

# CPSC-354 Report

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## Abstract

This report collects my weekly notes, homework, and reflections for CPSC-354.

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# 1 Introduction

This section intentionally left blank for now.

## 2 Week by Week

### 2.1 Week 1

#### 2.1.1 Notes and Exploration

We studied the MIU system from Hofstadter's *Gödel, Escher, Bach*. The task was to decide whether the string MIII can be derived from MI using the system's rules.

#### 2.1.2 Homework

##### Rules.

- I. If a string ends with I, you may append U.
- II. From  $Mx$  you may infer  $Mxx$ .
- III. Replace any occurrence of III by U.
- IV. Delete any occurrence of UU.

**Reasoning.** We begin with MI. Rule I allows MIU. Rule II doubles the sequence after M:  $MI \Rightarrow MII$ , then  $MIII$ , etc. Rule III can only replace consecutive III with a U. But because doubling produces powers of two I's (1, 2, 4, 8, ...), we never get exactly three I's. Thus, no sequence of rules produces MIII.

**Conclusion.** It is impossible to derive MIII from MI. The parity of the number of I's (always even after the first doubling) prevents reaching 3.

#### 2.1.3 Questions

*What is a rule that could be implemented that, while still requiring many steps, makes the MU-Puzzle solvable?*

### 2.2 Week 2

#### 2.2.1 Notes and Exploration

We explored Abstract Reduction Systems (ARS), focusing on termination, confluence, and unique normal forms (UNFs). Each ARS was represented as a graph, and we determined its key properties.

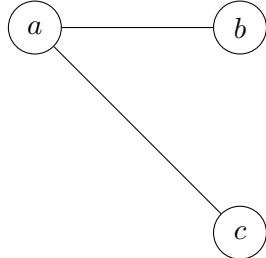
#### 2.2.2 Homework

1.  $A = \emptyset$  No nodes or edges. Terminating: True. Confluent: True. UNFs: True.
2.  $A = \{a\}$ ,  $R = \emptyset$    
Normal forms:  $a$ . Terminating: True. Confluent: True. UNFs: True.

3.  $A = \{a\}$ ,  $R = \{(a, a)\}$



Infinite sequence  $a \rightarrow a \rightarrow \dots$ . Terminating: False. Confluent: True. UNFs: False.

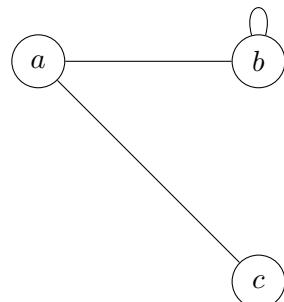


4.  $A = \{a, b, c\}$ ,  $R = \{(a, b), (a, c)\}$

$b$  and  $c$  are normal forms, so from  $a$  two distinct endpoints are reachable. Terminating: True. Confluent: False. UNFs: False.

5.  $A = \{a, b\}$ ,  $R = \{(a, a), (a, b)\}$

$b$  is normal; all paths from  $a$  can reach  $b$ . Terminating: False. Confluent: True. UNFs: True.



6.  $A = \{a, b, c\}$ ,  $R = \{(a, b), (b, b), (a, c)\}$

Non-terminating through  $b \rightarrow b$ ;  $c$  is normal but unreachable from  $b$ . Terminating: False. Confluent: False. UNFs: False.

7.  $A = \{a, b, c\}$ ,  $R = \{(a, b), (b, b), (a, c), (c, c)\}$

Both  $b$  and  $c$  loop indefinitely. Terminating: False. Confluent: False. UNFs: False.

