

General Isar Proof Format

```

proof (method)
  fix x
  assume A0: formula0
  from A0
  have A1: formula1
  by (method)
  from A0 and A1
  ...
  show formulan
  proof (method)
    ...
  qed
qed

```

Proves *formula*₀ $\Rightarrow$ *formula*_{*n*}

Basic Isar Syntax

```

proof = proof [method] statement* qed
      | by method

method = (simp ...) | (auto ...) | (blast ...) | (rule ...) | ...

statement = fix variable+ (Λ)
           | assume proposition (⇒)
           | [from name+] objective proof
           | next (starts next subgoal)

objective = show proposition (next proof step)
           | have proposition (local claim)
           | obtain variable+ where proposition+

proposition = [name:] formula

```

Proof Basics

- Isabelle uses *Natural Deduction* proofs
 - Uses *sequent* encoding
- Rule notation:

Rule	Sequent Encoding
$\frac{A_1 \dots A_n}{A}$	$\llbracket A_1, \dots, A_n \rrbracket \Rightarrow A$
$\frac{B \quad \vdots \quad A_1 \dots \overline{A_1} \dots A_n}{A}$	$\llbracket A_1, \dots, B \Rightarrow A_1, \dots, A_n \rrbracket \Rightarrow A$

Natural Deduction

For each logical operator $\oplus$, have two kinds of rules:

Introduction: How can I prove $A \oplus B$?

$$\frac{?}{A \oplus B}$$

Elimination: What can I prove using $A \oplus B$?

$$\frac{\dots A \oplus B \dots}{?}$$

Operational Reading

$$\frac{A_1 \dots A_n}{A}$$

Introduction rule:

To prove A it suffices to prove $A_1 \dots A_n$.

Elimination rule:

If we know A_1 and we want to prove A
it suffices to prove $A_2 \dots A_n$

Natural Deduction for Propositional Logic

$$\frac{A \quad B}{A \wedge B} \text{ conjI}$$

$$\frac{A \wedge B \quad \llbracket A; B \rrbracket \Rightarrow C}{C} \text{ conjE}$$

$$\frac{A}{A \vee B} \quad \frac{B}{A \vee B} \text{ disjI1/2}$$

$$\frac{A \vee B \quad A \Rightarrow C \quad B \Rightarrow C}{C} \text{ disjE}$$

$$\frac{A \Rightarrow B}{A \rightarrow B} \text{ impI}$$

$$\frac{A \rightarrow B \quad A \quad B \Rightarrow C}{C} \text{ impE}$$

Natural Deduction for Propositional Logic

$$\frac{A \Rightarrow B \quad B \Rightarrow A}{A = B} \text{ iffI} \quad \frac{A = B \quad A}{B} \text{ iffD1}$$

$$\frac{A = B \quad B}{A} \text{ iffD2}$$

$$\frac{A \Rightarrow \text{False}}{\neg A} \text{ notI}$$

$$\frac{\neg A \quad A}{B} \text{ notE}$$

Equality

$$\frac{}{t = t} \text{ refl} \quad \frac{s = t}{t = s} \text{ sym} \quad \frac{r = s \quad s = t}{r = t} \text{ trans}$$

$$\frac{s = t \quad A(s)}{A(t)} \text{ subst}$$

`subst` rarely needed explicitly – used implicitly by `simp`

More Rules

$$\frac{A \wedge B}{A} \text{ conjunct1} \quad \frac{A \wedge B}{B} \text{ conjunct2}$$

$$\frac{A \rightarrow B \quad A}{B} \text{ mp}$$

Compare to elimination rules:

$$\frac{A \wedge B \quad [A; B] \Rightarrow C}{C} \text{ conjE} \quad \frac{A \rightarrow B \quad A \quad B \Rightarrow C}{C} \text{ impE}$$

"Classical" Rules

$$\frac{\neg A \Rightarrow \text{False}}{A} \text{ ccontr} \quad \frac{\neg A \Rightarrow A}{A} \text{ classical}$$

- `ccontr` and `classical` are not derivable from the Natural Deduction rules.
- They make the logic "classical", i.e. "non-constructive" or "non-intuitionistic".

Proof by Assumption

In classical Natural Deduction,

$$\frac{A_1 \dots A_i \dots A_n}{A_i}$$

If we know a bunch of things, including A_i , then we know A_i

In Isabelle

$$[A] \Rightarrow A$$

Rule Application: The Rough Idea

Applying rule $[A_1; \dots; A_n] \Rightarrow A$ to subgoal C :

- Unify A and C
- Replace C with n new subgoals: $A'_1 \dots A'_n$

Backwards reduction, like in Prolog

Example: rule: $[?P; ?Q] \Rightarrow ?P \wedge ?Q$

subgoal: 1. $A \wedge B$

- Result:
1. A
 2. B

Rule Application: More Complete Idea

Applying rule $\llbracket A_1; \dots; A_n \rrbracket \Rightarrow A$ to subgoal C :

- Unify A and C with (meta)-substitution σ
- Specialize goal to $\sigma(C)$
- Replace C with n new subgoals: $\sigma(A_1) \dots \sigma(A_n)$

Note: schematic variables in C treated as existential variables

Does there exist value for $?X$ in C that makes C true?

