Π-Ware: An Embedded Hardware Description Language using Dependent Types

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Hardware design is hard(er)

- Strict(er) correctness requirements
  - You can't simply *update* a full-custom chip after production
    - Intel `FDIV`
  - Expensive verification / validation (up to 50% of development costs)
- Low-level details (more) important
  - Layout / area
  - Power consumption / fault tolerance

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Hardware design is growing

- Moore's law will still apply for some time
  - We can keep packing more transistors into same silicon area
- **But** optimizations in CPUs display diminishing returns
  - Thus, more algorithms *directly* in hardware

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Hardware Description Languages

- All started in the 1980s
- *De facto* industry standards: VHDL and Verilog
- Were intended for *simulation*, not modelling or synthesis
  - *Unsynthesizable* constructs
  - Widely variable tool support

Functional Programming

- Easier to *reason* about program properties
- Inherently *parallel* and *stateless* semantics
  - In contrast to imperative programming

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Functional Hardware Description

- A functional program describes a circuit
- Several *functional* Hardware Description Languages (HDLs) during the 1980s
  - For example, μFP [Sheeran, 1984]
- Later, *embedded* hardware Domain-Specific Languages (DSLs)
  - For example, Lava (Haskell) [Bjesse et al., 1998]

Embedded DSLs for Hardware

- Lava
- Limitations
  - Low level types
  - Not guaranteeing size match

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Dependently-Typed Programming

Dependently-Typed Programming (DTP) är en programmationstechnik...

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Research Question

"What are the improvements that DTP can bring to hardware design?"

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Methodology

- Develop a hardware DSL, *embedded* in a dependently-typed language (Agda)
  - Called **Π-Ware**
  - allowing simulation, synthesis and verification

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Dependently-Typed Programming

- Types can depend on values
  - Example: data Vec $(\alpha : \text{Set}) : \mathbb{N} \to \text{Set}$ where...
  - Compare with Haskell (GADT style):
    ```
    data List :: * -> * where...
    ```
- Types of arguments can depend on *values of previous arguments*
  - Ensure a "safe" domain
  - take $: (m : \mathbb{N}) \to \text{Vec } \alpha\ (m + n) \to \text{Vec } \alpha\ m$

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Dependently-Typed Programming

- Type checking requires *evaluation* of functions
  - We want Vec Bool (2 + 2) to unify with Vec Bool 4
- Consequence: all functions must be *total*
- Termination checker ensures (heuristics)
  - Structurally-decreasing recursion
    - This passes the check:

$$\begin{aligned} &\mathsf{add} : \mathbb{N} \to \mathbb{N} \to \mathbb{N} \\ &\mathsf{add}\ \mathsf{zero}\ \ y = y \\ &\mathsf{add}\ (\mathsf{suc}\ x')\ y = \mathsf{suc}\ (\mathsf{add}\ x'\ y) \end{aligned}$$

    - This does not:

$$\begin{aligned} &\mathsf{silly} : \mathbb{N} \to \mathbb{N} \\ &\mathsf{silly}\ \mathsf{zero}\ \ = \mathsf{zero} \\ &\mathsf{silly}\ (\mathsf{suc}\ n') = \mathsf{silly}\ \lfloor n'/2 \rfloor \end{aligned}$$

Dependently-Typed Programming

- Dependent pattern matching can *rule out* impossible cases

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Dependently-Typed Programming

- Dependent pattern matching can *rule out* impossible cases
  - Classic example: *safe* head function

$$\mathsf{head} : \mathsf{Vec}\ \alpha\ (\mathsf{suc}\ n) \to \alpha$$
$$\mathsf{head}\ (x :: xs) = x$$

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Dependently-Typed Programming

- Dependent pattern matching can *rule out* impossible cases
  - Classic example: *safe* head function

    $$\mathsf{head} : \mathsf{Vec}\ \alpha\ (\mathsf{suc}\ n) \to \alpha$$
    $$\mathsf{head}\ (x :: xs) = x$$
  - The **only** constructor returning $\mathsf{Vec}\ \alpha\ (\mathsf{suc}\ n)$ is $\_::\_$

Depedent types as logic

- Programming language / Theorem prover
  - Types as propositions, terms as proofs [Wadler, 2014]
- Example:
  - Given the relation (drawn triangle):

```
data _≤_ : ℕ → ℕ → Set where
  z≤n : ∀ {n}                → zero  ≤ n
  s≤s : ∀ {m n} → m ≤ n → suc m ≤ suc n
```