**Summary Table:**

#	$(A, R)$	confluent	terminating	unique NFs
1	$(\emptyset, \emptyset)$	True	True	True
2	$(\{a\}, \emptyset)$	True	True	True
3	$(\{a\}, \{(a, a)\})$	True	False	False
4	$(\{a, b, c\}, \{(a, b), (a, c)\})$	False	True	False
5	$(\{a, b\}, \{(a, a), (a, b)\})$	True	False	True
6	$(\{a, b, c\}, \{(a, b), (b, b), (a, c)\})$	False	False	False
7	$(\{a, b, c\}, \{(a, b), (b, b), (a, c), (c, c)\})$	False	False	False

All 8 Combinations:

confluent	terminating	unique NFs	example
True	True	True	ARS 2 (or 1)
True	True	False	<i>Impossible</i>
True	False	True	ARS 5
True	False	False	ARS 3
False	True	True	<i>Impossible</i>
False	True	False	ARS 4
False	False	True	<i>Impossible</i>
False	False	False	ARS 6 (or 7)

### 2.2.3 Questions

*Is there an easy way to tell from the graph if an ARS will terminate, or do you always have to trace every path?*

## 2.3 Week 3

### 2.3.1 Notes and Exploration

Exercises 5 and 5b extended ARS analysis with additional looping rules.

### 2.3.2 Homework

**Exercise 5.**  $A = \{a, b\}$  with  $a \rightarrow a$ ,  $a \rightarrow b$ . Loop  $a \rightarrow a$  means not terminating, but since all paths eventually lead to  $b$ , the system is confluent with a unique NF.

**Exercise 5b.** Add  $c$  with  $a \rightarrow c$ ,  $c \rightarrow c$ . Now one branch terminates ( $b$ ) and the other loops, breaking confluence.

### 2.3.3 Questions

*Could we make a version of 5b that still loops but somehow keeps unique normal forms?*

## 2.4 Week 4

### 2.4.1 Notes and Exploration

We introduced termination proofs and measure functions.

## 2.4.2 Homework

### HW 4.1 (Euclidean Algorithm).

```
while b != 0:  
    temp = b  
    b = a mod b  
    a = temp  
return a
```

This algorithm terminates when  $b > 0$  because  $b$  decreases with each iteration. The measure function  $m(a, b) = b$  is always non-negative and strictly decreases.

### HW 4.2 (Merge Sort).

```
function merge_sort(arr, left, right):  
    if left >= right: return  
    mid = (left + right) / 2  
    merge_sort(arr, left, mid)  
    merge_sort(arr, mid+1, right)  
    merge(arr, left, mid, right)
```

The measure  $\varphi(left, right) = right - left + 1$  decreases with every recursive call. When it reaches 1, the recursion stops, proving termination.

## 2.4.3 Questions

*What would it look like to design a sorting algorithm that checks to see if an input is terminating?*

## 2.5 Week 5

### 2.5.1 Notes and Exploration

We practiced  $\lambda$ -calculus reduction and substitution.

### 2.5.2 Homework

Evaluate:

$$(\lambda f. \lambda x. f(f(x))) (\lambda f. \lambda x. f(f(f(x)))).$$

**Step 1.** Parentheses group left:

$$((\lambda f. \lambda x. f(f(x)))) (\lambda f. \lambda x. f(f(f(x)))).$$

**Step 2.** Apply  $\beta$ -reduction:

$$\mapsto \lambda x. (\lambda f. \lambda x. f(f(f(x)))) ((\lambda f. \lambda x. f(f(f(x)))) x).$$

**Step 3.** Rename inner  $x \rightarrow y$  and reduce:

$$(\lambda f. \lambda y. f(f(f(y)))) x \mapsto \lambda y. x(x(y)).$$

**Step 4.** Apply again:

$$\lambda x. \lambda y. x^9(y).$$

**Conclusion.** The function composes  $f$  twice and  $f^3$  thrice, resulting in a ninefold application.

### 2.5.3 Questions

*What would happen if we swapped the two functions in the workout?*

## 2.6 Week 6

### 2.6.1 Notes and Exploration

We computed factorial using the fixed-point combinator `fix`.

