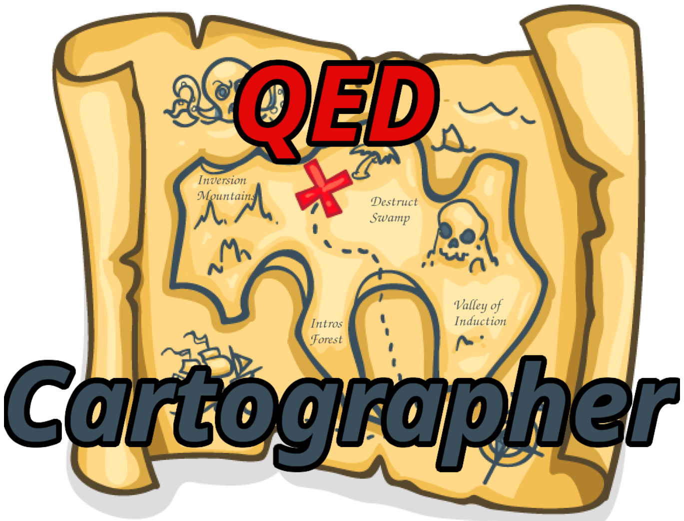
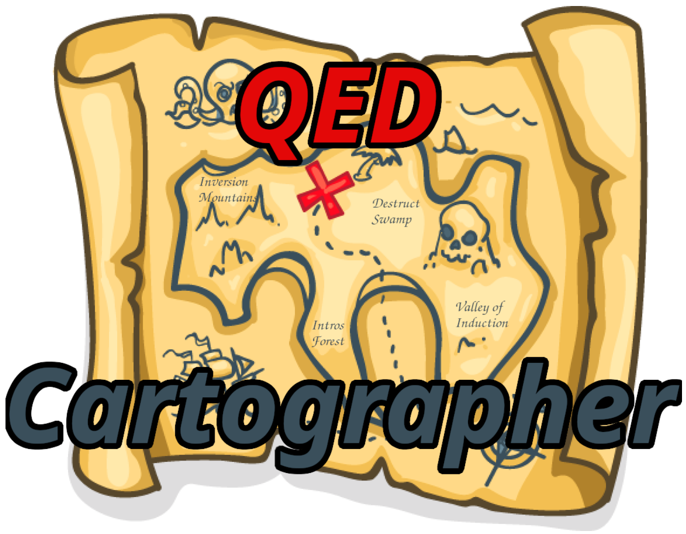
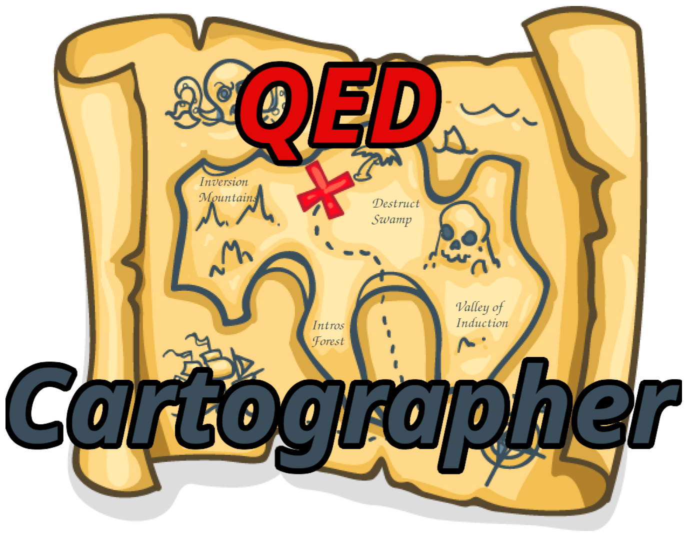
QED Cartographer



Alex Sanchez-Stern, Abhishek Varghese, Zhanna Kaufman,
Dylan Zhang, Talia Ringer, Yuriy Brun



Automating Formal Verification with Reward-Free Reinforcement Learning



Automating $\boxed{\text{Formal Verification}}$ with Reward-Free Reinforcement Learning

Formal Verification

writing proofs about programs!

Formal Verification

writing proofs about programs!

more reliability
than testing!

Formal Verification

writing proofs about programs!

more reliability than testing!

labor intensive

Formal Verification

writing proofs about programs!

more reliability than testing!

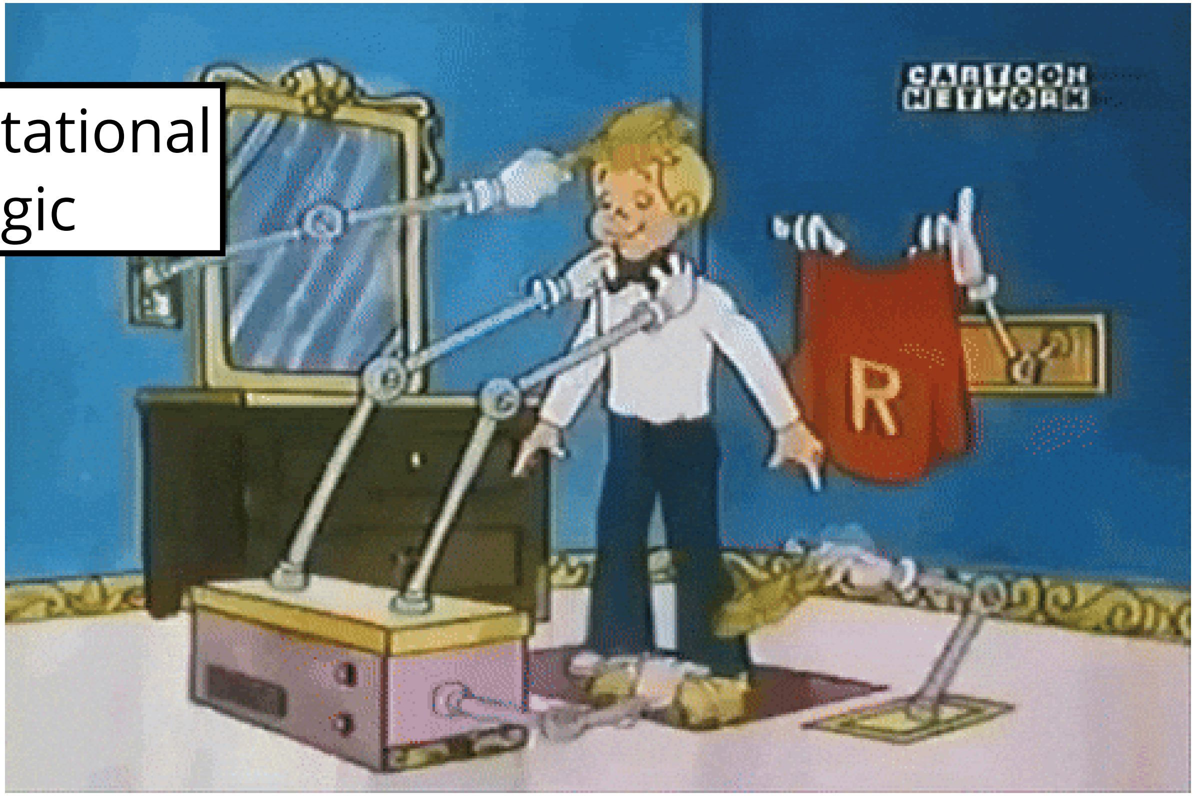
labor intensive

requires specialized expertise

Automating Formal Verification

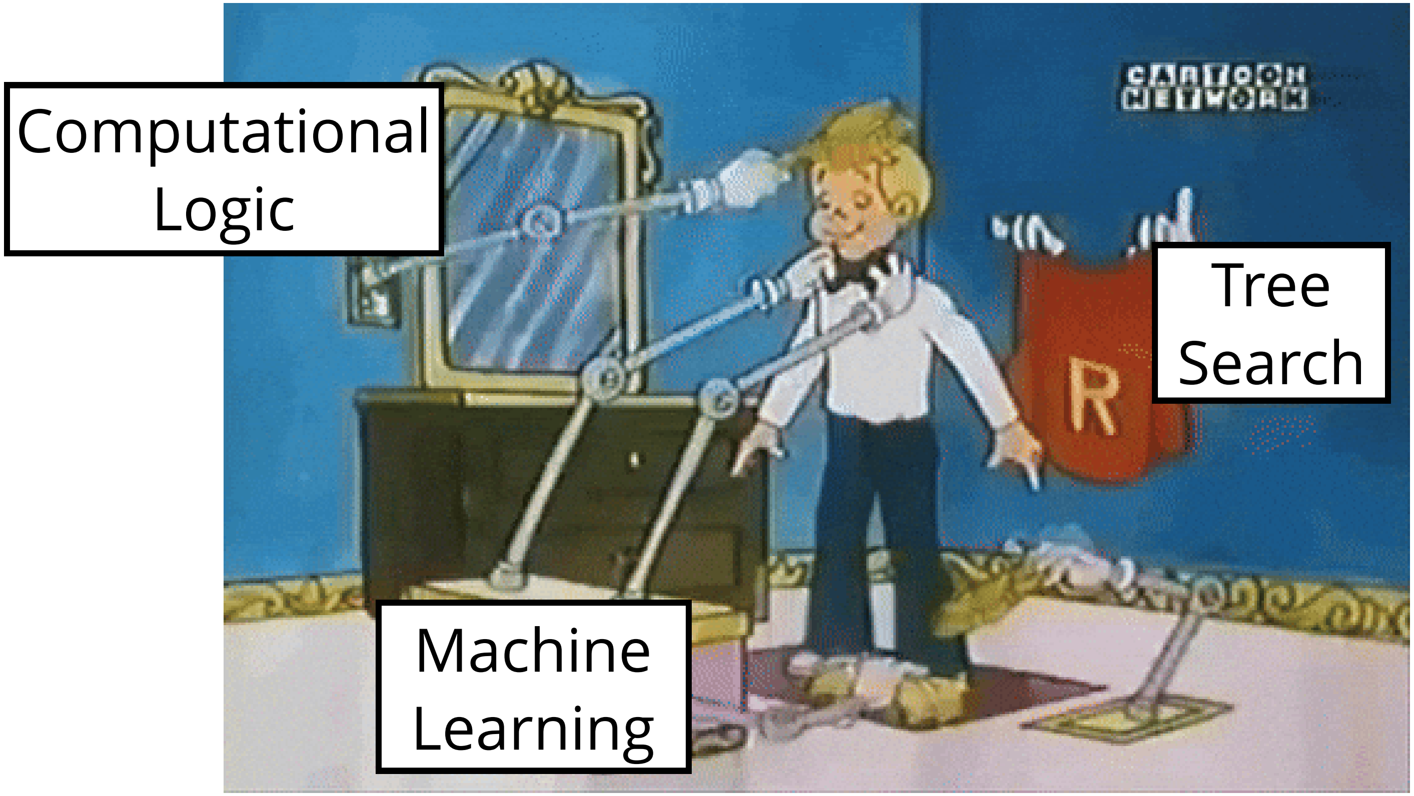
<u>**Automating**</u> Formal Verification

