

🧠 Automation and Sledgehammer in Isabelle 🧠

Simon Foster **Jim Woodcock**
University of York

20th August 2022

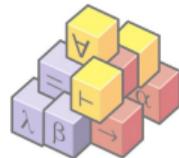
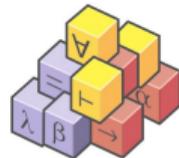
Overview

- 1 SAT solvers, resolution provers, and SMT solvers
- 2 Tool integration with `sledgehammer`
- 3 Counterexample generators



Overview

- 1 SAT solvers, resolution provers, and SMT solvers
- 2 Tool integration with `sledgehammer`
- 3 Counterexample generators



Automated Proof so Far: Simplifier (simp)

- Empirical testing of processors (e.g., λ - μ vs. λ - ν)
- May fail, and can prove many statements
- Can't generally handle formulas with quantifiers (e.g., $\exists x. 2x + 3y = 4$)
- Classical Reasoner (Clas) auto. Success of 100%
- Employs the tableau method to find natural deduction proofs.
- Superficially handles formulas with quantifiers, but not useful.
- Can prove many statements involving quantifiers with witnesses.
- However, does not auto-find witnesses, for example.
- Finding of suitable witnesses for variables in quantified formulas.
- Integrating the result of rules to the first HOL theorem library.
- Symbolic/Algebraic reasoning tools for constrained problems.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- Classical Reasoner (**blast**, **auto**, **force**, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (`simp`)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- Classical Reasoner (`blast`, `auto`, `force`, etc.).
- Employs the `tableau` method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable `witnesses` for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for `constrained problems`.

Automated Proof so Far: Simplifier (`simp`)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- Classical Reasoner (`blast`, `auto`, `force`, etc.).
- Employs the `tableau` method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
- Finding of suitable `witnesses` for variables in quantified formulae.
- Determining the right set of rules to use from HOL's theorem library.
- Isabelle/HOL integrates reasoning tools for `constrained problems`.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (**blast**, **auto**, **force**, etc.).
 - Employs the **tableau** method to find natural deduction proofs.
 - Slower than the simplifier, due to backtracking, but more powerful.
 - Can prove many statements involving quantifiers with witnesses.
 - However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (**blast**, **auto**, **force**, etc.).
- Employs the **tableau** method to find natural deduction proofs.
 - Slower than the simplifier, due to backtracking, but more powerful.
 - Can prove many statements involving quantifiers with witnesses.
 - However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (**blast**, **auto**, **force**, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (**blast**, **auto**, **force**, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (`simp`)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (`blast`, `auto`, `force`, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (**simp**)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (**blast**, **auto**, **force**, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (`simp`)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (`blast`, `auto`, `force`, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
- Isabelle/HOL integrates reasoning tools for **constrained problems**.

Automated Proof so Far: Simplifier (`simp`)

- Equational rewriting of propositions ($f(x, y) = g(x, y)$).
- Very fast, and can prove many statements.
- Can't generally handle formulae with quantifiers ($\exists x y. 2x + 3y > n$).
- **Classical Reasoner** (`blast`, `auto`, `force`, etc.).
- Employs the **tableau** method to find natural deduction proofs.
- Slower than the simplifier, due to backtracking, but more powerful.
- Can prove many statements involving quantifiers with witnesses.
- However, these tools are often not enough, for example:
 - Finding of suitable **witnesses** for variables in quantified formulae.
 - Determining the right set of rules to use from HOL's theorem library.
 - Isabelle/HOL integrates reasoning tools for **constrained problems**.

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables
- $P \wedge Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the assignment)
- $P \wedge \neg P$ – not satisfiable, no value for P that yields True
- A SAT solver typically returns:
 - SAT – an assignment of $\{ \text{True}, \text{False} \}$
 - UNSAT
- NP-complete problem
- Very efficient solvers exist handling millions of variables
- Minisat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J
- Widely used in hardware verification and circuit design
- Instance of constraint satisfaction problems (see mod. CONS)

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the assignment).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields True .
- A SAT solver typically returns :
 1. SAT + an assignment or 2. UNSAT
- NP-complete problem.
- Very efficient solvers exist handling millions of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in hardware verification and circuit design.
- Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. SAT + an assignment or 2. UNSAT
- NP-complete problem.
- Very efficient solvers exist handling millions of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in hardware verification and circuit design.
- Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. SAT + an assignment or 2. UNSAT
- NP-complete problem.
- Very efficient solvers exist handling millions of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in hardware verification and circuit design.
- Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. SAT + an assignment or 2. UNSAT
- NP-complete problem.
- Very efficient solvers exist handling millions of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in hardware verification and circuit design.
- Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- NP-complete problem.
- Very efficient solvers exist handling millions of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in hardware verification and circuit design.
- Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- **NP-complete** problem.
 - Very efficient solvers exist handling millions of variables.
 - MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
 - Widely used in hardware verification and circuit design.
 - Instance of constraint satisfaction problems (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- **NP-complete** problem.
- Very efficient solvers exist handling **millions** of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in **hardware verification and circuit design**.
- Instance of **constraint satisfaction problems** (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- **NP-complete** problem.
- Very efficient solvers exist handling **millions** of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in **hardware verification and circuit design**.
- Instance of **constraint satisfaction problems** (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- **NP-complete** problem.
- Very efficient solvers exist handling **millions** of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in **hardware verification** and **circuit design**.
- Instance of **constraint satisfaction problems** (see module CONS).

