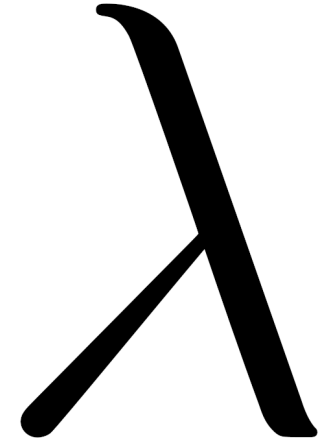
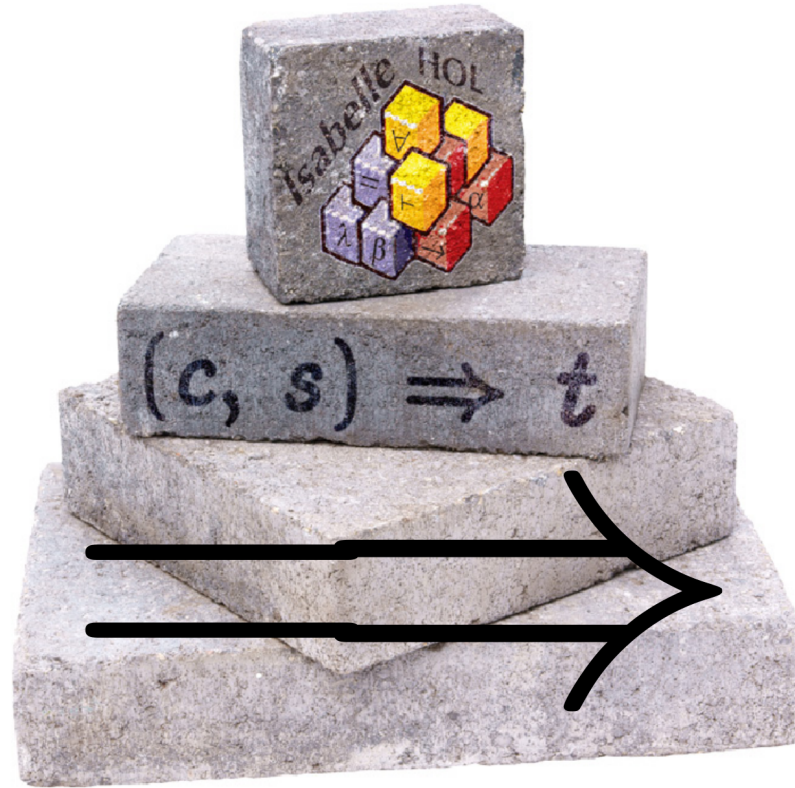
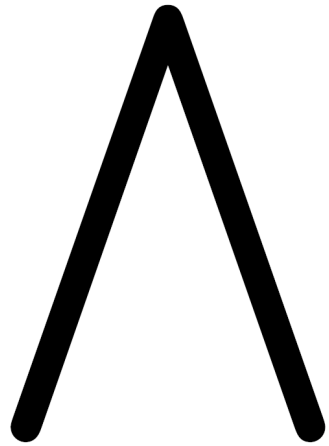




Higher-Order Logics and Interactive Theorem Proving with Isabelle/HOL III

Formal Systems II: Application

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Back to HOL

Base: $bool, \Rightarrow, ind \quad =, \longrightarrow, \varepsilon$

And the rest is definitions:

$\text{True} \equiv (\lambda x :: bool. x) = (\lambda x. x)$

$\text{All } P \equiv P = (\lambda x. \text{True})$

$\text{Ex } P \equiv \forall Q. (\forall x. P\ x \longrightarrow Q) \longrightarrow Q$

$\text{False} \equiv \forall P. P$

$\neg P \equiv P \longrightarrow \text{False}$

$P \wedge Q \equiv \forall R. (P \longrightarrow Q \longrightarrow R) \longrightarrow R$

$P \vee Q \equiv \forall R. (P \longrightarrow R) \longrightarrow (Q \longrightarrow R) \longrightarrow R$

$\text{If } P\ x\ y \equiv \text{SOME } z. (P = \text{True} \longrightarrow z = x) \wedge (P = \text{False} \longrightarrow z = y)$

