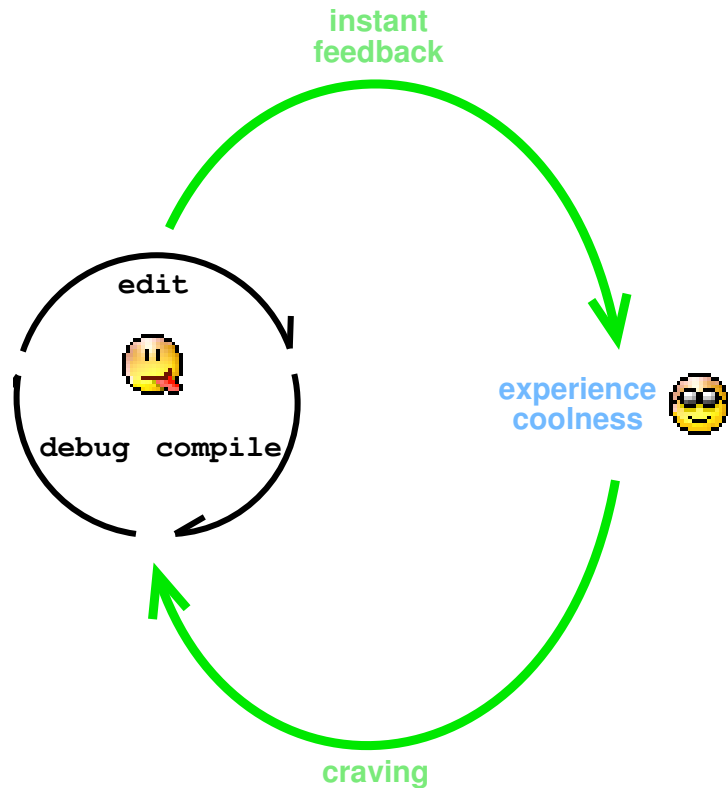
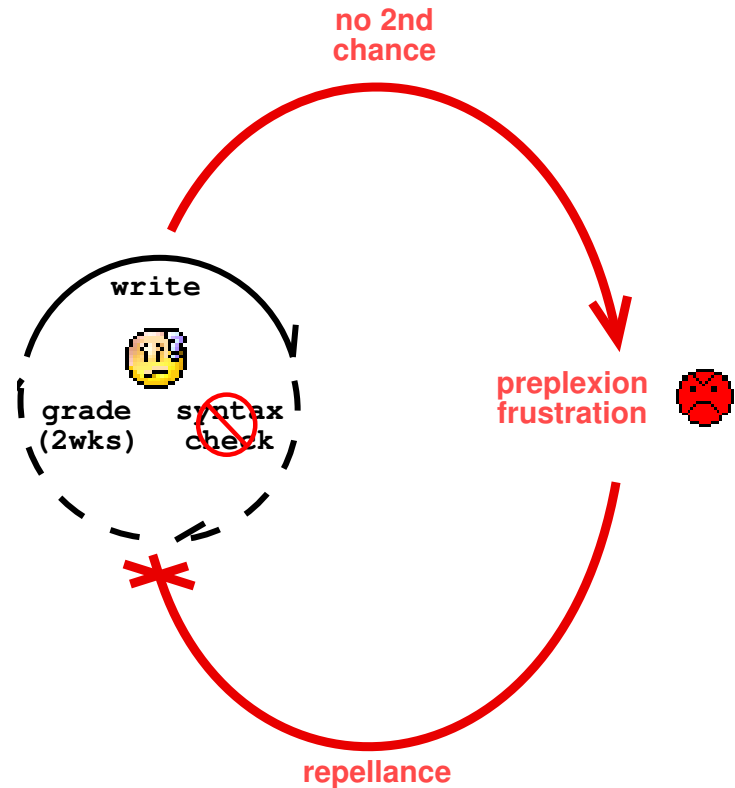