SAT Solvers

- Determine satisfiability of proposition with only Boolean variables.
- $P \wedge \neg Q$ – satisfiable, with $P = \text{True}$ and $Q = \text{False}$ (the **assignment**).
- $P \wedge \neg P$ – not satisfiable, no value for P that yields *True*.
- A SAT solver typically returns :
 1. **SAT** + an assignment or
 2. **UNSAT**
- **NP-complete** problem.
- Very efficient solvers exist handling **millions** of variables.
- MiniSat, zChaff, PicoSAT, BerkMin, Lingeling, Glucose, SAT4J.
- Widely used in **hardware verification** and **circuit design**.
- Instance of **constraint satisfaction problems** (see module **CONS**).

Resolution Provers

- Resolution: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
Prolog, E, Vampire, SPASS, Waldmeister, and Isabelle's proof method.
- Clause normal form represents knowledge: conjunction of disjunctions.
Inherently classical in nature, as it depends on proof by contradiction.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the `metis` proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the `metis` proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
 - Prover9, E, Vampire, SPASS, Waldmeister, and the `metis` proof method.
 - **Clause normal form** represents knowledge: conjunction of disjunctions.
 - Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the **metis** proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the **metis** proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the **metis** proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.

Resolution Provers

- **Resolution**: deduction rule + algorithm for proving 1st-order predicates.
- Modern SAT solvers can produce a resolution-based proof of UNSAT.
- Resolution implemented in some 1st-order automated theorem provers:
- Prover9, E, Vampire, SPASS, Waldmeister, and the **metis** proof method.
- **Clause normal form** represents knowledge: conjunction of disjunctions.
- Inherently **classical** in nature, as it depends on **proof by contradiction**.



Resolution

- `metis` converts HOL proposition into required form, applies resolution.
- Requires all background theorems needed to be passed as hypotheses.
- If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
 - 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
 - 3 Apply the **resolution rule** over and over to make all possible deductions:
 - 4 If a contradiction emerges, then G must follow from the assumptions.
-
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
 - 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
 - 3 Apply the **resolution rule** over and over to make all possible deductions:
 - 4 If a contradiction emerges, then G must follow from the assumptions.
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
 - 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
 - 3 Apply the resolution rule over and over to make all possible deductions:
 - 4 If a contradiction emerges, then G must follow from the assumptions.
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
 - 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
 - 3 Apply the **resolution rule** over and over to make all possible deductions:
 - 4 If a contradiction emerges, then G must follow from the assumptions.
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
- 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
- 3 Apply the **resolution rule** over and over to make all possible deductions:

$$\frac{\neg P \vee Q \quad P}{Q}$$

- 4 If a contradiction emerges, then G must follow from the assumptions.
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
- 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
- 3 Apply the **resolution rule** over and over to make all possible deductions:

$$\frac{\neg P \vee Q \quad P}{Q}$$

- 4 If a contradiction emerges, then G must follow from the assumptions.

- `metis` converts HOL proposition into required form, applies resolution.
- Requires all background theorems needed to be passed as hypotheses.
- If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
- 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
- 3 Apply the **resolution rule** over and over to make all possible deductions:

$$\frac{\neg P \vee Q \quad P}{Q}$$

- 4 If a contradiction emerges, then G must follow from the assumptions.
- **metis** converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
- 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
- 3 Apply the **resolution rule** over and over to make all possible deductions:

$$\frac{\neg P \vee Q \quad P}{Q}$$

- 4 If a contradiction emerges, then G must follow from the assumptions.
- **metis** converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution

Algorithm (Outline)

- 1 Hypotheses $A_1 \cdots A_n$ and goal G : produce $A_1 \wedge \cdots \wedge A_n \wedge \neg G$.
- 2 Rewrite A_i and G into CNF: $P \wedge (P \longrightarrow Q)$ becomes $P \wedge (\neg P \vee Q)$.
- 3 Apply the **resolution rule** over and over to make all possible deductions:

$$\frac{\neg P \vee Q \quad P}{Q}$$

- 4 If a contradiction emerges, then G must follow from the assumptions.
- `metis` converts HOL proposition into required form, applies resolution.
 - Requires all background theorems needed to be passed as hypotheses.
 - If a refutation of $\neg G$ emerges, this is translated to a HOL theorem.

Resolution Example

• We want to prove $\text{man}(S) \wedge \forall x. \text{man}(x) \rightarrow \text{mortal}(x) \vdash \text{mortal}(S)$

• Rewrite to CNF gives

$$A_1 = \text{man}(S), A_2 = \neg \text{man}(x) \vee \text{mortal}(x), C = \text{mortal}(S)$$

• We need to show $A_1 \wedge A_2 \wedge \neg C$ yields a contradiction.

• Resolving A_1 and A_2 yields the additional clause $A_3 = \text{mortal}(S)$.

• Resolving A_3 and C yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.

- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.
- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.
- Resolving A_3 and G yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.
- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.
- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.
- Resolving A_3 and G yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.
- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.
- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.
- Resolving A_3 and G yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.

- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.

- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.

- Resolving A_3 and G yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.

- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.

- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.

- Resolving A_3 and G yields the empty set, thus the proof is complete.

