



程序代写代做 CS 编程辅导



MP4161



UNSW
SYDNEY

Advanced Topics in Software Verification

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Content

程序代写代做 CS编程辅导

→ Foundations & Principles

- Intro, Lambda calculus [1,2]
- Higher Order Logic (part 1) [2,3^a]
- Term rewriting [3,4]



→ Proof & Specification Techniques

- Inductively defined sets, rule induction [4,5]
- Datatype induction, primitive recursion [5,7]
- General recursive functions, termination proofs [7^b]
- Proof automation, Isar (part 2) [8]
- Hoare logic, proofs about programs, invariants [8,9]
- C verification [9,10]
- Practice, questions, exam prep [10^c]

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^aa1 due; ^ba2 due; ^ca3 due

Last Time

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→ Equations and Terms



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Last Time

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→ Equations and Terms



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Last Time

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- Equations and Terms
- Confluence and Ter-



reduction systems

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Last Time

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- Equations and Terms
- Confluence and Termination
- Term Rewriting in Isabelle



reduction systems

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Applying a Rewrite Rule

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→ $I \longrightarrow r$ applicable



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Applying a Rewrite Rule

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→ $I \rightarrow r$ applicable if there is substitution σ such that $\sigma[I] = s$



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Applying a Rewrite Rule

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- $t \rightarrow r$ applicable if there is substitution σ such that $\sigma[t] = s$
- Result: $t[\sigma[r]]$



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Applying a Rewrite Rule

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- $t \rightarrow r$ applicable if there is substitution σ such that $\sigma[t] = s$
- Result: $t[\sigma[r]]$
- Equationally: $t[s]$



Example:

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Applying a Rewrite Rule

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- $I \rightarrow r$ applicable if there is substitution σ such that $\sigma[I] = s$
- Result: $t[\sigma[r]]$
- Equationally: $t[s]$



Example:

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Rule: $0 + n \rightarrow n$

Term: $a + (0 + (b + c))$

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Applying a Rewrite Rule

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- $I \rightarrow r$ applicable if there is substitution σ such that $\sigma[I] = s$
- Result: $t[\sigma[r]]$
- Equationally: $t[s]$



Example:

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Rule: $0 + n \rightarrow n$

Term: $a + (0 + (b + c))$ Assignment Project Exam Help

Substitution: $\sigma = \{n \mapsto b + c\}$ Email: tutorcs@163.com

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Applying a Rewrite Rule

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- $t \rightarrow r$ applicable if there is substitution σ such that $\sigma[t] = s$
- Result: $t[\sigma[r]]$
- Equationally: $t[s] =$



Example:

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Rule: $0 + n \rightarrow n$

Term: $a + (0 + (b + c))$

Substitution: $\sigma = \{n \mapsto b + c\}$

Result: $a + (b + c)$

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Conditional Term Rewriting

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Rewrite rules can be conditional:



$$P_n] \implies I = r$$

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Conditional Term Rewriting

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Rewrite rules can be conditional:



$$P_n] \implies I = r$$

is **applicable** to term t if

→ $\sigma \mid I = s$ and

→ $\sigma \mid P_1, \dots, \sigma \mid P_n$ are provable by rewriting.

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Rewriting with Assumptions

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Last time:



uses assumptions in rewriting.

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Rewriting with Assumptions

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Last time:  makes assumptions in rewriting.

C  non-termination.

Example:

lemma " $f(x) = g(x) \wedge g(x) = f(x) \implies f(x) = 2$ "

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Rewriting with Assumptions

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Last time:  makes assumptions in rewriting.

Consider non-termination.

Example:

lemma "f x = g x ∧ g x = f x ⇒ f x = 2"

simp use and simplify assumptions
(simp (no_asm)) ignore assumptions
(simp (no_asm_use)) simplify, but do not use assumptions
(simp (no_asm_simp)) use, but do not simplify assumptions

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Preprocessing

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Preprocessing ([recursive](#)) for maximal simplification power:



$\forall x. A x \rightarrow A ?x$
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 $A \rightarrow A = True$

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Preprocessing

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Preprocessing ([recursive](#)) for maximal simplification power:



$\forall x. A x \rightarrow A ?x$
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 $A \mapsto A = True$

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Example:

$(p \rightarrow q \wedge \neg r) \wedge s$
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Preprocessing

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Preprocessing (*recursive*) for maximal simplification power:



$$\begin{array}{lcl} \rightarrow & A = \text{False} \\ \rightarrow & A \Rightarrow B \\ \rightarrow & A, B \\ \forall x. A x \rightarrow & A ?x \\ A \mapsto & A = \text{True} \end{array}$$

