

# Type-Based Termination and Productivity Checking

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## Short CV

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1999 Diploma from this university  
Major in computer science, minor in mathematics  
Diplomathesis: *termination checker foetus for structural recursion*

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1999-2003 Ph.D. student at this chair in the PhD program *Logic in Computer Science*:

2000/01 Visit to Frank Pfenning at Carnegie-Mellon, Pittsburgh, USA: Development of a *tutorial proof checker* (Tutch) for constructive logics

## Short CV (cont.)

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2004-today Postdoc at Chalmers, Göteborg, Sweden  
Verifying Haskell programs using First-Order Logic and Type Theory

Oct 2005(!) Ph.D. from this university *A Polymorphic  
Lambda-Calculus with Sized Higher-Order Types*

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## Talk outline

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1. Introduction to termination
2. Inductive types and a recursion principle
3.  $F_{\omega}$ —a type system for termination
4. Examples: the type system at work
5. Productivity via coinduction
6. Achieved results and future work

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## Termination

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- Question: *Will the run of a program eventually halt?*
- Undecidable for Turing-complete programming languages (Halteproblem).
- No termination checker can give a definitive answer for all programs.
- Problem still interesting for:
  - optimization and program specialization
  - total correctness of programs
  - theorem proving

## Termination for theorem proving

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- Inductive theorem provers: e.g., Agda, Coq, LEGO, Twelf.
- Some proofs are *tree-shaped derivations*, e.g., proof that  $[a, 0] = [b, 0]$ .

$$\frac{a = b \quad \frac{0 = 0 \quad [] = []}{(0 :: []) = (0 :: [])}}{a :: (0 :: []) = b :: (0 :: [])}$$

- Some proofs are *recursive programs*, manipulating derivations.
- E.g., proof of  $(l_1 = l_2) \rightarrow (l_2 = l_3) \rightarrow (l_1 = l_3)$ .
- Only *terminating* programs denote valid proofs.
- E.g., program  $\text{trans } d_1 \ d_2 = \text{trans } d_1 \ d_2$  has to be rejected.

## Termination of Functions Over Inductive Types

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- For termination, only structure of trees is interesting.
- Structure of these trees can be represented by *inductive types*.
- More inductive types:
  - lists
  - binary trees
  - natural numbers
  - tree ordinals

## Inductive types

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- Semantical perspective: types are *value sets*.
- Example: integer lists
  - `[]` is an int. list
  - if `x` is an int. and `xs` an int. list, then `x :: xs` is an int. list

- Least solution of type equation

$$\text{List Int} = \{[]\} \cup \{x :: xs \mid x \in \text{Int} \text{ and } xs \in \text{List Int}\}$$

- Abstracting away the names

$$\text{List Int} = 1 + \text{Int} \times \text{List Int}$$

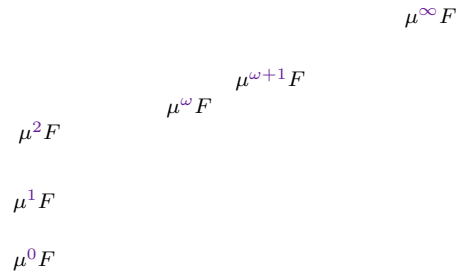
- Definable as least fixed-point  $\mu^\infty F$  of some type operator  $F$

$$\text{List Int} := \mu^\infty (\lambda X. 1 + \text{Int} \times X)$$

## Iterating to the least fixed point

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## Iterating to the least fixed point

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- The least fixed point is reachable from below by ordinal iteration:

$$\begin{aligned}\mu^0 F &= \emptyset \\ \mu^{\alpha+1} F &= F(\mu^\alpha F) \\ \mu^\lambda F &= \bigcup_{\alpha < \lambda} \mu^\alpha F\end{aligned}$$

