Implication

What is an implication?

- Two propositions, P and Q, can form a new proposition $P \to Q$.
  - Read this as "P implies Q"
- A proof of the proposition $P \to Q$ converts a proof of P into a proof of Q.
- Consider the following two premises:
  1. If it's raining, then the streets are wet.
  2. It's raining.
- From the above premises we conclude that "the streets are wet"
  - Here, "it's raining" is P and "the streets are wet" is Q.
  - It's raining *implies* the streets are wet.
- From this implication, we know whenever it rains, the streets are wet.
  - Remember that the *truth* of our propositions depends on our domain

What an implication isn't

- It's raining *implies* the streets are wet.
- What does this implication allow us to conclude when it's *not* raining?
  - Nothing
- Or in the language of logic: $(P \rightarrow Q) \nrightarrow (Q \rightarrow P)$
  - (P implies Q) does *not* imply (Q implies P).

Modus Ponens

- Fancy phrase meaning: if we know $P \to Q$ is true and we know P is true, then we know Q is true

```
{ P Q : Prop }, pfPtoQ : P → Q, pfP : P
------------------------------------- (→-elim)
pfQ: Q
```

- As a Lean function:

```
def arrow_elim
      (P Q: Prop) (pfPtopfQ : P → Q) (pfP : P)
      : Q := pfPtopfQ pfP
```

Analysis of Lean function (Elimination “rule”)

- Lean function:

```
def arrow_elim
        (R W: Prop) (pfRtopfW : R → W) (pfR : R)
        : W := pfRtopfW pfR
```

- This function takes two propositions (R and W), a proof of the implication $R \rightarrow W$, a proof of R and then provides a proof of W.
  - The implication $R \rightarrow W$ is itself a program that converts a proof of R into a proof of W!
- I.e., “If you have a function that can turn any proof of R into a proof of W, and if you have a proof of R, then you obtain a proof of W, and you do it in particular by applying the function to that value.”

Modus Tollens

- Fancy phrase meaning: if we know $P \to Q$ is true and we know Q is *not* true, then we know P cannot be true

```
{ P Q : Prop }, pfPtoQ : P → Q, pfnQ : ¬Q
---------------------------------------- (modus-tollens)
pfnP: ¬P
```

- If we know that “if it’s raining, then the streets are wet”, and we know that “the streets are not wet”, then we know “it's not raining”
- This relies on proof by contradiction, which requires classical logic

Creating an implication program (Introduction "rule")

- Recall our tactic and_commutes:

```
def and_commutes { P Q: Prop } (paq: P ∧ Q) :=
  and.intro
    (and.elim_right paq)
    (and.elim_left paq)
```

- This is a program for converting $P \wedge Q$ into $Q \wedge P$.
  - I.e., this program is (approximately) of type $P \wedge Q \rightarrow Q \wedge P$.

Quick-and-dirty declaration of implication

- We can use the Lean keyword `variable` to introduce variables of whatever type we choose:

```
variables P Q : Prop
variable impl : P → Q
variable pfP : P
#check impl pfP
```

- Note that we should be careful!

```
variable fimpt : true → false
theorem zeqo : (0 = 1) := false.elim (fimpt true.intro)
#check zeqo
```

What implications can be proved?

- Another way to read $P \to Q$ is "if P (is true) then Q (is true)."
- We now ask which of the following implications can be proved?
  - true → true
    - if true (is true) then true (is true)
  - true → false
    - if true (is true) then false (is true)
  - false → true
    - if false (is true) then true (is true)
  - false → false
    - if false (is true) then false (is true)
- What does your intuition tell you?

Proof of true → true

```
def timpt ( pf_true: true ) : true := pf_true

#check timpt
```

Proof of true → false

```
axiom f : false -- cheating!! Do not actually do this!
def timpf (t: true): false :=
  false.elim f
#check timpf
```

- Conversely:

```
example: ¬(true → false) :=
  λ(t: true)(f: false), f
```

Proof of false → true

```
def fimpt ( pf_false: false ) : true := true.intro

#check fimpt
```

Proof of false → false

```
def fimpf (pf_false: false ) : true := pf_false

#check timpt
```

Truth table for implication

- We summarize our findings in the following table for implication.

Implication	Proof	Implication value
true → true	Return passed-in proof	true
true → false	No valid proof	false
false → true	true.intro	true
false → false	Return passed-in proof	true

- Remember: implications have truth values
  - Implications are propositions themselves
- Important to note: a proposition implies false iff if the proposition *is* false, but implying true does not mean the proposition is true

$\rightarrow$ introduction rules

- The $\rightarrow$ introduction rules say that if assuming that there is proof of P allows you to derive a proof of Q, then one can derive a proof of $P \rightarrow Q$, discharging the assumption.
- To represent this rule as an inference rule, we need a notation to represent the idea that from an assumption that there is a proof of P one can derive a proof of Q. If one has such a derivation then one can conclude $P \rightarrow Q$.
  - The derivation is in essence a program
  - The program is the proof of the proposition, which is of the type, $P \rightarrow Q$.

→ introduction notation

```
   P
   |
   |
   Q
-----
P → Q
```

- The proof of a proposition, $P \to Q$, in Lean, is a program that takes an argument of type P and returns a result of type Q.

Alternate formulation (Classical logic)

- Alternate view of implication truth table

$P \rightarrow Q$	P = true	P = false
Q = true	true	true
Q = false	false	true

- What is the truth table for $P \vee Q$ ("P or Q")?

$P \vee Q$	P = true	P = false
Q = true	true	true
Q = false	true	false

- What is the truth table for $\neg P \vee Q$ ("(not P) or Q")?

$\neg P \vee Q$	P = true	P = false
Q = true	true	true
Q = false	false	true

Fin