

Propositional Calculus

For this and all other classes, excellent material can be found in

- [Theorem Proving in Lean 4](#), by J. Avigad, L. de Moura, S. Kong, S. Ullrich
- [Mathematics in Lean](#), by J. Avigad and P. Massot

Let's see an example before moving on



Types

Lean is based on (dependent) type theory. It is a very deep foundational theory, and we will not dig into the details of this (which I am certainly *not* an expert of).

We'll content ourselves by using it as a replacement for the foundational theory underneath "usual" mathematics, replacing sets by **types as fundamental objects**.

- We do not define *what* types are. They *are*.

Types contain *terms*: we do not call them elements. The notation $x \in A$ is **not** used, and reserved for sets (that will appear, at a certain point). The syntax to say that t is a term of the type T is

```
t : T
```

and reads "the type of t is T ".

+++ Sets = Types?

No! Of course, you can bring over some intuition from basic set-theory, but the crucial difference is that **every term has a unique type**.

So,

```
t : T ∧ t : S
```

is certainly *false*, unless $T = S$. In particular, $1 : \mathbb{N}$ and $1 : \mathbb{Z}$ shows that the two 1 's above are **different**.

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Prop and the hierarchy

There is a class of particular types, called *propositions*. This class is denoted **Prop**.

- Types in the class **Prop** represent propositions (that can be either true or false). So, $(2 < 3) : \text{Prop}$ and $(37 < 1) : \text{Prop}$ are two *types* in this class, as is $(\text{A finite group of order 11 is cyclic})$.

+++ Two crucial examples

`True : Prop` and `False : Prop`.

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- Key point: if $p : P$ then either p has not term at all (" p is false"), or p has a unique term h (h is "a witness that p is true"; or a **proof** of p).

+++ Other types

There is actually a whole hierarchy of types

`Prop : Type 0 : Type 1 : ... Type n : ...`

So, `Prop` is a *term* of the type `Type 0`, itself a *term* of the type `Type 1`, etc.

Lean shortens `Type 0` to `Type`, omitting the index. It is where most known mathematical objects (like `N`, `Z`, `C`, etc) live: they are terms of this type.

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Tactics

To prove a proposition $p : \text{Prop}$ boils down to producing a/the term $hp : p$.

This is typically done by

1. Producing another type $q : \text{Prop}$ that we know to be true, so that we have a term $hq : q$.
2. Producing a function $f : p \rightarrow q$ ("an implication").
3. Defining $hp := f \ hq$.

Of course, this is too painful: to simplify our life, or to build more convoluted implications, we use *tactics*.

+++ `intro`, `exact`, `apply` and `refl`

- Given an implication $p \rightarrow q$, the tactic `intro hp` introduces a term $hp : p$.
- On the other hand, given a term $hq : q$ and a goal $\vdash q$, the tactic `exact hq` closes the goal, instructing Lean to use hq as the sought-for term in q .
- `apply` is the crucial swiss-knife for *backwards reasoning*: in a situation like

| $hpq : p \rightarrow q$
 $\vdash q$

the tactic `apply hpq` changes the goal to $\vdash p$: it tells Lean that, granted hpq it suffices to construct a term in p to deduce a term in q .

- If your goal is $a = a$, the tactic `refl` closes it.

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+++ `rw`

This tactic takes an assumption `h : a = b` and replaces all occurrences of `a` in the goal to `b`. Its variant

```
rw [h] at h1
```

replaces all occurrences of `a` in `h1` with `b`.

- Unfortunately, `rw` is not symmetric: if you want to change `b` to `a` use `rw [← h]` (type `←` using `\l`): **beware the square brackets!**

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+++ `True`, `False`, `¬` and proofs by contradiction

- `True : Prop` is a type whose only term is called `trivial`. To prove `True`, do `exact trivial`, for instance.
- `False` has no term. Typically, you do not want to construct terms there...
- The `ex falso` tactic changes *any* goal to proving `False` (useful if you have an assumption `... → False`).
- The *definition* of `¬ P` is

$P \rightarrow \text{False}$

and proofs by contradiction, introduced using the `by_contra` tactic, require you to prove `False` assuming **not (the goal)**: if your goal is $\vdash p$, typing `by_contra h` creates

```
| h : ¬ P
|   ⊢ False
```

- The difference between `ex falso` and `by_contra` is that the first does not introduce anything, and forgets the actual goal; the second negates the goal and asks for `False`.

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+++ Conjunction ("And") and Disjunction ("Or")

For both logical connectors, there are two use-cases: we might want to *prove* a statement of that form, or we might want to *use* an assumption of that form.

And

- `constructor` transforms a goal $\vdash p \wedge q$ into the two goals $\vdash p$ and $\vdash q$.

- `.left` and `.right` (or `.1` and `.2`) are the projections from $p \wedge q$ to p and q .

Or

- `right` and `left` transform a goal $p \vee q$ in p and in q , respectively.
- `cases p ∨ q` creates two goals: one assuming p and the other assuming q .
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+++ `by_cases`

The `by_cases` tactic, **not to be confused with** `cases`, creates two subgoals: one assuming a premise, and the one assuming its negation.

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+++ Equivalences

As above, an equivalence can be either *proved* or *used*.

- A goal $\vdash P \leftrightarrow Q$ can be broken into the goals $\vdash P \rightarrow Q$ and $\vdash Q \rightarrow P$ using `constructor`.
- The projections $(P \leftrightarrow Q).1$ (or $(P \leftrightarrow Q).mp$) and $(P \leftrightarrow Q).2$ (or $(P \leftrightarrow Q).mpr$) are the implications $P \rightarrow Q$ and $Q \rightarrow P$, respectively.

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Quantifiers

Again, the two quantifiers $\forall \dots$ and $\exists \dots$ can either occur in assumptions or in goals.

+++ \forall

- Internally, the \forall construction is a generalization of an implication.
- You can prove it by **introducing** a variable (thought of as a "generic element", do `intro x` to call this element x), and by proving $P \ x$.
- If you have $H : \forall x : \alpha, P \ x$ and also a term $y : \alpha$, you can specialise H to y :

```
specialize H y (:= P y)
```

If the goal is $\vdash P \ y$, you might simply want to do `exact H y`, remembering that implications, \forall and functions are all the same thing.

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+++ \exists

Once more,

- To prove $\exists x, P \ x$, you first produce x , and then prove it satisfies $P \ x$: once you have constructed x , do `use x` to have Lean ask you for $\vdash P \ x$.

- If you have $H : \exists x, P\ x$, do obtain $\langle x, hx \rangle := H$ to obtain the term x together with a proof that $P\ x$.

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