

PROGRAMing in Coq

MATTHIEU SOZEAU

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LRI, Univ. Paris-Sud - DÉMONS Team & INRIA FUTURS - PROVAL Project

DÉMONS-PROVAL-LOGICAL seminar

9 march 2007



The Big Picture

ML term t

```
let rec euclid x y =  
  if x < y then (0, x)  
  else  
    let (q, r) = euclid (x - y) y in  
    (S q, r)
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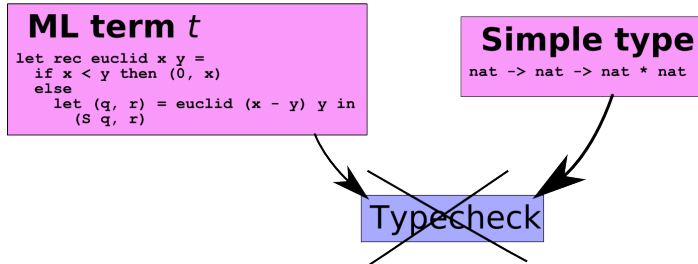
Simple type

```
nat -> nat -> nat * nat
```

```
graph TD; A[ML term t] --> D[Typecheck]; B[Simple type] --> D;
```

Typecheck

The Big Picture



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Dependent type T

```
nat -> { y : nat | y > 0 } ->  
nat * nat
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```
graph TD; A[ML term t] --> D[Typecheck]; B[Dependent type T] --> D;
```

Typecheck

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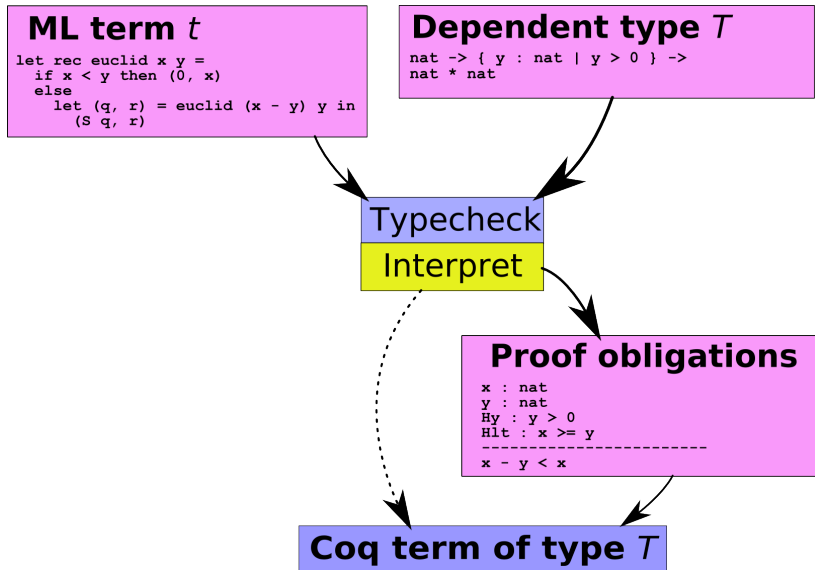
Typecheck

Interpret

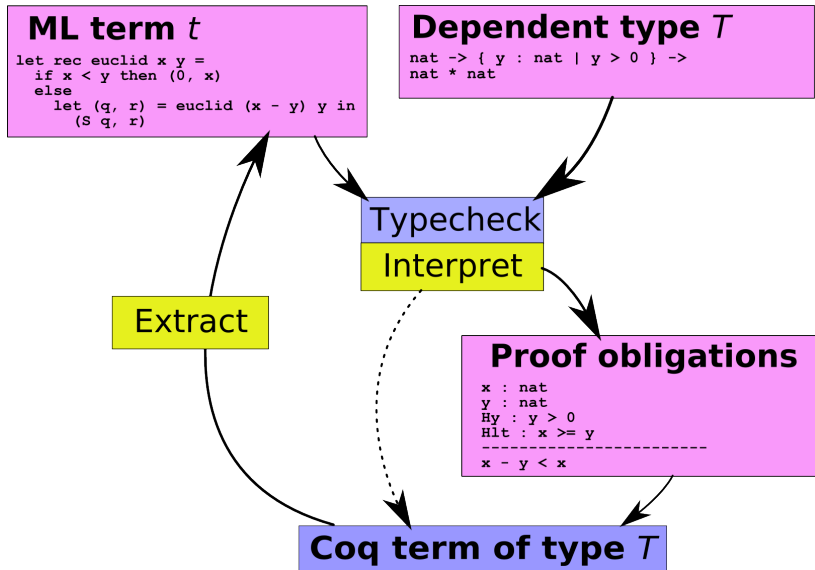
Proof obligations

