On Applications of Dependent Types to Parameterised Digital Signal Processing Circuits

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github.com/cramsay/ idris_dsp_circuits

But first, what's Type Checking?

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```
char f(int x) {
    ...
    return y;
}
```

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And Dependent Types...

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Applications for generating DSP circuits?



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add : Bounded a -> Bounded b -> Bounded (a+b)

add (B x) (B y) = B (x+y)

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mulConst : Bounded a -> (c: Nat) ->
Bounded (a*c)

mulConst $(\mathbf{B} \times) \mathbf{c} = \mathbf{B} (\mathbf{x} \star \mathbf{c})$

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 Vect j (Bounded n) ->
 Bounded (n * sum ws)

dotProd ws xs = ...?

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```
dotProd {j=Z} _ = zeros
dotProd {j=S l} {n} (w :: ws) (x :: xs) =
  let y = add (mulConst x w) (dotProd ws xs)
  in rewrite dotProdDistrib n w l ws in y
```

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- · Expressed our intent (for wordlengths) precisely
 - A contract between fir's dev and its user...
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 - Ensuring wordlength is theoretical minimum
 - For all parameter sets, not just one instance

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 Bad faith implementation would just resize...
 We could encode arithmetic meaning with same tools, not just wordlengths.

Without Hogenauer pruning (R = 8, N = 3 and M = 1)



$$B_{j} = \left[-\log_{2} F_{j} + \log_{2} \sigma_{T_{2N+1}} + \frac{1}{2} \log_{2} \frac{6}{N} \right]$$

where F_j is the variance error for the j^{th} stage, $\sigma_{T_{2N+1}}$ is the total variance at the output due to truncation, N is the number of stages.

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Note that the first two terms have complicated definitions of their own, including cases, sums, exponentials, and binomial coefficients.

```
parameters (r, n, m, b_in, b_out : Nat)
```

```
cicStage : (j : Nat) ->
    Stream (Unsigned (hogenauer j )) ->
    Stream (Unsigned (hogenauer (j+1)))
```

cicStage = ...?

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¹E. Brady et al, "Constructing correct circuits: Verification of functional aspects of hardware specifications with dependent types"

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 Proving equivalence between whole circuit families...
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• User can do all of this — we just need to support dependent types

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• Proto-Quipper-D — Dependently typed tool for quantum circuits (Great tool from a different domain with similar challenges)

Thanks! Q&A?