

# Agda, a *beautiful* proof assistant

second part of the course TEORIA DEI TIPI • begin April 29th, 2020 • by Ingo Blechschmidt

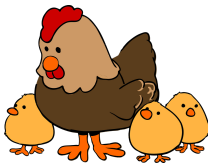
Agda is ...

- 1 a programming language
- 2 a **proof language**

```
data N : Set where
  zero : N
  succ  : N → N

add : N → N → N
add n zero      = n
add n (succ k) = succ (add n k)
```

U:\*\*\* bz.agda All L7 <I> (Agda:Checked +4 Undo-Tree)



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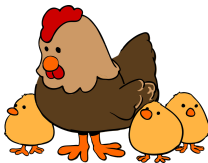
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- 2 a **proof language**

With Agda you can ...

- 1 ensure **correctness** of proofs
- 2 **practically explore** type theory
- 3 appreciate mathematics **from a new point of view**
- 4 **verify correctness** of programs

*Three mottos:*

- 1 “proving = programming”
- 2 “conjecturing = specifying”
- 3 “induction = recursion”



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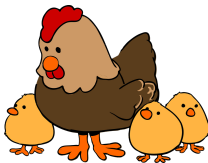
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Agda is ...

- 1 a programming language
- 2 a **proof language**
- 3 somewhat hard to learn on one's own
- 4 **fun and easy** to learn as part of a course

With Agda you can ...

- 1 ensure **correctness** of proofs
- 2 **practically explore** type theory
- 3 appreciate mathematics **from a new point of view**
- 4 **verify correctness** of programs



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**2020-01-31**

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# Martín Hötzel Escardó

Also known as Martin Escardo.

[Reader](#) in Theoretical Computer Science  
[School of Computer Science](#), [University of Birmingham](#)  
 Birmingham B15 2TT, UK



**New:** [Introduction to HoTT/UF with Agda](#).

(1) [Timetable](#), (2) [teaching](#), (3) [Published and unpublished work](#), (4) [research talks](#), (5) [cv](#).

**Research interests:** [Topology](#), topology in [higher-type computation](#), [constructive mathematics](#), [dependent type theory](#), [univalent type theory](#), [homotopy type theory](#), [domain theory](#), [locale theory](#), exact real-number computation. [My research](#) often stumbles upon [category theory](#), [proof theory](#) and [game theory](#). (Dependent) [functional programming](#) is a useful and enjoyable tool for [practical manifestations](#) of theoretical ideas in computation.

# Autumn school "Proof and Computation", 16th to 22nd September 2018

An international autumn school "Proof and Computation" will be held from 16th to 22nd September 2018 at [Aurachhof](#) in Fischbachau near Munich. Its aim is to bring together young researchers in the field of Foundations of Mathematics, Computer Science and Philosophy.

## Scope

- Predicative Foundations
- Constructive Mathematics and Type Theory
- Computation in Higher Types
- Extraction of Programs from Proofs

## Courses

- Ulrich Berger on Program Extraction from Proofs
- Martin Escardo on Continuity in Constructive Analysis
- Graham Leigh on Truth Theories
- Thomas Powell on Proof Mining
- Michael Rathjen on Constructive Set Theory and Type Theory
- Daniel Wessel on Constructive Algebra

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## The Agda Wiki

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## Agda



**Agda is a dependently typed functional programming language.** It has inductive families, i.e., data types which depend on values, such as the type of vectors of a given length. It also has parametrised modules, mixfix operators, Unicode characters, and an interactive Emacs interface which can assist the programmer in writing the program.

**Agda is a proof assistant.** It is an interactive system for writing and checking proofs. Agda is based on intuitionistic type theory, a foundational system for constructive mathematics developed by the Swedish logician Per Martin-Löf. It has many similarities with other proof assistants based on dependent types, such as [Coq](#), [Epigram](#), [Matita](#) and [NuPRL](#).

Agda is open-source and enjoys contributions from many authors. The center of the Agda development is the [Programming Logic](#) group at Chalmers and Gothenburg University. The main developers are [Ulf Norell](#), [Nils Anders Danielsson](#), and [Andreas Abel](#).