

# Deep Inference for Graphical Theorem Proving

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PhD defense, Palaiseau

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# Introduction



# Context




- Study of *sound* reasoning

# Logic

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- Example of everyday life deduction:

it rains     you don't have   

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you are wet 

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- Hidden assumptions  $\Rightarrow$  lack of **certainty**



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Let's try another one (Aristotle – 4th century BC):

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↳ **Formal** essence of logical reasoning

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- **Proof theory:** design & study of *rule systems* capturing maths

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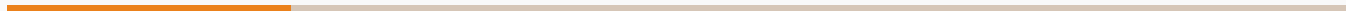
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- **Computers** very good at *manipulating symbols* and *following rules*
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- Problem: maths is *hard*  $\Rightarrow$  need for a **human** in the loop
  - ↳ **Interactive** Theorem Provers (ITPs)

# Contributions



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State-of-the art: build proofs by writing **textual** commands

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: “ **OK** here is the result!”

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: “**✗ ERROR:** dkfsljfdklsfjdkfjsldjfkdljsfj”

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: “Please apply *this* rule”



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**1st contribution:** build proofs by **direct manipulation** of *formulas*

↳ No need to *memorize* the rules

↳ No risks of *errors*

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**2nd contribution:** replace logical symbols by **geometrical diagrams**

# Symbolic Manipulations

# Proof-by-Action





*A demo is worth a thousand words!*

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proof = gesture sequence

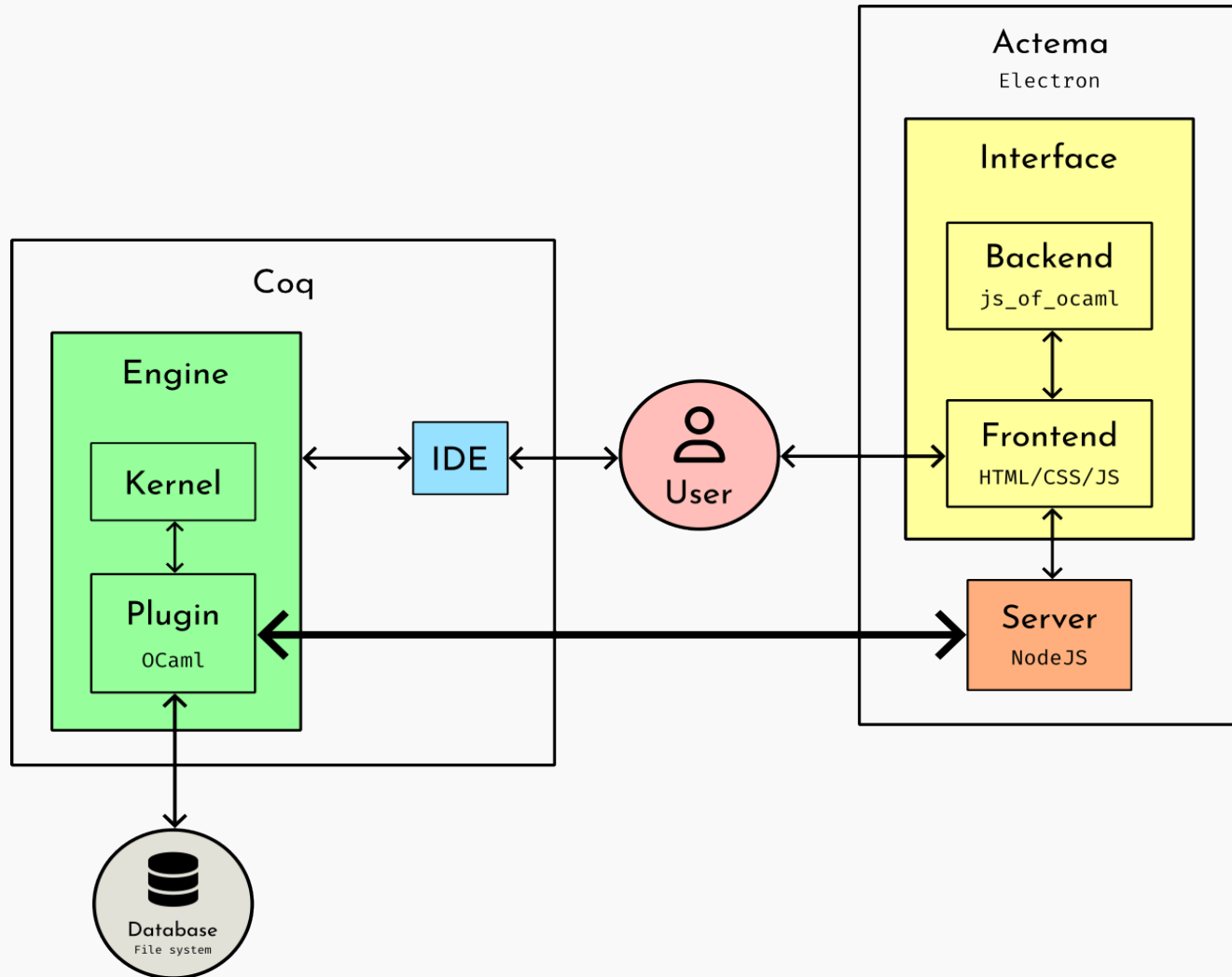
# Paradigm

- Fully graphical: **no textual** proof language
- Both **spatial** and **temporal**:

proof = **gesture** sequence

- **Different modes** of reasoning with a **single “syntax”**:

Click	⇔	introduction/elimination
Drag-and-Drop	⇔	backward/forward



# Semantics of Drag-and-Drop

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**Idea:** bring matching subformulas through **switch** rules

$$\begin{array}{l}
 \text{switch} \left\{ \begin{array}{l}
 \underline{A} \wedge B \otimes B \wedge (\underline{A} \vee C) \wedge D \\
 \rightarrow B \wedge (\underline{A} \wedge B \otimes (\underline{A} \vee C) \wedge D) \\
 \rightarrow B \wedge (\underline{A} \wedge B \otimes \underline{A} \vee C) \wedge D \\
 \rightarrow B \wedge ((\underline{A} \wedge B \otimes \underline{A}) \vee C) \wedge D \\
 \rightarrow B \wedge ((B \Rightarrow (\underline{A} \otimes \underline{A})) \vee C) \wedge D
 \end{array} \right. \\
 \text{identity} \left\{ \rightarrow B \wedge ((B \Rightarrow \top) \vee C) \wedge D \right. \\
 \text{unit elimination} \left\{ \begin{array}{l}
 \rightarrow B \wedge (\top \vee C) \wedge D \\
 \rightarrow B \wedge \top \wedge D \\
 \rightarrow B \wedge D
 \end{array} \right.
 \end{array}$$

Variant of the **Calculus of Structures** (Guglielmi 1999)

$$\exists y. \forall x. \underline{R(x, y)} \otimes \forall a. \exists b. \underline{R(a, b)}$$



- **Unify** linked subformulas

$$\exists y. \forall x. \underline{R(x, y)} \otimes \forall a. \exists b. \underline{R(a, b)}$$

$$x \longmapsto a$$

$$y \longleftarrow b$$

- **Unify** linked subformulas
- **Check** for  $\forall\exists$  **dependency cycles**

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- **Switch** uninstantiated quantifiers

$$\begin{aligned} & \exists y. \forall x. \underline{R(x, y)} \otimes \forall a. \exists b. \underline{R(a, b)} \\ \rightarrow & \forall y. \left( \forall x. \underline{R(x, y)} \otimes \forall a. \exists b. \underline{R(a, b)} \right) \\ \rightarrow & \forall y. \forall a. \left( \forall x. \underline{R(x, y)} \otimes \exists b. \underline{R(a, b)} \right) \end{aligned}$$

