

Basic Foundations of Isabelle/HOL

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1 Introduction into Isabelle's HOL

Why Type Theory

Basic Type Syntax

2 More HOL

Typed λ Calculus

HOL Rules

3 Example proof

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HOL

- Higher Order Logic (HOL)
- Reasoning over higher order constructs (e.g. functions of propositions)
- meta-logic: reasoning about logic
 - At the core: typed λ calculus

Type Theory?

- Each symbol has a type
 - A type is a (non-empty) set of individuals
- Reasoning with types

Simple Type Theory

- Formal calculus available: **Typed λ calculus**
- Reason over types
- ← Functions have types, too!
- Higher order reasoning
- λc is **strongly normalizing** for simple type theory!

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Basic Syntactical Components

(using Paulsen's notation)

$\tau ::=$	(τ)	
	$bool \mid nat \mid \dots$	basic types
	$\tau \textit{ list}$	(lists of τ)
	$\tau \mapsto \tau$	total functions
	$\tau \times \tau$	pairs (ASCII: *)
		(cross product)
	$'a \mid b \mid \dots$	type variables
	\dots	user defined types

We will explain all of this now.

Basic Syntactical Components

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Basic Types

bool $bool = \{\top, \perp\}$

this is the type of *formulae*

nat natural numbers

note that 0, 1, ... are overloaded.

when in doubt use $0 :: nat$.

list

simple recursive datatype:

$[]$ empty list

$x\#xs$ concatenation

Where $\#$ is of type $(list * list) \mapsto list$

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	\dots	user defined types

Functions

- $Q : \beta$
 - $x : \alpha$
 - $\Phi = \lambda$ abstraction: $\lambda x : Q$
- $\text{Phi} : \alpha \mapsto \beta$

- Functions are types like all other types!

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Products

- λ c extension of Isabelle/HOL:

$$\frac{a : \alpha \quad b : \beta}{\langle a, b \rangle : (\alpha \times \beta)}$$

- *left injection* and *right injection* possible:
 - Insert *left* or *right* parameter
 - **Currying** can in most cases achieve the same
- Avoid and use with care

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	\dots	user defined types

Type Variables

- These can be used to implement polymorphism
 - Typically used for user defined
- 'a *list* a list of 'a (whatever that is)
- Isabelle performs *lazy* type checking

Basic Syntactical Components

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$\tau ::=$	(τ)	
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	$'a \mid 'b \mid \dots$	type variables
	\dots	user defined types

User Defined Types

- Recursive definition of new types
- Also: Arbitrary new types
- Restriction:
 - May not be `empty` (this is proved on definition)
- Example:

```
datatype 'a mylist =  
  Nil  
  | Cons 'a ('a mylist)  
;
```

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Terms

$$\begin{array}{lcl}
 \textit{term} & ::= & (\textit{term}) \quad | \quad a \\
 & | & \lambda x. \textit{term} \quad | \quad \textit{term} \ \textit{term} \\
 & | & \dots
 \end{array}$$

Terms

$$\begin{array}{lcl}
 \text{term} & ::= & (\text{term}) \quad | \quad a \\
 & | & \lambda x. \text{term} \quad | \quad \text{term term} \\
 & | & \dots
 \end{array}$$

Abstraction

- $\Phi \equiv \lambda x. P$
- $x : \alpha, P : \beta \Rightarrow \Phi : (\alpha \mapsto \beta)$
- creates a function mapping

Terms

$$\begin{array}{lcl}
 \text{term} & ::= & (\text{term}) \quad | \quad a \\
 & | & \lambda x. \text{term} \quad | \quad \text{term term} \\
 & | & \dots
 \end{array}$$

Application

- The inverse of abstraction
- $\Phi \equiv (P(x)a)$ or $(\lambda x.P)a$
- $P : (\alpha \mapsto \beta), a : \alpha \Rightarrow \Phi : \beta$

Conversions

α -conversion

β -conversion

η -conversion

Conversions

α -conversion $\lambda y(\lambda x.x)y \equiv_{\alpha} \lambda z.(\lambda x.x)z$
bound variable names don't matter

β -conversion

η -conversion

Conversions

α -conversion $\lambda y(\lambda x.x)y \equiv_{\alpha} \lambda z.(\lambda x.x)z$
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β -conversion $(\lambda x.P)a \equiv_{\beta} P[x \leftarrow a]$
function application (β -reduction)

η -conversion

Conversions

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η -conversion $M \equiv_{\eta} \lambda x.(Mx)$ if x is not free in M
normal form analysis

Conversions

α -conversion $\lambda y(\lambda x.x)y \equiv_{\alpha} \lambda z.(\lambda x.x)z$
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normal form analysis

