Source-Level Proof Reconstruction for Interactive Proving

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### Motivation

- Interactive provers are good for specifying complex systems, but proving theorems requires too much work.
- Linking them to automatic provers can reduce the cost of using them.
- Trusting the output of a big system (including the linkup code) goes against the LCF tradition and is unsafe.
- Reconstruction lets us use techniques that are efficient but unsound.

Source-Level Proof Reconstruction

- The LCF architecture provides a kernel of inference rules, which is the basis of all proofs.
- Automatic tools may include a proof reconstruction phase, where they justify their reasoning to the proof kernel.

Why not instead deliver proofs in source form? Then users could *inspect* and *edit* them.

# Isabelle Overview

- \* *Generic* proof assistant, supporting higher-order logic, ZF set theory, etc.
- \* Axiomatic type classes to express concepts such as linear order and ring through polymorphism.
- Extensive lemma libraries: real numbers (including nonstandard analysis), number theory, hardware, ...
- \* *Automation*: decision procedures, simplifier and prover, automatically referring to 2000 lemmas.

### Automatic Provers

- *Resolution* is a general, powerful technique with full support for quantifiers and equations.
- \* The provers we use are Vampire, E and SPASS.
- Arithmetic is not built-in; however, Isabelle already provides support for the main decidable theories.
- Decision procedures have too narrow a focus. We seek automation that can be tried on *any* problem.

### Overview of the Linkup

When the user invokes the "sledgehammer" command...



- The problem is Skolemized and converted to clause form, with higher-order features removed (all by inference).
- \* A simple relevance filter chooses a few hundred lemmas to include with the problem.
- Further clauses convey limited information about types and type classes.
- \* A resolution prover starts up (in the background).

# Obstacles to Reconstruction with Automatic Provers

- \* Ambiguities: their output typically omits crucial information, such as which term is affected by rewriting.
- \* Lack of standards: automatic provers generate different output formats and employ a variety of inference systems.
- Complexity: a single automatic prover may use numerous inference rules with complicated behaviours.
- Problem transformations: ATPs re-order literals and make other changes to the clauses they are given.

### Joe Hurd's Metis Prover

- Metis is a clean implementation of resolution, with an ML interface for LCF-style provers, originally HOL4.
- We provide *metis* as an Isabelle command, with internal proof reconstruction.
- \* We translate ATP output into a series of *metis* calls.
- Metis cannot replace leading provers such as Vampire, but it can usually *re-run* their proofs.

### Porting Metis to Isabelle

- \* Conversion to clauses: use Isabelle's existing code for this task.
- The 5 Metis inference rules: implement using Isabelle's proof kernel.
- During type inference, recover type class information from the proof.
- \* Ignore clauses and literals that encode type classes.

# Approaches to Proof Reconstruction via Metis

- 1. A single call to metis, with just the needed lemmas
  - The ATP merely serves as a relevance filter.
  - Parsing is trivial: we merely look for axiom numbers to see which lemmas were used.
- 2. A line-by-line reconstruction of the resolution proof
  - We translate the ATP proof into an ugly Isabelle proof.

### Sutcliffe's TSTP Format

- \* Thousands of Solutions from Theorem Provers
- \* A standard for returning outcomes of ATP calls
- Proof lines have the form

cnf(<name>,<formula\_role>,<cnf\_formula><annotations>).

axiom, conjecture, etc.



### **ATSTP** Axiom Line

This line expresses the equation

#### X - X = 0

cnf(216,axiom, (c\_minus(X,X,X3)=c\_HOL\_Ozero(X3) | ~class\_OrderedGroup\_Oab\_\_group\_\_add(X3)), file('BigO\_\_bigo\_bounded2\_1', cls\_right\_\_minus\_\_eq\_1)).

### **ATSTP** Conjecture Line

- This line expresses type information about the given problem. (The type variable 'b is in class ordered\_idom.)
- Proof reconstruction must ignore it.

```
cnf(335,negated_conjecture,
(class_Ring__and__Field_Oordered__idom(t_b)),
file('Big0__bigo_bounded2_1', tfree_tcs)).
```

# **ATSTP Proof Step**

- The E prover's inferences look like this.
- It conveys more information about the type variable 'b, so it too must be ignored.

cnf(366,negated\_conjecture, (class\_OrderedGroup\_Opordered\_\_ab\_\_group\_\_add(t\_b)), inference(spm,[status(thm)], [343,335,theory(equality)])).

# What to Do with Various Proof Lines

- \* Axiom reference: delete, using instead the lemma name.
- \* Type class inclusion: delete entirely.
- Conjecture clause: copy it into the Isabelle proof, as an assumption.
- Inference: copy it into the Isabelle proof, justified by a call to metis.

### Turning TSTP into Isabelle

- Parse TSTP format, recovering proof structure.
- Use type literals in clauses to recover *class constraints* on type variables.
- \* Use Isabelle's type inference to recover terms.
- \* Use Isabelle's pretty printer to generate strings.
- \* Combine strings to yield an *Isar structured proof*.

# Collapsing of Proof Steps

We can shorten the proof by combining adjacent steps, giving *metis* more work to do!

- Some assertions aren't expressible in Isabelle: quantifications over types, type class inclusions.
- Some inferences are trivial (instantiating variables in another line) or become trivial once type literals are ignored.
- Some proofs are just intolerably long (a hundred lines).

# A Typical Structured Proof

proof (neg\_clausify) fix x assume 0: "Ay. 1b y  $\leq$  f y" assume 1: " $\neg$  (0::'b) < f x + - lb x" have 2: " $\land X3$ . (0::'b) + X3 = X3" by (metis diff\_eq\_eq right\_minus\_eq) have 3: " $\neg$  (0::'b)  $\leq$  f x - lb x" by (metis 1 compare\_rls(1)) have 4: " $\neg$  (0::'b) + lb x  $\leq$  f x" by (metis 3 le\_diff\_eq) show "False" by (metis 4 2 0) qed

### Future Ideas and Conclusions

- \* ATPs can help generate their own proof scripts!
- Scripts may need type annotations, which at present are highly repetitions.
- Redundant material, such as proofs of known facts, could be deleted.
- Can we produce scripts that look natural?

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