

What's in Main

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Abstract

This document lists the main types, functions and syntax provided by theory *Main*. It is meant as a quick overview of what is available. For infix operators and their precedences see the final section. The sophisticated class structure is only hinted at. For details see <https://isabelle.in.tum.de/library/HOL>.

HOL

The basic logic: $x = y$, *True*, *False*, $\neg P$, $P \wedge Q$, $P \vee Q$, $P \rightarrow Q$, $\forall x. P$, $\exists x. P$, $\exists!x. P$, *THE* x . P .

undefined :: 'a
default :: 'a

Syntax

$$\begin{array}{lll} x \neq y & \equiv & \neg (x = y) & (\sim=) \\ P \longleftrightarrow Q & \equiv & P = Q \\ \text{if } x \text{ then } y \text{ else } z & \equiv & \text{If } x \ y \ z \\ \text{let } x = e_1 \text{ in } e_2 & \equiv & \text{Let } e_1 \ (\lambda x. \ e_2) \end{array}$$

Orderings

A collection of classes defining basic orderings: preorder, partial order, linear order, dense linear order and wellorder.

(\leq)	$:: 'a \Rightarrow 'a \Rightarrow \text{bool}$	(\leq)
$(<)$	$:: 'a \Rightarrow 'a \Rightarrow \text{bool}$	
Least	$:: ('a \Rightarrow \text{bool}) \Rightarrow 'a$	
Greatest	$:: ('a \Rightarrow \text{bool}) \Rightarrow 'a$	
min	$:: 'a \Rightarrow 'a \Rightarrow 'a$	
max	$:: 'a \Rightarrow 'a \Rightarrow 'a$	
top	$:: 'a$	
bot	$:: 'a$	
mono	$:: ('a \Rightarrow 'b) \Rightarrow \text{bool}$	
strict_mono	$:: ('a \Rightarrow 'b) \Rightarrow \text{bool}$	

Syntax

$$\begin{aligned}
 x \geq y &\equiv y \leq x & (>=) \\
 x > y &\equiv y < x \\
 \forall x \leq y. P &\equiv \forall x. x \leq y \longrightarrow P \\
 \exists x \leq y. P &\equiv \exists x. x \leq y \wedge P \\
 \text{Similarly for } <, \geq \text{ and } > \\
 \text{LEAST } x. P &\equiv \text{Least } (\lambda x. P) \\
 \text{GREATEST } x. P &\equiv \text{Greatest } (\lambda x. P)
 \end{aligned}$$

Lattices

Classes semilattice, lattice, distributive lattice and complete lattice (the latter in theory *HOL.Set*).

$$\begin{aligned}
 \text{inf} &:: 'a \Rightarrow 'a \Rightarrow 'a \\
 \text{sup} &:: 'a \Rightarrow 'a \Rightarrow 'a \\
 \text{Inf} &:: 'a \text{ set} \Rightarrow 'a \\
 \text{Sup} &:: 'a \text{ set} \Rightarrow 'a
 \end{aligned}$$

Syntax

Available by loading theory *Lattice_Syntax* in directory *Library*.

$$\begin{aligned}
 x \sqsubseteq y &\equiv x \leq y \\
 x \sqsubset y &\equiv x < y \\
 x \sqcap y &\equiv \text{inf } x \ y \\
 x \sqcup y &\equiv \text{sup } x \ y \\
 \sqcap A &\equiv \text{Inf } A
 \end{aligned}$$

$$\sqcup A \equiv \text{Sup } A$$

$$\top \equiv \text{top}$$

$$\perp \equiv \text{bot}$$

Set

$\{\}$::	'a set
insert	::	'a \Rightarrow 'a set \Rightarrow 'a set
Collect	::	('a \Rightarrow bool) \Rightarrow 'a set
(\in)	::	'a \Rightarrow 'a set \Rightarrow bool
(\cup)	::	'a set \Rightarrow 'a set \Rightarrow 'a set
(\cap)	::	'a set \Rightarrow 'a set \Rightarrow 'a set
\bigcup	::	'a set set \Rightarrow 'a set
\bigcap	::	'a set set \Rightarrow 'a set
Pow	::	'a set \Rightarrow 'a set set
UNIV	::	'a set
(\cdot)	::	('a \Rightarrow 'b) \Rightarrow 'a set \Rightarrow 'b set
Ball	::	'a set \Rightarrow ('a \Rightarrow bool) \Rightarrow bool
Bex	::	'a set \Rightarrow ('a \Rightarrow bool) \Rightarrow bool

