

The Strange Case of  
Dr. Admissibility  
and Mr. Derive

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Joint work with Noam Zeilberger and Robert Harper

# Goal

A programming language that helps people:

- \* Define programming languages and logics
- \* Study their properties
- \* Use logics to reason about programs

# Need

A programming language that makes it easy to:

- \* Represent syntax as data:
  - \* Programs of a programming language
  - \* Propositions of a logic
- \* Compute with these representations:
  - \* Write a compiler
  - \* Write a theorem prover

# Derivability

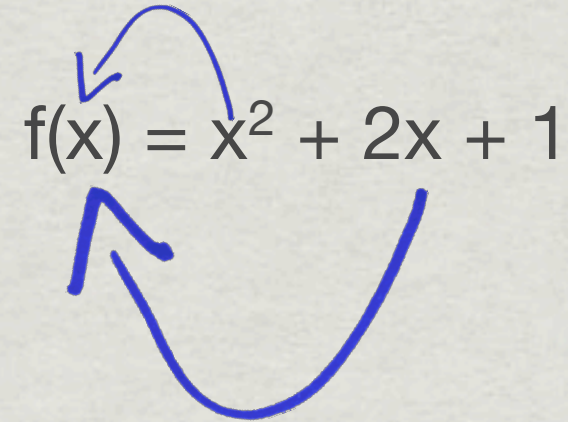
# In math

Polynomials over the reals:

$$f(x) = x^2 + 2x + 1$$

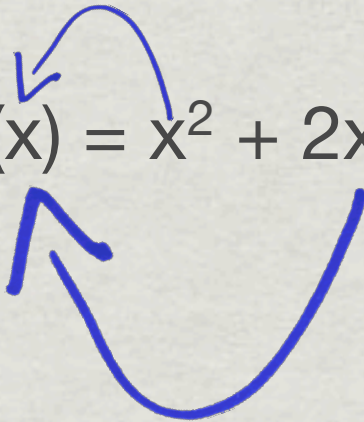
# In math

Polynomials over the reals:

$$f(x) = x^2 + 2x + 1$$
The equation  $f(x) = x^2 + 2x + 1$  is shown with blue hand-drawn annotations. A curved arrow above the equation points from the  $x^2$  term to the  $2x$  term. A larger curved arrow below the equation points from the  $2x$  term to the  $1$  term. A thick blue line below the equation forms a parabola opening upwards, with its vertex at the  $x$  position of the  $2x$  term, visually representing the completion of the square.

# In math

Polynomials over the reals:

$$f(x) = x^2 + 2x + 1$$


**Substitution:** plug in for the variable

\*  $f(3) = 3^2 + 2 \cdot 3 + 1$

\*  $f(y+5) = (y+5)^2 + 2(y+5) + 1$

# In programming

Functional abstraction:

```
fact(x) = if (x = 0)
           then 1
           else x * (fact (x-1))
```



# In programming

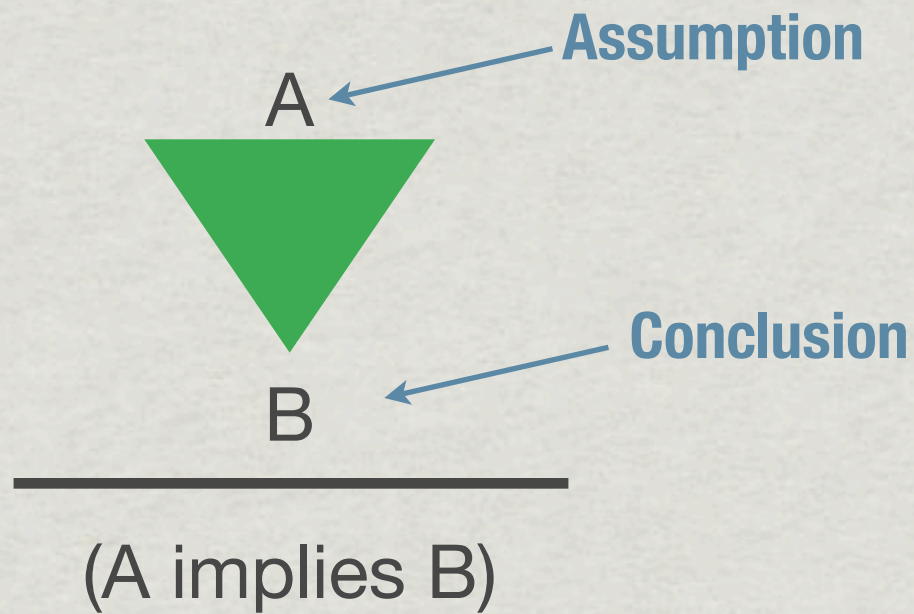
Functional abstraction:

```
fact(x) = if (x = 0)
           then 1
           else x * (fact (x-1))
```

