

COMP 4161

Data61 Advanced Course

Advanced Topics in Software Verification

Gerwin Kein,
Johannes Åman Pohjola,
Christine Rizkallah
Miki Tanaka,

Binary Search

(java.util.Arrays)



```
1:  public static int binarySearch(int[] a, int key) {
2:      int low = 0;
3:      int high = a.length - 1;
4:
5:      while (low <= high) {
6:          int mid = (low + high) / 2;
7:          int midVal = a[mid];
8:
9:          if (midVal < key)
10:             low = mid + 1
11:          else if (midVal > key)
12:             high = mid - 1;
13:          else
14:             return mid; // key found
15:      }
16:      return -(low + 1); // key not found.
17:  }
```

Binary Search

(java.util.Arrays)



```
1:    public static int binarySearch(int[] a, int key) {
2:        int low = 0;
3:        int high = a.length - 1;
4:
5:        while (low <= high) {
6:            int mid = (low + high) / 2;
7:            int midVal = a[mid];
8:
9:            if (midVal < key)
10:                low = mid + 1
11:            else if (midVal > key)
12:                high = mid - 1;
13:            else
14:                return mid; // key found
15:        }
16:        return -(low + 1); // key not found.
17:    }
```

6: `int mid = (low + high) / 2;`

[http://googleresearch.blogspot.com/2006/06/
extra-extra-read-all-about-it-nearly.html](http://googleresearch.blogspot.com/2006/06/extra-extra-read-all-about-it-nearly.html)

Organisatorials



When	Tue	11:00 – 13:00
	Wed	16:00 – 18:00

<http://www.cse.unsw.edu.au/~cs4161/>

About us



The trustworthy systems verification team

- Functional correctness and security of the seL4 microkernel
[Security](#) ↔ [Isabelle/HOL model](#) ↔ [Haskell model](#) ↔ [C code](#) ↔ [Binary](#)
- 10 000 LOC / 500 000 lines of proof; about 25 person years of effort
- Cogent code/proof co-generation; CakeML verified compiler; etc.

Open Source

<http://sel4.systems>

<https://ts.data61.csiro.au/projects/TS/cogent.pml>

<https://cakeml.org>

We are always embarking on exciting new projects.

We offer

- summer student scholarship projects
- honours and PhD theses
- research assistant and verification engineer positions

What you will learn



- how to use a theorem prover
- background, how it works
- how to prove and specify
- how to reason about programs

What you will learn



- how to use a theorem prover
- background, how it works
- how to prove and specify
- how to reason about programs

Health Warning
Theorem Proving is addictive

Prerequisites



This is an advanced course. It assumes knowledge in

- Functional programming
- First-order formal logic

Prerequisites



This is an advanced course. It assumes knowledge in

- Functional programming
- First-order formal logic

The following program should make sense to you:

$$\begin{aligned}\text{map } f \ [] &= [] \\ \text{map } f \ (x:xs) &= f\ x : \text{map } f\ xs\end{aligned}$$

Prerequisites



This is an advanced course. It assumes knowledge in

- Functional programming
- First-order formal logic

The following program should make sense to you:

$$\begin{aligned}\text{map } f [] &= [] \\ \text{map } f (x:xs) &= f\ x : \text{map } f\ xs\end{aligned}$$

You should be able to read and understand this formula:

$$\exists x. (P(x) \longrightarrow \forall x. P(x))$$

Content — Using Theorem Provers



Content — Using Theorem Provers



- Foundations & Principles
 - Intro, Lambda calculus, natural deduction
 - Higher Order Logic, Isar (part 1)
 - Term rewriting

Content — Using Theorem Provers



→ Foundations & Principles

- Intro, Lambda calculus, natural deduction
- Higher Order Logic, Isar (part 1)
- Term rewriting

→ Proof & Specification Techniques

- Inductively defined sets, rule induction, datatype induction, primitive recursion
- General recursive functions, termination proofs
- Proof automation, Hoare logic, proofs about programs, invariants
- C verification
- Practice, questions, exam prep

Content — Using Theorem Provers



Rough timeline

→ Foundations & Principles

- Intro, Lambda calculus, natural deduction [1,2]
- Higher Order Logic, Isar (part 1) [2,3^a]
- Term rewriting [3,4]

→ Proof & Specification Techniques

- Inductively defined sets, rule induction, datatype induction, primitive recursion [4,5]
- General recursive functions, termination proofs [7^b]
- Proof automation, Hoare logic, proofs about programs, invariants [8]
- C verification [9,10]
- Practice, questions, exam prep [10^c]

^aa1 due; ^ba2 due; ^ca3 due

What you should do to have a chance at succeeding



What you should do to have a chance at succeeding



→ attend lectures

What you should do to have a chance at succeeding



- attend lectures
- try Isabelle early

What you should do to have a chance at succeeding



- attend lectures
- try Isabelle early
- redo all the demos alone

What you should do to have a chance at succeeding



- attend lectures
- try Isabelle early
- redo all the demos alone
- try the exercises/homework we give, when we do give some

What you should do to have a chance at succeeding



- attend lectures
- try Isabelle early
- redo all the demos alone
- try the exercises/homework we give, when we do give some

→ DO NOT CHEAT

- Assignments and exams are take-home. This does NOT mean you can work in groups. Each submission is personal.
- For more info, see Plagiarism Policy^a

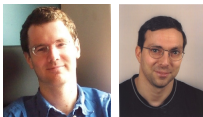
^a <https://student.unsw.edu.au/plagiarism>

Credits

some material (in using-theorem-provers part) shamelessly stolen from



Tobias Nipkow, Larry Paulson, Markus Wenzel



David Basin, Burkhardt Wolff

Don't blame them, errors are ours

What is a formal proof?



A derivation in a formal calculus

What is a formal proof?

A derivation in a formal calculus

Example: $A \wedge B \longrightarrow B \wedge A$ derivable in the following system

Rules:

$$\frac{X \in S}{S \vdash X} \text{ (assumption)} \qquad \frac{S \cup \{X\} \vdash Y}{S \vdash X \longrightarrow Y} \text{ (impl)}$$
$$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y} \text{ (conjI)} \qquad \frac{S \cup \{X, Y\} \vdash Z}{S \cup \{X \wedge Y\} \vdash Z} \text{ (conjE)}$$

What is a formal proof?

A derivation in a formal calculus

Example: $A \wedge B \longrightarrow B \wedge A$ derivable in the following system

Rules:

$$\frac{X \in S}{S \vdash X} \text{ (assumption)} \quad \frac{S \cup \{X\} \vdash Y}{S \vdash X \longrightarrow Y} \text{ (impl)}$$
$$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y} \text{ (conjI)} \quad \frac{S \cup \{X, Y\} \vdash Z}{S \cup \{X \wedge Y\} \vdash Z} \text{ (conjE)}$$

Proof:

1. $\{A, B\} \vdash B$ (by assumption)
2. $\{A, B\} \vdash A$ (by assumption)
3. $\{A, B\} \vdash B \wedge A$ (by conjI with 1 and 2)
4. $\{A \wedge B\} \vdash B \wedge A$ (by conjE with 3)
5. $\{\} \vdash A \wedge B \longrightarrow B \wedge A$ (by impl with 4)

What is a theorem prover?



Implementation of a formal logic on a computer.

- fully automated (propositional logic)
- automated, but not necessarily terminating (first order logic)
- with automation, but mainly interactive (higher order logic)

What is a theorem prover?



Implementation of a formal logic on a computer.

- fully automated (propositional logic)
- automated, but not necessarily terminating (first order logic)
- with automation, but mainly interactive (higher order logic)

- based on rules and axioms
- can deliver proofs

What is a theorem prover?



Implementation of a formal logic on a computer.

- fully automated (propositional logic)
- automated, but not necessarily terminating (first order logic)
- with automation, but mainly interactive (higher order logic)

- based on rules and axioms
- can deliver proofs

There are other (algorithmic) verification tools:

- model checking, static analysis, ...
- usually do not deliver proofs
- See COMP3153: Algorithmic Verification

Why theorem proving?



→ Analysing systems/programs thoroughly

Why theorem proving?



- Analysing systems/programs thoroughly
- Finding design and specification errors early

Why theorem proving?



- Analysing systems/programs thoroughly
- Finding design and specification errors early
- High assurance (mathematical, machine checked proof)

Why theorem proving?