Syntax

$\{a_1, \dots, a_n\}$	\equiv	$\text{insert } a_1 (\dots (\text{insert } a_n \{\}) \dots)$
$a \notin A$	\equiv	$\neg(x \in A)$
$A \subseteq B$	\equiv	$A \leq B$
$A \subset B$	\equiv	$A < B$
$A \supseteq B$	\equiv	$B \leq A$
$A \supset B$	\equiv	$B < A$
$\{x. P\}$	\equiv	$\text{Collect } (\lambda x. P)$
$\{t \mid x_1 \dots x_n. P\}$	\equiv	$\{v. \exists x_1 \dots x_n. v = t \wedge P\}$
$\bigcup_{x \in I.} A$	\equiv	$\bigcup ((\lambda x. A) ` I)$
$\bigcup x. A$	\equiv	$\bigcup ((\lambda x. A) ` \text{UNIV})$
$\bigcap_{x \in I.} A$	\equiv	$\bigcap ((\lambda x. A) ` I)$
$\bigcap x. A$	\equiv	$\bigcap ((\lambda x. A) ` \text{UNIV})$
$\forall x \in A. P$	\equiv	$\text{Ball } A (\lambda x. P)$
$\exists x \in A. P$	\equiv	$\text{Bex } A (\lambda x. P)$
$\text{range } f$	\equiv	$f ` \text{UNIV}$

Fun

```

id      :: 'a ⇒ 'a
(○)    :: ('a ⇒ 'b) ⇒ ('c ⇒ 'a) ⇒ 'c ⇒ 'b      (○)
inj_on :: ('a ⇒ 'b) ⇒ 'a set ⇒ bool
inj    :: ('a ⇒ 'b) ⇒ bool
surj   :: ('a ⇒ 'b) ⇒ bool
bij    :: ('a ⇒ 'b) ⇒ bool
bij_betw :: ('a ⇒ 'b) ⇒ 'a set ⇒ 'b set ⇒ bool
fun_upd :: ('a ⇒ 'b) ⇒ 'a ⇒ 'b ⇒ 'a ⇒ 'b

```

Syntax

$$\begin{aligned}
f(x := y) &\equiv \text{fun_upd } f \ x \ y \\
f(x_1 := y_1, \dots, x_n := y_n) &\equiv f(x_1 := y_1) \dots (x_n := y_n)
\end{aligned}$$

Hilbert _ Choice

Hilbert's selection (ε) operator: *SOME* x . P .

$$\text{inv_into} :: 'a \text{ set} \Rightarrow ('a \Rightarrow 'b) \Rightarrow 'b \Rightarrow 'a$$

Syntax

$$\text{inv} \equiv \text{inv_into UNIV}$$

Fixed Points

Theory: *HOL.Inductive*.

Least and greatest fixed points in a complete lattice ' a :

$$\begin{aligned}
\text{lfp} &:: ('a \Rightarrow 'a) \Rightarrow 'a \\
\text{gfp} &:: ('a \Rightarrow 'a) \Rightarrow 'a
\end{aligned}$$

Note that in particular sets ($'a \Rightarrow \text{bool}$) are complete lattices.

Sum _ Type

Type constructor $+$.

$$\begin{aligned}
\text{Inl} &:: 'a \Rightarrow 'a + 'b \\
\text{Inr} &:: 'a \Rightarrow 'b + 'a \\
(<+>) &:: 'a \text{ set} \Rightarrow 'b \text{ set} \Rightarrow ('a + 'b) \text{ set}
\end{aligned}$$

Product_Type

Types *unit* and \times .

