Part 2. The K framework in DEDUKTI

Amélie LEDEIN

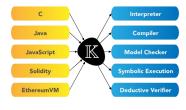






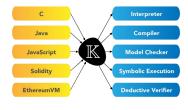
K framework in a nutshell

- Semantical framework
 - to define formal semantics of programming languages
 - to automatically generate tools from these semantics



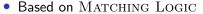
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- Semantical framework
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- Based on MATCHING LOGIC
 - → an untyped 1st order logic with fixpoints and a "next" operator

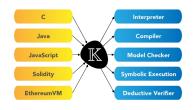


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→ an untyped 1st order logic with fixpoints and a "next" operator



ullet Common feature: \mathbb{K} and $\mathrm{Dedukti}$ are based on rewriting.

Characteristic of rewriting	K	Dedukti
At any position	1	✓
Non-linearity	1	✓
Conditional	1	X
Rewriting modulo ACUI	1	Х

Two steps to define a \mathbb{K} semantics:

- Syntax
- Semantics

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- Syntax
 - BNF grammar
- Semantics
 - Configuration = State of the program Example: $\langle\langle \ x+17\ \rangle_k\ \langle\ x\mapsto 25\ \rangle_{\mathit{env}}\rangle$
 - **Rewriting rule** on configurations (\sim transition system)

```
 \left\{ \left\langle \text{ while } 0 < x \ \left\{ \text{ x---} \right\} \right. \right\} \left\langle \left( \text{ x } \mapsto 1 \right. \right\rangle_{env} \right\}
```

```
\overbrace{\left\langle \text{ if } 0 < \text{x then x-- ; while } 0 < \text{x } \{ \text{ x-- } \} \text{ ; else . ; } \right\rangle_k}
```

```
\left\{ \left\langle \text{ if true then x-- ; while 0 < x } \left\{ \text{ x--- } \right\} \text{ ; else . ; } \right\rangle_k \right. \\ \left\langle \text{ x } \mapsto 1 \right. \left. \left\langle \text{ env} \right. \right.
```

$$\begin{cases} \langle \cdot, \cdot \rangle_k \\ \langle \cdot x \mapsto 0 \cdot \rangle_{env} \end{cases}$$

```
\langle \mathbf{x} = \mathbf{1} ; \text{ while } 0 < \mathbf{x} \{ \mathbf{x} - - \} ; \rangle_k
\langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                                       \langle while 0 < x { x-- } ; \rangle_k
\langle x \mapsto 1 \rangle_{env}
              \{ \langle if 0 < x then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
                \langle x \mapsto 1 \rangle_{env}
                                                                *
               \langle if true then x-- ; while 0 < x { x-- } ; else . ; \rangle_k
                \langle x \mapsto 1 \rangle_{env}
                                                                                 \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                                 \langle x \mapsto 0 \rangle_{env}
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\langle x = 1 ; while 0 < x { x-- } ; \rangle_k
\langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                             \langle while 0 < x { x-- } ; \rangle_k
\langle x \mapsto 1 \rangle_{env}
             \{ \langle if 0 < x then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
                                                        *
             \langle if true then x-- ; while 0 < x { x-- } ; else . ; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                                       \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                       \langle x \mapsto 0 \rangle_{env}
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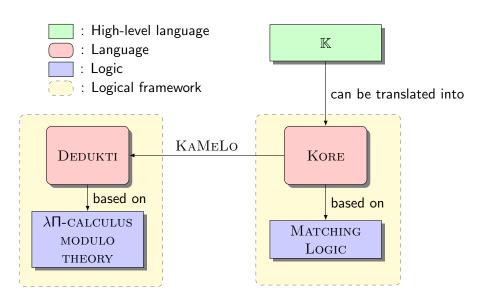
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\langle x = 1 ; while 0 < x { x-- } ; \rangle_k
\langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
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\langle x \mapsto 1 \rangle_{env}
             \{ \langle if 0 < x then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                          *
             \langle if true then x--; while 0 < x { x--}; else .; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                                        \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                         \langle x \mapsto 0 \rangle_{env}
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\langle x \mapsto 1 \rangle_{env}
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              \langle x \mapsto 1 \rangle_{env}
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             \langle if true then x--; while 0 < x \{ x--\}; else .; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                                         \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                         \langle x \mapsto 0 \rangle_{env}
```

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\langle x = 1 ; while 0 < x { x-- } ; \rangle_k
\langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                               \langle while 0 < x { x-- } ; \rangle_k
\langle x \mapsto 1 \rangle_{env}
             \{ \langle if 0 < x then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                          *
              \langle if true then x-- ; while 0 < x { x-- } ; else . ; \rangle_k
              \langle x \mapsto 1 \rangle_{env}
                                                                         \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                         \langle x \mapsto 0 \rangle_{env}
```

