

# Safe Functional Reactive Programming through Dependent Types

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- Examples: robot controllers, video games, aeroplane control systems...
- Contrast with **transformational programs**, which take all input at the start of execution and produce all output at the end (e.g. a compiler).

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- Most emphasise safety properties (such as the absence of deadlock and run-time errors), which are often crucial in reactive domains.
- Functional Reactive Programming (FRP) differs in that it is very expressive, but lacking in these guarantees.
- This work is about using dependent types to get some of these safety guarantees within FRP (without sacrificing expressiveness).



# Outline

- 1 Motivation
- 2 Outline
- 3 Functional Reactive Programming (FRP)
- 4 Dependently-Typed Programming
- 5 Safe (yet expressive) Feedback Loops
- 6 Summary

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## Example

```
RobotController = SF Sensor ControlValue
```

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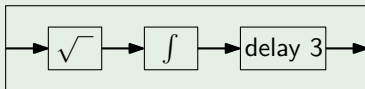
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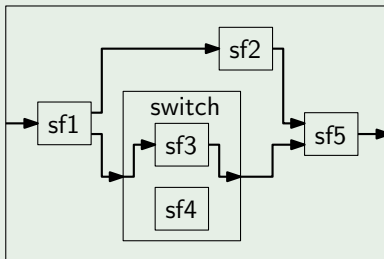
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- We compose signal functions to form **signal function networks**.

## Example



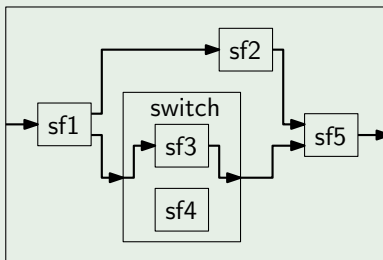
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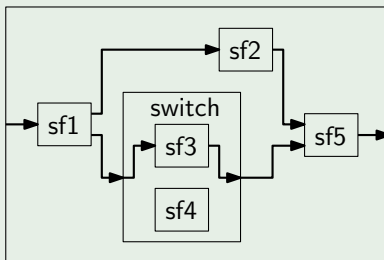
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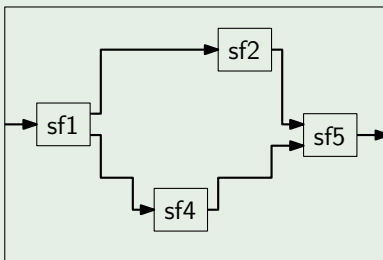


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- FRP differs in that it allows dynamic higher-order system structures, but lacks some of their safety guarantees.



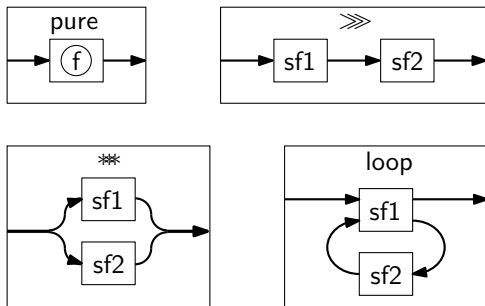
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# Some Primitive Combinators



`pure` :  $(a \rightarrow b) \rightarrow SF\ a\ b$

`_>>>_` :  $SF\ a\ x \rightarrow SF\ x\ b \rightarrow SF\ a\ b$

`_**_` :  $SF\ a\ x \rightarrow SF\ b\ y \rightarrow SF\ (a, b)\ (x, y)$

`loop` :  $SF\ (a, x)\ (b, y) \rightarrow SF\ y\ x \rightarrow SF\ a\ b$

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## Example

`divide` :  $\mathbb{N} \rightarrow (n : \mathbb{N}) \rightarrow n > 0 \rightarrow \mathbb{N}$

`append` :  $\text{Vector } A \ m \rightarrow \text{Vector } A \ n \rightarrow \text{Vector } A \ (m+n)$

`take` :  $(m : \mathbb{N}) \rightarrow \text{Vector } A \ n \rightarrow m \leq n \rightarrow \text{Vector } A \ m$

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    - Not yet useable for practical applications.
    - But Agda accepts it, proving the soundness of the type system.
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- The rest of the talk will be about one aspect of the type system: ensuring safe feedback loops.

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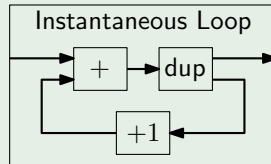
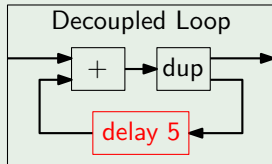
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- Existing languages either rely on the programmer to correctly define feedback loops...
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  - Easy to introduce bugs into programs.
- ...or require explicit use of a specific delay primitive in all recursive (looping) definitions.
  - Can be confirmed as safe by the type checker (conservatively).
  - Limits expressiveness (cannot use dynamic or higher order signal functions for decoupling).

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dec = true

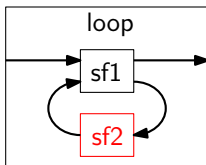
inst = false

pure :  $(a \rightarrow b) \rightarrow \text{SF } a \ b \ \text{inst}$

$\_ \gg\gg \_ : \text{SF } a \ x \ d_1 \rightarrow \text{SF } x \ b \ d_2 \rightarrow \text{SF } a \ b \ (d_1 \vee d_2)$

$\_ \ast\ast \_ : \text{SF } a \ x \ d_1 \rightarrow \text{SF } b \ y \ d_2 \rightarrow \text{SF } (a, b) \ (x, y) \ (d_1 \wedge d_2)$

loop :  $\text{SF } (a, x) \ (b, y) \ d \rightarrow \text{SF } y \ x \ \text{dec} \rightarrow \text{SF } a \ b \ d$



# Summary

- FRP and synchronous data-flow languages make a trade-off between expressiveness and safety.
- Dependent types allow us to have FRP with safety guarantees, while retaining dynamic higher-order data-flow.
- An example is tracking decoupledness to prevent instantaneous feedback loops.
- See our paper for further details:  
<http://www.cs.nott.ac.uk/~nas/icfp09.pdf>