

COMP 4161

NICTA Advanced Course

Advanced Topics in Software Verification



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Formal Methods



Coq

CONTENT

- Introduction
- Curry-Howard Isomorphism
- Coq Language
- Deduction rules
- Proofs in Coq
- Inductive definitions

INTRODUCTION

Main components:

- Logical Language

Calculus of Inductive Constructions (CIC)

- Proof Assistant

Incremental construction of proof trees

- Program Extractor

Possibility to extract programs from the constructive contents of proofs.

Exploiting the notion of **Curry-Howard isomorphism**

CREDITS

1985 CoC - Calculus of Constructions, T. Coquand

- Most expressive λ -calculus
(polymorphism, dependant types and higher order)
- Exploiting Curry-Howard isomorphism
- Limitation: no direct inductive definitions (functional encodings needed)

1989 CIC - Calculus of Inductive Constructions, T. Coquand, C. Paulin

- Extension with primitive inductive definitions

1989 First Release of Coq (CoC), G. Huet, T. Coquand

1989-2008 G. Dowek, C. Paulin, B. Werner, H. Herbelin, B. Barras, J-C. Fillitre, J. Courant, D. Delahaye, P. Loiseleur...



CURRY-HOWARD ISOMORPHISM

CURRY-HOWARD ISOMORPHISM - INTUITION

Intuition: Similarities between **typing** and **logic**

$$\frac{}{\Gamma \vdash x : \tau} \text{ var} \quad \text{if } [x : \tau] \in \Gamma$$

$$\frac{}{\Gamma \vdash A} \text{ ax} \quad \text{if } A \in \Gamma$$

$$\frac{\Gamma \vdash t_1 : \tau_2 \rightarrow \tau_1 \quad \Gamma \vdash t_2 : \tau_2}{\Gamma \vdash (t_1 t_2) : \tau_1} \text{ app}$$

$$\frac{\Gamma \vdash A \rightarrow B \quad \Gamma \vdash A}{\Gamma \vdash B} \text{ impD}$$

$$\frac{\Gamma \cup [x : \tau_1] \vdash t : \tau_2}{\Gamma \vdash (\lambda x. t) : \tau_1 \rightarrow \tau_2} \text{ abs}$$

$$\frac{\Gamma \cup [A] \vdash B}{\Gamma \vdash A \rightarrow B} \text{ impl}$$

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type \longleftrightarrow proposition

term \longleftrightarrow **proof**

CURRY-HOWARD ISOMORPHISM - THE CORE

type \longleftrightarrow proposition

term \longleftrightarrow proof

$T : \tau$ is a term T of type τ
 a proof T of the proposition τ

Proving a proposition (i.e. a type) is building an inhabitant of this type

Here comes the notion of *proof term*.

PLAYING WITH CURRY-HOWARD ISOMORPHISM

$A \rightarrow B$ is the type of a function that associates
 a **term** of **type** B to any **term** of **type** A
 a **proof** of the **proposition** A to any **proof** of the **proposition** B

A **proof** of $A \rightarrow B$ is a **term** p of **type** $A \rightarrow B$

a **term** of the form $(\lambda x. t)$

where x is a proof of A and t a proof of B

Derivation rules merge with typing rules:

$$\frac{\Gamma \cup [x : A] \vdash t : B}{\Gamma \vdash (\lambda x. t) : A \rightarrow B}$$

Checking a **proof** is **type-checking** the **proof term**

COQ LANGUAGE

Idea: everything is a term ! ... even types !

This gives

- polymorphism

Examples: $eq : \forall \tau. \tau \rightarrow \tau \rightarrow Prop$ (Isabelle: `eq::'a→'a→ bool`)

$refl_eq : \forall \tau. \forall x : \tau. x = x$ (Isabelle's `refl::?x=?x`)

- dependant types

Examples: $\forall n : nat. (list\ n)$

$\forall n : nat. n > 1 \rightarrow (list\ n)$

$append : \forall n : nat. (list\ n) \rightarrow$

$\forall m : nat. (list\ m) \rightarrow (list\ (n + m))$

(no type variable, no schematic, no free variable, only terms and forall)

Idea: everything is a term ! ... even types !

Problem: if a type is a term, then it has a type !

Indeed.

- The type of a type is always a constant of the language called a **sort**.
- The two basic sorts in the language are:
 - **Prop**: type of propositions
 - **Set**: type of specifications (programs + usual sets - bool, nat, etc)

OK but **Set** and **Prop** are types... so they are terms... so they have a type!

Prop: Type Set: Type

OK but **Type** is a type.....

Type=Type(0) Type(i) :Type (i+1)

... don't ask me more !