### 2.6.2 Homework

Compute:

```
let rec fact = \n.  if n=0 then 1 else n * fact (n-1) in 3
```

Using the rules:

```
fix F ↪ F (fix F),  let rec f = e1 in e2 ↪ let f = (fix (\f.e1)) in e2.
```

We unfold recursively:

```
fact 3 ↪ 3 * (fix F) 2 ↪ 3 * 2 * 1 = 6.
```

**Conclusion.** Following only the allowed computation rules, `fact 3` reduces to **6**.

### 2.6.3 Questions

*Would using  $\alpha$ -conversion anywhere in the factorial example change the result, or just make it cleaner?*

## 2.7 Week 7

### 2.7.1 Notes and Exploration

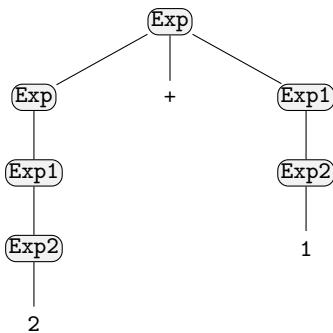
Parsing and context-free grammars. We use the grammar (nonterminals `Exp`, `Exp1`, `Exp2`):

```
Exp → Exp '+' Exp1  
Exp1 → Exp1 '*' Exp2  
Exp2 → Integer  
Exp2 → '(' Exp ')'  
Exp → Exp1  
Exp1 → Exp2
```

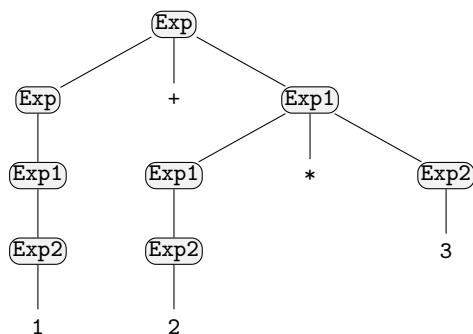
### 2.7.2 Homework: Parse Trees

Below are derivation trees (concrete syntax trees) for the required expressions. Nonterminals are boxed; terminals are leaves.

