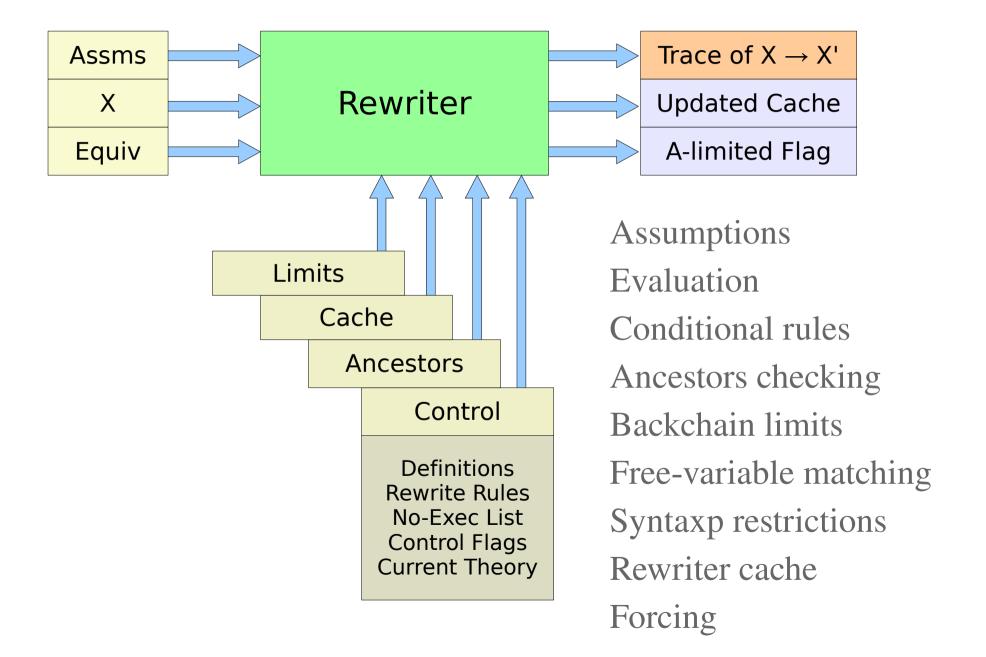
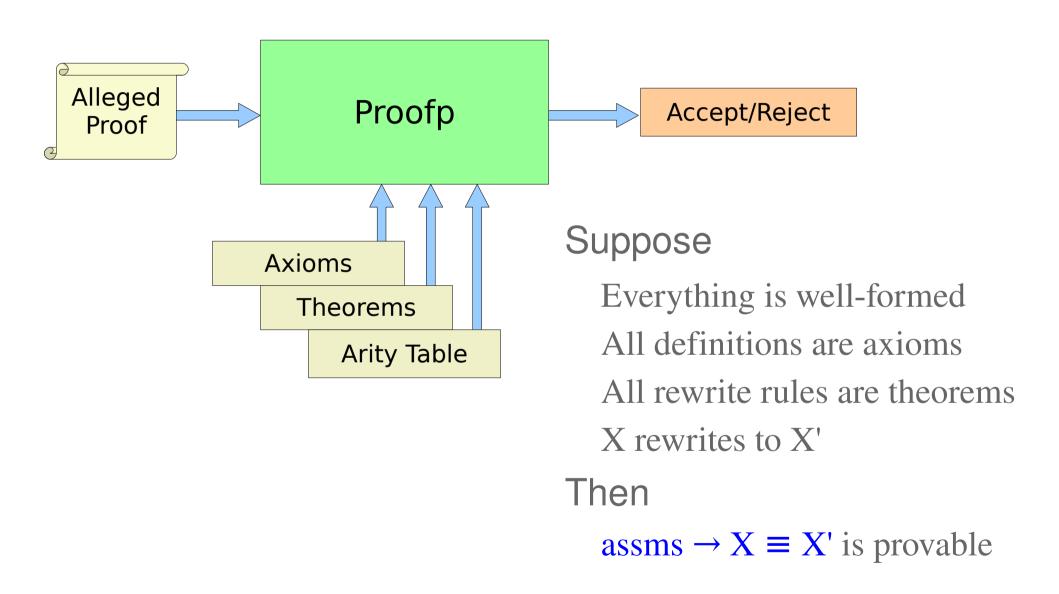
The Milawa Rewriter and an ACL2 Proof of its Soundness

