An introduction to recursion and induction

A recursive datatype: toy lists

datatype 'a list = Nil | Cons 'a "'a list"

Nil: empty list

Cons x xs: head x :: 'a, tail xs :: 'a list

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A toy list: Cons False (Cons True Nil)

A recursive datatype: toy lists

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Predefined lists: [False, True]

Concrete syntax

In .thy files: Types and formulae need to be inclosed in "..."

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"..." normally not shown on slides

Structural induction on lists

P xs holds for all lists xs if

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P xs holds for all lists xs if

- P Nil
- and for arbitrary x and xs, P xs implies P (Cons x xs)

A recursive function: append

Declaration

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

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```
consts app :: "'a list <math>\Rightarrow 'a list \Rightarrow 'a list"
```

and definition by *primitive recursion*:

```
primrec
app Nil ys = ?
app (Cons x xs) ys = ??
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```

1 rule per constructor

Recursive calls must drop the constructor ⇒ Termination

Demo: append and reverse

Proofs

General schema:

```
lemma name: "..."
apply (...)
apply (...)

i
done
```

If the lemma is suitable as a simplification rule:

lemma name [simp]: "..."

Proof methods

- Structural induction
 - Format: (induct x)
 x must be a free variable in the first subgoal.
 The type of x must be a datatype.
 - Effect: generates 1 new subgoal per constructor
- Simplification and a bit of logic
 - Format: auto
 - Effect: tries to solve as many subgoals as possible using simplification and basic logical reasoning.

Top down proofs

sorry

"completes" any proof.

Suitable for top down developments: Assume lemmas first, prove them later.

Only allowed for interactive proof!