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- **Unify** linked subformulas
- **Check** for  $\forall\exists$  **dependency cycles**
- **Switch** uninstantiated quantifiers
- **Instantiate** unified variables

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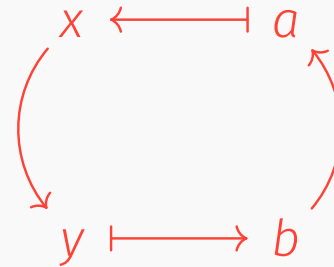
$$\forall a. \exists b. \underline{R(a, b)} \otimes \exists y. \forall x. \underline{R(x, y)}$$

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×

Add 4 rules  $\Rightarrow$  **rewrite** tactic for free!

$$\underline{t} = u \otimes A \rightarrow A[u/t]$$

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**Compositional** with semantics of **connectives**:

- **Quantifiers**: rewrite modulo *unification*
- **Implication**: *conditional* rewrite
- **Arbitrary** combinations are possible:

$$\begin{aligned} & \forall x. x \neq 0 \Rightarrow \underline{f(x)} = g(x) \otimes \exists y. A(\underline{f(y)}) \vee B(y) \\ & \rightarrow^* \exists y. (y \neq 0 \wedge A(g(y))) \vee B(y) \end{aligned}$$



# Completeness

Add the following rules:

- Init  $C^+ \boxed{A \Rightarrow B} \rightarrow C^+ \boxed{A \otimes B} \quad C^- \boxed{A \wedge B} \rightarrow C^- \boxed{A \circledast B}$
- Release  $C^+ \boxed{A \otimes B} \rightarrow C^+ \boxed{A \Rightarrow B} \quad C^- \boxed{A \circledast B} \rightarrow C^- \boxed{A \wedge B}$
- Contraction  $C^- \boxed{A} \rightarrow C^- \boxed{A \wedge A}$

**Theorem** (Completeness): If  $\Gamma \vdash A$  is provable in sequent calculus, then

$$\bigwedge \Gamma \Rightarrow A \rightarrow^* \top$$

# Conclusion

- Based on the solid proof theory of SFL
- `coq-actema` still in development, but *already usable*
  - ↳ follow install instructions on [GitHub](#)!
- Next step: exposure to *real users*
  - **Beginners/students:** introductory logic/proof assistants course
  - **Experts:** real maths codebases

# Iconic Manipulations

# Bubble Calculi



# The chemical metaphor

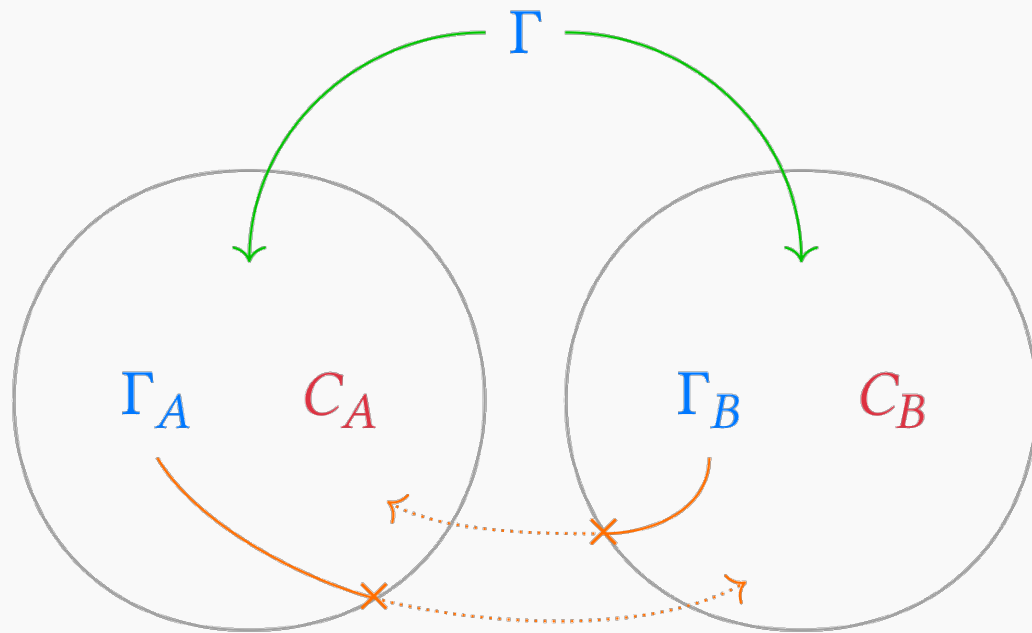
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Breaks on rules that create **subgoals** (e.g. click on  $\wedge$ )

# Context scoping



Two main inspirations:

- The **chemical abstract machine** (Berry and Boudol 1989)
- **Nested sequents** (Brünnler 2009)

## Example proof

$$(A \vee B \Rightarrow C) \Rightarrow (A \Rightarrow C) \wedge (B \Rightarrow C)$$



