



NICTA Advanced Course

**Theorem Proving**  
**Principles, Techniques, Applications**

# Recursion

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# CONTENT

- Intro & motivation, getting started with Isabelle
- Foundations & Principles
  - Lambda Calculus
  - Higher Order Logic, natural deduction
  - Term rewriting
- **Proof & Specification Techniques**
  - Inductively defined sets, rule induction
  - **Datatypes, recursion, induction**
  - Calculational reasoning, mathematics style proofs
  - Hoare logic, proofs about programs

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## LAST TIME

→ Sets in Isabelle

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- Inductive Definitions

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- Inductive Definitions
- Rule induction
- Fixpoints
- Isar: induct and cases

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**Properties:**

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→ Injectivity: (Cons x xs = Cons y ys) = (x = y ∧ xs = ys)

---

## THE GENERAL CASE

$$\begin{array}{l} \mathbf{datatype} (\alpha_1, \dots, \alpha_n) \tau = C_1 \tau_{1,1} \dots \tau_{1,n_1} \\ | \dots \\ | C_k \tau_{k,1} \dots \tau_{k,n_k} \end{array}$$

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→ Constructors:  $\mathbf{C}_i :: \tau_{i,1} \Rightarrow \dots \Rightarrow \tau_{i,n_i} \Rightarrow (\alpha_1, \dots, \alpha_n) \tau$

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**Distinctness and Injectivity applied automatically**

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**More detail: Datatype\_Universe.thy**

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- Infinitely branching ok.
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**Not ok:**

```
datatype t = C (t ⇒ bool)
           | D ((bool ⇒ t) ⇒ bool)
           | E ((t ⇒ bool) ⇒ bool)
```

**Because:** Cantor's theorem ( $\alpha$  set is larger than  $\alpha$ )

---

# CASE

Every datatype introduces a **case** construct, e.g.

(case  $xs$  of []  $\Rightarrow$  ... |  $y \#ys \Rightarrow$  ...  $y$  ...  $ys$  ...)

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# CASE

Every datatype introduces a **case** construct, e.g.

$$(\text{case } xs \text{ of } [] \Rightarrow \dots \mid y \#ys \Rightarrow \dots y \dots ys \dots)$$

**In general:** one case per constructor

- Same order of cases as in datatype
- No nested patterns (e.g.  $x\#y\#zs$ )  
(But nested cases)
- Needs  $()$  in context

---

# CASES

**apply** (case\_tac *t*)

---

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**apply** (case\_tac  $t$ )

creates  $k$  subgoals

$\llbracket t = C_i x_1 \dots x_p; \dots \rrbracket \implies \dots$

one for each constructor  $C_i$

---

**DEMO**

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# RECURSION

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## WHY NONTERMINATION CAN BE HARMFUL

How about  $f\ x = f\ x + 1$ ?

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How about  $f\ x = f\ x + 1$ ?

Subtract  $f\ x$  on both sides.

$$\begin{array}{c} \implies \\ 0 = 1 \end{array}$$

**! All functions in HOL must be total !**

---

# PRIMITIVE RECURSION

**primrec guarantees termination structurally**

**Example primrec def:**

---

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**Example primrec def:**

```
consts app :: "'a list  $\Rightarrow$  'a list  $\Rightarrow$  'a list"
```

```
primrec
```

```
"app Nil ys = ys"
```

```
"app (Cons x xs) ys = Cons x (app xs ys)"
```

---

## THE GENERAL CASE

If  $\tau$  is a datatype (with constructors  $C_1, \dots, C_k$ ) then  $f :: \tau \Rightarrow \tau'$  can be defined by **primitive recursion**:

$$\begin{aligned} f (C_1 y_{1,1} \dots y_{1,n_1}) &= r_1 \\ &\vdots \\ f (C_k y_{k,1} \dots y_{k,n_k}) &= r_k \end{aligned}$$

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The recursive calls in  $r_i$  must be **structurally smaller**  
(of the form  $f a_1 \dots y_{i,j} \dots a_p$ )

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### Example:

`list_rec :: "'b ⇒ ('a ⇒ 'a list ⇒ 'b ⇒ 'b) ⇒ 'a list ⇒ 'b"`

`list_rec f1 f2 Nil = f1`

`list_rec f1 f2 (Cons x xs) = f2 x xs (list_rec f1 f2 xs)`

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### Example:

$\text{list\_rec} :: \text{'b} \Rightarrow (\text{'a} \Rightarrow \text{'a list} \Rightarrow \text{'b} \Rightarrow \text{'b}) \Rightarrow \text{'a list} \Rightarrow \text{'b}$

$\text{list\_rec } f_1 f_2 \text{ Nil} = f_1$

$\text{list\_rec } f_1 f_2 (\text{Cons } x xs) = f_2 x xs (\text{list\_rec } f_1 f_2 xs)$

$\text{app} \equiv \text{list\_rec } (\lambda ys. ys) (\lambda x xs xs'. \lambda ys. \text{Cons } x (xs' ys))$

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**Defined:** automatically, first inductively (set), then by epsilon

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**Defined:** automatically, first inductively (set), then by epsilon

$$\frac{}{(\text{Nil}, f_1) \in \text{list\_rel } f_1 f_2} \quad \frac{(xs, xs') \in \text{list\_rel } f_1 f_2}{(\text{Cons } x xs, f_2 x xs xs') \in \text{list\_rel } f_1 f_2}$$

$\text{list\_rec } f_1 f_2 xs \equiv \text{SOME } y. (xs, y) \in \text{list\_rel } f_1 f_2$

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# PREDEFINED DATATYPES

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## NAT IS A DATATYPE

**datatype** nat = 0 | Suc nat

---

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**datatype** nat = 0 | Suc nat

Functions on nat definable by primrec!

