

1 CS101 λ -calculus theory

1.1 Parents

extends Base_theory

1.2 Basic λ -calculus computational rules

```
declare Cs101_lc!lambda{x. 't} (displayed as  $\lambda x.t$ )
declare Cs101_lc!apply{'a; 'b} (displayed as  $a b$ )
![] rewrite beta_reduction {| reduce |} : (( $\lambda x.t[x]$ ) a)  $\longleftrightarrow$  t[a]
```

1.3 Structural rules

```
declare Cs101_lc!member{'t; 'T} (displayed as  $t \in T$ )
![] rule type_axiom  $\Gamma$ :
   $\langle \Gamma \rangle; x : A; \langle \Delta \rangle \vdash x \in A$ 
![] rule swap  $\Gamma \Delta \Sigma$ :
   $\langle \Gamma \rangle; \langle \Sigma \rangle; \langle \Delta \rangle; \langle L \rangle \vdash C \longrightarrow$ 
   $\langle \Gamma \rangle; \langle \Delta \rangle; \langle \Sigma \rangle; \langle L \rangle \vdash C$ 
![] rule cut  $C \text{ bind}(x.t_1[x]) t_2$ :
   $\langle \Gamma \rangle \vdash t_2 \in C \longrightarrow$ 
   $\langle \Gamma \rangle; x : C \vdash t_1[x] \in T \longrightarrow$ 
   $\langle \Gamma \rangle \vdash t_1[t_2] \in T$ 
```

1.4 Constant Types

```
declare Cs101_lc!void (displayed as Void)
declare Cs101_lc!unit (displayed as Unit)
![] rule void_elim {| elim [] |}  $\Gamma$ :
   $\langle \Gamma \rangle; x : \text{Void}; \langle \Delta \rangle \vdash C[x]$ 
![] rule unit_type {| intro [] |} :
   $\langle \Gamma \rangle \vdash \cdot \in \text{Unit}$ 
```

1.5 Function type

```
declare Cs101_lc!fun{'A; x. B['x]} (displayed as  $x : A \rightarrow B[x]$ )
define unfold_fun : Cs101_lc!fun{'A; 'B}  $\longleftrightarrow$  ( $x : A \rightarrow B$ )
![] rule lambda_dep_type {| intro [] |} :
   $\langle \Gamma \rangle; x : A \vdash t[x] \in B[x] \longrightarrow$ 
   $\langle \Gamma \rangle \vdash (\lambda x.t[x]) \in (x : A \rightarrow B[x])$ 
*[1, 50] rule lambda_type {| intro [] |} :
   $\langle \Gamma \rangle; x : A \vdash t[x] \in B \longrightarrow$ 
```

```

    ⟨Γ⟩ ⊢ (λx.t[x]) ∈ (A → B)
  ![·] rule apply_dep_type {| intro [] |} (x : B → A[x]):
    ⟨Γ⟩ ⊢ a ∈ (x : B → A[x]) →
    ⟨Γ⟩ ⊢ b ∈ B →
    ⟨Γ⟩ ⊢ a b ∈ A[b]
  *[1, 62] rule apply_type {| intro [] |} B:
    ⟨Γ⟩ ⊢ a ∈ (B → A) →
    ⟨Γ⟩ ⊢ b ∈ B →
    ⟨Γ⟩ ⊢ a b ∈ A
  *[1, 58] rule example1 :
    ⊢ (λx.x) (λy.y) ∈ (A → A)
  *[1, 17] rule void_lambda :
    ⊢ (λx.t[x]) ∈ (Void → A)
  *[3, 33] rule fun_elim Γ bind(x.t₁[x]) Perv!bind{x, y. t₂[x; y]}:
    ⟨Γ⟩; x : A → B; ⟨Δ⟩ ⊢ t₁[x] ∈ A →
    ⟨Γ⟩; x : A → B; y : B; ⟨Δ⟩ ⊢ t₂[x; y] ∈ C →
    ⟨Γ⟩; x : A → B; ⟨Δ⟩ ⊢ t₂[x; (x t₁[x])] ∈ C

