

Mechanization of Proof:

From 4-Color Theorem to Compiler Verification

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My passion towards rigorous math

My question when I was young:

Can we do math rigorously?

In a set theory course:

Yes! We can do math only using first-order logic with ZFC.

But, I was disappointed:

because it looked practically impossible to do math in such a way.

Formal math thanks to computers

Now I do math formally using Coq:

Computers do such tedious details for me!

I will talk about Coq today.

What Is A Proof Assistant?

- **Underlying Logic** for constructing Propositions & Proofs
- **Set theory** in the Logic for defining Sets & Elements
- **Tool** that implements such a logic and a set theory
- **Independent Proof Checker** that checks validity of given definitions and proofs

Examples of Proof Systems

➤ Conventional Mathematics

- First-order logic
- Zermelo–Fraenkel set theory with the axiom of choice (ZFC)
- No Mechanization

➤ Isabelle/HOL

- Higher-order logic
- Function Space + Inductive Set
- Tool and Proof Checker
- Developed at University of Cambridge & Technical University of Munich

➤ Coq

- Calculus of Construction (Logic = Set Theory = Programming Language)
- Tool and Proof Checker
- Developed at INRIA, France

Demo of Coq

Set Theory

= Logic

= Programming

Applications of Proof Assistants

➤ 4-Color Theorem & Feit-Thompson theorem

- Any map in a plane can be colored using four-colors.
- Every finite group of odd order is solvable.
- Mechanized in Coq by Georges Gonthier.
- (Note) Kenneth Appel and Andrew Appel.

➤ seL4 (secure embedded L4)

- Fully verified highly-optimized Microkernel based on L4
- at NICTA, Isabelle/HOL

➤ CompCert

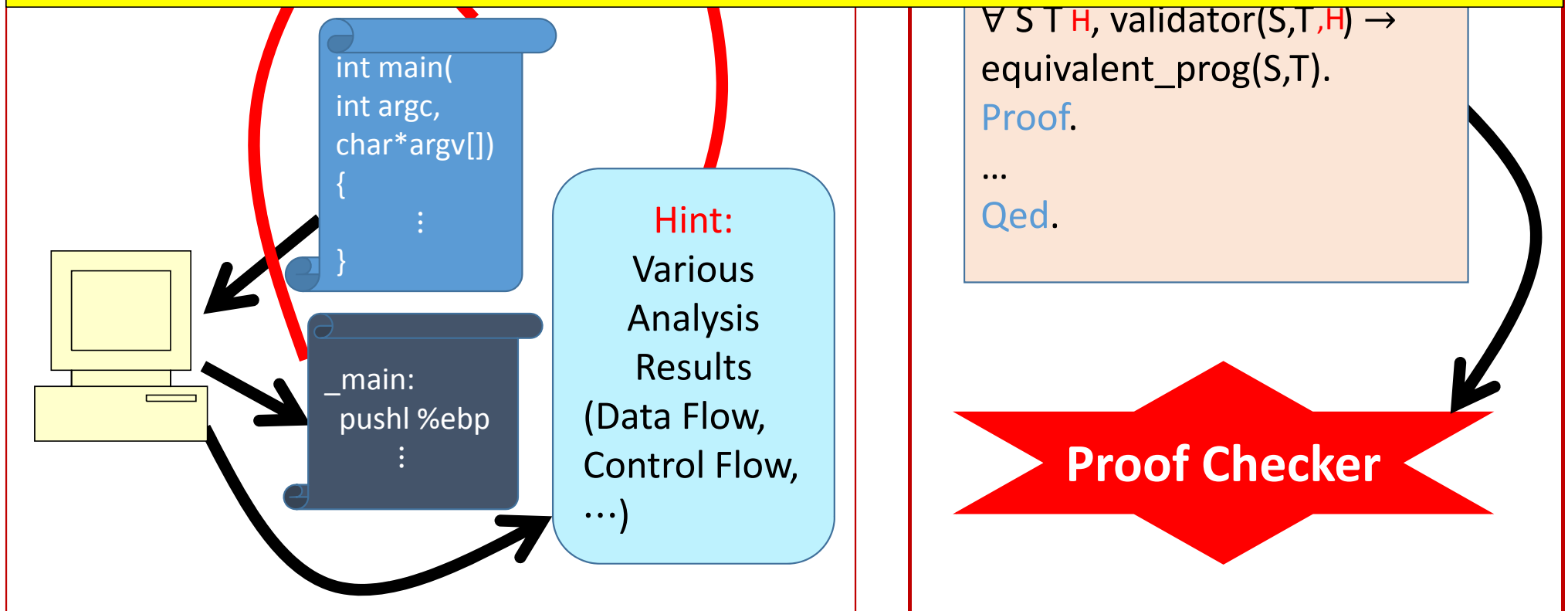
- Fully verified optimizing C compiler
- at INRIA, Coq (by Xavier Leroy)
- 79 bugs in GCC, 202 bugs in LLVM, **no bugs** in CompCert
- Its use in Airbus is being investigated.

