

Danel Ahman @ INRIA Paris

based on a joint POPL 2018 paper with

Cătălin Hrițcu and Kenji Maillard @ INRIA Paris Cédric Fournet, Aseem Rastogi, and Nikhil Swamy @ MSR

Software Science Departmental Seminar, TUT February 12, 2018



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Outline

- * F* overview
- Monotonic state by example
- Key ideas behind our general extension to Hoare-style logics
- Accommodating monotonic state in F*
- Some examples of monotonic state at work
- Glimpse of meta-theory and correctness results
- More examples of monotonic state at work (see our paper)
- Monadic reification and reflection (see our paper)

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F*

[fstar-lang.org]

- F* is
 - a functional programming language
 - ML, OCaml, F#, Haskell, ...
 - extracted to OCaml or F#; subset compiled to efficient C code
 - an interactive proof assistant
 - Agda, Coq, Lean, Isabelle/HOL, ...
 - interactive modes for Emacs and Atom
 - a semi-automated verifier of imperative programs
 - Dafny, Why3, FramaC, . . .
 - Z3-based SMT-automation; tactics and metaprogramming (WIP)
- Application-driven development
 - Project Everest [project-everest.github.io]
 - miTLS, HACL*, Vale, . . .
 - Microsoft Research (US, UK, India), INRIA (Paris), . . .

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I Cons $x \times xs' \rightarrow if i = 1$ then x else $lkp \times s'$ (i - 1)

```
// Dependent (inductive) types
type vector 'a : nat -> Type =
  I Nil : vector 'a 0
  | Cons : #n:nat -> 'a -> vector 'a n -> vector 'a (n + 1)
// Dependently typed (recursive, total) functions
val append: #a:Type -> #n:nat -> #m:nat -> vector a m -> Tot (vector a (n + m))
let rec append #a #n #m xs vs =
  match xs with
  | Nil -> ys
  I Cons #n x xs' -> Cons x (append xs' vs)
// Refinement types
let in_range_index (min:nat) (max:nat) = i:nat{min <= i \land i <= max}
val lkp : #a:Type -> #n:nat -> vector a n -> in_range_index 1 n -> Tot a
let rec lkp #a #n xs i =
  match xs with
  I Cons x \times xs' \rightarrow if i = 1 then x else lkp \times s' (i - 1)
// First-class predicates (for which Type0 behaves like (classical) Prop)
type is_prefix_of (#a:Type) (#n:nat) (#m:nat) (xs:vector a n) (zs:vector a m\{n \le m\}) : Type\emptyset =
```

forall (i:ngt). (1 \leftarrow i \wedge i \leftarrow n) \Longrightarrow lkp xs i \Longrightarrow lkp zs i

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// Extrinsic reasoning (using separate lemmas)
val lemma : #a:Type -> #n:nat -> #m:nat -> xs:vector a n -> ys:vector a m -> Lemma (requires (True))
                                                                                       (ensures (xs `is prefix of` (append xs vs)))
let rec lemma #a #n #m xs vs =
  match xs with
  I Nil -> ()
```

I Cons x xs' -> lemma xs' vs

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let rec lemma #a #n #m xs vs =
  match xs with
  I Nil -> ()
  I Cons x xs' -> lemma xs' vs
// Intrinsic reasoning (making lemmas part of definitions, e.g., using Hogre-style pre- and postconditions)
val take: #a:Type -> n:nat -> #m:nat -> zs:vector a m -> Pure (vector a n) (requires (n <= m))
                                                                                (ensures (fun xs -> xs `is_prefix_of` zs))
let rec take #a n #m zs =
  if n > 0 then match zs with
                 I Cons z zs' \rightarrow let n':nat = n - 1 in Cons z (take n' zs')
           else Nil
```

```
open FStar.Heap
open FStar.ST
let rec program n =
 let r = alloc 0 in
 sum_loop 1 n r;
and sum_{loop} i n r =
 if i < n then (r := !r + i; sum_loop (i + 1) n r)
          else (r := !r + n)
```