```

1.6 Product type

```

declare Cs101_lc!pair{'a; 'b} (displayed as (a, b))
declare Cs101_lc!fst{'a} (displayed as a.1)
declare Cs101_lc!snd{'a} (displayed as a.2)
![] rewrite reduce_fst {| reduce |} : (a, b).1 ↔ a
![] rewrite reduce_snd {| reduce |} : (a, b).2 ↔ b
declare Cs101_lc!prod{'A; x. B['x]} (displayed as x : A × B[x])
define unfold_prod : Cs101_lc!prod{'A; 'B} ↔ (x : A × B)
![] rule dep_pair_type {| intro [] |} :
  ⟨Γ⟩ ⊢ a ∈ A →
  ⟨Γ⟩ ⊢ b ∈ B[a] →
  ⟨Γ⟩ ⊢ (a, b) ∈ (x : A × B[x])
# rule pair_type {| intro [] |} :
  ⟨Γ⟩ ⊢ a ∈ A →
  ⟨Γ⟩ ⊢ b ∈ B →
  ⟨Γ⟩ ⊢ (a, b) ∈ (A × B)
![] rule pair_elim {| elim [] |} Γ:
  ⟨Γ⟩; u : A; v : B; ⟨Δ⟩ ⊢ t[(u, v)] ∈ C →
  ⟨Γ⟩; x : A × B; ⟨Δ⟩ ⊢ t[x] ∈ C
*[2, 87] rule fst_type {| intro [] |} B:
  ⟨Γ⟩ ⊢ a ∈ (A × B) →
  ⟨Γ⟩ ⊢ a.1 ∈ A
*[2, 87] rule snd_type {| intro [] |} A:
  ⟨Γ⟩ ⊢ a ∈ (A × B) →
  ⟨Γ⟩ ⊢ a.2 ∈ B

```

1.7 Disjoint union type

```

declare Cs101_lc!inl{'x} (displayed as inl x)
declare Cs101_lc!inr{'x} (displayed as inr x)
declare
  Cs101_lc!decide{'x; u. t1['u]; v. t2['v]}
  (displayed as match x with inl u → t1[u] | inr v → t2[v])
>[] rewrite reduce_inl { | reduce | } :
  match (inl x) with inl u → t1[u] | inr v → t2[v] ↔ t1[x]
>[] rewrite reduce_inr { | reduce | } :
  match (inr x) with inl u → t1[u] | inr v → t2[v] ↔ t2[x]
declare Cs101_lc!union{'A; 'B} (displayed as A + B)
![·] rule inl_type { | intro [] | } :
  ⟨Γ⟩ ⊢ a ∈ A →
  ⟨Γ⟩ ⊢ (inl a) ∈ (A + B)
![·] rule inr_type { | intro [] | } :
  ⟨Γ⟩ ⊢ b ∈ B →
  ⟨Γ⟩ ⊢ (inr b) ∈ (A + B)
![·] rule union_elim { | elim [] | } Γ:
  ⟨Γ⟩; u : A; ⟨Δ[inl u]⟩ ⊢ t[(inl u)] ∈ C[(inl u)] →
  ⟨Γ⟩; v : B; ⟨Δ[inr v]⟩ ⊢ t[(inr v)] ∈ C[(inr v)] →
  ⟨Γ⟩; x : A + B; ⟨Δ[x]⟩ ⊢ t[x] ∈ C[x]
# rule decide_type { | intro [] | } (A + B):
  ⟨Γ⟩ ⊢ x ∈ (A + B) →
  ⟨Γ⟩; u : A ⊢ t1[u] ∈ C →
  ⟨Γ⟩; v : B ⊢ t2[v] ∈ C →
  ⟨Γ⟩ ⊢ match x with inl u → t1[u] | inr v → t2[v] ∈ C
*[2, 83] rule example2 :

  ⊢
  (λx.match x with inl u → u | inr v → v)
  ∈
  (x : (A + B) → match x with inl u → A | inr v → B)

```

2 CS101 Intuitionistic Logic Theory

2.1 Parents

The CS101 formalization of intuitionistic logic is grounded in the Base theory, that defines basic concepts and basic proof search automation.

```

extends Base.theory
extends Cs101_lc

```

2.2 Terms

The following declarations define the language of the logic.

```

define unfold_true : Cs101_int!true  $\longleftrightarrow$  Unit
define unfold_false : Cs101_int!false  $\longleftrightarrow$  Void
define unfold_or : Cs101_int!or{'A; 'B}  $\longleftrightarrow$  (A + B)
define unfold_and : Cs101_int!and{'A; 'B}  $\longleftrightarrow$  (A  $\times$  B)
define unfold_implies : Cs101_int!implies{'A; 'B}  $\longleftrightarrow$  (A  $\rightarrow$  B)
define unfold_not : Cs101_int!not{'A}  $\longleftrightarrow$  (A  $\rightarrow$  False)

