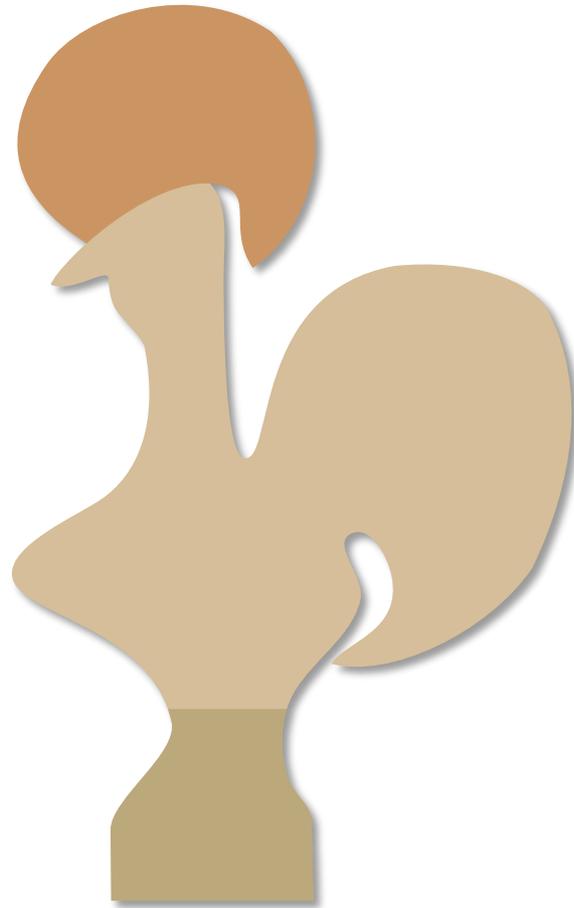


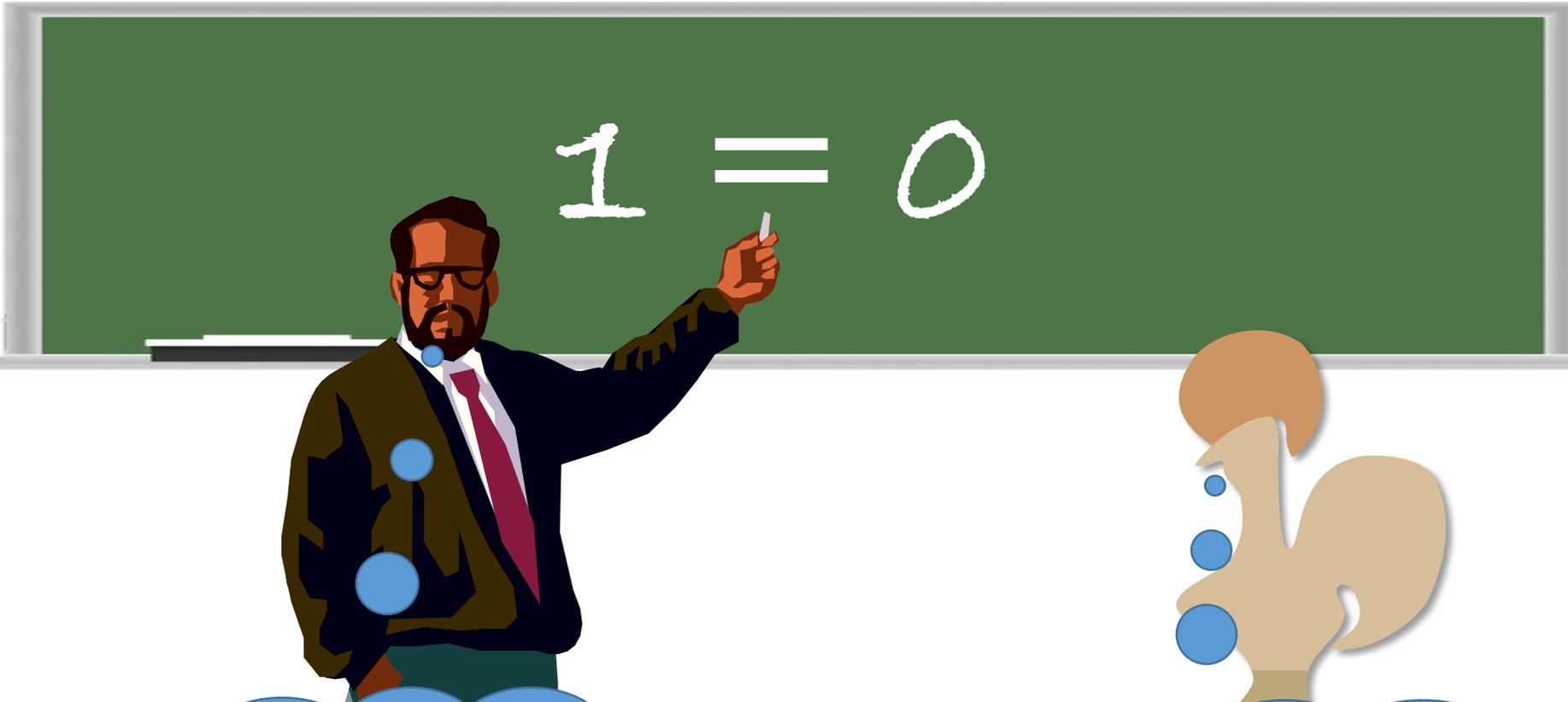
# Experience implementing a performant category-theory library in Coq

Jason Gross, Adam Chlipala, David I. Spivak  
Massachusetts Institute of Technology

# How should theorem provers work?



# How theorem provers should work:


$$1 = 0$$

Coq, is this correct?

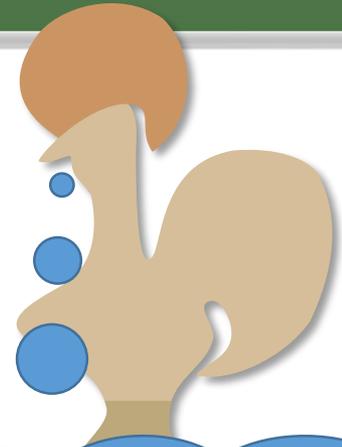
No; here's a proof of  
 $1 = 0 \rightarrow \text{False}$

# How theorem provers should work:

Theorem (currying) :  $(C_1 \rightarrow (C_2 \rightarrow D)) \cong (C_1 \times C_2 \rightarrow D)$   
Proof: homework ■



Coq, is *this* correct?



Yes; here's a proof ...

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Theorem currying :  $(C_1 \rightarrow (C_2 \rightarrow D)) \cong (C_1 \times C_2 \rightarrow D)$ .

Proof.

trivial.

Qed.

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Theorem (currying) :  $(C_1 \rightarrow (C_2 \rightarrow D)) \cong (C_1 \times C_2 \rightarrow D)$   
Proof:  $\rightarrow: F \mapsto \lambda (c_1, c_2). F(c_1)(c_2)$ ; morphisms similarly  
 $\leftarrow: F \mapsto \lambda c_1. \lambda c_2. F(c_1, c_2)$ ; morphisms similarly  
Functoriality, naturality, and congruence: straightforward. ■

Theorem currying :  $(C_1 \rightarrow (C_2 \rightarrow D)) \cong (C_1 \times C_2 \rightarrow D)$ .

Proof.

esplit.

{ by refine  $(\lambda_F (F \mapsto (\lambda_F (c \mapsto F_0 c_1 c_2))))$ . }

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all: trivial.

Qed.

# How theorem provers do work:

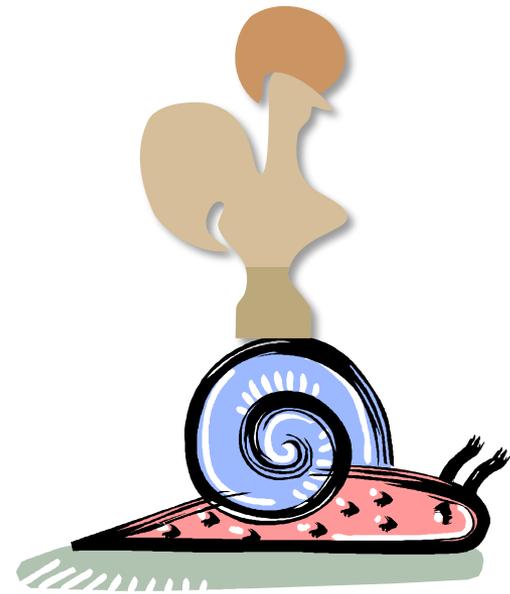
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Functoriality, naturality, and congruence: straightforward. ■

**17 s**                      **2m 46 s !!! (5 s, if we use UIP)**

Theorem currying :  $(C_1 \rightarrow (C_2 \rightarrow D)) \cong (C_1 \times C_2 \rightarrow D)$ .  
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 $(F G T \mapsto (\lambda_T (c_1 \mapsto (\lambda_T (c_2 \mapsto T (c_1, c_2))))))$ ). }  
 all: trivial.  
 Qed.

# Performance is important!

If we're not careful, obvious or trivial things can be very, very slow.



# Why you should listen to me

Theorem : You should listen to me.

Proof.

by experience.

Qed.

