CM0081 Automata and Formal Languages Introduction to AgDA

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Three correspondence's levels

Wadler [2015] introduces correspondence's levels by:

(i) Propositions-as-types

For each proposition in the logic there is a corresponding type in the programming language—and vice versa.

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For each proof of a given proposition, there is a program of the corresponding type—and vice versa.

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(iii) Simplification of proofs as evaluation of programs

For each way to simplify a proof there is a corresponding way to evaluate a program—and vice versa.

Other names



[†][Sørensen and Urzyczyn 2006, p. viii].

Other names

- The Curry-Howard correspondence/isomorphism
- The Brouwer Heyting Kolmogorov Schönfinkel Curry Meredith Kleene Feys -Gödel - Läuchli - Kreisel - Tait - Lawvere - Howard - de Bruijn - Scott - Martin-Löf -Girard - Reynolds - Stenlund - Constable - Coquand - Huet - … - correspondence[†]

[†][Sørensen and Urzyczyn 2006, p. viii].

Preliminaries

- Propositions: A, B, C, ...
- \blacktriangleright Judgement: A true (assert, proposition A is true)
- Form of the inference rules

$$\frac{J_1 \quad \dots \quad J_n}{J}$$
 rule name

where J (conclusion) and J_1, \ldots, J_n (premises) are all judgements.

Types of inference rules: Introduction rules and elimination rules

Inference rules for conjunction

Introduction rule (composing information)

 $\frac{A \operatorname{true}}{A \wedge B \operatorname{true}} \wedge \mathbf{I}$

Elimination rules (retrieving/using information)

 $\frac{A \wedge B \operatorname{true}}{A \operatorname{true}} \wedge \mathcal{E}_1$

 $\frac{A \wedge B \operatorname{true}}{B \operatorname{true}} \wedge \mathcal{E}_2$

Inference rules for implication

Introduction rule (hypothetical judgement)

 $[A \operatorname{true}]^{i}$ \vdots $\underline{B \operatorname{true}}_{A \supset B \operatorname{true}} \supset \mathbf{I}^{i}$

Elimination rule (modus ponens)

$$\frac{A \supset B \operatorname{true}}{B \operatorname{true}} \xrightarrow{A \operatorname{true}} \supset \mathcal{E}$$

Natural Deduction

Example

A proof that $(A \land B) \supset (B \land A)$ true.





Type assignment rules for product types

Introduction rule (pair formation)

$$\frac{M:\sigma \quad N:\tau}{\langle M,N\rangle:\sigma\times\tau} \times \mathbf{I}$$

Elimination rules (pair projections)

 $\frac{M:\sigma\times\tau}{\operatorname{fst} M:\sigma}\times \operatorname{E}_1$

 $\frac{M:\sigma\times\tau}{\operatorname{snd}M:\tau}\!\times\!\mathrm{E}_2$

Type assignment rules for function types

lntroduction rule (λ -abstraction)

$$[x:\sigma]^{i}$$

$$\vdots$$

$$\frac{M:\tau}{\lambda x.M:\sigma \to \tau} \to \mathbf{I}^{i}$$

Elimination rule (application)

$$\frac{M:\sigma \to \tau \qquad N:\sigma}{MN:\tau} \to \mathbf{E}$$

Typed Lambda Calculus

Example

A proof that λh . $\langle \operatorname{snd} h, \operatorname{fst} h \rangle : (\sigma \times \tau) \to (\tau \times \sigma)$.

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$$\frac{\frac{[h:\sigma\times\tau]^{i}}{\mathrm{snd}\,h:\tau}\times\mathrm{E}_{2}}{\frac{[h:\sigma\times\tau]^{i}}{\left(\mathrm{snd}\,h\,,\,\mathrm{fst}\,h\right):\tau\times\sigma}\times\mathrm{I}}\times\mathrm{I}}\times\mathrm{I}$$

$$\frac{\lambda\,h.\,\langle\,\mathrm{snd}\,h\,,\,\mathrm{fst}\,h\,\rangle:(\sigma\times\tau)\to(\tau\times\sigma)}{\lambda\,h.\,\langle\,\mathrm{snd}\,h\,,\,\mathrm{fst}\,h\,\rangle:(\sigma\times\tau)\to(\tau\times\sigma)}\to\mathrm{I}^{i}$$

Correspondence's Levels

Example (propositions as types)

(implication) $A \supset B$ as $\sigma \rightarrow \tau$ (function type)(conjunction) $A \wedge B$ as $\sigma \times \tau$ (product type)

Correspondence's Levels

Example (proofs as programs)







Program

Description

'Proof assistants are computer systems that allow a user to do mathematics on a computer, but not so much the computing (numerical or symbolical) aspect of mathematics but the aspects of proving and defining. So a user can set up a mathematical theory, define properties and do logical reasoning with them.' [Geuvers 2009, p. 3]

Example

- \blacktriangleright Based on set theory: ISABELLE/ZFC, METAMATH and MIZAR
- **Based on higher-order logic**: HOL4, HOL LIGHT and ISABELLE/HOL
- ▶ Bases on type theories: AGDA, COQ and LEAN.

Agda

What is $\operatorname{AGDA}\nolimits ?$

- Dependently typed functional programming language
- Dependently typed interactive proof assistant

Agda

Long trandition: The $\rm ALF/AGDA$ family (Gothenburg - Sweden)





- ▶ ALFA. Graphical interface for AGDA.
- AGDALIGHT. Experimental version of AGDA.

Agda 2

- Based on Martin-Löf Type Theory (also known as Constructive Type Theory or Intuitionistic Type Theory).
- Direct manipulation of proofs-objects.
- **Backends to** HASKELL and JAVASCRIPT.
- Written in HASKELL.
- Interaction via EMACS.

Further Reading

Propositions-as-types principle

- Wadler [2015]. Propositions as Types.
- Sørensen and Urzyczyn [2006]. Lectures on the Curry-Howard Isomorphism.

Agda

- Bove and Dybjer [2009]. Dependent Types at Work.
- Norell [2009]. Dependently Typed Programming in Agda.
- Stump [2016]. Verified Functional Programming in Agda.

Demo

References

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 - Sørensen, M.-H. and Urzyczyn, P. (2006). Lectures on the Curry-Howard Isomorphism. Vol. 149. Studies in Logic and the Foundations of Mathematics. Elsevier (cit. on pp. 5, 6, 20).
- Stump, A. (2016). Verified Functional Programming in Agda. ACM and Morgan & Claypool. DOI: 10.1145/2841316 (cit. on p. 20).

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Wadler, P. (2015). Propositions as Types. Communications of the ACM 58.12, pp. 75–84. DOI: 10.1145/2699407 (cit. on pp. 2–4, 20).