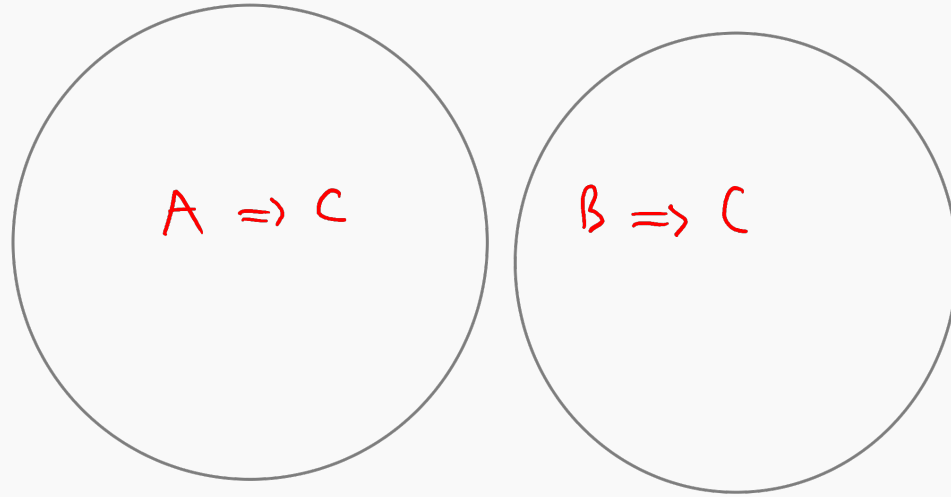
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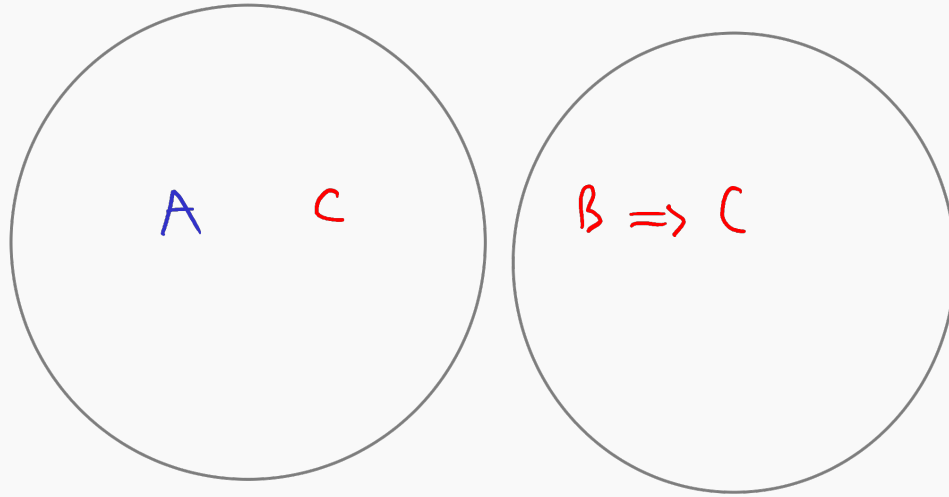
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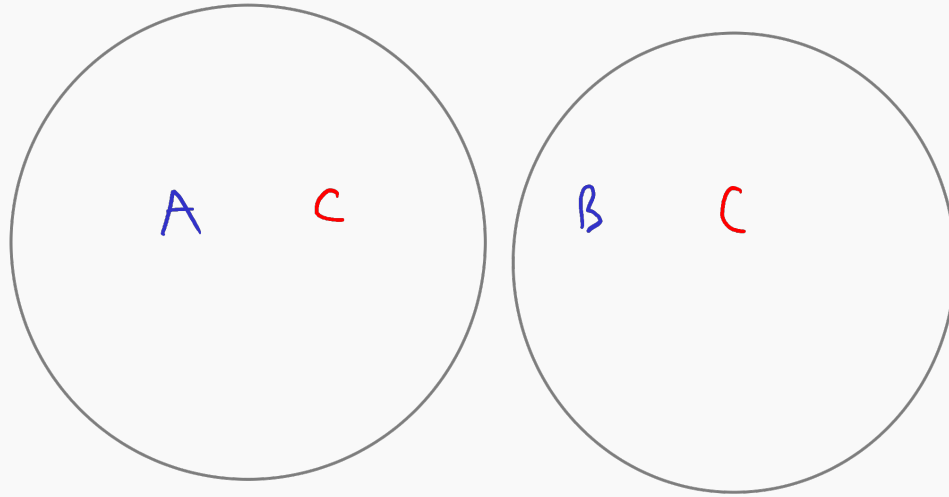
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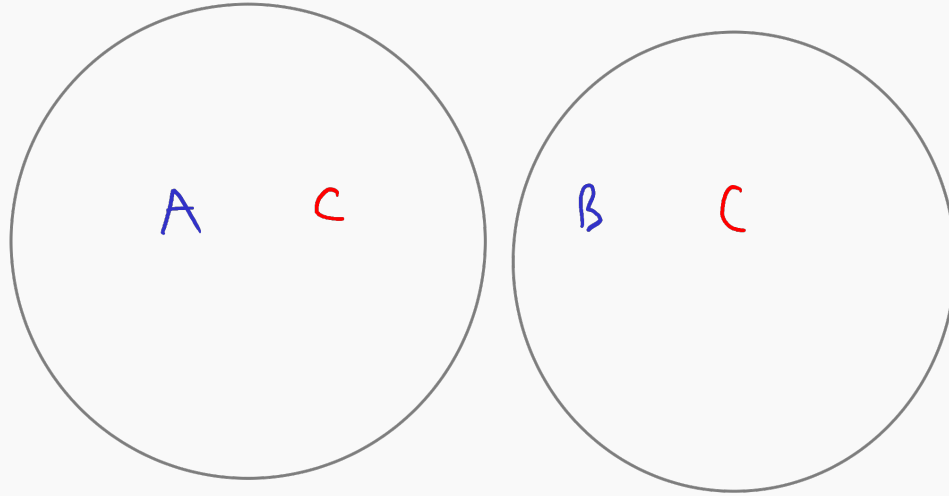
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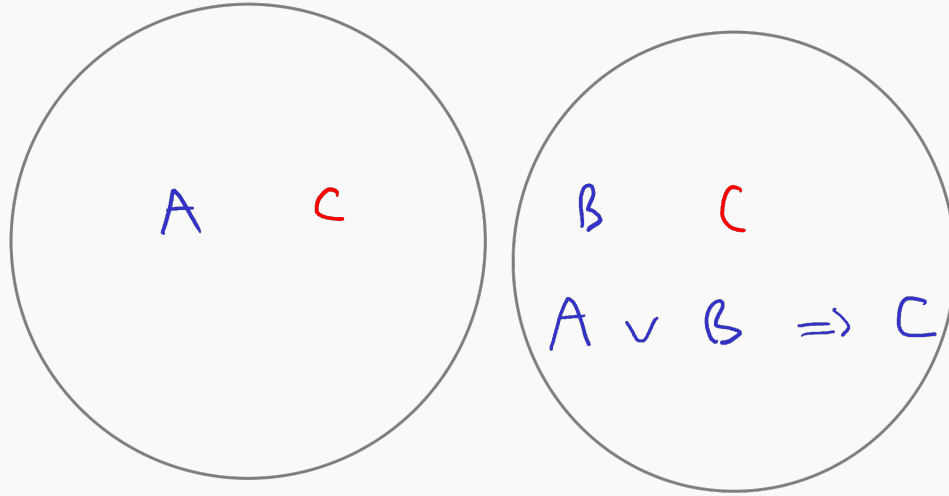
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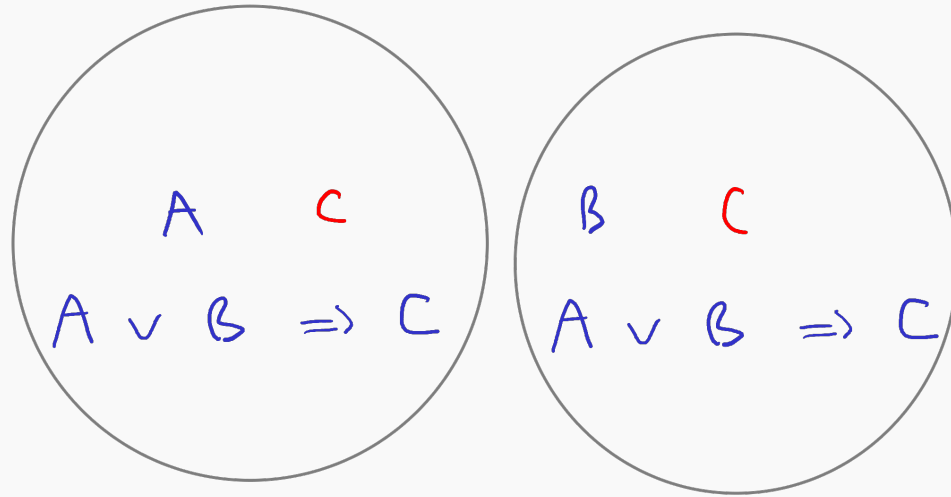


