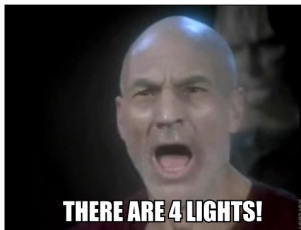


What's in a Proof?

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An Anecdote



The Reason

Theorem a: $2 + 2 = 4$.

The Reason

Theorem a: $2 + 2 = 4$.

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.

Qed.



- An **interactive theorem prover** started in 1984
- Provides a formal language and environment for mathematical definitions, algorithms, theorems, and machine-checked proofs
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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
```

apply term.

- Tries to **unify** the goal with the conclusion of the **type** of “term”
- Returns **subgoals**—premises of the type of “term”

Example (At the Coq Top-Level)

```
Coq < Example ex: (1=2 → 2=1) → (2=1 → 1=2) → 1=2.  
1 subgoal
```

```
=====
```

```
(1 = 2 -> 2 = 1) -> (2 = 1 -> 1 = 2) -> 1 = 2
```

```
ex <
```


apply term.

- Tries to **unify** the goal with the conclusion of the **type** of “term”
- Returns **subgoals**—premises of the type of “term”

Example (At the Coq Top-Level)

=====

$(1 = 2 \rightarrow 2 = 1) \rightarrow (2 = 1 \rightarrow 1 = 2) \rightarrow 1 = 2$

```
ex < intros.
```

```
1 subgoal
```

H : $1 = 2 \rightarrow 2 = 1$

H0 : $2 = 1 \rightarrow 1 = 2$

=====

$1 = 2$

apply term.

- Tries to **unify** the goal with the conclusion of the **type** of “term”
- Returns **subgoals**—premises of the type of “term”

Example (At the Coq Top-Level)

```
H : 1 = 2 -> 2 = 1
```

```
H0 : 2 = 1 -> 1 = 2
```

```
=====
```

```
1 = 2
```

```
ex < apply H.
```

```
Toplevel input, characters 6-7:
```

```
> apply H.
```

```
>      ^
```

```
Error: Impossible to unify "2 = 1" with "1 = 2".
```

apply term.

- Tries to **unify** the goal with the conclusion of the **type** of “term”
- Returns **subgoals**—premises of the type of “term”

Example (At the Coq Top-Level)

```
ex < apply H0.
```

```
1 subgoal
```

```
H : 1 = 2 -> 2 = 1
```

```
H0 : 2 = 1 -> 1 = 2
```

```
=====
```

```
2 = 1
```

```
ex <
```