# Why you should listen to me

## Category theory in Coq: <https://github.com/HoTT/HoTT> (subdirectory theories/categories):

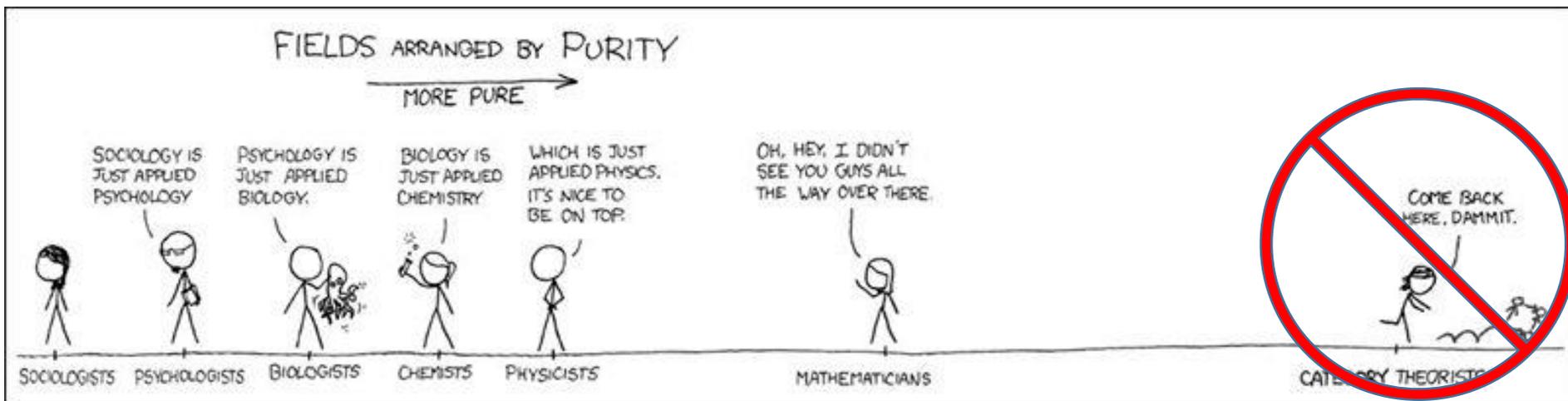
### Concepts Formalized:

- 1-precategories (in the sense of the HoTT Book)
- univalent/saturated categories (or just categories, in the HoTT Book)
- functor precategories  $C \rightarrow D$
- dual functor isomorphisms  $\text{Cat} \rightarrow \text{Cat}$ ; and  $(C \rightarrow D)^{\text{op}} \rightarrow (C^{\text{op}} \rightarrow D^{\text{op}})$
- the category Prop of (U-small) hProps
- the category Set of (U-small) hSets
- the category Cat of (U-small) strict (pre)categories (strict in the sense of the objects being hSets)
- pseudofunctors
- profunctors
  - identity profunctor (the hom functor  $C^{\text{op}} \times C \rightarrow \text{Set}$ )
- adjoints
  - equivalences between a number of definitions:
    - unit-counit + zig-zag definition
    - unit + UMP definition
    - counit + UMP definition
    - universal morphism definition
    - hom-set definition (porting from old version in progress)
  - composition, identity, dual
  - pointwise adjunctions in the library,  $G^E \dashv F^C$  and  $E^F \dashv C^G$  from an adjunction  $F \dashv G$  for functors  $F: C \rightleftarrows D: G$  and  $E$  a precategory (still too slow to be merged into the library proper; code [here](#))
- Yoneda lemma
- Exponential laws
  - $C^0 \cong 1; 0^C \cong 0$  given an object in  $C$
  - $C^1 \cong C; 1^C \cong 1$
  - $C^{A+B} \cong C^A \times C^B$
  - $(A \times B)^C \cong A^C \times B^C$
  - $(A^B)^C \cong A^{B \times C}$
- Product laws
  - $C \times D \cong D \times C$
  - $C \times 0 \cong 0 \times C \cong 0$
  - $C \times 1 \cong 1 \times C \cong C$
- Grothendieck construction (oplax colimit) of a pseudofunctor to Cat
- Category of sections (gives rise to oplax limit of a pseudofunctor to Cat when applied to Grothendieck construction)
- functor composition is functorial (there's a functor  $\Delta: (C \rightarrow D) \rightarrow (D \rightarrow$

Presentation is **not** mainly about:

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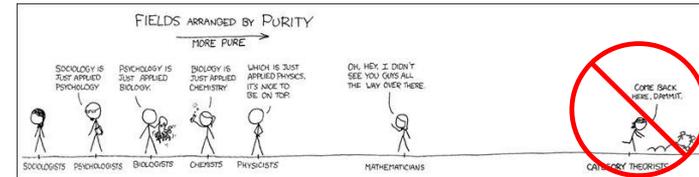
- category theory or diagram chasing



Cartoon from xkcd, adapted by Alan Huang

# Presentation is **not** mainly about:

- category theory or diagram chasing
- my library



Cartoon from xkcd, adapted by Alan Huang



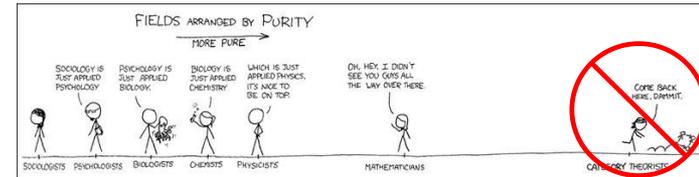
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- Coq



Cartoon from xkcd, adapted by Alan Huang



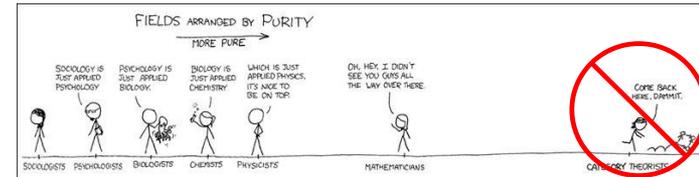
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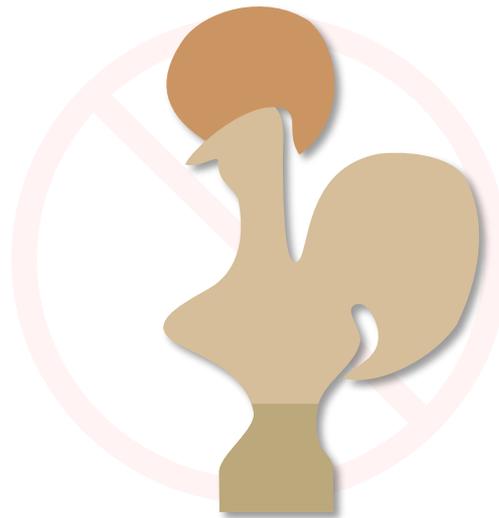


- my library

- Coq (though what I say might not always generalize nicely)



Cartoon from xkcd, adapted by Alan Huang



# Presentation is about:

- performance



- the design of proof assistants and type theories to assist with performance



- the kind of performance issues I encountered

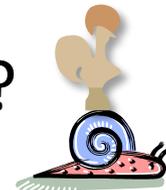
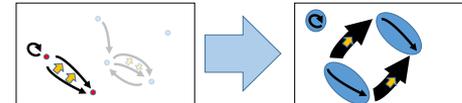
# Presentation **is** for:

- Users of proof assistants (and Coq in particular)
  - Who want to make their code faster
- Designers of (type-theoretic) proof assistants
  - Who want to know where to focus their optimization efforts

# Outline

- Why should we care about performance?
- What makes theorem provers (mainly Coq) slow?

- Examples of particular slowness



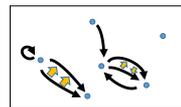
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- Abstraction barriers
- Proof by reflection



- For developers (features)

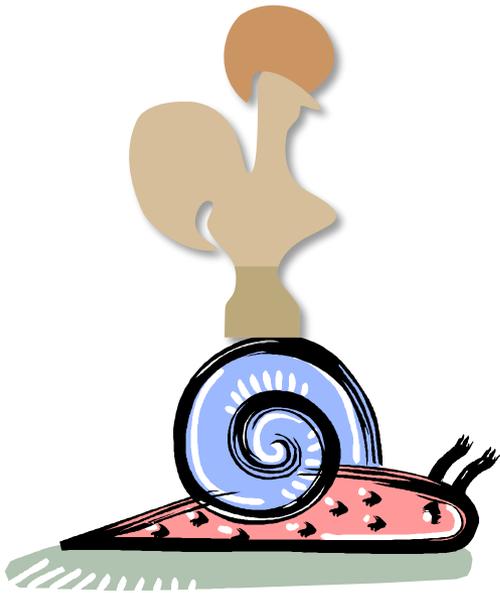
- Primitive projections
- Higher inductive types
- Universe Polymorphism
- More judgmental rules
- Hashconsing



Universes image from Abell NGC2218 hst big, [NASA](http://en.wikipedia.org/wiki/Abell_2218#mediaviewer/File:Abell_NGC2218_hst_big.jpg),  
[http://en.wikipedia.org/wiki/Abell\\_2218#mediaviewer/File:Abell\\_NGC2218\\_hst\\_big.jpg](http://en.wikipedia.org/wiki/Abell_2218#mediaviewer/File:Abell_NGC2218_hst_big.jpg), released in [Public Domain](#);  
Bubble from <http://pixabay.com/en/blue-bubble-shiny-157652/>, released in [Public Domain CC0](#), combined in  
Photoshop by Jason Gross

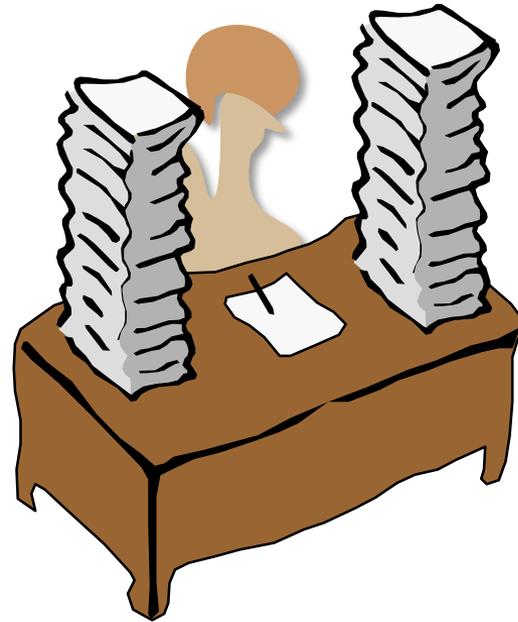
# Performance

- **Question:** What makes programs, particularly theorem provers or proof scripts, slow?



