

# Mtac: A Monad for Typed Tactic Programming in Coq

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# A simple problem in Coq

$x\ y\ z:A$

$s:\text{list } A$

---

$x \in \text{append } s\ (z :: x :: y :: [])$

# A simple problem in Coq

$$\begin{array}{l} x \ y \ z:A \\ s:\text{list } A \end{array}$$

---

$$x \in \text{append } s \ (z :: x :: y :: [])$$

**Proof.**

# A simple problem in Coq

$\text{inR} : a \in r \rightarrow a \in \text{append } l \ r$

$x \ y \ z:A$   
 $s:\text{list } A$

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$x \in \text{append } s \ (z :: x :: y :: [])$

**Proof.**

apply: inR.

# A simple problem in Coq

$\text{inR} : a \in r \rightarrow a \in \text{append } l \ r$

$$\frac{x \ y \ z:A \quad s:\text{list } A}{x \in (z :: x :: y :: [])}$$

**Proof.**

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$\text{in\_tail} : a \in l \rightarrow a \in (b :: l)$

$$\frac{x \ y \ z:A \quad s:\text{list } A}{x \in (z :: x :: y :: [])}$$

**Proof.**

apply: inR.

apply: in\_tail.



# A simple problem in Coq

$\text{in\_tail} : a \in l \rightarrow a \in (b :: l)$

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# A simple problem in Coq

$\text{in\_head} : a \in (a :: l)$

$$\frac{x \ y \ z:A \quad s:\text{list } A}{x \in (x :: y :: [])}$$

**Proof.**

apply: inR.

apply: in\_tail.

apply: in\_head.

# A simple problem in Coq

$$\frac{x \ y \ z:A \quad s:\text{list } A}{x \in (x :: y :: [])}$$

□

**Proof.**

apply: inR.

apply: in\_tail.

apply: in\_head.

**Qed.**

# A simple problem in Coq

This script is:  
Boring.

$$\frac{x \ y \ z:A \quad s:\text{list } A}{x \in (x :: y :: [])}$$

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**Proof.**

apply: inR.

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apply: in\_head.

**Qed.**

```
(1)   Ltac search x s :=  
(2)       match s with  
(3)       | append ?l ?r ⇒ let p := search x l in  
(4)                   constr: (inL r p)  
(5)       | append ?l ?r ⇒ let p := search x r in  
(6)                   constr: (inR l p)  
(7)       | (x :: ?s') ⇒ constr: (in_head x s)  
(8)       | (?y :: ?s') ⇒ let p := search x s' in  
(9)                   constr: (in_tail y x s' p)  
(10)      end.
```



Logic of Coq includes a funct. language

- (1) **Ltac** search  $x$   $s$  :=
- (2)     **match**  $s$  **with**
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- (4)                                 constr: (inL  $r$   $p$ )
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- (9)                                 constr: (in\_tail  $y$   $x$   $s'$   $p$ )
- (10)        **end.**

Logic of Coq includes a **pure** funct. language

- (1) **Ltac** search  $x\ s :=$
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- (10)     **end.**

Logic of Coq includes a **pure** funct. language  
**search** requires **impure** features

- (1) **Ltac** search  $x\ s :=$
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## #1: Syntax inspection