```
x : nat  
y : nat  
Hy : y > 0  
Hlt : x >= y  
-----  
x - y < x
```

The Big Picture



The Big Picture



The Big Picture

Inductive *diveucl* $a\ b : \text{Set} :=$

divex : $\forall\ q\ r,\ b > r \rightarrow a = q \times b + r \rightarrow \text{diveucl}\ a\ b.$

Lemma *eucl_dev* : $\forall\ n,\ n > 0 \rightarrow \forall\ m:\text{nat},\ \text{diveucl}\ m\ n.$

Proof.

intros b H a; pattern a in $\vdash \times$; apply gt_wf_rec; intros n
H0.

elim (le_gt_dec b n).

intro lebn.

elim (H0 (n - b)); auto with arith.

intros q r g e.

apply divex with (S q) r; simpl in $\vdash \times$; auto with arith.

elim plus_assoc.

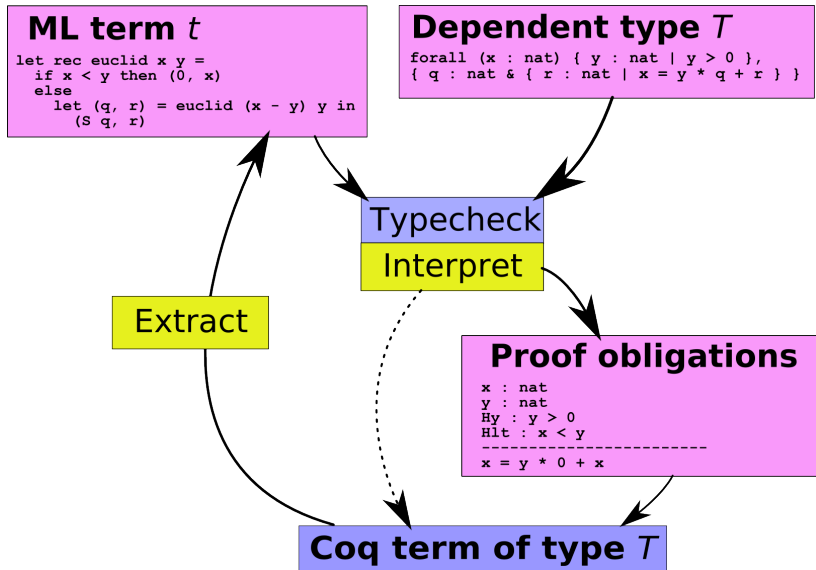
elim e; auto with arith.

intros gtbn.

apply divex with 0 n; simpl in $\vdash \times$; auto with arith.

Qed.

The Big Picture



- 1 The idea
 - A simple idea
 - From PVS to Coq
- 2 Theoretical development
 - RUSSELL
 - Interpretation in Coq
 - Inductive types
- 3 PROGRAM
 - Architecture
 - Hello world
 - Extensions
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A simple idea

Definition

$\{x : T \mid P\}$ is the set of objects of set T verifying property P .

- ▶ Useful for specifying, widely used in mathematics ;
- ▶ Links object and property.

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Adapting the idea

$$\frac{t : T \quad P[t/x]}{t : \{x : T \mid P\}} \quad \frac{t : \{x : T \mid P\}}{t : T}$$

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Adapting the idea

$$\frac{t : T \quad p : P[t/x]}{(t, p) : \{x : T \mid P\}} \qquad \frac{t : \{x : T \mid P\}}{\text{proj } t : T}$$

From “*Predicate subtyping*”...

PVS

- Specialized typing algorithm for subset types, generating *Type-checking conditions*.

$t : \{ x : T \mid P \}$ used as $t : T$ ok

$t : T$ used as $t : \{ x : T \mid P \}$ if $P[t/x]$

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- + Practical success ;
- No strong safety guarantee in PVS.

...to Subset coercions

- 1 A property-irrelevant language (RUSSELL) with **decidable** typing ;

$$\frac{\Gamma \vdash t : \{ x : T \mid P \}}{\Gamma \vdash t : T}$$

$$\frac{\Gamma \vdash t : T \quad \Gamma, x : T \vdash P : \text{Prop}}{\Gamma \vdash t : \{ x : T \mid P \}}$$

...to Subset coercions

- 1 A property-irrelevant language (RUSSELL) with **decidable** typing ;
- 2 A total traduction to Coq terms with holes ;

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$$\frac{\Gamma \vdash t : T \quad \Gamma, x : T \vdash P : \text{Prop}}{\Gamma \vdash (t, ?) : \{ x : T \mid P \}} \quad \Gamma \vdash ? : P[t/x]$$

...to Subset coercions

- 1 A property-irrelevant language (RUSSELL) with **decidable** typing ;
- 2 A total traduction to CoQ terms with holes ;
- 3 A mechanism to turn the holes into proof obligations and manage them.

$$\frac{\Gamma \vdash t : \{ x : T \mid P \}}{\Gamma \vdash \text{proj } t : T}$$

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RUSSELL syntax

$$x \in \mathcal{V}$$
$$\begin{array}{lcl} s, t, u, v & ::= & x \\ & | & \text{Set} \\ & | & \text{Prop} \\ & | & \text{Type} \end{array}$$

