

Proof system of Isabelle/HOL

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

- 4 同 ト 4 ヨ ト

Methods and Rules

Methods and Rules

Formulas, sequents, and rules revisited

Propositions can represent:

- ► formulas, generalized sequents: lemmas/theorems to be proven
- rules: to be applied in a proof step
- proof (sub-)goals, i.e., open leaves in a proof tree

Example: from Lecture.thy

- SPEC, SCHEMATIC (Warning)
- ARULE
- GOAL

A proven lemma/theorem is automatically transformed into a rule. That is, the set of rules is not fixed in Isabelle/HOL.E.g. ARULE.

A B A A B A B

Methods and Rules

Variables

Six kinds of variables:

- (logical) variables bound by the logic-quantifiers
- (logical) variables bound by the meta-quantifier
- free (logical) variables
- schematic variables (in rules and proofs)
- type variables
- schematic type variables

・ロト・四ト・モン・モン・ 臣

Methods and Rules

Format of Goals and Rules

Format of Goals

- $\blacktriangleright \ (x1...xk. [|A1;...;Am|] \Longrightarrow C$
- xi are variables local to the subgoal (possibly none)
- Ai are called the assumptions (possibly none)
- C is called the conclusion
- usually first three types of variables sometimes also schematic variables.

Format of Rules

- $\blacktriangleright \ [|P1;...;Pn|] \Longrightarrow Q$
- Pi are called the premises (possibly none)
- P1 is called the major premise
- Q is called the consequent (not standard)
- Schematic variables in Pi, Q.

Methods and Rules

Application of rules

Methods are commands to work on the proof state

In particular, methods allow to apply rules. Whereas the set of rules is not fixed, the basic methods are fixed in Isabelle/HOL. Rule application:

- Applying rules is based on unification.
- Unification is done w.r.t. the schematic variables.
- The unifier is applied to the complete proof state!
- Unification may involve renaming of bound variables.

Example: (general idea of rule application)

- rule: $[|P1; P2|] \Longrightarrow Q$
- subgoal: $A \Longrightarrow C$
- ▶ if U unifies C and Q, then sufficient subgoals are:
- $\blacktriangleright U(A) \Longrightarrow U(P1), U(A) \Longrightarrow U(P2)$

Methods

Command: apply(method <parameters>)

Application of a rule to a subgoal depends on the method: Methods are (for convenience) be classified into:

- introduction methods: decompose formulae to the right of \Longrightarrow
- elimination methods: decompose formulae to the left of \Longrightarrow

Method rule <rulename> :

- unify Q with C; fails if no unifier exists; otherwise unifier U
- remaining subgoals: For i = 1, ..., n
- $\blacktriangleright \land x1...xk. \ U([|A1;...;Am|] \Longrightarrow Pi)$
- Example GOAL

《曰》《聞》《臣》《臣》 []臣]

Methods and Rules

Methods

Method assumption:

- unify C with first possible Aj; fails if no Aj exists for unification
- subgoal is closed (discharged)
- Example GOAL

Method erule <rulename> :

- unify Q with C and simultanneously unify P1 with some Aj; fails if no unifier exists; otherwise unifier U
- remaining subgoals: For i = 2, ..., n
- $\blacktriangleright \land x1...xk. \ U([|A1;...;Am \backslash Aj|] \Longrightarrow Pi)$
- Example GOAL

《曰》《聞》《臣》《臣》 [] 臣]

Methods

Method drule <rulename> :

- unify P1 some Aj; fails if no unifier exists; otherwise unifier U
- remaining subgoals:
- ► For i = 2, ..., n $\land x1...xk. U([|A1; ...; Am \land Aj|] \Longrightarrow Pi)$
- $\blacktriangleright \ \land x1...xk. \ U([|A1;...;Am \backslash Aj;Q|] \Longrightarrow C)$
- Example C1

Method frule <rulename> :

- unify P1 some Aj; fails if no unifier exists; otherwise unifier U
- remaining subgoals:
- For i = 2, ..., n $\land x1...xk. U([|A1; ...; Am|] \Longrightarrow Pi)$
- $\blacktriangleright \bigwedge x1...xk. \ U([|A1;...;Am;Q|] \Longrightarrow C)$
- Example C1

イロン イロン イヨン イヨン 二日 二

Methods

Method [edf]rule_tac x= term in <rule> :

- are similar to the version above but allow to influence the unification
- Example 5.8.2, p. 79, TAC
- FIXAX2

