
Isabelle/Isar quick reference

A.1 Proof commands

A.1.1 Primitives and basic syntax

fix \bar{x}	augment context by $\wedge \bar{x} . \square$
assume $a: \bar{\varphi}$	augment context by $\bar{\varphi} \implies \square$
then	indicate forward chaining of facts
have $a: \varphi$	prove local result
show $a: \varphi$	prove local result, refining some goal
using \bar{a}	indicate use of additional facts
unfolding \bar{a}	unfold definitional equations
proof $m_1 \dots$ qed m_2	indicate proof structure and refinements
{ ... }	declare explicit blocks
next	switch blocks
note $a = \bar{b}$	reconsider facts
let $p = t$	abbreviate terms by higher-order matching

theory-stmt = **theorem** *name: prop proof* | **definition** ... | ...

proof = *prfx** **proof** *method stmt** **qed** *method*
 | *prfx** **done**

prfx = **apply** *method*
 | **using** *name*⁺
 | **unfolding** *name*⁺

stmt = **{ stmt* }**
 | **next**
 | **note** *name = name*⁺
 | **let** *term = term*
 | **fix** *var*⁺
 | **assume** *name: prop*⁺
 | **then**[?] *goal*

goal = **have** *name: prop proof*
 | **show** *name: prop proof*

A.1.2 Abbreviations and synonyms

by m_1 m_2 \equiv **proof** m_1 **qed** m_2
 \dots \equiv **by rule**
 \cdot \equiv **by this**
hence \equiv **then have**
thus \equiv **then show**
from \bar{a} \equiv **note** *this* = \bar{a} **then**
with \bar{a} \equiv **from** \bar{a} **and** *this*

from *this* \equiv **then**
from *this* **have** \equiv **hence**
from *this* **show** \equiv **thus**

A.1.3 Derived elements

also₀ \approx **note** *calculation* = *this*
also _{$n+1$} \approx **note** *calculation* = *trans* [*OF calculation this*]
finally \approx **also from** *calculation*
moreover \approx **note** *calculation* = *calculation this*
ultimately \approx **moreover from** *calculation*

presume $a: \bar{\varphi}$ \approx **assume** $a: \bar{\varphi}$
def $a: x \equiv t$ \approx **fix** x **assume** $a: x \equiv t$
obtain \bar{x} **where** $a: \bar{\varphi}$ \approx \dots **fix** \bar{x} **assume** $a: \bar{\varphi}$
case c \approx **fix** \bar{x} **assume** $c: \bar{\varphi}$
sorry \approx **by cheating**

A.1.4 Diagnostic commands

pr print current state
thm \bar{a} print theorems
term t print term
prop φ print meta-level proposition
typ τ print meta-level type

A.2 Proof methods

Single steps (forward-chaining facts)

<i>assumption</i>	apply some assumption
<i>this</i>	apply current facts
<i>rule \bar{a}</i>	apply some rule
<i>rule</i>	apply standard rule (default for proof)
<i>contradiction</i>	apply \neg elimination rule (any order)
<i>cases t</i>	case analysis (provides cases)
<i>induct \bar{x}</i>	proof by induction (provides cases)

Repeated steps (inserting facts)

–	no rules
<i>intro \bar{a}</i>	introduction rules
<i>intro_classes</i>	class introduction rules
<i>elim \bar{a}</i>	elimination rules
<i>unfold \bar{a}</i>	definitions

Automated proof tools (inserting facts, or even prems!)

<i>rules</i>	intuitionistic proof search
<i>blast, fast</i>	Classical Reasoner
<i>simp, simp_all</i>	Simplifier (+ Splitter)
<i>auto, force</i>	Simplifier + Classical Reasoner
<i>arith</i>	Arithmetic procedure

A.3 Attributes

Operations

<i>OF</i> \bar{a}	rule resolved with facts (skipping “-”)
<i>of</i> \bar{t}	rule instantiated with terms (skipping “-”)
<i>where</i> $\bar{x} = \bar{t}$	rule instantiated with terms, by variable name
<i>symmetric</i>	resolution with symmetry rule
<i>THEN</i> b	resolution with another rule
<i>rule_format</i>	result put into standard rule format
<i>elim_format</i>	destruct rule turned into elimination rule format

Declarations

<i>simp</i>	Simplifier rule
<i>intro, elim, dest</i>	Pure or Classical Reasoner rule
<i>iff</i>	Simplifier + Classical Reasoner rule
<i>split</i>	case split rule
<i>trans</i>	transitivity rule
<i>sym</i>	symmetry rule

A.4 Rule declarations and methods

	<i>rule</i>	<i>rules</i>	<i>blast</i> etc.	<i>simp</i> etc.	<i>auto</i> etc.
<i>elim! intro!</i> (Pure)	×	×			
<i>elim intro</i> (Pure)	×	×			
<i>elim! intro!</i>	×		×		×
<i>elim intro</i>	×		×		×
<i>iff</i>	×		×	×	×
<i>iff?</i>	×				
<i>elim? intro?</i>	×				
<i>simp</i>				×	×
<i>cong</i>				×	×
<i>split</i>				×	×

A.5 Emulating tactic scripts

A.5.1 Commands

apply m	apply proof method at initial position
apply_end (m)	apply proof method near terminal position
done	complete proof
defer n	move subgoal to end
prefer n	move subgoal to beginning
back	backtrack last command

A.5.2 Methods

<i>rule_tac</i> $insts$	resolution (with instantiation)
<i>erule_tac</i> $insts$	elim-resolution (with instantiation)
<i>drule_tac</i> $insts$	destruct-resolution (with instantiation)
<i>frule_tac</i> $insts$	forward-resolution (with instantiation)
<i>cut_tac</i> $insts$	insert facts (with instantiation)
<i>thin_tac</i> φ	delete assumptions
<i>subgoal_tac</i> φ	new claims
<i>rename_tac</i> \bar{x}	rename suffix of goal parameters
<i>rotate_tac</i> n	rotate assumptions of goal
<i>tactic</i> $text$	arbitrary ML tactic
<i>case_tac</i> t	exhaustion (datatypes)
<i>induct_tac</i> \bar{x}	induction (datatypes)
<i>ind_cases</i> t	exhaustion + simplification (inductive sets)