```
w-eval_wf  THM

⊢  ∀the_w:World, e:E. val(e) ∈ V(loc(e);kind(e))
| by Auto
|    THEN
|    Inst
|    Thm* ∀the_w:World, i:Id, a:Action(i).
|         ¬isnull(a) ⇒ val(a) ∈ valtype(i;a)
|    {w_DASH_val_wf}
|    [the_w;loc(e);act(e)]
|    THEN
|    Try
|    (BackThru
|     Thm* ∀the_w:World, e:E. ¬isnull(act(e))
|     {w_DASH_act_DASH_not_DASH_null})
|
1. the_w : World
2. e : E
3. val(act(e)) ∈ valtype(loc(e);act(e))
⊢  val(e) ∈ V(loc(e);kind(e))  by NthHypSq -1 THEN Analyze
|
|\
| 1. the_w : World
| 2. e : E
| 3. val(act(e)) ∈ valtype(loc(e);act(e))
| ⊢  V(loc(e);kind(e)) ~ valtype(loc(e);act(e))
|   by Repeat (Unfolds [‘w-V‘;‘w-M‘;‘w-TA‘;‘w-valtype‘;‘w-ekind‘] 0)
|      THEN
|      Trivial
|
.\
. 1. the_w : World
. 2. e : E
. 3. val(act(e)) ∈ valtype(loc(e);act(e))
. ⊢  val(e) ~ val(act(e))  by Unfold ‘w-eval‘ 0
END
```