- Analysing systems/programs thoroughly
- Finding design and specification errors early
- High assurance (mathematical, machine checked proof)
- it's not always easy
- it's fun

Main theorem proving system for this course



Isabelle

→ used here for applications, learning how to prove

What is Isabelle?

A generic interactive proof assistant



What is Isabelle?



A generic interactive proof assistant

→ generic:

not specialised to one particular logic

(two large developments: HOL and ZF, will mainly use HOL)

What is Isabelle?



A generic interactive proof assistant

- **generic:**
not specialised to one particular logic
(two large developments: HOL and ZF, will mainly use HOL)
- **interactive:**
more than just yes/no, you can interactively guide the system

What is Isabelle?



A generic interactive proof assistant

- **generic:**
not specialised to one particular logic
(two large developments: HOL and ZF, will mainly use HOL)
- **interactive:**
more than just yes/no, you can interactively guide the system
- **proof assistant:**
helps to explore, find, and maintain proofs

If I prove it on the computer, it is correct, right?

If I prove it on the computer, it is correct, right?



No, because:

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty
- ③ implementation runtime system could be faulty

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty
- ③ implementation runtime system could be faulty
- ④ compiler could be faulty

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty
- ③ implementation runtime system could be faulty
- ④ compiler could be faulty
- ⑤ implementation could be faulty

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty
- ③ implementation runtime system could be faulty
- ④ compiler could be faulty
- ⑤ implementation could be faulty
- ⑥ logic could be inconsistent

If I prove it on the computer, it is correct, right?



No, because:

- ① hardware could be faulty
- ② operating system could be faulty
- ③ implementation runtime system could be faulty
- ④ compiler could be faulty
- ⑤ implementation could be faulty
- ⑥ logic could be inconsistent
- ⑦ theorem could mean something else

If I prove it on the computer, it is correct, right?



No, but:

If I prove it on the computer, it is correct, right?



No, but:

probability for

→ OS and H/W issues reduced by using different systems

If I prove it on the computer, it is correct, right?



No, but:

probability for

- OS and H/W issues reduced by using different systems
- runtime/compiler bugs reduced by using different compilers

If I prove it on the computer, it is correct, right?



No, but:

probability for

- OS and H/W issues reduced by using different systems
- runtime/compiler bugs reduced by using different compilers
- faulty implementation reduced by having the right prover architecture

If I prove it on the computer, it is correct, right?



No, but:

probability for

- OS and H/W issues reduced by using different systems
- runtime/compiler bugs reduced by using different compilers
- faulty implementation reduced by having the right prover architecture
- inconsistent logic reduced by implementing and analysing it

If I prove it on the computer, it is correct, right?



No, but:

probability for

- OS and H/W issues reduced by using different systems
- runtime/compiler bugs reduced by using different compilers
- faulty implementation reduced by having the right prover architecture
- inconsistent logic reduced by implementing and analysing it
- wrong theorem reduced by expressive/intuitive logics

If I prove it on the computer, it is correct, right?



No, but:

probability for

- OS and H/W issues reduced by using different systems
- runtime/compiler bugs reduced by using different compilers
- faulty implementation reduced by having the right prover architecture
- inconsistent logic reduced by implementing and analysing it
- wrong theorem reduced by expressive/intuitive logics

No guarantees, but assurance immensely higher than manual proof

If I prove it on the computer, it is correct, right?



Soundness architectures
careful implementation

PVS

If I prove it on the computer, it is correct, right?



Soundness architectures

careful implementation

PVS

LCF approach, small proof kernel

HOL4

Isabelle

If I prove it on the computer, it is correct, right?



Soundness architectures

careful implementation

PVS

LCF approach, small proof kernel

HOL4
Isabelle

explicit proofs + proof checker

Coq
Twelf
Isabelle
HOL4

Meta Logic



Meta language:

The language used to talk about another language.

Meta Logic



Meta language:

The language used to talk about another language.

Examples:

English in a Spanish class, English in an English class

Meta Logic



Meta language:

The language used to talk about another language.

Examples:

English in a Spanish class, English in an English class

Meta logic:

The logic used to formalize another logic

Example:

Mathematics used to formalize derivations in formal logic

Meta Logic – Example



Formulae: $F ::= V \mid F \longrightarrow F \mid F \wedge F \mid \text{False}$

Syntax: $V ::= [A - Z]$

Derivable: $S \vdash X$ X a formula, S a set of formulae

Meta Logic – Example



Formulae: $F ::= V \mid F \longrightarrow F \mid F \wedge F \mid \text{False}$

Syntax: $V ::= [A - Z]$

Derivable: $S \vdash X$ X a formula, S a set of formulae

logic / meta logic

$$\frac{X \in S}{S \vdash X}$$

$$\text{iiiii local } \frac{S \cup \{X\}}{S \vdash X}$$

$$\text{=====} \frac{S \cup \{X\} \vdash Y}{S \vdash X \longrightarrow Y}$$

$$\text{iiiii other } \frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y}$$

$$\text{iiiii local } \frac{S \cup \{X, Y\} \vdash Z}{S \cup \{X \wedge Y\} \vdash Z} \text{=====}$$

Isabelle's Meta Logic



$\wedge \Rightarrow \lambda$

\wedge



Syntax: $\wedge x. F$ (F another meta level formula)
in ASCII: `!!x. F`



Syntax: $\bigwedge x. F$ (F another meta level formula)
in ASCII: `!!x. F`

- universal quantifier on the meta level
- used to denote parameters
- example and more later



Syntax: $A \implies B$
in ASCII: $A ==> B$

(A, B other meta level formulae)





Syntax: $A \implies B$ (A, B other meta level formulae)
in ASCII: $A \implies B$

Binds to the right:

$$A \implies B \implies C = A \implies (B \implies C)$$

Abbreviation:

$$\llbracket A; B \rrbracket \implies C = A \implies B \implies C$$

- ➔ read: A and B implies C
- ➔ used to write down rules, theorems, and proof states

Example: a theorem



mathematics: if $x < 0$ and $y < 0$, then $x + y < 0$

Example: a theorem



mathematics: if $x < 0$ and $y < 0$, then $x + y < 0$

formal logic: $\vdash x < 0 \wedge y < 0 \longrightarrow x + y < 0$

variation: $x < 0; y < 0 \vdash x + y < 0$

Example: a theorem



mathematics: if $x < 0$ and $y < 0$, then $x + y < 0$

formal logic: $\vdash x < 0 \wedge y < 0 \longrightarrow x + y < 0$

variation: $x < 0; y < 0 \vdash x + y < 0$

Isabelle: **lemma** " $x < 0 \wedge y < 0 \longrightarrow x + y < 0$ "

variation: **lemma** " $\llbracket x < 0; y < 0 \rrbracket \Longrightarrow x + y < 0$ "

Example: a theorem



mathematics: if $x < 0$ and $y < 0$, then $x + y < 0$

formal logic: $\vdash x < 0 \wedge y < 0 \longrightarrow x + y < 0$

variation: $x < 0; y < 0 \vdash x + y < 0$

Isabelle: **lemma** " $x < 0 \wedge y < 0 \longrightarrow x + y < 0$ "

variation: **lemma** " $\llbracket x < 0; y < 0 \rrbracket \Longrightarrow x + y < 0$ "

variation: **lemma**

assumes " $x < 0$ " and " $y < 0$ " shows " $x + y < 0$ "

Example: a rule



logic: $\frac{X \quad Y}{X \wedge Y}$

Example: a rule



logic:
$$\frac{X \quad Y}{X \wedge Y}$$

variation:
$$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y}$$

Example: a rule



logic:
$$\frac{X \quad Y}{X \wedge Y}$$

variation:
$$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y}$$

Isabelle:
$$\llbracket X; Y \rrbracket \Longrightarrow X \wedge Y$$

Example: a rule with nested implication

logic:

$$\frac{X \vee Y \quad \begin{array}{c} X \\ \vdots \\ Z \end{array} \quad \begin{array}{c} Y \\ \vdots \\ Z \end{array}}{Z}$$

Example: a rule with nested implication

logic:

$$\frac{X \vee Y \quad \begin{array}{c} X \\ \vdots \\ Z \end{array} \quad \begin{array}{c} Y \\ \vdots \\ Z \end{array}}{Z}$$

variation:

$$\frac{S \cup \{X\} \vdash Z \quad S \cup \{Y\} \vdash Z}{S \cup \{X \vee Y\} \vdash Z}$$

Example: a rule with nested implication

logic:

$$\frac{X \vee Y \quad \begin{array}{c} X \\ \vdots \\ Z \end{array} \quad \begin{array}{c} Y \\ \vdots \\ Z \end{array}}{Z}$$

variation:

$$\frac{S \cup \{X\} \vdash Z \quad S \cup \{Y\} \vdash Z}{S \cup \{X \vee Y\} \vdash Z}$$

Isabelle:

$$\llbracket X \vee Y; X \implies Z; Y \implies Z \rrbracket \implies Z$$

λ



Syntax: $\lambda x. F$ (F another meta level formula)
in ASCII: `%x. F`

λ



Syntax: $\lambda x. F$ (F another meta level formula)
in ASCII: `%x. F`

- lambda abstraction
- used for functions in object logics
- used to encode bound variables in object logics
- more about this in the next lecture

Enough Theory!