Method unfold <name_def> :

- unfolds the definition of a constant in all subgoals
- Example SPEC

Method induct_tac <freevar...> :

- uses the inductive definition of a function
- generates the corresponding subgoals

・ロト・四ト・モン・モン・ 臣

Methods and Rules

Fundamental rules of Isabelle/HOI See IsabelleHOLMain, Sect. 2.2

Remark

- Safe rules preserve provability
- e.g. conjl, impl, notl, iffl, refl, ccontr, classical, conjE, disjE
- Unsafe rules can turn a provable goal into an unprovable one
- e.g. disjl1, disjl2, impE, iffD1, iffD2, notE
- Apply safe rules before unsafe ones

Example

- ▶ lemma UNSAFE: "A ∨ ¬A"
- apply (rule disl1)
- sorry

(4月) (4日) (4日) (日)

An overview of theory Main

The structure of theory Main: p. 23

Set construction in Isabelle/HOL: Sect. 6

Natural numbers in Isabelle/HOL: Sect. 15

Remark Working with theory Main:

- The programmer cannot know the complete library
- The "verificator" cannot know all rules.

< (T) >

A B M A B M

Isabelle: Rewriting and simplification

Rewriting and simplification

taken from IsabelleTutorial, Sect. 3.1) »> slidesNipkow:

apply(simp add: eq1 . . . eqn)

»> Demo: MyDemo, Simp

3

イロト イ団ト イヨト イヨト

Overview

- Term rewriting foundations
- Term rewriting in Isabelle/HOL
 - · Basic simplification
 - Extensions

Isabelle: Rewriting and simplification

3

Proof system of Isabelle/HOL

Isabelle: Rewriting and simplification

Term rewriting foundations

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

э

Isabelle: Rewriting and simplification

Term rewriting means ...

Using equations l = r from left to right

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

Isabelle: Rewriting and simplification

Term rewriting means ...

Using equations l = r from left to right As long as possible

Isabelle: Rewriting and simplification

Term rewriting means ...

Using equations l = r from left to right As long as possible

Terminology: equation ~> rewrite rule

<ロト < 回 ト < 回 ト < 更 * 二 正

Equations:

$$\begin{array}{rcrcr}
0+n &=& n & (1) \\
(Suc m)+n &=& Suc (m+n) & (2) \\
(Suc m \leq Suc n) &=& (m \leq n) & (3) \\
(0 \leq m) &=& True & (4)
\end{array}$$

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

-2

Equations:

$$\begin{array}{rcrcr}
0 + n &= n & (1) \\
(Suc m) + n &= Suc (m + n) & (2) \\
(Suc m \leq Suc n) &= (m \leq n) & (3) \\
(0 \leq m) &= True & (4)
\end{array}$$

$$0 + Suc \ 0 \ \le \ Suc \ 0 + x$$

Rewriting:

-2

<ロト < 回 ト < 三 ト < 三 89.

$$0+n = n \qquad (1)$$

$$(Suc m)+n = Suc (m+n) (2)$$

$$(Suc m \le Suc n) = (m \le n) \qquad (3)$$

$$(0 \le m) = True \qquad (4)$$

$$0+Suc 0 \le Suc 0+x \qquad \stackrel{(1)}{=}$$

$$Suc 0 < Suc 0+x$$

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

$$\begin{array}{rcl} 0+n&=&n&(1)\\ \mbox{(Suc }m)+n&=&Suc \ (m+n)&(2)\\ (Suc \ m\leq Suc \ n)&=&(m\leq n)&(3)\\ (0\leq m)&=&True&(4)\\ \end{array}$$

3

$$\begin{array}{rcl} 0+n&=&n&(1)\\ \mbox{Equations:}&(Suc\ m)+n&=&Suc\ (m+n)&(2)\\ (Suc\ m\leq Suc\ n)&=&(m\leq n)&(3)\\ (0\leq m)&=&True&(4)\\\\ 0+Suc\ 0&\leq Suc\ 0+x&\stackrel{(1)}{=}\\\\ Suc\ 0&\leq Suc\ 0+x&\stackrel{(2)}{=}\\\\ Suc\ 0&\leq Suc\ (0+x)&\stackrel{(3)}{=}\\\\ 0&\leq 0+x\end{array}$$

