

# A GLIMPSE OF LEAN TACTIC CHEATSHEET

Logical symbol	Appears in goal	Appears in hypothesis $h$
$\forall$ (for all)	<code>intro x</code>	<code>apply h</code> or <code>specialize h x</code>
$\exists$ (there exists)	<code>use x</code>	<code>rcases h with &lt;x, hx&gt;</code>
$\rightarrow$ (implies)	<code>intro h</code>	<code>apply h</code> or <code>specialize h1 h2</code>
$\leftrightarrow$ (if and only if)	<code>constructor</code>	<code>rw [h]</code>
$\wedge$ (and)	<code>constructor</code>	<code>h.1</code> or <code>h.2</code>

Tactic	Effect
<b>Rewriting and simplifying</b>	
<code>ring</code>	prove the goal by using the axioms of a commutative ring.
<code>rw [expr]</code>	in the goal, replace (all occurrences of) the left-hand side of <i>expr</i> by its right-hand side. <i>expr</i> must be an equality, iff statement or definition.
<code>rw [expr] at h</code>	... rewrite in hypothesis <i>h</i> .
<code>simp</code>	simplify the goal using all simplifications lemmas.
<code>unfold</code>	unfold the definition of the given term.
<b>Reasoning with equalities, inequalities, and other relations</b>	
<code>calc?</code>	generate a <code>calc</code> block
<code>calc a = b := by tac</code> <code>  _ ≤ c := by tac</code> <code>  _ &lt; d := by tac</code>	perform a calculation generate a new step by putting the cursor after <code>:= by</code> and shift-click on subterms in the goal.
<code>congr</code>	prove an equality using congruence rules.
<code>gcongr</code>	prove an inequality using congruence rules.
<b>Searching</b>	
<code>apply?</code>	gives a list of lemmas that can apply to the current goal.