

形式化方法导引

第 6 章 案例分析

6.3 Coq: A Prover based on Higher-order Logic

6.3.1 Introduction | 6.3.2 Basics

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→ 教学课程 → 形式化方法导引

本章代码链接

(Tested in v8.14.1, v8.15.1)

1. Introduction



Coq proof assistant

- "Rooster": a symbol of France
- Calculus of constructions
- Thierry Coquand

Renamed: 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

1. Introduction

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

1. Introduction

Impressive examples in different areas

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

1. Introduction

Impressive examples in different areas

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

1. Introduction

Two-levels architecture

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

1 $5=2+3$

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

1 $@eq\ Z\ (Zpos\ (xI\ (x0\ xH)))\ (Zplus\ (Zpos\ (x0\ xH))\ (Zpos\ (xI\ xH)))$

1. Introduction

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
 - represent the program p by a Coq term t
 - 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*.

2. Basics

2.1 Basic Terms

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

```
1 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*.

2. Basics

2.1 Basic Terms

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.

2. Basics

2.1 Basic Terms

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`

2. Basics

2.1 Basic Terms

Command: Check term

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

```
1 Check plus.
```

```
1 Nat.add  
2   : nat -> nat -> nat
```

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

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

2. Basics

2.1 Basic Terms

Application of functions

The application of a function to its arguments is written as

- $f\ x\ y$ for a function f of type $A \rightarrow B \rightarrow C$ 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 $S\ (S\ (S\ (S\ (S\ (S\ (S\ (S\ (S\ 0))))))))$
- The usual infix notation $x+y$ can be used instead of $plus\ x\ y$

```
1 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).
```

```
1 1 + 2 = 3
2   : Prop
```

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

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

2. Basics

2.1 Basic Terms

Introducing goals as propositions:

Commands:

- Lemma id: prop.
- Theorem id: prop.
- Goal prop.

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

2. Basics

2.2 Logical rules and tactics

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*

2. Basics

2.2 Logical rules and tactics

Specific explanation of the *Curry-Howard correspondence*:

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

- The environment Γ is a *list* of *names* associated with types
- When A is a type of objects, p is a *term* of type A
 - e.g., $x : \text{nat} \vdash x : \text{nat}$
 - 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., $x : \text{nat}, h : x = 1 \vdash \dots : x \neq 0$
 - A is provable under the assumption of Γ and p is a *witness* of that proof

2. Basics

2.2 Logical rules and tactics

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2. Basics

2.2 Logical rules and tactics

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2. Basics

2.2 Logical rules and tactics

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。

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.
```

2. Basics

2.2 Logical rules and tactics

Proving process:

- Lexing and Parsing
- Proof Environment Initialization
- Tactic Interpretation and Execution
- Proof Term Construction
- *Type Checking*
 - 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

2. Basics

2.2 Logical rules and tactics

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

2. Basics

2.2 Logical rules and tactics

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

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

2. Basics

2.2 Logical rules and tactics

Introduction and elimination rules: (Recall in Chapter 3)

The basic rules of natural deduction:

	<i>introduction</i>	<i>elimination</i>
\wedge	$\frac{\phi \quad \psi}{\phi \wedge \psi} \wedge i$	$\frac{\phi \wedge \psi}{\phi} \wedge e_1 \quad \frac{\phi \wedge \psi}{\psi} \wedge e_2$
\vee	$\frac{\phi}{\phi \vee \psi} \vee i_1 \quad \frac{\psi}{\phi \vee \psi} \vee i_2$	$\frac{\phi \vee \psi \quad \boxed{\begin{smallmatrix} \phi \\ \vdots \\ \chi \end{smallmatrix}} \quad \boxed{\begin{smallmatrix} \psi \\ \vdots \\ \chi \end{smallmatrix}}}{\chi} \vee e$

2. Basics

2.2 Logical rules and tactics

Introduction and elimination rules: (Recall in Chapter 3)

\rightarrow	$\frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \psi \end{array}}}{\phi \rightarrow \psi} \rightarrow i$	$\frac{\phi \quad \phi \rightarrow \psi}{\psi} \rightarrow e$
\neg	$\frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \perp \end{array}}}{\neg \phi} \neg i$	$\frac{\phi \quad \neg \phi}{\perp} \neg e$

2. Basics

2.2 Logical rules and tactics

Introduction and elimination rules: (Recall in Chapter 3)

\perp		(no introduction rule for \perp)	$\frac{\perp}{\phi} \perp e$
$\neg\neg$			$\frac{\neg\neg\phi}{\phi} \neg\neg e$

2. Basics

2.2 Logical rules and tactics

Introduction rule for \rightarrow :

$$\frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \psi \end{array}}}{\phi \rightarrow \psi} \rightarrow_i$$