Getting started with Isabelle

System Architecture



Isabelle – generic, interactive theorem prover

System Architecture



Isabelle – generic, interactive theorem prover

Standard ML – logic implemented as ADT

System Architecture



HOL, ZF – object-logics

Isabelle – generic, interactive theorem prover

Standard ML – logic implemented as ADT

System Architecture



Prover IDE (jEdit) – user interface

HOL, ZF – object-logics

Isabelle – generic, interactive theorem prover

Standard ML – logic implemented as ADT

System Architecture



Prover IDE (jEdit) – user interface

HOL, ZF – object-logics

Isabelle – generic, interactive theorem prover

Standard ML – logic implemented as ADT

User can access all layers!

System Requirements



- **Linux, Windows, or MacOS X (10.8 +)**
- **Standard ML** (PolyML implementation)
- **Java** (for jEdit)

Premade packages for Linux, Mac, and Windows + info on:
<http://mirror.cse.unsw.edu.au/pub/isabelle/>

Documentation



Available from <http://isabelle.in.tum.de>

→ Learning Isabelle

- Concrete Semantics Book
- Tutorial on Isabelle/HOL (LNCS 2283)
- Tutorial on Isar
- Tutorial on Locales

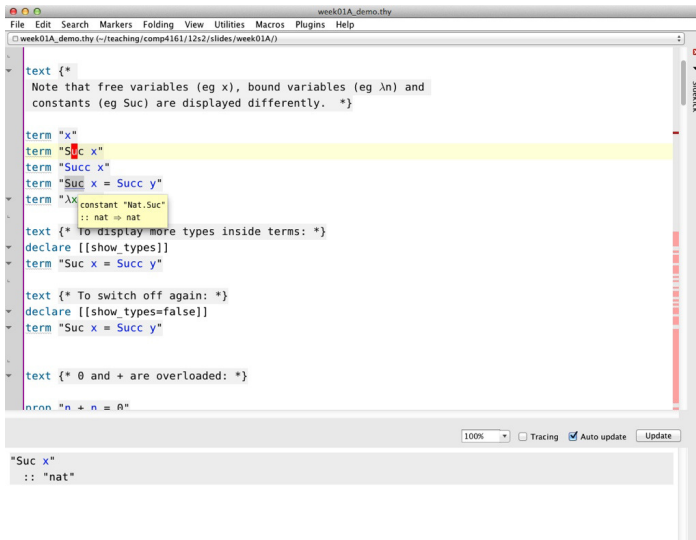
→ Reference Manuals

- Isabelle/Isar Reference Manual
- Isabelle Reference Manual
- Isabelle System Manual

→ Reference Manuals for Object-Logics

Demo

jEdit/PIDE



```
week01A_demo.thy
File Edit Search Markers Folding View Utilities Macros Plugins Help
week01A_demo.thy (-/teaching/comp4161/12s2/slides/week01A/)

text {*
  Note that free variables (eg x), bound variables (eg λn) and
  constants (eg Suc) are displayed differently. *}

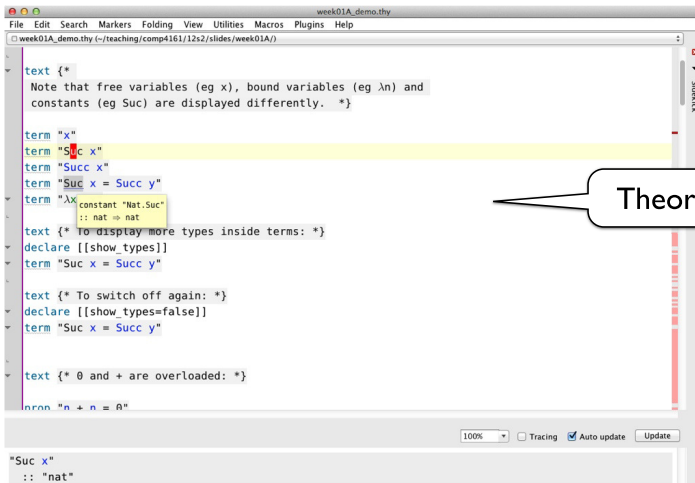
term "x"
term "Suc x"
term "Succ x"
term "Suc x = Succ y"
term "λx constant "Nat.Suc"
  :: nat ⇒ nat"
text {* To display more types inside terms: *}
declare [[show_types]]
term "Suc x = Succ y"

text {* To switch off again: *}
declare [[show_types=false]]
term "Suc x = Succ y"

text {* 0 and + are overloaded: *}

nonrec "n + n = 0"

"Suc x"
:: "nat"
```



```
week01A_demo.thy
File Edit Search Markers Folding View Utilities Macros Plugins Help
week01A_demo.thy (-/teaching/comp4161/12s2/slides/week01A/)

text {*
  Note that free variables (eg x), bound variables (eg λn) and
  constants (eg Suc) are displayed differently. *}

term "x"
term "Suc x"
term "Succ x"
term "Suc x = Succ y"
term "λx. constant \"Nat.Suc\"
      :: nat => nat"

text {* To display more types inside terms: *}
declare [[show_types]]
term "Suc x = Succ y"

text {* To switch off again: *}
declare [[show_types=false]]
term "Suc x = Succ y"

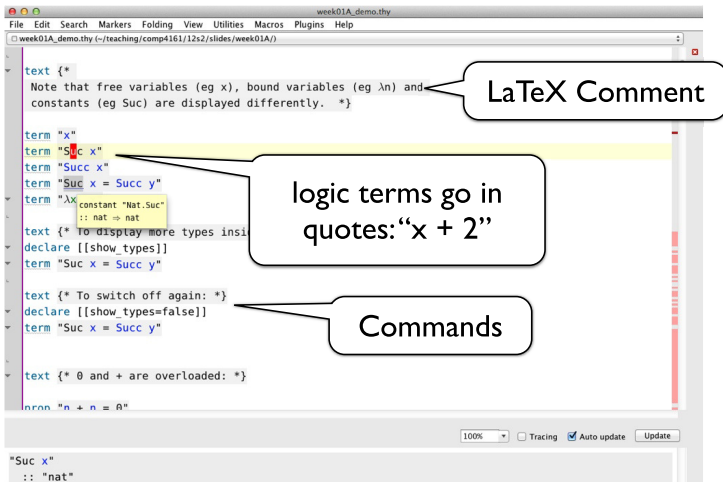
text {* 0 and + are overloaded: *}
non. "n + n = 0"

100% [ ] Tracing [x] Auto update Update

"Suc x"
:: "nat"
```

Theory File

Isabelle Output



The screenshot shows the jEdit/PIDE editor interface with a file named `week01A_demo.thy`. The code is as follows:

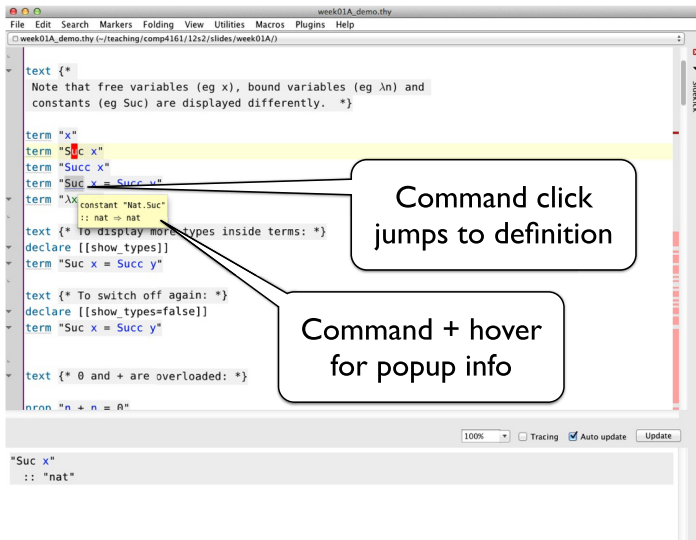
```
text {*  
  Note that free variables (eg x), bound variables (eg  $\lambda n$ ) and  
  constants (eg Suc) are displayed differently. *}  
  
term "x"  
term "Suc x"  
term "Succ x"  
term "Suc x = Succ y"  
term "λx. constant \"Nat.Suc\"  
      :: nat → nat  
  
text {* To display more types inside  
declare [[show_types]]  
term "Suc x = Succ y"  
  
text {* To switch off again: *}  
declare [[show_types=false]]  
term "Suc x = Succ y"  
  
text {* 0 and + are overloaded: *}  
  
nonrec "n + n = 0"
```

Callouts from the image:

- LaTeX Comment**: Points to the comment `{* ... }` at the top of the file.
- logic terms go in quotes: "x + 2"**: Points to the `term "Suc x"` line.
- Commands**: Points to the `declare [[show_types=false]]` line.