Resolution Example

- We want to prove $man(S), \forall x. man(x) \longrightarrow mortal(x) \vdash mortal(S)$.
- Rewrite to CNF gives

$$A_1 = man(S), A_2 = \neg man(x) \vee mortal(x), G = mortal(S).$$

- We need to show $A_1 \wedge A_2 \wedge \neg G$ yields a contradiction.
- Resolving A_1 and A_2 yields the additional clause $A_3 = mortal(S)$.
- Resolving A_3 and G yields the empty set, thus the proof is complete.

SMT Solvers

- SMT = satisfiability modulo theories
- Extends SAE with further types and decision procedures
- Quantifiers, linear arithmetic, bit-vectors, arrays, datatypes, records, etc.
- UNSAT: proof term often returned using accompanying AIT
- More readily applicable to program verification
- Examples: Z3, Yices, CVC3, CVC4, veriT
- Z3 is the backend for Microsoft's Boogie verification language
- JetBrains' CL integrates several SMT solvers in the sat-proof method
- Recovering proof terms output from CVC4, veriT, etc.??

SMT Solvers

- SMT = Satisfiability Modulo Theories.
- Extends SAT with further types and decision procedures.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- UNSAT: proof term often returned using accompanying ATP.
- More readily applicable to program verification.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's Boogie verification language.
- Isabelle/HOL integrates several SMT solvers in the smt proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the `smt` proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the **smt** proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

SMT Solvers

- SMT = **Satisfiability Modulo Theories**.
- Extends **SAT** with further types and **decision procedures**.
- Quantifiers, linear arithmetic, bit vectors, arrays, datatypes, records, etc.
- **UNSAT**: **proof term** often returned using accompanying ATP.
- More readily applicable to **program verification**.
- Examples: Z3, Yices, CVC3, CVC4, veriT.
- Z3 is the backend for Microsoft's **Boogie** verification language.
- Isabelle/HOL integrates several SMT solvers in the **smt** proof method.
- Reconstructs proof terms output from CVC4, veriT, and Z3.

Arithmetic Decision Procedures

- `arith` tries both `presburger` and/or `linarith`.

Arithmetic Decision Procedures

Presburger Arithmetic (`presburger`)

- Arithmetic formulae involving only 0, 1, and +, and equality.
 - Decidable with exponential complexity.
 - `presburger` handles quantifiers using `quantifier elimination` (QE).
 - E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with `presburger`.
- `arith` tries both `presburger` and/or `linarith`.

Arithmetic Decision Procedures

Presburger Arithmetic (`presburger`)

- Arithmetic formulae involving only `0`, `1`, and `+`, and equality.
- Decidable with exponential complexity.
- `presburger` handles quantifiers using `quantifier elimination` (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with `presburger`.
- `arith` tries both `presburger` and/or `linarith`.

Arithmetic Decision Procedures

Presburger Arithmetic (`presburger`)

- Arithmetic formulae involving only `0`, `1`, and `+`, and equality.
- Decidable with exponential complexity.
- `presburger` handles quantifiers using `quantifier elimination (QE)`.
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with `presburger`.
- `arith` tries both `presburger` and/or `linarith`.

Arithmetic Decision Procedures

Presburger Arithmetic (`presburger`)

- Arithmetic formulae involving only `0`, `1`, and `+`, and equality.
- Decidable with exponential complexity.
- `presburger` handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with `presburger`.
- `arith` tries both `presburger` and/or `linarith`.

Arithmetic Decision Procedures

Presburger Arithmetic (**presburger**)

- Arithmetic formulae involving only 0, 1, and +, and equality.
- Decidable with exponential complexity.
- **presburger** handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with **presburger**.

● **arith** tries both **presburger** and/or **linarith**.

Arithmetic Decision Procedures

Presburger Arithmetic (**presburger**)

- Arithmetic formulae involving only 0, 1, and +, and equality.
- Decidable with exponential complexity.
- **presburger** handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with **presburger**.

Linear Arithmetic (**linarith**)

- Proof method for systems of linear inequalities, e.g. $a \cdot x + b \cdot y \leq c$.
- Employs an algorithm called **Fourier-Motzkin elimination**.
- **arith** tries both **presburger** and/or **linarith**.

Arithmetic Decision Procedures

Presburger Arithmetic (**presburger**)

- Arithmetic formulae involving only 0, 1, and +, and equality.
- Decidable with exponential complexity.
- **presburger** handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with **presburger**.

Linear Arithmetic (**linarith**)

- Proof method for systems of linear inequalities, e.g. $a \cdot x + b \cdot y \leq c$.
- Employs an algorithm called **Fourier-Motzkin elimination**.
- **arith** tries both **presburger** and/or **linarith**.

Arithmetic Decision Procedures

Presburger Arithmetic (**presburger**)

- Arithmetic formulae involving only 0, 1, and +, and equality.
- Decidable with exponential complexity.
- **presburger** handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with **presburger**.

Linear Arithmetic (**linarith**)

- Proof method for systems of linear inequalities, e.g. $a \cdot x + b \cdot y \leq c$.
- Employs an algorithm called **Fourier-Motzkin elimination**.

- **arith** tries both **presburger** and/or **linarith**.

Arithmetic Decision Procedures

Presburger Arithmetic (**presburger**)

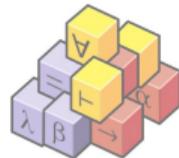
- Arithmetic formulae involving only 0, 1, and +, and equality.
- Decidable with exponential complexity.
- **presburger** handles quantifiers using **quantifier elimination** (QE).
- E.g. $\neg(\exists x y : \mathbb{N}. 2x + 5y = 3)$ is solvable with **presburger**.