- E.g.,  $\text{List}^\alpha \text{Int} := \mu^\alpha(\lambda X. 1 + \text{Int} \times X)$  contains integer lists of length  $< \alpha$ .
- $\text{List}^\omega \text{Int}$  is already the least fixed point.
- List constructors definable:

$$\begin{aligned}[] &\in \text{List}^{\alpha+1} \text{Int} \\ (::) &\in \text{Int} \rightarrow \text{List}^\alpha \text{Int} \rightarrow \text{List}^{\alpha+1} \text{Int}\end{aligned}$$

## Recursive functions over inductive types

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- E.g., we want to define list summation  $\text{sum} \in \text{List}^\omega \text{Int} \rightarrow \text{Int}$ .
- Recursive program:

$$\begin{aligned} \text{sum } [] &= 0 \\ \text{sum } (x :: xs) &= x + \text{sum } xs \end{aligned}$$

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- Via fixed-point combinator  $\text{fix } f = f (\text{fix } f)$ .

$$\begin{aligned} \text{sum} = \text{fix } (\lambda \text{sum}. \lambda l. \text{match } l \text{ with} \\ \quad \text{nil} \quad \mapsto 0 \\ \quad (x :: xs) \mapsto x + \text{sum } xs) \end{aligned}$$

$\underbrace{\hspace{10em}}_f$

- How to prove that `sum` is well defined, i.e., terminating?

## A recursion principle from transfinite induction

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- Rule for transfinite induction:

$$\frac{P(0) \quad P(\alpha) \rightarrow P(\alpha + 1) \quad (\forall \alpha < \lambda. P(\alpha)) \rightarrow P(\lambda)}{P(\beta)}$$

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- Use transfinite induction to define a recursive program:

$$\frac{\text{fix } f \in A^0 \quad f \in A^\alpha \rightarrow A^{\alpha+1} \quad (\forall \alpha < \lambda. \text{fix } f \in A^\alpha) \rightarrow \text{fix } f \in A^\lambda}{\text{fix } f \in A^\beta}$$

- For  $\text{sum} \in \text{List}^\omega \text{Int} \rightarrow \text{Int}$ , instantiate  $A^\alpha = \text{List}^\alpha \text{Int} \rightarrow \text{Int}$  and  $\beta = \omega$ .

## Handling base and limit case

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- Recursion principle:

$$\frac{\text{fix } f \in A^0 \quad f \in A^\alpha \rightarrow A^{\alpha+1} \quad (\text{fix } f \in \bigcap_{\alpha < \lambda} A^\alpha) \rightarrow \text{fix } f \in A^\lambda}{\text{fix } f \in A^\beta}$$

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- Restrict admissible types  $A^\alpha$  such that

- $\text{fix } f \in A^0$  is trivial, e.g.,  $A^\alpha = \mu^\alpha F \rightarrow C$ ,
- $(\bigcap_{\alpha < \lambda} A^\alpha) \subseteq A^\lambda$ .

- Specialized rule

$$\frac{\forall \alpha. f \in A^\alpha \rightarrow A^{\alpha+1}}{\text{fix } f \in A^\beta} A^\alpha \text{ admissible}$$

## From semantics to syntax

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- Recapitulation of semantic types we used:

$$\frac{\forall \alpha. f \in A^\alpha \rightarrow A^{\alpha+1}}{\text{fix } f \in A^\beta} A^\alpha \text{ admissible}$$

$$\text{sum} \in \text{List}^\omega \text{Int} \rightarrow \text{Int}$$

$$\text{nil} \in \text{List}^{\alpha+1} \text{Int}$$

$$(::) \in \text{Int} \rightarrow \text{List}^\alpha \text{Int} \rightarrow \text{List}^{\alpha+1} \text{Int}$$

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- We only talk about ordinal variables  $(\alpha, \beta)$ , successor, and closure ordinal (in this case,  $\omega$ )!
- We can turn these semantic rules into syntax *without an ordinal notation system* (e.g., Cantor normal form).

## $\widehat{F}_\omega$ : a type system for termination

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- A language with three levels:
  - *Terms* (programs) which have types.
  - *Type constructors*: a language to construct types.
  - *Kinds*, the “types” of type constructor.