3

$$\begin{array}{rcl} 0+n&=&n&(1)\\ \hline \textbf{Equations:} & (Suc\ m)+n&=&Suc\ (m+n)&(2)\\ (Suc\ m\leq Suc\ n)&=&(m\leq n)&(3)\\ (0\leq m)&=&True&(4)\\ \end{array}$$

$$\begin{array}{rcl} 0+Suc\ 0&\leq&Suc\ 0+x&\stackrel{(1)}{=}\\ Suc\ 0&\leq&Suc\ 0+x&\stackrel{(2)}{=}\\ Suc\ 0&\leq&Suc\ (0+x)&\stackrel{(3)}{=}\\ 0&\leq&0+x&\stackrel{(4)}{=}\\ True\end{array}$$

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

3

Isabelle: Rewriting and simplification

More formally

substitution = mapping from variables to terms

3

< ロト < 同ト < 臣ト < 臣⁹

substitution = mapping from variables to terms

• l = r is *applicable* to term t[s]if there is a substitution σ such that $\sigma(l) = s$

3

substitution = mapping from variables to terms

- l = r is *applicable* to term t[s]if there is a substitution σ such that $\sigma(l) = s$
- **Result:** $t[\sigma(r)]$

3

< 口 > < 四 > < 三 > < 三⁸⁴

substitution = mapping from variables to terms

- l = r is *applicable* to term t[s]if there is a substitution σ such that $\sigma(l) = s$
- Result: $t[\sigma(r)]$
- **Note:** *t*[*s*] = *t*[*σ*(*r*)]

・ロト ・ 御 ト ・ 臣 ト ・ 臣 弊 一 臣

substitution = mapping from variables to terms

- l = r is *applicable* to term t[s]if there is a substitution σ such that $\sigma(l) = s$
- Result: $t[\sigma(r)]$
- **Note:** *t*[*s*] = *t*[*σ*(*r*)]

Example:

Equation: 0 + n = n

Term: a + (0 + (b + c))

・ロト ・四ト ・ヨト ・ヨ* 三臣

substitution = mapping from variables to terms

- l = r is applicable to term t[s]if there is a substitution σ such that $\sigma(l) = s$
- Result: $t[\sigma(r)]$
- Note: *t*[*s*] = *t*[*σ*(*r*)]

Example:

Equation: 0 + n = n

Term:
$$a + (0 + (b + c))$$

$$\sigma = \{n \mapsto b + c\}$$

substitution = mapping from variables to terms

- l = r is *applicable* to term t[s]if there is a substitution σ such that $\sigma(l) = s$
- **Result**: *t*[*σ*(*r*)]
- Note: *t*[*s*] = *t*[*σ*(*r*)]

Example:

Equation: 0 + n = nTerm: a + (0 + (b + c)) $\sigma = \{n \mapsto b + c\}$ Result: a + (b + c)

・ロト ・ 御 ト ・ 臣 ト ・ 臣 弊 一 臣

Isabelle: Rewriting and simplification

Extension: conditional rewriting

Rewrite rules can be conditional:

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

-

Extension: conditional rewriting

Rewrite rules can be conditional:

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

is *applicable* to term t[s] with σ if

- $\sigma(l) = s$ and
- $\sigma(P_1), \ldots, \sigma(P_n)$ are provable (again by rewriting).

<ロト < 回 > < 三 > < 三 * 二 単

Proof system of Isabelle/HOL

Isabelle: Rewriting and simplification

Interlude: Variables in Isabelle

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

Schematic variables

Three kinds of variables:

- bound: ∀*x*. *x* = *x*
- free: *x* = *x*

Isabelle: Rewriting and simplification

<ロト < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) < (2) <

Schematic variables

Three kinds of variables:

- bound: ∀ *x*. *x* = *x*
- free: *x* = *x*

Isabelle: Rewriting and simplification

schematic: ?x = ?x ("unknown")

Schematic variables

Three kinds of variables:

- bound: ∀ *x*. *x* = *x*
- free: *x* = *x*

Isabelle: Rewriting and simplification

schematic: ?x = ?x ("unknown")

Schematic variables:

<ロト < 回 > < 回 > < 回 > < 回 * 二 正

Schematic variables

Three kinds of variables:

- bound: ∀*x*. *x* = *x*
- free: *x* = *x*

Isabelle: Rewriting and simplification

schematic: ?x = ?x ("unknown")

Schematic variables:

Logically: free = schematic

<ロト < 回 ト < 回 ト < 更 部 一 更

Schematic variables

Three kinds of variables:

- bound: ∀*x. x* = *x*
- free: *x* = *x*

Isabelle: Rewriting and simplification

schematic: ?x = ?x ("unknown")

Schematic variables:

- Logically: free = schematic
- Operationally:
 - free variables are fixed
 - schematic variables are instantiated by substitutions

<ロト < 回 > < 回 > < 更 > < 更 部 二 更

Isabelle: Rewriting and simplification

From x to ?x

State lemmas with free variables: lemma app_Nil2[simp]: xs @ [] = xs

<ロト < 回 > < 回 > < 三 * 二三

```
From x to ?x
```

```
State lemmas with free variables:

lemma app_Nil2[simp]: xs @ [] = xs

:

done
```

```
From x to ?x
```

```
State lemmas with free variables:
```

```
lemma app_Nil2[simp]: xs @ [] = xs
```

: done

After the proof: Isabelle changes xs to ?xs (internally):

?xs @ [] = ?xs

Now usable with arbitrary values for ?xs

<ロト < 回 > < 回 > < 回 * 一座

From x to ?x

State lemmas with free variables:

```
lemma app_Nil2[simp]: xs @ [] = xs
```

done

After the proof: Isabelle changes xs to ?xs (internally):

?xs @ [] = ?xs

Now usable with arbitrary values for ?xs

Example: rewriting

```
rev(a @ []) = rev a
```

using *app_Nil2* with $\sigma = \{ ?xs \mapsto a \}$

<ロト < 回 ト < 三 ト < 三 ⁸ 三 三 -

Isabelle: Rewriting and simplification

Term rewriting in Isabelle

э

<ロト < 回ト < 巨ト < 巨⁹

Goal: 1. $\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$

Isabelle: Rewriting and simplification

apply(simp add: $eq_1 \dots eq_n$)

<ロト < 回 > < 回 > < 回 * 一 三 *

Goal: 1.
$$\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$$

apply(simp add: $eq_1 \dots eq_n$)

Simplify $P_1 \dots P_m$ and C using

lemmas with attribute simp

<ロ> < 回 > < 回 > < 回 > < 回 ? - 三

Goal: 1.
$$\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$$

apply(simp add: $eq_1 \dots eq_n$)

Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute simp
- rules from primrec, fun and datatype

<ロト <回ト < 三ト < 三門 二 三

Goal: 1.
$$\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$$

apply(simp add: $eq_1 \dots eq_n$)

Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute simp
- rules from primrec, fun and datatype
- additional lemmas $eq_1 \dots eq_n$

<ロト <回ト < 三ト < 三門 二 三

Goal: 1.
$$\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$$

apply(simp add: $eq_1 \dots eq_n$)

Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute simp
- rules from primrec, fun and datatype
- additional lemmas $eq_1 \dots eq_n$
- assumptions $P_1 \dots P_m$

<ロト < 回 > < 三 > < 三 ? 二三

Goal: 1.
$$\llbracket P_1; \ldots; P_m \rrbracket \Longrightarrow C$$

apply(simp add: $eq_1 \dots eq_n$)

Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute simp
- rules from primrec, fun and datatype
- additional lemmas $eq_1 \dots eq_n$
- assumptions $P_1 \dots P_m$

Variations:

- (simp ... del: ...) removes simp-lemmas
- add and del are optional

<ロト <回ト < 三ト < 三門 二 三

auto versus simp

- auto acts on all subgoals
- simp acts only on subgoal 1
- auto applies simp and more

3

(日) (四) (三) (三) (三)

Isabelle: Rewriting and simplification

Termination

Simplification may not terminate. Isabelle uses *simp*-rules (almost) blindly from left to right.

3

<ロト < 回 > < 回 > < 回 * < 回 *

Isabelle: Rewriting and simplification

Termination

Simplification may not terminate. Isabelle uses *simp*-rules (almost) blindly from left to right. Example: f(x) = g(x), g(x) = f(x)

<ロト < 回 > < 回 > < 三 > < 三⁹⁹ 三三

Termination

Simplification may not terminate. Isabelle uses *simp*-rules (almost) blindly from left to right. Example: f(x) = g(x), g(x) = f(x)

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

is suitable as a *simp*-rule only if l is "bigger" than r and each P_i

<ロト < 回 ト < 回 ト < 頁 * 二 頁

Termination

Simplification may not terminate. Isabelle uses *simp*-rules (almost) blindly from left to right. Example: f(x) = g(x), g(x) = f(x)