  - Proposition:

```
twoLEQFour : 2 ≤ 4
```

  - Proof:

```
twoLEQFour = s≤s (s≤s z≤n)
s≤s (s≤s (z≤n : 0 ≤ 4) : 1 ≤ 4) : 2 ≤ 4
```


Agda syntax for Haskell programmers

- Liberal identifier lexing (Unicode **everywhere**)
  - a≡b+c is a valid identifer, $a \equiv b + c$ an expression
  - Actually used in Agda's standard library
  - And in Π-Ware: $\mathbb{C}$, $[\![c]\!]$, $\Downarrow$, $\Uparrow$
- *Mixfix* notation
  - _[_]:=_ is the vector update function: v [# 3] := true.
  - _[_]:=_ v (# 3) true $\Longleftrightarrow$ v [# 3] := true
- Almost nothing built-in
  - _+_ : $\mathbb{N} \to \mathbb{N} \to \mathbb{N}$ defined in Data.Nat
  - if_then_else_ : Bool $\to \alpha \to \alpha \to \alpha$ defined in Data.Bool

Agda syntax for Haskell programmers

- Implicit arguments
  - Don't have to be passed if Agda can **guess** it
  - Syntax: $\varepsilon : \{\alpha : \mathsf{Set}\} \to \mathsf{Vec}\ \alpha\ \mathsf{zero}$
- "For all" syntax: $\forall\ n \Longleftrightarrow (n : \_)$
  - Where _ means: guess this type (based on other args)
  - Example:
    - $\forall\ n \to \mathsf{zero} \leq n$
    - $\mathsf{data}\ \_\leq\_ : \mathbb{N} \to \mathbb{N} \to \mathsf{Set}$
- It's common to combine both:
  - $\forall\ \{\alpha\ n\} \to \mathsf{Vec}\ \alpha\ (\mathsf{suc}\ n) \to \alpha \Longleftrightarrow$
    $\{\alpha : \_\}\ \{n : \_\} \to \mathsf{Vec}\ \alpha\ n \to \alpha$

Low-level circuits

- Structural representation
- Untyped but *sized*

```
data ℂ′ : ℕ → ℕ → Set
data ℂ′ where
  Nil     : ℂ′ zero zero
  Gate    : (g# : Gates#)  → ℂ′ (|in| g#) (|out| g#)
  Plug    : ∀ {i o}        → (f : Fin o → Fin i) → ℂ′ i o

  DelayLoop : (c : ℂ′ (i + l) (o + l)) {comb′ c} → ℂ′ i o

  _⋙′_  : ℂ′ i m   → ℂ′ m o   → ℂ′ i o
  _|′_  : ℂ′ i₁ o₁ → ℂ′ i₂ o₂ → ℂ′ (i₁ + i₂) (o₁ + o₂)
  _|+′_ : ℂ′ i₁ o  → ℂ′ i₂ o  → ℂ′ (suc (i₁ ⊔ i₂)) o
```


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Atoms

- How to carry values of an Agda type in *one* wire
- Defined by the Atomic type class in PiWare.Atom

```
record Atomic : Set₁ where
  field
    Atom      : Set
    |Atom|−1  : ℕ
    n→atom    : Fin (suc |Atom|−1) → Atom
    atom→n    : Atom → Fin (suc |Atom|−1)

    inv−left  : ∀ i → atom→n (n→atom i) ≡ i
    inv−right : ∀ a → n→atom (atom→n a) ≡ a

|Atom| = suc |Atom|−1
Atom#  = Fin |Atom|
```


Atomic instances

- Examples of types that can be Atomic
  - Bool, std_logic, other multi-valued logics
  - Predefined in the library: PiWare.Atom.Bool
- First, define how many atoms we are interested in

```
|B|−1 = 1
|B| = suc |B|−1
```

- Friendlier names for the indices (elements of Fin 2)

```
pattern False#  = Fz
pattern True#   = Fs Fz
```


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Atomic instance (Bool)

- Bijection between $\{n \in \mathbb{N} \mid n < 2\}$ (Fin 2) and Bool

```
n→B = λ { False# → false;  True#  → true }
B→n = λ { false  → False#; true   → True# }
```