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- Kinds:

$$\begin{array}{l|l} \kappa & ::= \quad * \quad \text{types } A, B \\ & | \quad \text{ord} \quad \text{ordinals } a, b \\ & | \quad \kappa_1 \xrightarrow{p} \kappa_2 \quad p\text{-variant type constructors } F, G \end{array}$$

- Constructors can be covariant ( $p = +$ ), contravariant ( $p = -$ ), and non-variant ( $p = \circ$ , “don’t know”).

## $\widehat{F}_\omega$ : constructors

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- Types and type constructors:

$$\begin{array}{l} F, G \quad ::= \quad X \mid \lambda X. F \mid F G \mid \rightarrow \mid \forall_\kappa \mid \mu^a \\ a, b \quad ::= \quad i \mid a + 1 \mid \infty \end{array}$$

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- Defined types:

$$\begin{array}{l} \forall X : \kappa. A \quad = \quad \forall_\kappa (\lambda X. A) \\ 1 \quad \quad \quad = \quad \forall X : *. X \rightarrow X \\ A + B \quad \quad = \quad \forall X : *. (A \rightarrow X) \rightarrow (B \rightarrow X) \rightarrow X \\ A \times B \quad \quad = \quad \forall X : *. (A \rightarrow B \rightarrow X) \rightarrow X \end{array}$$



## $\widehat{F}_\omega$ : sized inductive types

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- Sized polymorphic lists and tree ordinals:

$$\begin{aligned}\text{List} & : \text{ord} \overset{\pm}{\rightarrow} * \overset{\pm}{\rightarrow} * \\ \text{List} & := \lambda a. \lambda A. \mu^a (\lambda X. \mathbf{1} + A \times X) \\ \text{Ord} & : \text{ord} \overset{\pm}{\rightarrow} * \\ \text{Ord} & := \lambda a. \mu^a (\lambda X. \mathbf{1} + X + (\text{Nat}^\infty \rightarrow X))\end{aligned}$$

- Sized de Bruijn terms:

$$\begin{aligned}\text{Lam} & : \text{ord} \overset{\pm}{\rightarrow} * \overset{\pm}{\rightarrow} * \\ \text{Lam} & := \lambda a. \mu^a (\lambda X. \lambda A. A + (X A \times X A) + X (\mathbf{1} + A))\end{aligned}$$

- Lam is an example of a non-regular type / heterogeneous type / nested type / inductive constructor.

## $\widehat{F}_\omega$ : judgements on constructors

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- Judgements

$$\begin{aligned}F : \kappa & \quad \text{constructor } F \text{ has kind } \kappa \\ F = G : \kappa & \quad \text{constructors } F, G \text{ are } \beta\eta\text{-equal} \\ F \leq G : \kappa & \quad F \text{ is a higher-order subtype of } G\end{aligned}$$

- Kinding of type constructor constants

$$\begin{aligned}\rightarrow : * \overset{-}{\rightarrow} * \overset{\pm}{\rightarrow} * & \quad \text{function space} \\ \forall_\kappa : (\kappa \overset{\circ}{\rightarrow} *) \overset{\pm}{\rightarrow} * & \quad \text{quantification} \\ \mu_\kappa : \text{ord} \overset{\pm}{\rightarrow} (\kappa \overset{\pm}{\rightarrow} \kappa) \overset{\pm}{\rightarrow} \kappa & \quad \text{inductive constructors}\end{aligned}$$

## $\widehat{F}_\omega$ : higher-order subtyping

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- Subtyping for ordinal expressions:

$$\frac{a \leq b : \text{ord}}{a + 1 \leq b + 1 : \text{ord}} \quad \frac{a \leq b : \text{ord}}{a \leq b + 1 : \text{ord}} \quad \frac{a : \text{ord}}{a \leq \infty : \text{ord}}$$

