Laws and Equations and Coq

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Outline

Laws

Laws

- Help when reasoning about code
- Particularly code that makes use of typeclasses
- There's only so much that a typeclass can enforce
- For everything else there is
  - Equational reasoning
  - Theorem provers
  - Angry letters to the authors

Monoids are great!

- Data.Foldable
- Finger trees
- Taking the tree out of tree shaped computations

Monoids

A monoid is a combination of

- a type `A`

and a function

- $\oplus$ `::` $\texttt{A} \rightarrow \texttt{A} \rightarrow \texttt{A}$

that satisfies certain laws.

Monoid Laws

There must exist and element `e :: A` such that for all `a :: A`

- `e ⊕ a = a` (Left identity)
- `a ⊕ e = a` (Right identity)

For all `a, b, c :: A`

- `a ⊕ (b ⊕ c) = (a ⊕ b) ⊕ c` (Associativity)

Monoid typeclass and List instance

```
class Monoid a where
    mempty :: a
    mappend :: a -> a -> a

instance Monoid [a] where
    mempty = []
    mappend = (++)
```

(Remembering that `(++)` has type `[a] -> [a] -> [a]`)

Functors are great!

- Apply a function to everything in a structure
- Preserve the shape of the structure
  - You can double the values in a tree
- Compose functions and apply once
- Saves multiple traversals
  - You can double and then add one to the values in a tree

Aside: Type constructors

Suppose `F` is a type constructor (like Maybe or List)

- `F` isn't a type
- `F Int`, `F String` are types
- we'll use `F a`, `F b` as types for abstraction

Functors

A functor is a combination of

- a type constructor `F`

and

- a function `fmap :: (a → b) → F a → F b`

that satisfies certain laws.

Functor Laws

- `fmap id = id` (Identity)
- `fmap g (fmap f xs) = fmap (g ∘ f) xs` (Composition)

Functor typeclass and List instance

```
class Functor f where
    fmap :: (a -> b) -> f a -> f b

instance Functor [] where
    fmap = map
```

(Remember that `map` has type `(a -> b) -> [a] -> [b]`)

Induction

Natural numbers

- `O :: Nat`
  - this is zero
- `S :: Nat -> Nat`
  - this is the successor function
  - it returns one more than its input
- `Nat = O | S(x)`
  - $\mathtt{x} \in \mathtt{Nat}$
  - so the definition of `Nat` is recursive

Addition

```
(+) :: Nat -> Nat -> Nat
0    + n = n
S(m) + n = S(m + n)
```

```
S(S(0)) + S(S(S(0)))                      2 + 3
```

Addition

```
(+) :: Nat -> Nat -> Nat
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```
S(S     (S(S(S(0)))))                       5
```

Right identity - the long way

Goal: ∀ `x :: Nat`

```
  x + 0 = x
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```

The rest of `Nat` left as an exercise...

Right identity - the pattern

- Proof for `S(O)` used proof for `O`
- Proof for `S(S(O))` used proof for `S(O)`
- At each step we look at the last one and think "just one more"
- Exploit the pattern, use a little abstraction.

Right identity - the details

- Show that if `x + 0 = x` then `S(x) + 0 = S(x)`
  - Captures the "just one more" part of the proof
- Need to prove the base case as well.
  - In this case the base case is `0 + 0 = 0`
  - So the "just one more" part has somewhere sensible to start from.
  - Otherwise we can also prove that `x + S(0) = x` for $x > O$

Induction

To prove `P(n)` for all `n` $\in$ `Nat`

- prove that `P(0)` holds
- prove that `P(n)` $\to$ `P(S n)` holds

To prove `P(xs)` for all `xs` $\in$ `[a]`

- prove that `P([])` holds
- prove that `P(xs)` $\to$ `P(x:xs)`

Similar for trees, any other recursive datatypes

Equational Reasoning

Monoid - Left Identity

Goal : ∀ `bs :: [a]`

```
  [] ++ bs = bs
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `[]`

Monoid - Left Identity

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Case: `[]`

```
    bs = bs
```

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[]     ++ ys = ys
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```

Case: `[]` ✓

```
bs = bs
```

Monoid - Right Identity

Goal : ∀ `bs :: [a]`
`bs ++ [] = bs`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
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```