- Proof that n→B and B→n are inverses

```
inv–left–B  = λ { False# → refl; True#  → refl; }
inv–right–B = λ { false  → refl; true   → refl }
```

- With all pieces at hand, we construct the instance

```
Atomic–B = record { Atom      = B
                  ; |Atom|–1  = |B|–1
                  ; n→atom    = n→B
                  ; atom→n    = B→n
                  ; inv–left  = inv–left–B
                  ; inv–right = inv–right–B }
```


Gates

- Circuits parameterized by collection of *fundamental gates*
- Examples:
  - {NOT, AND, OR} (BoolTrio)
  - {NAND}
  - Arithmetic, Crypto, etc.
- The definition of what means to be such a collection is in PiWare.Gates.Gates

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The Gates type class

```
W : ℕ → Set
W = Vec Atom
 record Gates : Set where

    field
        |Gates|     : ℕ
        |in| |out|  : Fin |Gates| → ℕ
        spec        :  (g : Fin |Gates|)
                       → (W (|in| g) → W (|out| g))

    Gates#  = Fin |Gates|
```


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Gates instances

- Example: PiWare.Gates.BoolTrio
- First, how many gates are there in the library

  $|\mathsf{BoolTrio}| = 5$

- Then the friendlier names for the indices

```
pattern FalseConst#  = Fz
pattern TrueConst#   = Fs Fz
pattern Not#         = Fs (Fs Fz)
pattern And#         = Fs (Fs (Fs Fz))
pattern Or#          = Fs (Fs (Fs (Fs Fz)))
```


Gates instance (BoolTrio)

- Defining the *interfaces* of the gates

```
|in| FalseConst#  = 0
|in| TrueConst#   = 0
|in| Not#         = 1
|in| And#         = 2
|in| Or#          = 2

|out| _ = 1
```

- And the specification function for each gate

```
spec-false  _              = [ false   ]
spec-true   _              = [ true    ]
spec-not    (x :: ε)       = [ not x   ]
spec-and    (x :: y :: ε)  = [ x ∧ y   ]
spec-or     (x :: y :: ε)  = [ x ∨ y   ]
```


Gates instance (BoolTrio)

- Mapping each gate index to its respective specification

```
specs–BoolTrio FalseConst#  = spec–false
specs–BoolTrio TrueConst#   = spec–true
specs–BoolTrio Not#         = spec–not
specs–BoolTrio And#         = spec–and
specs–BoolTrio Or#          = spec–or
```

- With all pieces at hand, we construct the instance

```
BoolTrio : Gates
BoolTrio = record  { |Gates|  = |BoolTrio|
                   ; |in|     = |in|
                   ; |out|    = |out|
                   ; spec     = specs–BoolTrio }
```


High-level circuits

- User is not supposed to describe circuits at low level ($\mathbb{C}'$)
- The high level circuit type ($\mathbb{C}$) alloes for *typed* circuit interfaces
  - The input and output indices are Agda types

$$\begin{aligned}&\mathsf{data}\ \mathbb{C}\ (\alpha\ \beta : \mathsf{Set})\ \{i\ j : \mathbb{N}\} : \mathsf{Set}\ \mathsf{where}\\ &\quad \mathsf{Mk}\mathbb{C} : \{\!|\ s\alpha : \Downarrow\mathsf{W}\Uparrow\ \alpha\ \{i\}\ |\!\}\ \{\!|\ s\beta : \Downarrow\mathsf{W}\Uparrow\ \beta\ \{j\}\ |\!\}\\ &\qquad\qquad \to \mathbb{C}'\ i\ j \to \mathbb{C}\ \alpha\ \beta\ \{i\}\ \{j\}\end{aligned}$$

- MkℂC takes:
  - Low level description ($\mathbb{C}'$)
  - Information on how to *synthesize* elements of α and β
    - Passed as *instance arguments*

Synthesizable

- ⇓W⇑ type class (pronounced `Synthesizable`)
  - Describes how to *synthesize* a given Agda type (α)
  - Two fields: from element of α to a *word* and back

```
record ⇓W⇑ (α : Set) {i : ℕ} : Set where
  constructor ⇓W⇑[_,_]
  field
    ⇓ : α → W i
    ⇑ : W i → α
```


