

# Interactive Formal Verification

## *Review (1-7)*

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# Isabelle Theories

```
theory T imports Main A B
```

```
begin
```

```
end
```

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Name of the theory

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Main: contains all of Isabelle/HOL

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`Nil | Cons 'a "'a list"`

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Constructor names and argument types

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  "even' 0 = True"  
  | "even' (Suc 0) = False"  
  | "even' n = even' (n-2)"

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Provides even'.simp and even'.induct

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- **inductive\_set** tcl  
for R :: "( 'a\*'a) set"  
where
  - "(x,y):R ==> (x,y):tcl R"
  - | "(x,y):tcl R ==> (y,z):tcl R  
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where

" $(x, y) : R \Rightarrow (x, y) : \text{tcl } R$ "

| " $(x, y) : \text{tcl } R \Rightarrow (y, z) : \text{tcl } R$ "  
 $\Rightarrow (x, z) : \text{tcl } R$ "

Parameters (types are optional again)

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for R :- "( `a*`a ) set"
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==> (x,z):tcl R"
```

Provides `tcl.cases`, `tcl.induct`,  
`tcl.intros` and `tcl.simps`

# Theorems and Proofs

- `lemma add_com [simp]: "x+y = y+x"`
- `apply method`
- `done`
- `by method`
- `oops`
- `sorry`

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Starts a proof

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  - Aborts a proof attempt
- **sorry**
  - Finishes a proof (cheating!)

# Automated Proof Methods

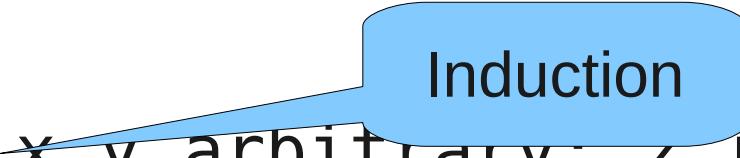
- (induct x y arbitrary: z rule: r.induct)
- (simp add: l1 del: l2)
- (auto simp add: l1 intro: l2)
- (blast intro: l1 elim: l2)
- arith
- (metis l1 l2 l3)
- sledgehammer

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Good for arithmetic goals
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Powerful first-order prover  
Finds lemmas for metis

# Basic Methods for Rules

thm: "[ | P1; ...; Pn | ] ==> Q"

- (rule thm)
- (erule thm)
- (drule thm)
- (frule thm)
- (rule\_tac x="..." and y="..." in thm)

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- (frule *assms*)  
Like drule, but does not delete the assumption
- (rule\_tac x="..." and y="..." in thm)

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- `(erule thm)` Unifies Q; unifies P1 with some assumption
- `(drule thm)` Unifies P1 with some assumption
- `(frule thm, ...)` Like drule, but does not delete the assumption
- `(rule_tac x="..." and y="..." in thm)` Manual instantiation of variables

# Insiders' Tips

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- `thm name`
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- Show all commands, all methods etc.