Normal forms

- these are strongly normalizing
- any application sequence terminates in a **normal form**
- this normal form is **unique**

Formulæ

$$\begin{array}{l} \textit{form} ::= \\ | \\ | \end{array} \begin{array}{l} (\textit{form}) \\ \textit{form} \wedge \textit{form} \\ \forall x.\textit{form} \end{array} \quad \begin{array}{l} | \\ | \\ | \end{array} \begin{array}{l} \textit{term} = \textit{term} \\ \textit{form} \vee \textit{form} \\ \exists x.\textit{form} \end{array} \quad \begin{array}{l} | \\ | \\ | \end{array} \begin{array}{l} \neg \textit{form} \\ \textit{form} \rightarrow \textit{form} \end{array}$$

Formulæ

$$\begin{array}{l}
 \text{form} ::= \quad (form) \quad | \quad term = term \quad | \quad \neg form \\
 \quad \quad | \quad form \wedge form \quad | \quad form \vee form \quad | \quad form \rightarrow form \\
 \quad \quad | \quad \forall x.form \quad | \quad \exists x.form
 \end{array}$$

Quantifiers

- without quantifiers, the logic cannot be higher order
- only one of \forall or \exists is needed
- \forall is written \bigwedge in the meta-logic (! !)
- formally:

$$(\bigwedge x. (\lambda x : \alpha. P : bool) x) : bool$$

Formulæ

$$\begin{array}{l}
 \text{form} ::= \quad (form) \quad | \quad term = term \quad | \quad \neg form \\
 \quad \quad | \quad form \wedge form \quad | \quad form \vee form \quad | \quad form \rightarrow form \\
 \quad \quad | \quad \forall x.form \quad | \quad \exists x.form
 \end{array}$$

Quantifiers

- Introduction and Elimination rules for quantifiers
- extended λc is still strongly normalising

Rewrite Rules

- Isabelle has [rewrite operations](#) defined on [Isabelle Pure Syntax](#)
- Defining logics, one needs to add rewriting rules
- Pure Syntax looks very similar to typed λ calculus
- We introduce differences when encountered

Isabelle Pure Rewrite Rules

- There are a few of these
- Most of them are defined using [macros](#) or [translation functions](#)

e.g. $(\%x. P)a ==> P[x \leftarrow a]$

where $P[x \leftarrow a]$ is the result of (built-in) substitution.

- For now, we just assume that $\alpha\beta\eta$ translations are done automatically without presenting rules.

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x)) ==> (\%x. f x = \%x. g x)$
<i>impl</i>	$(P ==> Q) ==> P --> Q$
<i>mp</i>	$[[(P --> Q); P]] ==> Q$
<i>iff</i>	$(P --> Q) --> (Q --> P) --> (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

- These are the basic rewriting rules.
- They turn basic HOL formalæ into Isabelle Pure (λc)

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x) ==> (\%x. f x = \%x. g x))$
<i>impl</i>	$(P ==> Q) ==> P \text{ --- } > Q$
<i>mp</i>	$[[(P \text{ --- } > Q); P]] ==> Q$
<i>iff</i>	$(P \text{ --- } > Q) \text{ --- } > (Q \text{ --- } > P) \text{ --- } > (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

It is always possible to introduce/delete type variables.

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x) ==> (\%x. f x = \%x. g x))$
<i>impl</i>	$(P ==> Q) ==> P \text{ --- } > Q$
<i>mp</i>	$[[(P \text{ --- } > Q); P]] ==> Q$
<i>iff</i>	$(P \text{ --- } > Q) \text{ --- } > (Q \text{ --- } > P) \text{ --- } > (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Equal terms can be substituted and imply proving equality

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$\llbracket s = t; P s \rrbracket \implies P(t ::' a)$
<i>ext</i>	$(\llbracket !x ::' a. (f x ::' b = g x) \rrbracket \implies (\%x. f x = \%x. g x))$
<i>impl</i>	$(P \implies Q) \implies P \dashv\dashv Q$
<i>mp</i>	$\llbracket (P \dashv\dashv Q); P \rrbracket \implies Q$
<i>iff</i>	$(P \dashv\dashv Q) \dashv\dashv (Q \dashv\dashv P) \dashv\dashv (P = Q)$
<i>somel</i>	$P(x ::' a) \implies P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Two functional abstractions are equal if they return the same result for all parameters (similar to η conversion)

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x) ==> (\%x. f x = \%x. g x))$
<i>impl</i>	$(P ==> Q) ==> P \dashrightarrow Q$
<i>mp</i>	$[[(P \dashrightarrow Q); P]] ==> Q$
<i>iff</i>	$(P \dashrightarrow Q) \dashrightarrow (Q \dashrightarrow P) \dashrightarrow (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Object logic implication maps to higher order implication