$\text{inj } f \equiv \forall x\ y. f\ x = f\ y \longrightarrow x = y$

$\text{surj } f \equiv \forall y. \exists x. y = f\ x$

The Axioms of HOL

$$\begin{array}{c}
 \frac{}{t = t} \text{ refl} \qquad \frac{s = t \quad P \ s}{P \ t} \text{ subst} \qquad \frac{\bigwedge x. f \ x = g \ x}{(\lambda x. f \ x) = (\lambda x. g \ x)} \text{ ext} \\
 \\
 \frac{P \implies Q}{P \longrightarrow Q} \text{ impl} \qquad \frac{P \longrightarrow Q \quad P}{Q} \text{ mp} \\
 \\
 \frac{}{(P \longrightarrow Q) \longrightarrow (Q \longrightarrow P) \longrightarrow (P = Q)} \text{ iff} \\
 \\
 \frac{}{P = \text{True} \vee P = \text{False}} \text{ True_or_False} \\
 \\
 \frac{P \ ?_x}{P \ (\text{SOME } x. P \ x)} \text{ someI} \\
 \\
 \frac{}{\exists f :: \text{ind} \Rightarrow \text{ind}. \text{inj } f \wedge \neg \text{surj } f} \text{ infTy}
 \end{array}$$

That's it.

- 3 basic constants
- 3 basic types
- 9 axioms

With this you can define and derive all the rest.

Isabelle knows 2 more axioms:

$$\frac{x = y}{x \equiv y} \text{ eq_reflection} \qquad \frac{}{(\text{THE } x. x = a) = a} \text{ the_eq_trivial}$$

Induction: Example for Even Numbers

Informally:

- 0 is even
- If n is even, so is $n + 2$
- These are the only even numbers

In Isabelle/HOL:

inductive $ev :: nat \Rightarrow bool$

where

$ev\ 0$ |
 $ev\ n \Longrightarrow ev\ (n + 2)$

An easy proof: $ev\ 4$

$ev\ 0 \Longrightarrow ev\ 2 \Longrightarrow ev\ 4$

Consider

```
fun evn :: nat  $\Rightarrow$  bool where  
  evn 0 = True |  
  evn (Suc 0) = False |  
  evn (Suc (Suc n)) = evn n
```

A trickier proof: $ev\ m \Longrightarrow evn\ m$

By induction on the *structure* of the derivation of $ev\ m$

Two cases: $ev\ m$ is proved by

- rule $ev\ 0$
 $\Longrightarrow m = 0 \Longrightarrow evn\ m = True$
- rule $ev\ n \Longrightarrow ev\ (n+2)$
 $\Longrightarrow m = n+2$ and $evn\ n$ (IH)
 $\Longrightarrow evn\ m = evn\ (n+2) = evn\ n = True$

Rule induction for ev

To prove

$$ev\ n \Longrightarrow P\ n$$

by *rule induction* on $ev\ n$ we must prove

- $P\ 0$
- $P\ n \Longrightarrow P(n+2)$

Rule $ev.induct$:

$$\frac{ev\ n \quad P\ 0 \quad \bigwedge n. \llbracket ev\ n; P\ n \rrbracket \Longrightarrow P(n+2)}{P\ n}$$

Format of Inductive Definitions

inductive $I :: \tau \Rightarrow bool$ **where**

$\llbracket I\ a_1; \dots ; I\ a_n \rrbracket \Longrightarrow I\ a \mid$

$\vdots$

Note:

- I may have multiple arguments.
- Each rule may also contain *side conditions* not involving I .

