



The Isabelle/Isar Reference Manual

Makarius Wenzel

With Contributions by Clemens Ballarin, Stefan Berghofer,
Jasmin Blanchette, Timothy Bourke, Lukas Bulwahn,
Lucas Dixon, Florian Haftmann, Gerwin Klein,
Alexander Krauss, Tobias Nipkow, Lars Noschinski,
David von Oheimb, Larry Paulson, Sebastian Skalberg

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Preface

The *Isabelle* system essentially provides a generic infrastructure for building deductive systems (programmed in Standard ML), with a special focus on interactive theorem proving in higher-order logics. Many years ago, even end-users would refer to certain ML functions (goal commands, tactics, tacticals etc.) to pursue their everyday theorem proving tasks.

In contrast *Isar* provides an interpreted language environment of its own, which has been specifically tailored for the needs of theory and proof development. Compared to raw ML, the Isabelle/Isar top-level provides a more robust and comfortable development platform, with proper support for theory development graphs, managed transactions with unlimited undo etc. The Isabelle/Isar version of the *Proof General* user interface [2, 3] provides a decent front-end for interactive theory and proof development in this advanced theorem proving environment, even though it is somewhat biased towards old-style proof scripts.

Apart from the technical advances over bare-bones ML programming, the main purpose of the Isar language is to provide a conceptually different view on machine-checked proofs [44, 45]. *Isar* stands for *Intelligible semi-automated reasoning*. Drawing from both the traditions of informal mathematical proof texts and high-level programming languages, Isar offers a versatile environment for structured formal proof documents. Thus properly written Isar proofs become accessible to a broader audience than unstructured tactic scripts (which typically only provide operational information for the machine). Writing human-readable proof texts certainly requires some additional efforts by the writer to achieve a good presentation, both of formal and informal parts of the text. On the other hand, human-readable formal texts gain some value in their own right, independently of the mechanic proof-checking process.

Despite its grand design of structured proof texts, Isar is able to assimilate the old tactical style as an “improper” sub-language. This provides an easy upgrade path for existing tactic scripts, as well as some means for interactive experimentation and debugging of structured proofs. Isabelle/Isar supports a broad range of proof styles, both readable and unreadable ones.

The generic Isabelle/Isar framework (see chapter 2) works reasonably well

for any Isabelle object-logic that conforms to the natural deduction view of the Isabelle/Pure framework. Specific language elements introduced by the major object-logics are described in chapter 10 (Isabelle/HOL), chapter 11 (Isabelle/HOLCF), and chapter 12 (Isabelle/ZF). The main language elements are already provided by the Isabelle/Pure framework. Nevertheless, examples given in the generic parts will usually refer to Isabelle/HOL as well.

Isar commands may be either *proper* document constructors, or *improper commands*. Some proof methods and attributes introduced later are classified as improper as well. Improper Isar language elements, which are marked by “*” in the subsequent chapters; they are often helpful when developing proof documents, but their use is discouraged for the final human-readable outcome. Typical examples are diagnostic commands that print terms or theorems according to the current context; other commands emulate old-style tactical theorem proving.

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Part I

Basic Concepts

Synopsis

1.1 Notepad

An Isar proof body serves as mathematical notepad to compose logical content, consisting of types, terms, facts.

1.1.1 Types and terms

notepad
begin

Locally fixed entities:

fix x — local constant, without any type information yet
fix $x :: 'a$ — variant with explicit type-constraint for subsequent use

fix $a b$
assume $a = b$ — type assignment at first occurrence in concrete term

Definitions (non-polymorphic):

def $x \equiv t :: 'a$

Abbreviations (polymorphic):

let $?f = \lambda x. x$
term $?f ?f$

Notation:

write $x (**)$
end

1.1.2 Facts

A fact is a simultaneous list of theorems.

Producing facts**notepad**
begin

Via assumption (“lambda”):

assume $a: A$

Via proof (“let”):

have $b: B$ **sorry**

Via abbreviation (“let”):

note $c = a b$ **end****Referencing facts****notepad**
begin

Via explicit name:

assume $a: A$ **note** a

Via implicit name:

assume A **note** $this$

Via literal proposition (unification with results from the proof text):

assume A **note** $\langle A \rangle$ **assume** $\bigwedge x. B x$ **note** $\langle B a \rangle$ **note** $\langle B b \rangle$ **end****Manipulating facts****notepad**
begin

Instantiation:

```

assume  $a: \bigwedge x. B x$ 
note  $a$ 
note  $a$  [of  $b$ ]
note  $a$  [where  $x = b$ ]

```

Backchaining:

```

assume 1:  $A$ 
assume 2:  $A \implies C$ 
note 2 [OF 1]
note 1 [THEN 2]

```

Symmetric results:

```

assume  $x = y$ 
note this [symmetric]

assume  $x \neq y$ 
note this [symmetric]

```

Adhoc-simplification (take care!):

```

assume  $P$  ([ $\square$ ] @  $xs$ )
note this [simplified]
end

```

Projections

Isar facts consist of multiple theorems. There is notation to project interval ranges.

```

notepad
begin
  assume stuff:  $A B C D$ 
  note stuff(1)
  note stuff(2–3)
  note stuff(2–)
end

```

Naming conventions

- Lower-case identifiers are usually preferred.
- Facts can be named after the main term within the proposition.
- Facts should *not* be named after the command that introduced them (**assume**, **have**). This is misleading and hard to maintain.

- Natural numbers can be used as “meaningless” names (more appropriate than a_1 , a_2 etc.)
- Symbolic identifiers are supported (e.g. $*$, $**$, $***$).

1.1.3 Block structure

The formal notepad is block structured. The fact produced by the last entry of a block is exported into the outer context.

```
notepad
begin
{
  have a: A sorry
  have b: B sorry
  note a b
}
note this
note ⟨A⟩
note ⟨B⟩
end
```

Explicit blocks as well as implicit blocks of nested goal statements (e.g. **have**) automatically introduce one extra pair of parentheses in reserve. The **next** command allows to “jump” between these sub-blocks.

```
notepad
begin
{
  have a: A sorry
next
  have b: B
  proof –
    show B sorry
next
  have c: C sorry
next
  have d: D sorry
qed
}
```

Alternative version with explicit parentheses everywhere:

```

{
  {
    have a: A sorry
  }
  {
    have b: B
    proof -
      {
        show B sorry
      }
      {
        have c: C sorry
      }
      {
        have d: D sorry
      }
    qed
  }
}
end

```

1.2 Calculational reasoning

For example, see `~/src/HOL/Isar_Examples/Group.thy`.

1.2.1 Special names in Isar proofs

- term *?thesis* — the main conclusion of the innermost pending claim
- term `...` — the argument of the last explicitly stated result (for infix application this is the right-hand side)
- fact *this* — the last result produced in the text

```

notepad
begin
  have x = y
  proof -
    term ?thesis
    show ?thesis sorry
    term ?thesis — static!
  qed
end

```

```

qed
term ...
thm this
end

```

Calculational reasoning maintains the special fact called “*calculation*” in the background. Certain language elements combine primary *this* with secondary *calculation*.

1.2.2 Transitive chains

The Idea is to combine *this* and *calculation* via typical *trans* rules (see also **print_trans_rules**):

```

thm trans
thm less_trans
thm less_le_trans

```

```

notepad
begin

```

Plain bottom-up calculation:

```

have  $a = b$  sorry
also
have  $b = c$  sorry
also
have  $c = d$  sorry
finally
have  $a = d$  .

```

Variant using the ... abbreviation:

```

have  $a = b$  sorry
also
have ... =  $c$  sorry
also
have ... =  $d$  sorry
finally
have  $a = d$  .

```

Top-down version with explicit claim at the head:

```

have  $a = d$ 
proof -
  have  $a = b$  sorry

```

```

also
have ... =  $c$  sorry
also
have ... =  $d$  sorry
finally
show ?thesis .
qed
next

```

Mixed inequalities (require suitable base type):

```

fix  $a\ b\ c\ d :: nat$ 

have  $a < b$  sorry
also
have  $b \leq c$  sorry
also
have  $c = d$  sorry
finally
have  $a < d$  .
end

```

Notes

- The notion of *trans* rule is very general due to the flexibility of Isabelle/Pure rule composition.
- User applications may declare their own rules, with some care about the operational details of higher-order unification.

1.2.3 Degenerate calculations and bigstep reasoning

The Idea is to append *this* to *calculation*, without rule composition.

```

notepad
begin

```

A vacuous proof:

```

have  $A$  sorry
moreover
have  $B$  sorry
moreover
have  $C$  sorry

```

```

ultimately
  have A and B and C .
next

```

Slightly more content (trivial bigstep reasoning):

```

  have A sorry
  moreover
  have B sorry
  moreover
  have C sorry
  ultimately
  have A  $\wedge$  B  $\wedge$  C by blast
next

```

More ambitious bigstep reasoning involving structured results:

```

  have A  $\vee$  B  $\vee$  C sorry
  moreover
  { assume A have R sorry }
  moreover
  { assume B have R sorry }
  moreover
  { assume C have R sorry }
  ultimately
  have R by blast — “big-bang integration” of proof blocks (occasionally fragile)

end

```

1.3 Induction

1.3.1 Induction as Natural Deduction

In principle, induction is just a special case of Natural Deduction (see also §1.4). For example:

```

thm nat.induct
print_statement nat.induct

notepad
begin
  fix n :: nat
  have P n
  proof (rule nat.induct) — fragile rule application!
    show P 0 sorry

```

```

next
  fix  $n :: nat$ 
  assume  $P n$ 
  show  $P (Suc n)$  sorry
qed
end

```

In practice, much more proof infrastructure is required.

The proof method *induct* provides:

- implicit rule selection and robust instantiation
- context elements via symbolic case names
- support for rule-structured induction statements, with local parameters, premises, etc.

```

notepad
begin
  fix  $n :: nat$ 
  have  $P n$ 
  proof (induct  $n$ )
    case 0
    show ?case sorry
  next
    case ( $Suc n$ )
    from  $Suc.hyps$  show ?case sorry
  qed
end

```

Example

The subsequent example combines the following proof patterns:

- outermost induction (over the datatype structure of natural numbers), to decompose the proof problem in top-down manner
- calculational reasoning (§1.2) to compose the result in each case
- solving local claims within the calculation by simplification

```

lemma
  fixes  $n :: nat$ 
  shows  $(\sum_{i=0..n} i) = n * (n + 1) \text{ div } 2$ 

```

```

proof (induct n)
  case 0
  have ( $\sum i=0..0. i$ ) = (0::nat) by simp
  also have ... = 0 * (0 + 1) div 2 by simp
  finally show ?case .
next
  case (Suc n)
  have ( $\sum i=0..Suc\ n. i$ ) = ( $\sum i=0..n. i$ ) + (n + 1) by simp
  also have ... = n * (n + 1) div 2 + (n + 1) by (simp add: Suc.hyps)
  also have ... = (n * (n + 1) + 2 * (n + 1)) div 2 by simp
  also have ... = (Suc n * (Suc n + 1)) div 2 by simp
  finally show ?case .
qed

```

This demonstrates how induction proofs can be done without having to consider the raw Natural Deduction structure.

1.3.2 Induction with local parameters and premises

Idea: Pure rule statements are passed through the induction rule. This achieves convenient proof patterns, thanks to some internal trickery in the *induct* method.

Important: Using compact HOL formulae with $\forall / \longrightarrow$ is a well-known anti-pattern! It would produce useless formal noise.

```

notepad
begin
  fix n :: nat
  fix P :: nat  $\Rightarrow$  bool
  fix Q :: 'a  $\Rightarrow$  nat  $\Rightarrow$  bool

  have P n
  proof (induct n)
    case 0
    show P 0 sorry
  next
    case (Suc n)
    from (P n) show P (Suc n) sorry
  qed

  have A n  $\Longrightarrow$  P n
  proof (induct n)
    case 0

```

```

from  $\langle A\ 0 \rangle$  show  $P\ 0$  sorry
next
  case  $(Suc\ n)$ 
    from  $\langle A\ n \implies P\ n \rangle$ 
      and  $\langle A\ (Suc\ n) \rangle$  show  $P\ (Suc\ n)$  sorry
qed

have  $\bigwedge x. Q\ x\ n$ 
proof  $(induct\ n)$ 
  case 0
    show  $Q\ x\ 0$  sorry
next
  case  $(Suc\ n)$ 
    from  $\langle \bigwedge x. Q\ x\ n \rangle$  show  $Q\ x\ (Suc\ n)$  sorry

```

Local quantification admits arbitrary instances:

```

note  $\langle Q\ a\ n \rangle$  and  $\langle Q\ b\ n \rangle$ 
qed
end

```

1.3.3 Implicit induction context

The *induct* method can isolate local parameters and premises directly from the given statement. This is convenient in practical applications, but requires some understanding of what is going on internally (as explained above).

```

notepad
begin
  fix  $n :: nat$ 
  fix  $Q :: 'a \Rightarrow nat \Rightarrow bool$ 

  fix  $x :: 'a$ 
  assume  $A\ x\ n$ 
  then have  $Q\ x\ n$ 
  proof  $(induct\ n\ arbitrary: x)$ 
    case 0
      from  $\langle A\ x\ 0 \rangle$  show  $Q\ x\ 0$  sorry
    next
      case  $(Suc\ n)$ 
        from  $\langle \bigwedge x. A\ x\ n \implies Q\ x\ n \rangle$  — arbitrary instances can be produced here
          and  $\langle A\ x\ (Suc\ n) \rangle$  show  $Q\ x\ (Suc\ n)$  sorry
        qed
      qed
    end

```

1.3.4 Advanced induction with term definitions

Induction over subexpressions of a certain shape are delicate to formalize. The Isar *induct* method provides infrastructure for this.

Idea: sub-expressions of the problem are turned into a defined induction variable; often accompanied with fixing of auxiliary parameters in the original expression.

notepad

begin

fix $a :: 'a \Rightarrow nat$

fix $A :: nat \Rightarrow bool$

assume $A (a x)$

then have $P (a x)$

proof (*induct a x arbitrary: x*)

case 0

note $prem = \langle A (a x) \rangle$

and $defn = \langle 0 = a x \rangle$

show $P (a x)$ **sorry**

next

case ($Suc n$)

note $hyp = \langle \bigwedge x. n = a x \implies A (a x) \implies P (a x) \rangle$

and $prem = \langle A (a x) \rangle$

and $defn = \langle Suc n = a x \rangle$

show $P (a x)$ **sorry**

qed

end

1.4 Natural Deduction

1.4.1 Rule statements

Isabelle/Pure “theorems” are always natural deduction rules, which sometimes happen to consist of a conclusion only.

The framework connectives \bigwedge and \implies indicate the rule structure declaratively. For example:

thm *conjI*

thm *impI*

thm *nat.induct*

The object-logic is embedded into the Pure framework via an implicit derivability judgment $Trueprop :: bool \Rightarrow prop$.

Thus any HOL formulae appears atomic to the Pure framework, while the rule structure outlines the corresponding proof pattern.

This can be made explicit as follows:

```

notepad
begin
  write Trueprop (Tr)

  thm conjI
  thm impI
  thm nat.induct
end

```

Isar provides first-class notation for rule statements as follows.

```

print_statement conjI
print_statement impI
print_statement nat.induct

```

Examples

Introductions and eliminations of some standard connectives of the object-logic can be written as rule statements as follows. (The proof “**by blast**” serves as sanity check.)

```
lemma  $(P \implies \text{False}) \implies \neg P$  by blast
```

```
lemma  $\neg P \implies P \implies Q$  by blast
```

```
lemma  $P \implies Q \implies P \wedge Q$  by blast
```

```
lemma  $P \wedge Q \implies (P \implies Q \implies R) \implies R$  by blast
```

```
lemma  $P \implies P \vee Q$  by blast
```

```
lemma  $Q \implies P \vee Q$  by blast
```

```
lemma  $P \vee Q \implies (P \implies R) \implies (Q \implies R) \implies R$  by blast
```

```
lemma  $(\bigwedge x. P x) \implies (\forall x. P x)$  by blast
```

```
lemma  $(\forall x. P x) \implies P x$  by blast
```

```
lemma  $P x \implies (\exists x. P x)$  by blast
```

```
lemma  $(\exists x. P x) \implies (\bigwedge x. P x \implies R) \implies R$  by blast
```

```
lemma  $x \in A \implies x \in B \implies x \in A \cap B$  by blast
```

```
lemma  $x \in A \cap B \implies (x \in A \implies x \in B \implies R) \implies R$  by blast
```

```
lemma  $x \in A \implies x \in A \cup B$  by blast
```

lemma $x \in B \implies x \in A \cup B$ **by** *blast*

lemma $x \in A \cup B \implies (x \in A \implies R) \implies (x \in B \implies R) \implies R$ **by** *blast*

1.4.2 Isar context elements

We derive some results out of the blue, using Isar context elements and some explicit blocks. This illustrates their meaning wrt. Pure connectives, without goal states getting in the way.

notepad

begin

```
{
  fix x
  have B x sorry
}
```

have $\bigwedge x. B x$ **by** *fact*

next

```
{
  assume A
  have B sorry
}
```

have $A \implies B$ **by** *fact*

next

```
{
  def x  $\equiv$  t
  have B x sorry
}
```

have $B t$ **by** *fact*

next

```
{
  obtain x :: 'a where B x sorry
  have C sorry
}
```

have C **by** *fact*

end

1.4.3 Pure rule composition

The Pure framework provides means for:

- backward-chaining of rules by *resolution*
- closing of branches by *assumption*

Both principles involve higher-order unification of λ -terms modulo $\alpha\beta\eta$ -equivalence (cf. Huet and Miller).

notepad

begin

assume $a: A$ **and** $b: B$

thm *conjI*

thm *conjI* [*of* $A B$] — instantiation

thm *conjI* [*of* $A B$, *OF* $a b$] — instantiation and composition

thm *conjI* [*OF* $a b$] — composition via unification (trivial)

thm *conjI* [*OF* $\langle A \rangle \langle B \rangle$]

thm *conjI* [*OF* *disjI1*]

end

Note: Low-level rule composition is tedious and leads to unreadable / unmaintainable expressions in the text.

1.4.4 Structured backward reasoning

Idea: Canonical proof decomposition via **fix** / **assume** / **show**, where the body produces a natural deduction rule to refine some goal.

notepad

begin

fix $A B :: 'a \Rightarrow bool$

have $\bigwedge x. A x \Longrightarrow B x$

proof –

fix x

assume $A x$

show $B x$ **sorry**

qed

have $\bigwedge x. A x \Longrightarrow B x$

proof –

```

{
  fix x
  assume A x
  show B x sorry
} — implicit block structure made explicit
note  $\langle \wedge x. A x \implies B x \rangle$ 
  — side exit for the resulting rule
qed
end

```

1.4.5 Structured rule application

Idea: Previous facts and new claims are composed with a rule from the context (or background library).

```

notepad
begin
  assume r1:  $A \implies B \implies C$  — simple rule (Horn clause)

  have A sorry — prefix of facts via outer sub-proof
  then have C
  proof (rule r1)
    show B sorry — remaining rule premises via inner sub-proof
  qed

  have C
  proof (rule r1)
    show A sorry
    show B sorry
  qed

  have A and B sorry
  then have C
  proof (rule r1)
  qed

  have A and B sorry
  then have C by (rule r1)

next

  assume r2:  $A \implies (\wedge x. B1 x \implies B2 x) \implies C$  — nested rule

  have A sorry

```

```

then have  $C$ 
proof (rule r2)
  fix  $x$ 
  assume  $B1\ x$ 
  show  $B2\ x$  sorry
qed

```

The compound rule premise $\bigwedge x. B1\ x \implies B2\ x$ is better addressed via **fix** / **assume** / **show** in the nested proof body.

end

1.4.6 Example: predicate logic

Using the above principles, standard introduction and elimination proofs of predicate logic connectives of HOL work as follows.

```

notepad
begin
  have  $A \implies B$  and  $A$  sorry
  then have  $B$  ..

  have  $A$  sorry
  then have  $A \vee B$  ..

  have  $B$  sorry
  then have  $A \vee B$  ..

  have  $A \vee B$  sorry
  then have  $C$ 
  proof
    assume  $A$ 
    then show  $C$  sorry
  next
    assume  $B$ 
    then show  $C$  sorry
  qed

  have  $A$  and  $B$  sorry
  then have  $A \wedge B$  ..

  have  $A \wedge B$  sorry
  then have  $A$  ..

  have  $A \wedge B$  sorry

```

then have B ..

have $False$ **sorry**
then have A ..

have $True$..

have $\neg A$
proof
assume A
then show $False$ **sorry**
qed

have $\neg A$ **and** A **sorry**
then have B ..

have $\forall x. P x$
proof
fix x
show $P x$ **sorry**
qed

have $\forall x. P x$ **sorry**
then have $P a$..

have $\exists x. P x$
proof
show $P a$ **sorry**
qed

have $\exists x. P x$ **sorry**
then have C
proof
fix a
assume $P a$
show C **sorry**
qed

Less awkward version using **obtain**:

have $\exists x. P x$ **sorry**
then obtain a **where** $P a$..
end

Further variations to illustrate Isar sub-proofs involving **show**:

```

notepad
begin
  have  $A \wedge B$ 
  proof — two strictly isolated subproofs
    show  $A$  sorry
  next
    show  $B$  sorry
  qed

  have  $A \wedge B$ 
  proof — one simultaneous sub-proof
    show  $A$  and  $B$  sorry
  qed

  have  $A \wedge B$ 
  proof — two subproofs in the same context
    show  $A$  sorry
    show  $B$  sorry
  qed

  have  $A \wedge B$ 
  proof — swapped order
    show  $B$  sorry
    show  $A$  sorry
  qed

  have  $A \wedge B$ 
  proof — sequential subproofs
    show  $A$  sorry
    show  $B$  using  $\langle A \rangle$  sorry
  qed
end

```

Example: set-theoretic operators

There is nothing special about logical connectives (\wedge , \vee , \forall , \exists etc.). Operators from set-theory or lattice-theory work analogously. It is only a matter of rule declarations in the library; rules can be also specified explicitly.

```

notepad
begin
  have  $x \in A$  and  $x \in B$  sorry
  then have  $x \in A \cap B$  ..

```

```
have  $x \in A$  sorry
then have  $x \in A \cup B$  ..

have  $x \in B$  sorry
then have  $x \in A \cup B$  ..

have  $x \in A \cup B$  sorry
then have  $C$ 
proof
  assume  $x \in A$ 
  then show  $C$  sorry
next
  assume  $x \in B$ 
  then show  $C$  sorry
qed

next
have  $x \in \bigcap A$ 
proof
  fix  $a$ 
  assume  $a \in A$ 
  show  $x \in a$  sorry
qed

have  $x \in \bigcap A$  sorry
then have  $x \in a$ 
proof
  show  $a \in A$  sorry
qed

have  $a \in A$  and  $x \in a$  sorry
then have  $x \in \bigcup A$  ..

have  $x \in \bigcup A$  sorry
then obtain  $a$  where  $a \in A$  and  $x \in a$  ..
end
```

1.5 Generalized elimination and cases

1.5.1 General elimination rules

The general format of elimination rules is illustrated by the following typical representatives:

thm *exE* — local parameter

thm *conjE* — local premises

thm *disjE* — split into cases

Combining these characteristics leads to the following general scheme for elimination rules with cases:

- prefix of assumptions (or “major premises”)
- one or more cases that enable to establish the main conclusion in an augmented context

notepad

begin

assume *r*:

$A1 \implies A2 \implies$ (* assumptions *)

$(\bigwedge x y. B1\ x\ y \implies C1\ x\ y \implies R) \implies$ (* case 1 *)

$(\bigwedge x y. B2\ x\ y \implies C2\ x\ y \implies R) \implies$ (* case 2 *)

R (* main conclusion *)

have *A1* and *A2* sorry

then have *R*

proof (*rule r*)

fix *x y*

assume *B1 x y* and *C1 x y*

show *?thesis* sorry

next

fix *x y*

assume *B2 x y* and *C2 x y*

show *?thesis* sorry

qed

end

Here *?thesis* is used to refer to the unchanged goal statement.

1.5.2 Rules with cases

Applying an elimination rule to some goal, leaves that unchanged but allows to augment the context in the sub-proof of each case.

Isar provides some infrastructure to support this:

- native language elements to state eliminations
- symbolic case names
- method *cases* to recover this structure in a sub-proof

```
print_statement exE
print_statement conjE
print_statement disjE
```

```
lemma
  assumes A1 and A2 — assumptions
  obtains
    (case1) x y where B1 x y and C1 x y
  | (case2) x y where B2 x y and C2 x y
  sorry
```

Example

```
lemma tertium_non_datur:
  obtains
    (T) A
  | (F)  $\neg A$ 
  by blast
```

```
notepad
begin
  fix x y :: 'a
  have C
  proof (cases x = y rule: tertium_non_datur)
    case T
    from  $\langle x = y \rangle$  show ?thesis sorry
  next
    case F
    from  $\langle x \neq y \rangle$  show ?thesis sorry
  qed
end
```

Example

Isabelle/HOL specification mechanisms (datatype, inductive, etc.) provide suitable derived cases rules.

```
datatype foo = Foo | Bar foo
```

```
notepad
begin
  fix x :: foo
  have C
  proof (cases x)
    case Foo
    from ⟨x = Foo⟩ show ?thesis sorry
  next
    case (Bar a)
    from ⟨x = Bar a⟩ show ?thesis sorry
  qed
end
```

1.5.3 Obtaining local contexts

A single “case” branch may be inlined into Isar proof text via **obtain**. This proves $(\bigwedge x. B x \implies thesis) \implies thesis$ on the spot, and augments the context afterwards.

```
notepad
begin
  fix B :: 'a  $\Rightarrow$  bool

  obtain x where B x sorry
  note ⟨B x⟩
```

Conclusions from this context may not mention x again!

```
{
  obtain x where B x sorry
  from ⟨B x⟩ have C sorry
}
note ⟨C⟩
end
```

The Isabelle/Isar Framework

Isabelle/Isar [44, 45, 23, 48, 46] is intended as a generic framework for developing formal mathematical documents with full proof checking. Definitions and proofs are organized as theories. An assembly of theory sources may be presented as a printed document; see also chapter 4.

The main objective of Isar is the design of a human-readable structured proof language, which is called the “primary proof format” in Isar terminology. Such a primary proof language is somewhere in the middle between the extremes of primitive proof objects and actual natural language. In this respect, Isar is a bit more formalistic than Mizar [41, 38, 49], using logical symbols for certain reasoning schemes where Mizar would prefer English words; see [50] for further comparisons of these systems.

So Isar challenges the traditional way of recording informal proofs in mathematical prose, as well as the common tendency to see fully formal proofs directly as objects of some logical calculus (e.g. λ -terms in a version of type theory). In fact, Isar is better understood as an interpreter of a simple block-structured language for describing the data flow of local facts and goals, interspersed with occasional invocations of proof methods. Everything is reduced to logical inferences internally, but these steps are somewhat marginal compared to the overall bookkeeping of the interpretation process. Thanks to careful design of the syntax and semantics of Isar language elements, a formal record of Isar instructions may later appear as an intelligible text to the attentive reader.

The Isar proof language has emerged from careful analysis of some inherent virtues of the existing logical framework of Isabelle/Pure [32, 33], notably composition of higher-order natural deduction rules, which is a generalization of Gentzen’s original calculus [11]. The approach of generic inference systems in Pure is continued by Isar towards actual proof texts.

Concrete applications require another intermediate layer: an object-logic. Isabelle/HOL [26] (simply-typed set-theory) is being used most of the time; Isabelle/ZF [29] is less extensively developed, although it would probably fit better for classical mathematics.

In order to illustrate natural deduction in Isar, we shall refer to the background theory and library of Isabelle/HOL. This includes common notions of predicate logic, naive set-theory etc. using fairly standard mathematical notation. From the perspective of generic natural deduction there is nothing special about the logical connectives of HOL (\wedge , \vee , \forall , \exists , etc.), only the resulting reasoning principles are relevant to the user. There are similar rules available for set-theory operators (\cap , \cup , \bigcap , \bigcup , etc.), or any other theory developed in the library (lattice theory, topology etc.).

Subsequently we briefly review fragments of Isar proof texts corresponding directly to such general deduction schemes. The examples shall refer to set-theory, to minimize the danger of understanding connectives of predicate logic as something special.

The following deduction performs \cap -introduction, working forwards from assumptions towards the conclusion. We give both the Isar text, and depict the primitive rule involved, as determined by unification of the problem against rules that are declared in the library context.

assume $x \in A$ and $x \in B$	$\frac{x \in A \quad x \in B}{x \in A \cap B}$
then have $x \in A \cap B$..	

Note that **assume** augments the proof context, **then** indicates that the current fact shall be used in the next step, and **have** states an intermediate goal. The two dots “..” refer to a complete proof of this claim, using the indicated facts and a canonical rule from the context. We could have been more explicit here by spelling out the final proof step via the **by** command:

assume $x \in A$ **and** $x \in B$
then have $x \in A \cap B$ **by** (*rule IntI*)

The format of the \cap -introduction rule represents the most basic inference, which proceeds from given premises to a conclusion, without any nested proof context involved.

The next example performs backwards introduction on $\bigcap \mathcal{A}$, the intersection of all sets within a given set. This requires a nested proof of set membership within a local context, where A is an arbitrary-but-fixed member of the collection:

have $x \in \bigcap \mathcal{A}$	
proof	$[A][A \in \mathcal{A}]$
fix A	\vdots
assume $A \in \mathcal{A}$	$\frac{x \in A}{x \in \bigcap \mathcal{A}}$
show $x \in A$ <i><proof></i>	
qed	

This Isar reasoning pattern again refers to the primitive rule depicted above. The system determines it in the “**proof**” step, which could have been spelt out more explicitly as “**proof** (*rule InterI*)”. Note that the rule involves both a local parameter A and an assumption $A \in \mathcal{A}$ in the nested reasoning. This kind of compound rule typically demands a genuine sub-proof in Isar, working backwards rather than forwards as seen before. In the proof body we encounter the **fix-assume-show** outline of nested sub-proofs that is typical for Isar. The final **show** is like **have** followed by an additional refinement of the enclosing claim, using the rule derived from the proof body.

The next example involves $\bigcup \mathcal{A}$, which can be characterized as the set of all x such that $\exists A. x \in A \wedge A \in \mathcal{A}$. The elimination rule for $x \in \bigcup \mathcal{A}$ does not mention \exists and \wedge at all, but admits to obtain directly a local A such that $x \in A$ and $A \in \mathcal{A}$ hold. This corresponds to the following Isar proof and inference rule, respectively:

<pre> assume $x \in \bigcup \mathcal{A}$ then have C proof fix A assume $x \in A$ and $A \in \mathcal{A}$ show C <i><proof></i> qed </pre>	$\frac{x \in \bigcup \mathcal{A} \quad \begin{array}{c} [A][x \in A, A \in \mathcal{A}] \\ \vdots \\ C \end{array}}{C}$
--	---

Although the Isar proof follows the natural deduction rule closely, the text reads not as natural as anticipated. There is a double occurrence of an arbitrary conclusion C , which represents the final result, but is irrelevant for now. This issue arises for any elimination rule involving local parameters. Isar provides the derived language element **obtain**, which is able to perform the same elimination proof more conveniently:

```

assume  $x \in \bigcup \mathcal{A}$ 
then obtain  $A$  where  $x \in A$  and  $A \in \mathcal{A}$  ..

```

Here we avoid to mention the final conclusion C and return to plain forward reasoning. The rule involved in the “..” proof is the same as before.

2.1 The Pure framework

The Pure logic [32, 33] is an intuitionistic fragment of higher-order logic [10]. In type-theoretic parlance, there are three levels of λ -calculus with corresponding arrows $\Rightarrow/\wedge/\Longrightarrow$:

$\alpha \Rightarrow \beta$ syntactic function space (terms depending on terms)
 $\bigwedge x. B(x)$ universal quantification (proofs depending on terms)
 $A \Longrightarrow B$ implication (proofs depending on proofs)

Here only the types of syntactic terms, and the propositions of proof terms have been shown. The λ -structure of proofs can be recorded as an optional feature of the Pure inference kernel [5], but the formal system can never depend on them due to *proof irrelevance*.

On top of this most primitive layer of proofs, Pure implements a generic calculus for nested natural deduction rules, similar to [39]. Here object-logic inferences are internalized as formulae over \bigwedge and \Longrightarrow . Combining such rule statements may involve higher-order unification [31].

2.1.1 Primitive inferences

Term syntax provides explicit notation for abstraction $\lambda x :: \alpha. b(x)$ and application $b a$, while types are usually implicit thanks to type-inference; terms of type *prop* are called propositions. Logical statements are composed via $\bigwedge x :: \alpha. B(x)$ and $A \Longrightarrow B$. Primitive reasoning operates on judgments of the form $\Gamma \vdash \varphi$, with standard introduction and elimination rules for \bigwedge and \Longrightarrow that refer to fixed parameters x_1, \dots, x_m and hypotheses A_1, \dots, A_n from the context Γ ; the corresponding proof terms are left implicit. The subsequent inference rules define $\Gamma \vdash \varphi$ inductively, relative to a collection of axioms:

$$\begin{array}{c}
 \frac{}{\vdash A} \quad \frac{}{A \vdash A} \\
 \\
 \frac{\Gamma \vdash B(x) \quad x \notin \Gamma}{\Gamma \vdash \bigwedge x. B(x)} \quad \frac{\Gamma \vdash \bigwedge x. B(x)}{\Gamma \vdash B(a)} \\
 \\
 \frac{\Gamma \vdash B}{\Gamma - A \vdash A \Longrightarrow B} \quad \frac{\Gamma_1 \vdash A \Longrightarrow B \quad \Gamma_2 \vdash A}{\Gamma_1 \cup \Gamma_2 \vdash B}
 \end{array}$$

Furthermore, Pure provides a built-in equality $\equiv :: \alpha \Rightarrow \alpha \Rightarrow \text{prop}$ with axioms for reflexivity, substitution, extensionality, and $\alpha\beta\eta$ -conversion on λ -terms.

An object-logic introduces another layer on top of Pure, e.g. with types *i* for individuals and *o* for propositions, term constants *Trueprop* $:: o \Rightarrow \text{prop}$ as (implicit) derivability judgment and connectives like $\wedge :: o \Rightarrow o \Rightarrow o$ or $\forall :: (i \Rightarrow o) \Rightarrow o$, and axioms for object-level rules such as *conjI*: $A \Longrightarrow$

$B \Longrightarrow A \wedge B$ or *allI*: $(\bigwedge x. B x) \Longrightarrow \forall x. B x$. Derived object rules are represented as theorems of Pure. After the initial object-logic setup, further axiomatizations are usually avoided; plain definitions and derived principles are used exclusively.

2.1.2 Reasoning with rules

Primitive inferences mostly serve foundational purposes. The main reasoning mechanisms of Pure operate on nested natural deduction rules expressed as formulae, using \bigwedge to bind local parameters and \Longrightarrow to express entailment. Multiple parameters and premises are represented by repeating these connectives in a right-associative manner.

Since \bigwedge and \Longrightarrow commute thanks to the theorem $(A \Longrightarrow (\bigwedge x. B x)) \equiv (\bigwedge x. A \Longrightarrow B x)$, we may assume w.l.o.g. that rule statements always observe the normal form where quantifiers are pulled in front of implications at each level of nesting. This means that any Pure proposition may be presented as a *Hereditary Harrop Formula* [19] which is of the form $\bigwedge x_1 \dots x_m. H_1 \Longrightarrow \dots H_n \Longrightarrow A$ for $m, n \geq 0$, and A atomic, and H_1, \dots, H_n being recursively of the same format. Following the convention that outermost quantifiers are implicit, Horn clauses $A_1 \Longrightarrow \dots A_n \Longrightarrow A$ are a special case of this.

For example, \cap -introduction rule encountered before is represented as a Pure theorem as follows:

$$\text{IntI: } x \in A \Longrightarrow x \in B \Longrightarrow x \in A \cap B$$

This is a plain Horn clause, since no further nesting on the left is involved. The general \cap -introduction corresponds to a Hereditary Harrop Formula with one additional level of nesting:

$$\text{InterI: } (\bigwedge A. A \in \mathcal{A} \Longrightarrow x \in A) \Longrightarrow x \in \cap \mathcal{A}$$

Goals are also represented as rules: $A_1 \Longrightarrow \dots A_n \Longrightarrow C$ states that the sub-goals A_1, \dots, A_n entail the result C ; for $n = 0$ the goal is finished. To allow C being a rule statement itself, we introduce the protective marker $\#$:: $prop \Rightarrow prop$, which is defined as identity and hidden from the user. We initialize and finish goal states as follows:

$$\frac{}{C \Longrightarrow \#C} (\text{init}) \quad \frac{\#C}{C} (\text{finish})$$

Goal states are refined in intermediate proof steps until a finished form is achieved. Here the two main reasoning principles are *resolution*, for back-chaining a rule against a sub-goal (replacing it by zero or more sub-goals), and *assumption*, for solving a sub-goal (finding a short-circuit with local assumptions). Below \bar{x} stands for x_1, \dots, x_n ($n \geq 0$).

$$\frac{\begin{array}{l} \text{rule: } \bar{A} \bar{a} \Longrightarrow B \bar{a} \\ \text{goal: } (\bigwedge \bar{x}. \bar{H} \bar{x} \Longrightarrow B' \bar{x}) \Longrightarrow C \\ \text{goal unifier: } (\lambda \bar{x}. B (\bar{a} \bar{x})) \theta = B' \theta \end{array}}{(\bigwedge \bar{x}. \bar{H} \bar{x} \Longrightarrow \bar{A} (\bar{a} \bar{x})) \theta \Longrightarrow C \theta} \text{ (resolution)}$$

$$\frac{\begin{array}{l} \text{goal: } (\bigwedge \bar{x}. \bar{H} \bar{x} \Longrightarrow A \bar{x}) \Longrightarrow C \\ \text{assm unifier: } A \theta = H_i \theta \text{ (for some } H_i) \end{array}}{C \theta} \text{ (assumption)}$$

The following trace illustrates goal-oriented reasoning in Isabelle/Pure:

$$\begin{array}{l} (A \wedge B \Longrightarrow B \wedge A) \Longrightarrow \#(A \wedge B \Longrightarrow B \wedge A) \text{ (init)} \\ (A \wedge B \Longrightarrow B) \Longrightarrow (A \wedge B \Longrightarrow A) \Longrightarrow \# \dots \text{ (resolution } B \Longrightarrow A \Longrightarrow B \wedge A) \\ (A \wedge B \Longrightarrow A \wedge B) \Longrightarrow (A \wedge B \Longrightarrow A) \Longrightarrow \# \dots \text{ (resolution } A \wedge B \Longrightarrow B) \\ \quad (A \wedge B \Longrightarrow A) \Longrightarrow \# \dots \text{ (assumption)} \\ \quad (A \wedge B \Longrightarrow B \wedge A) \Longrightarrow \# \dots \text{ (resolution } A \wedge B \Longrightarrow A) \\ \quad \quad \# \dots \text{ (assumption)} \\ \quad \quad A \wedge B \Longrightarrow B \wedge A \text{ (finish)} \end{array}$$

Compositions of *assumption* after *resolution* occurs quite often, typically in elimination steps. Traditional Isabelle tactics accommodate this by a combined *elim_resolution* principle. In contrast, Isar uses a slightly more refined combination, where the assumptions to be closed are marked explicitly, using again the protective marker $\#$:

$$\frac{\begin{array}{l} \text{sub-proof: } \bar{G} \bar{a} \Longrightarrow B \bar{a} \\ \text{goal: } (\bigwedge \bar{x}. \bar{H} \bar{x} \Longrightarrow B' \bar{x}) \Longrightarrow C \\ \text{goal unifier: } (\lambda \bar{x}. B (\bar{a} \bar{x})) \theta = B' \theta \\ \text{assm unifiers: } (\lambda \bar{x}. G_j (\bar{a} \bar{x})) \theta = \#H_i \theta \\ \quad \quad \text{(for each marked } G_j \text{ some } \#H_i) \end{array}}{(\bigwedge \bar{x}. \bar{H} \bar{x} \Longrightarrow \bar{G}' (\bar{a} \bar{x})) \theta \Longrightarrow C \theta} \text{ (refinement)}$$

Here the *sub-proof* rule stems from the main **fix-assume-show** outline of Isar (cf. §2.2.3): each assumption indicated in the text results in a marked

premise G above. The marking enforces resolution against one of the sub-goal’s premises. Consequently, **fix-assume-show** enables to fit the result of a sub-proof quite robustly into a pending sub-goal, while maintaining a good measure of flexibility.

2.2 The Isar proof language

Structured proofs are presented as high-level expressions for composing entities of Pure (propositions, facts, and goals). The Isar proof language allows to organize reasoning within the underlying rule calculus of Pure, but Isar is not another logical calculus!

Isar is an exercise in sound minimalism. Approximately half of the language is introduced as primitive, the rest defined as derived concepts. The following grammar describes the core language (category *proof*), which is embedded into theory specification elements such as **theorem**; see also §2.2.2 for the separate category *statement*.

```

theory-stmt = theorem statement proof | definition ... | ...
proof      = prfx* proof method? stmt* qed method?
prfx      = using facts
             | unfolding facts
stmt      = { stmt* }
             | next
             | note name = facts
             | let term = term
             | fix var+
             | assume <<inference>> name: props
             | then? goal
goal      = have name: props proof
             | show name: props proof

```

Simultaneous propositions or facts may be separated by the **and** keyword.

The syntax for terms and propositions is inherited from Pure (and the object-logic). A *pattern* is a *term* with schematic variables, to be bound by higher-order matching.

Facts may be referenced by name or proposition. For example, the result of “**have** a : A $\langle proof \rangle$ ” becomes available both as a and $\langle A \rangle$. Moreover, fact expressions may involve attributes that modify either the theorem or the background context. For example, the expression “ a [*OF* b]” refers to the

composition of two facts according to the *resolution* inference of §2.1.2, while “*a [intro]*” declares a fact as introduction rule in the context.

The special fact called “*this*” always refers to the last result, as produced by **note**, **assume**, **have**, or **show**. Since **note** occurs frequently together with **then** we provide some abbreviations:

from *a* ≡ **note** *a* **then**
with *a* ≡ **from** *a* **and** *this*

The *method* category is essentially a parameter and may be populated later. Methods use the facts indicated by **then** or **using**, and then operate on the goal state. Some basic methods are predefined: “*–*” leaves the goal unchanged, “*this*” applies the facts as rules to the goal, “*rule*” applies the facts to another rule and the result to the goal (both “*this*” and “*rule*” refer to *resolution* of §2.1.2). The secondary arguments to “*rule*” may be specified explicitly as in “(*rule a*)”, or picked from the context. In the latter case, the system first tries rules declared as *elim* or *dest*, followed by those declared as *intro*.

The default method for **proof** is “*rule*” (arguments picked from the context), for **qed** it is “*–*”. Further abbreviations for terminal proof steps are “**by** *method*₁ *method*₂” for “**proof** *method*₁ **qed** *method*₂”, and “*..*” for “**by** *rule*”, and “*.*” for “**by** *this*”. The **unfolding** element operates directly on the current facts and goal by applying equalities.

Block structure can be indicated explicitly by “{ ... }”, although the body of a sub-proof already involves implicit nesting. In any case, **next** jumps into the next section of a block, i.e. it acts like closing an implicit block scope and opening another one; there is no direct correspondence to subgoals here.

The remaining elements **fix** and **assume** build up a local context (see §2.2.1), while **show** refines a pending sub-goal by the rule resulting from a nested sub-proof (see §2.2.3). Further derived concepts will support calculational reasoning (see §2.2.4).

2.2.1 Context elements

In judgments $\Gamma \vdash \varphi$ of the primitive framework, Γ essentially acts like a proof context. Isar elaborates this idea towards a higher-level notion, with additional information for type-inference, term abbreviations, local facts, hypotheses etc.

The element **fix** $x :: \alpha$ declares a local parameter, i.e. an arbitrary-but-fixed entity of a given type; in results exported from the context, x may become

anything. The **assume** $\langle inference \rangle$ element provides a general interface to hypotheses: “**assume** $\langle inference \rangle A$ ” produces $A \vdash A$ locally, while the included inference tells how to discharge A from results $A \vdash B$ later on. There is no user-syntax for $\langle inference \rangle$, i.e. it may only occur internally when derived commands are defined in ML.

At the user-level, the default inference for **assume** is *discharge* as given below. The additional variants **presume** and **def** are defined as follows:

presume $A \equiv$ **assume** $\langle weak-discharge \rangle A$
def $x \equiv a \equiv$ **fix** x **assume** $\langle expansion \rangle x \equiv a$

$$\frac{\Gamma \vdash B}{\Gamma - A \vdash \#A \Longrightarrow B} \text{ (discharge)}$$

$$\frac{\Gamma \vdash B}{\Gamma - A \vdash A \Longrightarrow B} \text{ (weak-discharge)}$$

$$\frac{\Gamma \vdash B \ x}{\Gamma - (x \equiv a) \vdash B \ a} \text{ (expansion)}$$

Note that *discharge* and *weak-discharge* differ in the marker for A , which is relevant when the result of a **fix-assume-show** outline is composed with a pending goal, cf. §2.2.3.

The most interesting derived context element in Isar is **obtain** [45, §5.3], which supports generalized elimination steps in a purely forward manner. The **obtain** command takes a specification of parameters \bar{x} and assumptions \bar{A} to be added to the context, together with a proof of a case rule stating that this extension is conservative (i.e. may be removed from closed results later on):

$\langle facts \rangle$ **obtain** \bar{x} **where** $\bar{A} \ \bar{x} \ \langle proof \rangle \equiv$
have case: $\bigwedge thesis. (\bigwedge \bar{x}. \bar{A} \ \bar{x} \Longrightarrow thesis) \Longrightarrow thesis \rangle$
proof –
fix $thesis$
assume [*intro*]: $\bigwedge \bar{x}. \bar{A} \ \bar{x} \Longrightarrow thesis$
show $thesis$ **using** $\langle facts \rangle \ \langle proof \rangle$
qed
fix \bar{x} **assume** $\langle elimination \ case \rangle \ \bar{A} \ \bar{x}$

$$\frac{\begin{array}{l} case: \ \Gamma \vdash \bigwedge thesis. (\bigwedge \bar{x}. \bar{A} \ \bar{x} \Longrightarrow thesis) \Longrightarrow thesis \\ result: \ \Gamma \cup \bar{A} \ \bar{y} \vdash B \end{array}}{\Gamma \vdash B} \text{ (elimination)}$$

Here the name “*thesis*” is a specific convention for an arbitrary-but-fixed proposition; in the primitive natural deduction rules shown before we have occasionally used C . The whole statement of “**obtain** x **where** A x ” may be read as a claim that A x may be assumed for some arbitrary-but-fixed x . Also note that “**obtain** A **and** B ” without parameters is similar to “**have** A **and** B ”, but the latter involves multiple sub-goals.

The subsequent Isar proof texts explain all context elements introduced above using the formal proof language itself. After finishing a local proof within a block, we indicate the exported result via **note**.

<pre> { fix x have B x <proof> } note <$\bigwedge x. B$ x> </pre>	<pre> { assume A have B <proof> } note <$A \implies B$> </pre>
<pre> { def x \equiv a have B x <proof> } note <B a> </pre>	<pre> { obtain x where A x <proof> have B <proof> } note </pre>

This illustrates the meaning of Isar context elements without goals getting in between.

2.2.2 Structured statements

The category *statement* of top-level theorem specifications is defined as follows:

```

statement  $\equiv$  name: props and ...
           | context* conclusion
context    $\equiv$  fixes vars and ...
           | assumes name: props and ...
conclusion  $\equiv$  shows name: props and ...
           | obtains vars and ... where name: props and ...
           | ...

```

A simple *statement* consists of named propositions. The full form admits local context elements followed by the actual conclusions, such as “**fixes** x **assumes** A x **shows** B x ”. The final result emerges as a Pure rule after discharging the context: $\bigwedge x. A$ $x \implies B$ x .

The **obtains** variant is another abbreviation defined below; unlike **obtain** (cf. §2.2.1) there may be several “cases” separated by “|”, each consisting of several parameters (*vars*) and several premises (*props*). This specifies multi-branch elimination rules.

```

obtains  $\bar{x}$  where  $\bar{A} \bar{x} \mid \dots \equiv$ 
  fixes thesis
  assumes [intro]:  $\bigwedge \bar{x}. \bar{A} \bar{x} \implies \textit{thesis}$  and  $\dots$ 
  shows thesis

```

Presenting structured statements in such an “open” format usually simplifies the subsequent proof, because the outer structure of the problem is already laid out directly. E.g. consider the following canonical patterns for **shows** and **obtains**, respectively:

<pre> theorem fixes x and y assumes $A x$ and $B y$ shows $C x y$ proof – from $\langle A x \rangle$ and $\langle B y \rangle$ show $C x y$ $\langle \textit{proof} \rangle$ qed </pre>	<pre> theorem obtains x and y where $A x$ and $B y$ proof – have $A a$ and $B b$ $\langle \textit{proof} \rangle$ then show <i>thesis</i> .. qed </pre>
---	--

Here local facts $\langle A x \rangle$ and $\langle B y \rangle$ are referenced immediately; there is no need to decompose the logical rule structure again. In the second proof the final “**then show** *thesis* ..” involves the local rule case $\bigwedge x y. A x \implies B y \implies \textit{thesis}$ for the particular instance of terms a and b produced in the body.

2.2.3 Structured proof refinement

By breaking up the grammar for the Isar proof language, we may understand a proof text as a linear sequence of individual proof commands. These are interpreted as transitions of the Isar virtual machine (Isar/VM), which operates on a block-structured configuration in single steps. This allows users to write proof texts in an incremental manner, and inspect intermediate configurations for debugging.

The basic idea is analogous to evaluating algebraic expressions on a stack machine: $(a + b) \cdot c$ then corresponds to a sequence of single transitions for each symbol $(, a, +, b,), \cdot, c$. In Isar the algebraic values are facts or goals, and the operations are inferences.

The Isar/VM state maintains a stack of nodes, each node contains the local proof context, the linguistic mode, and a pending goal (optional). The mode

determines the type of transition that may be performed next, it essentially alternates between forward and backward reasoning, with an intermediate stage for chained facts (see figure 2.1).

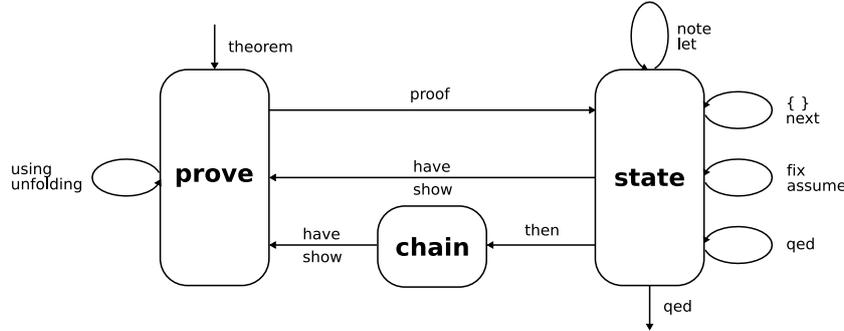


Figure 2.1: Isar/VM modes

For example, in *state* mode Isar acts like a mathematical scratch-pad, accepting declarations like **fix**, **assume**, and claims like **have**, **show**. A goal statement changes the mode to *prove*, which means that we may now refine the problem via **unfolding** or **proof**. Then we are again in *state* mode of a proof body, which may issue **show** statements to solve pending sub-goals. A concluding **qed** will return to the original *state* mode one level upwards. The subsequent Isar/VM trace indicates block structure, linguistic mode, goal state, and inferences:

have $A \rightarrow B$	<i>begin prove</i>	$(A \rightarrow B) \Longrightarrow \#(A \rightarrow B)$	<i>(init)</i>
proof	<i>state</i>	$(A \Longrightarrow B) \Longrightarrow \#(A \rightarrow B)$	<i>(resolution impI)</i>
assume A	<i>state</i>		
show B	<i>begin prove</i>		
$\langle \text{proof} \rangle$	<i>end state</i>	$\#(A \rightarrow B)$	<i>(refinement $\#A \Longrightarrow B$)</i>
qed	<i>end state</i>	$A \rightarrow B$	<i>(finish)</i>

Here the *refinement* inference from §2.1.2 mediates composition of Isar sub-proofs nicely. Observe that this principle incorporates some degree of freedom in proof composition. In particular, the proof body allows parameters and assumptions to be re-ordered, or commuted according to Hereditary Harrop Form. Moreover, context elements that are not used in a sub-proof may be omitted altogether. For example:

<pre> have $\bigwedge x y. A x \implies B y \implies C x y$ proof – fix x and y assume $A x$ and $B y$ show $C x y$ $\langle proof \rangle$ qed </pre>	<pre> have $\bigwedge x y. A x \implies B y \implies C x y$ proof – fix x assume $A x$ fix y assume $B y$ show $C x y$ $\langle proof \rangle$ qed </pre>
<pre> have $\bigwedge x y. A x \implies B y \implies C x y$ proof – fix y assume $B y$ fix x assume $A x$ show $C x y$ sorry qed </pre>	<pre> have $\bigwedge x y. A x \implies B y \implies C x y$ proof – fix y assume $B y$ fix x show $C x y$ sorry qed </pre>

Such “peephole optimizations” of Isar texts are practically important to improve readability, by rearranging contexts elements according to the natural flow of reasoning in the body, while still observing the overall scoping rules.

This illustrates the basic idea of structured proof processing in Isar. The main mechanisms are based on natural deduction rule composition within the Pure framework. In particular, there are no direct operations on goal states within the proof body. Moreover, there is no hidden automated reasoning involved, just plain unification.

2.2.4 Calculational reasoning

The existing Isar infrastructure is sufficiently flexible to support calculational reasoning (chains of transitivity steps) as derived concept. The generic proof elements introduced below depend on rules declared as *trans* in the context. It is left to the object-logic to provide a suitable rule collection for mixed relations of $=$, $<$, \leq , \subset , \subseteq etc. Due to the flexibility of rule composition (§2.1.2), substitution of equals by equals is covered as well, even substitution of inequalities involving monotonicity conditions; see also [45, §6] and [4].

The generic calculational mechanism is based on the observation that rules such as *trans*: $x = y \implies y = z \implies x = z$ proceed from the premises towards the conclusion in a deterministic fashion. Thus we may reason in forward mode, feeding intermediate results into rules selected from the context. The course of reasoning is organized by maintaining a secondary fact called “*calculation*”, apart from the primary “*this*” already provided by the Isar primitives. In the definitions below, *OF* refers to *resolution* (§2.1.2) with multiple rule arguments, and *trans* represents to a suitable rule from

the context:

```

also0 ≡ note calculation = this
alson+1 ≡ note calculation = trans [OF calculation this]
finally ≡ also from calculation

```

The start of a calculation is determined implicitly in the text: here **also** sets *calculation* to the current result; any subsequent occurrence will update *calculation* by combination with the next result and a transitivity rule. The calculational sequence is concluded via **finally**, where the final result is exposed for use in a concluding claim.

Here is a canonical proof pattern, using **have** to establish the intermediate results:

```

have a = b sorry
also have ... = c sorry
also have ... = d sorry
finally have a = d .

```

The term “...” above is a special abbreviation provided by the Isabelle/Isar syntax layer: it statically refers to the right-hand side argument of the previous statement given in the text. Thus it happens to coincide with relevant sub-expressions in the calculational chain, but the exact correspondence is dependent on the transitivity rules being involved.

Symmetry rules such as $x = y \implies y = x$ are like transivities with only one premise. Isar maintains a separate rule collection declared via the *sym* attribute, to be used in fact expressions “*a* [*symmetric*]”, or single-step proofs “**assume** $x = y$ **then have** $y = x$..”.

2.3 Example: First-Order Logic

```

theory First_Order_Logic
imports Base
begin

```

In order to commence a new object-logic within Isabelle/Pure we introduce abstract syntactic categories *i* for individuals and *o* for object-propositions. The latter is embedded into the language of Pure propositions by means of a separate judgment.

```

typedecl i
typedecl o

```

judgment

Trueprop :: $o \Rightarrow prop$ (- 5)

Note that the object-logic judgement is implicit in the syntax: writing A produces *Trueprop* A internally. From the Pure perspective this means “ A is derivable in the object-logic”.

2.3.1 Equational reasoning

Equality is axiomatized as a binary predicate on individuals, with reflexivity as introduction, and substitution as elimination principle. Note that the latter is particularly convenient in a framework like Isabelle, because syntactic congruences are implicitly produced by unification of $B x$ against expressions containing occurrences of x .

axiomatization

equal :: $i \Rightarrow i \Rightarrow o$ (**infix** = 50)

where

refl [*intro*]: $x = x$ **and**

subst [*elim*]: $x = y \Longrightarrow B x \Longrightarrow B y$

Substitution is very powerful, but also hard to control in full generality. We derive some common symmetry / transitivity schemes of *equal* as particular consequences.

theorem *sym* [*sym*]:

assumes $x = y$

shows $y = x$

proof –

have $x = x$..

with $\langle x = y \rangle$ **show** $y = x$..

qed

theorem *forw_subst* [*trans*]:

assumes $y = x$ **and** $B x$

shows $B y$

proof –

from $\langle y = x \rangle$ **have** $x = y$..

from *this* **and** $\langle B x \rangle$ **show** $B y$..

qed

theorem *back_subst* [*trans*]:

assumes $B x$ **and** $x = y$

```

shows B y
proof -
  from ⟨x = y⟩ and ⟨B x⟩
  show B y ..
qed

```

```

theorem trans [trans]:
  assumes x = y and y = z
  shows x = z
proof -
  from ⟨y = z⟩ and ⟨x = y⟩
  show x = z ..
qed

```

2.3.2 Basic group theory

As an example for equational reasoning we consider some bits of group theory. The subsequent locale definition postulates group operations and axioms; we also derive some consequences of this specification.

```

locale group =
  fixes prod :: i ⇒ i ⇒ i (infix ∘ 70)
  and inv :: i ⇒ i ((-1) [1000] 999)
  and unit :: i (1)
  assumes assoc: (x ∘ y) ∘ z = x ∘ (y ∘ z)
  and left_unit: 1 ∘ x = x
  and left_inv: x-1 ∘ x = 1
begin

theorem right_inv: x ∘ x-1 = 1
proof -
  have x ∘ x-1 = 1 ∘ (x ∘ x-1) by (rule left_unit [symmetric])
  also have ... = (1 ∘ x) ∘ x-1 by (rule assoc [symmetric])
  also have 1 = (x-1)-1 ∘ x-1 by (rule left_inv [symmetric])
  also have ... ∘ x = (x-1)-1 ∘ (x-1 ∘ x) by (rule assoc)
  also have x-1 ∘ x = 1 by (rule left_inv)
  also have ((x-1)-1 ∘ ...) ∘ x-1 = (x-1)-1 ∘ (1 ∘ x-1) by (rule assoc)
  also have 1 ∘ x-1 = x-1 by (rule left_unit)
  also have (x-1)-1 ∘ ... = 1 by (rule left_inv)
  finally show x ∘ x-1 = 1 .
qed

theorem right_unit: x ∘ 1 = x
proof -

```

```

have  $1 = x^{-1} \circ x$  by (rule left_inv [symmetric])
also have  $x \circ \dots = (x \circ x^{-1}) \circ x$  by (rule assoc [symmetric])
also have  $x \circ x^{-1} = 1$  by (rule right_inv)
also have  $\dots \circ x = x$  by (rule left_unit)
finally show  $x \circ 1 = x$  .
qed

```

Reasoning from basic axioms is often tedious. Our proofs work by producing various instances of the given rules (potentially the symmetric form) using the pattern “**have** eq **by** (*rule r*)” and composing the chain of results via **also/finally**. These steps may involve any of the transitivity rules declared in §2.3.1, namely *trans* in combining the first two results in *right_inv* and in the final steps of both proofs, *forw_subst* in the first combination of *right_unit*, and *back_subst* in all other calculational steps.

Occasional substitutions in calculations are adequate, but should not be over-emphasized. The other extreme is to compose a chain by plain transitivity only, with replacements occurring always in topmost position. For example:

```

have  $x \circ 1 = x \circ (x^{-1} \circ x)$  unfolding left_inv ..
also have  $\dots = (x \circ x^{-1}) \circ x$  unfolding assoc ..
also have  $\dots = 1 \circ x$  unfolding right_inv ..
also have  $\dots = x$  unfolding left_unit ..
finally have  $x \circ 1 = x$  .

```

Here we have re-used the built-in mechanism for unfolding definitions in order to normalize each equational problem. A more realistic object-logic would include proper setup for the Simplifier (§9.3), the main automated tool for equational reasoning in Isabelle. Then “**unfolding** *left_inv* ..” would become “**by** (*simp only: left_inv*)” etc.

end

2.3.3 Propositional logic

We axiomatize basic connectives of propositional logic: implication, disjunction, and conjunction. The associated rules are modeled after Gentzen’s system of Natural Deduction [11].

axiomatization

```

imp ::  $o \Rightarrow o \Rightarrow o$  (infixr  $\longrightarrow$  25) where
impI [intro]:  $(A \Longrightarrow B) \Longrightarrow A \longrightarrow B$  and
impD [dest]:  $(A \longrightarrow B) \Longrightarrow A \Longrightarrow B$ 

```

axiomatization

$disj :: o \Rightarrow o \Rightarrow o$ (**infixr** \vee 30) **where**
 $disjI_1$ [*intro*]: $A \Longrightarrow A \vee B$ **and**
 $disjI_2$ [*intro*]: $B \Longrightarrow A \vee B$ **and**
 $disjE$ [*elim*]: $A \vee B \Longrightarrow (A \Longrightarrow C) \Longrightarrow (B \Longrightarrow C) \Longrightarrow C$

axiomatization

$conj :: o \Rightarrow o \Rightarrow o$ (**infixr** \wedge 35) **where**
 $conjI$ [*intro*]: $A \Longrightarrow B \Longrightarrow A \wedge B$ **and**
 $conjD_1$: $A \wedge B \Longrightarrow A$ **and**
 $conjD_2$: $A \wedge B \Longrightarrow B$

The conjunctive destructions have the disadvantage that decomposing $A \wedge B$ involves an immediate decision which component should be projected. The more convenient simultaneous elimination $A \wedge B \Longrightarrow (A \Longrightarrow B \Longrightarrow C) \Longrightarrow C$ can be derived as follows:

theorem $conjE$ [*elim*]:

assumes $A \wedge B$
obtains A **and** B

proof

from $\langle A \wedge B \rangle$ **show** A **by** (*rule* $conjD_1$)

from $\langle A \wedge B \rangle$ **show** B **by** (*rule* $conjD_2$)

qed

Here is an example of swapping conjuncts with a single intermediate elimination step:

assume $A \wedge B$
then obtain B **and** A **..**
then have $B \wedge A$ **..**

Note that the analogous elimination rule for disjunction “**assumes** $A \vee B$ **obtains** $A \mid B$ ” coincides with the original axiomatization of $disjE$.

We continue propositional logic by introducing absurdity with its characteristic elimination. Plain truth may then be defined as a proposition that is trivially true.

axiomatization

$false :: o$ (\perp) **where**
 $falseE$ [*elim*]: $\perp \Longrightarrow A$

definition

$true :: o$ (\top) **where**
 $\top \equiv \perp \longrightarrow \perp$

theorem *trueI* [*intro*]: \top
unfolding *true_def* ..