RUSSELL syntax

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 s, t, u, v & ::= & x \\
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 & | & \text{Type} \\
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 & | & s \ t \\
 & | & \prod x : s. t
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 & | & (u, v)_{\Sigma x : s. t} \\
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 \end{array}$$

RUSSELL syntax

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 & | & \{ x : s \mid t \}
 \end{array}$$

RUSSELL typing \vdash and coercion \triangleright

Calculus of Constructions with

$$\frac{\Gamma \vdash t : U \quad \Gamma \vdash U \equiv_{\beta\pi} T : s}{\Gamma \vdash t : T}$$

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$$\frac{\Gamma \vdash S \triangleright T : s \quad \Gamma \vdash T \triangleright U : s}{\Gamma \vdash S \triangleright U : s}$$

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 \\
 \frac{\Gamma \vdash U \triangleright V : \text{Set} \quad \Gamma, x : U \vdash P : \text{Prop}}{\Gamma \vdash \{ x : U \mid P \} \triangleright V : \text{Set}} \\
 \\
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Calculus of Constructions with

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$$\frac{\Gamma \vdash S \triangleright T : s \quad \Gamma \vdash T \triangleright U : s}{\Gamma \vdash S \triangleright U : s}$$

$$\frac{\Gamma \vdash U \triangleright V : \text{Set} \quad \Gamma, x : U \vdash P : \text{Prop}}{\Gamma \vdash \{ x : U \mid P \} \triangleright V : \text{Set}}$$

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$$\frac{\Gamma \vdash 0 : \mathbb{N} \quad \Gamma \vdash \mathbb{N} \triangleright \{ x : \mathbb{N} \mid x \neq 0 \} : \text{Set}}{\Gamma \vdash 0 : \{ x : \mathbb{N} \mid x \neq 0 \}}$$

RUSSELL typing \vdash and coercion \triangleright

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 \\
 \frac{\Gamma \vdash U \triangleright T : s_1 \quad \Gamma, x : U \vdash V \triangleright W : s_2}{\Gamma \vdash \Pi x : T. V \triangleright \Pi x : U. W : s_2}
 \end{array}$$

Results

Theorem (Decidability of type checking and type inference)

$\Gamma \vdash t : T$ *is decidable*.

$$\text{APP} \frac{\Gamma \vdash f : T \quad \Gamma \vdash T \triangleright \Pi x : A. B : s \quad \Gamma \vdash e : E \quad \Gamma \vdash E \triangleright A : s'}{\Gamma \vdash (f \ e) : B[e/x]}$$

Results

Theorem (Decidability of type checking and type inference)

$\Gamma \vdash t : T$ is decidable.

Lemma (Elimination of transitivity)

If $T \triangleright U \wedge U \triangleright V$ then $T \triangleright V$.

Theorem (Subject Reduction)

If $\Gamma \vdash t : T$ and $t \rightarrow_{\beta\pi} t'$ then $\Gamma \vdash t' : T$.

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From RUSSELL to CoQ

The target system : Cic with metavariables

$$\begin{array}{c}
 \frac{\Gamma \vdash_? t : T \quad \Gamma \vdash_? p : P[t/x]}{\Gamma \vdash_? \text{elt } T \ P \ t \ p : \{ x : T \mid P \}} \\
 \\