Compute by substitution:

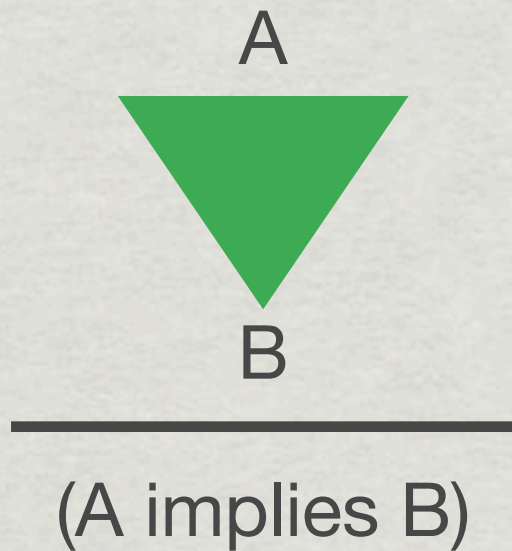
```
fact(5) = if (5 = 0)
           then 1
           else 5 * (fact (5-1))
```

# In logic



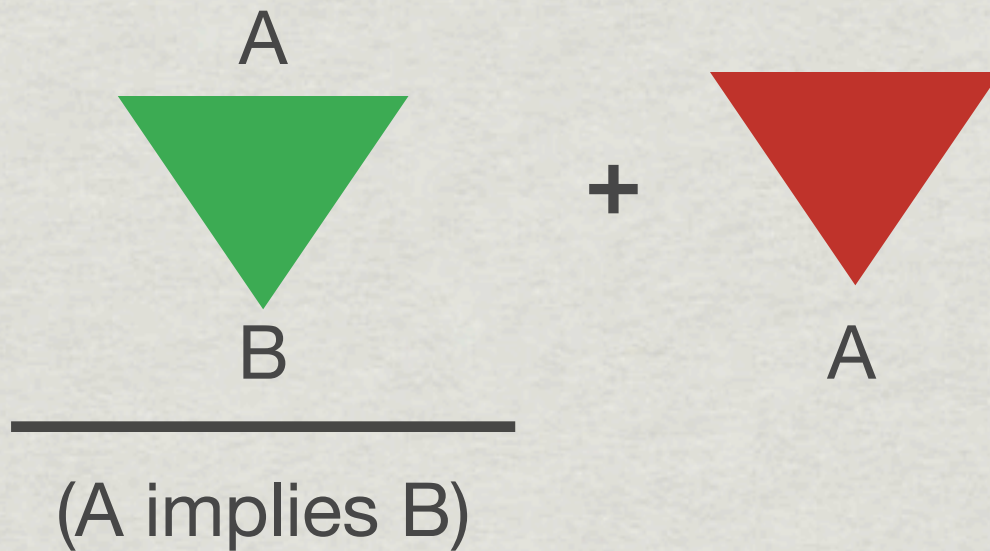
# In logic

If (A implies B) and A then B



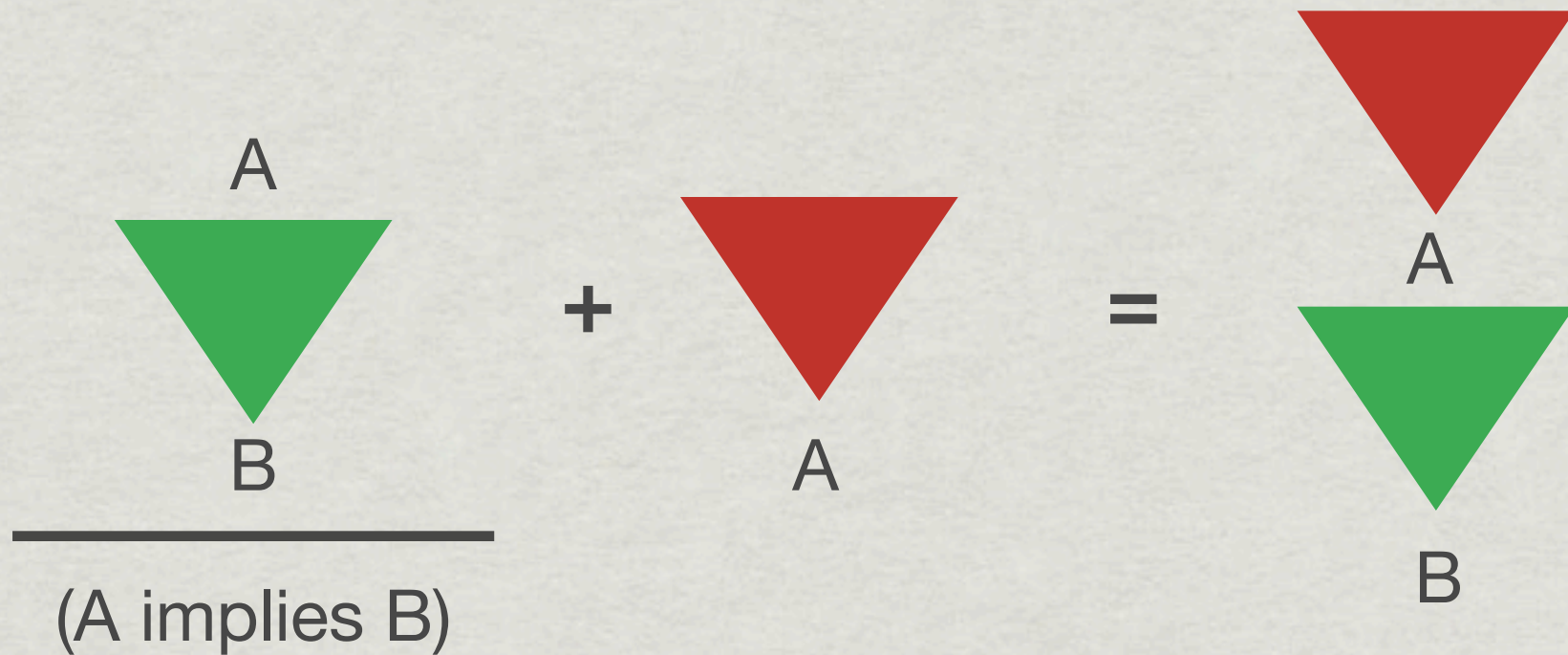
# In logic

If (A implies B) and A then B



# In logic

If (A implies B) and A then B



# Derivability

*Captures notion of **terms-with-holes**,  
which can be filled by substitution*

- \* Represent syntax with variable binding
- \* Represent hypothetical judgements (typing for a programming language)

# Admissibility

# In math

Function from reals to reals specified by:

- \* set of ordered pairs
- \* every number appears exactly once on the LHS