- Point-wise ordering of type constructors

$$\frac{F \leq F' : \kappa \xrightarrow{p} \kappa' \quad G : \kappa}{F G \leq F' G : \kappa'}$$

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- Co/contra-variant subtyping

$$\frac{F : \kappa \xrightarrow{+} \kappa' \quad G \leq G' : \kappa}{F G \leq F G' : \kappa'} \quad \frac{F : \kappa \xrightarrow{-} \kappa' \quad G \leq G' : \kappa}{F G' \leq F G : \kappa'}$$

- Subtyping for inductive constructors:

$$\frac{a \leq b : \text{ord} \quad F : \kappa \xrightarrow{+} \kappa}{\mu^a F \leq \mu^b F : \kappa}$$

## $\widehat{F}_\omega$ : terms

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- Terms:

$$r, s, t ::= x \mid \lambda x. t \mid r s \mid \text{fix}$$

- Typing judgment  $t : A$ .
- Inductive type folding and unfolding:

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$$\frac{t : F(\mu^a F)}{t : \mu^{a+1} F} \quad \frac{t : \mu^{a+1} F}{t : F(\mu^a F)}$$

- Recursion rule:

$$\frac{a : \text{ord}}{\text{fix} : (\forall i. A^i \rightarrow A^{i+1}) \rightarrow A^a} \quad A^i \text{ admissible}$$

## Examples

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- Typing of sum:

$\text{sum} : \text{List}^\infty \text{Int} \rightarrow \text{Int}$   
 $\text{sum} = \text{fix } (\lambda \text{sum} : \text{List}^i \text{Int} \rightarrow \text{Int}. \lambda l : \text{List}^{i+1}.$   
    match  $l$  with  
        nil  $\mapsto 0$   
         $(x :: (xs : \text{List}^i)) \mapsto x + \text{sum } xs)$

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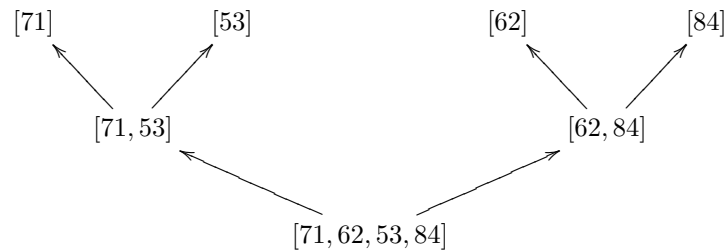
- Syntax with implicit fix and size annotations:

$\text{sum } ([])^{i+1} = 0$   
 $\text{sum } (x :: xs^i)^{i+1} = x + \text{sum } xs^i$

## Merge sort: splitting phase

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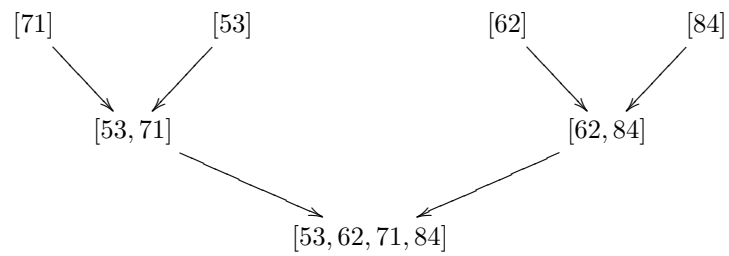
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## Merge sort: merging phase

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## Splitting: definition

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$\text{split} : \quad \forall A:*. \text{List } A \rightarrow \text{List } A \times \text{List } A$   
 $\text{split } [] \quad = ([], [])$   
 $\text{split } (y :: l) \quad = \text{let } (xs, ys) = \text{split } l \text{ in}$   
 $\quad \quad \quad ((y :: ys), xs)$

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## Splitting: termination

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$\text{split} : \forall i:\text{ord}. \forall A:*. \text{List}^i A \rightarrow \text{List } A \times \text{List } A$

$\text{split } [] = ( [], [] )$

$\text{split } (y :: l^i)^{i+1} = \text{let } (xs, ys) = \text{split } l^i \text{ in}$   
 $( (y :: ys), xs )$

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- To compute `split` at stage  $i + 1$ , `split` is only used at stage  $i$ .
- Hence, `split` is terminating.

