

world-rename_wf^{0,22}

$\forall w:\text{World}, rx, ra:(\text{Id} \rightarrow \text{Id}), rainv:(\text{Id} \rightarrow (\text{Id} + \text{Unit})), rt:(\text{Id} \rightarrow \text{Id}), rtinv:(\text{Id} \rightarrow (\text{Id} + \text{Unit})).$
inv-rel(Id;Id;ra;rainv)
 $\Rightarrow$ inv-rel(Id;Id;rt;rtinv)
 $\Rightarrow$ world-rename($rx;ra;rt;rainv;rtinv;w$) $\in$ World