Introduction to Theorem Proving in Lean Curry-Howard Isomorphism, Dependent Types and all that Jazz

Slavomir Kaslev slavomir.kaslev@gmail.com

November 3, 2018

QOTD

"Point of view is worth 80 IQ points." Alan Kay $\,$

A Rather Unconventional Point of View

 $Programming^1 = Mathematics$

 $^{^1}$ in a language with dependent types and total functions $@ \mapsto @ \ni & @ \ni & @ \ni & @ \bigcirc$

Short History of Type Theory

- ▶ Types were first proposed by Bertrand Russell in 1902 to resolve Russell's paradox in Gottlob Frege's naive set theory
- Since then types have been studied on their own and combined with Alonzo Church's λ -calculus provide the theoretical framework of modern functional languages
- There are quite a few flavors of type theories around
 - Simply Typed Lambda Calculus (1940s), System F (1970s)
 - Haskell, OCaml, ML, ...
 - Martin-Löf Dependent Type Theory (1970s)
 - Agda, Coq, F*, Idris, Lean, ...
 - ► Homotopy Type Theory (2000s), Cubical Type Theory (2010s)
 - Agda with cubical paths, cubicaltt, yacctt, ...
- ► Today, while the OOP world is catching up with functional programming, Haskell is catching up with dependent types

Lean: An Open Source Theorem Prover

- ► Lean² is an open source theorem prover and programming language developed at Microsoft Research
- ► The project was launched in 2013 by Leonardo de Moura and is developed with the help of the community
 - ▶ Before Lean, Leonardo created the Z3³ SMT solver
 - SMT solvers are fully automatic theorem provers one specifies a problem in a representation that the solver understands and the solver will answer with either: sat/unsat/unknown along with a proof
 - ▶ In this sense, Lean is a semi-automatic theorem prover one can either prove propositions manually, use automation with the help of tactics, or even interface with an external solver such as Z3
 - ► In contrast to several other theorem provers, Lean's tactics are implemented in Lean



²https://leanprover.github.io

³https://z3prover.github.io

Types are The Shape of Data

- ► Types describe the space of their possible values
- ▶ In typed programming languages each valid expression a has a type A, which we denote as a : A
- ► We can combine types to form new types, for example given two types *A* and *B*, we can create the types:
 - ▶ $A \rightarrow B$, the type of functions from A to B
 - $ightharpoonup A \oplus B$, disjoint union of A and B
 - $ightharpoonup A \otimes B$, product of A and B

Product and Sum Types as Inductive Types in Lean

```
inductive prod (A B : Type)
| mk (a : A) (b : B) : prod
inductive sum (A B : Type)
| inl {} (a : A) : sum
| inr {} (b : B) : sum
```

Inductive Types: Examples

```
inductive empty
inductive unit
| star : unit
inductive bool
| ff : bool
| tt : bool
inductive nat
| zero : nat
| succ (n : nat) : nat
inductive list (T : Type)
| nil {} : list
| cons (hd : T) (tl : list) : list
inductive bin_tree (T : Type)
| leaf (a : T) : bin tree
| branch (left : bin_tree) (right : bin_tree) : bin_tree
inductive rose tree (T : Type)
| node (a : T) (children : list rose tree) : rose tree
structure rose tree (T : Type)
(a : T) (children : list (rose_tree T))
```

The Curry-Howard Correspondence: Propositions as Types

Types	Logic	
Α	proposition	
a : A	proof	
empty, unit	\perp , \top	
$A \oplus B$	$A \vee B$	
$A \otimes B$	$A \wedge B$	
$A \rightarrow B$	$A \Rightarrow B$	
A o empty	$\neg A$	
$\sum x : A, B(x)$	$\exists x : A, B(x)$	
$\overline{\prod} x : A, B(x)$	$\forall x: A, B(x)$	
a = b	equality =	

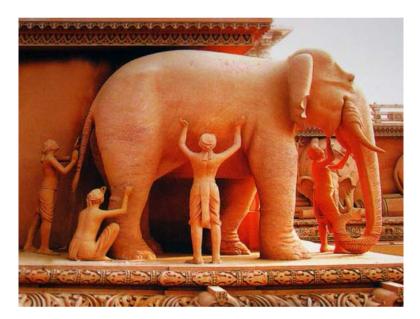
The Curry-Howard-Voevodsky Correspondence⁴