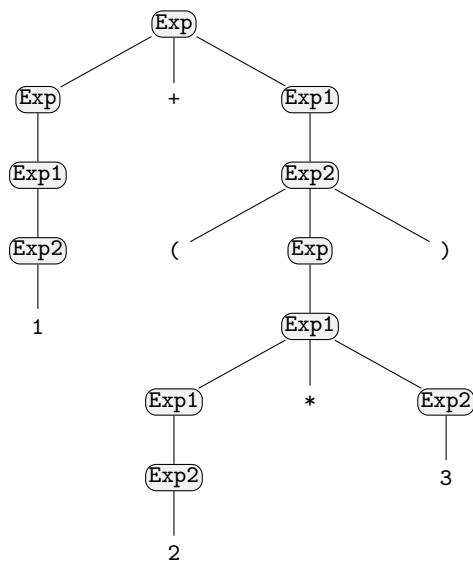
(a)  $2+1$



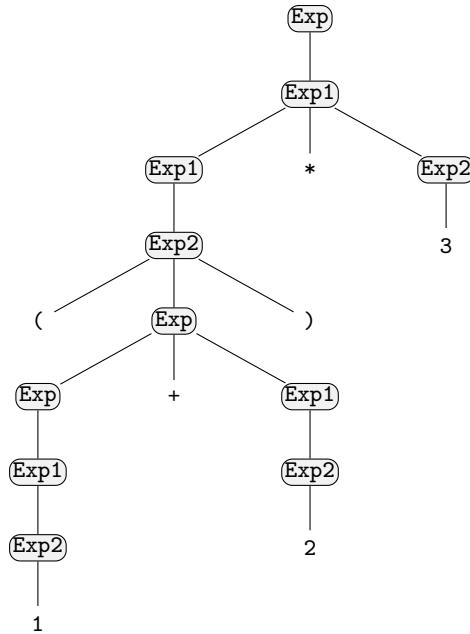
(b)  $1+2*3$



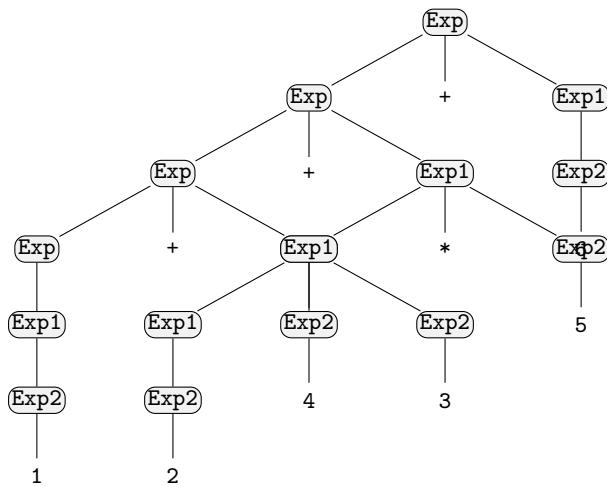
(c)  $1+(2*3)$



(d)  $(1+2)*3$



(e)  $1+2*3+4*5+6$



### 2.7.3 Questions

Could this grammar still work if “+” and “\*” had the same priority?

## 2.8 Week 8

### 2.8.1 Notes and Exploration

I completed Levels 5–8 of the *Natural Number Game* (NNG). The key tools were:

- **Rewriting** with `rw [lemma]` to substitute equals for equals.
- `rfl` to close a goal when both sides are definitionally identical.
- Peano-style equations for addition and numerals, including `add_zero`, `add_succ`, `add_one`, `one_eq_succ_zero`, and `two_eq_succ_one`.

## 2.8.2 Homework (NNG Levels 5–8)

**5/8: Adding zero.** *Goal:*  $a + (b + 0) + (c + 0) = a + b + c$ .  
*Lean steps:* `rw [add_zero]` (on  $b + 0$ ), `rw [add_zero]` (on  $c + 0$ ), `rfl`.

**6/8: Precision rewriting.** *Goal:*  $a + (b + 0) + (c + 0) = a + b + c$ .  
*Lean steps:* `rw [add_zero]` (on  $b + 0$ ), `rw [add_zero]` (on  $c + 0$ ), `rfl`.

**7/8: add\_succ.** *Goal:*  $\text{succ } n = n + 1$ .  
*Lean steps:* `rw [one_eq_succ_zero]` to get  $n + 1 = n + \text{succ } 0$ ; `rw [add_succ]` to obtain  $\text{succ}(n + 0)$ ; `rw [add_zero]; rfl`.

**8/8:  $2 + 2 = 4$ .** *Outline:* Rewrite 2 and 4 as successors (`two_eq_succ_one`, etc.), use `add_succ` to pull succ out of addition stepwise, and finish by `rfl` once both sides match.

## 2.8.3 Natural-Language Proof (English math proof)

**Claim.**  $2 + 2 = 4$ .

**Assumptions/Definitions.** Let 0 be the base natural number and  $\text{succ}(n)$  the successor of  $n$ . Define  $1 = \text{succ}(0)$ ,  $2 = \text{succ}(1)$ , and  $4 = \text{succ}(\text{succ}(\text{succ}(\text{succ}(0))))$ . Addition is defined by the Peano axioms:

$$\forall a, a + 0 = a \quad \text{and} \quad \forall a, b, a + \text{succ}(b) = \text{succ}(a + b).$$

**Proof.** We compute  $2 + 2$  using the addition axioms. First rewrite  $2 = \text{succ}(1)$ , so

$$2 + 2 = 2 + \text{succ}(1) = \text{succ}(2 + 1) \quad (\text{by the second axiom}).$$

Again rewrite  $1 = \text{succ}(0)$  to get

$$2 + 1 = 2 + \text{succ}(0) = \text{succ}(2 + 0) = \text{succ}(2) \quad (\text{using both axioms}).$$