The bottom status bar shows: 100% | ☐ Tracing | ☒ Auto update | Update

jEdit/PIDE



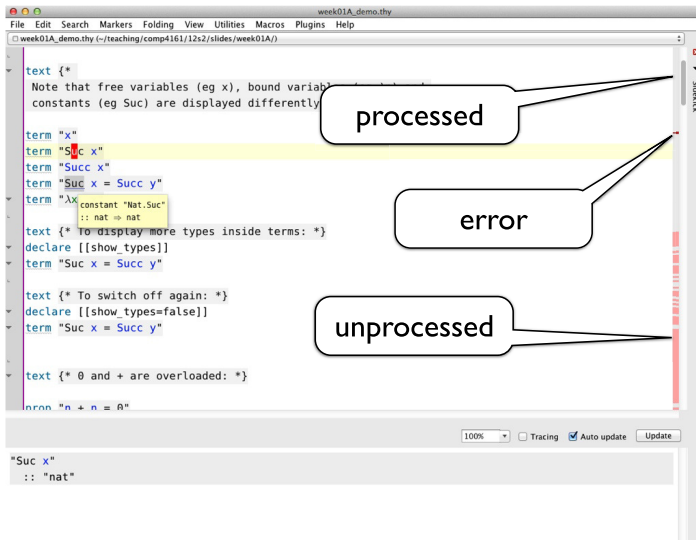
The screenshot shows the jEdit/PIDE editor interface with a file named `week01A_demo.thy`. The editor contains Lean 4 code with several annotations. A yellow highlight is placed over the line `term "Suc x"`. A callout box points to this line with the text "Command click jumps to definition". Another callout box points to the definition of `Suc` in the code, with the text "Command + hover for popup info". The code in the editor is as follows:

```
text {*  
  Note that free variables (eg x), bound variables (eg λn) and  
  constants (eg Suc) are displayed differently. *}  
  
term "x"  
term "Suc x"  
term "Succ x"  
term "Suc x = Succ x"  
term "λx. constant \"Nat.Suc\"  
      :: nat ⇒ nat  
  
text {* To display more types inside terms: *}  
declare [[show_types]]  
term "Suc x = Succ y"  
  
text {* To switch off again: *}  
declare [[show_types=false]]  
term "Suc x = Succ y"  
  
text {* 0 and + are overloaded: *}  
  
nonrec "n + n = 0"
```

At the bottom of the editor, there is a status bar with a zoom level of 100%, checkboxes for Tracing and Auto update (checked), and an Update button. Below the editor, a small popup window shows the definition of `Suc`:

```
"Suc x"  
:: "nat"
```

jEdit/PIDE



The screenshot shows the jEdit/PIDE editor interface with a file named `week01A_demo.thy`. The code is a Lean file defining a simple natural number type `nat` with a successor function `Succ`. The code is as follows:

```
text {*  
  Note that free variables (eg x), bound variables (eg y), and  
  constants (eg Suc) are displayed differently  
*}  
  
term "x"  
term "Suc x"  
term "Succ x"  
term "Suc x = Succ y"  
term "λx. constant \"Nat.Suc\"  
      :: nat ⇒ nat"  
  
text {* To display more types inside terms: *}  
declare [[show_types]]  
term "Suc x = Succ y"  
  
text {* To switch off again: *}  
declare [[show_types=false]]  
term "Suc x = Succ y"  
  
text {* 0 and + are overloaded: *}  
  
nonrec "n + n = 0"
```

Annotations on the image:

- processed**: Points to the line `term "Suc x"`, which is highlighted in yellow.
- error**: Points to the line `term "λx. constant \"Nat.Suc\" :: nat ⇒ nat"`, which has a red squiggly line under the `constant` keyword.
- unprocessed**: Points to the line `term "Suc x = Succ y"`, which is not highlighted.

The bottom status bar shows `100%`, `Tracing` (unchecked), `Auto update` (checked), and an `Update` button.

Exercises



- Download and install Isabelle from <http://mirror.cse.unsw.edu.au/pub/isabelle/>
- Step through the demo files from the lecture web page
- Write your own theory file, look at some theorems in the library, try 'find_theorems'
- How many theorems can help you if you need to prove something containing the term $\text{Suc}(\text{Suc } x)$?
- What is the name of the theorem for associativity of addition of natural numbers in the library?

λ -Calculus

→ Foundations & Principles

- Intro, Lambda calculus, natural deduction [1,2]
- Higher Order Logic, Isar (part 1) [2,3^a]
- Term rewriting [3,4]

→ Proof & Specification Techniques

- Inductively defined sets, rule induction, datatype induction, primitive recursion [4,5]
- General recursive functions, termination proofs [7^b]
- Proof automation, Hoare logic, proofs about programs, invariants [8]
- C verification [9,10]
- Practice, questions, exam prep [10^c]

^aa1 due; ^ba2 due; ^ca3 due

λ -calculus

Alonzo Church

- lived 1903–1995
- supervised people like Alan Turing, Stephen Kleene
- famous for Church-Turing thesis, lambda calculus, first undecidability results
- invented λ calculus in 1930's



λ -calculus

Alonzo Church

- lived 1903–1995
- supervised people like Alan Turing, Stephen Kleene
- famous for Church-Turing thesis, lambda calculus, first undecidability results
- invented λ calculus in 1930's



λ -calculus

- originally meant as foundation of mathematics
- important applications in theoretical computer science
- foundation of computability and functional programming

untyped λ -calculus



- turing complete model of computation
- a simple way of writing down functions

untyped λ -calculus



- turing complete model of computation
- a simple way of writing down functions

Basic intuition:

instead of	$f(x) = x + 5$
write	$f = \lambda x. x + 5$

untyped λ -calculus



- turing complete model of computation
- a simple way of writing down functions

Basic intuition:

instead of $f(x) = x + 5$
write $f = \lambda x. x + 5$

$\lambda x. x + 5$

- a term

untyped λ -calculus



- turing complete model of computation
- a simple way of writing down functions

Basic intuition:

instead of $f(x) = x + 5$
write $f = \lambda x. x + 5$

$\lambda x. x + 5$

- a term
- a nameless function

untyped λ -calculus



- turing complete model of computation
- a simple way of writing down functions

Basic intuition:

instead of $f(x) = x + 5$
write $f = \lambda x. x + 5$

$\lambda x. x + 5$

- a term
- a nameless function
- that adds 5 to its parameter

Function Application



For applying arguments to functions

instead of $f(a)$
write $f\ a$

Function Application



For applying arguments to functions

instead of $f(a)$
write $f\ a$

Example: $(\lambda x. x + 5)\ a$

Function Application



For applying arguments to functions

instead of $f(a)$
write $f\ a$

Example: $(\lambda x. x + 5)\ a$

Evaluating: in $(\lambda x. t)\ a$ replace x by a in t
(computation!)

Function Application



For applying arguments to functions

instead of $f(a)$
write $f\ a$

Example: $(\lambda x. x + 5)\ a$

Evaluating: in $(\lambda x. t)\ a$ replace x by a in t
(computation!)

Example: $(\lambda x. x + 5)\ (a + b)$ evaluates to $(a + b) + 5$

That's it!

