

Functions

$f(x)$	<code>f(x)</code>	Application
$(\lambda x:T P \bullet E)$	<code>(\lambda lambda ...)</code>	Lambda-expression
$X \mapsto Y$	<code>X \pfun Y</code>	Partial functions
$X \rightarrow Y$	<code>X \fun Y</code>	Total functions
$X \mapsto Y$	<code>X \pinj Y</code>	Partial injections
$X \twoheadrightarrow Y$	<code>X \inj Y</code>	Total injections
$X \twoheadrightarrow Y$	<code>X \psurj Y</code>	Partial surjections
$X \rightarrow Y$	<code>X \surj Y</code>	Total surjections
$X \xrightarrow{\sim} Y$	<code>X \bij Y</code>	Bijections
$X \dashrightarrow Y$	<code>X \ffun Y</code>	Finite functions
$X \dashrightarrow Y$	<code>X \finj Y</code>	Finite injections

Numbers and arithmetic

\mathbb{N}	<code>\nat</code>	Natural numbers
\mathbb{Z}	<code>\num</code>	Integers
$+ - * \text{div mod}$	<code>+ - * \div \mod</code>	Operations
$< \leq \geq >$	<code>< \leq \geq ></code>	Comparisons
\mathbb{N}_1	<code>\nat_1</code>	Integers > 0
succ	<code>succ</code>	Successor function
$m .. n$	<code>m \upto n</code>	Number range
$\#S$	<code>\# S</code>	Size of a set
$\text{min } S$	<code>min~S</code>	Minimum of a set
$\text{max } S$	<code>max~S</code>	Maximum of a set

Sequences

$\text{seq } X$	<code>\seq X</code>	Finite sequences
$\text{seq}_1 X$	<code>\seq_1 X</code>	Sequences $\neq \langle \rangle$
$\text{iseq } X$	<code>\iseq X</code>	Injective sequences
$\langle x_1, \dots, x_n \rangle$	<code>\langle \rangle \langle \rangle</code>	Sequence display
$s \hat{\ } t$	<code>s \cat t</code>	Concatenation
$\text{rev } s$	<code>rev~s</code>	Reverse
$\text{head } s$	<code>head~s</code>	Head of sequence
$\text{last } s$	<code>last~s</code>	Last element
$\text{tail } s$	<code>tail~s</code>	Tail of sequence

$\text{front } s$	<code>front~s</code>	All but last element
$U \upharpoonright s$	<code>U \extract S</code>	Extraction
$s \upharpoonright V$	<code>s \filter V</code>	Filtering
$\text{squash } f$	<code>squash~f</code>	Compaction
$s \text{ prefix } t$	<code>s \prefix t</code>	Prefix relation
$s \text{ suffix } t$	<code>s \suffix t</code>	Suffix relation
$s \text{ in } t$	<code>s \inseq t</code>	Segment relation
\sim / ss	<code>\dcat ss</code>	Distributed concat.
$\text{disjoint } SS$	<code>\disjoint SS</code>	Disjointness
$SS \text{ partition } T$	<code>SS \partition T</code>	Partition relation

Bags

$\text{bag } X$	<code>\bag X</code>	Bags
$\llbracket x_1, \dots, x_n \rrbracket$	<code>\lbag ... \rbag</code>	Bag display
$\text{count } B x$	<code>count~B~x</code>	Count of element
$B \# x$	<code>B \bcount x</code>	Infix count operator
$n \otimes B$	<code>n \otimes B</code>	Bag scaling
$x \in B$	<code>x \inbag B</code>	Bag membership
$B \sqsubseteq C$	<code>B \subbageq C</code>	Sub-bag relation
$B \uplus C$	<code>B \uplus C</code>	Bag union
$B \ominus C$	<code>B \uminus C</code>	Bag difference
$\text{items } s$	<code>items~s</code>	Items in a sequence

fUZZ flags

Usage: `fuzz [-aqrstv] [-p prelude] [file ...]`

<code>-a</code>	Don't use type abbreviations
<code>-p prelude</code>	Use <i>prelude</i> in place of the standard one
<code>-q</code>	Implicit quantifiers
<code>-d</code>	Dependency analysis
<code>-s</code>	Syntax check only
<code>-t</code>	Report types of global definitions
<code>-v</code>	Echo formal text as it is parsed

Z Reference Card

Mike Spivey
The Spivey Partnership

Specifications

Schema box	<code>\begin{schema}{Name}[Params]</code>
<code>Name[Params]</code>	Declarations
<code>Declarations</code>	<code>\where</code>
	Predicates
<code>Predicates</code>	<code>\end{schema}</code>

Axiomatic description	<code>\begin{axdef}</code>
<code>Declarations</code>	Declarations
<code>Predicates</code>	<code>\where</code>
	Predicates
	<code>\end{axdef}</code>

Generic definition	<code>\begin{gendef}[Params]</code>
<code>[Params]</code>	Declarations
<code>Declarations</code>	<code>\where</code>
	Predicates
<code>Predicates</code>	<code>\end{gendef}</code>

`\begin{zed} ...`

Basic type definition	
<code>[NAME, DATE]</code>	<code>[NAME, DATE]</code>

Abbreviation definition	
<code>DOC == seq CHAR</code>	<code>DOC == \seq CHAR</code>

