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Interactive Development of Proofs

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<http://sts.thss.tsinghua.edu.cn/Coqschool2013>



Coq Graphical Interface

The screenshot shows the CoqIDE window with the following content:

```
CoqIDE
File Edit View Navigation TryTactics Templates Queries Compile Windows Help
*scratch*
Variables A B C D : Prop.
Hypothesis A implies B : A -> B.
Hypothesis B implies C : B -> C.
Hypothesis C implies D : C -> D.
Lemma A implies D : A -> D.
Proof.
  intros A is assumed.
  apply C implies D.
  apply B implies C.
  apply A implies B.
  apply A is assumed.
Qed.
```

Annotations on the right side of the interface:

- Assumptions**: Points to the text "A is assumed : A" in the subgoals pane.
- Goal to prove**: Points to the variable "C" in the subgoals pane.
- Error pane**: Points to the empty area at the bottom of the subgoals pane.

Annotations on the left side of the interface:

- Theorem statement**: Points to the "Lemma A implies D : A -> D." line.
- Tactics**: Points to the "Proof." line and the subsequent tactic lines.
- Proof cursor**: Points to the "apply C implies D." line.

At the bottom of the window, the status bar shows: "Ready, proving A_implies_D" and "Line: 15 Char: 1 CoqIde started".

Coq Propositional Logic in a Nutshell

Type of formulas: **Prop**

Logic connectives:

- ▶ Implication: **A \rightarrow B**
If A is a provable formula, then B is provable too.
- ▶ Conjunction: **A \wedge B**
Both A and B are provable formulas.
- ▶ Disjunction: **A \vee B**
Either A is a provable formula, or B is. (Or both are.)
- ▶ Negation: **not A**
If A is provable, then any formula is provable.

Constants:

- ▶ **True**: trivially provable.
- ▶ **False**: if provable, anything is.

A Few Words About Syntax

Operators	Associativity	Prefix form
<code>not A</code>		
<code>A /\ B</code>	right	<code>and A B</code>
<code>A \/ B</code>	right	<code>or A B</code>
<code>A -> B</code>	right	

Example: `A /\ B /\ C -> (A /\ B) /\ C`
represents $(A \wedge (B \wedge C)) \rightarrow ((A \wedge B) \wedge C)$.

Some Top-level Commands

- ▶ **Variable name : type** defines a new symbol of given type.
Synonyms: **Hypothesis**, **Axiom**, **Parameter**.
- ▶ **Theorem name : formula** starts the proof of a formula.
It is given a name for later reuse, once the proof is complete.
Synonyms: **Lemma**, **Corollary**, **Example**.
- ▶ **Qed** checks that a proof is complete and saves it.
- ▶ **Goal formula** starts the proof of a formula.
Same as **Theorem**, except that it cannot be reused later.
- ▶ **Definition name : type := value** defines a new constant (or function) with the given type and value.

Forward and Backward Reasoning

If the formulas $A \rightarrow B$, $B \rightarrow C$, $C \rightarrow D$ have been proved beforehand, how does one prove $A \rightarrow D$?

- ▶ Forward reasoning: assuming A is provable, prove D .
 1. Deduce B from A and the lemma proving $A \rightarrow B$.
 2. Deduce C from B and the lemma proving $B \rightarrow C$.
 3. Deduce D from C and the lemma proving $C \rightarrow D$.
 4. We are done, since we wanted to prove D .
- ▶ Backward reasoning: assuming A is provable, prove D .
 1. Prove C instead, by applying the lemma proving $C \rightarrow D$.
 2. Prove B instead, by applying the lemma proving $B \rightarrow C$.
 3. Prove A instead, by applying the lemma proving $A \rightarrow B$.
 4. We are done, since we have assumed A and have to prove A .

Notes:

- ▶ Forward reasoning and backward reasoning are not exclusive.
- ▶ Backward reasoning is generally easier in Coq.

Coq Script

```
Variables A B C D : Prop.  
  
Hypothesis A_implies_B : A -> B.  
Hypothesis B_implies_C : B -> C.  
Hypothesis C_implies_D : C -> D.  
  
Lemma A_implies_D : A -> D.  
Proof.  
  intros A_is_assumed.  
  apply C_implies_D.  
  apply B_implies_C.  
  apply A_implies_B.  
  apply A_is_assumed.  
Qed.
```

Handling Implications

Remember: $A \rightarrow B$ means that B is provable if A is.

If the goal is $F_1 \rightarrow F_2 \rightarrow \dots \rightarrow F_n \rightarrow G$,

tactic `intros h1 h2 ... hn` performs the following steps:

1. It assumes that F_1, \dots, F_n are provable, and puts the corresponding lemmas named `h1`, `...`, `hn` in the context.
2. It replaces the goal by G .