$$\left\{ \begin{array}{l} (0, 1), \\ (1, 4), \\ (\sqrt{2}, 3 + 2\sqrt{2}), \\ \dots \end{array} \right\}$$



# In programming

Specify a function by its behavior (e.g., memo table):

Factorial = { (0 , 1),  
(1 , 1),  
(2 , 2),  
(3 , 6),  
(4 , 24),  
... }

# In logic

To prove  $\forall x:\text{nat}.A(x)$ ,  
prove  $A(n)$  for each numeral  $n$ .

$A(0)$  and  
 $A(1)$  and  
 $A(2)$  and  
 $A(3)$  and  
 $A(4)$  ...

# In logic

To prove  $\forall x:\text{nat.}(\text{even}(x) \vee \text{odd}(x))$ ,  
prove  $(\text{even}(n) \vee \text{odd}(n))$  for each numeral  $n$ .

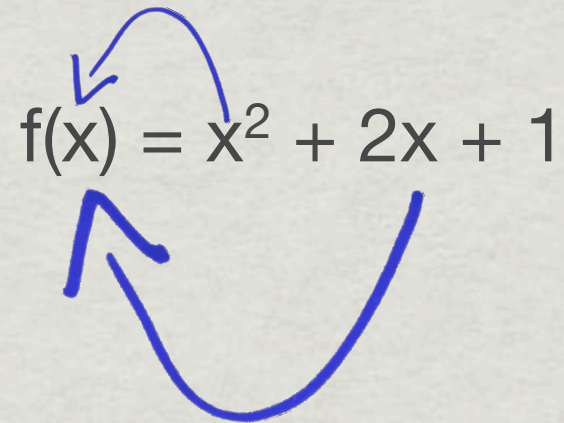
even(0)  $\vee$  odd(0) and  
even(1)  $\vee$  odd(1) and  
even(2)  $\vee$  odd(2) and  
even(3)  $\vee$  odd(3) ...