Constraint	
<code>n_disks < 5</code>	<code>n_disks < 5</code>

Schema definition	
<code>Point ≅ [x, y : Z]</code>	<code>Point \defs [~x, y: \num~]</code>

Free type definition	
<code>Ans ::= ok⟨⟨Z⟩⟩ error</code>	<code>Ans ::= ok \ldata\num\rdata error</code>
<code>... \end{zed}</code>	

Logic and schema calculus

<code>true, false</code>	<code>true, false</code>	Logical constants
<code>¬ P</code>	<code>\not P</code>	Negation
<code>P ∧ Q</code>	<code>P \land Q</code>	Conjunction
<code>P ∨ Q</code>	<code>P \lor Q</code>	Disjunction
<code>P ⇒ Q</code>	<code>P \implies Q</code>	Implication
<code>P ⇔ Q</code>	<code>P \iff Q</code>	Equivalence
<code>∀ x : T P • Q</code>	<code>\forallall ...</code>	Universal quantifier
<code>∃ x : T P • Q</code>	<code>\existsexists ...</code>	Existential quant.
<code>∃₁ x : T P • Q</code>	<code>\existsexists₁ ...</code>	Unique quantifier

Special schema operators

<code>S[y₁/x₁, y₂/x₂]</code>	<code>S[y1/x1, y2/x2]</code>	Renaming
<code>S \ (x₁, x₂)</code>	<code>S \hide (x1, x2)</code>	Hiding
<code>S ↓ T</code>	<code>S \project T</code>	Projection
<code>pre Op</code>	<code>\pre Op</code>	Pre-condition
<code>Op1 ; Op2</code>	<code>Op1 \semi Op2</code>	Sequential comp.
<code>Op1 ≫ Op2</code>	<code>Op1 \pipe Op2</code>	Piping

Basic expressions

<code>x = y</code>	<code>x = y</code>	Equality
<code>x ≠ y</code>	<code>x \neq y</code>	Inequality
<code>if P then E₁ else E₂</code>	<code>\IF P \THEN E₁ \ELSE E₂</code>	Conditional expression
<code>θS</code>	<code>\theta S</code>	Theta-expression
<code>E.x</code>	<code>E.x</code>	Selection
<code>(μ x : T P • E)</code>	<code>(\mu x:T P @ E)</code>	Mu-expression
<code>(let x == E₁ • E₂)</code>	<code>(\LET x==E1 @ E2)</code>	Let-expression

Sets

<code>x ∈ S</code>	<code>x \in S</code>	Membership
<code>x ∉ S</code>	<code>x \notin S</code>	Non-membership

<code>{x₁, ..., x_n}</code>	<code>\{x₁, ..., x_n\}</code>	Set display
<code>{x : T P • E}</code>	<code>\{~x:T P @ E~\}</code>	Set comprehension
<code>∅</code>	<code>\emptyset</code>	Empty set
<code>S ⊆ T</code>	<code>S \subseteq T</code>	Subset relation
<code>S ⊂ T</code>	<code>S \subset T</code>	Proper subset
<code>P S</code>	<code>\power S</code>	Power set
<code>P₁ S</code>	<code>\power₁ S</code>	Non-empty subsets
<code>S × T</code>	<code>S \cross T</code>	Cartesian product
<code>(x, y, z)</code>	<code>(x, y, z)</code>	Tuple
<code>first p</code>	<code>first~p</code>	First of pair
<code>second p</code>	<code>second~p</code>	Second of pair
<code>S ∪ T</code>	<code>S \cup T</code>	Set union
<code>S ∩ T</code>	<code>S \cap T</code>	Set intersection
<code>S \ T</code>	<code>S \setminus T</code>	Set difference
<code>∪ A</code>	<code>\bigcup A</code>	Generalized union
<code>∩ A</code>	<code>\bigcap A</code>	Gen. intersection
<code>F X</code>	<code>\finset X</code>	Finite sets
<code>F₁ X</code>	<code>\finset₁ X</code>	Finite sets ≠ ∅

Relations

<code>X ↔ Y</code>	<code>X \rel Y</code>	Binary relations
<code>x ↦ y</code>	<code>x \mapsto y</code>	Maplet
<code>dom R</code>	<code>\dom R</code>	Domain
<code>ran R</code>	<code>\ran R</code>	Range
<code>id X</code>	<code>\id X</code>	Identity relation
<code>Q ; R</code>	<code>Q \comp R</code>	Composition
<code>Q ∘ R</code>	<code>Q \circ R</code>	Backwards comp.
<code>S ◁ R</code>	<code>S \dres R</code>	Domain restriction
<code>R ▷ S</code>	<code>R \rres S</code>	Range restriction
<code>S ≀ R</code>	<code>S \ndres R</code>	Domain anti-res.
<code>R ≃ S</code>	<code>R \nrres S</code>	Range anti-restrict.
<code>R[~]</code>	<code>R \inv</code>	Relational inverse
<code>R(S)</code>	<code>R \ling S\rimg</code>	Relational image
<code>Q ⊕ R</code>	<code>Q \oplus R</code>	Overriding
<code>R^k</code>	<code>R~{k}</code>	Iteration
<code>R⁺</code>	<code>R \plus</code>	Transitive closure
<code>R[*]</code>	<code>R \star</code>	Refl.–trans. closure