#### Script generated by TTT

Title: FDS (19.05.2017)

Date: Fri May 19 08:30:08 CEST 2017

Duration: 86:27 min

Pages: 86



- **6** Logical Formulas
- **6** Proof Automation
- Single Step Proofs



■ ⑤ 🔽 🛅 🕙 〈〉 🎺 🖇 🥏 •1)) 100% 🖦 Fri 08:30 🔍 😑

## Chapter 4

## Logic and Proof Beyond Equality

(



Syntax (in decreasing precedence):



Syntax (in decreasing precedence):

Examples:

$$\neg A \land B \lor C \equiv ((\neg A) \land B) \lor C$$



Syntax (in decreasing precedence):

$$form ::= (form) | term = term | \neg form \\ | form \land form | form \lor form | form \longrightarrow form \\ | \forall x. form | \exists x. form$$

Examples:

$$\neg A \land B \lor C \equiv ((\neg A) \land B) \lor C$$
  
 $s = t \land C \equiv (s = t) \land C$ 

07

Syntax (in decreasing precedence):

Examples:

$$\neg A \land B \lor C \equiv ((\neg A) \land B) \lor C$$

$$s = t \land C \equiv (s = t) \land C$$

$$A \land B = B \land A \equiv A \land (B = B) \land A$$

Syntax (in decreasing precedence):

Examples:

$$\neg A \land B \lor C \equiv ((\neg A) \land B) \lor C$$

$$s = t \land C \equiv (s = t) \land C$$

$$A \land B = B \land A \equiv A \land (B = B) \land A$$

$$\forall x. \ P \ x \land Q \ x \equiv \forall x. \ (P \ x \land Q \ x)$$



Syntax (in decreasing precedence):

Examples:

$$\neg A \land B \lor C \equiv ((\neg A) \land B) \lor C$$

$$s = t \land C \equiv (s = t) \land C$$

$$A \land B = B \land A \equiv A \land (B = B) \land A$$

$$\forall x. P x \land Q x \equiv \forall x. (P x \land Q x)$$

Input syntax:  $\longleftrightarrow$  (same precedence as  $\longrightarrow$ )



Variable binding convention:

$$\forall x y. P x y \equiv \forall x. \forall y. P x y$$

98

## Warning

Quantifiers have low precedence and need to be parenthesized (if in some context)

$$! P \wedge \forall x. Q x \rightsquigarrow P \wedge (\forall x. Q x)$$



### Mathematical symbols

... and their ascii representations:

(



## Sets over type 'a

'a set



## Sets over type 'a

'a set

•  $\{\}, \{e_1, \ldots, e_n\}$ 

101



## Sets over type 'a

'a set

- {},  $\{e_1, \ldots, e_n\}$
- $e \in A$ ,  $A \subseteq B$
- $A \cup B$ ,  $A \cap B$ , A B, -A
- $\{x. P\}$  where x is a variable



## Sets over type 'a

'a set

- $\{\}, \{e_1, \ldots, e_n\}$
- $e \in A$ ,  $A \subseteq B$
- $A \cup B$ ,  $A \cap B$ , A B, -A
- $\{x. P\}$  where x is a variable
- ...



## Sets over type 'a

'a set

- $\{\}, \{e_1, \ldots, e_n\}$
- $e \in A$ ,  $A \subseteq B$
- $A \cup B$ ,  $A \cap B$ , A B, -A
- $\{x. P\}$  where x is a variable
- ...



- **5** Logical Formulas
- **6** Proof Automation
- Single Step Proofs

101



## simp and auto

simp: rewriting and a bit of arithmetic

auto: rewriting and a bit of arithmetic, logic and sets

## simp and auto

simp: rewriting and a bit of arithmetic

auto: rewriting and a bit of arithmetic, logic and sets

• Show you where they got stuck



## $simp \ {\rm and} \ auto$

## simp and auto

simp: rewriting and a bit of arithmetic

auto: rewriting and a bit of arithmetic, logic and sets

- Show you where they got stuck
- highly incomplete

simp: rewriting and a bit of arithmetic

auto: rewriting and a bit of arithmetic, logic and sets

- Show you where they got stuck
- highly incomplete
- Extensible with new simp-rules

Exception: auto acts on all subgoals

103

103



## *fastforce*



## *fastforce*

• rewriting, logic, sets, relations and a bit of arithmetic.