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Example:

$$\begin{array}{l} (p \rightarrow q \wedge \neg r) \wedge s \\ \text{Email: } \textcolor{red}{\text{tutorcs@163.com}} \\ \mapsto \end{array}$$

$$p \Rightarrow q = \text{True} \quad p \Rightarrow r = \text{False} \quad s = \text{True}$$

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Demo

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Case splitting with simp

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then s else t)

=

) \wedge (\neg A \longrightarrow P t)

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Case splitting with simp

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then s else t)

=

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omatic

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Case splitting with simp

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then s else t)

=

) $\wedge (\neg A \rightarrow P t)$

automatic

$P(\text{case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b)$

$(e = 0 \rightarrow P a) \wedge (\forall n. e \neq \text{Suc } n \rightarrow b)$

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Case splitting with simp

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then s else t)

=

) $\wedge (\neg A \rightarrow P t)$

automatic

$P(\text{case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b)$

=

$(e = 0 \rightarrow P a) \wedge (\forall n. e = \text{Suc } n \rightarrow P b)$

Manually: apply (simp split: nat.split)
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Case splitting with simp

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then s else t)

=

) $\wedge (\neg A \rightarrow P\ t)$

automatic

P (case e of $0 \Rightarrow a \mid \text{Suc } n \Rightarrow b$)

=

($e = 0 \rightarrow P\ a$) $\wedge (\forall n. e \neq \text{Suc } n \rightarrow P\ b)$

Manually: apply (simp split: nat.split)
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Similar for any data type t : **t.split**

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Congruence Rules

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congrue



are about using context

Example: in $P \rightarrow Q$

use P to simplify terms in Q

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Congruence Rules

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congrue



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Example: in $P \rightarrow Q$

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For \Rightarrow hardwired (assumptions used in rewriting)

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Congruence Rules

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congrue



are about using context

Example: in $P \rightarrow Q$

use P to simplify terms in Q

For \Rightarrow hardwired (assumptions used in rewriting)

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For other operators expressed with conditional rewriting.

Example: $\llbracket P = P'; P' \Rightarrow Q = Q' \rrbracket \Rightarrow (P \rightarrow Q) = (P' \rightarrow Q')$

Read: to simplify $P \rightarrow Q$

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Congruence Rules

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congruence rules are about using context

Example: in $P \rightarrow Q$ use P to simplify terms in Q



For \Rightarrow hardwired (assumptions used in rewriting)

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For other operators expressed with conditional rewriting.

Example: $\llbracket P = P'; P' \Rightarrow Q = Q' \rrbracket \Rightarrow (P \rightarrow Q) = (P' \rightarrow Q')$

Read: to simplify $P \rightarrow Q$

→ first simplify P to P'
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Congruence Rules

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congrue



are about using context

Example: in $P \rightarrow Q$

use P to simplify terms in Q

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For other operators expressed with conditional rewriting.

Example: $\llbracket P = P'; P' \Rightarrow Q = Q' \rrbracket \Rightarrow (P \rightarrow Q) = (P' \rightarrow Q')$

Read: to simplify $P \rightarrow Q$

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→ first simplify P to P'

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→ then simplify Q to Q' using P' as assumption

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Congruence Rules

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congrue



are about using context

Example: in $P \rightarrow Q$

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For \Rightarrow hardwired (assumptions used in rewriting)

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For other operators expressed with conditional rewriting.

Example: $\llbracket P = P'; P' \Rightarrow Q = Q' \rrbracket \Rightarrow (P \rightarrow Q) = (P' \rightarrow Q')$

Read: to simplify $P \rightarrow Q$

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- first simplify P to P'
- then simplify Q to Q' using P' as assumption
- the result is $P' \rightarrow Q'$

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More Congruence

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Sometimes useful, but ~~not used~~ automatically (slowdown):

conj_cong: $\llbracket P = P'; P \rightarrow Q \rrbracket \Rightarrow \llbracket P \wedge Q \rrbracket \Rightarrow (P \wedge Q) = (P' \wedge Q')$



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More Congruence

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Sometimes useful, but ~~not used~~ automatically (slowdown):

conj_cong: $\llbracket P = P'; P \Rightarrow Q \rrbracket \Rightarrow (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else

if_cong: $\llbracket b = c; c \Rightarrow x = u, \neg c \Rightarrow y = v \rrbracket \Rightarrow$
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