Now negation represents an implication towards absurdity:

definition
not :: $o \Rightarrow o$ (\neg _ [40] 40) **where**
 $\neg A \equiv A \longrightarrow \perp$

theorem *notI* [*intro*]:
assumes $A \Longrightarrow \perp$
shows $\neg A$
unfolding *not_def*
proof
assume A
then show \perp **by** (*rule* $\langle A \Longrightarrow \perp \rangle$)
qed

theorem *notE* [*elim*]:
assumes $\neg A$ **and** A
shows B
proof –
from $\langle \neg A \rangle$ **have** $A \longrightarrow \perp$ **unfolding** *not_def* .
from $\langle A \longrightarrow \perp \rangle$ **and** $\langle A \rangle$ **have** \perp ..
then show B ..
qed

2.3.4 Classical logic

Subsequently we state the principle of classical contradiction as a local assumption. Thus we refrain from forcing the object-logic into the classical perspective. Within that context, we may derive well-known consequences of the classical principle.

locale *classical* =
assumes *classical*: $(\neg C \Longrightarrow C) \Longrightarrow C$
begin

theorem *double_negation*:
assumes $\neg \neg C$
shows C
proof (*rule* *classical*)
assume $\neg C$
with $\langle \neg \neg C \rangle$ **show** C ..

qed

theorem *tertium_non_datur*: $C \vee \neg C$

proof (*rule double_negation*)

show $\neg \neg (C \vee \neg C)$

proof

assume $\neg (C \vee \neg C)$

have $\neg C$

proof

assume C **then have** $C \vee \neg C$..

with $\langle \neg (C \vee \neg C) \rangle$ **show** \perp ..

qed

then have $C \vee \neg C$..

with $\langle \neg (C \vee \neg C) \rangle$ **show** \perp ..

qed

qed

These examples illustrate both classical reasoning and non-trivial propositional proofs in general. All three rules characterize classical logic independently, but the original rule is already the most convenient to use, because it leaves the conclusion unchanged. Note that $(\neg C \implies C) \implies C$ fits again into our format for eliminations, despite the additional twist that the context refers to the main conclusion. So we may write *classical* as the Isar statement “**obtains** $\neg thesis$ ”. This also explains nicely how classical reasoning really works: whatever the main *thesis* might be, we may always assume its negation!

end

2.3.5 Quantifiers

Representing quantifiers is easy, thanks to the higher-order nature of the underlying framework. According to the well-known technique introduced by Church [10], quantifiers are operators on predicates, which are syntactically represented as λ -terms of type $i \Rightarrow o$. Binder notation turns *All* $(\lambda x. B x)$ into $\forall x. B x$ etc.

axiomatization

All :: $(i \Rightarrow o) \Rightarrow o$ (**binder** \forall 10) **where**

allI [*intro*]: $(\lambda x. B x) \implies \forall x. B x$ **and**

allD [*dest*]: $(\forall x. B x) \implies B a$

axiomatization

Ex :: $(i \Rightarrow o) \Rightarrow o$ (**binder** \exists 10) **where**

exI [*intro*]: $B\ a \implies (\exists x. B\ x)$ **and**
exE [*elim*]: $(\exists x. B\ x) \implies (\bigwedge x. B\ x \implies C) \implies C$

The statement of *exE* corresponds to “**assumes** $\exists x. B\ x$ **obtains** x **where** $B\ x$ ” in Isar. In the subsequent example we illustrate quantifier reasoning involving all four rules:

theorem

assumes $\exists x. \forall y. R\ x\ y$

shows $\forall y. \exists x. R\ x\ y$

proof — \forall introduction

obtain x **where** $\forall y. R\ x\ y$ **using** $\langle \exists x. \forall y. R\ x\ y \rangle ..$ — \exists elimination

fix y **have** $R\ x\ y$ **using** $\langle \forall y. R\ x\ y \rangle ..$ — \forall destruction

then show $\exists x. R\ x\ y ..$ — \exists introduction

qed

2.3.6 Canonical reasoning patterns

The main rules of first-order predicate logic from §2.3.3 and §2.3.5 can now be summarized as follows, using the native Isar statement format of §2.2.2.

impI: **assumes** $A \implies B$ **shows** $A \longrightarrow B$

impD: **assumes** $A \longrightarrow B$ **and** A **shows** B

*disjI*₁: **assumes** A **shows** $A \vee B$

*disjI*₂: **assumes** B **shows** $A \vee B$

disjE: **assumes** $A \vee B$ **obtains** $A \mid B$

conjI: **assumes** A **and** B **shows** $A \wedge B$

conjE: **assumes** $A \wedge B$ **obtains** A **and** B

falseE: **assumes** \perp **shows** A

trueI: **shows** \top

notI: **assumes** $A \implies \perp$ **shows** $\neg A$

notE: **assumes** $\neg A$ **and** A **shows** B

allI: **assumes** $\bigwedge x. B\ x$ **shows** $\forall x. B\ x$

allE: **assumes** $\forall x. B\ x$ **shows** $B\ a$

exI: **assumes** $B\ a$ **shows** $\exists x. B\ x$

exE: **assumes** $\exists x. B\ x$ **obtains** a **where** $B\ a$

This essentially provides a declarative reading of Pure rules as Isar reasoning patterns: the rule statements tells how a canonical proof outline shall look like. Since the above rules have already been declared as *intro*, *elim*, *dest* — each according to its particular shape — we can immediately write Isar proof texts as follows:

```

have  $A \longrightarrow B$ 
proof
  assume  $A$ 
  show  $B$   $\langle proof \rangle$ 
qed

```

```

have  $A \longrightarrow B$  and  $A$   $\langle proof \rangle$ 
then have  $B$  ..

```

```

have  $A$   $\langle proof \rangle$ 
then have  $A \vee B$  ..

```

```

have  $A \vee B$   $\langle proof \rangle$ 
then have  $C$ 

```

```

have  $B$   $\langle proof \rangle$ 
then have  $A \vee B$  ..

```

```

proof
  assume  $A$ 
  then show  $C$   $\langle proof \rangle$ 
next
  assume  $B$ 
  then show  $C$   $\langle proof \rangle$ 
qed

```

```

have  $A$  and  $B$   $\langle proof \rangle$ 
then have  $A \wedge B$  ..

```

```

have  $A \wedge B$   $\langle proof \rangle$ 
then obtain  $A$  and  $B$  ..

```

```

have  $\perp$   $\langle proof \rangle$ 
then have  $A$  ..

```

```

have  $\top$  ..

```

```

have  $\neg A$ 
proof
  assume  $A$ 
  then show  $\perp$   $\langle proof \rangle$ 
qed

```

```

have  $\neg A$  and  $A$   $\langle proof \rangle$ 
then have  $B$  ..

```

```

have  $\forall x. B x$ 
proof
  fix  $x$ 
  show  $B x$   $\langle proof \rangle$ 
qed

```

```

have  $\forall x. B x$   $\langle proof \rangle$ 
then have  $B a$  ..

```

```

have  $\exists x. B x$ 
proof
  show  $B a$   $\langle proof \rangle$ 
qed

```

```

have  $\exists x. B x$   $\langle proof \rangle$ 
then obtain  $a$  where  $B a$  ..

```

Of course, these proofs are merely examples. As sketched in §2.2.3, there is a fair amount of flexibility in expressing Pure deductions in Isar. Here the

user is asked to express himself adequately, aiming at proof texts of literary quality.

end

Part II

General Language Elements

Outer syntax

The rather generic framework of Isabelle/Isar syntax emerges from three main syntactic categories: *commands* of the top-level Isar engine (covering theory and proof elements), *methods* for general goal refinements (analogous to traditional “tactics”), and *attributes* for operations on facts (within a certain context). Subsequently we give a reference of basic syntactic entities underlying Isabelle/Isar syntax in a bottom-up manner. Concrete theory and proof language elements will be introduced later on.

In order to get started with writing well-formed Isabelle/Isar documents, the most important aspect to be noted is the difference of *inner* versus *outer* syntax. Inner syntax is that of Isabelle types and terms of the logic, while outer syntax is that of Isabelle/Isar theory sources (specifications and proofs). As a general rule, inner syntax entities may occur only as *atomic entities* within outer syntax. For example, the string “`x + y`” and identifier `z` are legal term specifications within a theory, while `x + y` without quotes is not. Printed theory documents usually omit quotes to gain readability (this is a matter of L^AT_EX macro setup, say via `\isabellestyle`, see also [47]). Experienced users of Isabelle/Isar may easily reconstruct the lost technical information, while mere readers need not care about quotes at all.

Isabelle/Isar input may contain any number of input termination characters “`;`” (semicolon) to separate commands explicitly. This is particularly useful in interactive shell sessions to make clear where the current command is intended to end. Otherwise, the interpreter loop will continue to issue a secondary prompt “`#`” until an end-of-command is clearly recognized from the input syntax, e.g. encounter of the next command keyword.

More advanced interfaces such as Proof General [2] do not require explicit semicolons, the amount of input text is determined automatically by inspecting the present content of the Emacs text buffer. In the printed presentation of Isabelle/Isar documents semicolons are omitted altogether for readability.

- ! Proof General requires certain syntax classification tables in order to achieve properly synchronized interaction with the Isabelle/Isar process. These tables

need to be consistent with the Isabelle version and particular logic image to be used in a running session (common object-logics may well change the outer syntax). The standard setup should work correctly with any of the “official” logic images derived from Isabelle/HOL (including HOLCF etc.). Users of alternative logics may need to tell Proof General explicitly, e.g. by giving an option `-k ZF` (in conjunction with `-l ZF`, to specify the default logic image). Note that option `-L` does both of this at the same time.

3.1 Lexical matters

The outer lexical syntax consists of three main categories of syntax tokens:

1. *major keywords* — the command names that are available in the present logic session;
2. *minor keywords* — additional literal tokens required by the syntax of commands;
3. *named tokens* — various categories of identifiers etc.

Major keywords and minor keywords are guaranteed to be disjoint. This helps user-interfaces to determine the overall structure of a theory text, without knowing the full details of command syntax. Internally, there is some additional information about the kind of major keywords, which approximates the command type (theory command, proof command etc.).

Keywords override named tokens. For example, the presence of a command called `term` inhibits the identifier `term`, but the string `"term"` can be used instead. By convention, the outer syntax always allows quoted strings in addition to identifiers, wherever a named entity is expected.

When tokenizing a given input sequence, the lexer repeatedly takes the longest prefix of the input that forms a valid token. Spaces, tabs, newlines and formfeeds between tokens serve as explicit separators.

The categories for named tokens are defined once and for all as follows.

$$\begin{aligned}
 \mathit{id} &= \mathit{letter} \mathit{quasiletter}^* \\
 \mathit{longid} &= \mathit{id}(\mathit{id})^+ \\
 \mathit{symid} &= \mathit{sym}^+ \mid \backslash \langle \mathit{id} \rangle \\
 \mathit{nat} &= \mathit{digit}^+
 \end{aligned}$$

```

float = nat.nat | -nat.nat
var = ?ident | ?ident.nat
typefree = 'ident
typevar = ?typefree | ?typefree.nat
string = "... "
altstring = '... '
verbatim = {*... *}

letter = latin | \<latin> | \<latin latin> | greek |
        \<^isub> | \<^isup>
quasiletter = letter | digit | _ | '
latin = a | ... | z | A | ... | Z
digit = 0 | ... | 9
sym = ! | # | $ | % | & | * | + | - | / |
      < | = | > | ? | @ | ^ | _ | | | ~
greek = \<alpha> | \<beta> | \<gamma> | \<delta> |
        \<epsilon> | \<zeta> | \<eta> | \<theta> |
        \<iota> | \<kappa> | \<mu> | \<nu> |
        \<xi> | \<pi> | \<rho> | \<sigma> | \<tau> |
        \<upsilon> | \<phi> | \<chi> | \<psi> |
        \<omega> | \<Gamma> | \<Delta> | \<Theta> |
        \<Lambda> | \<Xi> | \<Pi> | \<Sigma> |
        \<Upsilon> | \<Phi> | \<Psi> | \<Omega>

```

A *var* or *typevar* describes an unknown, which is internally a pair of base name and index (ML type `indexname`). These components are either separated by a dot as in `?x.1` or `?x7.3` or run together as in `?x1`. The latter form is possible if the base name does not end with digits. If the index is 0, it may be dropped altogether: `?x` and `?x0` and `?x.0` all refer to the same unknown, with basename `x` and index 0.

The syntax of *string* admits any characters, including newlines; “” (double quote) and “\” (backslash) need to be escaped by a backslash; arbitrary character codes may be specified as “\ddd”, with three decimal digits. Alternative strings according to *altstring* are analogous, using single back-quotes instead.

The body of *verbatim* may consist of any text not containing “*}”; this allows convenient inclusion of quotes without further escapes. There is no way to escape “*}”. If the quoted text is L^AT_EX source, one may usually add some blank or comment to avoid the critical character sequence.

Source comments take the form `(* ... *)` and may be nested, although the user-interface might prevent this. Note that this form indicates source com-

ments only, which are stripped after lexical analysis of the input. The Isar syntax also provides proper *document comments* that are considered as part of the text (see §3.2.3).

Common mathematical symbols such as \forall are represented in Isabelle as `\<forall>`. There are infinitely many Isabelle symbols like this, although proper presentation is left to front-end tools such as L^AT_EX or Proof General with the X-Symbol package. A list of predefined Isabelle symbols that work well with these tools is given in appendix B. Note that `\<lambda>` does not belong to the *letter* category, since it is already used differently in the Pure term language.

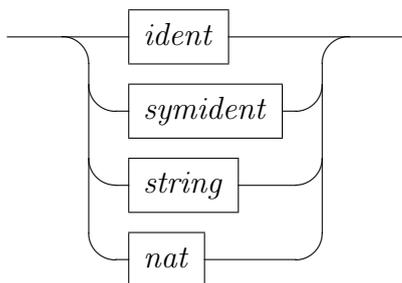
3.2 Common syntax entities

We now introduce several basic syntactic entities, such as names, terms, and theorem specifications, which are factored out of the actual Isar language elements to be described later.

3.2.1 Names

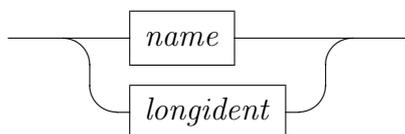
Entity *name* usually refers to any name of types, constants, theorems etc. that are to be *declared* or *defined* (so qualified identifiers are excluded here). Quoted strings provide an escape for non-identifier names or those ruled out by outer syntax keywords (e.g. quoted `"let"`). Already existing objects are usually referenced by *nameref*.

name



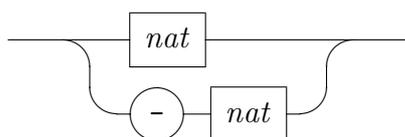
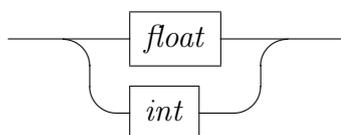
parname



nameref

3.2.2 Numbers

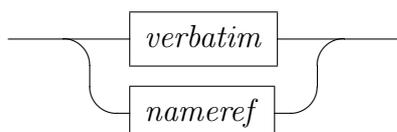
The outer lexical syntax (§3.1) admits natural numbers and floating point numbers. These are combined as *int* and *real* as follows.

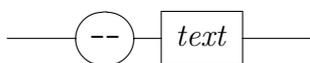
int*real*

Note that there is an overlap with the category *name*, which also includes *nat*.

3.2.3 Comments

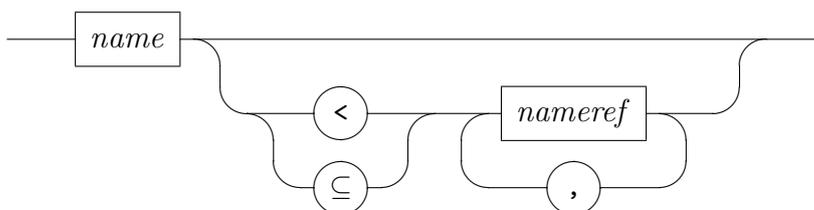
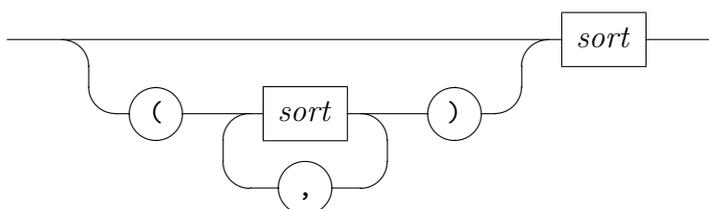
Large chunks of plain *text* are usually given *verbatim*, i.e. enclosed in `{* ... *}`. For convenience, any of the smaller text units conforming to *nameref* are admitted as well. A marginal *comment* is of the form `-- text`. Any number of these may occur within Isabelle/Isar commands.

text

comment

3.2.4 Type classes, sorts and arities

Classes are specified by plain names. Sorts have a very simple inner syntax, which is either a single class name c or a list $\{c_1, \dots, c_n\}$ referring to the intersection of these classes. The syntax of type arities is given directly at the outer level.

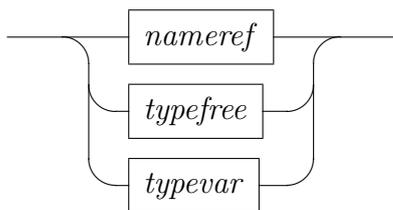
classdecl*sort**arity*

3.2.5 Types and terms

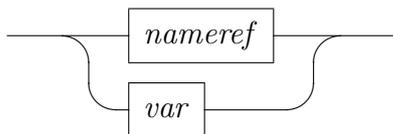
The actual inner Isabelle syntax, that of types and terms of the logic, is far too sophisticated in order to be modelled explicitly at the outer theory level. Basically, any such entity has to be quoted to turn it into a single token (the parsing and type-checking is performed internally later). For convenience, a slightly more liberal convention is adopted: quotes may be omitted for any

type or term that is already atomic at the outer level. For example, one may just write x instead of quoted " x ". Note that symbolic identifiers (e.g. $++$ or \forall) are available as well, provided these have not been superseded by commands or other keywords already (such as $=$ or $+$).

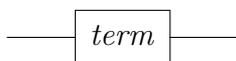
type



term

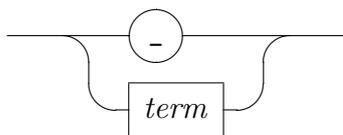


prop

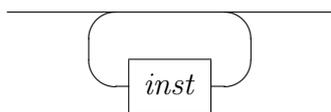


Positional instantiations are indicated by giving a sequence of terms, or the placeholder “ $_$ ” (underscore), which means to skip a position.

inst

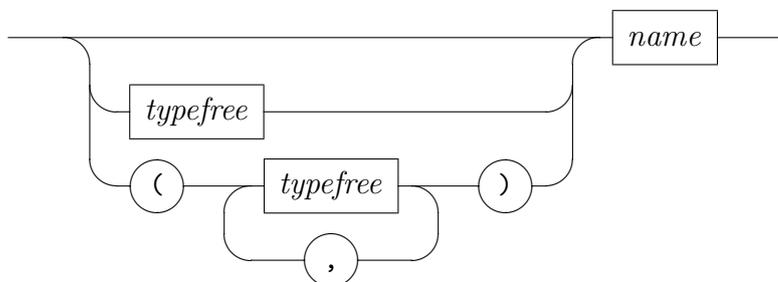


insts

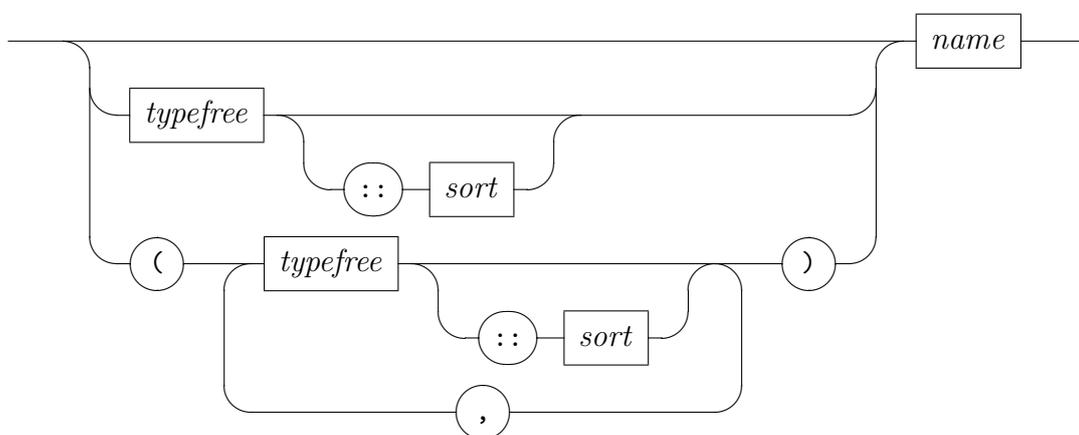


Type declarations and definitions usually refer to *typespec* on the left-hand side. This models basic type constructor application at the outer syntax level. Note that only plain postfix notation is available here, but no infixes.

typespec



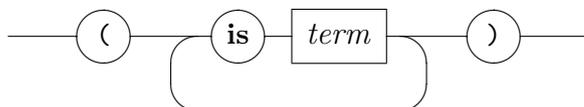
typespec_sorts



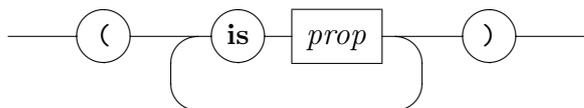
3.2.6 Term patterns and declarations

Wherever explicit propositions (or term fragments) occur in a proof text, casual binding of schematic term variables may be given specified via patterns of the form “(is $p_1 \dots p_n$)”. This works both for *term* and *prop*.

term_pat

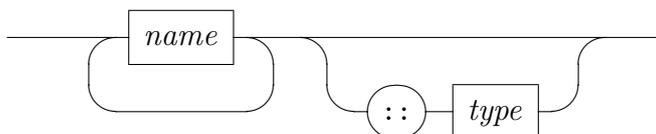


prop_pat

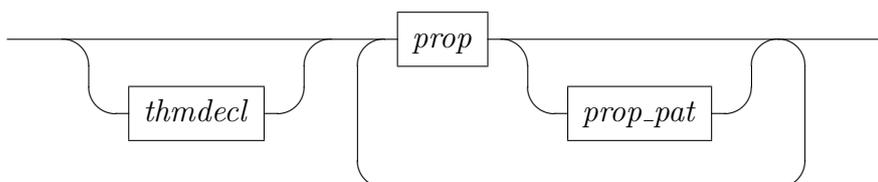


Declarations of local variables $x :: \tau$ and logical propositions $a : \varphi$ represent different views on the same principle of introducing a local scope. In practice, one may usually omit the typing of *vars* (due to type-inference), and the naming of propositions (due to implicit references of current facts). In any case, Isar proof elements usually admit to introduce multiple such items simultaneously.

vars



props

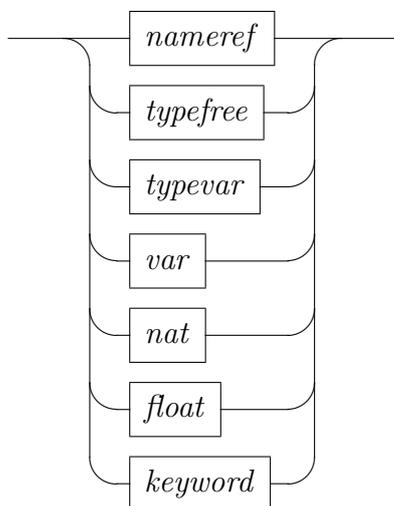


The treatment of multiple declarations corresponds to the complementary focus of *vars* versus *props*. In “ $x_1 \dots x_n :: \tau$ ” the typing refers to all variables, while in $a : \varphi_1 \dots \varphi_n$ the naming refers to all propositions collectively. Isar language elements that refer to *vars* or *props* typically admit separate typings or namings via another level of iteration, with explicit **and** separators; e.g. see **fix** and **assume** in §6.2.1.

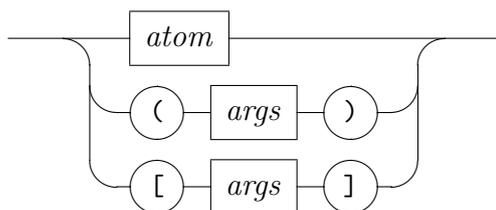
3.2.7 Attributes and theorems

Attributes have their own “semi-inner” syntax, in the sense that input conforming to *args* below is parsed by the attribute a second time. The attribute argument specifications may be any sequence of atomic entities (identifiers, strings etc.), or properly bracketed argument lists. Below *atom* refers to any atomic entity, including any *keyword* conforming to *symident*.

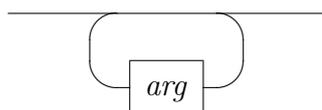
atom



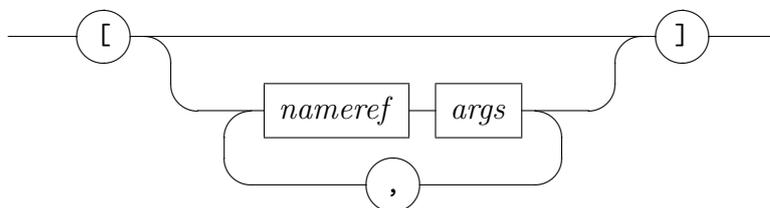
arg



args



attributes



Theorem specifications come in several flavors: *axmdecl* and *thmdecl* usually refer to axioms, assumptions or results of goal statements, while *thmdef* collects lists of existing theorems. Existing theorems are given by *thmref* and *thmrefs*, the former requires an actual singleton result.

There are three forms of theorem references:

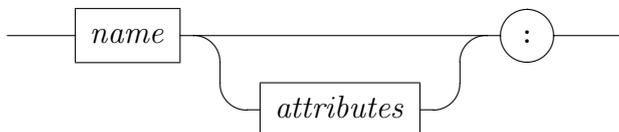
1. named facts a ,
2. selections from named facts $a(i)$ or $a(j - k)$,
3. literal fact propositions using *altstring* syntax ‘ φ ’ (see also method *fact*).

Any kind of theorem specification may include lists of attributes both on the left and right hand sides; attributes are applied to any immediately preceding fact. If names are omitted, the theorems are not stored within the theorem database of the theory or proof context, but any given attributes are applied nonetheless.

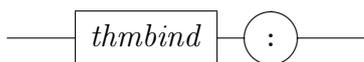
An extra pair of brackets around attributes (like “[*simproc a*]

”) abbreviates a theorem reference involving an internal dummy fact, which will be ignored later on. So only the effect of the attribute on the background context will persist. This form of in-place declarations is particularly useful with commands like **declare** and **using**.

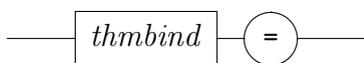
axmdecl



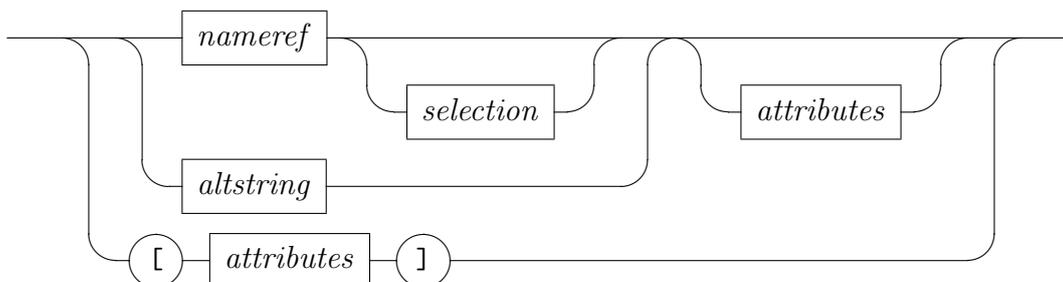
thmdecl



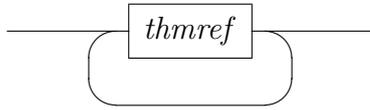
thmdef



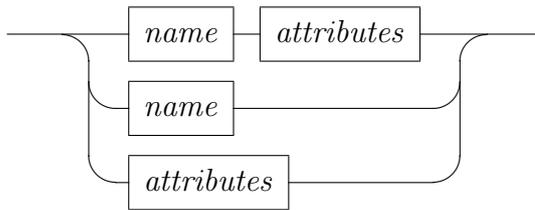
thmref



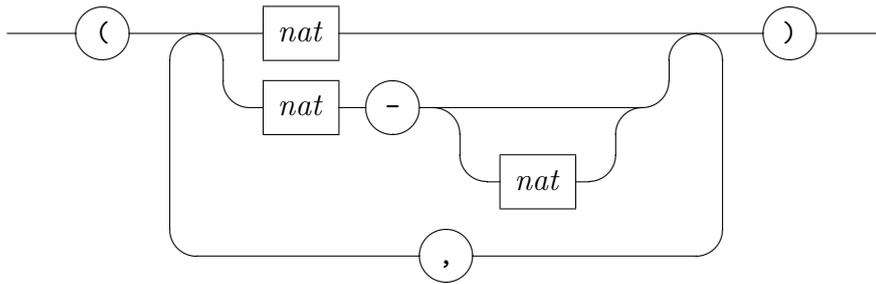
thmrefs



thmbind



selection



Document preparation

Isabelle/Isar provides a simple document preparation system based on regular PDF- \LaTeX technology, with full support for hyper-links and bookmarks. Thus the results are well suited for WWW browsing and as printed copies.

Isabelle generates \LaTeX output while running a *logic session* (see also [47]). Getting started with a working configuration for common situations is quite easy by using the Isabelle `mkdir` and `make` tools. First invoke

```
isabelle mkdir Foo
```

to initialize a separate directory for session `Foo` (it is safe to experiment, since `isabelle mkdir` never overwrites existing files). Ensure that `Foo/ROOT.ML` holds ML commands to load all theories required for this session; furthermore `Foo/document/root.tex` should include any special \LaTeX macro packages required for your document (the default is usually sufficient as a start).

The session is controlled by a separate `IsaMakefile` (with crude source dependencies by default). This file is located one level up from the `Foo` directory location. Now invoke

```
isabelle make Foo
```

to run the `Foo` session, with browser information and document preparation enabled. Unless any errors are reported by Isabelle or \LaTeX , the output will appear inside the directory defined by the `ISABELLE_BROWSER_INFO` setting (as reported by the batch job in verbose mode).

You may also consider to tune the `usedir` options in `IsaMakefile`, for example to switch the output format between `pdf` and `dvi`, or activate the `-D` option to retain a second copy of the generated \LaTeX sources (for manual inspection or separate runs of `latex`).

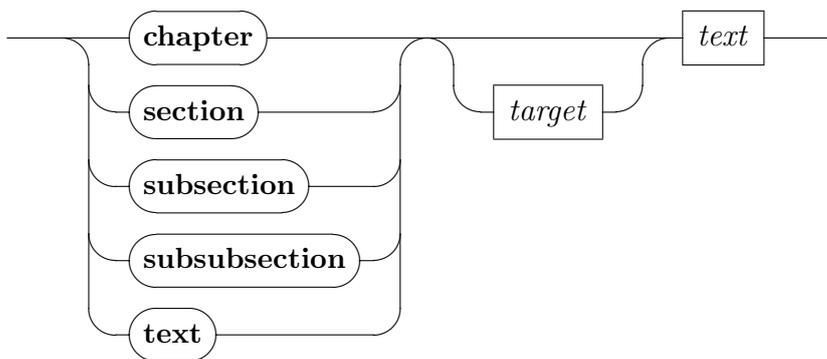
See *The Isabelle System Manual* [47] for further details on Isabelle logic sessions and theory presentation. The Isabelle/HOL tutorial [25] also covers theory presentation to some extent.

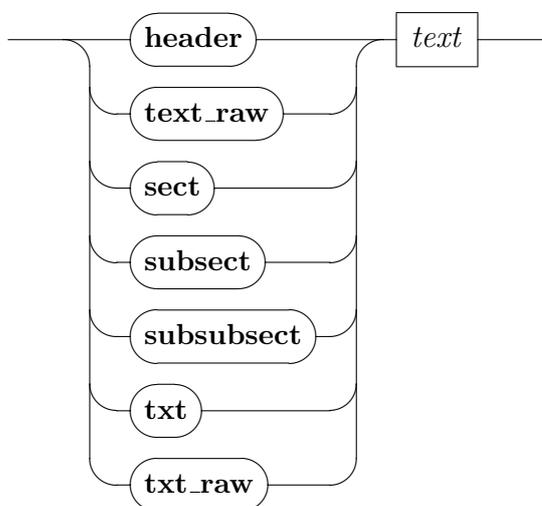
4.1 Markup commands

header	: <i>toplevel</i> \rightarrow <i>toplevel</i>
chapter	: <i>local_theory</i> \rightarrow <i>local_theory</i>
section	: <i>local_theory</i> \rightarrow <i>local_theory</i>
subsection	: <i>local_theory</i> \rightarrow <i>local_theory</i>
subsubsection	: <i>local_theory</i> \rightarrow <i>local_theory</i>
text	: <i>local_theory</i> \rightarrow <i>local_theory</i>
text_raw	: <i>local_theory</i> \rightarrow <i>local_theory</i>
sect	: <i>proof</i> \rightarrow <i>proof</i>
subject	: <i>proof</i> \rightarrow <i>proof</i>
subsubject	: <i>proof</i> \rightarrow <i>proof</i>
txt	: <i>proof</i> \rightarrow <i>proof</i>
txt_raw	: <i>proof</i> \rightarrow <i>proof</i>

Markup commands provide a structured way to insert text into the document generated from a theory. Each markup command takes a single *text* argument, which is passed as argument to a corresponding \LaTeX macro. The default macros provided by `~/lib/texinputs/isabelle.sty` can be redefined according to the needs of the underlying document and \LaTeX styles.

Note that formal comments (§3.2.3) are similar to markup commands, but have a different status within Isabelle/Isar syntax.





header provides plain text markup just preceding the formal beginning of a theory. The corresponding \LaTeX macro is `\isamarkupheader`, which acts like **section** by default.

chapter, **section**, **subsection**, and **subsubsection** mark chapter and section headings within the main theory body or local theory targets. The corresponding \LaTeX macros are `\isamarkupchapter`, `\isamarkupsection`, `\isamarkupsubsection` etc.

sect, **subsect**, and **subsubsect** mark section headings within proofs. The corresponding \LaTeX macros are `\isamarkupsect`, `\isamarkupsubsect` etc.

text and **txt** specify paragraphs of plain text. This corresponds to a \LaTeX environment `\begin{isamarkuptext} ... \end{isamarkuptext}` etc.

text_raw and **txt_raw** insert \LaTeX source into the output, without additional markup. Thus the full range of document manipulations becomes available, at the risk of messing up document output.

Except for **text_raw** and **txt_raw**, the text passed to any of the above markup commands may refer to formal entities via *document antiquotations*, see also §4.2. These are interpreted in the present theory or proof context, or the named *target*.

The proof markup commands closely resemble those for theory specifications, but have a different formal status and produce different \LaTeX macros. The default definitions coincide for analogous commands such as **section** and **sect**.

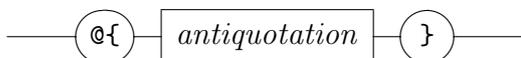
4.2 Document Antiquotations

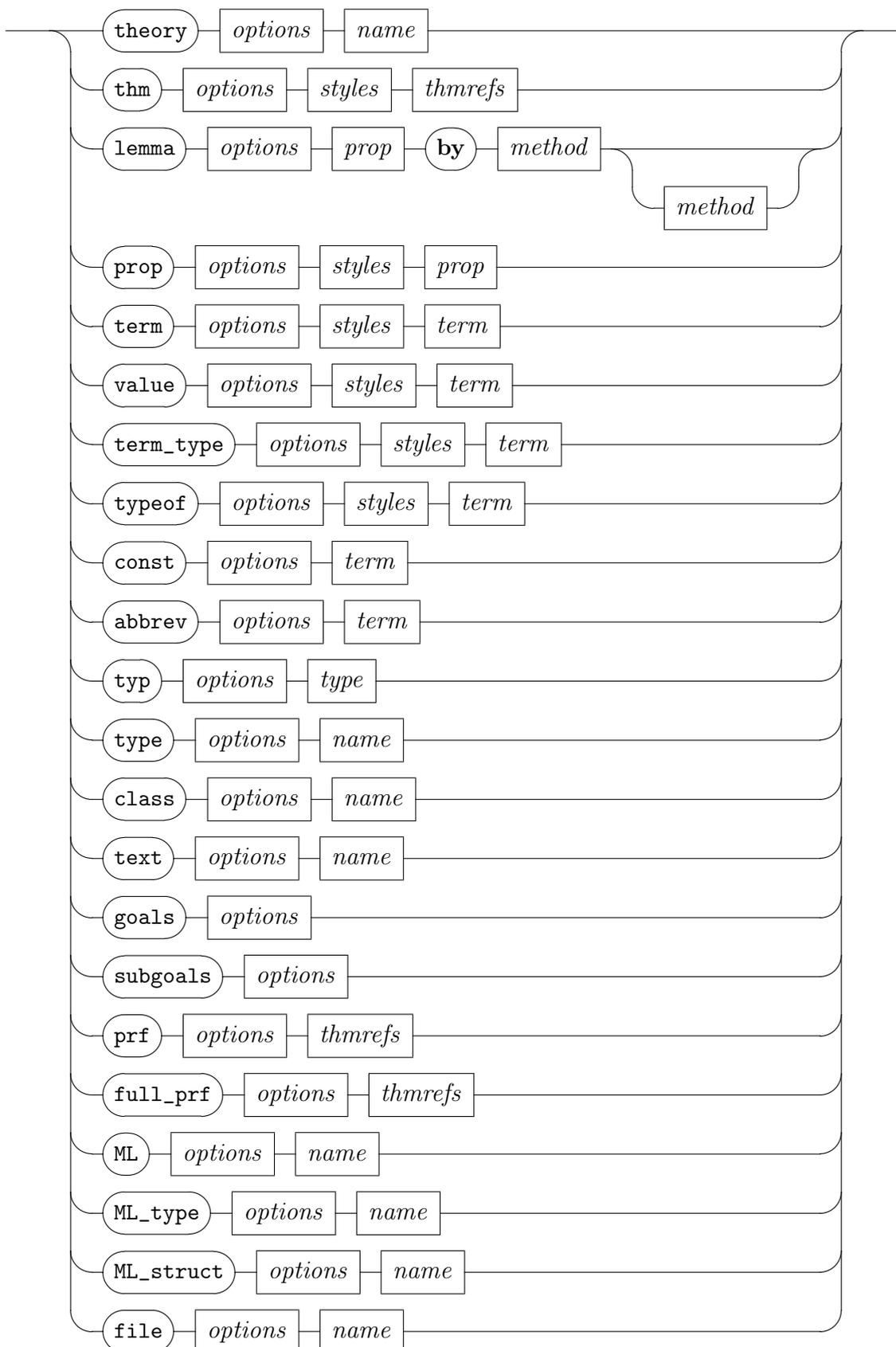
theory : antiquotation
thm : antiquotation
lemma : antiquotation
prop : antiquotation
term : antiquotation
term_type : antiquotation
typeof : antiquotation
const : antiquotation
abbrev : antiquotation
typ : antiquotation
type : antiquotation
class : antiquotation
text : antiquotation
goals : antiquotation
subgoals : antiquotation
prf : antiquotation
full_prf : antiquotation
ML : antiquotation
ML_type : antiquotation
ML_struct : antiquotation
file : antiquotation

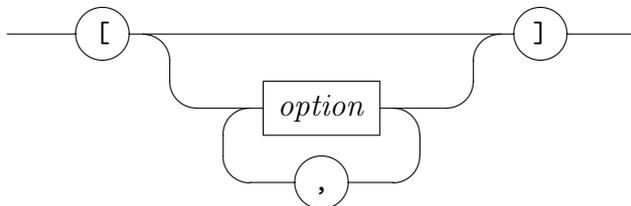
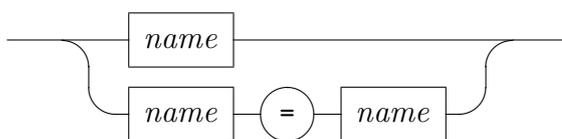
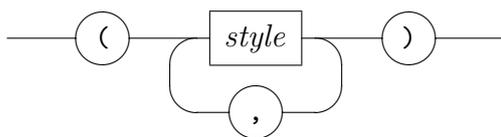
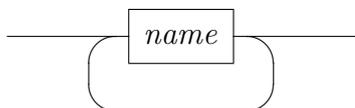
The overall content of an Isabelle/Isar theory may alternate between formal and informal text. The main body consists of formal specification and proof commands, interspersed with markup commands (§4.1) or document comments (§3.2.3). The argument of markup commands quotes informal text to be printed in the resulting document, but may again refer to formal entities via *document antiquotations*.

For example, embedding of “`@{term [show_types] f x = a + x}`” within a text block makes $(f::'a \Rightarrow 'a) (x::'a) = (a::'a) + x$ appear in the final L^AT_EX document.

Antiquotations usually spare the author tedious typing of logical entities in full detail. Even more importantly, some degree of consistency-checking between the main body of formal text and its informal explanation is achieved, since terms and types appearing in antiquotations are checked within the current theory or proof context.



antiquotation

options*option**styles**style*

Note that the syntax of antiquotations may *not* include source comments (`* ... *`) nor verbatim text (`{* ... *}`).

`@{theory A }` prints the name A , which is guaranteed to refer to a valid ancestor theory in the current context.

`@{thm $a_1 \dots a_n$ }` prints theorems $a_1 \dots a_n$. Full fact expressions are allowed here, including attributes (§3.2.7).

`@{prop φ }` prints a well-typed proposition φ .

`@{lemma φ by m }` proves a well-typed proposition φ by method m and prints the original φ .

`@{term t }` prints a well-typed term t .

`@{value t }` evaluates a term t and prints its result, see also **value**.

- @{*term_type* t } prints a well-typed term t annotated with its type.
- @{*typeof* t } prints the type of a well-typed term t .
- @{*const* c } prints a logical or syntactic constant c .
- @{*abbrev* c $x_1 \dots x_n$ } prints a constant abbreviation c $x_1 \dots x_n \equiv rhs$ as defined in the current context.
- @{*typ* τ } prints a well-formed type τ .
- @{*type* κ } prints a (logical or syntactic) type constructor κ .
- @{*class* c } prints a class c .
- @{*text* s } prints uninterpreted source text s . This is particularly useful to print portions of text according to the Isabelle document style, without demanding well-formedness, e.g. small pieces of terms that should not be parsed or type-checked yet.
- @{*goals*} prints the current *dynamic* goal state. This is mainly for support of tactic-emulation scripts within Isar. Presentation of goal states does not conform to the idea of human-readable proof documents!
 When explaining proofs in detail it is usually better to spell out the reasoning via proper Isar proof commands, instead of peeking at the internal machine configuration.
- @{*subgoals*} is similar to @{*goals*}, but does not print the main goal.
- @{*prf* $a_1 \dots a_n$ } prints the (compact) proof terms corresponding to the theorems $a_1 \dots a_n$. Note that this requires proof terms to be switched on for the current logic session.
- @{*full_prf* $a_1 \dots a_n$ } is like @{*prf* $a_1 \dots a_n$ }, but prints the full proof terms, i.e. also displays information omitted in the compact proof term, which is denoted by “_” placeholders there.
- @{*ML* s }, @{*ML_type* s }, and @{*ML_struct* s } check text s as ML value, type, and structure, respectively. The source is printed verbatim.
- @{*file path*} checks that $path$ refers to a file (or directory) and prints it verbatim.

4.2.1 Styled antiquotations

The antiquotations *thm*, *prop* and *term* admit an extra *style* specification to modify the printed result. A style is specified by a name with a possibly empty number of arguments; multiple styles can be sequenced with commas. The following standard styles are available:

lhs extracts the first argument of any application form with at least two arguments — typically meta-level or object-level equality, or any other binary relation.

rhs is like *lhs*, but extracts the second argument.

concl extracts the conclusion C from a rule in Horn-clause normal form $A_1 \implies \dots A_n \implies C$.

prem n extract premise number n from from a rule in Horn-clause normal form $A_1 \implies \dots A_n \implies C$

4.2.2 General options

The following options are available to tune the printed output of antiquotations. Note that many of these coincide with global ML flags of the same names.

show_types = bool and *show_sorts = bool* control printing of explicit type and sort constraints.

show_structs = bool controls printing of implicit structures.

show_abbrevs = bool controls folding of abbreviations.

names_long = bool forces names of types and constants etc. to be printed in their fully qualified internal form.

names_short = bool forces names of types and constants etc. to be printed unqualified. Note that internalizing the output again in the current context may well yield a different result.

names_unique = bool determines whether the printed version of qualified names should be made sufficiently long to avoid overlap with names declared further back. Set to *false* for more concise output.

eta_contract = *bool* prints terms in η -contracted form.

display = *bool* indicates if the text is to be output as multi-line “display material”, rather than a small piece of text without line breaks (which is the default).

In this mode the embedded entities are printed in the same style as the main theory text.

break = *bool* controls line breaks in non-display material.

quotes = *bool* indicates if the output should be enclosed in double quotes.

mode = *name* adds *name* to the print mode to be used for presentation.

Note that the standard setup for L^AT_EX output is already present by default, including the modes *latex* and *xsymbols*.

margin = *nat* and *indent* = *nat* change the margin or indentation for pretty printing of display material.

goals_limit = *nat* determines the maximum number of goals to be printed (for goal-based antiquotation).

source = *bool* prints the original source text of the antiquotation arguments, rather than its internal representation. Note that formal checking of *thm*, *term*, etc. is still enabled; use the *text* antiquotation for unchecked output.

Regular *term* and *typ* antiquotations with *source* = *false* involve a full round-trip from the original source to an internalized logical entity back to a source form, according to the syntax of the current context. Thus the printed output is not under direct control of the author, it may even fluctuate a bit as the underlying theory is changed later on.

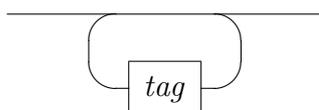
In contrast, *source* = *true* admits direct printing of the given source text, with the desirable well-formedness check in the background, but without modification of the printed text.

For boolean flags, “*name* = *true*” may be abbreviated as “*name*”. All of the above flags are disabled by default, unless changed from ML, say in the `ROOT.ML` of the logic session.

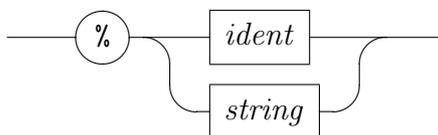
4.3 Markup via command tags

Each Isabelle/Isar command may be decorated by additional presentation tags, to indicate some modification in the way it is printed in the document.

tags



tag



Some tags are pre-declared for certain classes of commands, serving as default markup if no tags are given in the text:

```
theory  theory begin/end
proof   all proof commands
ML     all commands involving ML code
```

The Isabelle document preparation system [47] allows tagged command regions to be presented specifically, e.g. to fold proof texts, or drop parts of the text completely.

For example “**by %invisible auto**” causes that piece of proof to be treated as *invisible* instead of *proof* (the default), which may be shown or hidden depending on the document setup. In contrast, “**by %visible auto**” forces this text to be shown invariably.

Explicit tag specifications within a proof apply to all subsequent commands of the same level of nesting. For example, “**proof %visible ... qed**” forces the whole sub-proof to be typeset as *visible* (unless some of its parts are tagged differently).

Command tags merely produce certain markup environments for typesetting. The meaning of these is determined by L^AT_EX macros, as defined in `~/lib/texinputs/isabelle.sty` or by the document author. The Isabelle document preparation tools also provide some high-level options to specify the meaning of arbitrary tags to “keep”, “drop”, or “fold” the corresponding parts of the text. Logic sessions may also specify “document versions”, where

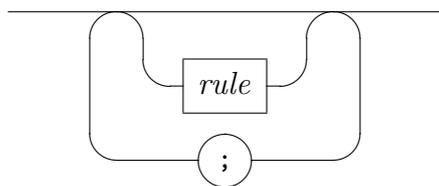
given tags are interpreted in some particular way. Again see [47] for further details.

4.4 Railroad diagrams

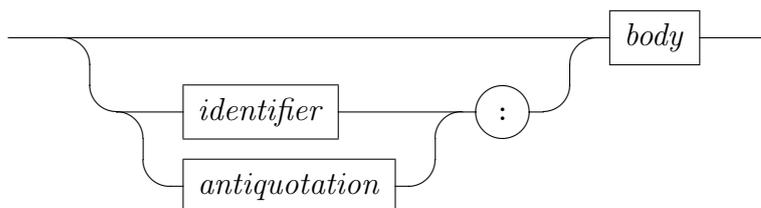
rail : antiquotation



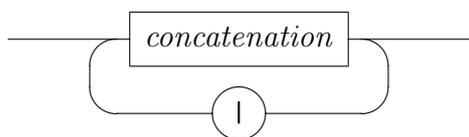
The *rail* antiquotation allows to include syntax diagrams into Isabelle documents. \LaTeX requires the style file `~/lib/texinputs/pdfsetup.sty`, which can be used via `\usepackage{pdfsetup}` in `root.tex`, for example. The rail specification language is quoted here as Isabelle *string*; it has its own grammar given below.



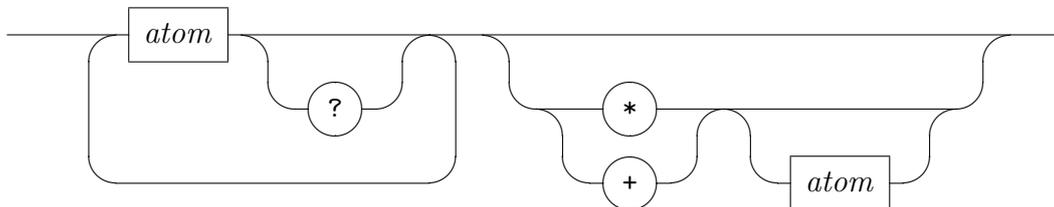
rule



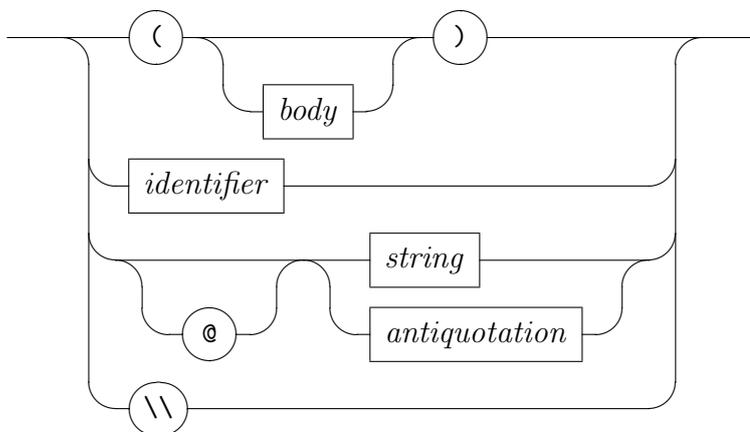
body



concatenation



atom



The lexical syntax of *identifier* coincides with that of *ident* in regular Isabelle syntax, but *string* uses single quotes instead of double quotes of the standard *string* category, to avoid extra escapes.

Each *rule* defines a formal language (with optional name), using a notation that is similar to EBNF or regular expressions with recursion. The meaning and visual appearance of these rail language elements is illustrated by the following representative examples.

- Empty ()

- Nonterminal A

— A —

- Nonterminal via Isabelle antiquotation `@{syntax method}`



- Terminal 'xyz'



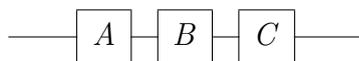
- Terminal in keyword style @'xyz'



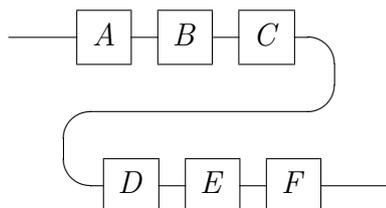
- Terminal via Isabelle antiquotation @@{method rule}



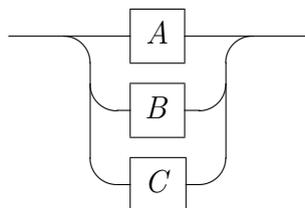
- Concatenation A B C



- Linebreak \\ inside concatenation¹ A B C \\ D E F

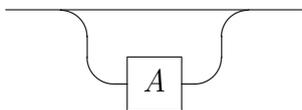


- Variants A | B | C

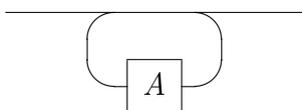


¹Strictly speaking, this is only a single backslash, but the enclosing *string* syntax requires a second one for escaping.

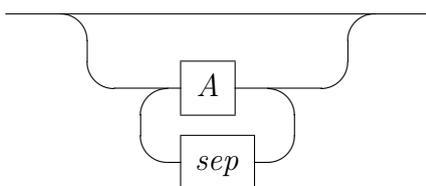
- Option A ?



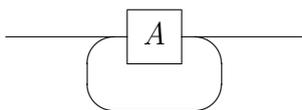
- Repetition A *



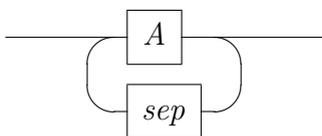
- Repetition with separator A * sep



- Strict repetition A +



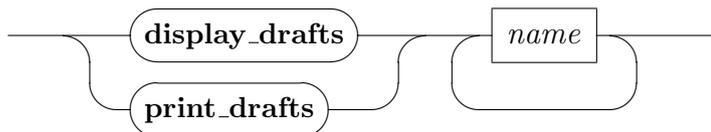
- Strict repetition with separator A + sep



4.5 Draft presentation

`display_drafts*` : *any* →

`print_drafts*` : *any* →



`display_drafts paths` and `print_drafts paths` perform simple output of a given list of raw source files. Only those symbols that do not require additional \LaTeX packages are displayed properly, everything else is left verbatim.

Specifications

The Isabelle/Isar theory format integrates specifications and proofs, supporting interactive development with unlimited undo operation. There is an integrated document preparation system (see chapter 4), for typesetting formal developments together with informal text. The resulting hyper-linked PDF documents can be used both for WWW presentation and printed copies.

The Isar proof language (see chapter 6) is embedded into the theory language as a proper sub-language. Proof mode is entered by stating some **theorem** or **lemma** at the theory level, and left again with the final conclusion (e.g. via **qed**). Some theory specification mechanisms also require a proof, such as **typedef** in HOL, which demands non-emptiness of the representing sets.

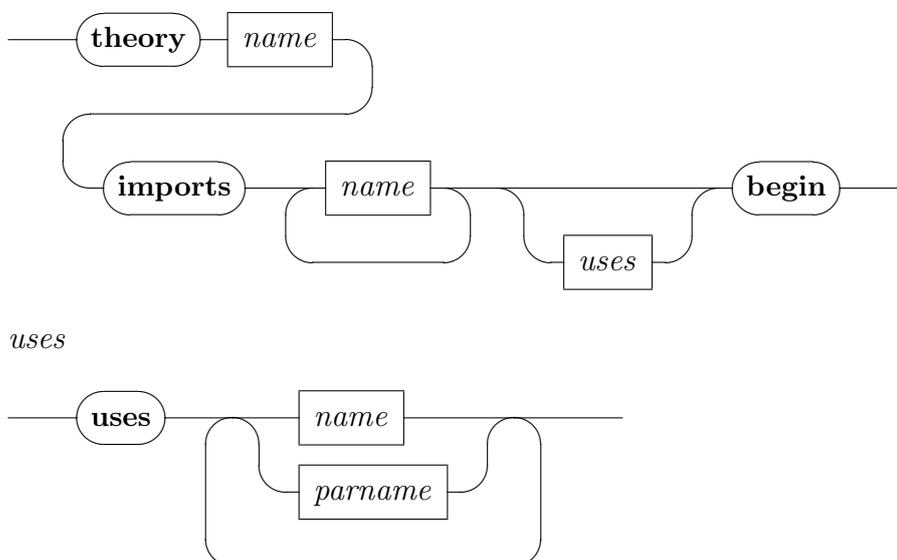
5.1 Defining theories

```
theory : toplevel → theory
end   : theory → toplevel
```

Isabelle/Isar theories are defined via theory files, which may contain both specifications and proofs; occasionally definitional mechanisms also require some explicit proof. The theory body may be sub-structured by means of *local theory targets*, such as **locale** and **class**.

The first proper command of a theory is **theory**, which indicates imports of previous theories and optional dependencies on other source files (usually in ML). Just preceding the initial **theory** command there may be an optional **header** declaration, which is only relevant to document preparation: see also the other section markup commands in §4.1.

A theory is concluded by a final **end** command, one that does not belong to a local theory target. No further commands may follow such a global **end**, although some user-interfaces might pretend that trailing input is admissible.



theory *A* **imports** $B_1 \dots B_n$ **begin** starts a new theory *A* based on the merge of existing theories $B_1 \dots B_n$.

Due to the possibility to import more than one ancestor, the resulting theory structure of an Isabelle session forms a directed acyclic graph (DAG). Isabelle's theory loader ensures that the sources contributing to the development graph are always up-to-date: changed files are automatically reloaded whenever a theory header specification is processed.

The optional **uses** specification declares additional dependencies on extra files (usually ML sources). Files will be loaded immediately (as ML), unless the name is parenthesized. The latter case records a dependency that needs to be resolved later in the text, usually via explicit **use** for ML files; other file formats require specific load commands defined by the corresponding tools or packages.

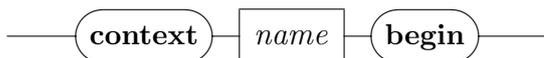
end concludes the current theory definition. Note that local theory targets involve a local **end**, which is clear from the nesting.

5.2 Local theory targets

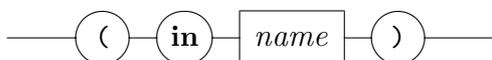
A local theory target is a context managed separately within the enclosing theory. Contexts may introduce parameters (fixed variables) and assumptions (hypotheses). Definitions and theorems depending on the context may

be added incrementally later on. Named contexts refer to locales (cf. §5.5) or type classes (cf. §5.6); the name “–” signifies the global theory context.

context : $theory \rightarrow local_theory$
end : $local_theory \rightarrow theory$



target



context *c* **begin** recommences an existing locale or class context *c*. Note that locale and class definitions allow to include the **begin** keyword as well, in order to continue the local theory immediately after the initial specification.

end concludes the current local theory and continues the enclosing global theory. Note that a global **end** has a different meaning: it concludes the theory itself (§5.1).

(in *c*) given after any local theory command specifies an immediate target, e.g. “**definition** **(in** *c*) ...” or “**theorem** **(in** *c*) ...”. This works both in a local or global theory context; the current target context will be suspended for this command only. Note that “**(in** –)” will always produce a global result independently of the current target context.

The exact meaning of results produced within a local theory context depends on the underlying target infrastructure (locale, type class etc.). The general idea is as follows, considering a context named *c* with parameter *x* and assumption $A[x]$.

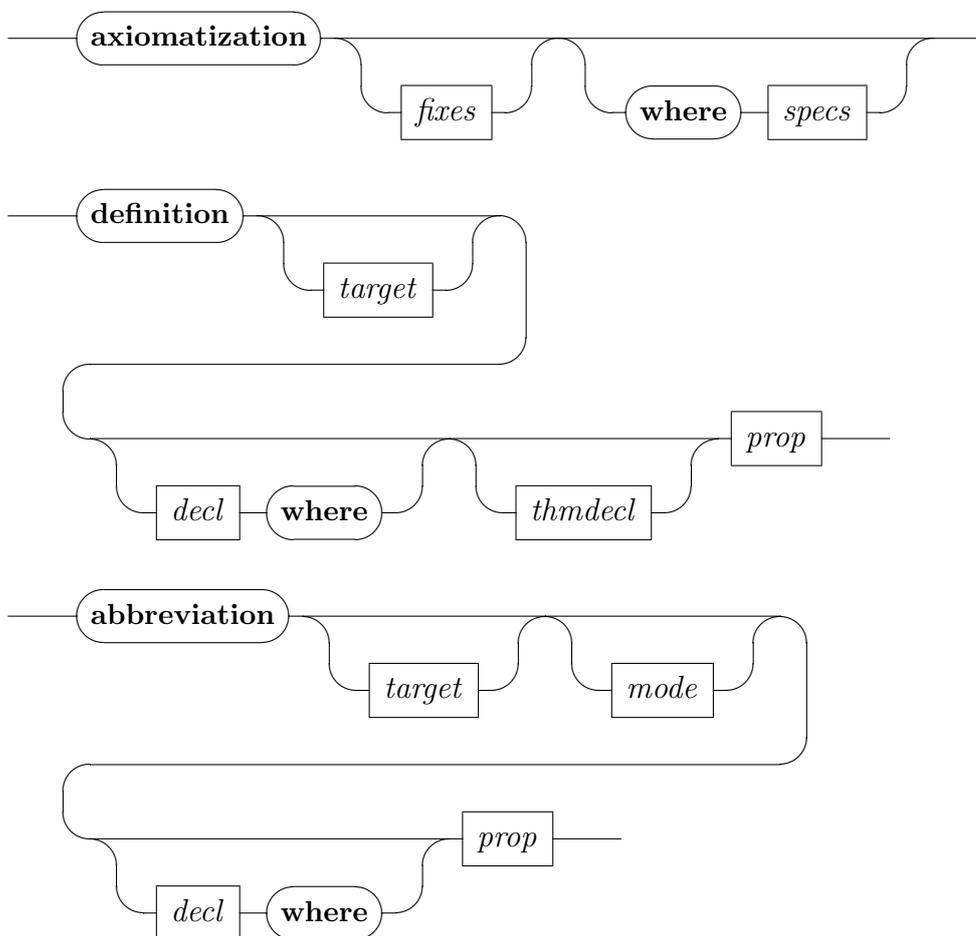
Definitions are exported by introducing a global version with additional arguments; a syntactic abbreviation links the long form with the abstract version of the target context. For example, $a \equiv t[x]$ becomes $c.a \ ?x \equiv t[?x]$ at the theory level (for arbitrary $?x$), together with a local abbreviation $c \equiv c.a \ x$ in the target context (for the fixed parameter *x*).

Theorems are exported by discharging the assumptions and generalizing the parameters of the context. For example, $a: B[x]$ becomes $c.a: A[?x] \implies B[?x]$, again for arbitrary $?x$.

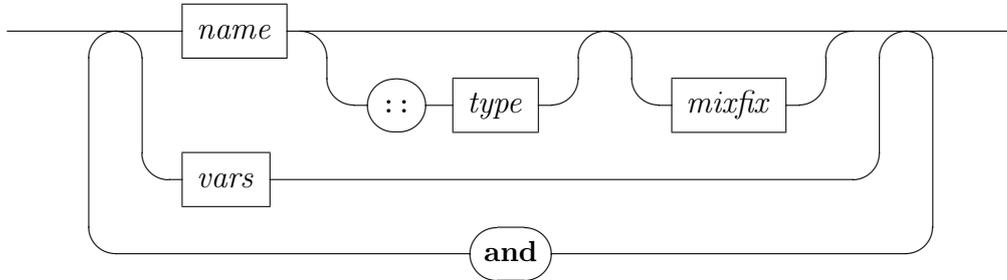
5.3 Basic specification elements

axiomatization : $theory \rightarrow theory$ (axiomatic!)
definition : $local_theory \rightarrow local_theory$
defn : *attribute*
abbreviation : $local_theory \rightarrow local_theory$
print_abbrevs* : $context \rightarrow$

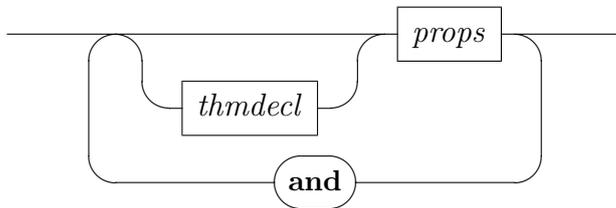
These specification mechanisms provide a slightly more abstract view than the underlying primitives of **consts**, **defs** (see §5.9.3), and **axioms** (see §5.10). In particular, type-inference is commonly available, and result names need not be given.



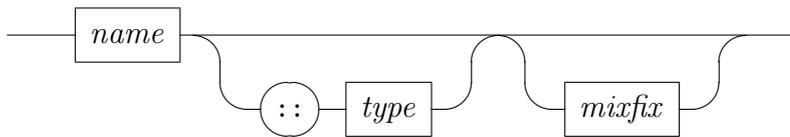
fixes



specs



decl



axiomatization $c_1 \dots c_m$ **where** $\varphi_1 \dots \varphi_n$ introduces several constants simultaneously and states axiomatic properties for these. The constants are marked as being specified once and for all, which prevents additional specifications being issued later on.