 \frac{\Gamma \vdash_? t : \{ x : T \mid P \}}{\Gamma \vdash_? \sigma_1 \ t : T} \qquad \frac{\Gamma \vdash_? t : \{ x : T \mid P \}}{\Gamma \vdash_? \sigma_2 \ t : P[\sigma_1 \ t/x]} \\
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We build an interpretation $\llbracket - \rrbracket_\Gamma$ from RUSSELL to $\text{Cic}_?$ terms.

From RUSSELL to Coq

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We build an interpretation $\llbracket - \rrbracket_\Gamma$ from RUSSELL to $\text{Cic}_?$ terms.

Our goal

If $\Gamma \vdash t : T$ then $\llbracket \Gamma \rrbracket \vdash_? \llbracket t \rrbracket_\Gamma : \llbracket T \rrbracket_\Gamma$.

Deriving explicit coercions

Interpretation of coercions

If $\Gamma \vdash T \triangleright U : s$ then $\Gamma \vdash? c[\bullet] : T \triangleright U$ which implies

$\llbracket \Gamma \rrbracket, x : \llbracket T \rrbracket_{\Gamma} \vdash? c[x] : \llbracket U \rrbracket_{\Gamma}.$

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Definition

$$\frac{T \equiv_{\beta\pi} U}{\Gamma \vdash_{?} : T \triangleright U}$$

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$$\Gamma \vdash_{?} \quad : \{ x : T \mid P \} \triangleright T$$

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$$\Gamma \vdash_{?} \sigma_1 \bullet : \{ x : T \mid P \} \triangleright T$$

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$$\Gamma \vdash_{?} \text{elt} _ _ \bullet \text{?} \llbracket P \rrbracket_{\Gamma, x:T} [\bullet/x] : T \triangleright \{ x : T \mid P \}$$

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Example

$$\frac{\Gamma \vdash_{?} 0 : \mathbb{N} \quad \Gamma \vdash_{?} \text{elt} _ _ \bullet \text{ ? }_{(x \neq 0)} [\bullet/x] : \mathbb{N} \triangleright \{ x : \mathbb{N} \mid x \neq 0 \}}{\Gamma \vdash_{?} \text{elt} _ _ 0 \text{ ? }_{0 \neq 0} : \{ x : \mathbb{N} \mid x \neq 0 \}}$$

Interpretation of terms

Example (Application)

$$\frac{\Gamma \vdash f : T \quad \Gamma \vdash T \triangleright \Pi x : V.W : s \quad \Gamma \vdash u : U \quad \Gamma \vdash U \triangleright V : s'}{\Gamma \vdash (f \ u) : W[u/x]}$$

$$\begin{aligned} \llbracket f \ u \rrbracket_{\Gamma} = & \text{let } \pi = \text{coerce}_{\Gamma} \ T \ (\Pi x : V.W) \text{ in} \\ & \text{let } c = \text{coerce}_{\Gamma} \ U \ V \text{ in} \\ & (\pi[\llbracket f \rrbracket_{\Gamma}]) \ (c[\llbracket u \rrbracket_{\Gamma}]) \end{aligned}$$

Theorem (Soundness)

If $\Gamma \vdash t : T$ then $\llbracket \Gamma \rrbracket \vdash_{?} \llbracket t \rrbracket_{\Gamma} : \llbracket T \rrbracket_{\Gamma}$.

Theoretical matters ...

$\vdash_?$'s equational theory:

$$(\beta) \quad (\lambda x : X. e) v \equiv e[v/x]$$

$$(\pi_i) \quad \pi_i (e_1, e_2)_T \equiv e_i$$

$$(\sigma_i) \quad \sigma_i (\text{elt } E \ P \ e_1 \ e_2) \equiv e_i$$

$$(\eta) \quad (\lambda x : X. e \ x) \equiv e \quad \text{if } x \notin \text{FV}(e)$$

$$(\text{SP}) \quad \text{elt } E \ P \ (\sigma_1 \ e) \ (\sigma_2 \ e) \equiv e$$