// Heaps, ML-style typed references, and Hoare logic

```
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open FStar.Heap
open FStar.ST
val sum : i:nat \rightarrow n:nat\{i \le n\} \rightarrow Tot nat (decreases (n - i))
let rec sum i n =
 if i < n then i + sum (i + 1) n
           else n
val program : n:nat -> ST (ref nat) (requires (fun h_0 -> 1 <= n))
                                     (ensures (fun h_0 r h_1 -> sel h_1 r = sum 1 n))
let rec program n =
 let r = alloc 0 in
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val sum_loop : i:nat -> n:nat -> r:ref nat -> ST unit (requires (fun h_0 -> (1 <= i \wedge i <= n) \wedge
                                                                                     (i = 1 \Longrightarrow sel h_0 r = 0) \land
                                                                                     (i > 1 \Longrightarrow sel h_0 r = sum 1 (i - 1))))
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let rec program n =
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  if i < n then i + sum (i + 1) n
            else n
val sum_plus_lemma : i:nat -> n:nat -> Lemma (requires (i <= n))</pre>
                                                 (ensures (sum i (n + 1) = sum i n + (n + 1)))
                                                 (decreases (n - i))
                                                 [SMTPat (sum i n)]
let rec sum plus lemma i n =
  if i < n then sum_plus_lemma (i + 1) n
            else ()
val program : n:nat -> ST (ref nat) (requires (fun h_0 -> 1 <= n))
                                       (ensures (fun h_0 r h_1 -> sel h_1 r = sum 1 n))
val sum_loop : i:nat -> n:nat -> r:ref nat -> ST unit (requires (fun h_0 -> (1 <= i \wedge i <= n) \wedge
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F* – not just a pure programming language

- Tot, Lemma, Pure, ... are just some effects amongst many
 - Tot t
 - Lemma (requires preLemma) (ensures postLemma)
 - Pure t (requires prepure) (ensures postpure)
 - Div t (requires preDiv) (ensures postDiv)
 - Exc t (requires pre_{Exc}) (ensures $post_{Exc}$)
 - ST t (requires pre_{ST}) (ensures $post_{ST}$)
 - ...
- Monad morphs. Pure → {Div, Exc, ST}; Exc → STExc; ...
- Systematically derived from WP-calculi

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• Consider a program operating on set-valued state

```
insert v; complex_procedure(); assert (v \in get())
```

- likely that we have to carry $\lambda s.v \in s$ through the proof of c_x
- does not guarantee that $\lambda s. v \in s$ holds at every point in c_p
- sensitive to proving that c_p maintains $\lambda s.w \in s$ for some w
- However, if c_p never removes, then λs. v ∈ s is stable, and we would like the program logic to give us v ∈ get() "for free"

Consider a program operating on set-valued state

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```
\{\lambda s.v \in s\} complex_procedure() \{\lambda s.v \in s\}
```

- likely that we have to carry $\lambda \mathbf{s} \cdot \mathbf{v} \in \mathbf{s}$ through the proof of c_{-1}
- does not guarantee that $\lambda s \cdot v \in s$ holds at every point in c_{-1}
- sensitive to proving that c_p maintains $\lambda s.w \in s$ for some w
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- Programming also relies on monotonicity, even if you don't realise it!
- Consider ML-style typed references r:ref a
 - r is a proof of existence of an a-typed value in the heap
- Correctness relies on monotonicity!
 - 1) Allocation stores an a-typed value in the heap
 - 2) Writes don't change type and there is no deallocation
 - So, given a ref. r, it is guaranteed to point to an a-typed value
- Baked into the memory models of most languages
- We derive them from global state + general monotonicity

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- We derive them from **global state** + **general monotonicity**

Monotonicity is really useful!

