

The LF Logical Framework

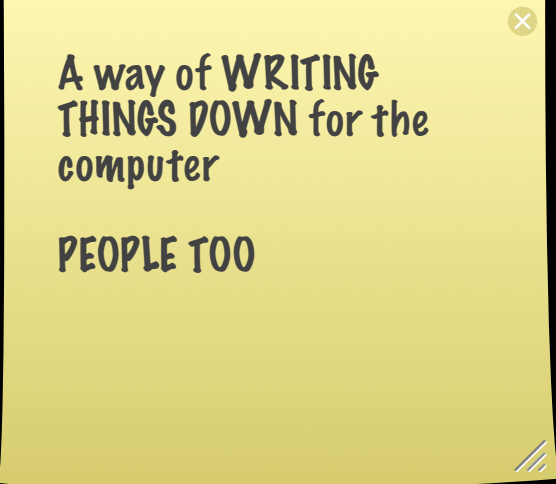
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Microsoft Research - August 3, 2007

PART 0:
the framework

the name of the
game is
"abstraction"

a framework
is an
abstraction...

a framework
is an
abstraction
language

A yellow sticky note with a small 'x' icon in the top right corner and a small icon in the bottom right corner. The text on the note is in a monospace font.

A way of WRITING
THINGS DOWN for the
computer

PEOPLE TOO

a framework
is an
abstraction
machine

We want to RUN our
abstractions!

Computational thinking

Process algebras?

a framework
is an
abstraction
thing?

a framework
is an
abstraction
landscape

landscape

landscape
suggests
directions

landscape
determines
difficulty

landscape
determines
difficulty

Closures in C

landscape
determines
difficulty

BDDs in Pure Haskell

landscape
determines
difficulty

a framework
is an
abstraction
landscape

in a logical
framework,

we build the
landscape
using logic

ML

ML

abstract state
machines

ML

abstract state
machines

Maude

ML

abstract state
machines

Maude

Coq

ML

abstract state
machines

Maude

Coq

Isabelle/HOL

PART 1:
overview

Proofs and types in ML

Proofs and types in ML

Proofs and types in LF

Proofs and types in ML

Proofs and types in LF

Representing systems
in LF/Twelf

Proofs and types in ML

Proofs and types in LF

Representing systems
in LF/Twelf

What Twelf is good at

Understand a Twelf
proof

Understand a Twelf
proof

Believe a Twelf proof

Understand a Twelf
proof

Believe a Twelf proof

Start writing them
yourself

Understand a Twelf
proof

Believe a Twelf proof

Start writing them
yourself

<http://twelf.plparty.org/>

PART 2:
proofs & types

PART 2:
proofs & types
or
(whoo functional
programming!)

PART 2:
proofs & types

First I wished to construct a formalism that comes as close as possible to actual reasoning. Thus arose a "calculus of natural deduction".

Genzen, 1935

**As opposed to
propositional
calculus!**

Natural Deduction

A1 & A2

A1 & A2 true

A1 & A2 true

A1 true

A1&A2 true

A1 true

A2 true

A1&A2 true

A1 true

A2 true

A1 & A2 true

A1 & A2 true

A1 true A2 true

A1 & A2 true

A1 & A2 true

A1 true A2 true

A1 & A2 true

A1 & A2 true

A1 true

A1 true A2 true

A1&A2 true

A1&A2 true

A1 true

A1&A2 true

A2 true

$$\Gamma \vdash A1 \quad \text{true} \quad \Gamma \vdash A2 \quad \text{true}$$

$$\Gamma \vdash A1 \& A2 \quad \text{true}$$
$$\Gamma \vdash A1 \& A2 \quad \text{true}$$

$$\Gamma \vdash A1 \quad \text{true}$$
$$\Gamma \vdash A1 \& A2 \quad \text{true}$$

$$\Gamma \vdash A2 \quad \text{true}$$

Γ is a set of assumptions

$\Gamma =$

{A true, B true, etc...}



Γ is a set of assumptions

$\Gamma =$

{A true, B true, etc...}

A true $\in \Gamma$

Γ is a set of assumptions

$\Gamma =$

{A true, B true, etc...}

"If you're assuming
something,
then you can prove it!"