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 (\text{SP}) & \text{elt } E \ P \ (\sigma_1 \ e) \ (\sigma_2 \ e) & \equiv \ e \\
 (\sigma) & \text{elt } E \ P \ t \ p & \equiv \ \text{elt } E \ P \ t' \ p' \quad \text{if } t \equiv t'
 \end{array}$$

\Rightarrow **Proof Irrelevance**

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 \end{array}$$

\Rightarrow **Proof Irrelevance**

... have practical effects

Difficulty to reason on code: $f(\text{elt } T \ P \ x \ p_1) \not\equiv f(\text{elt } T \ P \ x \ p_2)$.

Inductive types

A natural extension: Reindexing

Let $I \overrightarrow{x}$ be an inductive type with *real* arguments \overrightarrow{x} . We can coerce any object of this type to an object of $I \overrightarrow{y}$ provided $\overrightarrow{x} = \overrightarrow{y}$.

Inductive types

A natural extension: Reindexing

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$$\frac{\Gamma \vdash v : \text{vec } (m + 0) \quad \Gamma \vdash \text{vec } (m + 0) \triangleright \text{vec } m : \text{Set}}{\Gamma \vdash v : \text{vec } m}$$

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$$\frac{\dots \quad \frac{\Gamma \vdash ?_{m+0=m} : m + 0 = m}{\Gamma \vdash ?_{\text{eq_rec } \mathbb{N} (m + 0) \text{ vec } \bullet m} ?_{m+0=m} : \text{vec } (m + 0) \triangleright \text{vec } m}}{\Gamma \vdash ?_{\text{eq_rec } \mathbb{N} (m + 0) \text{ vec } v m} ?_{m+0=m} : \text{vec } m}$$

$$\text{eq_rec} : \forall (A : \text{Set})(x : A)(P : A \rightarrow \text{Set}), P \ x \rightarrow \forall y, x = y \rightarrow P \ y$$

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The PROGRAM vernacular

Architecture

Wrap around Coq's vernacular commands (Definition, Fixpoint, Lemma, ...).

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Program Definition $f : \llbracket T \rrbracket_\Gamma := \llbracket t \rrbracket_\Gamma + \text{obligations}.$

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Wrap around Coq's vernacular commands (Definition, Fixpoint, Lemma, ...).

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- 1 Use the Coq parser.
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Remark (Restriction)

We assume $\Gamma \vdash_{\text{CCI}} \llbracket T \rrbracket_\Gamma : s$.

Hello world: Euclidian division

DEMO

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Pattern-matching revisited

From patterns to equations:

match	e	return	T with
p_1		\Rightarrow	t_1
		\vdots	
p_n		\Rightarrow	t_n
end			

where $v(e)$ coerces e to an inductive object.

Pattern-matching revisited

From patterns to equations:

match $\nu(e)$ as t	return	$t = \nu(e) \rightarrow T$ with
$ p_1$	\Rightarrow	fun $H : p_1 = \nu(e) \Rightarrow t_1$
	\vdots	
$ p_n$	\Rightarrow	fun $H : p_n = \nu(e) \Rightarrow t_n$
end		
$(\text{refl_equal } \nu(e))$		

where $\nu(e)$ coerces e to an inductive object.

Pattern-matching revisited

From patterns to equations:

<code>match $\nu(e)$ as t</code>	<code>return</code>	<code>t = $\nu(e)$ \rightarrow T with</code>
<code> p₁</code>	<code>\Rightarrow</code>	<code>fun H : p₁ = $\nu(e)$ \Rightarrow t₁</code>