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

is suitable as a *simp*-rule only if l is "bigger" than r and each P_i

> $n < m \implies (n < Suc m) = True$ Suc $n < m \implies (n < m) = True$

Termination

Simplification may not terminate. Isabelle uses *simp*-rules (almost) blindly from left to right. Example: f(x) = g(x), g(x) = f(x)

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

is suitable as a *simp*-rule only if l is "bigger" than r and each P_i

$$n < m \implies (n < Suc m) = True$$
 YES
Suc $n < m \implies (n < m) = True$ NO

<ロト < 回 ト < 回 ト < 頁 * 二 頁

Isabelle: Rewriting and simplification

Rewriting with definitions

Definitions do not have the *simp* attribute.

-

Rewriting with definitions

Definitions do not have the *simp* attribute.

They must be used explicitly: (simp add: f_def ...)

3

<ロト < 回ト < 回ト < 三ト < 三%

Proof system of Isabelle/HOL

Isabelle: Rewriting and simplification

Extensions of rewriting

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

э

(日) (四) (三) (三) (三)

Local assumptions

Simplification of $A \longrightarrow B$:

- 1. Simplify A to A'
- 2. Simplify B using A'

P(if A then s else t)= $(A \longrightarrow P(s)) \land (\neg A \longrightarrow P(t))$

Isabelle: Rewriting and simplification

 $\begin{array}{c} P(\textit{if A then s else t}) \\ = \\ (A \longrightarrow P(s)) \land (\neg A \longrightarrow P(t)) \end{array}$

Automatic

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

P(if A then s else t)= $(A \longrightarrow P(s)) \land (\neg A \longrightarrow P(t))$

Automatic

$$\begin{array}{c} P(case \ e \ of \ 0 \Rightarrow a \ | \ Suc \ n \Rightarrow b) \\ = \\ (e = 0 \longrightarrow P(a)) \land \ (\forall \ n. \ e = Suc \ n \longrightarrow P(b)) \end{array}$$

$$P($$
if A then s else $t)$
=
 $(A \longrightarrow P(s)) \land (\neg A \longrightarrow P(t))$

Automatic

$$P(case \ e \ of \ 0 \Rightarrow a \ I \ Suc \ n \Rightarrow b) = \ (e = 0 \longrightarrow P(a)) \land (\forall \ n. \ e = Suc \ n \longrightarrow P(b))$$

By hand: (simp split: nat.split)

$$P($$
if A then s else $t)$
=
 $(A \longrightarrow P(s)) \land (\neg A \longrightarrow P(t))$

Automatic

$$\begin{array}{c} P(\textit{case } e \textit{ of } 0 \Rightarrow a \textit{ I Suc } n \Rightarrow b) \\ = \\ (e = 0 \longrightarrow P(a)) \land (\forall \textit{ n. } e = \textit{Suc } n \longrightarrow P(b)) \end{array}$$

By hand: (simp split: nat.split)

Similar for any datatype t: t.split

・ロト ・四ト ・ヨト ・ヨ門 三臣

Isabelle: Rewriting and simplification

Ordered rewriting

Problem: ?x + ?y = ?y + ?x does not terminate

<ロト < 回 > < 回 > < 三 > < 三 % 二 三

Problem: ?x + ?y = ?y + ?x does not terminate

Solution: permutative *simp*-rules are used only if the term becomes lexicographically smaller.

<ロト < 回 ト < 回 ト < 更 97 三 更

Problem: ?x + ?y = ?y + ?x does not terminate

Solution: permutative *simp*-rules are used only if the term becomes lexicographically smaller.

Example: $b + a \rightarrow a + b$ but not $a + b \rightarrow b + a$.

<ロト < 回 ト < 回 ト < 更 97 三 更

Problem: ?x + ?y = ?y + ?x does not terminate

Solution: permutative *simp*-rules are used only if the term becomes lexicographically smaller.

Example: $b + a \rightsquigarrow a + b$ but not $a + b \rightsquigarrow b + a$.

For types nat, int etc:

- lemmas add_ac sort any sum (+)
- lemmas times_ac sort any product (*)

<ロト <回ト < 回ト < 回外 = 三部 - 三部

Problem: ?x + ?y = ?y + ?x does not terminate

Solution: permutative *simp*-rules are used only if the term becomes lexicographically smaller.