A true $\in \Gamma$

$\Gamma \vdash$ A true

$\Gamma \vdash A \rightarrow B$ true

$\Gamma \vdash A \rightarrow B$ *true*

B true

$\Gamma \vdash A \rightarrow B$ true

$$\frac{\Gamma, A \text{ true} \vdash B \text{ true}}{\Gamma \vdash A \rightarrow B \text{ true}}$$

$$\frac{\Gamma, A \text{ true} \vdash B \text{ true}}{\Gamma \vdash A \rightarrow B \text{ true}}$$

$$\frac{\Gamma \vdash A \text{ true} \quad \Gamma \vdash A \rightarrow B \text{ true}}{\Gamma \vdash B \text{ true}}$$

Example

$\vdash A \& B \rightarrow (C \rightarrow A)$ true

Example

$\vdash A \& B \rightarrow (C \rightarrow A)$ *true*

Example

$$\frac{A \& B \quad \text{true} \vdash C \rightarrow A \quad \text{true}}{\vdash A \& B \rightarrow (C \rightarrow A) \quad \text{true}}$$

Example

$A \& B \text{ true}, C \text{ true} \vdash A \text{ true}$

$A \& B \text{ true} \vdash C \rightarrow A \text{ true}$

$\vdash A \& B \rightarrow (C \rightarrow A) \text{ true}$

Example

$A \& B \text{ true}, C \text{ true} \vdash A \& B \text{ true}$

$A \& B \text{ true}, C \text{ true} \vdash A \text{ true}$

$A \& B \text{ true} \vdash C \rightarrow A \text{ true}$

$\vdash A \& B \rightarrow (C \rightarrow A) \text{ true}$

Example

$$A \& B \text{ true} \in \{A \& B \text{ true}, C \text{ true}\}$$

$$A \& B \text{ true}, C \text{ true} \vdash A \& B \text{ true}$$

$$A \& B \text{ true}, C \text{ true} \vdash A \text{ true}$$

$$A \& B \text{ true} \vdash C \rightarrow A \text{ true}$$

$$\vdash A \& B \rightarrow (C \rightarrow A) \text{ true}$$

Example

$A \& B \text{ true} \in \{A \& B \text{ true}, C \text{ true}\}$

$A \& B \text{ true}, C \text{ true} \vdash A \& B \text{ true}$

$A \& B \text{ true}, C \text{ true} \vdash A \text{ true}$

$A \& B \text{ true} \vdash C \rightarrow A \text{ true}$

$\vdash A \& B \rightarrow (C \rightarrow A) \text{ true}$

Natural Deduction

Natural Sleep Aid?

Natural Deduction

Natural Deduction

(Aliens kidnap

Harry Potter on

page 573!)

Natural Deduction

Natural Deduction
gives us
Type Systems

Proof

$\Gamma \vdash A1$ true $\Gamma \vdash A2$ true

$\Gamma \vdash A1 \& A2$ true

$$\frac{\Gamma \vdash m:A1 \quad \text{true} \qquad \Gamma \vdash A2 \quad \text{true}}{\Gamma \vdash A1 \& A2 \quad \text{true}}$$

$$\frac{\Gamma \vdash m:A1 \quad \text{true} \quad \Gamma \vdash n:A2 \quad \text{true}}{\Gamma \vdash A1 \& A2 \quad \text{true}}$$

$$\frac{\Gamma \vdash m : A1 \quad \text{true} \quad \Gamma \vdash n : A2 \quad \text{true}}{\Gamma \vdash (m, n) : A1 \& A2 \quad \text{true}}$$

$$\Gamma \vdash m : A1 \quad \text{true} \quad \Gamma \vdash n : A2 \quad \text{true}$$

$$\Gamma \vdash (m, n) : A1 \& A2 \quad \text{true}$$
$$\Gamma \vdash m : A1 \& A2 \quad \text{true}$$

$$\Gamma \vdash m : A1 \quad \text{true} \quad \Gamma \vdash n : A2 \quad \text{true}$$

$$\Gamma \vdash (m, n) : A1 \& A2 \quad \text{true}$$
$$\Gamma \vdash m : A1 \& A2 \quad \text{true}$$

$$\frac{\Gamma \vdash m : A1 \quad \text{true} \quad \Gamma \vdash n : A2 \quad \text{true}}{\Gamma \vdash (m, n) : A1 \& A2 \quad \text{true}}$$
$$\frac{\Gamma \vdash m : A1 \& A2 \quad \text{true}}{\Gamma \vdash \text{fst } m : A1 \quad \text{true}}$$

