

5th Asian-Pacific Summer School on Formal Methods

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Introduction to trees and proofs

Jean-François Monin

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<http://sts.thss.tsinghua.edu.cn/Coqschool2013>



June 4, 1996: Ariane 5, flight 501



June 4, 1996: Ariane 5, flight 501



June 4, 1996: firework 501



(Yet another) software problem

Many other examples

Outline

Formal methods and Coq

Trees

Decomposing, case analysis

Functions and implication

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Formal Methods

Prove that some piece of software behaves accordingly to a given specification

Boils down to theorem proving: programs and specifications are represented by logical formulas

Hand waving not allowed

Several complementary approaches and tools

In summary

- ▶ Describe a model
- ▶ Explain it
- ▶ Reason about it
- ▶ Be clean and precise

Use math and logic

Some industrial uses

Spacecrafts, airplanes (Airbus, Boeing)

Microsoft

Intel

French railways

Telecom operators

Nuclear power plants

Banks

Cryptography

Coq

A language

- ▶ Logic formulas
- ▶ Proofs
- ▶ Programs

A software proof assistant

Very **secure** by architectural design

Outline

Formal methods and Coq

Trees

Decomposing, case analysis

Functions and implication

Formal models, proofs and programs

Based on a common structure: **trees**

- ▶ Can be implemented in many ways by software (pointers, arrays, ...)
- ▶ This talk: use an intuitive and graphical presentation of trees

Developed by the same activity

which can be

- ▶ **explicit**: using an appropriate **syntax** for trees
- ▶ **interactive**: using **commands** for building trees step by step

Make a strong use of **types**

- ▶ Everything has a type, even types have a type
- ▶ Computations can be carried out on types as well

Proofs

Same constructs with another reading

Basic building blocks for trees: **rules**

$$\frac{input_1 \quad input_2 \quad \dots \quad input_n}{output} \text{ howto}$$

$input_1, input_2, \dots, input_n$ and $output$ are **types**

howto explains how to make an $output$, given $input_1, input_2, \dots, input_n$

Basic building blocks for proof trees: **rules**

$$\frac{input_1 \quad input_2 \quad \dots \quad input_n}{output} \text{ howto}$$

$input_1, input_2, \dots, input_n$ and $output$ are **propositions**

$input_1, input_2, \dots, input_n$ are **hypotheses**

$output$ is the **conclusion**

howto justifies how to make a proof of $output$, given proofs of $input_1, input_2, \dots, input_n$

Combining rules

Basic building blocks can be combined

Just **plug outputs** to **identical inputs**

Some rules:

- ▶ 1 input comes from exactly 1 output
- ▶ an output can be plugged (used) 1, several or 0 times

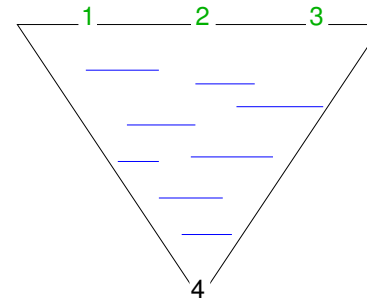
Alltogether

We get 1 **output**

from many **inputs**

using a **complex (composed) howto**

General shape: trees

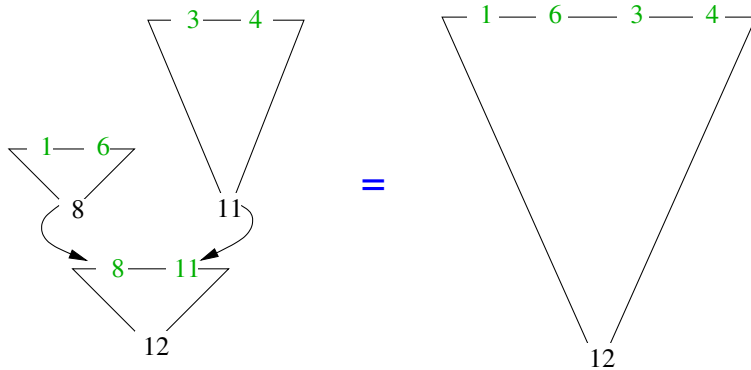


Interpretation

- ▶ At positions 1, 2, 3, 4: **types**
- ▶ 1, 2, 3: **inputs**
- ▶ 4: **output (or result)**