```
\langle x = 1 ; while 0 < x { x-- } ; \rangle_k
                                   \langle nil \rangle_{env}
\langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                                     \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                                     \langle x \mapsto 42 \rangle_{env}
\langle x \mapsto 1 \rangle_{env}
              \{ \langle if 0 < x then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
               \langle x \mapsto 1 \rangle_{env}
                                                              *
               \langle if true then x-- ; while 0 < x \{ x-- \} ; else . ; \rangle_k
               \langle x \mapsto 1 \rangle_{env}
                                                                              \langle \text{ while } 0 < x \{ x-- \} ; \rangle_k
                                                                              \langle x \mapsto 0 \rangle_{env}
```

Pipeline of the translation



Translate K into DEDUKTI

How to do it?

How to do it?

• What is the purpose of the translation?

Translate K into Dedukti

How to do it?

- What is the purpose of the translation?
- What do we want to do with the result of the translation?

1 A shallow encoding to execute a program in Dedukti

② A deep encoding to check proofs in DEDUKTI Translate MATCHING LOGIC constructors, notations and symbols Translate MATCHING LOGIC proof system

Conclusion

Kore: A Matching Logic theory

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axiom(R) \exists(R) (Val:Sortint{}, \equals{Sortint{}, R} (Val:Sortint{}, Lbl'UndsPlus'Int'Unds'{}(K8:SortInt{}, K1:SortInt{}))) |functional{}()| // functional
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Kore: A Matching Logic theory

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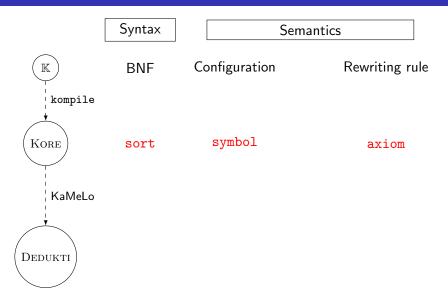
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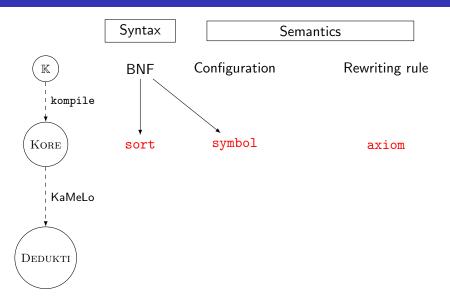
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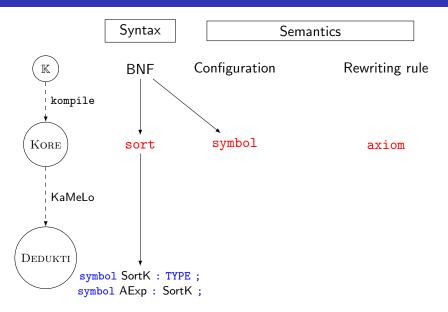
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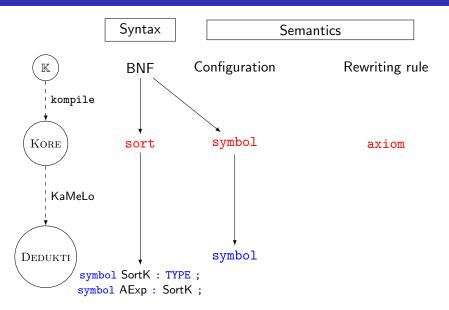
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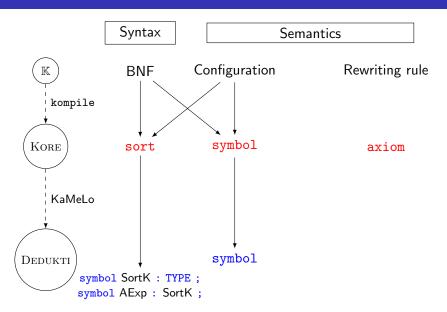
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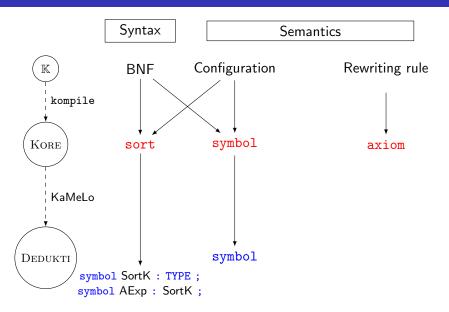


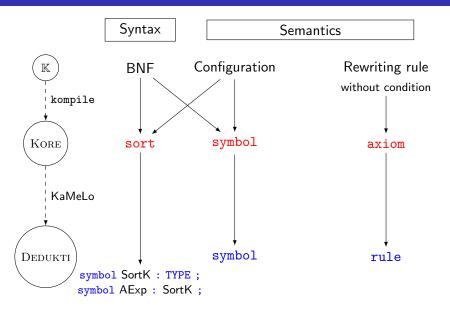


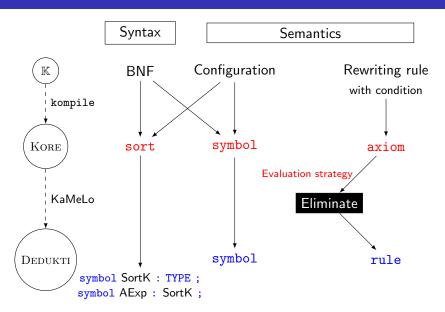


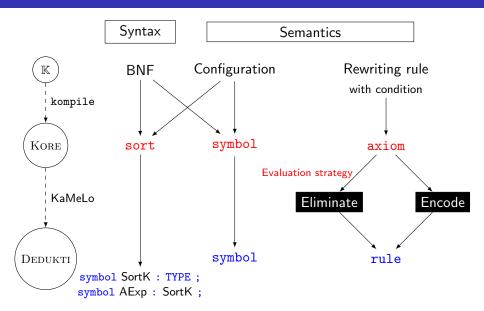












Translate evaluation strategies

Generated rules to define evaluation strategies:

Key ideas:

Evaluation is ordering thanks to a list.

$$(E_1 \text{ and } E_2) \wedge E_3 \wedge .$$

• Evaluated expressions have a specific type.

Translate evaluation strategies

Generated rules to define evaluation strategies:

1. rule E_1 and $E_2 \Rightarrow E_1 \land (*^1_{and} E_2)$ requires $E_1 \notin Bool$ 2. rule $E_1 \land (*^1_{and} E_2) \Rightarrow E_1$ and E_2 requires $E_1 \in Bool$

Translation into DEDUKTI:

1. Instantiation of E_1 :

