A way too brief introduction to Agda

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Recapitulation

Curry-Howard

Correspondence between logics and models of computation

- natural deduction

 lambda calculus
- Hilbert-style deduction

 combinators

Example:

f : A→B

f as a function from a proof a of proposition A to a proof f(a) of B [Brouwer-Heyting-Kolmogorov]

- Types as logical formulas, programs as proofs.
- "Type A is inhabited" means "proposition A has a proof."

Recapitulation

False formula (logic)

⇒ bottom type (computation)

Constructive: ¬A means A → ⊥

- ¬¬A does not mean A
- $\neg\neg A$ means $\neg (A \rightarrow \bot)$ which means $(A \rightarrow \bot) \rightarrow \bot$

Want a language where program, specification, and proofs are all under the same umbrella.

Dependent types

Richer than simple types.

More closely express program behavior.

Type inference is so last century.

The right thing to do is to write the types down, and then get as much mechanical assistance generating the program as possible.

Conor McBride

Internal vs. External verification

Example: Creates a list of n elements a : A gen 3 "uio" ≡ ["uio", "uio", "uio"]

- Using List A
 - No internal verification
 - Must proof two invariants externally: size and constant element
- Using Vec A (n : N)
 - Internal verification: Size is part of Vec's type
 - Must prove constant element externally
- Define UVec (a : A) (n : N)
 - Both properties (size and constant element) are internally verified

Pi type

In addition to the function type $A\rightarrow B$, we have the Pi type:

 $\Pi(x:A) \rightarrow B(x)$

where B(x) is a type family

Pi type (programming) \Rightarrow Universal quantification (logic)

Equality type

 $a \equiv b$

- Normalize (apply definitions) both sides then compare.
- Equality type is proven with refl, which means
- refl is a constructor for the equality type.

Many other notions of equality

- definitional (intensional)
- propositional (extensional)
- computational

Type erasure

- A vector is just a list after type erasure
 - Invariant related to size is checked statically
- · What can be erased and what can't?
 - At the crux of making the language efficient

Braun trees