		<code>\vdots</code>
<code> p_n</code>	<code>\Rightarrow</code>	<code>fun H : p_n = $\nu(e)$ \Rightarrow t_n</code>
<code>end</code>		
<code>(refl_equal $\nu(e)$)</code>		

where $\nu(e)$ coerces e to an inductive object.

Further refinements

- ▶ Generalized to dependent inductive types ;
- ▶ Each branch typed only once ;
- ▶ Add inequalities for intersecting patterns.

Sugar

Obligations

Unresolved implicits ($_$) are turned into obligations.

Bang

$! \triangleq (\text{False_rect } _ _)$ where

$\text{False_rect} : \forall A : \text{Type}, \text{False} \rightarrow A$. It corresponds to ML's `assert(false)`.

Example

`match 0 with 0 \Rightarrow 0 | n \Rightarrow ! end`

Recursion

Support for well-founded recursion (and measures).

Program Fixpoint $f (a : \mathbb{N}) \{ \text{wf lt } a \} : \mathbb{N} := b$

Recursion

Support for well-founded recursion (and measures).

Program Fixpoint $f (a : \mathbb{N}) \{wf \text{ lt } a\} : \mathbb{N} := b$

$$\frac{\begin{array}{l} a : \mathbb{N} \\ f : \{x : \mathbb{N} \mid x < a\} \rightarrow \mathbb{N} \end{array}}{b : \mathbb{N}}$$

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Digits

Section *Digit*.

Variable A : Type.

Inductive *digit* : Type :=

| *One* : $A \rightarrow \text{digit}$

| *Two* : $A \rightarrow A \rightarrow \text{digit}$

| *Three* : $A \rightarrow A \rightarrow A \rightarrow \text{digit}$

| *Four* : $A \rightarrow A \rightarrow A \rightarrow A \rightarrow \text{digit}$.

Definition *full* x := match x with *Four* _ _ _ _ \Rightarrow *True* | _ \Rightarrow *False* end.

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Definition *full* x := match x with *Four* _ _ _ _ \Rightarrow *True* | _ \Rightarrow *False* end.

Program Definition *add_digit_left* (a : A) (d : *digit* | $\neg \text{full } d$) : *digit* :=

match d with

| *One* $x \Rightarrow$ *Two* $a\ x$

| *Two* $x\ y \Rightarrow$ *Three* $a\ x\ y$

| *Three* $x\ y\ z \Rightarrow$ *Four* $a\ x\ y\ z$

| *Four* _ _ _ _ \Rightarrow !

end.

Next Obligation.

intros ; simpl in n ; auto.

Qed.

Monoids & Nodes

Variable v : Type.

Variable $mono$: *monoid* v .

Notation " ϵ " := *mempty mono*.

Infix "." := *mappend mono (right associativity, at level 20)*.

Program Definition *listMonoid* (A : Type) : *monoid* (*list* A) :=
mkMonoid nil app _ _ _.

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Section *Nodes*.

Variable A : Type.

Variable *measure* : $A \rightarrow v$.

Notation " $\|$ " x " $\|$ " := (*measure* x).

Inductive *node* : Type :=

| *Node2* : $\forall x y, \{ s : v \mid s = \| x \| \cdot \| y \| \} \rightarrow node$

| *Node3* : $\forall x y z, \{ s : v \mid s = \| x \| \cdot \| y \| \cdot \| z \| \} \rightarrow node$.

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Program Definition *node2* ($x y : A$) : *node* :=

Node2 $x y (|| x || \cdot || y ||)$.

Program Definition *node_measure* ($n : node$) : v :=

match n with | *Node2* _ _ $s \Rightarrow s$ | *Node3* _ _ _ $s \Rightarrow s$ end.

Dependent Finger Trees