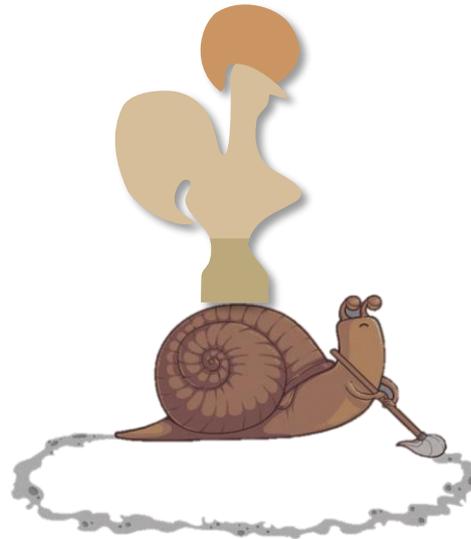
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- **Answer:** Doing too much stuff!



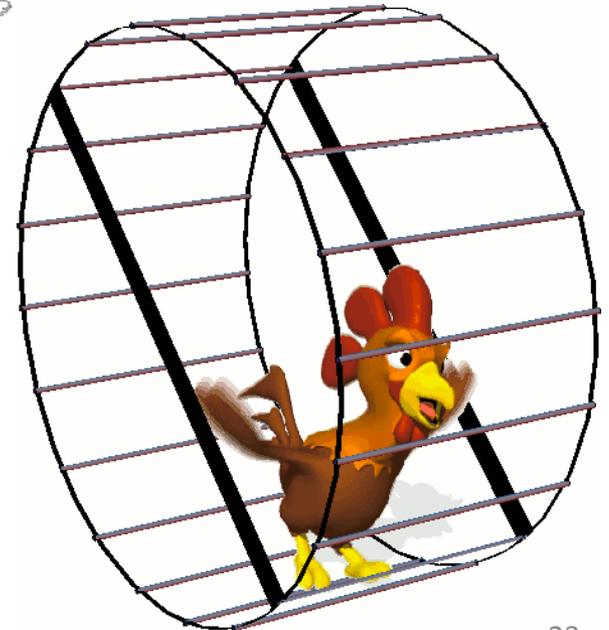
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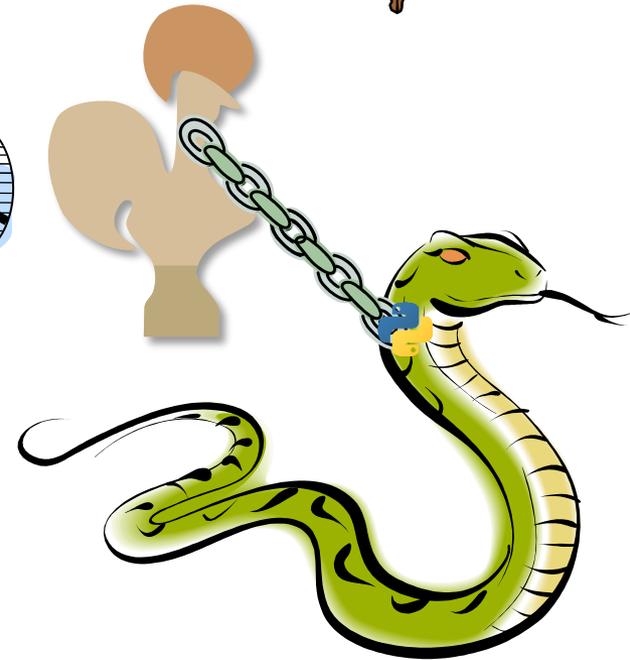
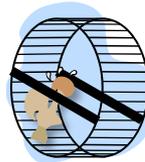
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# Performance

- **Question:** What makes programs, particularly theorem provers or proof scripts, slow?
- **Answer:** Doing too much stuff!
  - doing the same things repeatedly
  - doing lots of stuff for no good reason
  - using a slow language when you could be using a quicker one



# Proof assistant performance

- What kinds of things does Coq do?
  - Type checking
  - Term building
  - Unification
  - Normalization

# Proof assistant performance (pain)

- When are these slow?
  - when you duplicate work
  - when you do work on a part of a term you end up not caring about
  - when you do them too many times
  - when your term is large

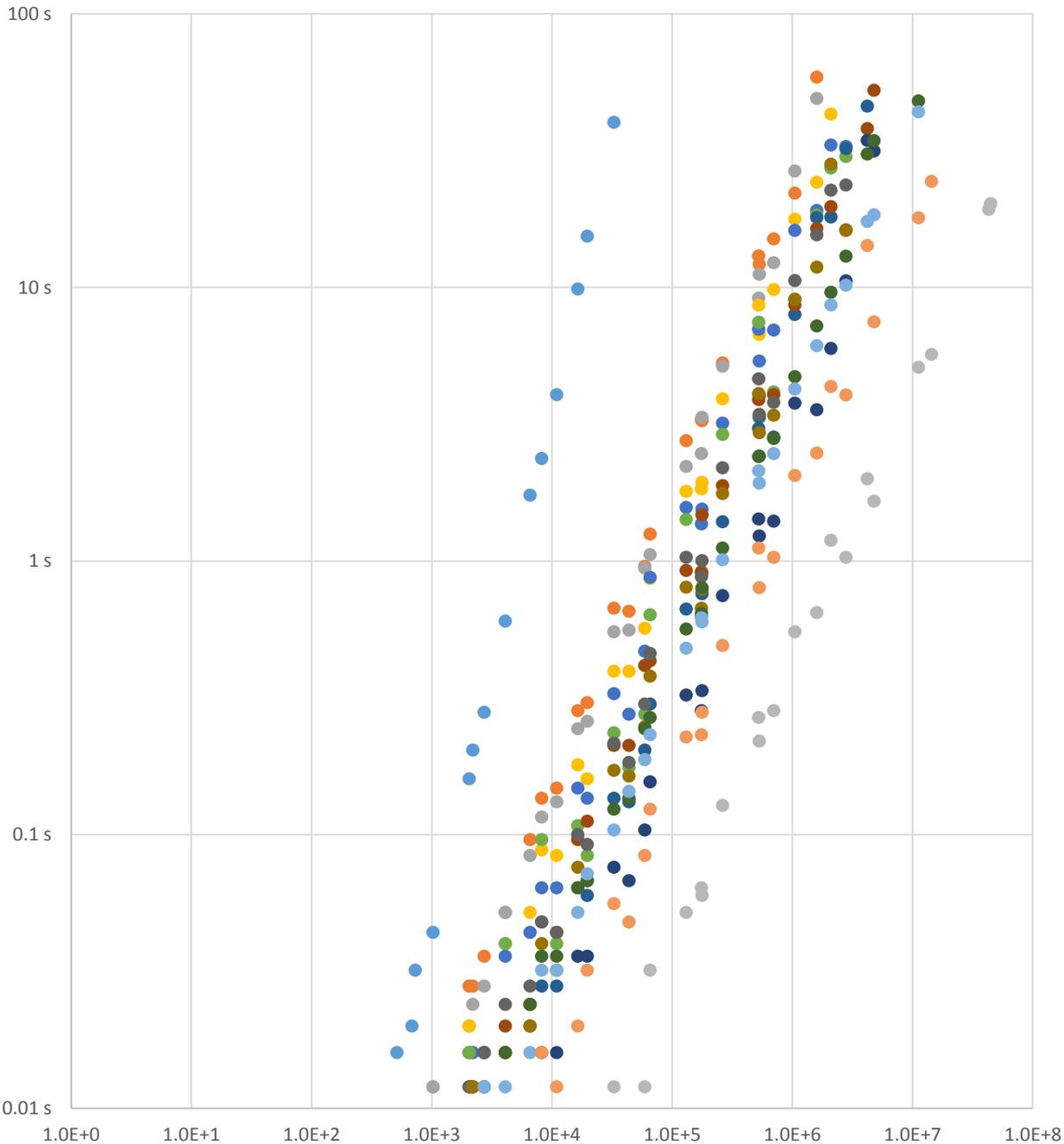
# Proof assistant performance (size)

- How large is slow?

