

# Presenting MetaCoq: A Safe Tactic Language for Coq

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## False quotes from Coq's power users



*A tactic must succeed no matter what*  
— Adam Chlipala



*A tactic must fail reliably*  
— Georges Gonthier

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## *A tactic must fail reliably*

1. During the definition.
  - ▶ A typechecker should catch as many errors as possible.
  - ▶ But without getting on our way.
2. During the execution.
  - ▶ Proper error handling.
  - ▶ Sensible (and formal) semantics.

# Today: The Ltac language (example)

**Definition** `x_in_zyx` :  $\forall x y z:\text{nat}, x \in [z; y; x]$ .

**Proof.**

intros.

apply in\_cons.

apply in\_cons.

apply in\_eq.

**Qed.**

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**Proof.**

`intros.`

`apply in_cons.`

`apply in_cons.`

`apply in_eq.`

**Qed.**

OK for a beginner. . .

# Today: The Ltac language (automated example)

Ltac solve\_in := repeat (apply in\_eq || apply in\_cons).

**Definition** x\_in\_zyx :  $\forall x y z:\text{nat}, x \in [z; y; x]$ .

**Proof.**

intros; solve\_in.

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Proof.

intros; solve\_in.

Qed.

Better, but can we **abstract** solve\_in for different domains?



# Today: The Ltac language (automated example 2)

```
Ltac apply_one l :=  
  list_fold_left      (λ a b ⇒ (b || apply (elem a))) l fail.
```

```
Ltac solve_in := repeat (apply_one [Dyn in_eq; Dyn in_cons]).
```

**Definition** x\_in\_zyx :  $\forall x y z : \text{nat}, x \in [z; y; x]$ .

**Proof.**

```
  intros; solve_in.
```

**Qed.**

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**Definition**  $x\_in\_zyx : \forall x y z : \text{nat}, x \in [z; y; x]$ .

**Proof.**

```
  intros; solve_in.
```

**Qed.**



# Summary: Ltac

1. During the definition.
  - ▶ The typechecker does not catch many errors.
  
2. During the execution.
  - ▶ Improper error handling.
  - ▶ Insensible semantics.

# The Mtac language

- ▶ Gallina is a **pure** dependently-typed language.

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  - ▶ Provide **meta-programming** primitives a Gallina type.

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- ▶ Can we add **typed** tactic programming to Gallina?
- ▶ Use a monad!
  - ▶ Provide **meta-programming** primitives a Gallina type.
  - ▶ Provide an interpreter to execute them.

# The Mtac language

**Definition** `solve_in`  $\{A\} (x:A) : \forall l, M (x \in l) :=$   
`mfix1`  $f (l : \text{list } A) : M (x \in l) :=$   
`mmatch`  $l$  `with`  
`|`  $[? l'] x :: l' \Rightarrow$  `ret`  $(\text{in\_eq } \_ \_)$   
`|`  $[? y l'] y :: l' \Rightarrow r \leftarrow f l';$   
`ret`  $(\text{in\_cons } \_ \_ \_ r)$   
`|`  $\_ \Rightarrow$  `failwith` `"Not found"`  
`end.`

**Lemma** `x_in_zyx`  $: \forall x y z:\text{nat}, x \in [z; y; x].$

**Proof.**

`intros; mrun (solve_in _ _).`

**Qed.**

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**Proof.**

intros; **mrun** (solve\_in \_ \_).

**Qed.**

## Problem with the Mtac language

Compare

`Ltac solve_in := repeat (apply in_eq || apply in_cons).`

with

**Definition** solve\_in {A} (x:A) :  $\forall l, M (x \in l) :=$

`mfix1 f (l : list A) : M (x  $\in$  l) :=`

`mmatch l with`

`| [? l'] x :: l'  $\Rightarrow$  ret (in_eq _ _)`

`| [? y l'] y :: l'  $\Rightarrow$  r  $\leftarrow$  f l';`

`ret (in_cons _ _ _ r)`

`| _  $\Rightarrow$  failwith "Not found"`

`end.`



# Adding tactics to Mtac

- ▶ Add a type for tactics.

$\text{goal} \rightarrow M \text{ (list goal)}$

(But what is a goal?)

- ▶ Write basic tactics (intros, assumption, ...) in Mtac.

# Adding tactics to Mtac: IMPOSSIBLE!

- ▶ Add a type for tactics.

goal  $\rightarrow$  M (list goal)

(But what is a goal?)

- ▶ Write basic tactics (intros, assumption, ...) in Mtac.
  - ▶ **Insufficient primitives!**
  - ▶ **Inconvenient semantics!**

# Mtac2: improving Mtac

- ▶ Several new primitives.
  - ▶ **hypotheses**, **abs\_prod**, **abs\_let**, **abs\_fix**, **unify**, ...
- ▶ Revised semantics.
  - ▶ Backtracking of meta-context.
- ▶ **mmatch** in Gallina.

