

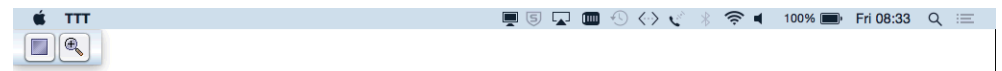
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- 1 Overview of Isabelle/HOL
- 2 Type and function definitions
- 3 Induction Heuristics
- 4 Simplification

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Simplification means ...

Using equations $l = r$ from left to right



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Using equations $l = r$ from left to right

As long as possible



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As long as possible

Terminology: equation \rightsquigarrow *simplification rule*

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Simplification means ...

Using equations $l = r$ from left to right

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Terminology: equation \rightsquigarrow *simplification rule*

Simplification = (Term) Rewriting

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An example

Equations:

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

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An example

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$$0 + Suc\ 0 \leq Suc\ 0 + x$$

Rewriting:

75



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Rewriting:

$$\begin{aligned} 0 + Suc\ 0 &\leq Suc\ 0 + x & \underline{(1)} \\ Suc\ 0 &\leq Suc\ 0 + x \end{aligned}$$

75



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75



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Conditional rewriting

Simplification rules can be conditional:

$$\llbracket P_1; \dots; P_k \rrbracket \Longrightarrow l = r$$

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Example

$$p(0) = True \\ p(x) \Longrightarrow f(x) = g(x)$$

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We can simplify $f(0)$ to $g(0)$

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Conditional rewriting

Simplification rules can be conditional:

$$\llbracket P_1; \dots; P_k \rrbracket \Longrightarrow l = r$$

is applicable only if all P_i can be proved first, again by simplification.

Example

$$\begin{aligned} p(0) &= True \\ p(x) \Longrightarrow f(x) &= g(x) \end{aligned}$$

We can simplify $f(0)$ to $g(0)$ but we cannot simplify $f(1)$ because $p(1)$ is not provable.

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Termination

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

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Example: $f(x) = g(x)$, $g(x) = f(x)$

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Principle:

$$\llbracket P_1; \dots; P_k \rrbracket \Longrightarrow l = r$$

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

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$$n < m \Longrightarrow (n < \text{Suc } m) = \text{True}$$

$$\text{Suc } n < m \Longrightarrow (n < m) = \text{True}$$

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$$n < m \Longrightarrow (n < \text{Suc } m) = \text{True} \quad \text{YES}$$

$$\text{Suc } n < m \Longrightarrow (n < m) = \text{True} \quad \text{NO}$$

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Proof method *simp*

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

apply(*simp add: eq₁ ... eq_n*)

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Proof method *simp*

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

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Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute *simp*

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Proof method *simp*

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- rules from **fun** and **datatype**

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

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- assumptions $P_1 \dots P_m$

78



Proof method *simp*

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apply(*simp add: eq₁ ... eq_n*)

Simplify $P_1 \dots P_m$ and C using

- lemmas with attribute *simp*
- rules from **fun** and **datatype**
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- assumptions $P_1 \dots P_m$

Variations:

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

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auto versus *simp*

- *auto* acts on all subgoals
- *simp* acts only on subgoal 1

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auto versus *simp*

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

79



auto versus *simp*

- *auto* acts on all subgoals
- *simp* acts only on subgoal 1
- *auto* applies *simp* and more
- *auto* can also be modified:
(*auto simp add: ... simp del: ...*)

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auto versus *simp*

- *auto* acts on all subgoals
- *simp* acts only on subgoal 1

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Rewriting with definitions

Definitions (**definition**) must be used **explicitly**:

(*simp add: f_def ...*)

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Case splitting with *simp/auto*

Automatic:

$$\begin{aligned}
 &P \text{ (if } A \text{ then } s \text{ else } t) \\
 &= \\
 &(A \longrightarrow P(s)) \wedge (\neg A \longrightarrow P(t))
 \end{aligned}$$

