

## newsflash

Simon ! mice !

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# inductive predicates

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logical verification

week 5

2004 10 06

recap in abstracto

what is an inductive type?

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'minimal set such that **constructors** exist'

'free'

---

all terms built with only constructors are **different**

inductive type = **set of all 'terms'**

## what do you get?

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- a new type

`nat`

- constructor functions

`0` and `S`

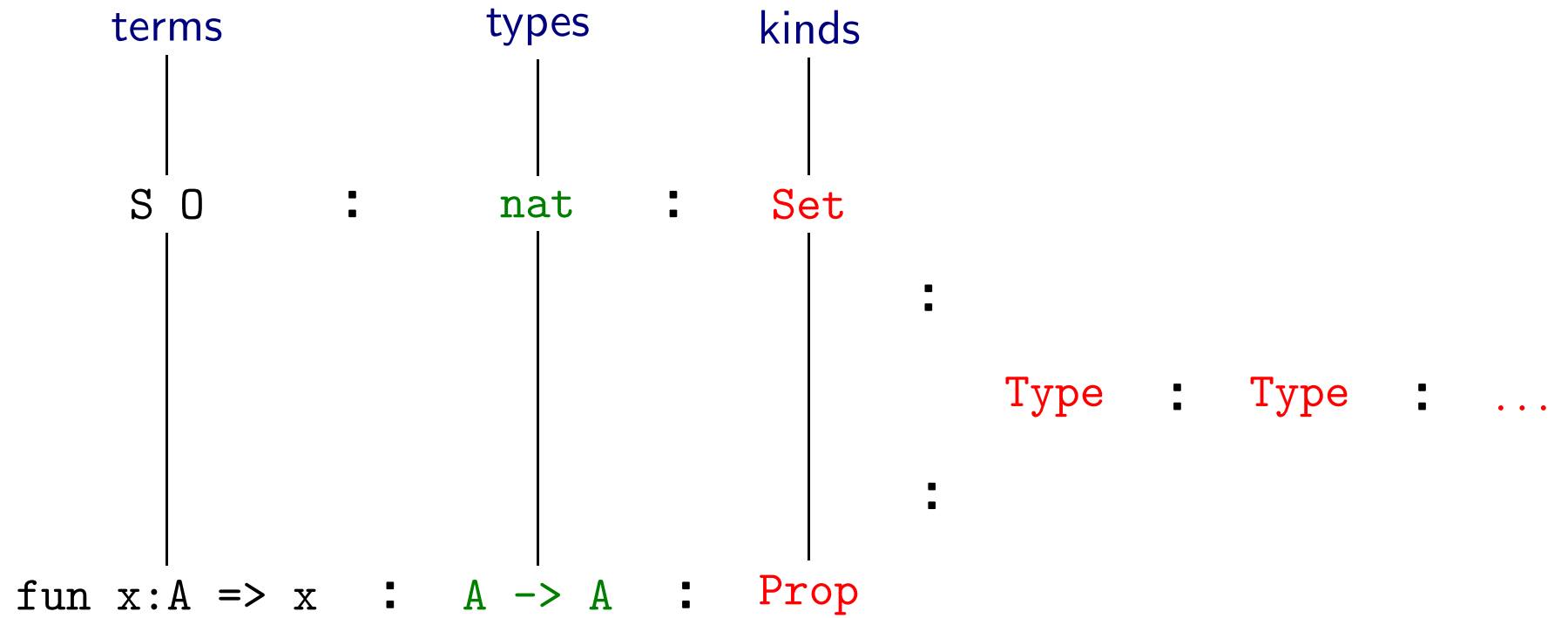
- `match` + *l*-reduction

```
match ... with 0 => ... | S m => ... end
```

- *induction principle*

# universes

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## inductive types can be defined in each universe

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Inductive ... : Set :=

...

Inductive ... : Prop :=

...

Inductive ... : Type :=

...

## inductive types for datatypes

### booleans

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```
Inductive bool : Set :=  
  | true : bool  
  | false : bool.
```



## enumeration types

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```
Inductive color : Set :=  
  | black : color  
  | white : color  
  | red : color  
  | yellow : color  
  | green : color  
  | blue : color  
  | brown : color  
  | orange : color  
  | purple : color  
  | pink : color  
  | gray : color.
```

## singleton type

---

```
Inductive unit : Set :=  
  tt : unit.
```

## empty type

---

Inductive `Empty_set` : Set :=

.