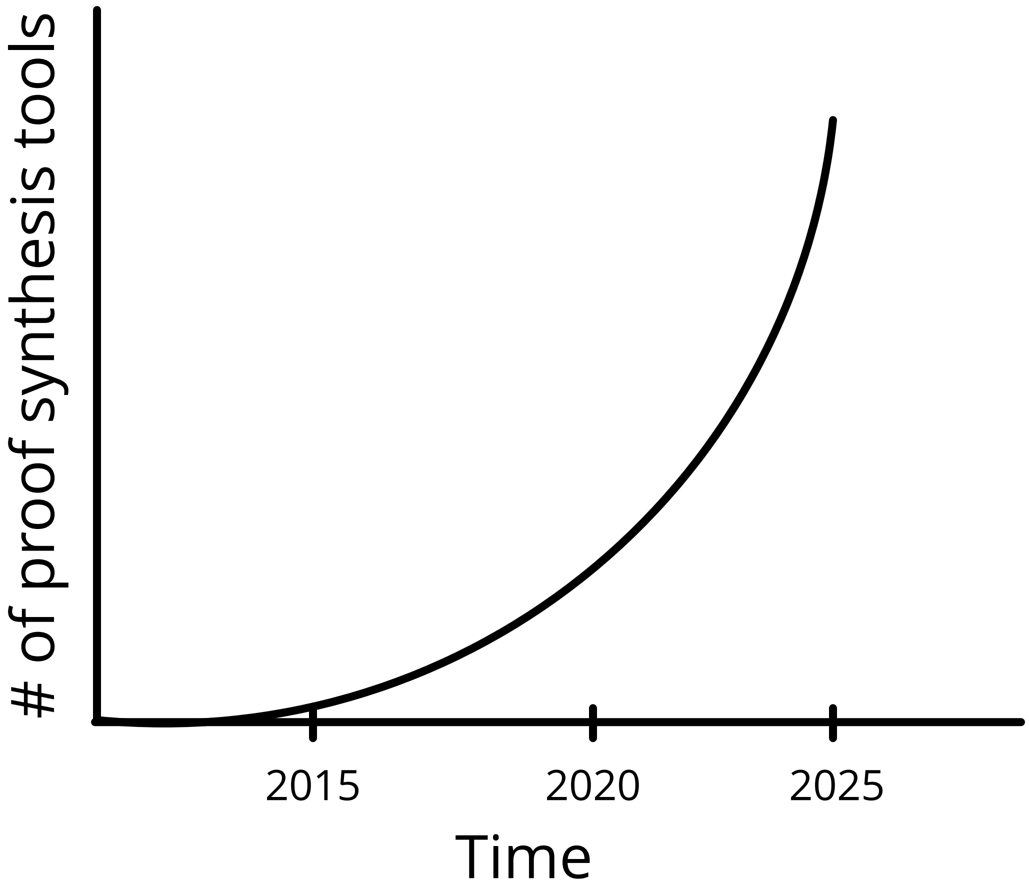
Computational Logic



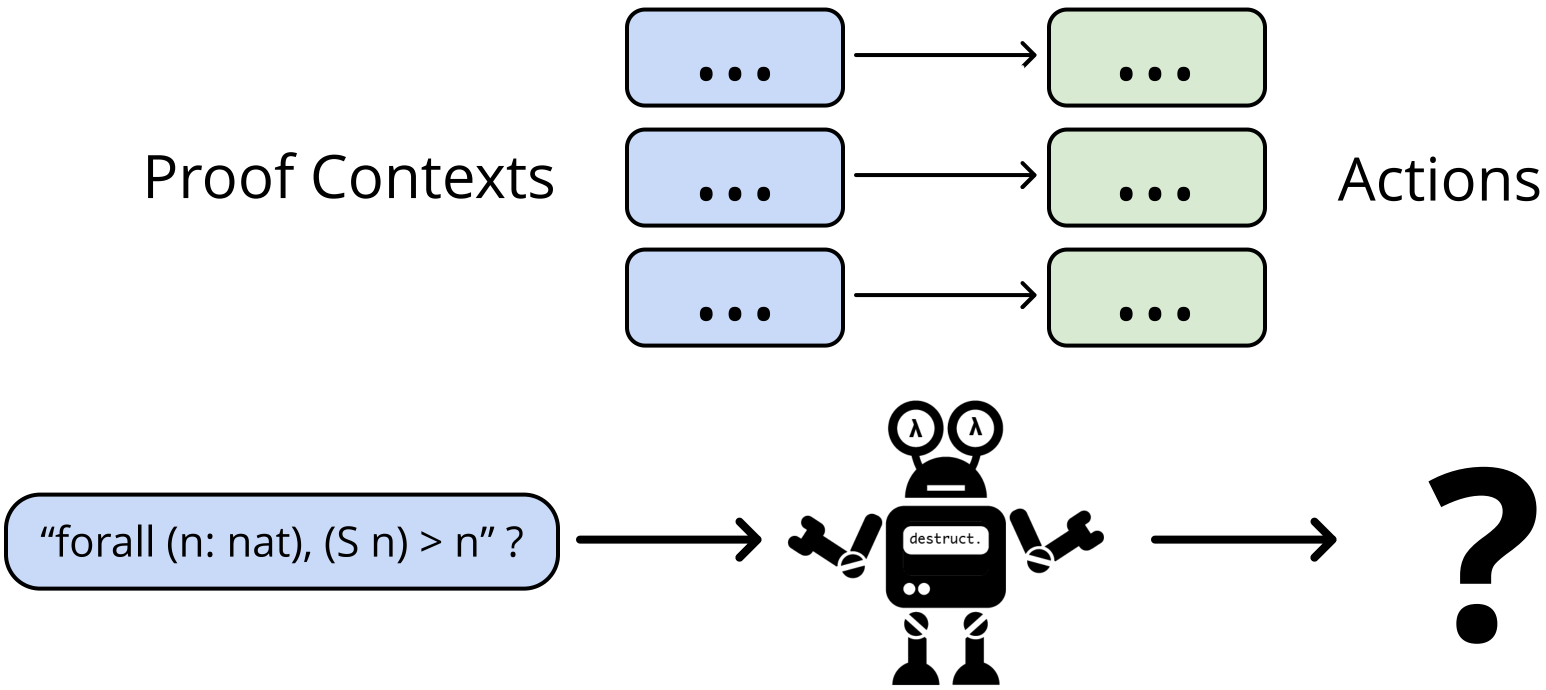
Automating Formal Verification

Automating Formal Verification

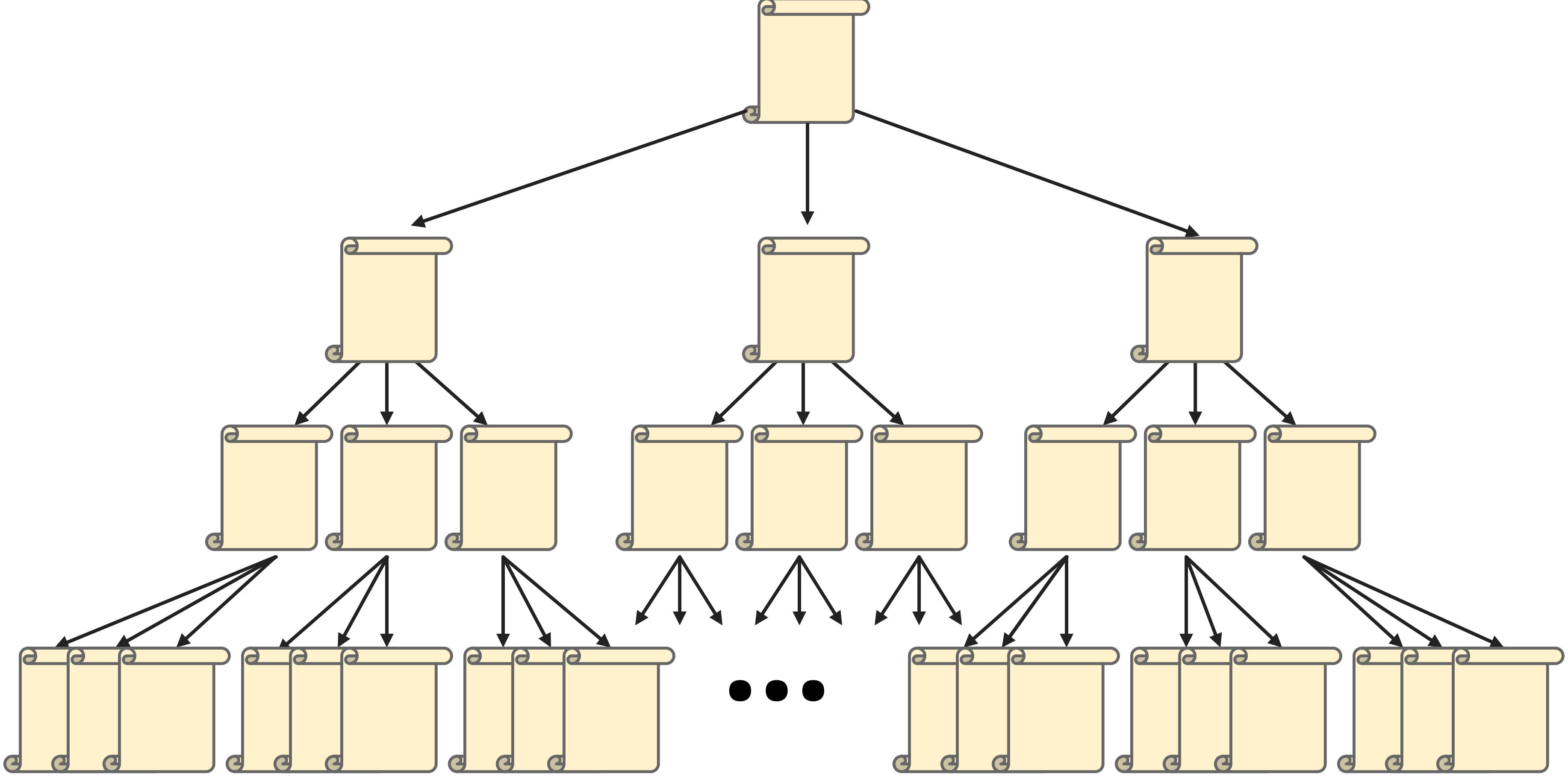


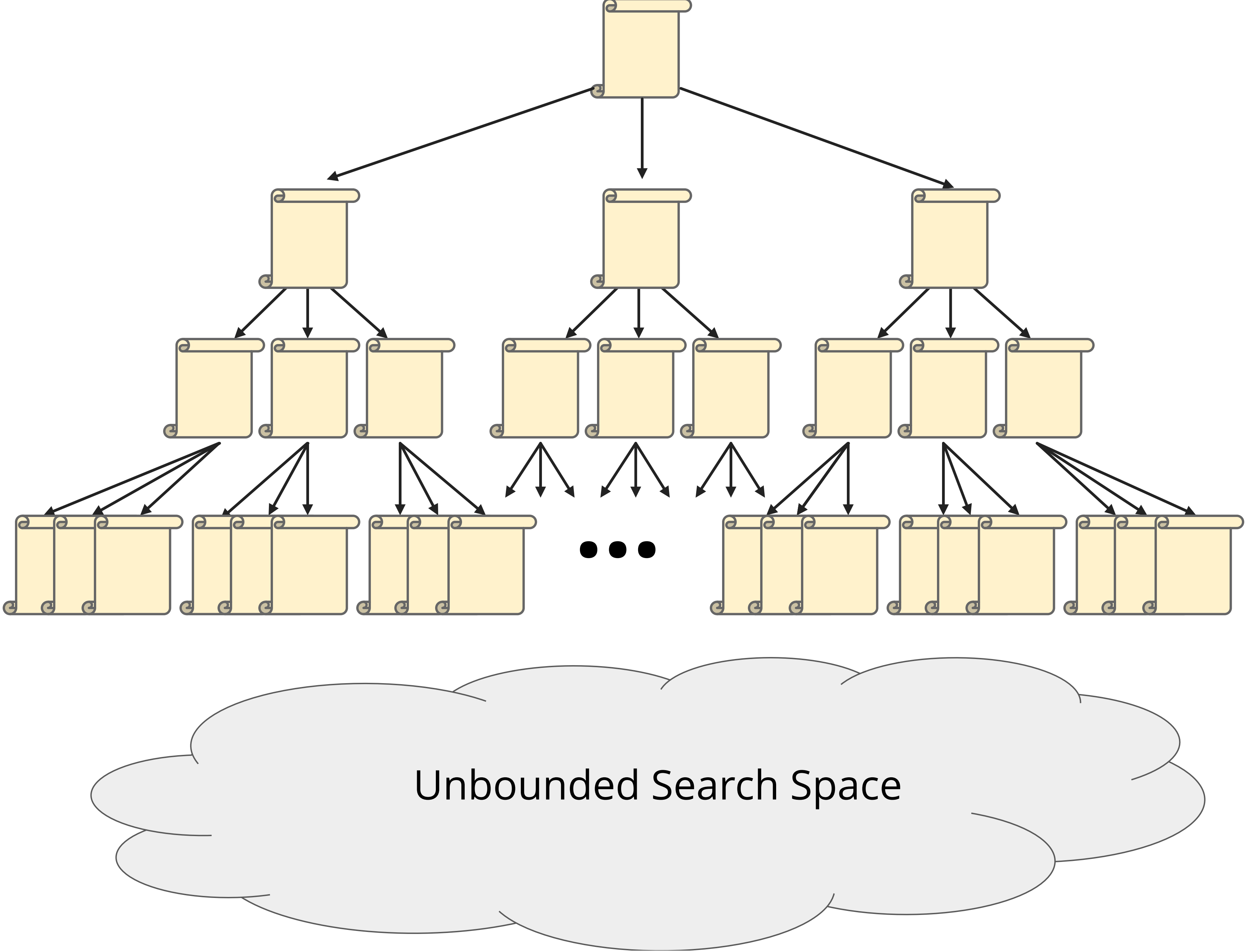


# of proof synthesis tools
2015
2020
2025
Time



Proof Contexts
...
...
...
...
...
...
Actions
“forall (n: nat), (S n) > n” ?
λ
λ
destruct.
?