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⇓W⇑ instances

- Any *finite* type can have such an instance
- Predefined in the library: Bool; _×_; _⊎_; Vec
- Example: instance for products (_×_)

$$
\begin{aligned}
&\Downarrow\mathsf{W}\Uparrow\!-\!\times : \{\!|\ s\alpha : \Downarrow\mathsf{W}\Uparrow\ \alpha\ \{i\}\ |\!\}\ \{\!|\ s\beta : \Downarrow\mathsf{W}\Uparrow\ \beta\ \{j\}\ |\!\} \\
&\qquad\qquad \rightarrow \Downarrow\mathsf{W}\Uparrow\ (\alpha \times \beta) \\
&\Downarrow\mathsf{W}\Uparrow\!-\!\times\ \{\alpha\}\ \{i\}\ \{\beta\}\ \{j\}\ \{\!|\ s\alpha\ |\!\}\ \{\!|\ s\beta\ |\!\} = \Downarrow\mathsf{W}\Uparrow[\ \mathsf{down}\ ,\ \mathsf{up}\ ] \\
&\quad \mathsf{where}\ \ \mathsf{down} : (\alpha \times \beta) \rightarrow \mathsf{W}\ (i + j) \\
&\qquad\qquad \mathsf{down}\ (a\ ,\ b) = (\Downarrow\ a)\ +\!+\ (\Downarrow\ b) \\
&\qquad\qquad \mathsf{up} : \mathsf{W}\ (i + j) \rightarrow (\alpha \times \beta) \\
&\qquad\qquad \mathsf{up}\ w\ \mathsf{with}\ \mathsf{splitAt}\ i\ w \\
&\qquad\qquad \mathsf{up}\ .(\Downarrow a\ +\!+\ \Downarrow b)\ |\ \Downarrow a\ ,\ \Downarrow b\ ,\ \mathsf{refl} = \Uparrow\ \Downarrow a\ ,\ \Uparrow\ \Downarrow b
\end{aligned}
$$

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Synthesizable

- Both fields $\Downarrow$ and $\Uparrow$ should be inverses of each other

Circuit semantics

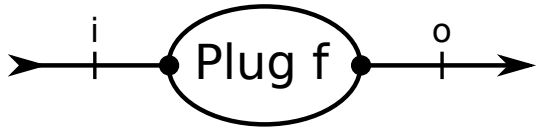
- *Synthesis* semantics: produce a *netlist*
  - Tool integration / implement in FPGA or ASIC.
- *Simulation* semantics: *execute* a circuit
  - Given circuit model and inputs, calculate outputs
- Other semantics possible:
  - Timing analysis, power estimation, etc.
  - This possibility guided Π-Ware's development

Synthesis semantics

- Netlist: digraph with *gates* as nodes and *buses* as edges

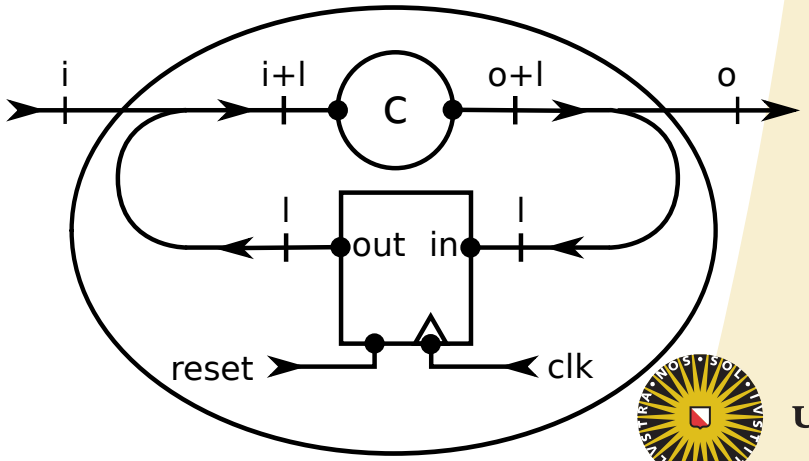
$$\mathsf{Nil} : \mathbb{C}\ 0\ 0$$

$$\frac{\mathsf{i\ o} : \mathbb{N} \qquad \mathsf{f} : \mathsf{Fin\ o} \to \mathsf{Fin\ i}}{\mathsf{Plug\ f} : \mathbb{C}\ \mathsf{i\ o}}$$



$$\frac{\mathsf{g\#} : \mathsf{Gate\#}}{\mathsf{Gate\ g\#} : \mathbb{C}\ (\mathsf{ins\ g\#})\ (\mathsf{outs\ \ g\#})}$$

$$\frac{\mathsf{c} : \mathbb{C}\ (\mathsf{i+l})\ (\mathsf{o+l})}{\mathsf{DelayLoop} : \mathbb{C}\ \mathsf{i\ o}}$$