$()$	$:: unit$
$Pair$	$:: 'a \Rightarrow 'b \Rightarrow 'a \times 'b$
fst	$:: 'a \times 'b \Rightarrow 'a$
snd	$:: 'a \times 'b \Rightarrow 'b$
$case_prod$	$:: ('a \Rightarrow 'b \Rightarrow 'c) \Rightarrow 'a \times 'b \Rightarrow 'c$
$curry$	$:: ('a \times 'b \Rightarrow 'c) \Rightarrow 'a \Rightarrow 'b \Rightarrow 'c$
$Sigma$	$:: 'a set \Rightarrow ('a \Rightarrow 'b set) \Rightarrow ('a \times 'b) set$

Syntax

$$\begin{aligned} (a, b) &\equiv Pair\ a\ b \\ \lambda(x, y). t &\equiv case_prod\ (\lambda x\ y. t) \\ A \times B &\equiv Sigma\ A\ (\lambda_.\ B) \end{aligned}$$

Pairs may be nested. Nesting to the right is printed as a tuple, e.g. (a, b, c) is really $(a, (b, c))$. Pattern matching with pairs and tuples extends to all binders, e.g. $\forall(x, y) \in A. P, \{(x, y). P\}$, etc.

Relation

$converse$	$:: ('a \times 'b) set \Rightarrow ('b \times 'a) set$
(O)	$:: ('a \times 'b) set \Rightarrow ('b \times 'c) set \Rightarrow ('a \times 'c) set$
$(')$	$:: ('a \times 'b) set \Rightarrow 'a set \Rightarrow 'b set$
inv_image	$:: ('a \times 'a) set \Rightarrow ('b \Rightarrow 'a) \Rightarrow ('b \times 'b) set$
Id_on	$:: 'a set \Rightarrow ('a \times 'a) set$
Id	$:: ('a \times 'a) set$
$Domain$	$:: ('a \times 'b) set \Rightarrow 'a set$
$Range$	$:: ('a \times 'b) set \Rightarrow 'b set$
$Field$	$:: ('a \times 'a) set \Rightarrow 'a set$
$refl_on$	$:: 'a set \Rightarrow ('a \times 'a) set \Rightarrow bool$
$refl$	$:: ('a \times 'a) set \Rightarrow bool$
sym	$:: ('a \times 'a) set \Rightarrow bool$
$antisym$	$:: ('a \times 'a) set \Rightarrow bool$
$trans$	$:: ('a \times 'a) set \Rightarrow bool$
$irrefl$	$:: ('a \times 'a) set \Rightarrow bool$
$total_on$	$:: 'a set \Rightarrow ('a \times 'a) set \Rightarrow bool$
$total$	$:: ('a \times 'a) set \Rightarrow bool$

Syntax

$$r^{-1} \equiv converse\ r\ (\wedge^{-1})$$

Type synonym $'a\ rel = ('a \times 'a)\ set$

Equiv_Relations

```
equiv      :: 'a set ⇒ ('a × 'a) set ⇒ bool
(//)       :: 'a set ⇒ ('a × 'a) set ⇒ 'a set set
congruent :: ('a × 'a) set ⇒ ('a ⇒ 'b) ⇒ bool
congruent2 :: ('a × 'a) set ⇒ ('b × 'b) set ⇒ ('a ⇒ 'b ⇒ 'c) ⇒ bool
```

Syntax

$$\begin{aligned} f \text{ respects } r &\equiv \text{congruent } r f \\ f \text{ respects2 } r &\equiv \text{congruent2 } r r f \end{aligned}$$

Transitive_Closure

```
rtrancl :: ('a × 'a) set ⇒ ('a × 'a) set
trancl   :: ('a × 'a) set ⇒ ('a × 'a) set
reflcl   :: ('a × 'a) set ⇒ ('a × 'a) set
acyclic  :: ('a × 'a) set ⇒ bool
(^^)      :: ('a × 'a) set ⇒ nat ⇒ ('a × 'a) set
```

Syntax

$$\begin{aligned} r^* &\equiv rtrancl r \quad (^*) \\ r^+ &\equiv trancl r \quad (^+) \\ r^= &\equiv reflcl r \quad (^=) \end{aligned}$$

Algebra

Theories *HOL.Groups*, *HOL.Rings*, *HOL.Fields* and *HOL.Divides* define a large collection of classes describing common algebraic structures from semi-groups up to fields. Everything is done in terms of overloaded operators:

$$\begin{aligned} 0 &\quad :: 'a \\ 1 &\quad :: 'a \\ (+) &\quad :: 'a \Rightarrow 'a \Rightarrow 'a \\ (-) &\quad :: 'a \Rightarrow 'a \Rightarrow 'a \end{aligned}$$

```

 $uminus :: 'a \Rightarrow 'a$             $(-)$ 
 $(*) :: 'a \Rightarrow 'a \Rightarrow 'a$ 
 $inverse :: 'a \Rightarrow 'a$ 
 $(div) :: 'a \Rightarrow 'a \Rightarrow 'a$ 
 $abs :: 'a \Rightarrow 'a$ 
 $sgn :: 'a \Rightarrow 'a$ 
 $(dvd) :: 'a \Rightarrow 'a \Rightarrow bool$ 
 $(div) :: 'a \Rightarrow 'a \Rightarrow 'a$ 
 $(mod) :: 'a \Rightarrow 'a \Rightarrow 'a$ 