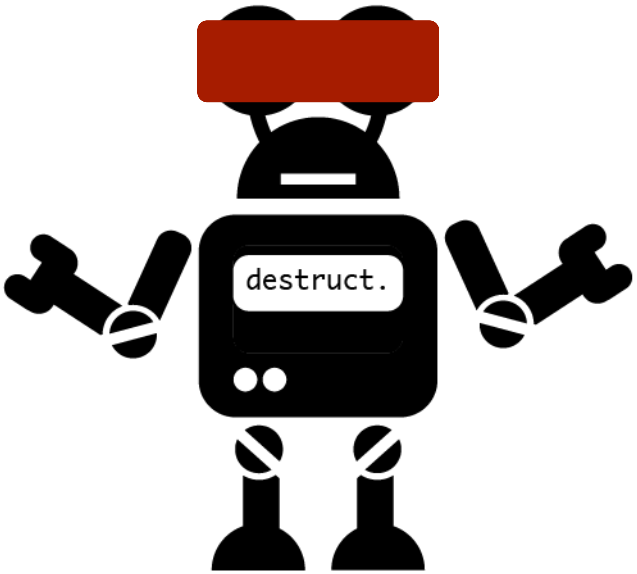



Unbounded Search Space

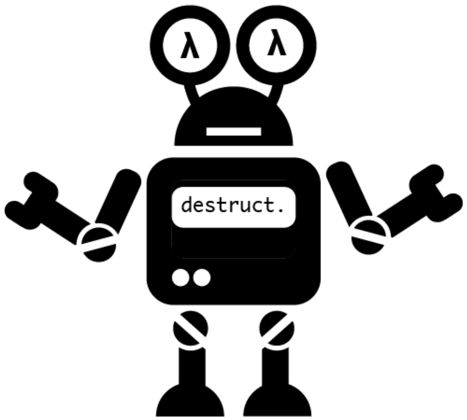
There are some techniques that can help us prune the search tree

There are some techniques that can help us prune the search tree

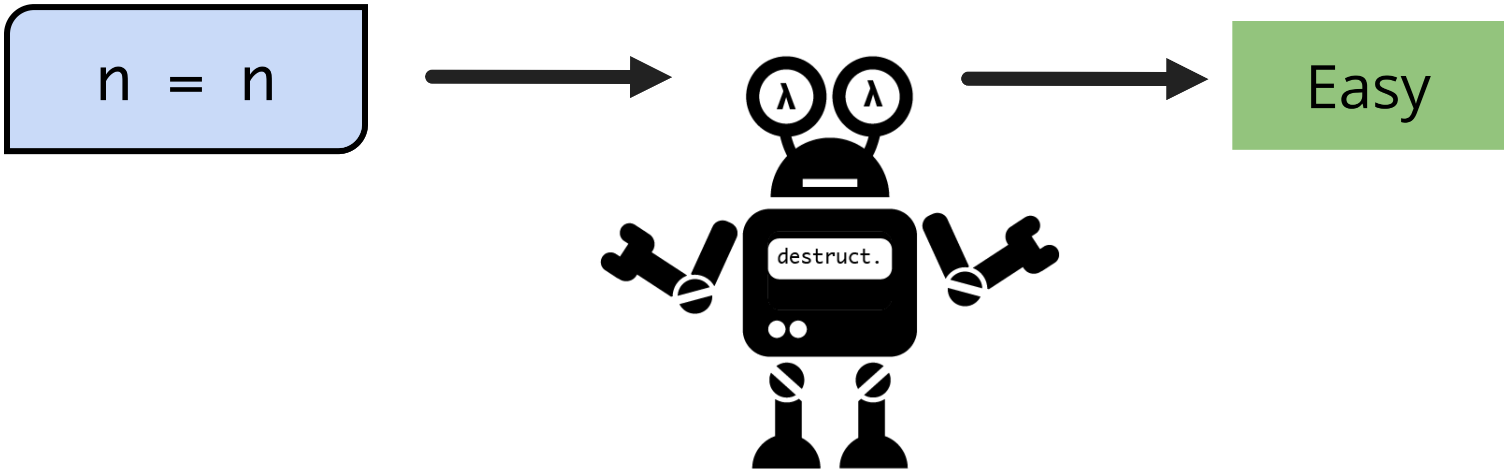
It's hard to explore when you don't know where you are!



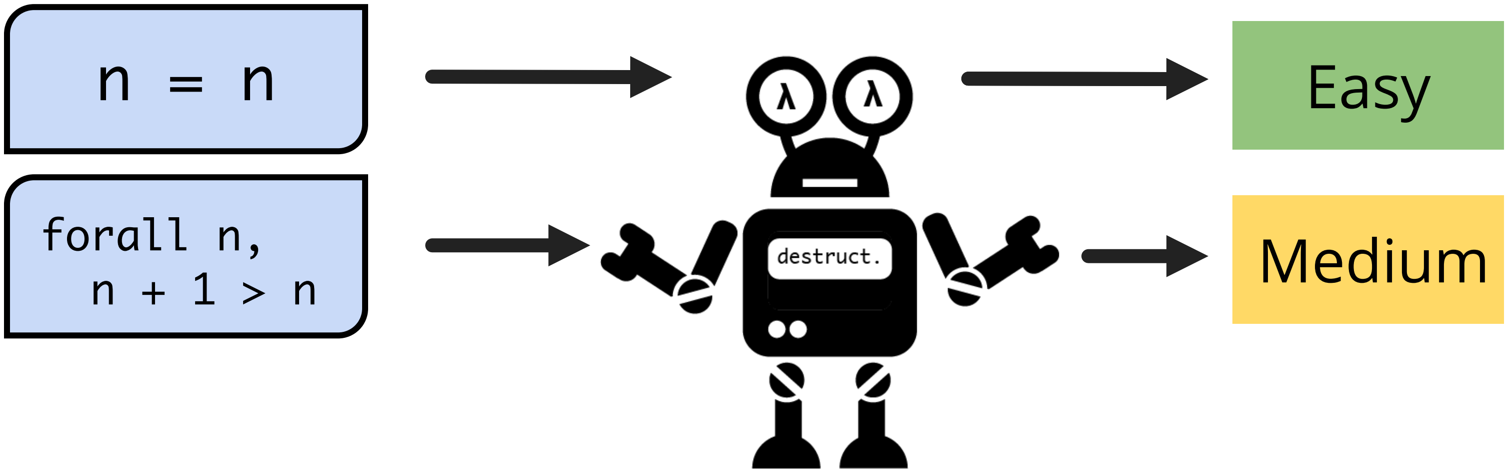
We can search more efficiently if we can evaluate proof states



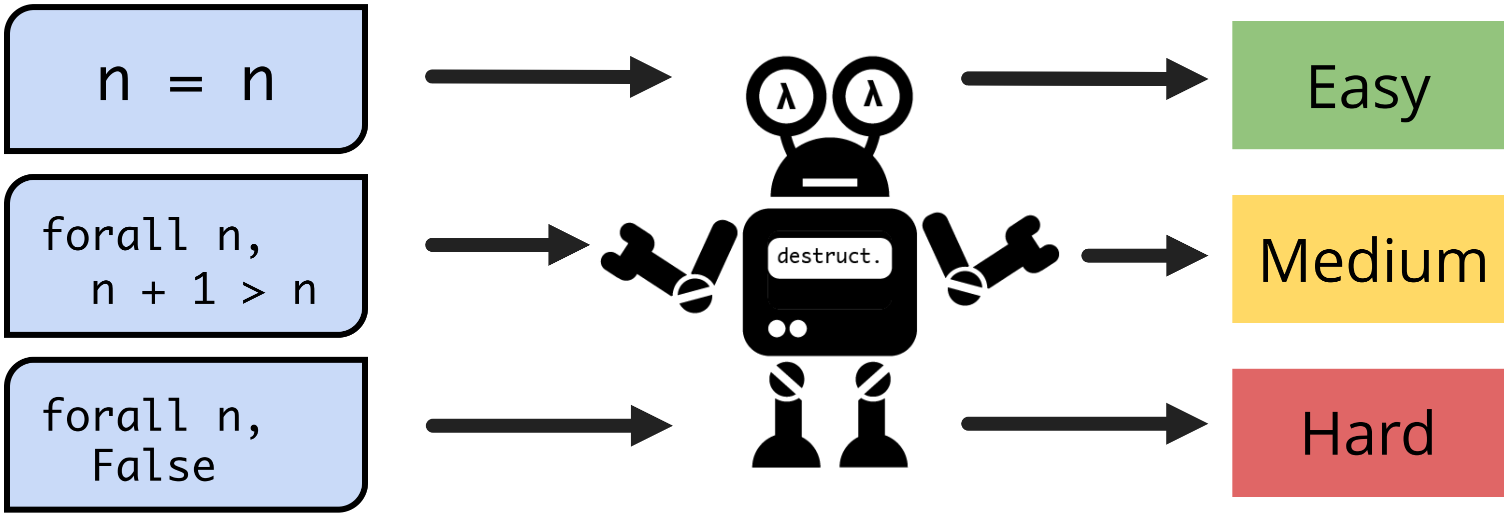
We can search more efficiently if we can evaluate proof states