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$\llbracket s = t; P s \rrbracket \implies P(t ::' a)$
<i>ext</i>	$(\llbracket !x ::' a. (f x ::' b = g x) \rrbracket \implies (\%x. f x = \%x. g x))$
<i>impl</i>	$(P \implies Q) \implies P \dashv\dashv > Q$
<i>mp</i>	$\llbracket (P \dashv\dashv > Q); P \rrbracket \implies Q$
<i>iff</i>	$(P \dashv\dashv > Q) \dashv\dashv > (Q \dashv\dashv > P) \dashv\dashv > (P = Q)$
<i>somel</i>	$P(x ::' a) \implies P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Syntax Note: $\llbracket \dots \rrbracket$ denotes grouping of presumptions for natural deduction. For rule application, this intuitively means *from the list of things that are currently true, select something matching and unify.*

That is **modus ponens** can be applied if the presumption of a meta-level implication is also true.

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x) ==> (\%x. f x = \%x. g x))$
<i>impl</i>	$(P ==> Q) ==> P \dashrightarrow Q$
<i>mp</i>	$[[(P \dashrightarrow Q); P]] ==> Q$
<i>iff</i>	$(P \dashrightarrow Q) \dashrightarrow (Q \dashrightarrow P) \dashrightarrow (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Two formulæ imply each other if only if they are equal.

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x) ==> (\%x. f x = \%x. g x))$
<i>impl</i>	$(P ==> Q) ==> P \text{ --- } > Q$
<i>mp</i>	$[[(P \text{ --- } > Q); P] ==> Q$
<i>iff</i>	$(P \text{ --- } > Q) \text{ --- } > (Q \text{ --- } > P) \text{ --- } > (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

Syntax Note: @ is Hilbert's ϵ -operator. @x. P x selects an item x that satisfies P.

This is the **transfinite axiom**, that is if $P(x)$ is true (and thus x is free), then there is also some x that satisfies $P(x)$.

HOL rules

<i>refl</i>	$t = (t ::' a)$
<i>subst</i>	$[[s = t; P s]] ==> P(t ::' a)$
<i>ext</i>	$(!!x ::' a. (f x ::' b = g x)) ==> (\%x. f x = \%x. g x)$
<i>impl</i>	$(P ==> Q) ==> P \dashv\vdash Q$
<i>mp</i>	$[[(P \dashv\vdash Q); P]] ==> Q$
<i>iff</i>	$(P \dashv\vdash Q) \dashv\vdash (Q \dashv\vdash P) \dashv\vdash (P = Q)$
<i>somel</i>	$P(x ::' a) ==> P(@x. P x)$
<i>True_or_False</i>	$P = True \parallel P = False$

This is the classical axiom of choice and gives us *tertium non datur*, i.e. classical logics.

HOL definitions

True_def *True* == ((%x :: bool. x) = (%x. x))

All_def *All* == (%P. P = (%x. True))

Ex_def *Ex* == (%P. P(@x. P x))

...

And_def *op&* == %PQ .!R. (P --> Q --> R) --> R)

HOL definitions

True_def *True* == ((%x :: bool. x) = (%x. x))

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...

And_def *op&* == %PQ .!R. (P -- > Q -- > R) -- > R)

Equal terms can be reduced to *True*

HOL definitions

True_def *True* == ((%x :: bool. x) = (%x. x))

All_def *All* == (%P. P = (%x. True))

Ex_def *Ex* == (%P. P(@x. P x))

...

And_def *op&* == %PQ .!R. (P -- > Q -- > R) -- > R)

- This is a little bit harder
- The **all-quantor** takes a proposition of some function type ($\alpha \mapsto \text{bool}$, where $x : \alpha$) as argument
- and returns if the given parametrized proposition can be simplified to true.

HOL definitions

True_def *True* $==$ $((\%x :: \text{bool}. x) = (\%x. x))$

All_def *All* $==$ $(\%P. P = (\%x. \text{True}))$

Ex_def *Ex* $==$ $(\%P. P(@x. P x))$

...

And_def *op&* $==$ $\%PQ .!R. (P \longrightarrow Q \longrightarrow R) \longrightarrow R)$

- Similar to the all-quantor
- A predicate fulfill the existential quantor if there exist's some x fulfilling it.
- Rewritten using the ϵ operator

HOL definitions

True_def *True* == ((%x :: bool. x) = (%x. x))

All_def *All* == (%P. P = (%x. True))

Ex_def *Ex* == (%P. P(@x. P x))

...

And_def *op&* == %PQ .!R. (P --> Q --> R) --> R)

We skip all the others here and just show another interesting one.

HOL definitions

True_def *True* == ((%x :: bool. x) = (%x. x))

All_def *All* == (%P. P = (%x. True))

Ex_def *Ex* == (%P. P(@x. P x))

...