Therefore

$$2 + 2 = \text{succ}(2 + 1) = \text{succ}(\text{succ}(2)).$$

Since  $2 = \text{succ}(1)$ , we have

$$\text{succ}(\text{succ}(2)) = \text{succ}(\text{succ}(\text{succ}(1))) = \text{succ}(\text{succ}(\text{succ}(\text{succ}(0)))) = 4.$$

Hence  $2 + 2 = 4$ .  $\square$

## 2.8.4 Discord Question

*When using `rw [add_zero]`, how does Lean know which part of the equation to rewrite first?*

## 2.9 Week 9

### 2.9.1 Notes and Exploration

This week I worked through *Addition World* in the Natural Number Game. Key theorems proved in this world:

- **zero\_add:**  $0 + n = n$  (proved by induction).
- **succ\_add:**  $\text{succ}(a) + b = \text{succ}(a + b)$  (proved by induction).
- **add\_comm:**  $a + b = b + a$  (commutativity of  $+$ ).
- **add\_assoc:**  $(a + b) + c = a + (b + c)$  (associativity of  $+$ ).
- **add\_right\_comm:**  $(a + b) + c = (a + c) + b$ .

The HW 9 instruction is: For Level 5 of addition world (`add_right_comm`), give two solutions in the report: (1) a proof that uses induction and (2) a proof that does *not* use induction. For each version, also write the corresponding “pen-and-paper” math proof.

### 2.9.2 Homework (Addition World Level 5 / HW 9)

**Theorem (Level 5).** For all natural numbers  $a, b, c$ , we have

$$(a + b) + c = (a + c) + b.$$

In Lean, this theorem is called `add_right_comm`.

**Solution A: With Induction.** We prove `add_right_comm` by induction on  $c$ .

*Lean tactic steps:*

- `induction c with d hd`
- `rw [add_zero]`
- `rw [add_zero]`
- `rfl`
- `rw [add_succ]`
- `rw [succ_add]`
- `rw [hd]`
- `rfl`

Explanation of structure (what the tactics are doing, summarized in math terms):

*Base case ( $c = 0$ )*. Goal:

$$(a + b) + 0 = (a + 0) + b.$$

By `add_zero`,  $(a + b) + 0 = a + b$ , and  $(a + 0) + b = a + b$ . So both sides are  $a + b$ . Closed by `rfl`.

*Inductive step ( $c = \text{succ}(d)$ )*. Induction hypothesis (called `hd` in Lean):

$$(a + b) + d = (a + d) + b.$$

Goal:

$$(a + b) + \text{succ}(d) = (a + \text{succ}(d)) + b.$$

Using the Peano definition of  $+$  on the right argument,

$$(a + b) + \text{succ}(d) = \text{succ}((a + b) + d) \quad \text{and} \quad a + \text{succ}(d) = \text{succ}(a + d).$$

So the right-hand side becomes

$$(a + \text{succ}(d)) + b = (\text{succ}(a + d)) + b = \text{succ}((a + d) + b)$$

using `succ_add`, which says  $\text{succ}(x) + y = \text{succ}(x + y)$ .

Thus the goal reduces to

$$\text{succ}((a + b) + d) = \text{succ}((a + d) + b).$$

By the induction hypothesis,  $(a + b) + d = (a + d) + b$ , so the two  $\text{succ}(\cdot)$  terms are equal. This closes with `rfl`.

*Conclusion.* By induction on  $c$ ,  $(a + b) + c = (a + c) + b$  holds for all  $a, b, c$ .

**Solution B: Without Induction.** We can also prove `add_right_comm` using only associativity and commutativity of addition, without induction.