$$\frac{\Gamma \vdash m : A1 \quad \text{true} \quad \Gamma \vdash n : A2 \quad \text{true}}{\Gamma \vdash (m, n) : A1 \& A2 \quad \text{true}}$$
$$\frac{\Gamma \vdash m : A1 \& A2 \quad \text{true}}{\Gamma \vdash \text{fst } m : A1 \quad \text{true}}$$
$$\frac{\Gamma \vdash m : A1 \& A2 \quad \text{true}}{\Gamma \vdash \text{snd } m : A2 \quad \text{true}}$$

$$\Gamma \vdash m : A1 \qquad \Gamma \vdash n : A2$$

$$\Gamma \vdash (m, n) : A1 \& A2$$
$$\Gamma \vdash m : A1 \& A2$$

$$\Gamma \vdash \text{fst } m : A1$$
$$\Gamma \vdash m : A1 \& A2$$

$$\Gamma \vdash \text{snd } m : A2$$

$$\Gamma \vdash m : A1 \qquad \Gamma \vdash n : A2$$

$$\Gamma \vdash (m, n) : A1 * A2$$
$$\Gamma \vdash m : A1 * A2$$

$$\Gamma \vdash \text{fst } m : A1$$
$$\Gamma \vdash m : A1 * A2$$

$$\Gamma \vdash \text{snd } m : A2$$

$$\frac{\Gamma, A \text{ true} \vdash B \text{ true}}{\Gamma \vdash A \rightarrow B \text{ true}}$$

$$\frac{\Gamma \vdash A \text{ true} \quad \Gamma \vdash A \rightarrow B \text{ true}}{\Gamma \vdash B \text{ true}}$$

$$\frac{\Gamma, A \text{ true} \vdash m : B}{\Gamma \vdash A \rightarrow B \text{ true}}$$
$$\frac{\Gamma \vdash A \text{ true} \quad \Gamma \vdash A \rightarrow B \text{ true}}{\Gamma \vdash B \text{ true}}$$

$$\frac{\Gamma, x:A \vdash m:B}{\Gamma \vdash A \rightarrow B \text{ true}}$$

$$\frac{\Gamma \vdash A \text{ true} \quad \Gamma \vdash A \rightarrow B \text{ true}}{\Gamma \vdash B \text{ true}}$$

$$\frac{\Gamma, x:A \vdash m:B}{\Gamma \vdash \lambda x.m:A \rightarrow B}$$

$$\frac{\Gamma \vdash A \text{ true} \quad \Gamma \vdash A \rightarrow B \text{ true}}{\Gamma \vdash B \text{ true}}$$

$$\frac{\Gamma, x:A \vdash m:B}{\Gamma \vdash \lambda x.m : A \rightarrow B}$$

$$\frac{\Gamma \vdash m:A \quad \Gamma \vdash n:A \rightarrow B}{\Gamma \vdash B \text{ true}}$$

$$\frac{\Gamma, x:A \vdash m:B}{\Gamma \vdash \lambda x. m:A \rightarrow B}$$

$$\frac{\Gamma \vdash m:A \quad \Gamma \vdash n:A \rightarrow B}{\Gamma \vdash nm:B}$$

PART 3:

The limit of ML

Goal: if types are propositions, then we want types to say as much as possible

```
module rob : sig
```

```
end
```

```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies
```

```
end
```

```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end
```

```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end

let pf : rob_walks
```



```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end

let pf : rob_walks = f3 f1 f2
  // I believe I'll walk today...
```

```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end

let pf : rob_flies
```

```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end

let pf : rob_flies = //I believe I
  let rec f() = f() in f() // can fly
```

Problem 1:
Unsound
logic!

Problem 2:
Propositional
logic!

ML is doing

ML is doing
"syntax"

ML is doing
"syntax"
not proofs...


```
module rob : sig
  type clear
  type day
  type rob_walks
  type rob_flies

  val f1 : clear
  val f2 : day
  val f3 : clear -> day -> rob_walks
end

let pf : rob_walks
```

```
module natural_numbers : sig  
  type nat
```

```
end
```

```
module natural_numbers : sig
  type nat

  val z : nat
  val s : nat -> nat

end
```

```
module natural_numbers : sig
```

```
  type nat
```

```
  val z : nat
```

```
  val s : nat -> nat
```

```
end
```

```
let pf : (s (s z) + (s z) = (s (s (s z))))
```

```
module logic : sig  
  type prop
```

```
end
```

```
module logic : sig
  type prop

  val true    : prop
  val false   : prop
  val and     : prop -> prop -> prop
  val or      : prop -> prop -> prop
  val not     : prop -> prop
end
```

```
module logic : sig
  type prop

  val true      : prop
  val false     : prop
  val and       : prop -> prop -> prop
  val or        : prop -> prop -> prop
  val not       : prop -> prop

end

let pf : ((not true) or true) is_true
```