Example: $b + a \rightsquigarrow a + b$ but not $a + b \rightsquigarrow b + a$.

For types nat, int etc:

- lemmas add_ac sort any sum (+)
- lemmas times_ac sort any product (*)

Example: (simp add: add_ac) yields

$$(b+c) + a \leadsto \cdots \leadsto a + (b+c)$$

<ロト < 回 > < 回 > < 回 > < 回 ? 二重

Preprocessing

simp-rules are preprocessed (recursively) for maximal simplification power:

$$\neg A \quad \mapsto \quad A = False$$

$$A \longrightarrow B \quad \mapsto \quad A \Longrightarrow B$$

$$A \land B \quad \mapsto \quad A, B$$

$$\forall x.A(x) \quad \mapsto \quad A(?x)$$

$$A \quad \mapsto \quad A = True$$

<ロト < 回 > < 回 > < 三⁹ 三三

Preprocessing

simp-rules are preprocessed (recursively) for maximal simplification power:

$$\begin{array}{rrrr} \neg A & \mapsto & A = False \\ A \longrightarrow B & \mapsto & A \Longrightarrow B \\ A \wedge B & \mapsto & A, B \\ \forall x.A(x) & \mapsto & A(?x) \\ A & \mapsto & A = True \end{array}$$

Example:

$$(p \longrightarrow q \land \neg r) \land s \mapsto$$

<ロト < 回 > < 回 > < 三⁹ 三三

Preprocessing

simp-rules are preprocessed (recursively) for maximal simplification power:

$$\begin{array}{cccc} \neg A & \mapsto & A = False \\ A \longrightarrow B & \mapsto & A \Longrightarrow B \\ A \wedge B & \mapsto & A, B \\ \forall x.A(x) & \mapsto & A(?x) \\ A & \mapsto & A = True \end{array}$$

Example:

$$(p \longrightarrow q \land \neg r) \land s \quad \mapsto \quad \left\{ \begin{array}{l} p \Longrightarrow q = True \\ p \Longrightarrow r = False \\ s = True \end{array} \right\}$$

When everything else fails: Tracing

Set trace mode on/off in Proof General:

 $\textbf{Isabelle} \rightarrow \textbf{Settings} \rightarrow \textbf{Trace simplifier}$

Output in separate trace buffer

3

taken from IsabelleTutorial, Sect. 2, Sect. 3.2, Sect. 3.5 »> slidesNipkow:»> Demo: MyDemo,Trees

Slides for Session 3.2, 1-12 (slidesNipkow 87-93)

»>MyDemo, Induction Heuristics

Slides for Session 2, 57-79 »>MyDemo, Fun

・ 同 ト ・ ヨ ト ・ ヨ ト ・

Basic heuristics

Theorems about recursive functions are proved by induction

3

<ロト < 回ト < 回ト < 三ト < 三¹⁰

Basic heuristics

Theorems about recursive functions are proved by induction

Induction on argument number i of fif f is defined by recursion on argument number i

* • • * # • * = • * = 10²

A tail recursive reverse

primrec *itrev* :: 'a list \Rightarrow 'a list \Rightarrow 'a list

```
primrec itrev :: 'a list \Rightarrow 'a list \Rightarrow 'a list \Rightarrow hist where
itrev [] ys = ys l
itrev (x#xs) ys =
```

```
primrec itrev :: 'a list \Rightarrow 'a list \Rightarrow 'a list \Rightarrow hist where
itrev [] ys = ys l
itrev (x#xs) ys = itrev xs (x#ys)
```

<ロト < 部 ト < 注 ト < 注¹⁰³ 三三

```
primrec itrev :: 'a list \Rightarrow 'a list \Rightarrow 'a list where
itrev [] ys = ys |
itrev (x#xs) ys = itrev xs (x#ys)
```

lemma itrev xs [] = rev xs

<ロト < 部 ト < 注 ト < 注¹⁰³ 三三

```
primrec itrev :: 'a list \Rightarrow 'a list \Rightarrow 'a list where
itrev [] ys = ys l
itrev (x#xs) ys = itrev xs (x#ys)
lemma itrev xs [] = rev xs
```

Why in this direction?

-

<ロト < 回 ト < 三 ト < 三¹⁰³

```
primrec itrev :: 'a list \Rightarrow 'a list \Rightarrow 'a list where
itrev [] ys = ys l
itrev (x#xs) ys = itrev xs (x#ys)
```

lemma itrev xs [] = rev xs

Why in this direction?