- In this talk, we will see how monotonicity gives us
 - our motivating example and monotonic counters
 - typed references (ref t) and untyped references (uref)
 - more flexibility with monotonic references (mref t rel)
- See our POPL 2018 paper for more
 - temporarily violating monotonicity via snapshots
 - two substantial case studies in F*
 - a secure file-transfer application
 - Ariadne state continuity protocol [Strackx, Piessens 2016]
 - pointers to other works in F* relying on monotonicity for
 - $\bullet \ \ \text{sophisticated} \ \ \textbf{region-based} \ \ \textbf{memory} \ \ \textbf{models} \ [\texttt{fstar-lang.org}]$
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- Based on monotonic programs and stable predicates
 - per verification task, we **choose a preorder** rel on states
 - set inclusion, heap inclusion, increasing counter values, . . .
 - a stateful program e is **monotonic** (wrt. rel) when

$$\forall\,\mathtt{s}\,\mathtt{e}'\,\mathtt{s}'.\,\,(\mathtt{e},\mathtt{s}) \leadsto^* (\mathtt{e}',\mathtt{s}') \implies \mathtt{rel}\,\,\mathtt{s}\,\,\mathtt{s}'$$

a stateful predicate p is stable (wrt. rel) when

$$orall$$
 s s $'$. p s \wedge rel s s $'$ \Longrightarrow p s $'$

- Our solution: extend Hoare-style program logics (e.g., F*) with
 - a means to witness the validity of p s in some state s
 - a means for turning a p into a state-independent proposition
 - ullet a means to **recall** the validity of p s' in any future state s'
- Provides a unifying account of the existing ad hoc uses in F*

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 - ullet a means to **witness** the validity of $p\ s$ in some state s
 - a means for turning a p into a **state-independent proposition**
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Key ideas behind our general framework

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\forall \, s \, s'. \, p \, s \, \wedge \, \underset{\mathsf{rel}}{\mathsf{rel}} \, s \, s' \implies p \, s'
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F* supports Hoare-style reasoning about state via the comp. type

```
ST #state t (requires pre) (ensures post)
```

where

```
\texttt{pre}: \texttt{state} \to \texttt{Type} \qquad \qquad \texttt{post}: \texttt{state} \to \texttt{t} \to \texttt{state} \to \texttt{Type}
```

ST is an abstract pre-postcondition refinement of

```
st t \stackrel{\text{def}}{=} state \rightarrow t * state
```

• The global state **actions** have types

```
get: unit \rightarrow ST state (requires (\lambda_-, \top)) (ensures (\lambda s_0 s s_1, s_0 = s = s_1))
put: s:state \rightarrow ST unit (requires (\lambda_-, \top)) (ensures (\lambda_-, s_1, s_1 = s))
```

• Refs. and local state are defined in F* using monotonicity

• F* supports Hoare-style reasoning about state via the comp. type

```
ST #state t (requires pre) (ensures post)
```

where

```
\begin{picture}(100,0) \put(0,0){\line(1,0){100}} \put(0,0){\line(1,0){10
```

ST is an abstract pre-postcondition refinement of

$$\mathtt{st} \ \mathtt{t} \overset{\mathtt{def}}{=} \mathtt{state} \to \mathtt{t} * \mathtt{state}$$

The global state actions have types

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get: unit \to ST state (requires (\lambda_-, \top)) (ensures (\lambda_s_0 s s_1, s_0 = s = s_1))
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```
\begin{picture}(100,0) \put(0,0){\line(1,0){100}} \put(0,0){\line(1,0){10
```

• ST is an abstract pre-postcondition refinement of

```
\mathtt{st} \ \mathtt{t} \overset{\mathtt{def}}{=} \mathtt{state} \to \mathtt{t} * \mathtt{state}
```

The global state actions have types

