```
w-val_wf  THM

⊢  ∀the_w:World, i:Id, a:Action(i).
   ¬isnull(a) ⇒ val(a) ∈ valtype(i;a)
  by Auto THEN Unfold_Wld 1 THEN Analyze -2 THEN Analyze -2
     THEN
     All Reduce
     THEN
     DoSubsume
     THEN
     Unfold `w-action-dec` 0
     THEN
     KindCase -3
     THEN
     SplitOnConclITE
     THEN
     At Type (Analyze 0)
END
```