# Admissibility

*Captures notion of an **arbitrary transformation**:  
only i/o-behavior matters*

- \* Represent proofs with infinitely many cases
- \* Compute with logical systems (compiler transformation, translation between logics)
- \* Prove theorems *about* logics

## Derivability

$$f(x) = x^2 + 2x + 1$$


---

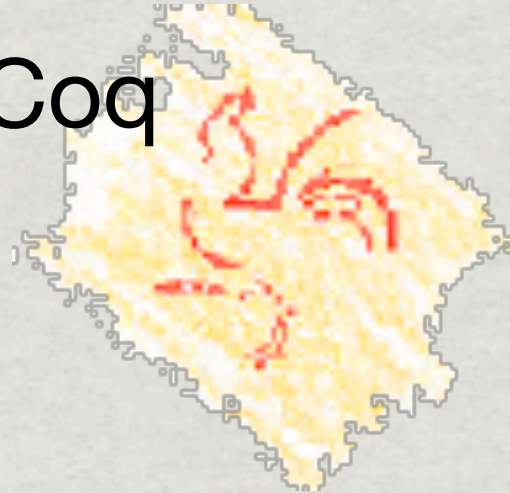
## Admissibility

$$\{ (0, 1), \\ (1, 4), \\ (\sqrt{2}, 3 + 2\sqrt{2}), \\ \dots \}$$

# Proof assistants



Coq



*How well do existing proof assistants support derivability and admissibility?*

# Contributions

Definitions using

- \* **Derivability**: easy in **Twelf**, hard in **Coq**
- \* **Admissibility**: easy in **Coq**, hard in **Twelf**

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Definitions using

- \* **Derivability**: easy in **Twelf**, hard in **Coq**
- \* **Admissibility**: easy in **Coq**, hard in **Twelf**

*This work:  
Supports definitions using  
both derivability and admissibility*



# Outline

- \* Representations using **derivability**
- \* Representations using **admissibility**
- \* Mixed representations

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# Derivability

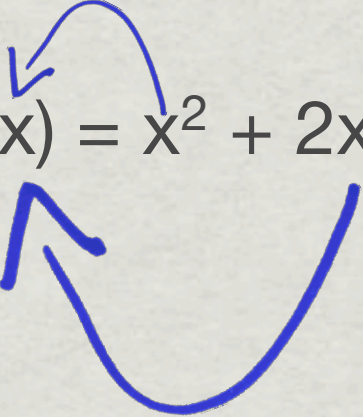
How do we represent **variable binding**?

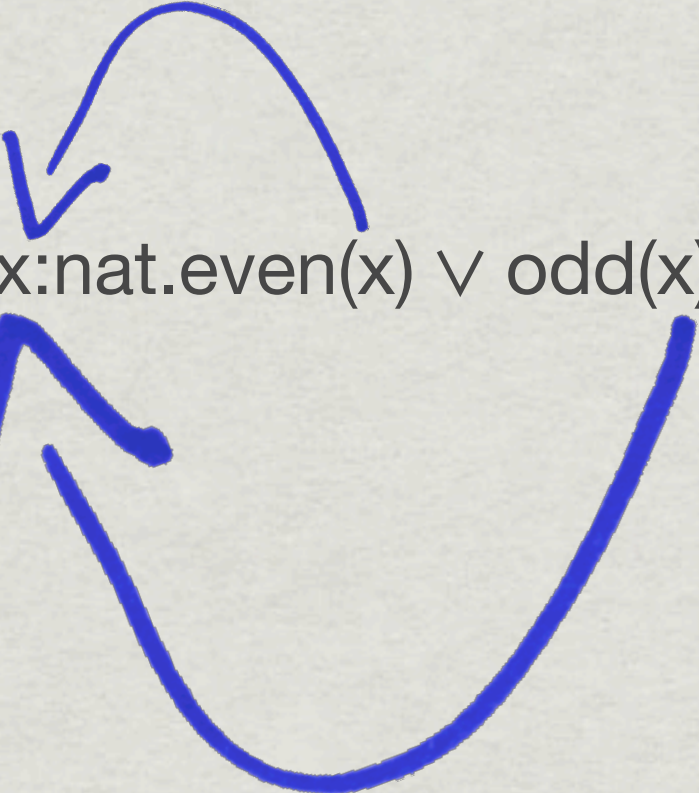
# Derivability

How do we represent **variable binding**?