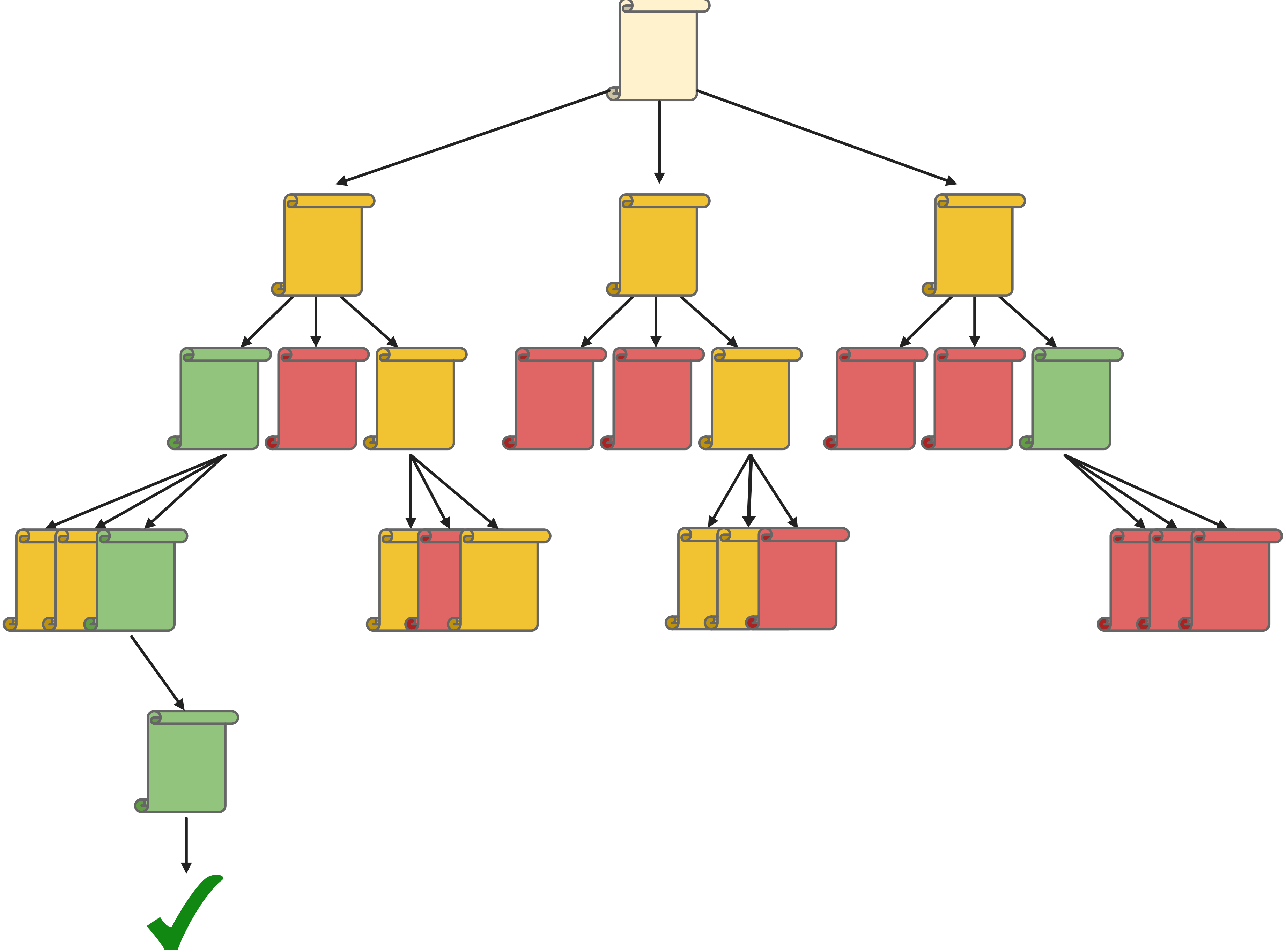


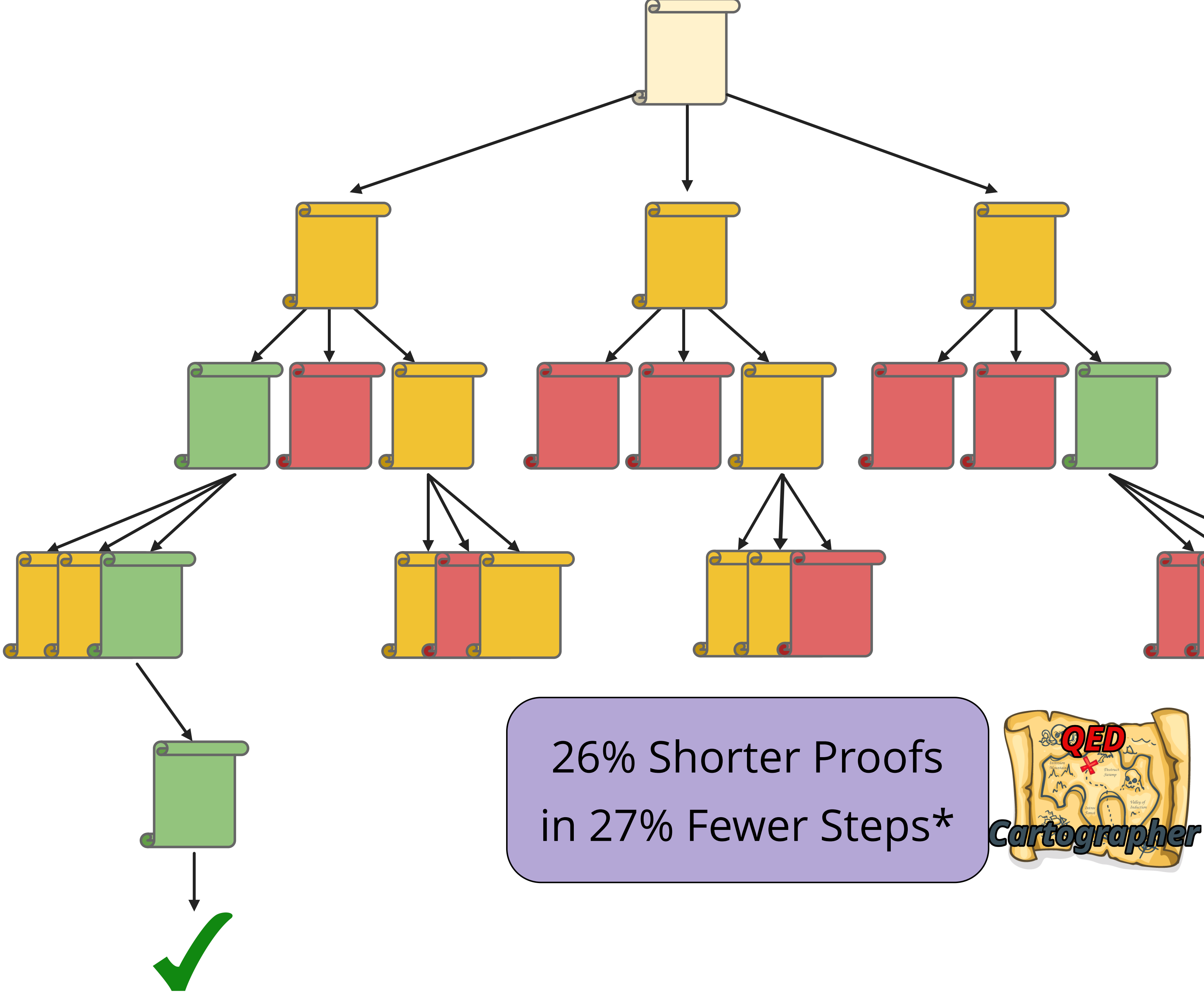
We can search more efficiently if we can evaluate proof states

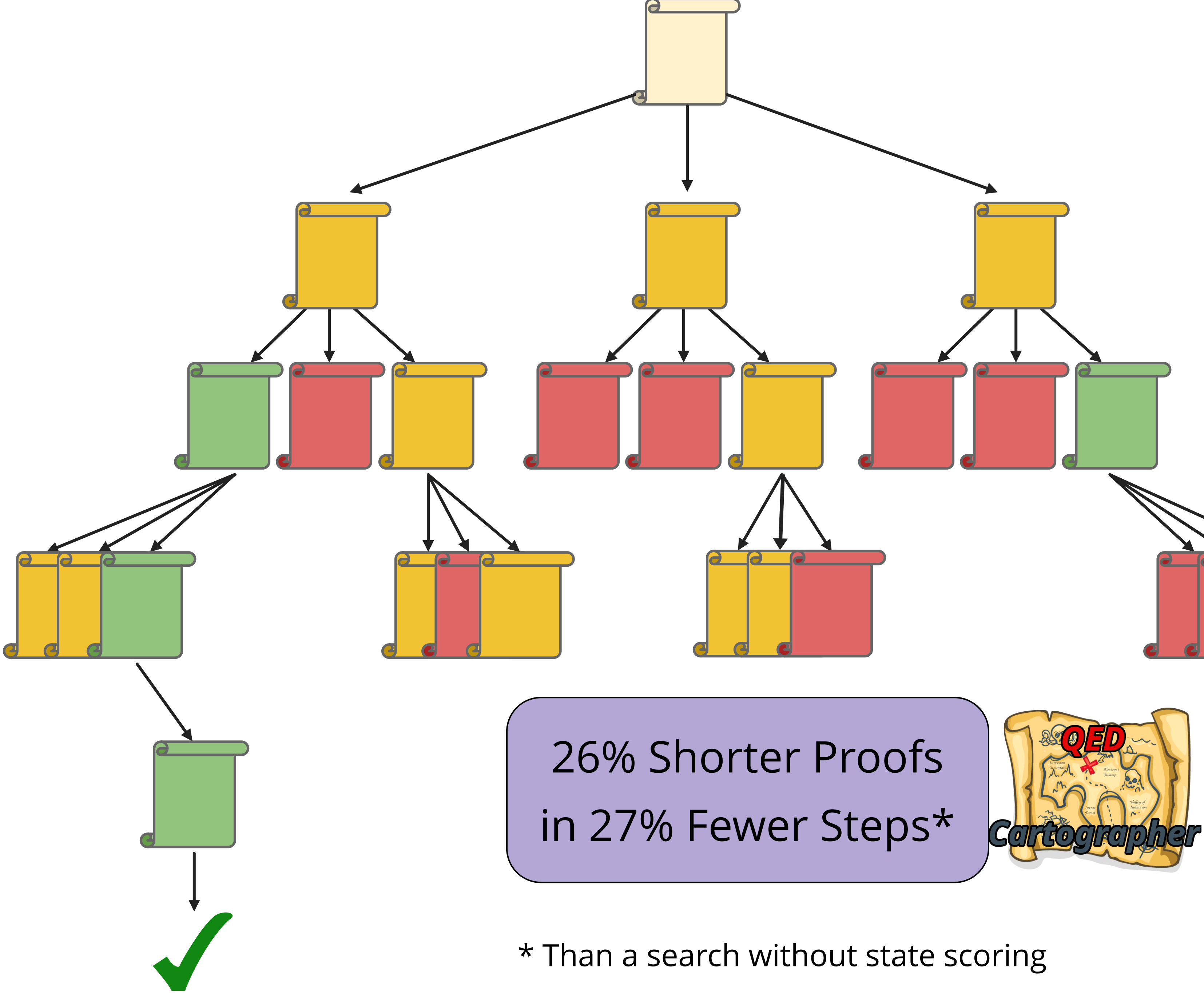


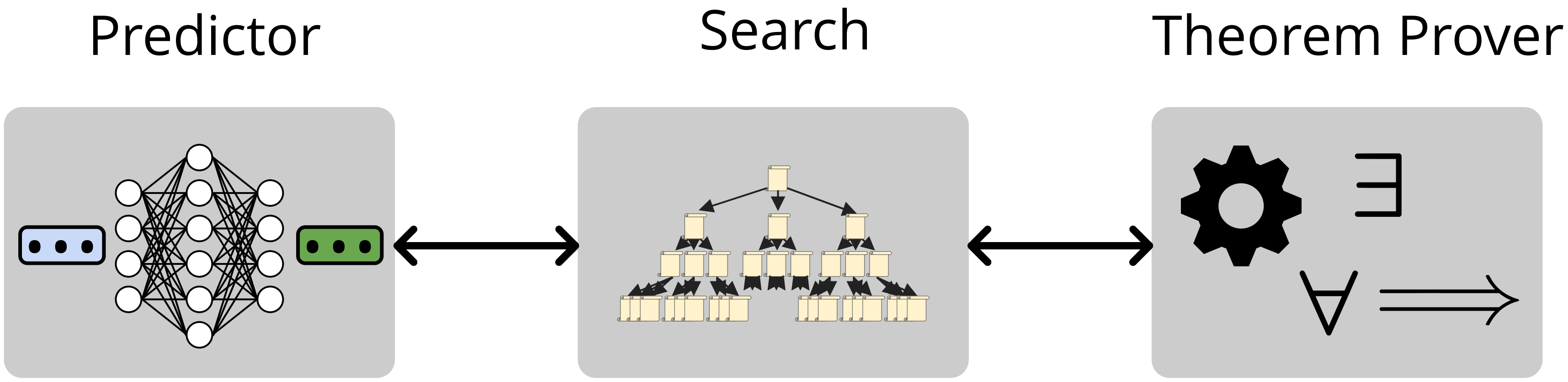
We can search more efficiently if we can evaluate proof states