- rewriting, logic, sets, relations and a bit of arithmetic.
- incomplete but better than *auto*.
- Succeeds or fails



## blast

blast

• A complete proof search procedure for FOL ...

• A complete proof search procedure for FOL ...

• ... but (almost) without "="



### blast



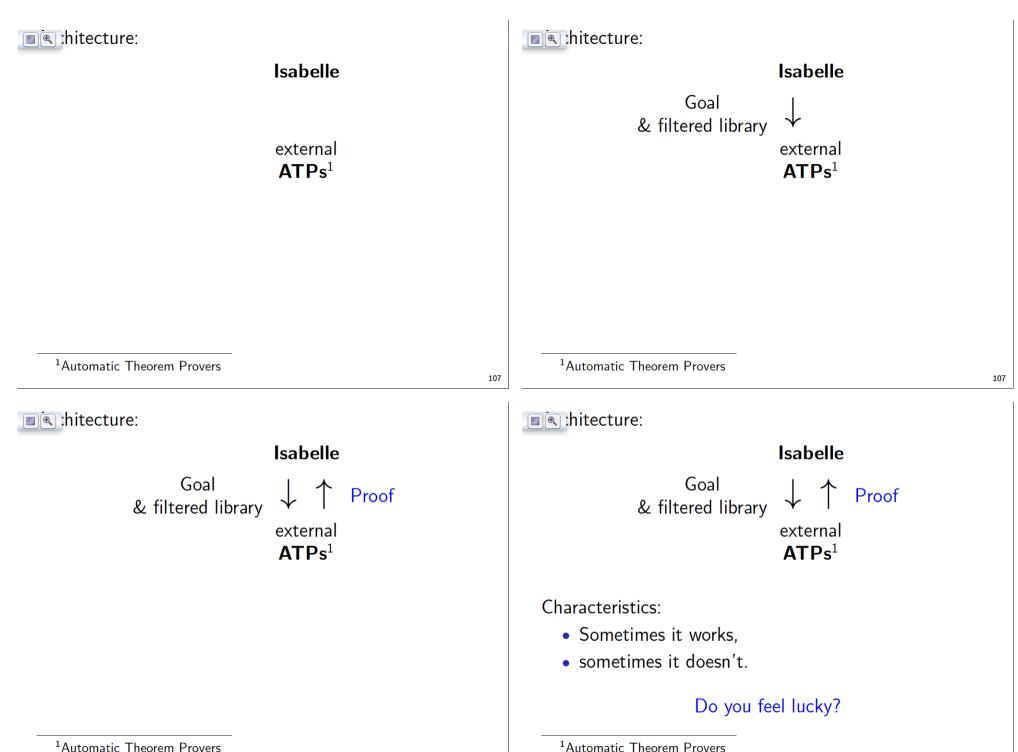
## Sledgehammer



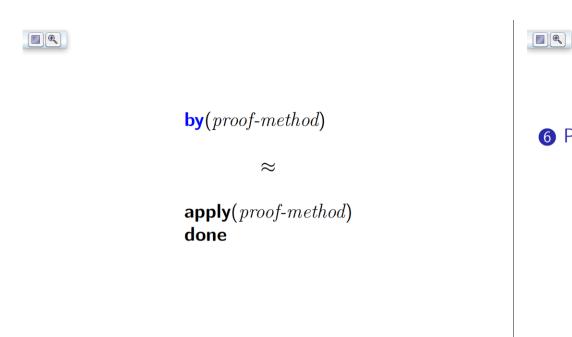
- ... but (almost) without "="
- Covers logic, sets and relations
- Succeeds or fails