Note that axiomatic specifications are only appropriate when declaring a new logical system; axiomatic specifications are restricted to global theory contexts. Normal applications should only use definitional mechanisms!

definition c **where** eq produces an internal definition $c \equiv t$ according to the specification given as eq , which is then turned into a proven fact. The given proposition may deviate from internal meta-level equality according to the rewrite rules declared as $defn$ by the object-logic. This usually covers object-level equality $x = y$ and equivalence $A \leftrightarrow B$. End-users normally need not change the $defn$ setup.

Definitions may be presented with explicit arguments on the LHS, as well as additional conditions, e.g. $f x y = t$ instead of $f \equiv \lambda x y. t$ and $y \neq 0 \implies g x y = u$ instead of an unrestricted $g \equiv \lambda x y. u$.

abbreviation *c* where *eq* introduces a syntactic constant which is associated with a certain term according to the meta-level equality *eq*.

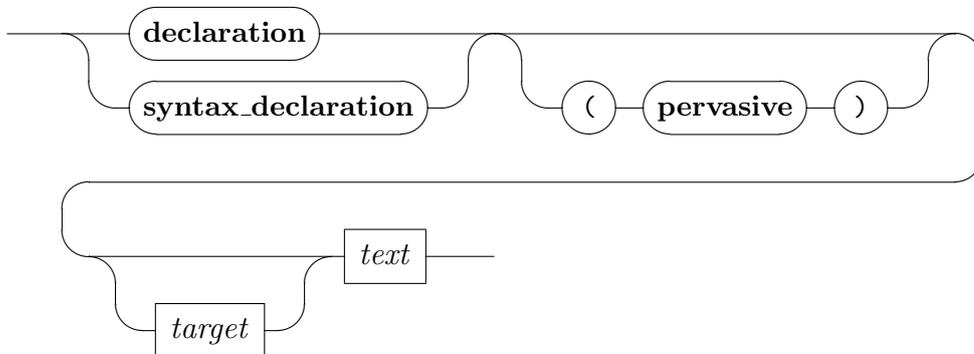
Abbreviations participate in the usual type-inference process, but are expanded before the logic ever sees them. Pretty printing of terms involves higher-order rewriting with rules stemming from reverted abbreviations. This needs some care to avoid overlapping or looping syntactic replacements!

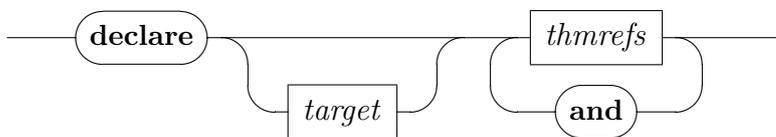
The optional *mode* specification restricts output to a particular print mode; using “*input*” here achieves the effect of one-way abbreviations. The mode may also include an “**output**” qualifier that affects the concrete syntax declared for abbreviations, cf. **syntax** in §7.6.

print_abbrevs prints all constant abbreviations of the current context.

5.4 Generic declarations

Arbitrary operations on the background context may be wrapped-up as generic declaration elements. Since the underlying concept of local theories may be subject to later re-interpretation, there is an additional dependency on a morphism that tells the difference of the original declaration context wrt. the application context encountered later on. A fact declaration is an important special case: it consists of a theorem which is applied to the context by means of an attribute.

$$\begin{aligned} \mathbf{declaration} & : local_theory \rightarrow local_theory \\ \mathbf{syntax_declaration} & : local_theory \rightarrow local_theory \\ \mathbf{declare} & : local_theory \rightarrow local_theory \end{aligned}$$




declaration d adds the declaration function d of ML type **declaration**, to the current local theory under construction. In later application contexts, the function is transformed according to the morphisms being involved in the interpretation hierarchy.

If the (*pervasive*) option is given, the corresponding declaration is applied to all possible contexts involved, including the global background theory.

syntax_declaration is similar to **declaration**, but is meant to affect only “syntactic” tools by convention (such as notation and type-checking information).

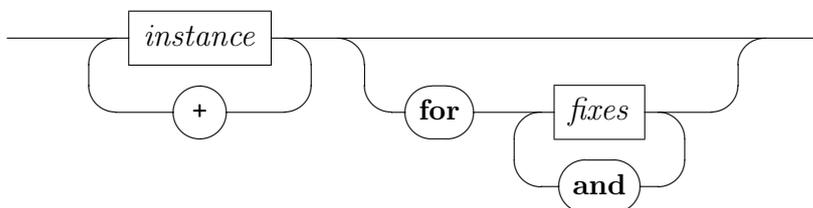
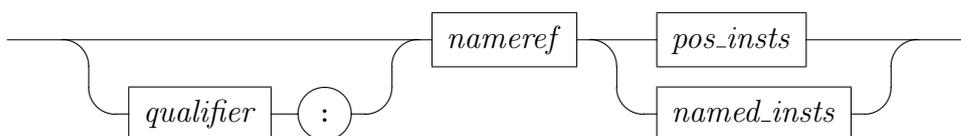
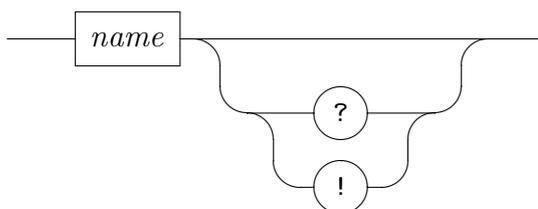
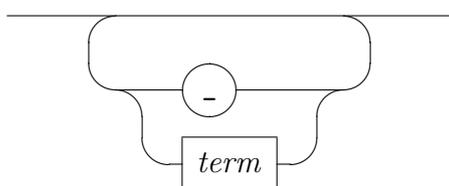
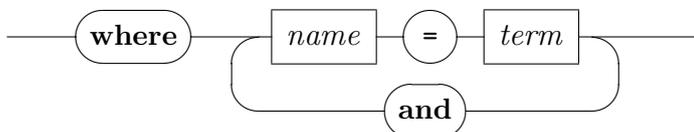
declare $thms$ declares theorems to the current local theory context. No theorem binding is involved here, unlike **theorems** or **lemmas** (cf. §5.10), so **declare** only has the effect of applying attributes as included in the theorem specification.

5.5 Locales

Locales are parametric named local contexts, consisting of a list of declaration elements that are modeled after the Isar proof context commands (cf. §6.2.1).

5.5.1 Locale expressions

A *locale expression* denotes a structured context composed of instances of existing locales. The context consists of a list of instances of declaration elements from the locales. Two locale instances are equal if they are of the same locale and the parameters are instantiated with equivalent terms. Declaration elements from equal instances are never repeated, thus avoiding duplicate declarations.

locale_expr*instance**qualifier**pos_insts**named_insts*

A locale instance consists of a reference to a locale and either positional or named parameter instantiations. Identical instantiations (that is, those that instantiate a parameter by itself) may be omitted. The notation ‘-’ enables to omit the instantiation for a parameter inside a positional instantiation.

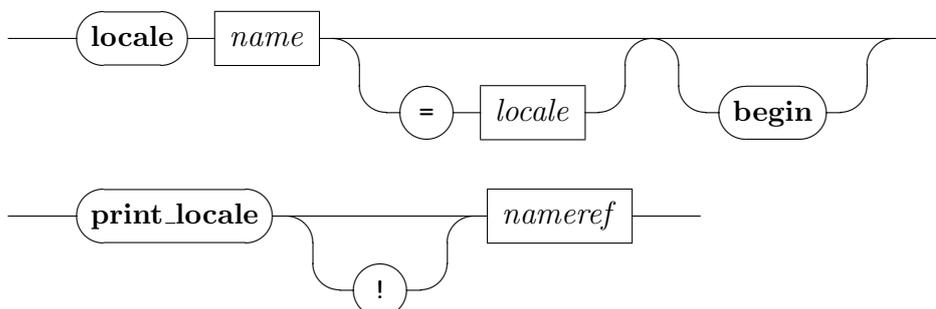
Terms in instantiations are from the context the locale expressions is declared in. Local names may be added to this context with the optional for clause.

In addition, syntax declarations from one instance are effective when parsing subsequent instances of the same expression.

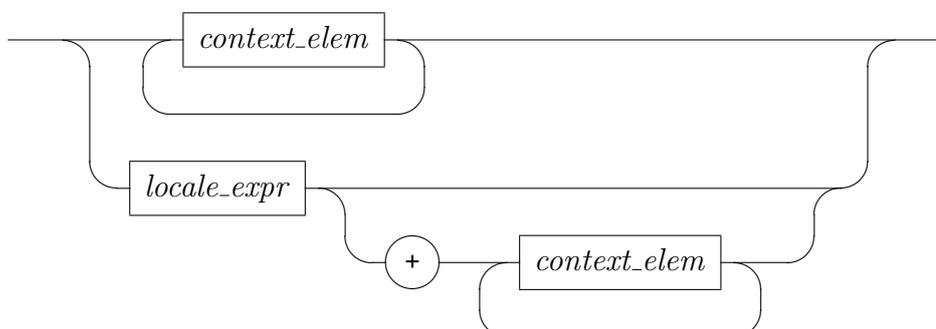
Instances have an optional qualifier which applies to names in declarations. Names include local definitions and theorem names. If present, the qualifier itself is either optional (“?”), which means that it may be omitted on input of the qualified name, or mandatory (“!”). If neither “?” nor “!” are present, the command’s default is used. For **interpretation** and **interpret** the default is “mandatory”, for **locale** and **sublocale** the default is “optional”.

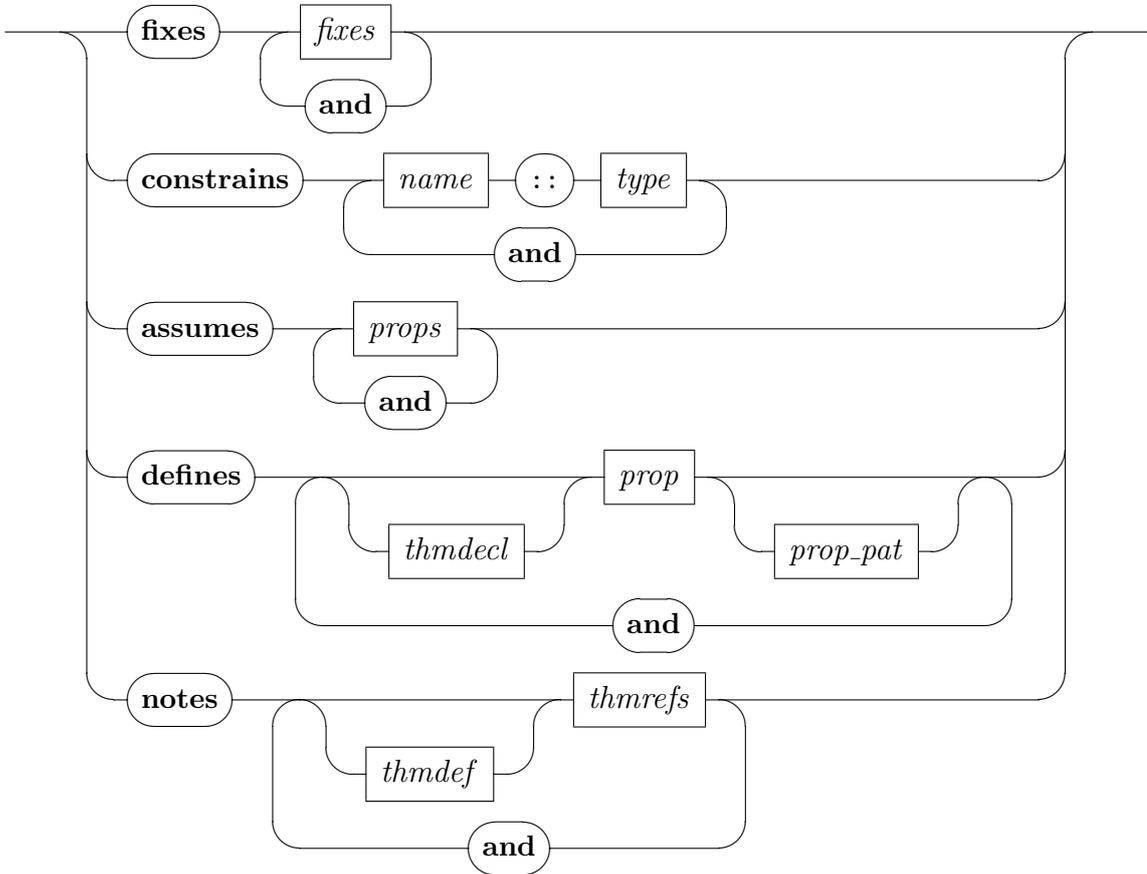
5.5.2 Locale declarations

locale : *theory* → *local_theory*
print_locale* : *context* →
print_locales* : *context* →
intro_locales : *method*
unfold_locales : *method*



locale



context_elem

locale *loc* = *import* + *body* defines a new locale *loc* as a context consisting of a certain view of existing locales (*import*) plus some additional elements (*body*). Both *import* and *body* are optional; the degenerate form **locale** *loc* defines an empty locale, which may still be useful to collect declarations of facts later on. Type-inference on locale expressions automatically takes care of the most general typing that the combined context elements may acquire.

The *import* consists of a structured locale expression; see §6.2.1 above. Its for clause defines the local parameters of the *import*. In addition, locale parameters whose instantiation is omitted automatically extend the (possibly empty) for clause: they are inserted at its beginning. This means that these parameters may be referred to from within the expression and also in the subsequent context elements and provides a notational convenience for the inheritance of parameters in locale declarations.

The *body* consists of context elements.

fixes $x :: \tau$ (mx) declares a local parameter of type τ and mixfix annotation mx (both are optional). The special syntax declaration “**(structure)**” means that x may be referenced implicitly in this context.

constrains $x :: \tau$ introduces a type constraint τ on the local parameter x . This element is deprecated. The type constraint should be introduced in the for clause or the relevant **fixes** element.

assumes $a: \varphi_1 \dots \varphi_n$ introduces local premises, similar to **assume** within a proof (cf. §6.2.1).

defines $a: x \equiv t$ defines a previously declared parameter. This is similar to **def** within a proof (cf. §6.2.1), but **defines** takes an equational proposition instead of variable-term pair. The left-hand side of the equation may have additional arguments, e.g. “**defines** $f x_1 \dots x_n \equiv t$ ”.

notes $a = b_1 \dots b_n$ reconsiders facts within a local context. Most notably, this may include arbitrary declarations in any attribute specifications included here, e.g. a local *simp* rule.

The initial *import* specification of a locale expression maintains a dynamic relation to the locales being referenced (benefiting from any later fact declarations in the obvious manner).

Note that “**(is** $p_1 \dots p_n$)” patterns given in the syntax of **assumes** and **defines** above are illegal in locale definitions. In the long goal format of §6.2.4, term bindings may be included as expected, though.

Locale specifications are “closed up” by turning the given text into a predicate definition *loc_axioms* and deriving the original assumptions as local lemmas (modulo local definitions). The predicate statement covers only the newly specified assumptions, omitting the content of included locale expressions. The full cumulative view is only provided on export, involving another predicate *loc* that refers to the complete specification text.

In any case, the predicate arguments are those locale parameters that actually occur in the respective piece of text. Also note that these predicates operate at the meta-level in theory, but the locale packages attempts to internalize statements according to the object-logic setup (e.g. replacing \bigwedge by \forall , and \implies by \longrightarrow in HOL; see also §9.5). Separate introduction rules *loc_axioms.intro* and *loc.intro* are provided as well.

print_locale *locale* prints the contents of the named locale. The command omits **notes** elements by default. Use **print_locale!** to have them included.

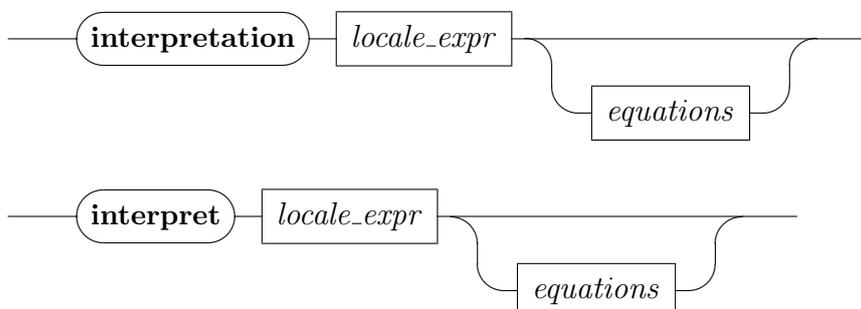
print_locales prints the names of all locales of the current theory.

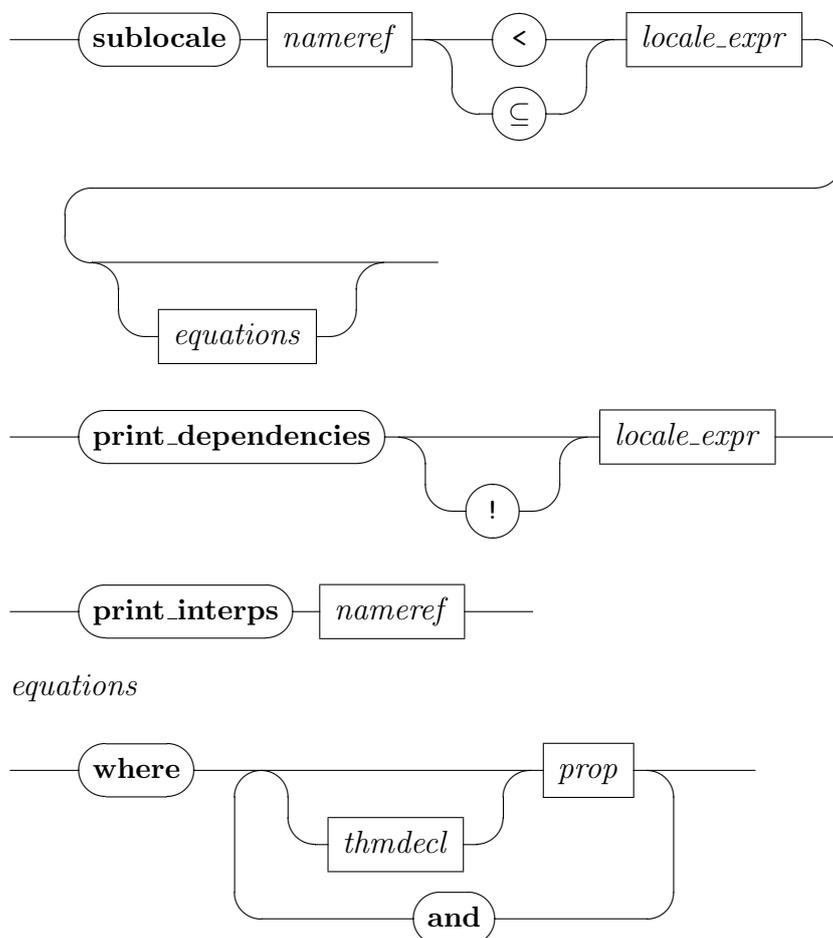
intro_locales and *unfold_locales* repeatedly expand all introduction rules of locale predicates of the theory. While *intro_locales* only applies the *loc.intro* introduction rules and therefore does not descend to assumptions, *unfold_locales* is more aggressive and applies *loc.axioms.intro* as well. Both methods are aware of locale specifications entailed by the context, both from target statements, and from interpretations (see below). New goals that are entailed by the current context are discharged automatically.

5.5.3 Locale interpretations

Locale expressions may be instantiated, and the instantiated facts added to the current context. This requires a proof of the instantiated specification and is called *locale interpretation*. Interpretation is possible in locales **sublocale**, theories (command **interpretation**) and also within a proof body (command **interpret**).

interpretation : *theory* \rightarrow *proof(prove)*
interpret : *proof(state) | proof(chain)* \rightarrow *proof(prove)*
sublocale : *theory* \rightarrow *proof(prove)*
print_dependencies* : *context* \rightarrow
print_interps* : *context* \rightarrow





interpretation *expr* **where** *eqns* interprets *expr* in the theory. The command generates proof obligations for the instantiated specifications (assumes and defines elements). Once these are discharged by the user, instantiated facts are added to the theory in a post-processing phase.

Additional equations, which are unfolded during post-processing, may be given after the keyword **where**. This is useful for interpreting concepts introduced through definitions. The equations must be proved.

The command is aware of interpretations already active in the theory, but does not simplify the goal automatically. In order to simplify the proof obligations use methods `intro_locales` or `unfold_locales`. Post-processing is not applied to facts of interpretations that are already active. This avoids duplication of interpreted facts, in particular. Note that, in the case of a locale with `import`, parts of the interpretation may already be active. The command will only process facts for new parts.

Adding facts to locales has the effect of adding interpreted facts to the theory for all interpretations as well. That is, interpretations dynamically participate in any facts added to locales. Note that if a theory inherits additional facts for a locale through one parent and an interpretation of that locale through another parent, the additional facts will not be interpreted.

interpret *expr* **where** *eqns* interprets *expr* in the proof context and is otherwise similar to interpretation in theories. Note that rewrite rules given to **interpret** after the **where** keyword should be explicitly universally quantified.

sublocale *name* \subseteq *expr* **where** *eqns* interprets *expr* in the locale *name*. A proof that the specification of *name* implies the specification of *expr* is required. As in the localized version of the theorem command, the proof is in the context of *name*. After the proof obligation has been discharged, the facts of *expr* become part of locale *name* as *derived* context elements and are available when the context *name* is subsequently entered. Note that, like **import**, this is dynamic: facts added to a locale part of *expr* after interpretation become also available in *name*.

Only specification fragments of *expr* that are not already part of *name* (be it imported, derived or a derived fragment of the import) are considered in this process. This enables circular interpretations provided that no infinite chains are generated in the locale hierarchy.

If interpretations of *name* exist in the current theory, the command adds interpretations for *expr* as well, with the same qualifier, although only for fragments of *expr* that are not interpreted in the theory already.

Equations given after **where** amend the morphism through which *expr* is interpreted. This enables to map definitions from the interpreted locales to entities of *name*. This feature is experimental.

print_dependencies *expr* is useful for understanding the effect of an interpretation of *expr*. It lists all locale instances for which interpretations would be added to the current context. Variant **print_dependencies!** prints all locale instances that would be considered for interpretation, and would be interpreted in an empty context (that is, without interpretations).

print_interps *locale* lists all interpretations of *locale* in the current theory or proof context, including those due to a combination of a

interpretation or **interpret** and one or several **sublocale** declarations.

! Since attributes are applied to interpreted theorems, interpretation may modify
 • the context of common proof tools, e.g. the Simplifier or Classical Reasoner. As the behavior of such tools is *not* stable under interpretation morphisms, manual declarations might have to be added to the target context of the interpretation to revert such declarations.

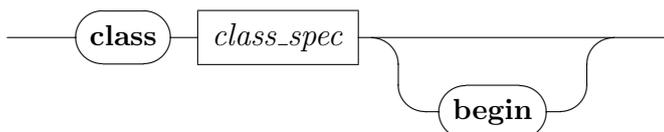
! An interpretation in a theory or proof context may subsume previous interpretations.
 • This happens if the same specification fragment is interpreted twice and the instantiation of the second interpretation is more general than the interpretation of the first. The locale package does not attempt to remove subsumed interpretations.

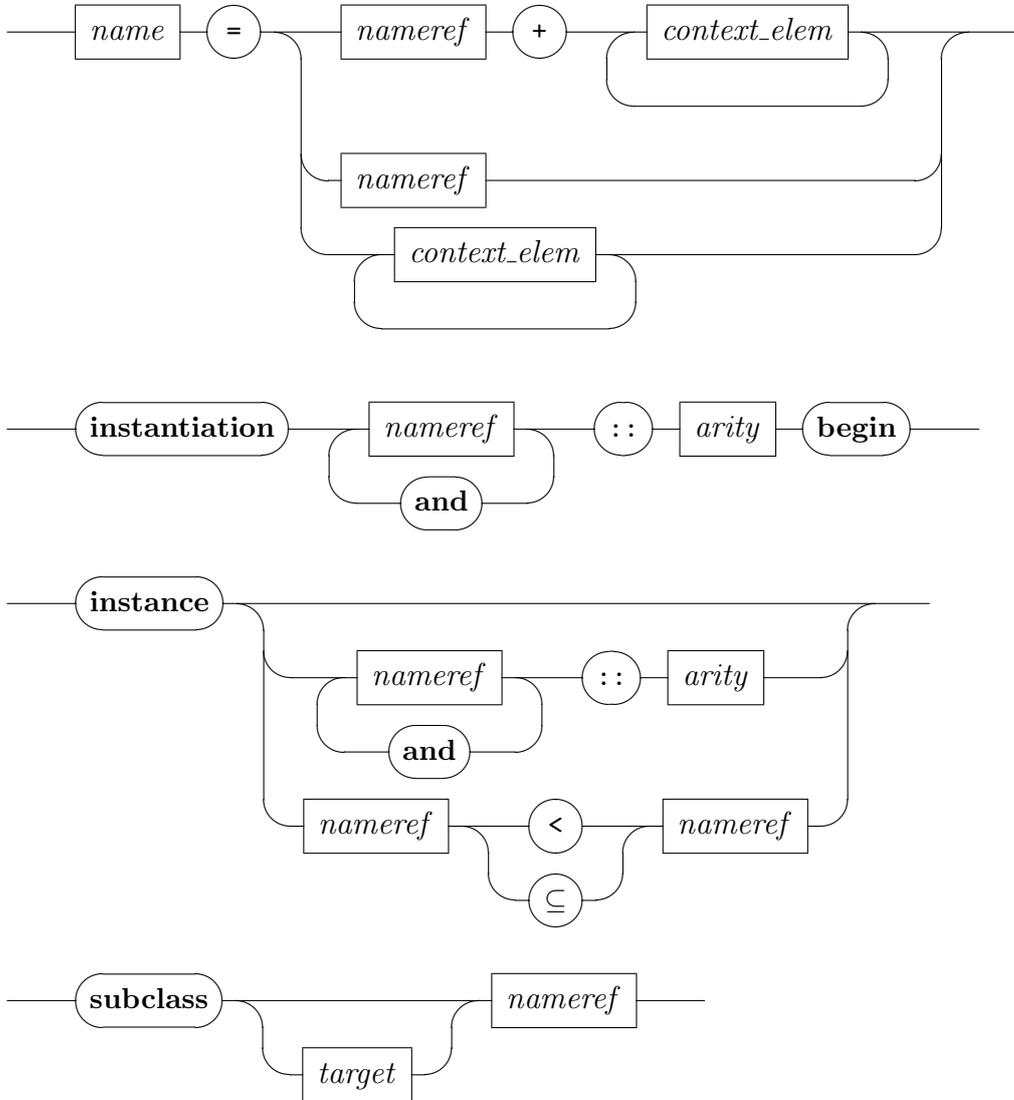
5.6 Classes

A class is a particular locale with *exactly one* type variable α . Beyond the underlying locale, a corresponding type class is established which is interpreted logically as axiomatic type class [43] whose logical content are the assumptions of the locale. Thus, classes provide the full generality of locales combined with the commodity of type classes (notably type-inference). See [14] for a short tutorial.

```

class      : theory → local_theory
instantiation : theory → local_theory
instance   : local_theory → local_theory
instance   : theory → proof(prove)
subclass   : local_theory → local_theory
print_classes* : context →
class_deps*   : context →
intro_classes : method
  
```



class_spec

class $c = \text{superclasses} + \text{body}$ defines a new class c , inheriting from *superclasses*. This introduces a locale c with import of all locales *superclasses*.

Any **fixes** in *body* are lifted to the global theory level (*class operations* f_1, \dots, f_n of class c), mapping the local type parameter α to a schematic type variable $?\alpha :: c$.

Likewise, **assumes** in *body* are also lifted, mapping each local parameter $f :: \tau[\alpha]$ to its corresponding global constant $f :: \tau[?\alpha :: c]$. The corresponding introduction rule is provided as *c_class_axioms.intro*. This

rule should be rarely needed directly — the *intro_classes* method takes care of the details of class membership proofs.

instantiation $t :: (s_1, \dots, s_n)s$ **begin** opens a theory target (cf. §5.2) which allows to specify class operations f_1, \dots, f_n corresponding to sort s at the particular type instance $(\alpha_1 :: s_1, \dots, \alpha_n :: s_n) t$. A plain **instance** command in the target body poses a goal stating these type arities. The target is concluded by an **end** command.

Note that a list of simultaneous type constructors may be given; this corresponds nicely to mutually recursive type definitions, e.g. in Isabelle/HOL.

instance in an instantiation target body sets up a goal stating the type arities claimed at the opening **instantiation**. The proof would usually proceed by *intro_classes*, and then establish the characteristic theorems of the type classes involved. After finishing the proof, the background theory will be augmented by the proven type arities.

On the theory level, **instance** $t :: (s_1, \dots, s_n)s$ provides a convenient way to instantiate a type class with no need to specify operations: one can continue with the instantiation proof immediately.

subclass c in a class context for class d sets up a goal stating that class c is logically contained in class d . After finishing the proof, class d is proven to be subclass c and the locale c is interpreted into d simultaneously.

A weakend form of this is available through a further variant of **instance**: **instance** $c_1 \subseteq c_2$ opens a proof that class c_2 implies c_1 without reference to the underlying locales; this is useful if the properties to prove the logical connection are not sufficient on the locale level but on the theory level.

print_classes prints all classes in the current theory.

class_deps visualizes all classes and their subclass relations as a Hasse diagram.

intro_classes repeatedly expands all class introduction rules of this theory.

Note that this method usually needs not be named explicitly, as it is already included in the default proof step (e.g. of **proof**). In particular, instantiation of trivial (syntactic) classes may be performed by a single “..” proof step.

5.6.1 The class target

A named context may refer to a locale (cf. §5.2). If this locale is also a class c , apart from the common locale target behaviour the following happens.

- Local constant declarations $g[\alpha]$ referring to the local type parameter α and local parameters $f[\alpha]$ are accompanied by theory-level constants $g[?\alpha :: c]$ referring to theory-level class operations $f[?\alpha :: c]$.
- Local theorem bindings are lifted as are assumptions.
- Local syntax refers to local operations $g[\alpha]$ and global operations $g[?\alpha :: c]$ uniformly. Type inference resolves ambiguities. In rare cases, manual type annotations are needed.

5.6.2 Co-regularity of type classes and arities

The class relation together with the collection of type-constructor arities must obey the principle of *co-regularity* as defined below.

For the subsequent formulation of co-regularity we assume that the class relation is closed by transitivity and reflexivity. Moreover the collection of arities $t :: (\bar{s})c$ is completed such that $t :: (\bar{s})c$ and $c \subseteq c'$ implies $t :: (\bar{s})c'$ for all such declarations.

Treating sorts as finite sets of classes (meaning the intersection), the class relation $c_1 \subseteq c_2$ is extended to sorts as follows:

$$s_1 \subseteq s_2 \equiv \forall c_2 \in s_2. \exists c_1 \in s_1. c_1 \subseteq c_2$$

This relation on sorts is further extended to tuples of sorts (of the same length) in the component-wise way.

Co-regularity of the class relation together with the arities relation means:

$$t :: (\bar{s}_1)c_1 \implies t :: (\bar{s}_2)c_2 \implies c_1 \subseteq c_2 \implies \bar{s}_1 \subseteq \bar{s}_2$$

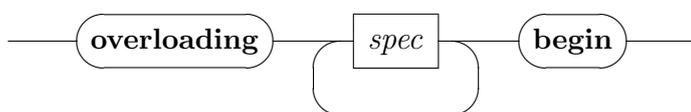
for all such arities. In other words, whenever the result classes of some type-constructor arities are related, then the argument sorts need to be related in the same way.

Co-regularity is a very fundamental property of the order-sorted algebra of types. For example, it entails principle types and most general unifiers, e.g. see [27].

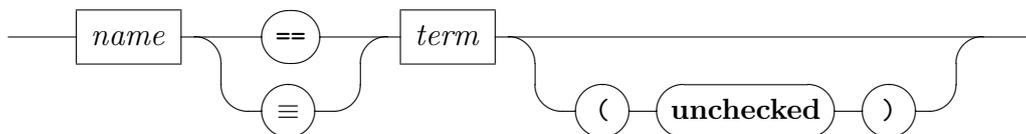
5.7 Unrestricted overloading

Isabelle/Pure’s definitional schemes support certain forms of overloading (see §5.9.3). Overloading means that a constant being declared as $c :: \alpha \text{ decl}$ may be defined separately on type instances $c :: (\beta_1, \dots, \beta_n) t \text{ decl}$ for each type constructor t . At most occasions overloading will be used in a Haskell-like fashion together with type classes by means of **instantiation** (see §5.6). Sometimes low-level overloading is desirable. The **overloading** target provides a convenient view for end-users.

overloading : $theory \rightarrow local_theory$



spec

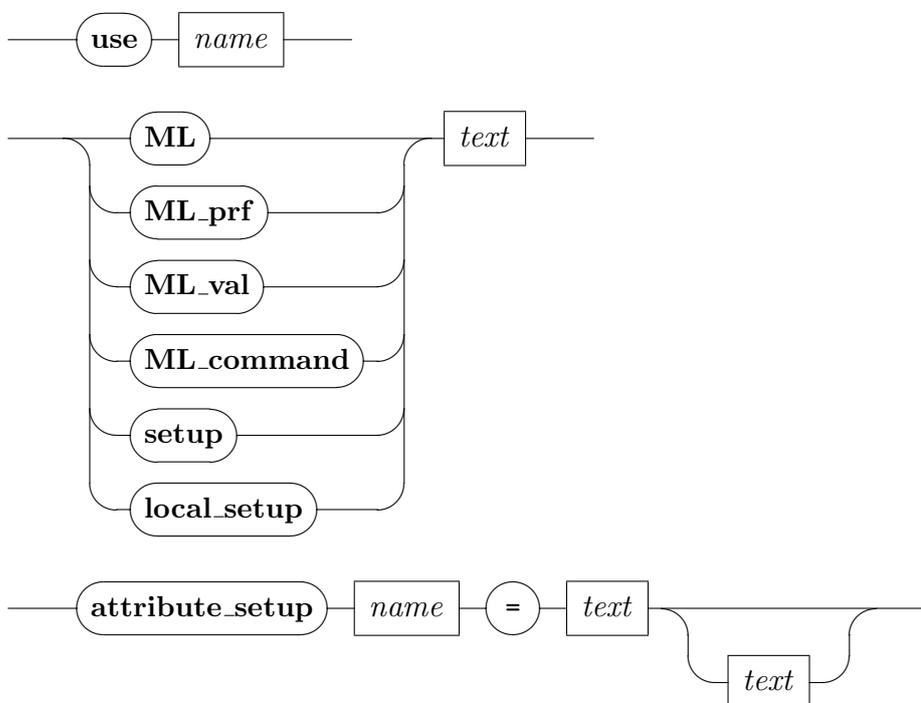


overloading $x_1 \equiv c_1 :: \tau_1$ **and** \dots $x_n \equiv c_n :: \tau_n$ **begin** opens a theory target (cf. §5.2) which allows to specify constants with overloaded definitions. These are identified by an explicitly given mapping from variable names x_i to constants c_i at particular type instances. The definitions themselves are established using common specification tools, using the names x_i as reference to the corresponding constants. The target is concluded by **end**.

A (*unchecked*) option disables global dependency checks for the corresponding definition, which is occasionally useful for exotic overloading (see §5.9.3 for a precise description). It is at the discretion of the user to avoid malformed theory specifications!

5.8 Incorporating ML code

`use` : $local_theory \rightarrow local_theory$
`ML` : $local_theory \rightarrow local_theory$
`ML_prf` : $proof \rightarrow proof$
`ML_val` : $any \rightarrow$
`ML_command` : $any \rightarrow$
`setup` : $theory \rightarrow theory$
`local_setup` : $local_theory \rightarrow local_theory$
`attribute_setup` : $theory \rightarrow theory$



`use file` reads and executes ML commands from *file*. The current theory context is passed down to the ML toplevel and may be modified, using `Context.>>` or derived ML commands. The file name is checked with the `uses` dependency declaration given in the theory header (see also §5.1).

Top-level ML bindings are stored within the (global or local) theory context.

`ML text` is similar to `use`, but executes ML commands directly from the given *text*. Top-level ML bindings are stored within the (global or local) theory context.

ML_prf is analogous to **ML** but works within a proof context.

Top-level ML bindings are stored within the proof context in a purely sequential fashion, disregarding the nested proof structure. ML bindings introduced by **ML_prf** are discarded at the end of the proof.

ML_val and **ML_command** are diagnostic versions of **ML**, which means that the context may not be updated. **ML_val** echos the bindings produced at the ML toplevel, but **ML_command** is silent.

setup *text* changes the current theory context by applying *text*, which refers to an ML expression of type `theory -> theory`. This enables to initialize any object-logic specific tools and packages written in ML, for example.

local_setup is similar to **setup** for a local theory context, and an ML expression of type `local_theory -> local_theory`. This allows to invoke local theory specification packages without going through concrete outer syntax, for example.

attribute_setup *name = text description* defines an attribute in the current theory. The given *text* has to be an ML expression of type `attribute context_parser`, cf. basic parsers defined in structure `Args` and `Attrib`.

In principle, attributes can operate both on a given theorem and the implicit context, although in practice only one is modified and the other serves as parameter. Here are examples for these two cases:

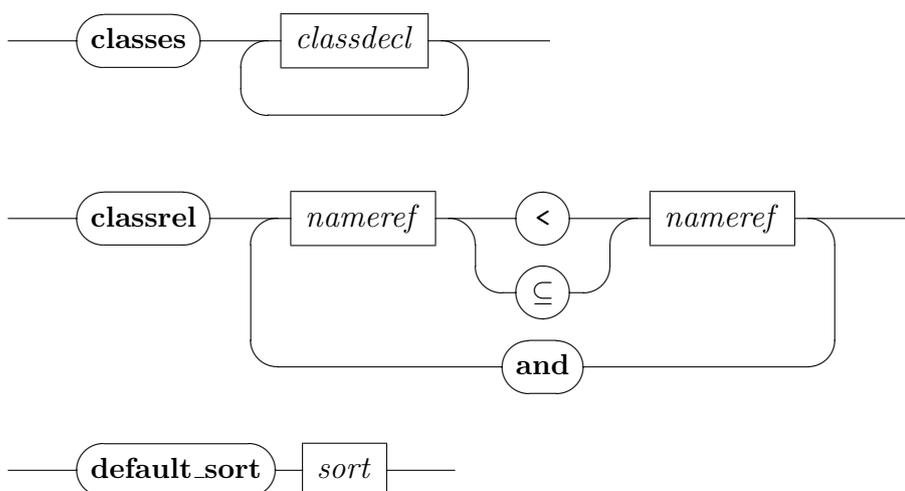
```
attribute_setup my_rule = {*
  Attrib.thms >> (fn ths =>
    Thm.rule_attribute
      (fn context: Context.generic => fn th: thm =>
        let val th' = th OF ths
        in th' end)) *}
```

```
attribute_setup my_declaration = {*
  Attrib.thms >> (fn ths =>
    Thm.declaration_attribute
      (fn th: thm => fn context: Context.generic =>
        let val context' = context
        in context' end)) *}
```

5.9 Primitive specification elements

5.9.1 Type classes and sorts

classes : $theory \rightarrow theory$
classrel : $theory \rightarrow theory$ (axiomatic!)
default_sort : $local_theory \rightarrow local_theory$



classes $c \subseteq c_1, \dots, c_n$ declares class c to be a subclass of existing classes c_1, \dots, c_n . Isabelle implicitly maintains the transitive closure of the class hierarchy. Cyclic class structures are not permitted.

classrel $c_1 \subseteq c_2$ states subclass relations between existing classes c_1 and c_2 . This is done axiomatically! The **subclass** and **instance** commands (see §5.6) provide a way to introduce proven class relations.

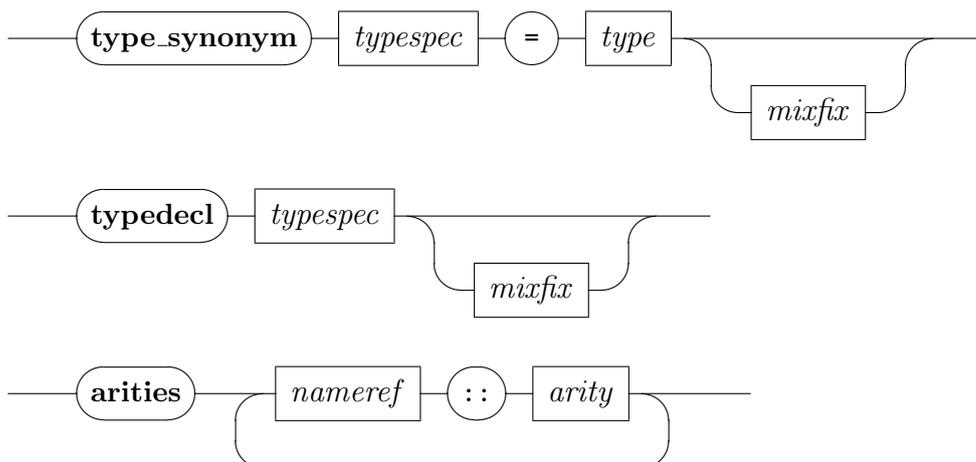
default_sort s makes sort s the new default sort for any type variable that is given explicitly in the text, but lacks a sort constraint (wrt. the current context). Type variables generated by type inference are not affected.

Usually the default sort is only changed when defining a new object-logic. For example, the default sort in Isabelle/HOL is *type*, the class of all HOL types.

When merging theories, the default sorts of the parents are logically intersected, i.e. the representations as lists of classes are joined.

5.9.2 Types and type abbreviations

`type_synonym` : $local_theory \rightarrow local_theory$
`typedecl` : $local_theory \rightarrow local_theory$
`arities` : $theory \rightarrow theory$ (axiomatic!)



`type_synonym` $(\alpha_1, \dots, \alpha_n) t = \tau$ introduces a *type synonym* $(\alpha_1, \dots, \alpha_n) t$ for the existing type τ . Unlike actual type definitions, as are available in Isabelle/HOL for example, type synonyms are merely syntactic abbreviations without any logical significance. Internally, type synonyms are fully expanded.

`typedecl` $(\alpha_1, \dots, \alpha_n) t$ declares a new type constructor t . If the object-logic defines a base sort s , then the constructor is declared to operate on that, via the axiomatic specification `arities` $t :: (s, \dots, s)s$.

`arities` $t :: (s_1, \dots, s_n)s$ augments Isabelle's order-sorted signature of types by new type constructor arities. This is done axiomatically! The `instantiation` target (see §5.6) provides a way to introduce proven type arities.

5.9.3 Constants and definitions

Definitions essentially express abbreviations within the logic. The simplest form of a definition is $c :: \sigma \equiv t$, where c is a newly declared constant. Isabelle also allows derived forms where the arguments of c appear on the

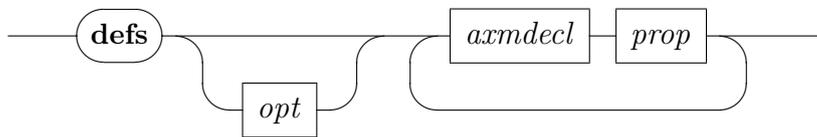
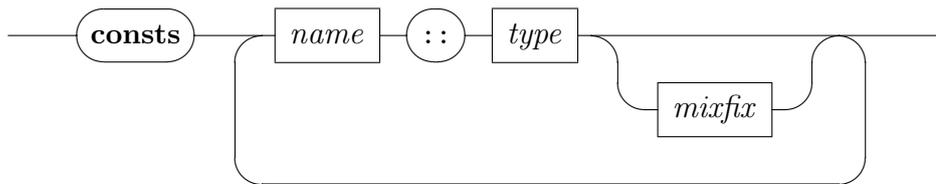
left, abbreviating a prefix of λ -abstractions, e.g. $c \equiv \lambda x y. t$ may be written more conveniently as $c x y \equiv t$. Moreover, definitions may be weakened by adding arbitrary pre-conditions: $A \implies c x y \equiv t$.

The built-in well-formedness conditions for definitional specifications are:

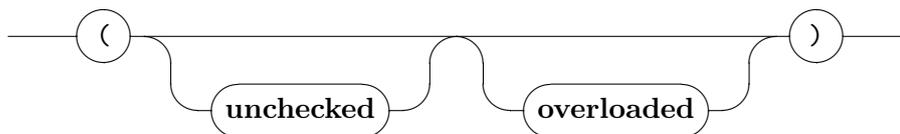
- Arguments (on the left-hand side) must be distinct variables.
- All variables on the right-hand side must also appear on the left-hand side.
- All type variables on the right-hand side must also appear on the left-hand side; this prohibits $0 :: nat \equiv length ([] :: \alpha list)$ for example.
- The definition must not be recursive. Most object-logics provide definitional principles that can be used to express recursion safely.

The right-hand side of overloaded definitions may mention overloaded constants recursively at type instances corresponding to the immediate argument types β_1, \dots, β_n . Incomplete specification patterns impose global constraints on all occurrences, e.g. $d :: \alpha \times \alpha$ on the left-hand side means that all corresponding occurrences on some right-hand side need to be an instance of this, general $d :: \alpha \times \beta$ will be disallowed.

consts : *theory* \rightarrow *theory*
defs : *theory* \rightarrow *theory*



opt



consts $c :: \sigma$ declares constant c to have any instance of type scheme σ .
The optional mixfix annotations may attach concrete syntax to the constants declared.

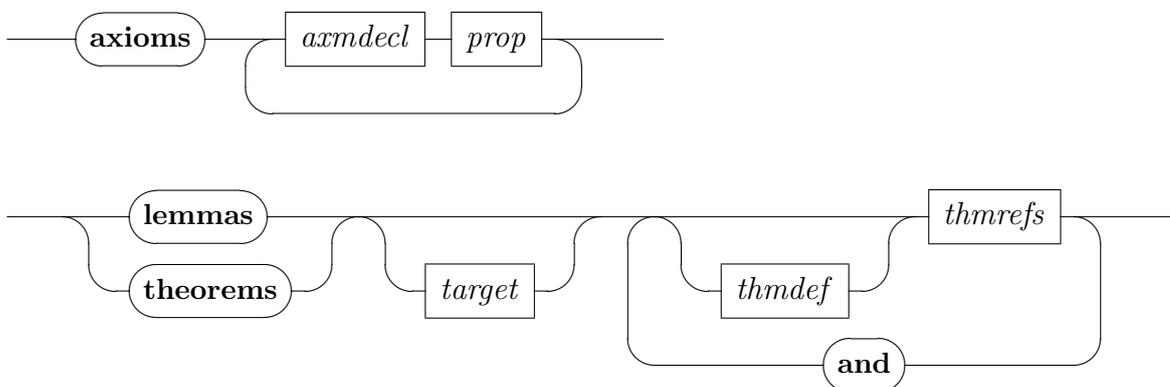
defs *name*: *eqn* introduces *eqn* as a definitional axiom for some existing constant.

The (*unchecked*) option disables global dependency checks for this definition, which is occasionally useful for exotic overloading. It is at the discretion of the user to avoid malformed theory specifications!

The (*overloaded*) option declares definitions to be potentially overloaded. Unless this option is given, a warning message would be issued for any definitional equation with a more special type than that of the corresponding constant declaration.

5.10 Axioms and theorems

axioms : $theory \rightarrow theory$ (*axiomatic!*)
lemmas : $local_theory \rightarrow local_theory$
theorems : $local_theory \rightarrow local_theory$



axioms $a: \varphi$ introduces arbitrary statements as axioms of the meta-logic. In fact, axioms are “axiomatic theorems”, and may be referred later just as any other theorem.

Axioms are usually only introduced when declaring new logical systems. Everyday work is typically done the hard way, with proper definitions and proven theorems.

lemmas $a = b_1 \dots b_n$ retrieves and stores existing facts in the theory context, or the specified target context (see also §5.2). Typical applications would also involve attributes, to declare Simplifier rules, for example.

theorems is essentially the same as **lemmas**, but marks the result as a different kind of facts.

5.11 Oracles

Oracles allow Isabelle to take advantage of external reasoners such as arithmetic decision procedures, model checkers, fast tautology checkers or computer algebra systems. Invoked as an oracle, an external reasoner can create arbitrary Isabelle theorems.

It is the responsibility of the user to ensure that the external reasoner is as trustworthy as the application requires. Another typical source of errors is the linkup between Isabelle and the external tool, not just its concrete implementation, but also the required translation between two different logical environments.

Isabelle merely guarantees well-formedness of the propositions being asserted, and records within the internal derivation object how presumed theorems depend on unproven suppositions.

oracle : *theory* \rightarrow *theory* (*axiomatic!*)

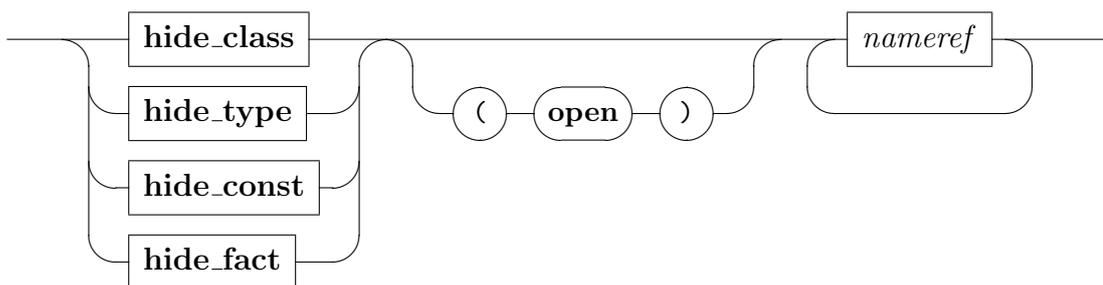


oracle *name* = *text* turns the given ML expression *text* of type `'a -> cterm` into an ML function of type `'a -> thm`, which is bound to the global identifier *name*. This acts like an infinitary specification of axioms! Invoking the oracle only works within the scope of the resulting theory.

See `~/src/HOL/ex/Iff_Oracle.thy` for a worked example of defining a new primitive rule as oracle, and turning it into a proof method.

5.12 Name spaces

hide_class : *theory* → *theory*
hide_type : *theory* → *theory*
hide_const : *theory* → *theory*
hide_fact : *theory* → *theory*



Isabelle organizes any kind of name declarations (of types, constants, theorems etc.) by separate hierarchically structured name spaces. Normally the user does not have to control the behavior of name spaces by hand, yet the following commands provide some way to do so.

hide_class *names* fully removes class declarations from a given name space; with the (*open*) option, only the base name is hidden.

Note that hiding name space accesses has no impact on logical declarations — they remain valid internally. Entities that are no longer accessible to the user are printed with the special qualifier “??” prefixed to the full internal name.

hide_type, **hide_const**, and **hide_fact** are similar to **hide_class**, but hide types, constants, and facts, respectively.

Proofs

Proof commands perform transitions of Isar/VM machine configurations, which are block-structured, consisting of a stack of nodes with three main components: logical proof context, current facts, and open goals. Isar/VM transitions are typed according to the following three different modes of operation:

proof(prove) means that a new goal has just been stated that is now to be *proven*; the next command may refine it by some proof method, and enter a sub-proof to establish the actual result.

proof(state) is like a nested theory mode: the context may be augmented by *stating* additional assumptions, intermediate results etc.

proof(chain) is intermediate between *proof(state)* and *proof(prove)*: existing facts (i.e. the contents of the special “*this*” register) have been just picked up in order to be used when refining the goal claimed next.

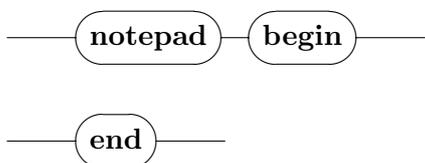
The proof mode indicator may be understood as an instruction to the writer, telling what kind of operation may be performed next. The corresponding typings of proof commands restricts the shape of well-formed proof texts to particular command sequences. So dynamic arrangements of commands eventually turn out as static texts of a certain structure.

Appendix A gives a simplified grammar of the (extensible) language emerging that way from the different types of proof commands. The main ideas of the overall Isar framework are explained in chapter 2.

6.1 Proof structure

6.1.1 Formal notepad

notepad : *local_theory* \rightarrow *proof(state)*



notepad begin opens a proof state without any goal statement. This allows to experiment with Isar, without producing any persistent result.

The notepad can be closed by **end** or discontinued by **oops**.

6.1.2 Blocks

```

next : proof(state) → proof(state)
  { : proof(state) → proof(state)
  } : proof(state) → proof(state)

```

While Isar is inherently block-structured, opening and closing blocks is mostly handled rather casually, with little explicit user-intervention. Any local goal statement automatically opens *two* internal blocks, which are closed again when concluding the sub-proof (by **qed** etc.). Sections of different context within a sub-proof may be switched via **next**, which is just a single block-close followed by block-open again. The effect of **next** is to reset the local proof context; there is no goal focus involved here!

For slightly more advanced applications, there are explicit block parentheses as well. These typically achieve a stronger forward style of reasoning.

next switches to a fresh block within a sub-proof, resetting the local context to the initial one.

{ and } explicitly open and close blocks. Any current facts pass through “{” unchanged, while “}” causes any result to be *exported* into the enclosing context. Thus fixed variables are generalized, assumptions discharged, and local definitions unfolded (cf. §6.2.1). There is no difference of **assume** and **presume** in this mode of forward reasoning — in contrast to plain backward reasoning with the result exported at **show** time.

6.1.3 Omitting proofs

oops : $proof \rightarrow local_theory \mid theory$

The **oops** command discontinues the current proof attempt, while considering the partial proof text as properly processed. This is conceptually quite different from “faking” actual proofs via **sorry** (see §6.3.2): **oops** does not observe the proof structure at all, but goes back right to the theory level. Furthermore, **oops** does not produce any result theorem — there is no intended claim to be able to complete the proof in any way.

A typical application of **oops** is to explain Isar proofs *within* the system itself, in conjunction with the document preparation tools of Isabelle described in chapter 4. Thus partial or even wrong proof attempts can be discussed in a logically sound manner. Note that the Isabelle L^AT_EX macros can be easily adapted to print something like “...” instead of the keyword “**oops**”.

The **oops** command is undo-able, unlike **kill** (see §8.2). The effect is to get back to the theory just before the opening of the proof.

6.2 Statements

6.2.1 Context elements

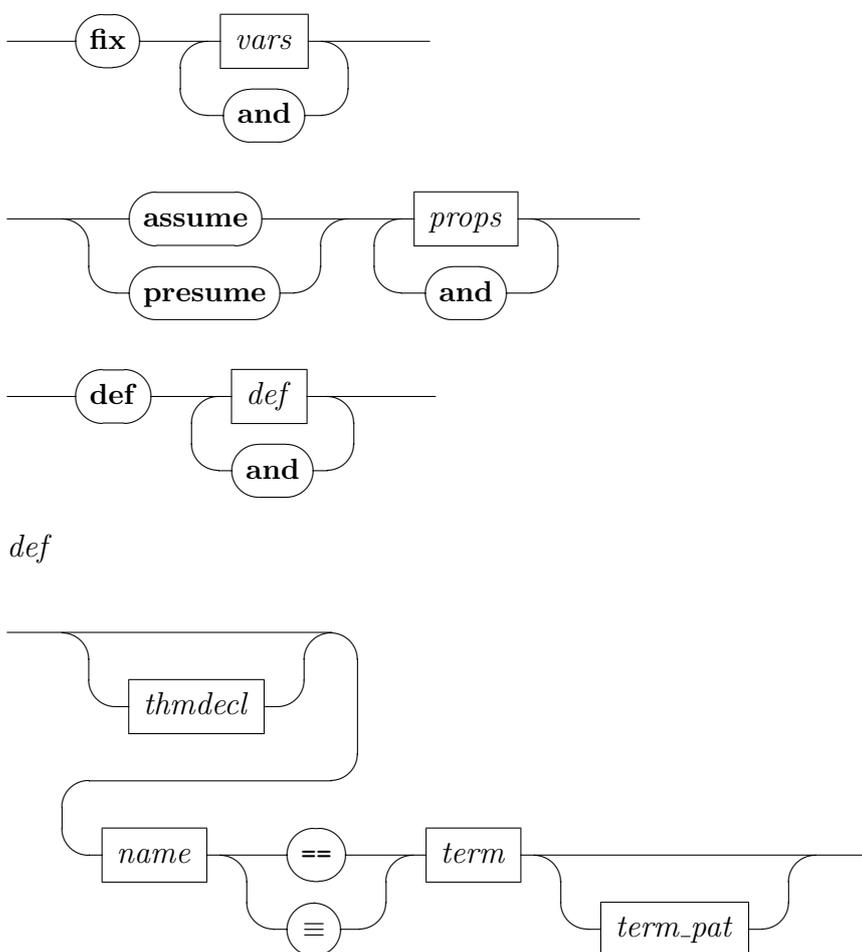
fix : $proof(state) \rightarrow proof(state)$
assume : $proof(state) \rightarrow proof(state)$
presume : $proof(state) \rightarrow proof(state)$
def : $proof(state) \rightarrow proof(state)$

The logical proof context consists of fixed variables and assumptions. The former closely correspond to Skolem constants, or meta-level universal quantification as provided by the Isabelle/Pure logical framework. Introducing some *arbitrary, but fixed* variable via “**fix** x ” results in a local value that may be used in the subsequent proof as any other variable or constant. Furthermore, any result $\vdash \varphi[x]$ exported from the context will be universally closed wrt. x at the outermost level: $\vdash \bigwedge x. \varphi[x]$ (this is expressed in normal form using Isabelle’s meta-variables).

Similarly, introducing some assumption χ has two effects. On the one hand, a local theorem is created that may be used as a fact in subsequent proof steps. On the other hand, any result $\chi \vdash \varphi$ exported from the context becomes conditional wrt. the assumption: $\vdash \chi \implies \varphi$. Thus, solving an enclosing goal using such a result would basically introduce a new subgoal stemming

from the assumption. How this situation is handled depends on the version of assumption command used: while **assume** insists on solving the subgoal by unification with some premise of the goal, **presume** leaves the subgoal unchanged in order to be proved later by the user.

Local definitions, introduced by “**def** $x \equiv t$ ”, are achieved by combining “**fix** x ” with another version of assumption that causes any hypothetical equation $x \equiv t$ to be eliminated by the reflexivity rule. Thus, exporting some result $x \equiv t \vdash \varphi[x]$ yields $\vdash \varphi[t]$.



fix x introduces a local variable x that is *arbitrary, but fixed*.

assume $a: \varphi$ and **presume** $a: \varphi$ introduce a local fact $\varphi \vdash \varphi$ by assumption. Subsequent results applied to an enclosing goal (e.g. by **show**) are handled as follows: **assume** expects to be able to unify with existing premises in the goal, while **presume** leaves φ as new subgoals.

Several lists of assumptions may be given (separated by **and**; the resulting list of current facts consists of all of these concatenated.

def $x \equiv t$ introduces a local (non-polymorphic) definition. In results exported from the context, x is replaced by t . Basically, “**def** $x \equiv t$ ” abbreviates “**fix** x **assume** $x \equiv t$ ”, with the resulting hypothetical equation solved by reflexivity.

The default name for the definitional equation is x_def . Several simultaneous definitions may be given at the same time.

The special name *prems* refers to all assumptions of the current context as a list of theorems. This feature should be used with great care! It is better avoided in final proof texts.

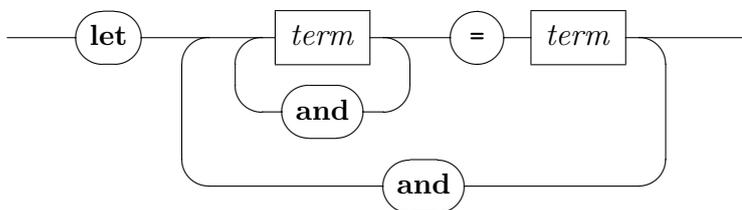
6.2.2 Term abbreviations

let : $proof(state) \rightarrow proof(state)$
is : *syntax*

Abbreviations may be either bound by explicit **let** $p \equiv t$ statements, or by annotating assumptions or goal statements with a list of patterns “(**is** $p_1 \dots p_n$)”. In both cases, higher-order matching is invoked to bind extra-logical term variables, which may be either named schematic variables of the form $?x$, or nameless dummies “_” (underscore). Note that in the **let** form the patterns occur on the left-hand side, while the **is** patterns are in postfix position.

Polymorphism of term bindings is handled in Hindley-Milner style, similar to ML. Type variables referring to local assumptions or open goal statements are *fixed*, while those of finished results or bound by **let** may occur in *arbitrary* instances later. Even though actual polymorphism should be rarely used in practice, this mechanism is essential to achieve proper incremental type-inference, as the user proceeds to build up the Isar proof text from left to right.

Term abbreviations are quite different from local definitions as introduced via **def** (see §6.2.1). The latter are visible within the logic as actual equations, while abbreviations disappear during the input process just after type checking. Also note that **def** does not support polymorphism.



The syntax of **is** patterns follows *term_pat* or *prop_pat* (see §3.2.6).

let $p_1 = t_1$ **and** \dots $p_n = t_n$ binds any text variables in patterns p_1, \dots, p_n by simultaneous higher-order matching against terms t_1, \dots, t_n .

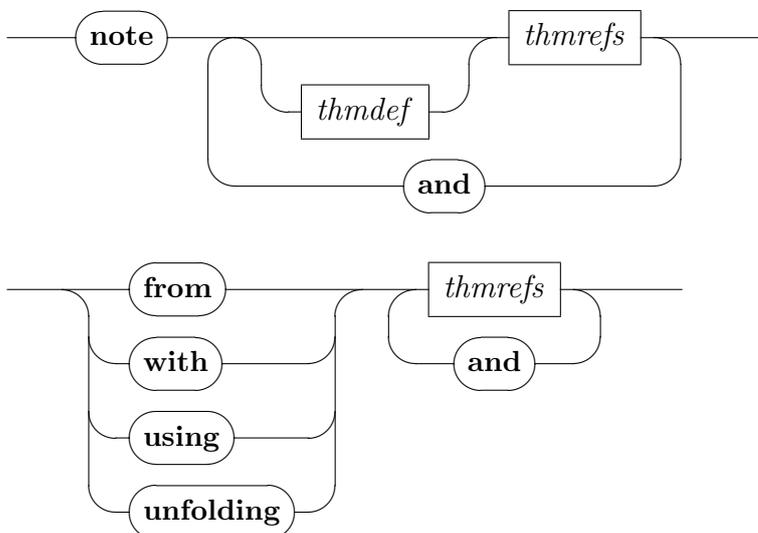
(**is** $p_1 \dots p_n$) resembles **let**, but matches p_1, \dots, p_n against the preceding statement. Also note that **is** is not a separate command, but part of others (such as **assume**, **have** etc.).

Some *implicit* term abbreviations for goals and facts are available as well. For any open goal, *thesis* refers to its object-level statement, abstracted over any meta-level parameters (if present). Likewise, *this* is bound for fact statements resulting from assumptions or finished goals. In case *this* refers to an object-logic statement that is an application $f t$, then t is bound to the special text variable “...” (three dots). The canonical application of this convenience are calculational proofs (see §6.5).