```

Syntax

$$|x| \equiv abs\ x$$

Nat

datatype $nat = 0 \mid Suc\ nat$

```

 $(+) (-) (*) (^) (div) (mod) (dvd)$ 
 $(\leq) (<) min max Min Max$ 
 $of\_nat :: nat \Rightarrow 'a$ 
 $(^ ^) :: ('a \Rightarrow 'a) \Rightarrow nat \Rightarrow 'a \Rightarrow 'a$ 

```

Int

Type int

```

 $(+) (-) uminus (*) (^) (div) (mod) (dvd)$ 
 $(\leq) (<) min max Min Max$ 
 $abs sgn$ 
 $nat :: int \Rightarrow nat$ 
 $of\_int :: int \Rightarrow 'a$ 
 $\mathbb{Z} :: 'a set$           (Ints)

```

Syntax

$$int \equiv of_nat$$

Finite_Set

```

finite          :: 'a set ⇒ bool
card            :: 'a set ⇒ nat
Finite_Set.fold :: ('a ⇒ 'b ⇒ 'b) ⇒ 'b ⇒ 'a set ⇒ 'b

```

Lattices _ Big

```

Min           :: 'a set ⇒ 'a
Max           :: 'a set ⇒ 'a
arg_min      :: ('a ⇒ 'b) ⇒ ('a ⇒ bool) ⇒ 'a
is_arg_min   :: ('a ⇒ 'b) ⇒ ('a ⇒ bool) ⇒ 'a ⇒ bool
arg_max      :: ('a ⇒ 'b) ⇒ ('a ⇒ bool) ⇒ 'a
is_arg_max   :: ('a ⇒ 'b) ⇒ ('a ⇒ bool) ⇒ 'a ⇒ bool

```

Syntax

$$\begin{aligned} ARG_MIN f x. P &\equiv arg_min f (\lambda x. P) \\ ARG_MAX f x. P &\equiv arg_max f (\lambda x. P) \end{aligned}$$

Groups _ Big

```

sum :: ('a ⇒ 'b) ⇒ 'a set ⇒ 'b
prod :: ('a ⇒ 'b) ⇒ 'a set ⇒ 'b

```

Syntax

$$\begin{aligned} \sum A &\equiv sum (\lambda x. x) A \quad (\text{SUM}) \\ \sum_{x \in A.} t &\equiv sum (\lambda x. t) A \\ \sum_{x|P.} t &\equiv \sum x | P. t \\ \text{Similarly for } \prod \text{ instead of } \sum & \quad (\text{PROD}) \end{aligned}$$

Wellfounded

```

wf          :: ('a × 'a) set ⇒ bool
Wellfounded.acc :: ('a × 'a) set ⇒ 'a set
measure     :: ('a ⇒ nat) ⇒ ('a × 'a) set
(<*lex*>)   :: ('a × 'a) set ⇒ ('b × 'b) set ⇒ (('a × 'b) × 'a × 'b) set
(<*mlex*>)  :: ('a ⇒ nat) ⇒ ('a × 'a) set ⇒ ('a × 'a) set

```

$less_than :: (nat \times nat) set$
 $pred_nat :: (nat \times nat) set$

Set _ Interval

$lessThan$	$:: 'a \Rightarrow 'a set$
$atMost$	$:: 'a \Rightarrow 'a set$
$greaterThan$	$:: 'a \Rightarrow 'a set$
$atLeast$	$:: 'a \Rightarrow 'a set$
$greaterThanLessThan$	$:: 'a \Rightarrow 'a \Rightarrow 'a set$
$atLeastLessThan$	$:: 'a \Rightarrow 'a \Rightarrow 'a set$
$greaterThanAtMost$	$:: 'a \Rightarrow 'a \Rightarrow 'a set$
$atLeastAtMost$	$:: 'a \Rightarrow 'a \Rightarrow 'a set$