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By hand:

$$\begin{aligned}
 &P \text{ (case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b) \\
 &= \\
 &(e = 0 \longrightarrow P(a)) \wedge (\forall n. e = \text{Suc } n \longrightarrow P(b))
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Proof method: (*simp split: nat.split*)

81



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 \end{aligned}$$

Proof method: (*simp split: nat.split*)

Or *auto*. Similar for any datatype *t*: *t.split*

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Splitting pairs with *simp/auto*

How to replace

$$P \text{ (let } (x, y) = t \text{ in } u \ x \ y)$$

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Splitting pairs with *simp/auto*

How to replace

$$\begin{aligned}
 &P \text{ (let } (x, y) = t \text{ in } u \ x \ y) \\
 &\text{or} \\
 &P \text{ (case } t \text{ of } (x, y) \Rightarrow u \ x \ y)
 \end{aligned}$$

82



Splitting pairs with *simp/auto*

How to replace

$$\begin{aligned}
 &P \text{ (let } (x, y) = t \text{ in } u \ x \ y) \\
 &\text{or} \\
 &P \text{ (case } t \text{ of } (x, y) \Rightarrow u \ x \ y) \\
 &\text{by} \\
 &\forall x \ y. t = (x, y) \longrightarrow P \ (u \ x \ y)
 \end{aligned}$$

82



Splitting pairs with *simp/auto*

How to replace

$$\begin{aligned}
 &P (\text{let } (x, y) = t \text{ in } u \ x \ y) \\
 &\quad \text{or} \\
 &P (\text{case } t \text{ of } (x, y) \Rightarrow u \ x \ y) \\
 &\quad \text{by} \\
 &\forall x \ y. t = (x, y) \longrightarrow P (u \ x \ y)
 \end{aligned}$$

Proof method: (*simp split: prod.split*)



Simp_Demo.thy

```

apply(simp)
done

subsection{* Tracing: *}

lemma "rev[x] = []"
using [[simp_trace]] apply(simp)
oops

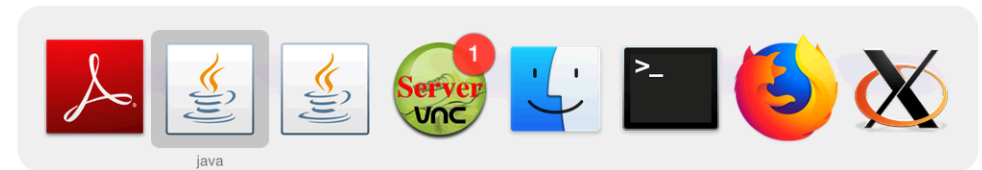
text{* Method ``auto'' can be modified almost like ``simp''
``add'' use ``simp add'': *}

end

```



Chapter 3





Preview: sets

Type: $'a\ set$

Operations: $a \in A, A \cup B, \dots$

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Preview: sets

Type: $'a\ set$

Operations: $a \in A, A \cup B, \dots$

Bounded quantification: $\forall a \in A. P$

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Preview: sets

Type: $'a\ set$

Operations: $a \in A, A \cup B, \dots$

Bounded quantification: $\forall a \in A. P$

Proof method *auto* knows (a little) about sets.

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The (binary) tree library

```
imports "HOL-Library.Tree"
```

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The (binary) tree library

```
imports "HOL-Library.Tree"
(File: isabelle/src/HOL/Library/Tree.thy)
```

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The (binary) tree library

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datatype 'a tree = Leaf | Node ('a tree) 'a ('a tree)
```

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```

Abbreviations:

$$\langle \rangle \equiv \text{Leaf}$$

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imports "HOL-Library.Tree"
(File: isabelle/src/HOL/Library/Tree.thy)

datatype 'a tree = Leaf | Node ('a tree) 'a ('a tree)
```