Cases: `bs = []` and `bs = (x:xs)`

Monoid - Right Identity

Goal : $\forall$ `bs :: [a]`

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Case: `bs = (x:xs)`

Assume: `xs ++ [] = xs`

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```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ [] = xs`

```
(x:xs)        = (x:xs)
```

Monoid - Right Identity

Goal : ∀ `bs :: [a]`
`bs ++ [] = bs`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)` ✓

Assume: `xs ++ [] = xs`

```
(x:xs)        = (x:xs)
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Cases: `bs = []` and `bs = (x:xs)`

Monoid - Associativity

Goal : $\forall$ `bs, cs, ds :: [a]`
```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
[] ++ (cs ++ ds) = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
[] ++ (cs ++ ds) = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ bs, cs, ds :: [a]

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
[] ++ (cs ++ ds) = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
[] ++ (cs ++ ds) = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
cs ++ ds  = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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Case: `bs = []`

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cs ++ ds  = ([] ++ cs) ++ ds
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Monoid - Associativity

Goal : ∀ bs, cs, ds :: [a]
```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
cs ++ ds  = ([] ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ bs, cs, ds :: [a]
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
cs ++ ds  = (cs)       ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []`

```
cs ++ ds  =  cs        ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = []` ✓

```
cs ++ ds  =  cs        ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
    bs ++ (cs ++ ds) =     (bs ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

`bs ++ (cs ++ ds) =      (bs ++ cs) ++ ds`

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
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[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
(x:xs) ++ (cs ++ ds) = ((x:xs) ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
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  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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Case: `bs = (x:xs)`

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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
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[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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(x:xs) ++ (cs ++ ds) = ((x:xs) ++ cs) ++ ds
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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
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```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:(xs ++ (cs ++ ds)) = ((x:xs) ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ bs, cs, ds :: [a]
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  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
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```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

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```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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x:(xs ++ (cs ++ ds)) = ((x:xs) ++ cs) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

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(++) :: [a] -> [a] -> [a]
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Case: `bs = (x:xs)`

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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:(xs ++ (cs ++ ds)) = (x:(xs ++ cs)) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
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Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

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x:(xs ++ (cs ++ ds)) = (x:(xs ++ cs)) ++ ds
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Monoid - Associativity

Goal : ∀ bs, cs, ds :: [a]
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```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
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Case: `bs = (x:xs)`

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x:(xs ++ (cs ++ ds)) = (x:(xs ++ cs)) ++ ds
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:(xs ++ (cs ++ ds)) = x:((xs ++ cs) ++ ds)
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:(xs ++ (cs ++ ds)) = x:((xs ++ cs) ++ ds)
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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
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[]     ++ ys = ys
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Case: `bs = (x:xs)`

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Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
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```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:((xs ++ cs) ++ ds) = x:((xs ++ cs) ++ ds)
```

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`
`bs ++ (cs ++ ds) = (bs ++ cs) ++ ds`

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)`

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

`x:((xs ++ cs) ++ ds) = x:((xs ++ cs) ++ ds)`

Monoid - Associativity

Goal : ∀ `bs, cs, ds :: [a]`

```
  bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
```

```
(++) :: [a] -> [a] -> [a]
[]     ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: `bs = (x:xs)` ✓

Assume: `xs ++ (cs ++ ds) = (xs ++ cs) ++ ds`

```
x:((xs ++ cs) ++ ds) = x:((xs ++ cs) ++ ds)
```

Monoid - Associativity - Bird style

```
    bs ++ (cs ++ ds) = (bs ++ cs) ++ ds
                  bs = x:xs
(x:xs) ++ (cs ++ ds) = ((x:xs) ++ cs) ++ ds
              second rule for ++
x:(xs ++ (cs ++ ds)) = ((x:xs) ++ cs) ++ ds
              second rule for ++
x:(xs ++ (cs ++ ds)) = (x:(xs ++ cs)) ++ ds
              second rule for ++
x:(xs ++ (cs ++ ds)) = x:((xs ++ cs) ++ ds)
             inductive hypothesis
x:((xs ++ cs) ++ ds) = x:((xs ++ cs) ++ ds)
```

Functor - Identity

Goal : ∀ `bs :: [a]`
```
  map id bs = bs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Cases: `bs = []` and `bs = (x:xs)`