## Splitting: bounded output

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$\text{split} : \forall i:\text{ord}. \forall A:*. \text{List}^i A \rightarrow \text{List}^i A \times \text{List}^i A$

$\text{split } []^{i+1} = ( []^{i+1}, []^{i+1} )$

$\text{split } (y :: l^i)^{i+1} = \text{let } (xs^i, ys^i) = \text{split } l^i \text{ in}$   
 $( (y :: ys)^{i+1}, xs^{i \leq i+1} )$

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- We additionally can infer that `split` is non-size increasing.
- Using `split`, we can define merge sort. . .

## Merging: definition

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merge produces a sorted list from two sorted input lists

merge : List Int → List Int → List Int

merge [] l = l

merge (x :: xs) l = merge' l

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where merge' : List A → List A

merge' [] = x :: xs

merge' (y :: ys) = if x ≤ y then

x :: merge xs (y :: ys)

else y :: merge' ys

## Merging: termination

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merge terminates by lexicographic ordering

merge : ∀i:ord. List<sup>i</sup> Int → List<sup>∞</sup> Int → List<sup>∞</sup> Int

merge [] l = l

merge (x :: xs<sup>i</sup>)<sup>i+1</sup> l = merge' l

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where merge' : List A → List A

merge' [] = x :: xs

merge' (y :: ys) = if x ≤ y then

x :: merge xs<sup>i</sup> (y :: ys)

else y :: merge' ys

## Merging: termination

---

merge terminates by lexicographic ordering

$\text{merge} : \forall i : \text{ord}. \text{List}^i \text{Int} \rightarrow \text{List}^\infty \text{Int} \rightarrow \text{List}^\infty \text{Int}$

$\text{merge} [] \quad l = l$

$\text{merge} (x :: xs^{i+1}) \quad l = \text{merge}' l$

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where  $\text{merge}' : \forall j : \text{ord}. \text{List}^j A \rightarrow \text{List}^\infty A$

$\text{merge}' [] = x :: xs$

$\text{merge}' (y :: ys^j)^{j+1} = \text{if } x \leq y \text{ then}$

$x :: \text{merge } xs^i (y :: ys)^{j+1 \leq \infty}$

$\text{else } y :: \text{merge}' ys^j$

## Merge sort: definition

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$\text{msort} : \text{List Int} \rightarrow \text{List Int}$

$\text{msort} [] = []$

$\text{msort} (x :: l) = \text{msort}' x l$

$\text{msort}' : \text{Int} \rightarrow \text{List Int} \rightarrow \text{List Int}$

$\text{msort}' x [] = [x]$

$\text{msort}' x (y :: l) = \text{let } (xs, ys) = \text{split } l \text{ in}$   
 $\quad \text{merge } (\text{msort}' x xs)$   
 $\quad (\text{msort}' y ys)$

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## Merge sort: termination

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$\text{msort} : \text{List}^\infty \text{Int} \rightarrow \text{List}^\infty \text{Int}$

$\text{msort} [] = []$

$\text{msort} (x :: l) = \text{msort}' x l$

$\text{msort}' : \forall i : \text{ord}. \text{Int} \rightarrow \text{List}^i \text{Int} \rightarrow \text{List}^\infty \text{Int}$

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$\text{msort}' x []^{i+1} = [x]$

$\text{msort}' x (y :: l^i) = \text{let } (xs^i, ys^i) = \text{split } l^i \text{ in}$   
     $\text{merge } (\text{msort}' x xs^i)$   
     $(\text{msort}' y ys^i)$

## Leaving Hindley-Milner typing

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- So far, termination could have been checked without types
- The size relation of `split` could have been recorded separately
- But now let us parametrize merge sort over a `split` function...