# Proof assistant performance (size)

- How large is slow?
  - Around 150,000—500,000 words

Durations of Various Tactics vs. Term Size (Coq v8.4, 2.4 GHz Intel Xeon CPU, 16 GB RAM)



- match goal with |- ?G => set (y := G) end (v8.4)
- destruct x (v8.4)
- assert (z := true); destruct z (v8.4)
- lazymatch goal with |- ?f ?a = ?g ?b => let H := constr:(@f\_equal bool bool f a b (@eq\_refl bool a)) in apply H end (v8.4)
- lazymatch goal with |- ?f ?a = ?g ?b => let H := constr:(@f\_equal bool bool f a b (@eq\_refl bool a)) in exact H end (v8.4)
- assert (z := true); revert z (v8.4)
- generalize x (v8.4)
- apply f\_equal (v8.4)
- lazymatch goal with |- ?f ?a = ?g ?b => let H := constr:(@f\_equal bool bool f a b (@eq\_refl bool a)) in exact\_no\_check H end (v8.4)
- assert (z := true); generalize z (v8.4)
- lazymatch goal with |- ?f ?a = ?g ?b => let H := constr:(@f\_equal bool bool f a b (@eq\_refl bool a)) in idtac end (v8.4)
- set (y := x) (v8.4)
- set (y := bool) (v8.4)
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# Proof assistant performance (size)

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Do terms actually get this large?

# Proof assistant performance (size)

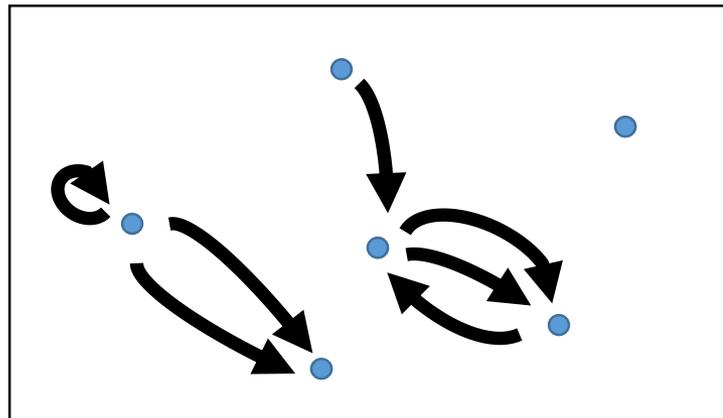
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Do terms actually get this large?

**YES!**

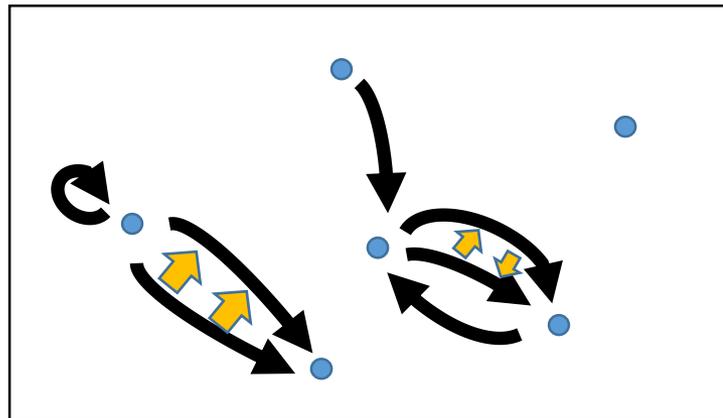
# Proof assistant performance (size)

- A **directed graph** has:
  - a type of vertices (points)
  - for every ordered pair of vertices, a type of arrows



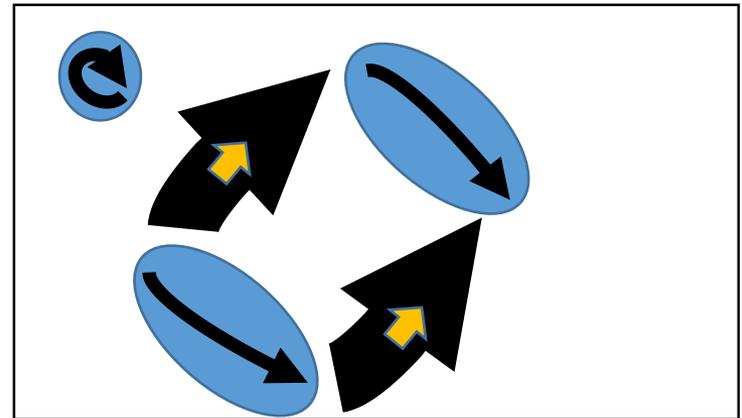
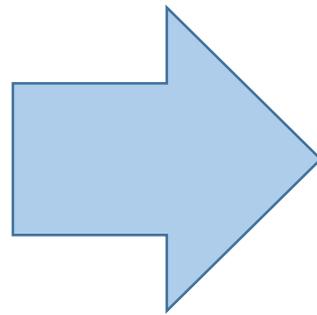
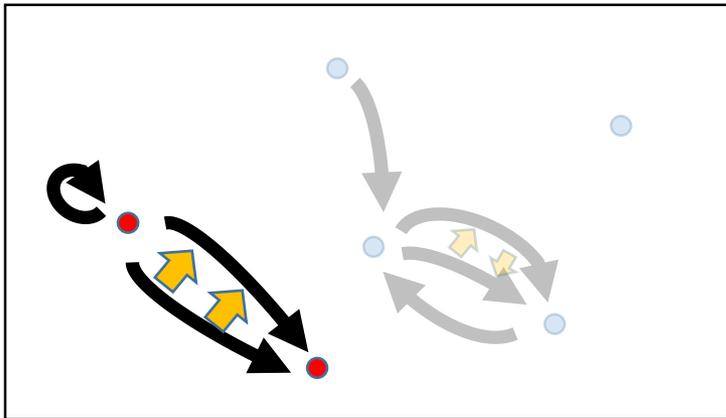
# Proof assistant performance (size)

- A **directed 2-graph** has:
  - a type of vertices (0-arrows)
  - for every ordered pair of vertices, a type of arrows (1-arrows)
  - for every ordered pair of 1-arrows between the same vertices, a type of 2-arrows



# Proof assistant performance (size)

- A **directed arrow-graph** comes from turning arrows into vertices:



