## Recursion and Intro to Coq

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## Recursion and Fixed Point Equations

Recursive functions can be thought of as solutions of fixed point equations:

$$
\text { fact }=\lambda n . \text { Cond }(\text { Zero } ? n) 1(\text { Mul } n(\text { fact }(\text { Sub } n 1)))
$$

Suppose

$$
\mathrm{H}=\lambda \mathrm{f} . \lambda \mathrm{n} \text {. Cond (Zero? n) } 1(\text { Mul } \mathrm{n}(\mathrm{f}(\text { Sub } \mathrm{n} 1)))
$$

then

$$
\text { fact }=\mathrm{H} \text { fact }
$$

fact is a fixed point of function H !

## Fixed Point Equations

$$
f: D \rightarrow D
$$

A fixed point equation has the form

$$
f(x)=x
$$

Its solutions are called the fixed points of f because if $x_{p}$ is a solution then

$$
x_{p}=f\left(x_{p}\right)=f\left(f\left(x_{p}\right)\right)=f\left(f\left(f\left(x_{p}\right)\right)\right)=\ldots
$$

We want to consider fixed-point equations whose solutions are functions, i.e., sets that contain their function spaces
domain theory, Scottary, ...

## An example

Consider

$$
\begin{aligned}
& \mathrm{f} \mathrm{n}=\text { if } \mathrm{n}=0 \text { then } 1 \\
& \text { else (if } \mathrm{n}=1 \text { then } \mathrm{f} 3 \text { else } \mathrm{f}(\mathrm{n}-2)) \\
& \mathrm{H}=\lambda \mathrm{f} \cdot \lambda \mathrm{n} \cdot \operatorname{Cond}(\mathrm{n}=0,1 \text {, Cond }(\mathrm{n}=1, \mathrm{f} 3, \mathrm{f}(\mathrm{n}-2))
\end{aligned}
$$

Is there an $f_{p}$ such that $f_{p}=H f_{p}$ ?

$$
\begin{array}{|lll}
\hline f 1 \mathrm{n} & =1 & \begin{array}{l}
\text { if } \mathrm{n} \text { is even } \\
\text { otherwise }
\end{array} \\
& =\perp & \\
\hline \mathrm{f} 2 \mathrm{n} & =1 & \begin{array}{l}
\text { if } \mathrm{n} \text { is even } \\
\\
\end{array} \\
& \text { otherwise }
\end{array}
$$

f1 contains no arbitrary information and is said to be the least fixed point (Ifp)

Under the assumption of monotonicity and continuity least fixed points are unique and computable

## Computing a Fixed Point

- Recursion requires repeated application of a function
- Self application allows us to recreate the original term
- Consider: $\Omega=(\lambda x . \times x)(\lambda x . x \times)$
- Notice $\beta$-reduction of $\Omega$ leaves $\Omega: \Omega \rightarrow \Omega$
- Now to get $F(F(F(F \ldots)))$ we insert $F$ in $\Omega$ :

$$
\Omega_{F}=(\lambda x . F(x x))(\lambda x . F(x x))
$$

which $\beta$-reduces to:

$$
\begin{aligned}
\Omega_{\mathrm{F}} & \rightarrow F(\lambda x . F(x \times x))(\lambda x . F(x \times x)) \\
& \rightarrow F \Omega_{\mathrm{F}} \rightarrow F\left(F \Omega_{\mathrm{F}}\right) \rightarrow F\left(F\left(F \Omega_{\mathrm{F}}\right)\right) \rightarrow \ldots
\end{aligned}
$$

- Now $\lambda$-abstract $F$ to get a Fix-Point Combinator:

$$
Y \equiv \lambda f .(\lambda x .(f(x \quad x)))(\lambda x .(f(x x)))
$$

## Y : A Fixed Point Operator

$$
Y \equiv \lambda f \cdot(\lambda x \cdot(f(x x)))(\lambda x \cdot(f(x x)))
$$

Notice

$$
\begin{aligned}
Y F & \rightarrow(\lambda x . F(x x))(\lambda x . F(x x)) \\
& \rightarrow F(\lambda x . F(x \times))(\lambda x . F(x x)) \\
& \rightarrow F(Y F)
\end{aligned}
$$

$$
F(Y F)=Y F
$$

$(Y F)$ is a fixed point of $F$
Y computes the least fixed point of any function!
There are many different fixed point operators.

