

# Type Classes in Coq

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# What is Coq? <sup>1</sup>

Coq is a proof assistant developed in France since 1989. It is based on an formal language called Calculus of Inductive Constructions (CIC). Coq allows to:

- ▶ Define functions or predicates
- ▶ State mathematical theorems
- ▶ Interactively develop formal proofs of these theorems
- ▶ Check these proofs
- ▶ Extract certified programs to languages like OCaml or Haskell
- ▶ Use a *tactic* language for letting the user define its own proof methods

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<sup>1</sup>Coq website <http://coq.inria.fr/what-is-coq>

# The Coq bundle<sup>1</sup>

- ▶ Arithmetics in  $\mathbb{N}$ ,  $\mathbb{Z}$  and  $\mathbb{Q}$
- ▶ Libraries about list, finite sets, finite maps, etc.
- ▶ coqtop: interactive mode
- ▶ coqide: graphical user interface
- ▶ coqdoc and coq-tex: documentation tools
- ▶ coqc : the compiler (batch compilation)
- ▶ coqchk: stand-alone proof verifier (validation of compiled libraries)

# Introduction to Coq<sup>2</sup>

## Declarations

A declaration associates a *name* with a *specification*.

- ▶ Name: identifier
- ▶ Specification: formal expression as logical propositions (Prop), mathematical collections (Set) and abstract types (Type)

```
name : sort

0      : nat
nat    : Set
Set    : Type
Prop   : Type
>      : nat → nat → Prop
list   : Type → Type
```

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<sup>2</sup>Huet, G., Kahn, G. and Paulin-Mohring, C. (2007). The Coq Proof Assistant. A Tutorial.

# Introduction to Coq<sup>2</sup>

## Definitions

```
Inductive nat : Set :=  
| 0 : nat  
| S : nat -> nat.
```

```
Definition one := (S 0).
```

```
Definition two : nat := S one.
```

```
Definition double (m:nat) := plus m m.
```

# Introduction to Coq<sup>2</sup>

## Proofs

**Variables A B C : Prop.**

**Lemma lem :**

**(A -> B -> C) -> (A -> B) -> A -> C.**

**Proof.**

**intro H.**

**intros H' HA.**

**apply H.**

**exact HA.**

**apply H'.**

**assumption.**

**Qed.**

# HASKELL Type Classes

## Definition

*“Typeclasses define a set of functions that can have different implementations depending on the type of data they are given.”<sup>3</sup>*

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<sup>3</sup>O’Sullivan, B., Goerzen, J. and Stewart, D. (2008). Real World Haskell. Chapter 6.

# HASKELL Type Classes

## Polymorphism

### Parametric polymorphism

*“Occurs when a function is defined over a range of types, acting in the **same** way for each type.”<sup>4</sup>*

### Ad-Hoc polymorphism (Overloading)

*“Occurs when a function is defined over several different types, acting in a **different** way for each type.”<sup>4</sup>*

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<sup>4</sup>Walder, P. and Stephen, B. (1998). How to make *ad-hoc* polymorphism less *ad hoc*.



# HASKELL Type Classes

## Implementation

```
class Functor f where  
  fmap :: (a -> b) -> f a -> f b
```

```
data List a = [] | a : [a]
```

```
data Maybe a = Nothing | Just a
```

# HASKELL Type Classes

## Implementation

```
class Functor f where
  fmap :: (a -> b) -> f a -> f b
```

```
instance Functor List where
  fmap _ [] = []
  fmap f (x:xs) = f x : fmap f xs
```

```
instance Functor Maybe where
  fmap _ Nothing = Nothing
  fmap f (Just a) = Just (f a)
```

# Type Classes in Coq<sup>5</sup>

## Syntax of Class and Instance declarations

**Class**  $\text{Id}$   $(\alpha_1:\tau_1) \cdots (\alpha_n:\tau_n)$  [*sort*] := {  
   $f_1$                                     : *type* <sub>$f_1$</sub> ;  
  ⋮  
   $f_m$                                     : *type* <sub>$f_m$</sub> }.

**Instance** *ident*: $\text{Id}$  *term*<sub>1</sub>  $\cdots$  *term* <sub>$n$</sub>  := {  
   $f_1$                                     := *term* <sub>$f_1$</sub> ;  
  ⋮  
   $f_m$                                     := *term* <sub>$f_m$</sub> }.

Where  $\alpha_i:\tau_i$  are called **parameters** of the class and  $f_k:\textit{type}_k$  are called the **methods**.

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<sup>5</sup>The Coq Development Team. Reference Manual - The Coq Proof Assistant - Inria (Version 8.4pl4). Chapter 19 Type Classes.

# Type Classes in Coq<sup>5</sup>

## Example of Class and Instance declarations

```
Class EqDec (A : Type) := {  
  eqb          : A → A → bool ;  
  eqb_prop :  
    ∀ x y, eqb x y = true ⇒ x = y}.
```

```
Instance eq_bool : EqDec bool := {  
  eqb x y := if x then y else negb y}.
```

**Proof.**

```
intros x y H.  
destruct x ; destruct y ;  
discriminate || reflexivity.  
Qed.
```

# Type Classes in Coq<sup>5</sup>

## Using Type Classes

### Binding classes

```
Definition neqb {A} {eqa : EqDec A}  
(x y : A) := negb (eqb x y).
```

### Superclasses

```
class (Eq a) => Ord a where  
  le :: a -> a -> Bool
```

```
Class Ord A {E : EqDec A} := {  
  le : A → A → bool}.
```

# Type Classes in Coq<sup>5</sup>

## Using Type Classes

### Substructures

**Definition** neqb {A} {eqa : EqDec A}  
 (x y : A) := neqb (eqb x y).

### Superclasses

```
class (Eq a) => Ord a where  
  le :: a -> a -> Bool
```

```
Class Ord A {E : EqDec A} := {  
  le : A → A → bool}.
```