

黄文超

https://faculty.ustc.edu.cn/huangwenchao → 教学课程 → 形式化方法导引

<u>本章代码链接</u> (Tested in v8.14.1, v8.15.1)

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1. Introduction



Coq proof assistant

- "Rooster": a symbol of France
- <u>Calculus of constructions</u>
- Thierry Coquand

Renamed: ROCQ

ROCQ

1. Introduction

推荐网站及书目:

- •【康奈尔】Coq 编程基础
- Coq'Art book
- Coq/ROCQ 官方网站
- Software Foundations
- Coq in a Hurry
- 形式化方法公开课之定理证明

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Coq Features

- Define computable functions and logical predicates
- State mathematical theorems and software specifications
- *Develop* proofs of theorems, interactively
- Machine-check the proofs
- Extract certified code from the proofs, e.g., OCaml, Haskell, Scheme

Pure mathematics

- the Fundamental theorem of Algebra
 - every polynomial has a root in complex field
- Feit-Thompson theorem on finite groups
- the four-color theorem

Related systems

• Lean: a theorem prover and programming language

Formalizing programming environments

- CompCert: a certified optimizing compiler for C
- *Certicrypt*: an environment of formal proofs for computational cryptography
- JavaCard platform the Gemalto and Trusted Logic companies
 - the *highest level* of certification (common criteria EAL 7)
- Ynot library: for proving imperative programs using separation logic

Related systems

- *Isabelle/HOL*: a generic proof assistant
 - Sel4: a microkernel that has been formally verified

Rich environment

- to help designing theories and proofs offering mechanisms
 - like user extensible notations, tactics for proof automation, libraries
- can be used and extended safely
 - ultimately any definition and proof is checked by a safe kernel

5=2+3

Small kernel based on a language with few primitive constructions

- functions, (co)-inductive definitions, product types, sorts
- a limited number of rules for type-checking and computation

@eq Z (Zpos (xI (x0 xH))) (Zplus (Zpos (x0 xH)) (Zpos (xI xH)))

Program verification in Coq:

- One can *express the property* "the program p is correct" as a *mathematical statement*, and prove it is correct
- One can *develop* a specific program *analyzer* (model-checking, abstract interpretation, ...) in Coq, prove it correct and use it
- One can
 - ${\ensuremath{\, \bullet }}$ represent the program p by a Coq term t
 - ${\ensuremath{\, \bullet }}$ represent the specification by a type T
 - such that t: T (which is *automatically checked*) implies p is correct
 - It works well for functional (possibly *monadic*) programs
- One can use an *external tool* to *generate proof obligations* and then use Coq to *solve obligations*.

Name and Type in Type Theory

A Coq object in the environment has a *name* and a *type*

Command: Check term

The command Check is used to check the type of an object

Check nat.

1 nat 2 : Set

The object nat is a predefined type for natural numbers

• its type is a special constant Set called a sort.

Command: Check term

The command Check is used to check the type of an object

1 Check 0.

1 0			
2	: nat		

The constant 0 has type nat.

Command: Check term

The command Check is used to check the type of an object

1 Check S.
1 S
2 : nat -> nat

The object S is the successor function

• it has type nat -> nat

Command: Check term

The command Check is used to check the type of an object

Check plus.

1 Nat.add

: nat -> nat -> nat

The binary function plus has type nat -> nat -> nat

• which should be read as nat -> (nat -> nat)

Application of functions

The application of a function to its arguments is written as

- f x y for a function f of type A -> B -> C and arguments x and y of type A and B
- The term f x y stands for (f x) y
- The natural number 10 is represented by the term S (S (S (S (S (S (S (S (S (S 0)))))))))
- The usual infix notation x+y can be used instead of plus x y

Check (3+2).

1 3 + 2 2 : nat

2. Basics 2.1 Basic Terms

Propositions as terms

In Coq, logical propositions are also seen as terms.

• the type of a proposition is called its *sort* Prop

The command Check verifies a proposition is well-formed

but does not say if it is true or not

```
1 Check (1+2=3).
```

```
Check (forall x:nat, exists y, x=y+y).
```

```
1 forall x : nat, exists y : nat, x = y + y
```

```
: Prop
```

Introducing goals as propositions:



1 Lemma ex1: forall A B C:Prop,
2 (A -> B -> C) -> (A -> B) -> A -> C.

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Type of proofs: The *type* of a proof is the *proposition* it proves.