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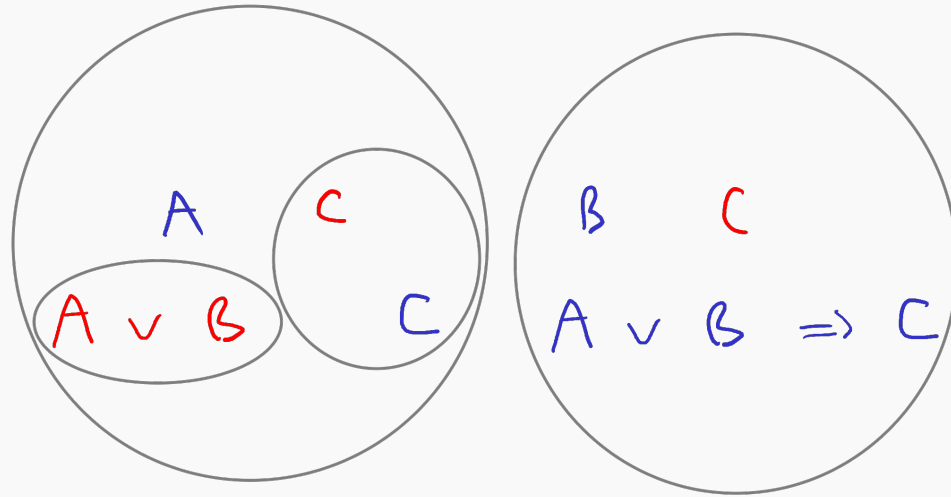
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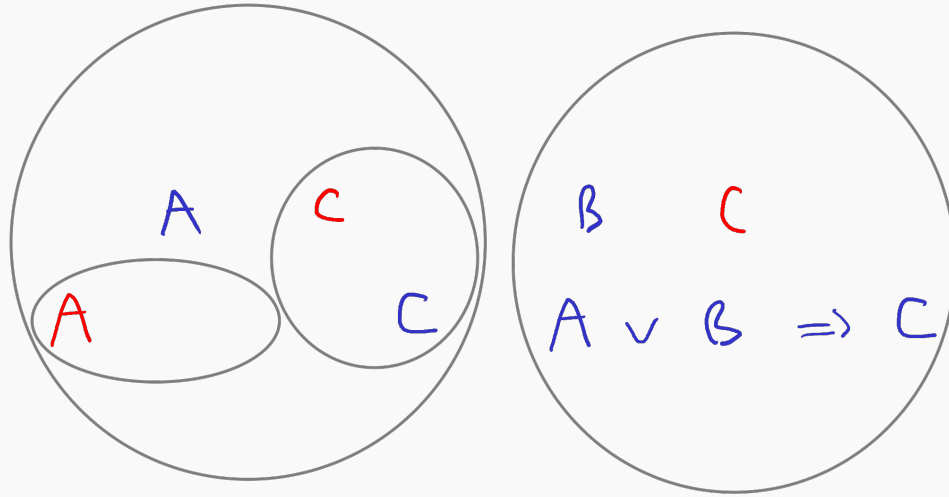


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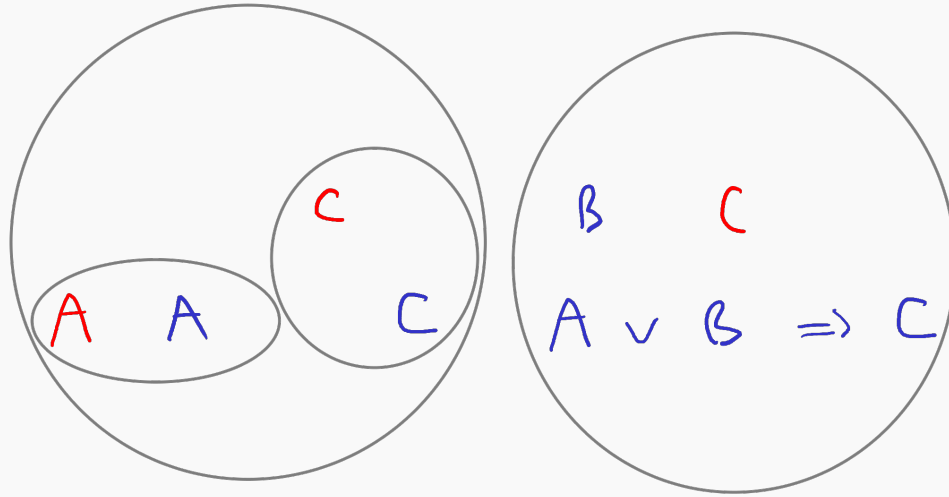