*Lean tactic steps (no induction):*

- `rw [add_assoc]`
- `rw [add_comm b c]`
- `rw [\leftarrow add_assoc]`
- `rfl`

Those steps correspond exactly to the following algebra moves:

$$\begin{aligned} (a + b) + c &= a + (b + c) \quad (\text{associativity, add\_assoc}) \\ &= a + (c + b) \quad (\text{commutativity on } b + c, \text{ add\_comm } b \ c) \\ &= (a + c) + b \quad (\text{associativity again, undoing add\_assoc}). \end{aligned}$$

This matches the goal  $(a + b) + c = (a + c) + b$ .

## English/Pen-and-Paper Proofs for HW 9

**Solution A (Induction Proof in Math).** We prove  $(a + b) + c = (a + c) + b$  for all  $a, b, c \in \mathbb{N}$  by induction on  $c$ .

**Base case:**  $c = 0$ . Then

$$(a + b) + 0 = a + b \quad \text{and} \quad (a + 0) + b = a + b,$$

because  $x + 0 = x$  for any  $x$ . So  $(a + b) + 0 = (a + 0) + b$ .

**Inductive step:** Assume  $(a + b) + d = (a + d) + b$  for some  $d$ . We must show  $(a + b) + \text{succ}(d) = (a + \text{succ}(d)) + b$ .

By the Peano definition of addition on the right argument,

$$(a + b) + \text{succ}(d) = \text{succ}((a + b) + d).$$

Also,

$$a + \text{succ}(d) = \text{succ}(a + d),$$

so

$$(a + \text{succ}(d)) + b = (\text{succ}(a + d)) + b = \text{succ}((a + d) + b),$$

using the lemma  $\text{succ}(x) + y = \text{succ}(x + y)$ .

So it suffices to show

$$\text{succ}((a + b) + d) = \text{succ}((a + d) + b),$$

which follows from the induction hypothesis  $(a + b) + d = (a + d) + b$ . Therefore the statement holds for  $\text{succ}(d)$ .

By induction on  $c$ ,  $(a + b) + c = (a + c) + b$  for all  $a, b, c$ .

**Solution B (Algebraic / No Induction).** We use associativity and commutativity of addition on  $\mathbb{N}$ .

Starting from the left-hand side,

$$\begin{aligned} (a + b) + c &= a + (b + c) \quad (\text{associativity of } +), \\ &= a + (c + b) \quad (\text{commutativity of } +), \\ &= (a + c) + b \quad (\text{associativity of } + \text{ again}). \end{aligned}$$

This is exactly the desired right-hand side  $(a + c) + b$ . No induction was needed.

### 2.9.3 Questions

*When should I solve these problems using induction vs without?*

## 2.10 Week 10

### 2.10.1 Notes and Exploration

This week I finished the **Lean Logic Game** tutorial on implications, called *Party Snacks*. The tutorial shows that

- an implication  $P \rightarrow Q$  is a function from evidence of  $P$  to evidence of  $Q$ ;
- conjunction  $P \wedge Q$  is a pair made with `and_intro`;
- taking a function of *two* inputs and turning it into a function of *one* input that returns a function (currying) is exactly what Lean is doing when we write `fun x => fun y => ...`.

Levels 6–9 are the ones required for the HW, so below I spell out every little step.

## 2.10.2 Homework (Party Snacks, Levels 6–9)

**Level 6/9 (and\_imp).** Goal. Build

$$C \rightarrow D \rightarrow S$$

from the assumption

$$h : C \wedge D \rightarrow S.$$

So Lean is asking us to produce a *function* that, when you hand it a  $c : C$  and then a  $d : D$ , it can call  $h$  on the *pair*  $(c, d)$  and get an  $S$ .

**Plan.**

1. Start a function that takes  $c : C$ .
2. Inside it, start another function that takes  $d : D$ .
3. Turn  $(c, d)$  into evidence of  $C \wedge D$  using `and_intro c d`.
4. Feed that to  $h$  to get the  $S$ .

