

Functional Programming in Isabelle/HOL

Simon Foster **Jim Woodcock**

University of York

16th August 2022

Overview

- 1 HOL as a Functional Programming Language
- 2 Type System
- 3 Algebraic Datatypes
- 4 Recursive Functions
- 5 Code Generator



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Functional Programming

- Paradigm: computations expressed as mathematical functions ($A \rightarrow B$)
- Origin: λ -calculus, formal system for computation $\lambda x : B. \lambda x. x + 1$
- Functional \neq Immutable
- Functions are side-effect free: everything captured by output type B
 - No first-class notion of assignment ($x = e$) or iteration (while / do S)
- Recursion instead of iteration.
- Functions can also be higher order: taking functions as arguments
- Languages: Haskell, SML, F#, Clojure, Erlang, OCaml, Elm
- Functional features: Python, Scala, Java, Go, Rust, C#

Functional Programming

- **Paradigm**: computations expressed as **mathematical functions** ($A \Rightarrow B$).
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- Functional \neq imperative.
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Higher Order Logic

- Statistically typed functional specification and programming languages
- Like Haskell, but closer to its older cousin ML (meta-language).
- Functional programming ideally suited to verification, e.g., induction.
- Not everything need be executable; e.g., uncountably infinite sets.
- Higher order features
 - ✓ Algebraic datatypes and recursive functions.
 - ✓ Type variables (cf. generics).
 - ✓ Polymorphic type classes and overloading.
 - ✓ Type constructor parameters, and more exotic type system features.
- Isabelle supports proofs. Haskell 'doesn't'.
- Isabelle has uncomputable objects: \mathbb{N} , \sqrt{x} , π , etc.

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Fundamental Types of HOL

- Booleans (true or false): True or False, \wedge , \vee , \neg , \rightarrow .
- Natural numbers (nat or \mathbb{N}): 0, 1, 2, 3, 4, ... or Succ, Succ(Succ 0) etc.
- Arithmetic operators: $+$, $-$, $*$, $/$.
- Total functions ($A \rightarrow B$):
- Values: $\lambda x. t(x)$ — λ -abstraction (aka anonymous functions, closures)
- For example, $\lambda x \in \text{nat}. x + 1$ has the type $\text{nat} \rightarrow \text{nat}$.
- Pairs ($A \times B$): (x, y) for $x \in A$ and $y \in B$.
- Selections: $\text{fst}(x, y) = x$ and $\text{snd}(x, y) = y$.
- Can be nested for n -tuples, e.g. $A_1 \times A_2 \times A_3 \times \dots \times A_n$.
- Explicitly assign type to term: type coercion, $x :: \tau$.

Fundamental Types of HOL

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value "True  $\wedge$  False" (* Returns False *)
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value "True  $\vee$  False" (* Returns True *)
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```
value "(3::nat) + 2" (* Returns 5 *)
```

```
value "(\lambda x::nat. x + 1) 6" (* Returns 7 *)
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```
value "(\lambda x::nat. x2 + 1) 6" (* Returns 37 *)
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```
value "(\lambda (x::nat,y::nat). x*y) (6,7)" (* Returns 42 *)
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value "fst (2::nat, False) * 3" (* Returns 6 *)
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```

```
value "(\lambda x::nat. x + 1) 6" (* Returns 7 *)
```

```
value "(\lambda x::nat. x2 + 1) 6" (* Returns 37 *)
```

```
value "(\lambda (x::nat,y::nat). x*y) (6,7)" (* Returns 42 *)
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value "fst (2::nat, False) * 3" (* Returns 6 *)
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Example: Evaluating Terms

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Basic Commands

Create new types as synonyms for existing types:

```
def nat_pair := "(nat × nat)"
```

Create new simple functions:

```
def add_pair : nat_pair → nat
```

```
"add_pair = (λ(x, y). x + y)"
```

```
def square : nat → nat
```

```
"square x = x * x"
```

Type-check functions using `check` and evaluate them using `eval`:

```
"add_pair (3, 5)" <math>\text{eval add\_pair}</math>
```

```
"add_pair (3, 5)" <math>\text{eval eval add\_pair}</math>
```

Basic Commands

- Create new types as **synonyms** for existing types:

```
type_synonym nat_pair = "(nat × nat)"
```

- Create new simple functions:

```
definition add_pair :: "nat_pair  $\Rightarrow$  nat" where  
  "add_pair = ( $\lambda$ (x, y). x + y)"
```

```
definition square :: "nat  $\Rightarrow$  nat" where  
  "square x = x * x"
```

- Type check functions using **term** and evaluate them using **value**:

```
term "add_pair (3, 5)" (* Returns nat *)  
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Polymorphism

- Types contain type parameters of the form $\alpha_1, \dots, \alpha_n$ etc.
- Instantiated to ground types (i.e., types without variables).

```
bag = "α → nat"
```

Instantiation: $\text{bag} \Rightarrow \text{nat}; \text{nat} \Rightarrow \text{bag}; \text{nat} \Rightarrow \text{bag}; \text{nat} \Rightarrow \text{bag}$

Checked with the command `check, eq, ... "nat bag"`

We define polymorphic functions over such types.

```
def empty_bag : nat → bag := λ x. bag  
def empty_bag = (λ x. bag)
```

```
def add_bag : nat → bag → bag → bag  
def add_bag A B := (λ x. A + B + x)
```

Polymorphism

- Types contain **type parameters** of the form **'a**, **'b**, **'c** etc.
- Instantiated to **ground types** (i.e., types without variables):

```
type_synonym 'a bag = "'a  $\Rightarrow$  nat"
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- Instantiations: `bool \Rightarrow nat`; `nat \Rightarrow nat`; `nat \times nat \Rightarrow nat` etc.
- Checked with the command **typ**, e.g. **typ** "nat bag"
- We define **polymorphic functions** over such types.

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definition empty_bag :: "'a bag" where  
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Overview

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- 2 Type System
- 3 Algebraic Datatypes**
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Algebraic Datatypes

- Types are built using disjoint constructors.

Example: $\text{Tree} = \text{C1} \ \text{P1} \mid \text{C2} \ \text{P2} \mid \text{C3} \ \text{P3} \mid \dots$

- Constructors take parameters that can be self-referential.

- Datatypes can be parametric, with type parameters defined as follows.

Example: $\text{List} \ \text{a} = \text{Zero} \mid \text{Suc} \ \text{a} \ \text{tail}$

- Two constructors: $\text{Zero} : \text{List} \ \text{a}$ and $\text{Suc} : \text{a} \rightarrow \text{List} \ \text{a} \rightarrow \text{List} \ \text{a}$

- Examples: Zero , $\text{Suc} \ \text{Zero}$, $\text{Suc} \ (\text{Suc} \ \text{Zero})$

Algebraic Datatypes

- Types are built using disjoint **constructors**.

```
datatype T = C1 P1 | C2 P2 | C3 P3 | ...
```

- **Constructors** take parameters that can be **self-referential**.
- **Datatypes** can be **parametric**, with type parameters denoted as **'a** etc.

```
datatype nat = Zero | Suc nat
```

- Two constructors: `Zero :: nat` and `Suc :: nat ⇒ nat`.
- **Examples**: `Zero`, `Suc Zero`, `Suc (Suc Zero)`.

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Inductive Lists

An inductive list is either empty, or a head followed by a tail.

```
list =  
Nil ("[]") | Cons "a" list | Cons "b" list | Cons "c" list
```

A list is empty Nil or an element of type `String` followed by a list Cons.

Here, we assign Nil the (optional) syntax [] and Cons with operator #

Example

```
1 # 2 # [] :: nat list and True # False # [] :: bool list
```

Syntactic sugar for

```
Cons 1 (Cons 2 Nil) and Cons True (Cons False Nil)
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Inductive Lists

- An **inductive** list is either empty, or a head followed by a tail.

