Laws and Equations and Coq

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Outline

1 Laws



- 1 Laws
- 2 Induction



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- 2 Induction
- 3 Equational Reasoning

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- 1 Laws
- 2 Induction
- 3 Equational Reasoning
- 4 Coq

Laws

Laws Induction Equational Reasoning Coq

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
 - QuickCheck and pray to the RNG gods
 - Equational reasoning
 - Theorem provers
 - Angry letters to the authors



Monoids are great!

- Taking the tree out of tree shaped computations
 - Summarize with monoids and Data. Foldable
 - Fun times with finger trees



A monoid is a combination of

- a type A
- and a function
 - $\blacksquare \oplus :: A \rightarrow A \rightarrow A$

that satisfies certain laws.

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

(Left identity)

(Right identity)

For all a, b, c :: A

$$\blacksquare$$
 a \oplus (b \oplus c) = (a \oplus b) \oplus 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
 - You can double the values in a tree
- Preserve the shape of the structure
- Compose functions and apply once
 - You can double and then add one to the values in a tree
- Saves multiple traversals



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

Laws

A functor is a combination of

a type constructor F

and

lacktriangle a function fmap :: $(a o b) o F \ a o F \ b$ that satisfies certain laws.

Functor Laws

- fmap id = id
- fmap g (fmap f xs) = fmap ($g \circ f$) xs

- (Identity)
- (Composition)

```
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

- 0 :: Nat
 - this is zero
- S :: Nat -> Nat
 - this is the successor function
 - it returns one more than its input
- Nat = $0 \mid S(x)$
 - $x \in Nat$
 - so the definition of Nat is recursive
- Ascii time!



$$0 + n = n$$

 $S(m) + n = S(m + n)$

$$S(S(0)) + S(S(S(0)))$$

$$2 + 3$$

$$S(S(0)) + S(S(S(0)))$$

$$2 + 3$$

$$S(m) + n = S(m + n)$$

 $S(S(0)) + S(S(S(0)))$

$$2 + 3$$

$$S(S(0)) + S(S(S(0)))$$

$$2 + 3$$

$$S(S(0) + S(S(S(0))))$$

$$1+(1+3)$$

$$0 + n = n$$

 $S(m) + n = S(m + n)$

$$S(S(0) + S(S(S(0))))$$

$$1+(1+3)$$

$$S(m) + n = S(m + n)$$

$$S(S(0) + S(S(S(0))))$$

$$1+(1+3)$$

$$S(S(0) + S(S(S(0))))$$

S(m) + n = S(m + n)

$$1+(1+3)$$

(+) :: Nat -> Nat -> Nat

$$0 + n = n$$

 $S(m) + n = S(m + n)$

$$S(S(0 + S(S(S(0)))))$$

$$1+ 1+ (0 + 3)$$

(+) :: Nat -> Nat -> Nat

$$0 + n = n$$

 $S(m) + n = S(m + n)$

$$S(S(0 + S(S(S(0)))))$$

$$S(S(0 + S(S(S(0)))))$$

5

```
Goal: \forall x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
n
       + 0 = ?
```

```
Goal: \forall x :: Nat

x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)
```

+ 0 = ?

n

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)
```

+ 0 = ?

Goal: $\forall x :: Nat$

n

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)
```

+ 0 = ?

Goal: $\forall x :: Nat$

n

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

Goal: $\forall x :: Nat$

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = ?
```

Goal: ∀x :: Nat

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = ?
```

Goal: ∀x :: Nat

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Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = ?
```

```
Goal: ∀x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
n
   + 0 = 0
S(0) + 0 = ?
```

```
Goal: \forall x :: Nat

x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0 + 0)
```

```
Goal: \forall x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
U
   + 0 = 0
S(0) + 0 = S(0 + 0)
```

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0 + 0)
```

Goal: ∀x :: Nat

```
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0 + 0)
```

Goal: $\forall x :: Nat$

```
Goal: \forall x :: Nat

x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)
```

```
Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = ?
```

```
Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = ?
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```
Goal: \forall x :: Nat
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0 + n = n

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Goal: \forall x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
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S(0) + 0 = S(0)
S(S(0)) + 0 = ?
```

```
Goal: \forall x :: Nat

x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = S(S(0) + 0)
```

```
Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = S(S(0) + 0)
```

```
Goal: \forall x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
 + 0 = 0
S(0) + 0 = S(0)
S(S(0)) + 0 = S(S(0) + 0)
```

```
Goal: \forall x :: Nat

x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = S(S(0) + 0)
```

```
Goal: \forall x :: Nat
 x + 0 = x
(+) :: Nat -> Nat -> Nat
0 + n = n
S(m) + n = S(m + n)
 + 0 = 0
U
S(0) + 0 = S(0)
S(S(0)) + 0 = S(S(0))
```

```
Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = S(S(0))
```

```
Goal: \forall x :: Nat
x + 0 = x

(+) :: Nat -> Nat -> Nat

0 + n = n

S(m) + n = S(m + n)

0 + 0 = 0

S(0) + 0 = S(0)

S(S(0)) + 0 = S(S(0))
```

The rest of Nat left as an exercise...

Right identity - the pattern

- Proof for S(0) used proof for 0
- Proof for S(S(0)) used proof for S(0)
- At each step we look at the last one and think "just one more"
- Exploit the pattern, use a little abstraction.

$$P(0) \rightarrow P(S(0)) \rightarrow P(S(S(0)) \dots$$
/ / / / /
0 $S(0)$ $S(S(0))$...
... $P(x) \rightarrow P(S(x)) \rightarrow P(S(S(x)))$
... $S(x)$ $S(S(x))$

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 > 0

Induction

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

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

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

- prove that P([]) holds
- lacktriangle prove that P(xs) o P(x:xs)

Similar for trees, any other recursive datatypes



Equational Reasoning



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

[] ++ bs = bs

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys

(x:xs) ++ ys = x:(xs ++ ys)
```