Linear Arithmetic (**linarith**)

- Proof method for systems of linear inequalities, e.g. $a \cdot x + b \cdot y \leq c$.
- Employs an algorithm called **Fourier-Motzkin elimination**.
- **arith** tries both **presburger** and/or **linarith**.

Overview

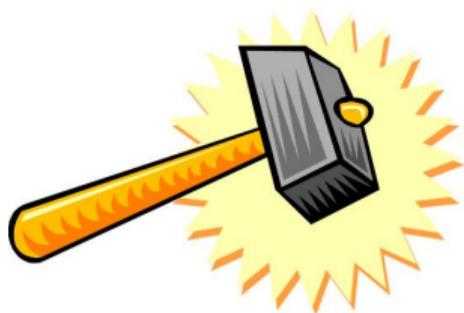
- 1 SAT solvers, resolution provers, and SMT solvers
- 2 Tool integration with `sledgehammer`
- 3 Counterexample generators



Sledgehammer

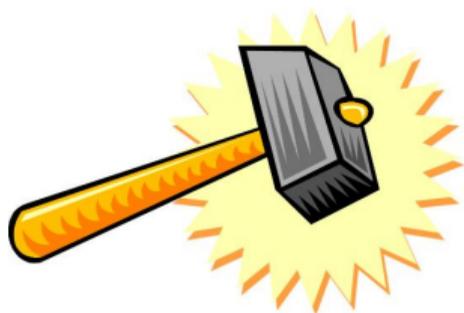
- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “Sledgehammer” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, reconstructs output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a safe way – there is no need to trust the external tools.

Sledgehammer



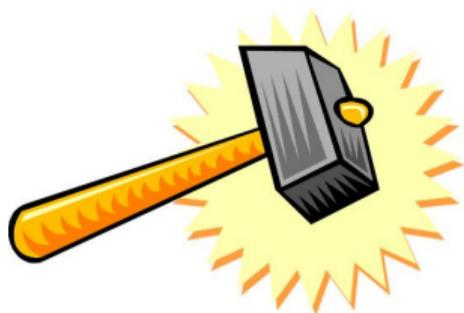
- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “Sledgehammer” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer



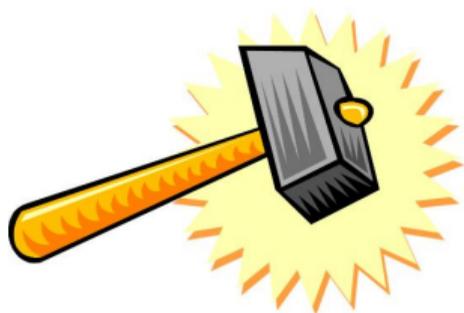
- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “Sledgehammer” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer



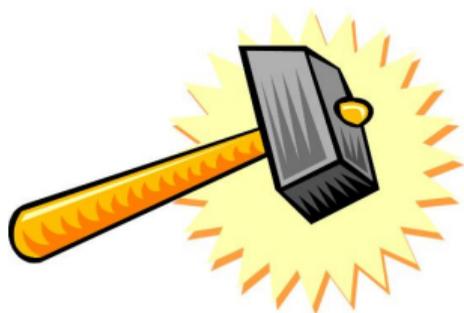
- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “**Sledgehammer**” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer



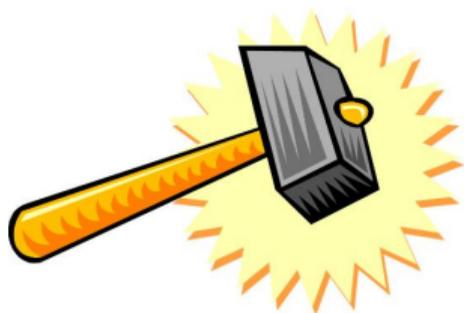
- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “**Sledgehammer**” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer



- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “**Sledgehammer**” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer



- Integration of resolution provers and SMT solvers into Isabelle/HOL.
- Use the “**Sledgehammer**” pane to apply the tool on an open subgoal.
- Runs several tools in parallel, **reconstructs** output as Isabelle proof.
- Brings benefits of proof automation to interactive theorem proving.
- Does so in a **safe** way – there is no need to **trust** the external tools.

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

`lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"`

- 2 Run `sledgehammer` with set of provers and solvers (click "Apply").
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

`lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"`

- 2 Run `sledgehammer` with set of provers and solvers (click "Apply").
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

- 2 Run `sledgehammer` with set of provers and solvers (click "Apply").
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

- 2 Run **sledgehammer** with set of provers and solvers (click "Apply").