**primrec**

$f\ 0 = \dots$

$f\ (\text{Suc } n) = \dots f\ n \dots$

---

## OPTION

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

**Important application:**

'b  $\Rightarrow$  'a option  $\sim$  partial function:

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### Important application:

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None  $\sim$  no result

Some  $a$   $\sim$  result  $a$

### Example:

**consts** lookup :: 'k  $\Rightarrow$  ('k  $\times$  'v) list  $\Rightarrow$  'v option

**primrec**

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### Example:

**consts** lookup :: 'k  $\Rightarrow$  ('k  $\times$  'v) list  $\Rightarrow$  'v option

### **primrec**

lookup k [] = None

lookup k (x #xs) = (if fst x = k then Some (snd x) else lookup k xs)

---

# DEMO: PRIMREC

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# INDUCTION

---

## STRUCTURAL INDUCTION

$P xs$  holds for all lists  $xs$  if

→  $P Nil$

→ and for arbitrary  $x$  and  $xs$ ,  $P xs \implies P (x\#xs)$

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Induction theorem **list.induct**:

$\llbracket P []; \bigwedge a \text{ list}. P \text{ list} \implies P (a\#\text{list}) \rrbracket \implies P \text{ list}$

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→ and for arbitrary  $x$  and  $xs$ ,  $P xs \implies P (x\#xs)$

Induction theorem **list.induct**:

$\llbracket P []; \bigwedge a list. P list \implies P (a\#list) \rrbracket \implies P list$

→ General proof method for induction: **(induct x)**

- $x$  must be a free variable in the first subgoal.
- type of  $x$  must be a datatype.

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## BASIC HEURISTICS

**Theorems about recursive functions are proved by induction**

Induction on argument number  $i$  of  $f$   
if  $f$  is defined by recursion on argument number  $i$

---

## EXAMPLE

**A tail recursive list reverse:**

**consts** itrev :: 'a list  $\Rightarrow$  'a list  $\Rightarrow$  'a list

**primrec**

itrev []  $ys =$

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itrev []  $ys = ys$

itrev (x#xs)  $ys = \text{itrev } xs (x\#ys)$

**lemma** itrev xs [] = rev xs

---

# DEMO: PROOF ATTEMPT

---

# GENERALISATION

**Replace constants by variables**

**lemma**  $\text{itrev } xs \ ys = \text{rev } xs@ys$

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---

ISAR

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## DATATYPE CASE DISTINCTION

```
proof (cases term)  
  case Constructor1  
  ⋮  
next  
  ⋮  
next  
  case (Constructork  $\vec{x}$ )  
    ...  $\vec{x}$  ...  
qed
```

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qed
```

```
case (Constructori  $\vec{x}$ ) ≡  
fix  $\vec{x}$  assume Constructori : "term = Constructori  $\vec{x}$ "
```

---

## STRUCTURAL INDUCTION FOR TYPE NAT

**show**  $P\ n$

**proof** (induct  $n$ )

**case** 0  $\equiv$  **let**  $?case = P\ 0$

...

**show**  $?case$

**next**

**case** (Suc  $n$ )  $\equiv$  **fix**  $n$  **assume** Suc:  $P\ n$

...

**let**  $?case = P\ (\text{Suc } n)$

...  $n$  ...

**show**  $?case$

**qed**

---

## STRUCTURAL INDUCTION WITH $\implies$ AND $\wedge$

**show** " $\wedge x. A\ n \implies P\ n$ "

**proof** (induct  $n$ )

**case** 0

$\equiv$  **fix**  $x$  **assume** 0: " $A\ 0$ "

...

**let**  $?case = "P\ 0"$

**show**  $?case$

**next**

**case** (Suc  $n$ )

$\equiv$  **fix**  $n$  and  $x$

...

**assume** Suc: " $\wedge x. A\ n \implies P\ n$ "

...  $n$  ...

" $A\ (\text{Suc } n)$ "

...

**let**  $?case = "P\ (\text{Suc } n)"$

**show**  $?case$

**qed**

---

**DEMO**

---

## WE HAVE SEEN TODAY ...

→ Datatypes

---

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→ Datatypes

→ Primitive Recursion

---

## WE HAVE SEEN TODAY ...

- Datatypes
- Primitive Recursion
- Case distinction

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## WE HAVE SEEN TODAY ...

- Datatypes
- Primitive Recursion
- Case distinction
- Induction

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## EXERCISES

- look at [http://isabelle.in.tum.de/library/HOL/Datatype\\_Universe.html](http://isabelle.in.tum.de/library/HOL/Datatype_Universe.html)
- define a primitive recursive function **listsum** :: nat list ⇒ nat that returns the sum of the elements in a list.
- show " $2 * \text{listsum } [0..n] = n * (n + 1)$ "
- show " $\text{listsum } (\text{replicate } n \ a) = n * a$ "
- define a function **listsumT** using a tail recursive version of listsum.
- show that the two functions are equivalent:  $\text{listsum } xs = \text{listsumT } xs$

---

NEXT LECTURE

**Nicolas Magaud**

on

**The Coq System**

Monday 15:00 – 16:30