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## Merge sort: abstract split

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$$\begin{aligned} \text{msort}' \text{ split } x [] &= [x] \\ \text{msort}' \text{ split } x (y :: l) &= \text{let } (xs, ys) = \text{split } l \text{ in} \\ &\quad \text{merge } (\text{msort}' x xs) \\ &\quad (\text{msort}' y ys) \end{aligned}$$

- The variable *split* can only be instantiated with *non size increasing* functions
- This is naturally expressed with a rank-2 *size polymorphic* type

## Merge sort: abstract split (II)

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$$\begin{aligned} \text{msort}' &: (\forall i : \text{ord}. \forall A : *. \text{List}^i A \rightarrow \text{List}^i A \times \text{List}^i A) \rightarrow \\ &\quad \forall i : \text{ord}. \text{Int} \rightarrow \text{List}^i \text{Int} \rightarrow \text{List}^\infty \text{Int} \\ \text{msort}' \text{ split } x [ ]^{i+1} &= [x] \\ \text{msort}' \text{ split } x (y :: l^i) &= \text{let } (xs^i, ys^i) = \text{split } l^i \text{ in} \\ &\quad \text{merge } (\text{msort}' x xs^i) \\ &\quad (\text{msort}' y ys^i) \end{aligned}$$

- We drop the restriction of Hughes, Pareto, and Sabry and Barthe et. al. that sizes should be inferable



## Example: addition for tree ordinals

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- Constructors:

ozero :  $\forall i:\text{ord. Ord}^i$

osucc :  $\forall i:\text{ord. Ord}^i \rightarrow \text{Ord}^{i+1}$

olim :  $\forall i:\text{ord. } (\text{Nat} \rightarrow \text{Ord}^i) \rightarrow \text{Ord}^{i+1}$

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- Addition:

add :  $\text{Ord}^\infty \rightarrow \forall i:\text{ord. Ord}^i \rightarrow \text{Ord}^\infty$

add  $x$  ozero =  $x$

add  $x$  (osucc  $y^i$ ) <sup>$i+1$</sup>  = osucc (add  $x$   $y^i$ )

add  $x$  (olim  $f^{\cdot \rightarrow i}$ ) <sup>$i+1$</sup>  = olim ( $\lambda n. \text{add } x (f\ n)^i$ )

## Productivity

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- Productivity is *dual* to termination
- A productive process should continuously turn input into output
- Examples: editor, operating system, stream
- Important in embedded and functional reactive programming

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## Infinite structures

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- On infinite objects like streams, we are interested in the *definedness* rather than the size.
- $s : \text{Stream}^a A$  means  $s$  is defined upto depth  $a$ .
- Objects which are defined upto depth  $\infty$  are called *productive*.
- Basic stream operations:

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$$\begin{aligned} (::) & : A \rightarrow \forall i : \text{ord}. \text{Stream}^i A \rightarrow \text{Stream}^{i+1} A \\ \text{hd} & : \forall i : \text{ord}. \text{Stream}^{i+1} A \rightarrow A \\ \text{tl} & : \forall i : \text{ord}. \text{Stream}^{i+1} A \rightarrow \text{Stream}^i A \end{aligned}$$

- Subtyping:  $\text{Stream}^\infty A \leq \dots \text{Stream}^{i+1} A \leq \text{Stream}^i A$

## $\widehat{F}_\omega$ : extension by coinduction

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- Add type constructor  $\nu_\kappa : \text{ord} \rightarrow (\kappa \rightarrow \kappa) \rightarrow \kappa$ .
- Example  $\text{Stream}^a = \lambda A. \nu^a (\lambda X. A \times X)$ .
- Recursion rule also usable for corecursion!

