

The Isar Proof Language

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Overview

- 1 Writing Properties and Proofs in Isar
- 2 Lemmas and Theorems
- 3 Equational Proofs with the Simplifier
- 4 Readable Proofs with Isar



Outline

- 1 Writing Properties and Proofs in Isar
- 2 Lemmas and Theorems
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Motivation: Proof vs. Testing

- Consider two versions of the `doubleAll` function

```
doubleAll' :: "Set List" -> "Set List"
doubleAll' = map (map double)
doubleAll [] = []
doubleAll (x : xs) = (x + x) : doubleAll xs
```

```
doubleAll :: "Set List" -> "Set List"
doubleAll = map double
```

- How do we show these functions are the same?

```
doubleAll = doubleAll'
```

- We can test, but only for a finite number of cases.

- Formal proof allows us to show it holds for all cases.

Motivation: Proof vs. Testing

- Consider two versions of the `doubleAll` function:

```
fun doubleAll :: "nat list  $\Rightarrow$  nat list" where
  "doubleAll [] = []" |
  "doubleAll (x # xs) = (x + x) # doubleAll xs"
```

```
definition doubleAll' :: "nat list  $\Rightarrow$  nat list"
  where "doubleAll' = map double"
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- How do we show these functions are the same?

→ `doubleAll = doubleAll'` is a **theorem** that we can prove

- We can test, but only for a finite number of cases.

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- How do we show these functions are the same?

• `doubleAll = doubleAll'` is a *statement* that can be proved or disproved.

- We can test, but only for a finite number of cases.

• Formal proof allows us to show it holds for all cases.

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```

- How can we show these functions are the same?

• `doubleAll = doubleAll'`

- We can test both for a finite number of cases

• `doubleAll [0,1,2,3,4,5,6,7,8,9] = [0,0,2,2,4,4,6,6,8,8]`

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Facts, Lemmas, and Theorems

- Comments the datatype, definition, and fun/prof/lem forms.
- Theorem all be used in a proof.
- Fact's form is that the theorem prover accepts as true, usually named
- `print_theorems:` see facts generated by the `proofs` command.
- definition `square :: "nat => nat"` where "`square x = x*x`"
- Produces fact `square_def` of the form `square x = x*x`
- `x` is a free variable, and it can be instantiated with any value of type `nat`.
- Compared with `$\lambda x.x \rightarrow y$` , where `x` is bound and `y` is free.
- Recall the contents of a named theorem using the command `thm`.
- Named facts called with `const`, `theorem` and `lemma`, and `proof`.
- Lemma: smaller result, generally working towards a theorem.

Facts, Lemmas, and Theorems

- Commands like **datatype**, **definition**, and **fun** provide **facts**.
- These can all be used in a proof.
- **Fact**: a formula that the theorem prover accepts as true, usually named.
- **print_theorems**: see facts generated by the previous command.
- **definition** square :: "nat \Rightarrow nat" **where** "square x = x*x"
- Produces fact square_def: definitional equation square x = x*x.
- x is a **free variable**, and it can be instantiated with any value of type nat.
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Specifying Theorems

- **Goal** is the statement we want to prove.
 - `goal1` is the first goal, `goal2` is the second, etc.
 - `ass1`, `ass2`, ... are assumptions.
 - `goal?` is a question mark.
- Often a simpler form can be used, e.g. `goal1` is `"goal"`.
- We often give the free variables in a theorem, i.e. logical place-holders.
- We often state any assumptions that the goal depends on.
- We often state the goal that we want to prove.
- **Example** `square_greater_zero?`
 - `"square_greater_zero? : nat -> bool"` (type can be inferred)
 - `"square x : bool"`
 - `"square x > 0"`

Specifying Theorems

- A theorem has this form:

```
theorem name:  
  fixes x1 :: T1 ... xn :: T n  
  assumes a1: "assm1" and a2: "assm2" ...  
  shows "goal"
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- Example

```
theorem square_greater_zero:  
  fixes x :: nat (* Type can be inferred. *)  
  assumes "x > 0"  
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One-Line Proofs

- Equations and basic facts can be given to the simplifier.
- Increases automation of equational proofs.
- Often lets us prove a theorem in one line using `by` command.

Example:

```
theorem square_sum:  
  "square (x + y) = square x + square y + 2*x*y"  
  by (simp add: square_def algebra_simps)
```

- Both `x` and `y` are free variables that can be instantiated with any value.
- `"` takes a proof tactic that is applied to prove the theorem.
- If the tactic does not completely prove the goal, it fails.

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The Simplifier

- Powerful **proof tactic** automating equational reduction of terms.
- Uses a form of fact called a **simplification rule** to rewrite the goal.
- Rules application repeated until no more simplifications are possible.

Example

✓ $x + 0 = x$

✓ $1 + 2 = 3$

✓ $x - x = 0$

✗ $x + y = y + x$

- LHS should be “simpler” than RHS (**not enforced**).
- Failure to ensure genuine simplification may lead to **infinite rewrite loop**.

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- Uses a form of fact called a **simplification rule** to rewrite the goal.
- Rules application repeated until no more simplifications are possible.

Example

✓ $x + 0 = x$

✓ $1 + 2 = 3$

✓ $x - x = 0$

✗ $x + y = y + x$

- LHS should be “simpler” than RHS (not enforced).
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Applying the Simplifier

- Use `simp` or `(simp add: thms)` and `(simp only: thms)`.
- Mark theorems with `attribute [simp]` to make simplifier aware.
- `theorem attributes` allow us to provide hints to automated proof tactics.

Theorem Attributes

```
(* Add a simplification rule, once proved *)  
theorem mythm1 [simp]: "x + 0 = x" ...
```

```
(* Add proved rule as simplification *)  
declare mythm2 [simp]
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(* Remove simplification rule *)  
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- HOL contains a large library of arithmetic theorems.
- These help us to reason about the `square` function.

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$$a + 0 = a \quad (\text{add_0_right})$$

$$a + b = b + a \quad (\text{add_commute})$$

$$a * 0 = 0 \quad (\text{mult_0_right})$$

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theorem square_sum:

"square (x + y) = square x + square y + 2*x*y"

by (simp add: square_def algebra_simps)

Left-hand side

square (x + y)	=	(x + y) * (x + y)	square_def
	=	x * (x + y) + y * (x + y)	distrib_right
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Step-by-step Proofs in Isar

- Single line proof with `by` (not always possible or desirable)
- Isar provides a structured language for readable proofs.
- This makes reasoning explicit.
- Break down a proof into intermediate steps, combine to prove the goal.
- Open a proof environment with `begin` and close it with `end`.
- `begin` takes a “goal” or “*quod erat demonstrandum*”, what was to be shown.
- Intermediate facts proved using the `show` command.
- Final fact proved using `qed`.

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Outline

- 1 Writing Properties and Proofs in Isar
- 2 Lemmas and Theorems
- 3 Equational Proofs with the Simplifier
- 4 Readable Proofs with Isar**

Example: Basic Proof in Isar

```
lemma square_calc:
  assumes "x = 1" "y = 2"
  shows "square (x + y) = 9"
proof -
  have 1: "x + y = 1 + 2"
    by (simp add: assms) (* Use the assumptions *)
  from 1 have 2: "x + y = 3"
    by simp
  from 2 have 3: "square (x + y) = square 3"
    by simp
  from 3 have 4: "square (x + y) = 3 * 3"
    by (simp add: square_def)
  from 4 show "square (x + y) = 9"
    by simp
qed
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Isar Proof Commands (Selection)

- **proof** ... **qed** delimiters for a proof block.
- **show** "pred" begin proof to demonstrate a subgoal.
- **have** n: "pred" begin proof of an intermediate fact.
- **by** tactic one line proof by application of tactic.
- **from** n bring an existing named fact into scope for a proof.
- **then** bring the previously proved fact into scope.
- **also** chain two equalities, $x = y, y = z \leadsto x = z$.
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Example: Basic Proof in Isar (Alternative)

```
lemma square_calc_alt:
  assumes "x = 1" "y = 2"
  shows "square (x + y) = 9"
proof -
  have "x + y = 1 + 2"
    by (simp add: assms)
  then have "x + y = 3"
    by simp
  hence "square (x + y) = square 3"
    by simp
  hence "square (x + y) = 3 * 3"
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Example: Equational Proof in Isar

```
theorem square_sum:
  "square (x+y) = square x + square y + 2*x*y"
proof -
  have "square (x + y) = (x + y) * (x + y)"
    by (simp add: square_def)
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  also have "... = (x + y) * x + (x + y) * y"
    by (simp add: distrib_left)
  also have "... = x * x + y * x + (x * y + y * y)"
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  finally show ?thesis .
qed
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Example: Equational Proof in Isar

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theorem square_sum:
  "square (x+y) = square x + square y + 2*x*y"
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- Definitions, theorems, and proofs.
- The simplifier.
- Readable proofs in Isar.

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