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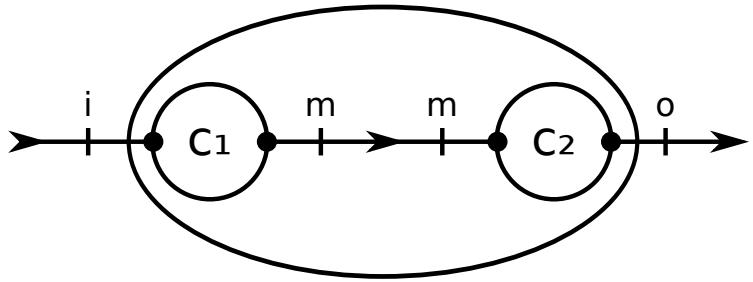
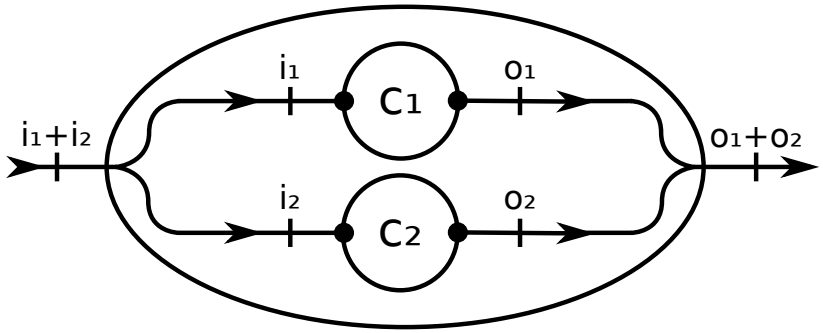
Synthesis semantics

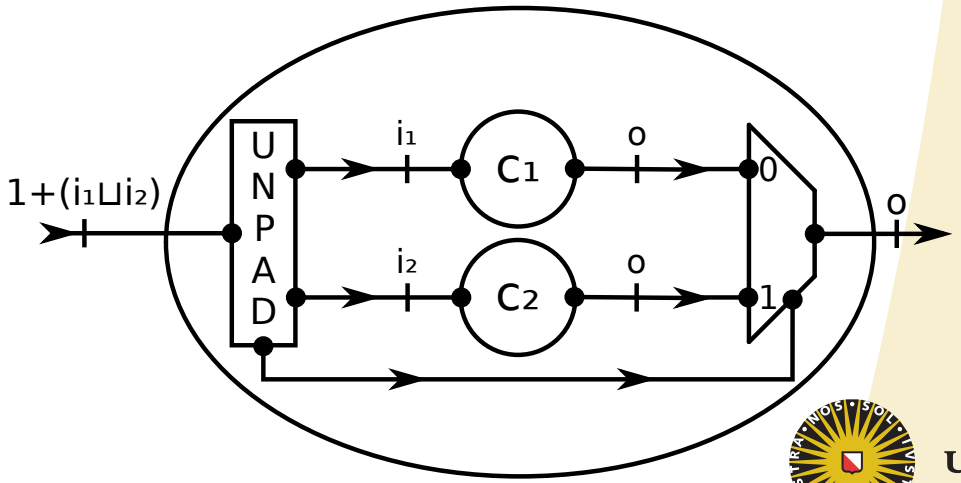
$$\frac{c_1 : \mathbb{C}\ i\ m \qquad c_2 : \mathbb{C}\ m\ o}{c_1 \gg' c_2 : \mathbb{C}\ i\ o}$$



$$\frac{c_1 : \mathbb{C}\ i_1\ o_1 \qquad c_2 : \mathbb{C}\ i_2\ o_2}{c_1 \mid' c_2 : \mathbb{C}\ (i_1{+}i_2)\ (o_1{+}o_2)}$$



$$\frac{c_1 : \mathbb{C}\ i_1\ o \qquad c_2 : \mathbb{C}\ i_2\ o}{c_1 \mid{+}' c_2 : \mathbb{C}\ (1{+}(i_1 \sqcup i_2))\ o}$$