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## #2: Unbounded recursion



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(10)  end.
```

## #3: Control flow (backtracking)

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(1) Ltac search x s :=  
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(10)    end.
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## Untyped!

- (1) **Ltac** search  $x\ s :=$
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- (9)                                 constr: (in\_tail  $y\ x\ s'\ p$ )
- (10)     **end.**

**Untyped!**

No spec: search :???

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- (10)     **end.**



**Untyped!**

**Hard to maintain**

- (1) **Ltac** search  $x\ s :=$
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**Untyped!**

**Debugging hell!**

- (1) **Ltac** search  $x\ s :=$
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## Use Monads

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Give tactical effects a Coq type  $M A$ .

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} **Mtac**



Specification (type) should be:

$$\text{search} : \forall (x : A) (s : \text{list } A). M (x \in s).$$



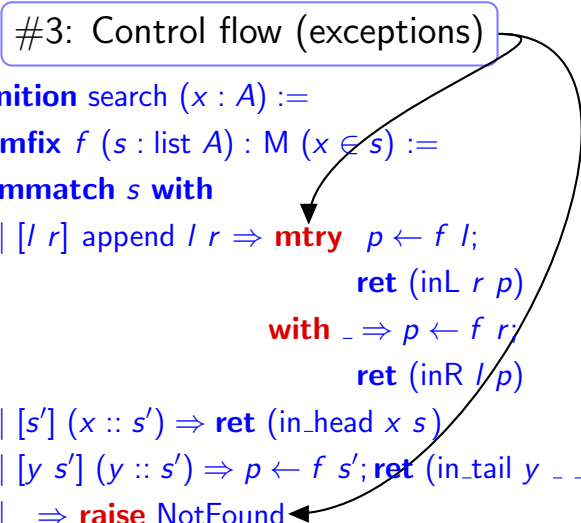
## #1: Syntax inspection

- (1) **Definition** search  $(x : A) :=$
- (2)     **mfix**  $f (s : \text{list } A) : M (x \in s) :=$
- (3)     **mmatch**  $s$  **with**
- (4)     |  $[l r]$  **append**  $l r \Rightarrow$  **mtry**  $p \leftarrow f l;$
- (5)   **ret**  $(\text{inL } r p)$
- (6)   **with**  $_ \Rightarrow p \leftarrow f r;$
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- (10)    |  $_ \Rightarrow$  **raise** `NotFound`
- (11)    **end.**

## #2: Unbounded recursion

- (1) **Definition** search  $(x : A) :=$
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## #3: Control flow (exceptions)

- (1) **Definition** search  $(x : A) :=$
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  - (4)  $| [l r]$  append  $l r \Rightarrow$  **mtry**  $p \leftarrow f l;$
  - (5)  $\text{ret (inL } r p)$
  - (6) **with**  $_ \Rightarrow p \leftarrow f r;$
  - (7)  $\text{ret (inR } l p)$
  - (8)  $| [s'] (x :: s') \Rightarrow$  **ret**  $(\text{in\_head } x s)$
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  - (10)  $| _ \Rightarrow$  **raise** `NotFound`
  - (11) **end.**
- 












**Typed!**

Type checker

- (1) **Definition** search  $(x : A) :=$
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  - (4)     |  $[l r]$  **append**  $l r \Rightarrow$  **mtry**  $p \leftarrow f l;$
  - (5)   **ret**  $(\text{inL } r p)$
  - (6)   **with**  $_ \Rightarrow p \leftarrow f r;$
  - (7)   **ret**  $(\text{inR } l p)$
  - (8)     |  $[s'] (x :: s') \Rightarrow$  **ret**  $(\text{in\_head } x s) : x \in x :: s$
  - (9)     |  $[y s'] (y :: s') \Rightarrow p \leftarrow f s';$  **ret**  $(\text{in\_tail } y \_ \_ p)$
  - (10)    |  $_ \Rightarrow$  **raise** `NotFound`
  - (11)    **end.**
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**Typed!**

Type inference

- (1) **Definition** search  $(x : A) :=$
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  - (8)     |  $[s'] (x :: s') \Rightarrow$  **ret**  $(\text{in\_head } _)$
  - (9)     |  $[y s'] (y :: s') \Rightarrow p \leftarrow f s';$  **ret**  $(\text{in\_tail } y \_ \_ p)$
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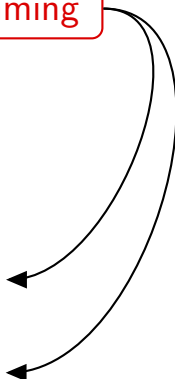
**Typed!**

Interactive programming

- (1) **Definition** search  $(x : A) :=$
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- (11)    **end.**

**Typed!**

Interactive programming

- (1) **Program Definition** search  $(x : A) :=$
  - (2)     **mfix**  $f (s : \text{list } A) : M (x \in s) :=$
  - (3)     **mmatch**  $s$  **with**
  - (4)     |  $[l r]$  **append**  $l r \Rightarrow$  **mtry**  $p \leftarrow f l;$
  - (5)                                     **ret**  $_$