Applying Lemmas and Hypotheses

If the goal is G and

if lemma L proves $F_1 \rightarrow F_2 \rightarrow \dots \rightarrow F_n \rightarrow G$,

tactic `apply L` performs the following steps:

1. It replaces the current goal by F_1 .
2. It creates $n - 1$ new goals that require to prove F_2, \dots, F_n .

If lemma L simply proves G , the current goal is removed and the next one takes its place.

Proving Conjunctions in Goal

Remember: $A \wedge B$ means that both A and B are provable.

If the goal is $G_1 \wedge G_2$,
tactic `split` replaces the current goal by G_1
and adds a new goal G_2 .

Variant: lemma `conj` proves $A \rightarrow B \rightarrow A \wedge B$ for any formulas A
and B , so `apply conj` has the same effect.

Using Conjunctions in Context

If an assumption h proves a conjunction $F_1 \wedge F_2$, tactic `destruct h as [h1 h2]` performs the following steps:

1. It removes the assumption h from the context.
2. It introduces two new assumptions h_1 and h_2 that prove F_1 and F_2 respectively.

Variant: the two tactics `intros h ; destruct h as [h1 h2]` can be written `intros [h1 h2]` for short.

Coq Script

```
Variables A B : Prop.
```

```
Lemma and_comm : A /\ B -> B /\ A.
```

```
Proof.
```

```
intros hAB.
```

```
destruct hAB as [hA hB].
```

```
split.
```

```
- apply hB.
```

```
- apply hA.
```

```
Qed.
```

Proving Disjunctions in Goal

Remember: $A \vee B$ means that A or B is provable.

If the goal is $G_1 \vee G_2$, tactic `left` replaces it with G_1 .

Similarly, tactic `right` replaces the goal with G_2 .

Variants: lemma `or_introl` (resp. `or_intror`) proves $A \rightarrow A \vee B$ (resp. $B \rightarrow A \vee B$) for any formulas A and B , so tactic `apply or_introl` (resp. `apply or_intror`) has the same effect.

Using Disjunctions in Context

If an assumption `h` proves a disjunction $F_1 \vee F_2$, tactic `destruct h as [h1|h2]` performs the following steps:

1. It removes the assumption `h` from the context.
2. It introduces an assumption `h1` that proves F_1 .
3. It creates a second goal with an assumption `h2` that proves F_2 .

Variant: the two tactics `intros h ; destruct h as [h1|h2]` can be written `intros [h1|h2]` for short.

Handling Negations and Constants

- ▶ `not A` is syntactic sugar for $A \rightarrow False$.
It can thus be handled like any implication.
- ▶ Tactic `apply I` proves the constant goal *True*.
- ▶ Since *False* implies any formula,
the current goal can be replaced by *False* with tactic `exfalso`.
Variant: `apply False_ind`.

Coq Script

```
Variables A B : Prop.
```

```
Lemma not_not : A -> not (not A).
```

```
Proof.
```

```
intros hA hnotA.
```

```
apply hnotA.
```

```
apply hA.
```

```
Qed.
```

```
Lemma excluded_middle : A /\ not A -> B.
```

```
Proof.
```

```
intros [hA hnotA].
```

```
exfalse.
```

```
apply hnotA.
```

```
apply hA.
```

```
Qed.
```


Forward Reasoning

Assuming the current goal is formula G ,
tactic `assert (h : F)` performs the following steps:

1. It replaces the current goal with formula F .
2. It creates a new goal G and adds to its context the assumption that there is a proof of F called h .

Forward Reasoning

If hypothesis h proves formula F and
if lemma L proves $F \rightarrow G$,
tactic `apply L in h` changes h so that it proves G .

If and Only If

Formula $A \leftrightarrow B$ is syntactic sugar for $(A \rightarrow B) \wedge (B \rightarrow A)$.
As a goal, it can thus be handled like any conjunction.

If lemma L proves $A \leftrightarrow B$, tactic `apply -> L` behaves as

```
assert (h : A <-> B).
apply L.
...
destruct h as [AtoB BtoA].
apply AtoB.
```

that is, it proves a goal $A \rightarrow B$.

Tactic `apply <- L` proves $B \rightarrow A$.

Some Other Low-Level Tactics

- ▶ Tactic `clear h` removes an assumption named `h` from the context.
- ▶ Tactic `revert h` performs the opposite of `intros h`:
 1. Assumption `h` of a proof of formula F is removed from the context.
 2. The current goal is changed from G to $F \rightarrow G$.
- ▶ Tactic `generalize h` is the same as `revert h`, except that it does not remove the assumption from the context.