Types	Logic	Sets	Homotopy
A	proposition	set	space
a:A	proof	element	point
B(x)	predicate	family of sets	fibration
b(x):B(x)	conditional proof	family of elements	section
0,1	⊥,⊤	\emptyset , $\{\emptyset\}$	Ø,*
A + B	$A \vee B$	disjoint union	coproduct
$A \times B$	$A \wedge B$	set of pairs	product space
$A \rightarrow B$	$A \Rightarrow B$	set of functions	function space
$\sum_{(x:A)} B(x)$	$\exists_{x:A}B(x)$	disjoint sum	total space
$\prod_{(x:A)} B(x)$	$\forall_{x:A}B(x)$	product	space of sections
Id_A	equality =	$\{ (x,x) \mid x \in A \}$	path space A ^I

⁴https://hott.github.io/book/nightly/hott-online-1186-gee8923a.pdf#page=23



The Elephant



Let's Prove Some Theorems!

- ▶ Modus Ponens: $a \Rightarrow (a \Rightarrow b) \Rightarrow b$
- ▶ Modus Tollens: $\neg b \Rightarrow (a \Rightarrow b) \Rightarrow \neg a$
- ightharpoonup Ex Falso Quodlibet: $\bot \Rightarrow a$
- ► Eagle: $(a \Rightarrow d \Rightarrow c) \Rightarrow a \Rightarrow (b \Rightarrow e \Rightarrow d) \Rightarrow b \Rightarrow e \Rightarrow c$
- ▶ Batman: $\neg\neg\neg a \Rightarrow \neg a$

Let's Prove Some Theorems!

- ▶ Modus Ponens: $a \Rightarrow (a \Rightarrow b) \Rightarrow b$
- ▶ Modus Tollens: $\neg b \Rightarrow (a \Rightarrow b) \Rightarrow \neg a$
- **Ex Falso Quodlibet**: $\bot \Rightarrow a$
- ► Eagle: $(a \Rightarrow d \Rightarrow c) \Rightarrow a \Rightarrow (b \Rightarrow e \Rightarrow d) \Rightarrow b \Rightarrow e \Rightarrow c$
- ▶ Batman: $\neg \neg \neg a \Rightarrow \neg a$

```
def modus_ponens : a \rightarrow (a \rightarrow b) \rightarrow b := sorry def modus_tollens : (b \rightarrow empty) \rightarrow (a \rightarrow b) \rightarrow (a \rightarrow empty) := sorry def ex_falso_quodlibet : empty \rightarrow a := sorry def eagle : (a \rightarrow d \rightarrow c) \rightarrow a \rightarrow (b \rightarrow e \rightarrow d) \rightarrow b \rightarrow e \rightarrow c := sorry def batman : (((a \rightarrow empty) \rightarrow empty) \rightarrow empty) \rightarrow (a \rightarrow empty) := sorry
```

xkcd #704: Principle of Explosion





HEY, YOU'RE RIGHT!
I STARTIED WITH PATP
AND DERIVED YOUR
MOM'S PHONE NUMBER!
THAT'S NOT HOW
THAT WORKS.



Why total functions?

- Haskell, being a practical programming language, allows non-total functions and because of that is logically inconsistent
- ► To see why consider the function

```
fix :: (a -> a) -> a
fix f = f (fix f)
```

Why total functions?

- Haskell, being a practical programming language, allows non-total functions and because of that is logically inconsistent
- To see why consider the function

```
fix :: (a -> a) -> a
fix f = f (fix f)
```

Lean disallows such definitions and even just assuming that such function exists yields a contradiction

```
variable fix \{a : Type\} : (a \rightarrow a) \rightarrow a
def wtf : empty := sorry
```

► Can you see how?