\rightarrow	$\frac{\Gamma, h:A \vdash ? : B}{\Gamma \vdash ? : A \rightarrow B}$	<code>intro h</code>
---------------	--	----------------------

- Introduction rules: introduce new variables: h
- 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

2. Basics

2.2 Logical rules and tactics

Elimination rule for \rightarrow :

$$\frac{\phi \quad \phi \rightarrow \psi}{\psi} \rightarrow e$$

$\frac{\Gamma \vdash h : A \rightarrow B \quad \Gamma \vdash ? : A}{\Gamma \vdash ? : B}$	apply h
---	-----------

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

2. Basics

2.2 Logical rules and tactics

Example for assumption, intro and apply:

```
1      Lemma ex1: forall A B C:Prop,
2      (A -> B -> C) -> (A -> B) -> A -> C.
3      Proof.
4      intro h1.
5      intro h2.
6      intro h3.
7      intro h4.
8      intro h5.
9      intro h6.
10     apply h4.
11     assumption.
12     apply h5.
13     assumption.
14     Qed.
```

2. Basics

2.2 Logical rules and tactics

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

2. Basics

2.2 Logical rules and tactics

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.
```


2. Basics

2.2 Logical rules and tactics

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.
```

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 H0. assumption.  
6 Qed.  
7 End SectionExample.
```

2. Basics

2.2 Logical rules and tactics

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.
```

```
1 Lemma falseconclusion: B -> C.  
2 Proof.  
3 intros.  
4 apply falselemma.  
5 intros. exact H.  
6 Qed.
```

2. Basics

2.2 Logical rules and tactics

Logical rules and tactics:

- Implication rules: \rightarrow
- Conjunction rules: \wedge
- Disjunction rules: \vee
- Negation rules: \neg
- Contradiction rules: \perp
- Double negation rules: $\neg\neg$
- Universal quantification rules: \forall
- Existential quantification rules: \exists
- Equality rules: $=$

Current Coq tactics: axiom intro apply \rightarrow \wedge \vee \neg \perp $\neg\neg$ \forall \exists $=$

2. Basics

2.2 Logical rules and tactics – \rightarrow

Rules in Classical Logics

$$\rightarrow \quad \left| \quad \frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \psi \end{array}}}{\phi \rightarrow \psi} \rightarrow_i \quad \quad \quad \frac{\phi \quad \phi \rightarrow \psi}{\psi} \rightarrow_e$$

Rules in Coq

$$\rightarrow \quad \left| \quad \frac{\Gamma, h:A \vdash ? : B}{\Gamma \vdash ? : A \rightarrow B} \quad \right| \text{intro } h \quad \left| \quad \frac{\Gamma \vdash h:A \rightarrow B \quad \Gamma \vdash ? : A}{\Gamma \vdash ? : B} \quad \right| \text{apply } h$$

See intro apply

2. Basics

2.2 Logical rules and tactics – \wedge

Rules in Classical Logics

$$\wedge \quad \left| \quad \frac{\phi \quad \psi}{\phi \wedge \psi} \wedge_i \quad \frac{\phi \wedge \psi}{\phi} \wedge_{e1} \quad \frac{\phi \wedge \psi}{\psi} \wedge_{e2} \right.$$

Rules in Coq

$$\wedge \quad \left| \quad \frac{\Gamma \vdash ? : A \quad \Gamma \vdash ? : B}{\Gamma \vdash ? : A \wedge B} \right| \text{split} \quad \left| \quad \frac{\Gamma \vdash h : A \wedge B \quad \Gamma, l : A, m : B \vdash ? : C}{\Gamma \vdash ? : C} \right| \text{destruct } h \text{ as } (l, m)$$

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

2. Basics

2.2 Logical rules and tactics – \wedge

Rules in Classical Logics

$$\wedge \quad \left| \quad \frac{\phi \quad \psi}{\phi \wedge \psi} \wedge_i \quad \frac{\phi \wedge \psi}{\phi} \wedge_{e1} \quad \frac{\phi \wedge \psi}{\psi} \wedge_{e2} \right.$$

Rules in Coq

$$\wedge \quad \left| \quad \frac{\Gamma \vdash ? : A \quad \Gamma \vdash ? : B}{\Gamma \vdash ? : A \wedge B} \right| \text{split} \quad \left| \quad \frac{\Gamma \vdash h : A \wedge B \quad \Gamma, l : A, m : B \vdash ? : C}{\Gamma \vdash ? : C} \right| \text{destruct } h \text{ as } (l, m)$$

```
1 Variables A B : Prop.
2 Lemma and_elim_ascii : A /\ B -> A.
3 Proof.
4   intros H.
5   destruct H as [HA HB].
6   exact HA.
7 Qed.
```