**Step-by-step term.**

$$\underbrace{\text{fun } c : \text{C} \Rightarrow \text{fun } d : \text{D} \Rightarrow \text{h } (\text{and\_intro } c \ d)}_{\begin{array}{l} \text{1st argument} \\ \text{2nd argument} \\ \text{call the given implication} \end{array}}$$

**What Lean checks.**

- After `fun c =>` the goal becomes  $D \rightarrow S$  (because we promised to produce a function of  $c$ ).
- After `fun d =>` the goal becomes  $S$ .
- `and_intro c d` has type  $C \wedge D$ .
- $h$  has type  $C \wedge D \rightarrow S$ , so  $h(\text{and\_intro } c \ d)$  has type  $S$ , which matches the goal.

**Final Lean line.**

```
exact fun c => fun d => h (and_intro c d)
```

**Level 7/9 (and\_imp 2).** Goal. Build

$$(C \wedge D) \rightarrow S$$

from the assumption

$$h : C \rightarrow D \rightarrow S.$$

This is the *uncurried* direction: instead of receiving  $C$  and  $D$  separately, we receive *one* thing, namely evidence for  $C \wedge D$ , and from that we must produce  $S$ .

**Plan.**

1. Start a function that takes  $hcd : C \wedge D$ .
2. From  $hcd$  we can project the left part: `hcd.left` has type  $C$ .
3. From  $hcd$  we can project the right part: `hcd.right` has type  $D$ .

4. Since  $h : C \rightarrow D \rightarrow S$ , we can first give it a  $C$ , then a  $D$ , to get  $S$ :  $h (hcd.left) (hcd.right)$ .

**Step-by-step term.**

```
fun hcd : C D => h hcd.left hcd.right
```

**What Lean checks.**

- After `fun hcd =>` the goal is  $S$ .
- $hcd.left : C, hcd.right : D$ .
- $h hcd.left : D \rightarrow S$ .
- $(h hcd.left) hcd.right : S$ .

**Final Lean line.**

```
exact fun hcd => h hcd.left hcd.right
```

**Level 8/9 (Distribute).** Given.

$$h : (S \rightarrow C) \wedge (S \rightarrow D)$$

So  $h.left$  has type  $S \rightarrow C$  and  $h.right$  has type  $S \rightarrow D$ .

**Goal.**

$$S \rightarrow C \wedge D$$

i.e. “if we have an  $s : S$ , we can produce both a  $C$  and a  $D$ . ”

**Plan.**

1. Start a function that takes  $s : S$ .
2. Use  $h.left : S \rightarrow C$  and apply it to  $s$  to get a  $C$ .
3. Use  $h.right : S \rightarrow D$  and apply it to  $s$  to get a  $D$ .
4. Glue those two into  $C \wedge D$  using `and_intro`.

**Step-by-step term.**

```
fun s : S => and_intro (h.left s) (h.right s)
```

**What Lean checks.**

- After `fun s =>` the goal is  $C \wedge D$ .
- $h.left s : C, h.right s : D$ .
- $and_intro (h.left s) (h.right s) : C \wedge D$ .

**Final Lean line.**

```
exact fun s => and_intro (h.left s) (h.right s)
```

**Level 9/9 (Uncertain Snacks, boss).** Goal.

$$R \rightarrow (S \rightarrow R) \wedge (\neg S \rightarrow R).$$

Read: “If Riffin is bringing a snack, then (1) if Sybeth brings one, Riffin is bringing a snack, and (2) if Sybeth does *not* bring one, Riffin is still bringing a snack.”

**Given.** We start only with  $r : R$ .

**Plan.**

1. Start a function that takes  $r : R$ .
2. We must output an *and*-pair, so we will finish with `and_intro ... .....`
3. Left part of the pair must have type  $S \rightarrow R$ .
4. Right part of the pair must have type  $(\neg S) \rightarrow R$ .
5. But we already have  $r : R$ , and neither of these two subgoals actually needs their argument.
6. So for the left part we write `fun _ : S => r`.
7. For the right part we write `fun _ : \neg S => r`.