Syntax

$\{.. < y\}$	$\equiv lessThan y$
$\{..y\}$	$\equiv atMost y$
$\{x <..\}$	$\equiv greaterThan x$
$\{x..\}$	$\equiv atLeast x$
$\{x <.. < y\}$	$\equiv greaterThanLessThan x y$
$\{x.. < y\}$	$\equiv atLeastLessThan x y$
$\{x <.. y\}$	$\equiv greaterThanAtMost x y$
$\{x..y\}$	$\equiv atLeastAtMost x y$
$\bigcup_{i \leq n} A$	$\equiv \bigcup_{i \in \{..n\}} A$
$\bigcup_{i < n} A$	$\equiv \bigcup_{i \in \{.. < n\}} A$
Similarly for \bigcap instead of \bigcup	
$\sum x = a..b. t$	$\equiv sum (\lambda x. t) \{a..b\}$
$\sum x = a.. < b. t$	$\equiv sum (\lambda x. t) \{a.. < b\}$
$\sum x \leq b. t$	$\equiv sum (\lambda x. t) \{..b\}$
$\sum x < b. t$	$\equiv sum (\lambda x. t) \{.. < b\}$
Similarly for \prod instead of \sum	

Power

$(^) :: 'a \Rightarrow nat \Rightarrow 'a$

Option

```
datatype 'a option = None | Some 'a

the          :: 'a option ⇒ 'a
map_option :: ('a ⇒ 'b) ⇒ 'a option ⇒ 'b option
set_option  :: 'a option ⇒ 'a set
Option.bind :: 'a option ⇒ ('a ⇒ 'b option) ⇒ 'b option
```

List

```
datatype 'a list = [] | (#) 'a ('a list)

(@)       :: 'a list ⇒ 'a list ⇒ 'a list
butlast   :: 'a list ⇒ 'a list
concat    :: 'a list list ⇒ 'a list
distinct  :: 'a list ⇒ bool
drop      :: nat ⇒ 'a list ⇒ 'a list
dropWhile :: ('a ⇒ bool) ⇒ 'a list ⇒ 'a list
filter   :: ('a ⇒ bool) ⇒ 'a list ⇒ 'a list
find     :: ('a ⇒ bool) ⇒ 'a list ⇒ 'a option
fold      :: ('a ⇒ 'b ⇒ 'b) ⇒ 'a list ⇒ 'b ⇒ 'b
foldr    :: ('a ⇒ 'b ⇒ 'b) ⇒ 'a list ⇒ 'b ⇒ 'b
foldl    :: ('a ⇒ 'b ⇒ 'a) ⇒ 'a ⇒ 'b list ⇒ 'a
hd       :: 'a list ⇒ 'a
last     :: 'a list ⇒ 'a
length   :: 'a list ⇒ nat
lenlex   :: ('a × 'a) set ⇒ ('a list × 'a list) set
lex      :: ('a × 'a) set ⇒ ('a list × 'a list) set
lexn     :: ('a × 'a) set ⇒ nat ⇒ ('a list × 'a list) set
lexord   :: ('a × 'a) set ⇒ ('a list × 'a list) set
listrel  :: ('a × 'b) set ⇒ ('a list × 'b list) set
listrel1 :: ('a × 'a) set ⇒ ('a list × 'a list) set
lists    :: 'a set ⇒ 'a list set
listset  :: 'a set list ⇒ 'a list set
sum_list :: 'a list ⇒ 'a
prod_list :: 'a list ⇒ 'a
```

```

list_all2    :: ('a ⇒ 'b ⇒ bool) ⇒ 'a list ⇒ 'b list ⇒ bool
list_update :: 'a list ⇒ nat ⇒ 'a ⇒ 'a list
map         :: ('a ⇒ 'b) ⇒ 'a list ⇒ 'b list
measures    :: ('a ⇒ nat) list ⇒ ('a × 'a) set
(!)         :: 'a list ⇒ nat ⇒ 'a
nths        :: 'a list ⇒ nat set ⇒ 'a list
remdups    :: 'a list ⇒ 'a list
removeAll   :: 'a ⇒ 'a list ⇒ 'a list
remove1     :: 'a ⇒ 'a list ⇒ 'a list
replicate   :: nat ⇒ 'a ⇒ 'a list
rev         :: 'a list ⇒ 'a list
rotate      :: nat ⇒ 'a list ⇒ 'a list
rotate1     :: 'a list ⇒ 'a list
set         :: 'a list ⇒ 'a set
shuffles    :: 'a list ⇒ 'a list ⇒ 'a list set
sort        :: 'a list ⇒ 'a list
sorted      :: 'a list ⇒ bool
sorted_wrt  :: ('a ⇒ 'a ⇒ bool) ⇒ 'a list ⇒ bool
splice      :: 'a list ⇒ 'a list ⇒ 'a list
take        :: nat ⇒ 'a list ⇒ 'a list
takeWhile   :: ('a ⇒ bool) ⇒ 'a list ⇒ 'a list
tl          :: 'a list ⇒ 'a list
upt         :: nat ⇒ nat ⇒ nat list
upto        :: int ⇒ int ⇒ int list
zip         :: 'a list ⇒ 'b list ⇒ ('a × 'b) list