Now Formal

Syntax



Terms: $t ::= v \mid c \mid (t\ t) \mid (\lambda x. t)$

$v, x \in V, \quad c \in C, \quad V, C$ sets of names

Syntax



Terms: $t ::= v \mid c \mid (t\ t) \mid (\lambda x. t)$

$v, x \in V, \quad c \in C, \quad V, C$ sets of names

- v, x variables
- C constants
- $(t\ t)$ application
- $(\lambda x. t)$ abstraction

Conventions



- leave out parentheses where possible
- list variables instead of multiple λ

Example: instead of $(\lambda y. (\lambda x. (x\ y)))$ write $\lambda y\ x. x\ y$

Conventions



- leave out parentheses where possible
- list variables instead of multiple λ

Example: instead of $(\lambda y. (\lambda x. (x y)))$ write $\lambda y x. x y$

Rules:

- list variables: $\lambda x. (\lambda y. t) = \lambda x y. t$
- application binds to the left: $x y z = (x y) z \neq x (y z)$
- abstraction binds to the right: $\lambda x. x y = \lambda x. (x y) \neq (\lambda x. x) y$
- leave out outermost parentheses

Getting used to the Syntax



Example:

$\lambda x\ y\ z. x\ z\ (y\ z) =$

Getting used to the Syntax



Example:

$\lambda x\ y\ z. x\ z\ (y\ z) =$

$\lambda x\ y\ z. (x\ z)\ (y\ z) =$

Getting used to the Syntax



Example:

$\lambda x y z. x z (y z) =$

$\lambda x y z. (x z) (y z) =$

$\lambda x y z. ((x z) (y z)) =$

Getting used to the Syntax



Example:

$\lambda x y z. x z (y z) =$

$\lambda x y z. (x z) (y z) =$

$\lambda x y z. ((x z) (y z)) =$

$\lambda x. \lambda y. \lambda z. ((x z) (y z)) =$

Getting used to the Syntax



Example:

$\lambda x y z. x z (y z) =$

$\lambda x y z. (x z) (y z) =$

$\lambda x y z. ((x z) (y z)) =$

$\lambda x. \lambda y. \lambda z. ((x z) (y z)) =$

$(\lambda x. (\lambda y. (\lambda z. ((x z) (y z)))))$

Computation



Intuition: replace parameter by argument
this is called β -reduction

Example

$$(\lambda x. y. f (y x)) \ 5 \ (\lambda x. x) \longrightarrow_{\beta}$$

Computation



Intuition: replace parameter by argument
this is called β -reduction

Example

$$\begin{aligned} (\lambda x. y. f (y x)) \ 5 \ (\lambda x. x) &\longrightarrow_{\beta} \\ (\lambda y. f (y 5)) \ (\lambda x. x) &\longrightarrow_{\beta} \end{aligned}$$

Computation



Intuition: replace parameter by argument
this is called β -reduction

Example

$$\begin{aligned}(\lambda x. y. f (y x)) \ 5 \ (\lambda x. x) &\longrightarrow_{\beta} \\(\lambda y. f (y 5)) \ (\lambda x. x) &\longrightarrow_{\beta} \\f ((\lambda x. x) 5) &\longrightarrow_{\beta}\end{aligned}$$

Computation



Intuition: replace parameter by argument
this is called β -reduction

Example

$$\begin{aligned} & (\lambda x y. f (y x)) \ 5 \ (\lambda x. x) \longrightarrow_{\beta} \\ & (\lambda y. f (y \ 5)) \ (\lambda x. x) \longrightarrow_{\beta} \\ & f ((\lambda x. x) \ 5) \longrightarrow_{\beta} \\ & f \ 5 \end{aligned}$$

Defining Computation

β reduction:

$$\begin{array}{llll} s & \longrightarrow_{\beta} & s' & \implies \\ t & \longrightarrow_{\beta} & t' & \implies \\ s & \longrightarrow_{\beta} & s' & \implies \end{array} \quad \begin{array}{ll} (\lambda x. s) t & \longrightarrow_{\beta} s[x \leftarrow t] \\ (s t) & \longrightarrow_{\beta} (s' t) \\ (s t) & \longrightarrow_{\beta} (s t') \\ (\lambda x. s) & \longrightarrow_{\beta} (\lambda x. s') \end{array}$$

Defining Computation

β reduction:

$$\begin{array}{llll} s & \longrightarrow_{\beta} & s' & \implies & (\lambda x. s) t & \longrightarrow_{\beta} & s[x \leftarrow t] \\ t & \longrightarrow_{\beta} & t' & \implies & (s t) & \longrightarrow_{\beta} & (s' t) \\ s & \longrightarrow_{\beta} & s' & \implies & (s t) & \longrightarrow_{\beta} & (s t') \\ s & \longrightarrow_{\beta} & s' & \implies & (\lambda x. s) & \longrightarrow_{\beta} & (\lambda x. s') \end{array}$$

Still to do: define $s[x \leftarrow t]$

Defining Substitution



Easy concept. Small problem: variable capture.

Example: $(\lambda x. x\ z)[z \leftarrow x]$

Defining Substitution



Easy concept. Small problem: variable capture.

Example: $(\lambda x. x z)[z \leftarrow x]$

We do **not** want: $(\lambda x. x x)$ as result.

What do we want?

Defining Substitution



Easy concept. Small problem: variable capture.

Example: $(\lambda x. x z)[z \leftarrow x]$

We do **not** want: $(\lambda x. x x)$ as result.

What do we want?

In $(\lambda y. y z)[z \leftarrow x] = (\lambda y. y x)$ there would be no problem.

So, solution is: rename bound variables.

Free Variables



Bound variables: in $(\lambda x. t)$, x is a bound variable.

Free Variables



Bound variables: in $(\lambda x. t)$, x is a bound variable.

Free variables FV of a term:

$$FV(x) = \{x\}$$

$$FV(c) = \{\}$$

$$FV(st) = FV(s) \cup FV(t)$$

$$FV(\lambda x. t) = FV(t) \setminus \{x\}$$

Example: $FV(\lambda x. (\lambda y. (\lambda x. x) y) y x)$

Free Variables



Bound variables: in $(\lambda x. t)$, x is a bound variable.

Free variables FV of a term:

$$FV(x) = \{x\}$$

$$FV(c) = \{\}$$

$$FV(st) = FV(s) \cup FV(t)$$

$$FV(\lambda x. t) = FV(t) \setminus \{x\}$$

Example: $FV(\lambda x. (\lambda y. (\lambda x. x) y) y x) = \{y\}$

Free Variables



Bound variables: in $(\lambda x. t)$, x is a bound variable.

Free variables FV of a term:

$$FV(x) = \{x\}$$

$$FV(c) = \{\}$$

$$FV(st) = FV(s) \cup FV(t)$$

$$FV(\lambda x. t) = FV(t) \setminus \{x\}$$

$$\text{Example: } FV(\lambda x. (\lambda y. (\lambda x. x) y) y x) = \{y\}$$

Term t is called **closed** if $FV(t) = \{\}$

Free Variables



Bound variables: in $(\lambda x. t)$, x is a bound variable.

Free variables FV of a term:

$$FV(x) = \{x\}$$

$$FV(c) = \{\}$$

$$FV(st) = FV(s) \cup FV(t)$$

$$FV(\lambda x. t) = FV(t) \setminus \{x\}$$

$$\text{Example: } FV(\lambda x. (\lambda y. (\lambda x. x) y) y x) = \{y\}$$

Term t is called **closed** if $FV(t) = \{\}$

The substitution example, $(\lambda x. x z)[z \leftarrow x]$, is problematic because the bound variable x is a free variable of the replacement term “ x ”.