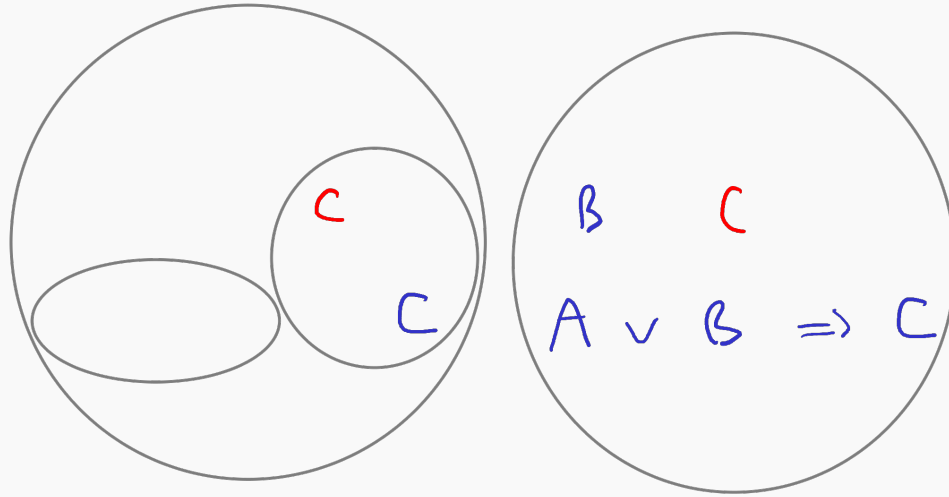
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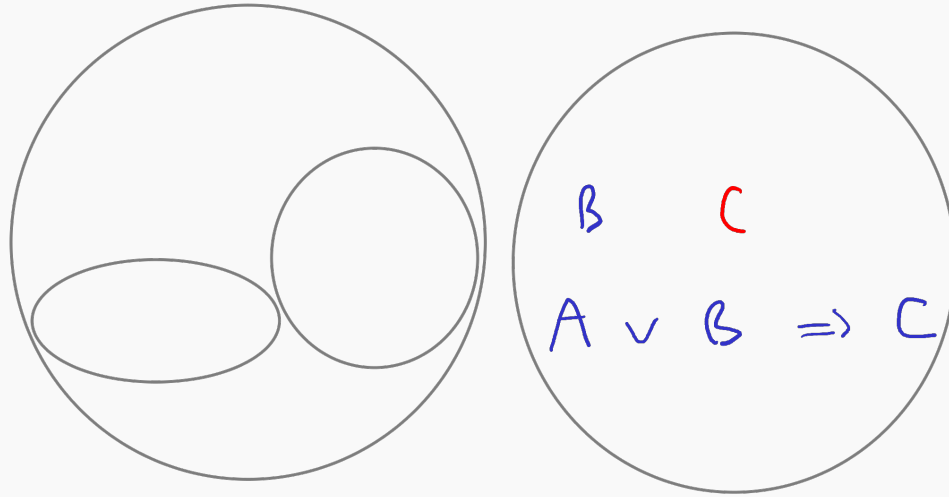
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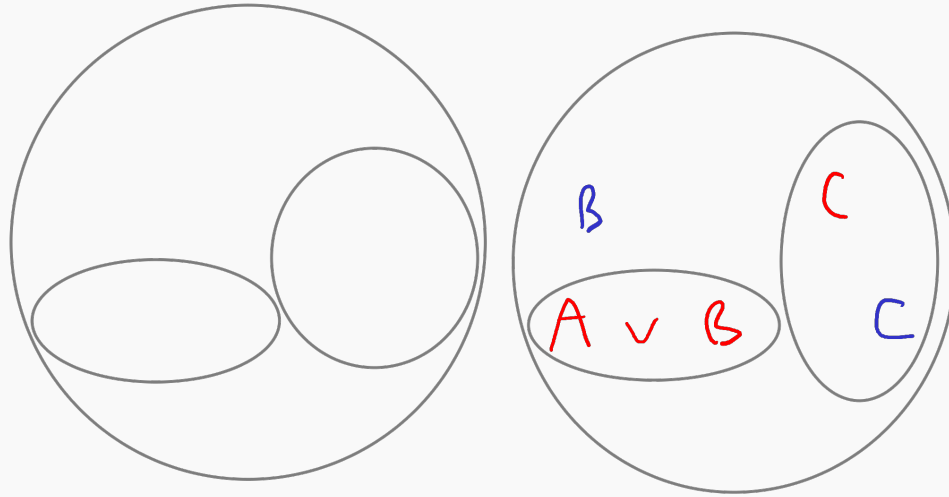
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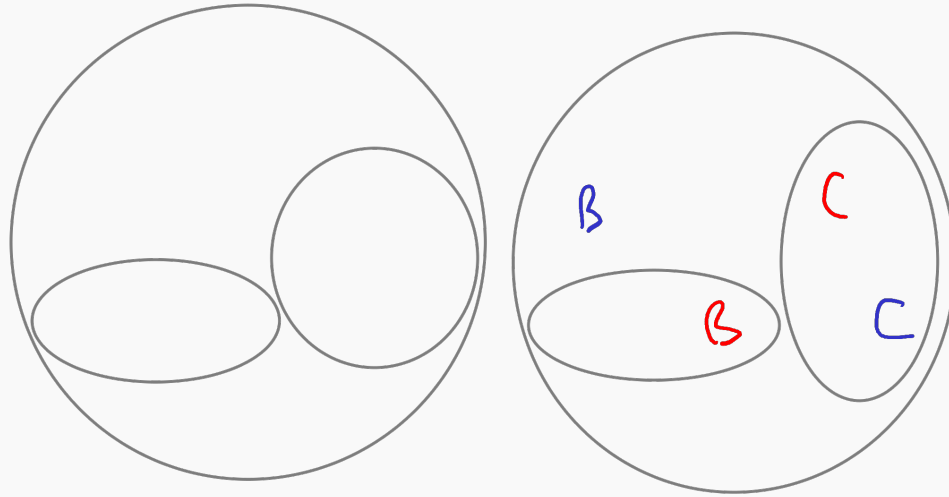
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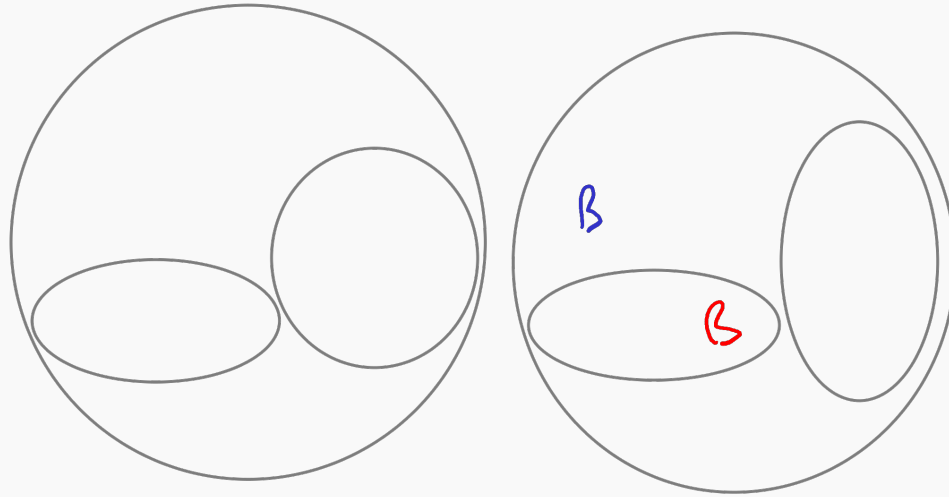
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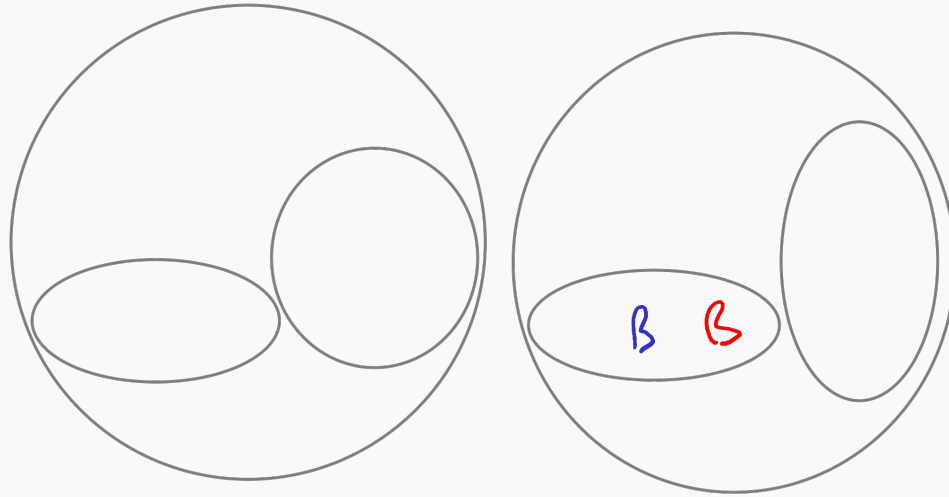
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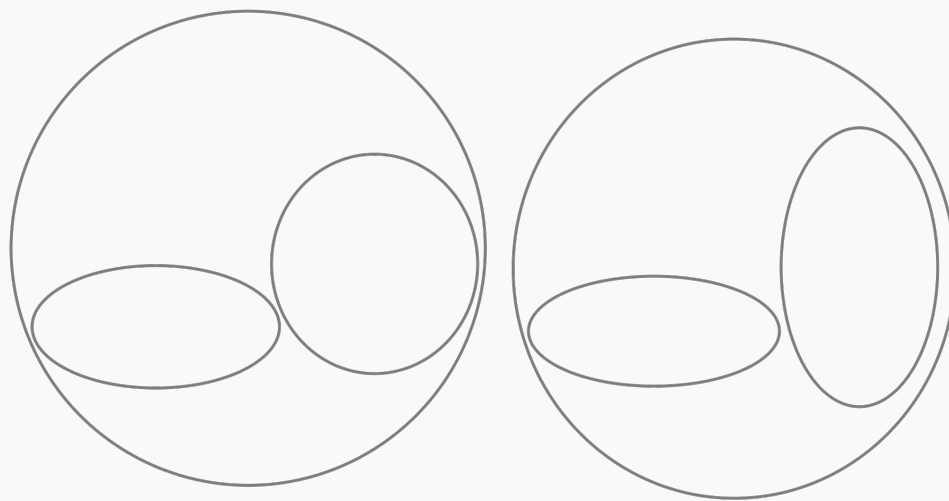


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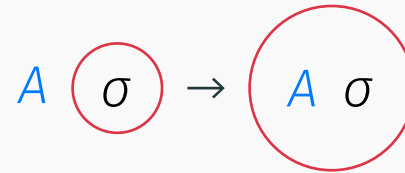
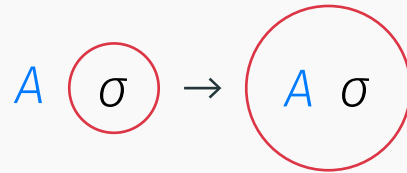
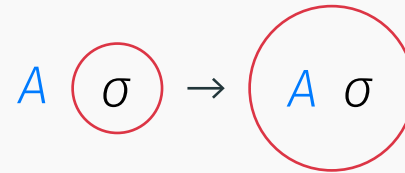
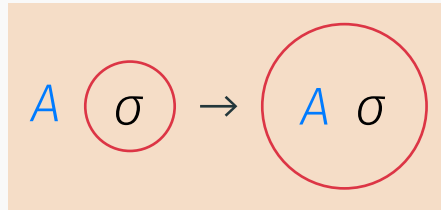