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More Congruence

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Sometimes useful, but ~~not used~~ automatically (slowdown):

conj_cong: $\llbracket P = P'; F \Rightarrow Q \rrbracket \Rightarrow \llbracket P \wedge Q \rrbracket = \llbracket P' \wedge Q' \rrbracket \Rightarrow (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else

if_cong: $\llbracket b = c; c \Rightarrow x = u, \neg c \Rightarrow y = v \rrbracket \Rightarrow$
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

if_weak_cong: $b = c \Rightarrow (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

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More Congruence

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→ declare own congruence rules with [cong] attribute

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More Congruence

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Sometimes useful, but ~~not used~~ automatically (slowdown):

conj_cong: $\llbracket P = P'; P \Rightarrow Q; Q \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else

if_cong: $\llbracket b = c; c \Rightarrow x = u; \neg c \Rightarrow y = v \rrbracket \implies$
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→ declare own congruence rules with [cong] attribute

→ delete with [cong del]

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More Congruence

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Sometimes useful, but ~~not used~~ automatically (slowdown):

conj_cong: $\llbracket P = P'; P \Rightarrow Q; Q \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else

if_cong: $\llbracket b = c; c \Rightarrow x = u; \neg c \Rightarrow y = v \rrbracket \implies$
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

if_weak_cong: $b = c \implies (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

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- declare own congruence rules with **[cong]** attribute
- delete with **[cong del]**
- use locally with e.g. **apply (simp cong: <rule>)**

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Ordered rewriting

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Problem: $x + y \rightarrow y + x$ does not terminate



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Ordered rewriting

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Problem: $x + y \rightarrow y + x$ does not terminate

Solution: use permutation only if term becomes lexicographically smaller.

Example:

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Ordered rewriting

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Problem: $x + y \rightarrow y + x$ does not terminate

Solution: use permutation only if term becomes lexicographically smaller.

Example: $b + a \rightsquigarrow a + b$ but not $a + b \rightsquigarrow b + a$.

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Ordered rewriting

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Problem: $x + y \rightarrow y + x$ does not terminate

Solution: use permutation only if term becomes lexicographically smaller.

Example: $b + a \rightsquigarrow a + b$ but not $a + b \rightsquigarrow b + a$.

For types nat, int etc: WeChat: cstutorcs

- lemmas **add_ac** sort any sum (+)
- lemmas **mult_ac** sort any product (*)

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Example: **apply** (simp add: add_ac) yields
 $(b + c) + d \rightsquigarrow b + (c + d)$

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AC Rules

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Example for associative-commutative rules:

Associative:



$$(x \odot y) \odot z = x \odot (y \odot z)$$

Commutative:

$$x \odot y = y \odot x$$

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AC Rules

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Example for associative-commutative rules:

Associative: $(x \odot y) \odot z = x \odot (y \odot z)$

Commutative: $x \odot y = y \odot x$

These 2 rules alone get stuck early (not confluent).

Example: $(z \odot x) \odot (y \odot v)$

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AC Rules

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Example for associative-commutative rules:

Associative: $(x \odot y) \odot z = x \odot (y \odot z)$

Commutative: $x \odot y = y \odot x$

These 2 rules alone get stuck early (not confluent).

Example: $(z \odot x) \odot (y \odot v)$

We want: $(z \odot x) \odot (y \odot v) \xrightarrow{\text{WeChat: estutorcs}} v \odot (x \odot (y \odot z))$

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AC Rules

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Example for associative-commutative rules:

Associative: $(x \odot y) \odot z = x \odot (y \odot z)$

Commutative: $x \odot y = y \odot x$

These 2 rules alone get stuck early (not confluent).

Example: $(z \odot x) \odot (y \odot v)$

We want: $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

We get: $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

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AC Rules

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Example for associative-commutative rules:

Associative: $(x \odot y) \odot z = x \odot (y \odot z)$

Commutative: $x \odot y = y \odot x$

These 2 rules alone get stuck early (not confluent).

Example: $(z \odot x) \odot (y \odot v)$

We want: $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

We get: $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

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We need: AC rule $x \odot (y \odot z) = y \odot (x \odot z)$

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AC Rules

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Example for associative-commutative rules:

Associative: $(x \odot y) \odot z = x \odot (y \odot z)$

Commutative: $x \odot y = y \odot x$

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Example: $(z \odot x) \odot (y \odot v)$

We want: $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

We get: $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

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We need: AC rule $x \odot (y \odot z) = y \odot (x \odot z)$

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If these 3 rules are present for an AC operator

Isabelle will order terms correctly

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Demo

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Back to Confluence

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Last time: confluence in general is undecidable.



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Back to Confluence

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Last time: confluence in general is undecidable.

But: confluence for test systems is decidable!



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Back to Confluence

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Last time: confluence in general is undecidable.