Substitution



$$x [x \leftarrow t] = t$$

$$y [x \leftarrow t] = y$$

$$c [x \leftarrow t] = c$$

if $x \neq y$

$$(s_1 \ s_2) [x \leftarrow t] =$$

Substitution



$$x [x \leftarrow t] = t$$

$$y [x \leftarrow t] = y$$

$$c [x \leftarrow t] = c$$

if $x \neq y$

$$(s_1 \ s_2) [x \leftarrow t] = (s_1[x \leftarrow t] \ s_2[x \leftarrow t])$$

$$(\lambda x. s) [x \leftarrow t] =$$

Substitution



$$x [x \leftarrow t] = t$$

$$y [x \leftarrow t] = y$$

$$c [x \leftarrow t] = c$$

if $x \neq y$

$$(s_1 \ s_2) [x \leftarrow t] = (s_1[x \leftarrow t] \ s_2[x \leftarrow t])$$

$$(\lambda x. s) [x \leftarrow t] = (\lambda x. s)$$

$$(\lambda y. s) [x \leftarrow t] =$$

Substitution



$$\begin{array}{ll} x [x \leftarrow t] & = t \\ y [x \leftarrow t] & = y \\ c [x \leftarrow t] & = c \end{array} \quad \text{if } x \neq y$$

$$(s_1 \ s_2) [x \leftarrow t] = (s_1[x \leftarrow t] \ s_2[x \leftarrow t])$$

$$\begin{array}{ll} (\lambda x. s) [x \leftarrow t] & = (\lambda x. s) \\ (\lambda y. s) [x \leftarrow t] & = (\lambda y. s[x \leftarrow t]) \\ (\lambda y. s) [x \leftarrow t] & = \end{array} \quad \text{if } x \neq y \text{ and } y \notin FV(t)$$

Substitution

$$\begin{array}{ll} x [x \leftarrow t] & = t \\ y [x \leftarrow t] & = y \\ c [x \leftarrow t] & = c \end{array} \quad \text{if } x \neq y$$

$$(s_1 \ s_2) [x \leftarrow t] = (s_1[x \leftarrow t] \ s_2[x \leftarrow t])$$

$$(\lambda x. s) [x \leftarrow t] = (\lambda x. s)$$

$$(\lambda y. s) [x \leftarrow t] = (\lambda y. s[x \leftarrow t]) \quad \text{if } x \neq y \text{ and } y \notin FV(t)$$

$$(\lambda y. s) [x \leftarrow t] = (\lambda z. s[y \leftarrow z][x \leftarrow t]) \quad \begin{array}{l} \text{if } x \neq y \\ \text{and } z \notin FV(t) \cup FV(s) \end{array}$$

Substitution Example



$$(x \ (\lambda x. x) \ (\lambda y. z \ x))[x \leftarrow y]$$

Substitution Example



$$\begin{aligned} & (x \ (\lambda x. x) \ (\lambda y. z \ x))[x \leftarrow y] \\ = & (x[x \leftarrow y]) \ ((\lambda x. x)[x \leftarrow y]) \ ((\lambda y. z \ x)[x \leftarrow y]) \end{aligned}$$

Substitution Example



$$\begin{aligned} & (x \ (\lambda x. x) \ (\lambda y. z \ x))[x \leftarrow y] \\ = & (x[x \leftarrow y]) \ ((\lambda x. x)[x \leftarrow y]) \ ((\lambda y. z \ x)[x \leftarrow y]) \\ = & y \ (\lambda x. x) \ (\lambda y'. z \ y) \end{aligned}$$

α Conversion



Bound names are irrelevant:

$\lambda x. x$ and $\lambda y. y$ denote the same function.

α **conversion:**

$s =_{\alpha} t$ means $s = t$ up to renaming of bound variables.

α Conversion



Bound names are irrelevant:

$\lambda x. x$ and $\lambda y. y$ denote the same function.

α **conversion:**

$s =_{\alpha} t$ means $s = t$ up to renaming of bound variables.

Formally:

$$\begin{array}{llll} & (\lambda x. t) & \longrightarrow_{\alpha} & (\lambda y. t[x \leftarrow y]) \text{ if } y \notin FV(t) \\ s \longrightarrow_{\alpha} s' & \implies & (s \ t) & \longrightarrow_{\alpha} (s' \ t) \\ t \longrightarrow_{\alpha} t' & \implies & (s \ t) & \longrightarrow_{\alpha} (s \ t') \\ s \longrightarrow_{\alpha} s' & \implies & (\lambda x. s) & \longrightarrow_{\alpha} (\lambda x. s') \end{array}$$

Bound names are irrelevant:

$\lambda x. x$ and $\lambda y. y$ denote the same function.

α conversion:

$s =_{\alpha} t$ means $s = t$ up to renaming of bound variables.

Formally:

$$\begin{array}{llll} & (\lambda x. t) & \longrightarrow_{\alpha} & (\lambda y. t[x \leftarrow y]) \text{ if } y \notin FV(t) \\ s & \longrightarrow_{\alpha} s' & \implies & (s \ t) \longrightarrow_{\alpha} (s' \ t) \\ t & \longrightarrow_{\alpha} t' & \implies & (s \ t) \longrightarrow_{\alpha} (s \ t') \\ s & \longrightarrow_{\alpha} s' & \implies & (\lambda x. s) \longrightarrow_{\alpha} (\lambda x. s') \end{array}$$

$$s =_{\alpha} t \text{ iff } s \longrightarrow_{\alpha}^* t$$

$(\longrightarrow_{\alpha}^* = \text{transitive, reflexive closure of } \longrightarrow_{\alpha} = \text{multiple steps})$

α Conversion



Equality in Isabelle is equality modulo α conversion:

if $s =_{\alpha} t$ then s and t are syntactically equal.

Examples:

$x (\lambda x y. x y)$

Equality in Isabelle is equality modulo α conversion:

if $s =_{\alpha} t$ then s and t are syntactically equal.

Examples:

$$\begin{aligned} & x (\lambda x y. x y) \\ =_{\alpha} & x (\lambda y x. y x) \end{aligned}$$

Equality in Isabelle is equality modulo α conversion:

if $s =_{\alpha} t$ then s and t are syntactically equal.

Examples:

$$\begin{aligned} & x (\lambda x y. x y) \\ =_{\alpha} & x (\lambda y x. y x) \\ =_{\alpha} & x (\lambda z y. z y) \end{aligned}$$

Equality in Isabelle is equality modulo α conversion:

if $s =_{\alpha} t$ then s and t are syntactically equal.

Examples:

$$\begin{aligned} & x (\lambda x y. x y) \\ =_{\alpha} & x (\lambda y x. y x) \\ =_{\alpha} & x (\lambda z y. z y) \\ \neq_{\alpha} & z (\lambda z y. z y) \end{aligned}$$

Equality in Isabelle is equality modulo α conversion:

if $s =_{\alpha} t$ then s and t are syntactically equal.

Examples:

$$\begin{aligned} & x (\lambda x y. x y) \\ =_{\alpha} & x (\lambda y x. y x) \\ =_{\alpha} & x (\lambda z y. z y) \\ \neq_{\alpha} & z (\lambda z y. z y) \\ \neq_{\alpha} & x (\lambda x x. x x) \end{aligned}$$

Back to β



We have defined β reduction: \longrightarrow_{β}

Some notation and concepts:

→ β **conversion**: $s =_{\beta} t$ iff $\exists n. s \longrightarrow_{\beta}^* n \wedge t \longrightarrow_{\beta}^* n$

Back to β



We have defined β reduction: \longrightarrow_{β}

Some notation and concepts:

- β **conversion**: $s =_{\beta} t$ iff $\exists n. s \longrightarrow_{\beta}^* n \wedge t \longrightarrow_{\beta}^* n$
- t is **reducible** if there is an s such that $t \longrightarrow_{\beta} s$

Back to β



We have defined β reduction: \longrightarrow_{β}

Some notation and concepts:

- β **conversion**: $s =_{\beta} t$ iff $\exists n. s \longrightarrow_{\beta}^* n \wedge t \longrightarrow_{\beta}^* n$
- t is **reducible** if there is an s such that $t \longrightarrow_{\beta} s$
- $(\lambda x. s) t$ is called a **redex** (reducible expression)

Back to β



We have defined β reduction: \longrightarrow_{β}

Some notation and concepts:

- β **conversion**: $s =_{\beta} t$ iff $\exists n. s \longrightarrow_{\beta}^* n \wedge t \longrightarrow_{\beta}^* n$
- t is **reducible** if there is an s such that $t \longrightarrow_{\beta} s$
- $(\lambda x. s) t$ is called a **redex** (reducible expression)
- t is reducible iff it contains a redex

Back to β



We have defined β reduction: \longrightarrow_{β}

Some notation and concepts:

- β **conversion**: $s =_{\beta} t$ iff $\exists n. s \longrightarrow_{\beta}^* n \wedge t \longrightarrow_{\beta}^* n$
- t is **reducible** if there is an s such that $t \longrightarrow_{\beta} s$
- $(\lambda x. s) t$ is called a **redex** (reducible expression)
- t is reducible iff it contains a redex
- if it is not reducible, t is in **normal form**

Does every λ term have a normal form?