```
get: unit \to ST state (requires (\lambda_-.\top)) (ensures (\lambda s_0 s_1.s_0 = s = s_1))
put: s:state \to ST unit (requires (\lambda_-.\top)) (ensures (\lambda_-.s_1.s_1 = s))
```

Refs. and local state are defined in F* using monotonicity

• F* supports Hoare-style reasoning about state via the comp. type

```
ST #state t (requires pre) (ensures post)
```

where

```
\begin{tabular}{ll} pre: state \rightarrow Type & post: state \rightarrow t \rightarrow state \rightarrow Type \\ \end{tabular}
```

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• Refs. and local state are defined in F* using monotonicity

We capture monotonic state with a new computational type

```
MST #state #rel t (requires pre) (ensures post)
```

• The get action is typed as in ST

```
\label{eq:get:mit} \texttt{get}: \texttt{unit} \to \texttt{MST} \; \texttt{state} \; \big( \texttt{requires} \; \big( \lambda \; \_. \; \top \big) \big) \\ \big( \texttt{ensures} \; \big( \lambda \; \texttt{s}_0 \; \texttt{s} \; \texttt{s}_1 \, . \; \texttt{s}_0 = \texttt{s} \; \texttt{s}_1 \big) \big)
```

To ensure monotonicity, the put action gets a precondition

```
put: s:state \rightarrow MST unit (requires (\lambda s_0.rel s_0s))
(ensures (\lambda_-s_1.s_1.s_1=s))
```

So intuitively, MST is an abstract pre-postcondition refinement of

```
\texttt{mst t} \ \stackrel{\mathsf{def}}{=} \ \mathbf{s_0} \text{:state} \to \mathtt{t} * \mathbf{s_1} \text{:state} \{ \mathtt{rel} \ \mathbf{s_0} \ \mathbf{s_1} \}
```

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```
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```

• The **get** action is typed as in ST get: unit \rightarrow MST state (requires (λ_-, \top))

To ensure monotonicity, the put action gets a precondition put: s:state → MST unit (requires (λ s₀.rel s₀ s)) (ensures (λ _ _ s₁.s₁ = s))

So intuitively, MST is an abstract pre-postcondition refinement of mst t ^{def}/_{s0}:state → t * s₁:state{rel s₀ s₁}

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```

We extend F* with a logical capability

```
witnessed : (state \rightarrow Type) \rightarrow Type
```

together with a weakening principle (functoriality)

```
\label{eq:wk:pq:state} \begin{split} \text{wk}: p, q: & (\texttt{state} \to \texttt{Type}) \to \texttt{Lemma} \; (\texttt{requires} \; (\forall \, \texttt{s.p} \; \texttt{s} \; \Longrightarrow \; q \; \texttt{s})) \\ & (\texttt{ensures} \; (\texttt{witnessed} \; p \; \Longrightarrow \; \texttt{witnessed} \; q) \end{split}
```

Intuitively, think of it as a necessity modality

As usual, for natural deduction, need world-indexed sequents
 [Simpson'94; Russo'96; Basin, Matthews, Vigano'98]

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- But, wait a minute . . .
- ... Hoare-style logics are essentially world/state-indexed, so
- we include a stateful introduction rule for witnessed

```
\begin{split} \text{witness} \; : \; & \text{p:}(\texttt{state} \to \texttt{Type}_0) \\ & \to \; \texttt{MST unit (requires ($\lambda \, \texttt{s}_0 \, . \, \texttt{p 'stable\_from' s}_0$))} \\ & \qquad \qquad \left(\texttt{ensures ($\lambda \, \texttt{s}_0 \, \_\, \texttt{s}_1 \, . \, \texttt{s}_0 = \texttt{s}_1 \; \land \; \texttt{witnessed p})}\right) \end{split}
```

• and a stateful elimination rule for witnessed