But: confluence for terminating systems is decidable!

Problem: overlapping



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Back to Confluence

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Last time: confluence in general is undecidable.

But: confluence for term rewriting systems is decidable!

Problem: overlapping rules.



Definition:

Let $I_1 \rightarrow r_1$ and $I_2 \rightarrow r_2$ be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of I_1 unifies with I_2 .

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Back to Confluence

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But: confluence for term rewriting systems is decidable!

Problem: overlapping rules.



Definition:

Let $I_1 \rightarrow r_1$ and $I_2 \rightarrow r_2$ be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of r_1 unifies with I_2 .

Example:

Rules: (1) $f(x) \rightarrow a$ (2) $g(y) \rightarrow b$ (3) $f(g(z)) \rightarrow b$

Critical pairs:

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Back to Confluence

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Last time: confluence in general is undecidable.

But: confluence for term rewriting systems is decidable!

Problem: overlapping rules.



Definition:

Let $I_1 \rightarrow r_1$ and $I_2 \rightarrow r_2$ be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of I_1 unifies with I_2 .

Example:

Rules: (1) $f(x) \rightarrow a$ (2) $g(y) \rightarrow b$ (3) $f(g(z)) \rightarrow b$

Critical pairs:

$$\begin{array}{ll} (1)+(3) & \{x \mapsto g(z)\} \quad a \xleftarrow{(1)} f(g(z)) \xrightarrow{(3)} b \\ (3)+(2) & \{z \mapsto y\} \quad b \xleftarrow{(3)} f(g(y)) \xrightarrow{(2)} f(b) \end{array}$$

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Completion

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(1) $f\ x \rightarrow$



$y \rightarrow b$

(3) $f\ (g\ z) \rightarrow b$

t confluent

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Completion

程序代写代做 CS编程辅导

(1) $f\ x \rightarrow$



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it confluent

But it can be made confluent by adding rules!

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Completion

程序代写代做 CS编程辅导

(1) $f\ x \rightarrow$



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How: join all critical pairs
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Completion

程序代写代做 CS编程辅导

$$(1) f\ x \longrightarrow$$



$$y \longrightarrow b$$

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But it can be made confluent by adding rules!

How: join all critical pairs
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Example:

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$$(1)+(3) \quad \{x \mapsto y, g\ z\} \xrightarrow[a \leftarrow f(x)]{(1)} f\ (g\ z) \xrightarrow{(3)} b$$

shows that $a = b$ (because $a \xleftrightarrow{*} b$),

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shows that $a = b$ (because $a \xleftrightarrow{*} b$), so we add $a \longrightarrow b$ as a rule

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Completion

程序代写代做 CS编程辅导

$$(1) f(x) \rightarrow$$



$$y \rightarrow b$$

$$(3) f(g(z)) \rightarrow b$$

not confluent

But it can be made confluent by adding rules!

How: join all critical pairs
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Example:

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$$(1)+(3) \quad \{x \mapsto g(z)\} \xrightarrow{a+1} f(g(z)) \xrightarrow{(3)} b$$

shows that $a = b$ (because $a \xleftrightarrow{*} b$), so we add $a \rightarrow b$ as a rule

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This is the main idea of the Knuth-Bendix completion algorithm.

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Demo: **Waldmeister**
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Orthogonal Rewriting Systems

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Definitions:



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Orthogonal Rewriting Systems

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Definitions:

A rule $I \rightarrow r$ is left-linear if no variable occurs twice in r .



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Orthogonal Rewriting Systems

程序代写代做 CS编程辅导

Definitions:

A **rule** $I \rightarrow r$ is **left-linear** if every variable occurs at most once in r .

A **rewrite system** is left-linear if all rules are.



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Orthogonal Rewriting Systems

程序代写代做 CS编程辅导

Definitions:

A **rule** $I \rightarrow r$ is **left-linear** if no variable occurs twice in r .

A **rewrite system** is left-linear if all rules are.

A system is **orthogonal** if it is left-linear and has no critical pairs.

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Orthogonal Rewriting Systems

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Orthogonal rewrite systems are confluent

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Orthogonal Rewriting Systems

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Orthogonal rewrite systems are confluent

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We have learned today ...

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→ Conditional term re



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We have learned today ...

程序代写代做 CS编程辅导

- Conditional term re...
- Congruence rules



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We have learned today ...

程序代写代做 CS编程辅导

- Conditional term re...
- Congruence rules
- AC rules



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We have learned today ...

程序代写代做 CS编程辅导

- Conditional term re...
- Congruence rules
- AC rules
- More on confluence



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