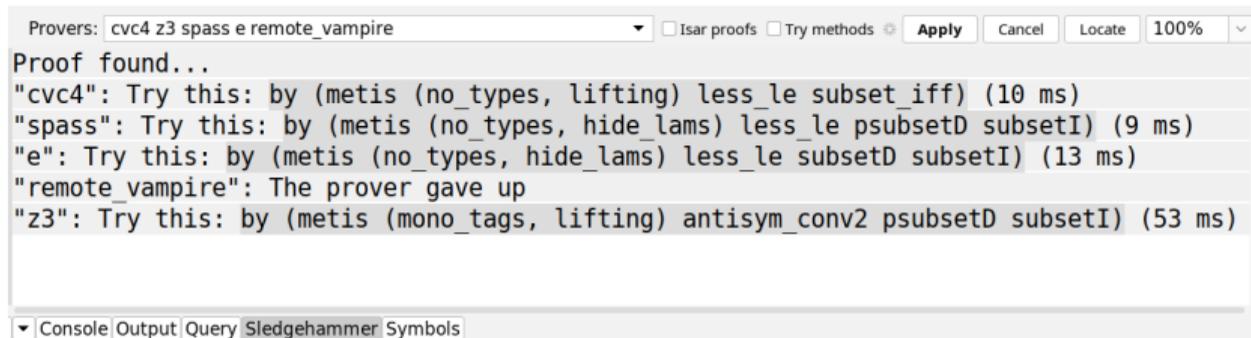
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

- 2 Run **sledgehammer** with set of provers and solvers (click "Apply").



Provers: cvc4 z3 spass e remote_vampire Isar proofs Try methods 100%

Proof found...

```
"cvc4": Try this: by (metis (no_types, lifting) less_le subset_iff) (10 ms)
"spass": Try this: by (metis (no_types, hide_lams) less_le psubsetD subsetI) (9 ms)
"e": Try this: by (metis (no_types, hide_lams) less_le subsetD subsetI) (13 ms)
"remote_vampire": The prover gave up
"z3": Try this: by (metis (mono_tags, lifting) antisym_conv2 psubsetD subsetI) (53 ms)
```

▾ Console Output Query Sledgehammer Symbols

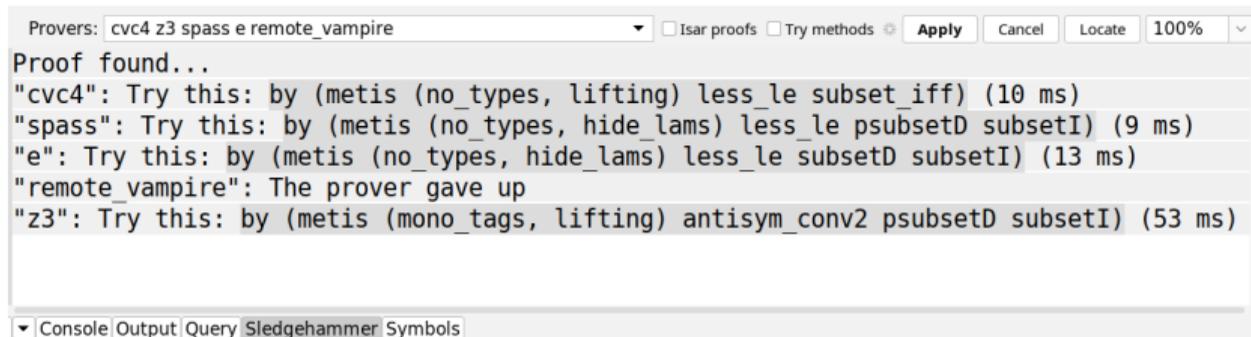
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

- 2 Run **sledgehammer** with set of provers and solvers (click "Apply").



The screenshot shows the Sledgehammer interface. At the top, there is a dropdown menu for "Provers" with the value "cvc4 z3 spass e remote_vampire". To the right of the dropdown are checkboxes for "Isar proofs" and "Try methods", followed by "Apply", "Cancel", "Locate", and a progress indicator showing "100%". Below the dropdown, the text "Proof found..." is displayed. The output shows the results for each prover: "cvc4": Try this: by (metis (no_types, lifting) less_le subset_iff) (10 ms); "spass": Try this: by (metis (no_types, hide_lams) less_le psubsetD subsetI) (9 ms); "e": Try this: by (metis (no_types, hide_lams) less_le subsetD subsetI) (13 ms); "remote_vampire": The prover gave up; "z3": Try this: by (metis (mono_tags, lifting) antisym_conv2 psubsetD subsetI) (53 ms). At the bottom, there is a tabbed interface with "Console" selected, and other tabs for "Output", "Query", "Sledgehammer", and "Symbols".

```
Provers: cvc4 z3 spass e remote_vampire  Isar proofs  Try methods    100%   
Proof found...  
"cvc4": Try this: by (metis (no_types, lifting) less_le subset_iff) (10 ms)  
"spass": Try this: by (metis (no_types, hide_lams) less_le psubsetD subsetI) (9 ms)  
"e": Try this: by (metis (no_types, hide_lams) less_le subsetD subsetI) (13 ms)  
"remote_vampire": The prover gave up  
"z3": Try this: by (metis (mono_tags, lifting) antisym_conv2 psubsetD subsetI) (53 ms)  
  
▾ Console Output Query Sledgehammer Symbols
```