10

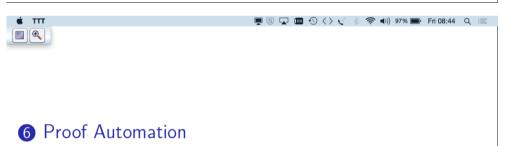


<sup>1</sup>Automatic Theorem Provers





10



Linear formulas

Automating Arithmetic

109



#### Linear formulas

### 

#### Linear formulas

Only:

variables numbers Only:

variables

numbers

number \* variable

$$+, =, \leq, <$$

 $\neg$ ,  $\land$ ,  $\lor$ ,  $\longrightarrow$ ,  $\longleftrightarrow$ 

Linear formulas

Only:

variables

numbers

number \* variable

$$=$$
,  $\leq$ , <

 $\neg, \, \land, \, \lor, \, \longrightarrow, \, \longleftrightarrow$ 

Examples

Linear:  $3 * x + 5 * y \le z \longrightarrow x < z$ 

110

Extended linear formulas

Also allowed:

min, max

even, odd

 $t \ div \ n$ ,  $t \ mod \ n$  where n is a number

conversion functions

nat, floor, ceiling, abs



## Automatic proof of arithmetic formulas

by arith



## Automatic proof of arithmetic formulas

by arith

Proof method *arith* tries to prove arithmetic formulas.

- Succeeds or fails
- Decision procedure for extended linear formulas

112

11



# Automatic proof of arithmetic formulas

by arith

Proof method *arith* tries to prove arithmetic formulas.

- Succeeds or fails
- Decision procedure for extended linear formulas
- Nonlinear subterms are viewed as (new) variables. Example:  $x \le x * x + f y$  is viewed as  $x \le u + v$



## Automatic proof of arithmetic formulas

by (simp add: algebra\_simps)



## Automatic proof of arithmetic formulas

by (simp add: algebra\_simps)

• The lemmas list *algebra\_simps* helps to simplify arithmetic formulas



## Automatic proof of arithmetic formulas

by (simp add: algebra\_simps)

- The lemmas list *algebra\_simps* helps to simplify arithmetic formulas
- It contains associativity, commutativity and distributivity of + and \*.

113

113



# Automatic proof of arithmetic formulas

by (simp add: field\_simps)



## Automatic proof of arithmetic formulas

by (simp add: field\_simps)

 The lemmas list field\_simps extends algebra\_simps by rules for /



## Automatic proof of arithmetic formulas

by (simp add: field\_simps)

- $\bullet$  The lemmas list  $field\_simps$  extends  $algebra\_simps$  by rules for /
- Can only cancel common terms in a quotient, e.g. x \* y / (x \* z),



## Automatic proof of arithmetic formulas

by (simp add: field\_simps)

- The lemmas list field\_simps extends algebra\_simps by rules for /
- Can only cancel common terms in a quotient, e.g. x \* y / (x \* z), if  $x \ne 0$  can be proved.

114



#### Numerals

Numerals are syntactically different from Suc-terms.



114

#### Numerals

Numerals are syntactically different from Suc-terms. Therefore numerals do not match Suc-patterns.



#### Numerals

Numerals are syntactically different from Suc-terms. Therefore numerals do not match Suc-patterns.

#### Example

Exponentiation  $x \hat{n}$  is defined by Suc-recursion on n.



#### Numerals

Numerals are syntactically different from Suc-terms. Therefore numerals do not match Suc-patterns.

#### Example

Exponentiation  $x \ \hat{} \ n$  is defined by Suc-recursion on n. Therefore  $x \ \hat{} \ 2$  is not simplified by simp and auto.

Numerals can be converted into Suc-terms with rule  $numeral\_eg\_Suc$ 

115

115



#### Numerals

Numerals are syntactically different from Suc-terms. Therefore numerals do not match Suc-patterns.

#### Example

Exponentiation x  $\hat{\ }n$  is defined by Suc-recursion on n. Therefore x  $\hat{\ }2$  is not simplified by simp and auto.