# Proof assistant performance (pain)

- When are these slow?
  - When your term is large
- Smallish example (29 000 words): Without Proofs:

```
{| LCCMF :=  $\_\\_induced_F (m_{22} \circ m_{12})$ ;  
  LCCMT :=  $\lambda_T (\lambda (c : d'_2 / F) \Rightarrow m_{21} c.\beta \circ m_{11} c.\beta) |}$  =  
{| LCCMF :=  $\_\\_induced_F m_{12} \circ \_\\_induced_F m_{22}$ ;  
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```



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- Smallish example (29 000 words): Without Proofs:

$$\begin{aligned}
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 \text{LCCM}_T &:= \lambda_T (\lambda (c : d'_2 / F) \Rightarrow m_{21} c . \beta \circ m_{11} c . \beta) \\
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 &\quad\quad\quad\quad (\circ_0 \text{-pf } (\lambda_T (\lambda (c : d_2 / F) \Rightarrow \\
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 \end{aligned}$$



# Proof assistant performance (pain)

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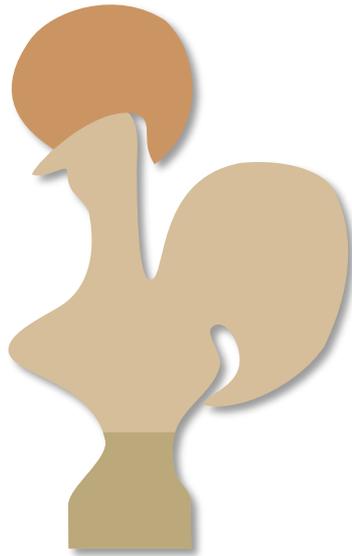
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# Proof assistant performance (fixes)

- How do we work around this?

# Proof assistant performance (fixes)

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- By hiding from the proof checker!

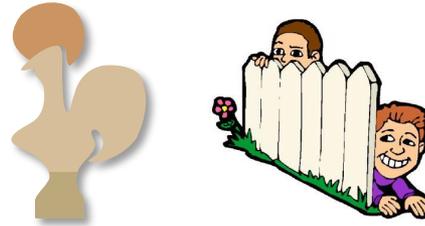


# Proof assistant performance (fixes)

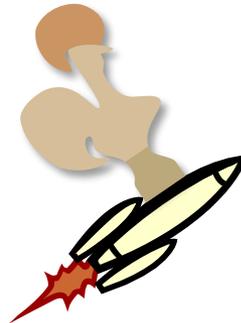
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- How do we hide?

# Proof assistant performance (fixes)

- How do we work around this?
- By hiding from the proof checker!
- How do we hide?
  - Good engineering



- Better proof assistants



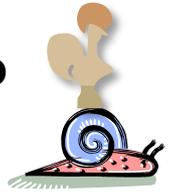
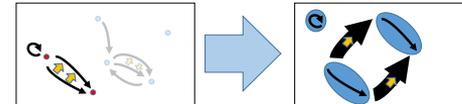
Proof assistant performance (fixes)

# Careful Engineering

# Outline

- Why should we care about performance?
- What makes theorem provers (mainly Coq) slow?

- Examples of particular slowness



- **For users (workarounds)**

- Arguments vs. fields and packed records
- Proof by duality as proof by unification
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- Primitive projections
- Higher inductive types
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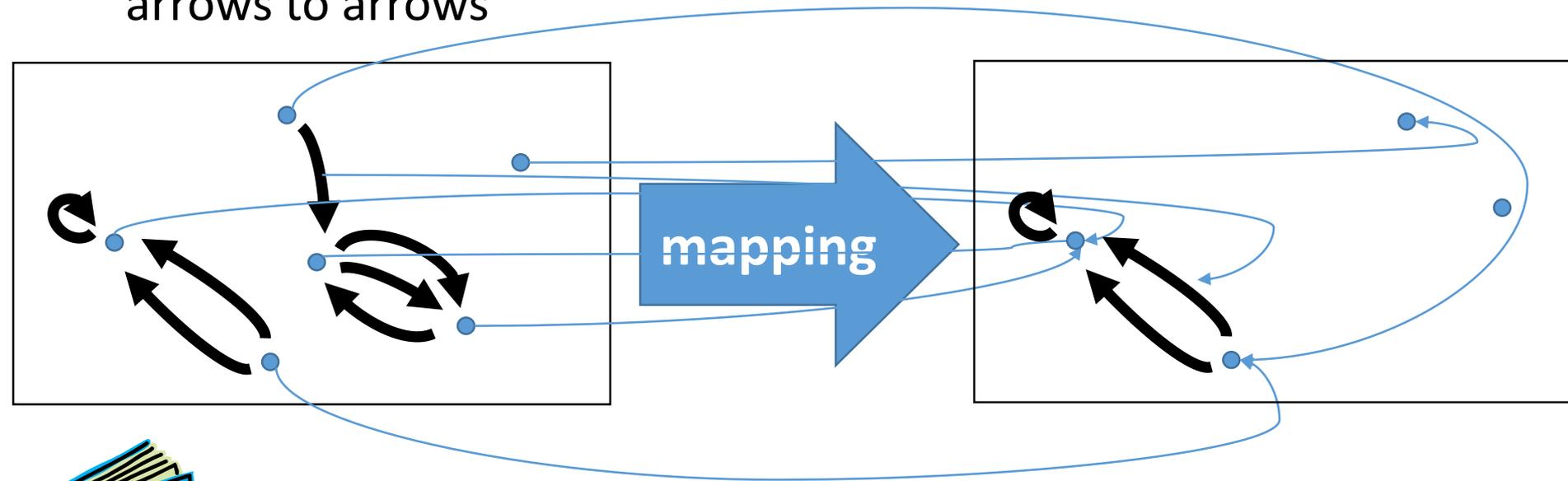
# Proof assistant performance (fixes)

- How?
  - Pack your records!

# Proof assistant performance (fixes)

- How?
  - Pack your records!

A **mapping of graphs** is a mapping of vertices to vertices and arrows to arrows



# Proof assistant performance (fixes)

- How?
  - Pack your records!

At least two options to define graph:

**Record Graph** := { **V** : **Type** ; **E** : **V** → **V** → **Type** }.

**Record IsGraph** (**V** : **Type**) (**E** : **V** → **V** → **Type**) := { }.



# Proof assistant performance (fixes)

**Record** Graph := { **V** : **Type** ; **E** : **V** → **V** → **Type** }.

**Record** IsGraph (**V** : **Type**) (**E** : **V** → **V** → **Type**) := { }.

Big difference for size of functor:

**Mapping** : Graph → Graph → **Type**.

vs.

**IsMapping** :  $\forall$  (**V<sub>G</sub>** : **Type**) (**V<sub>H</sub>** : **Type**)

(**E<sub>G</sub>** : **V<sub>G</sub>** → **V<sub>G</sub>** → **Type**) (**E<sub>H</sub>** : **V<sub>H</sub>** → **V<sub>H</sub>** → **Type**),

**IsGraph** **V<sub>G</sub>** **E<sub>G</sub>** → **IsGraph** **V<sub>H</sub>** **E<sub>H</sub>** → **Type**.

# Proof assistant performance (fixes)

- How?
  - Exceedingly careful engineering to get proofs for free

# Proof assistant performance (fixes)

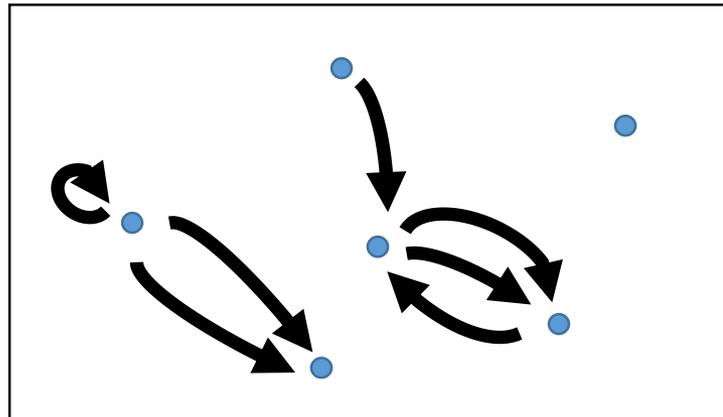
- Duality proofs for free

# Proof assistant performance (fixes)

- Duality proofs for free
- Idea: One proof, two theorems

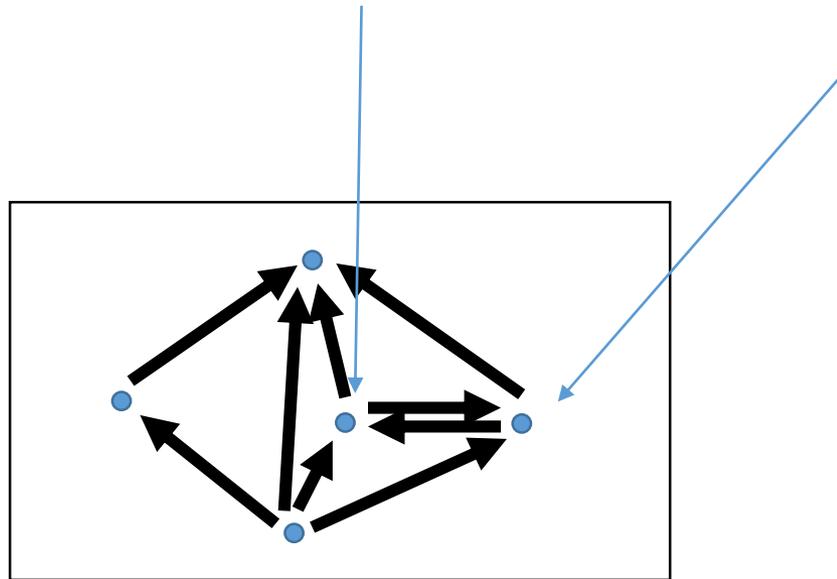
# Proof assistant performance (fixes)

- Duality proofs for free
- Recall: A **directed graph** has:
  - a type of vertices (points)
  - for every ordered pair of vertices, a type of arrows



# Proof assistant performance (fixes)

- Duality proofs for free
- Two vertices are **isomorphic** if there is exactly one edge between them in each direction

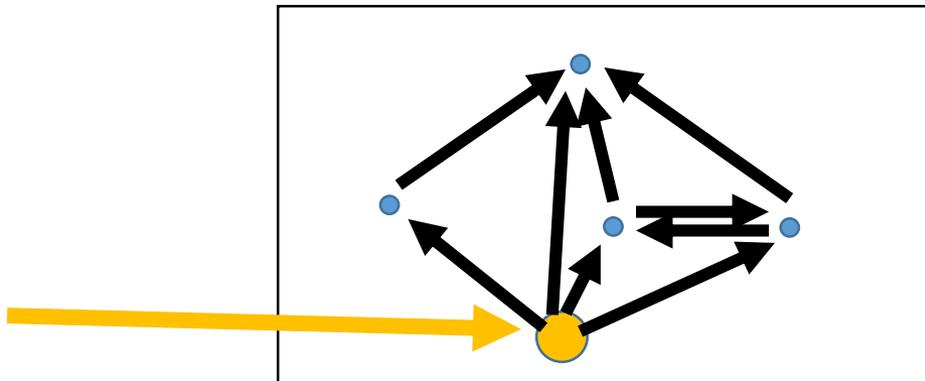


 isomorphism

# Proof assistant performance (fixes)

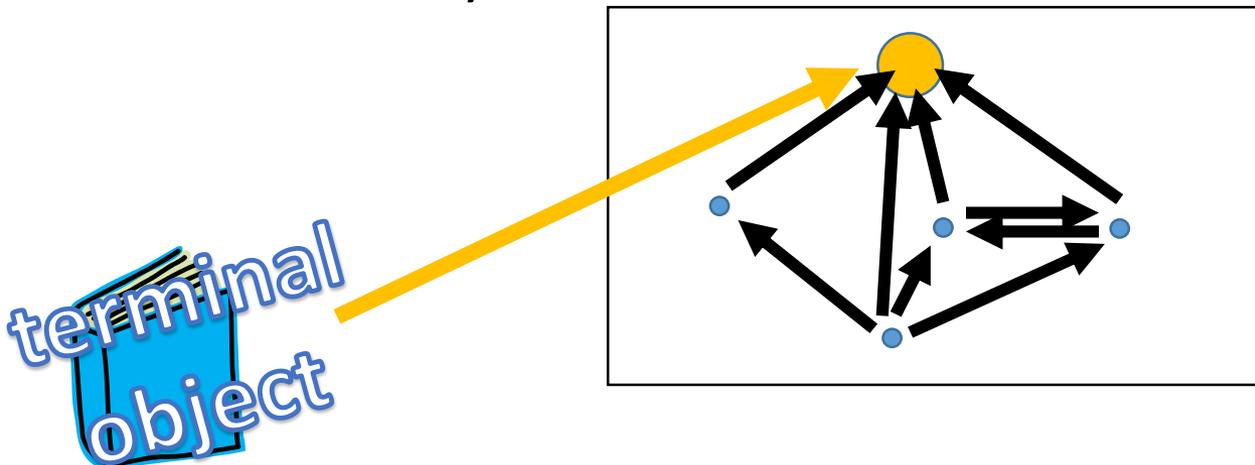
- Duality proofs for free
- Two vertices are **isomorphic** if there is exactly one edge between them in each direction
- An **initial (bottom) vertex** is a vertex with exactly one edge to every other vertex

initial  
object



# Proof assistant performance (fixes)

- Duality proofs for free
- Two vertices are **isomorphic** if there is exactly one edge between them in each direction
- An **initial (bottom) vertex** is a vertex with exactly one edge **to** every other vertex
- A **terminal (top) vertex** is a vertex with exactly one edge **from** every other vertex



# Proof assistant performance (fixes)

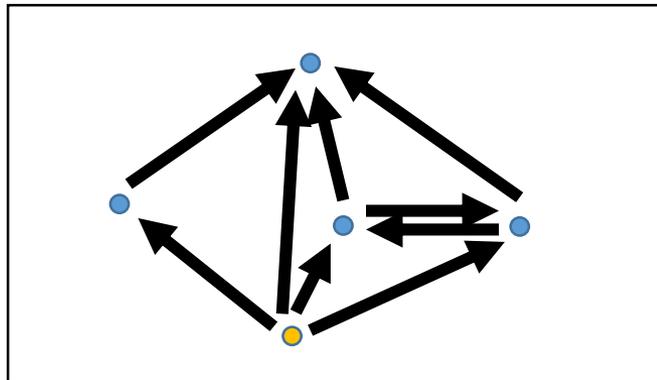
- Theorem: Initial vertices are unique

**Theorem** `initial_unique` :  $\forall (G : \text{Graph}) (x\ y : G.V),$

$$\text{is\_initial } x \rightarrow \text{is\_initial } y \rightarrow x \cong y$$

- Proof:

Exercise for the audience



# Proof assistant performance (fixes)

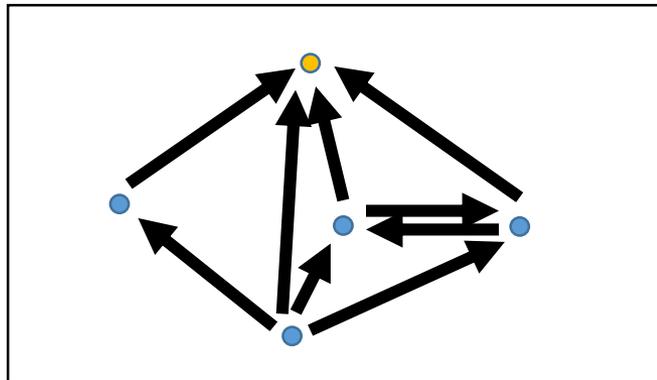
- Theorem: Terminal vertices are unique

**Theorem** `terminal_unique` :  $\forall (G : \text{Graph}) (x\ y : G.V)$ ,

`is_terminal`  $x \rightarrow \text{is\_terminal } y \rightarrow x \cong y$

- Proof:

$\lambda G\ x\ y\ H\ H' \Rightarrow \text{initial\_unique } G^{\text{op}}\ y\ x\ H'\ H$



# Proof assistant performance (fixes)

- How?