Quantifying Over Formulas

Formula `forall X:Prop, F` means that formula F is provable whichever formula is substituted to the free occurrences of X in F .

Example: lemma `conj` (cf tactic `split`) is actually

$$\forall A B : Prop, A \rightarrow B \rightarrow A \wedge B.$$

If the current goal is $\forall X : Prop, F$, tactic `intros A` performs the following steps:

1. It introduces an arbitrary formula named A in the context.
2. It replaces the current goal with F , in which all the free occurrences of X have been substituted by A .

Coq Script

```
Lemma and_comm :  
  forall A B : Prop, A /\ B -> B /\ A.  
Proof.  
  intros A B [hA hB].  
  split.  
  - apply hB.  
  - apply hA.  
Qed.  
  
Goal True /\ False.  
Proof.  
  apply and_comm.
```

First-Order Logic: Types, Values, and Quantified Formulas

We now introduce types (e.g. `bool`, `nat`) and typed values (e.g. `true`, `0`, `1`).

If P is a predicate of type $T \rightarrow Prop$ and x is a value of type T , then $P\ x$ is a formula. Also valid for higher arity.

Formula `forall x:T, F` means that formula F is provable whichever value of type T is substituted to the free occurrences of x in F .

Handling Universally-Quantified Formulas

If the goal is a formula $\forall x : T, P$,

tactic `intros a` performs the following steps:

1. It adds a new value a of type T in the context.
2. It replaces the goal with the formula P in which all the free occurrences of x have been replaced by a .

If lemma `L` proves a formula $\forall x : T, F_1 \rightarrow \dots \rightarrow F_n \rightarrow P$,

tactic `apply L` performs the following steps:

1. It searches a value v such that the current goal is P with all the occurrences of x replaced by v .
2. It creates new goals for all the hypotheses F_i after replacing all their occurrences of x with v .

Proving Equalities in Goal

Relation `eq` has type $T \rightarrow T \rightarrow Prop$ for any type T .
 $x = y$ is syntactic sugar for `eq x y`.

Tactic `reflexivity` proves a goal $v = v$.

Variant: lemma `eq_refl` proves $\forall x : T, x = x$,
so tactic `apply eq_refl` has the same effect.

Using Equalities in Context

Given a lemma `L` proving the formula $F_1 \rightarrow \dots \rightarrow F_n \rightarrow x = y$, tactic `rewrite L` performs the following steps:

1. It substitutes all the occurrences of expression `x` in the current goal with expression `y`.
2. It creates n additional goals F_1, \dots, F_n .

Variants:

- ▶ Tactic `rewrite <- L` replaces all the occurrences of `y` in the current goal by `x`.
- ▶ Tactic `rewrite L at 1 3 4` replaces some specific occurrences of `x`.
- ▶ Tactic `rewrite L in h` replaces all the occurrences of `x` in assumption `h`.

Coq Script

```
Variable T : Type.
```

```
Lemma eq_sym :  
  forall x y : T, x = y -> y = x.
```

```
Proof.
```

```
intros x y heq.
```

```
rewrite heq.
```

```
apply eq_refl.
```

```
Qed.
```

Existential Quantifiers

Formula `exists x:T, F` means that there exists a value v of type T such that F is provable when all the free occurrences of x are substituted by v .

If the goal is $\exists x : T, F$, tactic `exists v` replaces it with formula F in which all the occurrences of x are substituted by v .

If an assumption h proves $\exists x : T, F$, tactic `destruct h as [v hv]` performs the following steps:

1. It removes h from the context.
2. It introduces a value of type T named v in the context.
3. It introduces a proof named hv of formula F in which all the free occurrences of x are substituted by v .

Coq Script

```
Variable T : Type.
Variables P Q : T -> Prop.

Lemma exists_and :
  (exists z:T, (P z /\ Q z)) ->
  (exists x:T, P x) /\ (exists y:T, P y).
Proof.
intros h.
destruct h as [z hz].
destruct hz as [Pz Qz].
split.
- exists z.
  apply Pz.
- exists z.
  apply Pz.
Qed.
```

Some Vernacular Commands

- ▶ `Check L` displays the type of `L`.
If `L` is a theorem, it displays its statement.
- ▶ `Print t` displays the value of `t`.
- ▶ `SearchAbout n` displays all the theorems that mention `n`.
- ▶ `SearchPattern F` displays all the theorems that prove `F`.
Note: placeholders `_` are allowed in `F`.
- ▶ `SearchRewrite t` displays all the theorems that prove either `t = _` or `_ = t`.