```
\begin{split} \text{recall} &: \ p{:}\big(\text{state} \to \text{Type}_0\big) \\ &\to \ \text{MST unit } \big(\text{requires } \big(\lambda_-.\texttt{witnessed p}\big)\big) \\ & \big(\text{ensures } \big(\lambda \, s_0 \, - \, s_1 \, . \, s_0 \, = \, s_1 \, \land \, p \, \, \text{'stable\_from'} \, \, s_1\big)\big) \end{split}
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```
\label{eq:state} \begin{split} \text{witness} \; : \; \; & p{:}\big(\text{state} \to \text{Type}_0\big) \\ & \to \; \text{MST unit (requires } \big(\lambda \, s_0 \, . \, p \; \text{`stable\_from'} \; s_0\big)\big) \\ & \qquad \qquad \big(\text{ensures } \big(\lambda \, s_0 \, . \, s_1 \, . \, s_0 = s_1 \; \land \; \text{witnessed p}\big)\big) \end{split}
```

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\label{eq:witness} \begin{array}{ll} \text{witness} &: & p\text{:}(\texttt{state} \to \texttt{Type_0}) \\ & \to & \texttt{MST unit (requires ($\lambda \, \texttt{s_0 . p'stable\_from' s_0}))} \\ & & (\texttt{ensures ($\lambda \, \texttt{s_0 . s_1 . s_0} = \texttt{s_1} \ \land \ \texttt{witnessed p)})} \end{array}
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Outline

- * F* overview
- Monotonic state by example
- Key ideas behind our general extension to Hoare-style logics
- Accommodating monotonic state in F*
- Some examples of monotonic state at work
- Glimpse of meta-theory and correctness results
- More examples of monotonic state at work (see our paper)
- Monadic reification and reflection (see our paper)

Recall the program operating on the set-valued state

```
insert v; complex_procedure(); assert (v \in get())
```

- We pick **set inclusion** ⊆ as our preorder **rel** on states
- We **prove the assertion** by inserting a witness and recall

```
\texttt{insert } v; \texttt{ witness } (\lambda \texttt{ s. } v \in \texttt{s}); \texttt{ c.p()}; \texttt{ recall } (\lambda \texttt{ s. } v \in \texttt{s}); \texttt{ assert } (\texttt{v} \in \texttt{get()})
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For any other w, wrapping

```
insert w; []; assert (w \in get())
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around the program is handled **similarly easily** by

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insert w; witness (\lambda s.w \in s); [ ]; recall (\lambda s.w \in s); assert (w \in get())
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• Monotonic counters are analogous, by picking $\mathbb N$ and \leq , e.g., create 0; incr(); witness (λ c.c > 0); c.p(); recall (λ c.c > 0)

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First, we define a type of heaps as a finite map

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```
type heap =
        \mid \texttt{H} : \textcolor{red}{\textbf{h} : \textbf{h} : (\mathbb{N} \to \texttt{cell})} \to \textcolor{red}{\texttt{ctr} : \mathbb{N} \{ \forall \, \texttt{r} \, . \, \texttt{ctr} \leq \texttt{r} \implies \texttt{h} \, \texttt{r} = \texttt{Unused} \}} \to \texttt{heap}
where
  type cell =
         Unused: cell
         | Used : a:Type \rightarrow v:a \rightarrow cell
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```
\label{eq:type_heap} \begin{split} & | \; \text{H} : h \text{:} (\mathbb{N} \to \text{cell}) \to \text{ctr} \text{:} \mathbb{N} \{ \forall \, \text{r.} \, \text{ctr} \leq \text{r} \implies \text{h} \, \, \text{r} = \text{Unused} \} \to \text{heap} \\ & \text{where} \\ & \text{type cell} = \\ & | \; \text{Unused} : \text{cell} \\ & | \; \text{Used} : \, \text{a:Type} \to \text{v:} \text{a} \to \text{cell} \end{split}
```

Next, we define a preorder on heaps (heap inclusion)

```
let heap_inclusion (H h_0 _) (H h_1 _) = \forall r.match h_0 r,h_1 r with  | \text{Used a }\_, \text{Used b }\_ \rightarrow \text{ a }= \text{b}   | \text{Unused},\_ \rightarrow \top   | \text{Used }\_\_, \text{Unused } \rightarrow \bot
```