```
a. rule \langle \text{ (not $X1) and $E2 } \curvearrowright \$s \rangle_k

\hookrightarrow \langle \text{ (not $X1) } \curvearrowright (\$^1_{\text{and}} \$E2) \curvearrowright \$s \rangle_k

b. rule \langle \text{ ($X1 and $X2) and $E2 } \curvearrowright \$s \rangle_k

\hookrightarrow \langle \text{ ($X1 and $X2) } \curvearrowright (\$^1_{\text{and}} \$E2) \curvearrowright \$s \rangle_k
```

2. rule $\langle (inj \$E1) \land (\$^1_{and} \$E2) \land \$s \rangle_k$ $\hookrightarrow \langle (inj \$E1) \text{ and } \$E2 \land \$s \rangle_k$ The grammar of **BExp**:

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¹Patrick Viry, Elimination of Conditions, Journal of Symbolic Computation, 1999

• Example 1:

- (1) rule max X Y => Y requires X <Int Y
- (2) rule $max \ X \ Y \Rightarrow X \ requires \ X >=Int \ Y$

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¹Patrick Viry, Elimination of Conditions, Journal of Symbolic Computation, 1999

• Example 1:

- (1) rule max X Y => Y requires X <Int Y
- (2) rule max X Y => X requires X >= Int Y

translated into

(0) rule max $x y \hookrightarrow max x y (x < y) (x \ge y)$

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Example 1:

- (1) rule max X Y => Y requires X <Int Y
- (2) rule max X Y => X requires X >=Int Y

translated into

- (0) rule max $x y \hookrightarrow max x y (x < y) (x < y)$
- (1') rule \flat max x y true $_ \hookrightarrow y$
- (2') rule \flat max \$x \$y true $\hookrightarrow \$x$

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¹Patrick Viry, Elimination of Conditions, Journal of Symbolic Computation, 1999

Translate a CTRS to a TRS¹

Example 1:

- (1) rule max X Y => Y requires X <Int Y
- (2) rule max X Y => X requires X >= Int Y

translated into

- (0) rule max $x y \hookrightarrow b max x y (x < y) (x \ge y)$
- (1') rule \flat max $\$x \$y true _ \hookrightarrow \y
- (2') rule \flat max \$x \$y true $\hookrightarrow \$x$

• Example 2:

- (A) rule max X Y => Y requires X <Int Y
- (B) rule max $X Y \Rightarrow X$ [owise]

translated into

- (\aleph) rule max $x y \hookrightarrow max x y (x < y)$
- (A') rule \flat max x \$y true $\hookrightarrow y$
- (B') rule \flat max x \$y false $\hookrightarrow x$

8/22

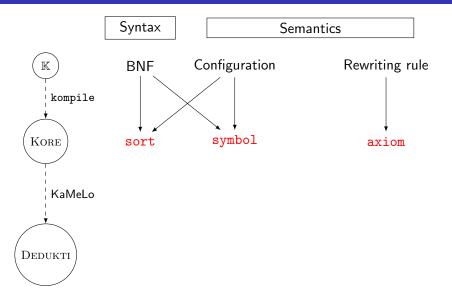
¹Patrick Viry, Elimination of Conditions, Journal of Symbolic Computation, 1999

A shallow encoding to execute a program in DEDUKTI

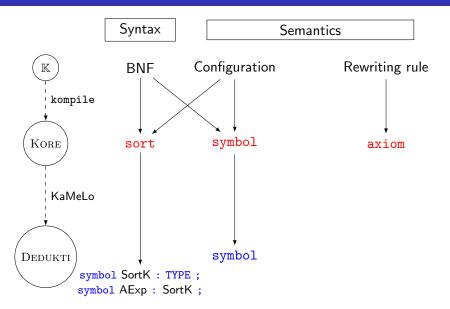
2 A deep encoding to check proofs in DEDUKTI
Translate MATCHING LOGIC constructors, notations and symbols
Translate MATCHING LOGIC proof system

3 Conclusion

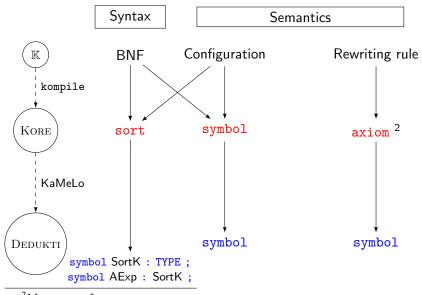
Translation from K to Dedukti



Translation from K to Dedukti



Translation from K to Dedukti



²Matching Logic pattern

A shallow encoding to execute a program in DEDUKTI

2 A deep encoding to check proofs in DEDUKTI Translate MATCHING LOGIC constructors, notations and symbols Translate MATCHING LOGIC proof system

Conclusion

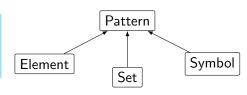
$Matching \ Logic \ \text{defines patterns}$

$$\varphi ::= x \mid X \mid \sigma \mid \varphi @ \varphi \mid \bot \mid \varphi \rightarrow \varphi \mid \exists x.\varphi \mid \mu X.\varphi$$

MATCHING LOGIC defines patterns

$$\varphi ::= x \mid X \mid \sigma \mid \varphi @ \varphi \mid \bot \mid \varphi \rightarrow \varphi \mid \exists x.\varphi \mid \mu X.\varphi$$

