

# Hello World

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## Abstract

In this article, we present a formalization of the well-known “Hello, World!” code, including a formal framework for reasoning about IO. Our model is inspired by the handling of IO in Haskell. We start by formalizing the `main` and embrace the IO monad afterwards. Then we present a sample `main :: IO ()`, followed by its proof of correctness.

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# 1 IO Monad

Inspired by Haskell. Definitions from [https://wiki.haskell.org/IO\\_inside](https://wiki.haskell.org/IO_inside)

## 1.1 Real World

We model the real world with a fake type.

WARNING: Using low-level commands such as `typedecl` instead of high-level `datatype` is dangerous. We explicitly use a `typedecl` instead of a `datatype` because we never want to instantiate the world. We don't need a constructor, we just need the type.

The following models an arbitrary type we cannot reason about. Don't reason about the complete world! Only write down some assumptions about parts of the world.

```
typedecl real-world ( $\langle \bullet \rangle$ )
```

For examples, see `HelloWorld_Proof.thy`. In said theory, we model `STDIN` and `STDOUT` as parts of the world and describe how this part of the world can be affected. We don't model the rest of the world. This allows us to reason about `STDIN` and `STDOUT` as part of the world, but nothing more.

## 1.2 IO Monad

The set of all functions which take a  $\bullet$  and return an  $'\alpha$  and a  $\bullet$ .

The rough idea of all IO functions is the following: You are given the world in its current state. You can do whatever you like to the world. You can produce some value of type  $'\alpha$  and you have to return the modified world.

For example, the `main` function in Haskell does not produce a value, therefore, `main` in Haskell is of type `IO ()`. Another example in Haskell is `getLine`, which returns `String`. Its type in Haskell is `IO String`. All those functions may also modify the state of the world.

```
typedef  $'\alpha$  io = UNIV :: ( $\bullet \Rightarrow '\alpha \times \bullet$ ) set  
<proof>
```

Related Work: *Programming TLS in Isabelle/HOL* by Andreas Lochbihler and Marc Züst uses a partial function ( $\rightarrow$ ). `typedecl real-world typedef  $'\alpha$  io = UNIV :: ( $\bullet \rightarrow '\alpha \times \bullet$ ) set by simp` We use a total function. This implies the dangerous assumption that all IO functions are total (i.e., terminate).

The `typedef` above gives us some convenient definitions. Since the model of  $'\alpha$  *io* is just a mode, those definitions should not end up in generated code.

**term** *Abs-io* — Takes a  $\bullet \Rightarrow ' \alpha \times \bullet$  and abstracts it to an  $' \alpha$  *io*.  
**term** *Rep-io* — Unpacks an  $' \alpha$  *io* to a  $\bullet \Rightarrow ' \alpha \times \bullet$

### 1.3 Monad Operations

Within an  $' \alpha$  *io* context, execute  $action_1$  and  $action_2$  sequentially. The world is passed through and potentially modified by each action.

**definition**  $bind :: ' \alpha$  *io*  $\Rightarrow (' \alpha \Rightarrow ' \beta$  *io*)  $\Rightarrow ' \beta$  *io* **where**  $[code\ del]:$   
 $bind\ action_1\ action_2 = Abs-io\ (\lambda world_0.$   
 $\quad let\ (a,\ world_1) = (Rep-io\ action_1)\ world_0;$   
 $\quad (b,\ world_2) = (Rep-io\ (action_2\ a))\ world_1$   
 $\quad in\ (b,\ world_2))$

In Haskell, the definition for  $bind$  ( $>>=$ ) is:

```
(>>=) :: IO a -> (a -> IO b) -> IO b
(action1 >>= action2) world0 =
  let (a, world1) = action1 world0
      (b, world2) = action2 a world1
  in (b, world2)
```

**hide-const** (open)  $bind$   
**ad hoc-overloading**  $bind \equiv IO.bind$

Thanks to **ad hoc-overloading**, we can use monad syntax.

