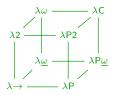
introduction & lambda calculus

Freek Wiedijk

Type Theory & Coq 2024–2025 Radboud University Nijmegen

September 6, 2024



organization

coordinates

```
{\tt https://www.cs.ru.nl/~freek/courses/tt-2024/} \\ + \\ {\tt Brightspace}
```

teachers:

- ► Freek Wiedijk freek@cs.ru.nl
- ► Herman Geuvers herman@cs.ru.nl
- Niels van der Weide n.vanderweide@cs.ru.nl
- ► Robbert Krebbers robbert@cs.ru.nl

teaching assistant:

► Luko van der Maas luko.vandermaas2@ru.nl

structure of the course

first half:

- five lectures on the type theory of Coq, by Freek (Fridays)
- three lectures on metatheory, by Herman (Fridays)
- ► Coq practicum (Thursdays)
 - \longrightarrow required, not graded
- two hour written exam
 - → one third of the final grade

second half:

- student presentations (Mondays & Fridays)
 45 minutes, in pairs
 - \longrightarrow one third of the final grade
- Coq project
 - → one third of the final grade

materials

- Femke van Raamsdonk, VU Amsterdam Logical Verification Course Notes, 2008
 - course notes
 - slides
 - Coq practicum files
- ► Herman Geuvers
 Introduction to Type Theory, 2008
 - summer school lecture notes
 - slides
 - some exercises
- reading list papers
- some supporting documents
 - ▶ Jules Jacobs: Coq cheat sheet
 - examples of induction/recursion principles
- many old exams, all with answers

prerequisites

course is self-contained, but...

we will presuppose some basic familiarity with:

- context-free grammarsNWI-IPC002 Languages and Automata
- mathematical logic: natural deduction NWI-IPI004 Logic and Applications
- functional programming NWI-IBC040 Functional Programming
- ► lambda calculus NWI-IBC025 Semantics and Rewriting

as well as some mathematical maturity

introduction

what is a type?

▶ an attribute of expressions in a language

```
int i;
float pi = 3.14;
i = 2 * pi;
```

► something like a set

$$\begin{split} &\inf = \{-2^{31}, -2^{31}+1, \ldots, -1, 0, 1, \ldots 2^{31}-1\} \\ & \operatorname{nat} = \{0, 1, 2, 3, \ldots\} \end{split}$$

but: types do not overlap the 0 of nat is different from the 0 of int

Servings to object the the thinking to loss of the rules to the thinking to loss of the rules to the rules to