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datatype 'a list =  
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- Example

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# More Datatype Examples

```
datatype ocean = Atlantic | Arctic | Indian | Pacific
```

```
datatype 'a option = None | Some 'a
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```
datatype 'a tree = Empty
 | Leaf 'a
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# Functions

- Function  $f$  built by pattern matching on algebraic datatype
- Patterns have one or more constructors and variables for parameters
- Definition of  $f$  consists of equations  $f(Cx) = G(x)$ .
- Overlapping patterns evaluated in the order they're given.
- Test for zero:

```
is_zero :: Nat => Bool
is_zero Zero = True
is_zero (Suc x) = False
```

- Number the oceans:

```
num_ocean :: Ocean -> Nat
num_ocean Atlantic = 1
num_ocean Pacific = 2
num_ocean Indian = 3
num_ocean Arctic = 4
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# Recursive Functions

- Define a function by recursion over the algebraic datatype T1
  - $T1 ::= "T1 \rightarrow T2"$  or  $"T1 \rightarrow T2 \times T3"$  or  $"T1 \rightarrow T2 \times T3 \times T4"$  or ...
  - $"r1 (C1\ x) = V1"$  |  $"r1 (C2\ x) = V1"$  | ...
- Match the input against the first equation satisfying the pattern
- Isabelle checks that all possibilities for T1 are covered by an equation

```
plus :: "nat \Rightarrow nat \Rightarrow nat"
plus zero n = n
plus (Suc x) n = Suc (plus x n)
```

- Length of a list

```
len :: "list \Rightarrow nat"
len [] = 0
len (x::_::list) = len xs + 1
```

# Recursive Functions

- Define a function by recursion over the algebraic datatype **T1**

```
fun rf :: "T1 \Rightarrow T2" where
 "rf (C1 x) = V1" | "rf (C2 x) = V2" | ...
```

- Match the input against the first equation satisfying the pattern.
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# Example: Non-Termination

- This function does not terminate. It's an infinite loop.

```
def bad : "not \Rightarrow not"
 loop x = bad x + 1
```

- It's rejected by Isabelle/HOL with an error message.

Isabelle requires that each function  $\Rightarrow$  terminates.

- This is checked automatically.
- The proof is produced automatically using clever heuristics.

# Example: Non-Termination

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# Examples: Recursive Functions

```
fun append :: "'a list ⇒ 'a list ⇒ 'a list"
 (infixr "@" 65)
 where "[] @ xs = xs" | "(x # xs) @ ys = x # (xs @ ys)"

value "append ((0::nat) # 1 # []) (2 # 3 # [])"
(* 0#1#2#3#[] *)

fun rev :: "'a list ⇒ 'a list" where
 "rev [] = []" | "rev (x # xs) = rev xs @ [x]"

value "rev ((0::nat) # 1 # 2 # 3 # [])"
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# Mixfix Syntax Annotation

- Isabelle has a flexible syntax for operators, called *mixfix*.
  - Any constant, infix definition, or function can be given mixfix syntax.
  - `infix`, `infixl`, `infixr` followed by a precedence; or `fix` followed by a fixity.
  - String containing class of symbols (`[ ]` and `|` preferred).
  - We use unicode symbols in mixfix annotation.
  - Mixfix can be given in the definition, or using the `declare_syntax` command.
- ```
infixr 65 "append" :: list => list => list (*[ ] and | are OK*)  
  
fix 65 append :: list => list => list  
  
single ("[]") :: "single x == x[]"  
  
(*Abuse of a class syntactic constant. No logical meaning (note use of ==).*)
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- String containing placeholder symbols (`_`) and precedence.
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fun append::"'a list⇒'a list⇒'a list" (infixr "@" 65)
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```
notation append (infixr "@" 65)
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```
abbreviation single ("[_]") where "single x ≡ x#[_]"
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- Abbreviation: **syntactic constant**. No logical meaning (note use of \equiv).