## natural numbers

---

```
Inductive nat : Set :=  
  | 0 : nat  
  | S : nat -> nat.
```

## linear lists of natural numbers

---

```
Inductive natlist : Set :=  
  | nil : natlist  
  | cons : nat -> natlist -> natlist.
```

## polymorphic linear lists

---

```
Inductive list (A : Set) : Set :=  
  | nil : list A  
  | cons : A -> list A -> list A.
```

## unlabeled binary trees

---

```
Inductive bintree : Set :=  
  | leaf : bintree  
  | node : bintree -> bintree -> bintree.
```

## polymorphic labeled binary trees

---

```
Inductive bintree (A B : Set) : Set :=  
  | leaf : B -> bintree A B  
  | node : A -> bintree A B -> bintree A B -> bintree A B.
```



## option type

---

```
Inductive option (A : Set) : Set :=  
  | Some : A -> option A  
  | None : option A.
```

## disjoint union of two types

---

```
Inductive sum (A B : Set) : Set :=  
  | inl : A -> sum A B  
  | inr : B -> sum A B.
```

## cartesian product of two types

---

```
Inductive prod (A B : Set) : Set :=  
  pair : A -> B -> prod A B.
```

## inductive types for logic

### Curry-Howard-de Bruijn isomorphism

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proposition is **true**



type is **inhabited**

## truth

---

```
Inductive True : Prop :=  
  I : True.
```

## falsum

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Inductive **False** : Prop :=

.

## conjunction

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```
Inductive and (A B : Prop) : Prop :=  
  conj : A -> B -> and A B.
```

```
Notation "A /\ B" := (and A B) : type_scope.
```

## disjunction

---

```
Inductive or (A B : Prop) : Prop :=  
  | or_introl : A -> or A B  
  | or_intror : B -> or A B
```



## datatypes in Set $\longleftrightarrow$ logic in Prop

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<code>unit</code>	$\longleftrightarrow$	<code>True</code>
<code>Empty_set</code>	$\longleftrightarrow$	<code>False</code>
<code>prod</code>	$\longleftrightarrow$	<code>and</code>
<code>sum</code>	$\longleftrightarrow$	<code>or</code>

## inductive predicates

### Curry-Howard-de Bruijn isomorphism

---

predicate is **true**



inductive type is **inhabited**

## even natural numbers

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```
Inductive even : nat -> Prop :=  
  | even_0 : even 0  
  | even_S_S : forall n, even n -> even (S (S n)).
```

## even and odd natural numbers

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```
Inductive even : nat -> Prop :=
  | even_0 : even 0
  | even_S : forall n, odd n -> even (S n)
with odd : nat -> Prop :=
  odd_S : forall n, even n -> odd (S n).
```

$n \leq m$

---

```
Inductive le (n:nat) : nat -> Prop :=  
  | le_n : le n n  
  | le_S : forall m:nat, le n m -> le n (S m).
```

## sorted lists of natural numbers

---

```
Inductive Sorted : natlist -> Prop :=
| Sorted_nil : Sorted nil
| Sorted_one : forall n : nat, Sorted (cons n nil)
| Sorted_cons :
  forall (l : natlist) (n m : nat),
    Sorted (cons m l) -> le n m ->
      Sorted (cons n (cons m l)).
```

## Leibniz equality

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```
Inductive eq (A : Set) (x : A) : A -> Prop :=  
  refl_equal : eq A x x.
```

## coq tactics

### applying the induction principle

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- `elim`
- `induction`



## inversion

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Lemma not\_even\_1 : ~(even 1).

- inversion

## what does inversion do?

### abstract explanation

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elimination proves universally quantified properties

$$\forall x_1, \dots, x_l. \mathbf{I}(x_1, \dots, x_l) \Rightarrow P(x_1, \dots, x_l)$$

- what to do with  $\mathbf{I}(t_1, \dots, t_l) \Rightarrow P(t_1, \dots, t_l)$  when  $t_i$  are not variables?
- generalize to  $\forall x_1, \dots, x_l. \mathbf{I}(x_1, \dots, x_l) \Rightarrow P(x_1, \dots, x_l)$
- what to do if the generalization does not hold?
- find another one which works:

$$\forall x_1, \dots, x_l. \mathbf{I}(x_1, \dots, x_l) \Rightarrow \underbrace{(x_1, \dots, x_l) = (t_1, \dots, t_l)} \Rightarrow P(t_1, \dots, t_l)$$

## example

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constructors

$$\text{even}_0 : \text{even}(0) \quad \text{even}_S_S : \forall n. \text{even}(n) \Rightarrow \text{even}(n + 2)$$

induction principle

$$\frac{P(0) \quad \forall n. \text{even}(n) \Rightarrow P(n) \Rightarrow P(n + 2)}{\forall n. \text{even}(n) \Rightarrow P(n)}$$

how to prove

$$\text{even}(1) \Rightarrow \perp \quad ?$$

take:

$$P(n) = n = 1 \Rightarrow \perp$$