```

Inductive fingertree (A : Type) (measure : A → v) : v → Type :=
| Empty : fingertree measure ε
| Single : ∀ x : A, fingertree measure (measure x)
| Deep : ∀ (l : digit A) (m : v),
  @fingertree (node measure) nodeMeasure m → ∀ r : digit A,
  fingertree measure (digit_measure measure l · m · digit_measure measure r).

```

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```

```

Program Fixpoint add_left A (measure : A → v) (a : A) (s : v)
  (t : fingertree measure s) {struct t} :
  fingertree measure (measure a · s) :=
  match t with
  | Empty ⇒ Single a
  | Single b ⇒ Deep (One a) Empty (One b)
  | Deep pr st' t' sf ⇒
    match pr with
    | Four b c d e ⇒ let sub := add_left (node3 measure c d e) t' in
      Deep (Two a b) sub sf
    | x ⇒ Deep (add_digit_left a pr) t' sf
  end
end.

```

Dependent Finger Trees - cont'd

Two hundred lines, one hundred obligations concatenation

```
Definition app (A : Type) (measure : A → v)
  (xs : v) (x : fingertree measure xs)
  (ys : v) (y : fingertree measure ys) :
    fingertree measure (xs · ys).
```

Splitting, views can be defined in a similar way.

A glimpse of Finger Trees in Coq

The development

- ▶ Certified implementation of Finger Trees. Certified implementation of sequences built on top of Finger Trees.
- ▶ ~ 1200 lines of specification, ~ 1400 of proof, mostly unchanged code.
- ▶ Extracts to `HASKELL` and `ML` (uses dependent records).

A glimpse of Finger Trees in Coq

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Conclusions

- ▶ `PROGRAM` scales ;
- ▶ Need more language technology, e.g: overloading ;
- ▶ Subset types arise naturally ;
- ▶ Dependent types are a powerfull specification tool ;
- ▶ Some difficulties with reasoning and computing.

Conclusion

Our contributions

- ▶ A more **flexible** programming language, (almost) **conservative** over CIC, **integrated** with the existing environment and a formal **justification** of “*Predicate subtyping*”.
- ▶ A tool to make **programming** in Coq using the **full** language possible, which can **effectively** be used for non-trivial developments.

Future work

Reasonning support through tactics, implementation of proof-irrelevance in Coq’s kernel.

The End

<http://www.lri.fr/~sozeau/research/russell.en.html>

Why eta rules and proof irrelevance ?

Let $A, B : \text{Type}$, $c : A \triangleright B$, $d : B \triangleright A$.

Why eta rules and proof irrelevance ?

Let $A, B : \text{Type}$, $c : A \supset B$, $d : B \supset A$.

Let $P : A \rightarrow \text{Prop}$ with $p : \prod x : A, P\ x$ and $q : \prod x : B, P\ x$.

Why eta rules and proof irrelevance ?

Let $A, B : \text{Type}$, $c : A \multimap B$, $d : B \multimap A$.

Let $P : A \rightarrow \text{Prop}$ with $p : \prod x : A, P \ x$ and $q : \prod x : B, P \ x$.

Consider: $p \ x =_{(P \ x)} q \ x$ in context $\Gamma \triangleq x : A$.

By $\llbracket - \rrbracket_\Gamma$: $\llbracket P \rrbracket_\Gamma \triangleq P$, $\llbracket p \rrbracket_\Gamma \triangleq p$ and $\llbracket q \rrbracket_\Gamma \triangleq q : \prod x : B, P \ d[x]$,

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We have $p\ x : P\ x$ but $q\ c[x] : P\ d[c[x]]$, so $x \equiv d[c[x]]$ is necessary. This means eta rules for all constructs are needed.

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Now: $c \triangleq \text{elt } A\ P \cdot ?_{P[\cdot/x]} : A \multimap \{ x : A \mid P \}$ and

$d \triangleq \sigma_1 \cdot : \{ x : A \mid P \} \multimap A$, so $d[c[x]] \triangleq x$ but what about $c[d[x]]$?

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$c[d[x]] \triangleq \text{elt } A\ P\ (\sigma_1\ x) ?_{P[\sigma_1\ x/x]} \neq x$ except if PI is included in \equiv .

Dependent Inductive coercion rule

$$\frac{\Gamma, (\overline{x_i : X_i \simeq y_i : Y_i})_0^{\rightarrow j-1} \vdash ?_j : x_j : X_j \simeq y_j : Y_j \quad \forall j \in [0..i]}{\Gamma \vdash c(\overrightarrow{?_i}) : I \overrightarrow{x_i} \triangleright I \overrightarrow{y_i} : s}$$

Splitting nodes