We need types

```
let pf1: rob_walks  
let pf2: (s (s z) + (s z) = (s (s (s z))))  
let pf3: ((not true) or true) is_true
```


We need rules

```
let pf1: rob_walks  
let pf2: (s (s z) + (s z) = (s (s (s z))))  
let pf3: ((not true) or true) is_true
```

We need
dependent types

PART 4:
dependent types

creating types

example:
unary addition

`z : nat`

`type nat`

`val z : nat`

`val s : nat -> nat`

type nat

val z : nat

val s : nat -> nat

z : nat

N : nat

s (N) : nat

type nat

val z : nat

val s : nat -> nat

nat

nat

nat

type nat

val z : nat

val s : nat -> nat

z

N

s (N)

type nat

val z : nat

val s : nat -> nat

z : nat

N : nat

s (N) : nat

 $z : \text{nat}$ $N : \text{nat}$

 $s(N) : \text{nat}$

`type nat`

`val z : nat`

`val s : nat -> nat`

 $z + N = N$

type nat

val z : nat

val s : nat -> nat

z : nat

N : nat

s (N) : nat

z + N = N

N + M = P

(s N) + M = (s P)

```

type nat
val z : nat
val s : nat -> nat

```

$$\frac{z : \text{nat}}{s(N) : \text{nat}}$$

$$\frac{}{\text{plus } z \ N \ N}$$

$$\frac{N+M=P}{(s \ N) + M = (s \ P)}$$

```

type nat
val z : nat
val s : nat -> nat

      z : nat
      -----
      N : nat
      -----
      s (N) : nat

```

```

      plus z N N
      -----
      plus N M P
      -----
      plus (s N) M (s P)

```

		$\frac{}{z : \text{nat}}$
<code>type nat</code>		$\frac{N : \text{nat}}{s(N) : \text{nat}}$
<code>val z : nat</code>		
<code>val s : nat -> nat</code>		

plus z z z

```

type nat
val z : nat
val s : nat -> nat

```

$$\frac{z : \text{nat}}{s(N) : \text{nat}}$$

plus z z z
 is
 something I can
 prove w/ these rules

		$\frac{}{z : \text{nat}}$
<code>type</code>	<code>nat</code>	$\frac{N : \text{nat}}{s(N) : \text{nat}}$
<code>val</code>	<code>z : nat</code>	
<code>val</code>	<code>s : nat -> nat</code>	

plus `z z z`

is

a type!

		z : nat
type	nat	
		N : nat
val	z : nat	s (N) : nat
val	s : nat ->	nat

plus z z z
 is
 a type
 with terms in it!

```
type nat
```

```
val z : nat
```

```
val s : nat -> nat
```

```
type nat
val z : nat
val s : nat -> nat

type {nat}{nat}{nat}plus
```

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
type {nat}{nat}{nat}plus
```

```
//Too close for missiles...
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
type {nat}{nat}{nat}plus
```

```
//Too close for missiles...  
//I'm switching to Twelf
```

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus:
```

```
{a:nat}{b:nat}{c:nat} type.
```

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus:
```

```
{a:nat}{b:nat}{c:nat} type.
```

```
Πa:nat. Πb:nat. Πc:nat. type
```


creating types

creating rules

$$\frac{\Gamma, x:A \vdash m:B}{\Gamma \vdash \lambda x.m : A \rightarrow B}$$

$$\frac{\Gamma \vdash n : A \rightarrow B \quad \Gamma \vdash m : A}{\Gamma \vdash nm : B}$$

$$\frac{\Gamma, x : A \vdash m : B}{\Gamma \vdash \lambda x . m : \{x : A\}B}$$

$$\frac{\Gamma \vdash n : A \rightarrow B \quad \Gamma \vdash m : A}{\Gamma \vdash nm : B}$$

$$\frac{\Gamma, x : A \vdash m : B}{\Gamma \vdash \lambda x . m : \{x : A\}B}$$

$$\frac{\Gamma \vdash n : \{x : A\}B \quad \Gamma \vdash m : A}{\Gamma \vdash nm : B}$$

$$\frac{\Gamma, x : A \vdash m : B}{\Gamma \vdash \lambda x . m : \{x : A\}B}$$

$$\frac{\Gamma \vdash n : \{x : A\}B \quad \Gamma \vdash m : A}{\Gamma \vdash nm : B [m/x]}$$

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus : {a:nat}{b:nat}{c:nat} type.
```