Makes the output from the inputs

Plugging trees



Subtrees can have local additional inputs

Simple examples with 0 input

```

— monday   — tuesday   — wednesday   — thursday
day        day         day            day

      — friday   — saturday   — sunday
      day        day         day

          — white   — black
          color    color
    
```

The horizontal bar means: **MAKES**

Intermezzo: definitions

```

Definition Mo := monday.  Definition Th := thursday.
Definition Tu := tuesday. Definition Fr := friday.
Definition We := wednesday. Definition Sa := saturday.
Definition Su := sunday.
    
```

```

— Mo   — Tu   — We   — Th   — Fr
day   day   day   day   day

          — Sa   — Su
          day   day
    
```

These trees are considered the same as the previous ones
(top of previous slide)

Simple example with 4 identical inputs

Making a 4-tuple of days

```

day day day day
——— Mk4day
tuple4
    
```

Mk4day **makes** a **tuple4** from

- ▶ a day
- ▶ a day
- ▶ a day
- ▶ a day

Plugging day into Mk4day

Building blocks

```

— Mo   — We   — Fr   — We
day   day   day   day

day   day   day   day
——— Mk4day
tuple4
    
```

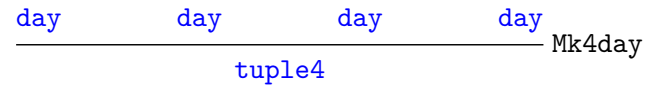
Connecting them yields the concrete 4-tuple of day

```

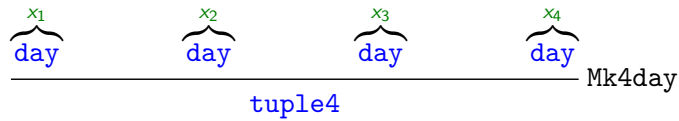
— Mo   — We   — Fr   — We
day   day   day   day
——— Mk4day
tuple4
    
```

Another view on Mk4day

As a rule



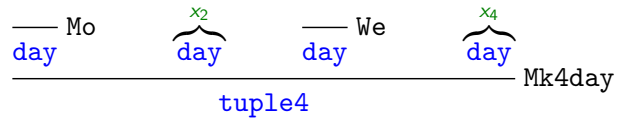
As a tree



This is called an **open** tree

Environment

The meaning of the open tree

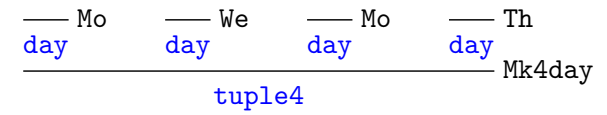


depends on x_2 and x_4 . It has a meaning **for all** trees plugged into x_2 and x_4 .

The **variables** $x_2 : \text{day}$ and $x_4 : \text{day}$ make up the **environment** of this tree

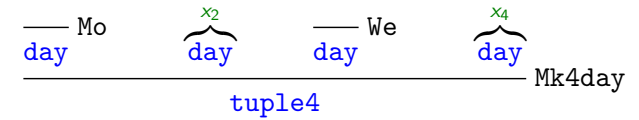
Closed and open trees

The meaning (or value) of



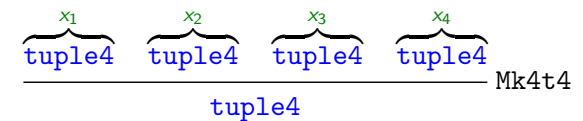
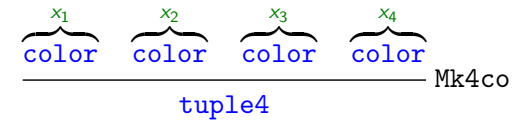
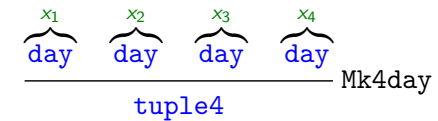
is completely defined: this is called a **closed** tree.

In contrast, the meaning of the open tree



depends on x_2 and x_4 .