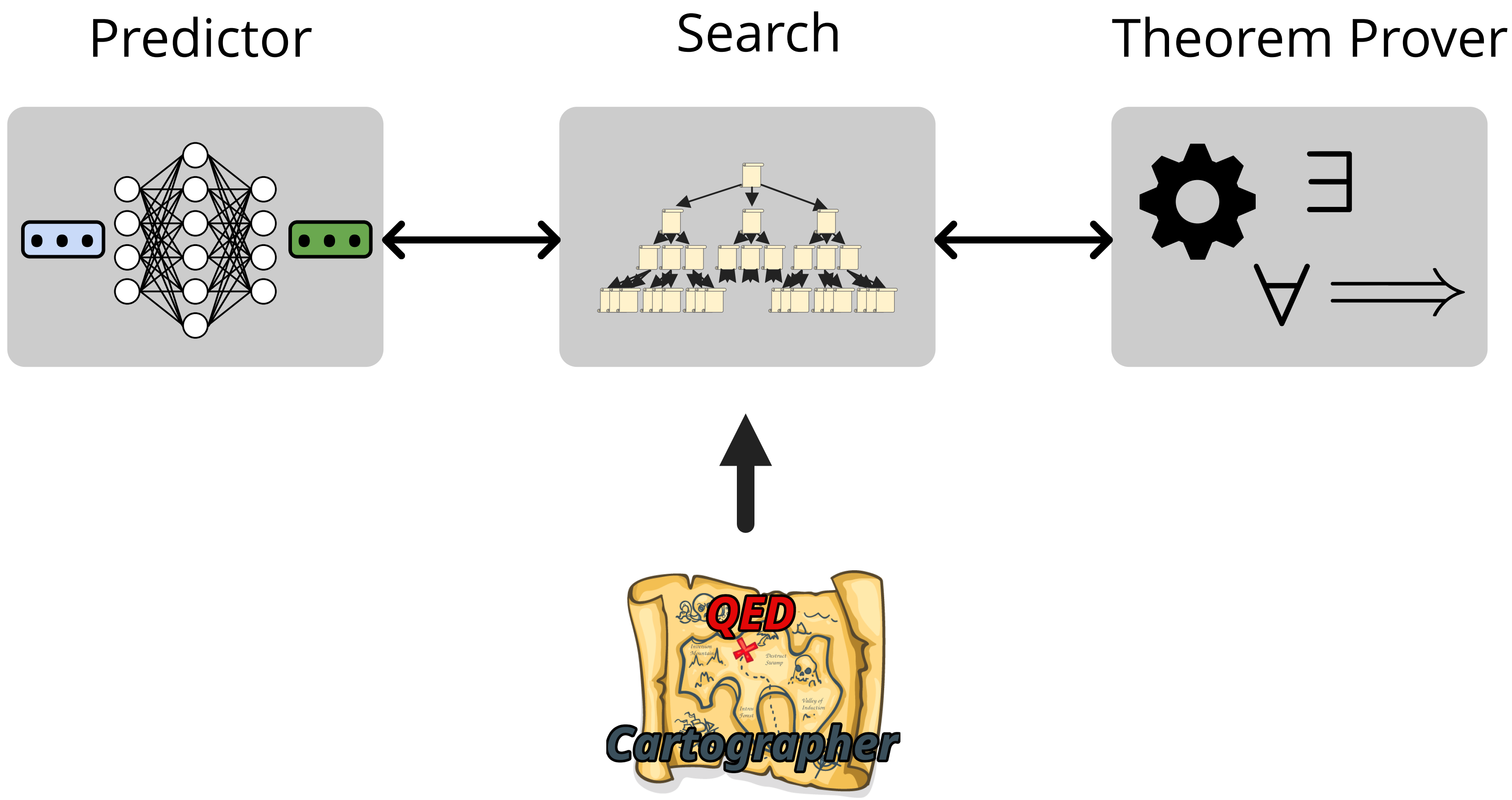





26% Shorter Proofs
in 27% Fewer Steps*
QED
Cartographer


26% Shorter Proofs
in 27% Fewer Steps*
QED
Cartographer
* Than a search without state scoring


Predictor
Search
Theorem Prover


Predictor
Search
Theorem Prover
QED
Cartographer

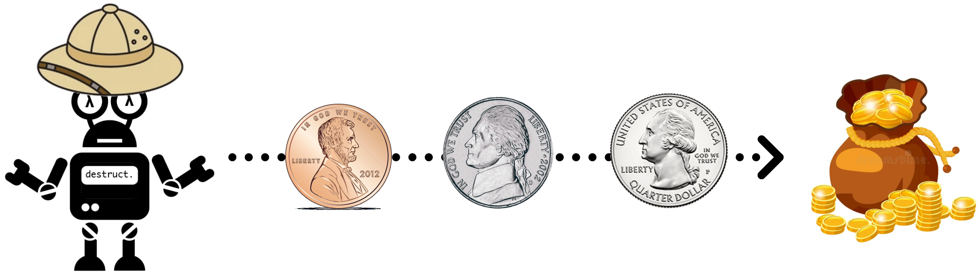
"Reward-free Reinforcement Learning"

"Reward-free $\underbrace{\text{Reinforcement Learning"}}_{\text{In particular, V-learning}}$

