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Titolo	The little prover // Daniel P. Friedman, Carl Eastlund ; drawings by Duane Bibby ; foreword by J Strother More
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Descrizione fisica	1 online resource (244 p.)
Altri autori (Persone)	EastlundCarl
Disciplina	511.3/6028563
Soggetti	Automatic theorem proving LISP (Computer program language)
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro; Contents; Foreword; Preface; 1. Old Games, New Rules; 2. Even Older Games; 3. What's in a Name?; 4. Part of This Total Breakfast; 5. Think It Over and Over and Over; 6. Think It Through; 7. Oh My, Stars!; 8. Learning the Rules; 9. Changing the Rules; 10. The Stars Are Aligned; Recess; The Proof of the Pudding; The Little Assistant; Restless for More?; Afterword; Index
Sommario/riassunto	The Little Prover introduces inductive proofs as a way to determine facts about computer programs. It is written in an approachable, engaging style of question-and-answer, with the characteristic humor of The Little Schemer (fourth edition, MIT Press). Sometimes the best way to learn something is to sit down and do it; the book takes readers through step-by-step examples showing how to write inductive proofs. The Little Prover assumes only knowledge of recursive programs and lists (as presented in the first three chapters of The Little Schemer) and uses only a few terms beyond what novice programmers already know. The book comes with a simple proof assistant to help readers work through the book and complete solutions to every example.