6.2.3 Facts and forward chaining

note : $proof(state) \rightarrow proof(state)$
then : $proof(state) \rightarrow proof(chain)$
from : $proof(state) \rightarrow proof(chain)$
with : $proof(state) \rightarrow proof(chain)$
using : $proof(prove) \rightarrow proof(prove)$
unfolding : $proof(prove) \rightarrow proof(prove)$

New facts are established either by assumption or proof of local statements. Any fact will usually be involved in further proofs, either as explicit arguments of proof methods, or when forward chaining towards the next goal via **then** (and variants); **from** and **with** are composite forms involving **note**. The **using** elements augments the collection of used facts *after* a goal has been stated. Note that the special theorem name *this* refers to the most recently established facts, but only *before* issuing a follow-up claim.



note $a = b_1 \dots b_n$ recalls existing facts b_1, \dots, b_n , binding the result as a . Note that attributes may be involved as well, both on the left and right hand sides.

then indicates forward chaining by the current facts in order to establish the goal to be claimed next. The initial proof method invoked to refine that will be offered the facts to do “anything appropriate” (see also §6.3.2). For example, method *rule* (see §6.3.3) would typically do an elimination rather than an introduction. Automatic methods usually insert the facts into the goal state before operation. This provides a simple scheme to control relevance of facts in automated proof search.

from b abbreviates “**note** b **then**”; thus **then** is equivalent to “**from** *this*”.

with $b_1 \dots b_n$ abbreviates “**from** $b_1 \dots b_n$ **and** *this*”; thus the forward chaining is from earlier facts together with the current ones.

using $b_1 \dots b_n$ augments the facts being currently indicated for use by a subsequent refinement step (such as **apply** or **proof**).

unfolding $b_1 \dots b_n$ is structurally similar to **using**, but unfolds definitional equations b_1, \dots, b_n throughout the goal state and facts.

Forward chaining with an empty list of theorems is the same as not chaining at all. Thus “**from** *nothing*” has no effect apart from entering *prove(chain)* mode, since *nothing* is bound to the empty list of theorems.

Basic proof methods (such as *rule*) expect multiple facts to be given in their proper order, corresponding to a prefix of the premises of the rule involved. Note that positions may be easily skipped using something like **from** *_* **and** *a* **and** *b*, for example. This involves the trivial rule $PROP \psi \implies PROP \psi$, which is bound in Isabelle/Pure as “*_*” (underscore).

Automated methods (such as *simp* or *auto*) just insert any given facts before their usual operation. Depending on the kind of procedure involved, the order of facts is less significant here.

6.2.4 Goals

```

lemma      : local.theory → proof(prove)
theorem   : local.theory → proof(prove)
corollary  : local.theory → proof(prove)
schematic_lemma : local.theory → proof(prove)
schematic_theorem : local.theory → proof(prove)
schematic_corollary : local.theory → proof(prove)
have      : proof(state) | proof(chain) → proof(prove)
show     : proof(state) | proof(chain) → proof(prove)
hence    : proof(state) → proof(prove)
thus     : proof(state) → proof(prove)
print_statement* : context →

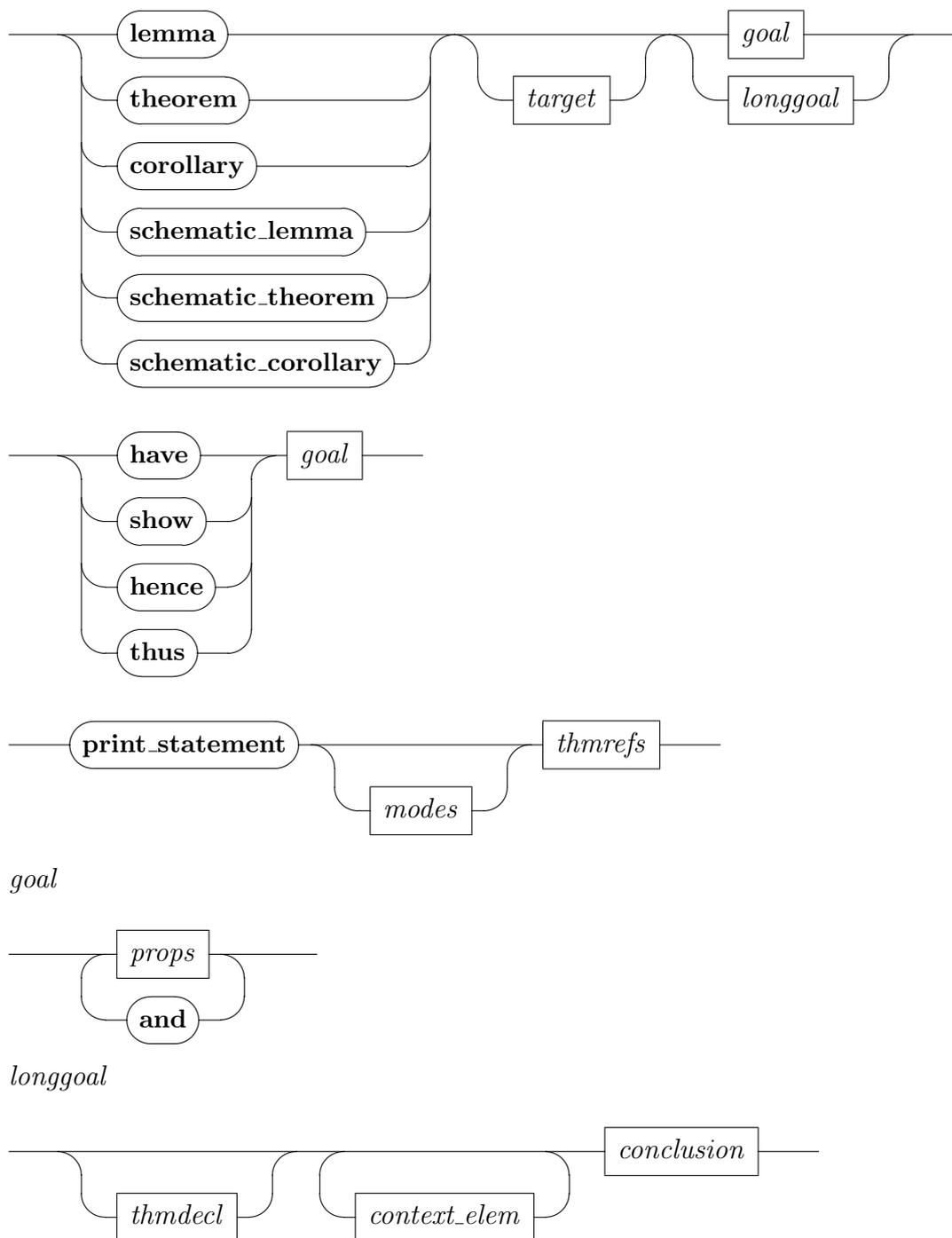
```

From a theory context, proof mode is entered by an initial goal command such as **lemma**, **theorem**, or **corollary**. Within a proof, new claims may be introduced locally as well; four variants are available here to indicate whether forward chaining of facts should be performed initially (via **then**), and whether the final result is meant to solve some pending goal.

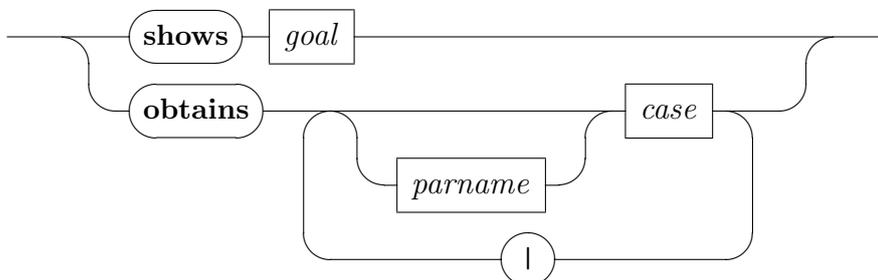
Goals may consist of multiple statements, resulting in a list of facts eventually. A pending multi-goal is internally represented as a meta-level conjunction (&&&), which is usually split into the corresponding number of sub-goals prior to an initial method application, via **proof** (§6.3.2) or **apply** (§6.3.4). The *induct* method covered in §6.6 acts on multiple claims simultaneously.

Claims at the theory level may be either in short or long form. A short goal merely consists of several simultaneous propositions (often just one). A long goal includes an explicit context specification for the subsequent conclusion, involving local parameters and assumptions. Here the role of each part of the statement is explicitly marked by separate keywords (see also §5.5); the local assumptions being introduced here are available as *assms* in the proof. Moreover, there are two kinds of conclusions: **shows** states several simultaneous propositions (essentially a big conjunction), while **obtains** claims

several simultaneous simultaneous contexts of (essentially a big disjunction of eliminated parameters and assumptions, cf. §6.4).



conclusion



case



lemma a : φ enters proof mode with φ as main goal, eventually resulting in some fact $\vdash \varphi$ to be put back into the target context. An additional *context* specification may build up an initial proof context for the subsequent claim; this includes local definitions and syntax as well, see the definition of *context_elem* in §5.5.

theorem a : φ and **corollary** a : φ are essentially the same as **lemma** a : φ , but the facts are internally marked as being of a different kind. This discrimination acts like a formal comment.

schematic_lemma, **schematic_theorem**, **schematic_corollary** are similar to **lemma**, **theorem**, **corollary**, respectively but allow the statement to contain unbound schematic variables.

Under normal circumstances, an Isar proof text needs to specify claims explicitly. Schematic goals are more like goals in Prolog, where certain results are synthesized in the course of reasoning. With schematic statements, the inherent compositionality of Isar proofs is lost, which also impacts performance, because proof checking is forced into sequential mode.

have a : φ claims a local goal, eventually resulting in a fact within the current logical context. This operation is completely independent of any pending sub-goals of an enclosing goal statements, so **have** may be freely used for experimental exploration of potential results within a proof body.

show a : φ is like **have** a : φ plus a second stage to refine some pending sub-goal for each one of the finished result, after having been exported into the corresponding context (at the head of the sub-proof of this **show** command).

To accommodate interactive debugging, resulting rules are printed before being applied internally. Even more, interactive execution of **show** predicts potential failure and displays the resulting error as a warning beforehand. Watch out for the following message:

```
Problem! Local statement will fail to solve any pending goal
```

hence abbreviates “**then have**”, i.e. claims a local goal to be proven by forward chaining the current facts. Note that **hence** is also equivalent to “**from this have**”.

thus abbreviates “**then show**”. Note that **thus** is also equivalent to “**from this show**”.

print_statement a prints facts from the current theory or proof context in long statement form, according to the syntax for **lemma** given above.

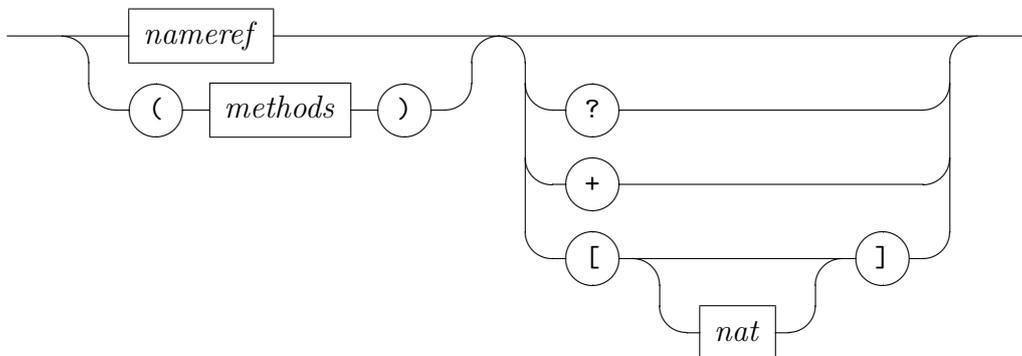
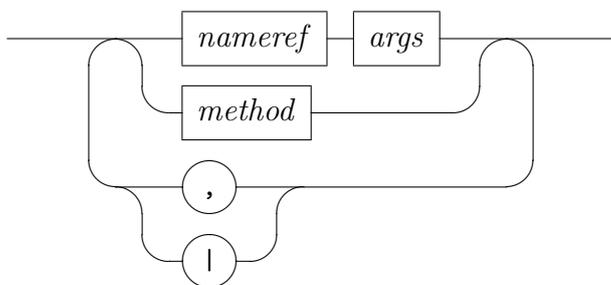
Any goal statement causes some term abbreviations (such as *?thesis*) to be bound automatically, see also §6.2.2.

The optional case names of **obtains** have a twofold meaning: (1) during the of this claim they refer to the the local context introductions, (2) the resulting rule is annotated accordingly to support symbolic case splits when used with the *cases* method (cf. §6.6).

6.3 Refinement steps

6.3.1 Proof method expressions

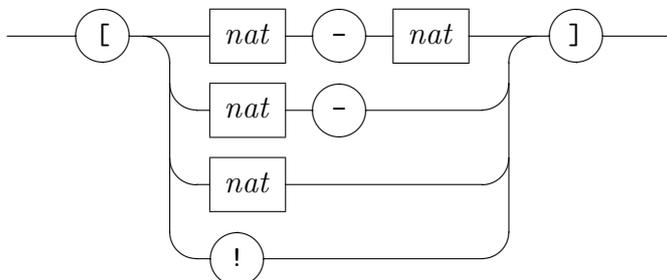
Proof methods are either basic ones, or expressions composed of methods via “,” (sequential composition), “|” (alternative choices), “?” (try), “+” (repeat at least once), “[n]” (restriction to first n sub-goals, with default $n = 1$). In practice, proof methods are usually just a comma separated list of *nameref args* specifications. Note that parentheses may be dropped for single method specifications (with no arguments).

method*methods*

Proper Isar proof methods do *not* admit arbitrary goal addressing, but refer either to the first sub-goal or all sub-goals uniformly. The goal restriction operator “[*n*]” evaluates a method expression within a sandbox consisting of the first *n* sub-goals (which need to exist). For example, the method “*simp_all*[3]” simplifies the first three sub-goals, while “(*rule foo, simp_all*)[]” simplifies all new goals that emerge from applying rule *foo* to the originally first one.

Improper methods, notably tactic emulations, offer a separate low-level goal addressing scheme as explicit argument to the individual tactic being involved. Here “[!]” refers to all goals, and “[*n*-]” to all goals starting from *n*.

goal_spec



6.3.2 Initial and terminal proof steps

proof : $proof(prove) \rightarrow proof(state)$
qed : $proof(state) \rightarrow proof(state) \mid local_theory \mid theory$
by : $proof(prove) \rightarrow proof(state) \mid local_theory \mid theory$
.. : $proof(prove) \rightarrow proof(state) \mid local_theory \mid theory$
. : $proof(prove) \rightarrow proof(state) \mid local_theory \mid theory$
sorry : $proof(prove) \rightarrow proof(state) \mid local_theory \mid theory$

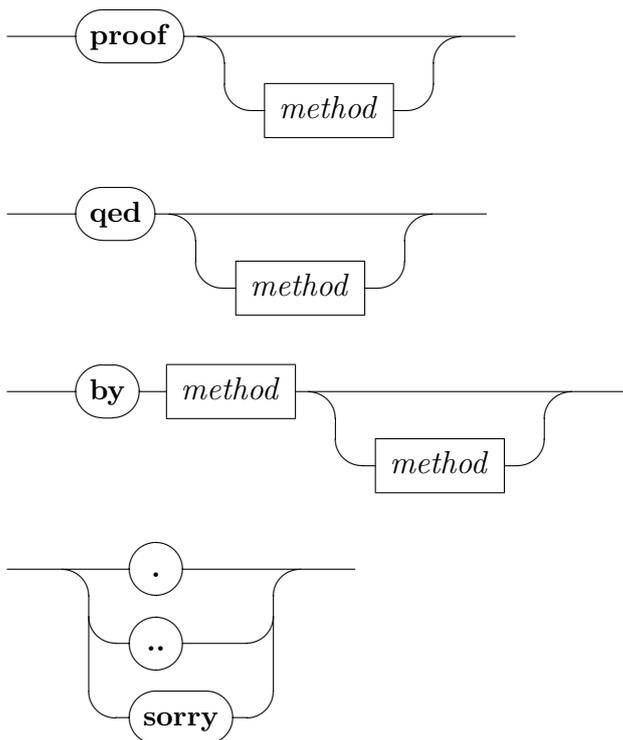
Arbitrary goal refinement via tactics is considered harmful. Structured proof composition in Isar admits proof methods to be invoked in two places only.

1. An *initial* refinement step **proof** m_1 reduces a newly stated goal to a number of sub-goals that are to be solved later. Facts are passed to m_1 for forward chaining, if so indicated by *proof(chain)* mode.
2. A *terminal* conclusion step **qed** m_2 is intended to solve remaining goals. No facts are passed to m_2 .

The only other (proper) way to affect pending goals in a proof body is by **show**, which involves an explicit statement of what is to be solved eventually. Thus we avoid the fundamental problem of unstructured tactic scripts that consist of numerous consecutive goal transformations, with invisible effects.

As a general rule of thumb for good proof style, initial proof methods should either solve the goal completely, or constitute some well-understood reduction to new sub-goals. Arbitrary automatic proof tools that are prone leave a large number of badly structured sub-goals are no help in continuing the proof document in an intelligible manner.

Unless given explicitly by the user, the default initial method is *rule* (or its classical variant *rule*), which applies a single standard elimination or introduction rule according to the topmost symbol involved. There is no separate default terminal method. Any remaining goals are always solved by assumption in the very last step.



proof m_1 refines the goal by proof method m_1 ; facts for forward chaining are passed if so indicated by *proof(chain)* mode.

qed m_2 refines any remaining goals by proof method m_2 and concludes the sub-proof by assumption. If the goal had been *show* (or *thus*), some pending sub-goal is solved as well by the rule resulting from the result *exported* into the enclosing goal context. Thus *qed* may fail for two reasons: either m_2 fails, or the resulting rule does not fit to any pending goal¹ of the enclosing context. Debugging such a situation might involve temporarily changing **show** into **have**, or weakening the local context by replacing occurrences of **assume** by **presume**.

¹This includes any additional “strong” assumptions as introduced by **assume**.

by m_1 m_2 is a *terminal proof*; it abbreviates **proof** m_1 *qed* m_2 , but with backtracking across both methods. Debugging an unsuccessful **by** m_1 m_2 command can be done by expanding its definition; in many cases **proof** m_1 (or even *apply* m_1) is already sufficient to see the problem.

“..” is a *default proof*; it abbreviates **by rule**.

“.” is a *trivial proof*; it abbreviates **by this**.

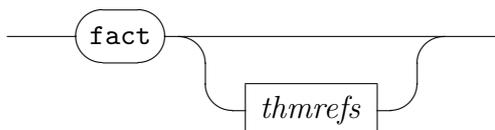
sorry is a *fake proof* pretending to solve the pending claim without further ado. This only works in interactive development, or if the `quick_and_dirty` flag is enabled (in ML). Facts emerging from fake proofs are not the real thing. Internally, each theorem container is tainted by an oracle invocation, which is indicated as “[!]” in the printed result.

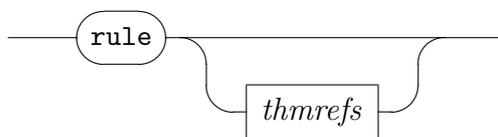
The most important application of **sorry** is to support experimentation and top-down proof development.

6.3.3 Fundamental methods and attributes

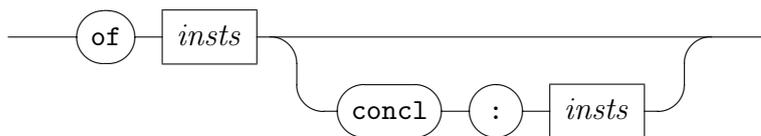
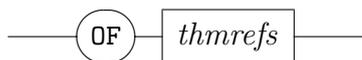
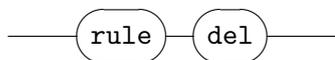
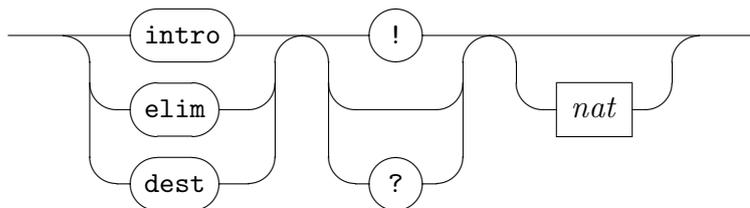
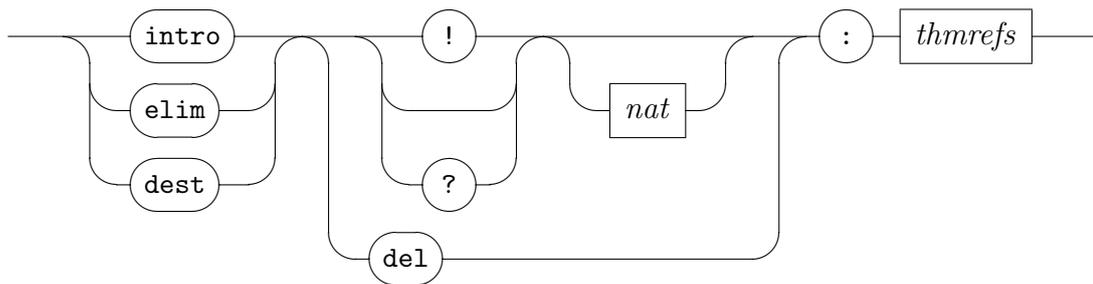
The following proof methods and attributes refer to basic logical operations of Isar. Further methods and attributes are provided by several generic and object-logic specific tools and packages (see chapter 9 and chapter 10).

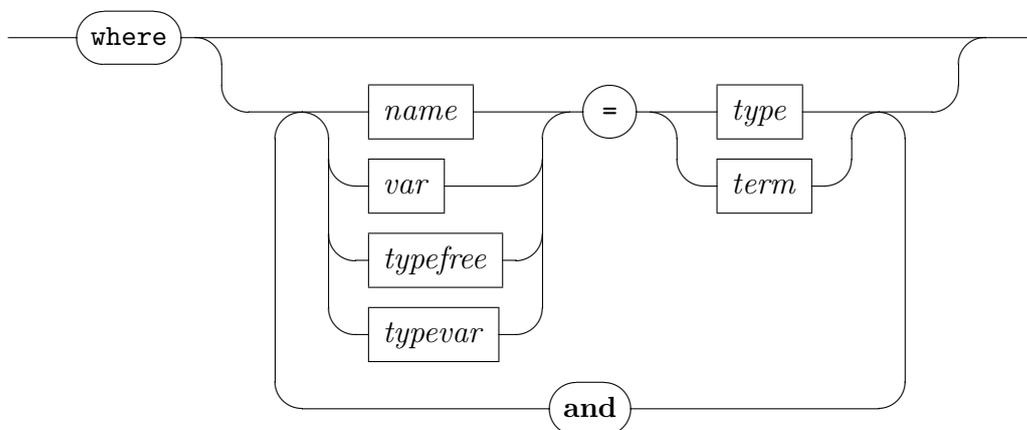
— : *method*
fact : *method*
assumption : *method*
this : *method*
rule : *method*
intro : *attribute*
elim : *attribute*
dest : *attribute*
rule : *attribute*
OF : *attribute*
of : *attribute*
where : *attribute*





rulemod





“ $-$ ” (minus) does nothing but insert the forward chaining facts as premises into the goal. Note that command **proof** without any method actually performs a single reduction step using the *rule* method; thus a plain *do-nothing* proof step would be “**proof** $-$ ” rather than **proof** alone.

fact $a_1 \dots a_n$ composes some fact from a_1, \dots, a_n (or implicitly from the current proof context) modulo unification of schematic type and term variables. The rule structure is not taken into account, i.e. meta-level implication is considered atomic. This is the same principle underlying literal facts (cf. §3.2.7): “**have** φ **by fact**” is equivalent to “**note** ‘ φ ’” provided that $\vdash \varphi$ is an instance of some known $\vdash \varphi$ in the proof context.

assumption solves some goal by a single assumption step. All given facts are guaranteed to participate in the refinement; this means there may be only 0 or 1 in the first place. Recall that **qed** (§6.3.2) already concludes any remaining sub-goals by assumption, so structured proofs usually need not quote the *assumption* method at all.

this applies all of the current facts directly as rules. Recall that “.” (dot) abbreviates “**by this**”.

rule $a_1 \dots a_n$ applies some rule given as argument in backward manner; facts are used to reduce the rule before applying it to the goal. Thus *rule* without facts is plain introduction, while with facts it becomes elimination.

When no arguments are given, the *rule* method tries to pick appropriate rules automatically, as declared in the current context using the *intro*, *elim*, *dest* attributes (see below). This is the default behavior of **proof** and “.” (double-dot) steps (see §6.3.2).

intro, *elim*, and *dest* declare introduction, elimination, and destruct rules, to be used with method *rule*, and similar tools. Note that the latter will ignore rules declared with “?”, while “!” are used most aggressively.

The classical reasoner (see §9.4) introduces its own variants of these attributes; use qualified names to access the present versions of Isabelle/Pure, i.e. *Pure.intro*.

rule del undeclares introduction, elimination, or destruct rules.

OF $a_1 \dots a_n$ applies some theorem to all of the given rules a_1, \dots, a_n (in parallel). This corresponds to the **op MRS** operation in ML, but note the reversed order. Positions may be effectively skipped by including “_” (underscore) as argument.

of $t_1 \dots t_n$ performs positional instantiation of term variables. The terms t_1, \dots, t_n are substituted for any schematic variables occurring in a theorem from left to right; “_” (underscore) indicates to skip a position. Arguments following a “*concl:*” specification refer to positions of the conclusion of a rule.

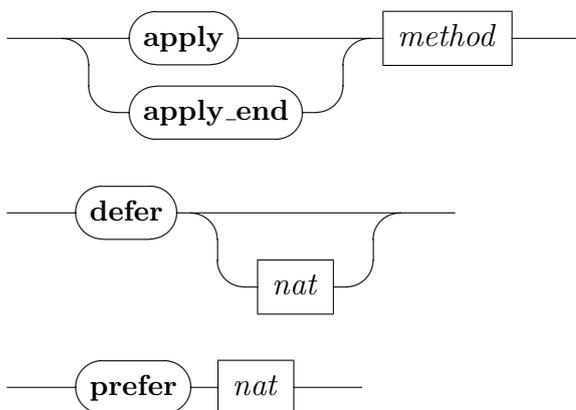
where $x_1 = t_1$ **and** \dots $x_n = t_n$ performs named instantiation of schematic type and term variables occurring in a theorem. Schematic variables have to be specified on the left-hand side (e.g. *?x1.3*). The question mark may be omitted if the variable name is a plain identifier without index. As type instantiations are inferred from term instantiations, explicit type instantiations are seldom necessary.

6.3.4 Emulating tactic scripts

The Isar provides separate commands to accommodate tactic-style proof scripts within the same system. While being outside the orthodox Isar proof language, these might come in handy for interactive exploration and debugging, or even actual tactical proof within new-style theories (to benefit from document preparation, for example). See also §9.2.3 for actual tactics, that have been encapsulated as proof methods. Proper proof methods may be

used in scripts, too.

apply* : $proof(prove) \rightarrow proof(prove)$
apply_end* : $proof(state) \rightarrow proof(state)$
done* : $proof(prove) \rightarrow proof(state) \mid local_theory \mid theory$
defer* : $proof \rightarrow proof$
prefer* : $proof \rightarrow proof$
back* : $proof \rightarrow proof$



apply m applies proof method m in initial position, but unlike **proof** it retains “ $proof(prove)$ ” mode. Thus consecutive method applications may be given just as in tactic scripts.

Facts are passed to m as indicated by the goal’s forward-chain mode, and are *consumed* afterwards. Thus any further **apply** command would always work in a purely backward manner.

apply_end m applies proof method m as if in terminal position. Basically, this simulates a multi-step tactic script for **qed**, but may be given anywhere within the proof body.

No facts are passed to m here. Furthermore, the static context is that of the enclosing goal (as for actual **qed**). Thus the proof method may not refer to any assumptions introduced in the current body, for example.

done completes a proof script, provided that the current goal state is solved completely. Note that actual structured proof commands (e.g. “.” or **sorry**) may be used to conclude proof scripts as well.

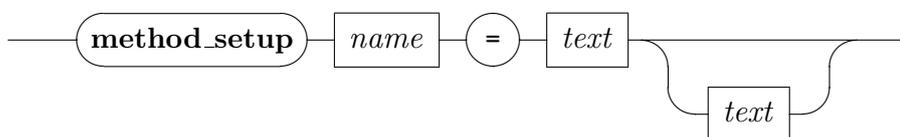
defer n and **prefer** n shuffle the list of pending goals: **defer** puts off sub-goal n to the end of the list ($n = 1$ by default), while **prefer** brings sub-goal n to the front.

back does back-tracking over the result sequence of the latest proof command. Basically, any proof command may return multiple results.

Any proper Isar proof method may be used with tactic script commands such as **apply**. A few additional emulations of actual tactics are provided as well; these would be never used in actual structured proofs, of course.

6.3.5 Defining proof methods

method_setup : *theory* → *theory*



method_setup *name* = *text description* defines a proof method in the current theory. The given *text* has to be an ML expression of type `(Proof.context -> Proof.method) context_parser`, cf. basic parsers defined in structure `Args` and `Attrib`. There are also combinators like `METHOD` and `SIMPLE_METHOD` to turn certain tactic forms into official proof methods; the primed versions refer to tactics with explicit goal addressing.

Here are some example method definitions:

```
method_setup my_method1 = {*
  Scan.succeed (K (SIMPLE_METHOD' (fn i: int => no_tac)))
*} "my first method (without any arguments)"

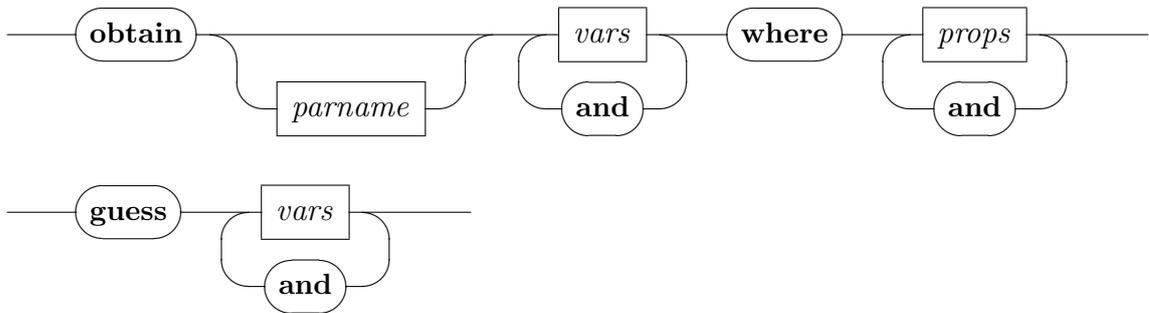
method_setup my_method2 = {*
  Scan.succeed (fn ctxt: Proof.context =>
    SIMPLE_METHOD' (fn i: int => no_tac))
*} "my second method (with context)"

method_setup my_method3 = {*
  Attrib.thms >> (fn thms: thm list => fn ctxt: Proof.context =>
    SIMPLE_METHOD' (fn i: int => no_tac))
*} "my third method (with theorem arguments and context)"
```

6.4 Generalized elimination

obtain : $proof(state) \mid proof(chain) \rightarrow proof(prove)$
guess* : $proof(state) \mid proof(chain) \rightarrow proof(prove)$

Generalized elimination means that additional elements with certain properties may be introduced in the current context, by virtue of a locally proven “soundness statement”. Technically speaking, the **obtain** language element is like a declaration of **fix** and **assume** (see also see §6.2.1), together with a soundness proof of its additional claim. According to the nature of existential reasoning, assumptions get eliminated from any result exported from the context later, provided that the corresponding parameters do *not* occur in the conclusion.



The derived Isar command **obtain** is defined as follows (where b_1, \dots, b_k shall refer to (optional) facts indicated for forward chaining).

$$\langle \text{using } b_1 \dots b_k \rangle \text{ obtain } x_1 \dots x_m \text{ where } a: \varphi_1 \dots \varphi_n \langle \text{proof} \rangle \equiv$$

have $\wedge thesis. (\wedge x_1 \dots x_m. \varphi_1 \implies \dots \varphi_n \implies thesis) \implies thesis$
proof *succeed*
fix *thesis*
assume *that* [*Pure.intro?*]: $\wedge x_1 \dots x_m. \varphi_1 \implies \dots \varphi_n \implies thesis$
then show *thesis*
apply –
using $b_1 \dots b_k \langle \text{proof} \rangle$
qed
fix $x_1 \dots x_m$ **assume*** $a: \varphi_1 \dots \varphi_n$

Typically, the soundness proof is relatively straight-forward, often just by canonical automated tools such as “**by simp**” or “**by blast**”. Accordingly, the “*that*” reduction above is declared as simplification and introduction rule.

In a sense, **obtain** represents at the level of Isar proofs what would be meta-logical existential quantifiers and conjunctions. This concept has a broad range of useful applications, ranging from plain elimination (or introduction) of object-level existential and conjunctions, to elimination over results of symbolic evaluation of recursive definitions, for example. Also note that **obtain** without parameters acts much like **have**, where the result is treated as a genuine assumption.

An alternative name to be used instead of “*that*” above may be given in parentheses.

The improper variant **guess** is similar to **obtain**, but derives the obtained statement from the course of reasoning! The proof starts with a fixed goal *thesis*. The subsequent proof may refine this to anything of the form like $\bigwedge x_1 \dots x_m. \varphi_1 \implies \dots \varphi_n \implies thesis$, but must not introduce new subgoals. The final goal state is then used as reduction rule for the obtain scheme described above. Obtained parameters x_1, \dots, x_m are marked as internal by default, which prevents the proof context from being polluted by ad-hoc variables. The variable names and type constraints given as arguments for **guess** specify a prefix of obtained parameters explicitly in the text.

It is important to note that the facts introduced by **obtain** and **guess** may not be polymorphic: any type-variables occurring here are fixed in the present context!

6.5 Calculational reasoning

```

also   : proof(state) → proof(state)
finally : proof(state) → proof(chain)
moreover : proof(state) → proof(state)
ultimately : proof(state) → proof(chain)
print_trans_rules* : context →
    trans   : attribute
    sym    : attribute
    symmetric : attribute

```

Calculational proof is forward reasoning with implicit application of transitivity rules (such those of $=$, \leq , $<$). Isabelle/Isar maintains an auxiliary fact register *calculation* for accumulating results obtained by transitivity composed with the current result. Command **also** updates *calculation* involving *this*, while **finally** exhibits the final *calculation* by forward chaining towards the next goal statement. Both commands require valid current facts, i.e. may

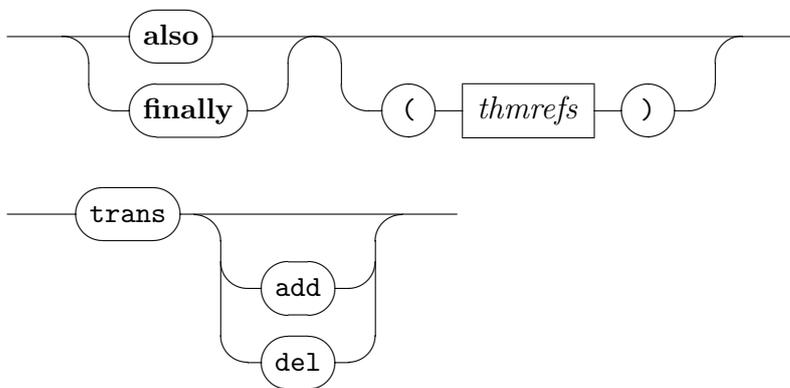
occur only after commands that produce theorems such as **assume**, **note**, or some finished proof of **have**, **show** etc. The **moreover** and **ultimately** commands are similar to **also** and **finally**, but only collect further results in *calculation* without applying any rules yet.

Also note that the implicit term abbreviation “...” has its canonical application with calculational proofs. It refers to the argument of the preceding statement. (The argument of a curried infix expression happens to be its right-hand side.)

Isabelle/Isar calculations are implicitly subject to block structure in the sense that new threads of calculational reasoning are commenced for any new block (as opened by a local goal, for example). This means that, apart from being able to nest calculations, there is no separate *begin-calculation* command required.

The Isar calculation proof commands may be defined as follows:²

also₀ ≡ **note calculation** = *this*
also_{n+1} ≡ **note calculation** = *trans [OF calculation this]*
finally ≡ **also from calculation**
moreover ≡ **note calculation** = *calculation this*
ultimately ≡ **moreover from calculation**



also ($a_1 \dots a_n$) maintains the auxiliary *calculation* register as follows. The first occurrence of **also** in some calculational thread initializes *calculation* by *this*. Any subsequent **also** on the same level of block-structure updates *calculation* by some transitivity rule applied to *calculation* and *this* (in that order). Transitivity rules are picked from

²We suppress internal bookkeeping such as proper handling of block-structure.

the current context, unless alternative rules are given as explicit arguments.

finally ($a_1 \dots a_n$) maintaining *calculation* in the same way as **also**, and concludes the current calculational thread. The final result is exhibited as fact for forward chaining towards the next goal. Basically, **finally** just abbreviates **also from** *calculation*. Typical idioms for concluding calculational proofs are “**finally show** *?thesis* .” and “**finally have** φ .”.

moreover and **ultimately** are analogous to **also** and **finally**, but collect results only, without applying rules.

print_trans_rules prints the list of transitivity rules (for calculational commands **also** and **finally**) and symmetry rules (for the *symmetric* operation and single step elimination patterns) of the current context.

trans declares theorems as transitivity rules.

sym declares symmetry rules, as well as *Pure.elim?* rules.

symmetric resolves a theorem with some rule declared as *sym* in the current context. For example, “**assume** [*symmetric*]: $x = y$ ” produces a swapped fact derived from that assumption.

In structured proof texts it is often more appropriate to use an explicit single-step elimination proof, such as “**assume** $x = y$ **then have** $y = x$..”.

6.6 Proof by cases and induction

6.6.1 Rule contexts

```

      case      : proof(state) → proof(state)
  print_cases* : context →
    case_names : attribute
  case_conclusion : attribute
      params   : attribute
    consumes  : attribute

```

The puristic way to build up Isar proof contexts is by explicit language elements like **fix**, **assume**, **let** (see §6.2.1). This is adequate for plain natural

deduction, but easily becomes unwieldy in concrete verification tasks, which typically involve big induction rules with several cases.

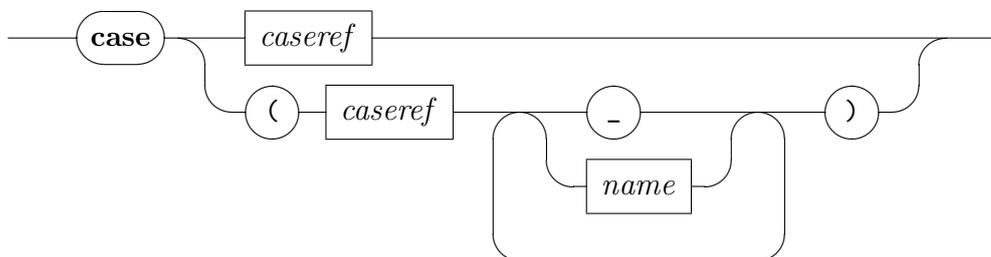
The **case** command provides a shorthand to refer to a local context symbolically: certain proof methods provide an environment of named “cases” of the form $c: x_1, \dots, x_m, \varphi_1, \dots, \varphi_n$; the effect of “**case** c ” is then equivalent to “**fix** $x_1 \dots x_m$ **assume** $c: \varphi_1 \dots \varphi_n$ ”. Term bindings may be covered as well, notably *?case* for the main conclusion.

By default, the “terminology” x_1, \dots, x_m of a case value is marked as hidden, i.e. there is no way to refer to such parameters in the subsequent proof text. After all, original rule parameters stem from somewhere outside of the current proof text. By using the explicit form “**case** ($c y_1 \dots y_m$)” instead, the proof author is able to choose local names that fit nicely into the current context.

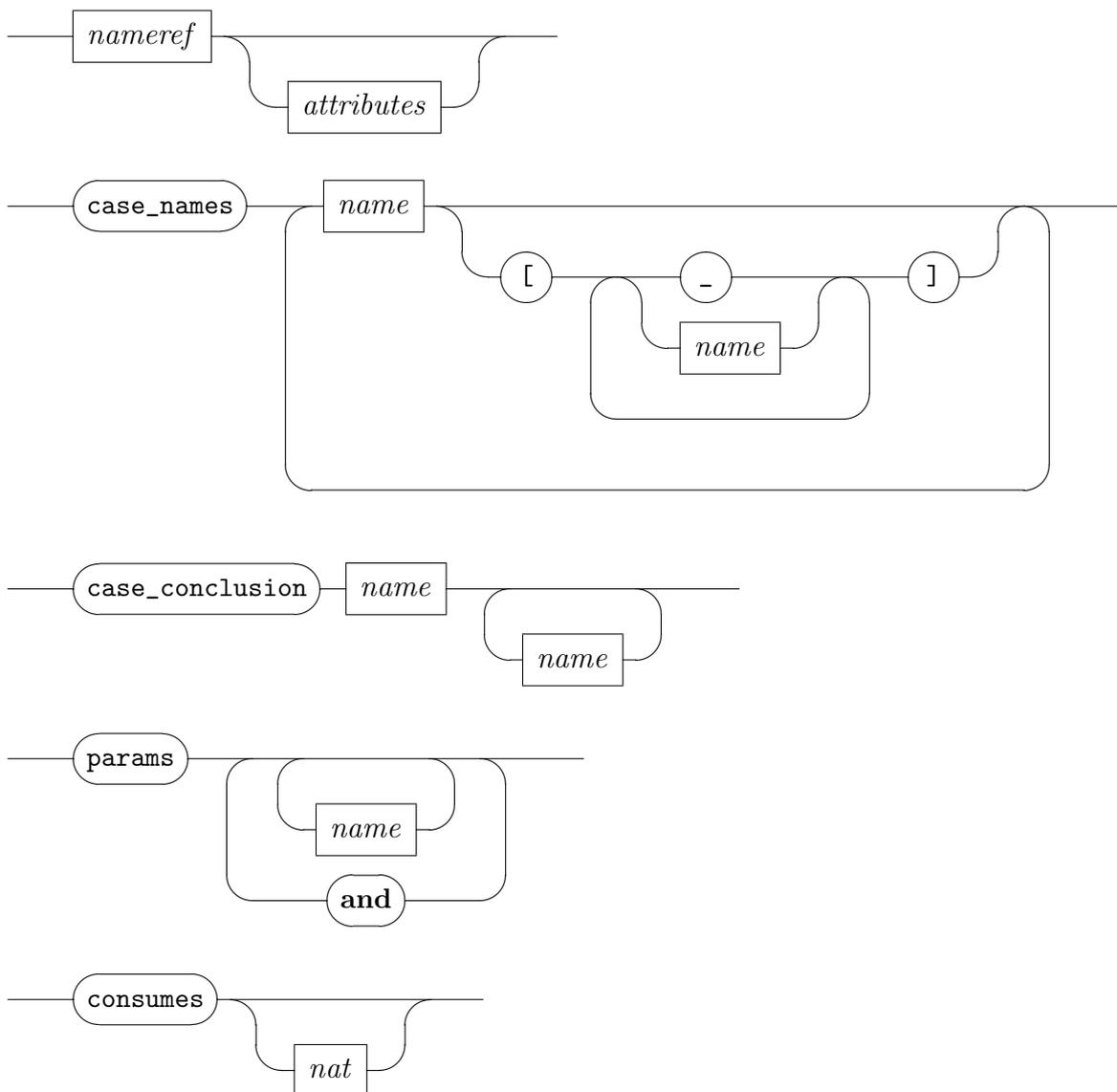
It is important to note that proper use of **case** does not provide means to peek at the current goal state, which is not directly observable in Isar! Nonetheless, goal refinement commands do provide named cases $goal_i$ for each subgoal $i = 1, \dots, n$ of the resulting goal state. Using this extra feature requires great care, because some bits of the internal tactical machinery intrude the proof text. In particular, parameter names stemming from the left-over of automated reasoning tools are usually quite unpredictable.

Under normal circumstances, the text of cases emerge from standard elimination or induction rules, which in turn are derived from previous theory specifications in a canonical way (say from **inductive** definitions).

Proper cases are only available if both the proof method and the rules involved support this. By using appropriate attributes, case names, conclusions, and parameters may be also declared by hand. Thus variant versions of rules that have been derived manually become ready to use in advanced case analysis later.



caseref



case ($c\ x_1 \dots x_m$) invokes a named local context $c: x_1, \dots, x_m, \varphi_1, \dots, \varphi_m$, as provided by an appropriate proof method (such as *cases* and *induct*). The command “**case** ($c\ x_1 \dots x_m$)” abbreviates “**fix** $x_1 \dots x_m$ **assume** $c: \varphi_1 \dots \varphi_n$ ”.

print_cases prints all local contexts of the current state, using Isar proof language notation.

case_names $c_1 \dots c_k$ declares names for the local contexts of premises of a theorem; c_1, \dots, c_k refers to the *prefix* of the list of premises. Each of the cases c_i can be of the form $c[h_1 \dots h_n]$ where the $h_1 \dots h_n$ are the names of the hypotheses in case c_i from left to right.

case_conclusion $c d_1 \dots d_k$ declares names for the conclusions of a named premise c ; here d_1, \dots, d_k refers to the prefix of arguments of a logical formula built by nesting a binary connective (e.g. \vee).

Note that proof methods such as *induct* and *coinduct* already provide a default name for the conclusion as a whole. The need to name sub-formulas only arises with cases that split into several sub-cases, as in common co-induction rules.

params $p_1 \dots p_m$ **and** $q_1 \dots q_n$ renames the innermost parameters of premises 1, \dots , n of some theorem. An empty list of names may be given to skip positions, leaving the present parameters unchanged.

Note that the default usage of case rules does *not* directly expose parameters to the proof context.

consumes n declares the number of “major premises” of a rule, i.e. the number of facts to be consumed when it is applied by an appropriate proof method. The default value of *consumes* is $n = 1$, which is appropriate for the usual kind of cases and induction rules for inductive sets (cf. §10.2). Rules without any *consumes* declaration given are treated as if *consumes* 0 had been specified.

Note that explicit *consumes* declarations are only rarely needed; this is already taken care of automatically by the higher-level *cases*, *induct*, and *coinduct* declarations.

6.6.2 Proof methods

```

cases   : method
induct  : method
induction : method
coinduct : method

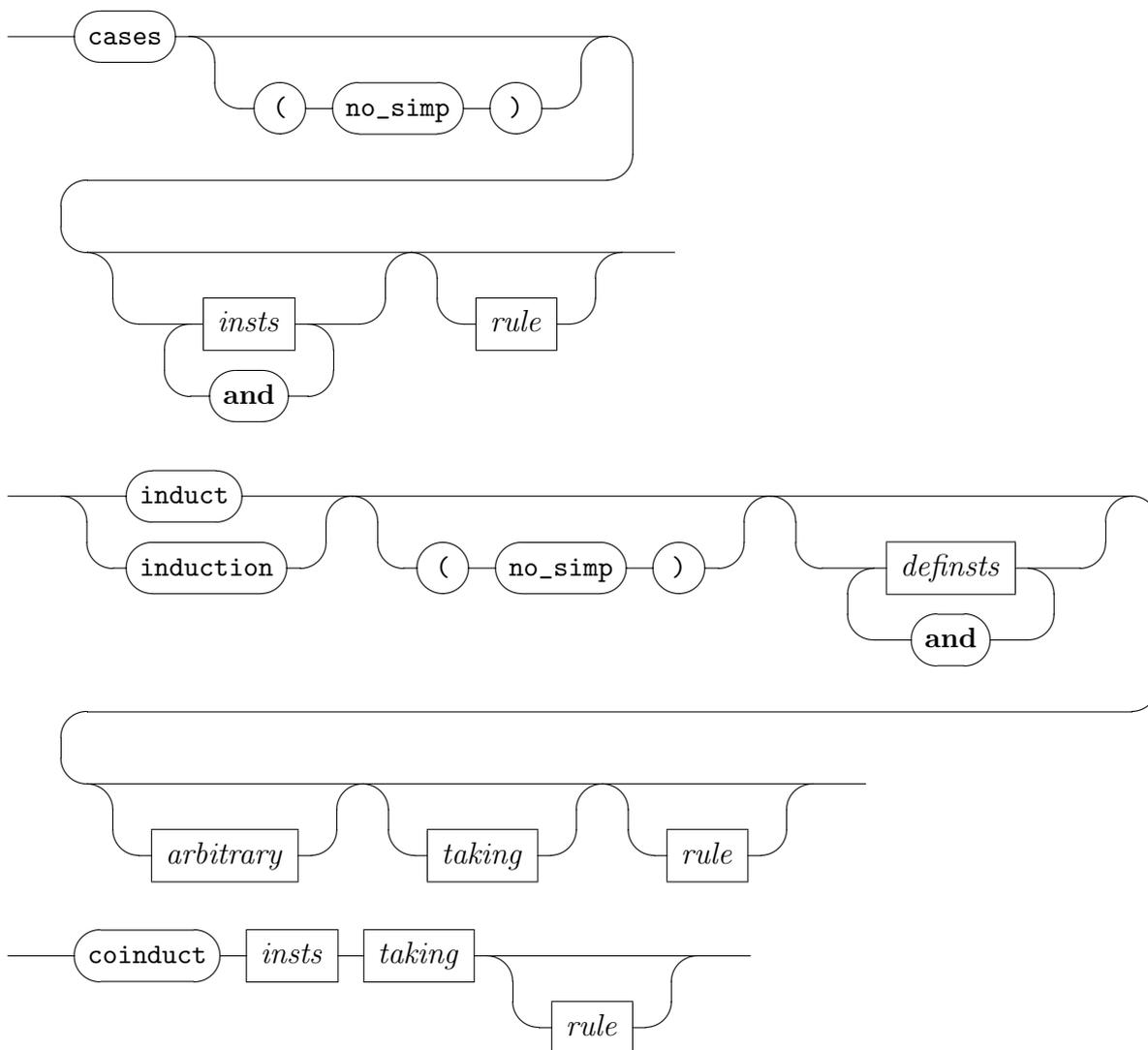
```

The *cases*, *induct*, *induction*, and *coinduct* methods provide a uniform interface to common proof techniques over datatypes, inductive predicates (or sets), recursive functions etc. The corresponding rules may be specified and instantiated in a casual manner. Furthermore, these methods provide named

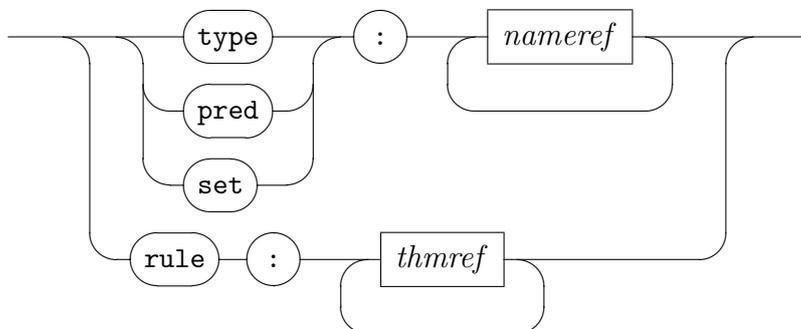
local contexts that may be invoked via the **case** proof command within the subsequent proof text. This accommodates compact proof texts even when reasoning about large specifications.

The *induct* method also provides some additional infrastructure in order to be applicable to structure statements (either using explicit meta-level connectives, or including facts and parameters separately). This avoids cumbersome encoding of “strengthened” inductive statements within the object-logic.

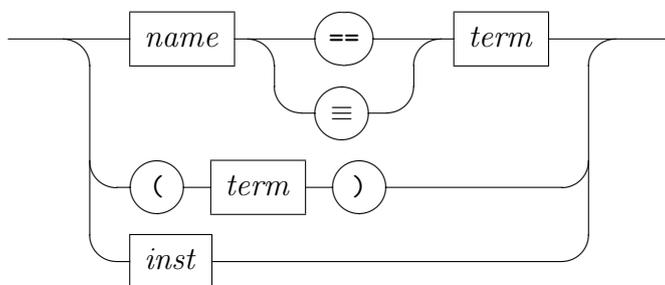
Method *induction* differs from *induct* only in the names of the facts in the local context invoked by the **case** command.



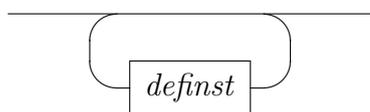
rule



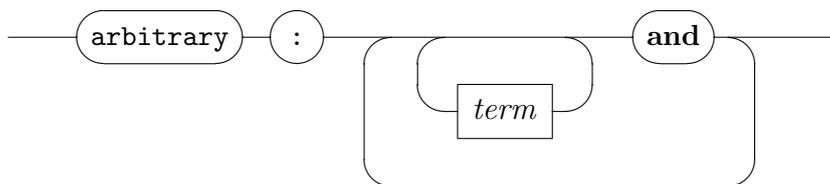
definst



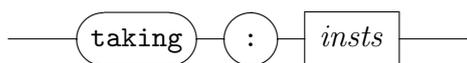
definsts



arbitrary



taking



cases insts R applies method *rule* with an appropriate case distinction theorem, instantiated to the subjects *insts*. Symbolic case names are bound according to the rule's local contexts.

The rule is determined as follows, according to the facts and arguments passed to the *cases* method:

facts	arguments	rule
	<i>cases</i>	classical case split
	<i>cases</i> t	datatype exhaustion (type of t)
$\vdash A$ t	<i>cases</i> ...	inductive predicate/set elimination (of A)
...	<i>cases</i> ... <i>rule</i> : R	explicit rule R

Several instantiations may be given, referring to the *suffix* of premises of the case rule; within each premise, the *prefix* of variables is instantiated. In most situations, only a single term needs to be specified; this refers to the first variable of the last premise (it is usually the same for all cases). The (*no_simp*) option can be used to disable pre-simplification of cases (see the description of *induct* below for details).

induct insts R and *induction insts R* are analogous to the *cases* method, but refer to induction rules, which are determined as follows:

facts	arguments	rule
	<i>induct</i> P x	datatype induction (type of x)
$\vdash A$ x	<i>induct</i> ...	predicate/set induction (of A)
...	<i>induct</i> ... <i>rule</i> : R	explicit rule R

Several instantiations may be given, each referring to some part of a mutual inductive definition or datatype — only related partial induction rules may be used together, though. Any of the lists of terms P , x , ... refers to the *suffix* of variables present in the induction rule. This enables the writer to specify only induction variables, or both predicates and variables, for example.

Instantiations may be definitional: equations $x \equiv t$ introduce local definitions, which are inserted into the claim and discharged after applying the induction rule. Equalities reappear in the inductive cases, but have been transformed according to the induction principle being involved here. In order to achieve practically useful induction hypotheses, some variables occurring in t need to be fixed (see below). Instantiations of the form t , where t is not a variable, are taken as a shorthand for $x \equiv t$, where x is a fresh variable. If this is not intended, t has to be enclosed in parentheses. By default, the equalities generated by definitional instantiations are pre-simplified using a specific set of rules, usually consisting of distinctness and injectivity theorems for datatypes. This pre-simplification may cause some of the parameters of an inductive

case to disappear, or may even completely delete some of the inductive cases, if one of the equalities occurring in their premises can be simplified to *False*. The (*no_simp*) option can be used to disable pre-simplification. Additional rules to be used in pre-simplification can be declared using the *induct_simp* attribute.

The optional “*arbitrary: x₁ ... x_m*” specification generalizes variables x_1, \dots, x_m of the original goal before applying induction. One can separate variables by “*and*” to generalize them in other goals than the first. Thus induction hypotheses may become sufficiently general to get the proof through. Together with definitional instantiations, one may effectively perform induction over expressions of a certain structure.

The optional “*taking: t₁ ... t_n*” specification provides additional instantiations of a prefix of pending variables in the rule. Such schematic induction rules rarely occur in practice, though.

coinduct inst R is analogous to the *induct* method, but refers to coinduction rules, which are determined as follows:

goal	arguments	rule
<i>coinduct</i> x		type coinduction (type of x)
$A\ x$ <i>coinduct</i> ...		predicate/set coinduction (of A)
... <i>coinduct</i> ... <i>rule: R</i>		explicit rule R

Coinduction is the dual of induction. Induction essentially eliminates $A\ x$ towards a generic result $P\ x$, while coinduction introduces $A\ x$ starting with $B\ x$, for a suitable “bisimulation” B . The cases of a *coinduct* rule are typically named after the predicates or sets being covered, while the conclusions consist of several alternatives being named after the individual destructor patterns.

The given instantiation refers to the *suffix* of variables occurring in the rule’s major premise, or conclusion if unavailable. An additional “*taking: t₁ ... t_n*” specification may be required in order to specify the bisimulation to be used in the coinduction step.

Above methods produce named local contexts, as determined by the instantiated rule as given in the text. Beyond that, the *induct* and *coinduct* methods guess further instantiations from the goal specification itself. Any persisting unresolved schematic variables of the resulting rule will render the corresponding case invalid. The term binding *?case* for the conclusion will be provided with each case, provided that term is fully specified.

The `print_cases` command prints all named cases present in the current proof state.

Despite the additional infrastructure, both *cases* and *coinduct* merely apply a certain rule, after instantiation, while conforming due to the usual way of monotonic natural deduction: the context of a structured statement $\bigwedge x_1 \dots x_m. \varphi_1 \implies \dots \varphi_n \implies \dots$ reappears unchanged after the case split.

The *induct* method is fundamentally different in this respect: the meta-level structure is passed through the “recursive” course involved in the induction. Thus the original statement is basically replaced by separate copies, corresponding to the induction hypotheses and conclusion; the original goal context is no longer available. Thus local assumptions, fixed parameters and definitions effectively participate in the inductive rephrasing of the original statement.

In *induct* proofs, local assumptions introduced by cases are split into two different kinds: *hyps* stemming from the rule and *prems* from the goal statement. This is reflected in the extracted cases accordingly, so invoking “**case** *c*” will provide separate facts *c.hyps* and *c.prems*, as well as fact *c* to hold the all-inclusive list.

In *induction* proofs, local assumptions introduced by cases are split into three different kinds: *IH*, the induction hypotheses, *hyps*, the remaining hypotheses stemming from the rule, and *prems*, the assumptions from the goal statement. The names are *c.IH*, *c.hyps* and *c.prems*, as above.

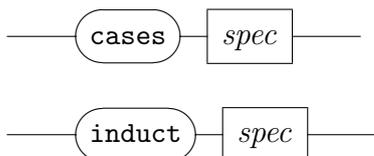
Facts presented to either method are consumed according to the number of “major premises” of the rule involved, which is usually 0 for plain cases and induction rules of datatypes etc. and 1 for rules of inductive predicates or sets and the like. The remaining facts are inserted into the goal verbatim before the actual *cases*, *induct*, or *coinduct* rule is applied.

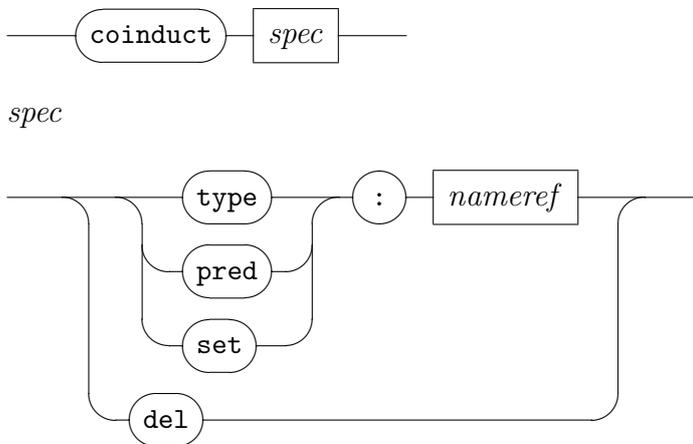
6.6.3 Declaring rules

```

print_induct_rules* : context →
    cases : attribute
    induct : attribute
    coinduct : attribute

```





print_induct_rules prints cases and induct rules for predicates (or sets) and types of the current context.

cases, *induct*, and *coinduct* (as attributes) declare rules for reasoning about (co)inductive predicates (or sets) and types, using the corresponding methods of the same name. Certain definitional packages of object-logics usually declare emerging cases and induction rules as expected, so users rarely need to intervene.

Rules may be deleted via the *del* specification, which covers all of the *type/pred/set* sub-categories simultaneously. For example, *cases del* removes any *cases* rules declared for some type, predicate, or set.

Manual rule declarations usually refer to the *case_names* and *params* attributes to adjust names of cases and parameters of a rule; the *consumes* declaration is taken care of automatically: *consumes* 0 is specified for “type” rules and *consumes* 1 for “predicate” / “set” rules.

Inner syntax — the term language

7.1 Printing logical entities

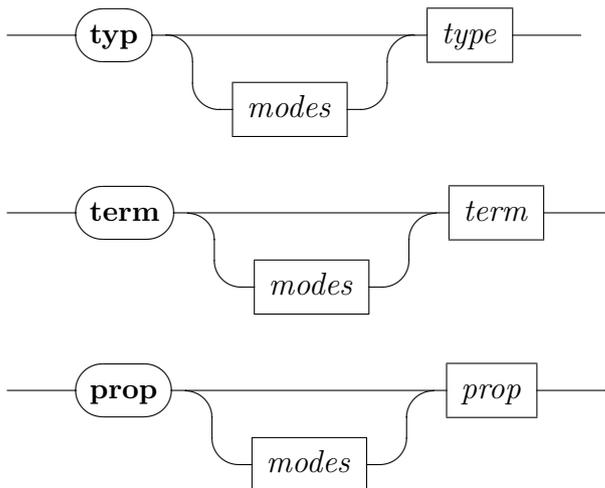
7.1.1 Diagnostic commands

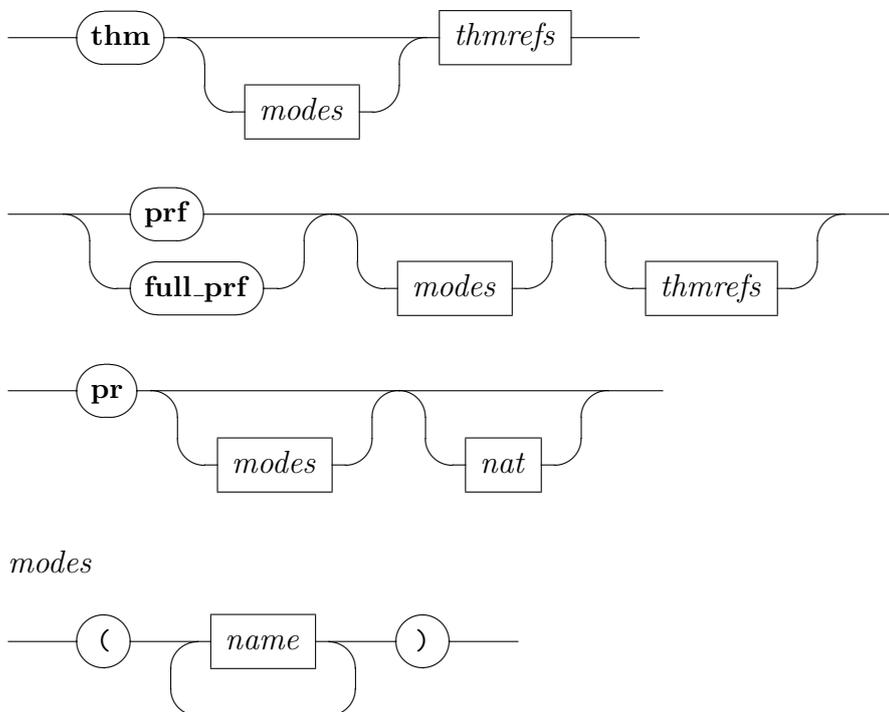
```

typ* : context →
term* : context →
prop* : context →
thm* : context →
prf* : context →
full_prf* : context →
pr* : any →

```

These diagnostic commands assist interactive development by printing internal logical entities in a human-readable fashion.





typ τ reads and prints types of the meta-logic according to the current theory or proof context.

term t and **prop** φ read, type-check and print terms or propositions according to the current theory or proof context; the inferred type of t is output as well. Note that these commands are also useful in inspecting the current environment of term abbreviations.

thm $a_1 \dots a_n$ retrieves theorems from the current theory or proof context. Note that any attributes included in the theorem specifications are applied to a temporary context derived from the current theory or proof; the result is discarded, i.e. attributes involved in a_1, \dots, a_n do not have any permanent effect.

prf displays the (compact) proof term of the current proof state (if present), or of the given theorems. Note that this requires proof terms to be switched on for the current object logic (see the “Proof terms” section of the Isabelle reference manual for information on how to do this).

full_prf is like **prf**, but displays the full proof term, i.e. also displays information omitted in the compact proof term, which is denoted by “_” placeholders there.

pr goals prints the current proof state (if present), including current facts and goals. The optional limit arguments affect the number of goals to be displayed, which is initially 10. Omitting limit value leaves the current setting unchanged.

