### What's in a Proof?

Alex Vondrak

Cal Poly Pomona

February 14, 2013



# An Anecdote



## The Reason

Theorem a: 2 + 2 = 4.

### The Reason

```
Theorem a: 2 + 2 = 4.
```

```
Proof.
trivial.
Qed.
```

# Coa



- 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.

# Coq



- 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.
  auto 1.
```

Qed.

#### **Proof Automation**

## Rough Algorithm

```
auto n =
  if no more subgoals then
    success
  if n == 0 then
    failure
  foreach term in | hypotheses ∪ hints |:
    try
        apply term.
       foreach subgoal generated:
          auto (n - 1) on that subgoal
```

- 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 
$$\rightarrow$$
 2=1)  $\rightarrow$  (2=1  $\rightarrow$  1=2)  $\rightarrow$  1=2. 1 subgoal

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

ex <

- 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

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

$$HO: 2 = 1 \rightarrow 1 = 2$$

\_\_\_\_\_

$$1 = 2$$

- 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)

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

- Tries to unify the goal with the conclusion of the type of "term"
- Returns subgoals—premises of the type of "term"

```
Example (At the Cog Top-Level)
ex < apply H0.
1 subgoal
  H: 1 = 2 \rightarrow 2 = 1
  H0 : 2 = 1 \rightarrow 1 = 2
  ______
   2 = 1
```

# Hints and Hypotheses

```
Coq < Theorem two_and_two_make_four: 2 + 2 = 4.
1 subgoal
   2 + 2 = 4
two and two make four < Print Hint.
Applicable Hints:
Γ...
In the database core:
  apply mult_n_0(0) apply mult_n_Sm(0) apply plus_n_0(0)
  apply eq_refl(0) apply plus_n_Sm(0)
  apply eq_add_S; trivial(1) apply eq_sym; trivial(1)
 apply f_equal (A:=nat)(1) apply f_equal2 mult(2)
  apply f_equal2 (A1:=nat) (A2:=nat)(2)
[...]
```

# Hints and Hypotheses

#### Which Hint?

```
two and two make four < Proof.
two and two make four < info trivial.
 == apply eq_refl.
Proof completed.
two_and_two_make_four < Oed.
info trivial.
two and two make four is defined
Coq <
```

# Equality

#### Definition

```
Inductive eq (A:Type) (x:A): A \rightarrow Prop := eq\_refl: eq A x x.
```

- eq\_refl is a constructor of a proposition
  - Given evidence that eq A x x, ...
  - ...eq\_refl allows us to conclude the proposition is true
- eq\_refl "is a proof of" eq A x x
- It's the only way to prove something of type eq—thus, this defines the smallest reflexive relation

# How Does That Help?

As it turns out, Coq tricks us a little...

#### Note

The @-sign has to do with making implicit arguments explicit for a particular function application (2 + 2 = 4 leaves the type nat implicit)

#### Peano Arithmetic

#### Definition

#### Definition

# Predicative Calculus of (Co)Inductive Constructions

#### **Problem**

```
How can we apply eq_refl. to
```

when we need evidence of the form eq A x x?

#### Answer

The underlying formal language of Coq defines semantics for definitions, types, and (moreover) evaluation:

- $\delta$ -reduction
- ι-reduction
- $\beta$ -reduction
- $\zeta$ -reduction (similar to  $\delta$ )

#### $\delta$ -Reduction

Replaces definition names with their values

```
Example
@eq nat (plus (S (S 0)) (S (S 0)))
         (S (S (S (S 0))))
Coq < cbv delta.
@eq nat
     ((fix plus (n m : nat) : nat :=
         match n return nat with
         I \quad O \Rightarrow m
         | S p \Rightarrow S (plus p m)
         end) (S (S 0)) (S (S 0))
    (S (S (S (S 0))))
```

#### $\iota$ -Reduction

A specific conversion rule; for our purposes, expands Fixpoint definitions

#### Example

Coq < cbv iota.

#### $\iota$ -Reduction

A specific conversion rule; for our purposes, expands Fixpoint definitions

