

# Verified Implementation of Exact Real Arithmetic in Type Theory

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Computable Analysis and Rigorous Numerics

Constructive analysis as an internal language for TTE

Type theory as a language for constructive mathematics

Type theory as a framework for computer proofs

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Computer verified implementation of exact analysis

# Dependent type theory

- Dependent type theory makes Bishop's notion of operation/construction precise.
- Gives a functional programming language like haskell, SML, OCaml with very expressive type system.
- Framework for proofs
- Implementations: Coq, agda, epigram, Idris, ...
- Extensional DTT is an abstract language for TTE via realizability. Locally Cartesian closed category,  $\Pi W$ -pretopos.

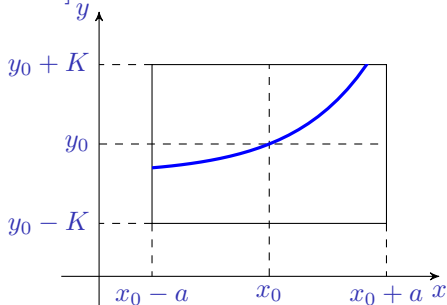
# Picard-Lindelöf Theorem

Consider the initial value problem

$$y'(x) = v(x, y(x)), \quad y(x_0) = y_0$$

where

- $v : [x_0 - a, x_0 + a] \times [y_0 - K, y_0 + K] \rightarrow \mathbf{R}$
- $v$  is continuous
- $v$  is Lipschitz continuous in  $y$ :  
 $|v(x, y) - v(x, y')| \leq L|y - y'|$   
for some  $L > 0$
- $|v(x, y)| \leq M$
- $aL < 1$
- $aM \leq K$



Such problem has a unique solution on  $[x_0 - a, x_0 + a]$ .

# Proof Idea

$$y'(x) = v(x, y(x)), \quad y(x_0) = y_0$$

is equivalent to

$$y(x) = y(x_0) + \int_{x_0}^x v(t, y(t)) dt$$

Define

$$(Tf)(x) = y_0 + \int_{x_0}^x F(t, f(t)) dt$$

$$f_0(x) = y_0$$

$$f_{n+1} = Tf_n$$

Under the assumptions,  $T$  is a contraction on  $C([x_0 - a, x_0 + a], [y_0 - K, y_0 + K])$ .

By the Banach fixpoint theorem,  $T$  has a fixpoint  $f$  and  $f_n \rightarrow f$ .

Formalization: Makarov, S - The Picard Algorithm for Ordinary Differential Equations in Coq

# Metric Spaces

Let  $(X, d)$  where  $d : X \times X \rightarrow \mathbf{R}$  be a metric space.

Let  $B_r(x, y)$  denote  $d(x, y) \leq r$ .

A function  $f : \mathbf{Q}^+ \rightarrow X$  is called **regular** (Strongly Cauchy) if  $\forall \varepsilon_1 \varepsilon_2 : \mathbf{Q}^+, B(\varepsilon_1 + \varepsilon_2)(f\varepsilon_1)(f\varepsilon_2)$ .

The **completion**  $\mathfrak{C}X$  of  $X$  is the set of regular functions.

Let  $X$  and  $Y$  be metric spaces. A function  $f : X \rightarrow Y$  is called **uniformly continuous** with modulus  $\mu$  if

$\forall \varepsilon : \mathbf{Q}^+ \forall x_1 x_2 : X, B(\mu\varepsilon)x_1x_2 \rightarrow B\varepsilon(fx_1)(fx_2)$ .

For  $x_1, x_2 : \mathfrak{C}X$ , the metric on the completion

$B_{\mathfrak{C}X}x_1x_2 := \forall \varepsilon_1 \varepsilon_2 : \mathbf{Q}^+, B_X(\varepsilon_1 + \varepsilon_2)(x_1\varepsilon_1)(x_2\varepsilon_2)$ .

Metric spaces with uniformly continuous functions form a category.

Completion forms a monad in the category of metric spaces and uniformly continuous functions.

R. O'Connor, extending work by E. Bishop.

# Completion as a Monad

$\text{unit} : X \rightarrow \mathfrak{C} X := \lambda x \lambda \varepsilon, x$

$\text{join} : \mathfrak{C} \mathfrak{C} X \rightarrow \mathfrak{C} X := \lambda x \lambda \varepsilon, x(\varepsilon/2)(\varepsilon/2)$

$\text{map} : (X \rightarrow Y) \rightarrow (\mathfrak{C} X \rightarrow \mathfrak{C} Y) := \lambda f \lambda x, f \circ x \circ \mu_f$

$\text{bind} : (X \rightarrow \mathfrak{C} Y) \rightarrow (\mathfrak{C} X \rightarrow \mathfrak{C} Y) := \text{join} \circ \text{map}$

Define functions  $\mathbf{Q} \rightarrow \mathbf{Q}$ ; lift to  $\mathfrak{C} \mathbf{Q} \rightarrow \mathfrak{C} \mathbf{Q}$ .

# Type Classes

Organize the library using, so-called *type classes*.