**Step-by-step term.**

$$\text{fun } r : R \Rightarrow \text{and\_intro } \underbrace{(\text{fun } _ : S \Rightarrow r)}_{\text{has type } S \rightarrow R} \quad \underbrace{(\text{fun } _ : \neg S \Rightarrow r)}_{\text{has type } \neg S \rightarrow R}$$

**What Lean checks.**

- After `fun r =>` the goal is  $(S \rightarrow R) \wedge (\neg S \rightarrow R)$ .
- `fun _ => r` always has the right implication type, because no matter what you give it, it returns  $r : R$ .
- `and_intro (fun _ => r) (fun _ => r)` has the desired conjunction type.

**Final Lean line.**

```
exact fun r => and_intro (fun _ => r) (fun _ => r)
```

### 2.10.3 Questions

*When is it better to package information together, and when is it better to keep it separate?*

## 2.11 Week 11

### 2.11.1 Notes and Exploration

I completed Levels 9–12 of the *Lean Logic Negation Tutorial*. The key ideas are:

- $\neg P$  is shorthand for  $P \rightarrow \text{False}$ .
- From a conjunction  $P \wedge Q$ , we project with `.left` and `.right`.
- `false_elim` proves any proposition from `False` (principle of explosion).

### 2.11.2 Homework (Negation Tutorial Levels 9–12)

**Level 9/12:** *Allergy #1* ( $\neg(P \wedge A)$  from  $h : P \rightarrow \neg A$ ).   **Goal.**  $\neg(P \wedge A)$ .   **Given.**  $h : P \rightarrow \neg A$ .

- Assume  $hpa : P \wedge A$ . Then  $hpa.left : P$  and  $hpa.right : A$ .
- From  $h$  we get  $h hpa.left : \neg A$ , i.e.  $A \rightarrow \text{False}$ .
- Apply to  $hpa.right$  to reach False.

Final Lean line.

```
exact (fun hpa => (h hpa.left) hpa.right)
```

**Level 10/12:** *Allergy #2* ( $P \rightarrow \neg A$  from  $h : \neg(P \wedge A)$ ).   **Goal.**  $P \rightarrow (A \rightarrow \text{False})$ .   **Given.**  $h : \neg(P \wedge A)$ .

- Take  $p : P$  and  $a : A$ ; then  $\langle p, a \rangle : P \wedge A$ .
- Apply  $h$  to derive False.

Final Lean line.

```
exact (fun p a => h ⟨p, a⟩)
```

**Level 11/12:** *not\_not\_not* ( $\neg A$  from  $h : \neg\neg\neg A$ ).   **Goal.**  $\neg A$ .   **Given.**  $h : (\neg\neg A) \rightarrow \text{False}$ .

- To show  $A \rightarrow \text{False}$ , assume  $a : A$ .
- Build  $\neg\neg A$  by  $(\lambda na : \neg A, na a)$ .
- Feed this into  $h$  to get False.

Final Lean line.

```
exact (fun a => h (fun na => na a))
```

**Level 12/12 (Boss):**  $\neg\neg B$  from  $h : \neg(B \rightarrow C)$ .   **Goal.**  $\neg\neg B$ , i.e.  $(\neg B) \rightarrow \text{False}$ .   **Given.**  $h : (B \rightarrow C) \rightarrow \text{False}$ .

- Assume  $nb : \neg B$ . Define  $f : B \rightarrow C$  by  $f b := \text{false\_elim}(nbb)$ .
- Then  $h f : \text{False}$ . Hence  $(\neg B) \rightarrow \text{False}$ .

Final Lean line.

```
exact (fun nb => h (fun b => false_elim (nb b)))
```

### 2.11.3 Questions

*Is there a quick rule of thumb for spotting when a goal is really “prove a function to False”?*

## 3 Essay (Synthesis)

This section intentionally left blank.

## **4 Evidence of Participation**

This section intentionally left blank.

## **5 Conclusion**

This section intentionally left blank.

## **References**