Case: []

Equational Reasoning

Monoid - Left Identity

```
Goal: \( \psi \) bs :: [a]

[] ++ bs = bs

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys

(x:xs) ++ ys = x:(xs ++ ys)

Case: []
```

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

Equational Reasoning

```
Goal: \forall bs :: [a]
[] ++ bs = bs

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

Case: []
```

| ++ bs = bs

```
Goal: \( \psi \) bs :: [a]
[] ++ bs = bs

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

Case: []

[] ++ bs = bs
```

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

```
Goal: \forall bs :: [a]
[] ++ bs = bs

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
```

Case: []

bs = bs



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

Case: []

bs = bs

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

Case: [] ✓

bs = bs

Equational Reasoning

Monoid - Right Identity

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Cases: bs = [] and bs = (x:xs)
```

Equational Reasoning

Equational Reasoning

Monoid - Right Identity

```
Goal: \forall bs :: [a]
bs ++ [] = bs

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys

(x:xs) ++ ys = x:(xs ++ ys)

Case: bs = []
```

Monoid - Right Identity

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

bs ++ [] = bs

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

Case:
$$bs = []$$

$$bs ++ [] = bs$$



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

Case:
$$bs = []$$

$$[] ++ [] = []$$

Equational Reasoning

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

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

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

bs ++ [] = bs

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys

(x:xs) ++ ys = x:(xs ++ ys)

Case: bs = []
```

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



```
Goal: \( \psi \) bs :: [a]
bs ++ [] = bs

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

Case:
$$bs = []$$

$$[] = []$$

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

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
```

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

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

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
(x:xs) ++ [] = (x:xs)
```

```
Goal: \forall 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)
```

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
```

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
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Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
```

```
Goal: \forall 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)
```

Equational Reasoning

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
```

```
Goal: \forall 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)
```

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs)
Assume: xs ++ \Pi = xs
x:(xs)
           = (x:xs)
```

```
Goal: \forall 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)
```

Equational Reasoning

```
Goal: ∀ bs :: [a]
 bs ++ [] = bs
(++) :: [a] -> [a] -> [a]
[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)
Case: bs = (x:xs) \checkmark
Assume: xs ++ [] = xs
(x:xs)
              = (x:xs)
```

```
Goal: \forall 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)
```

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



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
```

```
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

Equational Reasoning

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

```
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

```
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



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

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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

Equational Reasoning

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 = []
```

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

```
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

```
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

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

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys
(x:xs) ++ ys = x:(xs ++ ys)

Case: bs = []
```

$$cs ++ ds = (cs) ++ ds$$

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

$$cs ++ ds = cs ++ ds$$

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

$$cs ++ ds = cs ++ ds$$

```
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

(++) :: [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
```

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

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Case: bs = (x:xs)

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

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

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

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

(++):: [a] -> [a] -> [a]

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

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

(++) :: [a] -> [a] -> [a]

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(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
```

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

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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
```

```
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
```



```
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 = (x:xs)

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

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

```
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)
```

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

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(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)
```

```
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 = (x:xs)

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

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

```
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 = (x:xs)

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

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

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

(++) :: [a] -> [a] -> [a]

[] ++ ys = ys

(x:xs) ++ ys = x:(xs ++ ys)

Case: bs = (x:xs) \checkmark

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)
```

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)
```

```
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 = []
```

```
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 = []
```

```
map id bs = bs
```

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

```
map id bs = bs
```

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

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```

```
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 = []
```

Equational Reasoning

```
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 = []
```

```
map id [] = []
```

```
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 = []
```

$$[] = []$$

```
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 = []
```

$$[] = []$$

```
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 = [] ✓
```

```
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
```

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
```



```
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
```

```
Goal: \( \psi \) 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 (x : xs) = (x : xs)
```

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



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

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

```
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)
```



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

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

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

```
Goal: \( \psi \) 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)
```

```
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)
```

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

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

Case: bs = (x:xs)

Assume: map id xs = xs

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

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

```
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
```

```
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)
```

```
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) \checkmark
Assume: map id xs = xs
(x : xs)
                    = (x : xs)
```

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

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

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



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

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Case: bs = []
```

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

```
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Case: bs = []

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Case: bs = []
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$$map g (map f []) = []$$

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

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Case: bs = []
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$$map g (map f []) = []$$

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Case: bs = []
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$$map g (map f []) = []$$

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Case: bs = []
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П

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

$$map g$$
 [] =



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

П

$$map g = [] =$$



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

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

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

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

Case: bs = (x:xs)

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

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

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

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

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

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

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

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

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

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```

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

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

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```

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

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```

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

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

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Coq

To the Coqmobile!

Coq extraction - append

```
module Append where
import qualified Prelude
data List a =
   Νil
 | 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

Coq extraction - map

```
module Map where
import qualified Prelude
data I.ist a =
   Νil
 | Cons a (List a)
map :: (a1 -> a2) -> (List a1) -> List a2
map f l =
  case 1 of {
   Nil -> Nil;
   Cons a t -> Cons (f a) (map f t)}
```

Coq

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



aws Induction Equational Reasoning Coq

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



Slides and code

https://github.com/dalaing/bfpg-2013-03