2. Basics

2.2 Logical rules and tactics – \vee

Rules in Classical Logics

$$\vee \left| \begin{array}{c} \frac{\phi}{\phi \vee \psi} \vee_{i1} \quad \frac{\psi}{\phi \vee \psi} \vee_{i2} \quad \frac{\phi \vee \psi \quad \boxed{\begin{smallmatrix} \phi \\ \vdots \\ \chi \end{smallmatrix}} \quad \boxed{\begin{smallmatrix} \psi \\ \vdots \\ \chi \end{smallmatrix}}}{\chi} \vee_e \end{array} \right.$$

Rules in Coq

$$\vee \left| \begin{array}{c} \frac{\Gamma \vdash ? : A}{\Gamma \vdash ? : A \vee B} \\ \frac{\Gamma \vdash ? : B}{\Gamma \vdash ? : A \vee B} \end{array} \right| \begin{array}{c} \text{left} \\ \text{right} \end{array} \left| \frac{\Gamma \vdash h : A \vee B \quad \Gamma, l : A \vdash ? : C \quad \Gamma, l : B \vdash ? : C}{\Gamma \vdash ? : C} \right| \text{destruct } h \text{ as } [l | l]$$

2. Basics

2.2 Logical rules and tactics – \vee

```
1 Variables A B : Prop.  
2 Lemma or_intro_left_example : A -> A  $\vee$  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  $\vee$  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.
```

2. Basics

2.2 Logical rules and tactics – \neg

Rules in Classical Logics

$$\neg \quad \left| \quad \frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \perp \end{array}}}{\neg \phi} \neg\text{i} \quad \frac{\phi \quad \neg \phi}{\perp} \neg\text{e}$$

Rules in Coq

$$\neg \quad \left| \quad \frac{\Gamma, h:A \vdash \text{False}}{\Gamma \vdash ? : \neg A} \quad \text{intro } h \quad \left| \quad \frac{\Gamma \vdash h : \neg A \quad \Gamma \vdash ? : A}{\Gamma \vdash ? : C} \quad \text{destruct } h$$

```
1 Variables A : Prop.
2 Lemma not_intro_example : (A -> False) -> ~A.
3 Proof.
4   intros H.
5   exact H.
6 Qed.
```

2. Basics

2.2 Logical rules and tactics – \neg

Rules in Classical Logics

$$\neg \quad \left| \quad \frac{\boxed{\begin{array}{c} \phi \\ \vdots \\ \perp \end{array}}}{\neg\phi} \neg\text{i} \quad \frac{\phi \quad \neg\phi}{\perp} \neg\text{e}$$

Rules in Coq

$$\neg \quad \left| \quad \frac{\Gamma, h:A \vdash \mathbf{False}}{\Gamma \vdash \neg A} \quad \text{intro } h \quad \left| \quad \frac{\Gamma \vdash h:\neg A \quad \Gamma \vdash ? : A}{\Gamma \vdash ? : C} \quad \text{destruct } h$$

```
1 Variable A : Prop.
2 Lemma not_elim_with_destruct : A -> ~A -> False.
3 Proof.
4   intros HA HNA.
5   destruct HNA.
6   exact HA.
7 Qed.
```

2. Basics

2.2 Logical rules and tactics – \perp

Rules in Classical Logics

$$\perp \quad \left| \quad \begin{array}{l} \text{(no introduction rule for } \perp \text{)} \\ \frac{\perp}{\phi} \perp\text{e} \end{array} \right.$$

Rules in Coq

$$\perp \quad \left| \quad \left| \quad \frac{\Gamma \vdash ?\text{False}}{\Gamma \vdash ?C} \quad \right| \quad \text{exfalso} \right.$$

```
1 Variable A : Prop.  
2 Lemma false_elim_with_exfalso : A -> ~A -> forall B : Prop, B.  
3 Proof.  
4   intros HA HNA B.  
5   exfalso.  
6   apply HNA. exact HA.  
7 Qed.
```

2. Basics

2.2 Logical rules and tactics – /

Rules in Classical Logics

$$\neg \neg$$

$$\frac{\neg \neg \phi}{\phi} \neg \neg e$$

Rules in Coq

Does not exist!!! Why?

2. Basics

2.2 Logical rules and tactics – \forall

Rules in Classical Logics

$$\frac{\begin{array}{c} x_0 \\ \vdots \\ \phi[x_0/x] \end{array}}{\forall x \phi} \forall x i.$$

$$\frac{\forall x \phi}{\phi[t/x]} \forall x e.$$

Rules in Coq

$$\forall \left| \frac{\Gamma, y:A \vdash ? : B[x \leftarrow y]}{\Gamma \vdash ? : \forall x:A, B} \right| \text{intro } y \quad \left| \frac{\Gamma \vdash h : \forall x:A, B \quad \Gamma \vdash t:A}{\Gamma \vdash ? : B[x \leftarrow t]} \right| \text{apply } y \text{ with } (x:=t)$$

```
1 Variable A : nat -> Prop.
2 Variable H : forall n : nat, A n.
3 Lemma forall_intro_example2 : forall n : nat, A n.
4 Proof.
5   intros n.
6   apply H.
7 Qed.
```