Rule Induction in General

To prove

$$I\ x \Longrightarrow P\ x$$

by *rule induction* on $I\ x$
we must prove for every rule

$$\llbracket I\ a_1; \dots ; I\ a_n \rrbracket \Longrightarrow I\ a$$

that P is preserved:

$$\llbracket I\ a_1; P\ a_1; \dots ; I\ a_n; P\ a_n \rrbracket \Longrightarrow P\ a$$

Inductively Defined Set

inductive_set $I :: \tau \text{ set}$ **where**

$\llbracket a_1 \in I; \dots ; a_n \in I \rrbracket \Longrightarrow a \in I \mid$

$\vdots$

Difference to **inductive**:

- arguments of I are tupled, not curried
- I can later be used with set theoretic operators, eg $I \cup \dots$

Named Assumptions

In a proof of

$$I \dots \Longrightarrow A_1 \Longrightarrow \dots \Longrightarrow A_n \Longrightarrow B$$

by rule induction on $I \dots$:

In the context of

case R

we have

$R.IH$ the induction hypotheses

$R.hyps$ the assumptions of rule R

$R.prem$ s the premises A_i

R $R.IH + R.hyps + R.prem$ s

Rule Induction

```
inductive  $I :: \tau \Rightarrow \sigma \Rightarrow \text{bool}$   
where  
   $\text{rule}_1: \dots$   
   $\vdots$   
   $\text{rule}_n: \dots$ 
```

```
show  $I\ x\ y \Longrightarrow P\ x\ y$   
proof (induction rule: I.induct)  
  case  $\text{rule}_1$   
     $\dots$   
    show  $?case$   
next  
   $\vdots$   
next  
  case  $\text{rule}_n$   
     $\dots$   
    show  $?case$   
qed
```

Style Remark

- **case** $(Suc\ n) \dots$ **show** $?case$
is easy to write and maintain
- **fix** n **assume** $formula \dots$ **show** $formula'$
is easier to read:
 - all information is shown locally
 - no contextual references (e.g. $?case$)

More on (Data) Types

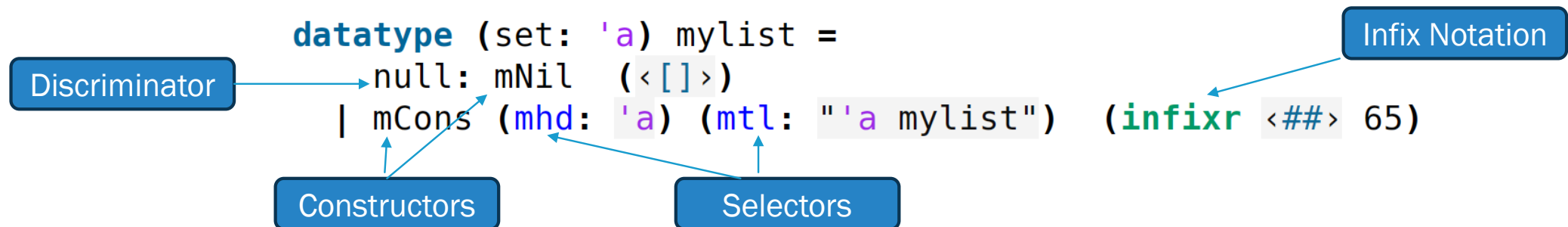
- One common use case of datatypes is an option datatype

```
datatype 'a option = None | Some 'a
```

- Datatypes can be parameterised by multiple types:

```
datatype ('a, 'b, 'c) three = Three 'a 'b 'c
```

- Datatypes can also be annotated:



- The datatypes (and co-datatypes) tutorial has significantly more information.

Type Synonyms, Declarations, and Definitions

- A type synonym can be useful to make a formalisation more readable/descriptive. E.g.

```
type_synonym 'a edge = "'a set"
```

- declares a parameterised edge type which is the same as a set
- A type declaration declares a new type without defining it

```
typedecl Test
```

- A type definition allows you to define a new type

```
typedef three = "{0:: nat, 1, 2}"  
  apply (intro exI[of _ 0]) (* Goal must show RHS is non-empty *)  
  by simp
```

- You must prove the type is not empty
- Introduces Rep and Abs properties to convert between reasoning on base type and new type (then you need to establish useful properties)...
- Or in this case just use a datatype which does the setup for you!