**lemma**  $bind\ (foo :: ' \alpha$  *io*)  $(\lambda a.$  *bar*  $a) = foo \gg (\lambda a.$  *bar*  $a)$   
 $\langle proof \rangle$

**definition**  $return :: ' \alpha \Rightarrow ' \alpha$  *io* **where**  $[code\ del]:$   
 $return\ a \equiv Abs-io\ (\lambda world.$   $(a,\ world))$

**hide-const** (open)  $return$

In Haskell, the definition for  $return$  is::

```
return :: a -> IO a
return a world0 = (a, world0)
```

### 1.4 Monad Laws

**lemma** *left-id*:  
**fixes**  $f :: ' \alpha \Rightarrow ' \beta$  *io* — Make sure we use our ( $\gg$ ).  
**shows**  $(IO.return\ a \gg f) = f\ a$   
 $\langle proof \rangle$

**lemma** *right-id*:  
**fixes**  $m :: 'a\ io$  — Make sure we use our ( $\gg=$ ).  
**shows**  $(m \gg= IO.return) = m$   
 $\langle proof \rangle$

**lemma** *bind-assoc*:  
**fixes**  $m :: 'a\ io$  — Make sure we use our ( $\gg=$ ).  
**shows**  $((m \gg= f) \gg= g) = (m \gg= (\lambda x. f\ x \gg= g))$   
 $\langle proof \rangle$

## 1.5 Code Generator Setup

We don't expose our ( $\gg=$ ) definition to code. We use the built-in definitions of the target language (e.g., Haskell, SML).

**code-printing constant**  $IO.bind \rightarrow (Haskell) - >>= -$   
**and**  $(SML) bind$   
| **constant**  $IO.return \rightarrow (Haskell) return$   
**and**  $(SML) (() => -)$

SML does not come with a bind function. We just define it (hopefully correct).

**code-printing code-module**  $Bind \rightarrow (SML) \langle$   
 $fun\ bind\ x\ f\ () = f\ (x\ ())\ ();$   
 $\rangle$   
**code-reserved**  $(SML) bind\ return$

Make sure the code generator does not try to define  $'a\ io$  by itself, but always uses the one of the target language. For Haskell, this is the fully qualified `Prelude.IO`. For SML, we wrap it in a nullary function.

**code-printing type-constructor**  $io \rightarrow (Haskell) Prelude.IO -$   
**and**  $(SML) unit -> -$

In Isabelle, a *string* is just a type synonym for *char list*. When translating a *string* to Haskell, Isabelle does not use Haskell's `String` or `[Prelude.Char]`. Instead, Isabelle serializes its own `data Char = Char Bool Bool Bool Bool Bool Bool Bool Bool Bool`. The resulting code will look just ugly.

To use the native strings of Haskell, we use the Isabelle type *String.literal*. This gets translated to a Haskell `String`.

A string literal in Isabelle is created with `STR "foo"`.

We define IO functions in Isabelle without implementation. For a proof in Isabelle, we will only describe their externally observable properties. For code generation, we map those functions to the corresponding function of the target language.

Our assumption is that our description in Isabelle corresponds to the real behavior of those functions in the respective target language.

We use **axiomatization** instead of **consts** to axiomatically define that those functions exist, but there is no implementation of them. This makes sure that we have to explicitly write down all our assumptions about their behavior. Currently, no assumptions (apart from their type) can be made about those functions.