*What is **variable binding**?*

# Syntax with binding

$$f(x) = x^2 + 2x + 1$$


$$\forall x:\text{nat}.\text{even}(x) \vee \text{odd}(x)$$


# Structural properties

Properties of variables:

- \* Substitution
- \* Renaming
- \* Weakening

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# Structural properties

Properties of variables:

- \* Substitution (can plug in)
- \* **Renaming**
- \* Weakening



# Dan's Homework

1. Factor the following:  $f(x) = x^2 + 2x + 1$

**Answer :**

$$f(y) = (y + 1)^2$$

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The answer is  
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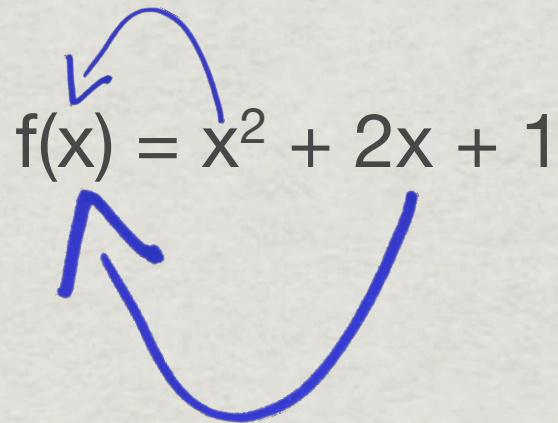
$$\del f(y) = (y + 1)^2$$

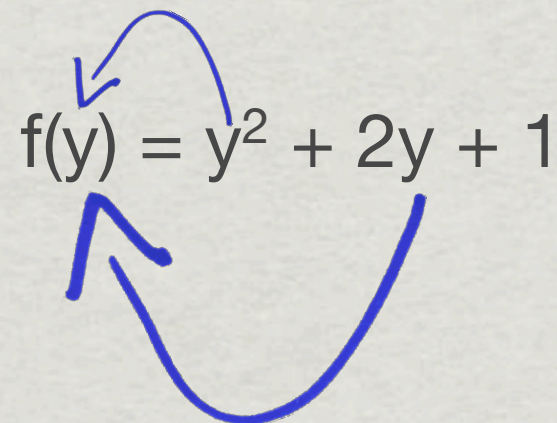
The answer is  
 $f(x) = (x + 1)^2$

(Dan finds a new math teacher...)

# Renaming

Variables are **pronouns**:  
pointer structure matters, names don't

$$f(x) = x^2 + 2x + 1$$


$$f(y) = y^2 + 2y + 1$$


# Renaming

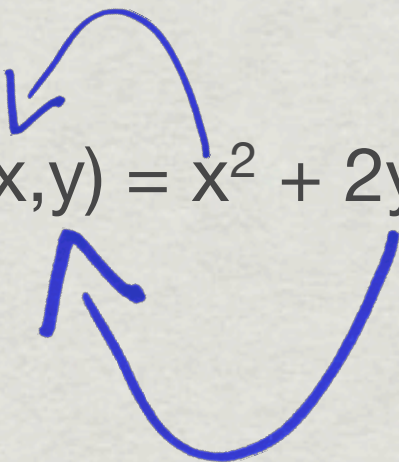
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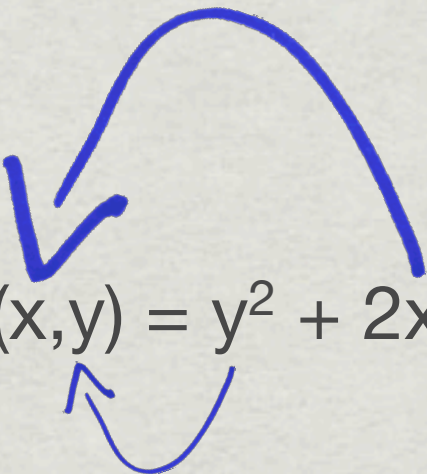
$$f(x,y) = x^2 + 2y + 1$$

$$f(y,x) = y^2 + 2x + 1$$

# Renaming

Variables are **pronouns**:  
pointer structure matters, names don't

$$f(x,y) = x^2 + 2y + 1$$


$$f(x,y) = y^2 + 2x + 1$$


# Structural properties

Properties of variables:

- \* Substitution (can plug in)
- \* Renaming (names don't matter)
- \* **Weakening**

# Weakening

“A polynomial in **one variable** is called a **univariate polynomial**, a polynomial in **more than one variable** is called a **multivariate polynomial** ... when working with **univariate polynomials** one **does not exclude constant polynomials**...although strictly speaking **constant polynomials do not contain any variables** at all.”

-- “Polynomial” in Wikipedia



# Weakening

OK not to use a variable:

$$f(x) = 4$$

$$f(x,y) = x^2 + 2x + 1$$

# Structural properties

Properties of variables:

- \* Substitution (can plug in)
- \* Renaming (names don't matter)
- \* Weakening (unused variables ok)

# Representing derivability

Q: How to implement data with binding?