COQ LANGUAGE

Terms: $t ::= v \mid c \mid (t \ t) \mid (\lambda x : t. t) \mid$
 $\text{Prop} \mid \text{Set} \mid \text{Type} \mid$
 $(\forall x : t. t)$

$(\forall x : A. B)$ is the **dependent product**

It may represent any of the following:

$(\forall n : \text{nat}. n + 0 = n)$

$(\forall n : \text{nat}. (\text{list } n))$

$(\forall A : \text{Prop}. A = A \vee A)$

$\text{nat} \rightarrow \text{bool}$

$(\forall n : \text{nat}. \text{bool})$

$A \rightarrow (A \rightarrow B) \rightarrow B$

$(\forall pa : A. (\forall pab : A \rightarrow B. B))$

$(\forall x : A. B)$ is written $A \rightarrow B$ if B does not depend on x

DEDUCTION RULES

DEDUCTION RULES

Only one **intro rule**, one **apply rule** and one **assumption rule**:

$$\frac{}{\Gamma \vdash x : A} \text{ assumption if } [x : A] \in \Gamma$$

$$\frac{\Gamma \cup [x : T] \vdash t : U}{\Gamma \vdash (\lambda x : T. t) : \forall x : T. U} \text{ intro (dependent)}$$

$$\frac{\Gamma \vdash t : (\forall x : U. T) \quad \Gamma \vdash u : U}{\Gamma \vdash (t u) : T[x \leftarrow u]} \text{ apply (dependent)}$$

$$\frac{\Gamma \cup [x : T] \vdash t : U}{\Gamma \vdash (\lambda x : T. t) : T \rightarrow U} \text{ intro (non dependent)}$$

$$\frac{\Gamma \vdash t : U \rightarrow T \quad \Gamma \vdash u : U}{\Gamma \vdash (t u) : T} \text{ apply (non dependent)}$$

PROOFS IN Coq

VERNACULAR COMMANDS

Display and Request the Environment

Check	gives	the type of a term	(Check true.)
		the statement of a proof name	(Check refl_equal.)
		the type of a type	(Check bool.)
Print	gives	the definition of a variable	(Print true.)
		the proof term of a proof name	(Print refl_equal.)
		the definition of a type	(Print bool.)
Search	(Search eq.)		
Locate	(Locate nat.)		

DEMO

PROOFS IN COQ

General Schema:

Lemma name: <proposition>.

Proof.

<tactic>.

<tactic>.

...

Qed.

Alternatives: Lemma/Theorem/Remark/Fact or Goal (no name)

Defined/Save/Admitted

Notations:

$\lambda x : T. t$ is written `fun x:T => t`

$\forall x : T. t$ is written `forall x:T, t`

$\forall x : T. \forall y : T. t$ is written `forall x y :T, t`

$\forall x : T. \forall y : U. t$ is written `forall (x:T)(y:U), t`

Tactics `assumption`, `intro` and `apply`:

$$\frac{}{\Gamma \vdash x : A} \text{ assumption if } [x : A] \in \Gamma$$

$$\frac{\Gamma \cup [x : T] \vdash t : U}{\Gamma \vdash (\text{fun } x : T \Rightarrow t) : T \rightarrow U} \text{ intro}$$

$$\frac{\Gamma \cup [x : T] \vdash t : U}{\Gamma \vdash (\text{fun } x : T \Rightarrow t) : \text{forall } x : T, U} \text{ intro}$$

$$\frac{\Gamma \vdash t : U \rightarrow T \quad \Gamma \vdash u : U}{\Gamma \vdash (t u) : T} \text{ apply } t$$

DEMO

TACTICAL

`tactic1 ; tactic2.`

applies `tactic2` to all subgoals generated by `tactic1`
(if only one, just chaining)

`tactic0 ; [tactic1 | ... | tacticn].`

applies `tactici` to the *i*-th subgoal generated by `tactic0`

DEMO

INDUCTIVE DEFINITIONS

INDUCTIVE (CIC)

Everything is defined inductively.

- Inductive types

```
Inductive nat : Set :=
  | 0 : nat
  | S : nat -> nat.
```

- Inductively defined functions:

```
Fixpoint plus (n m:nat) {struct n} : nat :=
  match n with
  | 0 => m
  | S p => S (plus p m)
  end.
```


INDUCTIVE (CIC)

Everything is defined inductively.

- Inductive predicates

```

Inductive is_even : nat -> Prop :=
  Zero_is_even : is_even 0
| Succ_even     : forall n:nat,
                  is_even n -> is_even (S(S n)).
  
```

- proof by induction:

```

induction n.
destruct n.
inversion H.
discriminate.
injection H.
...
  
```

INDUCTIVE (CIC)

But also:

```
Inductive True : Prop :=
  I : True.
```

```
Inductive False : Prop :=.
```

```
Inductive and (A B:Prop) : Prop :=
  conj : A -> B -> A and B.
```

```
Inductive or (A B:Prop) : Prop :=
  | or_introl : A -> A or B
  | or_intror : B -> A or B
```

...

...

...

DEMO

LEARN MORE

<http://coq.inria.fr/>