And_def *op&* == %PQ .!R. (P --> Q --> R) --> R)

- & (and, \wedge) is rewritten into object level implication.
- If $P \wedge Q$, both implications only depend on R . This assumption is then discharged since $R \rightarrow R$.
- ← If one of P or Q is false, there is an $R = False$ and thus the last implication is false.

Derived Rules

- The above rules are the core rules
- HOL comes with a set of derived rules
- These are easier to read

e.g. conjE $[[P \& Q]]; [[P; Q]] \implies R \implies R$

Subgoal

Consider the following subgoal:

$$\bigwedge a . \text{occurs } a (\text{[] @ } ys) = \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys$$

We introduce rules as we go.

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a \ (\lambda @ \text{ys}) \\ &= \text{occurs } a \ \lambda + \text{occurs } a \ \text{ys} \end{aligned}$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a (\text{[] @ } ys) \\ &= \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys \end{aligned}$$

$$\text{[] @ } ?ys \leftarrow ?ys$$

$$\bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a (\text{[] @ } ys) \\ &= \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys \end{aligned}$$

$$\text{[] @ } ?ys \Leftarrow ?ys$$

$$\bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys$$

$$\text{occurs } ?a \text{ []} \Leftarrow 0$$

$$\bigwedge a . \text{occurs } a \text{ } ys = 0 + \text{occurs } a \text{ } ys$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a (\text{[] @ } ys) \\ &= \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys \end{aligned}$$

$$\text{[] @ } ?ys \Leftarrow ?ys$$

$$\bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys$$

$$\text{occurs } ?a \text{ []} \Leftarrow 0$$

$$\bigwedge a . \text{occurs } a \text{ } ys = 0 + \text{occurs } a \text{ } ys$$

$$0 + ?x \Leftarrow ?x$$

$$\bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ } ys$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a (\text{[] @ } ys) \\ &= \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys \end{aligned}$$

$$\text{[] @ } ?ys \Leftarrow ?ys \qquad \bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ []} + \text{occurs } a \text{ } ys$$

$$\text{occurs } ?a \text{ []} \Leftarrow 0 \qquad \bigwedge a . \text{occurs } a \text{ } ys = 0 + \text{occurs } a \text{ } ys$$

$$0 + ?x \Leftarrow ?x \qquad \bigwedge a . \text{occurs } a \text{ } ys = \text{occurs } a \text{ } ys$$

$$?xs = ?xs \Leftarrow \text{True} \qquad \bigwedge a . \text{True}$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a \ (\ [] @ \text{ys}) \\ & = \text{occurs } a \ [] + \text{occurs } a \ \text{ys} \end{aligned}$$

$$\ [] @ \ ?\text{ys} \Leftarrow \ ?\text{ys} \qquad \bigwedge a . \text{occurs } a \ \text{ys} = \text{occurs } a \ [] + \text{occurs } a \ \text{ys}$$

$$\text{occurs } ?a \ [] \Leftarrow 0 \qquad \bigwedge a . \text{occurs } a \ \text{ys} = 0 + \text{occurs } a \ \text{ys}$$

$$0 + \ ?x \Leftarrow \ ?x \qquad \bigwedge a . \text{occurs } a \ \text{ys} = \text{occurs } a \ \text{ys}$$

$$\ ?xs = \ ?xs \Leftarrow \ \text{True} \qquad \bigwedge a . \ \text{True}$$

$$\bigwedge a \ P \Leftarrow \ P \qquad \text{True}$$

Proof

$$\begin{aligned} & \bigwedge a . \text{occurs } a \ (\ [] @ \text{ys}) \\ & = \text{occurs } a \ [] + \text{occurs } a \ \text{ys} \end{aligned}$$

$$\ [] @ \ ?\text{ys} \Leftarrow \ ?\text{ys} \qquad \bigwedge a . \text{occurs } a \ \text{ys} = \text{occurs } a \ [] + \text{occurs } a \ \text{ys}$$

$$\text{occurs } ?a \ [] \Leftarrow 0 \qquad \bigwedge a . \text{occurs } a \ \text{ys} = 0 + \text{occurs } a \ \text{ys}$$

$$0 + \ ?x \Leftarrow \ ?x \qquad \bigwedge a . \text{occurs } a \ \text{ys} = \text{occurs } a \ \text{ys}$$

$$\ ?xs = \ ?xs \Leftarrow \ \text{True} \qquad \bigwedge a . \ \text{True}$$

$$\bigwedge a \ P \Leftarrow \ P \qquad \text{True}$$

Now this lemma can be used as a new rule!

That's it for today

Try to prove the above in Isabelle