```
Qeq nat ((fun n m : nat \Rightarrow
              match n return nat with
               \mathsf{I} \quad \mathsf{O} \Rightarrow \mathsf{m}
               | S p \Rightarrow
                    S ((fix plus (n0 m0 : nat) : nat :=
                             match n0 return nat with
                              I \quad O \Rightarrow mO
                              | S p0 \Rightarrow S (plus p0 m0)
                             end) p m)
              end) (S (S 0)) (S (S 0)))
            (S (S (S (S O))))
```

### $\beta$ -Reduction

#### Applies **fun**ctions to their arguments

```
Qeq nat ((fun n m : nat \Rightarrow
             match n return nat with
               0 \Rightarrow m
             | S p \Rightarrow
                  S ((fix plus (n0 m0 : nat) : nat :=
                          match n0 return nat with
                          1 \quad 0 \Rightarrow m0
                          \mid S p0 \Rightarrow S (plus p0 m0)
                          end) p m)
             end) (S (S 0)) (S (S 0)))
          (S (S (S (S D))))
```

## $\beta$ -Reduction

Applies functions to their arguments

```
Example
Coq < cbv beta.
Qeq nat (match S (S 0) return nat with
           1 \quad 0 \Rightarrow S \quad (S \quad 0)
           I S p \Rightarrow
                 S ((fix plus (n m : nat) : nat :=
                          match n return nat with
                          1 \quad 0 \Rightarrow m
                          | S p0 \Rightarrow S (plus p0 m)
                          end) p (S (S 0)))
           end)
```

(S (S (S (S 0))))

#### $\iota$ -Reduction

Here,  $\iota$  resolves the match

```
Qeq nat (match S (S 0) return nat with
           1 \quad 0 \Rightarrow S \quad (S \quad 0)
           I S p \Rightarrow
                 S ((fix plus (n m : nat) : nat :=
                         match n return nat with
                          1 \quad 0 \Rightarrow m
                          | S p0 \Rightarrow S (plus p0 m)
                         end) p (S (S 0)))
           end)
           (S (S (S (S O))))
```

### $\iota$ -Reduction

```
Here, \iota resolves the match
Example
Coq < cbv iota.
Qeq nat ((fun p : nat \Rightarrow
              S ((fix plus (n m : nat) : nat :=
                     match n return nat with
                     1 \quad 0 \Rightarrow m
                     | S p0 \Rightarrow S (plus p0 m)
                     end) p (S (S 0))) (S 0))
          (S (S (S (S 0))))
```

## $\beta$ -Reduction

And  $\beta$  once again applies the **fun**ction...

### $\beta$ -Reduction

```
And \beta once again applies the function...
Example
Coq < cbv beta.
@eq nat (S ((fix plus (n m : nat) : nat :=
                  match n return nat with
                  1 \quad 0 \Rightarrow m
                  | S p \Rightarrow S (plus p m)
                  end) (S 0) (S (S 0))))
          (S (S (S (S 0))))
```

# Eventually...

```
\iota resolves yet another match
```

```
Qeq nat (S (S (match 0 return nat with
                      0 \Rightarrow S (S 0)
                   I S p \Rightarrow
                      S ((fix plus (n m : nat) : nat :=
                            match n return nat with
                             1 \quad 0 \Rightarrow m
                             | S p0 \Rightarrow S (plus p0 m)
                            end) p (S (S 0)))
                   end)))
          (S (S (S (S O))))
```

# Eventually...

```
\iota resolves yet another \mathtt{match}
```

```
Coq < cbv iota.
```

# Finally

So, what we really mean by

```
Theorem two_and_two_make_four: 2 + 2 = 4.
Proof. trivial. Qed.
```

is

```
Theorem there_are_four_lights: 2 + 2 = 4.
Proof.
   cbv delta.
   cbv iota. cbv beta. cbv iota. cbv beta.
   cbv iota. cbv beta. cbv iota. cbv beta.
   cbv iota. cbv beta. cbv iota.
   cbv iota. cbv beta. cbv iota.
```

none of which is really necessary!

# Curry-Howard Correspondence

#### In A Nutshell

```
propositions \equiv types
proofs \equiv programs
```

(Coq can even export proofs as programs in other languages!)

#### Strong future in automating proofs:

- Not just results that humans can't achieve on their own
  - Though this has happened (e.g., Robbins' conjecture)
  - Ask a math student about this sometime!
- End of the day: proof assistants (e.g., 4-color theorem, Compcert)