Abbreviations:

$$\begin{aligned} \langle \rangle &\equiv \text{Leaf} \\ \langle l, a, r \rangle &\equiv \text{Node } l \ a \ r \end{aligned}$$

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The (binary) tree library

Size = number of nodes:

$size :: 'a\ tree \Rightarrow nat$

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The (binary) tree library

Size = number of nodes:

$size :: 'a\ tree \Rightarrow nat$

$size \langle \rangle = 0$

$size \langle l, _, r \rangle = size\ l + size\ r + 1$

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The (binary) tree library

Size = number of nodes:

$size :: 'a\ tree \Rightarrow nat$

$size \langle \rangle = 0$

$size \langle l, _, r \rangle = size\ l + size\ r + 1$

Height:

$height :: 'a\ tree \Rightarrow nat$

$height \langle \rangle = 0$

$height \langle l, _, r \rangle = \max (height\ l) (height\ r) + 1$

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The (binary) tree library

The set of elements in a tree:

$set_tree :: 'a\ tree \Rightarrow 'a\ set$

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The (binary) tree library

The set of elements in a tree:

$set_tree :: 'a\ tree \Rightarrow 'a\ set$

$set_tree\ \langle \rangle = \{\}$

$set_tree\ \langle l, a, r \rangle = set_tree\ l \cup \{a\} \cup set_tree\ r$

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The (binary) tree library

The set of elements in a tree:

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Inorder listing:

$inorder :: 'a\ tree \Rightarrow 'a\ list$

89



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Inorder listing:

$inorder :: 'a\ tree \Rightarrow 'a\ list$

$inorder\ \langle \rangle = []$

$inorder\ \langle l, x, r \rangle = inorder\ l @ [x] @ inorder\ r$

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The (binary) tree library

Binary search tree invariant:

$bst :: 'a\ tree \Rightarrow bool$

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The (binary) tree library

Binary search tree invariant:

$bst :: 'a\ tree \Rightarrow\ bool$

$bst\ \langle \rangle = True$

$bst\ \langle l, a, r \rangle =$

$(bst\ l \wedge$

$bst\ r \wedge$

$(\forall x \in set_tree\ l.\ x < a) \wedge (\forall x \in set_tree\ r.\ a < x))$

90



The (binary) tree library

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For any type $'a$?

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Isabelle's type classes

A *type class* is defined by

- a set of required functions (the interface)

91



Isabelle's type classes

A *type class* is defined by

- a set of required functions (the interface)
- and a set of axioms about those functions

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Example: class *linorder*: linear orders with \leq , $<$

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Binary search tree invariant:

$bst :: 'a\ tree \Rightarrow bool$

$bst \langle \rangle = True$

$bst \langle l, a, r \rangle =$

$(bst\ l \wedge$

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$(\forall x \in set_tree\ l. x < a) \wedge (\forall x \in set_tree\ r. a < x))$

For any type $'a$?

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A type belongs to some class if

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Notation: $\tau :: C$ means type τ belongs to class C

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A type belongs to some class if

- the interface functions are defined on that type
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Notation: $\tau :: C$ means type τ belongs to class C

Example: $bst :: ('a :: linorder) tree \Rightarrow bool$

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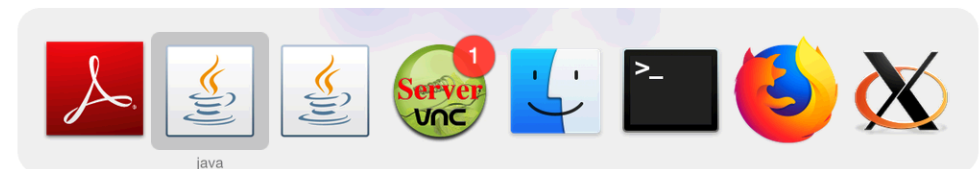
Case study

BST_Demo.thy

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Case study



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Chapter 4

Logic and Proof Beyond Equality