More 4-tuples



Lists of days

$$\frac{}{\text{daylist}} \text{nil}$$

$$\frac{\overbrace{\text{day}}^d \quad \overbrace{\text{daylist}}^u}{\text{daylist}} \text{cons}$$

Examples with proofs

$$\frac{\overbrace{H}^h \quad \overbrace{W}^w}{\text{HaW}} \text{conj_HW}$$

$$\frac{\overbrace{H}^h}{\text{HoW}} \text{case1_HoW} \quad \frac{\overbrace{W}^w}{\text{HoW}} \text{case2_HoW}$$

Examples with proofs

Consider basic propositions, e.g.:

Proposition	Intended meaning
H	hot – the temperature is greater than 35 C
W	the glass contains water
C	the blackboard is clean
HaW	the temperature is greater than 35 C and the glass contains water
HoW	the temperature is greater than 35 C or the glass contains water

Given a proof h of H and a proof w of W ,
 what is a proof of HaW ?
 what is a proof of HoW ?

To go farther: making propositions

Given 2 propositions P and Q , make a new proposition whose intended meaning is:
 P and Q hold together.

This proposition is noted $P \wedge Q$,

Note that it is itself a tree (at the level of propositions, not at the level of proofs)

$$\frac{\overbrace{\text{Prop}}^P \quad \overbrace{\text{Prop}}^Q}{\text{Prop}} \text{and}$$

Similarly, $P \vee Q$ represents the tree:

$$\frac{\overbrace{\text{Prop}}^P \quad \overbrace{\text{Prop}}^Q}{\text{Prop}} \text{or}$$

General conjunctions and disjunctions

$$\frac{\overbrace{P}^p} \quad \overbrace{Q}^q}{P \wedge Q} \text{ conj}$$

$$\frac{\overbrace{P}^p}{P \vee Q} \text{ OR_left} \quad \frac{\overbrace{Q}^q}{P \vee Q} \text{ OR_right}$$

Decomposing, case analysis

- ▶ Given a 4-tuple t , extract its **components**
- ▶ Given a day d , provide a color **depending on d**
- ▶ Given a color c , provide a day **depending on c**
- ▶ Given a proof of $A \wedge B$, provide a proof of A
- ▶ Given a proof of $A \vee B$, provide a proof of $B \vee A$
A proof of $B \vee A$ is needed in each **case**

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Case analysis

Question

Give a **day** for each possible value c in **color**

$$\frac{}{\text{color}} \text{ white} \quad \frac{}{\text{color}} \text{ black}$$

Example

white maps to thursday, black maps to monday

$$\frac{\begin{array}{c} \vdots \\ c \\ \vdots \\ \text{color} \end{array} \quad \frac{}{\text{day}} \text{ thursday} \quad \frac{}{\text{day}} \text{ monday}}{\text{day}} \text{ destruct}$$

Warning: the order of branches matters

Does it make sense? Subtle point!

Statement of the previous question

Give a `day` for each possible value in `color`

Here assume that all trees with `color` as output are (in this order)

either $\frac{\text{white}}{\text{color}}$
 or $\frac{\text{black}}{\text{color}}$

The real story is more subtle

- ▶ Claim of **exhaustivity**: related to **inductive** types
- ▶ However, there are (infinitely) many trees which make a `color`
- ▶ However, they eventually **reduce** to one of the declared cases: related to **computations** and so-called *strong normalization*

Correct version of the previous example

$\frac{\frac{\text{day}}{\text{Set}} \quad \frac{\frac{\text{thursday}}{\text{day}} \quad \frac{\text{monday}}{\text{day}}}{\text{color}}}{\text{day}} \text{destruct}$

Building block of a case analysis

In this presentation, the **order** of constructors matters:
`white, black`

The `destruct` construct is driven by 2 parameters

- ▶ the type of the value to be analyzed
 each enumerated type (e.g., `color`) comes automatically with its `destruct` construct, which should actually be written, e.g. `destructcolor`
- ▶ the type of the result (e.g., `day`)

$\frac{\frac{\frac{A}{\text{Set}} \quad \frac{c}{\text{color}} \quad \frac{x_2}{A} \quad \frac{x_3}{A}}{\text{destruct}}}{A}$

Decomposing

Original question

Given a proof tree p of $A \wedge B$, provide a proof of A

We know that the only possible shape of p is

$\frac{\frac{\vdots a}{A} \quad \frac{\vdots b}{B}}{A \wedge B} \text{conj}$

where $\boxed{\frac{\vdots a}{A}}$ is an arbitrarily large proof tree concluding to A

and similarly for $\boxed{\frac{\vdots b}{B}}$

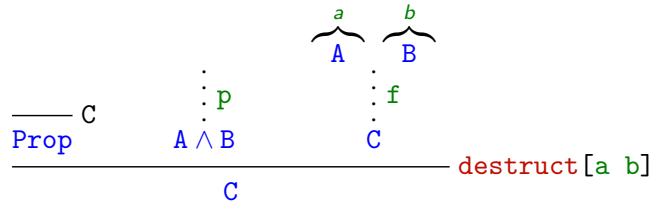
So the answer is a , but how to get it?

