

# The ACL2 Theorem Prover: Round 2

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# IMPS vs. ACL2

## IMPS

### UI ENVIRONMENT

- Emacs

### LOGIC

- Simple Type Theory

### THEOREM PROVING

- interactive environment
- use of tactics possible

### PROOF-SCRIPTS

- somewhat legible
- generated by deduction graph

### THEORIES

- theory is set of axioms
- Support for theory interpretations

## ACL2

### UI ENVIRONMENT

- Text-based + Emacs for Proof Trees
- DrACuLa: ACL2 in DrScheme
- ACL2(s) – Eclipse plugin

### LOGIC

- FOL + Recursive functions

### THEOREM PROVING

- highly automated
- can provide hints to prover

### PROOF-SCRIPTS

- very legible (write your own!)

### THEORIES

- theory is set of “runes” (rule names)
- No support for theory interpretations; set operations on theories

# Example of Proof Script

```
(defthm integer-implies-square-is-integer
  (implies (integerp u) (integerp (* u u)) )
  :rule-classes nil
)

(defthm even-square-implies-even-square-divisible-by-4
  (implies (and (integerp p) (evenp (* p p)))
    (integerp (* 1/4 p p)))
  :hints (("Goal"
    :use ((:instance even-square-implies-even)
      (:instance integer-implies-square-is-integer (u (* 1/2 p)) )
    )
    :in-theory (disable even-square-implies-even)
  ))
)
```

# Applications

## AMD5k86

- Verification of floating point division micro-code

Motorola CAP (complex arithmetic processor) digital signal processor

## Java Virtual Mchine

Proving theorems about JVM model behaviour when interpreting bytecodes

# Questions

Any questions or comments?

# References

- Moore, J. S. – ‘An ACL proof of Write Invalidate Cache Coherence’,  
<http://citeseer.ist.psu.edu/cache/papers/cs/1068/http>
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<http://www.cs.utexas.edu/users/moore/publications/k>
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