Numerals can be converted into Suc-terms with rule  $numeral\_eg\_Suc$ 

#### Example

 $simp\ add$ :  $numeral\_eq\_Suc\ rewrites\ x ^ 2 to\ x*x$ 



Auto\_Proof\_Demo.thy



#### What are these ?-variables ?

After you have finished a proof, Isabelle turns all free variables  $\,V\,$  in the theorem into  $\,?V.$ 



#### What are these ?-variables ?

After you have finished a proof, Isabelle turns all free variables  $\,V\,$  in the theorem into  $\,?V.$ 

Example: theorem conjI:  $[P] : P : P : P \land P$ 

110



#### What are these ?-variables?

After you have finished a proof, Isabelle turns all free variables V in the theorem into ?V.

These ?-variables can later be instantiated:



119

#### What are these ?-variables ?

After you have finished a proof, Isabelle turns all free variables V in the theorem into ?V.

Example: theorem conjI:  $[PP; PQ] \Longrightarrow P \land PQ$ 

These ?-variables can later be instantiated:

 By hand: conjI[of "a=b" "False"] ~



#### What are these ?-variables ?

After you have finished a proof, Isabelle turns all free variables V in the theorem into ?V.

Example: theorem conjI:  $[P] : P : P \to P \land P$ 

These ?-variables can later be instantiated:

• By hand:

conjI[of "a=b" "False"] 
$$\rightsquigarrow$$
 [ $a = b$ ;  $False$ ]  $\Longrightarrow a = b \land False$ 



#### What are these ?-variables ?

After you have finished a proof, Isabelle turns all free variables  $\,V\,$  in the theorem into  $\,?V.$ 

Example: theorem conjI:  $[PP; PQ] \Longrightarrow P \land PQ$ 

These ?-variables can later be instantiated:

• By hand:

conjI[of "a=b" "False"] 
$$\rightarrow$$
  $[a = b; False] \implies a = b \land False$ 

• By unification: unifying  $?P \land ?Q$  with  $a=b \land False$ 

11



## Rule application



119

### Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$  subgoal:  $P \land P$ 



## Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$ subgoal:  $1 \ldots \Longrightarrow A \land B$ 

Result:  $1. \ldots \Longrightarrow A$  $2. \ldots \Longrightarrow B$ 

The general case: applying rule  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  to subgoal  $\ldots \Longrightarrow C$ :

## Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$  subgoal:  $1 \ldots \Longrightarrow A \land B$ 

Result:  $1. \ldots \Longrightarrow A$  $2. \ldots \Longrightarrow B$ 

The general case: applying rule  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  to subgoal  $\ldots \Longrightarrow C$ :

ullet Unify A and C

12

## Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$  subgoal:  $1 \cdot \cdot \cdot \Longrightarrow A \land B$ 

Result:  $1. \ldots \Longrightarrow A$  $2. \ldots \Longrightarrow B$ 

The general case: applying rule  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  to subgoal  $\ldots \Longrightarrow C$ :

- ullet Unify A and C
- Replace C with n new subgoals  $A_1 \ldots A_n$

### Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$ subgoal:  $A \land B$ 

Result:  $1. \ldots \Longrightarrow A$  $2. \ldots \Longrightarrow B$ 

The general case: applying rule  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  to subgoal  $\ldots \Longrightarrow C$ :

- ullet Unify A and C
- Replace C with n new subgoals  $A_1 \ldots A_n$

apply(rule xyz)



## Rule application

Example: rule:  $[P; P] \Longrightarrow P \land P$  subgoal:  $P \land P$ 

Result:  $1. \ldots \Longrightarrow A$  $2. \ldots \Longrightarrow B$ 

The general case: applying rule  $[\![A_1;\ldots;A_n]\!] \Longrightarrow A$  to subgoal  $\ldots \Longrightarrow C$ :

- $\bullet \ \ {\rm Unify} \ A \ {\rm and} \ C$
- Replace C with n new subgoals  $A_1 \ldots A_n$

apply(rule xyz)

"Backchaining"



