

# What's in a Proof?

Alex Vondrak

Cal Poly Pomona

November 14, 2012



# An Anecdote



# The Reason

Theorem a:  $2 + 2 = 4$ .

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Proof.  
trivial.  
Qed.



- An **interactive theorem prover** started in 1984
- Provides a formal language and environment for mathematical definitions, algorithms, theorems, and machine-checked proofs
- Language based on a derivative of the **calculus of constructions** (CoC)

## Example

**Theorem** two\_and\_two\_make\_four:  $2 + 2 = 4$ .

**Proof.**

trivial.

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## Example

**Theorem** `two_and_two_make_four`:  $2 + 2 = 4$ .

**Proof**.

`auto 1.`

**Qed**.

# Proof Automation

## Rough Algorithm

```
auto n =  
  if no more subgoals then  
    success  
  if n == 0 then  
    failure  
  foreach term in  $\boxed{\text{hypotheses} \cup \text{hints}}$  :  
    try  
       $\boxed{\text{apply term.}}$   
      foreach subgoal generated :  
        auto (n - 1) on that subgoal
```