All of the diagnostic commands above admit a list of *modes* to be specified, which is appended to the current print mode; see §??. Thus the output behavior may be modified according particular print mode features. For example, **pr** (*latex xsymbols*) would print the current proof state with mathematical symbols and special characters represented in L^AT_EX source, according to the Isabelle style [47].

Note that antiquotations (cf. §4.2) provide a more systematic way to include formal items into the printed text document.

7.1.2 Details of printed content

<i>show_types</i>	: attribute	default <i>false</i>
<i>show_sorts</i>	: attribute	default <i>false</i>
<i>show_consts</i>	: attribute	default <i>false</i>
<i>show_abbrevs</i>	: attribute	default <i>true</i>
<i>show_brackets</i>	: attribute	default <i>false</i>
<i>names_long</i>	: attribute	default <i>false</i>
<i>names_short</i>	: attribute	default <i>false</i>
<i>names_unique</i>	: attribute	default <i>true</i>
<i>eta_contract</i>	: attribute	default <i>true</i>
<i>goals_limit</i>	: attribute	default 10
<i>show_main_goal</i>	: attribute	default <i>false</i>
<i>show_hyps</i>	: attribute	default <i>false</i>
<i>show_tags</i>	: attribute	default <i>false</i>
<i>show_question_marks</i>	: attribute	default <i>true</i>

These configuration options control the detail of information that is displayed for types, terms, theorems, goals etc. See also §9.1.

show_types and *show_sorts* control printing of type constraints for term variables, and sort constraints for type variables. By default, neither of these are shown in output. If *show_sorts* is enabled, types are always shown as well.

Note that displaying types and sorts may explain why a polymorphic inference rule fails to resolve with some goal, or why a rewrite rule does not apply as expected.

show_consts controls printing of types of constants when displaying a goal state.

Note that the output can be enormous, because polymorphic constants often occur at several different type instances.

show_abbrevs controls folding of constant abbreviations.

show_brackets controls bracketing in pretty printed output. If enabled, all sub-expressions of the pretty printing tree will be parenthesized, even if this produces malformed term syntax! This crude way of showing the internal structure of pretty printed entities may occasionally help to diagnose problems with operator priorities, for example.

names_long, *names_short*, and *names_unique* control the way of printing fully qualified internal names in external form. See also §4.2 for the document antiquotation options of the same names.

eta_contract controls η -contracted printing of terms.

The η -contraction law asserts $(\lambda x. f x) \equiv f$, provided x is not free in f . It asserts *extensionality* of functions: $f \equiv g$ if $f x \equiv g x$ for all x . Higher-order unification frequently puts terms into a fully η -expanded form. For example, if F has type $(\tau \Rightarrow \tau) \Rightarrow \tau$ then its expanded form is $\lambda h. F (\lambda x. h x)$.

Enabling *eta_contract* makes Isabelle perform η -contractions before printing, so that $\lambda h. F (\lambda x. h x)$ appears simply as F .

Note that the distinction between a term and its η -expanded form occasionally matters. While higher-order resolution and rewriting operate modulo $\alpha\beta\eta$ -conversion, some other tools might look at terms more discretely.

goals_limit controls the maximum number of subgoals to be shown in goal output.

show_main_goal controls whether the main result to be proven should be displayed. This information might be relevant for schematic goals, to inspect the current claim that has been synthesized so far.

show_hyps controls printing of implicit hypotheses of local facts. Normally, only those hypotheses are displayed that are *not* covered by the assumptions of the current context: this situation indicates a fault in some tool being used.

By enabling *show_hyps*, output of *all* hypotheses can be enforced, which is occasionally useful for diagnostic purposes.

show_tags controls printing of extra annotations within theorems, such as internal position information, or the case names being attached by the attribute *case_names*.

Note that the *tagged* and *untagged* attributes provide low-level access to the collection of tags associated with a theorem.

show_question_marks controls printing of question marks for schematic variables, such as *?x*. Only the leading question mark is affected, the remaining text is unchanged (including proper markup for schematic variables that might be relevant for user interfaces).

7.1.3 Printing limits

```
Pretty.margin_default: int Unsynchronized.ref  
print_depth: int -> unit
```

These ML functions set limits for pretty printed text.

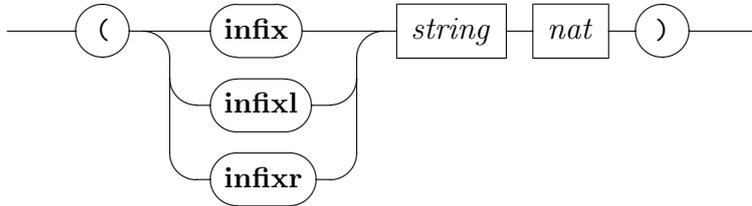
`Pretty.margin_default` indicates the global default for the right margin of the built-in pretty printer, with initial value 76. Note that user-interfaces typically control margins automatically when resizing windows, or even bypass the formatting engine of Isabelle/ML altogether and do it within the front end via Isabelle/Scala.

`print_depth` *n* limits the printing depth of the ML toplevel pretty printer; the precise effect depends on the ML compiler and run-time system. Typically *n* should be less than 10. Bigger values such as 100–1000 are useful for debugging.

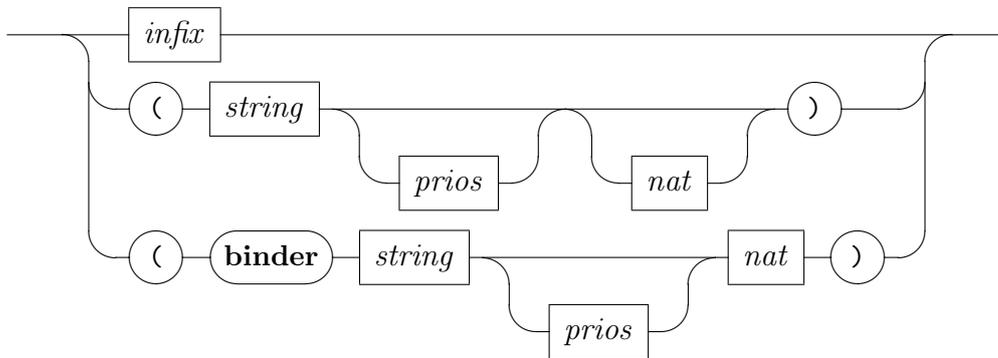
7.2 Mixfix annotations

Mixfix annotations specify concrete *inner syntax* of Isabelle types and terms. Locally fixed parameters in toplevel theorem statements, locale specifications etc. also admit mixfix annotations.

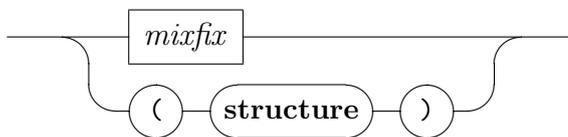
infix



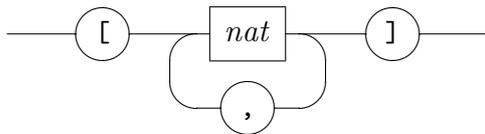
mixfix



struct_mixfix



prios



Here the *string* specifications refer to the actual mixfix template, which may include literal text, spacing, blocks, and arguments (denoted by “_”); the special symbol “\<index>” (printed as “i”) represents an index argument that specifies an implicit structure reference (see also §5.5). Infix and binder declarations provide common abbreviations for particular mixfix declarations. So in practice, mixfix templates mostly degenerate to literal text for concrete syntax, such as “++” for an infix symbol.

In full generality, mixfix declarations work as follows. Suppose a constant $c :: \tau_1 \Rightarrow \dots \tau_n \Rightarrow \tau$ is annotated by $(\text{mixfix } [p_1, \dots, p_n] p)$, where *mixfix* is

a string $d_0 _ d_1 _ \dots _ d_n$ consisting of delimiters that surround argument positions as indicated by underscores.

Altogether this determines a production for a context-free priority grammar, where for each argument i the syntactic category is determined by τ_i (with priority p_i), and the result category is determined from τ (with priority p). Priority specifications are optional, with default 0 for arguments and 1000 for the result.

Since τ may be again a function type, the constant type scheme may have more argument positions than the mixfix pattern. Printing a nested application $c \ t_1 \ \dots \ t_m$ for $m > n$ works by attaching concrete notation only to the innermost part, essentially by printing $(c \ t_1 \ \dots \ t_n) \ \dots \ t_m$ instead. If a term has fewer arguments than specified in the mixfix template, the concrete syntax is ignored.

A mixfix template may also contain additional directives for pretty printing, notably spaces, blocks, and breaks. The general template format is a sequence over any of the following entities.

d is a delimiter, namely a non-empty sequence of characters other than the following special characters:

- ' single quote
- _ underscore
- 1 index symbol
- (open parenthesis
-) close parenthesis
- / slash

' escapes the special meaning of these meta-characters, producing a literal version of the following character, unless that is a blank.

A single quote followed by a blank separates delimiters, without affecting printing, but input tokens may have additional white space here.

_ is an argument position, which stands for a certain syntactic category in the underlying grammar.

1 is an indexed argument position; this is the place where implicit structure arguments can be attached.

s is a non-empty sequence of spaces for printing. This and the following specifications do not affect parsing at all.

(*n* opens a pretty printing block. The optional number specifies how much indentation to add when a line break occurs within the block. If the parenthesis is not followed by digits, the indentation defaults to 0. A block specified via (00 is unbreakable.

) closes a pretty printing block.

// forces a line break.

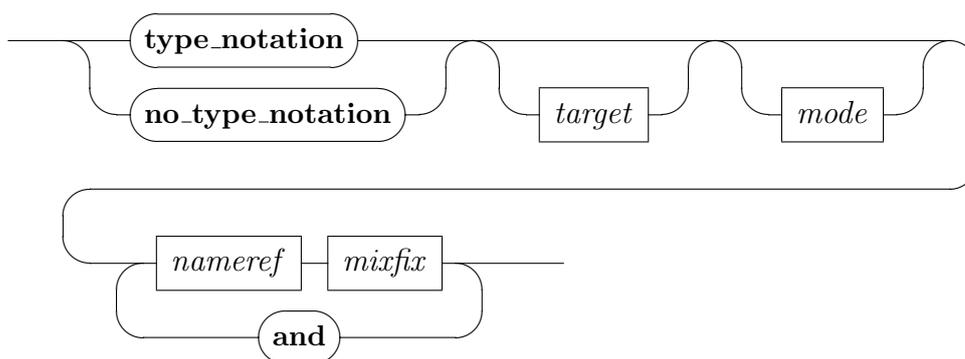
/s allows a line break. Here *s* stands for the string of spaces (zero or more) right after the slash. These spaces are printed if the break is *not* taken.

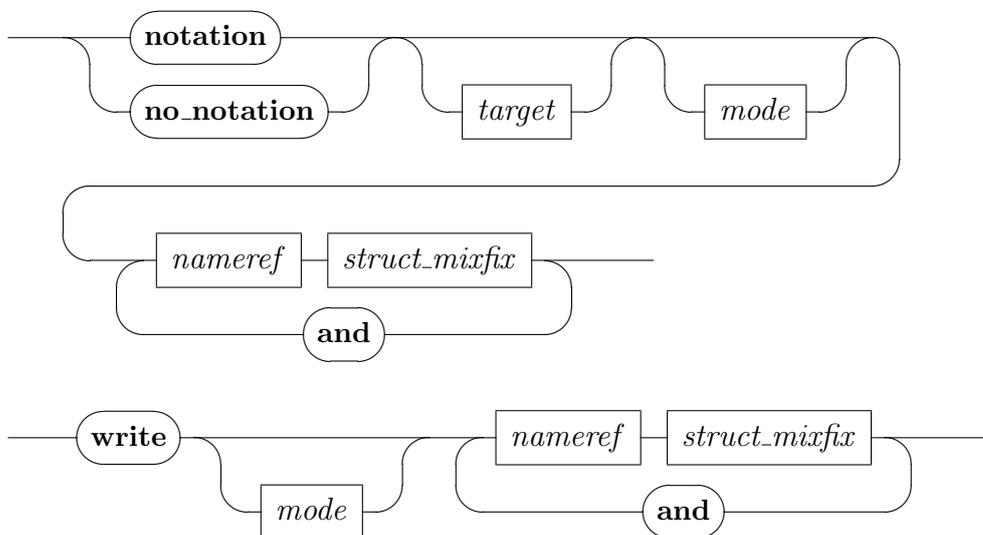
For example, the template (*_ +/ _*) specifies an infix operator. There are two argument positions; the delimiter + is preceded by a space and followed by a space or line break; the entire phrase is a pretty printing block.

The general idea of pretty printing with blocks and breaks is also described in [34].

7.3 Explicit notation

type_notation : *local_theory* → *local_theory*
no_type_notation : *local_theory* → *local_theory*
notation : *local_theory* → *local_theory*
no_notation : *local_theory* → *local_theory*
write : *proof(state)* → *proof(state)*





type_notation c (mx) associates mixfix syntax with an existing type constructor. The arity of the constructor is retrieved from the context.

no_type_notation is similar to **type_notation**, but removes the specified syntax annotation from the present context.

notation c (mx) associates mixfix syntax with an existing constant or fixed variable. The type declaration of the given entity is retrieved from the context.

no_notation is similar to **notation**, but removes the specified syntax annotation from the present context.

write is similar to **notation**, but works within an Isar proof body.

Note that the more primitive commands **syntax** and **no_syntax** (§7.6) provide raw access to the syntax tables of a global theory.

7.4 The Pure syntax

7.4.1 Priority grammars

A context-free grammar consists of a set of *terminal symbols*, a set of *non-terminal symbols* and a set of *productions*. Productions have the form $A = \gamma$, where A is a nonterminal and γ is a string of terminals and nonterminals. One designated nonterminal is called the *root symbol*. The language defined

by the grammar consists of all strings of terminals that can be derived from the root symbol by applying productions as rewrite rules.

The standard Isabelle parser for inner syntax uses a *priority grammar*. Each nonterminal is decorated by an integer priority: $A^{(p)}$. In a derivation, $A^{(p)}$ may be rewritten using a production $A^{(q)} = \gamma$ only if $p \leq q$. Any priority grammar can be translated into a normal context-free grammar by introducing new nonterminals and productions.

Formally, a set of context free productions G induces a derivation relation \longrightarrow_G as follows. Let α and β denote strings of terminal or nonterminal symbols. Then $\alpha A^{(p)} \beta \longrightarrow_G \alpha \gamma \beta$ holds if and only if G contains some production $A^{(q)} = \gamma$ for $p \leq q$.

The following grammar for arithmetic expressions demonstrates how binding power and associativity of operators can be enforced by priorities.

$$\begin{aligned} A^{(1000)} &= (A^{(0)}) \\ A^{(1000)} &= 0 \\ A^{(0)} &= A^{(0)} + A^{(1)} \\ A^{(2)} &= A^{(3)} * A^{(2)} \\ A^{(3)} &= - A^{(3)} \end{aligned}$$

The choice of priorities determines that $-$ binds tighter than $*$, which binds tighter than $+$. Furthermore $+$ associates to the left and $*$ to the right.

For clarity, grammars obey these conventions:

- All priorities must lie between 0 and 1000.
- Priority 0 on the right-hand side and priority 1000 on the left-hand side may be omitted.
- The production $A^{(p)} = \alpha$ is written as $A = \alpha (p)$, i.e. the priority of the left-hand side actually appears in a column on the far right.
- Alternatives are separated by $|$.
- Repetition is indicated by dots (\dots) in an informal but obvious way.

Using these conventions, the example grammar specification above takes the form:

$$\begin{array}{l}
A = (A) \\
| 0 \\
| A + A^{(1)} \quad (0) \\
| A^{(3)} * A^{(2)} \quad (2) \\
| - A^{(3)} \quad (3)
\end{array}$$

7.4.2 The Pure grammar

The priority grammar of the *Pure* theory is defined as follows:

$$\begin{array}{l}
any = prop \mid logic \\
\\
prop = (prop) \\
| prop^{(4)} :: type \quad (3) \\
| any^{(3)} == any^{(2)} \quad (2) \\
| any^{(3)} \equiv any^{(2)} \quad (2) \\
| prop^{(3)} \&\&\& prop^{(2)} \quad (2) \\
| prop^{(2)} ==> prop^{(1)} \quad (1) \\
| prop^{(2)} \implies prop^{(1)} \quad (1) \\
| [| prop ; \dots ; prop |] ==> prop^{(1)} \quad (1) \\
| [| prop ; \dots ; prop |] \implies prop^{(1)} \quad (1) \\
| !! idts . prop \quad (0) \\
| \bigwedge idts . prop \quad (0) \\
| OFCLASS (type , logic) \\
| SORT_CONSTRAINT (type) \\
| TERM logic \\
| PROP apropr \\
\\
apropr = (apropr) \\
| id \mid longid \mid var \mid _ \mid \dots \\
| CONST id \mid CONST longid \\
| logic^{(1000)} any^{(1000)} \dots any^{(1000)} \quad (999) \\
\\
logic = (logic) \\
| logic^{(4)} :: type \quad (3) \\
| id \mid longid \mid var \mid _ \mid \dots \\
| CONST id \mid CONST longid
\end{array}$$

$$\begin{array}{l|l}
| & \mathit{logic}^{(1000)} \ \mathit{any}^{(1000)} \ \dots \ \mathit{any}^{(1000)} \\
| & \% \ \mathit{pttrns} \ . \ \mathit{any}^{(3)} \\
| & \lambda \ \mathit{pttrns} \ . \ \mathit{any}^{(3)} \\
| & \mathbf{TYPE} \ (\ \mathit{type} \) \\
\\
\mathit{idt} & = \ (\ \mathit{idt} \) \ | \ \mathit{id} \ | \ _ \\
| & \mathit{id} \ :: \ \mathit{type} \\
| & _ \ :: \ \mathit{type} \\
\\
\mathit{idts} & = \ \mathit{idt} \ | \ \mathit{idt}^{(1)} \ \mathit{idts} \\
\\
\mathit{pttrn} & = \ \mathit{idt} \\
\\
\mathit{pttrns} & = \ \mathit{pttrn} \ | \ \mathit{pttrn}^{(1)} \ \mathit{pttrns} \\
\\
\mathit{type} & = \ (\ \mathit{type} \) \\
| & \mathit{tid} \ | \ \mathit{tvar} \ | \ _ \\
| & \mathit{tid} \ :: \ \mathit{sort} \ | \ \mathit{tvar} \ :: \ \mathit{sort} \ | \ _ \ :: \ \mathit{sort} \\
| & \mathit{id} \ | \ \mathit{type}^{(1000)} \ \mathit{id} \ | \ (\ \mathit{type} \ , \ \dots \ , \ \mathit{type} \) \ \mathit{id} \\
| & \mathit{longid} \ | \ \mathit{type}^{(1000)} \ \mathit{longid} \\
| & (\ \mathit{type} \ , \ \dots \ , \ \mathit{type} \) \ \mathit{longid} \\
| & \mathit{type}^{(1)} \Rightarrow \ \mathit{type} \\
| & \mathit{type}^{(1)} \Rightarrow \ \mathit{type} \\
| & [\ \mathit{type} \ , \ \dots \ , \ \mathit{type} \] \Rightarrow \ \mathit{type} \\
| & [\ \mathit{type} \ , \ \dots \ , \ \mathit{type} \] \Rightarrow \ \mathit{type} \\
\\
\mathit{sort} & = \ \mathit{id} \ | \ \mathit{longid} \ | \ \{ \} \\
| & \{ \ (\ \mathit{id} \ | \ \mathit{longid} \) \ , \ \dots \ , \ (\ \mathit{id} \ | \ \mathit{longid} \) \ }
\end{array}
\tag{999}$$

Here literal terminals are printed `verbatim`; see also §7.5 for further token categories of the inner syntax. The meaning of the nonterminals defined by the above grammar is as follows:

any denotes any term.

prop denotes meta-level propositions, which are terms of type *prop*. The syntax of such formulae of the meta-logic is carefully distinguished from usual conventions for object-logics. In particular, plain λ -term notation is *not* recognized as *prop*.

aprop denotes atomic propositions, which are embedded into regular *prop* by means of an explicit `PROP` token.

Terms of type *prop* with non-constant head, e.g. a plain variable, are printed in this form. Constants that yield type *prop* are expected to provide their own concrete syntax; otherwise the printed version will appear like *logic* and cannot be parsed again as *prop*.

logic denotes arbitrary terms of a logical type, excluding type *prop*. This is the main syntactic category of object-logic entities, covering plain λ -term notation (variables, abstraction, application), plus anything defined by the user.

When specifying notation for logical entities, all logical types (excluding *prop*) are *collapsed* to this single category of *logic*.

idt denotes identifiers, possibly constrained by types.

idts denotes a sequence of *idt*. This is the most basic category for variables in iterated binders, such as λ or \bigwedge .

pitrn and *pitrns* denote patterns for abstraction, cases bindings etc. In Pure, these categories start as a merely copy of *idt* and *idts*, respectively. Object-logics may add additional productions for binding forms.

type denotes types of the meta-logic.

sort denotes meta-level sorts.

Here are some further explanations of certain syntax features.

- In *idts*, note that $x :: nat\ y$ is parsed as $x :: (nat\ y)$, treating y like a type constructor applied to nat . To avoid this interpretation, write $(x :: nat)\ y$ with explicit parentheses.
- Similarly, $x :: nat\ y :: nat$ is parsed as $x :: (nat\ y :: nat)$. The correct form is $(x :: nat)\ (y :: nat)$, or $(x :: nat)\ y :: nat$ if y is last in the sequence of identifiers.
- Type constraints for terms bind very weakly. For example, $x < y :: nat$ is normally parsed as $(x < y) :: nat$, unless $<$ has a very low priority, in which case the input is likely to be ambiguous. The correct form is $x < (y :: nat)$.
- Constraints may be either written with two literal colons “: :” or the double-colon symbol `\<Colon>`, which actually looks exactly the same in some L^AT_EX styles.

- Dummy variables (written as underscore) may occur in different roles.
 - A type “ $_$ ” or “ $_ :: \textit{sort}$ ” acts like an anonymous inference parameter, which is filled-in according to the most general type produced by the type-checking phase.
 - A bound “ $_$ ” refers to a vacuous abstraction, where the body does not refer to the binding introduced here. As in the term $\lambda x _ . x$, which is α -equivalent to $\lambda x y . x$.
 - A free “ $_$ ” refers to an implicit outer binding. Higher definitional packages usually allow forms like $f x _ = x$.
 - A schematic “ $_$ ” (within a term pattern, see §3.2.6) refers to an anonymous variable that is implicitly abstracted over its context of locally bound variables. For example, this allows pattern matching of $\{x. f x = g x\}$ against $\{x. _ = _ \}$, or even $\{ _ . _ = _ \}$ by using both bound and schematic dummies.
- The three literal dots “ \dots ” may be also written as ellipsis symbol `\<dots>`. In both cases this refers to a special schematic variable, which is bound in the context. This special term abbreviation works nicely with calculational reasoning (§6.5).

7.5 Lexical matters

The inner lexical syntax vaguely resembles the outer one (§3.1), but some details are different. There are two main categories of inner syntax tokens:

1. *delimiters* — the literal tokens occurring in productions of the given priority grammar (cf. §7.4.1);
2. *named tokens* — various categories of identifiers etc.

Delimiters override named tokens and may thus render certain identifiers inaccessible. Sometimes the logical context admits alternative ways to refer to the same entity, potentially via qualified names.

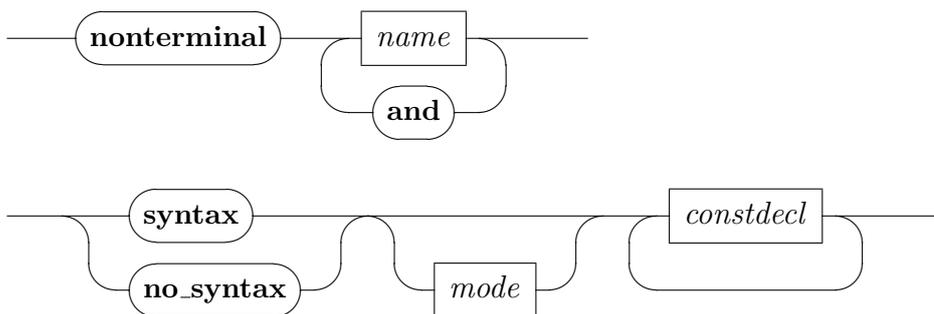
The categories for named tokens are defined once and for all as follows, reusing some categories of the outer token syntax (§3.1).

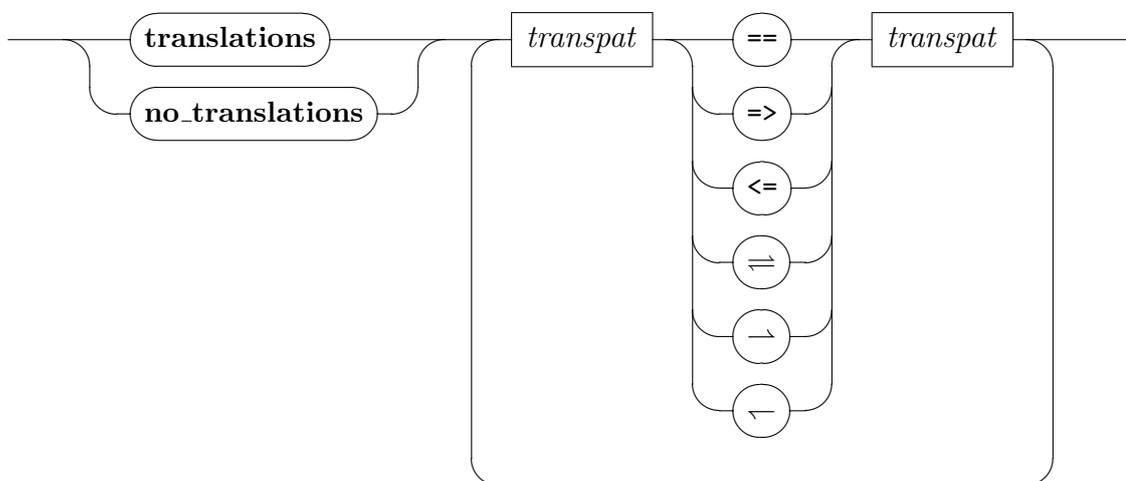
$$\begin{aligned}
 id &= ident \\
 longid &= longident \\
 var &= var \\
 tid &= typefree \\
 tvar &= typevar \\
 num &= nat \mid -nat \\
 float_token &= nat.nat \mid -nat.nat \\
 xnum &= \#nat \mid \#-nat \\
 xstr &= '' \dots ''
 \end{aligned}$$

The token categories *num*, *float_token*, *xnum*, and *xstr* are not used in Pure. Object-logics may implement numerals and string constants by adding appropriate syntax declarations, together with some translation functions (e.g. see Isabelle/HOL).

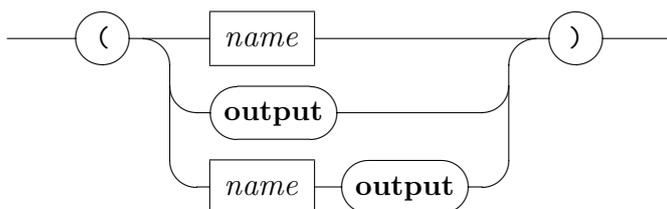
The derived categories *num_const* and *float_const* provide robust access to *num*, and *float_token*, respectively: the syntax tree holds a syntactic constant instead of a free variable.

7.6 Syntax and translations

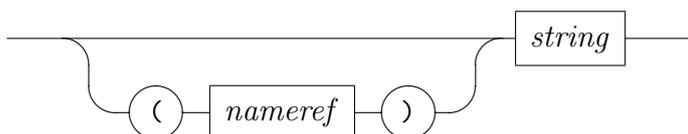
$$\begin{aligned}
 \mathbf{nonterminal} &: theory \rightarrow theory \\
 \mathbf{syntax} &: theory \rightarrow theory \\
 \mathbf{no_syntax} &: theory \rightarrow theory \\
 \mathbf{translations} &: theory \rightarrow theory \\
 \mathbf{no_translations} &: theory \rightarrow theory
 \end{aligned}$$




mode



transpat



nonterminal c declares a type constructor c (without arguments) to act as purely syntactic type: a nonterminal symbol of the inner syntax.

syntax ($mode$) $decls$ is similar to **consts** $decls$, except that the actual logical signature extension is omitted. Thus the context free grammar of Isabelle's inner syntax may be augmented in arbitrary ways, independently of the logic. The $mode$ argument refers to the print mode that the grammar rules belong; unless the **output** indicator is given, all productions are added both to the input and output grammar.

no_syntax ($mode$) $decls$ removes grammar declarations (and translations) resulting from $decls$, which are interpreted in the same manner as for **syntax** above.

translations *rules* specifies syntactic translation rules (i.e. macros): parse / print rules (\Rightarrow), parse rules (\rightarrow), or print rules (\leftarrow). Translation patterns may be prefixed by the syntactic category to be used for parsing; the default is *logic*.

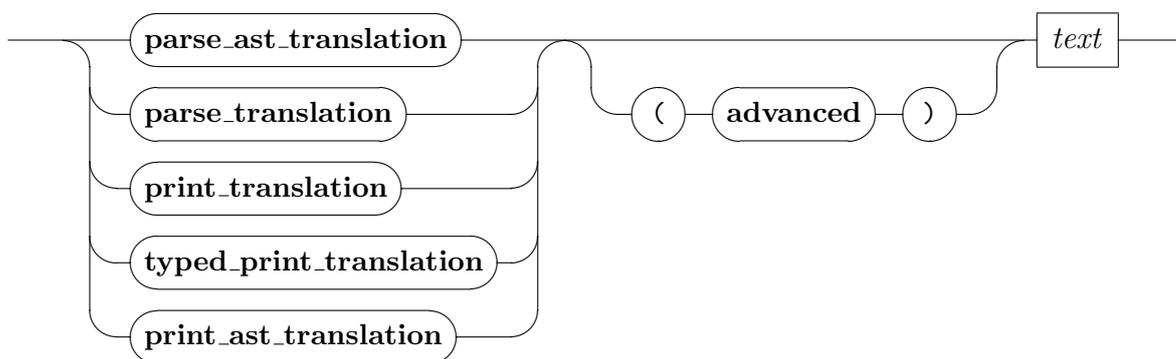
no_translations *rules* removes syntactic translation rules, which are interpreted in the same manner as for **translations** above.

7.7 Syntax translation functions

```

parse_ast_translation : theory  $\rightarrow$  theory
parse_translation   : theory  $\rightarrow$  theory
print_translation  : theory  $\rightarrow$  theory
typed_print_translation : theory  $\rightarrow$  theory
print_ast_translation : theory  $\rightarrow$  theory

```



Syntax translation functions written in ML admit almost arbitrary manipulations of Isabelle’s inner syntax. Any of the above commands have a single *text* argument that refers to an ML expression of appropriate type, which are as follows by default:

```

val parse_ast_translation  : (string * (ast list -> ast)) list
val parse_translation     : (string * (term list -> term)) list
val print_translation     : (string * (term list -> term)) list
val typed_print_translation : (string * (typ -> term list -> term)) list
val print_ast_translation  : (string * (ast list -> ast)) list

```

If the (*advanced*) option is given, the corresponding translation functions may depend on the current theory or proof context. This allows to implement

advanced syntax mechanisms, as translations functions may refer to specific theory declarations or auxiliary proof data.

See also [30] for more information on the general concept of syntax transformations in Isabelle.

```

val parse_ast_translation:
  (string * (Proof.context -> ast list -> ast)) list
val parse_translation:
  (string * (Proof.context -> term list -> term)) list
val print_translation:
  (string * (Proof.context -> term list -> term)) list
val typed_print_translation:
  (string * (Proof.context -> typ -> term list -> term)) list
val print_ast_translation:
  (string * (Proof.context -> ast list -> ast)) list

```

7.8 Inspecting the syntax

`print_syntax*` : *context* →

`print_syntax` prints the inner syntax of the current context. The output can be quite large; the most important sections are explained below.

lexicon lists the delimiters of the inner token language; see §7.5.

prods lists the productions of the underlying priority grammar; see §7.4.1.

The nonterminal $A^{(p)}$ is rendered in plain text as $A[p]$; delimiters are quoted. Many productions have an extra $\dots \Rightarrow name$. These names later become the heads of parse trees; they also guide the pretty printer.

Productions without such parse tree names are called *copy productions*. Their right-hand side must have exactly one nonterminal symbol (or named token). The parser does not create a new parse tree node for copy productions, but simply returns the parse tree of the right-hand symbol.

If the right-hand side of a copy production consists of a single nonterminal without any delimiters, then it is called a *chain production*. Chain productions act as abbreviations: conceptually, they are removed from the grammar by adding new productions. Priority information attached to chain productions is ignored; only the dummy value -1 is displayed.

print_modes lists the alternative print modes provided by this grammar; see §??.

parse_rules and *print_rules* relate to syntax translations (macros); see §7.6.

parse_ast_translation and *print_ast_translation* list sets of constants that invoke translation functions for abstract syntax trees, which are only required in very special situations; see §7.7.

parse_translation and *print_translation* list the sets of constants that invoke regular translation functions; see §7.7.

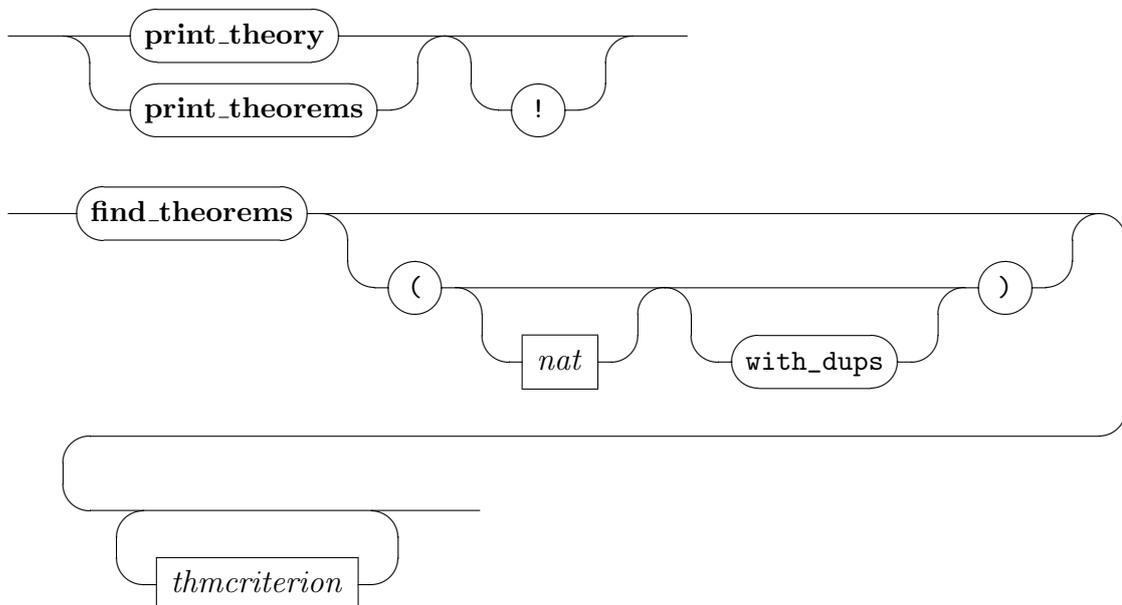
Other commands

8.1 Inspecting the context

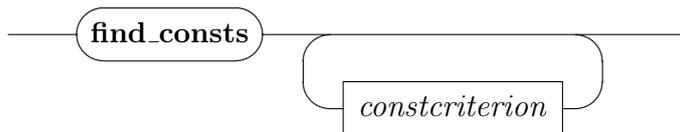
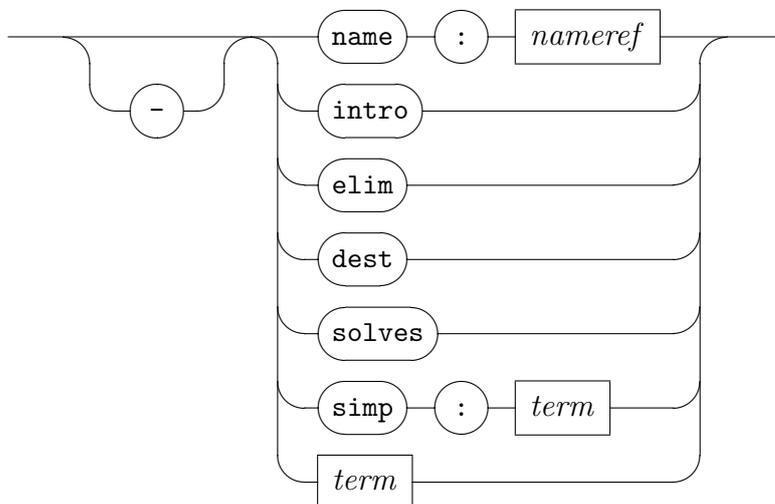
```

print_commands* : any →
  print_theory* : context →
  print_methods* : context →
  print_attributes* : context →
  print_theorems* : context →
  find_theorems* : context →
  find_consts* : context →
  thm_deps* : context →
  unused_thms* : context →
  print_facts* : context →
  print_binds* : context →

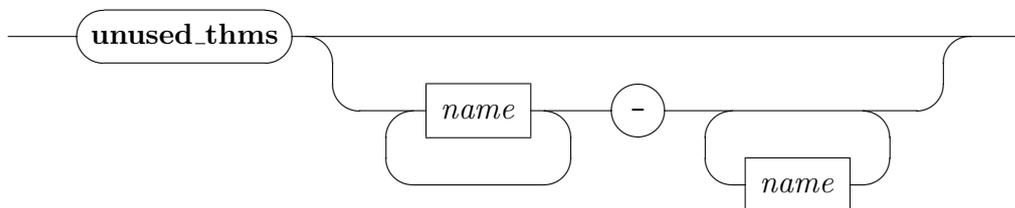
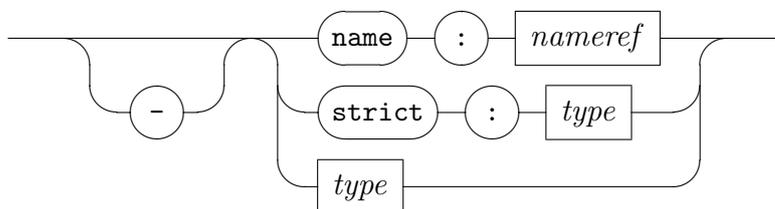
```



thmcriteriaon



constcriterion



These commands print certain parts of the theory and proof context. Note that there are some further ones available, such as for the set of rules declared for simplifications.

print_commands prints Isabelle’s outer theory syntax, including keywords and command.

print_theory prints the main logical content of the theory context; the “!” option indicates extra verbosity.

print_methods prints all proof methods available in the current theory context.

print_attributes prints all attributes available in the current theory context.

print_theorems prints theorems resulting from the last command; the “!” option indicates extra verbosity.

find_theorems *criteria* retrieves facts from the theory or proof context matching all of given search criteria. The criterion *name: p* selects all theorems whose fully qualified name matches pattern *p*, which may contain “*” wildcards. The criteria *intro*, *elim*, and *dest* select theorems that match the current goal as introduction, elimination or destruction rules, respectively. The criterion *solves* returns all rules that would directly solve the current goal. The criterion *simp: t* selects all rewrite rules whose left-hand side matches the given term. The criterion term *t* selects all theorems that contain the pattern *t* – as usual, patterns may contain occurrences of the dummy “_”, schematic variables, and type constraints.

Criteria can be preceded by “-” to select theorems that do *not* match. Note that giving the empty list of criteria yields *all* currently known facts. An optional limit for the number of printed facts may be given; the default is 40. By default, duplicates are removed from the search result. Use *with_dups* to display duplicates.

find_consts *criteria* prints all constants whose type meets all of the given criteria. The criterion *strict: ty* is met by any type that matches the type pattern *ty*. Patterns may contain both the dummy type “_” and sort constraints. The criterion *ty* is similar, but it also matches against subtypes. The criterion *name: p* and the prefix “-” function as described for **find_theorems**.

thm_deps $a_1 \dots a_n$ visualizes dependencies of facts, using Isabelle’s graph browser tool (see also [47]).

unused_thms $A_1 \dots A_m - B_1 \dots B_n$ displays all unused theorems in theories $B_1 \dots B_n$ or their parents, but not in $A_1 \dots A_m$ or their parents. If n is 0, the end of the range of theories defaults to the current theory. If no range is specified, only the unused theorems in the current theory are displayed.

print_facts prints all local facts of the current context, both named and unnamed ones.

print_binds prints all term abbreviations present in the context.

8.2 History commands

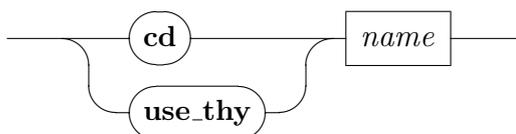
undo** : $any \rightarrow any$
linear_undo** : $any \rightarrow any$
kill** : $any \rightarrow any$

The Isabelle/Isar top-level maintains a two-stage history, for theory and proof state transformation. Basically, any command can be undone using **undo**, excluding mere diagnostic elements. Note that a theorem statement with a *finished* proof is treated as a single unit by **undo**. In contrast, the variant **linear_undo** admits to step back into the middle of a proof. The **kill** command aborts the current history node altogether, discontinuing a proof or even the whole theory. This operation is *not* undo-able.

! History commands should never be used with user interfaces such as Proof General [2, 3], which takes care of stepping forth and back itself. Interfering by manual **undo**, **linear_undo**, or even **kill** commands would quickly result in utter confusion.

8.3 System commands

cd* : $any \rightarrow$
pwd* : $any \rightarrow$
use_thy* : $any \rightarrow$



cd *path* changes the current directory of the Isabelle process.

pwd prints the current working directory.

use_thy *A* preload theory *A*. These system commands are scarcely used when working interactively, since loading of theories is done automatically as required.

Isabelle file specification may contain path variables (e.g. `$ISABELLE_HOME`) that are expanded accordingly. Note that `~` abbreviates `$HOME`, and `~~` abbreviates `$ISABELLE_HOME`. The general syntax for path specifications follows POSIX conventions.

Generic tools and packages

9.1 Configuration options

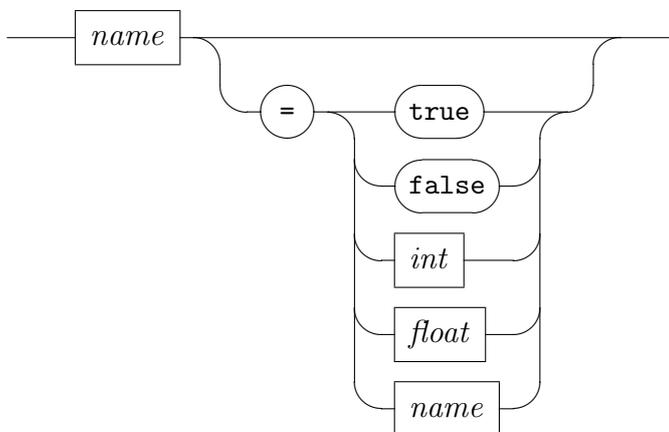
Isabelle/Pure maintains a record of named configuration options within the theory or proof context, with values of type `bool`, `int`, `real`, or `string`. Tools may declare options in ML, and then refer to these values (relative to the context). Thus global reference variables are easily avoided. The user may change the value of a configuration option by means of an associated attribute of the same name. This form of context declaration works particularly well with commands such as `declare` or `using` like this:

```
declare [[show_main_goal = false]]
```

```
notepad  
begin  
  note [[show_main_goal = true]]  
end
```

For historical reasons, some tools cannot take the full proof context into account and merely refer to the background theory. This is accommodated by configuration options being declared as “global”, which may not be changed within a local context.

```
print_configs : context →
```



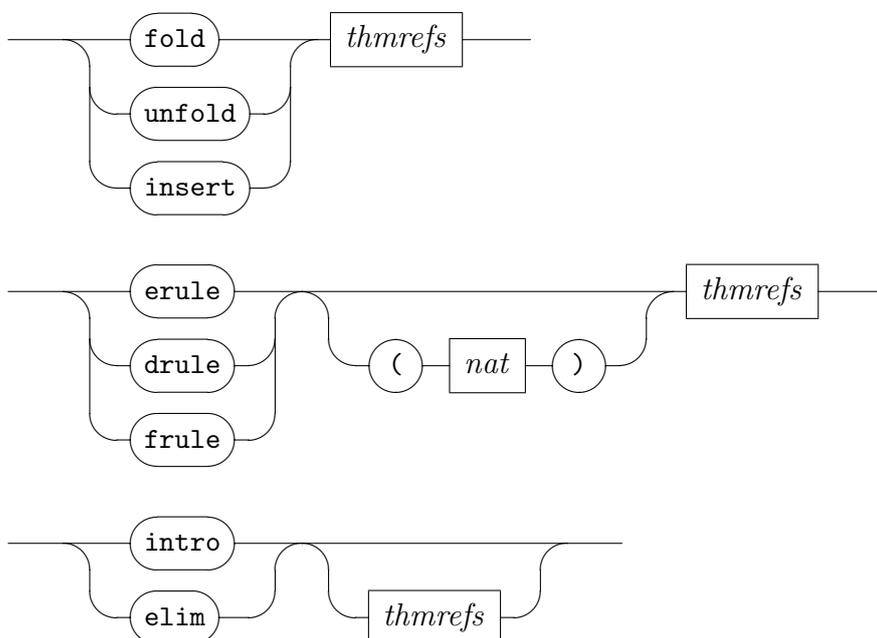
`print_configs` prints the available configuration options, with names, types, and current values.

`name = value` as an attribute expression modifies the named option, with the syntax of the value depending on the option's type. For `bool` the default value is `true`. Any attempt to change a global option in a local context is ignored.

9.2 Basic proof tools

9.2.1 Miscellaneous methods and attributes

`unfold` : *method*
`fold` : *method*
`insert` : *method*
`erule*` : *method*
`drule*` : *method*
`frule*` : *method*
`intro` : *method*
`elim` : *method*
`succeed` : *method*
`fail` : *method*



unfold $a_1 \dots a_n$ and *fold* $a_1 \dots a_n$ expand (or fold back) the given definitions throughout all goals; any chained facts provided are inserted into the goal and subject to rewriting as well.

insert $a_1 \dots a_n$ inserts theorems as facts into all goals of the proof state. Note that current facts indicated for forward chaining are ignored.

erule $a_1 \dots a_n$, *drule* $a_1 \dots a_n$, and *frule* $a_1 \dots a_n$ are similar to the basic *rule* method (see §6.3.3), but apply rules by elim-resolution, destruct-resolution, and forward-resolution, respectively [42]. The optional natural number argument (default 0) specifies additional assumption steps to be performed here.

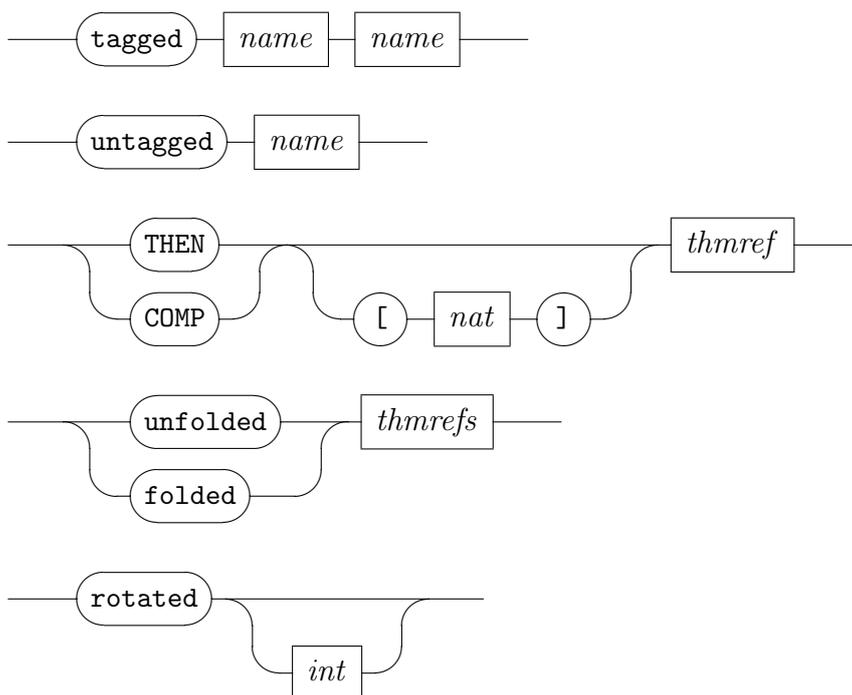
Note that these methods are improper ones, mainly serving for experimentation and tactic script emulation. Different modes of basic rule application are usually expressed in Isar at the proof language level, rather than via implicit proof state manipulations. For example, a proper single-step elimination would be done using the plain *rule* method, with forward chaining of current facts.

intro and *elim* repeatedly refine some goal by intro- or elim-resolution, after having inserted any chained facts. Exactly the rules given as arguments are taken into account; this allows fine-tuned decomposition of a proof problem, in contrast to common automated tools.

succeed yields a single (unchanged) result; it is the identity of the “,” method combinator (cf. §6.3.1).

fail yields an empty result sequence; it is the identity of the “|” method combinator (cf. §6.3.1).

tagged : attribute
untagged : attribute
THEN : attribute
COMP : attribute
unfolded : attribute
folded : attribute
rotated : attribute
elim_format : attribute
*standard** : attribute
*no_vars** : attribute



tagged name value and *untagged name* add and remove *tags* of some theorem. Tags may be any list of string pairs that serve as formal comment. The first string is considered the tag name, the second its value. Note that *untagged* removes any tags of the same name.

THEN a and *COMP a* compose rules by resolution. *THEN* resolves with the first premise of *a* (an alternative position may be also specified); the *COMP* version skips the automatic lifting process that is normally intended (cf. `op RS` and `op COMP` in [42]).

unfolded a₁ ... a_n and *folded a₁ ... a_n* expand and fold back again the given definitions throughout a rule.

rotated n rotate the premises of a theorem by *n* (default 1).

elim_format turns a destruction rule into elimination rule format, by resolving with the rule $PROP A \implies (PROP A \implies PROP B) \implies PROP B$.

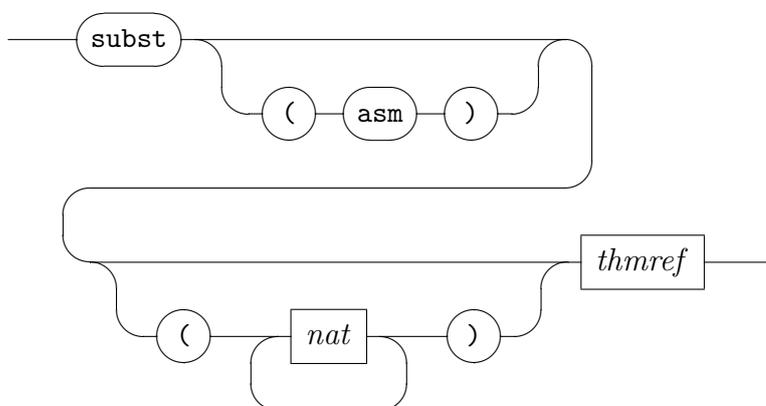
Note that the Classical Reasoner (§9.4) provides its own version of this operation.

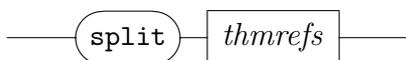
standard puts a theorem into the standard form of object-rules at the outermost theory level. Note that this operation violates the local proof context (including active locales).

no_vars replaces schematic variables by free ones; this is mainly for tuning output of pretty printed theorems.

9.2.2 Low-level equational reasoning

subst : method
hypsubst : method
split : method





These methods provide low-level facilities for equational reasoning that are intended for specialized applications only. Normally, single step calculations would be performed in a structured text (see also §6.5), while the Simplifier methods provide the canonical way for automated normalization (see §9.3).

subst eq performs a single substitution step using rule *eq*, which may be either a meta or object equality.

subst (asm) eq substitutes in an assumption.

subst (i ... j) eq performs several substitutions in the conclusion. The numbers *i* to *j* indicate the positions to substitute at. Positions are ordered from the top of the term tree moving down from left to right. For example, in $(a + b) + (c + d)$ there are three positions where commutativity of $+$ is applicable: 1 refers to $a + b$, 2 to the whole term, and 3 to $c + d$.

If the positions in the list $(i \dots j)$ are non-overlapping (e.g. $(2\ 3)$ in $(a + b) + (c + d)$) you may assume all substitutions are performed simultaneously. Otherwise the behaviour of *subst* is not specified.

subst (asm) (i ... j) eq performs the substitutions in the assumptions. The positions refer to the assumptions in order from left to right. For example, given in a goal of the form $P(a + b) \implies P(c + d) \implies \dots$, position 1 of commutativity of $+$ is the subterm $a + b$ and position 2 is the subterm $c + d$.

hypsubst performs substitution using some assumption; this only works for equations of the form $x = t$ where x is a free or bound variable.

split a₁ ... a_n performs single-step case splitting using the given rules. Splitting is performed in the conclusion or some assumption of the subgoal, depending of the structure of the rule.

Note that the *simp* method already involves repeated application of split rules as declared in the current context, using *split*, for example.

9.2.3 Further tactic emulations

The following improper proof methods emulate traditional tactics. These admit direct access to the goal state, which is normally considered harmful! In particular, this may involve both numbered goal addressing (default 1), and dynamic instantiation within the scope of some subgoal.

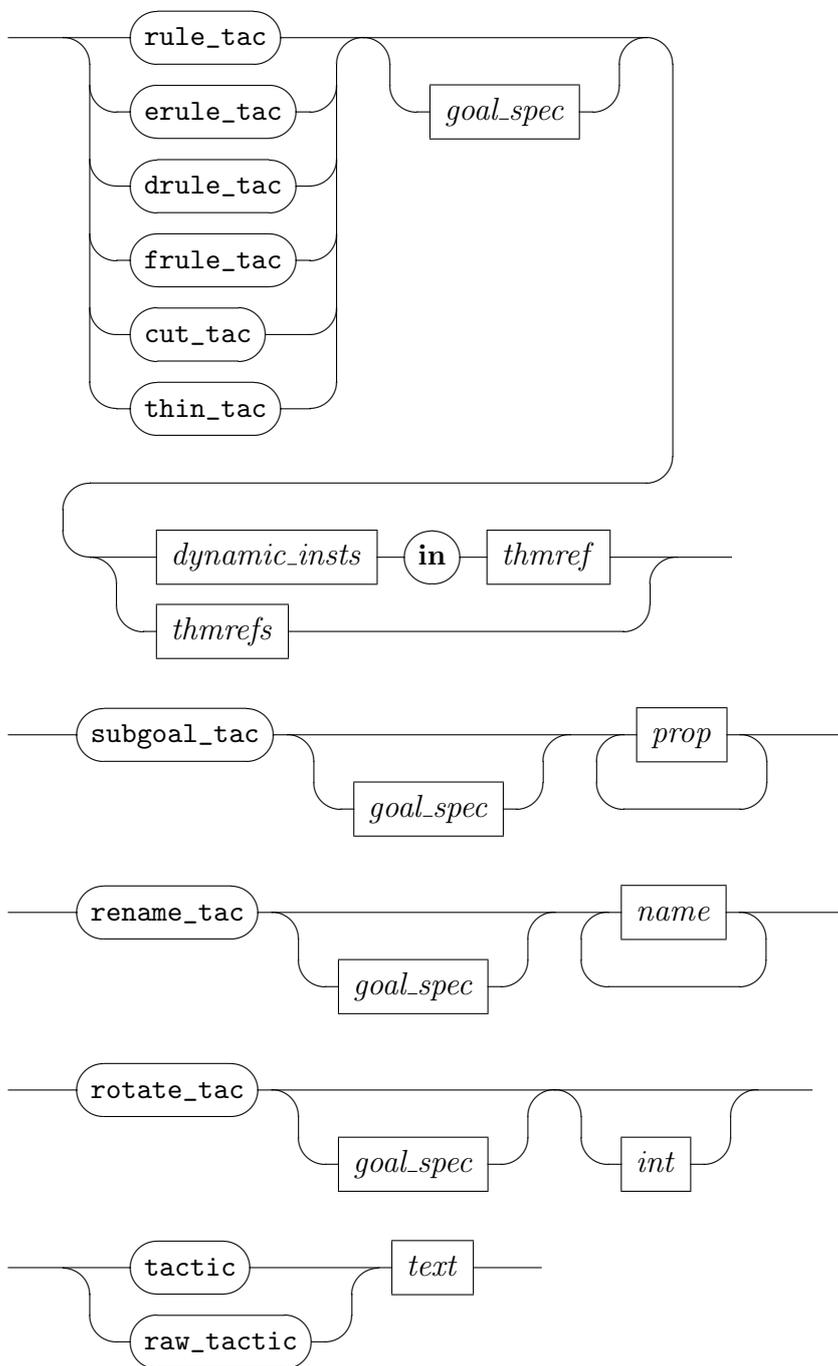
! Dynamic instantiations refer to universally quantified parameters of a subgoal
 • (the dynamic context) rather than fixed variables and term abbreviations of a (static) Isar context.

Tactic emulation methods, unlike their ML counterparts, admit simultaneous instantiation from both dynamic and static contexts. If names occur in both contexts goal parameters hide locally fixed variables. Likewise, schematic variables refer to term abbreviations, if present in the static context. Otherwise the schematic variable is interpreted as a schematic variable and left to be solved by unification with certain parts of the subgoal.

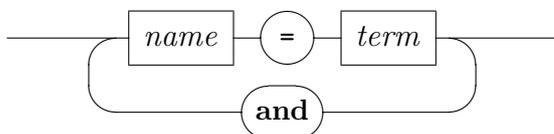
Note that the tactic emulation proof methods in Isabelle/Isar are consistently named *foo_tac*. Note also that variable names occurring on left hand sides of instantiations must be preceded by a question mark if they coincide with a keyword or contain dots. This is consistent with the attribute *where* (see §6.3.3).

```

    rule_tac*   : method
    erule_tac*  : method
    drule_tac*  : method
    frule_tac*  : method
    cut_tac*    : method
    thin_tac*   : method
    subgoal_tac* : method
    rename_tac* : method
    rotate_tac* : method
    tactic*     : method
    raw_tactic* : method
  
```



dynamic_insts



rule_tac etc. do resolution of rules with explicit instantiation. This works the same way as the ML tactics `res_inst_tac` etc. (see [42])

Multiple rules may be only given if there is no instantiation; then *rule_tac* is the same as `resolve_tac` in ML (see [42]).

cut_tac inserts facts into the proof state as assumption of a subgoal, see also `Tactic.cut_facts_tac` in [42]. Note that the scope of schematic variables is spread over the main goal statement. Instantiations may be given as well, see also ML tactic `cut_inst_tac` in [42].

thin_tac φ deletes the specified assumption from a subgoal; note that φ may contain schematic variables. See also `thin_tac` in [42].

subgoal_tac φ adds φ as an assumption to a subgoal. See also `subgoal_tac` and `subgoals_tac` in [42].

rename_tac $x_1 \dots x_n$ renames parameters of a goal according to the list x_1, \dots, x_n , which refers to the *suffix* of variables.

rotate_tac n rotates the assumptions of a goal by n positions: from right to left if n is positive, and from left to right if n is negative; the default value is 1. See also `rotate_tac` in [42].

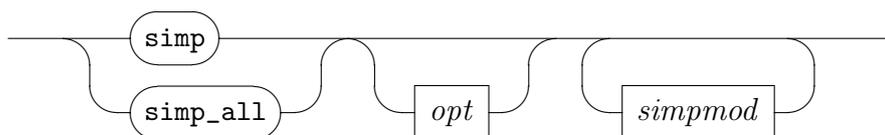
tactic text produces a proof method from any ML text of type `tactic`. Apart from the usual ML environment and the current proof context, the ML code may refer to the locally bound values `facts`, which indicates any current facts used for forward-chaining.

raw_tactic is similar to *tactic*, but presents the goal state in its raw internal form, where simultaneous subgoals appear as conjunction of the logical framework instead of the usual split into several subgoals. While feature this is useful for debugging of complex method definitions, it should not never appear in production theories.

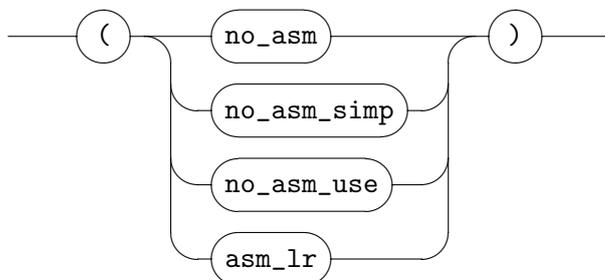
9.3 The Simplifier

9.3.1 Simplification methods

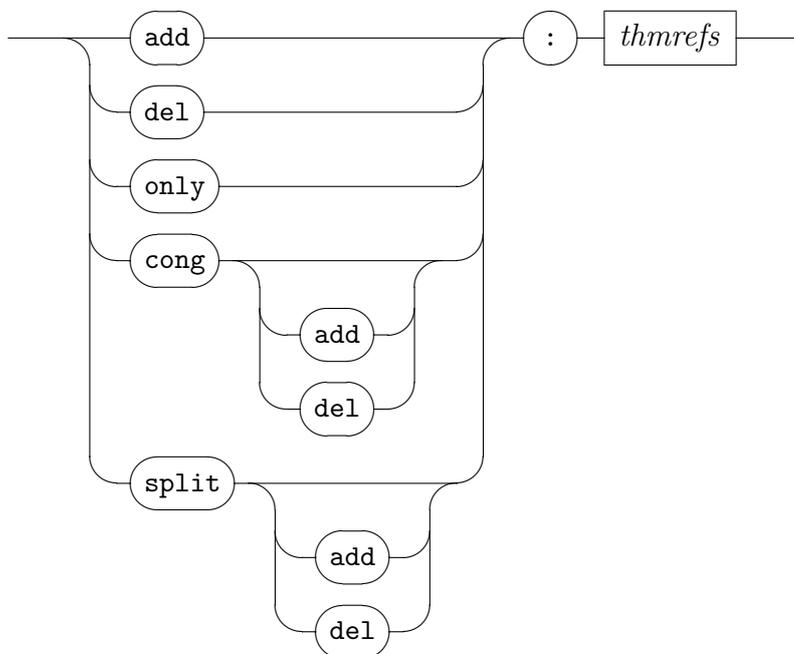
simp : method
simp_all : method



opt



simpmod



simp invokes the Simplifier, after declaring additional rules according to the arguments given. Note that the *only* modifier first removes all other rewrite rules, congruences, and looper tactics (including splits), and then behaves like *add*.

The *cong* modifiers add or delete Simplifier congruence rules (see also [30]), the default is to add.

The *split* modifiers add or delete rules for the Splitter (see also [30]), the default is to add. This works only if the Simplifier method has been properly setup to include the Splitter (all major object logics such HOL, HOLCF, FOL, ZF do this already).

simp_all is similar to *simp*, but acts on all goals (backwards from the last to the first one).

By default the Simplifier methods take local assumptions fully into account, using equational assumptions in the subsequent normalization process, or simplifying assumptions themselves (cf. `asm_full_simp_tac` in [30]). In structured proofs this is usually quite well behaved in practice: just the local premises of the actual goal are involved, additional facts may be inserted via explicit forward-chaining (via **then**, **from**, **using** etc.).