Because the lhs is "more complex" than the rhs.

-

<ロト < 回 ト < 三 ト < 三¹⁰³

Case analysis and structural induction

Demo

Prof. Dr. K. Madlener: Specification and Verification in Higher Order Logic

-2

Generalisation

• Replace constants by variables

Generalisation

- Replace constants by variables
- Generalize free variables
 - by ∀ in formula
 - · by arbitrary in induction proof

A = A A B A A B A B A B B A
 A
 B
 A
 A
 B
 A
 A
 B
 A
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 B
 A
 A

Proof search automation

taken from IsabelleTutorial, Sect. 5.12, 5.13

Proof automation tries to apply rules either

- to finish the proof of (sub-)goal
- to simplify the subgoals

We call this the success criterion.

Methods for proof automation are different in

- the success criterion
- the rules they use
- the way in which these rule are applied

Simplification applies rewrite rules repeatedly as long as possible. Classical reasoning uses search and backtracking with rules from predicate logic.

General Methods (Tactics)

blast:

- tries to finish proof of (sub-)goal
- classical reasoner

clarify:

- tries to perform obvious proof steps
- classical reasoner (only safe rule, no splitting of (sub-)goal)

safe:

- tries to perform obvious proof steps
- classical reasoner (only safe rule, splitting)

General Methods (Tactics)

clarsimp:

- tries to finish proof of (sub-)goal
- classical reasoner interleaved with simplification (only safe rule, no splitting)

force:

- tries to finish proof of (sub-)goal
- classical reasoner and simplification

auto:

- tries to perform proof steps on all subgoals
- classical reasoner and simplification (splitting)

More proof methods

Forward proof step in backward proof:

apply rules to assumptions

Forward proofs (Hilbert style proofs):

directly prove a theorem from proven theorems

Directives/attributes:

- of: instantiates the variables of a rule to a list of terms
- OF: applies a rule to a list of theorems
- THEN: gives a theorem to named rule and returns the conclusion
- simplified: applies the simplifier to a theorem

・ 同 ト ・ ヨ ト ・ ヨ ト ・ ヨ

Proof automation

More proof methods

Forward proof step in backward proof:

apply rules to assumptions

Forward proofs (Hilbert style proofs):

directly prove a theorem from proven theorems

Directives/attributes:

- of: instantiates the variables of a rule to a list of terms
- OF: applies a rule to a list of theorems
- THEN: gives a theorem to named rule and returns the conclusion
- simplified: applies the simplifier to a theorem

Forward proofs: OF

$r[OF r_1 \ldots r_n]$

Prove assumption 1 of theorem r with theorem r_1 , and assumption 2 with theorem r_2 , and ...

3

↓ ↓ ⊕ ↓ ↓ ⊕ 134
 ↓ ↓ ⊕ 134

Forward proofs: OF

 $r[OF r_1 \ldots r_n]$

Prove assumption 1 of theorem r with theorem r_1 , and assumption 2 with theorem r_2 , and ...

Rule r $\llbracket A_1; \ldots; A_m \rrbracket \Longrightarrow A$ Rule r_1 $\llbracket B_1; \ldots; B_n \rrbracket \Longrightarrow B$ Substitution $\sigma(B) \equiv \sigma(A_1)$ $r[OF r_1]$

<ロト < 回ト < 回ト < 注ト < 注¹³4 二 注。

Forward proofs: OF

 $r[OF r_1 \ldots r_n]$

Prove assumption 1 of theorem r with theorem r_1 , and assumption 2 with theorem r_2 , and ...

Rule r $\llbracket A_1; \ldots; A_m \rrbracket \Longrightarrow A$ Rule r_1 $\llbracket B_1; \ldots; B_n \rrbracket \Longrightarrow B$ Substitution $\sigma(B) \equiv \sigma(A_1)$ $r[OF r_1]$ $\sigma(\llbracket B_1; \ldots; B_n; A_2; \ldots; A_m \rrbracket \Longrightarrow A)$

<ロト < 回ト < 回ト < 注ト < 注¹³4 二 注。

More proof methods

Method insert:

inserts a theorem as a new assumption into current subgoal

Method subgoal_tac:

- inserts an arbitrary formula F as assumption
- F becomes additional subgoal

»>MyDemo, subgoal_tac

・日本 ・ 日本 ・ 日本