

Beginning Coq Reference Sheet

Administrivia, Syntax

- ◊ Every Coq command ends with a period.
- ◊ The phrase *Theorem T identifying statement S is proven by P* is formalised as


```
Theorem T : S. (* T is only a name and can be used later. *)
Proof.
P (* See the current state of the proof in the CoqIde by clicking, in the toolbar,
   on the green arrow pointing at a yellow ball;
   or do "C-c C-Enter" in Proof General with Emacs. *)
Qed.
```
- ◊ Instead of **Theorem**, you may also see proofs that start with **Example**, **Lemma**, **Remark**, **Fact**, **Corollary**, and **Proposition**, which all mean the SAME thing. This difference is mostly a matter of style.
- ◊ The command **Admitted**, in-place of **Qed**, can be used as a placeholder for an incomplete proof or definition.
 - Useful if you have a subgoal that you want to ignore for a while.
- ◊ **Abort**, in-place of **Qed**, is used to give up on a proof for the moment, say for presentation purposes, and it may be begun later with no error about theorems having the same name.

Comments (* I may be a multiline comment. *)

Stand alone commands As top-level items, we may make commands for:

Normalisation `Compute X` executes all the function calls in `X` and prints the result.

Type inspection Command `Check X.` asks Coq to print the type of expression `X`.

Introduce local definitions Two ways,

- ◊ Simple alias: `pose (new_thing := complicated_expression).`
- ◊ More involved: Write tactic `assert (x : X).` to define a new identifier `x` for a proof of `X` which then follows, and is conventionally indented.

Imports Loading definitions from a library,

`Require Import Bool.`

Pattern matching with destruct

We case on value `e` by `destruct e as [a00 ... am0 | ... | a0n ... amn]`, which gives us `n` new subgoals corresponding to the number of constructors that could have produced `e` such that the *i*-th constructor has arguments `ai0, ..., ak[U+1D62]`.

- ◊ The intros pattern `as [...]` lets us use any friendly names of our choosing. We may not provide it at the cost of Coq's generated names for arguments.
- ◊ Many proofs pattern match on a variable right after introducing it, `intros e. destruct e as [...]`, and this is abbreviated by the intro pattern: `intros [...]`.
- ◊ If there are no arguments to name, in the case of a nullary construction, we can just write `[]`.

Simple Tactics

exact If the subgoal matches an *exact* hypothesis, Then use `exact <hyp_name>.`

simpl If the current subgoal contains a function call with all its arguments, `simpl` will execute the function on the arguments.

- ◊ Sometimes a call to `unfold f`, for a particular function `f`, is needed before `simpl` will work.

Modus ponens, or function application If we have `imp : A -> B`, `a : A` then `imp a` is of type `B`. This also works if the `imp` contains `forall`'s.

Local tactic application `t in s` performs the tactic `t` only within the hypothesis, term, `s`. For example, `unfold defnName in item` performs a local rewrite.

intros tactic: '∀, ⇒' introduction

- ◊ To prove a statement of the form `(forall A : Prop, Q)` we use the \forall -introduction tactic, supplied with a name for the variable introduced, as in `intros A.`
- ◊ To prove an implication `A ⇒ B` we again use, say, `intros pf_of_A.`
- ◊ The `intros` command can take any positive number of arguments, each argument stripping a `forall`, (or `->`), off the front of the current subgoal.

Notation, Definition, and the tactics fold and unfold

Definition is a vernacular command that says two expressions are interchangeable. Below `(not A)` and `A -> False` are declared interchangeable.

Definition `not (A:Prop) := A -> False.`

Notation `"~ x" := (not x) : type_scope.`

Tactics `unfold defnName` and `fold defnName` will interchange them.

Notation creates an operator and defines it as an alternate notation for an expression.

(Use `intros` when working with negations since they are implications!)

fix me

(* If this is a recursive function, use 'Fixpoint' in-place of 'Definition'.*)

Definition `my_function (a0 : A0) ... (a[U+2099] : A[U+2099]) : B :=`

```
  match a0 , ..., a[U+2099] with
  | C0 p0 ... p[U+2098] , ..., C[U+2099] q0 ... q[U+2096] => definition_here_for_these_consts
  :
  end.
```

Telescoping If `x0, ..., x[U+2099]` have the same type, say `T`, we may declare their typing by `(x0 ... x[U+2099] : T).`

Notation Before the final `"."`, we may include a variant of `where "n + m" := (my_function n m) : B_scope.` for introducing an operator immediately with a function definition.

