

# Cover Summary

Nils Anders Danielsson

Chalmers

# Getting Software Right!

**Interactive Proving**  
Larger scale proving,  
costly but can be unavoidable.

**Automated Proving**  
Simpler properties  
verified with certainty.

**Automated Testing**  
Cheaply eliminates  
many bugs.

Compare the two!  
Inconsistencies  
reveal bugs.

**Programs**  
Notoriously  
full of bugs.

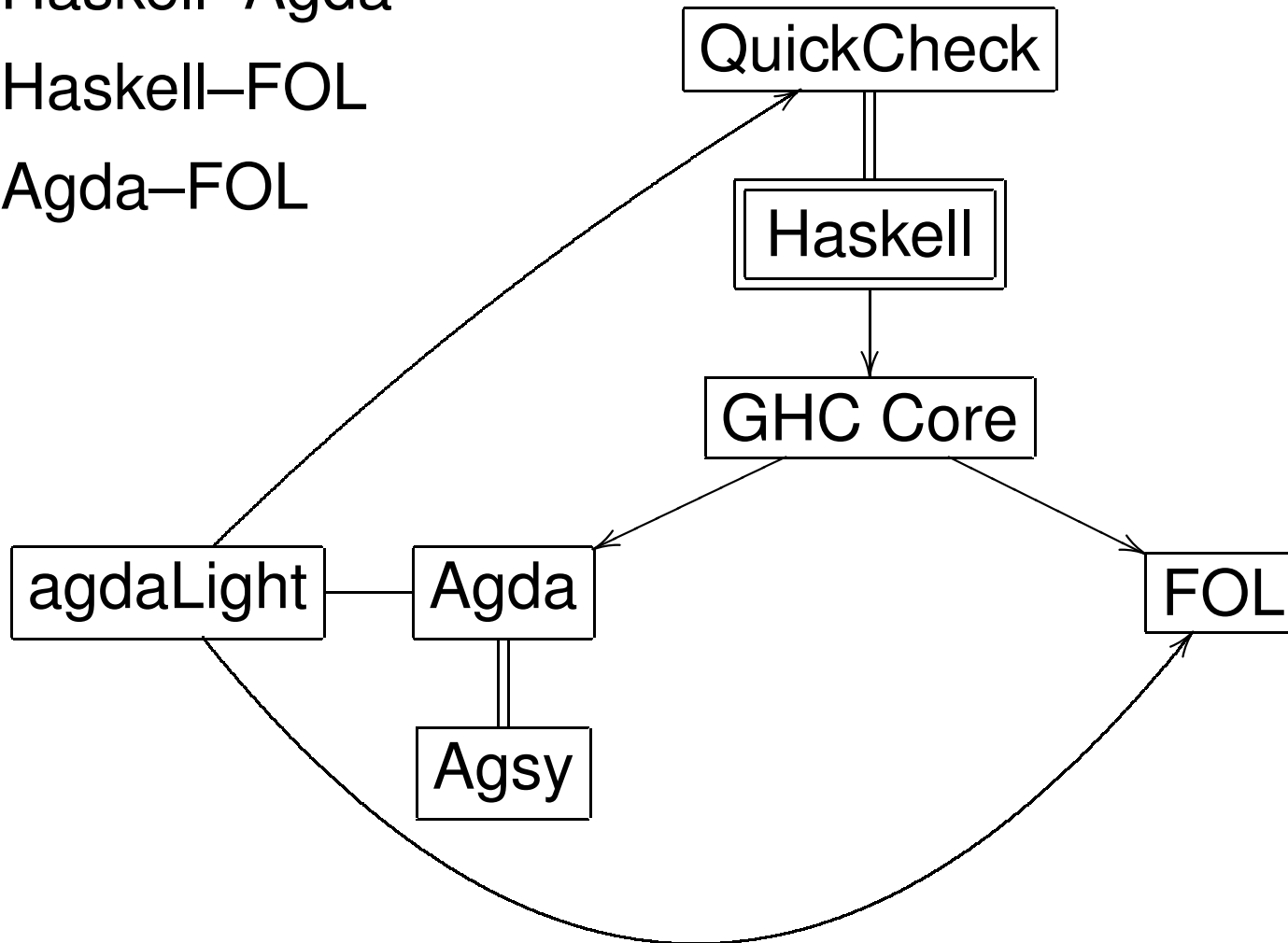
**Properties**  
Characterise the  
expected behaviour  
-- also full of bugs.

# Base tools

- QuickCheck
  - Specification and randomised testing library for Haskell.
  - New version coming soon.
- Agda
  - Interactive theorem prover (dependent type theory).
  - Recently added: Classes, hidden arguments, primitive types, John Major equality.
- Agsy
  - Proof search plugin for Agda capable of some inductive arguments.

# Current focus

- Haskell–Agda
- Haskell–FOL
- Agda–FOL



# Haskell–Agda

- Monadic translation of GHC Core into Agda.
- $f \ 0 \mapsto f^* \ggg \lambda g \rightarrow g \text{ (return } 0\text{)}.$
- Identity monad or Maybe monad.
- Proof under way that total reasoning sometimes is meaningful.
- Some problems related to impredicativity. (GHC Core is a variant of  $F^\omega$ .)
- General recursion cannot be handled.

# Haskell-FOL

- Translation of GHC Core into (untyped) FOL.
- Santa: Tool for translating FOL formulas into many different formats.
- Example:  $(P_2P_1)^{-1} = P_1^{-1}P_2^{-1}$  in the revision control system Darcs.

*prop\_invert\_comp* =

*forall* \$  $\lambda p_1 \rightarrow$

*forall* \$  $\lambda p_2 \rightarrow$

*invert* (*ComP* [ $p_2, p_1$ ])*====**ComP* [*invert*  $p_1, invert$   $p_2$ ]

- Many things open: Types, totality, finiteness, bottoms, induction, coinduction...

# Agda-FOL

- agdaLight, reimplementaion of Agda without meta variables and inductive families.
- Plugins for QuickCheck and FOL.

# Agda-FOL example

- *isRing*: Axiomatizes a ring.
- $isBool :: (X :: Set) \rightarrow (X \rightarrow X \rightarrow X) \rightarrow Prop$   
 $isBool\ X\ (*) = (x :: X) \rightarrow Id\ X\ (x * x)\ x$
- $axR1 :: isRing\ R\ (+)\ (*)\ minus\ Zero\ One$   
 $axR2 :: isBool\ R\ (*)$
- $thm :: (x :: R) \rightarrow x + x \equiv Zero$   
 $thm\ x = fol-plugin\ (axR1, axR2)$
- $thm1 :: (x :: R) \rightarrow (y :: R) \rightarrow x * y \equiv y * x$   
 $thm1\ x\ y = fol-plugin\ (axR1, axR2)$