#### Introduction to EPIGRAM

or: how to turn a proof assistant into an IDE for programs

James McKinna based on joint work with Conor McBride

Foundations/Intelligent Systems, Radboud Universiteit Nijmegen

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#### problems-as-types

"Curry-Howard-de Bruijn": proofs of a proposition yield computations of associated data

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#### past

- LEGO (1987–1999): proof checker for Calculus of Constructions; inductive types only added as primitive 1992; script (tactic) based interaction, leading to ProofGeneral; not tactical language;
- COQ (1985–present): proof checker for Calculus of Constructions; inductive types only added as primitive 1992; script (tactic) based interaction, leading to CoqIDE; tactical language Ltac added 1999
- ALF (???-???): superseded by Agda(2) (2001-present);
  *direct* editing of proof-terms, context-sensitive/type-directed

- OLEG (McBride, 1995–2000): to do (dependently-typed) programming in LEGO is a pain: tactics don't let you see the term being constructed;
  - tactics for: declaring a new function definition
  - applying primitive recursors and case analysis
  - solving open leaf 'problem's
- EPIGRAM (1) (McBride, McKinna, 2000–2004): "problems-as-types"
  - programming problems become (labelled) types
  - OLEG tactics become primitives
  - case analysis and recursion become programmable
  - 'An ALF-like editor with extensible pattern matching"
- ► The View from the Left, journal paper (2004) describing how to translate back to type theory, motivation, examples etc.

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- EPIGRAM (1): codebase static; needs XEmacs21.4 (!); changes to the underlying haskell run-time mean death is inevitable, eventually
- but let's demo it anyway!
- ▶ the 'real' implementation of the VfL language is... Agda!

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My former PhD student, Edwin Brady, has

- a theorem prover (lvor),
- a programming language (Idris),
- a supercombinator compiler (Epic), and
- a haskell-like run-time system

It rocks: faster than Java, slower to within an order of magnitude of gcc (ICFP 2010)

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#### underlying type theory insufficiently robust to deal with new phenomena

- co-induction on the same footing as induction
- extensional equality on function spaces
- universes for generic programming

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## **Questions?**