

Isabelle/HOL and the UTP

Part 1: Isabelle basics

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Isabelle/HOL

- ▶ **Isabelle** – a generic proof assistant
 - ▶ proof checking (decidable)
 - ▶ proof automation (undecidable)
- ▶ **HOL** – Higher Order Logic
 - ▶ **Functional Programming**: $f = \text{reverse} \cdot \text{map } g$
 - ▶ **Logic**: $\forall xs. \text{map } f (\text{map } g \text{ } xs) = \text{map } (f \cdot g) \text{ } xs$
 - ▶ similar syntax to ML and Haskell
- ▶ **LCF-style**: proofs correct by construction wrt. a small core
- ▶ Large library of theories (Sets, Lists, Lattices, Automata etc.)
- ▶ Robust technology (> 25 years in the making)

Logics

- ▶ **Two levels of logic**
- ▶ Meta-logic (**Pure**):
 - ▶ Types: $\sigma, \rho, \sigma \Rightarrow \rho$
 - ▶ λ -calculus: $\lambda f. \lambda x. g f x$
 - ▶ Propositions: \wedge, \implies, \equiv
- ▶ Object-logic (**HOL**): $\wedge, \vee, \rightarrow, \forall, \exists, = \dots$

- ▶ **Two levels of syntax**
- ▶ **Outer-syntax**: Isabelle language structural elements
- ▶ **Inner-syntax**: Terms of the logic (types, propositions etc.) (usually quoted)
- ▶ Unicode syntax; e.g. type “ \Rightarrow ” for \Rightarrow (or type `LATEX`)

Use of Isabelle

- ▶ Two components: the **proof engine** and **user interface**
- ▶ Several interfaces available:
 - ▶ Proof General (emacs) [\[included\]](#)
 - ▶ PIDE (jEdit) [\[included\]](#)
 - ▶ I3P (Netbeans)
- ▶ User interacts with a **proof-state**, targetting a goal
- ▶ Proofs take the form of **scripts** which manipulate this state
- ▶ Commands update the global state with new facts

Useful references

Isabelle Documentation:

<http://isabelle.in.tum.de/documentation.html>

- ▶ **Tutorial on Isabelle/HOL**
- ▶ **Isabelle/Isar Reference Manual**
- ▶ **What's in Main** - useful resource for contents of HOL

Course material:

<http://www-users.cs.york.ac.uk/~simonf/Isabelle/>

A functional programming language

- ▶ HOL contains a ML/Haskell style programming language
- ▶ Allows usual functional programming constructs
- ▶ **Functions** - which are always pure (mathematical)
 - ▶ should be total
 - ▶ can be recursive (when a suitable termination order exists)
- ▶ **Datatypes**
 - ▶ synonyms, algebraic datatypes, records, subtypes
 - ▶ algebraic datatypes support induction as usual
 - ▶ subtypes must be accompanied by a membership proof
 - ▶ types in Isabelle must be non-empty
- ▶ **Tree Example**

Isabelle as Proof Checker

- ▶ proof in Isabelle is **goal-directed**
- ▶ user proposes a logical goal and then must provide a proof
- ▶ a proof is a sequence of commands acting on the **proof-state**
- ▶ these **proof scripts** are like Isabelle machine-code
- ▶ invalid commands are rejected by Isabelle
- ▶ user variously splits and simplifies goal (divide & conquer)
- ▶ when no more goals remain - **QED**
- ▶ results is then added to Isabelle's properties
- ▶ proofs can use properties already established
- ▶ **HOL** contains a large library of existing proofs

Isabelle as Theorem Prover

- ▶ manual application of rules very tedious
- ▶ Isabelle contains various automated proof tools
- ▶ the most important is the **simplifier**
- ▶ at its simplest performs recursive equational rewriting
- ▶ can also solve simple statements of logic
- ▶ driven by Isabelle's powerful **higher-order unifier**
- ▶ has a database of verified rewrite rules, which can be extended

if we know that $x + 0 = x$ for any x then

$$x * (y + 0) \implies x * y$$

Isabelle Syntax

- ▶ Most statements of logic (inner-syntax) should be places in speech-marks
- ▶ Isabelle employs \LaTeX -like tags for unicode syntax
- ▶ e.g. $\forall x. \exists y. y > x$ is written as per \LaTeX .
- ▶ see the cheatsheet for codes

Practical: Dates

- ▶ A date at its most basic, is a triple of natural number
- ▶ But this allows invalid combinations
- ▶ We are going to build an Isabelle type which represents only valid ones
- ▶ This includes leap-years

Summary

- ▶ Getting started with Isabelle/HOL
- ▶ Isabelle/HOL functional programming
- ▶ basic proof scripts
- ▶ the simplifier

Next time

- ▶ Deductive reasoning
- ▶ Inductive proofs
- ▶ The Isar natural proof scripting language
- ▶ Automating proofs (auto, blast, sledgehammer etc.)