**axiomatization**

```
println :: String.literal => unit io and
getline :: String.literal io
```

A Haskell module named `StdIO` which just implements `println` and `getline`.

```
code-printing code-module StdIO → (Haskell) <
module StdIO (println, getline) where
import qualified Prelude (putStrLn, getline)
println = Prelude.putStrLn
getline = Prelude.getline
>
and (SML) <
(* Newline behavior in SML is odd.*)
fun println s () = TextIO.print (s ^ \n);
fun getline () = case (TextIO.inputLine TextIO.stdIn) of
    SOME s => String.substring (s, 0, String.size s - 1)
  | NONE => raise Fail getline;
>
```

```
code-reserved (Haskell) StdIO println getline
code-reserved (SML) println print getline TextIO
```

When the code generator sees the functions `println` or `getline`, we tell it to use our language-specific implementation.

```
code-printing constant println → (Haskell) StdIO.println
and (SML) println
| constant getline → (Haskell) StdIO.getline
and (SML) getline
```

Monad syntax and `println` examples.

```
lemma bind (println (STR "foo"))
  (λ-. println (STR "bar")) =
  println (STR "foo") ≫= (λ-. println (STR "bar"))
<proof>
lemma do { - ← println (STR "foo");
  println (STR "bar")} =
  println (STR "foo") ≫ (println (STR "bar"))
<proof>
```

## 1.6 Modelling Running an $\alpha$ io Function

Apply some function `iofun` to a specific world and return the new world (discarding the result of `iofun`).

**definition**  $exec :: 'a \rightarrow io \Rightarrow \bullet \Rightarrow \bullet$  **where**  
 $exec\ io\ fun\ world = snd\ (Rep\ io\ io\ fun\ world)$

Similar, but only get the result.

**definition**  $eval :: 'a \rightarrow io \Rightarrow \bullet \Rightarrow 'a$  **where**  
 $eval\ io\ fun\ world = fst\ (Rep\ io\ io\ fun\ world)$

Essentially,  $exec$  and  $eval$  extract the payload  $'a$  and  $\bullet$  when executing an  $'a\ io$ .

**lemma**  $Abs\ io\ (\lambda world. (eval\ io\ fun\ world, exec\ io\ fun\ world)) = io\ fun$   
 $\langle proof \rangle$

**lemma**  $exec\ Abs\ io: exec\ (Abs\ io\ f)\ world = snd\ (f\ world)$   
 $\langle proof \rangle$

**lemma**  $exec\ then:$   
 $exec\ (io_1 \gg io_2)\ world = exec\ io_2\ (exec\ io_1\ world)$   
**and**  $eval\ then:$   
 $eval\ (io_1 \gg io_2)\ world = eval\ io_2\ (exec\ io_1\ world)$   
 $\langle proof \rangle$

**lemma**  $exec\ bind:$   
 $exec\ (io_1 \gg= io_2)\ world = exec\ (io_2\ (eval\ io_1\ world))\ (exec\ io_1\ world)$   
**and**  $eval\ bind:$   
 $eval\ (io_1 \gg= io_2)\ world = eval\ (io_2\ (eval\ io_1\ world))\ (exec\ io_1\ world)$   
 $\langle proof \rangle$

**lemma**  $exec\ return:$   
 $exec\ (IO.return\ a)\ world = world$   
**and**  
 $eval\ (IO.return\ a)\ world = a$   
 $\langle proof \rangle$

**end**  
**theory**  $HelloWorld$   
**imports**  $IO$   
**begin**

## 2 Hello, World!

The idea of a *main* function is that, upon start of your program, you will be handed a value of type  $\bullet$ . You can pass this world through your code and modify it. Be careful with the  $\bullet$ , it's the only one we have.

The main function, defined in Isabelle. It should have the right type in Haskell.

**definition** *main* :: *unit io* **where**

```
main ≡ do {  
    - ← println (STR "Hello World! What is your name?");  
    name ← getLine;  
    println (STR "Hello, " + name + STR "!!")  
}
```

### 3 Generating Code

Checking that the generated code compiles.

