

R₁ reverse ([], []).

R₂ reverse ([x|xs], ys) :- reverse (xs, rs), append (rs, [x], ys).

R₃ append ([], ys, ys).

R₄ append ([x|xs], ys, [x|zs]) :- append (xs, ys, zs).

G₀ : <reverse ([1,2,3], As) | true >

↓ R₁

↓ R₂

<false > <reverse ([2,3], rs), append (rs, [1], As) | true >

↓ R₁

↓ R₂

<reverse ([3], rs'), append (rs', [2], rs), append (rs, [1], As) | true >

↓ R₁

↓ R₂

<reverse ([2], rs''), append (rs'', [3], rs'), append (rs', [2], rs),

append (rs, [1], As) | true >

↓ R₁

↓ R₂

<append ([3], [2], rs'), append (rs', [2], rs), append (rs, [1], As) | true >

↓ R₃

↓ R₄

<append ([3], [2], rs), append (rs, [1], As) | true >

↓ R₃

↓ R₄

<false > <append ([2], [1], zs), append (rs, [1], As) | rs = [3|zs] >

↓ R₃

↓ R₄

<append ([3,2], [1], As) | true >

↓ R₃

↓ R₄

<false > <append ([2], [1], zs) | As = [3|zs] >

↓ R₃

↓ R₄

<false > <append ([2], [1], zs') | As = [3,2|zs'] >

↓ R₃

↓ R₄

<true > <As = [3,2,1]>

<false >