  - Either don't nest constructions, or don't unfold nested constructions
  - Coq only cares about unnormalized term size – “What I don't know can't hurt me”

# Proof assistant performance (fixes)

- How?
  - More systematically, have good abstraction barriers

# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers 💧

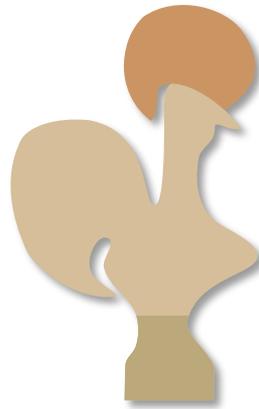
Leaky abstraction barriers  
generally only torture  
programmers



# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers 

Leaky abstraction barriers  
torture Coq, too!



# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers

Example: Pairing

Two ways to make use of elements of a pair:

**let**  $(x, y) := p$  **in**  $f x y$ . (pattern matching)

$f$  (**fst**  $p$ ) (**snd**  $p$ ). (projections)

# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers

Example: Pairing

Two ways to make use of elements of a pair:

$\text{let } (x, y) := p \text{ in } f x y$ . (pattern matching)

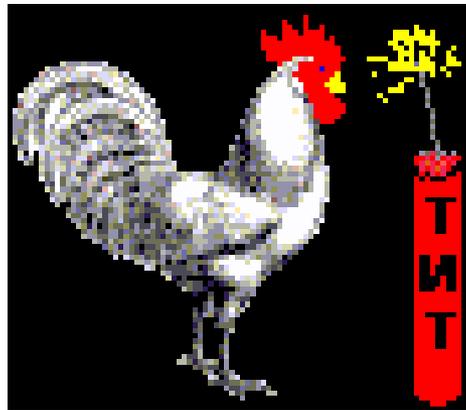
$f (\text{let } (x, y) := p \text{ in } x) (\text{let } (x, y) := p \text{ in } y)$ . (projections)

**These ways do not unify!**

# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers

Leaky abstraction barriers  
torture Coq, too!

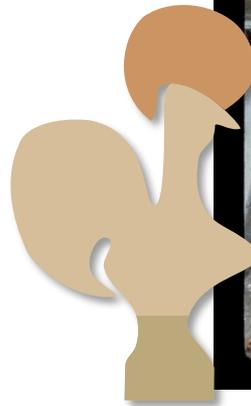


Rooster Image from  
[http://www.animationlibrary.com/animation/18342/Chicken\\_blow\\_up/](http://www.animationlibrary.com/animation/18342/Chicken_blow_up/)

# Proof assistant performance (fixes)

- How?
  - Have good abstraction barriers 💧

Leaky abstraction barriers  
torture Coq, too!



# Proof assistant performance (fixes)

## Concrete Example (Old Version)

Local Notation `mor_of Y0 Y1 f :=`

`(let  $\eta_{Y_1} := \text{IsInitialMorphism\_morphism } (@\text{HM } Y_1)$  in`

`(@center _ (IsInitialMorphism\_property (@HM Y0) _ ( $\eta_{Y_1} \circ f$ ))) _ 1) (only parsing).`

Lemma `composition_of x y z g f: mor_of _ _ (f ∘ g) = mor_of y z f ∘ mor_of x y g.`

Proof.

`simpl.`

`match goal with | [ ⊢ ((@center ?A?H) 2) 1 = _ ] ⇒ erewrite (@contr A H (center _; (_; _))) end.` ← 8 s

`simpl; reflexivity.` ← 2 s

Grab Existential Variables.

`simpl in *.`

`repeat match goal with | [ ⊢ appcontext[(?x 2) 1] ] ⇒ generalize (x 2); intro end.` ← 2.5 s

`rewrite ?composition_of.` ← 0.5 s

`repeat try_associativity_quick (idtac; match goal with | [ ⊢ appcontext[?x 1] ] ⇒ simpl rewrite x 2 end).` ← 3.5 s

`rewrite ?left_identity, ?right_identity, ?associativity.` ← 0.3 s

`reflexivity.`

Qed ← Size of goal (after first simpl): 7312 words ← 20 s

Size of proof term: 66 264 words

Total time in file: 39 s

universal  
adjoints

# Proof assistant performance (fixes)

## Concrete Example (New Version)

Local Notation `mor_of Y0 Y1 f :=`

`(let  $\eta_{Y_1} := \text{IsInitialMorphism\_morphism } (@\text{HM } Y_1)$  in`

`IsInitialMorphism\_property\_morphism (@HM Y0) _ ( $\eta_{Y_1} \circ f$ )) (only parsing).`

Lemma `composition_of x y z g f: mor_of _ _ (f ∘ g) = mor_of y z f ∘ mor_of x y g.`

Proof.

`simpl.`

`rewrite IsInitialMorphism\_property\_morphism\_unique; [ reflexivity | ].`

`rewrite ?composition_of.`

`repeat try\_associativity\_quick rewrite IsInitialMorphism\_property\_morphism\_property.`

`reflexivity.`

Qed.

0.08 s  
(was 10 s)

0.08 s  
(was 0.5 s)

0.5 s  
(was 3.5 s)

0.5 s  
(was 3.5 s)

universal  
adjoints

Size of goal (after first simpl): 191 words (was 7312)

Size of proof term: 3 632 words (was 66 264)

Total time in file: 3 s (was 39 s)

# Proof assistant performance (fixes)

## Concrete Example (Old Interface)

**Definition** `IsInitialMorphism_object` ( $M : \text{IsInitialMorphism } A\varphi$ ) :  $D := \text{CommaCategory.b } A\varphi$ .

**Definition** `IsInitialMorphism_morphism` ( $M : \text{IsInitialMorphism } A\varphi$ ) : `morphism`  $C X (U_0 (\text{IsInitialMorphism\_object } M)) := \text{CommaCategory.f } A\varphi$ .

**Definition** `IsInitialMorphism_property` ( $M : \text{IsInitialMorphism } A\varphi$ ) ( $Y : D$ ) ( $f : \text{morphism } C X (U_0 Y)$ )

: `Contr` {  $m : \text{morphism } D (\text{IsInitialMorphism\_object } M) Y \mid U_1 m \circ (\text{IsInitialMorphism\_morphism } M) = f$  }.

**Proof.**

(\* We could just [rewrite right\_identity], but we want to preserve judgemental computation rules. \*)

pose proof (`@trunc_equiv' _ (symmetry _ (CommaCategory.issig_morphism _ _ !X U _)) -2 (M (CommaCategory.Build_object !X U tt Y f))`) as  $H'$ .

simpl in  $H'$ .

apply `contr_inhabited_hprop`.

- abstract (

  apply `@trunc_succ` in  $H'$ ;

  eapply `@trunc_equiv'`; [| exact  $H'$  ];

  match goal with

    | [  $\vdash \text{appcontext}[?m \circ \mathbb{I}]$  ]  $\Rightarrow$  simpl rewrite (`right_identity _ _ m`)

    | [  $\vdash \text{appcontext}[\mathbb{I} \circ ?m]$  ]  $\Rightarrow$  simpl rewrite (`left_identity _ _ m`)

  end;

  simpl; unfold `IsInitialMorphism_object`, `IsInitialMorphism_morphism`;

  let  $A :=$  match goal with  $\vdash \text{Equiv } ?A ?B \Rightarrow$  `constr:(A)` end in

  let  $B :=$  match goal with  $\vdash \text{Equiv } ?A ?B \Rightarrow$  `constr:(B)` end in

  apply (`equiv_adjointify` ( $\lambda x : A \Rightarrow x_2$ ) ( $\lambda x : B \Rightarrow (\text{tt}, x)$ ));

  [ intro; reflexivity | intros [ ]; reflexivity ]

).

- (exists (`@center _ H'`)  $_2$ )  $_1$ ).

  abstract (etransitivity; [ apply (`@center _ H'`)  $_2$  ]  $_2$  | auto with morphism ].

**Defined.**

3 s

1 s

Total file time: 7 s

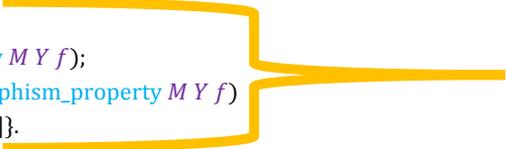
# Proof assistant performance (fixes)

## Concrete Example (New Interface)