```
symbol #Pattern : TYPE;
symbol #Element : TYPE;
symbol #Set : TYPE;
symbol #Symbol : TYPE;
```



The next symbol:

```
symbol • : #Symbol; // Symbol
```

MATCHING LOGIC defines patterns

```
\varphi ::= x \mid X \mid \sigma \mid \varphi @ \varphi \mid \bot \mid \varphi \rightarrow \varphi \mid \exists x.\varphi \mid \mu X.\varphi
```

```
symbol #Pattern : TYPE;
symbol #Element : TYPE;
symbol #Set : TYPE;
symbol #Symbol : TYPE;
Symbol #Symbol : TYPE;
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```

MATCHING LOGIC defines patterns

```
\varphi ::= x \mid X \mid \sigma \mid \varphi @ \varphi \mid \bot \mid \varphi \rightarrow \varphi \mid \exists x. \varphi \mid \mu X. \varphi
```

```
symbol #Pattern : TYPE;
symbol #Element : TYPE;
symbol #Set : TYPE;
symbol #Symbol : TYPE;
Symbol #Symbol : TYPE;
Symbol #Symbol : TYPE;
```

```
\begin{array}{lll} \texttt{symbol} & \texttt{injEl} & : \texttt{ \#Element} \to \texttt{\#Pattern}; \\ \texttt{symbol} & \texttt{injSet} & : \texttt{ \#Set} \to \texttt{\#Pattern}; \\ \texttt{symbol} & \texttt{injSym} & : \texttt{ \#Symbol} \to \texttt{\#Pattern}; \\ \end{array}
```

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Notations vs Symbols

• Notations are syntactic sugar:

```
\begin{array}{l} {\rm symbol} \  \, \neg_{\rm ML} : \  \, \#{\rm Pattern} \, \to \, \#{\rm Pattern}; \\ {\rm rule} \  \, \neg_{\rm ML} \  \, \$\varphi \hookrightarrow \$\varphi \Rightarrow_{\rm ML} \bot_{\rm ML}; \\ \\ {\rm symbol} \  \, \lor_{\rm ML} : \  \, \#{\rm Pattern} \, \to \, \#{\rm Pattern} \, \to \, \#{\rm Pattern}; \\ \\ {\rm rule} \  \, \$\varphi 0 \  \, \lor_{\rm ML} \  \, \$\varphi 1 \hookrightarrow (\lnot_{\rm ML} \  \, \$\varphi 0) \Rightarrow_{\rm ML} \$\varphi 1; \end{array}
```

Symbols are patterns:

① A shallow encoding to execute a program in DEDUKTI

2 A deep encoding to check proofs in DEDUKTI
Translate MATCHING LOGIC constructors, notations and symbols
Translate MATCHING LOGIC proof system

Conclusion

MATCHING LOGIC proof system

FOL Reasoning

$$\frac{}{(\varphi \rightarrow (\psi \rightarrow \varphi)} \text{ (Prop 1)}$$

$$\frac{}{(\varphi \rightarrow (\psi \rightarrow \theta)) \rightarrow ((\varphi \rightarrow \psi) \rightarrow (\varphi \rightarrow \theta))} \text{ (Prop 3)}$$

$$\frac{}{((\varphi \rightarrow \bot) \rightarrow \bot) \rightarrow \varphi} \text{ (Prop 3)}$$

$$\frac{\varphi_1 \quad \varphi_1 \rightarrow \varphi_2}{\varphi_2} \text{ (Modus Ponens)}$$

$$\frac{}{\varphi[y/x] \rightarrow \exists x. \varphi}$$
 (\exists -Quantifier)

$$\frac{\phi_1 \ \rightarrow \ \phi_2 \ (\textit{when } x \notin \mathit{FV}(\phi_2))}{(\exists \textit{x}.\phi_1) \ \rightarrow \ \phi_2} \ (\exists \textit{-Generalization})$$

Technical rules

$$\frac{\frac{}{\exists x.x} \text{ (Existence)}}{\neg (C_1[x \land \varphi] \land C_2[x \land \neg \varphi])} \text{ (Singleton)}$$

Frame Reasoning

$$\frac{C[\bot] \rightarrow \bot}{C[\phi_1 \lor \phi_2] \rightarrow C[\phi_1] \lor C[\phi_2]} (Propagation_{\lor})$$

$$\frac{(when \ x \notin FV(C))}{C[\exists x.\phi] \rightarrow \exists x.C[\phi]} (Propagation_{\exists})$$

$$\frac{\phi_1 \rightarrow \phi_2}{C[\phi_1] \rightarrow C[\phi_2]} (Framing)$$

Fixpoint Reasoning

$$\frac{\varphi}{\varphi[\psi/X]} \text{ (Set Variable Substitution)}$$

$$\frac{\varphi[(\mu X.\varphi/X)] \rightarrow \mu X.\varphi}{\varphi[(\mu X.\varphi/X)] \rightarrow \psi} \text{ (Knaster-Tarski)}$$

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Propositional fragment

$$\frac{}{\varphi \rightarrow (\psi \rightarrow \varphi)} \text{ (Prop 1)}$$

$$\frac{}{(\varphi \rightarrow (\psi \rightarrow \theta)) \rightarrow ((\varphi \rightarrow \psi) \rightarrow (\varphi \rightarrow \theta))} \text{ (Prop 2)}$$

$$\frac{}{((\varphi \rightarrow \bot) \rightarrow \bot) \rightarrow \varphi} \text{ (Prop 3)}$$

$$\frac{\varphi_1 \quad \varphi_1 \rightarrow \varphi_2}{\varphi_2} \text{ (Modus Ponens)}$$

→ No difficulty!

As usual:

injective symbol Prf : $\#Pattern \rightarrow TYPE;$

Propositional fragment

```
\begin{array}{l} \bullet \  \, \overline{\varphi \ \rightarrow \ (\psi \ \rightarrow \ \varphi)} \ \ \text{(Prop 1)} \\ \\ \text{symbol prop-1} \ : \ \Pi \ (\varphi \ \psi \ : \ \texttt{\#Pattern)} \, , \\ \\ \text{Prf} \ (\varphi \Rightarrow_{_{\mathsf{ML}}} (\psi \Rightarrow_{_{\mathsf{ML}}} \varphi)) \, ; \end{array}
```

Propositional fragment

$$\begin{array}{l} \bullet \\ \hline \varphi \\ \hline \rightarrow \\ (\psi \\ \hline \rightarrow \\ \varphi) \end{array} \text{(Prop 1)} \\ \\ \texttt{symbol prop-1} : \Pi \ (\varphi \\ \psi : \texttt{\#Pattern)}, \\ \\ \texttt{Prf} \ (\varphi \Rightarrow_{\mathsf{MI}} (\psi \Rightarrow_{\mathsf{MI}} \varphi)); \end{array}$$

$$\bullet \ \overline{(\varphi \ \rightarrow \ (\psi \ \rightarrow \ \theta)) \ \rightarrow \ ((\varphi \ \rightarrow \ \psi) \ \rightarrow \ (\varphi \ \rightarrow \ \theta))} \ (\mathsf{Prop} \ 2)$$

 \rightarrow To be done as an exercise!