```

Program Definition splitNode ( $p : v \rightarrow \text{bool}$ ) ( $i : v$ ) ( $n : \text{node measure}$ ) :
{  $s : \text{split} (\text{fun } A \Rightarrow \text{option} (\text{digit } A)) A \mid \text{let } (l, x, r) := s \text{ in}$ 
  let  $ls := \text{option\_digit\_measure measure } l \text{ in}$ 
  let  $rs := \text{option\_digit\_measure measure } r \text{ in}$ 
   $\text{node\_measure } n = ls \cdot \parallel x \parallel \cdot rs \wedge$ 
   $\text{node\_to\_list } n = \text{option\_digit\_to\_list } l \uplus [x] \uplus \text{option\_digit\_to\_list } r \wedge$ 
   $(l = \text{None} \vee p (i \cdot ls) = \text{false}) \wedge$ 
   $(r = \text{None} \vee p (i \cdot ls \cdot \parallel x \parallel) = \text{true})$  } := ...

```


Instantiation: sequences

The monoid and measure: executable semantics

Definition $\text{below } i := \{ x : \text{nat} \mid x < i \}$.

Definition $v := \{ i : \text{nat} \ \& \ (\text{below } i \rightarrow A) \}$.

Program Definition $\varepsilon : v := 0 \prec (\text{fun } _ \Rightarrow !)$.

Program Definition $\text{append } (xs \ ys : v) : v :=$

 let $(n, fx) := xs$ in let $(m, fy) := ys$ in

$(n + m) \prec$

$(\text{fun } i \Rightarrow \text{if } \text{lt_ge_dec } i \ n \text{ then } fx \ i \text{ else } fy \ (i - n))$.

Program Definition $\text{seqMonoid} := @mkMonoid \ v \ \varepsilon \ \text{append} \ _ \ _$.

Program Definition $\text{measure } (x : A) : v := 1 \prec (\text{fun } _ \Rightarrow x)$.

Specialization

Definition $\text{seq } (x : v) := \text{fingertree seqMonoid measure } x$.

Program Fixpoint $\text{make } (i : \text{nat}) \ (v : A) \ \{ \text{struct } i \} : \text{seq } (i \prec (\text{fun } _ \Rightarrow v))$.

Program Definition $\text{set } (i : \text{nat}) \ (m : \text{below } i \rightarrow A) \ (x : \text{seq } (i \prec m))$

$(j : \text{below } i) \ (\text{value} : A)$

 : $\text{seq } (i \prec (\text{fun } idx : \text{below } i \Rightarrow \text{if } \text{eq_nat_dec } idx \ j \text{ then } \text{value} \text{ else } m \ idx))$.

Program Definition $\text{get } (i : \text{nat}) \ (m : \text{below } i \rightarrow A) \ (x : \text{seq } (i \prec m))$

$(j : \text{below } i) : \{ \text{value} : A \mid m \ j = \text{value} \}$.