This Talk

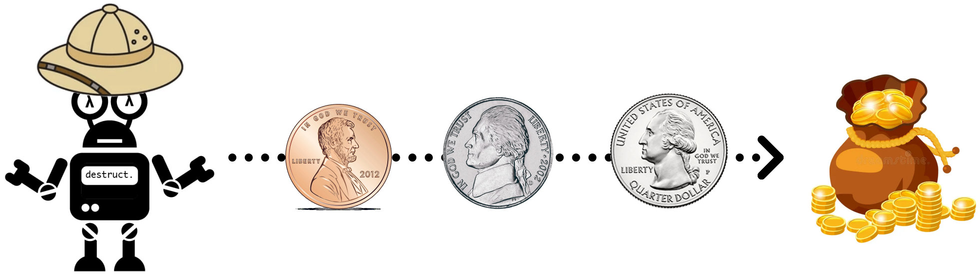
This Talk

V-Learning

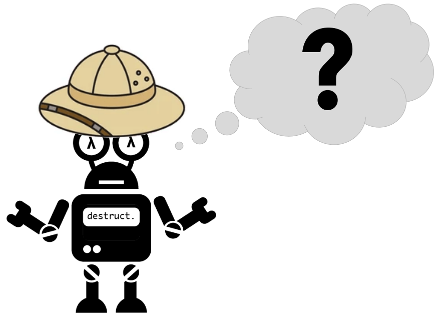


This Talk

V-Learning

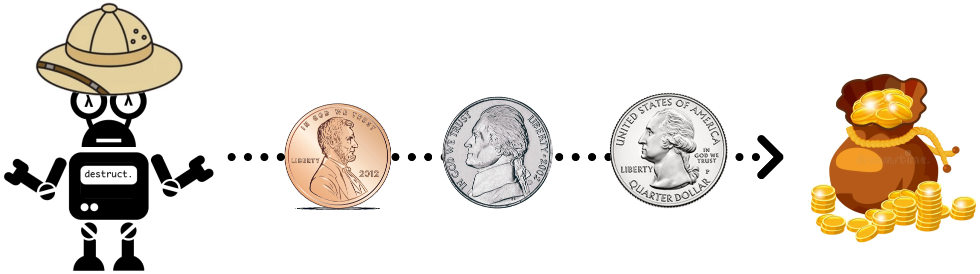


Limitations in Proofs

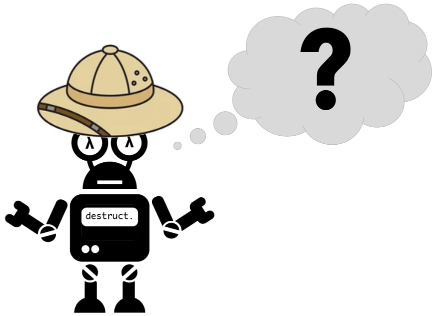


This Talk

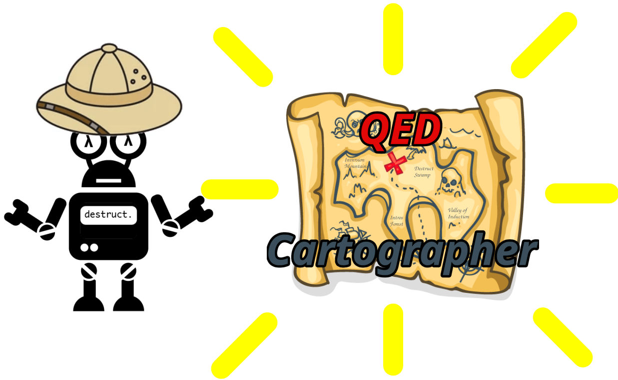
V-Learning



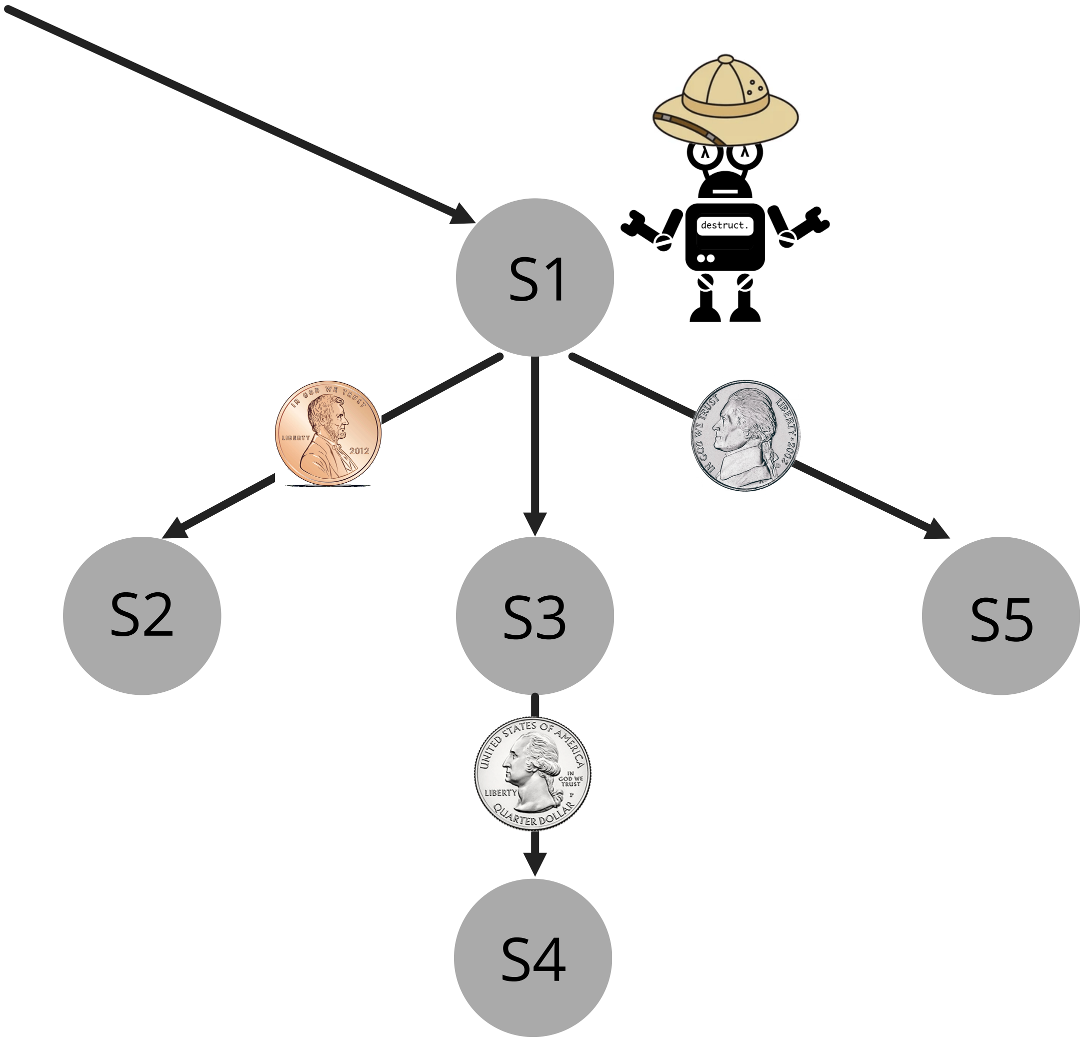
Limitations in Proofs



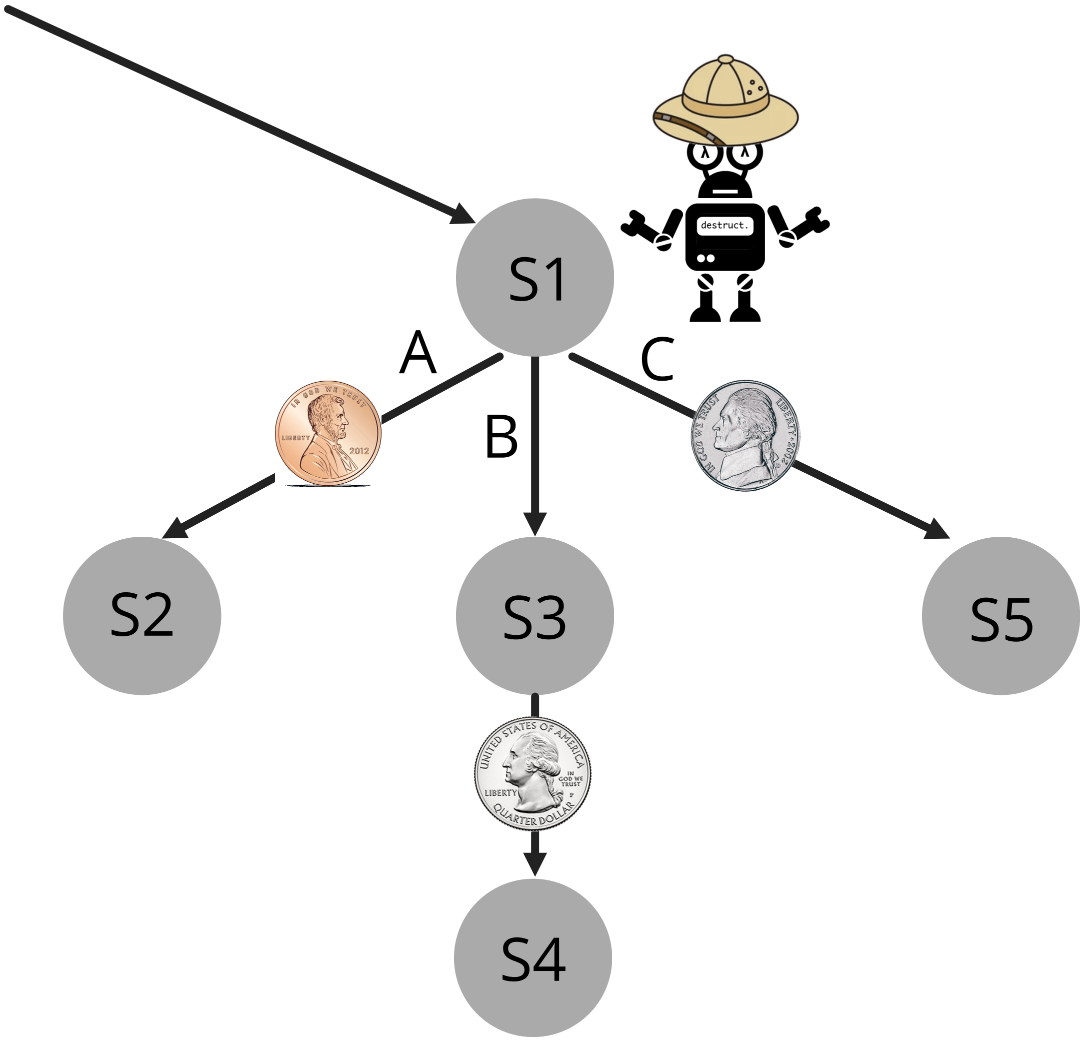
Adapting to Proofs



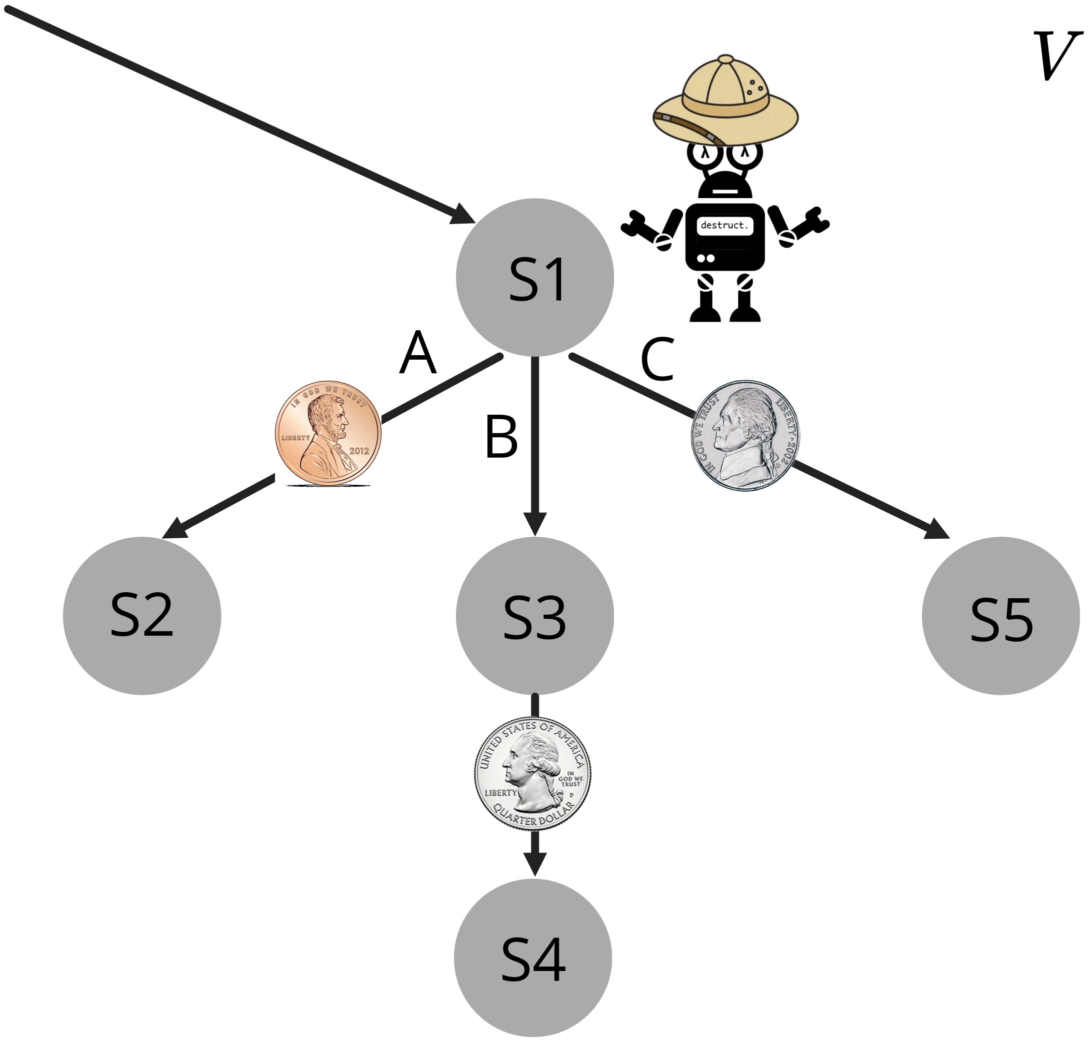
Classic V-Learning



Classic V-Learning



Classic V-Learning



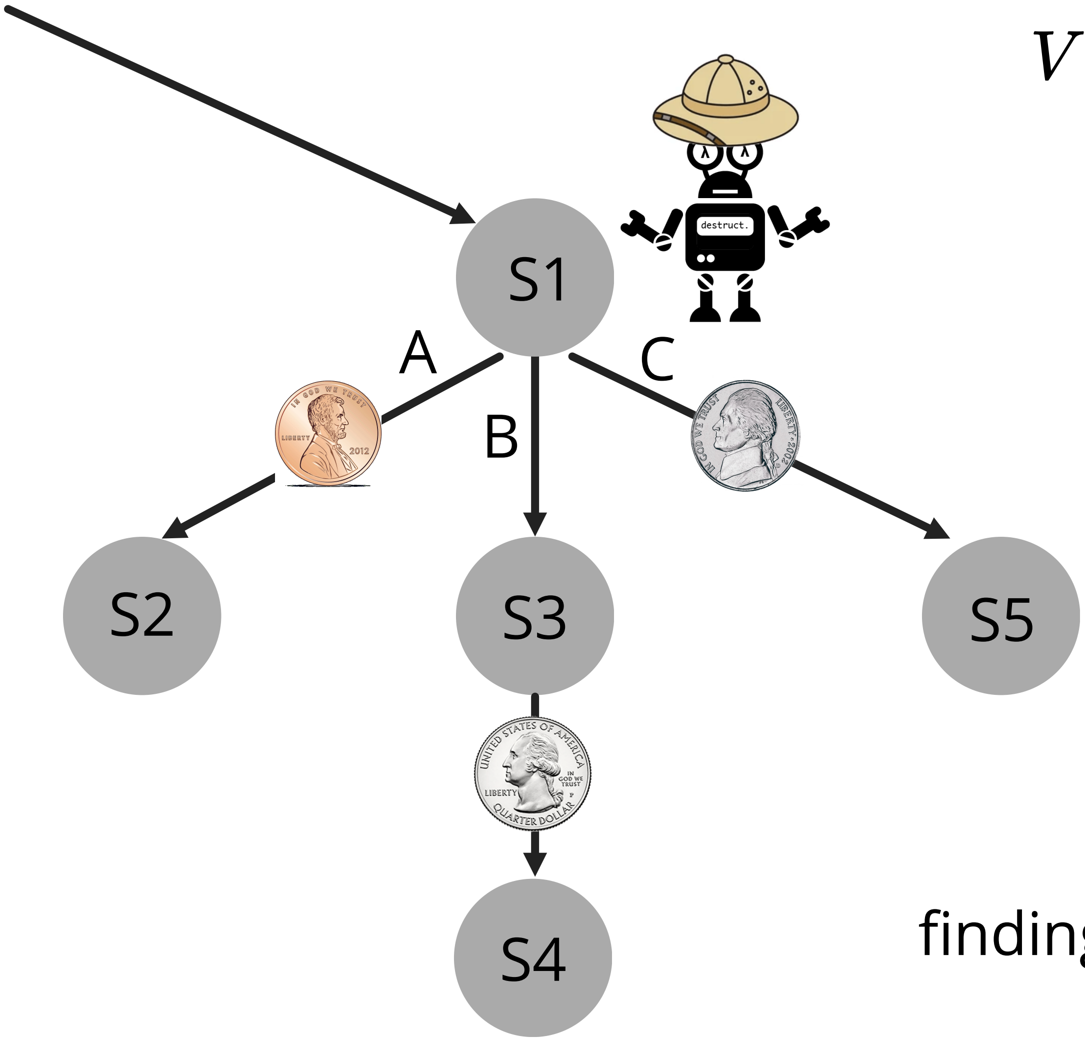
$V(S1) = \max($

 $+ \quad V(S2),$

$($  $+ \quad V(S4)),$

 $+ \quad V(S5))$

Classic V-Learning



$V(S1) = \max($

 $+\gamma V(S2),$

$\gamma($$+\gamma V(S4)),$

 $+\gamma V(S5))$

γ = time discount

finding rewards sooner is better!

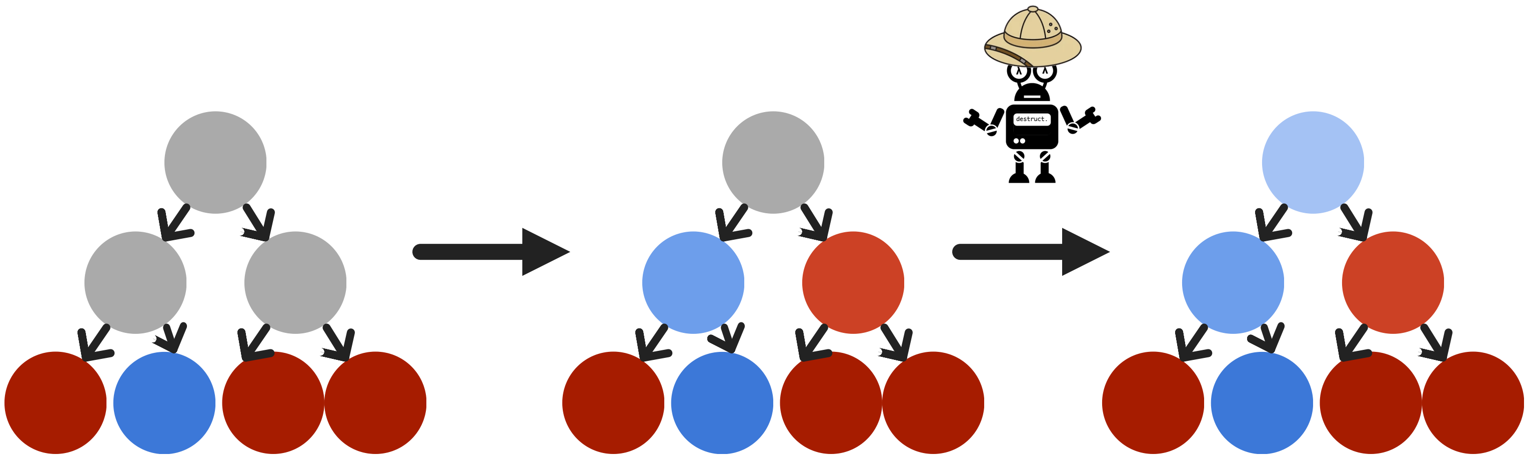
$V(S1) = \mathbf{max}($  $+\gamma V(S2),\ \ \gamma\,($  $+\gamma V(S4))\,,$  $+\gamma V(S5))$

$V(S1) = \max($  $+\gamma V(S2),\ \gamma\,($  $+\gamma V(S4))\,,$  $+\gamma V(S5))$