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.
```


nat : type.

z : nat.

s : nat -> nat.

plus: nat -> nat -> nat -> type.

plus z N N

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.
```

```
pz: {N:nat}
```

```
plus z N N
```

nat : type.

z : nat.

s : nat -> nat.

plus: nat -> nat -> nat -> type.

pz: {N:nat} plus z N N.

plus z N N

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus : nat -> nat -> nat -> type.
```

```
pz : {N:nat} plus z N N.
```

```
ps :
```

$$\frac{\text{plus } N \ M \ P}{\text{plus } (s \ N) \ M \ (s \ P)}$$

nat : type.

z : nat.

s : nat -> nat.

plus : nat -> nat -> nat -> type.

pz : {N:nat} plus z N N.

ps : {N:nat} {M:nat} {P:nat}

$$\frac{\text{plus } N \ M \ P}{\text{plus } (s \ N) \ M \ (s \ P)}$$

nat : type.

z : nat.

s : nat -> nat.

plus : nat -> nat -> nat -> type.

pz : {N:nat} plus z N N.

ps : {N:nat} {M:nat} {P:nat}

plus N M P

plus N M P

plus (s N) M (s P)

nat : type.

z : nat.

s : nat -> nat.

plus : nat -> nat -> nat -> type.

pz : {N:nat} plus z N N.

ps : {N:nat} {M:nat} {P:nat}

plus N M P

-> plus (s N) M (s P).

plus N M P

plus (s N) M (s P)

```
nat : type.
```

```
z : nat.
```

```
s : nat -> nat.
```

```
plus : nat -> nat -> nat -> type.
```

```
pz : {N:nat} plus z N N.
```

```
ps : {N:nat} {M:nat} {P:nat}
```

```
    plus N M P
```

```
    -> plus (s N) M (s P).
```



```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z)  
    = pz (s z).
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).
```

```
p1: plus (s z) (s z) (s (s z))  
    = ps z (s z) (s z) p0.
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).  
p1: plus (s z) (s z) (s (s z)) = ps z (s z) (s z) p0.
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.
```

```
pz: {N:nat} plus z N N.
```

```
ps: {N:nat}{M:nat}{P:nat}
```

```
  plus N M P
```

```
  -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).
```

```
p1: plus (s z) (s z) (s (s z)) = ps z (s z) (s z) p0.
```

```
p2: plus (s (s z)) (s z) (s (s (s z)))  
    = ps (s z) (s z) (s (s z)) p1.
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: {N:nat} plus z N N.  
ps: {N:nat}{M:nat}{P:nat}  
    plus N M P  
    -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).  
p1: plus (s z) (s z) (s (s z)) = ps z (s z) (s z) p0.  
p2: plus (s (s z)) (s z) (s (s (s z)))  
    = ps (s z) (s z) (s (s z)) p1.
```

```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: plus z N N.  
ps: plus N M P -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz (s z).  
p1: plus (s z) (s z) (s (s z)) = ps z (s z) (s z) p0.  
p2: plus (s (s z)) (s z) (s (s (s z)))  
    = ps (s z) (s z) (s (s z)) p1.
```



```
nat : type.  
z : nat.  
s : nat -> nat.
```

```
plus: nat -> nat -> nat -> type.  
pz: plus z N N.  
ps: plus N M P -> plus (s N) M (s P).
```

```
p0: plus z (s z) (s z) = pz.  
p1: plus (s z) (s z) (s (s z)) = ps p0.  
p2: plus (s (s z)) (s z) (s (s (s z))) = ps p1.
```

PART 5:
more twelf

twelf can do

twelf is good at

twelf is good at
higher-order
abstract syntax

exp: type.

tp: type.

exp: type.

tp: type.

unit: tp.

arrow: tp -> tp -> tp.

exp: type.

tp: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam:

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam:

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> var -> exp -> exp.

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

binding in the framework