(Still not the whole story)

rule Application

Rule: $\llbracket A_1; \dots; A_n \rrbracket \Rightarrow A$

Subgoal: 1. $\llbracket B_1; \dots; B_m \rrbracket \Rightarrow C$

Substitution: $\sigma(A) \equiv \sigma(C)$

New subgoals: 1. $\llbracket \sigma(B_1); \dots; \sigma(B_m) \rrbracket \Rightarrow \sigma(A_1)$
:
 n . $\llbracket \sigma(B_1); \dots; \sigma(B_m) \rrbracket \Rightarrow \sigma(A_n)$

Proves: $\llbracket \sigma(B_1); \dots; \sigma(B_m) \rrbracket \Rightarrow \sigma(C)$

Command: `apply (rule <rulename>)`

Proof by assumption

`apply assumption`

proves:

1. $\llbracket B_1; \dots; B_m \rrbracket \Rightarrow C$

by unifying C with one of the B_i

Demo: Application of Introduction Rule

Applying Elimination Rules

`apply (erule <elim-rule>)`

Like `rule` but also

- unifies first premise of rule with an assumption
- eliminates that assumption instead of conclusion
- `proof (rule ...)` generally does the work of `erule` in Isar.

Example

Rule: $\llbracket ?P \wedge ?Q; \llbracket ?P; ?Q \rrbracket \Rightarrow ?R \rrbracket \Rightarrow ?R$

Subgoal: 1. $\llbracket X; A \wedge B; Y \rrbracket \Rightarrow Z$

Unification: $?P \wedge ?Q \equiv A \wedge B$ and $?R \equiv Z$

New subgoal: 1. $\llbracket X; Y \rrbracket \Rightarrow \llbracket A; B \rrbracket \Rightarrow Z$

Same as: 1. $\llbracket X; Y; A; B \rrbracket \Rightarrow Z$

How to Prove in Natural Deduction

- *Intro* rules decompose formulae to the *right* of $\Rightarrow$
`apply (rule <intro-rule>)`
`proof (rule <intro-rule>)`
- *Elim* rules decompose formulae to the *left* of $\Rightarrow$
`apply (erule <elim-rule>)`
`proof (rule <elim-rule>)`

Demo: Examples

Safe and Unsafe Rules

Safe rules preserve provability:

`conjI, impI, notI, iffI, refl, ccontr, classical, conjE, disjE`

Unsafe rules can reduce a provable goal to one that is not:

`disjI1, disjI2, impE, iffD1, iffD2, notE`

Try safe rules before unsafe ones

$\Rightarrow$ VS $\rightarrow$

- Theorems usually more useful written as $[A_1; \dots; A_n] \Rightarrow A$ instead of $A_1 \wedge \dots \wedge A_n \rightarrow A$ (easier to apply)
- **Exception:** (in `apply`-style): induction variable must not occur in premises
- Example: For induction on x , transform:
 $[A; B(x)] \Rightarrow C(x) \rightsquigarrow A \Rightarrow B(x) \rightarrow C(x)$
Reverse transformation (after proof):
`lemma abc [rule_format]: A  $\Rightarrow$  B(x)  $\rightarrow$  C(x)`

Demo: Further Techniques

Parameters

Subgoal:

1. $\Lambda x_1 \dots x_n.$ *Formula*

The x_i are called *parameters* of the subgoal

Intuition: local constants, i.e. arbitrary fixed values

Rules are automatically lifted passed $\Lambda x_1 \dots x_n$ and applied directly to *Formula*

Scope

- Scope of parameters: whole subgoal
- Scope of $\forall$, $\exists$, ...: ends with ; or $\implies$, or enclosing)

$\Lambda xy. [\forall y. P y \longrightarrow Q z y; Q x y] \implies \exists x. Q x y$
 means
 $\Lambda xy. [(\forall y_1. P y_1 \longrightarrow Q z y_1); Q x y] \implies \exists x_1. Q x_1 y$

α -Conversion and Scope of Variables

- $\forall x. P x$: x can appear in $P x$.
Example: $\forall x. x = x$ is obtained by $P \mapsto \lambda u. u = u$
- $\forall x. P$: x cannot appear in P
Example: $P \mapsto x = x$ yields $\forall x'. x = x$

Bound variables are renamed automatically to avoid name clashes with other variables.

Natural Deduction Rules for Quantifiers

$$\begin{array}{c}
 \frac{\Lambda x. P x}{\forall x. P x} \text{allI} \qquad \frac{\forall x. P x \quad P ?x \implies R}{R} \text{allE} \\
 \\
 \frac{P ?x}{\exists x. P x} \text{exI} \qquad \frac{\exists x. P x \quad \Lambda x. P x \implies R}{R} \text{exE}
 \end{array}$$

- **allI** and **exE** introduce new parameters (Λx)
- **allE** and **exI** introduce new unknowns ($?x$)

Safe and Unsafe Rules

Safe: **allI**, **exE**

Unsafe: **allE**, **exI**

Create parameters first, unknowns later

Instantiating Variables in Rules

`proof (rule.tac x = "term" in rule)`

Like **rule**, but $?x$ in *rule* is instantiated with *term* before application.
 $?x$ must be schematic variable occurring in statement of *rule*.

Similar: **erule.tac**

! x is in *rule*, not in goal !