•
$$\overline{((\varphi \rightarrow \bot) \rightarrow \bot) \rightarrow \varphi}$$
 (Prop 3)

 \rightarrow To be done as an exercise!

$$ullet$$
 $rac{arphi_1 \qquad arphi_1 \quad o \quad arphi_2}{arphi_2}$ (Modus Ponens)

```
\begin{array}{lll} \texttt{symbol} & \texttt{mp} \; : \; \mathsf{\Pi} \; \left( \varphi 1 \; \varphi 2 \; : \; \texttt{\#Pattern} \right), \\ & \mathsf{Prf} \; \; \varphi 1 \; \to \mathsf{Prf} \; \left( \varphi 1 \Rightarrow_{\mathsf{MI}} \; \varphi 2 \right) \; \to \; \mathsf{Prf} \; \; \varphi 2; \end{array}
```

A MATCHING LOGIC proof encoded into DEDUKTI

$$\frac{\Gamma \vdash \varphi \to \alpha}{\Gamma \vdash \varphi \to \alpha} \text{ (P1)} \qquad \frac{\overline{\Gamma \vdash \varphi \to (\alpha \to \varphi)} \quad \text{(P1)} \quad \overline{\Gamma \vdash (\varphi \to (\alpha \to \varphi)) \to ((\varphi \to \alpha) \to \alpha)}}{\Gamma \vdash (\varphi \to \alpha) \to \alpha} \text{ (MP)}$$

$$\frac{\Gamma \vdash \alpha}{\text{avec } \alpha \equiv \varphi \to \varphi} \qquad \frac{\Gamma \vdash \alpha}{\Gamma \vdash \alpha} \qquad \frac{\Gamma \vdash \alpha}{\Gamma} \qquad \frac$$

```
symbol imp-identity : \Pi \varphi 0, Prf (\varphi 0 \Rightarrow_{M} \varphi 0) :=
     \lambda \varphi 0,
           mp (\varphi 0 \Rightarrow_{M} (\varphi 0 \Rightarrow_{M} \varphi 0))
                     (\varphi 0 \Rightarrow_{M} \varphi 0)
                     (prop-1 \varphi 0 \varphi 0)
                     (\mathsf{mp}\ (\varphi 0 \Rightarrow_{\mathsf{MI}} ((\varphi 0 \Rightarrow_{\mathsf{MI}} \varphi 0) \Rightarrow_{\mathsf{MI}} \varphi 0))
                                 ((\varphi 0 \Rightarrow_{M} (\varphi 0 \Rightarrow_{M} \varphi 0)) \Rightarrow_{M} (\varphi 0 \Rightarrow_{M} \varphi 0))
                                 (prop-1 \varphi 0 (\varphi 0 \Rightarrow_{M} \varphi 0))
                                 (prop-2 \varphi 0 (\varphi 0 \Rightarrow_{M} \varphi 0) \varphi 0));
```

$$\frac{}{\varphi[y/x] \ o \ \exists x. arphi}$$
 (∃-Quantifier)

$$\frac{\varphi_1 \ \to \ \varphi_2 \quad \text{(when } x \notin FV(\varphi_2)\text{)}}{(\exists x. \varphi_1) \ \to \ \varphi_2} \ (\exists \text{-Generalization})$$

$$\frac{}{\varphi[y/x] \ \rightarrow \ \exists x.\varphi} \ (\exists \text{-Quantifier})$$

$$\frac{\varphi_1 \ \rightarrow \ \varphi_2 \quad \text{(when } x \notin FV(\varphi_2)\text{)}}{(\exists x.\varphi_1) \ \rightarrow \ \varphi_2} \ (\exists \text{-Generalization})$$

Problems:

- Substitution
- Checking of free variable

$$\overline{\varphi[y/x] \
ightarrow \ \exists x. arphi}$$
 (∃-Quantifier)

$$\frac{\varphi_1 \ \rightarrow \ \varphi_2 \ \ (\textit{when} \ \textit{x} \notin \textit{FV}(\varphi_2))}{(\exists \textit{x}.\varphi_1) \ \rightarrow \ \varphi_2} \ (\exists \textit{-} \mathsf{Generalization})$$

Problems:

- Substitution
- Checking of free variable
- → Solution: HOAS

```
\begin{array}{ll} \bullet & \overline{\varphi[y/x]} & \to & \exists x.\varphi \\ \\ \texttt{symbol} & \texttt{ex-quantifier} : \\ & \Pi(\varphi : \texttt{\#Element} \to \texttt{\#Pattern}) \\ & (\texttt{y} : \texttt{\#Element}), \\ & \texttt{Prf} & (\varphi \ \texttt{y} \Rightarrow_{\texttt{ML}} (\exists_{\texttt{ML}} \varphi)) \ ; \end{array}
```

Very close to $\overline{\varphi} \to \exists x. \varphi$ (\exists -Quantifier) because α -renaming is done by the <code>DEDUKTI</code> binder.

