Lean learning group

What?

end

$\therefore \sim (P \rightarrow Q) \rightarrow (P \land \sim Q)$	
1. Show ~ (P→Q) → (P ~~Q) 2. [~(P→Q)	ass cd
3, 5/200 PA-Q 4. 5/200 P 5P	ass 1d
6. Show P→Q 7. P 8. ~P	ass cd
9. 10. ~(P→Q)	5, r 7, 8, id 3, r 6,10, id
11. 12. 5how ~ Q 13. Q	6,10,1d
14. Show P-1Q 15. Q 16.	13, r 15, cd
17. ~ (P→Q) 18. 19. P~~Q	2, r 14,17, 1d
20.	1, 12, adj 19, dd 3, cd

```
lemma lt_aux_one (a b : mynat) : a \le b \land \neg (b \le a) \rightarrow succ \ a \le b :=
begin [nat_num_game]
 intro h,
 cases h with h1 h2,
 cases h1 with c hc,
  cases c with d,
    exfalso,
    rw add zero at hc,
    apply h2,
    rw hc,
    refl,
  use d,
 rw hc,
 rw add_succ,
 rw succ_add,
 refl,
```

Why?

"A calculator can add, but it doesn't know the meaning of addition" - undergraduate overheard in JCMB

- Is ChatGPT going to replace us?
- Or help us? A future proof assistant in your pocket?
- Get a postdoc?

About this course

- Learning outcomes:
 - Learn the basics of formalising mathematics in Lean
 - Learn to love interacting with your computer
 - Learn some general programming skills (paired programming, git...)
- Learning non-outcomes:
 - More technical CS aspects of Lean, type theory etc
 - Learning an imperative language
 - School of Mathematics Python Programming course in Semester 1 (UoE: equivalents in Gla/HW?)
 - Self-paced notebooks: https://github.com/PatrickKinnear/python-intro
 - Wealth of resources available online

About this course

- We are not experts! Spirit of the course is co-creation.
- Three broad sections:
 - Basics of Lean
 - Exploring mathlib
 - Project: formalising a new theorem?
- Course info: on the website and Zulip stream
 - https://www.maths.ed.ac.uk/~pkinnear/leancourse
- Today: natural number game