```

Definition IsInitialMorphism_object (M : IsInitialMorphism Aφ) : D := CommaCategory.b Aφ.
Definition IsInitialMorphism_morphism (M : IsInitialMorphism Aφ) : morphism C X (U_0 (IsInitialMorphism_object M)) := CommaCategory.f Aφ.
Definition IsInitialMorphism_property_morphism (M : IsInitialMorphism Aφ) (Y : D) (f : morphism C X (U_0 Y)) : morphism D (IsInitialMorphism_object M) Y
:= CommaCategory.h (@center_ (M (CommaCategory.Build_object !X U tt Y f))).
Definition IsInitialMorphism_property_morphism_property (M : IsInitialMorphism Aφ) (Y : D) (f : morphism C X (U_0 Y))
: U_1 (IsInitialMorphism_property_morphism M Y f) ◦ (IsInitialMorphism_morphism M) = f
:= CommaCategory.p (@center_ (M (CommaCategory.Build_object !X U tt Y f))) @ right_identity _____.
Definition IsInitialMorphism_property_morphism_unique (M : IsInitialMorphism Aφ) (Y : D) (f : morphism C X (U_0 Y)) m' (H : U_1 m' ◦ IsInitialMorphism_morphism M = f)
: IsInitialMorphism_property_morphism M Y f = m'
:= ap (@CommaCategory.h _____)
   (@contr_ (M (CommaCategory.Build_object !X U tt Y f)) (CommaCategory.Build_morphism Aφ (CommaCategory.Build_object !X U tt Y f) tt m' (H @ (right_identity _____)⁻¹))).
Definition IsInitialMorphism_property (M : IsInitialMorphism Aφ) (Y : D) (f : morphism C X (U_0 Y))
: Contr { m : morphism D (IsInitialMorphism_object M) Y | U_1 m ◦ (IsInitialMorphism_morphism M) = f }.
:= { | center := (IsInitialMorphism_property_morphism M Y f; IsInitialMorphism_property_morphism_property M Y f);
   contr m' := path_sigma_ (IsInitialMorphism_property_morphism M Y f; IsInitialMorphism_property_morphism_property M Y f)
   m' (@ IsInitialMorphism_property_morphism_unique M Y f m' _1 m' _2) (center _) |}.

```



0.4 s

Total file time: 7 s

# Proof assistant performance (fixes)

## Concrete Example 2 (Generalization)

```

Lemma pseudofunctor_to_cat_assoc_helper {x x0 : C} {x2 : morphism C x x0} {x1 : C}
  {x5 : morphism C x0 x1} {x4 : C} {x7 : morphism C x1 x4}
  {p p0 : PreCategory} {f : morphism C x x4 → Functor p0 p}
  {p1 p2 : PreCategory} {f0 : Functor p2 p} {f1 : Functor p1 p2} {f2 : Functor p0 p2} {f3 : Functor p0 p1} {f4 : Functor p1 p}
  {x16 : morphism ( _ → _ ) (f (x7 ∘ x5 ∘ x2)) (f4 ∘ f3)%functor}
  {x15 : morphism ( _ → _ ) f2 (f1 ∘ f3)%functor} {H2 : IsIsomorphism x15}
  {x11 : morphism ( _ → _ ) (f (x7 ∘ (x5 ∘ x2))) (f0 ∘ f2)%functor}
  {H1 : IsIsomorphism x11} {x9 : morphism ( _ → _ ) f4 (f0 ∘ f1)%functor} {fst_hyp : x7 ∘ x5 ∘ x2 = x7 ∘ (x5 ∘ x2)}
  (rew_hyp : ∀ x3 : p0,
    (idtoiso (p0 → p) (ap f fst_hyp) : morphism _ _)) x3 = x11-1 x3 ∘ (f0-1 (x15-1 x3) ∘ (ll ∘ (x9 (f3 x3) ∘ x16 x3))))
  {H0' : IsIsomorphism x16} {H1' : IsIsomorphism x9} {x13 : p} {x3 : p0} {x6 : p1} {x10 : p2}
  {x14 : morphism p (f0 x10) x13} {x12 : morphism p2 (f1 x6) x10} {x8 : morphism p1 (f3 x3) x6}
: existT (λ f5 : morphism C x x4 ⇒ morphism p ((f f5) x3) x13)
  (x7 ∘ x5 ∘ x2)
  (x14 ∘ (f0-1 x12 ∘ x9 x6) ∘ (f4-1 x8 ∘ x16 x3)) = (x7 ∘ (x5 ∘ x2); x14 ∘ (f0-1 (x12 ∘ (f1-1 x8 ∘ x15 x3)) ∘ x11 x3)).

```

**Proof.**

helper\_t assoc\_before\_commutates\_tac.

assoc\_fin\_tac.

**Qed.**

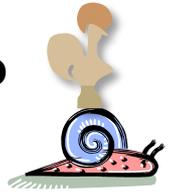
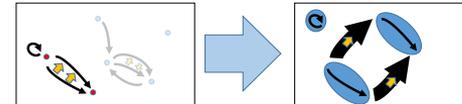
Speedup: 100x for the file, from 4m 53s to 28 s

Time spent: a few hours

# Outline

- Why should we care about performance?
- What makes theorem provers (mainly Coq) slow?

- Examples of particular slowness



- **For users (workarounds)**

- Arguments vs. fields and packed records
- Proof by duality as proof by unification
- Abstraction barriers
- Proof by reflection



- For developers (features)

- Primitive Projections
- Higher inductive types
- Universe Polymorphism
- More judgmental rules
- Hashconsing

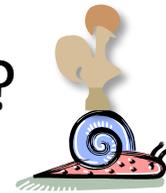
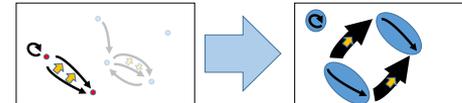
Proof assistant performance (fixes)

# Better Proof Assistants

# Outline

- Why should we care about performance?
- What makes theorem provers (mainly Coq) slow?

- Examples of particular slowness



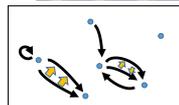
- For users (workarounds)

- Arguments vs. fields and packed records
- Proof by duality as proof by unification
- Abstraction barriers
- Proof by reflection



- **For developers (features)**

- **Primitive projections**
- **Universe Polymorphism**
- **Higher inductive types**
- **More judgmental rules**
- **Hashconsing**



Universes image from Abell NGC2218 hst big, [NASA](http://en.wikipedia.org/wiki/Abell_2218#mediaviewer/File:Abell_NGC2218_hst_big.jpg),  
[http://en.wikipedia.org/wiki/Abell\\_2218#mediaviewer/File:Abell\\_NGC2218\\_hst\\_big.jpg](http://en.wikipedia.org/wiki/Abell_2218#mediaviewer/File:Abell_NGC2218_hst_big.jpg), released in [Public Domain](#);  
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Photoshop by Jason Gross

# Proof assistant performance (fixes)

- How?
  - Primitive projections

# Proof assistant performance (fixes)

- How?
  - Primitive projections

**Definition** 2-Graph :=

{  $V$  : Type &

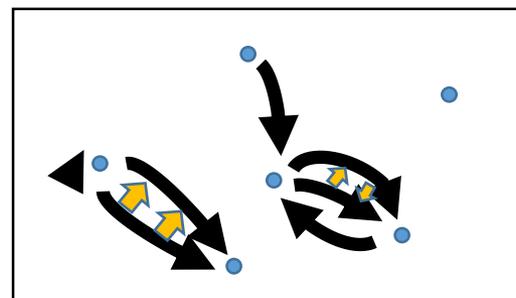
{ 1E :  $V \rightarrow V \rightarrow$  Type &

$\forall v_1 v_2, 1E v_1 v_2 \rightarrow 1E v_1 v_2 \rightarrow$  Type }.

**Definition**  $V$  ( $G : 2\text{-Graph}$ ) :=  $\text{pr}_1 G$  .

**Definition** 1E ( $G : 2\text{-Graph}$ ) :=  $\text{pr}_1 (\text{pr}_2 G)$ .

**Definition** 2E ( $G : 2\text{-Graph}$ ) :=  $\text{pr}_2 (\text{pr}_2 G)$ .



# Proof assistant performance (fixes)

Definition 2-Graph :=

{ V : Type &

{ 1E : V → V → Type &

∀ v<sub>1</sub> v<sub>2</sub>, 1E v<sub>1</sub> v<sub>2</sub> → 1E v<sub>1</sub> v<sub>2</sub> → Type }.

Definition V (G : 2-Graph) := pr<sub>1</sub> G .

# Proof assistant performance (fixes)

Definition 2-Graph :=

$$\{ V : \text{Type} \ \& \\ \{ 1E : V \rightarrow V \rightarrow \text{Type} \ \& \\ \forall v_1 v_2, 1E v_1 v_2 \rightarrow 1E v_1 v_2 \rightarrow \text{Type} \}.$$

Definition V (G : 2-Graph) :=

$$\text{@pr}_1 \text{Type} (\lambda V : \text{Type} \Rightarrow \\ \{ 1E : V \rightarrow V \rightarrow \text{Type} \ \& \\ \forall v_1 v_2, 1E v_1 v_2 \rightarrow 1E v_1 v_2 \rightarrow \text{Type} \})$$

G.

# Proof assistant performance (fixes)

**Definition** 2-Graph :=

{ V : Type &

{ 1E : V → V → Type &

∀ v<sub>1</sub> v<sub>2</sub>, 1E v<sub>1</sub> v<sub>2</sub> → 1E v<sub>1</sub> v<sub>2</sub> → Type }.

**Definition** V (G : 2-Graph) := pr<sub>1</sub> G .

**Definition** 1E (G : 2-Graph) := pr<sub>1</sub> (pr<sub>2</sub> G).

# Proof assistant performance (fixes)