Additional Simplifier options may be specified to tune the behavior further (mostly for unstructured scripts with many accidental local facts): “(*no_asm*)” means assumptions are ignored completely (cf. `simp_tac`), “(*no_asm_simp*)” means assumptions are used in the simplification of the conclusion but are not themselves simplified (cf. `asm_simp_tac`), and “(*no_asm_use*)” means assumptions are simplified but are not used in the simplification of each other or the conclusion (cf. `full_simp_tac`). For compatibility reasons, there is also an option “(*asm_lr*)”, which means that an assumption is only used for simplifying assumptions which are to the right of it (cf. `asm_lr_simp_tac`). The configuration option *depth_limit* limits the number of recursive invocations of the simplifier during conditional rewriting.

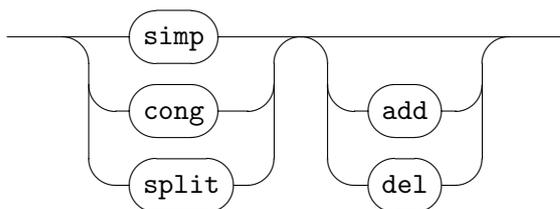
The Splitter package is usually configured to work as part of the Simplifier. The effect of repeatedly applying `split_tac` can be simulated by “(*simp only: split: a₁ ... a_n*)”. There is also a separate *split* method available for single-step case splitting.

9.3.2 Declaring rules

```

print_simpset* : context →
    simp : attribute
    cong : attribute
    split : attribute

```



print_simpset prints the collection of rules declared to the Simplifier, which is also known as “simpset” internally [30].

simp declares simplification rules.

cong declares congruence rules.

split declares case split rules.

9.3.3 Simplification procedures

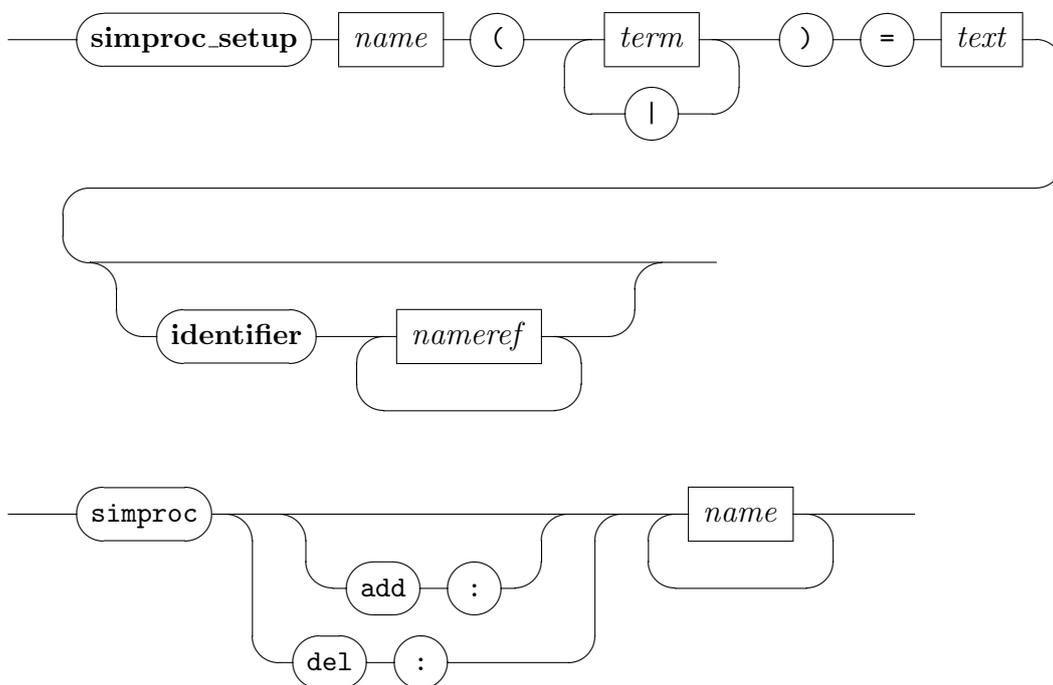
Simplification procedures are ML functions that produce proven rewrite rules on demand. They are associated with higher-order patterns that approximate the left-hand sides of equations. The Simplifier first matches the current redex against one of the LHS patterns; if this succeeds, the corresponding ML function is invoked, passing the Simplifier context and redex term. Thus rules may be specifically fashioned for particular situations, resulting in a more powerful mechanism than term rewriting by a fixed set of rules.

Any successful result needs to be a (possibly conditional) rewrite rule $t \equiv u$ that is applicable to the current redex. The rule will be applied just as any ordinary rewrite rule. It is expected to be already in *internal form*, bypassing the automatic preprocessing of object-level equivalences.

```

simproc_setup : local_theory → local_theory
    simproc : attribute

```



simproc_setup defines a named simplification procedure that is invoked by the Simplifier whenever any of the given term patterns match the current redex. The implementation, which is provided as ML source text, needs to be of type `morphism -> simpset -> cterm -> thm option`, where the `cterm` represents the current redex r and the result is supposed to be some proven rewrite rule $r \equiv r'$ (or a generalized version), or `NONE` to indicate failure. The `simpset` argument holds the full context of the current Simplifier invocation, including the actual Isar proof context. The `morphism` informs about the difference of the original compilation context wrt. the one of the actual application later on. The optional **identifier** specifies theorems that represent the logical content of the abstract theory of this simproc.

Morphisms and identifiers are only relevant for simprocs that are defined within a local target context, e.g. in a locale.

simproc add: name and *simproc del: name* add or delete named simprocs to the current Simplifier context. The default is to add a simproc. Note that **simproc_setup** already adds the new simproc to the subsequent context.

Example

The following simplification procedure for $(?u::unit) = ()$ in HOL performs fine-grained control over rule application, beyond higher-order pattern matching. Declaring *unit_eq* as *simp* directly would make the simplifier loop! Note that a version of this simplification procedure is already active in Isabelle/HOL.

```

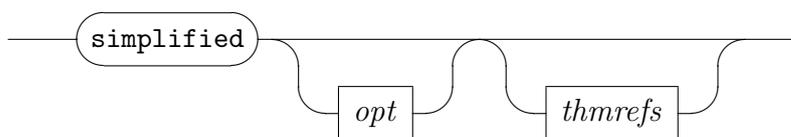
simproc_setup unit ("x::unit") = {*
  fn _ => fn _ => fn ct =>
    if HOLogic.is_unit (term_of ct) then NONE
    else SOME (mk_meta_eq @{thm unit_eq})
*}

```

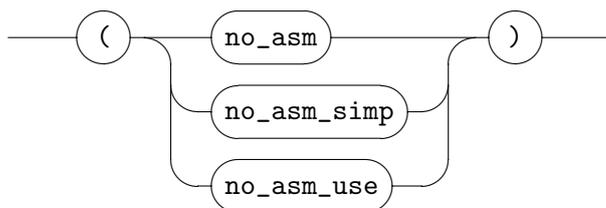
Since the Simplifier applies simplification procedures frequently, it is important to make the failure check in ML reasonably fast.

9.3.4 Forward simplification

simplified : attribute



opt



simplified $a_1 \dots a_n$ causes a theorem to be simplified, either by exactly the specified rules a_1, \dots, a_n , or the implicit Simplifier context if no arguments are given. The result is fully simplified by default, including assumptions and conclusion; the options *no_asm* etc. tune the Simplifier in the same way as the for the *simp* method.

Note that forward simplification restricts the simplifier to its most basic operation of term rewriting; solver and looper tactics [30] are *not* involved here. The *simplified* attribute should be only rarely required under normal circumstances.

9.4 The Classical Reasoner

9.4.1 Basic concepts

Although Isabelle is generic, many users will be working in some extension of classical first-order logic. Isabelle/ZF is built upon theory FOL, while Isabelle/HOL conceptually contains first-order logic as a fragment. Theorem-proving in predicate logic is undecidable, but many automated strategies have been developed to assist in this task.

Isabelle's classical reasoner is a generic package that accepts certain information about a logic and delivers a suite of automatic proof tools, based on rules that are classified and declared in the context. These proof procedures are slow and simplistic compared with high-end automated theorem provers, but they can save considerable time and effort in practice. They can prove theorems such as Pelletier's [35] problems 40 and 41 in a few milliseconds (including full proof reconstruction):

lemma $(\exists y. \forall x. F x y \longleftrightarrow F x x) \longrightarrow \neg (\forall x. \exists y. \forall z. F z y \longleftrightarrow \neg F z x)$
by *blast*

lemma $(\forall z. \exists y. \forall x. f x y \longleftrightarrow f x z \wedge \neg f x x) \longrightarrow \neg (\exists z. \forall x. f x z)$
by *blast*

The proof tools are generic. They are not restricted to first-order logic, and have been heavily used in the development of the Isabelle/HOL library and applications. The tactics can be traced, and their components can be called directly; in this manner, any proof can be viewed interactively.

The sequent calculus

Isabelle supports natural deduction, which is easy to use for interactive proof. But natural deduction does not easily lend itself to automation, and has a bias towards intuitionism. For certain proofs in classical logic, it can not be called natural. The *sequent calculus*, a generalization of natural deduction, is easier to automate.

A **sequent** has the form $\Gamma \vdash \Delta$, where Γ and Δ are sets of formulae.¹ The sequent $P_1, \dots, P_m \vdash Q_1, \dots, Q_n$ is **valid** if $P_1 \wedge \dots \wedge P_m$ implies $Q_1 \vee \dots \vee Q_n$. Thus P_1, \dots, P_m represent assumptions, each of which is true, while Q_1, \dots, Q_n represent alternative goals. A sequent is **basic** if its left

¹For first-order logic, sequents can equivalently be made from lists or multisets of formulae.

and right sides have a common formula, as in $P, Q \vdash Q, R$; basic sequents are trivially valid.

Sequent rules are classified as **right** or **left**, indicating which side of the \vdash symbol they operate on. Rules that operate on the right side are analogous to natural deduction's introduction rules, and left rules are analogous to elimination rules. The sequent calculus analogue of $(\rightarrow I)$ is the rule

$$\frac{P, \Gamma \vdash \Delta, Q}{\Gamma \vdash \Delta, P \rightarrow Q} (\rightarrow R)$$

Applying the rule backwards, this breaks down some implication on the right side of a sequent; Γ and Δ stand for the sets of formulae that are unaffected by the inference. The analogue of the pair $(\vee I1)$ and $(\vee I2)$ is the single rule

$$\frac{\Gamma \vdash \Delta, P, Q}{\Gamma \vdash \Delta, P \vee Q} (\vee R)$$

This breaks down some disjunction on the right side, replacing it by both disjuncts. Thus, the sequent calculus is a kind of multiple-conclusion logic.

To illustrate the use of multiple formulae on the right, let us prove the classical theorem $(P \rightarrow Q) \vee (Q \rightarrow P)$. Working backwards, we reduce this formula to a basic sequent:

$$\frac{\frac{\frac{P, Q \vdash Q, P}{P \vdash Q, (Q \rightarrow P)} (\rightarrow R)}{\vdash (P \rightarrow Q), (Q \rightarrow P)} (\rightarrow R)}{\vdash (P \rightarrow Q) \vee (Q \rightarrow P)} (\vee R)$$

This example is typical of the sequent calculus: start with the desired theorem and apply rules backwards in a fairly arbitrary manner. This yields a surprisingly effective proof procedure. Quantifiers add only few complications, since Isabelle handles parameters and schematic variables. See [34, Chapter 10] for further discussion.

Simulating sequents by natural deduction

Isabelle can represent sequents directly, as in the object-logic LK. But natural deduction is easier to work with, and most object-logics employ it. Fortunately, we can simulate the sequent $P_1, \dots, P_m \vdash Q_1, \dots, Q_n$ by the Isabelle formula $P_1 \Longrightarrow \dots \Longrightarrow P_m \Longrightarrow \neg Q_2 \Longrightarrow \dots \Longrightarrow \neg Q_n \Longrightarrow Q_1$ where the order of the assumptions and the choice of Q_1 are arbitrary. Elim-resolution plays a key role in simulating sequent proofs.

We can easily handle reasoning on the left. Elim-resolution with the rules $(\vee E)$, $(\perp E)$ and $(\exists E)$ achieves a similar effect as the corresponding sequent rules. For the other connectives, we use sequent-style elimination rules instead of destruction rules such as $(\wedge E1, 2)$ and $(\forall E)$. But note that the rule $(\neg L)$ has no effect under our representation of sequents!

$$\frac{\Gamma \vdash \Delta, P}{\neg P, \Gamma \vdash \Delta} (\neg L)$$

What about reasoning on the right? Introduction rules can only affect the formula in the conclusion, namely Q_1 . The other right-side formulae are represented as negated assumptions, $\neg Q_2, \dots, \neg Q_n$. In order to operate on one of these, it must first be exchanged with Q_1 . Elim-resolution with the *swap* rule has this effect: $\neg P \Longrightarrow (\neg R \Longrightarrow P) \Longrightarrow R$

To ensure that swaps occur only when necessary, each introduction rule is converted into a swapped form: it is resolved with the second premise of (*swap*). The swapped form of $(\wedge I)$, which might be called $(\neg \wedge E)$, is

$$\neg (P \wedge Q) \Longrightarrow (\neg R \Longrightarrow P) \Longrightarrow (\neg R \Longrightarrow Q) \Longrightarrow R$$

Similarly, the swapped form of $(\longrightarrow I)$ is

$$\neg (P \longrightarrow Q) \Longrightarrow (\neg R \Longrightarrow P \Longrightarrow Q) \Longrightarrow R$$

Swapped introduction rules are applied using elim-resolution, which deletes the negated formula. Our representation of sequents also requires the use of ordinary introduction rules. If we had no regard for readability of intermediate goal states, we could treat the right side more uniformly by representing sequents as

$$P_1 \Longrightarrow \dots \Longrightarrow P_m \Longrightarrow \neg Q_1 \Longrightarrow \dots \Longrightarrow \neg Q_n \Longrightarrow \perp$$

Extra rules for the sequent calculus

As mentioned, destruction rules such as $(\wedge E1, 2)$ and $(\forall E)$ must be replaced by sequent-style elimination rules. In addition, we need rules to embody the classical equivalence between $P \longrightarrow Q$ and $\neg P \vee Q$. The introduction rules $(\vee I1, 2)$ are replaced by a rule that simulates $(\vee R)$:

$$(\neg Q \Longrightarrow P) \Longrightarrow P \vee Q$$

The destruction rule $(\longrightarrow E)$ is replaced by

$$(P \longrightarrow Q) \Longrightarrow (\neg P \Longrightarrow R) \Longrightarrow (Q \Longrightarrow R) \Longrightarrow R$$

Quantifier replication also requires special rules. In classical logic, $\exists x. P x$ is equivalent to $\neg (\forall x. \neg P x)$; the rules $(\exists R)$ and $(\forall L)$ are dual:

$$\frac{\Gamma \vdash \Delta, \exists x. P x, P t}{\Gamma \vdash \Delta, \exists x. P x} (\exists R) \quad \frac{P t, \forall x. P x, \Gamma \vdash \Delta}{\forall x. P x, \Gamma \vdash \Delta} (\forall L)$$

Thus both kinds of quantifier may be replicated. Theorems requiring multiple uses of a universal formula are easy to invent; consider

$$(\forall x. P x \longrightarrow P (f x)) \wedge P a \longrightarrow P (f^n a)$$

for any $n > 1$. Natural examples of the multiple use of an existential formula are rare; a standard one is $\exists x. \forall y. P x \longrightarrow P y$.

Forgoing quantifier replication loses completeness, but gains decidability, since the search space becomes finite. Many useful theorems can be proved without replication, and the search generally delivers its verdict in a reasonable time. To adopt this approach, represent the sequent rules $(\exists R)$, $(\exists L)$ and $(\forall R)$ by $(\exists I)$, $(\exists E)$ and $(\forall I)$, respectively, and put $(\forall E)$ into elimination form:

$$\forall x. P x \Longrightarrow (P t \Longrightarrow Q) \Longrightarrow Q$$

Elim-resolution with this rule will delete the universal formula after a single use. To replicate universal quantifiers, replace the rule by

$$\forall x. P x \Longrightarrow (P t \Longrightarrow \forall x. P x \Longrightarrow Q) \Longrightarrow Q$$

To replicate existential quantifiers, replace $(\exists I)$ by

$$(\neg (\exists x. P x) \Longrightarrow P t) \Longrightarrow \exists x. P x$$

All introduction rules mentioned above are also useful in swapped form.

Replication makes the search space infinite; we must apply the rules with care. The classical reasoner distinguishes between safe and unsafe rules, applying the latter only when there is no alternative. Depth-first search may well go down a blind alley; best-first search is better behaved in an infinite search space. However, quantifier replication is too expensive to prove any but the simplest theorems.

9.4.2 Rule declarations

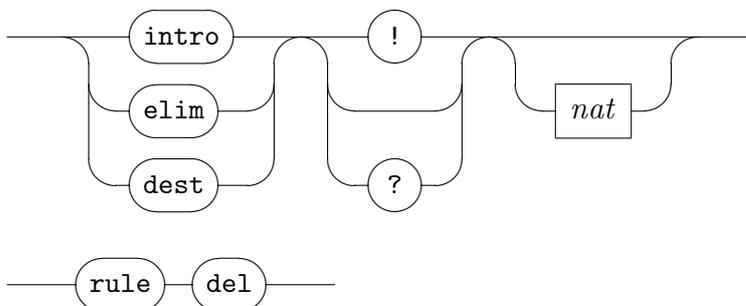
The proof tools of the Classical Reasoner depend on collections of rules declared in the context, which are classified as introduction, elimination or destruction and as *safe* or *unsafe*. In general, safe rules can be attempted blindly, while unsafe rules must be used with care. A safe rule must never reduce a provable goal to an unprovable set of subgoals.

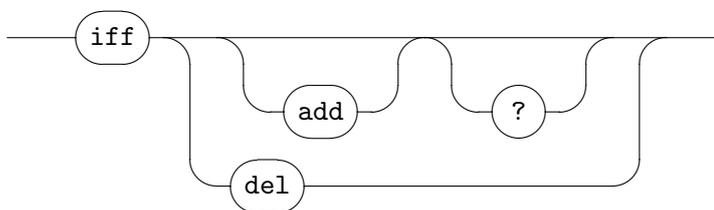
The rule $P \implies P \vee Q$ is unsafe because it reduces $P \vee Q$ to P , which might turn out as premature choice of an unprovable subgoal. Any rule is unsafe whose premises contain new unknowns. The elimination rule $\forall x. P x \implies (P t \implies Q) \implies Q$ is unsafe, since it is applied via elim-resolution, which discards the assumption $\forall x. P x$ and replaces it by the weaker assumption $P t$. The rule $P t \implies \exists x. P x$ is unsafe for similar reasons. The quantifier duplication rule $\forall x. P x \implies (P t \implies \forall x. P x \implies Q) \implies Q$ is unsafe in a different sense: since it keeps the assumption $\forall x. P x$, it is prone to looping. In classical first-order logic, all rules are safe except those mentioned above. The safe / unsafe distinction is vague, and may be regarded merely as a way of giving some rules priority over others. One could argue that $(\forall E)$ is unsafe, because repeated application of it could generate exponentially many subgoals. Induction rules are unsafe because inductive proofs are difficult to set up automatically. Any inference is unsafe that instantiates an unknown in the proof state — thus matching must be used, rather than unification. Even proof by assumption is unsafe if it instantiates unknowns shared with other subgoals.

```

print_claset* : context →
  intro : attribute
  elim  : attribute
  dest  : attribute
  rule  : attribute
  iff   : attribute
  swapped : attribute

```





print_claset prints the collection of rules declared to the Classical Reasoner, i.e. the `claset` within the context.

intro, *elim*, and *dest* declare introduction, elimination, and destruction rules, respectively. By default, rules are considered as *unsafe* (i.e. not applied blindly without backtracking), while “!” classifies as *safe*. Rule declarations marked by “?” coincide with those of Isabelle/Pure, cf. §6.3.3 (i.e. are only applied in single steps of the *rule* method). The optional natural number specifies an explicit weight argument, which is ignored by the automated reasoning tools, but determines the search order of single rule steps.

Introduction rules are those that can be applied using ordinary resolution. Their swapped forms are generated internally, which will be applied using elim-resolution. Elimination rules are applied using elim-resolution. Rules are sorted by the number of new subgoals they will yield; rules that generate the fewest subgoals will be tried first. Otherwise, later declarations take precedence over earlier ones.

Rules already present in the context with the same classification are ignored. A warning is printed if the rule has already been added with some other classification, but the rule is added anyway as requested.

rule del deletes all occurrences of a rule from the classical context, regardless of its classification as introduction / elimination / destruction and safe / unsafe.

iff declares logical equivalences to the Simplifier and the Classical reasoner at the same time. Non-conditional rules result in a safe introduction and elimination pair; conditional ones are considered unsafe. Rules with negative conclusion are automatically inverted (using \neg -elimination internally).

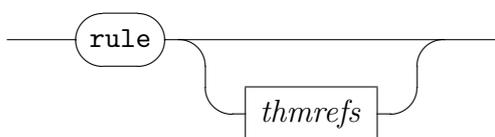
The “?” version of *iff* declares rules to the Isabelle/Pure context only, and omits the Simplifier declaration.

swapped turns an introduction rule into an elimination, by resolving with the classical swap principle $\neg P \implies (\neg R \implies P) \implies R$ in the second

position. This is mainly for illustrative purposes: the Classical Reasoner already swaps rules internally as explained above.

9.4.3 Structured methods

rule : *method*
contradiction : *method*



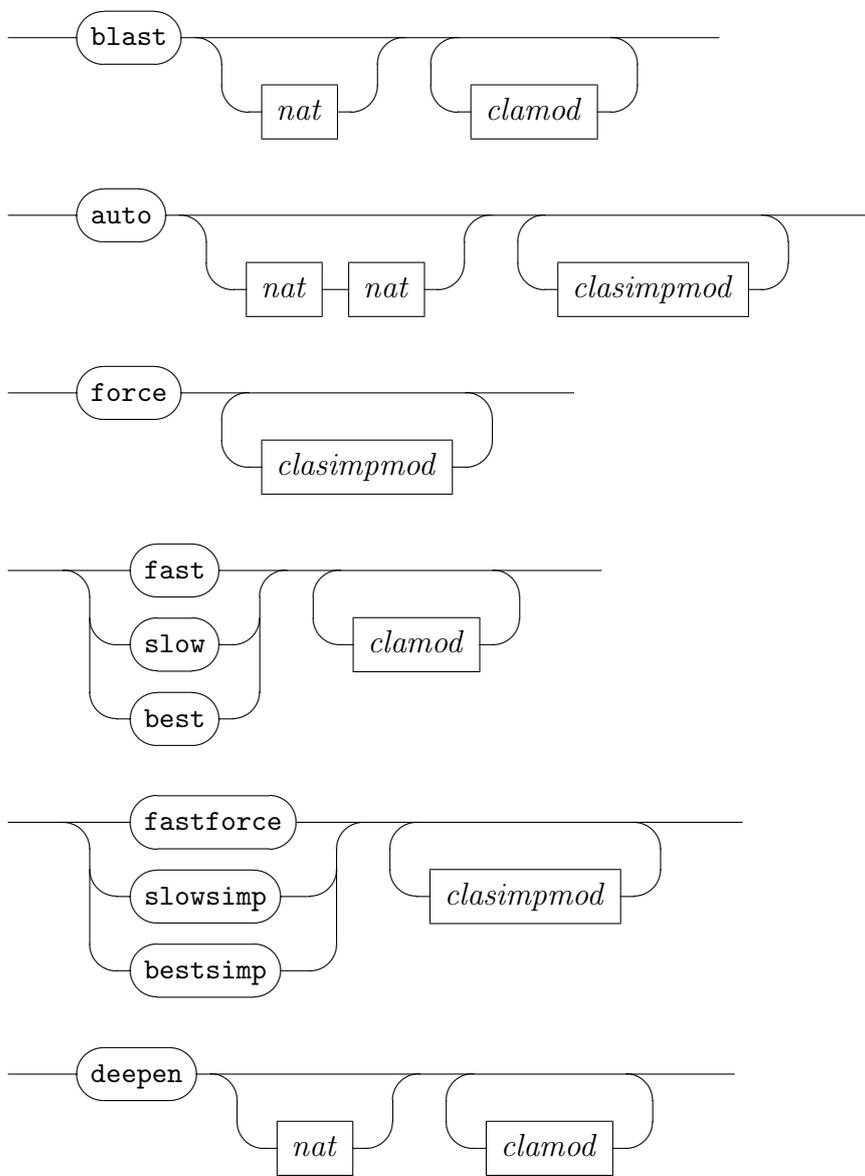
rule as offered by the Classical Reasoner is a refinement over the Pure one (see §6.3.3). Both versions work the same, but the classical version observes the classical rule context in addition to that of Isabelle/Pure.

Common object logics (HOL, ZF, etc.) declare a rich collection of classical rules (even if these would qualify as intuitionistic ones), but only few declarations to the rule context of Isabelle/Pure (§6.3.3).

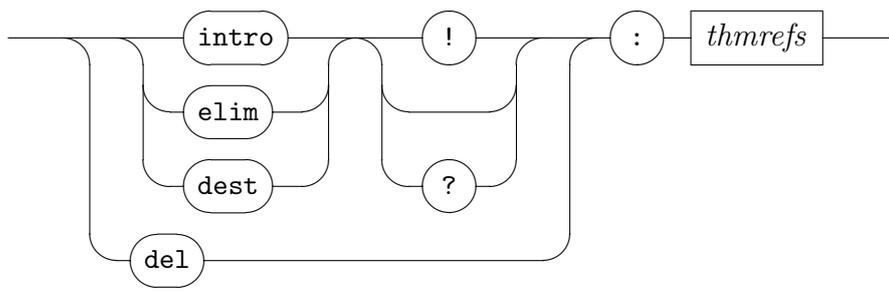
contradiction solves some goal by contradiction, deriving any result from both $\neg A$ and A . Chained facts, which are guaranteed to participate, may appear in either order.

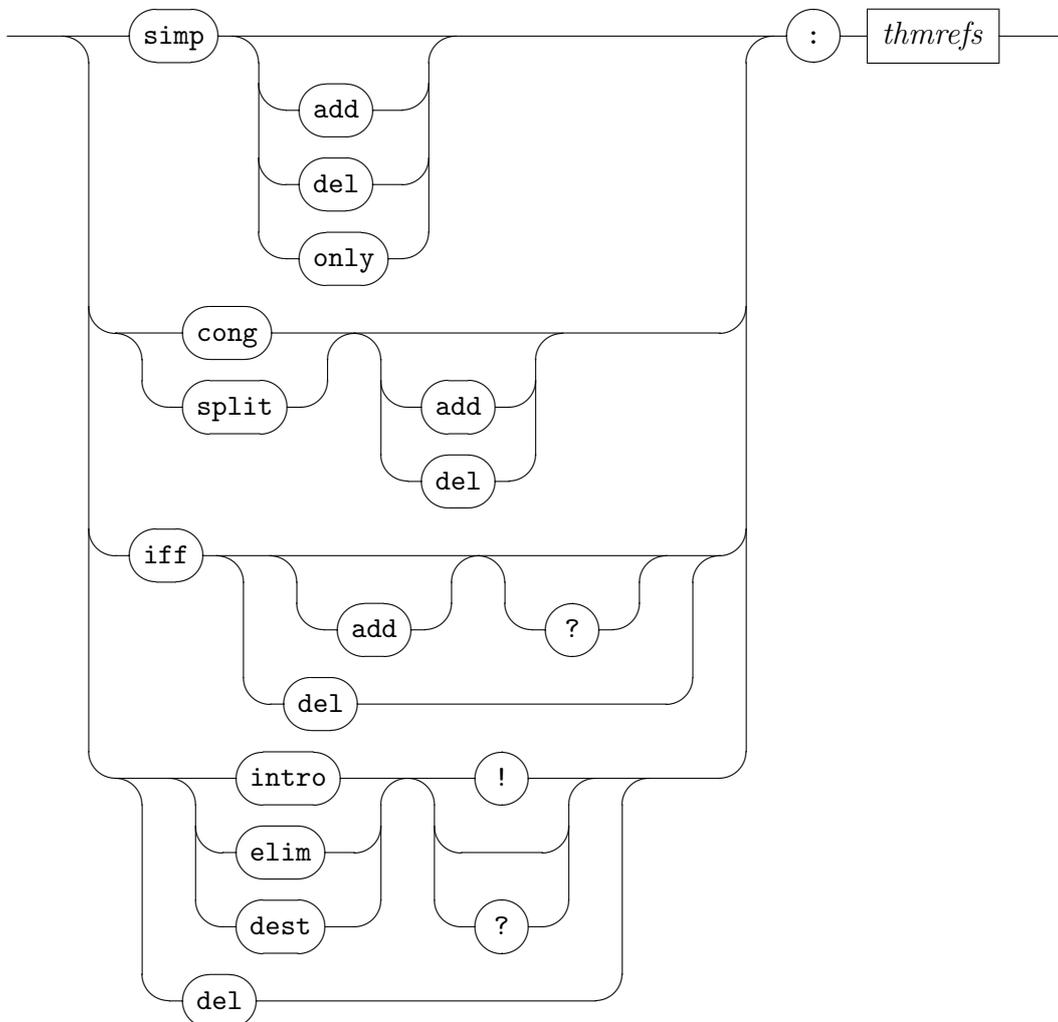
9.4.4 Automated methods

blast : *method*
auto : *method*
force : *method*
fast : *method*
slow : *method*
best : *method*
fastforce : *method*
slowsimp : *method*
bestsimp : *method*
deepen : *method*



clamod



clasimpmod

blast is a separate classical tableau prover that uses the same classical rule declarations as explained before.

Proof search is coded directly in ML using special data structures. A successful proof is then reconstructed using regular Isabelle inferences. It is faster and more powerful than the other classical reasoning tools, but has major limitations too.

- It does not use the classical wrapper tacticals, such as the integration with the Simplifier of *fastforce*.
- It does not perform higher-order unification, as needed by the

rule $?f ?x \in \text{range } ?f$ in HOL. There are often alternatives to such rules, for example $?b = ?f ?x \implies ?b \in \text{range } ?f$.

- Function variables may only be applied to parameters of the subgoal. (This restriction arises because the prover does not use higher-order unification.) If other function variables are present then the prover will fail with the message `Function Var's argument not a bound variable`.
- Its proof strategy is more general than *fast* but can be slower. If *blast* fails or seems to be running forever, try *fast* and the other proof tools described below.

The optional integer argument specifies a bound for the number of unsafe steps used in a proof. By default, *blast* starts with a bound of 0 and increases it successively to 20. In contrast, (*blast lim*) tries to prove the goal using a search bound of *lim*. Sometimes a slow proof using *blast* can be made much faster by supplying the successful search bound to this proof method instead.

auto combines classical reasoning with simplification. It is intended for situations where there are a lot of mostly trivial subgoals; it proves all the easy ones, leaving the ones it cannot prove. Occasionally, attempting to prove the hard ones may take a long time.

The optional depth arguments in (*auto m n*) refer to its builtin classical reasoning procedures: *m* (default 4) is for *blast*, which is tried first, and *n* (default 2) is for a slower but more general alternative that also takes wrappers into account.

force is intended to prove the first subgoal completely, using many fancy proof tools and performing a rather exhaustive search. As a result, proof attempts may take rather long or diverge easily.

fast, *best*, *slow* attempt to prove the first subgoal using sequent-style reasoning as explained before. Unlike *blast*, they construct proofs directly in Isabelle.

There is a difference in search strategy and back-tracking: *fast* uses depth-first search and *best* uses best-first search (guided by a heuristic function: normally the total size of the proof state).

Method *slow* is like *fast*, but conducts a broader search: it may, when backtracking from a failed proof attempt, undo even the step of proving a subgoal by assumption.

fastforce, *slowsimp*, *bestsimp* are like *fast*, *slow*, *best*, respectively, but use the Simplifier as additional wrapper. The name *fastforce*, as opposed to *fastsimp*, reflects the behaviour of this popular method better without requiring an understanding of its implementation.

deepen works by exhaustive search up to a certain depth. The start depth is 4 (unless specified explicitly), and the depth is increased iteratively up to 10. Unsafe rules are modified to preserve the formula they act on, so that it be used repeatedly. This method can prove more goals than *fast*, but is much slower, for example if the assumptions have many universal quantifiers.

Any of the above methods support additional modifiers of the context of classical (and simplifier) rules, but the ones related to the Simplifier are explicitly prefixed by *simp* here. The semantics of these ad-hoc rule declarations is analogous to the attributes given before. Facts provided by forward chaining are inserted into the goal before commencing proof search.

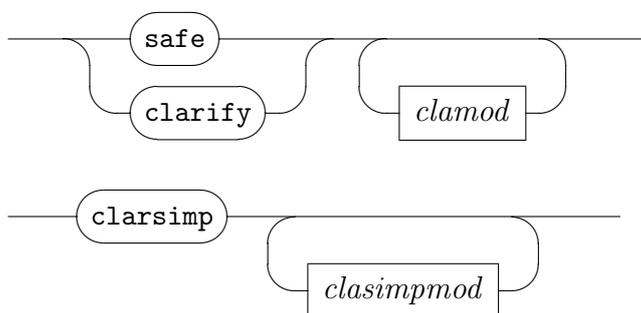
9.4.5 Semi-automated methods

These proof methods may help in situations when the fully-automated tools fail. The result is a simpler subgoal that can be tackled by other means, such as by manual instantiation of quantifiers.

```

safe : method
clarify : method
clarsimp : method

```



safe repeatedly performs safe steps on all subgoals. It is deterministic, with at most one outcome.

clarify performs a series of safe steps without splitting subgoals; see also `clarify_step_tac`.

clarsimp acts like *clarify*, but also does simplification. Note that if the Simplifier context includes a splitter for the premises, the subgoal may still be split.

9.4.6 Single-step tactics

```
safe_step_tac: Proof.context -> int -> tactic
inst_step_tac: Proof.context -> int -> tactic
  step_tac: Proof.context -> int -> tactic
slow_step_tac: Proof.context -> int -> tactic
clarify_step_tac: Proof.context -> int -> tactic
```

These are the primitive tactics behind the (semi)automated proof methods of the Classical Reasoner. By calling them yourself, you can execute these procedures one step at a time.

`safe_step_tac ctxt i` performs a safe step on subgoal *i*. The safe wrapper tacticals are applied to a tactic that may include proof by assumption or Modus Ponens (taking care not to instantiate unknowns), or substitution.

`inst_step_tac` is like `safe_step_tac`, but allows unknowns to be instantiated.

`step_tac ctxt i` is the basic step of the proof procedure. The unsafe wrapper tacticals are applied to a tactic that tries `safe_tac`, `inst_step_tac`, or applies an unsafe rule from the context.

`slow_step_tac` resembles `step_tac`, but allows backtracking between using safe rules with instantiation (`inst_step_tac`) and using unsafe rules. The resulting search space is larger.

`clarify_step_tac ctxt i` performs a safe step on subgoal *i*. No splitting step is applied; for example, the subgoal $A \wedge B$ is left as a conjunction. Proof by assumption, Modus Ponens, etc., may be performed provided they do not instantiate unknowns. Assumptions of the form $x = t$ may be eliminated. The safe wrapper tactical is applied.

9.5 Object-logic setup

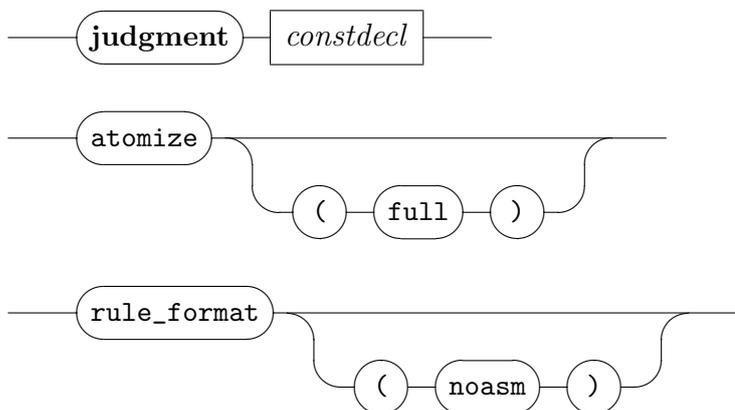
judgment : *theory* \rightarrow *theory*
atomize : *method*
atomize : *attribute*
rule_format : *attribute*
rulify : *attribute*

The very starting point for any Isabelle object-logic is a “truth judgment” that links object-level statements to the meta-logic (with its minimal language of *prop* that covers universal quantification \bigwedge and implication \implies).

Common object-logics are sufficiently expressive to internalize rule statements over \bigwedge and \implies within their own language. This is useful in certain situations where a rule needs to be viewed as an atomic statement from the meta-level perspective, e.g. $\bigwedge x. x \in A \implies P x$ versus $\forall x \in A. P x$.

From the following language elements, only the *atomize* method and *rule_format* attribute are occasionally required by end-users, the rest is for those who need to setup their own object-logic. In the latter case existing formulations of Isabelle/FOL or Isabelle/HOL may be taken as realistic examples.

Generic tools may refer to the information provided by object-logic declarations internally.



judgment $c :: \sigma (mx)$ declares constant c as the truth judgment of the current object-logic. Its type σ should specify a coercion of the category of object-level propositions to *prop* of the Pure meta-logic; the mixfix annotation (mx) would typically just link the object language (internally of syntactic category *logic*) with that of *prop*. Only one **judgment** declaration may be given in any theory development.

atomize (as a method) rewrites any non-atomic premises of a sub-goal, using the meta-level equations declared via *atomize* (as an attribute) beforehand. As a result, heavily nested goals become amenable to fundamental operations such as resolution (cf. the *rule* method). Giving the “(*full*)” option here means to turn the whole subgoal into an object-statement (if possible), including the outermost parameters and assumptions as well.

A typical collection of *atomize* rules for a particular object-logic would provide an internalization for each of the connectives of \bigwedge , \implies , and \equiv . Meta-level conjunction should be covered as well (this is particularly important for locales, see §5.5).

rule_format rewrites a theorem by the equalities declared as *rulify* rules in the current object-logic. By default, the result is fully normalized, including assumptions and conclusions at any depth. The (*no_asm*) option restricts the transformation to the conclusion of a rule.

In common object-logics (HOL, FOL, ZF), the effect of *rule_format* is to replace (bounded) universal quantification (\forall) and implication (\longrightarrow) by the corresponding rule statements over \bigwedge and \implies .

Part III
Object-Logics

Isabelle/HOL

10.1 Higher-Order Logic

Isabelle/HOL is based on Higher-Order Logic, a polymorphic version of Church’s Simple Theory of Types. HOL can be best understood as a simply-typed version of classical set theory. The logic was first implemented in Gordon’s HOL system [12]. It extends Church’s original logic [10] by explicit type variables (naive polymorphism) and a sound axiomatization scheme for new types based on subsets of existing types.

Andrews’s book [1] is a full description of the original Church-style higher-order logic, with proofs of correctness and completeness wrt. certain set-theoretic interpretations. The particular extensions of Gordon-style HOL are explained semantically in two chapters of the 1993 HOL book [37].

Experience with HOL over decades has demonstrated that higher-order logic is widely applicable in many areas of mathematics and computer science. In a sense, Higher-Order Logic is simpler than First-Order Logic, because there are fewer restrictions and special cases. Note that HOL is *weaker* than FOL with axioms for ZF set theory, which is traditionally considered the standard foundation of regular mathematics, but for most applications this does not matter. If you prefer ML to Lisp, you will probably prefer HOL to ZF.

The syntax of HOL follows λ -calculus and functional programming. Function application is curried. To apply the function f of type $\tau_1 \Rightarrow \tau_2 \Rightarrow \tau_3$ to the arguments a and b in HOL, you simply write $f a b$ (as in ML or Haskell). There is no “apply” operator; the existing application of the Pure λ -calculus is re-used. Note that in HOL $f (a, b)$ means “ f applied to the pair (a, b) ” (which is notation for *Pair a b*). The latter typically introduces extra formal efforts that can be avoided by currying functions by default. Explicit tuples are as infrequent in HOL formalizations as in good ML or Haskell programs.

Isabelle/HOL has a distinct feel, compared to other object-logics like Isabelle/ZF. It identifies object-level types with meta-level types, taking advantage of the default type-inference mechanism of Isabelle/Pure. HOL fully

identifies object-level functions with meta-level functions, with native abstraction and application.

These identifications allow Isabelle to support HOL particularly nicely, but they also mean that HOL requires some sophistication from the user. In particular, an understanding of Hindley-Milner type-inference with type-classes, which are both used extensively in the standard libraries and applications. Beginners can set *show_types* or even *show_sorts* to get more explicit information about the result of type-inference.

10.2 Inductive and coinductive definitions

An *inductive definition* specifies the least predicate or set R closed under given rules: applying a rule to elements of R yields a result within R . For example, a structural operational semantics is an inductive definition of an evaluation relation.

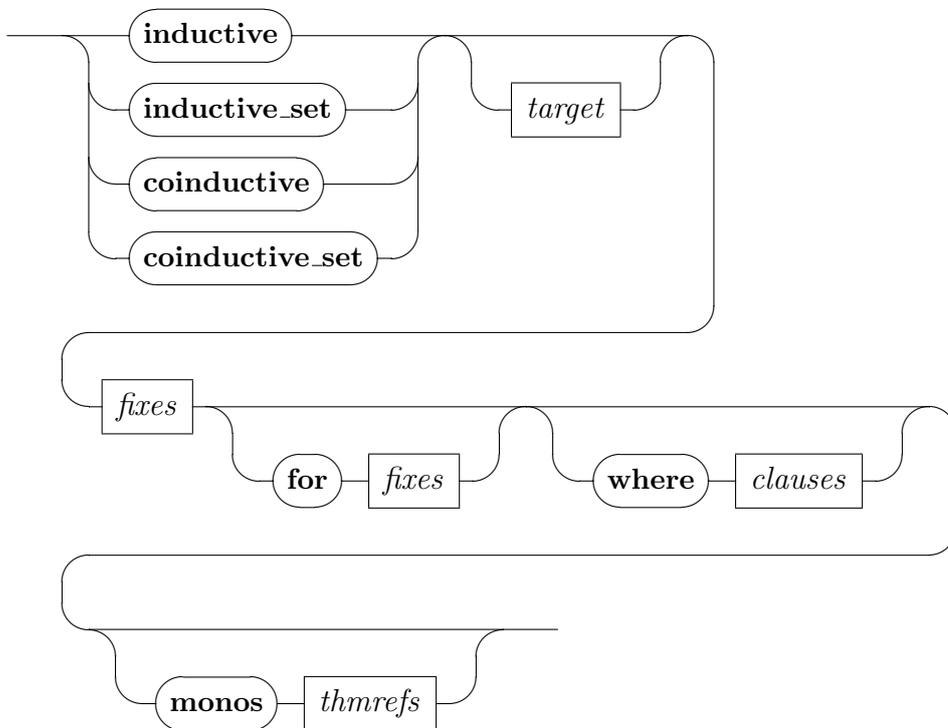
Dually, a *coinductive definition* specifies the greatest predicate or set R that is consistent with given rules: every element of R can be seen as arising by applying a rule to elements of R . An important example is using bisimulation relations to formalise equivalence of processes and infinite data structures.

Both inductive and coinductive definitions are based on the Knaster-Tarski fixed-point theorem for complete lattices. The collection of introduction rules given by the user determines a functor on subsets of set-theoretic relations. The required monotonicity of the recursion scheme is proven as a prerequisite to the fixed-point definition and the resulting consequences. This works by pushing inclusion through logical connectives and any other operator that might be wrapped around recursive occurrences of the defined relation: there must be a monotonicity theorem of the form $A \leq B \implies \mathcal{M} A \leq \mathcal{M} B$, for each premise $\mathcal{M} R t$ in an introduction rule. The default rule declarations of Isabelle/HOL already take care of most common situations.

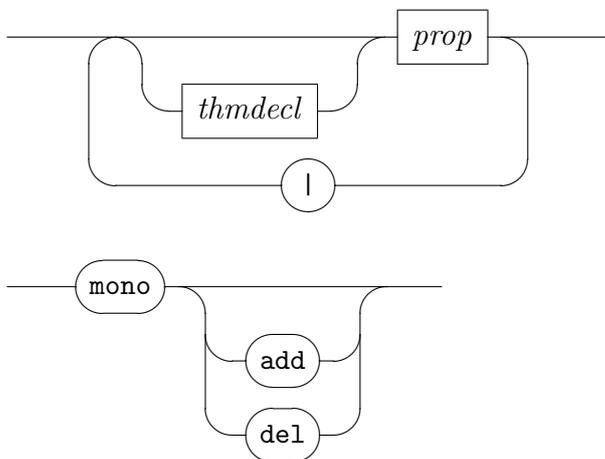
```

inductive   : local_theory  $\rightarrow$  local_theory
inductive_set : local_theory  $\rightarrow$  local_theory
coinductive  : local_theory  $\rightarrow$  local_theory
coinductive_set : local_theory  $\rightarrow$  local_theory
mono       : attribute

```



clauses



inductive and **coinductive** define (co)inductive predicates from the introduction rules.

The propositions given as *clauses* in the **where** part are either rules of the usual \wedge/\implies format (with arbitrary nesting), or equalities using \equiv . The latter specifies extra-logical abbreviations in the sense of **abbreviation**. Introducing abstract syntax simultaneously with the

actual introduction rules is occasionally useful for complex specifications.

The optional **for** part contains a list of parameters of the (co)inductive predicates that remain fixed throughout the definition, in contrast to arguments of the relation that may vary in each occurrence within the given *clauses*.

The optional **monos** declaration contains additional *monotonicity theorems*, which are required for each operator applied to a recursive set in the introduction rules.

inductive_set and **coinductive_set** are wrappers for to the previous commands for native HOL predicates. This allows to define (co)inductive sets, where multiple arguments are simulated via tuples.

mono declares monotonicity rules in the context. These rule are involved in the automated monotonicity proof of the above inductive and coinductive definitions.

10.2.1 Derived rules

A (co)inductive definition of R provides the following main theorems:

$R.intros$ is the list of introduction rules as proven theorems, for the recursive predicates (or sets). The rules are also available individually, using the names given them in the theory file;

$R.cases$ is the case analysis (or elimination) rule;

$R.induct$ or $R.coinduct$ is the (co)induction rule;

$R.simps$ is the equation unrolling the fixpoint of the predicate one step.

When several predicates R_1, \dots, R_n are defined simultaneously, the list of introduction rules is called $R_1 \dots R_n.intros$, the case analysis rules are called $R_1.cases, \dots, R_n.cases$, and the list of mutual induction rules is called $R_1 \dots R_n.inducts$.

10.2.2 Monotonicity theorems

The context maintains a default set of theorems that are used in monotonicity proofs. New rules can be declared via the *mono* attribute. See the main Isabelle/HOL sources for some examples. The general format of such monotonicity theorems is as follows:

- Theorems of the form $A \leq B \implies \mathcal{M} A \leq \mathcal{M} B$, for proving monotonicity of inductive definitions whose introduction rules have premises involving terms such as $\mathcal{M} R t$.
- Monotonicity theorems for logical operators, which are of the general form $(\dots \longrightarrow \dots) \implies \dots (\dots \longrightarrow \dots) \implies \dots \longrightarrow \dots$. For example, in the case of the operator \vee , the corresponding theorem is

$$\frac{P_1 \longrightarrow Q_1 \quad P_2 \longrightarrow Q_2}{P_1 \vee P_2 \longrightarrow Q_1 \vee Q_2}$$

- De Morgan style equations for reasoning about the “polarity” of expressions, e.g.

$$\neg \neg P \longleftrightarrow P \qquad \neg (P \wedge Q) \longleftrightarrow \neg P \vee \neg Q$$

- Equations for reducing complex operators to more primitive ones whose monotonicity can easily be proved, e.g.

$$(P \longrightarrow Q) \longleftrightarrow \neg P \vee Q \qquad \text{Ball } A P \equiv \forall x. x \in A \longrightarrow P x$$

Examples

The finite powerset operator can be defined inductively like this:

inductive_set *Fin* :: 'a set \Rightarrow 'a set set **for** *A* :: 'a set

where

empty: $\{\} \in \text{Fin } A$

| *insert*: $a \in A \implies B \in \text{Fin } A \implies \text{insert } a B \in \text{Fin } A$

The accessible part of a relation is defined as follows:

inductive *acc* :: ('a \Rightarrow 'a \Rightarrow bool) \Rightarrow 'a \Rightarrow bool

for *r* :: 'a \Rightarrow 'a \Rightarrow bool (**infix** \prec 50)

where *acc*: $(\bigwedge y. y \prec x \implies \text{acc } r y) \implies \text{acc } r x$

Common logical connectives can be easily characterized as non-recursive inductive definitions with parameters, but without arguments.

inductive *AND* for $A B :: \text{bool}$
where $A \implies B \implies \text{AND } A B$

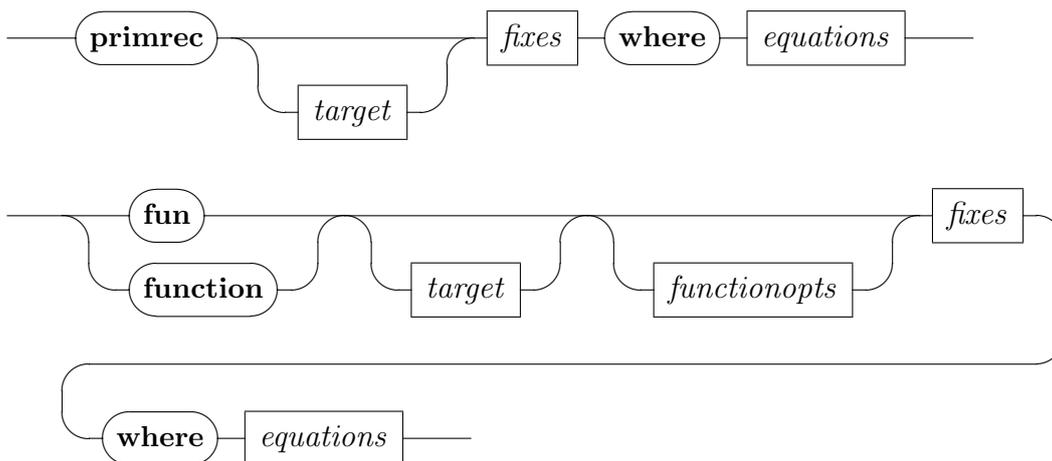
inductive *OR* for $A B :: \text{bool}$
where $A \implies \text{OR } A B$
 | $B \implies \text{OR } A B$

inductive *EXISTS* for $B :: 'a \Rightarrow \text{bool}$
where $B a \implies \text{EXISTS } B$

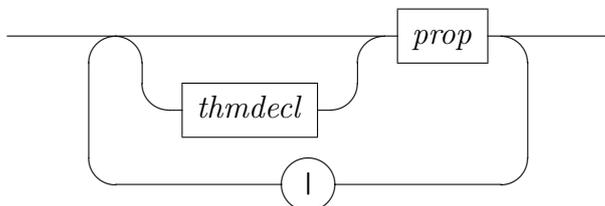
Here the *cases* or *induct* rules produced by the **inductive** package coincide with the expected elimination rules for Natural Deduction. Already in the original article by Gerhard Gentzen [11] there is a hint that each connective can be characterized by its introductions, and the elimination can be constructed systematically.

10.3 Recursive functions

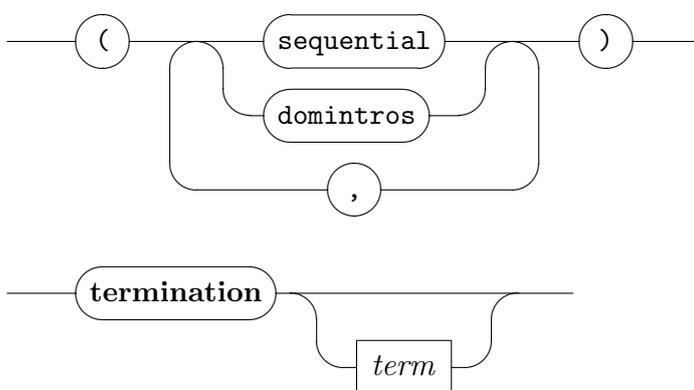
primrec : $\text{local_theory} \rightarrow \text{local_theory}$
fun : $\text{local_theory} \rightarrow \text{local_theory}$
function : $\text{local_theory} \rightarrow \text{proof}(\text{prove})$
termination : $\text{local_theory} \rightarrow \text{proof}(\text{prove})$



equations



functionopts



primrec defines primitive recursive functions over datatypes (see also **datatype** and **rep_datatype**). The given *equations* specify reduction rules that are produced by instantiating the generic combinator for primitive recursion that is available for each datatype.

Each equation needs to be of the form:

$$f x_1 \dots x_m (C y_1 \dots y_k) z_1 \dots z_n = rhs$$

such that C is a datatype constructor, rhs contains only the free variables on the left-hand side (or from the context), and all recursive occurrences of f in rhs are of the form $f \dots y_i \dots$ for some i . At most one reduction rule for each constructor can be given. The order does not matter. For missing constructors, the function is defined to return a default value, but this equation is made difficult to access for users.

The reduction rules are declared as *simp* by default, which enables standard proof methods like *simp* and *auto* to normalize expressions of f applied to datatype constructions, by simulating symbolic computation via rewriting.

function defines functions by general wellfounded recursion. A detailed description with examples can be found in [15]. The function is specified by a set of (possibly conditional) recursive equations with arbitrary pattern matching. The command generates proof obligations for the completeness and the compatibility of patterns.

The defined function is considered partial, and the resulting simplification rules (named *f.psimps*) and induction rule (named *f.pinduct*) are guarded by a generated domain predicate *f.dom*. The **termination** command can then be used to establish that the function is total.

fun is a shorthand notation for “**function** (*sequential*)”, followed by automated proof attempts regarding pattern matching and termination. See [15] for further details.

termination *f* commences a termination proof for the previously defined function *f*. If this is omitted, the command refers to the most recent function definition. After the proof is closed, the recursive equations and the induction principle is established.

Recursive definitions introduced by the **function** command accommodate reasoning by induction (cf. *induct*): rule *f.induct* refers to a specific induction rule, with parameters named according to the user-specified equations. Cases are numbered starting from 1. For **primrec**, the induction principle coincides with structural recursion on the datatype where the recursion is carried out. The equations provided by these packages may be referred later as theorem list *f.simps*, where *f* is the (collective) name of the functions defined. Individual equations may be named explicitly as well.

The **function** command accepts the following options.

sequential enables a preprocessor which disambiguates overlapping patterns by making them mutually disjoint. Earlier equations take precedence over later ones. This allows to give the specification in a format very similar to functional programming. Note that the resulting simplification and induction rules correspond to the transformed specification, not the one given originally. This usually means that each equation given by the user may result in several theorems. Also note that this automatic transformation only works for ML-style datatype patterns.

domintros enables the automated generation of introduction rules for the domain predicate. While mostly not needed, they can be helpful in some proofs about partial functions.

Example: evaluation of expressions

Subsequently, we define mutual datatypes for arithmetic and boolean expressions, and use **primrec** for evaluation functions that follow the same recursive structure.

```
datatype 'a aexp =
  IF 'a bexp 'a aexp 'a aexp
| Sum 'a aexp 'a aexp
| Diff 'a aexp 'a aexp
| Var 'a
| Num nat
and 'a bexp =
  Less 'a aexp 'a aexp
| And 'a bexp 'a bexp
| Neg 'a bexp
```

Evaluation of arithmetic and boolean expressions

```
primrec evala :: ('a ⇒ nat) ⇒ 'a aexp ⇒ nat
and evalb :: ('a ⇒ nat) ⇒ 'a bexp ⇒ bool
where
  evala env (IF b a1 a2) = (if evalb env b then evala env a1 else evala env a2)
| evala env (Sum a1 a2) = evala env a1 + evala env a2
| evala env (Diff a1 a2) = evala env a1 - evala env a2
| evala env (Var v) = env v
| evala env (Num n) = n
| evalb env (Less a1 a2) = (evala env a1 < evala env a2)
| evalb env (And b1 b2) = (evalb env b1 ∧ evalb env b2)
| evalb env (Neg b) = (¬ evalb env b)
```

Since the value of an expression depends on the value of its variables, the functions *evala* and *evalb* take an additional parameter, an *environment* that maps variables to their values.

Substitution on expressions can be defined similarly. The mapping *f* of type $'a \Rightarrow 'a \text{ aexp}$ given as a parameter is lifted canonically on the types $'a \text{ aexp}$ and $'a \text{ bexp}$, respectively.

```
primrec subst :: ('a ⇒ 'b aexp) ⇒ 'a aexp ⇒ 'b aexp
and substb :: ('a ⇒ 'b aexp) ⇒ 'a bexp ⇒ 'b bexp
where
  subst f (IF b a1 a2) = IF (substb f b) (subst f a1) (subst f a2)
| subst f (Sum a1 a2) = Sum (subst f a1) (subst f a2)
| subst f (Diff a1 a2) = Diff (subst f a1) (subst f a2)
| subst f (Var v) = f v
```

```

| subst f (Num n) = Num n
| subst f (Less a1 a2) = Less (subst f a1) (subst f a2)
| subst f (And b1 b2) = And (subst f b1) (subst f b2)
| subst f (Neg b) = Neg (subst f b)

```

In textbooks about semantics one often finds substitution theorems, which express the relationship between substitution and evaluation. For $'a$ *aexp* and $'a$ *bexp*, we can prove such a theorem by mutual induction, followed by simplification.

lemma *subst_one*:

```

  evala env (subst (Var (v := a')) a) = evala (env (v := evala env a')) a
  evalb env (subst (Var (v := a')) b) = evalb (env (v := evala env a')) b
  by (induct a and b) simp_all

```

lemma *subst_all*:

```

  evala env (subst s a) = evala (λx. evala env (s x)) a
  evalb env (subst s b) = evalb (λx. evala env (s x)) b
  by (induct a and b) simp_all

```

Example: a substitution function for terms

Functions on datatypes with nested recursion are also defined by mutual primitive recursion.

```

datatype ('a, 'b) term = Var 'a | App 'b ('a, 'b) term list

```

A substitution function on type $('a, 'b)$ *term* can be defined as follows, by working simultaneously on $('a, 'b)$ *term list*:

```

primrec subst_term :: ('a ⇒ ('a, 'b) term) ⇒ ('a, 'b) term ⇒ ('a, 'b) term and
  subst_term_list :: ('a ⇒ ('a, 'b) term) ⇒ ('a, 'b) term list ⇒ ('a, 'b) term list
where

```

```

  subst_term f (Var a) = f a
| subst_term f (App b ts) = App b (subst_term_list f ts)
| subst_term_list f [] = []
| subst_term_list f (t # ts) = subst_term f t # subst_term_list f ts

```

The recursion scheme follows the structure of the unfolded definition of type $('a, 'b)$ *term*. To prove properties of this substitution function, mutual induction is needed:

```

lemma subst_term (subst_term f1 ◦ f2) t = subst_term f1 (subst_term f2 t) and
  subst_term_list (subst_term f1 ◦ f2) ts = subst_term_list f1 (subst_term_list f2 ts)
  by (induct t and ts) simp_all

```

Example: a map function for infinitely branching trees

Defining functions on infinitely branching datatypes by primitive recursion is just as easy.

```
datatype 'a tree = Atom 'a | Branch nat  $\Rightarrow$  'a tree
```

```
primrec map_tree :: ('a  $\Rightarrow$  'b)  $\Rightarrow$  'a tree  $\Rightarrow$  'b tree
```

```
where
```

```
  map_tree f (Atom a) = Atom (f a)
```

```
| map_tree f (Branch ts) = Branch ( $\lambda$ x. map_tree f (ts x))
```

Note that all occurrences of functions such as ts above must be applied to an argument. In particular, $map_tree\ f \circ ts$ is not allowed here.

Here is a simple composition lemma for map_tree :

```
lemma map_tree g (map_tree f t) = map_tree (g  $\circ$  f) t
```

```
  by (induct t) simp_all
```

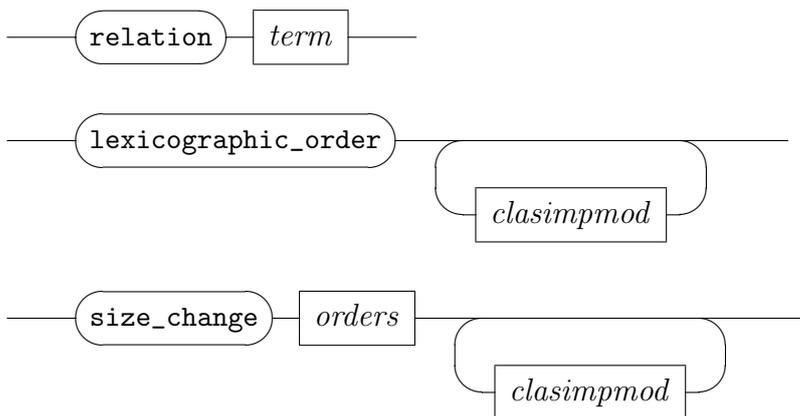
10.3.1 Proof methods related to recursive definitions

```
  pat_completeness : method
```

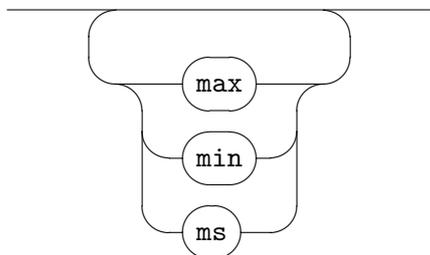
```
  relation : method
```

```
  lexicographic_order : method
```

```
  size_change : method
```



orders



pat_completeness is a specialized method to solve goals regarding the completeness of pattern matching, as required by the **function** package (cf. [15]).

relation R introduces a termination proof using the relation R . The resulting proof state will contain goals expressing that R is wellfounded, and that the arguments of recursive calls decrease with respect to R . Usually, this method is used as the initial proof step of manual termination proofs.

lexicographic_order attempts a fully automated termination proof by searching for a lexicographic combination of size measures on the arguments of the function. The method accepts the same arguments as the *auto* method, which it uses internally to prove local descents. The *clasimpmod* modifiers are accepted (as for *auto*).

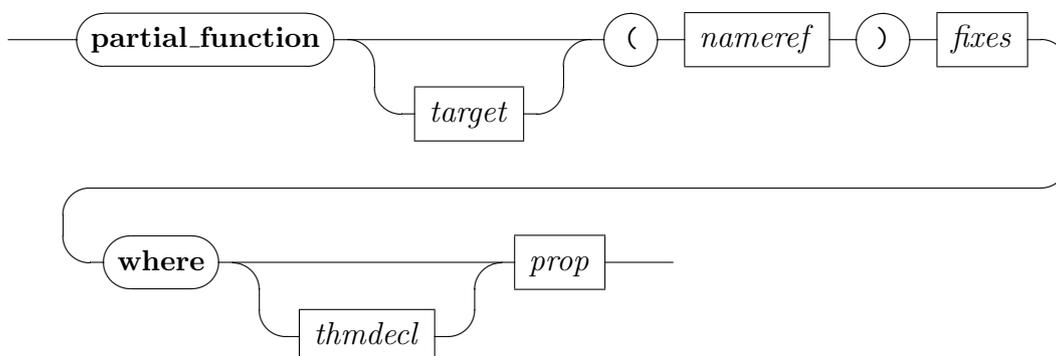
In case of failure, extensive information is printed, which can help to analyse the situation (cf. [15]).

size_change also works on termination goals, using a variation of the size-change principle, together with a graph decomposition technique (see [16] for details). Three kinds of orders are used internally: *max*, *min*, and *ms* (multiset), which is only available when the theory *Multiset* is loaded. When no order kinds are given, they are tried in order. The search for a termination proof uses SAT solving internally.

