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NUS PLSE Seminar 12 October 2022





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Verified <mark>Causal Broadcast</mark> with Liquid Haskell

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Verified <mark>Causal Broadcast</mark> with <mark>Liquid Haskell</mark>

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[0,0,0,0]



Causal broadcast with vector clocks [Birman et al., 1991]









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express and prove interesting correctness properties

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type Nat = { v:Int $| v \rangle = 0$ }

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vcMerge :: VectorClock -> VectorClock -> VectorClock

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type Nat = { v:Int | v >= 0 }
type VectorClock = [Nat]
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vcMerge :: VectorClock -> VectorClock -> VectorClock
vcMerge = zipWith max

e.g., vcMerge [1,0,0,0] [0,2,0,1] = [1,2,0,1]



type VCsized N = { vc:VectorClock | len vc == N }

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verification code

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% process history(pHist):
[(Deliver % "Lost my %"),
 (Deliver % "Found it!"),
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S's process history (pHist):
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Running the protocol preserves (local) causal delivery



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application code
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data Op r = OpBroadcast r | OpReceive (Message r) | OpDeliver
step :: Op r -> Process -> Process
step (OpBroadcast r) p = ...
step (OpReceive m) p = ...
step (OpDeliver) p = ...
                                                      application code
                                                      verification code
lcdStep :: op : Op r
          -> p : Process
           -> LocalCausalDelivery p
           -> LocalCausalDelivery (step p op)
lcdStep op p lcdp =
  case op ? step op p of
    OpBroadcast r -> ... -- short proof
    OpReceive m -> ... -- short proof
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Running the protocol for *one* step preserves **local** causal delivery

1 cdSteP Running the protocol for *one* step preserves **local** causal delivery

Costep Running the protocol for one step preserves local causal delivery $\underbrace{\downarrow \downarrow \downarrow \downarrow}_{broadcast, receive, delivers}$ broadcast, receive, delivery (deliver is the hard part)













-> { m1 : Message | elem (Deliver pid m1) (pHist (X pid)) }
-> { m2 : Message | elem (Deliver pid m2) (pHist (X pid))

&& happensBefore X (Broadcast m1) (Broadcast m2) }

-> { _: Proof | procOrder (pHist (X pid)) (Deliver pid m1) (Deliver pid m2) }











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Toward Hole-Driven Development in Liquid Haskell

PATRICK REDMOND, University of California, Santa Cruz, USA GAN SHEN, University of California, Santa Cruz, USA LINDSEY KUPER, University of California, Santa Cruz, USA

Liquid Haskell is an extension to the Haskell programming language that adds support for *refinement types*: data types augmented with SMT-decidable logical predicates that refine the set of values that can inhabit a type. Furthermore, Liquid Haskell's support for *refinement reflection* enables the use of Haskell for generalpurpose mechanized theorem proving. A growing list of large-scale mechanized proof developments in Liquid Haskell take advantage of this capability. Adding theorem-proving capabilities to a "legacy" language like Haskell lets programmers directly verify properties of real-world Haskell programs (taking advantage of the existing highly tuned compiler, run-time system, and libraries), just by writing Haskell. However, more established proof assistants like Agda and Coq offer far better support for interactive proof development and insight into the proof state (for instance, what subgoals still need to be proved to finish a partially-complete proof). In contrast, Liquid Haskell provides only coarse-grained feedback to the user — either it reports a type error, or not — unfortunately hindering its usability as a theorem prover.

In this paper, we propose improving the usability of Liquid Haskell by extending it with support for Agdastyle *typed holes* and interactive editing commands that take advantage of them. In Agda, typed holes allow programmers to indicate unfinished parts of a proof, and incrementally complete the proof in a dialogue with the compiler. While GHC Haskell already has its own Agda-inspired support for typed holes, we posit [HATRA 2021]

Thank you!

Languages, Systems, and Data Lab: lsd.ucsc.edu Lindsey's research blog: decomposition.al



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