Type classes are parametric record types.

Coq searches for terms of these types automatically during unification.

Logic programming at the type level automates many mathematical reflexes.

- Gives uniform notation
- Algebra hierarchy, abstractions, diamond inheritance
- Abstract interfaces (like haskell).

S, van der Weegen, *Type Classes for Mathematics in Type Theory*.



# Type Classes for Mathematical Structures

```
Class AppRationals AQ {e plus mult zero one inv} '{Apart AQ}
  '{Le AQ} '{Lt AQ}
  {AQtoQ : Cast AQ Q_as_MetricSpace}
  '{!AppInverse AQtoQ} {ZtoAQ : Cast Z AQ}
  '{!AppDiv AQ} '{!AppApprox AQ}
  '{!Abs AQ} '{!Pow AQ N} '{!ShiftL AQ Z}
  '{ $\forall$  x y : AQ, Decision (x = y)}
  '{ $\forall$  x y : AQ, Decision (x  $\leq$  y)} : Prop := {
  aq_ring      := @Ring AQ e plus mult zero one inv ;
  aq_trivial_apart := TrivialApart AQ ;
  aq_order_embed := OrderEmbedding AQtoQ ;
  aq_strict_order_embed := StrictOrderEmbedding AQtoQ ;
  aq_ring_morphism := SemiRing_Morphism AQtoQ ;
  aq_dense_embedding := DenseEmbedding AQtoQ ;
  aq_div :  $\forall$  x y k, ball (2 ^ k) ('app_div x y k) ('x / 'y) ;
  aq_compress :  $\forall$  x k, ball (2 ^ k) ('app_approx x k) ('x) ;
  aq_shift := ShiftLSpec AQ Z ( $\ll$ ) ;
  aq_nat_pow := NatPowSpec AQ N (^) ;
  aq_ints_mor := SemiRing_Morphism ZtoAQ
}.

```

S, Krebbers, *Type classes for efficient exact real arithmetic in Coq*

# Instances of Approximate Rationals

Record Dyadic Z := dyadic { mant: Z; expo: Z }.

Represents  $\text{mant} \cdot 2^{\text{expo}}$

Instance dy\_mult: Mult Dyadic :=  
  $\lambda$  x y, dyadic (mant x \* mant y) (expo x + expo y).

Instance : AppRationals (Dyadic bigZ).

Instance : AppRationals bigQ.

Instance : AppRationals Q.

Waiting for MPFR/Coq interval/floqc ...

## Efficient Reals

```
Coq < Check Complete.
```

```
Complete : MetricSpace -> MetricSpace
```

```
Coq < Check Q_as_MetricSpace.
```

```
Q_as_MetricSpace : MetricSpace
```

```
Coq < Check AQ_as_MetricSpace.
```

```
AQ_as_MetricSpace :
```

```
  ∀ (AQ : Type) ..., AppRationals AQ -> MetricSpace
```

```
Coq < Definition CR := Complete Q_as_MetricSpace.
```

```
Coq < Definition AR := Complete AQ_as_MetricSpace.
```

AR is an instance of `Le`, `Field`, `SemiRingOrder`, etc., from the `MathClasses` library.

# Integral

Following M. Bridger, *Real Analysis: A Constructive Approach*.

```
Class Integral (f: Q -> CR) :=  
  integrate: forall (from: Q) (w: QnonNeg), CR.
```

Notation " $\int$ " := integrate.

```
Class Integrable '{!Integral f}: Prop := {  
  integral_additive:  
    forall (a: Q) b c,  $\int$  f a b +  $\int$  f (a + b) c ==  $\int$  f a (b + c);  
  
  integral_bounded_prim: forall (from: Q) (width: Qpos) (mid: Q)  
    (forall x, from <= x <= from + width -> ball r (f x) mid) ->  
    ball (width * r) ( $\int$  f from width) (width * mid);  
}
```

Earlier (abstract, but slower) implementation of integral by O'Connor and S

# Complexity

Rectangle rule:

$$\left| \int_a^b f(x) dx - f(a)(b-a) \right| \leq \frac{(b-a)^3}{24} M$$

where  $|f''(x)| \leq M$  for  $a \leq x \leq b$ .

Number of intervals to have the error  $\leq \varepsilon$ :  $\geq \sqrt{\frac{(b-a)^3 M}{24\varepsilon}}$

Simpson's rule:

$$\left| \int_a^b f(x) dx - \frac{b-a}{6} \left( f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right) \right| \leq \frac{(b-a)^5}{2880} M$$

where  $|f^{(4)}(x)| \leq M$  for  $a \leq x \leq b$ .

Number of intervals:  $\geq \sqrt[4]{\frac{(b-a)^5 M}{2880\varepsilon}}$

Coquand, *S A constructive proof of Simpson's Rule*, 2012:

Replace mean value theorem with law of bounded change

Use divided differences, Hermite-Genocchi

# Conclusions

- Computer *verified* implementation of simple ODE solver.
- Computing with exact functions.
- May be seen as an executable specification, speed up with refinement.