```

Syntax

$$\begin{aligned}
[x_1, \dots, x_n] &\equiv x_1 \# \dots \# x_n \# [] \\
[m..<n] &\equiv upto m n \\
[i..j] &\equiv upto i j \\
xs[n := x] &\equiv list_update xs n x \\
\sum x \leftarrow xs. e &\equiv listsum (map (\lambda x. e) xs)
\end{aligned}$$

Filter input syntax $[pat \leftarrow e. b]$, where pat is a tuple pattern, which stands for $filter (\lambda pat. b) e$.

List comprehension input syntax: $[e. q_1, \dots, q_n]$ where each qualifier q_i is either a generator $pat \leftarrow e$ or a guard, i.e. boolean expression.

Map

Maps model partial functions and are often used as finite tables. However, the domain of a map may be infinite.

<i>Map.empty</i>	$:: 'a \Rightarrow 'b \text{ option}$
(++)	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow ('a \Rightarrow 'b \text{ option}) \Rightarrow 'a \Rightarrow 'b \text{ option}$
(\circ_m)	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow ('c \Rightarrow 'a \text{ option}) \Rightarrow 'c \Rightarrow 'b \text{ option}$
()	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow 'a \text{ set} \Rightarrow 'a \Rightarrow 'b \text{ option}$
<i>dom</i>	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow 'a \text{ set}$
<i>ran</i>	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow 'b \text{ set}$
(\subseteq_m)	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow ('a \Rightarrow 'b \text{ option}) \Rightarrow \text{bool}$
<i>map_of</i>	$:: ('a \times 'b) \text{ list} \Rightarrow 'a \Rightarrow 'b \text{ option}$
<i>map_upds</i>	$:: ('a \Rightarrow 'b \text{ option}) \Rightarrow 'a \text{ list} \Rightarrow 'b \text{ list} \Rightarrow 'a \Rightarrow 'b \text{ option}$

Syntax

<i>Map.empty</i>	$\equiv Map.\text{empty}$
$m(x \mapsto y)$	$\equiv m(x := \text{Some } y)$
$m(x_1 \mapsto y_1, \dots, x_n \mapsto y_n)$	$\equiv m(x_1 \mapsto y_1) \dots (x_n \mapsto y_n)$
$[x_1 \mapsto y_1, \dots, x_n \mapsto y_n]$	$\equiv Map.\text{empty}(x_1 \mapsto y_1, \dots, x_n \mapsto y_n)$
$m(xs \text{ [}\mapsto\text{] } ys)$	$\equiv map_upds m xs ys$

Infix operators in Main

	Operator	precedence	associativity
Meta-logic	\implies	1	right
	\equiv	2	
Logic	\wedge	35	right
	\vee	30	right
	$\rightarrow, \leftrightarrow$	25	right
	$=, \neq$	50	left
Orderings	$\leq, <, \geq, >$	50	
Sets	$\subseteq, \subset, \supseteq, \supset$	50	
	\in, \notin	50	
	\cap	70	left
	\cup	65	left
Functions and Relations	\circ	55	left
	$'$	90	right
	O	75	right
	$''$	90	right
	$\wedge\wedge$	80	right
Numbers	$+, -$	65	left
	$*, /$	70	left
	div, mod	70	left
	\wedge	80	right
	dvd	50	
Lists	$\#, @$	65	right
	$!$	100	left