```

2.3 Rules

The rules below are exactly the same that were presented and discussed in the first week of the class.

```

! [t] rule useWitness t:
  <math>\langle \Gamma \rangle \vdash t \in T \longrightarrow</math>
  <math>\langle \Gamma \rangle \vdash T</math>
! [c[a]] rule cutWitness A:
  a: <math>\langle \Gamma \rangle \vdash A \longrightarrow</math>
  c[x]: <math>\langle \Gamma \rangle; x : A \vdash C \longrightarrow</math>
  <math>\langle \Gamma \rangle \vdash C</math>
* [1, 9] rule swap  $\Gamma \Delta \Sigma$ :
  <math>\langle \Gamma \rangle; \langle \Sigma \rangle; \langle \Delta \rangle; \langle L \rangle \vdash C \longrightarrow</math>
  <math>\langle \Gamma \rangle; \langle \Delta \rangle; \langle \Sigma \rangle; \langle L \rangle \vdash C</math>
* [1, 18] rule axiom  $\Gamma$ :
  <math>\langle \Gamma \rangle; A; \langle \Delta \rangle \vdash A</math>
* [2, 20] rule copy  $\Gamma$ :
  <math>\langle \Gamma \rangle; A; A; \langle \Delta \rangle \vdash C \longrightarrow</math>
  <math>\langle \Gamma \rangle; A; \langle \Delta \rangle \vdash C</math>
! [t] rule thin  $\Gamma$ :
  t: <math>\langle \Gamma \rangle; \langle \Delta \rangle \vdash C \longrightarrow</math>
  <math>\langle \Gamma \rangle; A; \langle \Delta \rangle \vdash C</math>
* [2, 15] rule true_i { | intro [] | } :
  <math>\langle \Gamma \rangle \vdash True</math>
* [1, 24] rule false_e { | elim [] | }  $\Gamma$ :
  <math>\langle \Gamma \rangle; False; \langle \Delta \rangle \vdash C</math>
! [(<math>\lambda x. t[x]</math>)] rule imp_i { | intro [] | } :
  t[x]: <math>\langle \Gamma \rangle; x : A \vdash B \longrightarrow</math>
  <math>\langle \Gamma \rangle \vdash A \rightarrow B</math>
* [7, 112] rule imp_e { | elim [] | }  $\Gamma$ :
  <math>\langle \Gamma \rangle; \langle \Delta \rangle \vdash A \longrightarrow</math>
  <math>\langle \Gamma \rangle; B; \langle \Delta \rangle \vdash C \longrightarrow</math>
  <math>\langle \Gamma \rangle; A \rightarrow B; \langle \Delta \rangle \vdash C</math>
# rule or_i1 { | intro [(SelectOption 1)] | } :

```

```

       $\langle \Gamma \rangle \vdash A \longrightarrow$ 
       $\langle \Gamma \rangle \vdash A \vee B$ 
# rule or_i2 { | intro [(SelectOption 2)] | } :
       $\langle \Gamma \rangle \vdash B \longrightarrow$ 
       $\langle \Gamma \rangle \vdash A \vee B$ 
# rule or_e { | elim [] | }  $\Gamma$ :
       $\langle \Gamma \rangle; A; \langle \Delta \rangle \vdash C \longrightarrow$ 
       $\langle \Gamma \rangle; B; \langle \Delta \rangle \vdash C \longrightarrow$ 
       $\langle \Gamma \rangle; A \vee B; \langle \Delta \rangle \vdash C$ 
# rule and_i { | intro [] | } :
       $\langle \Gamma \rangle \vdash A \longrightarrow$ 
       $\langle \Gamma \rangle \vdash B \longrightarrow$ 
       $\langle \Gamma \rangle \vdash A \wedge B$ 
# rule and_e { | elim [] | }  $\Gamma$ :
       $\langle \Gamma \rangle; A; B; \langle \Delta \rangle \vdash C \longrightarrow$ 
       $\langle \Gamma \rangle; A \wedge B; \langle \Delta \rangle \vdash C$ 
# rule not_i { | intro [] | } :
       $\langle \Gamma \rangle; A \vdash False \longrightarrow$ 
       $\langle \Gamma \rangle \vdash \neg A$ 
# rule not_e { | elim [] | }  $\Gamma$ :
       $\langle \Gamma \rangle; \langle \Delta \rangle \vdash A \longrightarrow$ 
       $\langle \Gamma \rangle; \neg A; \langle \Delta \rangle \vdash C$ 

```

3 CS101 Classical Logic Theory

The CS101 formalization of classical logic is implemented by extending the intuitionistic logic with the “proof by contradiction” rule.

```

extends Cs101_int
! $\cdot$ ] rule contradict :
   $\langle \Gamma \rangle; \neg A \vdash False \longrightarrow$ 
   $\langle \Gamma \rangle \vdash A$ 

```