• As a result, we can define new local state effect

```
MLST t pre post \stackrel{\text{def}}{=} MST #heap #heap_inclusion t pre post
```

• Next, we define the type of references using monotonicity abstract type ref a = id:N{witnessed (λh.contains h id a)} where
let contains (H h _) r a =
match h r with
| Used b _ → a = b
| Umused → |

Important: contains is stable wrt. heap_inclusion

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 - let alloc (#a:Type) (v:a): MLST (ref a) ... = ...
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 - create a fresh ref., and add it to the heap
 - put the updated heap back
 - witness that the created ref. is in the heap
 - let ! (r:ref a) : MLST a (req. (\top)) (ens. (...)) = ...
 - recall that the given ref. is in the heap
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 - **select** the given reference from the heap
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- Untyped references (uref) with strong updates
 - Used heap cells are extended with tags

```
|\mbox{ Used}:a:Type \to v:a \to t:tag \to cell where type \mbox{ tag } = \mbox{ Typed}:tag \ | \mbox{ Untyped}:tag
```

- actions corresponding to urefs have weaker types than for refs
- Monotonic references (mref a rel)
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```
where | Used: a:Type \rightarrow v:a \rightarrow t:tag a \rightarrow cell where | type tag a | Typed: rel:preorder a \rightarrow tag a | Untyped: tag a
```

- mrefs provide more flexibility with ref.-wise monotonicity
- Further, all three can be extended with manually managed refs.

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```

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```

- mrefs provide more flexibility with ref.-wise monotonicity
- Further, all three can be extended with **manually managed** refs.

Outline

- * F* overview
- Monotonic state by example
- Key ideas behind our general extension to Hoare-style logics
- Accommodating monotonic state in F*
- Some examples of monotonic state at work
- Glimpse of meta-theory and correctness results
- More examples of monotonic state at work (see our paper)
- Monadic reification and reflection (see our paper)

- A small **dependently typed** λ -calculus with Tot and MST effects
- Using an instrumented operational semantics, where

- Strong normalisation via type-erasure and TT-lifting
- Logical consistency of pre-post cond. logic via cut elimination
- Hoare-style total correctness via SN, progress, and preservation

```
if \vdash e : \texttt{MST}\ t\ \textit{pre}\ \textit{post} and \vdash (s,W)\ \text{wf} and witnessed W \vdash \textit{pre}\ s then (e,s,W) \leadsto^* (\texttt{return}\ v,s',W') and \vdash v : t and witnessed W' \vdash \texttt{rel}\ s\ s' and W \subseteq W' and witnessed W' \vdash \textit{post}\ s\ v\ s'
```

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```
(witness p, s, W) \rightsquigarrow (return (), s, W \cup \{p\})
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then $(e, s, W) \rightsquigarrow^* (\text{return } v, s', W')$ and $\vdash v : t$ are witnessed $W' \vdash \text{rel } s \cdot s'$ and $W \subseteq W'$ and witnessed $W' \vdash post s \cdot v \cdot s'$

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```

Conclusion

- Monotonicity
 - can be distilled into a simple and general framework
 - is useful for programming (refs.) and verification (Prj. Everest)
- See our POPL 2018 paper for
 - further examples and case studies
 - details of meta-theory for MST
 - first steps towards monadic reification for MST (rel. reasoning)
- Ongoing: taking the modality aspect of witnessed seriously
 - to remove instrumentation from op. sem., and
 - to improve support for monadic reification

Thank you for your attention!

Questions?

D. Ahman, C. Fournet, C. Hriţcu, K. Maillard, A. Rastogi, N. Swamy.

Recalling a Witness: Foundations and Applications of Monotonic State

Proc. ACM Program. Lang., volume 2, issue POPL, article 65, 2018.