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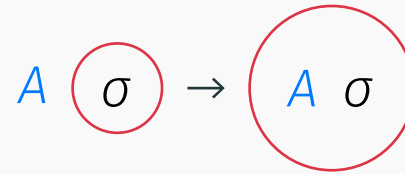
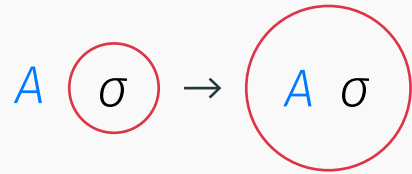
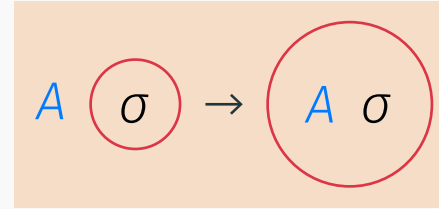
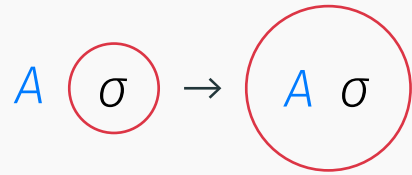
# Example proof

# Polarized bubbles



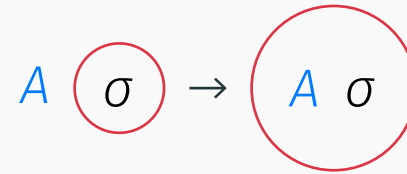
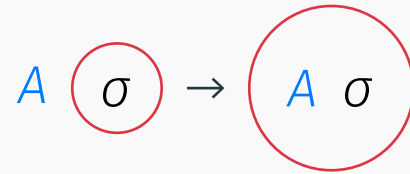
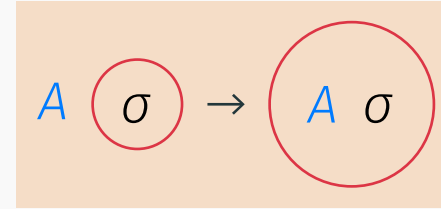
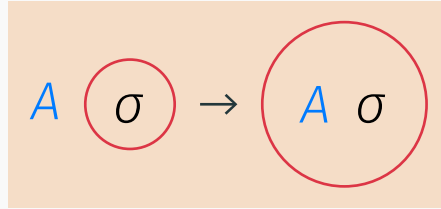
Intuitionistic logic

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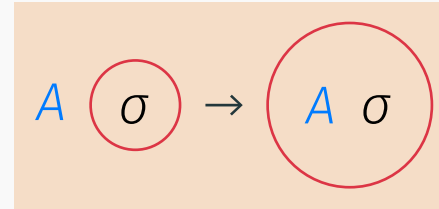
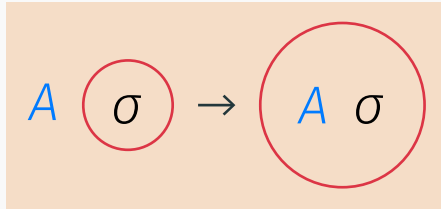
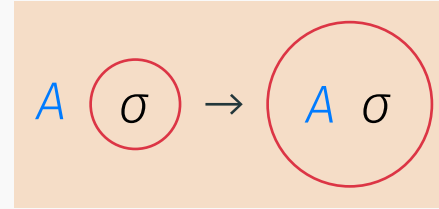
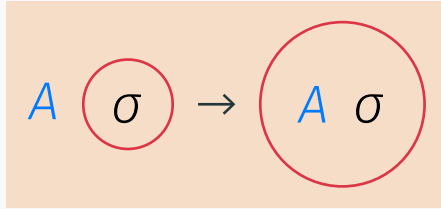
Dual-intuitionistic logic

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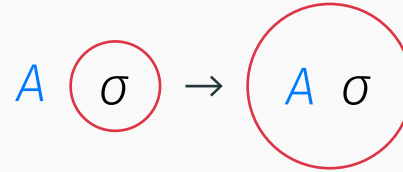
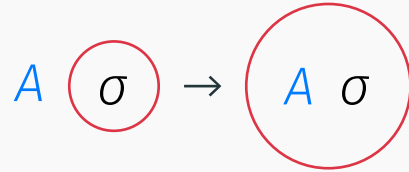
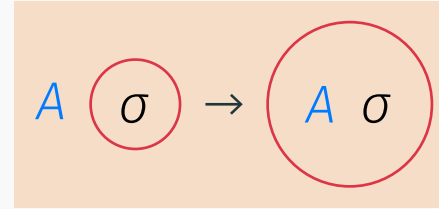
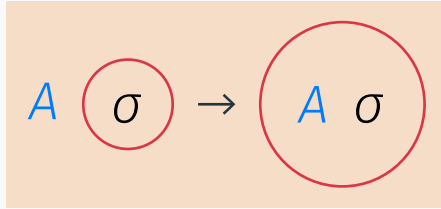
Bi-intuitionistic logic

# Polarized bubbles



Classical logic

# Polarized bubbles



*Intuitionism = same polarities **repel** each other*

# Flower Calculus

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Key idea: **space** is *polarized*, not **objects**

- (Peirce, 1896): **existential graphs (EGs)** for *classical* logic
- (Oostra 2010; Ma and Pietarinen 2019): EGs for *intuitionistic* logic

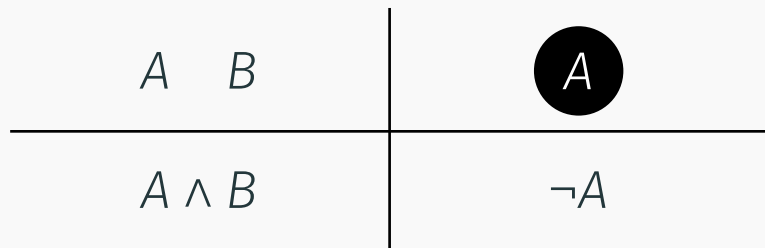
# Polarity meets Space

- Bubble calculi are not **fully iconic** (need for *symbolic* connectives)

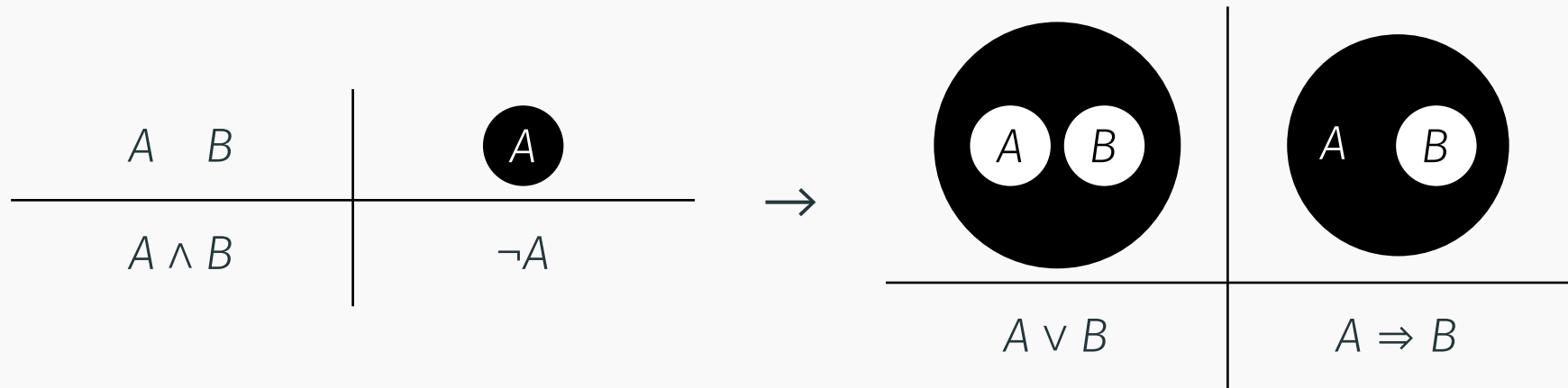
Key idea: **space** is *polarized*, not **objects**

