



Lean and its Type System

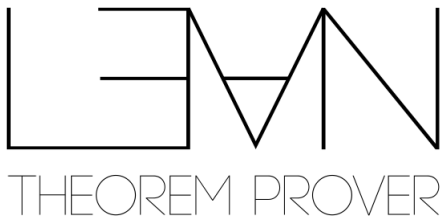
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Outline

- ▶ About Lean
- ▶ Programming Language
- ▶ Type System
- ▶ Theorem Proving

About Lean



- ▶ Launched 2013 by Leonardo de Moura @ Microsoft Research
- ▶ Pure functional programming language
- ▶ Latest version: Lean 4

The Language

Functions

► Pure functions

```
def name := "Anshalm"
```

```
def greet (n : String) : String := s!"Hello, {n}!"
```

The Language

Functions

▶ Pure functions

```
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def greet (n : String) : String := s!"Hello, {n}!"
```

▶ Monadic expressions and Do-Notation

```
def doGreet : IO Unit :=  
  pure (greet name) >>= λ g => IO.println g  
  
def main : IO Unit := do  
  let g ← pure (greet name)  
  IO.println g
```

The Language

Functions

▶ Pure functions

```
def name := "Anshalm"  
def greet (n : String) : String := s!"Hello, {n}!"
```

▶ Monadic expressions and Do-Notation

```
def doGreet : IO Unit :=  
  pure (greet name) >>= λ g => IO.println g
```

```
def main : IO Unit := do  
  let g ← pure (greet name)  
  IO.println g
```

▶ Evaluating Expressions

```
#check greet name -- String  
#eval greet name  -- "Hello, Anshalm!"
```

The Language

Recursive Functions

- ▶ Recursive functions need to be terminating
 - ▶ Show termination by hand

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Recursive Functions

- ▶ Recursive functions need to be terminating
 - ▶ Show termination by hand
- ▶ Use partial recursive function
 - ▶ Type has to be non-empty

The Language

Recursive Functions Cont.

► Recursive Functions

```
-- fails with 'fail to show termination'  
def loop1 (a : Nat) : Nat :=  
  match a with  
  | 0 => a  
  | _ => loop1 (a - 1)
```

The Language

Recursive Functions Cont.

► Recursive Functions

```
-- fails with 'fail to show termination'
```

```
def loop1 (a : Nat) : Nat :=  
  match a with  
  | 0 => a  
  | _ => loop1 (a - 1)
```

```
-- define a partial function
```

```
partial def loop2 (cond : Nat -> Bool) (a : Nat) :  
  Nat :=  
  if cond a then a else loop2 cond (a - 1)
```

The Language

Data Types

► Data Types

```
inductive Weekday where
```

```
  | sunday      : Weekday
```

```
  | monday      : Weekday
```

```
  | ...
```

```
structure Point ( $\alpha$  : Type u) where
```

```
  x :  $\alpha$ 
```

```
  y :  $\alpha$ 
```

The Language

Inductive Data Types

▶ Inductive Data Types

```
inductive Tree ( $\alpha$  : Type u) where
  | node : Tree  $\alpha$  ->  $\alpha$  -> Tree  $\alpha$  -> Tree  $\alpha$ 
  | leaf : Tree  $\alpha$ 
```

The Language

Type Classes

► Type Classes

```
class Add (a : Type) where
```

```
  add : a -> a -> a
```

```
instance : Add Nat where
```

```
  add x y := x + y
```

```
instance [Add  $\alpha$ ] : Add (Maybe  $\alpha$ ) where
```

```
  add x y :=
```

```
    match x with
```

```
    | Maybe.nothing => Maybe.nothing
```

```
    | Maybe.just a  =>
```

```
      match y with
```

```
      | Maybe.nothing => Maybe.nothing
```

```
      | Maybe.just b  => Maybe.just (a + b)
```

```
def double [Add  $\alpha$ ] (a :  $\alpha$ ) :  $\alpha$  :=
```

```
  Add.add a a
```

Programming

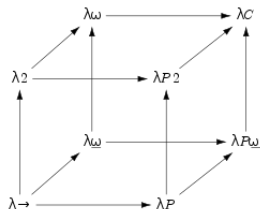
Type System

Leans Type System builds on the Calculus of Constructions (λ_C) with Inductive Types (Calculus of Inductive Constructions).

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- ▶ λ_{\rightarrow} - Simply Typed LC
- ▶ λ_2 - Polymorphism
- ▶ λ_P - Dependent Types
- ▶ λ_{ω} - (inductive) Type Constructors



Type System

λ_2 - Polymorphism

compose : $\forall\alpha.\forall\beta.\forall\gamma.(\beta \rightarrow \gamma) \rightarrow (\alpha \rightarrow \beta) \rightarrow \alpha \rightarrow \gamma$

\equiv

```
def compose ( $\alpha$   $\beta$   $\gamma$  : Type) (g :  $\beta \rightarrow \gamma$ ) (f :  $\alpha \rightarrow \beta$ ) (x
  :  $\alpha$ ) :  $\gamma$  :=
  g (f x)
```

Type System

λ_P - Dependent Types

$foo : (\Pi a : String . B)$

\equiv

```
def foo (s : String) : Type := match s with
| "String" => String
| "Nat" => Nat
| _ => Bool
```