Curry-Howard isomorphism (柯里-霍华德同构)

It proposes a deep connection between the world of *logic* and the world of *computation*:

- propositions are types
- proofs are programs
 - proofs are computations

Specific explanation of the Curry-Howard correspondence:

There is only one form of judgment $\Gamma \vdash p : A$

 \bullet The environment Γ is a list of names associated with types

 \bullet When A is a type of objects, p is a term of type A

• e.g., $x : nat \vdash x : nat$

 ${\ \bullet \ } p$ is well-formed in the environment Γ and has type A

• When A is a proposition, p is a *proof* of A

• e.g., $x : \operatorname{nat}, h : x = 1 \vdash \ldots : x \neq 0$

• A is provable under the assumption of Γ and p is a witness of that proof

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柯里-霍华德同构的作用

- 让"写程序"变成"写证明"
 编程变成构造逻辑证明,程序等于正确性。
- 支持"程序 = 证明"的语言和工具
 - 可机器验证 (Type System) 的形式化证明和可信软件系统。

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2. Basics

Producing a proof

To establish that a proposition is true, we construct a proof using the following steps:

- State the proposition using Lemma, Theorem, or Goal.
- Enter the proof mode using the Proof. command.
- Apply tactics to manipulate the goal and subgoals until all are resolved.
- Conclude the proof with Qed. or Admitted. (if incomplete).

```
1 Lemma ex0: forall A B C:Prop,
2 (A -> B -> C) -> (A -> B) -> A -> C.
3 Proof.
4 intros. apply H.
5 - assumption.
6 - apply H0. assumption.
7 Qed.
```

Proving process:

- Lexing and Parsing
- Proof Environment Initialization
- Tactic Interpretation and Execution
- Proof Term Construction
- Type Checking
 - $\bullet\,$ extracts a term p and the trusted kernel has to check that
 - $\Gamma \vdash p : A$ is a valid judgment by elementary rules
- Subgoal Management
- QED and Globalization

Rules of proofs:

- axioms rules: introduce new assumptions
- *introduction* rules: introduce new variables
- *elimination* rules: manipulate the goal

Default proof routine: Backward reasoning with tactics

- A tactic transforms a goal into a set of subgoals
 - solving these subgoals is sufficient to solve the original goal

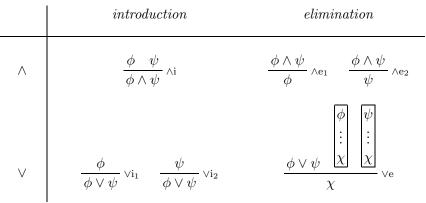
Axiom rules:

- assumption tactic: solves the goal if it is an assumption
- exact tactic: solves the goal if it is exactly equal to a hypothesis

$$\boxed{\frac{h:A\in \Gamma}{\Gamma\vdash h:A}} \texttt{exact} \ h \ \texttt{or} \ \texttt{assumption}$$

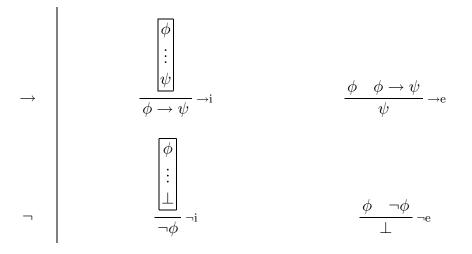
Introduction and elimination rules: (Recall in Chapter 3)

The basic rules of natural deduction:



Basics
 2.2 Logical rules and tactics

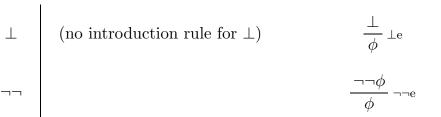
Introduction and elimination rules: (Recall in Chapter 3)



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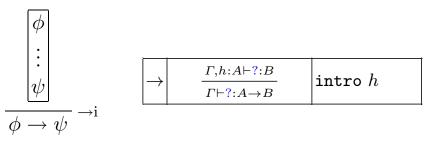
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Introduction and elimination rules: (Recall in Chapter 3)



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Introduction rule for \rightarrow :



- Introduction rules: introduce new variables: h
- ullet Backward reasoning: give a mean to prove a proposition with \rightarrow
 - if we can prove *simpler* propositions
- A tactic will work with a still unresolved goal
 - that we indicate using ? in place of the proof-term

Elimination rule for \rightarrow :

$$\frac{\phi \quad \phi \to \psi}{\psi} \to \mathbf{e}$$

$\Gamma \vdash h: A \to B \qquad \Gamma \vdash ?: A$	annly h
$\Gamma \vdash ?:B$	apply h

- Elimination rule: manipulate the goal
- ullet apply h: Explains how we can use a proof (h) of a proposition with o

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Example for assumption, intro and apply:

```
Lemma ex1: forall A B C:Prop,
(A \rightarrow B \rightarrow C) \rightarrow (A \rightarrow B) \rightarrow A \rightarrow C.
Proof.
intro h1.
intro h2.
intro h3.
intro h4.
intro h5.
intro h6.
apply h4.
assumption.
apply h5.
assumption.
Qed.
```

- E > - E >

Recall the example, It would be painful to apply only atomic rules

• Tactics usually combine in one step several introductions or elimination rules.

