Formalizing inference systems in Coq by means of type systems for Curry

Niels Bunkenburg

Programming Languages and Compiler Construction
Department of Computer Science
Christian-Albrechts-University of Kiel

29.09.2016

Motivation

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

Coq - Data Types and Functions

Inductive definitions

```
Inductive list {X : Type} : Type :=
   | nil : list X
   | cons : X -> list X -> list X.
```

■ (Recursive) functions

```
Fixpoint app {X: Type} (11 12: list X) : (list X) :=
  match 11 with
  | nil => 12
  | cons h t => cons h (app t 12)
  end.
```

Coq - Propositions

Equations

```
1 + 1 = 2.

forall (X : Type) (1 : list X), 1 ++ [] = 1.
```

Inductively defined propositions

```
Inductive inInd : nat -> list nat -> Prop :=
  | head: forall n l, inInd n (n :: l)
  | tail: forall n l e, inInd n l -> inInd n (e :: l).
```

Curry

- Syntax similar to Haskell
- Nondeterminism

Free variables

```
> 1 + 1 == x where x free
{x = (-_x2)} False
{x = 0} False
{x = 1} False
{x = 2} True
{x = (2 * _x3 + 1)} False
{x = (4 * _x4)} False
{x = (4 * _x4 + 2)} False
```

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

Typing

- **Type**: Set of values that determines properties and meaning of its elements. For example Int, Maybe or [].
- **Expression**: Combination of literals, variables, operators and functions. E.g. 1 + 1 or map double [1,2,3].
- **Context**: Contains information about variables and the program.
- **Typing**: Assigning a type to an expression in a context.

Inference rules

 $\frac{p_1 \dots p_n}{c}$ where p_i are premises and c is the conclusion of the rule.

■ Typing: If $p_1 \dots p_n$ then $\Gamma e \vdash \tau$

$$\frac{\text{In n l}}{\text{In n (e :: l)}} \text{In_T}$$

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

Syntax – Backus-Naur Form

$$\begin{split} P &::= D; P \mid D \\ D &::= f :: \kappa \tau; f \overline{x_n} = e \\ \kappa &::= \forall^\epsilon \alpha. \kappa \mid \forall^* \alpha. \kappa \mid \epsilon \\ \tau &::= \alpha \mid \mathsf{Bool} \mid \mathsf{Nat} \mid [\tau] \mid (\tau, \tau') \mid \tau \to \tau' \\ e &::= x \mid f_{\overline{\tau_m}} \mid e_1 \mid e_2 \mid \mathsf{let} \mid x = e_1 \mid \mathsf{in} \mid e_2 \mid n \mid e_1 + e_2 \mid e_1 \stackrel{\circ}{=} e_2 \\ \mid (e_1, e_2) \mid \mathsf{case} \mid e \mid \mathsf{of} \mid \langle (x, y) \to e_1 \rangle \\ \mid \mathsf{True} \mid \mathsf{False} \mid \mathsf{case} \mid e \mid \mathsf{of} \mid \langle \mathsf{True} \to e_1; \; \mathsf{False} \to e_2 \rangle \\ \mid \mathsf{Nil}_\tau \mid \mathsf{Cons}(e_1, e_2) \mid \mathsf{case} \mid e \mid \mathsf{of} \mid \langle \mathsf{Nil} \to e_1; \; \mathsf{Cons}(x, y) \to e_2 \rangle \\ \mid \mathsf{failure}_\tau \mid \mathsf{anything}_\tau \end{split}$$

L_CuMin

Modeling

$$\begin{split} \text{fst} &:: \forall^* \alpha. \forall^* \beta. (\alpha, \beta) \to \alpha \\ \text{fst} & p = \mathsf{case} \, p \, \mathsf{of} \, \langle (u, v) \to u \rangle \end{split} \qquad \text{one} :: \mathsf{Nat} \\ \text{one} &= \mathsf{fst}_{\mathit{Nat},\mathit{Bool}} \, (\mathsf{1}, \mathsf{True}) \end{split}$$

```
L_CuMin
```