Function Extensionality

```
def funext \{f g : a \rightarrow b\} (h : \Pi x, f x = g x) : f = g
```

Function Extensionality

```
def funext \{f g : a \rightarrow b\} (h : \Pi x, f x = g x) : f = g
```

Let's use it to prove:

```
def foo : (\lambda x, 2 * x) = (\lambda x, x + x) := sorry
```

Isomorphisms

```
structure iso (a b : Type) := 
 (f : a \rightarrow b) (g : b \rightarrow a) (gf : \Pi x, g (f x) = x) (fg : \Pi x, f (g x) = x) 
 def inv {a b} : iso a b \rightarrow iso b a := sorry 
 def comp {a b c} : iso a b \rightarrow iso b c \rightarrow iso a c := sorry
```

Equivalences

```
def fiber {a b} (f : a \rightarrow b) (y : b) := \Sigma x : a, f x = y def iscontr (a : Type) := \Sigma x : a, \Pi y : a, x = y structure eqv (a b : Type) := (f : a \rightarrow b) (h : \Pi y : b, iscontr (fiber f y))
```

Kan Extensions

```
def ran (g h : Type \rightarrow Type) (a : Type) := \Pi b, (a \rightarrow g b) \rightarrow h b def lan (g h : Type \rightarrow Type) (a : Type) := \Sigma b, (g b \rightarrow a) \times h b
```

Perfectly Balanced Trees

```
inductive F (g : Type \rightarrow Type) : Type \rightarrow Type 1 | F0 : \Pi {a}, a \rightarrow F a | F1 : \Pi {a}, F (g a) \rightarrow F a inductive G (a : Type) : Type | G0 : a \rightarrow G | G1 : a \rightarrow G \rightarrow G inductive G23 (a : Type) : Type | G2 : a \rightarrow a \rightarrow G23 | G3 : a \rightarrow a \rightarrow a \rightarrow G23
```

Perfectly Balanced Trees (continued)

```
def iter {a} (g : a \rightarrow a) : \mathbb{N} \rightarrow a \rightarrow a | 0 := id | (n + 1) := iter n \circ g def S (g : Type \rightarrow Type) (a : Type) := \Sigma n : \mathbb{N}, iter g n a def sf_iso {g a} : iso (S g a) (F g a) := sorry
```

Haskell Core Language

```
data Expr b
 = Var
         Td
   Lit Literal
   App (Expr b) (Arg b)
   Lam
         b (Expr b)
   Let (Bind b) (Expr b)
  | Case (Expr b) b Type [Alt b]
   Tick (Tickish Id) (Expr b)
   Type Type
         (Expr b) Coercion
   Coercion Coercion
data Type
 = TyVarTy Var
   LitTy TyLit
   AppTy Type Type
  | ForAllTy !TyCoVarBinder Type
| FunTy Type Type
   TyConApp TyCon [KindOrType]
   CastTy Type KindCoercion
   CoercionTy Coercion
```

Lean Core Language

Practical Application: Crypto Algorithms

- ► HACL*⁵ is a formally verified cryptographic library in F*
- ► HACL stands for High-Assurance Cryptographic Library
- ➤ The goal of this library is to develop verified C reference implementations for popular cryptographic primitives and to verify them for memory safety, functional correctness, and secret independence
- ▶ The resulting generated C code is used in Mozilla Firefox and Wireguard

⁵https://github.com/project-everest/hacl-star 🐠 👢 🖈 📜 🔊 🤄

"The Relation of Mathematics and Physics" 6 by Richard Feynman

- "Why nature is mathematical is, again, a mystery."
- "As people who looked at this thing as physicists cannot convert this thing to to any other language you have. If you want to discuss nature, to learn about nature, to appreciate nature, it's necessary to find out the language that she speaks in. She offers her information in only one form."
- "The Great Architect seems to be a mathematician."

⁶http://www.cornell.edu/video/ richard-feynman-messenger-lecture-2-relation-mathematics-physics

Further Reading

- "Theorem Proving in Lean" https://leanprover.github.io/theorem_proving_in_lean
- "An Introduction to Lean" https://leanprover.github.io/introduction_to_lean
- "Constructive Mathematics and Computer Programming" by Per Martin-Löf
- "Proofs and Types" by Jean-Yves Girard
- "Physics, Topology, Logic and Computation: A Rosetta Stone" by John Baez and Mike Stay
- "Analytic Combinatorics" by Philippe Flajolet and Robert Sedgewick
- "Homotopy Type Theory: Univalent Foundations of Mathematics" by The Univalent Foundations Program
- Code and slides from this talk: https://github.com/skaslev/proofs-talk



Questions?