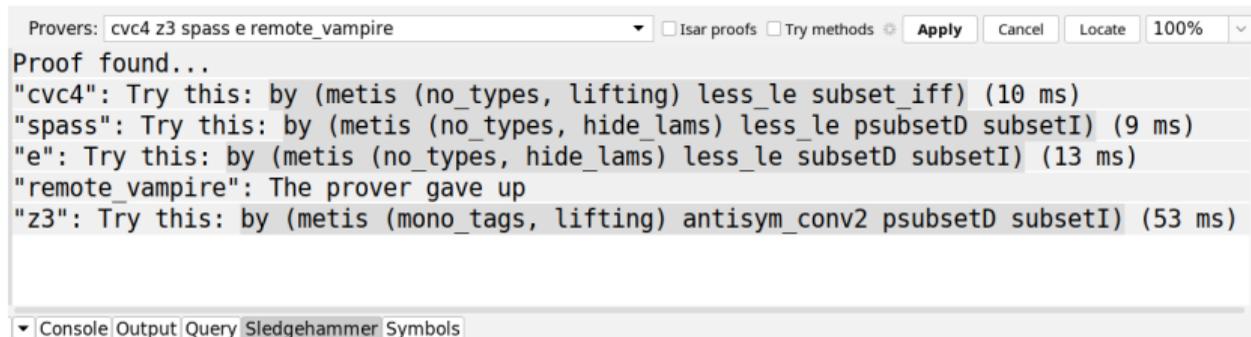
- 3 Click on one of the options returned to prove the theorem:

Sledgehammer Workflow

- 1 Formulate a theorem we want to prove:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

- 2 Run **sledgehammer** with set of provers and solvers (click "Apply").



```
Provers: cvc4 z3 spass e remote_vampire  Isar proofs  Try methods    100%   
Proof found...  
"cvc4": Try this: by (metis (no_types, lifting) less_le subset_iff) (10 ms)  
"spass": Try this: by (metis (no_types, hide_lams) less_le psubsetD subsetI) (9 ms)  
"e": Try this: by (metis (no_types, hide_lams) less_le subsetD subsetI) (13 ms)  
"remote_vampire": The prover gave up  
"z3": Try this: by (metis (mono_tags, lifting) antisym_conv2 psubsetD subsetI) (53 ms)  
  
▼ Console Output Query Sledgehammer Symbols
```

- 3 Click on one of the options returned to prove the theorem:

lemma "(A < B) = (A ≠ B ∧ (∀ x ∈ A. x ∈ B))"

by (metis (no_types, lifting) less_le subset_iff)

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

Proof Reconstruction Tactics

- `metis`: built-in resolution prover. Solves goal with small theorem set.
- `smt`: converts proof objects from Z3, CVC4, veriT into Isabelle proofs.
- `presburger` and `linarith`: solve arithmetic conjectures.
- `simp` and `fastforce`: sometimes normal proof methods are used.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

Proof Reconstruction Tactics

- **metis**: built-in resolution prover. Solves goal with small theorem set.
- **smt**: converts proof objects from Z3, CVC4, veriT into Isabelle proofs.
- **presburger** and **linarith**: solve arithmetic conjectures.
- **simp** and **fastforce**: sometimes normal proof methods are used.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

Proof Reconstruction Tactics

- **metis**: built-in resolution prover. Solves goal with small theorem set.
- **smt**: converts proof objects from Z3, CVC4, veriT into Isabelle proofs.
- **presburger** and **linarith**: solve arithmetic conjectures.
- **simp** and **fastforce**: sometimes normal proof methods are used.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

Proof Reconstruction Tactics

- **metis**: built-in resolution prover. Solves goal with small theorem set.
- **smt**: converts proof objects from Z3, CVC4, veriT into Isabelle proofs.
- **presburger** and **linarith**: solve arithmetic conjectures.
- **simp** and **fastforce**: sometimes normal proof methods are used.

How Sledgehammer Works

- 1 Find background theorems important for proof with **relevance filtering**.
- 2 Convert goal, assumptions, theorems into input format for proof tools.
- 3 Execute the specified tools, possibly in parallel and remotely.
- 4 For tools returning a solution, optimise proof by **minimising** theorem set.
- 5 Reconstruct and **check** proofs in Isabelle/HOL. Ensures soundness.

Proof Reconstruction Tactics

- **metis**: built-in resolution prover. Solves goal with small theorem set.
- **smt**: converts proof objects from Z3, CVC4, veriT into Isabelle proofs.
- **presburger** and **linarith**: solve arithmetic conjectures.
- **simp** and **fastforce**: sometimes normal proof methods are used.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- Sledgehammer is invaluable discharging verification conditions.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- Sledgehammer is invaluable discharging verification conditions.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- Sledgehammer is invaluable discharging verification conditions.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- Sledgehammer is invaluable discharging verification conditions.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- `Sledgehammer` is invaluable discharging **verification conditions**.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- `Sledgehammer` is invaluable discharging **verification conditions**.

Typical Proof Procedure

- 1 Use **high-level proof pattern**, like structural induction or case analysis.
- 2 Use `simp` and `auto` to breakdown resulting subgoals.
- 3 Apply `sledgehammer` to residual proof obligations.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- `Sledgehammer` is invaluable discharging **verification conditions**.

Typical Proof Procedure

- 1 Use **high-level proof pattern**, like structural induction or case analysis.
- 2 Use `simp` and `auto` to breakdown resulting subgoals.
- 3 Apply `sledgehammer` to residual proof obligations.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- `Sledgehammer` is invaluable discharging **verification conditions**.

Typical Proof Procedure

- 1 Use **high-level proof pattern**, like structural induction or case analysis.
- 2 Use **`simp`** and **`auto`** to breakdown resulting subgoals.
- 3 Apply `sledgehammer` to residual proof obligations.

Sledgehammer Applications

- Best suited to first-order, algebraic, and equational proof obligations.
- `sledgehammer` doesn't handle higher-order techniques like induction.
- Useful for finding suitable lemmas for proofs.
- `Sledgehammer` is invaluable discharging **verification conditions**.