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The Milawa Rewriter



Soundness of the Rewriter



The Milawa Logic

Prop. Schema

$$\neg A \lor A$$

Contraction

$$\frac{A \lor A}{A}$$

Expansion

$$\frac{A}{B \vee A}$$

Associativity

$$\frac{A \vee (B \vee C)}{(A \vee B) \vee C}$$

Cut

$$\frac{A \lor B \quad \neg A \lor C}{B \lor C}$$

Instantiation

Induction

Reflexivity Axiom

$$x = x$$

Equality Axiom

$$x_1 = y_1 \longrightarrow x_2 = y_2 \longrightarrow x_1 = x_2 \longrightarrow y_1 = y_2$$

Referential Transparency

$$x_1 = y_1 \rightarrow ... \rightarrow x_n = y_n \rightarrow f(x_1, ..., x_n) = f(y_1, ..., y_n)$$

Beta Reduction

$$((\lambda x_1 \dots x_n \cdot \beta) t_1 \dots t_n) = \beta/[x_1 \leftarrow t_1, \dots, x_n \leftarrow t_n]$$

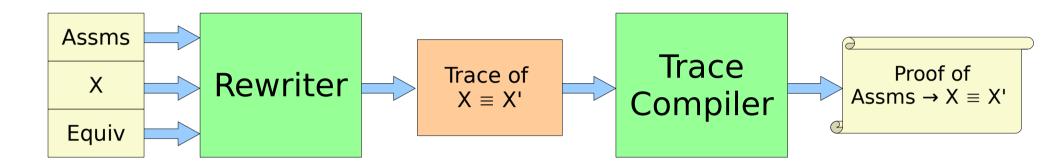
Base Evaluation

e.g.,
$$1+2=3$$

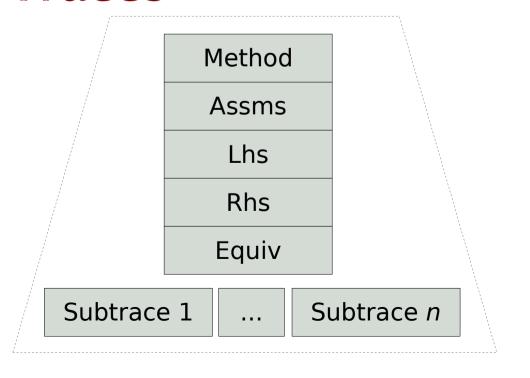
Lisp Axioms

e.g.,
$$consp(cons(x, y)) = t$$

Structure of the Proof



Traces



Example: transitivity traces

$$\begin{bmatrix} assms \rightarrow] X \equiv Y \\ [assms \rightarrow] Y \equiv Z \\ \hline [assms \rightarrow] X \equiv Z \end{bmatrix}$$

