

Deriving a Strongly Normalizing STG Machine

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Traditionally, compiled systems compute so called *weak head normal forms*, i.e. they perform no computations beneath λ -abstractions or case analyses. But for example in dependent type checking, *strong* normal forms are required to test for β -convertibility. This requires to deal with free variables since e. g. formal parameters of abstractions occur free in the body of the abstraction, and compiled code usually cannot deal with this free variables. Using an interpreter solves this problem, but has several disadvantages:

- Interpreted code has reduced performance compared to compiled code.
- When writing a compiler, an additional interpreter is needed just for type checking, so, two different parts of the code base have to be maintained.
- Differences between interpreter and compiler may result in computations having a different result at runtime than during type checking. This may violate type safety.

We present a strong normalization system for FUN, a simple lazy functional language, that overcomes this disadvantages by using compiled code for normalization and is well suited for dependent type checking. The generated code is efficient enough to be directly used as the final compiler output if type checking is successful. We start with a big step operational semantics, and transform it in several steps to an abstract machine executing pseudo-assembler code. The present work is a formalization of the implementation of Ulysses, a dependently typed lazy functional language informally introduced in [Kle08].

We extend the derivation of a compiled system from [dlEP03] to strong normalization. Therefore, following the strict implementation from [GL02], we extend a weak evaluator with *accumulators* representing irreducible expressions, and a read back phase.

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