Example:

$$(\lambda x. x x) (\lambda x. x x) \longrightarrow_{\beta}$$

Does every λ term have a normal form?



Example:

$$\begin{aligned} (\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\ (\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \end{aligned}$$

Does every λ term have a normal form?



No!

Example:

$$\begin{aligned}(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \dots\end{aligned}$$

Does every λ term have a normal form?



No!

Example:

$$\begin{aligned}(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \dots\end{aligned}$$

$$\text{(but: } (\lambda x y. y) ((\lambda x. x x) (\lambda x. x x)) \longrightarrow_{\beta} \lambda y. y \text{)}$$

Does every λ term have a normal form?



No!

Example:

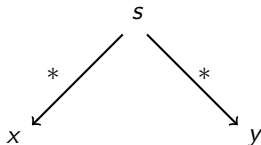
$$\begin{aligned}(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \\(\lambda x. x x) (\lambda x. x x) &\longrightarrow_{\beta} \dots\end{aligned}$$

$$\text{(but: } (\lambda x y. y) ((\lambda x. x x) (\lambda x. x x)) \longrightarrow_{\beta} \lambda y. y \text{)}$$

λ calculus is not terminating

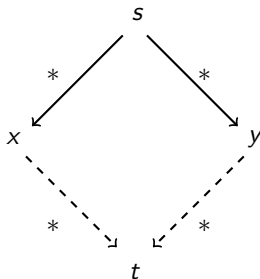
β reduction is confluent

Confluence: $s \longrightarrow_{\beta}^* x \wedge s \longrightarrow_{\beta}^* y \implies \exists t. x \longrightarrow_{\beta}^* t \wedge y \longrightarrow_{\beta}^* t$



β reduction is confluent

Confluence: $s \rightarrow_{\beta}^* x \wedge s \rightarrow_{\beta}^* y \implies \exists t. x \rightarrow_{\beta}^* t \wedge y \rightarrow_{\beta}^* t$



Order of reduction does not matter for result
Normal forms in λ calculus are unique

β reduction is confluent



Example:

$(\lambda x y. y) ((\lambda x. x x) a)$

$(\lambda x y. y) ((\lambda x. x x) a)$

β reduction is confluent



Example:

$$(\lambda x y. y) ((\lambda x. x x) a) \longrightarrow_{\beta} (\lambda x y. y) (a a)$$
$$(\lambda x y. y) ((\lambda x. x x) a) \longrightarrow_{\beta} \lambda y. y$$

β reduction is confluent



Example:

$$\begin{aligned}(\lambda x y. y) ((\lambda x. x x) a) &\longrightarrow_{\beta} (\lambda x y. y) (a a) \longrightarrow_{\beta} \lambda y. y \\(\lambda x y. y) ((\lambda x. x x) a) &\longrightarrow_{\beta} \lambda y. y\end{aligned}$$

η Conversion



Another case of trivially equal functions: $t = (\lambda x. t \ x)$

η Conversion

Another case of trivially equal functions: $t = (\lambda x. t \ x)$

Definition:

$$\begin{array}{llll} & (\lambda x. t \ x) & \longrightarrow_{\eta} & t \quad \text{if } x \notin FV(t) \\ s & \longrightarrow_{\eta} & s' & \implies (s \ t) \longrightarrow_{\eta} (s' \ t) \\ t & \longrightarrow_{\eta} & t' & \implies (s \ t) \longrightarrow_{\eta} (s \ t') \\ s & \longrightarrow_{\eta} & s' & \implies (\lambda x. s) \longrightarrow_{\eta} (\lambda x. s') \end{array}$$

$$s =_{\eta} t \quad \text{iff} \quad \exists n. s \longrightarrow_{\eta}^* n \wedge t \longrightarrow_{\eta}^* n$$

Example: $(\lambda x. f \ x) (\lambda y. g \ y) \longrightarrow_{\eta}$

η Conversion

Another case of trivially equal functions: $t = (\lambda x. t \ x)$

Definition:

$$\begin{array}{lcl} s & \longrightarrow_{\eta} & s' \implies (\lambda x. t \ x) \longrightarrow_{\eta} t \quad \text{if } x \notin FV(t) \\ t & \longrightarrow_{\eta} & t' \implies (s \ t) \longrightarrow_{\eta} (s' \ t) \\ s & \longrightarrow_{\eta} & s' \implies (s \ t) \longrightarrow_{\eta} (s \ t') \\ s & \longrightarrow_{\eta} & s' \implies (\lambda x. s) \longrightarrow_{\eta} (\lambda x. s') \end{array}$$

$$s =_{\eta} t \quad \text{iff} \quad \exists n. s \longrightarrow_{\eta}^* n \wedge t \longrightarrow_{\eta}^* n$$

Example: $(\lambda x. f \ x) (\lambda y. g \ y) \longrightarrow_{\eta} (\lambda x. f \ x) g \longrightarrow_{\eta}$

η Conversion

Another case of trivially equal functions: $t = (\lambda x. t \ x)$

Definition:

$$\begin{array}{llll} & (\lambda x. t \ x) & \longrightarrow_{\eta} & t \quad \text{if } x \notin FV(t) \\ s & \longrightarrow_{\eta} & s' & \implies (s \ t) \longrightarrow_{\eta} (s' \ t) \\ t & \longrightarrow_{\eta} & t' & \implies (s \ t) \longrightarrow_{\eta} (s \ t') \\ s & \longrightarrow_{\eta} & s' & \implies (\lambda x. s) \longrightarrow_{\eta} (\lambda x. s') \end{array}$$

$$s =_{\eta} t \quad \text{iff} \quad \exists n. s \longrightarrow_{\eta}^* n \wedge t \longrightarrow_{\eta}^* n$$

Example: $(\lambda x. f \ x) (\lambda y. g \ y) \longrightarrow_{\eta} (\lambda x. f \ x) \ g \longrightarrow_{\eta} f \ g$

Another case of trivially equal functions: $t = (\lambda x. t \ x)$

Definition:

$$\begin{array}{lcl}
 & (\lambda x. t \ x) & \longrightarrow_{\eta} t \quad \text{if } x \notin FV(t) \\
 s & \longrightarrow_{\eta} s' & \implies (s \ t) \longrightarrow_{\eta} (s' \ t) \\
 t & \longrightarrow_{\eta} t' & \implies (s \ t) \longrightarrow_{\eta} (s \ t') \\
 s & \longrightarrow_{\eta} s' & \implies (\lambda x. s) \longrightarrow_{\eta} (\lambda x. s')
 \end{array}$$

$$s =_{\eta} t \quad \text{iff} \quad \exists n. s \longrightarrow_{\eta}^* n \wedge t \longrightarrow_{\eta}^* n$$

Example: $(\lambda x. f \ x) (\lambda y. g \ y) \longrightarrow_{\eta} (\lambda x. f \ x) \ g \longrightarrow_{\eta} f \ g$

- η reduction is confluent and terminating.
- $\longrightarrow_{\beta\eta}$ is confluent.
 $\longrightarrow_{\beta\eta}$ means \longrightarrow_{β} and \longrightarrow_{η} steps are both allowed.
- Equality in Isabelle is also modulo η conversion.

In fact ...



Equality in Isabelle is modulo α , β , and η conversion.

We will see later why that is possible.

Isabelle Demo

So, what can you do with λ calculus?



λ calculus is very expressive, you can encode:

- logic, set theory
- turing machines, functional programs, etc.

Examples:

So, what can you do with λ calculus?



λ calculus is very expressive, you can encode:

- logic, set theory
- turing machines, functional programs, etc.

Examples:

`true` $\equiv \lambda x y. x$

`false` $\equiv \lambda x y. y$

`if` $\equiv \lambda z x y. z x y$

So, what can you do with λ calculus?



λ calculus is very expressive, you can encode:

- logic, set theory
- turing machines, functional programs, etc.

Examples:

`true` $\equiv \lambda x y. x$

`false` $\equiv \lambda x y. y$

`if` $\equiv \lambda z x y. z x y$

`if true` $x y \rightarrow_{\beta}^* x$

`if false` $x y \rightarrow_{\beta}^* y$

So, what can you do with λ calculus?



λ calculus is very expressive, you can encode:

- logic, set theory
- turing machines, functional programs, etc.

Examples:

$\text{true} \equiv \lambda x y. x$

$\text{false} \equiv \lambda x y. y$

$\text{if} \equiv \lambda z x y. z x y$

$\text{if true } x y \longrightarrow_{\beta}^* x$

$\text{if false } x y \longrightarrow_{\beta}^* y$

Now, not, and, or, etc is easy:

So, what can you do with λ calculus?



