CS720

Logical Foundations of Computer Science

Lecture 5: Tactics

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Tactics.v

Exercise 1: transitivity over equals

```
Theorem eq_trans : forall (T:Type) (x y z : T),
  x = y -> y = z -> x = z.
Proof.
  intros T x y z eq1 eq2.
  rewrite -> eq1.
```

yields

```
1 subgoal
T : Type
x, y, z : T
eq1 : x = y
eq2 : y = z
______________________________________(1/1)
y = z
```

> How do we conclude this proof?

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```

> How do we conclude this proof? Yes, `rewrite -> eq2. reflexivity.` works.

Exercise 1: introducing `apply`

Apply takes an hypothesis/lemma to conclude the goal.

```
  apply eq2.
Qed.
```

`apply` takes `?X` to conclude a goal `?X` (resolves `forall`s in the hypothesis).

```
1 subgoal
T : Type
x, y, z : T
eq1 : x = y
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______________________________________(1/1)
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```

Applying conditional hypothesis

`apply` uses an hypothesis/theorem of format `H1 -> ... -> Hn -> G`, then solves goal `G`, and produces new goals `H1`, ..., `Hn`.

```
Theorem eq_trans_2 : forall (T:Type) (x y z: T),
  (x = y -> y = z -> x = z) -> (* eq1 *)
  x = y ->                     (* eq2 *)
  y = z ->                     (* eq3 *)
  x = z.
Proof.
  intros T x y z eq1 eq2 eq3.
  apply eq1.   (* x = y -> y = z -> x = z *)
```

(Done in class.)

Rewriting conditional hypothesis

`apply` uses an hypothesis/theorem of format `H1 → ... → Hn → G`, then solves goal `G`, and produces new goals `H1`, ..., `Hn`.

```
Theorem eq_trans_3 : forall (T:Type) (x y z: T),
  (x = y → y = z → x = z) → (* eq1 *)
  x = y →                   (* eq2 *)
  y = z →                   (* eq3 *)
  x = z.
Proof.
  intros T x y z eq1 eq2 eq3.
  rewrite → eq1.   (* x = y → y = z → x = z *)
```

(Done in class.)

> Notice that there are 2 conditions in `eq1`, so we get 3 goals to solve.

Recap

What's the difference between `reflexivity`, `rewrite`, and `apply`?

1. `reflexivity` solves ***goals*** that can be simplified as an equality like `?X = ?X`
2. `rewrite → H` takes an ***hypothesis*** `H` of type `H1 → ... → Hn → ?X = ?Y`, finds any sub-term of the goal that matches `?X` and replaces it by `?Y`; it also produces goals `H1`,..., `Hn`. `rewrite` does not care about what your goal is, just that the goal **must** contain a pattern `?X`.
3. `apply H` takes an hypothesis `H` of type `H1 → ... → Hn → G` and solves ***goal*** `G`; it creates goals `H1`, ..., `Hn`.

Apply with/Rewrite with

```
Theorem eq_trans_nat : forall (x y z: nat),
  x = 1 ->
  x = y ->
  y = z ->
  z = 1.
Proof.
  intros x y z eq1 eq2 eq3.
  assert (eq4: x = z). {
    apply eq_trans.
```

outputs

```
Unable to find an instance for the variable y.
```

We can supply the missing arguments using the keyword `with`: `apply eq_trans with (y:=y).`

> Can we solve the same theorem but use `rewrite` instead?

Symmetry

What about this exercise?

```
Theorem eq_trans_nat : forall (x y z: nat),
  x = 1 ->
  x = y ->
  y = z ->
  1 = z.
Proof.
  intros x y z eq1 eq2 eq3.
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Symmetry

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Theorem eq_trans_nat : forall (x y z: nat),
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  assert (eq4: x = z). {
```

We can rewrite a goal `?X = ?Y` into `?Y = ?X` with `symmetry`.

Apply in example

```
Theorem silly3' : forall (n : nat),
  (Nat.eqb n 5 = true → Nat.eqb (S (S n)) 7 = true) →
  true = Nat.eqb n 5  →
  true = Nat.eqb (S (S n)) 7.
Proof.
  intros n eq H.
  symmetry in H.
  apply eq in H.
```

(Done in class.)

Targetting hypothesis

- `rewrite → H1 in H2`
- `symmetry in H`
- `apply H1 in H2`

Forward vs backward reasoning

If we have a theorem `L: C1 → C2 → G`:

- ***Goal takes last:*** apply to goal of type `G` and replaces `G` by `C1` and `C2`
- ***Assumption takes first:*** apply to hypothesis `L` to an hypothesis `H: C1` and rewrites `H:C2 → G`

Proof styles:

- ***Forward reasoning***: (`apply in` hypothesis) manipulate the hypothesis until we reach a goal.
  Standard in math textbooks.
- ***Backward reasoning***: (`apply` to goal) manipulate the goal until you reach a state where you can apply the hypothesis.
  Idiomatic in Coq.

Recall our encoding of natural numbers

```
Inductive nat : Type :=
  | O : nat
  | S : nat → nat.
```

1. Does the equation `S n = 0` hold? Why?

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Inductive nat : Type :=
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1. Does the equation `S n = 0` hold? Why?
   No the constructors are implicitly disjoint.
2. If `S n = S m`, can we conclude something about the relation between `n` and `m`?

Recall our encoding of natural numbers

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Inductive nat : Type :=
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1. Does the equation `S n = 0` hold? Why?
   No the constructors are implicitly disjoint.
2. If `S n = S m`, can we conclude something about the relation between `n` and `m`?
   Yes, constructor `S` is injective. That is, if `S n = S m`, then `n = m` holds.

> These two principles are available to all inductive definitions! How do we use these two properties in a proof?

UMass Boston

Proving that S is injective (1/2)

```
Theorem S_injective : forall (n m : nat),
  S n = S m →
  n = m.
Proof.
  intros n m eq1.
  injection eq1 as eq2.
```

If we run `injection`, we get:

```
1 subgoal
n, m : nat
eq1 : S n = S m
eq2 : n = m
______________________________________(1/1)
m = m
```

Disjoint constructors

```
Theorem Nat.eqb_0_l : forall n,
   Nat.eqb 0 n = true → n = 0.
Proof.
  intros n eq1.
  destruct n.
```

(To do in class.)

Principle of explosion

Ex falso (sequitur) quodlibet

`discriminate` concludes absurd hypothesis, where there is an equality between different constructors. Use `discriminate eq1` to conclude the proof below.

```
1 subgoal
n : nat
eq1 : false = true
______________________________________(1/1)
S n = 0
```

What we learned...

`Tactics.v`

- Exploding principle
- Forward and backward proof styles
- New tactics: `apply H` and `apply H in`
- Differences between `apply` and `rewrite`
- New tactics: `symmetry`
- New capability: `rewrite ... in ...`
- New capability: `simpl in ...`
- Constructors are disjoint and injective