Framing reasoning

$$\begin{array}{cccc} & & & \\ \hline C[\bot] & \to & \bot & (Propagation_\bot) \\ \\ \hline \hline C[\varphi_1 & \lor & \varphi_2] & \to & C[\varphi_1] & \lor & C[\varphi_2] & (Propagation_\lor) \\ \\ & & & & \\ \hline \frac{\varphi_1 & \to & \varphi_2}{C[\varphi_1]} & \to & C[\varphi_2] & (Framing) \\ \\ & & & & \\ \hline \frac{(when \ x \notin FV(C))}{C[\exists x.\varphi] & \to & \exists x.C[\varphi]} & (Propagation_\exists) \end{array}$$

Framing reasoning

$$\begin{array}{cccc} & & & \\ \hline \hline {\it C[\bot]} & \rightarrow & \bot & ({\it Propagation}_\bot) \\ \\ \hline \hline {\it C[\varphi_1 \ \lor \ \varphi_2]} & \rightarrow & {\it C[\varphi_1]} \ \lor & {\it C[\varphi_2]} & ({\it Propagation}_\lor) \\ \\ & & & & \\ \hline \hline {\it \frac{\varphi_1 \ \rightarrow \ \varphi_2}{\it C[\varphi_1]} \ \rightarrow \ \it C[\varphi_2]} & ({\it Framing}) \\ \\ & & & & \\ \hline {\it \frac{(when \ x \notin FV(C))}{\it C[\exists x.\varphi]} \ \rightarrow \ \exists x. \it C[\varphi]} & ({\it Propagation}_\exists) \\ \hline \end{array}$$

Problem:

• Application context $C := \Box \mid C @ \varphi \mid \varphi @ C$

Frame reasoning - Application context

Model the BNF grammar $C := \Box \mid C @ \varphi \mid \varphi @ C$:

```
symbol #AC : TYPE ; symbol HOLE : #AC ; symbol ACleft : #AC \rightarrow #Pattern \rightarrow #AC ; symbol ACright : #Pattern \rightarrow #AC \rightarrow #AC ;
```

Frame reasoning - Application context

Model the BNF grammar $C ::= \Box \mid C @ \varphi \mid \varphi @ C$:

```
symbol #AC : TYPE ; symbol HOLE : #AC ; symbol ACleft : #AC \rightarrow #Pattern \rightarrow #AC ; symbol ACright : #Pattern \rightarrow #AC \rightarrow #AC ;
```

$$\overline{C[\bot] \ o \ \bot} \ (Propagation_\bot)$$

Frame reasoning - Application context

Model the BNF grammar $C ::= \Box \mid C @ \varphi \mid \varphi @ C$:

```
symbol #AC : TYPE ; symbol HOLE : #AC ; symbol ACleft : #AC \rightarrow #Pattern \rightarrow #AC ; symbol ACright : #Pattern \rightarrow #AC ;
```

Translate an application context into a pattern:

```
Model the BNF grammar C := \Box \mid C \circ \varphi \mid \varphi \circ C:
symbol #AC : TYPE ;
symbol HOLE : #AC ;
symbol ACleft : \#AC \rightarrow \#Pattern \rightarrow \#AC;
symbol ACright : #Pattern \rightarrow #AC \rightarrow #AC ;
Translate an application context into a pattern:
symbol AC2P : #AC \rightarrow #Pattern \rightarrow #Pattern ;
rule AC2P HOLE x \hookrightarrow x;
rule AC2P (AC1eft C P) x \hookrightarrow (AC2P C x) Q_M P;
rule AC2P (ACright P \ C) \ x \hookrightarrow P \ M \ (AC2P \ C \ x) ;
Translate the rule \overline{C[\bot] \rightarrow \bot} (Propagation_\bot):
symbol propag-bot :
   \Pi(C : \#AC), Prf (AC2P C \perp_{MI} \Rightarrow_{MI} \perp_{MI});
type propag-bot (ACright (injSym •) HOLE);
   // Prf ((injSym \bullet) \mathcal{Q}_{MI} \perp_{MI} \Rightarrow_{MI} \perp_{MI})
```

Frame reasoning - Rules

- $\overline{C[\bot]} \rightarrow \bot$ (*Propagation*_{\bot}) \rightarrow Already done!
- $\overline{C[arphi_1 \ ee \ arphi_2] \
 ightarrow \ C[arphi_1] \ ee \ C[arphi_2]}$ (Propagation $_ee$)
 - \rightarrow To be done as an exercise!
- $\dfrac{arphi_1 \ o \ arphi_2}{C[arphi_1] \ o \ C[arphi_2]}$ (Framing) o To be done as an exercise!
- $\frac{(\textit{when } \textit{x} \notin \textit{FV}(\textit{C}))}{\textit{C}[\exists \textit{x}.\varphi] \ \rightarrow \ \exists \textit{x}.\textit{C}[\varphi]} \ (\textit{Propagation}_\exists)$
 - → Combine HOAS + Application context

Fixpoint reasoning

$$\frac{\varphi}{\varphi[\psi/X]} \text{ (Set Variable Substitution)}$$

$$\frac{\varphi[(\mu X.\varphi)/X] \ \to \ \mu X.\varphi}{\varphi[(\mu X.\varphi)/X] \ \to \ \psi} \text{ (PreFixpoint)}$$

$$\frac{\varphi[\psi/X] \ \to \ \psi}{(\mu X.\varphi) \ \to \ \psi} \text{ (Knaster-Tarski)}$$

Problem:

• Is there a problem?