For local descent proofs, the *clasimpmod* modifiers are accepted (as for *auto*).

10.3.2 Functions with explicit partiality

partial_function : *local_theory* \rightarrow *local_theory*
partial_function_mono : *attribute*



partial_function (*mode*) defines recursive functions based on fixpoints in complete partial orders. No termination proof is required from the user or constructed internally. Instead, the possibility of non-termination is modelled explicitly in the result type, which contains an explicit bottom element.

Pattern matching and mutual recursion are currently not supported. Thus, the specification consists of a single function described by a single recursive equation.

There are no fixed syntactic restrictions on the body of the function, but the induced functional must be provably monotonic wrt. the underlying order. The monotonicity proof is performed internally, and the definition is rejected when it fails. The proof can be influenced by declaring hints using the *partial_function_mono* attribute.

The mandatory *mode* argument specifies the mode of operation of the command, which directly corresponds to a complete partial order on the result type. By default, the following modes are defined:

option defines functions that map into the *option* type. Here, the value *None* is used to model a non-terminating computation. Monotonicity requires that if *None* is returned by a recursive call, then the overall result must also be *None*. This is best achieved through the use of the monadic operator *Option.bind*.

tailrec defines functions with an arbitrary result type and uses the slightly degenerated partial order where *undefined* is the bottom element. Now, monotonicity requires that if *undefined* is returned by a recursive call, then the overall result must also be *undefined*. In practice, this is only satisfied when each recursive call is a tail call, whose result is directly returned. Thus, this mode of operation allows the definition of arbitrary tail-recursive functions.

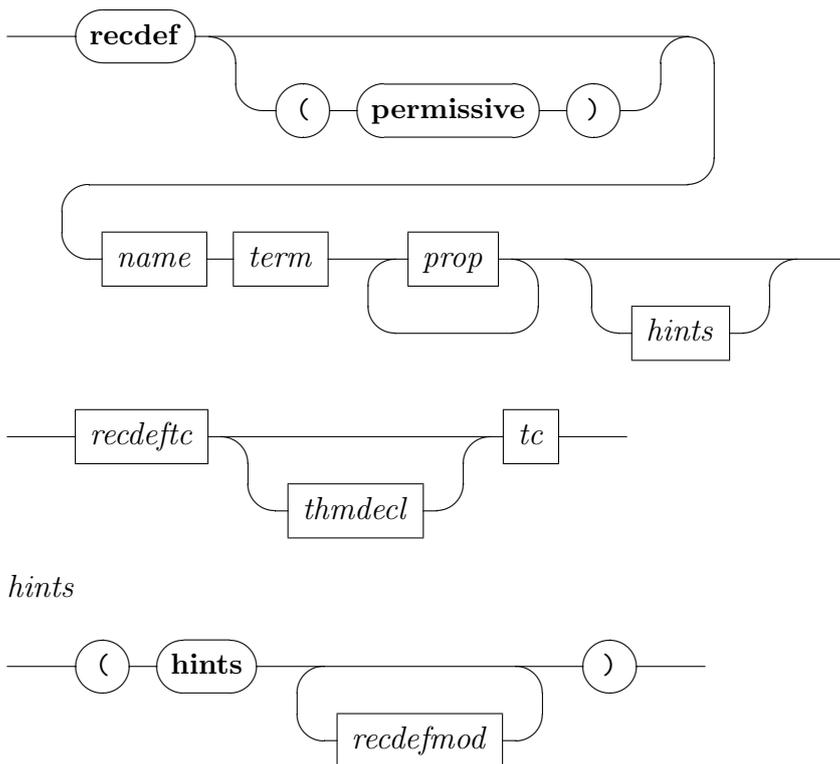
Experienced users may define new modes by instantiating the locale *partial_function_definitions* appropriately.

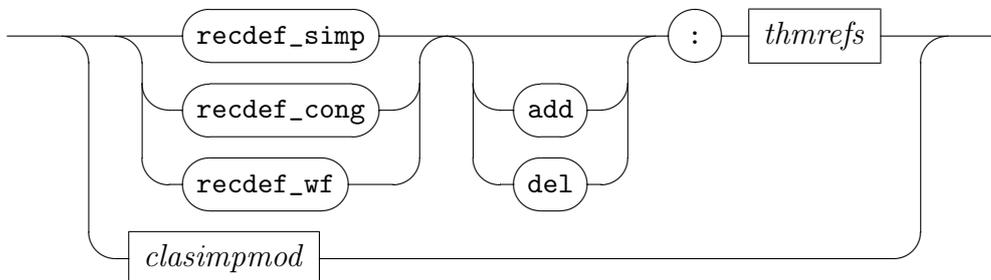
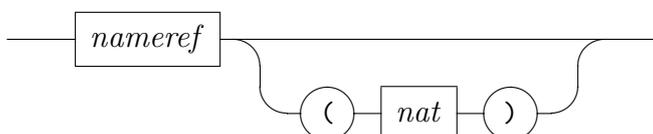
partial_function_mono declares rules for use in the internal mononicity proofs of partial function definitions.

10.3.3 Old-style recursive function definitions (TFL)

The old TFL commands **recdef** and **recdef_tc** for defining recursive are mostly obsolete; **function** or **fun** should be used instead.

recdef : *theory* \rightarrow *theory*)
recdef_tc* : *theory* \rightarrow *proof*(*prove*)



recdefmod*tc*

recdef defines general well-founded recursive functions (using the TFL package), see also [24]. The “(*permissive*)” option tells TFL to recover from failed proof attempts, returning unfinished results. The *recdef_simp*, *recdef_cong*, and *recdef_wf* hints refer to auxiliary rules to be used in the internal automated proof process of TFL. Additional *clasimpmod* declarations may be given to tune the context of the Simplifier (cf. §9.3) and Classical reasoner (cf. §9.4).

recdef_tc *c* (*i*) recommences the proof for leftover termination condition number *i* (default 1) as generated by a **recdef** definition of constant *c*.

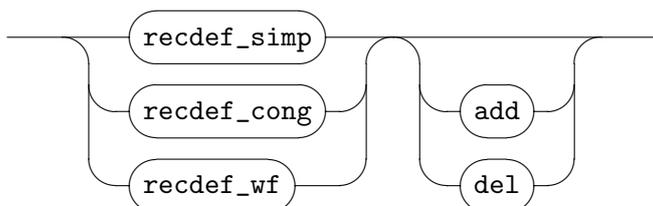
Note that in most cases, **recdef** is able to finish its internal proofs without manual intervention.

Hints for **recdef** may be also declared globally, using the following attributes.

```

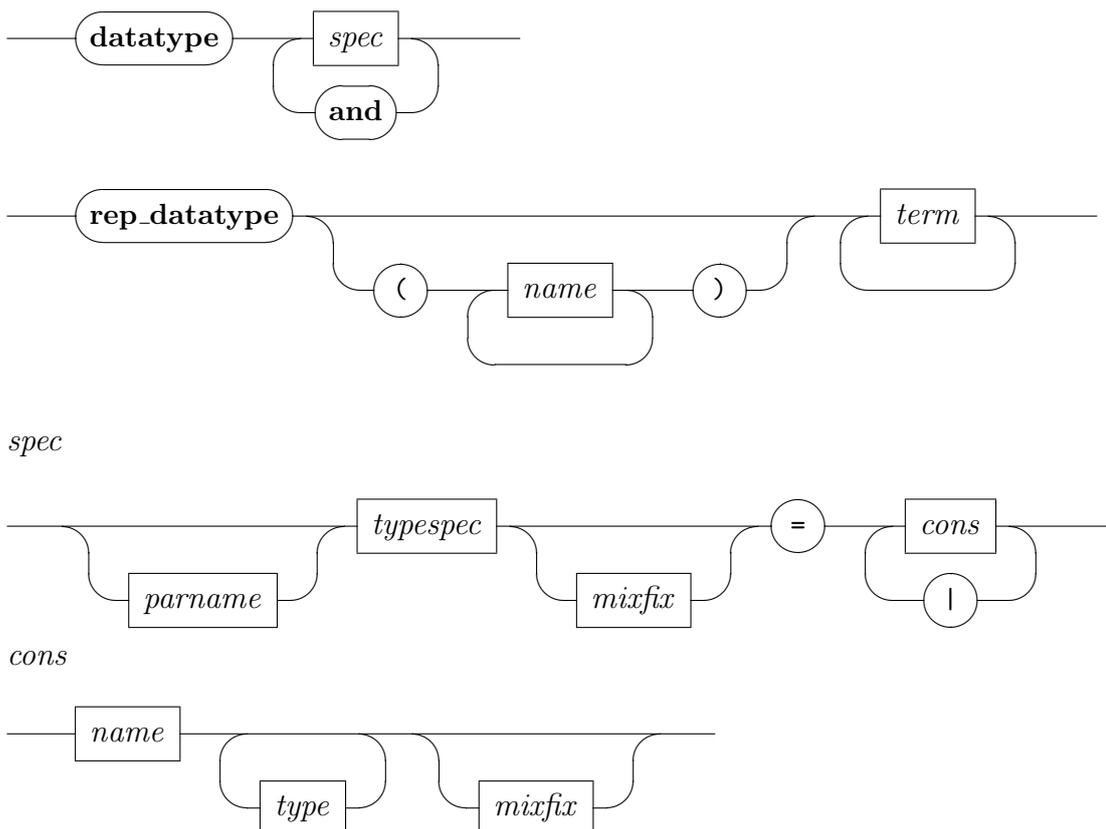
recdef_simp : attribute
recdef_cong : attribute
recdef_wf   : attribute

```



10.4 Datatypes

datatype : $theory \rightarrow theory$
rep_datatype : $theory \rightarrow proof(prove)$



datatype defines inductive datatypes in HOL.

rep_datatype represents existing types as datatypes.

For foundational reasons, some basic types such as nat , $'a \times 'b$, $'a + 'b$, $bool$ and $unit$ are introduced by more primitive means using **typedef**. To recover the rich infrastructure of **datatype** (e.g. rules for *cases* and *induct* and the primitive recursion combinators), such types may be represented as actual datatypes later. This is done by specifying the constructors of the desired type, and giving a proof of the induction rule, distinctness and injectivity of constructors.

For example, see `~/src/HOL/Sum_Type.thy` for the representation of the primitive sum type as fully-featured datatype.

The generated rules for *induct* and *cases* provide case names according to the given constructors, while parameters are named after the types (see also §6.6).

See [24] for more details on datatypes, but beware of the old-style theory syntax being used there! Apart from proper proof methods for case-analysis and induction, there are also emulations of ML tactics *case_tac* and *induct_tac* available, see §10.17; these admit to refer directly to the internal structure of subgoals (including internally bound parameters).

Examples

We define a type of finite sequences, with slightly different names than the existing *'a list* that is already in *Main*:

```
datatype 'a seq = Empty | Seq 'a 'a seq
```

We can now prove some simple lemma by structural induction:

```
lemma Seq x xs ≠ xs
proof (induct xs arbitrary: x)
  case Empty
```

This case can be proved using the simplifier: the freeness properties of the datatype are already declared as *simp* rules.

```
  show Seq x Empty ≠ Empty
    by simp
next
  case (Seq y ys)
```

The step case is proved similarly.

```
  show Seq x (Seq y ys) ≠ Seq y ys
    using ⟨Seq y ys ≠ ys⟩ by simp
qed
```

Here is a more succinct version of the same proof:

```
lemma Seq x xs ≠ xs
  by (induct xs arbitrary: x) simp_all
```

10.5 Records

In principle, records merely generalize the concept of tuples, where components may be addressed by labels instead of just position. The logical infrastructure of records in Isabelle/HOL is slightly more advanced, though,

supporting truly extensible record schemes. This admits operations that are polymorphic with respect to record extension, yielding “object-oriented” effects like (single) inheritance. See also [22] for more details on object-oriented verification and record subtyping in HOL.

10.5.1 Basic concepts

Isabelle/HOL supports both *fixed* and *schematic* records at the level of terms and types. The notation is as follows:

	record terms	record types
fixed	$\langle x = a, y = b \rangle$	$\langle x :: A, y :: B \rangle$
schematic	$\langle x = a, y = b, \dots = m \rangle$	$\langle x :: A, y :: B, \dots :: M \rangle$

The ASCII representation of $\langle x = a \rangle$ is $(| x = a |)$.

A fixed record $\langle x = a, y = b \rangle$ has field x of value a and field y of value b . The corresponding type is $\langle x :: A, y :: B \rangle$, assuming that $a :: A$ and $b :: B$. A record scheme like $\langle x = a, y = b, \dots = m \rangle$ contains fields x and y as before, but also possibly further fields as indicated by the “...” notation (which is actually part of the syntax). The improper field “...” of a record scheme is called the *more part*. Logically it is just a free variable, which is occasionally referred to as “row variable” in the literature. The more part of a record scheme may be instantiated by zero or more further components. For example, the previous scheme may get instantiated to $\langle x = a, y = b, z = c, \dots = m' \rangle$, where m' refers to a different more part. Fixed records are special instances of record schemes, where “...” is properly terminated by the $() :: \textit{unit}$ element. In fact, $\langle x = a, y = b \rangle$ is just an abbreviation for $\langle x = a, y = b, \dots = () \rangle$.

Two key observations make extensible records in a simply typed language like HOL work out:

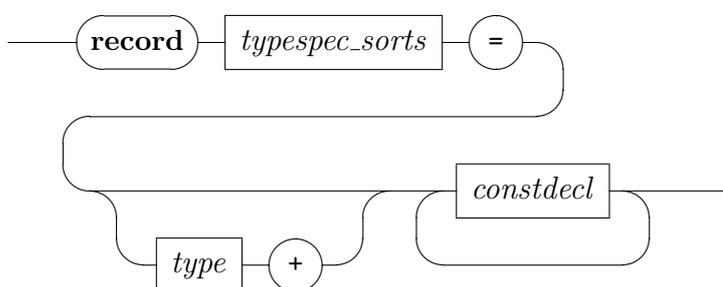
1. the more part is internalized, as a free term or type variable,
2. field names are externalized, they cannot be accessed within the logic as first-class values.

In Isabelle/HOL record types have to be defined explicitly, fixing their field names and types, and their (optional) parent record. Afterwards, records may be formed using above syntax, while obeying the canonical order of fields as

given by their declaration. The record package provides several standard operations like selectors and updates. The common setup for various generic proof tools enable succinct reasoning patterns. See also the Isabelle/HOL tutorial [25] for further instructions on using records in practice.

10.5.2 Record specifications

record : *theory* \rightarrow *theory*



record $(\alpha_1, \dots, \alpha_m)$ $t = \tau + c_1 :: \sigma_1 \dots c_n :: \sigma_n$ defines extensible record type $(\alpha_1, \dots, \alpha_m)$ t , derived from the optional parent record τ by adding new field components $c_i :: \sigma_i$ etc.

The type variables of τ and σ_i need to be covered by the (distinct) parameters $\alpha_1, \dots, \alpha_m$. Type constructor t has to be new, while τ needs to specify an instance of an existing record type. At least one new field c_i has to be specified. Basically, field names need to belong to a unique record. This is not a real restriction in practice, since fields are qualified by the record name internally.

The parent record specification τ is optional; if omitted t becomes a root record. The hierarchy of all records declared within a theory context forms a forest structure, i.e. a set of trees starting with a root record each. There is no way to merge multiple parent records!

For convenience, $(\alpha_1, \dots, \alpha_m)$ t is made a type abbreviation for the fixed record type $\langle c_1 :: \sigma_1, \dots, c_n :: \sigma_n \rangle$, likewise is $(\alpha_1, \dots, \alpha_m, \zeta)$ t_scheme made an abbreviation for $\langle c_1 :: \sigma_1, \dots, c_n :: \sigma_n, \dots :: \zeta \rangle$.

10.5.3 Record operations

Any record definition of the form presented above produces certain standard operations. Selectors and updates are provided for any field, including the

improper one “*more*”. There are also cumulative record constructor functions. To simplify the presentation below, we assume for now that $(\alpha_1, \dots, \alpha_m)$ t is a root record with fields $c_1 :: \sigma_1, \dots, c_n :: \sigma_n$.

Selectors and **updates** are available for any field (including “*more*”):

$$\begin{aligned} c_i &:: (\bar{c} :: \bar{\sigma}, \dots :: \zeta) \Rightarrow \sigma_i \\ c_i_update &:: \sigma_i \Rightarrow (\bar{c} :: \bar{\sigma}, \dots :: \zeta) \Rightarrow (\bar{c} :: \bar{\sigma}, \dots :: \zeta) \end{aligned}$$

There is special syntax for application of updates: $r(x := a)$ abbreviates term $x_update\ a\ r$. Further notation for repeated updates is also available: $r(x := a)(y := b)(z := c)$ may be written $r(x := a, y := b, z := c)$. Note that because of postfix notation the order of fields shown here is reverse than in the actual term. Since repeated updates are just function applications, fields may be freely permuted in $(x := a, y := b, z := c)$, as far as logical equality is concerned. Thus commutativity of independent updates can be proven within the logic for any two fields, but not as a general theorem.

The **make** operation provides a cumulative record constructor function:

$$t.make :: \sigma_1 \Rightarrow \dots \sigma_n \Rightarrow (\bar{c} :: \bar{\sigma})$$

We now reconsider the case of non-root records, which are derived of some parent. In general, the latter may depend on another parent as well, resulting in a list of *ancestor records*. Appending the lists of fields of all ancestors results in a certain field prefix. The record package automatically takes care of this by lifting operations over this context of ancestor fields. Assuming that $(\alpha_1, \dots, \alpha_m)$ t has ancestor fields $b_1 :: \varrho_1, \dots, b_k :: \varrho_k$, the above record operations will get the following types:

$$\begin{aligned} c_i &:: (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}, \dots :: \zeta) \Rightarrow \sigma_i \\ c_i_update &:: \sigma_i \Rightarrow (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}, \dots :: \zeta) \Rightarrow (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}, \dots :: \zeta) \\ t.make &:: \varrho_1 \Rightarrow \dots \varrho_k \Rightarrow \sigma_1 \Rightarrow \dots \sigma_n \Rightarrow (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}) \end{aligned}$$

Some further operations address the extension aspect of a derived record scheme specifically: $t.fields$ produces a record fragment consisting of exactly the new fields introduced here (the result may serve as a more part elsewhere); $t.extend$ takes a fixed record and adds a given more part; $t.truncate$ restricts a record scheme to a fixed record.

$$\begin{aligned} t.fields &:: \sigma_1 \Rightarrow \dots \sigma_n \Rightarrow (\bar{c} :: \bar{\sigma}) \\ t.extend &:: (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}) \Rightarrow \zeta \Rightarrow (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}, \dots :: \zeta) \\ t.truncate &:: (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}, \dots :: \zeta) \Rightarrow (\bar{b} :: \bar{\varrho}, \bar{c} :: \bar{\sigma}) \end{aligned}$$

Note that $t.make$ and $t.fields$ coincide for root records.

10.5.4 Derived rules and proof tools

The record package proves several results internally, declaring these facts to appropriate proof tools. This enables users to reason about record structures quite conveniently. Assume that t is a record type as specified above.

1. Standard conversions for selectors or updates applied to record constructor terms are made part of the default Simplifier context; thus proofs by reduction of basic operations merely require the *simp* method without further arguments. These rules are available as *t.simps*, too.
2. Selectors applied to updated records are automatically reduced by an internal simplification procedure, which is also part of the standard Simplifier setup.
3. Inject equations of a form analogous to $(x, y) = (x', y') \equiv x = x' \wedge y = y'$ are declared to the Simplifier and Classical Reasoner as *iff* rules. These rules are available as *t.iffs*.
4. The introduction rule for record equality analogous to $x r = x r' \implies y r = y r' \dots \implies r = r'$ is declared to the Simplifier, and as the basic rule context as “*intro?*”. The rule is called *t.equality*.
5. Representations of arbitrary record expressions as canonical constructor terms are provided both in *cases* and *induct* format (cf. the generic proof methods of the same name, §6.6). Several variations are available, for fixed records, record schemes, more parts etc.

The generic proof methods are sufficiently smart to pick the most sensible rule according to the type of the indicated record expression: users just need to apply something like “(*cases r*)” to a certain proof problem.

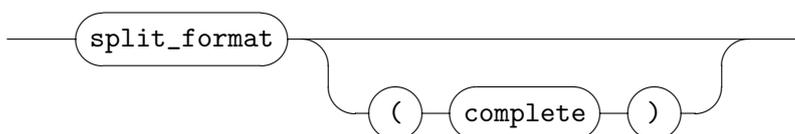
6. The derived record operations *t.make*, *t.fields*, *t.extend*, *t.truncate* are *not* treated automatically, but usually need to be expanded by hand, using the collective fact *t.defs*.

Examples

See `~/src/HOL/ex/Records.thy`, for example.

10.6 Adhoc tuples

*split_format** : *attribute*



split_format (*complete*) causes arguments in function applications to be represented canonically according to their tuple type structure.

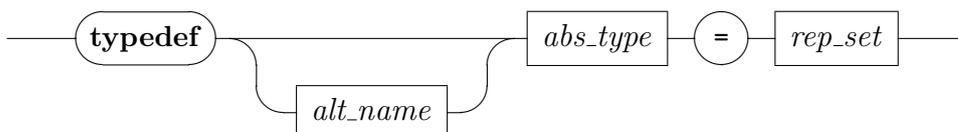
Note that this operation tends to invent funny names for new local parameters introduced.

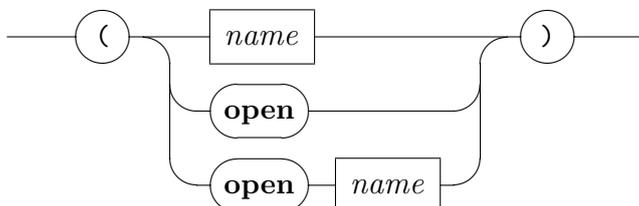
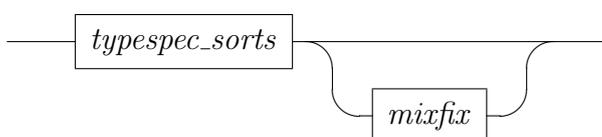
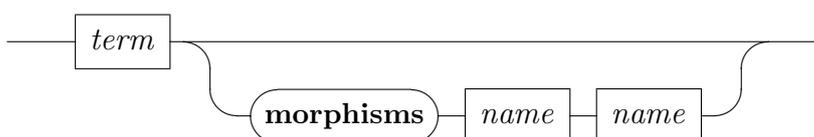
10.7 Typedef axiomatization

A Gordon/HOL-style type definition is a certain axiom scheme that identifies a new type with a subset of an existing type. More precisely, the new type is defined by exhibiting an existing type τ , a set $A :: \tau \text{ set}$, and a theorem that proves $\exists x. x \in A$. Thus A is a non-empty subset of τ , and the new type denotes this subset. New functions are postulated that establish an isomorphism between the new type and the subset. In general, the type τ may involve type variables $\alpha_1, \dots, \alpha_n$ which means that the type definition produces a type constructor $(\alpha_1, \dots, \alpha_n) t$ depending on those type arguments.

The axiomatization can be considered a “definition” in the sense of the particular set-theoretic interpretation of HOL [37], where the universe of types is required to be downwards-closed wrt. arbitrary non-empty subsets. Thus genuinely new types introduced by **typedef** stay within the range of HOL models by construction. Note that **type_synonym** from Isabelle/Pure merely introduces syntactic abbreviations, without any logical significance.

typedef : *local_theory* \rightarrow *proof*(*prove*)



alt_name*abs_type**rep_set*

typedef $(\alpha_1, \dots, \alpha_n) t = A$ axiomatizes a type definition in the background theory of the current context, depending on a non-emptiness result of the set A that needs to be proven here. The set A may contain type variables $\alpha_1, \dots, \alpha_n$ as specified on the LHS, but no term variables.

Even though a local theory specification, the newly introduced type constructor cannot depend on parameters or assumptions of the context: this is structurally impossible in HOL. In contrast, the non-emptiness proof may use local assumptions in unusual situations, which could result in different interpretations in target contexts: the meaning of the bijection between the representing set A and the new type t may then change in different application contexts.

By default, **typedef** defines both a type constructor t for the new type, and a term constant t for the representing set within the old type. Use the “*open*” option to suppress a separate constant definition altogether. The injection from type to set is called Rep_t , its inverse Abs_t , unless explicit **morphisms** specification provides alternative names.

The core axiomatization uses the locale predicate *type_definition* as defined in Isabelle/HOL. Various basic consequences of that are instantiated accordingly, re-using the locale facts with names derived from the new type constructor. Thus the generic *type_definition.Rep* is turned into the specific Rep_t , for example.

Theorems *type_definition.Rep*, *type_definition.Rep_inverse*, and *type_definition.Abs_inverse* provide the most basic characterization as a corresponding injection/surjection pair (in both directions). The derived rules *type_definition.Rep_inject* and *type_definition.Abs_inject* provide a more convenient version of injectivity, suitable for automated proof tools (e.g. in declarations involving *simp* or *iff*). Furthermore, the rules *type_definition.Rep_cases* / *type_definition.Rep_induct*, and *type_definition.Abs_cases* / *type_definition.Abs_induct* provide alternative views on surjectivity. These rules are already declared as set or type rules for the generic *cases* and *induct* methods, respectively.

An alternative name for the set definition (and other derived entities) may be specified in parentheses; the default is to use *t* directly.

! If you introduce a new type axiomatically, i.e. via **typedecl** and **axiomatization**, the minimum requirement is that it has a non-empty model, to avoid immediate collapse of the HOL logic. Moreover, one needs to demonstrate that the interpretation of such free-form axiomatizations can coexist with that of the regular **typedef** scheme, and any extension that other people might have introduced elsewhere (e.g. in HOLCF [21]).

Examples

Type definitions permit the introduction of abstract data types in a safe way, namely by providing models based on already existing types. Given some abstract axiomatic description *P* of a type, this involves two steps:

1. Find an appropriate type τ and subset *A* which has the desired properties *P*, and make a type definition based on this representation.
2. Prove that *P* holds for τ by lifting *P* from the representation.

You can later forget about the representation and work solely in terms of the abstract properties *P*.

The following trivial example pulls a three-element type into existence within the formal logical environment of HOL.

```
typedef three = {(True, True), (True, False), (False, True)}
by blast
```

```
definition One = Abs_three (True, True)
```

definition $Two = Abs_three (True, False)$

definition $Three = Abs_three (False, True)$

lemma $three_distinct: One \neq Two \ One \neq Three \ Two \neq Three$
by $(simp_all \ add: One_def \ Two_def \ Three_def \ Abs_three_inject \ three_def)$

lemma $three_cases:$

fixes $x :: three$ **obtains** $x = One \mid x = Two \mid x = Three$

by $(cases \ x) \ (auto \ simp: One_def \ Two_def \ Three_def \ Abs_three_inject \ three_def)$

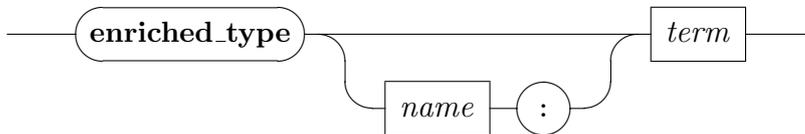
Note that such trivial constructions are better done with derived specification mechanisms such as **datatype**:

datatype $three' = One' \mid Two' \mid Three'$

This avoids re-doing basic definitions and proofs from the primitive **typedef** above.

10.8 Functorial structure of types

enriched_type : $local_theory \rightarrow proof(prove)$



enriched_type *prefix*: m allows to prove and register properties about the functorial structure of type constructors. These properties then can be used by other packages to deal with those type constructors in certain type constructions. Characteristic theorems are noted in the current local theory. By default, they are prefixed with the base name of the type constructor, an explicit prefix can be given alternatively.

The given term m is considered as *mapper* for the corresponding type constructor and must conform to the following type pattern:

$$m :: \sigma_1 \Rightarrow \dots \sigma_k \Rightarrow (\bar{\alpha}_n) t \Rightarrow (\bar{\beta}_n) t$$

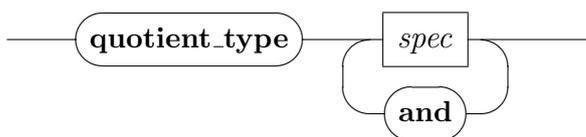
where t is the type constructor, $\bar{\alpha}_n$ and $\bar{\beta}_n$ are distinct type variables free in the local theory and $\sigma_1, \dots, \sigma_k$ is a subsequence of $\alpha_1 \Rightarrow \beta_1, \beta_1 \Rightarrow \alpha_1, \dots, \alpha_n \Rightarrow \beta_n, \beta_n \Rightarrow \alpha_n$.

10.9 Quotient types

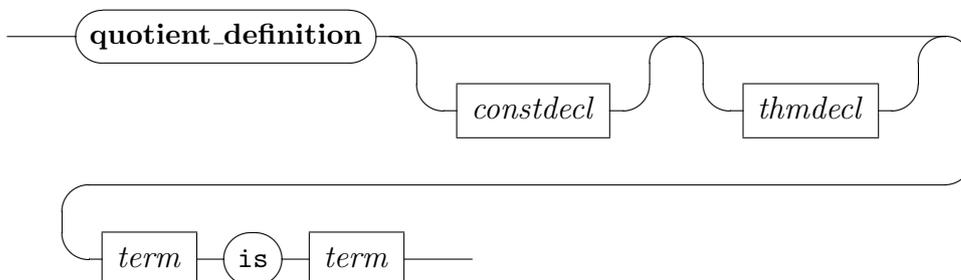
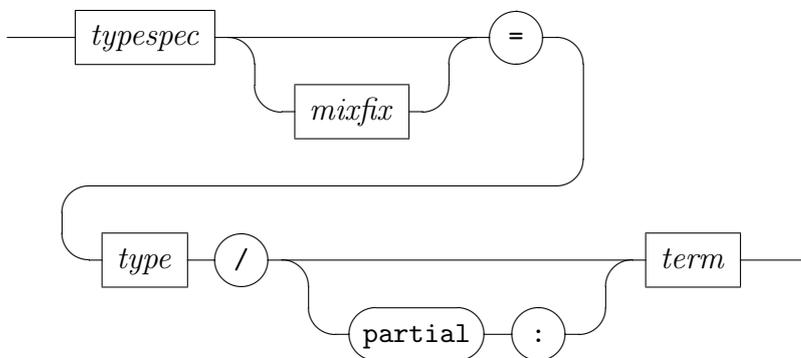
The quotient package defines a new quotient type given a raw type and a partial equivalence relation. It also includes automation for transporting definitions and theorems. It can automatically produce definitions and theorems on the quotient type, given the corresponding constants and facts on the raw type.

```

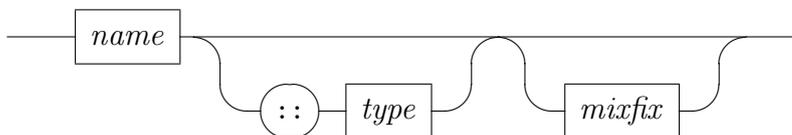
quotient_type : local_theory → proof(prove)
quotient_definition : local_theory → proof(prove)
print_quotmaps : context →
print_quotients : context →
print_quotconsts : context →
  
```



spec



constdecl



quotient_type defines quotient types.

quotient_definition defines a constant on the quotient type.

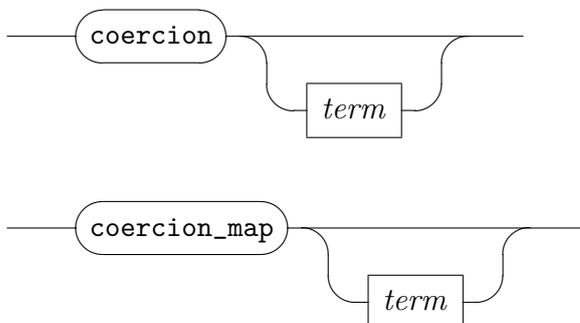
print_quotmaps prints quotient map functions.

print_quotients prints quotients.

print_quotconsts prints quotient constants.

10.10 Coercive subtyping

coercion : attribute
coercion_enabled : attribute
coercion_map : attribute



Coercive subtyping allows the user to omit explicit type conversions, also called *coercions*. Type inference will add them as necessary when parsing a term. See [40] for details.

coercion f registers a new coercion function $f :: \sigma_1 \Rightarrow \sigma_2$ where σ_1 and σ_2 are nullary type constructors. Coercions are composed by the inference algorithm if needed. Note that the type inference algorithm is complete only if the registered coercions form a lattice.

coercion_map map registers a new map function to lift coercions through type constructors. The function *map* must conform to the following type pattern

$$\text{map} :: f_1 \Rightarrow \dots \Rightarrow f_n \Rightarrow (\alpha_1, \dots, \alpha_n) t \Rightarrow (\beta_1, \dots, \beta_n) t$$

where t is a type constructor and f_i is of type $\alpha_i \Rightarrow \beta_i$ or $\beta_i \Rightarrow \alpha_i$. Registering a map function overwrites any existing map function for this particular type constructor.

coercion_enabled enables the coercion inference algorithm.

10.11 Arithmetic proof support

arith : method
arith : attribute
arith_split : attribute

The *arith* method decides linear arithmetic problems (on types *nat*, *int*, *real*). Any current facts are inserted into the goal before running the procedure.

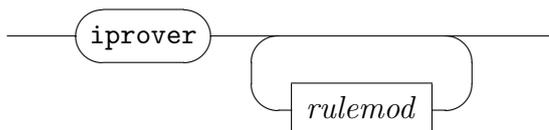
The *arith* attribute declares facts that are always supplied to the arithmetic provers implicitly.

The *arith_split* attribute declares case split rules to be expanded before *arith* is invoked.

Note that a simpler (but faster) arithmetic prover is already invoked by the Simplifier.

10.12 Intuitionistic proof search

iprover : method

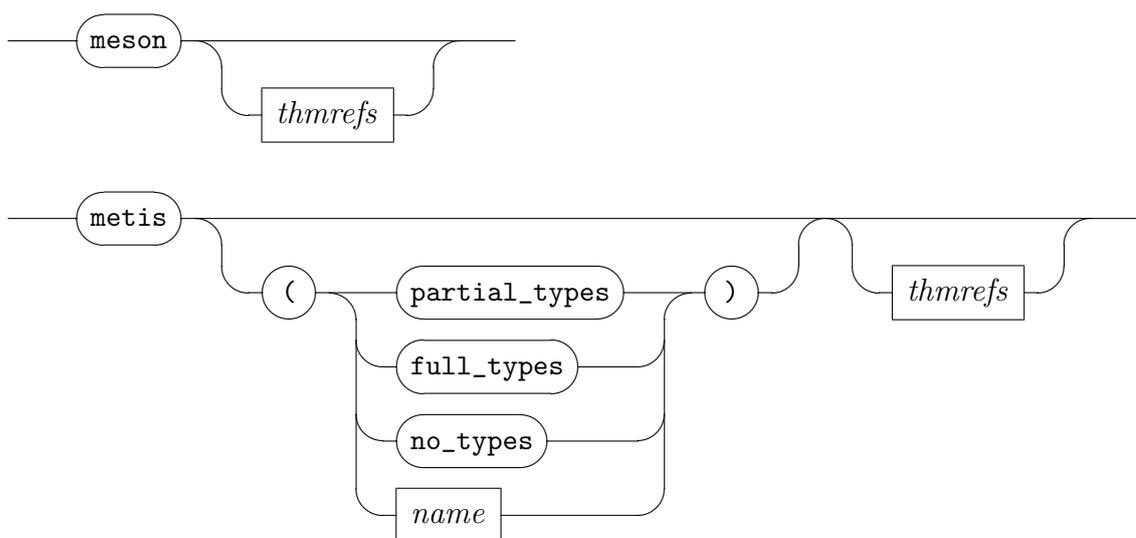


The *iprover* method performs intuitionistic proof search, depending on specifically declared rules from the context, or given as explicit arguments. Chained facts are inserted into the goal before commencing proof search.

Rules need to be classified as *intro*, *elim*, or *dest*; here the “!” indicator refers to “safe” rules, which may be applied aggressively (without considering backtracking later). Rules declared with “?” are ignored in proof search (the single-step *rule* method still observes these). An explicit weight annotation may be given as well; otherwise the number of rule premises will be taken into account here.

10.13 Model Elimination and Resolution

meson : method
metis : method

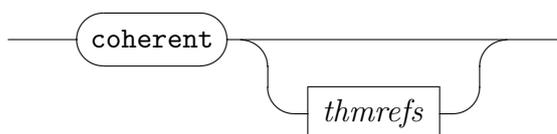


The *meson* method implements Loveland’s model elimination procedure [18]. See `~/src/HOL/ex/Meson_Test.thy` for examples.

The *metis* method combines ordered resolution and ordered paramodulation to find first-order (or mildly higher-order) proofs. The first optional argument specifies a type encoding; see the Sledgehammer manual [8] for details. The `~/src/HOL/Metis_Examples` directory contains several small theories developed to a large extent using Metis.

10.14 Coherent Logic

coherent : method



The *coherent* method solves problems of *Coherent Logic* [7], which covers applications in confluence theory, lattice theory and projective geometry. See `~/src/HOL/ex/Coherent.thy` for some examples.

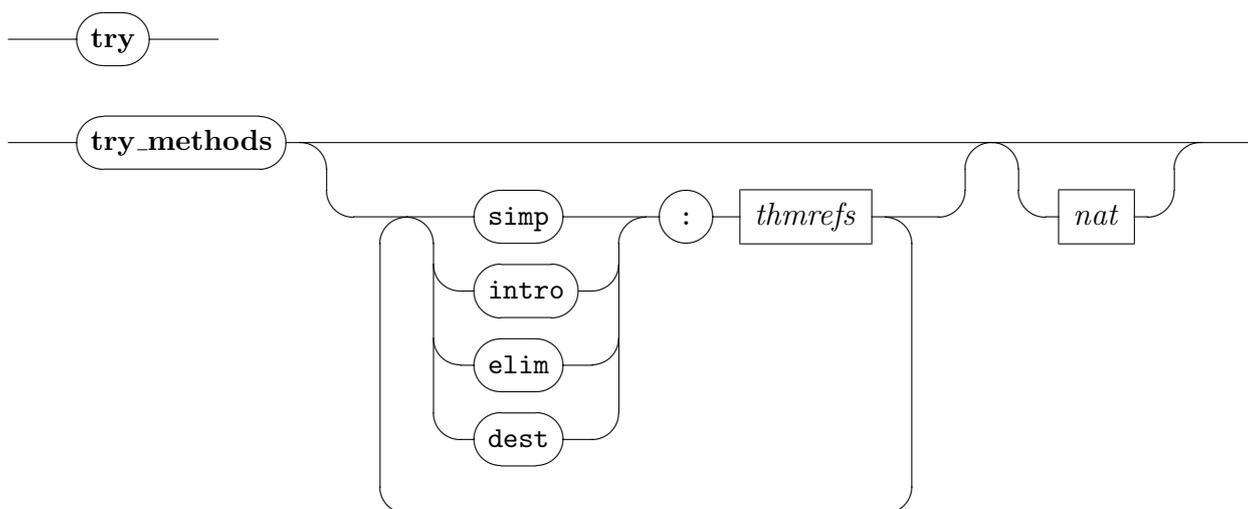
10.15 Proving propositions

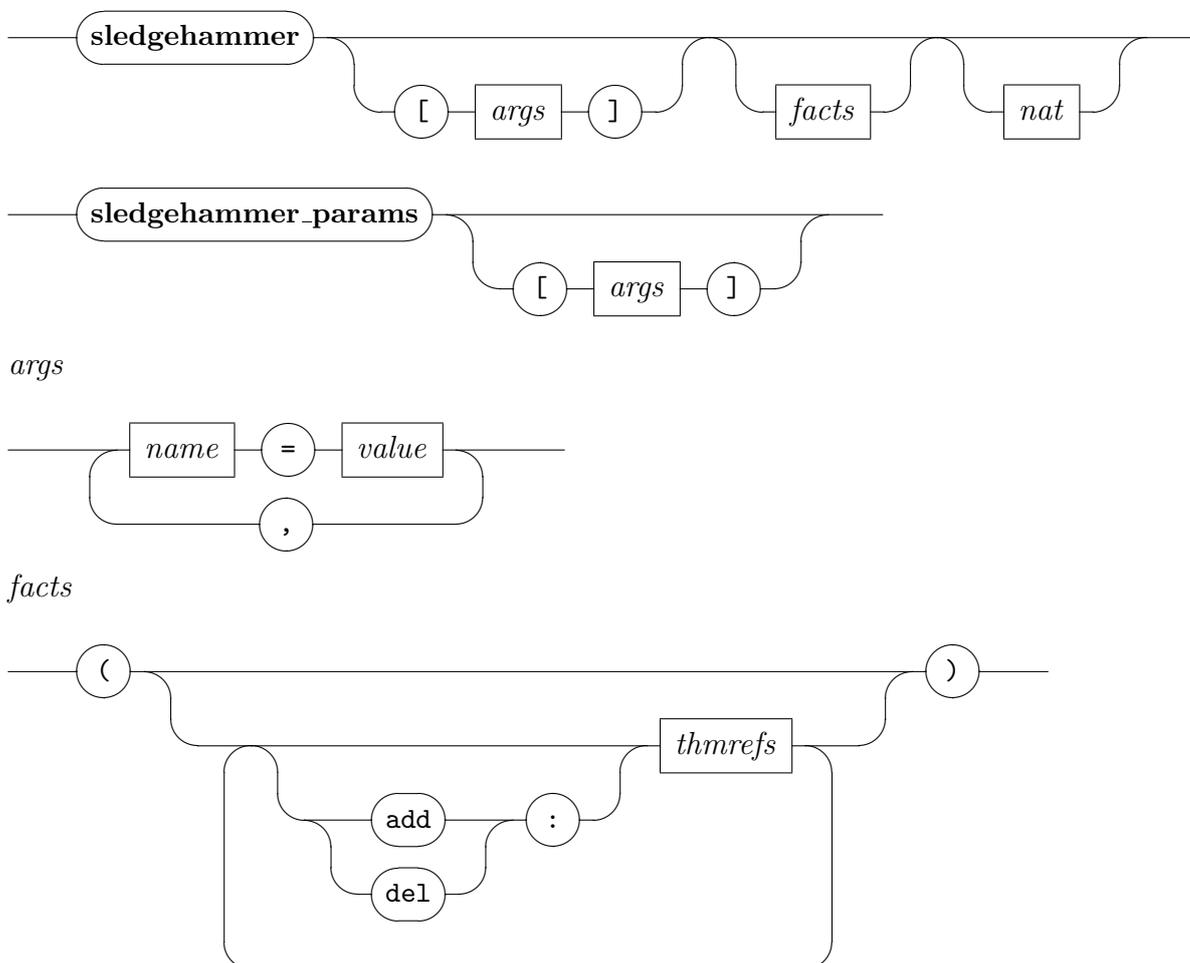
In addition to the standard proof methods, a number of diagnosis tools search for proofs and provide an Isar proof snippet on success. These tools are available via the following commands.

```

solve_direct* : proof →
  try*       : proof →
try_methods* : proof →
sledgehammer* : proof →
sledgehammer_params : theory → theory

```





solve_direct checks whether the current subgoals can be solved directly by an existing theorem. Duplicate lemmas can be detected in this way.

try_methods attempts to prove a subgoal using a combination of standard proof methods (*auto*, *simp*, *blast*, etc.). Additional facts supplied via *simp:*, *intro:*, *elim:*, and *dest:* are passed to the appropriate proof methods.

try attempts to prove or disprove a subgoal using a combination of provers and disprovers (*solve_direct*, *quickcheck*, *try_methods*, *sledgehammer*, *nitpick*).

sledgehammer attempts to prove a subgoal using external automatic provers (resolution provers and SMT solvers). See the Sledgehammer manual [8] for details.

`sledgehammer_params` changes `sledgehammer` configuration options persistently.

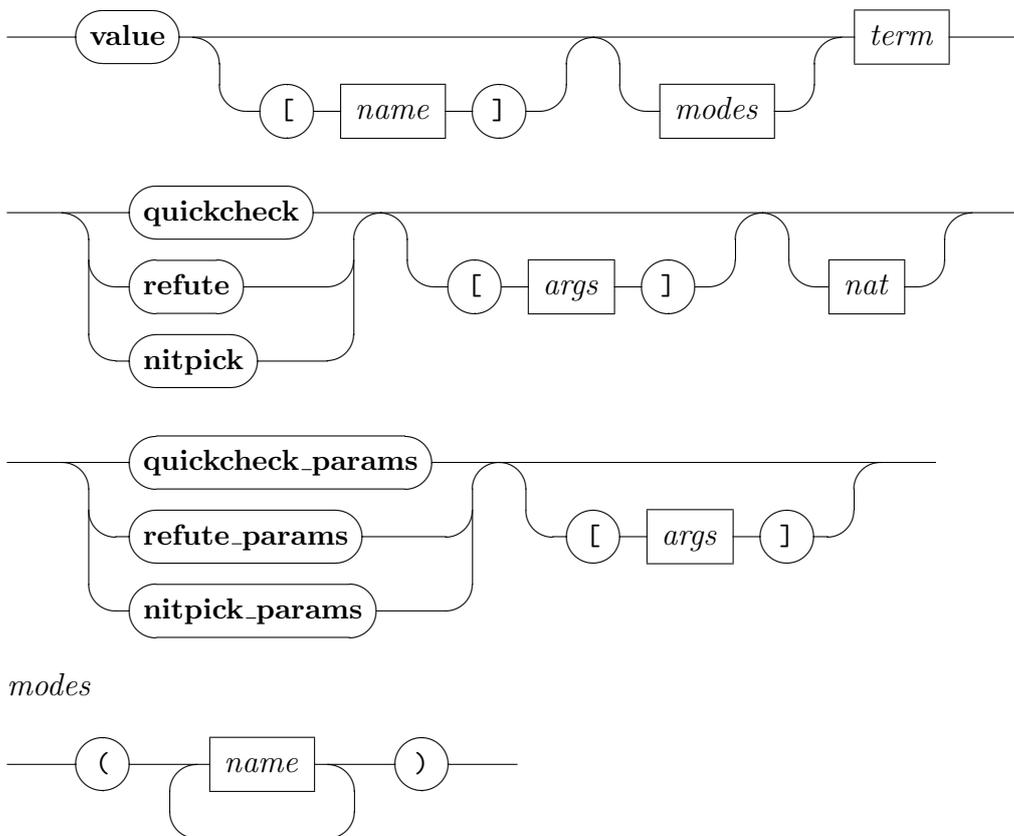
10.16 Checking and refuting propositions

Identifying incorrect propositions usually involves evaluation of particular assignments and systematic counterexample search. This is supported by the following commands.

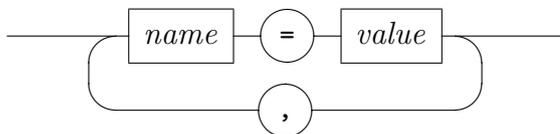
```

value*      : context →
quickcheck* : proof →
refute*     : proof →
nitpick*    : proof →
quickcheck_params : theory → theory
refute_params    : theory → theory
nitpick_params   : theory → theory

```



args



value t evaluates and prints a term; optionally *modes* can be specified, which are appended to the current print mode; see §??. Internally, the evaluation is performed by registered evaluators, which are invoked sequentially until a result is returned. Alternatively a specific evaluator can be selected using square brackets; typical evaluators use the current set of code equations to normalize and include *simp* for fully symbolic evaluation using the simplifier, *nbe* for *normalization by evaluation* and *code* for code generation in SML.

quickcheck tests the current goal for counterexamples using a series of assignments for its free variables; by default the first subgoal is tested, another can be selected explicitly using an optional goal index. Assignments can be chosen exhausting the search space up to a given size, or using a fixed number of random assignments in the search space, or exploring the search space symbolically using narrowing. By default, quickcheck uses exhaustive testing. A number of configuration options are supported for **quickcheck**, notably:

tester specifies which testing approach to apply. There are three testers, *exhaustive*, *random*, and *narrowing*. An unknown configuration option is treated as an argument to *tester*, making *tester* = optional. When multiple testers are given, these are applied in parallel. If no tester is specified, quickcheck uses the testers that are set active, i.e., configurations *quickcheck_exhaustive_active*, *quickcheck_random_active*, *quickcheck_narrowing_active* are set to true.

size specifies the maximum size of the search space for assignment values.

eval takes a term or a list of terms and evaluates these terms under the variable assignment found by quickcheck.

iterations sets how many sets of assignments are generated for each particular size.

no_assms specifies whether assumptions in structured proofs should be ignored.

timeout sets the time limit in seconds.

default_type sets the type(s) generally used to instantiate type variables.

report if set quickcheck reports how many tests fulfilled the preconditions.

quiet if not set quickcheck informs about the current size for assignment values.

expect can be used to check if the user's expectation was met (*no_expectation*, *no_counterexample*, or *counterexample*).

These option can be given within square brackets.

quickcheck_params changes **quickcheck** configuration options persistently.

refute tests the current goal for counterexamples using a reduction to SAT. The following configuration options are supported:

minsize specifies the minimum size (cardinality) of the models to search for.

maxsize specifies the maximum size (cardinality) of the models to search for. Nonpositive values mean ∞ .

maxvars specifies the maximum number of Boolean variables to use when transforming the term into a propositional formula. Nonpositive values mean ∞ .

satsolver specifies the SAT solver to use.

no_assms specifies whether assumptions in structured proofs should be ignored.

maxtime sets the time limit in seconds.

expect can be used to check if the user's expectation was met (*genuine*, *potential*, *none*, or *unknown*).

These option can be given within square brackets.

refute_params changes **refute** configuration options persistently.

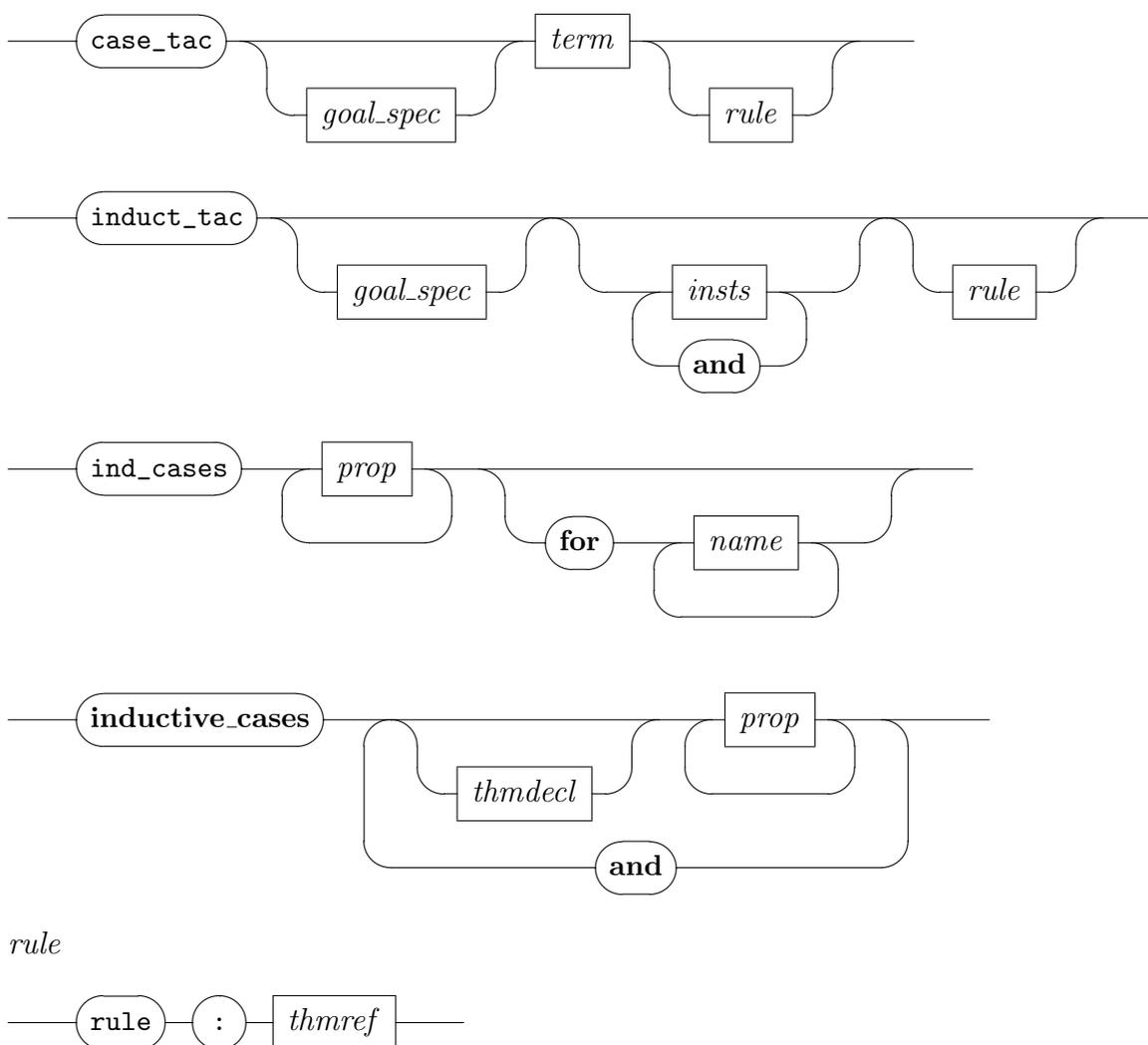
nitpick tests the current goal for counterexamples using a reduction to first-order relational logic. See the Nitpick manual [9] for details.

nitpick_params changes **nitpick** configuration options persistently.

10.17 Unstructured case analysis and induction

The following tools of Isabelle/HOL support cases analysis and induction in unstructured tactic scripts; see also §6.6 for proper Isar versions of similar ideas.

$case_tac^*$: *method*
 $induct_tac^*$: *method*
 ind_cases^* : *method*
 $inductive_cases^*$: *local_theory* \rightarrow *local_theory*



case_tac and *induct_tac* admit to reason about inductive types. Rules are selected according to the declarations by the *cases* and *induct* attributes, cf. §6.6. The **datatype** package already takes care of this.

These unstructured tactics feature both goal addressing and dynamic instantiation. Note that named rule cases are *not* provided as would be by the proper *cases* and *induct* proof methods (see §6.6). Unlike the *induct* method, *induct_tac* does not handle structured rule statements, only the compact object-logic conclusion of the subgoal being addressed.

ind_cases and **inductive_cases** provide an interface to the internal **mk_cases** operation. Rules are simplified in an unrestricted forward manner.

While *ind_cases* is a proof method to apply the result immediately as elimination rules, **inductive_cases** provides case split theorems at the theory level for later use. The **for** argument of the *ind_cases* method allows to specify a list of variables that should be generalized before applying the resulting rule.

10.18 Executable code

For validation purposes, it is often useful to *execute* specifications. In principle, execution could be simulated by Isabelle's inference kernel, i.e. by a combination of resolution and simplification. Unfortunately, this approach is rather inefficient. A more efficient way of executing specifications is to translate them into a functional programming language such as ML.

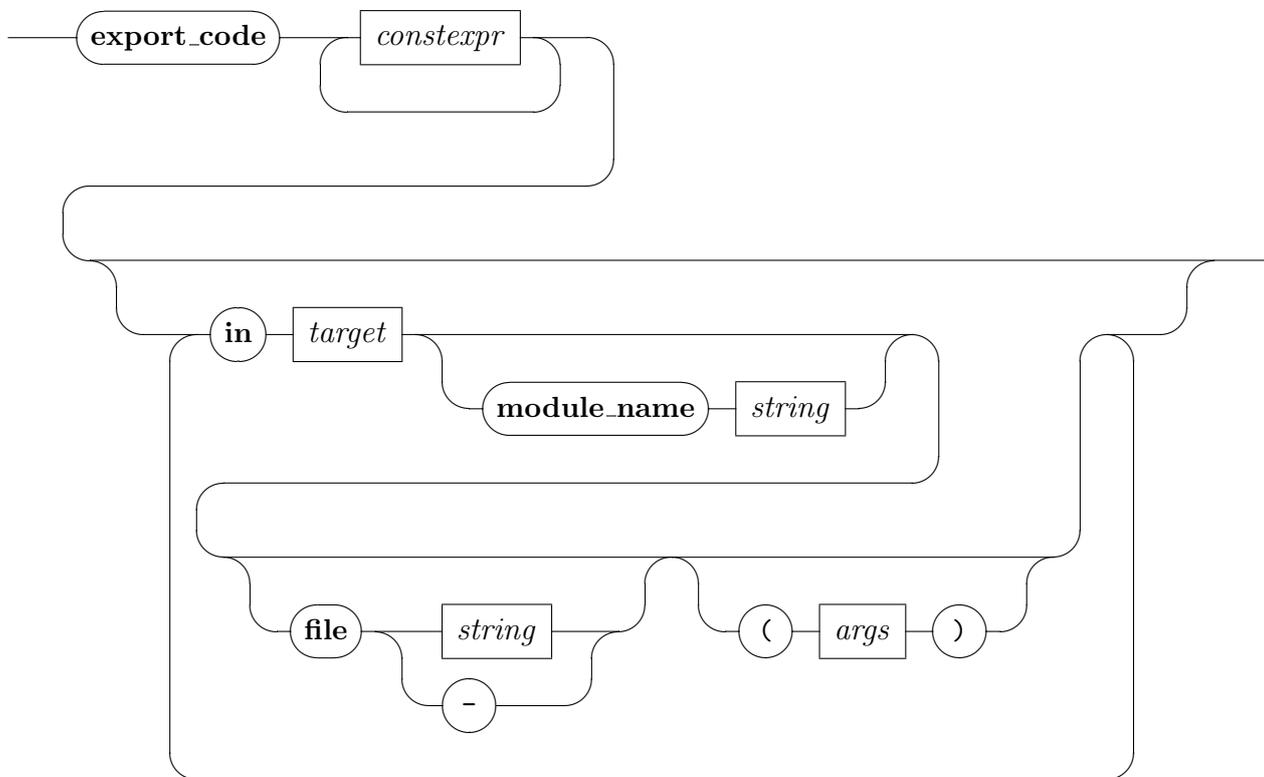
Isabelle provides two generic frameworks to support code generation from executable specifications. Isabelle/HOL instantiates these mechanisms in a way that is amenable to end-user applications.

10.18.1 The new code generator (F. Haftmann)

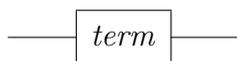
This framework generates code from functional programs (including overloading using type classes) to SML [20], OCaml [17], Haskell [36] and Scala [28]. Conceptually, code generation is split up in three steps: *selection* of code theorems, *translation* into an abstract executable view and *serialization* to

a specific *target language*. Inductive specifications can be executed using the predicate compiler which operates within HOL. See [13] for an introduction.

