Nested Pattern Unification

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Miller's pattern unification algorithm [Mil91] is widely used in implementations of dependently typed languages. In practice, the basic algorithm is usually extended in several ways, for example with some support for Σ -types with η -rule. Abel and Pientka described a way to handle Σ in unification by getting rid of it [AP11]: currying and the "type-theoretic axiom of choice"¹ can be repeadedly applied to eliminate Σ from unification problems. Agda uses this approach, although not to the full extent described by Abel and Pientka.

However, Σ -elimination can be inefficient and produce unnecessarily η -long solutions. Also, it does not handle the definitional isomorphism $((a : A)(b : B) \rightarrow C a b) \simeq ((b : B)(a : A) \rightarrow C a b)$. For example, assuming a metavariable α and a bound variable f, Agda cannot solve α (flip f) =? f with α := flip.

We propose a new algorithm, called *nested pattern unification*, which handles Σ efficiently and directly, without Σ -elimination or η -reductions, and also handles permutations of record fields and function inputs. We conjecture that for a bound variable x and any definitional isomorphism g, the algorithm solves $\alpha(gx) = x$ with $\alpha := g^{-1}$.

The algorithm. Miller's pattern unification problems are of the form $\alpha \sigma = t$, where σ is an application spine consisting of distinct bound variables. In this case, there is a *partial inverse* substitution σ^{-1} such that the problem is solvable if $t[\sigma^{-1}]$ is defined and α does not occur in t. Here, σ^{-1} is always a partial map from variables to variables (i.e. a partial renaming). We generalize this to maps from variables to *partial terms* in a *negative linear fragment* of the type theory, consisting of linear λ , pairing, variables, projections, applications and undefined values. We build σ^{-1} by starting with a completely undefined map and extending it with the "inversion" of each term in σ . However, terms in σ can be themselves neutral spines, headed by bound variables that we want to map to something in σ^{-1} . At such points, we try to compute a mapping by recursive pattern unification. Hence the term "nested pattern unification". The precise specification is a bit complicated, so we trace a particular example below.

- 1. Assuming a bound variable f, we aim to solve $\alpha (\lambda x y. f y x) = f$.
- 2. We try to invert $\lambda x y. f y x$ by mapping it to a fresh variable a. Goal: $(\lambda x y. f y x) \mapsto a$.
- 3. We decompose the inversion problem to $\forall x y. f y x \mapsto a x y$. Here \forall is a metatheoretic quantifier.
- 4. $f y x \mapsto a x y$ is now a nested pattern.
- 5. We invert the spine y x to $[x \mapsto b, y \mapsto c]$ for fresh b, c. We produce the solution $[f \mapsto \lambda b c. a c b]$.
- 6. Now $[f \mapsto \lambda b c. a c b]$ is the top-level partial inverse substitution, so we solve α to $\lambda a. f[f \mapsto \lambda b c. a c b]$, which is $\lambda a b c. a c b$.

¹That is, $((a:A) \rightarrow (b:Ba) \times Cab) \simeq ((b:(a:A) \rightarrow Ba) \times ((a:A) \rightarrow Ca(ba))).$

For an example which involves a partial term, consider α (fst x) =? (fst x). Here we decompose fst $x \mapsto a$ as $x \mapsto (a, \text{UNDEF})$, yielding the solution $\alpha := \lambda a. a$. The UNDEF disappears after we substitute the right hand side; but snd x there would have resulted in an error. Thus, UNDEF represents "out of scope" errors.

We implemented two slightly different versions of the algorithm, one in OCaml [Boc22] and one in Haskell [KB22], in experimental implementations of observational type theories. The implementations are tightly integrated with normalization-by-evaluation and they do not use global fresh name generation or naive term substitution.

References

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