2. Basics

2.2 Logical rules and tactics – \forall

Rules in Classical Logics

$$\frac{\begin{array}{c} x_0 \\ \vdots \\ \phi[x_0/x] \end{array}}{\forall x \phi} \forall x i.$$

$$\frac{\forall x \phi}{\phi[t/x]} \forall x e.$$

Rules in Coq

$$\forall \quad \left| \frac{\Gamma, y:A \vdash ? : B[x \leftarrow y]}{\Gamma \vdash ? : \forall x:A, B} \right| \text{intro } y \quad \left| \frac{\Gamma \vdash h : \forall x:A, B \quad \Gamma \vdash t:A}{\Gamma \vdash ? : B[x \leftarrow t]} \right| \text{apply } y \text{ with } (x:=t)$$

```
1 Variable A : nat -> Prop.
2 Lemma forall_elim_example : (forall n : nat, A n) -> A 0.
3 Proof.
4   intros H.
5   apply H.
6 Qed.
```

2. Basics

2.2 Logical rules and tactics – \exists

Rules in Classical Logics

$$\frac{\phi[t/x]}{\exists x \phi} \exists x i.$$

$$\frac{\begin{array}{|c|} \hline x_0 \ \phi[x_0/x] \\ \vdots \\ \chi \\ \hline \end{array}}{\exists x \phi} \exists x e.$$

Rules in Coq

$$\exists \left| \frac{\Gamma \vdash t : A \quad \Gamma \vdash ? : B[x \leftarrow t]}{\Gamma \vdash ? : \exists x : A, B} \right| \text{exists } t \quad \left| \frac{\Gamma \vdash h : \exists x : A, B \quad \Gamma, x : A, l : B \vdash ? : C}{\Gamma \vdash ? : C} \right| \text{destruct } h \text{ as } (x, l)$$

```
1 Variable A : nat -> Prop.
2 Lemma exists_intro_example : A 0 -> exists n : nat, A n.
3 Proof.
4   intros H.
5   exists 0.
6   exact H.
7 Qed.
```


2. Basics

2.2 Logical rules and tactics – \exists

Rules in Classical Logics

$$\frac{\phi[t/x]}{\exists x \phi} \exists x i.$$

$$\frac{\begin{array}{c} \boxed{\begin{array}{c} x_0 \ \phi[x_0/x] \\ \vdots \\ \chi \end{array}} \\ \exists x \phi \end{array}}{\chi} \exists x e.$$

Rules in Coq

$$\exists \left| \frac{\Gamma \vdash t:A \quad \Gamma \vdash ? : B[x \leftarrow t]}{\Gamma \vdash ? : \exists x:A, B} \right| \text{exists } t \quad \left| \frac{\Gamma \vdash h:\exists x:A, B \quad \Gamma, x:A, l:B \vdash ? : C}{\Gamma \vdash ? : C} \right| \text{destruct } h \text{ as } (x, l)$$

```
1 Variable A : nat -> Prop.
2 Lemma exists_elim_example : (exists n : nat, A n) -> forall P :
   Prop, (forall x, A x -> P) -> P.
3 Proof.
4   intros Hexists P Hforall. destruct Hexists as [n HAn].
5   apply Hforall with (x := n). exact HAn.
6 Qed.
```

2. Basics

2.2 Logical rules and tactics – =

Rules in Classical Logics

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

Rules in Coq

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

- 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.

2. Basics

2.2 Logical rules and tactics

Rules in Coq

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

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

2. Basics

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

$\frac{\Gamma \vdash ? : B \quad \Gamma, h : B \vdash ? : A}{\Gamma \vdash ? : A}$	$\text{assert } (h : B)$
--	--------------------------

```
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. Basics

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*: $P \vee \neg P$ is not generally valid in Coq.
- *Double Negation Elimination*: In Coq, $\neg\neg P \rightarrow P$ is not valid unless P is constructively proven.
 - $P \vee \neg P \vdash \neg\neg P \rightarrow P$ 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 Curry-Howard correspondence.

It is also possible to use *classical* versions of logical connectives

- a library Classical introduces *the excluded middle* as an axiom

```
1 Require Import Classical.
```

2. Basics

2.2 Logical rules and tactics

axiom

intro

apply

 \rightarrow \wedge \vee \neg \perp $\neg\neg$ \forall \exists $=$

实验小作业: 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 /\ B -> ~ (~ A /\ ~ B).
8 Lemma homework3: (~ exists x, P x) -> forall x, ~ P x.
9 Lemma homework4: A -> ~~A.
10 Lemma homework5: (A /\ ~A) -> (~~A -> A).
11 End Homework.
```