Application: Programming Language Semantics

Language with only arithmetic expressions and assignments:

`a ::= 6;; b ::= 7;; x = a + b`

Application: Programming Language Semantics

Language with only arithmetic expressions and assignments:

```
a ::= 6;; b ::= 7;; x = a + b
```

```
type_synonym vname = string
```

```
datatype aexp = Num int | Val vname | Plus aexp aexp
```

```
datatype
```

```
com = Assign vname aexp      (<_ ::= _> [1000, 61] 61)  
    | Seq    com  com      (<_;;/_> [60, 61] 60)
```

Application: Programming Language Semantics

Predicate $(c, s) \Rightarrow s'$: program c executed in state s yields state s' .

type_synonym *val* = *int*

type_synonym *state* = "*vname* $\Rightarrow$ *val*"

fun *aval* :: "*aexp* $\Rightarrow$ *state* $\Rightarrow$ *val*" **where**

"*aval* (*Num* *n*) *s* = *n*" |

"*aval* (*Val* *x*) *s* = *s* *x*" |

"*aval* (*Plus* *a*₁ *a*₂) *s* = *aval* *a*₁ *s* + *aval* *a*₂ *s*"

inductive

big_step :: "*com* $\times$ *state* $\Rightarrow$ *state* $\Rightarrow$ *bool*" (**infix** $\langle \Rightarrow \rangle$ 55) **where**

Assign: "*(x ::= a, s)* $\Rightarrow$ *s* (*x := aval a s*)" |

Seq: " $\llbracket (c_1, s_1) \Rightarrow s_2; (c_2, s_2) \Rightarrow s_3 \rrbracket \Longrightarrow (c_1;;c_2, s_1) \Rightarrow s_3$ "

Application: Toy Assembly and Compiler

Simple assembly language with four instructions:

```
datatype instr =  
  LOADI int | LOAD vname | ADD | STORE vname  
  
fun acomp :: "aexp  $\Rightarrow$  instr list" where  
  "acom (Num n) = [LOADI n]" |  
  "acom (Val x) = [LOAD x]" |  
  "acom (Plus a1 a2) = acomp a1 @ acomp a2 @ [ADD]"  
  
fun ccomp :: "com  $\Rightarrow$  instr list" where  
  "ccomp (x ::= a) = acomp a @ [STORE x]" |  
  "ccomp (c1;;c2) = ccomp c1 @ ccomp c2"
```

Application: Execution

Predicate: $instr \vdash (i, s, stk) \rightarrow^* (i', s', stk')$

“*instr* executed on *stk* with state *s* at instruction counter *i* leads to state *s'* on *stk'* with new instruction counter *i'*.”

type_synonym *stack* = "val list"

type_synonym *config* = "int × state × stack"

fun *iexec* :: "instr ⇒ config ⇒ config" **where**

"*iexec instr (i,s,stk) = (case instr of*

LOADI n ⇒ (i+1,s, n#stk) |

LOAD x ⇒ (i+1,s, s x # stk) |

ADD ⇒ (i+1,s, (hd2 stk + hd stk) # tl2 stk) |

STORE x ⇒ (i+1,s(x := hd stk),tl stk))"

Application: Correctness Proof

Download `Tiny_Semantics.thy` from ILIAS.

IMP: A Small Imperative Language

Commands:

datatype com	=	SKIP	
		Assign vname aexp	{ _ := _ }
		Semi com com	{ _ ; _ }
		Cond bexp com com	{ IF _ THEN _ ELSE _ }
		While bexp com	{ WHILE _ DO _ OD }

type_synonym vname	=	string
type_synonym state	=	vname $\Rightarrow$ nat

type_synonym aexp	=	state $\Rightarrow$ nat
type_synonym bexp	=	state $\Rightarrow$ bool

Example Program

Usual syntax:

```
 $B := 1;$   
WHILE  $A \neq 0$  DO  
   $B := B * A;$   
   $A := A - 1$   
OD
```

Expressions are functions from state to bool or nat:

```
 $B := (\lambda\sigma. 1);$   
WHILE  $(\lambda\sigma. \sigma A \neq 0)$  DO  
   $B := (\lambda\sigma. \sigma B * \sigma A);$   
   $A := (\lambda\sigma. \sigma A - 1)$   
OD
```

