```
☐ ALC.thy (~/chris/trunk/tex/talks/2015-Erlangen/)
  theory ALC imports Main begin
  typedecl i type_synonym \tau = "(i \Rightarrow bool)" type_synonym \sigma = "(i \Rightarrow i \Rightarrow bool)"
  abbreviation bot ::"\tau"
                                                             where "\perp \equiv \lambda x. False"
                                    ("⊥")
                                                            where "\top \equiv \lambda x. True"
  abbreviation top ::"\tau" ("\top")
                                                             where "\sim A \equiv \lambda x . \neg A(x)"
  abbreviation neg ("\sim")
  abbreviation disj (infixr "\sqcup" 40) where "A \sqcup B \equiv \lambda x. A(x) \vee B(x)"
  abbreviation conj (infixr "\|" 41) where "A\|\text{B} \equiv \lambda x. A(x) \lambda B(x)"
  abbreviation exi_r ("∃")
                                                            where "\exists r A \equiv \lambda x . \exists y . r x y \wedge A(y)"
  abbreviation all r
                                   ("∀")
                                                            where "\forallr A \equiv \lambdax. \forally. r x y \longrightarrow A(y)"
  abbreviation sub (infixr "⊑" 39)
                                                             where "A\sqsubseteqB \equiv \forall x. A(x) \longrightarrow B(x)"
  abbreviation eq (infixr "≜" 38)
                                                             where "A \triangleq B \equiv A \sqsubseteq B \land B \sqsubseteq A"
   (* Einfaches Beispiele für etwas Meta-Theorie *)
  lemma "A\sqcapB \triangleq \sim (\simA\sqcup \simB)" by metis
  lemma "\existsr C \triangleq \sim(\forallr (\simC))" by metis (* sledgehammer [remote_leo2] *)
  lemma "A\sqcapB \triangleq A\sqcupB" nitpick oops
                                                                                                        Auto update
```

Nitpicking formula...

Nitpick found a counterexample for card 'a = 2:

Free variables:

$$A = (\lambda x. _)(a_1 := False, a_2 := False)$$

 $B = (\lambda x. _)(a_1 := False, a_2 := True)$

☑ ▼ Output README Symbols

Update

Detach

100%