```
exp: type.  
tp: type.  
var: type.
```

```
unit: tp.  
arrow: tp -> tp -> tp.  
app: exp -> exp -> exp.  
lam: tp -> (exp -> exp) -> exp.
```

binding in the framework
binding in the language

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

steps-to: exp -> exp -> type.

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp \rightarrow tp \rightarrow tp.

app: exp \rightarrow exp \rightarrow exp.

lam: tp \rightarrow (exp \rightarrow exp) \rightarrow exp.

steps-to: exp \rightarrow exp \rightarrow type.

$((\lambda x:t.e1) e2) \text{ steps-to } ([e2/x]e1)$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

steps-to: exp -> exp -> type.

s-lam-app: steps-to (app (lam E1) E2) (E1 E2).

$((\lambda x:t.e1) e2) \text{ steps-to } ([e2/x]e1)$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

steps-to: exp -> exp -> type.

s-lam-app: steps-to (app (lam E1) E2) (E1 E2).

substitution in the framework

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

steps-to: exp -> exp -> type.

s-lam-app: steps-to (app (lam E1) E2) (E1 E2).

substitution in the framework

substitution in the language

substitution
is fundamental

the framework
provides
substitution

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

$\Gamma \vdash \text{of } (\text{lam } T (\lambda x.E)) \text{ (arrow } T \ T2)$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

$\Gamma \vdash \text{of } (\text{lam } T (\lambda x.E)) \text{ (arrow } T \ T2)$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

$$\Gamma, \text{of } x \ T \vdash \text{of } E \ T2$$

$$\Gamma \vdash \text{of } (\text{lam } T (\lambda x. E)) \ (\text{arrow } T \ T2)$$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

of-lam: ({x: exp})

$$\Gamma, \text{of } x \text{ T} \vdash \text{of } E \text{ T2}$$

$$\Gamma \vdash \text{of } (\text{lam } T (\lambda x. E)) \quad (\text{arrow } T \text{ T2})$$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

of-lam: ({x: exp} of x T)

$$\Gamma, \text{of } x \ T \vdash \text{of } E \ T2$$

$$\Gamma \vdash \text{of } (\text{lam } T (\lambda x. E)) \ (\text{arrow } T \ T2)$$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

of-lam: ({x: exp} of x T -> of (E x) T2)

$$\Gamma, \text{of } x \text{ T} \vdash \text{of } E \text{ T2}$$

$$\Gamma \vdash \text{of } (\text{lam } T (\lambda x. E)) \quad (\text{arrow } T \text{ T2})$$

exp: type.

tp: type.

var: type.

unit: tp.

arrow: tp -> tp -> tp.

app: exp -> exp -> exp.

lam: tp -> (exp -> exp) -> exp.

of: exp -> tp -> type.

of-lam: ({x: exp} of x T -> of (E x) T2)
-> of (lam T E) (arrow T T2).

$$\Gamma, \text{of } x \text{ T} \vdash \text{of } E \text{ T2}$$

$$\Gamma \vdash \text{of } (\text{lam } T (\lambda x. E)) \text{ (arrow } T \text{ T2)}$$

```
exp: type.  
tp: type.  
var: type.
```

```
unit: tp.  
arrow: tp -> tp -> tp.  
app: exp -> exp -> exp.  
lam: tp -> (exp -> exp) -> exp.
```

```
of: exp -> tp -> type.
```

```
of-lam: ({x: exp} of x T -> of (E x) T2)  
        -> of (lam T E) (arrow T T2).
```

context in the framework
context in the language

do ya' trust me?

adequacy

adequacy

I mean what I say

PART 6:
conclusion

LF can:

Define a system

Represent judgments
of that system

LF can:

Define a system

Represent judgments
of that system

“Do A and B add to C?”

LF can:

Define a system

Represent judgments
of that system

“Do A and B add to C?”

“Does expression A have type T?”

LF can:

Define a system

Represent judgments
of that system

"Do A and B add to C?"

"Does expression A have type T?"

"Does expression A step to
expression B?"

Twelf can:

Define a system

Represent judgments
of that system

Prove properties
of that system

Twelf can:

Define a system

Represent judgments
of that system

Prove properties
of that system

“Is addition commutative?”

Twelf can:

Define a system

Represent judgments
of that system

Prove properties
of that system

“Is addition commutative?”

“Do all well-typed expressions
step to well-typed expressions?”

Twelf can:

Define a system

Represent judgments
of that system

Prove properties
of that system

"Is addition commutative?"

"Do all well-typed expressions
step to well-typed expressions?"

"Does my logic admit the 'cut' rule?"

Next Time