Tactic: intros

Introduce *all* assumptions in the context.

• Do multiple introductions and infer names when none are given

Recall the example, It would be painful to apply only atomic rules

```
1 Lemma ex2: forall A B C:Prop,
2 (A -> B -> C) -> (A -> B) -> A -> C.
3 Proof.
4 intros.
5 apply H.
6 assumption.
7 apply H0.
8 assumption.
9 Qed.
```

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Some tactics are doing proof search to help solve a goal:

contradiction	solves the goal when False, or A and $\neg A$ appear in the hypotheses
tauto	solves propositional tautologies
trivial	tries very simple lemmas to solve the goal
auto	searches in a database of lemmas to solve the goal
intuition	removes the propositional structure of the goal then auto
omega	solves goals in linear arithmetic

```
1 Lemma ex3: forall A B C:Prop,
2 (A -> B -> C) -> (A -> B) -> A -> C.
3 Proof.
4 auto.
5 Qed.
```

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2. Basics

2.2 Logical rules and tactics

Keyword: Variable

Objects can be introduced using the syntax

```
• Variable x : A. Variables x y z : A.
```

Keyword: Section

A section is a block of code that can be used to group related definitions and theorems. It is defined using the syntax

• Section S. End S.

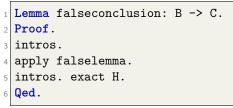
```
1 Section SectionExample.
2 Variables A B C: Prop.
3 Lemma ex4 : (A -> B -> C) -> (A -> B) -> A -> C.
4 Proof.
5 intros. apply H. assumption. apply HO. assumption.
6 Qed.
7 End SectionExample.
```

It is convenient to *postpone* a proof but it is also potentially *dangerous*

Keyword: Admitted

- introducing the original goal as an axiom.
- Safety is only guaranteed if there are no axioms left in the proof.

```
1 Variables A B C: Prop.
2 Lemma falselemma: (A -> B) -> C.
3 Proof.
4 Admitted.
```

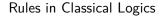


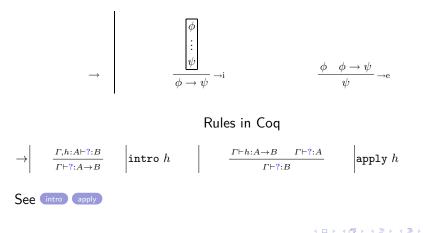
Logical rules and tactics:

- Implication rules: \rightarrow
- Conjunction rules: \land
- Disjunction rules: ∨
- Negation rules: \neg
- Contradiction rules: \perp
- Double negation rules: ¬¬
- Universal quantification rules: \forall
- Existential quantification rules: \exists
- Equality rules: =

Current Coq tactics: (axiom) (intro) $(apply) \rightarrow (A)$ (V) (\neg) (\Box) (\neg) (V) (\neg) (\Box) (\neg) (V) (\neg) (\Box) (\Box) (



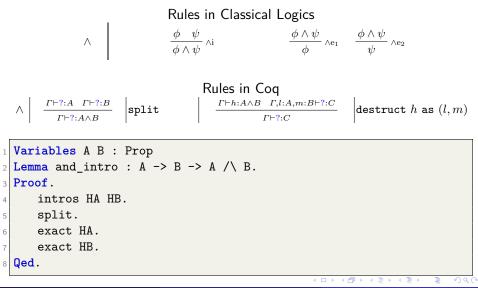




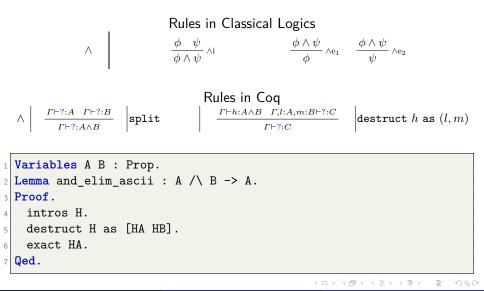
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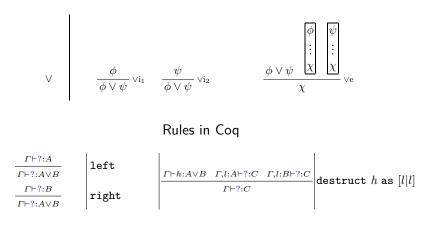