# MetaCoq

- ▶ Builds on top of Mtac2.
- ▶ Adds a type for tactics and **goals**.
- ▶ Adds a proof environment **MProof**.
- ▶ Several basic tactics:
  - ▶ intros, apply, assumption, reflexivity, generalize, clear, constructor, pose, assert, simpl, cbv, fix, repeat, ...
- ▶ Several tactic **combinators**:
  - ▶  $\&$ ,  $|1\rangle$ ,  $|l\rangle$
  - ▶ *Insert your combinator here.*

## MetaCoq (example)

**Definition** `apply_one l : tactic :=`  
`fold_left (λ a b ⇒ a or (apply (elem b))) l (fail CantApply).`

**Definition** `solve_in := repeat (apply_one [Dyn in_eq; Dyn in_cons]).`

**Goal**  $\forall x y z : \text{nat}, x \in [z; y; x].$

**MProof.**

`intros & solve_in.`

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`intros` & `>` `solve_in`.

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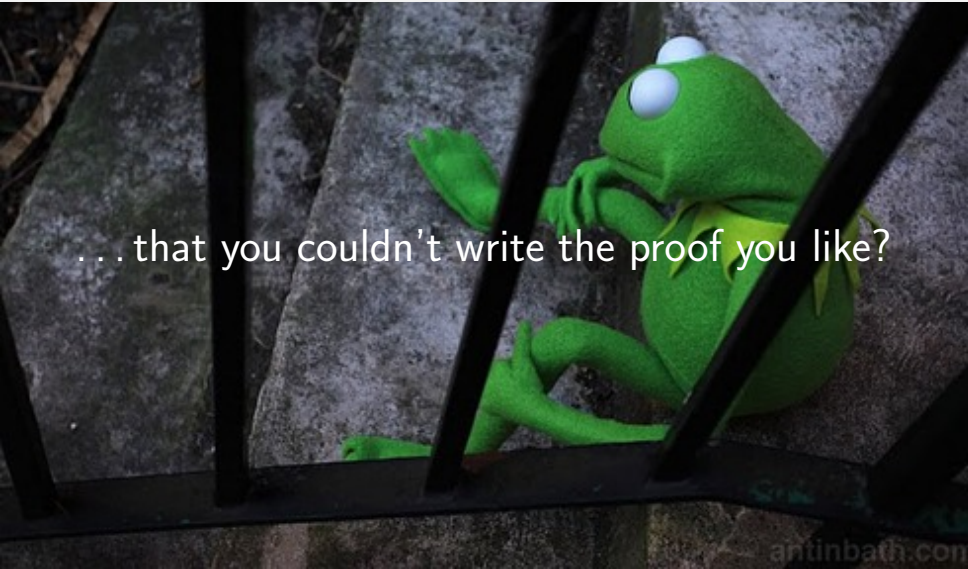
`intros & solve_in.`

**Qed.**

Tactics that fail reliably with MetaCoq

## Bonus track: Ever happened to you...

... that you couldn't write the proof you like?

A green frog, resembling Kermit the Frog, is sitting behind black metal bars. The frog has a thoughtful expression, with its hand near its chin. The background is a grey, textured wall.

# An example using Ssreflect

**Definition** add0 :  $\forall n, n + 0 = n$ .

**Proof.**

elim; first reflexivity.

move  $\Rightarrow n / = \rightarrow$ ; reflexivity.

**Qed.**

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# In MetaCoq

Definition add0 :  $\forall n, n + 0 = n$ .

MProof.

elim & case 0 do reflexivity.

intros & simpl. select ( \_ = \_ ) rrewrite & reflexivity.

Qed.



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Qed.

More understandable and robust  
proofs with MetaCoq

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## case in MetaCoq (2)

```
01 Definition get_constrs :=
02   mfix1 fill (T : Type) : M (list dyn) :=
03     mmatch T with
04     | [? A B] A → B ⇒ fill B
05     | _ ⇒ l ← constrs T; let (_, l') := l in ret l'
06   end.
07
08 Definition index {A} (c: A) :=
09   l ← get_constrs A;
10   (mfix2 f (i : nat) (l : list dyn) : M nat :=
11     mmatch l with
12     | [? l'] (Dyn c :: l') ⇒ ret i
13     | [? d' l'] (d' :: l') ⇒ f (S i) l'
14   end) 0 l.
```

## “Type” error in Coq 8.6

```
In nested Ltac calls to "apply_one_of"
and "list_fold_left", last call
failed.
```

```
Error:
```

```
Must evaluate to a closed term
offending expression:
```

```
1
this is a closure with body
fail
in environment
```

## Type error in MetaCoq

```
Toplevel input, characters 85-99:
```

```
Error:
```

```
In environment
```

```
l : ?T
```

```
The term "fail exception" has type "tactic" while it is expected to have type  
"list dyn".
```

# Being honest

Current issues with MetaCoq:

- ▶ Performance.



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Current issues with MetaCoq:

- ▶ Performance.
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- ▶ Seriously, performance.
- ▶ Some coercions unavoidable.
- ▶ Some issues with universes (so far avoidable).