement of coercions in source-level programs. Some recent examples are [11] and [17]. A comprehensive study of coercions and their normalization in programming languages is that of [8], motivated by coercion placement in a language with type dynamic. Henglein’s coercion language differs to ours in that (i) coercions are not symmetric, (ii) do not involve polymorphic axiom schemes and (iii) may have computational significance. Unlike us, Henglein is concerned with characterizations of minimal coercions and confluence, fixes an equational theory of coercions, and
Evidence normalization in System FC

presents a normalization algorithm for that equational theory. In our case, in the absence of a denotational semantics for System FC and its coercions, such an axiomatization would be no more ad-hoc than the algorithm and hence not particularly useful: for instance we could consider adding type-directed equations like \( \Delta \vdash \gamma \rightsquigarrow \langle \tau \rangle \) when \( \Delta \vdash \gamma : \tau \sim \# \tau \), or other equations that only hold in consistent or confluent axiom sets. It is certainly an interesting direction for future work to determine whether there even exists a maximal syntactic axiomatization of equalities between coercions with respect to some denotational semantics of System FC.

In the space of typed intermediate languages, xMLF [14] is a calculus with coercions that capture instantiation instead of equality, and which serves as target for the MLF language. Although the authors are not directly concerned with normalization as part of an intermediate language simplifier, their translation of the graph-based instantiation witnesses does produce xMLF normal proofs.

Finally, another future work direction would be to determine whether we can encode coercions as \( \lambda \)-terms, and derive coercion simplification by normalization in some suitable \( \lambda \)-calculus.

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References