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Synthesis semantics

Missing "pieces":

- Adapt Atomic
  - New field: a VHDLTypeDecl
    - Such as: `type ident is (elem1, elem2);`
    - Enumerations, integers (ranges), records.
  - New field: atomVHDL : Atom# → VHDLExpr
- Adapt Gates
  - For each gate, a corresponding VHDLEntity
  - netlist : $(g\# : \text{Gates\#}) \rightarrow \text{VHDLEntity}\ (|\text{in}|\ g\#)\ (|\text{out}|\ g\#)$
    - The VHDL entity has the *interface* of corresponding gate

Simulation semantics

- Two levels of abstraction
  - High-level simulation ($[\![\_]\!]$) for high-level circuits ($\mathbb{C}$)
  - Low-level simulation ($[\![\_]\!]'$) for low-level circuits ($\mathbb{C}'$)
- Two kinds of simulation
  - Combinational simulation ($[\![\_]\!]$) for stateless circuits
  - Sequential simulation ($[\![\_]\!]*$) for stateful circuits
- High level defined in terms of low level

$$[\![\_]\!] : \forall \{\alpha\ i\ \beta\ j\} \to (c : \mathbb{C}\ \alpha\ \beta\ \{i\}\ \{j\}) \to (\alpha \to \beta)$$
$$[\![\ \mathsf{Mk}\mathbb{C}\ \{\!\{\ s\alpha\ \}\!\}\ \{\!\{\ s\beta\ \}\!\}\ c'\ ]\!] = \Uparrow \circ [\![\ c'\ ]\!]' \circ \Downarrow$$

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Combinational simulation (excerpt)

$$[\![\_]\!]' : \forall\ \{i\ o\} \to (c : \mathbb{C}'\ i\ o)\ \{p : \mathsf{comb}'\ c\} \to (\mathsf{W}\ i \to \mathsf{W}\ o)$$
$$[\![\ \mathsf{Nil}\ ]\!]' = \mathsf{const}\ \varepsilon$$
$$[\![\ \mathsf{Gate}\ g\#\ ]\!]' = \mathsf{spec}\ g\#$$
$$[\![\ \mathsf{Plug}\ p\ ]\!]' = \mathsf{plugOutputs}\ p$$

$$[\![\ \mathsf{DelayLoop}\ c\ ]\!]'\ \{()\}\ v$$

$$[\![\ c_1\ \gg'\ c_2\ ]\!]'\ \{p_1\ ,\ p_2\} = [\![\ c_2\ ]\!]'\ \{p_2\} \circ [\![\ c_1\ ]\!]'\ \{p_1\}$$

$$[\![\ \_|+'\_\ \{i_1\}\ c_1\ c_2\ ]\!]'\ \{p_1\ ,\ p_2\} =$$
$$[\ [\![\ c_1\ ]\!]'\ \{p_1\}\ ,\ [\![\ c_2\ ]\!]'\ \{p_2\}\ ]' \circ \mathsf{untag}\ \{i_1\}$$

- Remarks:
  - Proof required that c is combinational
  - Gate case uses specification function
  - DelayLoop case can be *discharged*

Sequential simulation

- Inputs and outputs become Streams
  - $\mathbb{C}'\ i\ o \Longrightarrow \text{Stream}\ (\text{W}\ i) \to \text{Stream}\ (\text{W}\ o)$
  - Stream: infinite list
- We can't write a recursive evaluation function over Streams
  - *Sum* case needs $\text{Stream}\ (\alpha \uplus \beta) \to \text{Stream}\ \alpha \times \text{Stream}\ \beta$
    - What if there are no *lefts* (or *rights*)?
- A stream function is not an accurate model for hardware
  - A function of type $(\text{Stream}\ \alpha \to \text{Stream}\ \beta)$ can "look ahead"
  - For example, $\text{tail}\ (x_0 :: x_1 :: x_2 :: xs) = x_1 :: x_2 :: xs$

Causal stream functions

Solution: sequential simulation using *causal* stream function

Some definitions:

- Causal context: past + present values

$$\Gamma c : (\alpha : \mathsf{Set}) \to \mathsf{Set}$$
$$\Gamma c\ \alpha = \alpha \times \mathsf{List}\ \alpha$$

- Causal stream function: produces **one** (current) output

$$\_ \Rightarrow c \_ : (\alpha\ \beta : \mathsf{Set}) \to \mathsf{Set}$$
$$\alpha \Rightarrow c\ \beta = \Gamma c\ \alpha \to \beta$$

Causal sequential simulation

- Core sequential simulation function:

$$\llbracket \_ \rrbracket c : \{i\ o : \mathbb{N}\} \to \mathbb{C}'\ i\ o \to (W\ i \Rightarrow c\ W\ o)$$

$$\begin{aligned}
\llbracket\ \text{Nil} \rrbracket c\ (w^0\ ,\ _) &= \llbracket\ \text{Nil} \rrbracket'\ w^0 \\
\llbracket\ \text{Gate}\ g\# \rrbracket c\ (w^0\ ,\ _) &= \llbracket\ \text{Gate}\ g\# \rrbracket'\ w^0 \\
\llbracket\ \text{Plug}\ p \rrbracket c\ (w^0\ ,\ _) &= \text{plugOutputs}\ p\ w^0 \\
\llbracket\ \text{DelayLoop}\ c\ \{p\} \rrbracket c &= \text{take}_{\text{v}}\ j \circ \text{delay}\ c\ \{p\}
\end{aligned}$$

$$\llbracket\ c_1 \gg' c_2 \rrbracket c = \llbracket\ c_2 \rrbracket c \circ \text{map}^+\ \llbracket\ c_1 \rrbracket c \circ \text{tails}^+$$

- Nil, Gate and Plug cases use combinational simulation
- DelayLoop calls a recursive helper (delay)
- Example structural case: $\_ \gg' \_$ (sequence)
  - Context of $\llbracket\ c_1 \rrbracket c$ is context of the whole compound
  - Context of $\llbracket\ c_2 \rrbracket c$ is past and present *outputs* of c1

Sequential simulation

- We can then "run" the step-by-step function to produce a whole Stream
  - Idea from "The Essence of Dataflow Programming" [Uustalu and Vene, 2005]

$$\mathsf{runc'} : (\alpha \Rightarrow \mathsf{c}\ \beta) \to (\Gamma\mathsf{c}\ \alpha \times \mathsf{Stream}\ \alpha) \to \mathsf{Stream}\ \beta$$
$$\mathsf{runc'}\ f\ ((x^0\ ,\ x^-)\ ,\ (x^1\ ::\ x^+)) =$$
$$f\ (x^0\ ,\ x^-)\ ::\ \sharp\ \mathsf{runc'}\ f\ ((x^1\ ,\ x^0\ ::\ x^-)\ ,\ \flat\ x^+)$$

$$\mathsf{runc} : (\alpha \Rightarrow \mathsf{c}\ \beta) \to (\mathsf{Stream}\ \alpha \to \mathsf{Stream}\ \beta)$$
$$\mathsf{runc}\ f\ (x^0\ ::\ x^+) = \mathsf{runc'}\ f\ ((x^0\ ,\ [])\ ,\ \flat\ x^+)$$

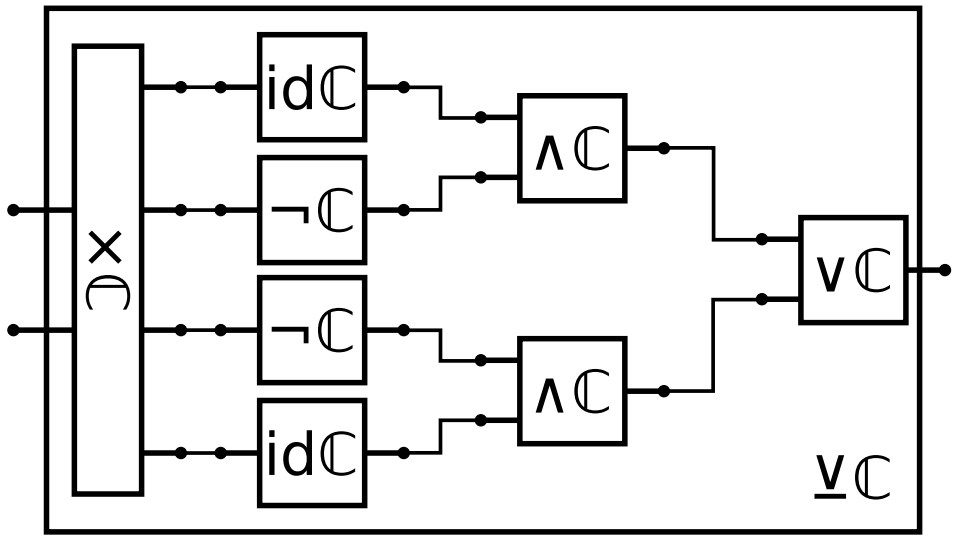
- Obtaining the stream-based simulation function:

$$[\![\_]\!]{*'} : \forall\ \{i\ o\} \to \mathbb{C}'\ i\ o \to (\mathsf{Stream}\ (\mathsf{W}\ i) \to \mathsf{Stream}\ (\mathsf{W}\ o))$$
$$[\![\_]\!]{*'} = \mathsf{runc} \circ [\![\_]\!]\mathsf{c}$$

Properties of circuits

- Tests and proofs about circuits depend on the *semantics*
  - We focused on the functional simulation semantics
  - Other possibilities (gate count, critical path, etc.)
- Very simple sample circuit to illustrate: `XOR`

Sample circuit: XOR



$$\veebar\mathbb{C} : \mathbb{C}\ (B \times B)\ B$$
$$\veebar\mathbb{C} = \text{pFork}\times \gg (\neg\mathbb{C} \parallel \text{id}\mathbb{C} \gg \wedge\mathbb{C}) \parallel (\text{id}\mathbb{C} \parallel \neg\mathbb{C} \gg \wedge\mathbb{C}) \gg \vee\mathbb{C}$$

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Specification of XOR

- To define *correctness* we need a *specification function*
  - Listing all possibilities (truth table)
  - Based on pre-exisiting functions (standard library)
- Truth table

```
xor-spec-table : (B × B) → B
xor-spec-table (false , false) = false
xor-spec-table (false , true ) = true
xor-spec-table (true  , false) = true
xor-spec-table (true  , true ) = false
```


Proof of XOR (truth table)

```
∨ℂ-proof-table : ⟦ ∨ℂ ⟧ (a , b) ≡ ∨ℂ-spec-table (a , b)
∨ℂ-proof-table false false = refl
∨ℂ-proof-table false true  = refl
∨ℂ-proof-table true  false = refl
∨ℂ-proof-table true  true  = refl
```

- Proof by *case analysis*
  - Could be automated (reflection)

Specification of XOR

- Based (_xor_) from Data.Bool

```
_xor_ : B → B → B
true  xor b = not b
false xor b = b
```

- Adapted interface to match exactly ⅀ℂ

```
⅀ℂ-spec-subfunc : (B × B) → B
⅀ℂ-spec-subfunc = uncurry′ _xor_
```


Proof of XOR (pre-existing)

- Proof based on $\underline{\vee}\mathbb{C}$–spec–subfunc

$$\underline{\vee}\mathbb{C}\text{–proof–subfunc} : [\![\ \underline{\vee}\mathbb{C}\ ]\!]\ (a\ ,\ b) \equiv \underline{\vee}\mathbb{C}\text{–spec–subfunc}\ (a\ ,\ b)$$
$$\underline{\vee}\mathbb{C}\text{–proof–subfunc} = \underline{\vee}\mathbb{C}\text{–xor–equiv}$$

- Need a lemma to complete the proof
  - Circuit is defined using {NOT, AND, OR}
  - _xor_ is defined directly by pattern matching

$$\underline{\vee}\mathbb{C}\text{–xor–equiv} : (\text{not}\ a \wedge b) \vee (a \wedge \text{not}\ b) \equiv (a\ \text{xor}\ b)$$

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Problems

- Definition of $[\![\_]\!]$ blocks reduction

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Summary

- Π-Ware is...

Current limitations

- Problem with proofs (definition of $[\![\_]\!]$)
- Proofs on (infinite) Streams
- Bla

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Future work

- Proof by reflection for finite cases

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Thank you!

Questions?

Mede mogelijk gemaakt door:

Utrechts Universiteitsfonds

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