

# Introduction to Propositions as Types

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March 2024

# Preliminaries

Slides and Examples available at:

<https://github.com/donovancrichton/Talks>

This talk: BFPG/PropositionsAsTypes

# About me



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# Proving Theorems $\cong$ Writing Programs - Overview

## The PAT (Propositions as Types) Interpretation

- Types are logical propositions or theorems.
- An inhabitant or element of the type is the proof.
- Strictly speaking an isomorphism that holds under specific conditions.

## Uses for the PAT Interpretation

- Used by mathematicians and logicians to *formalise* or *mechanise* mathematics and logic.
- Used by software developers to provide a stronger guarantee of functional correctness than testing.

# Proving Theorems $\cong$ Writing Programs - Applications

## Applications

- In defense/security: guarantees for software security.
- In aeronautics and naval agencies: guarantees for software properties that control hardware.
- In fin-tech: guarantees for software properties that involve transactions.
- Suitable for any application where the cost of a failed test after deployment is just too high.

# Propositions - Refresher

## What is a proposition?

A statement or assertion that expresses a judgement, usually readily apparent or verifiable.

## Examples of a proposition

- “It is raining outside.”
- “Terry is the child of Leigh.”
- Sometimes formally denoted:  
Let  $p$  denote “It is raining outside.”

# Theorems - Refresher

## What is a theorem?

A more general proposition that is less readily-apparent, usually requires a chain of reasoning to be accepted, or 'proven'.

## Examples of Theorems

- "If Terry has a child  $r$ , and Terry is the child of Leigh, then  $r$  is the grandchild of Leigh."
- "For all natural numbers  $x$  and  $y$ , and given the addition operation  $(+)$ , then  $x + y$  is equal to  $y + x$ ."
- "There is at least one weekday occurring in the future."

# Proofs - Refresher

## What is a poof?

The chain of formal reasoning that, when followed, always verifies a theorem.

## Examples of Proof sketches

- Grandchild is defined as "The child of a person's child." Thus, under this definition, this holds.
- Use a lemma (a smaller proof) to show that  $x + 0 = 0 + x$  by definition of  $+$ . Then apply the induction hypothesis for all other cases.
- This is more complicated. We could use an inductive, discrete definition of "future", and show that after so many iterations a new day occurs.



# Types - Refresher

## What is a type?

We often think of types in two forms, one computational, and one mathematical.

- A type is a way to interpret the series of bits that represent a value to distinguish it from other values that are encoded with the same bit representation.
- A type is a “set” of elements that inhabit the type.

## Examples of Types

- Take the binary number 1100001. Does this represent the positive integer 1,100,001? The letter ‘a’ on the keyboard? Or the decimal value of 97?
- $\mathbb{B}$  denotes the set of Boolean values:  $\{\text{True}, \text{False}\}$ .
- $\mathbb{Z}$  denotes the set of Integer values:  $\{\dots, -2, -1, 0, 1, 2, \dots\}$ .

# Elements/Inhabitants - Refresher

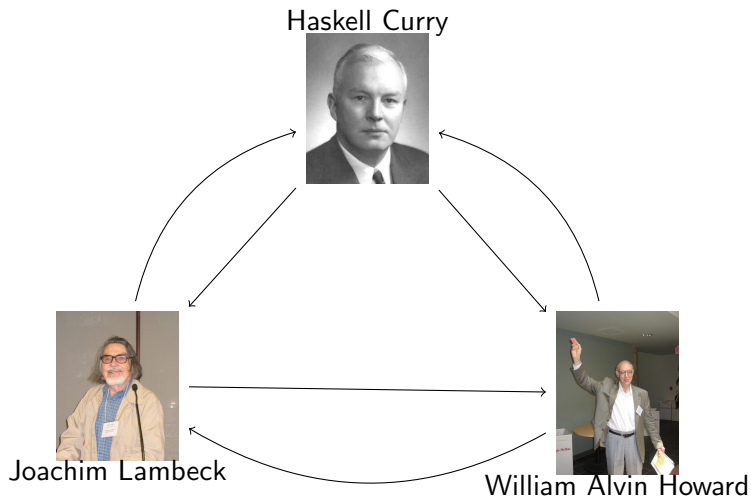
What is an element or inhabitant of a type?

One of the members of the set that characterises a type.

Examples of elements of types.

- Ordinary values: Such as  $\{\text{True}, \text{False}\}$  from  $\mathbb{B}$ .
- Data Types:  
 $\{(\text{"Nil"}, * \rightarrow \text{List } A), (\text{"Cons"}, A \rightarrow \text{List } A \rightarrow \text{List } A)\}$ .
- Codata Types:  $\{(\text{"hd"}, \text{List } A \rightarrow A), (\text{"tl"}, \text{List } A \rightarrow \text{List } A)\}$ .

# Curry, Howard, And Lambeck - Computational Trinitarianism



# Isomorphism

## What is an isomorphism?

Often denoted with  $\cong$ , an isomorphism is a *structure preserving map* between two algebraic structures. Generally this means there is a pair of functions such that their composition is the identity.

## An Example of Isomorphism

$\mathbb{B} = \{True, False\}.$

$Bin = \{0, 1\}.$

$f : \mathbb{B} \rightarrow Bin$

$f(True) = 1$

$f(False) = 0$

$g : Bin \rightarrow \mathbb{B}$

$g(0) = False$

$g(1) = True$

# Types and Props - Implication

## Implication: English and Formalisms

"If  $p$  then  $q$ " Or " $p$  implies  $q$ ",  $p \rightarrow q$ ,  $p \subset q$ .

## An Example of Implication in Haskell

```
module Implication where
-- Strings imply Integers
f :: String -> Integer
f "zero" = 0
f "one" = 1
f "two" = 2
f _ = -1
```

# Types and Props - Conjunction

## Conjunction: English and Formalisms

" $p$  and  $q$ ",  $p \wedge q$ ,  $p \times q$ .

## An Example of Implication in Haskell

```
module Conjunction where
type Name = String
type Age = Integer
data Person = Person Name Age
-- Name and Age Implies Personhood
f :: (Name, Age) -> Person
f (s, k) = Person s k
```

# Types and Props - Disjunction

Disjunction: English and Formalisms

" $p$  or  $q$ ",  $p \vee q$ ,  $p + q$ .

## An Example of Implication in Haskell

```
module Disjunction where
type Name = String
type Age = Integer
type Error = String
data Person = Person Name Age
-- Name and Age implies Personhood or Errors.
f :: (Name, Age) -> Either Person Error
f (s, k) =
  case (s == "" || k < 1) of
    True -> Right "Error"
    False -> Left (Person s k)
```

# Types and Props - Negation



# Types and Props - Quantifiers?

# Types and Props - Quantifiers (and Language)

## Examples - Linked List Invariants and Vectors

# References