Typical Proof Procedure

- 1 Use **high-level proof pattern**, like structural induction or case analysis.
- 2 Use `simp` and `auto` to breakdown resulting subgoals.
- 3 Apply `sledgehammer` to residual proof obligations.

Sledgehammer Examples (1)

Sledgehammer Examples (1)

```
lemma rat_prop:
  fixes x :: rat
  shows "x2 - 3*x + 2 < 0 → x > 0"
  by (metis add_less_zeroD add_neg_neg
    diff_add_cancel less_iff_diff_less_0
    mult_less_cancel_right_disj
    not_numeral_less_zero power2_eq_square)
```

Sledgehammer Examples (1)

```
lemma rat_prop:
  fixes x :: rat
  shows "x2 - 3*x + 2 < 0 → x > 0"
  by (metis add_less_zeroD add_neg_neg
    diff_add_cancel less_iff_diff_less_0
    mult_less_cancel_right_disj
    not_numeral_less_zero power2_eq_square)

lemma tl_element:
  assumes "x ∈ set xs" "x ≠ hd(xs)"
  shows "x ∈ set(tl(xs))"
  by (metis assms(1) assms(2) list.exhaust_sel
    list.sel(2) set_ConsD)
```

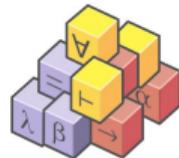
Sledgehammer Examples (2)

Sledgehammer Examples (2)

```
lemma sorted_distinct:
  assumes "sorted xs" "distinct xs"
  shows "( $\forall$  i < length xs - 1. xs i < xs(i + 1))"
using assms proof (induct xs)
  case Nil
  then show ?case by simp
next
  case (Cons a xs)
  then show ?case
    by (simp, metis Suc_leI Suc_le_lessD diff_less
      less_nat_zero_code linorder_le_less_linear
      not_one_le_zero nth_Cons' nth_Cons_Suc
      nth_equal_first_eq order_less_le sorted_wrt_nth_less
      strict_sorted_iff)
qed
```

Overview

- 1 SAT solvers, resolution provers, and SMT solvers
- 2 Tool integration with `sledgehammer`
- 3 Counterexample generators



Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
 - Could be (1) some lemmas are missing or (2) the goal is actually false.
- A counterexample is a variable assignment that falsifies a theorem.
 - Example: wrong " $\forall x (\text{nat}(x) > 5)$ "
 - This states that all natural numbers are greater than 5. Not provable.
 - Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
 - Counterexample generators automatically generate them.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are missing or (2) the goal is actually false.
- A counterexample is a variable assignment that falsifies a theorem.

`lemma wrong: "(x::nat) > 5"`

- This states that all natural numbers are greater than 5. Not provable.
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- Counterexample generators automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

`lemma wrong: "(x::nat) > 5"`

- This states that all natural numbers are greater than 5. **Not provable**.
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- **Counterexample generators** automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

`lemma wrong: "(x::nat) > 5"`

- This states that all natural numbers are greater than 5. **Not provable.**
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- **Counterexample generators** automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

lemma wrong: " $(x :: \text{nat}) > 5$ "

- This states that all natural numbers are greater than 5. **Not provable.**
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- **Counterexample generators** automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

lemma wrong: " $(x :: \text{nat}) > 5$ "

- This states that all natural numbers are greater than 5. **Not provable.**
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- **Counterexample generators** automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

lemma wrong: " $(x :: \text{nat}) > 5$ "

- This states that all natural numbers are greater than 5. **Not provable.**
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- Counterexample generators automatically generate these.

Counterexamples

- Automated theorem provers may fail to prove a goal you believe is true.
- Could be (1) some lemmas are **missing** or (2) the goal is actually **false**.
- A **counterexample** is a variable assignment that falsifies a theorem.

lemma wrong: " $(x :: \text{nat}) > 5$ "

- This states that all natural numbers are greater than 5. **Not provable**.
- Possible counterexamples are $x = 0$, $x = 1$, $x = 2$ etc.
- **Counterexample generators** automatically generate these.

Quickcheck

- Generates counterexamples using the code generator
- Inspired by the Haskell random testing tool QuickCheck
- Tests randomly, exhaustively (up to a bound), or symbolically
- Run automatically when theorem is specified, or by
 - `runQuickCheck (x1 mat) > 5`
- `runQuickCheck (findCounterexamples x = 5)`
- `quickDebug` for theorem specification

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool QuickCheck.
- Tests **randomly, exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

```
lemma wrong: "(x::nat) > 5"
```

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly, exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

```
lemma wrong: "(x::nat) > 5"
```

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly**, **exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

```
lemma wrong: "(x::nat) > 5"
```

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly**, **exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

```
lemma wrong: "(x::nat) > 5"
```

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly**, **exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

lemma wrong: "(x::nat) > 5"

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly**, **exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

lemma wrong: "(x::nat) > 5"

- Auto Quickcheck found a counterexample: $x = 0$.
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck

- Generates counterexamples using the **code generator**.
- Inspired by the Haskell random testing tool **QuickCheck**.
- Tests **randomly**, **exhaustively** (up to a bound), or **symbolically**.
- Run automatically when theorem is specified, or by **quickcheck**.

```
lemma wrong: "(x::nat) > 5"
```

- **Auto Quickcheck found a counterexample: x = 0.**
- **quickcheck**: quick debugger for theorem specifications.