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$$\frac{a : \text{ord}}{\text{fix} : (\forall i. A^i \rightarrow A^{i+1}) \rightarrow A^a} \quad A^i \text{ admissible}$$

- Example: defining infinite sequence  $\text{upfrom } 0 = [0, 1, 2, \dots]$

$$\begin{aligned} \text{upfrom} & : \text{Int} \rightarrow \text{Stream}^\infty \text{Int} \\ \text{upfrom} & := \text{fix} (\lambda \text{upfrom}. \lambda n. \underbrace{(n, \text{upfrom}(n+1))}_{\text{Stream}^{i+1} \text{Int}}) \end{aligned}$$

## Related works on type-based termination

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- Slide 41
- Hughes, Pareto, Sabry (1996)  
*Proving the correctness of reactive system using sized types*
  - Amadio and Coupet-Grimal (1998)  
*Analysis of a guard condition in type theory*
  - Barthe, Frade, Giménez, Pinto, Uustalu (2004)  
*Type-based termination of recursive definitions*
  - Buchholz (2003), *Recursion on non-wellfounded trees*

## Own works on termination

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- Slide 42
- *Specification and verification of a formal system for structural recursion* (TYPES'99)
  - *A predicative analysis of structural recursion*  
(with Altenkirch, JFP, 2002)
  - *Termination and guardedness checking with continuous types* (TLCA'03)
  - *Termination checking with types* (ITA, 2004)
  - *A polymorphic  $\lambda$ -calculus with sized higher-order types*  
(Ph.D. thesis, almost ready for submission)

## Works on iteration and recursion

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- *A predicative strong normalization proof for a  $\lambda$ -calculus with interleaving inductive types* (Abel, Altenkirch, TYPES'99)
- *Co(iteration) for higher-order nested datatypes* (Abel, Matthes, TYPES'02)
- *Generalized iteration and coiteration for higher-order nested datatypes* (Abel, Matthes, Uustalu, FoSSaCS'03)
- *Fixed points of type constructors and primitive recursion* (Abel, Matthes, CSL'04)
- *Generalized iteration and coiteration for higher-order and nested datatypes* (Abel, Matthes, Uustalu, TCS, 2005)

## Works on dependent type theory

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- Meta-theoretical:  
*Untyped algorithmic equality for Martin-Löf's Logical Framework with Surjective Pairs* (Abel, Coquand, TLCA'05)
- Case studies:
  - *A third-order representation of the  $\lambda\mu$ -calculus* (MERLIN'01)
  - *Weak normalization for the simply-typed  $\lambda$ -calculus in Twelf* (LFM'04)
  - *Verifying Haskell programs in constructive type theory* (Abel, Benke, Bove, Hughes, Norell, Haskell'05)

## Short-term research goals

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- Adopt type-based termination to *dependent types*
- Investigate type-based termination for higher-order abstract syntax
  - Challenge: negative inductive types

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$$\mathsf{Tm} = (\mathsf{Tm} \times \mathsf{Tm}) + (\mathsf{Tm} \rightarrow \mathsf{Tm})$$

$$\mathsf{app} : \mathsf{Tm}^i \rightarrow \mathsf{Tm}^i \rightarrow \mathsf{Tm}^{i+1}$$

$$\mathsf{abs} : (\mathsf{Tm}^? \rightarrow \mathsf{Tm}^i) \rightarrow \mathsf{Tm}^{i+1}$$

- Type-based termination not directly applicable.
- Can it be adopted to negative types?

## Longer-term research goals

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- Can type-based termination be adopted to languages with references?
- Integrate with heap type system
- Combinable with Hofmann/Jost system?

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## Works on theorem proving

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- *Human-readable machine-verifiable proofs for teaching constructive logic* (Abel, Chang, Pfenning, PTP'01)
- *Connecting a logical framework to a first-order prover* (Abel, Coquand, Norell, FroCoS'05)

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## Long term research: proof documents

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- Future of theorem proving:
  - User writes legible, formal proof document
  - Trivial steps are filled in by machine
- How should the proof language look like?
- What can be considered a trivial step?
- How to integrate automation?

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This is a community effort (TYPES).



## Acknowledgements

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- Technical discussions on my thesis:

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John Hughes      Ralph Matthes      Tarmo Uustalu

- Slide 49**
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GKLI      CoVer

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