➤ Security Protocols, Homotopy Type Theory, ...

My Research: Compilation Validation

Validators can guarantee **absence of bugs**.

We are currently developing
a **Verified Validator for LLVM Compiler**.



Let me now talk about
Calculus of Construction

Calculus of Constructions (CoC)

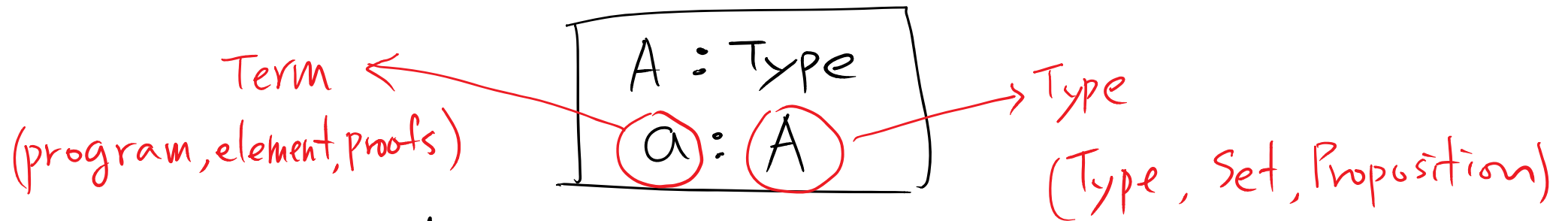
➤ Calculus of (Inductive & Coinductive) Construction

- The type theory behind Coq
- Introduced by Thierry Coquand (1985)
- Constructive mathematics, intuitionistic logic

➤ History of Coq

- 1984: Coquand and Huet start to develop Coq
- 1989: Coquand and Paulin extend CoC to CIC
- 1994: Eduardo Giménez extends CIC to CICC
- 2014: Coq version 8.4 (still actively being developed)
- Extract to a program (only constructive part)
- Story behind the name Coq
 1. Coq is the symbol of France.
 2. Coq ~ COC (Calculus Of Construction)
 3. Thierry COQuand

Type: The Set of All Sets



e.g. $\text{nat} : \text{Type}$

$0 : \text{nat}, \quad 1 : \text{nat}, \quad 2 : \text{nat}$

e.g. $\text{Type} : \text{Type} \rightarrow ??$
 $\text{nat} : \text{Type}$

e.g. $\text{nat} \rightarrow \text{nat} : \text{Type}$

$\text{fun } x \Rightarrow S(x) : \text{nat} \rightarrow \text{nat}$

e.g. $\text{Type} \rightarrow \text{Type} : \text{Type}$

$\text{fun } X \Rightarrow X : \text{Type} \rightarrow \text{Type}$

Type Formation Rules

- Dependent function types

$$\frac{A : \text{Type} \quad x : A \vdash B(x) : \text{Type}}{\forall x : A. B(x) : \text{Type}}$$

$$A \rightarrow B \equiv \forall x : A. B$$

- Inductive types

e.g. $\text{Inductive list } (A : \text{Type}) : \text{Type} :=$

| nil : list A

| cons : A \rightarrow list A \rightarrow list A

- CoInductive types ...

Term Formation Rules (1)

- Dependent function types
 - Introduction rule

$$x:A \vdash t : B(x)$$

$$\text{fun } x \Rightarrow t \quad : \quad \forall x:A. B(x)$$

- recursive, corecursive functions

- Elimination rule

$$f : \forall x:A. B(x) \quad t : A$$

$$f(t) : B(t)$$

Term Formation Rules (2)

- Inductive types

e.g. Inductive list (A:Type) : Type :=

| nil : list A

| cons : A → list A → list A .