Type System

λ_{ω} - (inductive) Type Constructors

```
inductive Maybe ( $\alpha$  : Type u) where
  | just :  $\alpha$  -> Maybe  $\alpha$ 
  | nothing : Maybe  $\alpha$ 
```

```
def isJust ( $\alpha$  : Type u) (a : Maybe  $\alpha$ ) : Bool :=
  match a with
  | Maybe.just _ => true
  | _ => false
```

Type System

Universes

- ▶ Infinite hierarchy of universes
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- ▶ `Type` is syntactic sugar for `Type 0`

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Type System

Universes

- ▶ Infinite hierarchy of universes
- ▶ Each type therein is denoted by `Type (u : Nat)`
- ▶ `Type` is syntactic sugar for `Type 0`
- ▶ `Int Nat Bool ... : Type`
- ▶ A “special” type: `Prop : Type`

Theorem Proving

- ▶ Propositions are encoded with `Prop : Type`
- ▶ `Prop` is closed under the arrow constructor

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```
-- the Proposition Type  
variable (a b c : Prop)
```

```
-- useful Type Constructors  
#check a  $\wedge$  b -- Prop  
#check a  $\vee$  b -- Prop
```


Theorem Proving

Proof a proposition by finding a suitable term.

```
variable {p : Prop}
```

```
variable {q : Prop}
```

```
-- proof a theorem by providing a term of its type
```

```
theorem t1 : p → q → p := fun hp : p => fun hq : q => hp
```

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```
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theorem t1 : p → q → p := fun hp : p => fun hq : q => hp
```

NOTE: `theorem` is logically equivalent to `def`.

Theorem Proving

With `axiom name : proposition` we define axioms.

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theorem t1 (hp : p) (hq : q) : p := hp
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Theorem Proving

With `axiom name : proposition` we define axioms.

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theorem t1 (hp : p) (hq : q) : p := hp
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-- define an axiom
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```
axiom myaxiom : p
```

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With `axiom name : proposition` we define axioms.

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variable {p : Prop}
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```
theorem t1 (hp : p) (hq : q) : p := hp
```

```
-- define an axiom
```

```
axiom myaxiom : p
```

```
-- Modus Ponens corresponds to  $\beta$ -reduction
```

```
theorem t2 : q  $\rightarrow$  p := t1 myaxiom
```

Theorem Proving

We define further theorems.

```
variable {p : Prop}
```

```
variable {q : Prop}
```

```
-- define an and introduction rule
```

```
theorem and_intro : p -> q -> p ^ q :=
```

```
  fun hp hq => ⟨hp, hq⟩
```

Theorem Proving

We define further theorems.

```
variable {p : Prop}
```

```
variable {q : Prop}
```

```
-- define an and introduction rule
```

```
theorem and_intro : p -> q -> p ∧ q :=
```

```
  fun hp hq => ⟨hp, hq⟩
```

```
-- define and symmetry rule
```

```
theorem and_symmetry (h : p ∧ q) : q ∧ p := and_intro
```

```
  h.right h.left
```


Theorem Proving

Tactics

Additionally, Lean has a tactics mode

```
theorem program_mode (p q : Prop) (hp : p) (hq : q) : p ^  
  q :=  
  And.intro hp hq
```

Theorem Proving

Tactics

Additionally, Lean has a tactics mode

```
theorem program_mode (p q : Prop) (hp : p) (hq : q) : p ∧  
  q :=  
  And.intro hp hq
```

```
theorem tactics_mode (p q : Prop) (hp : p) (hq : q) : p ∧  
  q := by  
  apply And.intro  
  exact hp  
  exact hq
```

Proving (Part 1)

Theorem Proving

Implementing Proposition Constructors

Propositions are implemented using inductive types.

```
inductive False : Prop
```

```
inductive True : Prop where
```

```
  | intro : True
```

```
inductive And (a b : Prop) : Prop where
```

```
  | intro : a → b → And a b
```

```
inductive Or (a b : Prop) : Prop where
```

```
  | inl : a → Or a b
```

```
  | inr : b → Or a b
```

```
inductive Exists {α : Type u} (q : α → Prop) : Prop where
```

```
  | intro : ∀ (a : α), q a → Exists q
```

```
  -- ∃ x : α, p is syntactic sugar for
```

```
  -- Exists (fun x : α => p)
```

Theorem Proving

Induction

Inductive types have an inductive type definition:

`Type.rec` and `Type.recOn`

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inductive Nat where
| zero : Nat
| succ : Nat → Nat
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Induction

Inductive types have an inductive type definition:

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inductive Nat where
```

```
| zero : Nat
```

```
| succ : Nat → Nat
```

```
#check @Nat.rec
```

```
: {motive : Nat → Sort u}
```

```
→ motive Nat.zero
```

```
→ ((n : Nat) → motive n → motive (Nat.succ n))
```

```
→ (t : Nat) → motive t
```

Theorem Proving

Induction

Inductive types have an inductive type definition:

`Type.rec` and `Type.recOn`

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inductive Nat where
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  | zero : Nat
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#check @Nat.rec
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  → motive Nat.zero
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```

```
  → (t : Nat) → motive t
```

```
#check @Nat.recOn
```

```
  : {motive : Nat → Sort u}
```

```
  → (t : Nat)
```

```
  → motive Nat.zero
```

```
  → ((n : Nat) → motive n → motive (Nat.succ n))
```

```
  → motive t
```


Proving (Part 2)

References I



Lean Manual.

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References II



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Thank you for your attention!