λ calculus is very expressive, you can encode:

- logic, set theory
- turing machines, functional programs, etc.

Examples:

$\text{true} \equiv \lambda x y. x$

$\text{if true } x y \longrightarrow_{\beta}^* x$

$\text{false} \equiv \lambda x y. y$

$\text{if false } x y \longrightarrow_{\beta}^* y$

$\text{if} \equiv \lambda z x y. z x y$

Now, not, and, or, etc is easy:

$\text{not} \equiv \lambda x. \text{if } x \text{ false true}$

$\text{and} \equiv \lambda x y. \text{if } x y \text{ false}$

$\text{or} \equiv \lambda x y. \text{if } x \text{ true } y$

More Examples



Encoding natural numbers (Church Numerals)

$$0 \equiv \lambda f x. x$$

$$1 \equiv \lambda f x. f x$$

$$2 \equiv \lambda f x. f (f x)$$

$$3 \equiv \lambda f x. f (f (f x))$$

...

Numeral n takes arguments f and x , applies f n -times to x .

More Examples



Encoding natural numbers (Church Numerals)

$0 \equiv \lambda f x. x$
 $1 \equiv \lambda f x. f x$
 $2 \equiv \lambda f x. f (f x)$
 $3 \equiv \lambda f x. f (f (f x))$
...

Numeral n takes arguments f and x , applies f n -times to x .

$\text{iszero} \equiv \lambda n. n (\lambda x. \text{false}) \text{true}$

More Examples



Encoding natural numbers (Church Numerals)

$0 \equiv \lambda f\ x. x$
 $1 \equiv \lambda f\ x. f\ x$
 $2 \equiv \lambda f\ x. f\ (f\ x)$
 $3 \equiv \lambda f\ x. f\ (f\ (f\ x))$
...

Numeral n takes arguments f and x , applies f n -times to x .

$\text{iszero} \equiv \lambda n. n\ (\lambda x. \text{false})\ \text{true}$
 $\text{succ} \equiv \lambda n\ f\ x. f\ (n\ f\ x)$

More Examples



Encoding natural numbers (Church Numerals)

$0 \equiv \lambda f x. x$
 $1 \equiv \lambda f x. f x$
 $2 \equiv \lambda f x. f (f x)$
 $3 \equiv \lambda f x. f (f (f x))$
...

Numeral n takes arguments f and x , applies f n -times to x .

$\text{iszero} \equiv \lambda n. n (\lambda x. \text{false}) \text{true}$
 $\text{succ} \equiv \lambda n f x. f (n f x)$
 $\text{add} \equiv \lambda m n. \lambda f x. m f (n f x)$

Fix Points



$$(\lambda x f. f (x \times f)) \quad (\lambda x f. f (x \times f)) \quad t \longrightarrow_{\beta}$$

Fix Points



$$\begin{aligned} & (\lambda x f. f (x x f)) \ (\lambda x f. f (x x f)) \ t \longrightarrow_{\beta} \\ & (\lambda f. f ((\lambda x f. f (x x f)) \ (\lambda x f. f (x x f)) f)) \ t \longrightarrow_{\beta} \end{aligned}$$

Fix Points

$$\begin{aligned} & (\lambda x f. f (x x f)) \ (\lambda x f. f (x x f)) \ t \longrightarrow_{\beta} \\ & (\lambda f. f ((\lambda x f. f (x x f)) \ (\lambda x f. f (x x f)) f)) \ t \longrightarrow_{\beta} \\ & t \ ((\lambda x f. f (x x f)) \ (\lambda x f. f (x x f)) \ t) \end{aligned}$$

Fix Points

$$\begin{aligned} & (\lambda x f. f (x \times f)) (\lambda x f. f (x \times f)) t \longrightarrow_{\beta} \\ & (\lambda f. f ((\lambda x f. f (x \times f)) (\lambda x f. f (x \times f)) f)) t \longrightarrow_{\beta} \\ & t ((\lambda x f. f (x \times f)) (\lambda x f. f (x \times f)) t) \end{aligned}$$

$$\begin{aligned} \mu &= (\lambda x f. f (x \times f)) (\lambda x f. f (x \times f)) \\ \mu t &\longrightarrow_{\beta} t (\mu t) \longrightarrow_{\beta} t (t (\mu t)) \longrightarrow_{\beta} t (t (t (\mu t))) \longrightarrow_{\beta} \dots \end{aligned}$$

Fix Points

$$\begin{aligned} & (\lambda x f. f (x x f)) (\lambda x f. f (x x f)) t \longrightarrow_{\beta} \\ & (\lambda f. f ((\lambda x f. f (x x f)) (\lambda x f. f (x x f)) f)) t \longrightarrow_{\beta} \\ & t ((\lambda x f. f (x x f)) (\lambda x f. f (x x f)) t) \end{aligned}$$

$$\begin{aligned} \mu &= (\lambda x f. f (x x f)) (\lambda x f. f (x x f)) \\ \mu t &\longrightarrow_{\beta} t (\mu t) \longrightarrow_{\beta} t (t (\mu t)) \longrightarrow_{\beta} t (t (t (\mu t))) \longrightarrow_{\beta} \dots \end{aligned}$$

$(\lambda x f. f (x x f)) (\lambda x f. f (x x f))$ is Turing's fix point operator

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

- **Frege** (Predicate Logic, ~ 1879):
allows arbitrary quantification over predicates
- **Russell** (1901): Paradox $R \equiv \{X | X \notin X\}$
- **Whitehead & Russell** (Principia Mathematica, 1910-1913):
Fix the problem
- **Church** (1930): λ calculus as logic, true, false, \wedge , ... as λ terms

Problem:

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

- **Frege** (Predicate Logic, ~ 1879):
allows arbitrary quantification over predicates
- **Russell** (1901): Paradox $R \equiv \{X | X \notin X\}$
- **Whitehead & Russell** (Principia Mathematica, 1910-1913):
Fix the problem
- **Church** (1930): λ calculus as logic, true, false, \wedge , ... as λ terms

Problem:

with

$$\{x | P\ x\} \equiv \lambda x. P\ x \quad x \in M \equiv M\ x$$

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

- **Frege** (Predicate Logic, ~ 1879):
allows arbitrary quantification over predicates
- **Russell** (1901): Paradox $R \equiv \{X | X \notin X\}$
- **Whitehead & Russell** (Principia Mathematica, 1910-1913):
Fix the problem
- **Church** (1930): λ calculus as logic, true, false, \wedge , ... as λ terms

Problem:

with $\{x | P\ x\} \equiv \lambda x. P\ x$ $x \in M \equiv M\ x$
you can write $R \equiv \lambda x. \text{not } (x\ x)$

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

- **Frege** (Predicate Logic, ~ 1879):
allows arbitrary quantification over predicates
- **Russell** (1901): Paradox $R \equiv \{X | X \notin X\}$
- **Whitehead & Russell** (Principia Mathematica, 1910-1913):
Fix the problem
- **Church** (1930): λ calculus as logic, true, false, \wedge , ... as λ terms

Problem:

with $\{x | P\ x\} \equiv \lambda x. P\ x$ $x \in M \equiv M\ x$
you can write $R \equiv \lambda x. \text{not } (x\ x)$
and get $(R\ R) =_{\beta} \text{not } (R\ R)$

Nice, but ...



As a mathematical foundation, λ does not work. **It resulted in an inconsistent logic.**

- **Frege** (Predicate Logic, ~ 1879):
allows arbitrary quantification over predicates
- **Russell** (1901): Paradox $R \equiv \{X | X \notin X\}$
- **Whitehead & Russell** (Principia Mathematica, 1910-1913):
Fix the problem
- **Church** (1930): λ calculus as logic, true, false, \wedge , ... as λ terms

Problem:

with $\{x | P x\} \equiv \lambda x. P x$ $x \in M \equiv M x$
you can write $R \equiv \lambda x. \text{not } (x x)$
and get $(R R) =_{\beta} \text{not } (R R)$
because $(R R) = (\lambda x. \text{not } (x x)) R \longrightarrow_{\beta} \text{not } (R R)$

We have learned so far...



- λ calculus syntax
- free variables, substitution
- β reduction
- α and η conversion
- β reduction is confluent
- λ calculus is very expressive (turing complete)
- λ calculus results in an inconsistent logic