CS420

Introduction to the Theory of Computation

Lecture 2: Pattern matching; reflexivity

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Today we will learn...

- Compound types
- Pattern matching
- Inductive types
- Recursive functions
- Proofs with forall

Chapter: `Basics.v`

On studying effectively for this content

Exercises structure

1. Open the chapter file with CoqIDE: that file is the chapter we are covering
2. Read the chapter and fill in any exercise
3. To complete an assignment ensure you have 0 occurrences of `Admitted`

(demo)

Back learning the basics

Your first proof

```
Example test_next_weekday:
  next_weekday (next_weekday saturday) = tuesday.
Proof.
  simpl.        (* simplify left-hand side *)
  reflexivity. (* use reflexivity since we have tuesday = tuesday *)
Qed.
```

Your first proof

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```

- `Example` prefixes the name of the proposition we want to prove.
- The return type (`:`) is a (logical) **proposition** stating that two values are equal (after evaluation).
- The body of function `test_next_weekday` uses the `ltac` proof language.
- The dot (`.`) after the type puts us in proof mode. (Read as "defined below".)
- This is essentially a unit test.

Ltac: Coq's proof language

`ltac` is **imperative**! You can step through the state with CoqIDE

`Proof` begins an `ltac`-scope, yielding

```
1 subgoal
______________________________________(1/1)
next_weekday (next_weekday saturday) = tuesday
```

Tactic `simpl` evaluates expressions in a goal (normalizes them)

Ltac: Coq's proof language

```
1 subgoal
______________________________________(1/1)
tuesday = tuesday
```

- `reflexivity` solves a goal with a pattern `?X = ?X`

```
No more subgoals.
```

- `Qed` ends an `ltac`-scope and ensures nothing is left to prove

Function types

Use `Check` to print the type of an expression:

```
Check next_weekday.
```

which outputs

```
next_weekday
     : day → day
```

Function type `day → day` takes one value of type `day` and returns a value of type `day`.

Compound types

Enumerated types are very simple. You can think of them as a typed collection of constants. We call each enumerated value a **constructor**.

```
Inductive rgb : Type :=
  | red : rgb
  | green : rgb
  | blue : rgb.
```

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```
Inductive rgb : Type :=
  | red : rgb
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  | blue : rgb.
```

A **compound type** builds on other existing types. Their constructors accept ***multiple parameters***, like functions do.

```
Inductive color : Type :=
  | black : color
  | white : color
  | primary : rgb → color.
```

Manipulating compound values

```
Definition monochrome (c : color) : bool :=
  match c with
  | black ⇒ true
  | white ⇒ true
  | primary p ⇒ false
  end.
```

Manipulating compound values

```
Definition monochrome (c : color) : bool :=
  match c with
  | black ⇒ true
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  | primary p ⇒ false
  end.
```

We can use the place-holder keyword `_` to mean a variable we do not mean to use.

```
Definition monochrome (c : color) : bool :=
  match c with
  | black ⇒ true
  | white ⇒ true
  | primary _ ⇒ false
  end.
```

Compound types

Allows you to: type-tag, fixed-number of values

Inductive types

How do we describe arbitrarily large/composed values?

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Here's the definition of natural numbers, as found in the standard library:

```
Inductive nat : Type :=
  | O : nat
  | S : nat → nat.
```

- `O` is a constructor of type `nat`.
  Think of the numeral `0`.
- If `n` is an expression of type `nat`, then `S n` is also an expression of type `nat`.
  Think of expression `n + 1`.

> What's the difference between `nat` and `uint32`?

Recursive functions

Recursive functions are declared differently with `Fixpoint`, rather than `Definition`.

```
Fixpoint evenb (n:nat) : bool :=
  match n with
  | O ⇒ true
  | S O ⇒ false
  | S (S n') ⇒ evenb n'
  end.
```

Using `Definition` instead of `Fixpoint` will throw the following error:

```
The reference evenb was not found in the current environment.
```

Not all recursive functions can be described. Coq has to understand that one value is getting "smaller."

All functions must be total: all inputs must produce one output. ***All functions must terminate.***

An example

```
Example plus_0_4 : 0 + 5 = 4.
Proof.
```

How do we prove this?

An example

```
Example plus_0_4 : 0 + 5 = 4.
Proof.
```

How do we prove this?

- **We cannot.** This is unprovable.
- Because it is unprovable, there is no proof script that can satisfy this claim.

Instead, we can prove the following (later)

```
Example plus_0_5_not_4 : 0 + 5 <> 4.
```

Another example

```
Example plus_O_5 : 0 + 5 = 5.
Proof.
```

> How do we prove this? We "know" it is true, but why do we know it is true?

Another example

```
Example plus_O_5 : 0 + 5 = 5.
Proof.
```

> How do we prove this? We "know" it is true, but why do we know it is true?

There are two ways:

1. We **understand** the definition of plus and use that to our advantage.
2. We **brute-force** and try the tactics we know (`simpl`, `reflexivity`)

```
Fixpoint plus (n : nat) (m : nat) : nat :=
  match n with
    | 0 ⇒ m
    | S n' ⇒ S (plus n' m)
  end.
(* See Nat.add *)
Notation "x + y" := (plus x y) (at level 50, left associativity) : nat_scope.
```

Another example

```
Example plus_0_6 : 0 + 6 = 6.
Proof.
```

> How do we prove this?

Another example

```
Example plus_0_6 : 0 + 6 = 6.
Proof.
```

> How do we prove this?

The same as we proved `plus_0_5`. This result is true for any natural `n`!

Ranging over all elements of a set

```
Theorem plus_O_n : forall n : nat, 0 + n = n.
Proof.
  intros n.
  simpl.
  reflexivity.
Qed.
```

- `Theorem` is just an ***alias for*** *`Example`* ***and*** *`Definition`*.
- `forall` introduces a variable of a given type, eg `nat`; the logical statement must be true for all elements of the type of that variable.
- Tactic `intros` is the dual of `forall` in the tactics language

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Forall example

Given

```
1 subgoal
______________________________________(1/1)
forall n : nat, 0 + n = n
```

and applying `intros n` yields

```
1 subgoal
n : nat
______________________________________(1/1)
0 + n = n
```

The `n` is a variable name of your choosing.

> Try replacing `intros n` by `intros m`.

`simpl` and `reflexivity` work under `forall`

```
1 subgoal
______________________________________(1/1)
forall n : nat, 0 + n = n
```

Applying `simpl` yields

```
1 subgoal
______________________________________(1/1)
forall n : nat, n = n
```

Applying `reflexivity` yields

```
No more subgoals.
```

`reflexivity` also simplifies terms

```
1 subgoal
______________________________________(1/1)
forall n : nat, 0 + n = n
```

Applying `reflexivity` yields

```
No more subgoals.
```

Summary

- `simpl` and `reflexivity` work under `forall` binders
- `simpl` only unfolds definitions of the ***goal***; does not conclude a proof
- `reflexivity` concludes proofs and simplifies