Structural Operational Semantics

$$\overline{\langle \text{SKIP}, \sigma \rangle \rightarrow \sigma}$$

$$\frac{e \sigma = v}{\langle x := e, \sigma \rangle \rightarrow \sigma[x \mapsto v]}$$

$$\frac{\langle c_1, \sigma \rangle \rightarrow \sigma' \quad \langle c_2, \sigma' \rangle \rightarrow \sigma''}{\langle c_1; c_2, \sigma \rangle \rightarrow \sigma''}$$

$$\frac{b \sigma = \text{True} \quad \langle c_1, \sigma \rangle \rightarrow \sigma'}{\langle \text{IF } b \text{ THEN } c_1 \text{ ELSE } c_2, \sigma \rangle \rightarrow \sigma'}$$

$$\frac{b \sigma = \text{False} \quad \langle c_2, \sigma \rangle \rightarrow \sigma'}{\langle \text{IF } b \text{ THEN } c_1 \text{ ELSE } c_2, \sigma \rangle \rightarrow \sigma'}$$

Structural Operational Semantics Cont'd

$$\frac{b \ \sigma = \text{False}}{\langle \text{WHILE } b \text{ DO } c \text{ OD}, \sigma \rangle \rightarrow \sigma}$$

$$\frac{b \ \sigma = \text{True} \quad \langle c, \sigma \rangle \rightarrow \sigma' \quad \langle \text{WHILE } b \text{ DO } c \text{ OD}, \sigma' \rangle \rightarrow \sigma''}{\langle \text{WHILE } b \text{ DO } c \text{ OD}, \sigma \rangle \rightarrow \sigma''}$$

Isabelle's Module System: Locales

- Locales are Isabelle's module system. From a logical perspective, they are simply persistent contexts.

$$\bigwedge x_1 \dots x_n. \llbracket A_1; \dots; A_m \rrbracket \Rightarrow C.$$

- Provides fixed type and term variables and contextual assumptions within a local context.
- Type classes use and can interact with the underlying locale infrastructure.

```
locale semigroup_orig =  
  fixes mult :: "'a ⇒ 'a ⇒ 'a" (infixl "⊗" 70)  
  assumes assoc: "(x ⊗ y) ⊗ z = x ⊗ (y ⊗ z)"
```

Same params/assumptions
as before

Locale inheritance

```
class semigroup_orig_add = plus +  
  assumes add_assoc: "(a + b) + c = a + (b + c)"  
begin  
  sublocale add: semigroup_orig plus  
    by standard (fact add_assoc)  
end
```

Class

Locales Cont'd

- Locales allow us to work explicitly with “carrier sets” (if we want to)

```
locale semigroup = Carrier set  
  fixes M and composition (infixl "." 70)  
  assumes composition_closed [intro, simp]: " $\llbracket a \in M; b \in M \rrbracket \implies a \cdot b \in M$ "  
  assumes assoc[intro]: " $\llbracket a \in M; b \in M; c \in M \rrbracket \implies (a \cdot b) \cdot c = a \cdot (b \cdot c)$ "
```

- Think of locales as more of a set-based rather than type-based approach.

Interpreting a Locale

- Global theory interpretation:

`interpretation ints: semigroup  $\mathbb{Z}$  plus`
`by unfold_locales simp_all`

Diagram annotations:

- Label interpretation (points to `ints`)
- Locale being interpreted (points to `$\mathbb{Z}$`)
- Terms to “instantiate” locale parameters with (points to `plus`)
- locale tactic (points to `unfold_locales`)

- Can also now use inherited locale properties outside locale context

`lemma "(1 + 2) + (3 :: int) = 1 + (2 + 3)"`
`using ints.assoc by simp`

Must reference named interpretation

Other Facets of Isabelle

- **Document preparation:** you can generate $\text{\LaTeX}$ documents from your theories
- **Axiomatic type classes:** a general approach to polymorphism and overloading when there are shared laws
- **Code generation:** you can generate executable code from the formal functional programs you have verified
⇒ Algorithms can be verified and then executed (ML, Haskell, Scala)
- **Archive of Formal Proofs:** a massive collection of proven und useful theories, which you can extend!
- **More on Program Verification:** Imperative HOL and refinement to efficient compiler code using separation logic