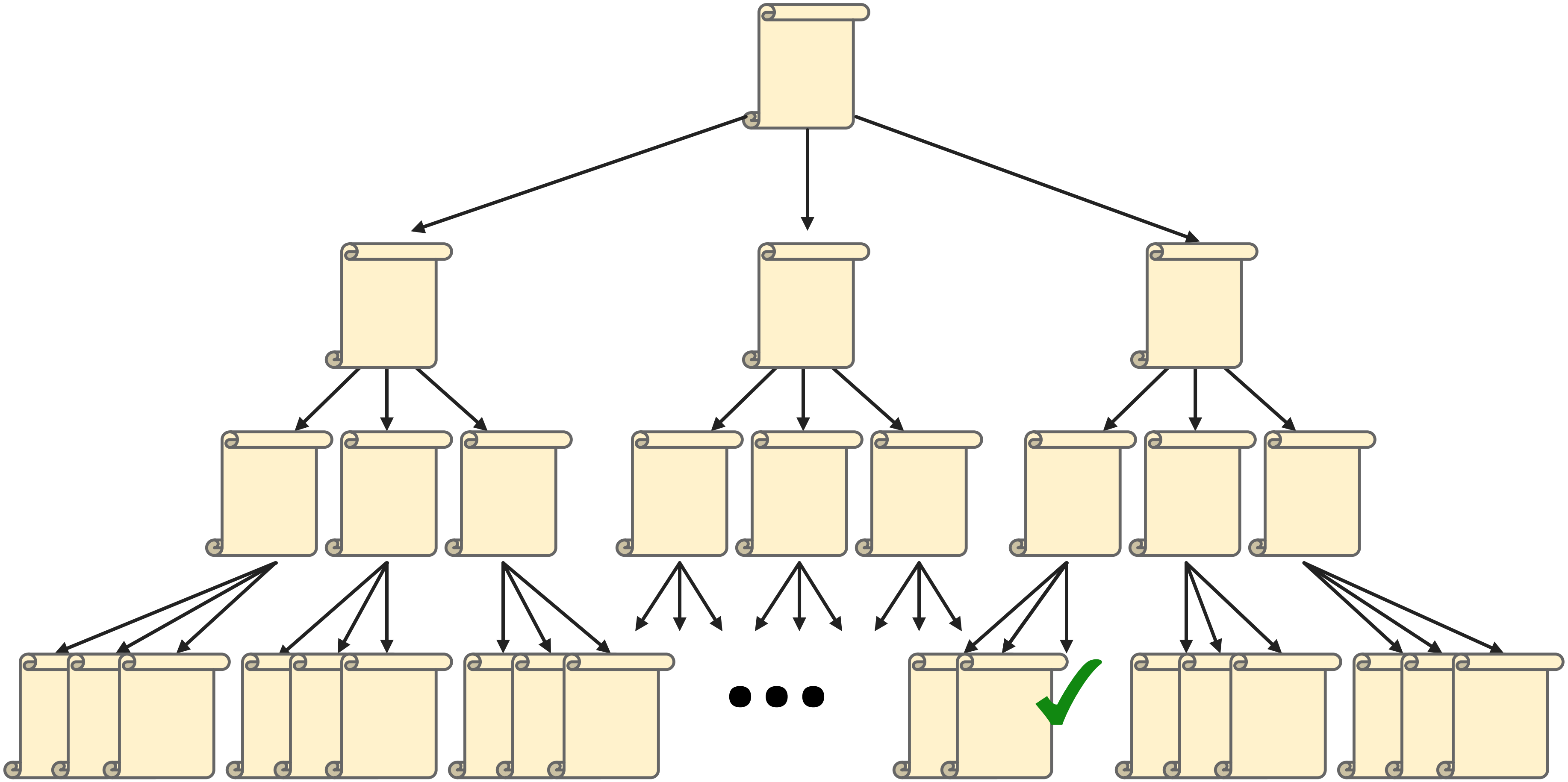
Generalizes to

$$V(S) = \max_{a \in \text{actions}(S)} \left(R(S,a) + \gamma V(\text{next-state}(S,a)\right)$$

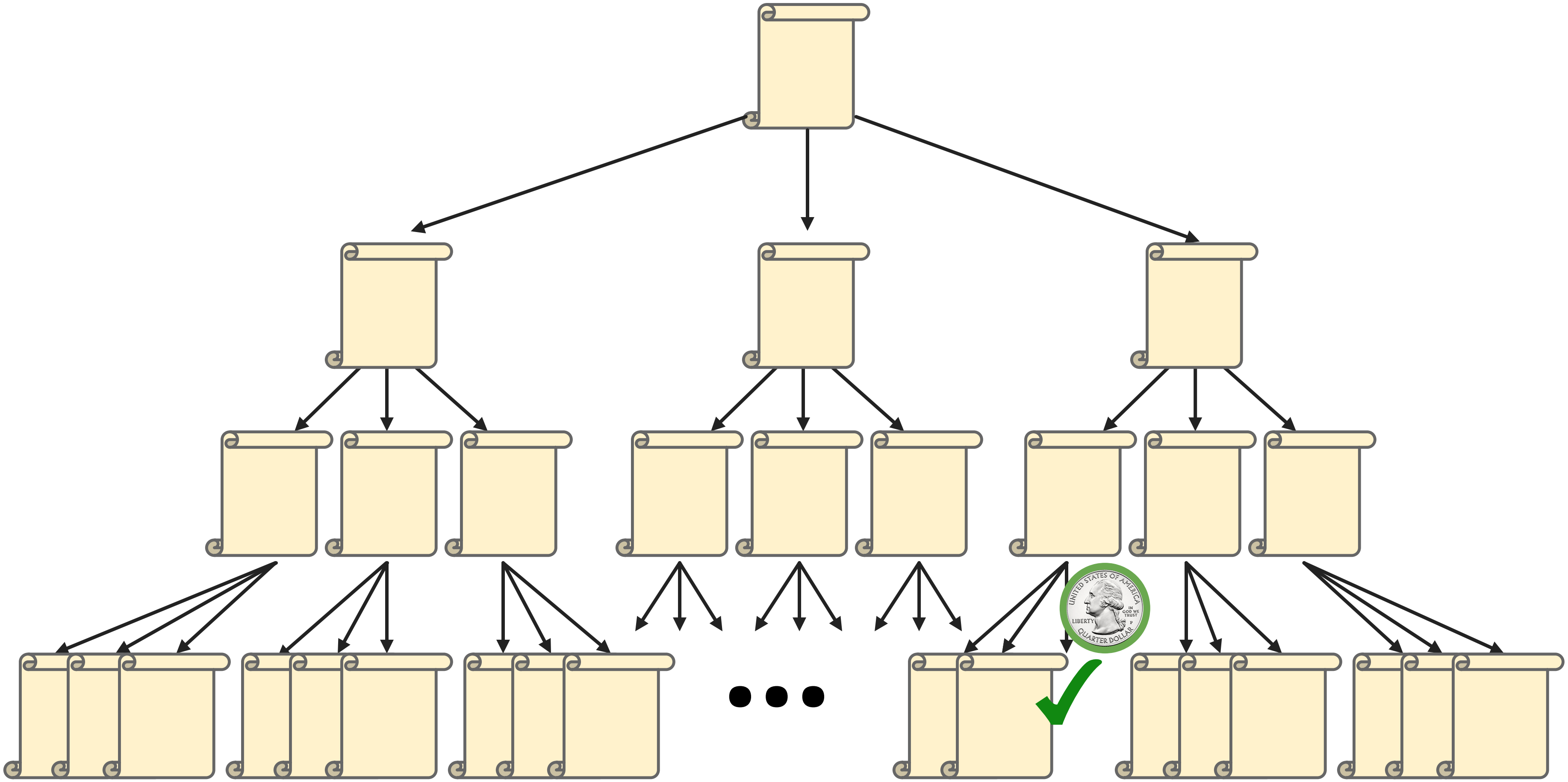
V-Learning in Practice: Iterative Updates



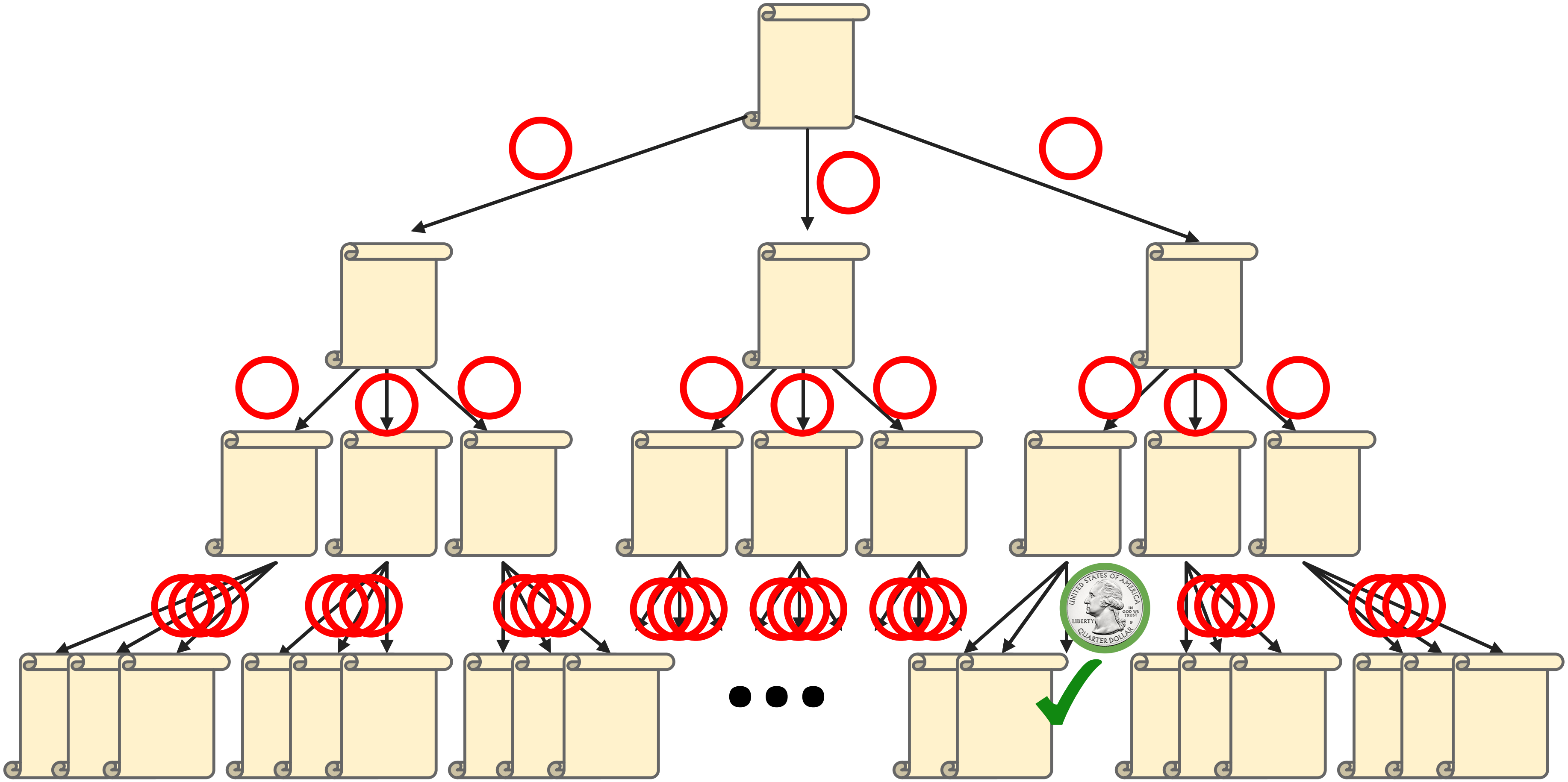
V-Learning in Proofs: The Sparse Reward Problem