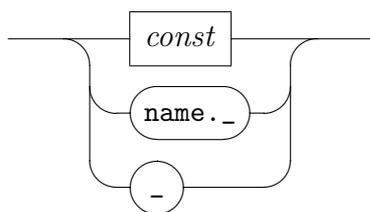
```
export_code* : context →  
             code : attribute  
code_abort : theory → theory  
code_datatype : theory → theory  
print_codesetup* : context →  
                 code_inline : attribute  
                 code_post : attribute  
print_codeproc* : context →  
code_thms* : context →  
code_deps* : context →  
code_const : theory → theory  
code_type : theory → theory  
code_class : theory → theory  
code_instance : theory → theory  
code_reserved : theory → theory  
code_monad : theory → theory  
code_include : theory → theory  
code_modulename : theory → theory  
code_reflect : theory → theory
```



const



constexpr



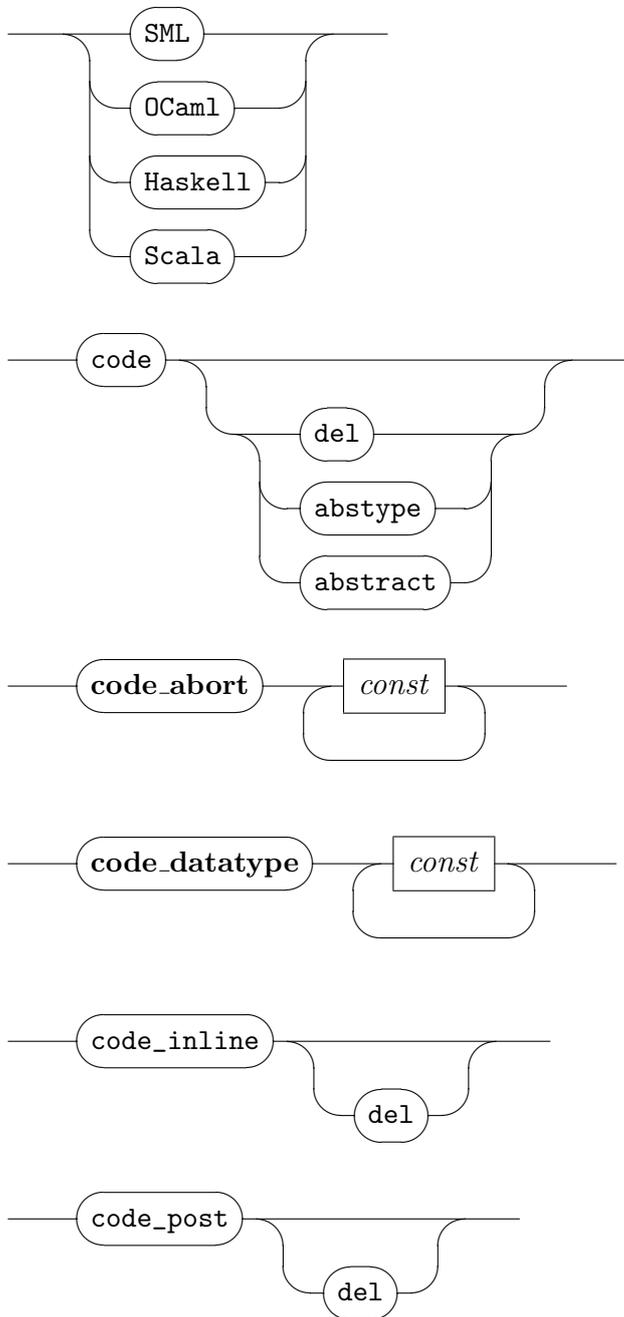
typeconstructor

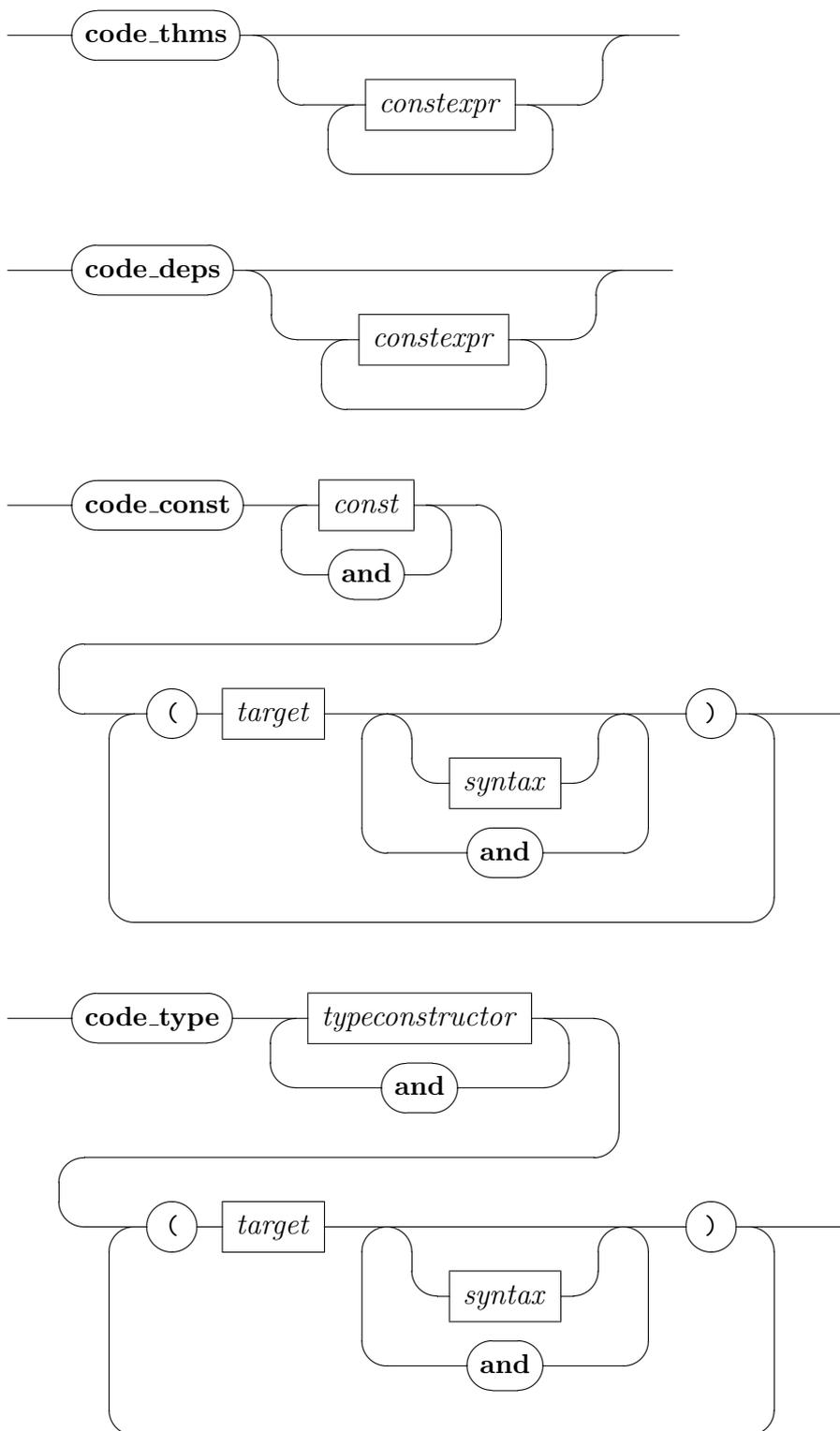


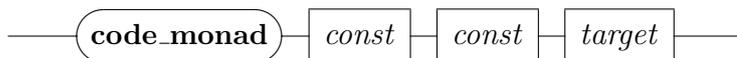
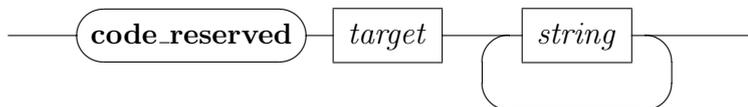
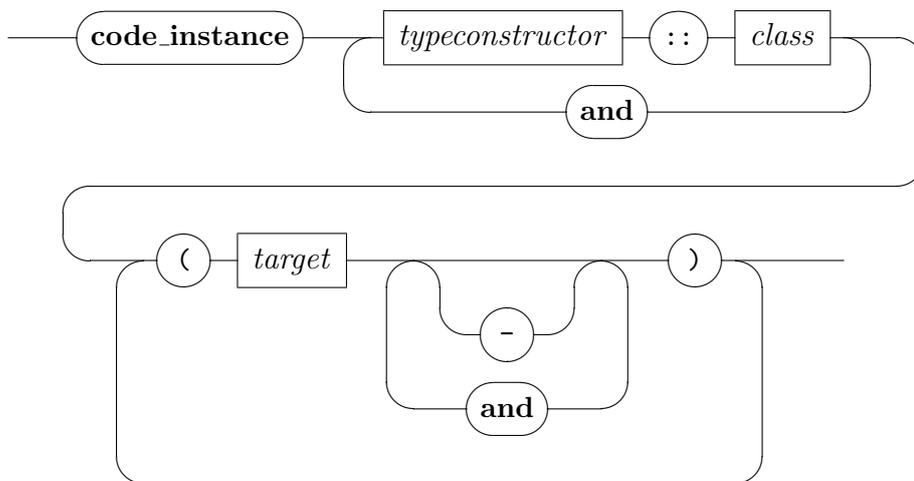
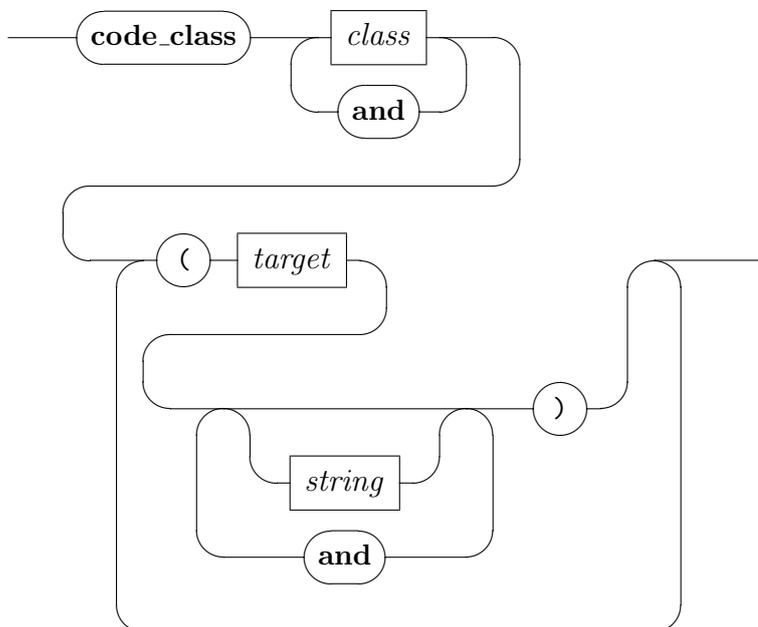
class

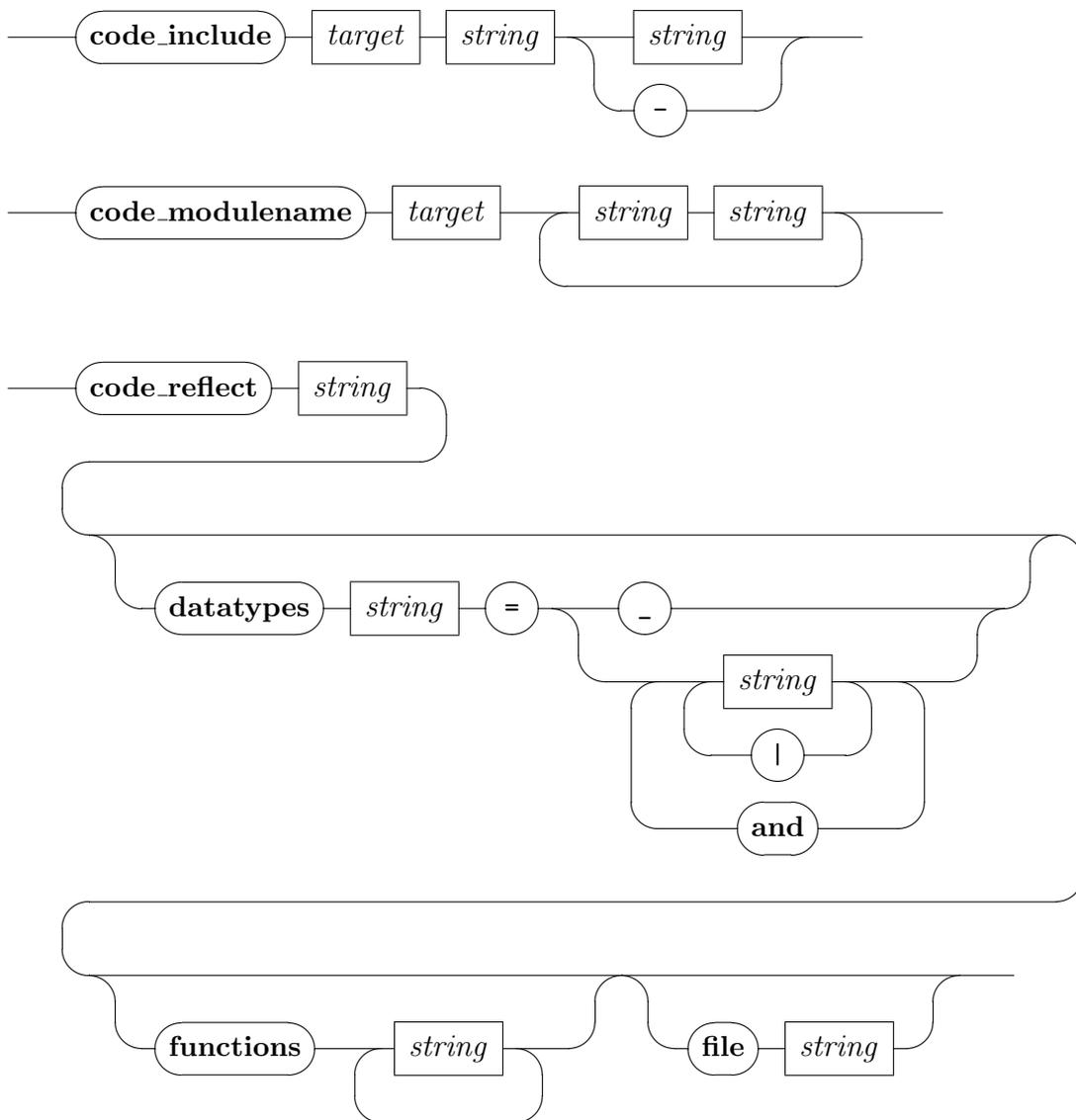


target

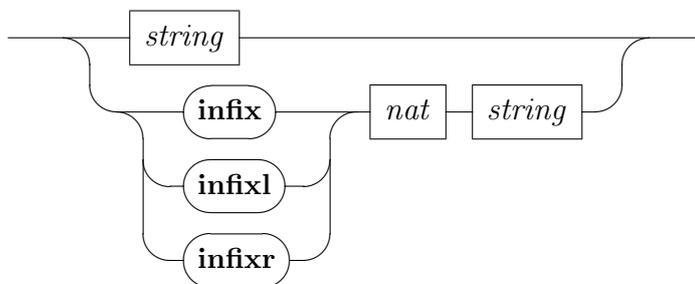








syntax



export_code generates code for a given list of constants in the specified target language(s). If no serialization instruction is given, only abstract code is generated internally.

Constants may be specified by giving them literally, referring to all executable constants within a certain theory by giving *name.**, or referring to *all* executable constants currently available by giving ***.

By default, for each involved theory one corresponding name space module is generated. Alternatively, a module name may be specified after the **module_name** keyword; then *all* code is placed in this module.

For *SML*, *OCaml* and *Scala* the file specification refers to a single file; for *Haskell*, it refers to a whole directory, where code is generated in multiple files reflecting the module hierarchy. Omitting the file specification denotes standard output.

Serializers take an optional list of arguments in parentheses. For *SML* and *OCaml*, “*no_signatures*“ omits explicit module signatures.

For *Haskell* a module name prefix may be given using the “*root:*” argument; “*string_classes*” adds a “**deriving (Read, Show)**” clause to each appropriate datatype declaration.

code explicitly selects (or with option “*del*” deselects) a code equation for code generation. Usually packages introducing code equations provide a reasonable default setup for selection. Variants *code abstype* and *code abstract* declare abstract datatype certificates or code equations on abstract datatype representations respectively.

code_abort declares constants which are not required to have a definition by means of code equations; if needed these are implemented by program abort instead.

code_datatype specifies a constructor set for a logical type.

print_codesetup gives an overview on selected code equations and code generator datatypes.

code_inline declares (or with option “*del*” removes) inlining theorems which are applied as rewrite rules to any code equation during preprocessing.

code_post declares (or with option “*del*” removes) theorems which are applied as rewrite rules to any result of an evaluation.

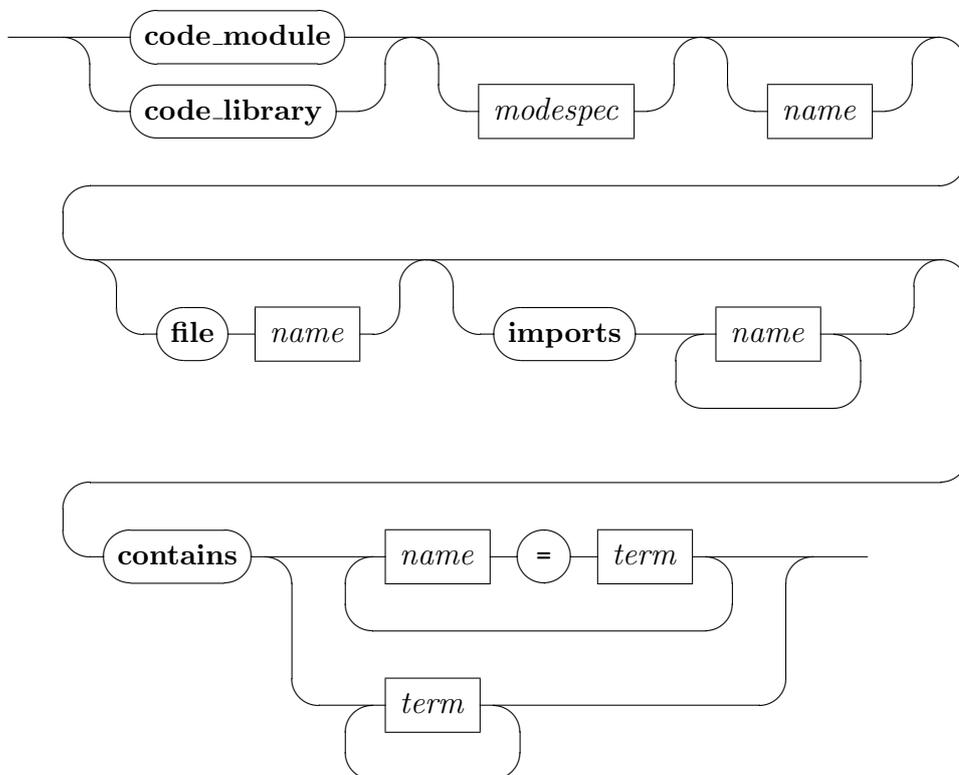
print_codeproc prints the setup of the code generator preprocessor.

- code_thms** prints a list of theorems representing the corresponding program containing all given constants after preprocessing.
- code_deps** visualizes dependencies of theorems representing the corresponding program containing all given constants after preprocessing.
- code_const** associates a list of constants with target-specific serializations; omitting a serialization deletes an existing serialization.
- code_type** associates a list of type constructors with target-specific serializations; omitting a serialization deletes an existing serialization.
- code_class** associates a list of classes with target-specific class names; omitting a serialization deletes an existing serialization. This applies only to *Haskell*.
- code_instance** declares a list of type constructor / class instance relations as “already present” for a given target. Omitting a “–” deletes an existing “already present” declaration. This applies only to *Haskell*.
- code_reserved** declares a list of names as reserved for a given target, preventing it to be shadowed by any generated code.
- code_monad** provides an auxiliary mechanism to generate monadic code for Haskell.
- code_include** adds arbitrary named content (“include”) to generated code. A “–” as last argument will remove an already added “include”.
- code_modulename** declares aliasings from one module name onto another.
- code_reflect** without a “*file*” argument compiles code into the system runtime environment and modifies the code generator setup that future invocations of system runtime code generation referring to one of the “*datatypes*” or “*functions*” entities use these precompiled entities. With a “*file*” argument, the corresponding code is generated into that specified file without modifying the code generator setup.

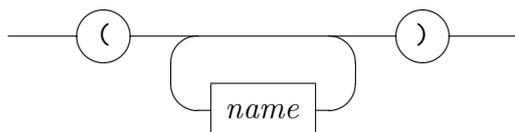
10.18.2 The old code generator (S. Berghofer)

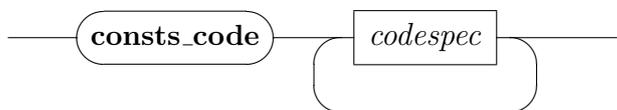
This framework generates code from both functional and relational programs to SML, as explained below.

code_module : *theory* \rightarrow *theory*
code_library : *theory* \rightarrow *theory*
consts_code : *theory* \rightarrow *theory*
types_code : *theory* \rightarrow *theory*
code : *attribute*

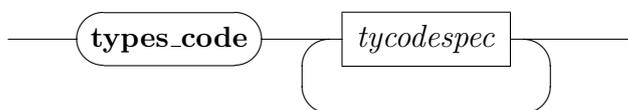
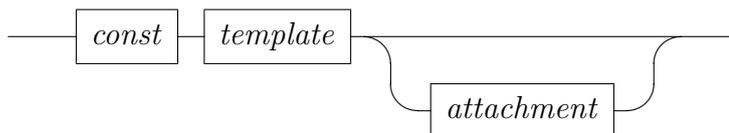


modespec

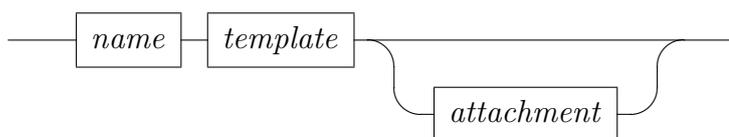




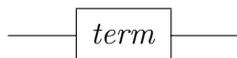
codespec



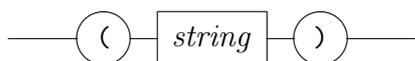
tycodespec



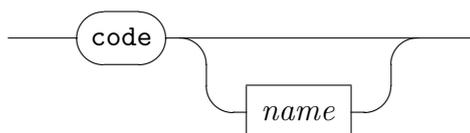
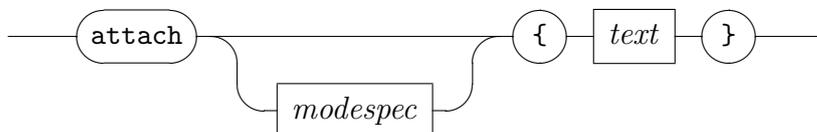
const



template



attachment



Invoking the code generator

The code generator is invoked via the `code_module` and `code_library` commands, which correspond to *incremental* and *modular* code generation, respectively.

Modular For each theory, an ML structure is generated, containing the code generated from the constants defined in this theory.

Incremental All the generated code is emitted into the same structure. This structure may import code from previously generated structures, which can be specified via **imports**. Moreover, the generated structure may also be referred to in later invocations of the code generator.

After the `code_module` and `code_library` keywords, the user may specify an optional list of “modes” in parentheses. These can be used to instruct the code generator to emit additional code for special purposes, e.g. functions for converting elements of generated datatypes to Isabelle terms, or test data generators. The list of modes is followed by a module name. The module name is optional for modular code generation, but must be specified for incremental code generation.

The code can either be written to a file, in which case a file name has to be specified after the **file** keyword, or be loaded directly into Isabelle’s ML environment. In the latter case, the **ML** theory command can be used to inspect the results interactively, for example.

The terms from which to generate code can be specified after the **contains** keyword, either as a list of bindings, or just as a list of terms. In the latter case, the code generator just produces code for all constants and types occurring in the term, but does not bind the compiled terms to ML identifiers.

Here is an example:

```
code_module Test
contains test = foldl op + (0 :: int) [1, 2, 3, 4, 5]
```

This binds the result of compiling the given term to the ML identifier `Test.test`.

```
ML {* @{assert} (Test.test = 15) *}
```

Configuring the code generator

When generating code for a complex term, the code generator recursively calls itself for all subterms. When it arrives at a constant, the default strategy

of the code generator is to look up its definition and try to generate code for it. Constants which have no definitions that are immediately executable, may be associated with a piece of ML code manually using the `consts_code` command. It takes a list whose elements consist of a constant (given in usual term syntax – an explicit type constraint accounts for overloading), and a mixfix template describing the ML code. The latter is very much the same as the mixfix templates used when declaring new constants. The most notable difference is that terms may be included in the ML template using antiquotation brackets `{* ... *}`.

A similar mechanism is available for types: `types_code` associates type constructors with specific ML code.

For example, the following declarations copied from `~/src/HOL/Product_Type.thy` describe how the product type of Isabelle/HOL should be compiled to ML.

```
typedecl ('a, 'b) prod
consts Pair :: 'a  $\Rightarrow$  'b  $\Rightarrow$  ('a, 'b) prod
```

```
types_code prod ((- */ -))
consts_code Pair ((-,/ -))
```

Sometimes, the code associated with a constant or type may need to refer to auxiliary functions, which have to be emitted when the constant is used. Code for such auxiliary functions can be declared using `attach`. For example, the `wfrec` function can be implemented as follows:

```
consts_code wfrec ((module)wfrec?)
attach  $\ll$  fun wfrec f x = f (wfrec f) x  $\gg$ 
```

If the code containing a call to `wfrec` resides in an ML structure different from the one containing the function definition attached to `wfrec`, the name of the ML structure (followed by a “.”) is inserted in place of “`<module>`” in the above template. The “?” means that the code generator should ignore the first argument of `wfrec`, i.e. the termination relation, which is usually not executable.

Another possibility of configuring the code generator is to register theorems to be used for code generation. Theorems can be registered via the `code` attribute. It takes an optional name as an argument, which indicates the format of the theorem. Currently supported formats are equations (this is the default when no name is specified) and horn clauses (this is indicated by the name `ind`). The left-hand sides of equations may only contain constructors and distinct variables, whereas horn clauses must have the same format as introduction rules of inductive definitions.

The following example specifies three equations from which to generate code for $op < on$ on natural numbers (see also `~~/src/HOL/Nat.thy`).

```
lemma [code]: (Suc m < Suc n) = (m < n)
  and [code]: ((n::nat) < 0) = False
  and [code]: (0 < Suc n) = True by simp_all
```

Specific HOL code generators

The basic code generator framework offered by Isabelle/Pure has already been extended with additional code generators for specific HOL constructs. These include datatypes, recursive functions and inductive relations. The code generator for inductive relations can handle expressions of the form $(t_1, \dots, t_n) \in r$, where r is an inductively defined relation. If at least one of the t_i is a dummy pattern “_”, the above expression evaluates to a sequence of possible answers. If all of the t_i are proper terms, the expression evaluates to a boolean value.

The following example demonstrates this for beta-reduction on lambda terms (see also `~~/src/HOL/Proofs/Lambda/Lambda.thy`).

```
datatype dB =
```

```
  Var nat
  | App dB dB (infixl ° 200)
  | Abs dB
```

```
primrec lift :: dB ⇒ nat ⇒ dB
```

```
where
```

```
  lift (Var i) k = (if i < k then Var i else Var (i + 1))
  | lift (s ° t) k = lift s k ° lift t k
  | lift (Abs s) k = Abs (lift s (k + 1))
```

```
primrec subst :: dB ⇒ dB ⇒ nat ⇒ dB ([-'/-] [300, 0, 0] 300)
```

```
where
```

```
  (Var i)[s/k] =
    (if k < i then Var (i - 1) else if i = k then s else Var i)
  | (t ° u)[s/k] = t[s/k] ° u[s/k]
  | (Abs t)[s/k] = Abs (t[lift s 0 / k+1])
```

```
inductive beta :: dB ⇒ dB ⇒ bool (infixl →β 50)
```

```
where
```

```
  beta: Abs s ° t →β s[t/0]
  | appL: s →β t ⇒ s ° u →β t ° u
  | appR: s →β t ⇒ u ° s →β u ° t
  | abs: s →β t ⇒ Abs s →β Abs t
```

code_module *Test*

contains

test1 = *Abs (Var 0) ° Var 0 →_β Var 0*

test2 = *Abs (Abs (Var 0 ° Var 0) ° (Abs (Var 0) ° Var 0)) →_β -*

In the above example, *Test.test1* evaluates to a boolean, whereas *Test.test2* is a lazy sequence whose elements can be inspected separately.

ML *{* @assert Test.test1 *}*

ML *{* val results = DSeq.list_of Test.test2 *}*

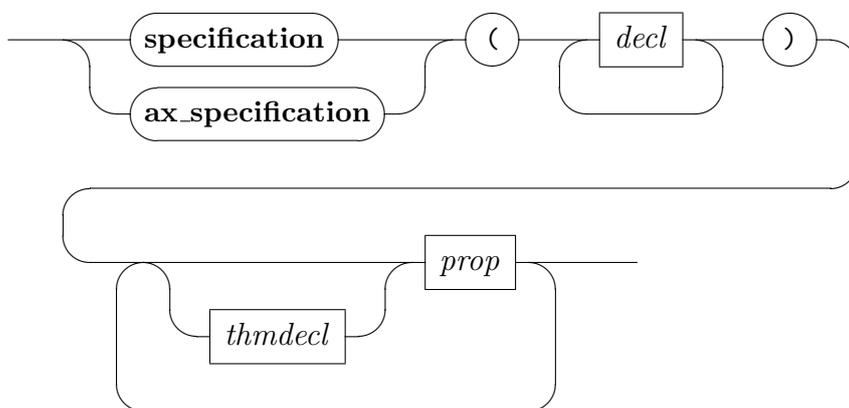
ML *{* @assert (length results = 2) *}*

The theory underlying the HOL code generator is described more detailed in [6]. More examples that illustrate the usage of the code generator can be found e.g. in `~/src/HOL/MicroJava/J/JListExample.thy` and `~/src/HOL/MicroJava/JVM/JVMListExample.thy`.

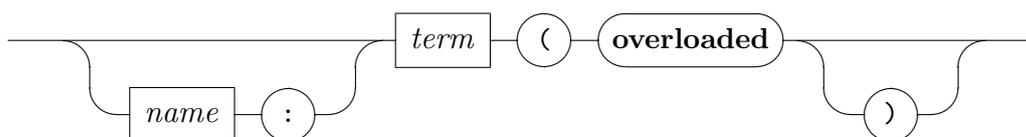
10.19 Definition by specification

specification : *theory* → *proof(prove)*

ax_specification : *theory* → *proof(prove)*



decl



specification *decls* φ sets up a goal stating the existence of terms with the properties specified to hold for the constants given in *decls*. After finishing the proof, the theory will be augmented with definitions for the given constants, as well as with theorems stating the properties for these constants.

ax_specification *decls* φ sets up a goal stating the existence of terms with the properties specified to hold for the constants given in *decls*. After finishing the proof, the theory will be augmented with axioms expressing the properties given in the first place.

decl declares a constant to be defined by the specification given. The definition for the constant *c* is bound to the name *c_def* unless a theorem name is given in the declaration. Overloaded constants should be declared as such.

Whether to use **specification** or **ax_specification** is to some extent a matter of style. **specification** introduces no new axioms, and so by construction cannot introduce inconsistencies, whereas **ax_specification** does introduce axioms, but only after the user has explicitly proven it to be safe. A practical issue must be considered, though: After introducing two constants with the same properties using **specification**, one can prove that the two constants are, in fact, equal. If this might be a problem, one should use **ax_specification**.

Isabelle/HOLCF

11.1 Mixfix syntax for continuous operations

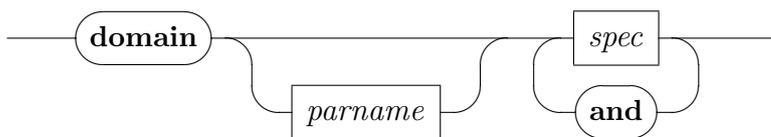
consts : *theory* \rightarrow *theory*

HOLCF provides a separate type for continuous functions $\alpha \rightarrow \beta$, with an explicit application operator $f \cdot x$. Isabelle mixfix syntax normally refers directly to the pure meta-level function type $\alpha \Rightarrow \beta$, with application $f x$.

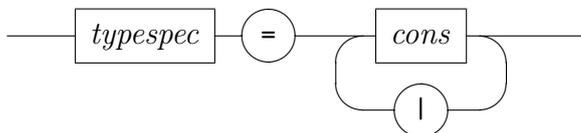
The HOLCF variant of **consts** modifies that of Pure Isabelle (cf. §5.9.3) such that declarations involving continuous function types are treated specifically. Any given syntax template is transformed internally, generating translation rules for the abstract and concrete representation of continuous application. Note that mixing of HOLCF and Pure application is *not* supported!

11.2 Recursive domains

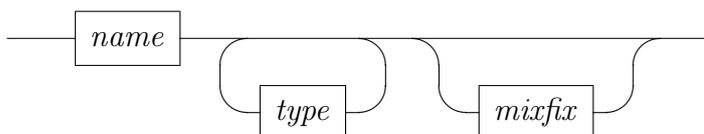
domain : *theory* \rightarrow *theory*



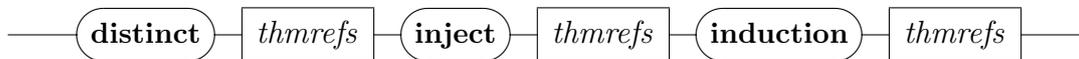
spec



cons



dtrules



Recursive domains in HOLCF are analogous to datatypes in classical HOL (cf. §10.4). Mutual recursion is supported, but no nesting nor arbitrary branching. Domain constructors may be strict (default) or lazy, the latter admits to introduce infinitary objects in the typical LCF manner (e.g. lazy lists). See also [21] for a general discussion of HOLCF domains.

Isabelle/ZF

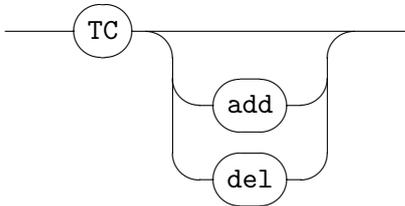
12.1 Type checking

The ZF logic is essentially untyped, so the concept of “type checking” is performed as logical reasoning about set-membership statements. A special method assists users in this task; a version of this is already declared as a “solver” in the standard Simplifier setup.

```

print_tcset* : context →
  typecheck : method
  TC : attribute

```



print_tcset prints the collection of typechecking rules of the current context.

typecheck attempts to solve any pending type-checking problems in subgoals.

TC adds or deletes type-checking rules from the context.

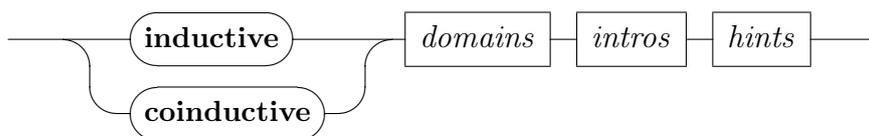
12.2 (Co)Inductive sets and datatypes

12.2.1 Set definitions

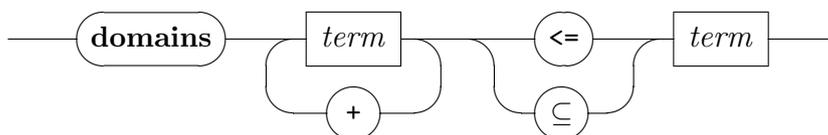
In ZF everything is a set. The generic inductive package also provides a specific view for “datatype” specifications. Coinductive definitions are available

in both cases, too.

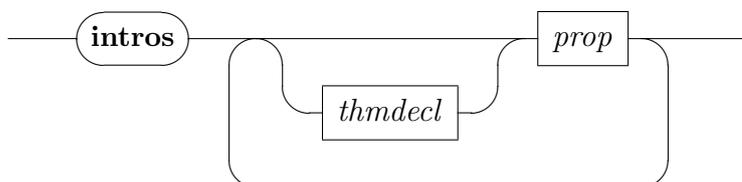
inductive : *theory* \rightarrow *theory*
coinductive : *theory* \rightarrow *theory*
datatype : *theory* \rightarrow *theory*
codatatype : *theory* \rightarrow *theory*



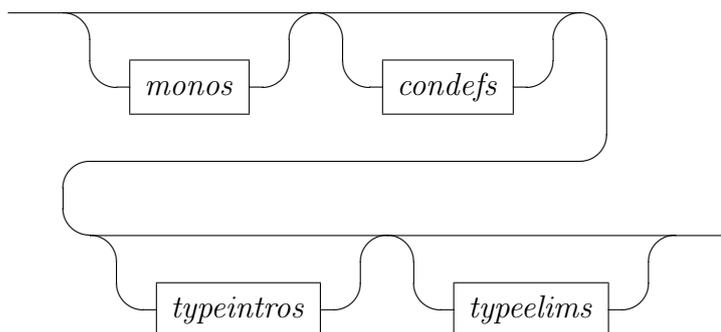
domains



intros



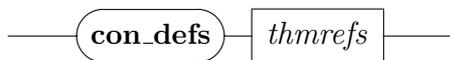
hints



monos



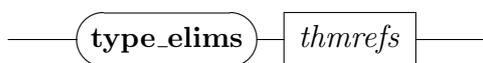
condefs



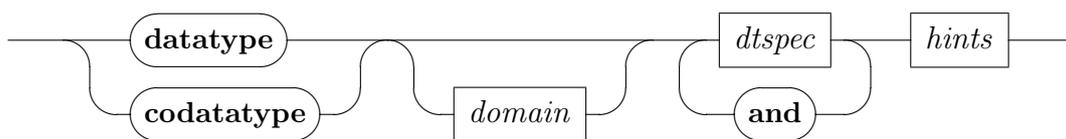
typeintros



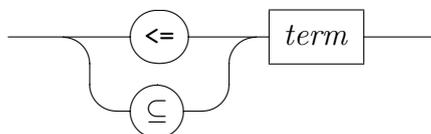
typeelims



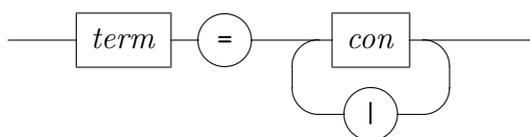
In the following syntax specification *monos*, *typeintros*, and *typeelims* are the same as above.



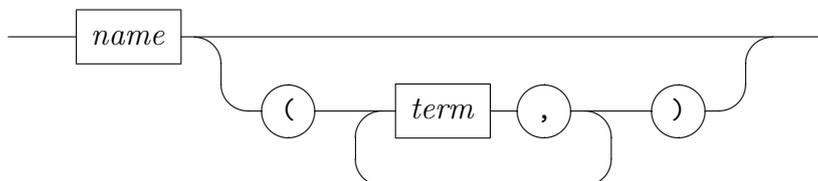
domain



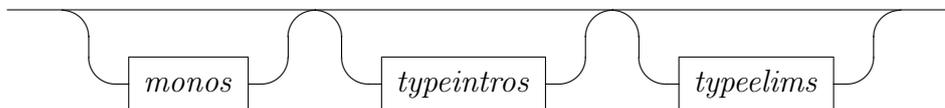
dtspec



con



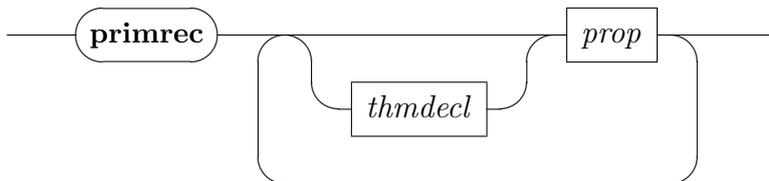
hints



See [29] for further information on inductive definitions in ZF, but note that this covers the old-style theory format.

12.2.2 Primitive recursive functions

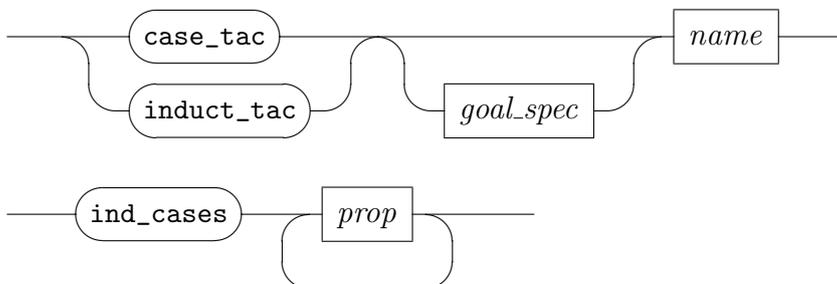
primrec : *theory* → *theory*

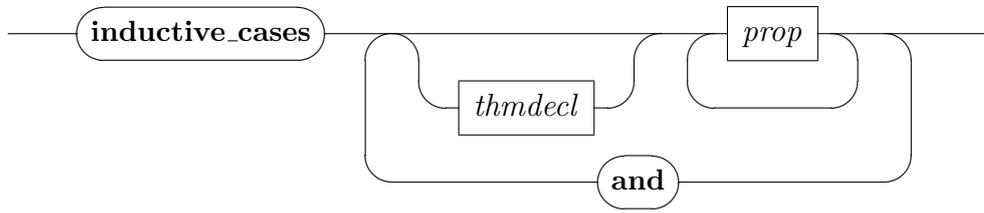


12.2.3 Cases and induction: emulating tactic scripts

The following important tactical tools of Isabelle/ZF have been ported to Isar. These should not be used in proper proof texts.

*case_tac** : *method*
*induct_tac** : *method*
*ind_cases** : *method*
inductive_cases : *theory* → *theory*





Part IV
Appendix

Isabelle/Isar quick reference

A.1 Proof commands

A.1.1 Primitives and basic syntax

fix x	augment context by $\bigwedge x$. \square
assume $a: \varphi$	augment context by $\varphi \implies \square$
then	indicate forward chaining of facts
have $a: \varphi$	prove local result
show $a: \varphi$	prove local result, refining some goal
using a	indicate use of additional facts
unfolding a	unfold definitional equations
proof $m_1 \dots$ qed m_2	indicate proof structure and refinements
{ ... }	indicate explicit blocks
next	switch blocks
note $a = b$	reconsider facts
let $p = t$	abbreviate terms by higher-order matching
write c (mx)	declare local mixfix syntax

$proof$	=	$prfx^*$ proof $method^?$ $stmt^*$ qed $method^?$
		$prfx^*$ done
$prfx$	=	apply $method$
		using $facts$
		unfolding $facts$
$stmt$	=	{ $stmt^*$ }
		next
		note $name = facts$
		let $term = term$
		write $name$ ($mixfix$)
		fix var^+
		assume $name: props$
		then [?] $goal$
$goal$	=	have $name: props$ $proof$
		show $name: props$ $proof$

A.1.2 Abbreviations and synonyms

by m_1 m_2	\equiv	proof m_1 qed m_2
..	\equiv	by rule
.	\equiv	by this
hence	\equiv	then have
thus	\equiv	then show
from a	\equiv	note a then
with a	\equiv	from a and <i>this</i>
from <i>this</i>	\equiv	then
from <i>this</i> have	\equiv	hence
from <i>this</i> show	\equiv	thus

A.1.3 Derived elements

also ₀	\approx	note <i>calculation = this</i>
also _{$n+1$}	\approx	note <i>calculation = trans [OF calculation this]</i>
finally	\approx	also from <i>calculation</i>
moreover	\approx	note <i>calculation = calculation this</i>
ultimately	\approx	moreover from <i>calculation</i>
presume $a: \varphi$	\approx	assume $a: \varphi$
def $a: x \equiv t$	\approx	fix x assume $a: x \equiv t$
obtain x where $a: \varphi$	\approx	... fix x assume $a: \varphi$
case c	\approx	fix x assume $c: \varphi$
sorry	\approx	by <i>cheating</i>

A.1.4 Diagnostic commands

pr	print current state
thm a	print fact
prop φ	print proposition
term t	print term
typ τ	print type

A.2 Proof methods

Single steps (forward-chaining facts)

<i>assumption</i>	apply some assumption
<i>this</i>	apply current facts
<i>rule a</i>	apply some rule
<i>rule</i>	apply standard rule (default for proof)
<i>contradiction</i>	apply \neg elimination rule (any order)
<i>cases t</i>	case analysis (provides cases)
<i>induct x</i>	proof by induction (provides cases)

Repeated steps (inserting facts)

—	no rules
<i>intro a</i>	introduction rules
<i>intro_classes</i>	class introduction rules
<i>elim a</i>	elimination rules
<i>unfold a</i>	definitional rewrite rules

Automated proof tools (inserting facts)

<i>iprover</i>	intuitionistic proof search
<i>blast, fast</i>	Classical Reasoner
<i>simp, simp_all</i>	Simplifier (+ Splitter)
<i>auto, force</i>	Simplifier + Classical Reasoner
<i>arith</i>	Arithmetic procedures

A.3 Attributes

Rules

<i>OF a</i>	rule resolved with facts (skipping “_”)
<i>of t</i>	rule instantiated with terms (skipping “_”)
<i>where x = t</i>	rule instantiated with terms, by variable name
<i>symmetric</i>	resolution with symmetry rule
<i>THEN b</i>	resolution with another rule
<i>rule_format</i>	result put into standard rule format
<i>elim_format</i>	destruct rule turned into elimination rule format

Declarations

<i>simp</i>	Simplifier rule
<i>intro, elim, dest</i>	Pure or Classical Reasoner rule
<i>iff</i>	Simplifier + Classical Reasoner rule
<i>split</i>	case split rule
<i>trans</i>	transitivity rule
<i>sym</i>	symmetry rule

A.4 Rule declarations and methods

	<i>rule</i>	<i>iprover</i>	<i>blast</i> <i>fast</i>	<i>simp</i> <i>simp_all</i>	<i>auto</i> <i>force</i>
<i>Pure.elim! Pure.intro!</i>	×	×			
<i>Pure.elim Pure.intro</i>	×	×			
<i>elim! intro!</i>	×		×		×
<i>elim intro</i>	×		×		×
<i>iff</i>	×		×	×	×
<i>iff?</i>	×				
<i>elim? intro?</i>	×				
<i>simp</i>				×	×
<i>cong</i>				×	×
<i>split</i>				×	×

A.5 Emulating tactic scripts

A.5.1 Commands

apply <i>m</i>	apply proof method at initial position
apply_end <i>m</i>	apply proof method near terminal position
done	complete proof
defer <i>n</i>	move subgoal to end
prefer <i>n</i>	move subgoal to beginning
back	backtrack last command

A.5.2 Methods

<i>rule_tac insts</i>	resolution (with instantiation)
<i>erule_tac insts</i>	elim-resolution (with instantiation)
<i>drule_tac insts</i>	destruct-resolution (with instantiation)
<i>frule_tac insts</i>	forward-resolution (with instantiation)
<i>cut_tac insts</i>	insert facts (with instantiation)
<i>thin_tac</i> φ	delete assumptions
<i>subgoal_tac</i> φ	new claims
<i>rename_tac</i> <i>x</i>	rename innermost goal parameters
<i>rotate_tac</i> <i>n</i>	rotate assumptions of goal
<i>tactic text</i>	arbitrary ML tactic
<i>case_tac</i> <i>t</i>	exhaustion (datatypes)
<i>induct_tac</i> <i>x</i>	induction (datatypes)
<i>ind_cases</i> <i>t</i>	exhaustion + simplification (inductive predicates)

Predefined Isabelle symbols

Isabelle supports an infinite number of non-ASCII symbols, which are represented in source text as $\langle name \rangle$ (where *name* may be any identifier). It is left to front-end tools how to present these symbols to the user. The collection of predefined standard symbols given below is available by default for Isabelle document output, due to appropriate definitions of $\backslash isasymname$ for each $\langle name \rangle$ in the `isabellesym.sty` file. Most of these symbols are displayed properly in Proof General if used with the X-Symbol package.

Moreover, any single symbol (or ASCII character) may be prefixed by $\langle \textsuperscript \rangle$, for superscript and $\langle \textsubscript \rangle$, for subscript, such as $A \langle \textsuperscript \rangle \langle star \rangle$, for A^* the alternative versions $\langle \textisub \rangle$ and $\langle \textisup \rangle$ are considered as quasi letters and may be used within identifiers. Sub- and superscripts that span a region of text are marked up with $\langle \textbbsub \rangle \dots \langle \textesub \rangle$, and $\langle \textbbsup \rangle \dots \langle \textesup \rangle$ respectively. Furthermore, all ASCII characters and most other symbols may be printed in bold by prefixing $\langle \textbold \rangle$ such as $\langle \textbold \rangle \langle alpha \rangle$ for α . Note that $\langle \textbold \rangle$, may *not* be combined with sub- or superscripts for single symbols. Further details of Isabelle document preparation are covered in chapter 4.

$\langle zero \rangle$	0	$\langle one \rangle$	1
$\langle two \rangle$	2	$\langle three \rangle$	3
$\langle four \rangle$	4	$\langle five \rangle$	5
$\langle six \rangle$	6	$\langle seven \rangle$	7
$\langle eight \rangle$	8	$\langle nine \rangle$	9
$\langle A \rangle$	<i>A</i>	$\langle B \rangle$	<i>B</i>
$\langle C \rangle$	<i>C</i>	$\langle D \rangle$	<i>D</i>
$\langle E \rangle$	<i>E</i>	$\langle F \rangle$	<i>F</i>
$\langle G \rangle$	<i>G</i>	$\langle H \rangle$	<i>H</i>
$\langle I \rangle$	<i>I</i>	$\langle J \rangle$	<i>J</i>
$\langle K \rangle$	<i>K</i>	$\langle L \rangle$	<i>L</i>
$\langle M \rangle$	<i>M</i>	$\langle N \rangle$	<i>N</i>
$\langle O \rangle$	<i>O</i>	$\langle P \rangle$	<i>P</i>

<code>\<Q></code>	\mathcal{Q}	<code>\<R></code>	\mathcal{R}
<code>\<S></code>	\mathcal{S}	<code>\<T></code>	\mathcal{T}
<code>\<U></code>	\mathcal{U}	<code>\<V></code>	\mathcal{V}
<code>\<W></code>	\mathcal{W}	<code>\<X></code>	\mathcal{X}
<code>\<Y></code>	\mathcal{Y}	<code>\<Z></code>	\mathcal{Z}
<code>\<a></code>	a	<code>\</code>	b
<code>\<c></code>	c	<code>\<d></code>	d
<code>\<e></code>	e	<code>\<f></code>	f
<code>\<g></code>	g	<code>\<h></code>	h
<code>\<i></code>	i	<code>\<j></code>	j
<code>\<k></code>	k	<code>\<l></code>	l
<code>\<m></code>	m	<code>\<n></code>	n
<code>\<o></code>	o	<code>\<p></code>	p
<code>\<q></code>	q	<code>\<r></code>	r
<code>\<s></code>	s	<code>\<t></code>	t
<code>\<u></code>	u	<code>\<v></code>	v
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<code>\<y></code>	y	<code>\<z></code>	z
<code>\<AA></code>	\mathfrak{A}	<code>\<BB></code>	\mathfrak{B}
<code>\<CC></code>	\mathfrak{C}	<code>\<DD></code>	\mathfrak{D}
<code>\<EE></code>	\mathfrak{E}	<code>\<FF></code>	\mathfrak{F}
<code>\<GG></code>	\mathfrak{G}	<code>\<HH></code>	\mathfrak{H}
<code>\<II></code>	\mathfrak{I}	<code>\<JJ></code>	\mathfrak{J}
<code>\<KK></code>	\mathfrak{K}	<code>\<LL></code>	\mathfrak{L}
<code>\<MM></code>	\mathfrak{M}	<code>\<NN></code>	\mathfrak{N}
<code>\<OO></code>	\mathfrak{O}	<code>\<PP></code>	\mathfrak{P}
<code>\<QQ></code>	\mathfrak{Q}	<code>\<RR></code>	\mathfrak{R}
<code>\<SS></code>	\mathfrak{S}	<code>\<TT></code>	\mathfrak{T}
<code>\<UU></code>	\mathfrak{U}	<code>\<VV></code>	\mathfrak{V}
<code>\<WW></code>	\mathfrak{W}	<code>\<XX></code>	\mathfrak{X}
<code>\<YY></code>	\mathfrak{Y}	<code>\<ZZ></code>	\mathfrak{Z}
<code>\<aa></code>	a	<code>\<bb></code>	b
<code>\<cc></code>	c	<code>\<dd></code>	d
<code>\<ee></code>	e	<code>\<ff></code>	f
<code>\<gg></code>	g	<code>\<hh></code>	h
<code>\<ii></code>	i	<code>\<jj></code>	j
<code>\<kk></code>	k	<code>\<ll></code>	l
<code>\<mm></code>	m	<code>\<nn></code>	n
<code>\<oo></code>	o	<code>\<pp></code>	p

<code>\<qq></code>	q	<code>\<rr></code>	r
<code>\<ss></code>	s	<code>\<tt></code>	t
<code>\<uu></code>	u	<code>\<vv></code>	v
<code>\<ww></code>	w	<code>\<xx></code>	x
<code>\<yy></code>	y	<code>\<zz></code>	z
<code>\<alpha></code>	α	<code>\<beta></code>	β
<code>\<gamma></code>	γ	<code>\<delta></code>	δ
<code>\<epsilon></code>	ϵ	<code>\<zeta></code>	ζ
<code>\<eta></code>	η	<code>\<theta></code>	θ
<code>\<iota></code>	ι	<code>\<kappa></code>	κ
<code>\<lambda></code>	λ	<code>\<mu></code>	μ
<code>\<nu></code>	ν	<code>\<xi></code>	ξ
<code>\<pi></code>	π	<code>\<rho></code>	ρ
<code>\<sigma></code>	σ	<code>\<tau></code>	τ
<code>\<upsilon></code>	υ	<code>\<phi></code>	φ
<code>\<chi></code>	χ	<code>\<psi></code>	ψ
<code>\<omega></code>	ω	<code>\<Gamma></code>	Γ
<code>\<Delta></code>	Δ	<code>\<Theta></code>	Θ
<code>\<Lambda></code>	Λ	<code>\<Xi></code>	Ξ
<code>\<Pi></code>	Π	<code>\<Sigma></code>	Σ
<code>\<Upsilon></code>	Υ	<code>\<Phi></code>	Φ
<code>\<Psi></code>	Ψ	<code>\<Omega></code>	Ω
<code>\<bool></code>	\mathbb{B}	<code>\<complex></code>	\mathbb{C}
<code>\<nat></code>	\mathbb{N}	<code>\<rat></code>	\mathbb{Q}
<code>\<real></code>	\mathbb{R}	<code>\<int></code>	\mathbb{Z}
<code>\<leftarrow></code>	\leftarrow	<code>\<longleftarrow></code>	\longleftarrow
<code>\<rightarrow></code>	\rightarrow	<code>\<longrightarrow></code>	\longrightarrow
<code>\<Leftarrow></code>	\Lleftarrow	<code>\<Longleftarrow></code>	\Longleftarrow
<code>\<Rightarrow></code>	\Rrightarrow	<code>\<Longrightarrow></code>	\Longrightarrow
<code>\<leftrightharpoon></code>	\leftrightarrow	<code>\<longleftrightharpoon></code>	\longleftrightarrow
<code>\<Leftrightarrow></code>	\Lleftrightarrow	<code>\<Longleftrightharpoon></code>	\Longleftrightarrow
<code>\<mapsto></code>	\mapsto	<code>\<longmapsto></code>	\longmapsto
<code>\<midarrow></code>	\dashv	<code>\<Midarrow></code>	\doteq
<code>\<hookleftarrow></code>	\hookleftarrow	<code>\<hookrightarrow></code>	\hookrightarrow
<code>\<leftharpoondown></code>	$\leftharpoon\downarrow$	<code>\<rightharpoondown></code>	$\rightharpoon\downarrow$
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<code>\<rightleftharpoons></code>	\rightleftharpoons	<code>\<leadsto></code>	\leadsto
<code>\<downharpoonleft></code>	\downharpoonleft	<code>\<downharpoonright></code>	\downharpoonright
<code>\<upharpoonleft></code>	\upharpoonleft	<code>\<upharpoonright></code>	\upharpoonright

<code>\<restriction></code>	\upharpoonright	<code>\<Colon></code>	$::$
<code>\<up></code>	\uparrow	<code>\<Up></code>	\Uparrow
<code>\<down></code>	\downarrow	<code>\<Down></code>	\Downarrow
<code>\<updown></code>	\updownarrow	<code>\<Updown></code>	\Updownarrow
<code>\<langle></code>	\langle	<code>\<rangle></code>	\rangle
<code>\<lceil></code>	\lceil	<code>\<rceil></code>	\rceil
<code>\<lfloor></code>	\lfloor	<code>\<rfloor></code>	\rfloor
<code>\<lparr></code>	\langle	<code>\<rparr></code>	\rangle
<code>\<lbrakk></code>	\llbracket	<code>\<rbrakk></code>	\rrbracket
<code>\<lbrace></code>	$\{$	<code>\<rbrace></code>	$\}$
<code>\<guillemotleft></code>	\ll	<code>\<guillemotright></code>	\gg
<code>\<bottom></code>	\perp	<code>\<top></code>	\top
<code>\<and></code>	\wedge	<code>\<And></code>	\bigwedge
<code>\<or></code>	\vee	<code>\<Or></code>	\bigvee
<code>\<forall></code>	\forall	<code>\<exists></code>	\exists
<code>\<nexists></code>	\nexists	<code>\<not></code>	\neg
<code>\<box></code>	\square	<code>\<diamond></code>	\diamond
<code>\<turnstile></code>	\vdash	<code>\<Turnstile></code>	\Vdash
<code>\<tturnstile></code>	\vDash	<code>\<TTturnstile></code>	\Vdash
<code>\<stileturn></code>	\dashv	<code>\<surd></code>	\surd
<code>\<le></code>	\leq	<code>\<ge></code>	\geq
<code>\<lless></code>	\ll	<code>\<ggreater></code>	\gg
<code>\<lesssim></code>	\lesssim	<code>\<greatersim></code>	\gtrsim
<code>\<lessapprox></code>	\lesapprox	<code>\<greaterapprox></code>	\gtrapprox
<code>\<in></code>	\in	<code>\<notin></code>	\notin
<code>\<subset></code>	\subset	<code>\<supset></code>	\supset
<code>\<subseteq></code>	\subseteq	<code>\<supseteq></code>	\supseteq
<code>\<sqsubset></code>	\sqsubset	<code>\<sqsupset></code>	\sqsupset
<code>\<sqsubseteq></code>	\sqsubseteq	<code>\<sqsupseteq></code>	\sqsupseteq
<code>\<inter></code>	\cap	<code>\<Inter></code>	\bigcap
<code>\<union></code>	\cup	<code>\<Union></code>	\bigcup
<code>\<squnion></code>	\sqcup	<code>\<Squnion></code>	\bigsqcup
<code>\<sqinter></code>	\sqcap	<code>\<Sqinter></code>	\bigsqcap
<code>\<setminus></code>	\setminus	<code>\<propto></code>	\propto
<code>\<uplus></code>	\oplus	<code>\<Uplus></code>	\bigoplus
<code>\<noteq></code>	\neq	<code>\<sim></code>	\sim
<code>\<doteq></code>	\doteq	<code>\<simeq></code>	\simeq
<code>\<approx></code>	\approx	<code>\<asymp></code>	\asymp
<code>\<cong></code>	\cong	<code>\<smile></code>	\smile

<code>\<equiv></code>	\equiv	<code>\<frown></code>	\frown
<code>\<Join></code>	\bowtie	<code>\<bowtie></code>	\bowtie
<code>\<prec></code>	\prec	<code>\<succ></code>	\succ
<code>\<preceq></code>	\preceq	<code>\<succeq></code>	\succeq
<code>\<parallel></code>	\parallel	<code>\<bar></code>	$\bar{}$
<code>\<plusminus></code>	\pm	<code>\<minusplus></code>	\mp
<code>\<times></code>	\times	<code>\<div></code>	\div
<code>\<cdot></code>	\cdot	<code>\<star></code>	\star
<code>\<bullet></code>	\bullet	<code>\<circ></code>	\circ
<code>\<dagger></code>	\dagger	<code>\<ddagger></code>	\ddagger
<code>\<lhd></code>	\triangleleft	<code>\<rh></code>	\triangleright
<code>\<unlhd></code>	\triangleleft	<code>\<unrhd></code>	\triangleright
<code>\<triangleleft></code>	\triangleleft	<code>\<triangleright></code>	\triangleright
<code>\<triangle></code>	\triangle	<code>\<triangleq></code>	\triangleq
<code>\<oplus></code>	\oplus	<code>\<Oplus></code>	\bigoplus
<code>\<otimes></code>	\otimes	<code>\<Otimes></code>	\bigotimes
<code>\<odot></code>	\odot	<code>\<Odot></code>	\bigodot
<code>\<ominus></code>	\ominus	<code>\<oslash></code>	\oslash
<code>\<dots></code>	\dots	<code>\<cdots></code>	\dots
<code>\<Sum></code>	\sum	<code>\<Prod></code>	\prod
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<code>\<integral></code>	\int	<code>\<ointegral></code>	\oint
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<code>\<heartsuit></code>	\heartsuit	<code>\<spadesuit></code>	\spadesuit
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<code>\<nabla></code>	∇	<code>\<partial></code>	∂
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<code>\<flat></code>	\flat	<code>\<natural></code>	\natural
<code>\<sharp></code>	\sharp	<code>\<angle></code>	\angle
<code>\<copyright></code>	\copyright	<code>\<registered></code>	$\text{\textcircled{R}}$
<code>\<hyphen></code>	$-$	<code>\<inverse></code>	$^{-1}$
<code>\<onesuperior></code>	1	<code>\<onequarter></code>	$\frac{1}{4}$
<code>\<twosuperior></code>	2	<code>\<onehalf></code>	$\frac{1}{2}$
<code>\<threesuperior></code>	3	<code>\<threequarters></code>	$\frac{3}{4}$
<code>\<ordfeminine></code>	a	<code>\<ordmasculine></code>	o
<code>\<section></code>	\S	<code>\<paragraph></code>	\P
<code>\<exclamdown></code>	$\!;$	<code>\<questiondown></code>	$\!?$
<code>\<euro></code>	$\text{\textcircled{€}}$	<code>\<pounds></code>	$\text{\textcircled{£}}$
<code>\<yen></code>	$\text{\textcircled{¥}}$	<code>\<cent></code>	$\text{\textcircled{¢}}$

<code>\<currency></code>	¤	<code>\<degree></code>	°
<code>\<amalg></code>	∏	<code>\<mho></code>	Ω
<code>\<lozenge></code>	◇	<code>\<wp></code>	∅
<code>\<wrong></code>	∫	<code>\<struct></code>	◇
<code>\<acute></code>	´	<code>\<index></code>	1
<code>\<dieresis></code>	¨	<code>\<cedilla></code>	¸
<code>\<hungarumlaut></code>	¨	<code>\<spacespace></code>	
<code>\<module></code>	⟨ module ⟩	<code>\<some></code>	€
<code>\<bind></code>	⋈	<code>\<then></code>	⋈

ML tactic expressions

Isar Proof methods closely resemble traditional tactics, when used in unstructured sequences of **apply** commands. Isabelle/Isar provides emulations for all major ML tactics of classic Isabelle — mostly for the sake of easy porting of existing developments, as actual Isar proof texts would demand much less diversity of proof methods.

Unlike tactic expressions in ML, Isar proof methods provide proper concrete syntax for additional arguments, options, modifiers etc. Thus a typical method text is usually more concise than the corresponding ML tactic. Furthermore, the Isar versions of classic Isabelle tactics often cover several variant forms by a single method with separate options to tune the behavior. For example, method *simp* replaces all of `simp_tac` / `asm_simp_tac` / `full_simp_tac` / `asm_full_simp_tac`, there is also concrete syntax for augmenting the Simplifier context (the current “simpset”) in a convenient way.

C.1 Resolution tactics

Classic Isabelle provides several variant forms of tactics for single-step rule applications (based on higher-order resolution). The space of resolution tactics has the following main dimensions.

1. The “mode” of resolution: `intro`, `elim`, `destruct`, or `forward` (e.g. `resolve_tac`, `eresolve_tac`, `dresolve_tac`, `forward_tac`).
2. Optional explicit instantiation (e.g. `resolve_tac` vs. `res_inst_tac`).
3. Abbreviations for singleton arguments (e.g. `resolve_tac` vs. `rtac`).

Basically, the set of Isar tactic emulations *rule_tac*, *erule_tac*, *drule_tac*, *frule_tac* (see §9.2.3) would be sufficient to cover the four modes, either with or without instantiation, and either with single or multiple arguments. Although it is more convenient in most cases to use the plain *rule* method, or

any of its “improper” variants *erule*, *drule*, *frule*. Note that explicit goal addressing is only supported by the actual *rule_tac* version.

With this in mind, plain resolution tactics correspond to Isar methods as follows.

<code>rtac a 1</code>	<code>rule a</code>
<code>resolve_tac [a₁, ...] 1</code>	<code>rule a₁ ...</code>
<code>res_inst_tac ctxt [(x₁, t₁), ...] a 1</code>	<code>rule_tac x₁ = t₁ and ... in a</code>
<code>rtac a i</code>	<code>rule_tac [i] a</code>
<code>resolve_tac [a₁, ...] i</code>	<code>rule_tac [i] a₁ ...</code>
<code>res_inst_tac ctxt [(x₁, t₁), ...] a i</code>	<code>rule_tac [i] x₁ = t₁ and ... in a</code>

Note that explicit goal addressing may be usually avoided by changing the order of subgoals with **defer** or **prefer** (see §6.3.4).

C.2 Simplifier tactics

The main Simplifier tactics `simp_tac` and variants (cf. [30]) are all covered by the *simp* and *simp_all* methods (see §9.3). Note that there is no individual goal addressing available, simplification acts either on the first goal (*simp*) or all goals (*simp_all*).

<code>asm_full_simp_tac @{simpset} 1</code>	<code>simp</code>
<code>ALLGOALS (asm_full_simp_tac @{simpset})</code>	<code>simp_all</code>
<code>simp_tac @{simpset} 1</code>	<code>simp (no_asm)</code>
<code>asm_simp_tac @{simpset} 1</code>	<code>simp (no_asm_simp)</code>
<code>full_simp_tac @{simpset} 1</code>	<code>simp (no_asm_use)</code>
<code>asm_lr_simp_tac @{simpset} 1</code>	<code>simp (asm_lr)</code>

C.3 Classical Reasoner tactics

The Classical Reasoner provides a rather large number of variations of automated tactics, such as `blast_tac`, `fast_tac`, `clarify_tac` etc. (see [30]). The corresponding Isar methods usually share the same base name, such as *blast*, *fast*, *clarify* etc. (see §9.4).

C.4 Miscellaneous tactics

There are a few additional tactics defined in various theories of Isabelle/HOL, some of these also in Isabelle/FOL or Isabelle/ZF. The most common ones of these may be ported to Isar as follows.

<code>stac a 1</code>		<code>subst a</code>
<code>hyp_subst_tac 1</code>		<code>hypsubst</code>
<code>strip_tac 1</code>	\approx	<code>intro strip</code>
<code>split_all_tac 1</code>		<code>simp (no_asm_simp) only: split_tupled_all</code>
	\approx	<code>simp only: split_tupled_all</code>
	\ll	<code>clarify</code>

C.5 Tacticals

Classic Isabelle provides a huge amount of tacticals for combination and modification of existing tactics. This has been greatly reduced in Isar, providing the bare minimum of combinators only: “,” (sequential composition), “|” (alternative choices), “?” (try), “+” (repeat at least once). These are usually sufficient in practice; if all fails, arbitrary ML tactic code may be invoked via the *tactic* method (see §9.2.3).

Common ML tacticals may be expressed directly in Isar as follows:

<code>tac₁ THEN tac₂</code>		<code>meth₁, meth₂</code>
<code>tac₁ ORELSE tac₂</code>		<code>meth₁ meth₂</code>
<code>TRY tac</code>		<code>meth?</code>
<code>REPEAT1 tac</code>		<code>meth+</code>
<code>REPEAT tac</code>		<code>(meth+)?</code>
<code>EVERY [tac₁, ...]</code>		<code>meth₁, ...</code>
<code>FIRST [tac₁, ...]</code>		<code>meth₁ ...</code>

CHANGED (see [30]) is usually not required in Isar, since most basic proof methods already fail unless there is an actual change in the goal state. Nevertheless, “?” (try) may be used to accept *unchanged* results as well.

ALLGOALS, SOMEgoal etc. (see [30]) are not available in Isar, since there is no direct goal addressing. Nevertheless, some basic methods address all goals internally, notably *simp_all* (see §9.3). Also note that ALLGOALS can be often replaced by “+” (repeat at least once), although this usually has a different operational behavior, such as solving goals in a different order.

Iterated resolution, such as REPEAT (FIRSTGOAL

(`resolve_tac \<dots>`)), is usually better expressed using the *intro* and *elim* methods of Isar (see §9.4).

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