## Mutual Recursion

odd $n=$ if $n==0$ then False else even ( $n-1$ )
even $n=$ if $n==0$ then True else odd ( $n-1$ )

$$
\begin{aligned}
& \text { odd }=\mathrm{H}_{1} \text { even } \\
& \text { even }=\mathrm{H}_{2} \text { odd } \\
& \text { where }
\end{aligned}
$$

$$
\begin{aligned}
& \mathrm{H}_{1}=\lambda f . \lambda n . \text { Cond }(\mathrm{n}=0, \text { False, } \mathrm{f}(\mathrm{n}-1)) \\
& \mathrm{H}_{2}=\lambda \mathrm{f} . \lambda n . \text { Cond }(\mathrm{n}=0 \text {, True, } \mathrm{f}(\mathrm{n}-1))
\end{aligned}
$$

substituting " $\mathrm{H}_{2}$ odd" for even Can we express odd $\quad=\mathrm{H}_{1}\left(\mathrm{H}_{2}\right.$ odd $)$
$=\mathrm{H}$ odd where $\mathrm{H}=\lambda \mathrm{f} . \mathrm{H}_{1}\left(\mathrm{H}_{2} \mathrm{f}\right)$
$\Rightarrow$ odd $\quad=\mathrm{YH}$

## Self-application and Paradoxes

Self application, i.e., $(x x)$ is dangerous.
Suppose:

$$
\mathrm{u} \equiv \lambda \mathrm{y} . \text { if }(\mathrm{y} y)=\mathrm{a} \text { then } \mathrm{b} \text { else } \mathrm{a}
$$

What is ( $u \mathrm{u}$ ) ?

$$
(\mathrm{u} u) \rightarrow i f(\mathrm{u} u)=a \text { then } \mathrm{b} \text { else } \mathrm{a}
$$

## Contradiction!!!

Any semantics of $\lambda$-calculus has to make sure that functions such as $u$ have the meaning $\perp$, i.e. "totally undefined" or "no information".

Self application also violates every type discipline.

## Intro to Coq

## Warning I am not a Coq Expert

## So if I can do it, you can do it too!

## Formal Reasoning About Programs

- New course Prof. Adam Chlipala will teach next semester
- An introduction to a spectrum of techniques for rigorous mathematical reasoning about correctness of software, emphasizing commonalities across approaches.
- Taught around a formalization of all the different correctness approaches with the Coq proof assistant
- Will go into depth into different program logics, different approaches to formalize concurrency, behavioral refinement of interacting modules, etc.


## Some useful references

- The reference manual isn't bad:
- http://coq.inria.fr/distrib/current/refman/
- Prof. Chlipala's book Certified Programming with Dependent Types
- A draft is available online (http://adam.chlipala.net/cpdt/)
- most of what it covers goes beyond the scope of 6.820.
- Another popular book: Bertot \& Casteran, Interactive Theorem Proving and Program Development (Coq'Art)
- https://www.labri.fr/perso/casteran/CoqArt/
- A popular online book that uses Coq to introduce ideas in semantics: Software Foundations by Pierce et al.
- http://www.cis.upenn.edu/~bcpierce/sf/


## Key ideas

- Introduce Definitions and theorems
- Prove them by applying simple deductive steps called tactics

Example: Defining Natural numbers

Inductive nat := $\mathrm{O} \mid \mathrm{S}$ ( n : nat).
Fixpoint plus (n m : nat) : nat := match n with

$$
\begin{aligned}
& \text { | } \mathrm{O}=>\mathrm{m} \\
& \text { | } \mathrm{S} \mathrm{n}^{\prime}=>\mathrm{S}\left(\text { plus } \mathrm{n}^{\prime} \mathrm{m}\right) \\
& \text { end. }
\end{aligned}
$$

```
Just a familiar
ADT and Recursive
Function Definition
```


## Proving theorems with tactics

- Basic syntax to introduce lemmas and theorems
- Lemma O_plus : forall n, plus $\mathrm{O} \mathrm{n}=\mathrm{n}$.
Proof.
(* Sequence of tactics *) Qed.
- Lemma and Theorem are interchangeable (You can also say Remark, Corollary, Fact or Proposition)


## Tactics

- They instruct Coq on the steps to take to prove a theorem
- reflexivity
- prove an equality goal that follows by normalizing terms.
- induction $x$
- prove goal by induction on quantified variable [x]
- Structural Induction: $X$ is any recursively defined structure
- All variables appearing _before_ [x] will remain _fixed_ throughout the induction!


## More tactics

- simpl
- apply standard heuristics for computational simplification in conclusion.
- Often it will involve doing some $\beta$ reduction
- rewrite H
- use (potentially quantified) equality [H] to rewrite in the conclusion.
- intros
- move quantified variables and/or hypotheses "above the double line.
- apply thm
- apply a named theorem, reducing the goal into one new subgoal for each of the theorem's hypotheses, if any.


## And a few more

- assumption
- Prove a conclusion that matches a known hypothesis.
- destruct E
- Do case analysis on the constructor used to build term [E].

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