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# A simple problem in Coq, with Mtac

$$\frac{x \ y \ z : A \quad s : \text{list } A}{x \in \text{append } s \ (z :: x :: y :: [])}$$

**Proof.**



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$$\frac{x \ y \ z : A \quad s : \text{list } A}{x \in \text{append } s \ (z :: x :: y :: [])}$$

**Proof.**

apply: **run** (search \_ \_).

**Qed.**

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**run** is a first-class citizen

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With lemma  $L : a \in s \rightarrow P \ a$

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$$\frac{x \ y \ z : A \quad s : \text{list } A}{x \in \text{append } s \ (z :: y :: x :: [])}$$

**Proof.**

apply: **run** (search \_ \_).

**Qed.**

**run** is a first-class citizen

With lemma  $L : a \in s \rightarrow P \ a$

to solve  $P \ x$  we can apply  $L \ (\text{run} \ (\text{search } x \ _))$ .

## Use Monads

- 1 Encapsulate tactical effects in a monad.

Give tactical effects a Coq type  $M A$ .

- 2 Execute (**run**) tactics at type inference.

} Mtac

# Mtac: tactic language

Key idea #1:

- Put tactical effects in a monad  $M$ .

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Add typechecker.



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# Mtac: tactic language

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- Put tactical effects in a monad  $M$ .

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**Inductive**  $M : \text{Type} \rightarrow \text{Type} :=$

| ret :  $A \rightarrow M A$

| bind :  $M A \rightarrow (A \rightarrow M B) \rightarrow M B$

| mtry :  $M A \rightarrow (\text{Exception} \rightarrow M A) \rightarrow M A$

| raise :  $\text{Exception} \rightarrow M A$

| mfix :  $((\forall x : A. M (B x)) \rightarrow (\forall x : A. M (B x)))$   
 $\rightarrow \forall x : A. M (B x)$

...

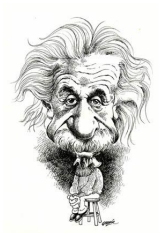
# Mtac: tactic execution

Key idea #2:

- Execute (**run**) tactics at **type inference**.



Proof dev



Type inference



Kernel

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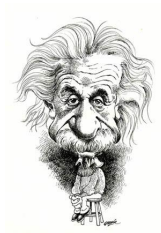
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$(\lambda x. x) 1$



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Key idea #2:

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$(\lambda x. x) 1 \longrightarrow (\lambda x : \text{nat}. x) 1$



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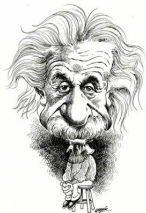
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$(\lambda x. x) 1 \longrightarrow (\lambda x : \text{nat}. x) 1 \longrightarrow (\lambda x : \text{nat}. x) 1$  ✓



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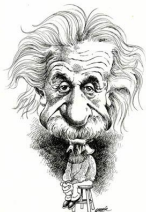
- Execute (**run**) tactics at **type inference**.

$$\Gamma \vdash e \leftrightarrow e' : A$$

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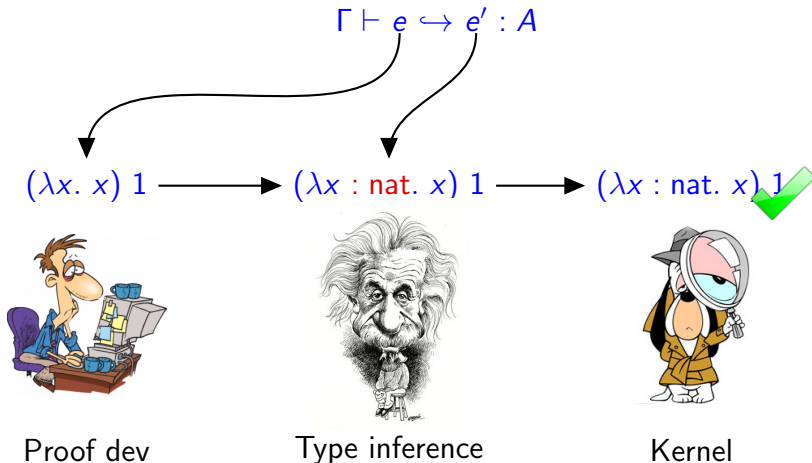


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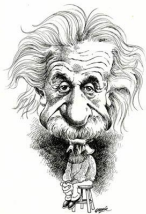
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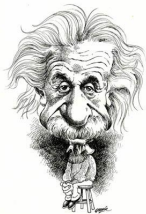
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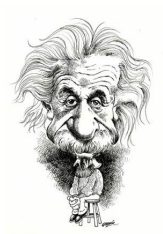
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Type inference

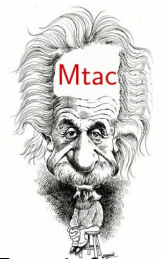
Kernel  
unmodified

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Type inference

Kernel  
unmodified

(Some) other typed tactic languages:

- **VeriML** (Stampoulis & Shao '10)  
**Beluga** (Pientka '09)  
**Delphin** (Poswolsky & Schürmann '08)

Stronger typechecker, difficult to incorporate into Coq.

- **Lemma Overloading** (Gonthier, Ziliani, *et al.*, '11)

Logic programming style, convoluted semantics.

# In the paper

- Binder manipulation.
- Examples.
- Formalization.
- Implementation details.
- Related work.



<http://plv.mpi-sws.org/mtac/>