Examples of Common Datatypes

◇ Prop Type

- A Prop either has a proof or it does not have a proof.
- Coq restricts Prop to being either proven or unproven, rather than true or false.

◇ Sums

```
Inductive or (A B:Prop) : Prop :=
| or_introl : A -> A ∨ B
| or_intror : B -> A ∨ B
where "A ∨ B" := (or A B) : type_scope.
```

◇ Products

```
Inductive and (A B:Prop) : Prop :=
conj : A -> B -> A ∧ B
where "A ∧ B" := (and A B) : type_scope.
```

◇ Naturals

```
Inductive nat : Set :=
| 0 : nat (* Capital-letter 0, not the number zero. *)
| S : nat -> nat.
```

◇ Options

```
Inductive option (A : Type) : Type :=
| Some : A -> option A
| None : option A
```

◇ Lists

```
Inductive list (A : Type) : Type :=
| nil : list A
| cons : A -> list A -> list A.

Infix ":@" := cons (at level 60, right associativity) : list_scope.
```

True, False, true, false

The vernacular command **Inductive** lets you create a new type.

- ◇ The empty Prop, having no proofs, is **False**.
- ◇ The top Prop, having a single proof named **I**, is **True**.
- ◇ The **bool** type has two values: **true** and **false**.

```
Inductive False : Prop := .
```

```
Inductive True : Prop :=
| I : True.
```

```
Inductive bool : Set :=
| true : bool
| false : bool.
```

In the boolean library there is a function **Is_true** which converts booleans into their associated Prop counterparts.

Existence ∃

```
Inductive ex (A:Type) (P:A -> Prop) : Prop :=
ex_intro : forall x:A, P x -> ex (A:=A) P.
```

```
Notation "'exists' x .. y , p" := (ex (fun x => .. (ex (fun y => p)) ..))
(at level 200, x binder, right associativity,
format "'[' 'exists' '/' ' x .. y , '/' ' p ']'")
: type_scope.
```

Note that the constructor takes 3 arguments: The predicate **P**, the witness **x**, and a proof of **P x**.

If we pose a witness beforehand then **refine (ex_intro _ witness _)**, Coq will infer **P** from the current goal and the new subgoal is the proof that the witness satisfies the predicate.

Equality, rewrite, and reflexivity

Two operators,

- ◇ **x = y** :> **A** says that **x** and **y** are equal and both have type **A**.
- ◇ **x = y** does the same but let's Coq infer the type **A**.

```
Inductive eq (A:Type) (x:A) : A -> Prop :=
eq_refl : x = x :>A
```

```
where "x = y :> A" := (@eq A x y) : type_scope.
```

```
Notation "x = y" := (x = y :>_) : type_scope.
```

Rather than using **destruct**, most proofs using equality use the tactics **rewrite** <orientation>. If **xEy** has type **x = y**, then **rewrite -> xEy** will replace **x** with **y** in the subgoal, while using orientation **<-** rewrites the other-way, replacing **y** with **x**.

- ◇ This can also be used with a previously proved theorem. If the statement of said theorem involves quantified variables, Coq tries to instantiate them by matching with the current goal.
 - ◇ As with destructing, the pattern **intros eq. rewrite -> eq.** is abbreviated by the intro pattern **intros []**. which performs a left-to-right rewrite in the goal.
- Use the **reflexivity** tactic to discharge a goal of type **x = x**.
- ◇ This tactic performs some simplification automatically when checking that two sides are equal; e.g., it tries **simpl** and **unfold**.

Discrepancy

Coq uses the operator **<>** for inequality, which really means *equality is unprovable or equality implies False*.

```
Notation "x <> y :> T" := (~ x = y :>T) : type_scope.
Notation "x <> y" := (x <> y :>_) : type_scope.
```

Datatype constructors are necessarily disjoint, hence if we ever obtain a proof **pf** of distinct constructors being equal then we may invoke **discriminate pf** to short-circuit the current goal, thereby eliminating a case that could not have happened.