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Rules in Classical Logics



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2.2 Logical rules and tactics – \lor

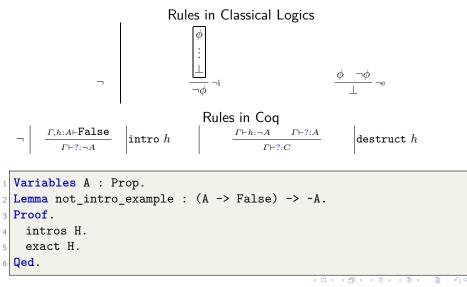
```
1 Variables A B : Prop.
2 Lemma or_intro_left_example : A -> A \/ B.
3 Proof.
4 intros HA.
5 left.
6 exact HA.
7 Qed.
```

```
1 Variables A B C : Prop.
2 Lemma or_elim_example : A \/ B -> (A -> C) -> (B -> C) -> C.
3 Proof.
4 intros H_or HA_to_C HB_to_C.
5 destruct H_or as [HA | HB].
6 - apply HA_to_C. exact HA.
7 - apply HB_to_C. exact HB.
8 Qed.
```

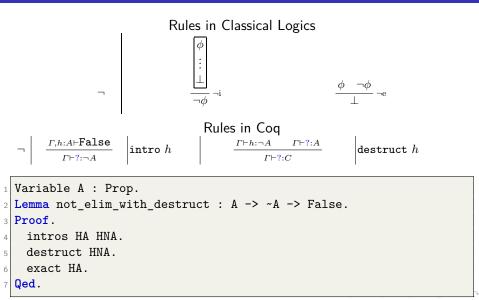
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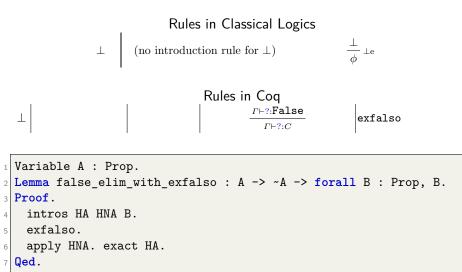
Basics Logical rules and tactics - ¬



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2. Basics 2.2 Logical rules and tactics – \perp



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Rules in Classical Logics





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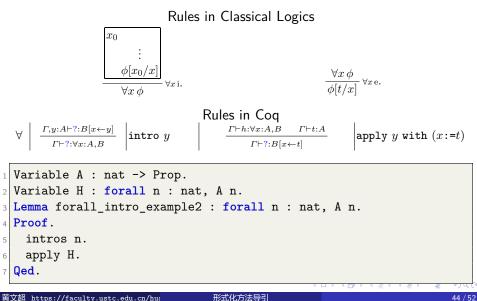
Rules in Coq

Does not exist!!! Why?

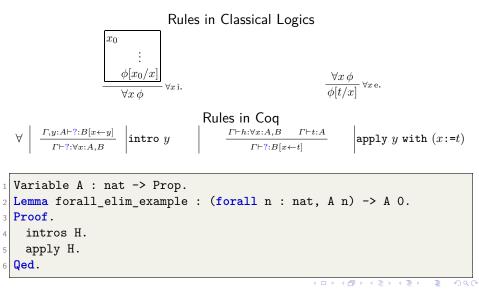
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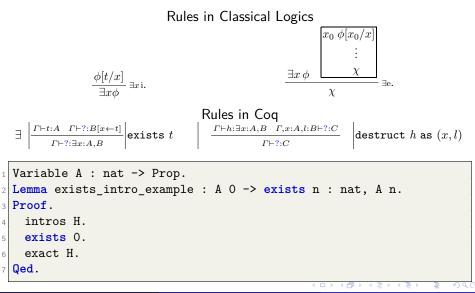
2.2 Logical rules and tactics – \forall



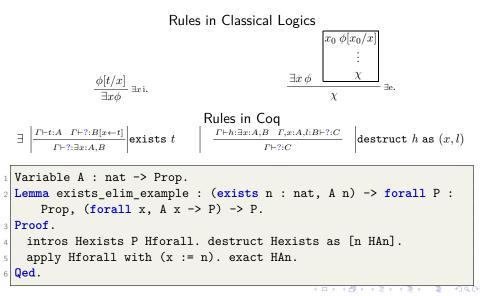
2. Basics 2.2 Logical rules and tactics - ∀



