

universität freiburg

# The Rules of the Game

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Finding Theorems

Applying Theorems

Rewriting

Combining theorems

Conclusion

## Low-Level Proofs

There is a divide here:

- Coq is typically taught with the low level approach first. So after 2 hours you can prove that

lemma

assumes  $P$  and  $\langle P \implies Q \rangle$

shows  $Q$

using *assms* by *auto*

- Isabelle is typically taught with automation in mind.

lemma

fixes  $n :: \text{nat}$

shows  $\langle \sum_{i=0..n} i*i = n * (n+1) * (2*n+1) \text{ div } 6 \rangle$

by (*induction n*) (*auto simp: algebra\_simps*)

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## Low-Level Proofs

There is a divide here:

- Old people (like me) explore in apply style
- Young people go for Isar directly

## Low-Level Proofs

But: there is a change going on, because students do not know induction anymore or proper logic.

# Finding Theorems



## What is My Theorem Named?

Search in the panel. You can use

- `_` to write a term
- `"name:"` to restrict the names.

Alternative: `find_theorems` (with the same option).

Or: Use `sledgehammer`



# Applying Theorems



## Known Facts

*They are applied by rule and HO unification is done:* lemma  $\langle P \implies Q \implies P \wedge (Q \wedge P) \rangle$

apply (rule conjI)

oops

## Known Facts

definition  $P$  where  $\langle P \_ = True \rangle$

lemma  $a$ :  $\langle P ( a :: 'a :: plus) \rangle$

sorry

lemma shows  $\langle P a \rangle$

supply  $[[unify\_trace\_failure, show\_sorts]]$

rule  $a$  does not apply, why?

oops

## Natural Deduction Rules

We distinguish between

- introduction rules to infer a symbol like  $(?P \implies ?Q) \implies ?P \longrightarrow ?Q$
- elimination rule for the consequences of a symbol  
This is often a matter of point of view from the user.

## Introduction Rule

lemma  $\langle P \implies Q \implies P \wedge (Q \wedge P) \rangle$

## Elimination rule

lemma  $\langle P \vee Q \implies Q \vee P \rangle$

This is neither an intro rule nor a dest rule.

## Dest rules

`thm conjunct1 conjunct2`

## Tactics

The tactics are:

- *frule* = unify with first assumption and add the assumptions
- *drule* = *frule* + remove assumption
- *intro* = *rule* repeated until fix-point

```
lemma "∀ P Q. ((P → Q) → P ∧ Q)"  
  apply (intro allI conjI impI)  
  oops
```

The tactics are:

- *rotate\_tac* = rotate assumption



# Rewriting



## Rewriting

The tactics are:

- `unfolding` = unfolding until fix-point (command, not a tactic)
- `unfold` = substitute (that is the tactic)
- `subst` = substitute
- `hypsubst` = substitute assumptions until fix-point, then remove the assumption

## Exercise

Prove that in a low-level way:

```
lemma fixes n :: nat
  shows <( $\sum_{i=0..n} i$ ) = n * (n+1) div 2>
  by (induction n) auto
```

# Combining theorems



You can instantiate variable with of *impI* [ of "2 = 2" ]:  $((2::?'a1) = (2::?'a1) \implies ?Q) \implies (2::?'a1) = (2::?'a1) \longrightarrow ?Q$

And theorems with OF or THEN, *impI* [ OF TrueI ], TrueI [ THEN impI ]:  $?P \longrightarrow \text{True}, ?P \longrightarrow \text{True}$

# Conclusion



It is possible to go purely low-level... but I do not recommend it.  
But it is useful for debugging sometimes (why does simp not apply my theorem?)