Modeling

Syntax – Coq

```
Inductive quantifier : Type :=
   for all : id -> tag -> quantifier.
Inductive ty : Type :=
   TVar : id -> ty
   TBool : tv
   TNat : tv
   TList : tv -> tv
   TPair : tv -> tv -> tv
   TFun : tv -> tv -> tv.
Definition program := list func_decl.
Inductive func decl : Type :=
   FDecl : id -> list quantifier ->
        ty -> list id -> tm -> func decl.
```

Modeling

Context

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

```
└─CuMin
└─Typing
```

Typing rules

```
\Gamma, X \mapsto \tau \vdash X :: \tau \quad \Gamma \vdash \mathsf{True} :: \mathsf{Bool} \quad \Gamma \vdash \mathsf{False} :: \mathsf{Bool} \quad \Gamma \vdash n :: \mathsf{Nat} \quad \Gamma \vdash \mathsf{Nil}_{\tau} :: [\tau]
\Gamma \vdash e_1 :: \tau_1 \to \tau_2 \quad \Gamma \vdash e_2 :: \tau_1 \quad \Gamma \vdash e_1 :: \tau_1 \quad \Gamma, x \mapsto \tau_1 \vdash e_2 :: \tau \quad (f :: \forall^{V_1} \alpha_1, \dots \forall^{V_m} \alpha_m, \tau; f\overline{x_n})
                   \Gamma \vdash e_1 e_2 :: \tau_2 \Gamma \vdash \text{let } x = e_1 \text{ in } e_2 :: \tau \Gamma \vdash f_{\overline{\tau_m}} :: \tau [\overline{\tau_m/\alpha_m}]
\Gamma \vdash e_1 :: \text{Nat} \quad \Gamma \vdash e_2 :: \text{Nat} \quad \Gamma \vdash e_1 :: \text{Nat} \quad \Gamma \vdash e_2 :: \text{Nat} \quad \Gamma \vdash e_1 :: \tau_1 \quad \Gamma \vdash e_2 :: \tau_2 \quad \Gamma \vdash e_1 :: \tau
          \Gamma \vdash e_1 + e_2 :: \text{Nat} \Gamma \vdash e_1 \stackrel{\circ}{=} e_2 :: \text{Bool} \Gamma \vdash (e_1, e_2) :: (\tau_1, \tau_2) \Gamma \vdash \text{Cool}
                                            \Gamma \vdash e :: [\tau'] \quad \Gamma \vdash e_1 :: \tau \quad \Gamma, h \mapsto \tau', t \mapsto [\tau'] \vdash e_2 :: \tau
                                                      \Gamma \vdash \mathsf{case} \ e \ \mathsf{of} \ \langle \mathsf{Nil} \rightarrow e_1; \mathsf{Cons}(h, t) \rightarrow e_2 \rangle :: \tau
                                                        \Gamma \vdash e :: (\tau_1, \tau_2) \quad \Gamma, I \mapsto \tau_1, I \mapsto \tau_2 \vdash e_1 :: \tau
                                                                       \Gamma \vdash \mathsf{case} \; e \; \mathsf{of} \; \langle (I, r) \to e_1 \rangle :: \tau
             \Gamma \vdash e :: Bool \quad \Gamma \vdash e_1 :: \tau \quad \Gamma \vdash e_2 :: \tau
                                                                                                                                                            \Gamma \vdash \tau \in \mathsf{Data}
        \Gamma \vdash \text{case } e \text{ of } \langle \text{True} \rightarrow e_1; \text{False} \rightarrow e_2 \rangle :: \tau \Gamma \vdash \text{failure}_{\tau} :: \tau \Gamma \vdash \text{anything}_{\tau} :: \tau
                                                                                                             \bigstar if for all i with v_i = * we have \Gamma \vdash \tau_i \in \mathsf{Data}
```

Figure: Typing rules for CuMin

L_Typing

Examples

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

Differences to CuMin

Syntax

- 1 Introduction
 - Programming Languages
 - Theory
- 2 CuMin
 - Modeling
 - Typing
- 3 FlatCurry
 - Differences to CuMin
 - Typing
- 4 Conclusion

Conclusion

Summary

Conclusion

Future Work