- Introduction rule

$$\frac{}{\text{nil} : \text{list } A} \quad \frac{a : A \quad l : \text{list } A}{\text{cons } a \ l : \text{list } A}$$

- Elimination rule

$$\frac{t : \text{list } A \quad u : B \quad x : A, y : \text{list } A \vdash v : B}{\text{match } t \text{ with nil } \Rightarrow u \mid \text{cons } x \ y \Rightarrow v \text{ end} : B}$$

• Coinductive types ...

Computation Rule (Equational theory)

- Dependent function types

$$\frac{x:A \vdash t : B(x) \quad u:A}{(\text{fun } x \Rightarrow t) u \equiv t[u/x] : B(u)}$$

- Inductive types
...

$$\text{match nil with nil} \Rightarrow u \mid \text{cons } x y \Rightarrow v \text{ end} \equiv u : B$$

...

$$\text{match cons } a l \text{ with nil} \Rightarrow u \mid \text{cons } x y \Rightarrow v \text{ end} \\ \equiv v[a/x][l/y] : B$$

- Coinductive types ...

As a Set Theory

We can define arbitrary sets using

- 1) inductive types
- 2) dependent functions
- 3) subset construction
- + coinductive types

e.g. $0 : \text{nat}$

As a Programming Language

We can write programs using

fun , match
+ fix , cofix

Definition $\text{sum} : \text{nat} \rightarrow \text{nat} :=$

fix f n \Rightarrow
 match n with
 | 0 \Rightarrow 0
 | S m \Rightarrow f m + n
end.

As a Logic

We can interpret types as propositions.

$A : \text{Type}$

A is true if A is inhabited

A is false if A is uninhabited

e.g. $\forall n : \text{nat}. \text{mult } 2 (\text{sum } n) = \text{mult } n (\text{plus } n 1)$
inductive type

program = proof

$p : \forall n : \text{nat}. \dots$

* \exists is an inductive type

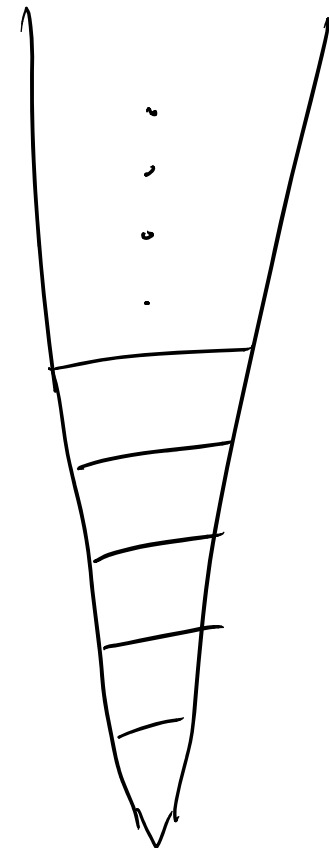
Size Problem

Type : Type leads to inconsistency!

The level of Type is implicitly determined.

Demo

Von Neumann hierarchy



Proposition

$$\text{Prop} \subseteq \text{Type}$$

Intuitively,

$$X : \text{Prop} \Rightarrow |X| = 0 \text{ or } |X| = 1$$

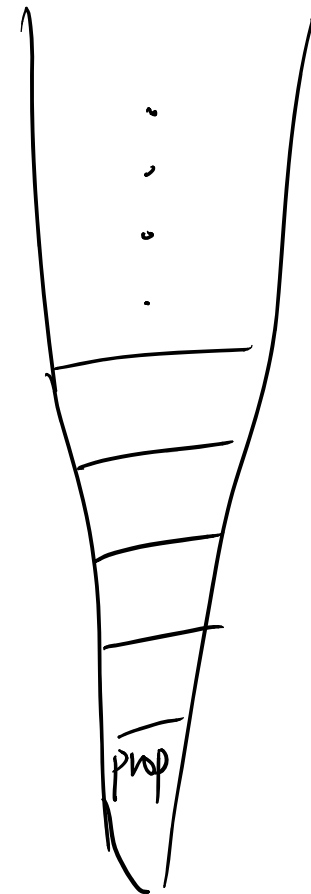
Thus, we can avoid the size problem:

e.g.

$$\text{Type} \rightarrow X : \text{Prop} \quad \text{if } X : \text{Prop}$$

Instead, the system does not allow to distinguish elements of a proposition.

Von Neumann hierarchy



Subset Construction

$$\{x \in A \mid P(x)\}$$

\equiv

$$\prod_{x \in A} P(x)$$

Demo