Decomposing

More general question

Given a proof tree p of $A \wedge B$,
prove some proposition C using the **two components** building p .

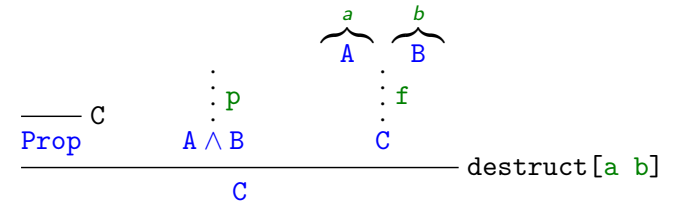
Rule



Reading

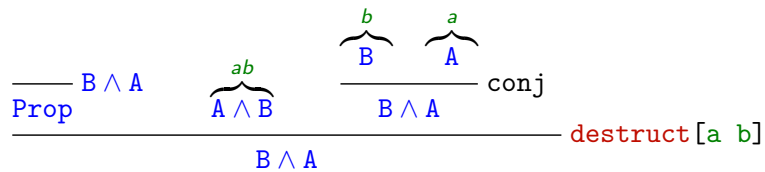
Let us prove C assuming a , a proof of A and b , a proof of B ; as we have a proof of $A \wedge B$, we get a proof of C .

Warning

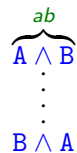


a and b are not available outside f

Example: a proof of $B \wedge A$ from $A \wedge B$

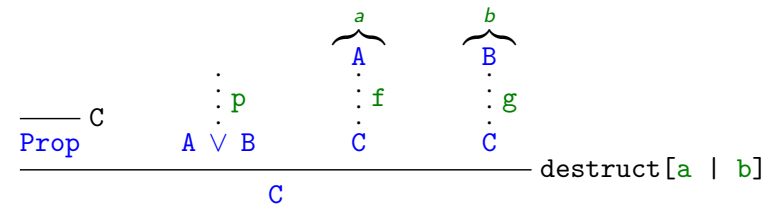


Shape of this proof tree



Case analysis and decomposition

For a disjunction $A \vee B$, we have **2** cases, and each one has **1** input



The hypothesis a is available only inside f

The hypothesis b is available only inside g

Exercises

- ▶ a proof of $B \vee A$ from $A \vee B$
- ▶ a proof of A from $A \wedge B$
- ▶ a proof of $B \wedge B$ from $A \wedge B$
- ▶ draw the case analysis and decomposition rules for 4-tuples

Implication

What is a function from **day** to **color**?

- ▶ open a new scope where d represents an arbitrary tree with **day** as output
- ▶ make a tree with output **color** from d
- ▶ in this subtree, d is available; but not outside

What is a proof that P implies Q ?

- ▶ open a new scope with p an arbitrary proof of P (an arbitrary proof tree with P as the conclusion)
- ▶ make a proof tree with conclusion Q from p
- ▶ in this subtree, p is available; but not outside

It is just a function from P to Q

Again: **some subtrees have additional inputs**

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Introduction rules for implications/functions

$$\frac{\begin{array}{c} a \\ \overbrace{A} \\ \vdots \\ u \\ \vdots \\ B \end{array}}{A \rightarrow B} \text{intro } a$$

Warning: this a is available only in u

Example

$$\frac{\frac{\text{Prop} \quad B \wedge A}{A \wedge B} \text{ destruct [a b]} \quad \frac{\frac{b}{B} \quad \frac{a}{A}}{B \wedge A} \text{ conj}}{A \wedge B \rightarrow B \wedge A} \text{ intro ab}$$

$$\frac{\frac{\dots f}{A \rightarrow B} \quad \frac{\dots t}{A}}{B} \text{ apply}$$

Next lectures and classes

Use Coq to build
formal models, programs and proofs
(trees)

using an explicit syntax or in the interactive way

Applying a function / modus ponens