Fixpoint reasoning

```
• \frac{\varphi}{\varphi[\psi/X]} (Set Variable Substitution)
• \overline{\varphi[(\mu X.\varphi)/X]} \rightarrow \mu X.\varphi (PreFixpoint)
    symbol Pre-fixpoint :
        \Pi (\varphi: #Pattern \rightarrow #Pattern),
        Prf (\varphi (\mu_{MI} \varphi) \Rightarrow_{MI} (\mu_{MI} \varphi) );
• \frac{\varphi[\psi/X] \rightarrow \psi}{(\psi X \ \varphi) \rightarrow \psi} (Knaster-Tarski)
    symbol Knaster-Tarski :
```

```
\Pi(\varphi : \#Pattern \rightarrow \#Pattern)
(\psi : \#Pattern),
Prf ( \varphi \psi \Rightarrow_{\mathsf{M}} \psi ) \rightarrow
Prf ( (\mu_{\text{MI}} \varphi) \Rightarrow_{\text{MI}} \psi );
```

```
{\tt symbol} \;\; \mu_{\scriptscriptstyle \sf MI} \quad : \;\; ({\tt \#Pattern} \, \to \, {\tt \#Pattern}) \, \to \, {\tt \#Pattern} \, ;
```

Fixpoint reasoning

- $\dfrac{arphi}{arphi[\psi/X]}$ (Set Variable Substitution) o **X** is a free variable!
- ullet $\varphi[(\mu X.arphi)/X] \to \mu X.arphi$ (PreFixpoint)

• $\frac{\varphi[\psi/X] \rightarrow \psi}{(\mu X.\varphi) \rightarrow \psi}$ (Knaster-Tarski)

```
\begin{array}{lll} {\tt symbol} & {\tt Knaster-Tarski} & : \\ & \Pi(\varphi \ : \ \#{\tt Pattern} \ \rightarrow \ \#{\tt Pattern}) \\ & (\psi \ : \ \#{\tt Pattern}) \ , \\ & {\tt Prf} \ ( \ \varphi \ \psi \Rightarrow_{\tt ML} \psi \ ) \ \rightarrow \\ & {\tt Prf} \ ( \ (\mu_{\tt ML} \ \varphi) \Rightarrow_{\tt ML} \psi \ ) \ ; \end{array}
```

```
\texttt{symbol} \;\; \mu_{\scriptscriptstyle \mathsf{MI}} \;\; : \;\; (\texttt{\#Pattern} \, \rightarrow \, \texttt{\#Pattern}) \, \rightarrow \, \texttt{\#Pattern} \, ;
```

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```
• \frac{\varphi}{\varphi[\psi/X]} (Set Variable Substitution)
```

```
symbol Set-var-subst :
  \Pi (\varphi \psi : #Pattern) (n : nat),
     Prf \varphi \rightarrow Prf (subst \varphi \psi n);
```

where the free variable is modelled by:

```
symbol Free : nat \rightarrow #Set;
```

and the substitution is modelled by:

```
symbol subst :
  \# Pattern \rightarrow \# Pattern \rightarrow nat \rightarrow \# Pattern; // \varphi [\psi/X]
rule subst (injEl x) _ _ \Rightarrow injEl x;
rule subst (injSet (Free m)) \psi n \hookrightarrow
 ite (eq m \ n) \psi (injSet (Free m);
```

Technical rules

$$\frac{}{\exists x.x} \text{ (Existence)}$$

$$\frac{}{\neg (C_1[x \land \varphi] \land C_2[x \land \neg \varphi])} \text{ (Singleton)}$$

To be done as an exercise!

A shallow encoding to execute a program in DEDUKTI

② A deep encoding to check proofs in DEDUKTI Translate MATCHING LOGIC constructors, notations and symbols Translate MATCHING LOGIC proof system

3 Conclusion

To remember

Computational part of an embedding

- Use rewriting rules!
 - Be careful about the expressivity of rewriting system!
 - Be careful to keep the confluence!
 - Be careful to keep the termination!

Deductive part of an embedding

- Model the provability relation: symbol Prf : #Pattern \rightarrow TYPE
- Model variables and binders: HOAS vs De Bruijn indices
- Model a grammar:
 - type as set
 - symbol as constructor
- Model a deduction rule: symbol