**export-code** *main* **checking** *Haskell? SML*  
(*ML*)

#### 3.1 Haskell

The generated code in Haskell (including the prelude) is shown below.

```
module StdIO (println, getLine) where  
import qualified Prelude (putStrLn, getLine)  
println = Prelude.putStrLn  
getLine = Prelude.getLine  
  
{-# LANGUAGE EmptyDataDecls, RankNTypes, ScopedTypeVariables #-}  
  
module HelloWorld(main) where {  
  
import Prelude ((==), (/=), (<), (<=), (>=), (>), (+), (-), (*), (/),  
(**),  
    (>>=), (>>), (= <<), (&&), (||), (^), (^~), (.), ($), ($!), (++), (!!),  
Eq,  
    error, id, return, not, fst, snd, map, filter, concat, concatMap, reverse,  
    zip, null, takeWhile, dropWhile, all, any, Integer, negate, abs, divMod,  
    String, Bool(True, False), Maybe(Nothing, Just));  
import Data.Bits ((.&.), (.|.), (.^.));  
import qualified Prelude;  
import qualified Data.Bits;  
import qualified StdIO;  
  
main :: Prelude.IO ();  
main =  
    (StdIO.println  
     "Hello World! What is your name?") >>= (\ _ ->  
        StdIO.getLine >>= (\ name -> StdIO.println ("Hello, " ++ name) ++  
            "!!"));  
}
```

## 3.2 SML

The generated code in SML (including the prelude) is shown below.

```
fun bind x f () = f (x ()) ();

(* Newline behavior in SML is odd. *)
fun println s () = TextIO.print (s ^ "\n");
fun getLine () = case (TextIO.inputLine TextIO.stdIn) of
    SOME s => String.substring (s, 0, String.size s - 1)
  | NONE => raise Fail "getLine";

structure HelloWorld : sig
  val main : unit -> unit
end = struct

val main : unit -> unit =
  bind (println "Hello World! What is your name?")
    (fn _ => bind getLine (fn name => println ("Hello, " ^ name ^ "!")));

end; (*struct HelloWorld*)
end
theory HelloWorld-Proof
  imports HelloWorld
begin
```

## 4 Correctness

### 4.1 Modeling Input and Output

With the appropriate assumptions about *println* and *getLine*, we can even prove something. We summarize our model about input and output in the assumptions of a **locale**.

**locale** *io-stdio* =

— We model STDIN and STDOUT as part of the  $\mathfrak{W}$ . Note that we know nothing about  $\mathfrak{W}$ , we just model that we can find STDIN and STDOUT somewhere in there.

**fixes** *stdout-of*:: $\mathfrak{W} \Rightarrow \text{string list}$

**and** *stdin-of*:: $\mathfrak{W} \Rightarrow \text{string list}$

— Assumptions about STDIN: Calling *println* appends to the end of STDOUT and *getLine* does not change anything.

**assumes** *stdout-of-println*[*simp*]:

*stdout-of* (*exec* (*println* *str*) *world*) = *stdout-of* *world*@[*String.explode* *str*]

**and** *stdout-of-getLine*[*simp*]:

*stdout-of* (*exec* *getLine* *world*) = *stdout-of* *world*



— Assumptions about STDIN: Calling *println* does not change anything and *getLine* removes the first element from the STDIN stream.

```
and stdin-of-println[simp]:  
  stdin-of (exec (println str) world) = stdin-of world  
and stdin-of-getLine:  
  stdin-of world = inp#stdin  $\implies$   
  stdin-of (exec getLine world) = stdin  $\wedge$  eval getLine world = String.implode  
inp  
begin  
end
```

## 4.2 Correctness of Hello World

Correctness of *main*: If STDOUT is initially empty and only "corny" will be typed into STDIN, then the program will output: ["Hello World! What is your name?", "Hello, corny!"].

```
theorem (in io-stdio)  
  assumes stdout: stdout-of world = []  
  and stdin: stdin-of world = ["corny"]  
  shows stdout-of (exec main world) =  
    ["Hello World! What is your name?",  
     "Hello, corny!"]  
<proof>  
end
```