### Typical backwards rules

$$\frac{?P \quad ?Q}{?P \land \ ?Q} \operatorname{conjI}$$

121

#### 

## Typical backwards rules

$$\frac{?P}{?P \land ?Q} \operatorname{conj} \mathbf{I}$$

$$\frac{?P \Longrightarrow ?Q}{?P \longrightarrow ?Q} \, \mathrm{impI}$$



## Typical backwards rules

$$\frac{?P}{?P \land ?Q} \operatorname{conj} \mathbf{I}$$

$$\frac{?P \Longrightarrow ?Q}{?P \longrightarrow ?Q} \text{ impI} \qquad \frac{\bigwedge x. ?P x}{\forall x. ?P x} \text{ allI}$$



## Typical backwards rules

$$\frac{?P}{?P \land ?Q}$$
 conjI

$$\frac{?P \Longrightarrow ?Q}{?P \longrightarrow ?Q} \text{impI} \qquad \frac{\bigwedge x. ?P \ x}{\forall \ x. ?P \ x} \text{allI}$$

$$\frac{?P \Longrightarrow ?Q \quad ?Q \Longrightarrow ?P}{?P = ?Q} \text{ iffI}$$

## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$ 

12



## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$  and s is a theorem that unifies with A



## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$  and s is a theorem that unifies with A then

is the theorem obtained by proving A with s.



## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$  and s is a theorem that unifies with A then

is the theorem obtained by proving A with s.

Example: theorem refl: ?t = ?t



## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$  and s is a theorem that unifies with A then

is the theorem obtained by proving A with s.

Example: theorem refl: ?t = ?t

conjI[OF refl[of "a"]]

122

12

## Forward proof: OF

If r is a theorem  $A \Longrightarrow B$  and s is a theorem that unifies with A then

is the theorem obtained by proving A with s.

Example: theorem refl: ?t = ?t

$$\stackrel{\sim}{?Q} \Longrightarrow a = a \land ?Q$$

general case:

If r is a theorem  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  and  $r_1, \ldots, r_m$   $(m \le n)$  are theorems then

$$r[OF \ r_1 \ \dots \ r_m]$$

is the theorem obtained by proving  $A_1 \ldots A_m$  with  $r_1 \ldots r_m$ .

#### general case:

If r is a theorem  $[A_1; \ldots; A_n] \Longrightarrow A$  and  $r_1, \ldots, r_m \ (m \le n)$  are theorems then

$$r[OF \ r_1 \ \dots \ r_m]$$

is the theorem obtained by proving  $A_1 \ldots A_m$  with  $r_1 \ldots r_m$ .

Example: theorem refl: ?t = ?t

general case:

If r is a theorem  $[\![A_1; \ldots; A_n]\!] \Longrightarrow A$  and  $r_1, \ldots, r_m \ (m \le n)$  are theorems then

$$r[OF \ r_1 \ \dots \ r_m]$$

is the theorem obtained by proving  $A_1 \ldots A_m$  with  $r_1 \ldots r_m$ .

Example: theorem refl: ?t = ?t

conjI[OF refl[of "a"] refl[of "b"]]

123

## general case:

If r is a theorem  $[A_1; \ldots; A_n] \Longrightarrow A$  and  $r_1, \ldots, r_m$  ( $m \le n$ ) are theorems then

$$r[OF \ r_1 \ \dots \ r_m]$$

is the theorem obtained by proving  $A_1 \ldots A_m$  with  $r_1 \ldots r_m$ .

Example: theorem refl: ?t = ?t

conjI[OF refl[of "a"] refl[of "b"]]

$$a = a \wedge b = b$$

From now on: ? mostly suppressed on slides



## Single\_Step\_Demo.thy



## Single\_Step\_Demo.thy

















### Case distinction

```
show R
                     have P \vee Q \dots
proof cases
                     then show R
 assume P
                     proof
                       assume P
 show R ...
                       show R ...
next
 assume \neg P
                     next
                       assume Q
 show R \dots
qed
                       show R ...
                     qed
```