Answer 1: variables = strings

Polynomial:  $f(x) = x^2 + 2 * x + 1$

Representation: ("x", "x"<sup>2</sup> + 2 \* "x" + 1)

**name of bound variable**



**reference to binding**



# Representing derivability

Q: How to implement data with binding?

Answer 1: variables = strings

(“x”, “x”<sup>2</sup> + 2 \* “x” + 1)

Problems:

- \* Non-unique representations
- \* Do functions respect renaming?
- \* Have to implement substitution for each language

# Representing derivability

Q: How to implement data with binding?

Other implement:

- \* de Bruijn indices/levels
- \* nominal logic [Pitts and Gabbay]
- \* cofinite quantification [Ayedemir et al.]

# Representing derivability

Q: How to implement data with binding?

Other implement:

- \* de Bruijn indices/levels
- \* nominal logic [Pitts and Gabbay]
- \* cofinite quantification [Ayedemir et al.]

*These are **implementation**; we want the **interface**!*

# Representing derivability

Key idea: represent **binding** with functions [HHP'93]

- \* Language provides a type of **substitution functions** with substitution, weakening, ...
- \* Implementation hidden from programmer

# Representing derivability

$$f(x) = x + 3$$

represented by

$\lambda x.plus x 3$

Substitution functions written  $\lambda u.V$ , where  $V$  is a **value** (e.g. **constructors** and variables)



# Representing derivability

Constructors generate syntax:

\* `const` : rational  $\Rightarrow$  exp

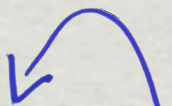
Example: 3 represented by `(const 3)`

\* `plus` : exp  $\Rightarrow$  exp  $\Rightarrow$  exp

Example: 3 + 3 represented by  
`plus (const 3) (const 3)`

# Representing derivability


Polynomials represented by substitution functions of type  $(\text{exp} \Rightarrow \text{exp})$ :

$$f(x) = x + 3$$


**variables represented  
by variables!**

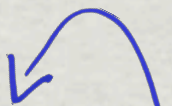
represented by

$\lambda x.plus x (const 3)$



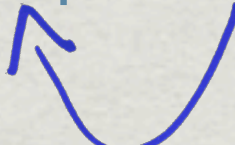
# Representing derivability

Polynomials represented by substitution functions of type  $(\text{exp} \Rightarrow \text{exp})$ :

$$f(x) = x + 3$$


represented by

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**substitution = application**

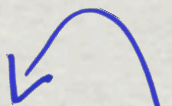
$f(5)$

represented by

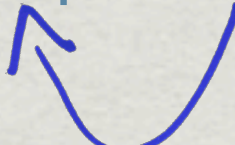
$(\lambda x.\text{plus } x (\text{const } 3))$   
applied to  $(\text{const } 5)$

# Representing derivability

Polynomials represented by substitution functions of type  $(\text{exp} \Rightarrow \text{exp})$ :

$$f(x) = x + 3$$


represented by

$$\lambda x. \text{plus } x \text{ (const 3)}$$


**substitution = application**

$$f(5)$$

represented by

$$(\lambda x. \text{plus } x \text{ (const 3)})$$

applied to (const 5)

=

$$\text{plus (const 5) (const 3)}$$

# Adequacy

- \* Important that  $\lambda u.V$  allows only substitution functions
- \* Cannot use **admissibility** to represent syntax: there are many more **set-theoretic functions from expressions to expressions** than polynomials

$\{(\text{const } n, 2 * 2 * 2 * \dots * 2), \dots\}$

  
**n times in total**

# Derivability

A theory of syntax with variable binding

1. Represent data with binding

a) Define constructors (**plus**)

b) Use derivability to represent binding ( $\Rightarrow$ )

2. Next: write recursive proofs/programs  
(**admissibility**)

# Outline

- \* Representations using **derivability**
- \* **Representations using admissibility**
- \* Mixed representations

# Admissibility

**Admissibility** ( $\rightarrow$ ) provided by pattern-matching functional programs

`zero` : nat

`succ` : nat  $\Rightarrow$  nat

`double` : nat  $\rightarrow$  nat

`double zero` = `zero`

`double (succ n)` = `succ (succ (double n))`



# Admissibility

Can pattern-match on substitution functions as well:

**eval** : (exp  $\Rightarrow$  exp)  $\rightarrow$  rational  $\rightarrow$  rational

**eval** ( $\lambda x.V$ ) r = **evalexp** ( ( $\lambda x.V$ ) applied to (const r) )


**evalexp** : exp  $\rightarrow$  rational

**evalexp** (const n) = n

**evalexp** (plus n1 n2) =

add (**evalexp** n1) (**evalexp** n2)

apply a substitution function  
to perform substitution



# Admissibility

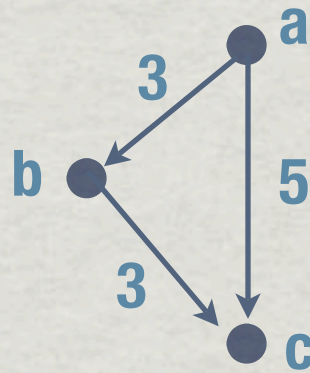
Twelf:

Can use **admissibility** to reason *about* logical systems, but not to *define* logical systems

Coq and our framework:

Can use **admissibility** in definitions

# Admissibility



$\text{shortestPath}(a_1, a_2, n)$  iff  $\text{path}(a_1, a_2, n)$  and  
 $(\forall m. \text{path}(a_1, a_2, m) \rightarrow m \geq n)$

# Admissibility

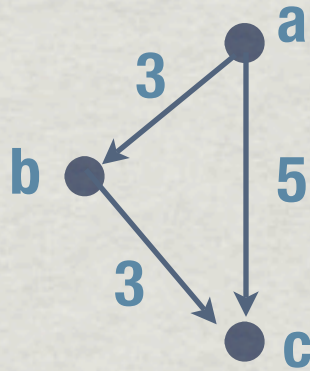
shortestPath( $a_1, a_2, n$ ) iff path( $a_1, a_2, n$ ) and  
( $\forall m. \text{path}(a_1, a_2, m) \rightarrow m \geq n$ )

*can be written as*

path( $a_1, a_2, n$ )    ( $\forall m. \text{path}(a_1, a_2, m) \rightarrow m \geq n$ )

shortestPath( $a_1, a_2, n$ )

# Admissibility

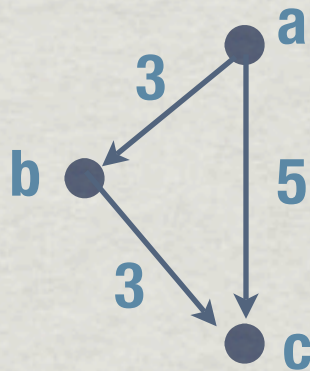


$\text{path}(a,c,5) \quad (\forall m.\text{path}(a,c,m) \rightarrow m \geq 5)$

---

$\text{shortestPath}(a,c,5)$

# Admissibility in rules



path(a,c,5)

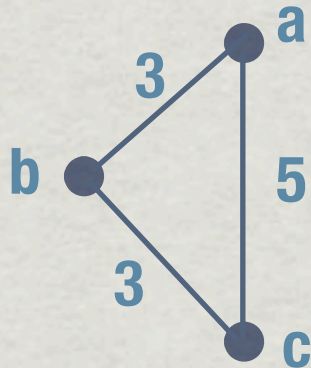
case [ac]:  $5 \geq 5$

case [abc]:  $6 \geq 5$

---

shortestPath(a,c,5)

# Admissibility in rules



(undirected, repeats ok)

case [ac]:  $5 \geq 5$

case [abc]:  $6 \geq 5$

case [acbc]:  $11 \geq 5$

path(a,c,5) ... infinitely many more ...

---

shortestPath(a,c,5)

# Contrast with derivability

- \* **Admissibility** ( $\forall m.\text{path}(a,c,m) \rightarrow m \geq 5$ ) allows proof by cases on the paths in this particular graph
- \* **Derivability** ( $\forall m.\text{path}(a,c,m) \Rightarrow m \geq 5$ ) requires proof for a *new* path of *new* length  $m$ : **not true!**



# Outline

- \* Representations using **derivability**
- \* Representations using **admissibility**
- \* **Mixed representations**

# Arithmetic expressions

Arithmetic expressions with let-binding:

```
let x be (const 4) in (plus x x)
```

```
e ::= const n  
    | let x be e1 in e2  
    | plus e1 e2  
    | times e1 e2  
    | sub e1 e2  
    | mod e1 e2  
    | div e1 e2
```

# Arithmetic expressions

Arithmetic expressions with let-binding:

let x be (const 4) in (plus x x)

$e ::=$  const n  
| let x be e1 in e2  
| plus e1 e2  
| times e1 e2  
| sub e1 e2  
| mod e1 e2  
| div e1 e2

*Suppose we want  
to treat binops  
uniformly...*

# Arithmetic expressions

Arithmetic expressions with let-binding

$e ::= \text{const } n$   
|  $\text{let } x \text{ be } e1 \text{ in } e2$   
|  $\text{binop } e1 \ \varphi \ e2$

where  $\varphi : (\text{nat} \rightarrow \text{nat} \rightarrow \text{nat})$  is  
the code for the binop.