- (Peirce, 1896): **existential graphs (EGs)** for *classical* logic
- (Oostra 2010; Ma and Pietarinen 2019): EGs for *intuitionistic* logic
- ↳ **Flower calculus**: intuitionistic variant that is **analytic**

- **Diagrammatic** proof system invented by C. S. Peirce around 1890
- **Topological** representation of **negation** as nested “cuts” (Jordan curves):

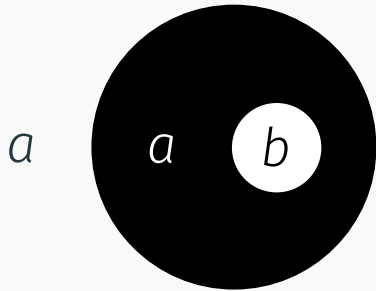


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# Illative transformations

Inference rules on **locations**





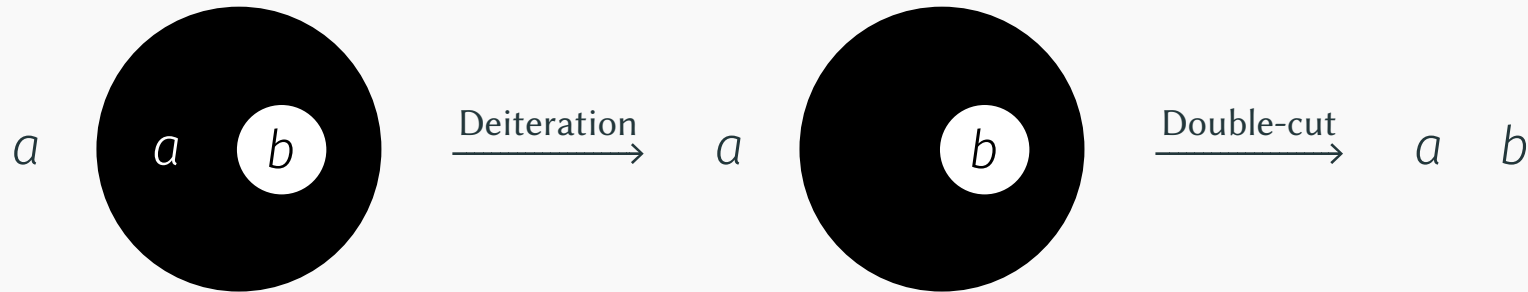
# Illative transformations

Inference rules on **locations**



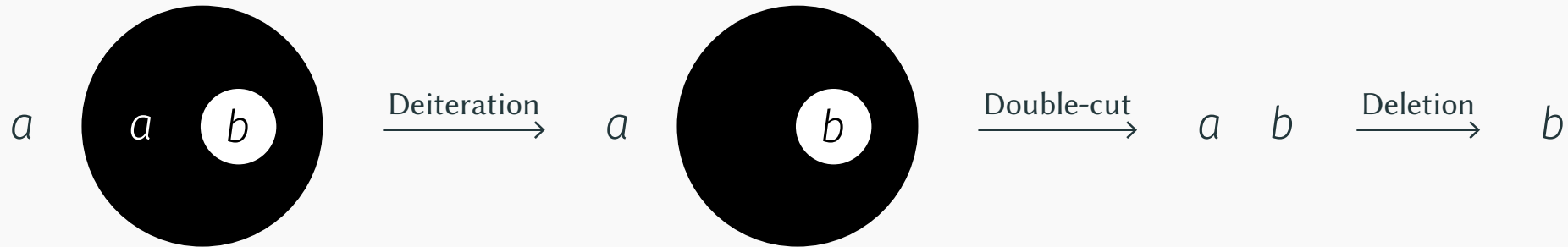
# Illative transformations

Inference rules on **locations**

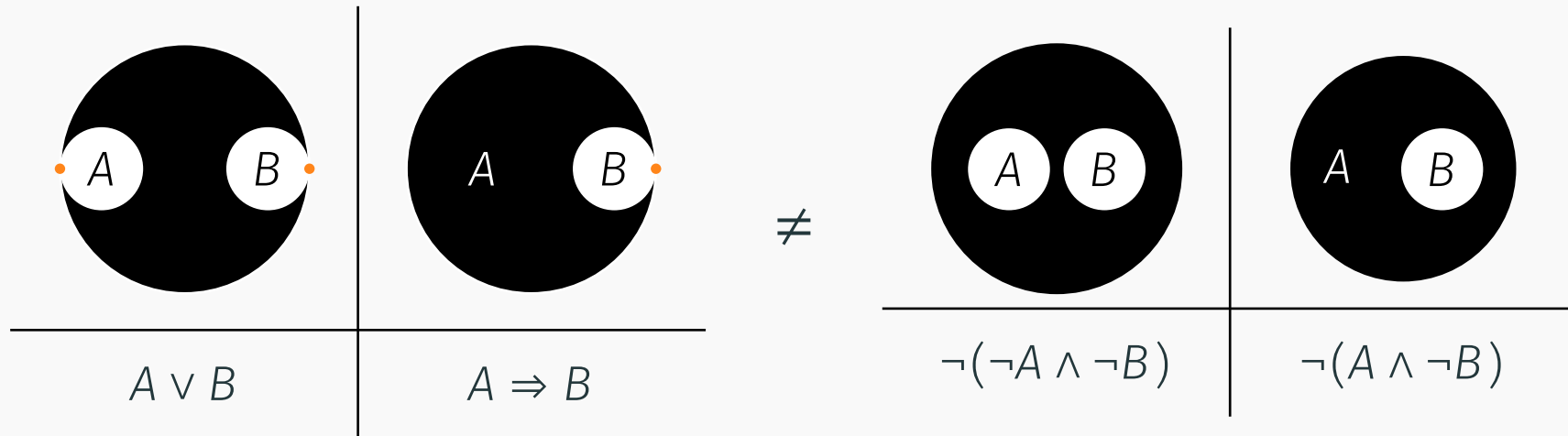


# Illative transformations

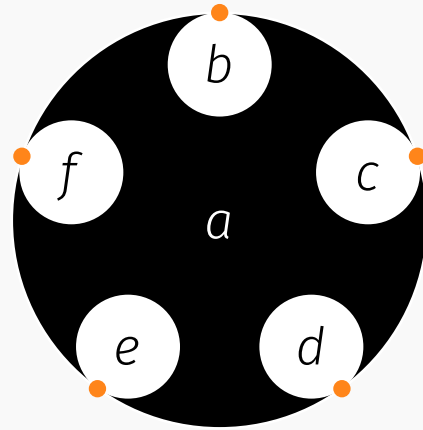
Inference rules on **locations**



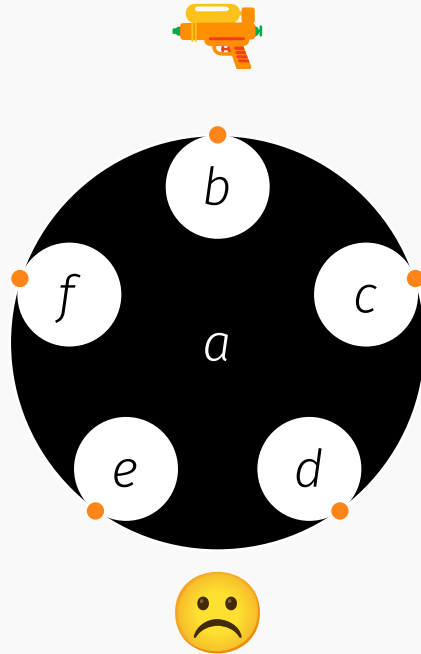
- Topological representation of **implication** with Peirce's "scroll"
- Scroll = **continuously** joined nested cuts:



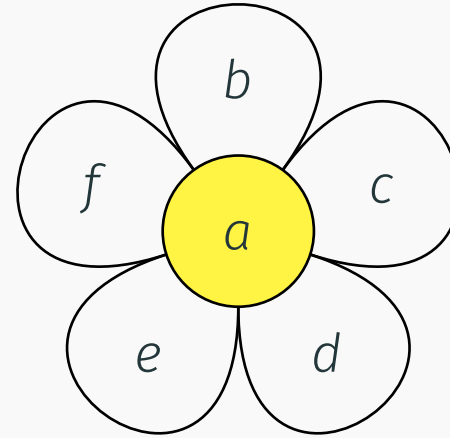
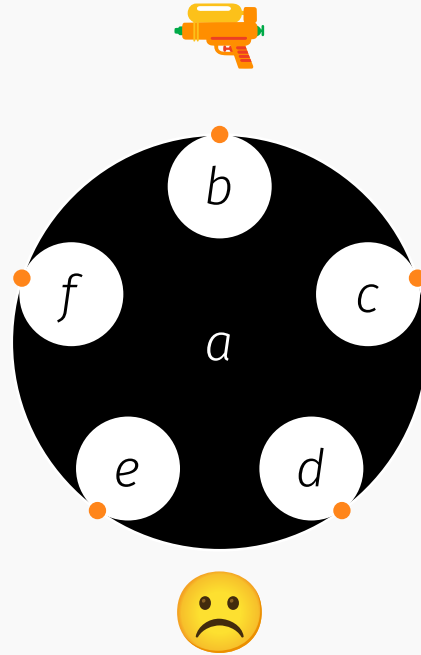
# Blooming



# Blooming

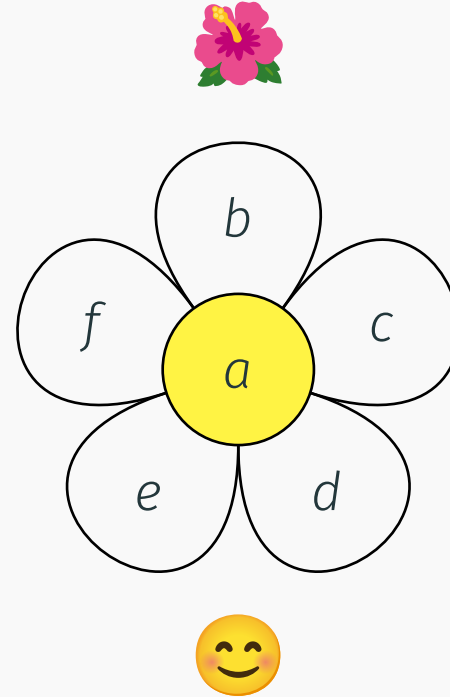
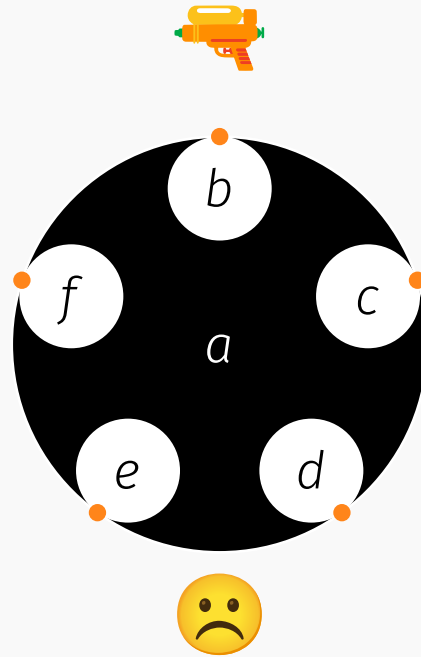


# Blooming



Turn inloops into petals.

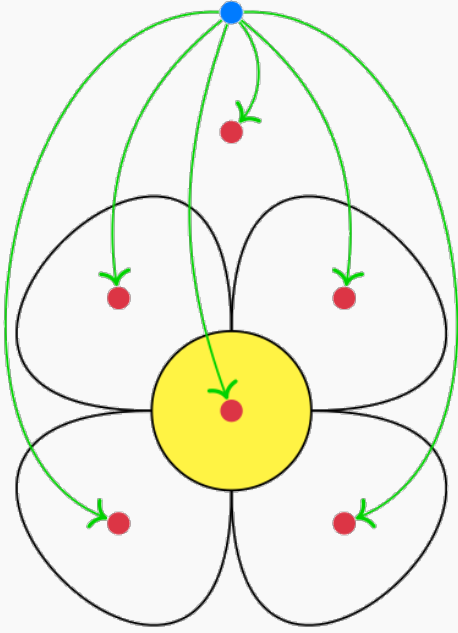
# Blooming



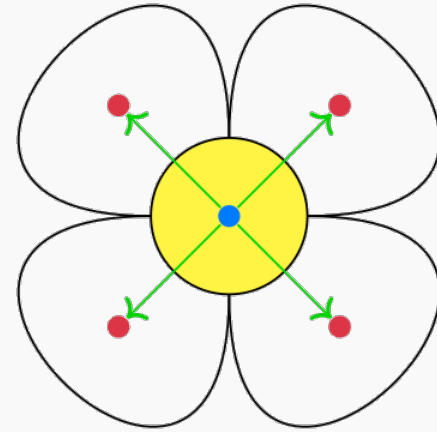
"Make love, not war"



# Pollination



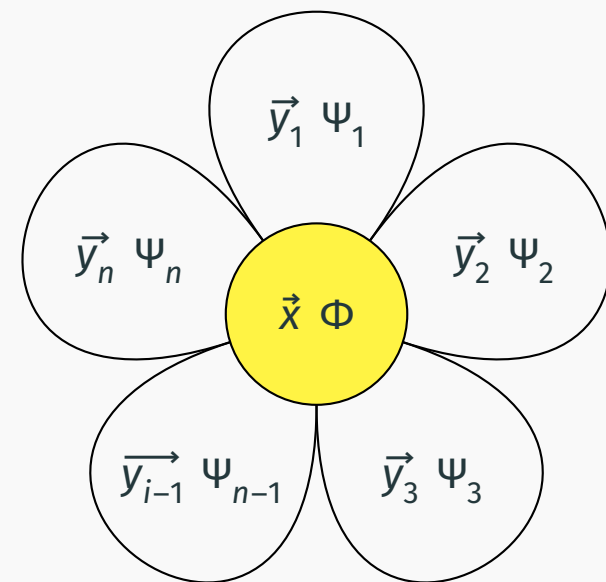
Cross-pollination



Self-pollination

- Support for **quantification** with *binders*  $\vec{x}$
- Interpretation as **geometric** formulas from *topos theory*
- Inference rules divided in two fragments:
  - **Nature**  $\text{✿}$  = **analytic** and invertible
  - **Culture**  $\text{✂}$  = non-invertible

**Theorem** (Analytic completeness): If a flower is *valid* (i.e. true in every Kripke model), then it is  $\text{✿}$ -provable.



$$\forall \vec{x}. \left( \bigwedge \Phi \Rightarrow \bigvee_i \exists \vec{y}_i. \psi_i \right)$$

*GUI in the Proof-by-Action paradigm based on the flower calculus*

- Represent flowers as nested **boxes**
- **Modal interface** to interpret gestural actions:

Proof mode  $\iff$  Natural (invertible and analytic) rules

Edit mode  $\iff$  Cultural (non-invertible) rules

Navigation mode  $\iff$  Contextual closure (functoriality)

Thank you!

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