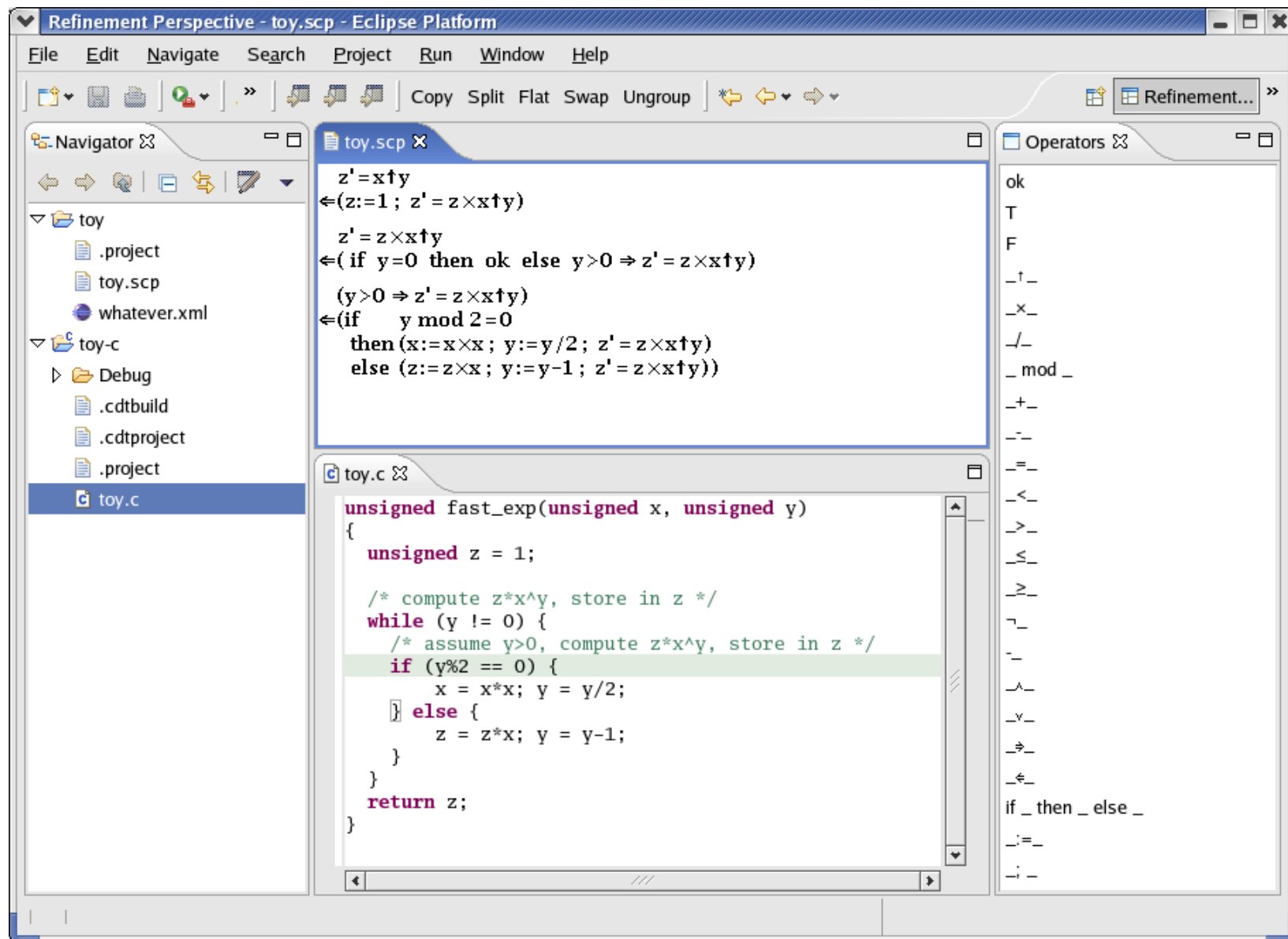
## Why we like programming



## Why we hate proofs



**If only** there were an IDE for proofs...



# Useful?

Industrial perspective:

- ✓ unambiguous language for internal documentation
- ✓ critical, core fragments of code
- ✓ delicate hand-optimizations of originally simple algorithms
- ✗ **not** substitute for testing; **not** panacea
- ✓ good addition to toolset
- ? but how many colleagues will use it?

## Useful?

Educational perspective:

- ✓ IDE for discrete math homework!
- ✓ clear rules of the game—no second-guessing the TA
- ⇒ graduates mind it less and use it more at work
- ✗ **not** substitute for other CS/SE homework!

## Future Work

- ➡ if a step fails, want explanation/counter-example (see link #4)
- ➡ if a step works by automation, want details
- ➡ syntax+type check, informative messages, heuristics, help
- ➡ bridge to/from code files; proof templates
- ➡ model objects, pointers

## Links

1. Homepage: <http://www.cs.utoronto.ca/~trebla/scphEditor/>
2. We model programs with the theory from:  
E. C. R. Hehner, *A Practical Theory of Programming*.  
<http://www.cs.utoronto.ca/~hehner/aPToP/>
3. We currently use this theorem prover at the back:  
HOL: <http://hol.sourceforge.net/>
4. It would be nice to use a counterexample generator such as:  
Alloy: <http://alloy.mit.edu/>