```
Definition 1E (G : 2-Graph) :=
  @pr1
  (@pr1 Type (λ V : Type ⇒
    { 1E : V → V → Type &
      ∀ v₁ v₂, 1E v₁ v₂ → 1E v₁ v₂ → Type })
    G →
    @pr1 Type (λ V : Type ⇒
      { 1E : V → V → Type &
        ∀ v₁ v₂, 1E v₁ v₂ → 1E v₁ v₂ → Type })
      G →
      Type)
  (λ 1E : @pr1 Type (λ V : Type ⇒
    {
      1E : V → V → Type &
```

# Proof assistant performance (fixes)

```

Definition 1E (G : 2-Graph) :=
  @pr1
  (@pr1 Type (λ V : Type ⇒
    { 1E : V → V → Type &
      ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type })
    G →
    @pr1 Type (λ V : Type ⇒
      { 1E : V → V → Type &
        ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type })
      G →
      Type)
  (λ 1E : @pr1 Type (λ V : Type ⇒
    { 1E : V → V → Type &
      ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type })
    G →
    @pr1 Type (λ V : Type ⇒
      { 1E : V → V → Type &
        ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type })
      G →
      Type ⇒
      ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type)
  (@pr2 Type (λ V : Type ⇒
    { 1E : V → V → Type &
      ∀ v1 v2, 1E v1 v2 → 1E v1 v2 → Type }
    G)
  G)
  
```

# Proof assistant performance (fixes)

Definition 1E (G : 2-Graph) :=

```

@pr1
  (@pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
   @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
   Type)
  (λ 1E : @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
   @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
   Type ⇒
   ∀ (v1 : @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G)
    (v2 : @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G),
    1E v1 v2 → 1E v1 v2 → Type)
  (@pr2 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G)
: @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
  @pr1 Type (λ V : Type ⇒ { 1E : V → V → Type & ∀ (v1 : V) (v2 : V), 1E v1 v2 → 1E v1 v2 → Type }) G →
  Type
  
```

Recall: Original was:

Definition 1E (G : 2-Graph) := pr<sub>1</sub> (pr<sub>2</sub> G).

# Proof assistant performance (fixes)

- How?
  - Primitive projections
  - They eliminate the unnecessary arguments to projections, cutting down the work Coq has to do.

# Proof assistant performance (fixes)

- How?
  - Don't use setoids

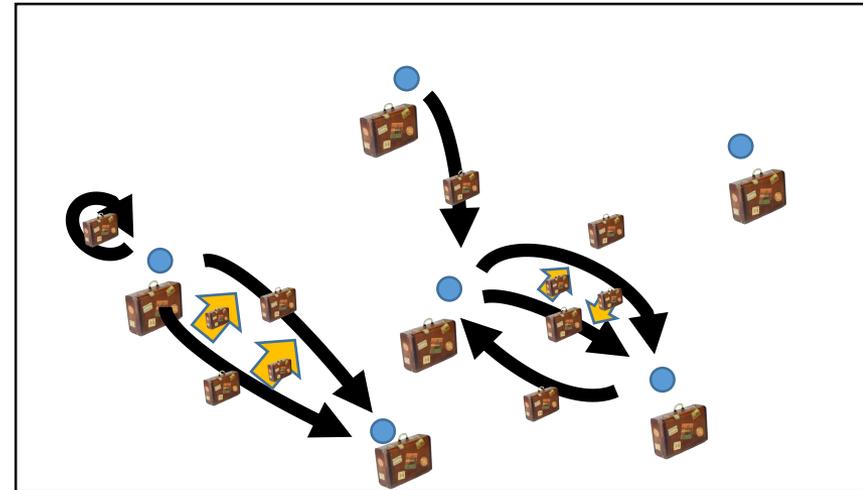
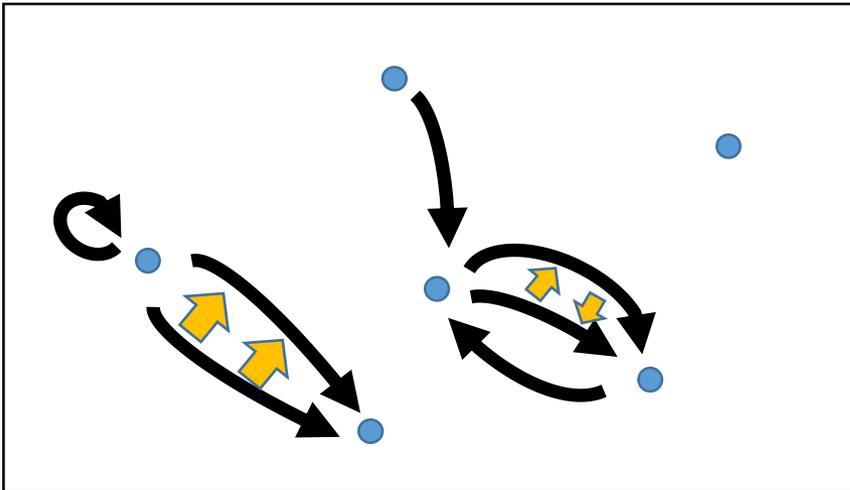
# Proof assistant performance (fixes)

- How?
  - Don't use setoids, use higher inductive types instead!

# Proof assistant performance (fixes)

- How?
  - Don't use setoids, use higher inductive types instead!

Setoids add lots of baggage to everything



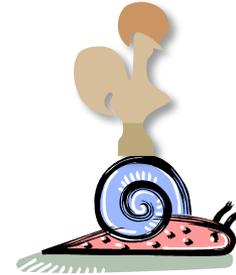
# Proof assistant performance (fixes)

- How?
  - Don't use setoids, use higher inductive types instead!

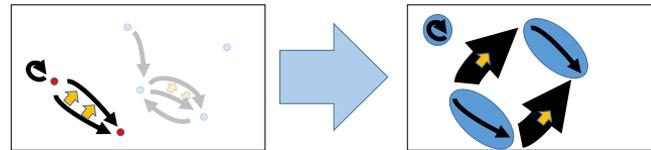
Higher inductive types (when implemented) shove the baggage into the meta-theory, where the type-checker doesn't have to see it

# Take-away messages

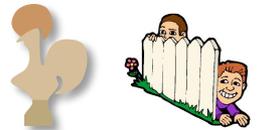
- Performance matters (even in proof assistants)



- Term size matters for performance



- Performance can be improved by
  - careful engineering of developments
  - improving the proof assistant or the metatheory



# Thank You!

The paper and presentation will be available at

<http://people.csail.mit.edu/jgross/#category-coq-experience>

The library is available at

<https://github.com/HoTT/HoTT>

subdirectory theories/categories

# Questions?