Functor - Identity

Goal : $\forall$ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
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Case: `bs = []`

Functor - Identity

Goal : ∀ `bs :: [a]`

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  map id bs = bs
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map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
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Case: `bs = []`

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map id bs = bs
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Functor - Identity

Goal : $\forall$ `bs :: [a]`
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Functor - Identity

Goal : ∀ bs :: [a]

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```
map id [] = []
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Functor - Identity

Goal : ∀ `bs :: [a]`
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Functor - Identity

Goal : ∀ `bs :: [a]`
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Functor - Identity

Goal : ∀ `bs :: [a]`
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Functor - Identity

Goal : ∀ bs :: [a]

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```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
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Case: `bs = []`

```
[] = []
```

Functor - Identity

Goal : $\forall$ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = []`

`[] = []`

Functor - Identity

Goal : ∀ `bs :: [a]`

```
  map id bs = bs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = []` ✓

```
[] = []
```

Functor - Identity

Goal : ∀ `bs :: [a]`
```
  map id bs = bs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

Functor - Identity

Goal : ∀ `bs :: [a]`

`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
map id      bs       = bs
```

Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
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Assume: `map id xs = xs`

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map id      bs       = bs
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Functor - Identity

Goal : ∀ `bs :: [a]`
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map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
map id (x : xs)     = (x : xs)
```

Functor - Identity

Goal : ∀ `bs :: [a]`

```
  map id bs = bs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
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Functor - Identity

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map f (x:xs) = f x : map f xs
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Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
map id (x : xs)     = (x : xs)
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Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

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map :: (a -> b) -> [a] -> [b]
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map f (x:xs) = f x : map f xs
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Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
map id (x : xs)     = (x : xs)
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Functor - Identity

Goal : ∀ `bs :: [a]`
```
  map id bs = bs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
id x : map id xs    = (x : xs)
```

Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
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Case: `bs = (x:xs)`

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id x : map id xs    = (x : xs)
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Functor - Identity

Goal : ∀ `bs :: [a]`
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map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
x     : map id xs    = (x : xs)
```

Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
x     : map id xs    = (x : xs)
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Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map id xs = xs`

```
x     : map id xs    = (x : xs)
```

Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

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Functor - Identity

Goal : ∀ bs :: [a]
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Functor - Identity

Goal : ∀ `bs :: [a]`

```
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(x     : xs)          = (x : xs)
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Functor - Identity

Goal : ∀ `bs :: [a]`
`map id bs = bs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)` ✓

Assume: `map id xs = xs`

```
(x     : xs)         = (x : xs)
```

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\to$ `b`, `g :: b` $\to$ `c`

```
map g (map f bs) = map (g . f) xs
```

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Cases: `bs = []` and `bs = (x:xs)`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`

```
  map g (map f bs) = map (g . f) xs
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```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = []`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`

`map g (map f bs) = map (g . f) xs`

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```

Case: `bs = []`

```
map g (map f []) = map (g . f) []
```

Functor - Composition

Goal : $\forall$ `bs :: [a], f :: a` $\rightarrow$ `b, g :: b` $\rightarrow$ `c`
`map g (map f bs) = map (g . f) xs`

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Case: `bs = []`

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map g (map f []) =              []
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map f [] = []
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```

Case: `bs = []`

```
map g          [] =               []
```

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
`map g (map f bs) = map (g . f) xs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
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Case: `bs = []`

```
map g          [] =            []
```

Functor - Composition

Goal : ∀ bs :: [a], f :: a → b, g :: b → c
map g (map f bs) = map (g . f) xs

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map f [] = []
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Case: `bs = []`

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map g            [] =            []
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Functor - Composition

Goal : ∀ `bs :: [a]`, `f :: a` → `b`, `g :: b` → `c`
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Case: `bs = []`

```
map g          [] =          []
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Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
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Case: `bs = []`

`[] =` `[]`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
`map g (map f bs) = map (g . f) xs`

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Case: `bs = []`

`[] = []`

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Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
`map g (map f bs) = map (g . f) xs`