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Higher Order Functions and Type Inference

`map`: Higher order function takes function argument `(A, B => C)`

```
map[A, B, C](f: A => B, xs: List[A]) = List(f(x) for x <- xs)
```

`map`: `f: A => B` `map`: `f: (A, B => C) => C` `f` maps `xs` to `C`

```
map(List(1,2,3), (x: Int) => x + 1) = List(2,3,4)
```

```
map(List(), f) = List()
```

The effect is to apply the argument function to every element of the list

We can also partially apply `map` to a given function:

```
map2(List(1,2,3), (x: Int) => x + 1)
```

```
map2(List(), xs, f) = List()
```

Type inference deduces the type of `f` is function using the argument

Here, it instantiates `A` and `B` to both be `Int`

Higher Order Functions and Type Inference

- **map**: higher order function takes function argument (cf., $\lambda x. x + 1$).

```
fun map :: "('a  $\Rightarrow$  'b)  $\Rightarrow$  'a list  $\Rightarrow$  'b list" where  
  "map f [] = []" | "map f (x # xs) = f x # map f xs"
```

```
value "map ( $\lambda x::\text{nat}. x + 1$ ) (0 # 1 # 2 # [])"  
  (* 1#2#3#[] *)
```

- The effect is to apply the argument function to every element of the list.
- We can also partially apply map to a given function:

```
term "map ( $\lambda x::\text{nat}. x + 1$ )"  
  (* Type: nat list  $\Rightarrow$  nat list *)
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- Type inference determines the type of this function using the arguments.
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Records

- Define a new record type with several typed fields:

```
type T = {f1 : T1, f2 : T2, ..., fn : Tn}
```

Isomorphic to a product type $T_1 \times T_2 \times \dots$, but with named selections.

- We can construct a record with the notation $\{f_1 \mapsto v_1, f_2 \mapsto v_2, \dots\}$
- Also support record extension (similar to inheritance).

```
type Person =  
  surname : string  
  forename : string
```

- Add new fields:

```
type Employee = Person +  
  idempot : nat  
  paygrade : nat
```

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record RT = f1::T1  f2::T2  ...  fn::Tn
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Command Summary

<code>def</code>	define a new type name as a synonym
<code>defn</code>	define a single function or constant
<code>checkType</code> and <code>eval</code>	check type and evaluate a term
<code>datatype</code>	define an algebraic datatype
<code>defrec</code>	define a recursive function
<code>record</code>	define a record type
<code>defconst</code>	assign optional syntax to a constant

Command Summary

- **type_synonym** define a new **type name** as a synonym
- **definition** define a simple **function** or **constant**
- **term** and **value** check **type** and evaluate a **term**
- **datatype** define an algebraic **datatype**
- **fun** define a recursive **function**
- **record** define a **record** type
- **notation** assign optional **syntax** to a constant

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Overview

- 1 HOL as a Functional Programming Language
- 2 Type System
- 3 Algebraic Datatypes
- 4 Recursive Functions
- 5 **Code Generator**



Code Generation

- Isabelle produces code for datatypes and functions in SML, OCaml, Haskell, Scala.
- Turns Isabelle into a verification tool for functional programs.

```
<functions>  
<language>  
-- ... --  
<name>
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- This generates code for each of the functions in the target language.
- Also creates any requisite algebraic datatypes, etc.

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Example: Isabelle/HOL \rightarrow Haskell

```
export_code append in Haskell module_name List
```

Haskell Code

```
module List(List, append) where {  
  data List a = Nil | Cons a (List a)  
  
  append :: List a -> List a -> List a  
  append Nil ys = ys  
  append (Cons x xs) ys = Cons x (append xs ys)  
}
```

Code appears in a virtual file system in the browser (Output panel).

This code can be compiled with GHC or interpreted with GHCi.

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  append (Cons x xs) ys = Cons x (append xs ys)  
}
```

- Code appears in a **virtual file system** in file browser (Output pane).
- This code can be compiled with **GHC** or interpreted with **GHCI**.

Example: Isabelle/HOL \rightarrow Haskell

```
export_code append in Haskell module_name List
```

Haskell Code

```
module List(List, append) where {  
  data List a = Nil | Cons a (List a)  
  
  append :: List a -> List a -> List a  
  append Nil ys = ys  
  append (Cons x xs) ys = Cons x (append xs ys)  
}
```

- Code appears in a **virtual file system** in file browser (Output pane).
- This code can be compiled with **GHC** or interpreted with **GHCI**.

Conclusion

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- Functional programming in Isabelle/HOL.
- Algebraic data types and recursive functions.
- Code generation.

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- How we can start to prove things about these programs.

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