Kinds of Traces

Failure

$$[assms \rightarrow] x \equiv x$$

If, false case

$$[assms \rightarrow] x_1 \text{ iff false}$$

$$[assms \rightarrow] z_1 \equiv z_2$$

$$[assms \rightarrow] \text{ if } (x_1, y_1, z_1) \equiv z_2$$

If, true case

$$[assms \rightarrow] x_1 \text{ iff true}$$

$$[assms \rightarrow] y_1 \equiv y_2$$

$$[assms \rightarrow] \text{ if } (x_1, y_1, z_1) \equiv y_2$$

Not congruence

$$[assms \to] x iff x'$$
$$[assms \to] not(x) \equiv not(x')$$

 $[assms \rightarrow] f(a_1, \ldots, a_n) \equiv f(a_1', \ldots, a_n')$

Equiv by args

$$[assms
ightarrow] a_1 = {a_1}'$$
 \dots
 $[assms
ightarrow] a_n = {a_n}'$

Transitivity

$$\begin{bmatrix} assms \to \end{bmatrix} x \equiv y$$
$$\begin{bmatrix} assms \to \end{bmatrix} y \equiv z$$
$$\begin{bmatrix} assms \to \end{bmatrix} x \equiv z$$

If, same case

$$[assms \rightarrow] x_1 \text{ iff } x_2$$

$$x_2, assms \rightarrow y \equiv w$$

$$\neg x_2, assms \rightarrow z \equiv w$$

$$[assms \rightarrow] \text{ if } (x_1, y, z) \equiv w$$

If, general case

$$[assms
ightarrow] x_1 \ iff \ x_2$$
 $x_2, assms
ightarrow y_1 \equiv y_2$
 $\neg x_2, assms
ightarrow z_1 \equiv z_2$
 $[assms
ightarrow] \ if(x_1, y_1, z_1) \equiv if(x_2, y_2, z_2)$

If-not normalization

$$[assms \rightarrow] if(x, false, true) \equiv not(x)$$

Lambda equiv by args

$$[assms
ightarrow] a_1 = a_1'$$
...
 $[assms
ightarrow] a_n = a_n'$
 $[assms
ightarrow] (\lambda x_1 \dots x_n \cdot \beta) a_1 \dots a_n \equiv (\lambda x_1 \dots x_n \cdot \beta) a_1' \dots a_n'$

Beta reduction

$$[assms \rightarrow] (\lambda x_1 \dots x_n \cdot \beta) \ a_1 \dots a_n \equiv \beta/[x_1 \leftarrow a_1, \dots, x_n \leftarrow a_n]$$

Ground evaluation

(Where lhs evaluates to rhs)

$$[assms \rightarrow] lhs \equiv rhs$$

Rule application

(Justified by a rewrite rule)
$$[assms \rightarrow] hyp_1 iff true$$
...
$$[assms \rightarrow] hyp_n iff true$$

$$[assms \rightarrow] lhs \equiv rhs$$

Assumptions

(Justified by an assumption)

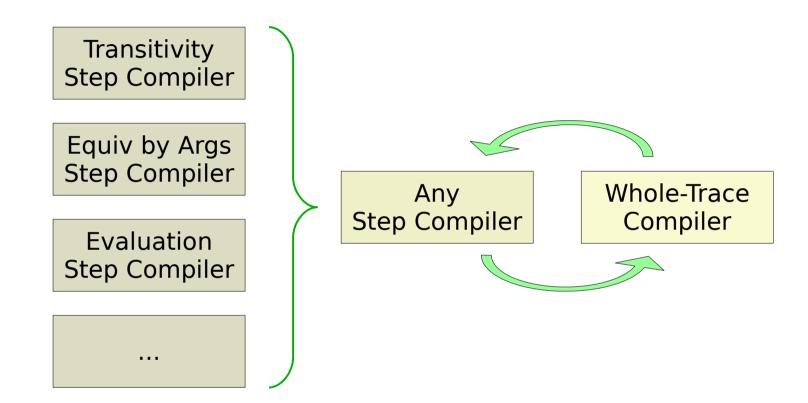
$$[assms \rightarrow] lhs \equiv rhs$$

Forcing

(Must be justified later)

$$[assms \rightarrow] lhs iff true$$

Compiling Traces



Application to "bootstrapping"

Shameless Plug

The paper is available on my web site

http://www.cs.utexas.edu/~jared

Defining provability Ancestors checking

The assumptions system Free-variable matching

The evaluator Syntactic restrictions

Rewrite traces Caching

The rewriter Forcing

