

Dependent Types & Theorem Proving

A short story about theorems and computers

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Proofs in real life

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- 2 Everyone in Netherlands drives a bicycle
- 3 (\implies) Alice drives a bicycle

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- ② Jane likes poutine
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Probably doesn't sound right?

What should we do to make proofs more robust?

Introducing Propositional Logic

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- If $P \rightarrow Q$ (implies), and we know P , then Q .
- We can also write statements which are trivially true:
- “My cat is cute and small \rightarrow My cat is small”.

Let's do things formally.

Axioms of Propositional Logic

- 1 THEN-1 $\varphi \rightarrow (\chi \rightarrow \varphi)$
- 2 THEN-2 $(\varphi \rightarrow (\chi \rightarrow \psi)) \rightarrow ((\varphi \rightarrow \chi) \rightarrow (\varphi \rightarrow \psi))$
- 3 AND-1 $\varphi \wedge \chi \rightarrow \varphi$
- 4 AND-2 $\varphi \wedge \chi \rightarrow \chi$
- 5 AND-3 $\varphi \rightarrow (\chi \rightarrow (\varphi \wedge \chi))$
- 6 OR-1 $\varphi \rightarrow \varphi \vee \chi$
- 7 OR-2 $\chi \rightarrow \varphi \vee \chi$
- 8 OR-3 $(\varphi \rightarrow \chi) \rightarrow ((\varphi \rightarrow \psi) \rightarrow (\varphi \vee \chi \rightarrow \psi))$
- 9 NOT-1 $(\varphi \rightarrow \chi) \rightarrow ((\varphi \rightarrow \neg \chi) \rightarrow \neg \varphi)$
- 10 NOT-2 $\varphi \rightarrow (\neg \varphi \rightarrow \chi)$
- 11 NOT-3 $\varphi \vee \neg \varphi$

MP (Modus Ponens rule): $P; P \rightarrow Q \models Q$.

Deriving theorem

Let Γ be set of formulas.

We say $\Gamma \models A$, if there exists sequence of formulas $\sigma_1, \sigma_2, \dots, \sigma_n$, such that σ_i is

- 1 Either one of the axioms (substituting φ, χ, ψ with any formulas),
- 2 Or $\sigma_i \in \Gamma$
- 3 Or σ_i is obtained by Modus Ponens from σ_j and $\sigma_{j'}, j, j' < i$.

Proof example

Examples

Let's prove: $\neg a, b \mid = a \rightarrow b$

- $b \rightarrow (a \rightarrow b)$ *axiom*
- b *from Γ*
- $a \rightarrow b$ *MP*

Deduction theorem

$$\Gamma \models \varphi \rightarrow \psi \iff \Gamma, \varphi \models \psi$$

(Exercise: prove this!).

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Integers example:

$$\forall f \exists g: \text{ADD}(f, g) = \text{ZERO}$$

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- $a \rightarrow b$ (from Γ)

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- $\neg b \rightarrow (a \rightarrow \neg b)$ (*axiom*)

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- $(a \rightarrow b) \rightarrow (a \rightarrow \neg b) \rightarrow (\neg a)$ (*axiom*)

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- $a \rightarrow \neg b$ (*MP*)
- $(a \rightarrow b) \rightarrow (a \rightarrow \neg b) \rightarrow (\neg a)$ (*axiom*)
- $\neg a$ (*MP, twice*).

Propositional Logic is Sound and Complete

definition

A logical formula is tautology, if it evaluates to true for any assignment of variables.

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Theorem

φ is tautology $\iff \emptyset \models \varphi$.

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Some people really don't like it.

Example of L.E.M. proofs

Theorem

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The proof is not “fair”: we don't actually know x, y .

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Specifically, we forbid law of excluded middle ($x \vee \neg x$) and equivalently powerful statements (i.e. $\neg\neg x \rightarrow x$).

Intuitionistic Logic

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Axioms

- 1 FALSE $\perp \rightarrow \phi$
- 2 THEN-1 $\psi \rightarrow (\phi \rightarrow \psi)$
- 3 THEN-2 $(\chi \rightarrow (\phi \rightarrow \psi)) \rightarrow ((\chi \rightarrow \phi) \rightarrow (\chi \rightarrow \psi))$
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Modus Ponens: $P, P \rightarrow Q \models Q$

Not possible in Intuitionistic Logic

There are multiple statements which are correct in Classic Logic, but are not provable in Intuitionistic Logic.

① $x \vee \neg x$

② $\neg\neg x \rightarrow x$

③ $((x \rightarrow y) \rightarrow x) \rightarrow x$

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It's possible to analyze if the statement is provable in Intuitionistic Logic by using i.e. Heyting Algebras.

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```
then1 : {TypeA, TypeB : Type} -> (a : TypeA) -> (b : TypeB) -> TypeA
then1 a b = a
```

Curry-Howard Isomorphism

Formal Logic	Programs
Formula	Type
Proof	Element of the Type
Formula is true	There is an element of the type
$a \rightarrow b$	Functions from a to b
$a \wedge b$	
$a \vee b$	
\perp	
$\forall x: p(x)$	
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Observe there is no natural LEM in programs, so all the programs operate by Intuitionistic-logic rules

Curry-Howard Isomorphism: Idris

```
%hide Left
%hide Right

data Pair a b = MakePair a b

data Union a b = Left a | Right b

data Null : Type

or1 : {TypeA, TypeB : Type} -> (a : TypeA) -> (Union TypeA TypeB)
or1 a = Left a

absurd : {Anything: Type} -> Null -> Anything
-- no need to pattern match, since there are 0 cases to match on!
```

█

What are Pi & Sigma Types

```
data MyNat = Zero | Succ (MyNat)
```

```
data Vect : MyNat -> Type -> Type where  
  Nil  : Vect Zero a  
  (::)  : a -> Vect k a -> Vect (Succ k) a
```

```
makeVec : {T : Type} -> (a : T) -> (n : MyNat) -> Vect n T  
makeVec a Zero = Nil  
makeVec a (Succ n) = a :: (makeVec a n)
```

-- makeIntVec is a Pi-Type:

```
makeIntVec : (n : MyNat) -> Vect n MyNat  
makeIntVec = makeVec {T=MyNat} Zero
```

*-- (m ** Vec m a) is a sigma-type*

```
filter : (a -> Bool) -> Vect n a -> (m ** Vect m a)  
filter p Nil = (Zero ** Nil)  
filter p (x :: xs) =  
  let (m ** vec) = filter p xs  
  in case p x of  
    False => (m ** vec)  
    True  => (Succ m ** x :: vec)
```

What is the equality

```
Main>
Main> 0 = 0
0 = 0
Main> :t 0 = 0
0 = 0 : Type
Main> :t 0 = 1
0 = 1 : Type
Main> :t Refl
Builtin.Refl : x = x
Main> -- Refl is a constructor for equality (lies in any x=x type)
Main>
```

Time to do some fun things!