# Arithmetic expressions

`const` : `nat`  $\Rightarrow$  `exp`

`let` : `exp`  $\Rightarrow$  (`exp`  $\Rightarrow$  `exp`)  $\Rightarrow$  `exp`

`binop` : `exp`  $\Rightarrow$  (`nat`  $\rightarrow$  `nat`  $\rightarrow$  `nat`)  $\Rightarrow$  `exp`  $\Rightarrow$  `exp`

---

`let x be (const 4) in (x + x)`

represented by

`let (const 4) ( $\lambda$ x.binop x add x)`

where `add`:(`nat`  $\rightarrow$  `nat`  $\rightarrow$  `nat`) is the code for addition

# Arithmetic expressions


`const` : `nat`  $\Rightarrow$  `exp`

`let` : `exp`  $\Rightarrow$  (`exp`  $\Rightarrow$  `exp`)  $\Rightarrow$  `exp`

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# Structural properties

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Weakening for mixed representations:

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1. Go from  $(\text{nat} \Rightarrow \text{nat})$  to  $(\text{nat} \Rightarrow \text{nat} \Rightarrow \text{nat})$

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$\lambda x. (\lambda y. V)$  [x doesn't occur in V]

# Structural properties

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$\lambda x. (\lambda y. V)$  [x doesn't occur in V]

2. Go from  $(\text{nat} \rightarrow \text{nat})$  to  $(\text{nat} \rightarrow \text{nat} \rightarrow \text{nat})$

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$\lambda x.(\lambda y.V)$  [x doesn't occur in V]

2. Go from  $(\text{nat} \rightarrow \text{nat})$  to  $(\text{nat} \rightarrow \text{nat} \rightarrow \text{nat})$

$\text{drop } x \ y = f \ y$  [x doesn't occur in f]

# Structural properties



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$h\ x = \lambda y.V$  [x doesn't occur in V]

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Weakening for mixed representations:

3. Go from  $(\text{nat} \Rightarrow \text{nat})$  to  $(\text{nat} \rightarrow \text{nat} \Rightarrow \text{nat})$

$h\ x = \lambda y.V$  [x doesn't occur in V]

4. Go from  $(\text{nat} \rightarrow \text{nat})$  to  $(\text{nat} \Rightarrow (\text{nat} \rightarrow \text{nat}))$

# Structural properties

A function of type  $(\text{nat} \rightarrow \text{nat})$ :

`double zero = zero`

`double (succ n) = succ (succ (double n))`

# Structural properties

A (nat  $\Rightarrow$  (nat  $\rightarrow$  nat)):

$\lambda x.$  double zero = zero

double (succ n) = succ (succ (double n))

double x = ???

*Problem: double doesn't have a case for x,  
so mixed representations not necessarily structural!*

# Structural properties

Our solution:

- \*  $\lambda x.V$  used by pattern-matching; application (=substitution) is not built-in
- \* Nothing forces  $\Rightarrow$  to be structural
- \* Weakening/substitution implemented generically for a wide class of rule systems, using some technical conditions

# Structural properties

`const` :  $\text{nat} \Rightarrow \text{exp}$

`let` :  $\text{exp} \Rightarrow (\text{exp} \Rightarrow \text{exp}) \Rightarrow \text{exp}$

`binop` :  $\text{exp} \Rightarrow (\text{nat} \rightarrow \text{nat} \rightarrow \text{nat}) \Rightarrow \text{exp} \Rightarrow \text{exp}$

- \* Can't weaken `exp` with `nat`:  
could need new case for  $\rightarrow$  in a `binop`
- \* Can weaken `exp` with `exp`:  
doesn't appear to left of  $\rightarrow$



# Conclusion

# Summary

- \* **Derivability (variable binding)** provided by substitution functions ( $\Rightarrow$ )
- \* **Admissibility (arbitrary reasoning)** provided by pattern-matching functional programs ( $\rightarrow$ )
- \* Our framework makes it easy to use both

# Future work

- \* This talk: syntax of logical systems  
Need **dependent types** to represent judgements
- \* More examples mixing  $\Rightarrow$ / $\rightarrow$
- \* Thesis work: a language in which you can define logics and use them to reason about programs



Strange Case of  
Dr. Admissibility  
and  
Mr. Derive