Quickcheck and Lists

The theorem is not correct – we forgot to require as and ys to be disjoint from the following counterexample:

Quickcheck and Lists

- This theorem is not correct – we forgot to reorder `xs` and `ys`.
- `quickcheck` quickly finds the following counterexample:

Quickcheck and Lists

- This theorem is not correct – we forgot to reorder `xs` and `ys`.

```
lemma rev_app: "rev (xs @ ys) = rev xs @ rev ys"
```

- `quickcheck` quickly finds the following counterexample:

Quickcheck and Lists

- This theorem is not correct – we forgot to reorder `xs` and `ys`.

```
lemma rev_app: "rev (xs @ ys) = rev xs @ rev ys"
```

- `quickcheck` quickly finds the following counterexample:

Quickcheck and Lists

- This theorem is not correct – we forgot to reorder `xs` and `ys`.

```
lemma rev_app: "rev (xs @ ys) = rev xs @ rev ys"
```

- **quickcheck** quickly finds the following counterexample:

```
Auto Quickcheck found a counterexample:
```

```
xs = [a]
```

```
ys = [b]
```

```
Evaluated terms:
```

```
rev (xs @ ys) = [b, a]
```

```
rev xs @ rev ys = [a, b]
```

Constraint Solving with Quickcheck

- No list has five distinct elements that are all even:
- **quickcheck** finds the following counterexample:

```
xs = [8, 6, 4, 2, 0].
```

Constraint Solving with Quickcheck

- No list has five distinct elements that are all even:
- `quickcheck` finds the following counterexample:

```
xs = [8, 6, 4, 2, 0].
```

Constraint Solving with Quickcheck

- No list has five distinct elements that are all even:

```
lemma list_constraint:
  fixes xs :: "nat list"
  shows " $\neg$  (length xs = 5  $\wedge$  distinct xs
            $\wedge$  ( $\forall$  i < length xs. even (xs!i)))"

quickcheck [tester=narrowing, size=100]
```

- `quickcheck` finds the following counterexample:

```
xs = [8, 6, 4, 2, 0].
```

Constraint Solving with Quickcheck

- No list has five distinct elements that are all even:

```
lemma list_constraint:
  fixes xs :: "nat list"
  shows "¬ (length xs = 5 ∧ distinct xs
           ∧ (∀ i < length xs. even (xs!i)))"

quickcheck [tester=narrowing, size=100]
```

- **quickcheck** finds the following counterexample:

```
xs = [8, 6, 4, 2, 0].
```

Constraint Solving with Quickcheck

- No list has five distinct elements that are all even:

```
lemma list_constraint:
  fixes xs :: "nat list"
  shows "¬ (length xs = 5 ∧ distinct xs
           ∧ (∀ i < length xs. even (xs!i)))"

quickcheck [tester=narrowing, size=100]
```

- **quickcheck** finds the following counterexample:

```
xs = [8, 6, 4, 2, 0].
```

Nitpick

- Counterexample generator based on a SAT solver.
- Negate the theorem, and pass to the Kodkod relational constraint solver.
- KodKod successfully applied to software verification.
- Example: Hotel Key Card problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries SAT4J, MiniSat to solve the problem.
- More suited to set theoretic problems than quickcheck.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- Example: **Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- Example: **Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- Example: **Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- **Example: Hotel Key Card** problem.
 - Tries to find a finite model that falsifies the theorem.
 - Converts the constraint problem into a SAT solver.
 - Tries **SAT4J**, **MiniSat** to solve the problem.
 - More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- **Example: Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- **Example: Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- **Example: Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.
- More suited to set theoretic problems than **quickcheck**.

Nitpick

- Counterexample generator based on a SAT solver.
- Negate the theorem, and pass to the Kodkod relational constraint solver.
- KodKod successfully applied to software verification.
- Example: Hotel Key Card problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries SAT4J, MiniSat to solve the problem.

```
lemma "(x::nat) > 5" nitpick
(* Nitpick found a counterexample: x = 5 *)
```

- More suited to set theoretic problems than quickcheck.

Nitpick

- Counterexample generator based on a **SAT** solver.
- Negate the theorem, and pass to the **Kodkod** relational constraint solver.
- KodKod successfully applied to software verification.
- **Example: Hotel Key Card** problem.
- Tries to find a finite model that falsifies the theorem.
- Converts the constraint problem into a SAT solver.
- Tries **SAT4J**, **MiniSat** to solve the problem.

```
lemma "(x::nat) > 5" nitpick
(* Nitpick found a counterexample: x = 5 *)
```

- More suited to set theoretic problems than **quickcheck**.

Conclusion

Next Lecture

→ Formal specification of railway signalling software.

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

- Formal specification of railway signaling equipment.

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

- Formal specification of railway signaling equipment.

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

- Formal specification of railway signaling equipment.

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

● Formal specification of relay control systems

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

● Formalization of the `Coq` proof assistant

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

- Formal specification of railway signalling equipment.

Conclusion

This Lecture

- Overview of automated reasoning in Isabelle/HOL.
- SAT solvers, resolution provers, and SMT solvers.
- Tool integration with `sledgehammer`.
- Counterexample generators.

Next Lecture

- Formal specification of railway signalling equipment.