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.
```

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 "term"
- Returns subgoals—premises 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 "term"
- Returns subgoals—premises 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 "term"
- Returns subgoals—premises of "term"

Example (At the Coq Top-Level)

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

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

```
Example (At the Coq Top-Level)
```

ex <

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 (Pseudo)

```
Inductive eq (A:Type) (x:A) (y:A) : Prop := eq_refl : eq A x x.
```

Definition (Actual)

```
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

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:

- δ -reduction
- ι-reduction
- β -reduction
- ζ -reduction (similar to δ)

δ -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(S0))(S(S0))
    (S (S (S (S 0))))
```

ι -Reduction

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

Example

Coq < cbv iota.

ι -Reduction

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

```
Qeq nat ((fun n m : nat \Rightarrow
             match n return nat with
             1 \quad 0 \Rightarrow 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))))
```

β -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))))
```

β -Reduction

Applies **fun**ctions 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 O))))
```

ι -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))))
```

ι -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 O))))
```

β -Reduction

And β once again applies the **fun**ction...

β -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 Isomorphism

In A Nutshell

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

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

Less about automated proofs, more about computer-assisted proofs

- To brute-force part of a solution: The Four Color Theorem
 - To prove something deemed interesting: Robbins' Conjecture
 - To better understand existing proofs: The Odd Order Theorem
 - To rigorously validate software: CompCert