```
map :: (a -> b) -> [a] -> [b]
map f [] = []
map f (x:xs) = f x : map f xs
```

Case: `bs = []` ✓

`[]  =  []`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\to$ `b`, `g :: b` $\to$ `c`
`map g (map f bs) = map (g . f) xs`

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map :: (a -> b) -> [a] -> [b]
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Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

Functor - Composition

Goal : ∀ bs :: [a], f :: a → b, g :: b → c

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map g (map f bs) = map (g . f) xs
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map :: (a -> b) -> [a] -> [b]
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Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

```
map g (map f bs)        = map (g . f) bs
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Functor - Composition

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Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

```
map g (map f (x:xs))    = map (g . f) (x:xs)
```

Functor - Composition

Goal : ∀ `bs :: [a]`, `f :: a` → `b`, `g :: b` → `c`
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Goal : ∀ `bs :: [a]`, `f :: a` → `b`, `g :: b` → `c`

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```
map g (map f (x:xs))   = (g . f) x : map (g . f) xs
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Functor - Composition

Goal : $\forall$ bs :: [a], f :: a $\to$ b, g :: b $\to$ c
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Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
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map :: (a -> b) -> [a] -> [b]
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map f (x:xs) = f x : map f xs
```

Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

`map g (f x : map f xs) = (g . f) x : map (g . f) xs`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\to$ `b`, `g :: b` $\to$ `c`
`map g (map f bs) = map (g . f) xs`

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map :: (a -> b) -> [a] -> [b]
map f [] = []
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```

Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

```
map g (f x : map f xs) = (g . f) x : map (g . f) xs
```

Functor - Composition

Goal : $\forall$ `bs :: [a], f :: a` $\rightarrow$ `b, g :: b` $\rightarrow$ `c`
`map g (map f bs) = map (g . f) xs`

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map f [] = []
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```

Case: `bs = (x:xs)`

Assume: `map g (map f xs) = map (g . f) xs`

`map g (f x : map f xs) = (g . f) x : map (g . f) xs`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\rightarrow$ `b`, `g :: b` $\rightarrow$ `c`
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Case: `bs = (x:xs)`

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Goal : ∀ `bs :: [a], f :: a` → `b, g :: b` → `c`
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Goal : ∀ `bs :: [a]`, `f :: a` → `b`, `g :: b` → `c`

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(g . f) x : map (g . f) xs    = (g . f) x : map (g . f) xs
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Goal : ∀ bs :: [a], f :: a → b, g :: b → c
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`(g . f) x : map (g . f) xs   = (g . f) x : map (g . f) xs`

Functor - Composition

Goal : $\forall$ `bs :: [a]`, `f :: a` $\to$ `b`, `g :: b` $\to$ `c`

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  map g (map f bs) = map (g . f) xs
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map :: (a -> b) -> [a] -> [b]
map f [] = []
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Case: `bs = (x:xs)` ✓

Assume: `map g (map f xs) = map (g . f) xs`

```
(g . f) x : map (g . f) xs   = (g . f) x : map (g . f) xs
```

Coq

To the Coqmobile!

Coq extraction - append

```
module Append where

import qualified Prelude

data List a =
   Nil
 | Cons a (List a)

append :: (List a1) -> (List a1) -> List a1
append xs ys =
  case xs of {
   Nil -> ys;
   Cons h t -> Cons h (append t ys)}
```

Coq extraction - map

```
module Map where

import qualified Prelude

data List a =
   Nil
 | Cons a (List a)

map :: (a1 -> a2) -> (List a1) -> List a2
map f l =
  case l of {
   Nil -> Nil;
   Cons a t -> Cons (f a) (map f t)}
```

Conclusion

- Equational reasoning is easy and useful
- Theorem provers can help if you want to be really sure
- Very few excuses for law-breaking typeclass instances

Other cool stuff

- Bottom, partial data and strictness
- Monad laws
  - Similar to the monoid laws
  - Just a monoid in the category of endofunctors after all
- Fold fusion
  - when does `f . fold g a = fold h b`?
- Program synthesis
- Theorems for free

Books

- How To Prove It - Velleman
- Introduction to Functional Programming with Haskell - Bird
- Interactive Theorem Proving and Program Development - Bertot
- Software Foundations - Pierce