2. Basics 2.2 Logical rules and tactics – ∃



2. Basics 2.2 Logical rules and tactics – ∃



Basics Logical rules and tactics - =

Rules in Classical Logics

$$\frac{t_1 = t_2 \quad \phi[t_1/x]}{\phi[t_2/x]} = e.$$

Rules in Coq

 $= \left| \qquad \frac{t \equiv u}{\Gamma \vdash ?: t = u} \qquad \left| \texttt{reflexivity} \right| \qquad \frac{\Gamma \vdash h: t = u \quad \Gamma \vdash ?: C[x \leftarrow u]}{\Gamma \vdash ?: C[x \leftarrow t]} \qquad \left| \texttt{rewrite} \ h \right.$

- Two terms u and v are *convertible* (written $t \equiv u$) when they represent the same value *after computation*.
- The *elimination* rule allows to *replace* a term by an equal in any context.

Rules in Coq

$$= \left| \quad \frac{t \equiv u}{\varGamma \vdash ?: t = u} \quad \left| \texttt{reflexivity} \right| \quad \frac{\varGamma \vdash h: t = u \quad \varGamma \vdash ?: C[x \leftarrow u]}{\varGamma \vdash ?: C[x \leftarrow t]} \quad \left| \texttt{rewrite} \ h \right.$$

$\frac{\Gamma \vdash ?: u = t}{\Gamma \vdash ?: t = u}$	symmetry
$\frac{\Gamma \vdash ?: t = v \Gamma \vdash ?: v = u}{\Gamma \vdash ?: t = u}$	$\texttt{transitivity} \ v$
$\boxed{\frac{\varGamma \vdash ?:f = g \qquad \varGamma \vdash ?:t_1 = u_1 \dots \varGamma \vdash ?:t_n = u_n}{\varGamma \vdash ?:f \ t_1 \dots t_n = g \ u_1 \dots u_n}}$	f_equal

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2.2 Logical rules and tactics - Forward reasoning

Recall Backward reasoning.

Forward reasoning

- A tactic transforms a goal into a set of subgoals
 - solving these subgoals is sufficient to solve the original goal

$$\left| \frac{\varGamma \vdash ?: B \quad \varGamma, h: B \vdash ?: A}{\varGamma \vdash ?: A} \right| \texttt{assert} (h: B)$$

```
1 Variables A B C : Prop.
2 Lemma assert_example : (A -> B) -> (B -> C) -> A -> C.
3 Proof.
4 intros H1 H2 HA.
5 assert (HB : B).
6 - apply H1. exact HA.
7 - apply H2. exact HB.
8 Qed.
```

2.2 Logical rules and tactics: Intuitionistic Logic v.s Classical Logic

Coq implements an intuitionistic logic, which differs from classical logic in the following ways:

- Law of Excluded Middle: $P \lor \neg P$ is not generally valid in Coq.
- Double Negation Elimination: In Coq, $\neg \neg P \rightarrow P$ is <u>not valid</u> unless P is constructively proven.
 - $P \lor \neg P \vdash \neg \neg P \rightarrow P$ in Coq (见作业5)
- Constructive Proofs: Intuitionistic logic requires constructive proofs, meaning that to prove $\exists x, P(x)$, one must explicitly construct a witness x such that P(x) holds.
- *Proof as Programs*: Intuitionistic logic aligns with the <u>Curry-Howard</u> correspondence.
- It is also possible to use *classical* versions of logical connectives
 - a library Classical introduces *the excluded middle* as an axiom

Require Import Classical.

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2.2 Logical rules and tactics axiom (intro) apply $\rightarrow \land$ \checkmark \frown \bot \frown \checkmark \heartsuit

<mark>实验小作业</mark>:使用 Coq 证明如下命题(不允许使用搜索策略,不允许使 用 Classical 库),附上代码和文档(文档中列出每个证明步骤的输出截 图)

```
1 Section Homework.

2 Variables A B : Prop.

3 Variable T : Type.

4 Variable P : T -> Prop .

5

6 Lemma homework1: forall A, ~~~ A -> ~ A.

7 Lemma homework2: A \setminus B -> ~ (~ A / ~ B).

8 Lemma homework3: (~ exists x, P x) -> forall x, ~ P x.

9 Lemma homework4: A -> ~~A.

10 Lemma homework5: (A \setminus ~ A) -> (~~A -> A).

11 End Homework.
```