Agda2Rust: A Study on an Alternative Backend for the Agda Compiler

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Agda

- Dependently typed functional programming language [1]
- Proof assistant
- Compiles to a different language
- Lazily evaluated
- Backends for Haskell and JavaScript

Rust

- General purpose systems language [2]
- Statically typed
- No garbage collection
- Compiled using an LLVM backend
- Collection of modern libraries

Motivation

- Support for FFI with more languages
- Increase Agda's industry adoption
- Haskell backend uses a lot of unsafe type casts
- Potential performance improvement
- Make use of Rust's library ecosystem

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1	data Nat : Set	2
2	zero : Nat	2
3	suc : Nat	2
4		
5	plus : Nat \rightarrow N	la
6	plus zero r	۱
7	plus (suc m) r	l

Figure 1: Natural number and plus definition in Agda

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- Limitations
- No higher-order functions
- Laziness implementation is incomplete
- Incorrect code generation for non-erased dependent types

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- Does not outperform the current Haskell backend
- Lazy evaluation adds significant performance overhead
- Rust and Rust-optimal are identical in performance so for strict evaluation: agda2rust generates almost optimal code

References:

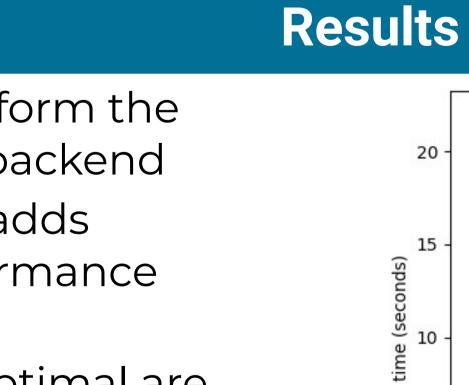
[1]: The Agda Team. 2022. The Agda Documentation. https://agda.readthedocs.io/en/v2.6.2.1/ [2]: The Rust Team. 2022. Rust Programming Language Website. https://www.rust-lang.org/

Implementation

```
where
→ Nat
at → Nat
= n
= suc (plus m n)
```

```
#[derive(Debug, Clone)]
     enum Nat {
        zero(),
         suc(Box<Nat>),
     fn zero() -> Nat {
         Nat::zero()
9
10
     type suc0 = impl FnOnce(Nat) -> Nat;
     fn suc() -> suc0 {
         move |a| Nat::suc(Box::new(a))
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     type plus0 = impl FnOnce(Nat) -> Nat;
     type plus1 = impl FnOnce(Nat) -> plus0;
     fn plus() -> plus1 {
         move |a| move |b| match a {
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             Nat::zero() => b,
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             Nat::suc(c) => suc()(plus()(*c)(b)),
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```

Figure 2: Generated strict Rust code of the natural number example



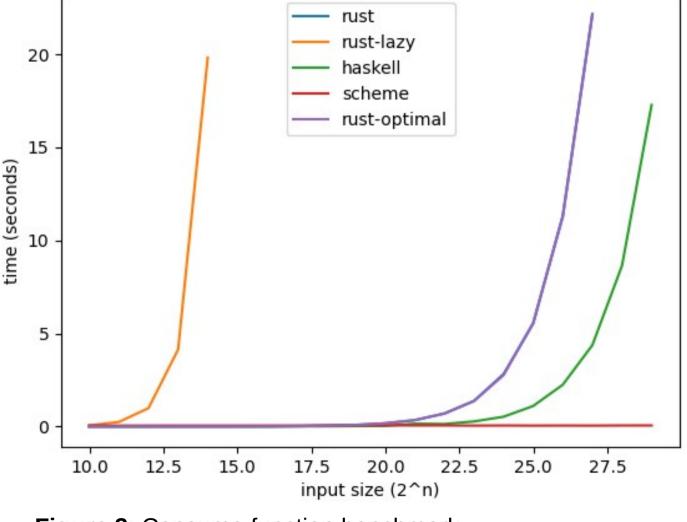


Figure 3: Consume function benchmark

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Conclusion

- Rust is not a suitable target language when performance is important
- Rust's type system makes code generation unnecessarily difficult
- The current generated code integrates very nicely into an existing Rust code base
- A redesign is required to make the backend featurecomplete

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Future Work

- Implement a more optimised thunk
- Add support for more built-in functions and data types
- Implement additional optimisations (removing erased types, built-in booleans, tail-call optimisation, ...)
- Redesign data type representation to allow full dependent type support
- Consider other systems languages like Zig or Nim

