

# Automatic proving in Coq

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# Combining tactics

- ▶ Then: “;” (apply the same tactic on all generated subgoals)
  - ▶ example: `intros a b H; split; elim H; intros H H2; assumption`
- ▶ Orelse: “| |”
  - ▶ example: `intros a b H; elim H; intros H'; (left | | right); exact H'`
  - ▶ span: “;[... |...]”
    - ▶ example: `intros a b H; elim H; [intros H'; right; exact H' | intros H'; left; exact H']`
- ▶ Neutral elements: `idtac`, `fail`.
- ▶ Repetition: `repeat`

# Automatic proofs by simple repetition

- ▶ Remember:  $le\_n : \forall n, n \leq n$   
 $le\_S : \forall n, n \leq S m$
- ▶ Prove goals of the form  $S ( \dots (S a) ) = S ( \dots (s a) )$
- ▶ `repeat(apply le_n || apply le_S)`

# Automatic use of collections of theorems

- ▶ The tactic `auto` can be fine-tuned,
- ▶ This tactic repeatedly tries theorems taken from a database,
- ▶ Depth of repetition is limited drastically (default is 5 or 6),
- ▶ You add elements in databases by `Hint Resolve thm : db.`,
- ▶ You direct `auto` to use a given database `db` by typing `auto with db`,
- ▶ You change the depth by adding a number argument as in `auto 20 with db`,
- ▶ The tactic `trivial` is `auto` which refuses to use theorems with more than one premise.

# Repeated use of rewriting theorems

- ▶ A tactic `autorewrite` repeats rewriting with collections of theorems,

- ▶ Example:

```
plus_assoc : forall n m p : nat, n + (m + p) = n + m + p
```

```
Hint Rewrite plus_assoc : assoc_db.
```

```
Lemma ex_autorw :  $\forall x y z t, x + ((y+z)+t) = (x+y)+(z+t)$ .
```

```
intros x y z t.
```

```
=====
```

```
 $x + (y + z + t) = x + y + (z + t)$ 
```

```
autorewrite with assoc_db.
```

```
=====
```

```
 $x + y + z + t = x + y + z + t$ 
```

```
trivial.
```

```
Qed.
```

# Tactics for propositional logic

- ▶ The tactic `intuition` does more than `auto`, as it breaks the hypotheses down,
- ▶ The tactic `intuition` can be fine-tuned by writing an extra tactic expression behind,
- ▶ By default `intuition` calls `auto with *`
- ▶ Example:

Lemma `ex_intuition` :

$\forall A B x, 0 = S 0 \vee A \wedge B \rightarrow A \wedge x \leq x + x.$

`intuition (discriminate || auto with arith).`

`Qed.`

# Tactics for numbers

- ▶ `ring` will solve goals of the form  $e_1 = e_2$ ,
  - ▶ if the two expressions are equal polynomials,
- ▶ `ring_simplify` will only simplify the equality,
- ▶ `omega` will solve goals containing comparisons between expressions,
  - ▶ if the members of all comparisons are linear formulas
- ▶ More powerful tactics are available with extra packages.
- ▶ `ring` and `ring_simplify` can be adapted to new ring structures.

# Defining new tactics

- ▶ Ltac easy\_compare := repeat(apply le\_n || le\_S).



# Defining new tactics

- ▶ Ltac easy\_compare := repeat(apply le\_n || le\_S).
- ▶ Defined tactics can take arguments,
- ▶ Ltac case\_eq f :=  
    generalize (refl\_equal f); pattern f at -1; case f.

# Adapting to the goal

- ▶ Pattern matching in tactics  
match goal with  
 $H : ?x = ?y \mid - ?x = ?z \Rightarrow$   
transitivity y;[exact H | idtac] end.
- ▶ You can also have pattern matching on expressions,
- ▶ Pattern-matching is not “functional programming” like,
  - ▶ Patterns don't need to be constructors,
  - ▶ Patterns don't need to be linear,
  - ▶ Pattern-matching backtracks upon failure.

## Example of user-defined tactic

```
Ltac num_eq_list :=  
  match goal with  
  | - ?a::?b = ?c::?d =>  
    let H := fresh in  
    assert (H: a=c);[try ring; try omega |  
      try rewrite H; clear H;  
      assert (H : b = d);[apply refl_equal || eq_list |  
        try rewrite H; apply refl_equal]]  
end.
```

- ▶ This tactic will address goals of the form

$$a_1::a_2::a_3::\dots = b_1::b_2::b_3::\dots$$

and decompose it in goals

$$a_1=b_1 \quad a_2=b_2 \quad a_3=b_3 \quad \dots$$