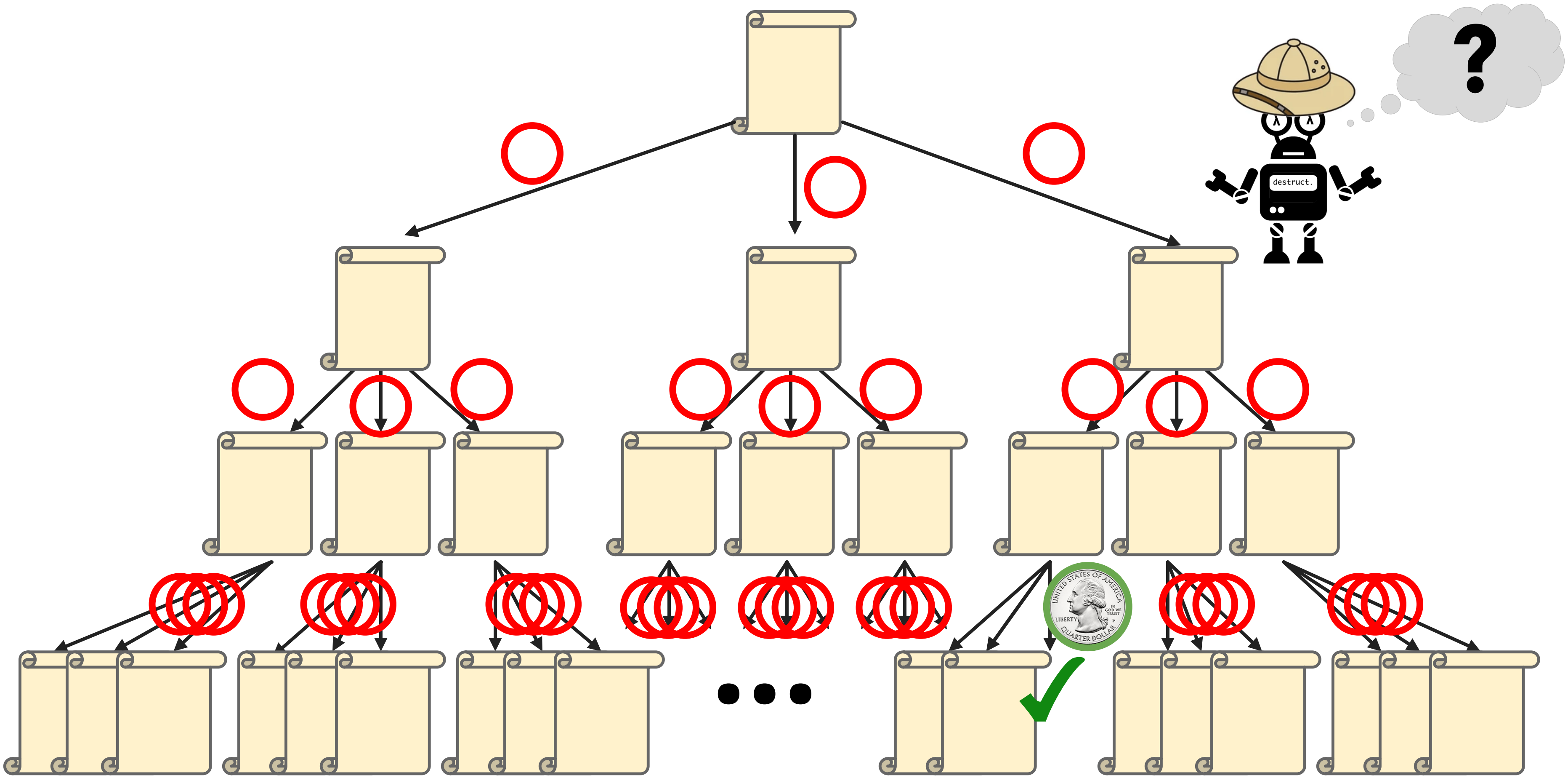
V-Learning in Proofs: The Sparse Reward Problem



V-Learning in Proofs:
The Sparse Reward Problem



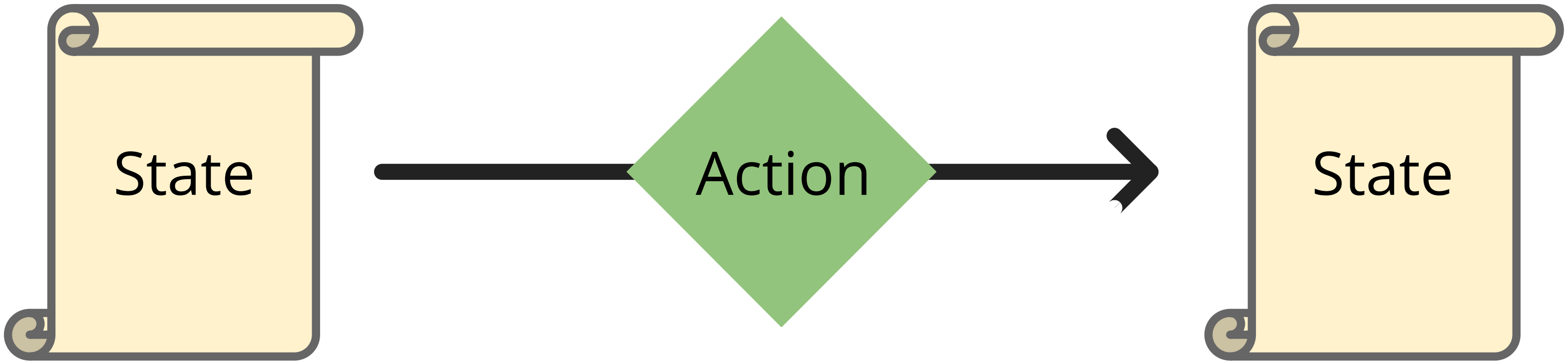
V-Learning in Proofs: The Sparse Reward Problem

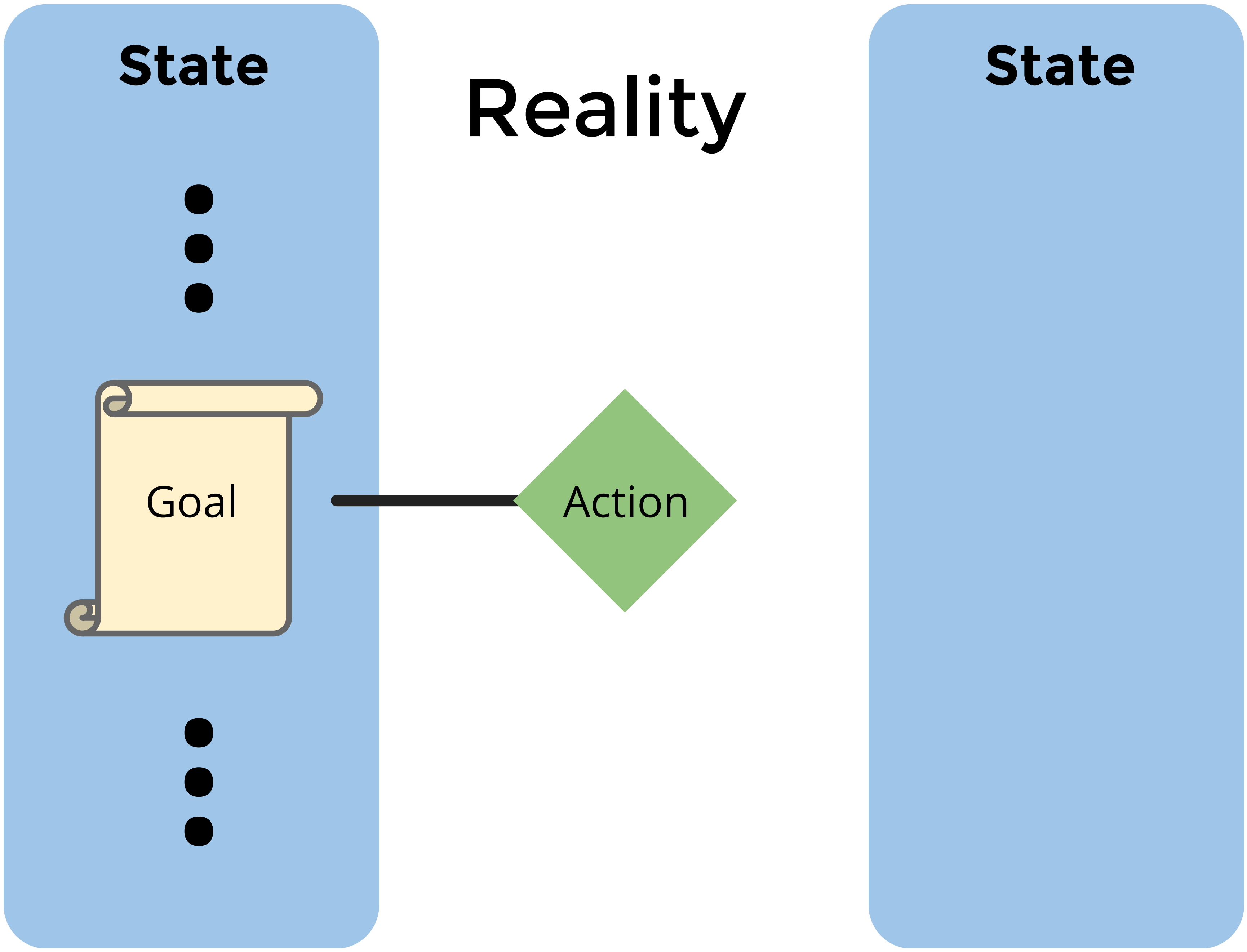


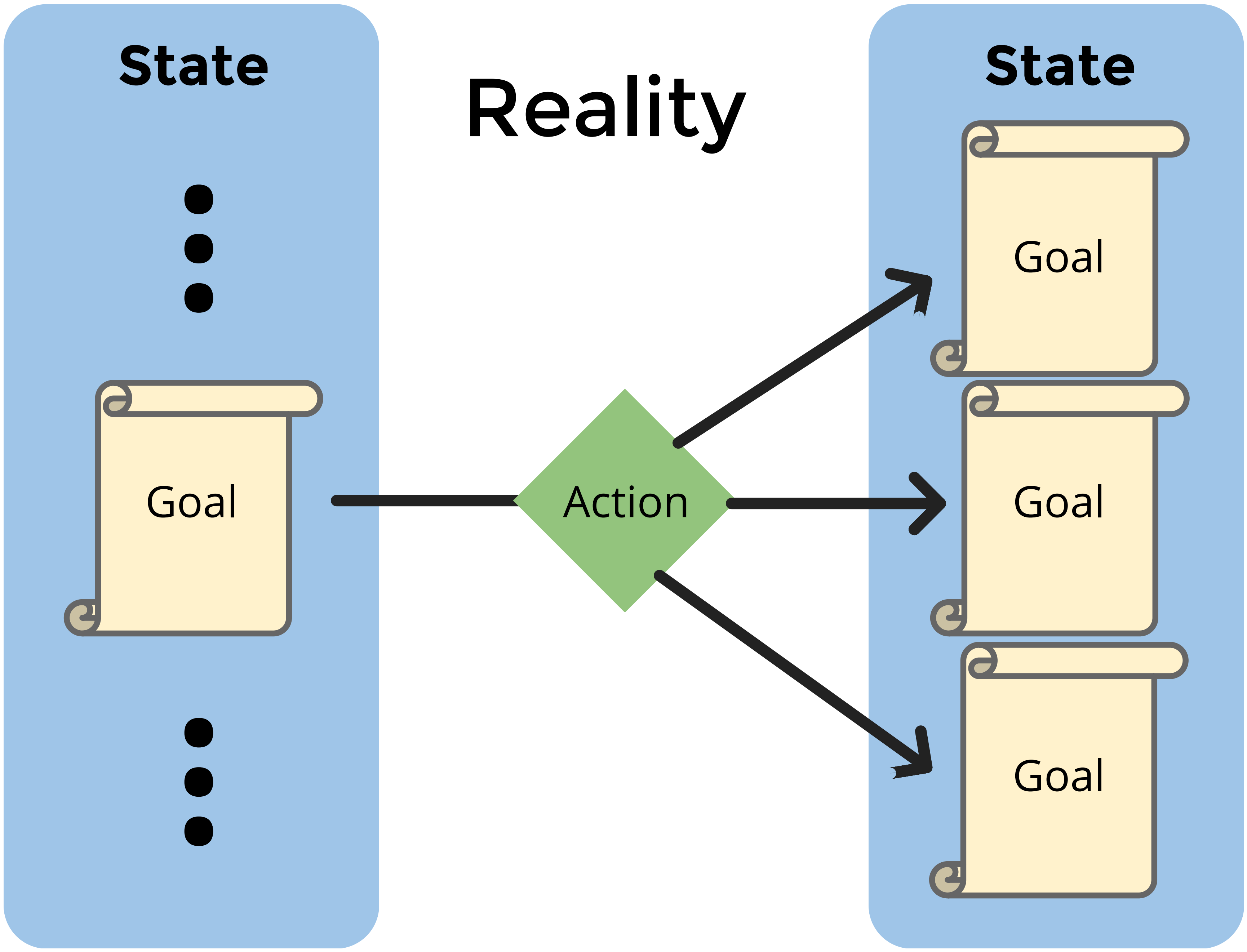
Insight:

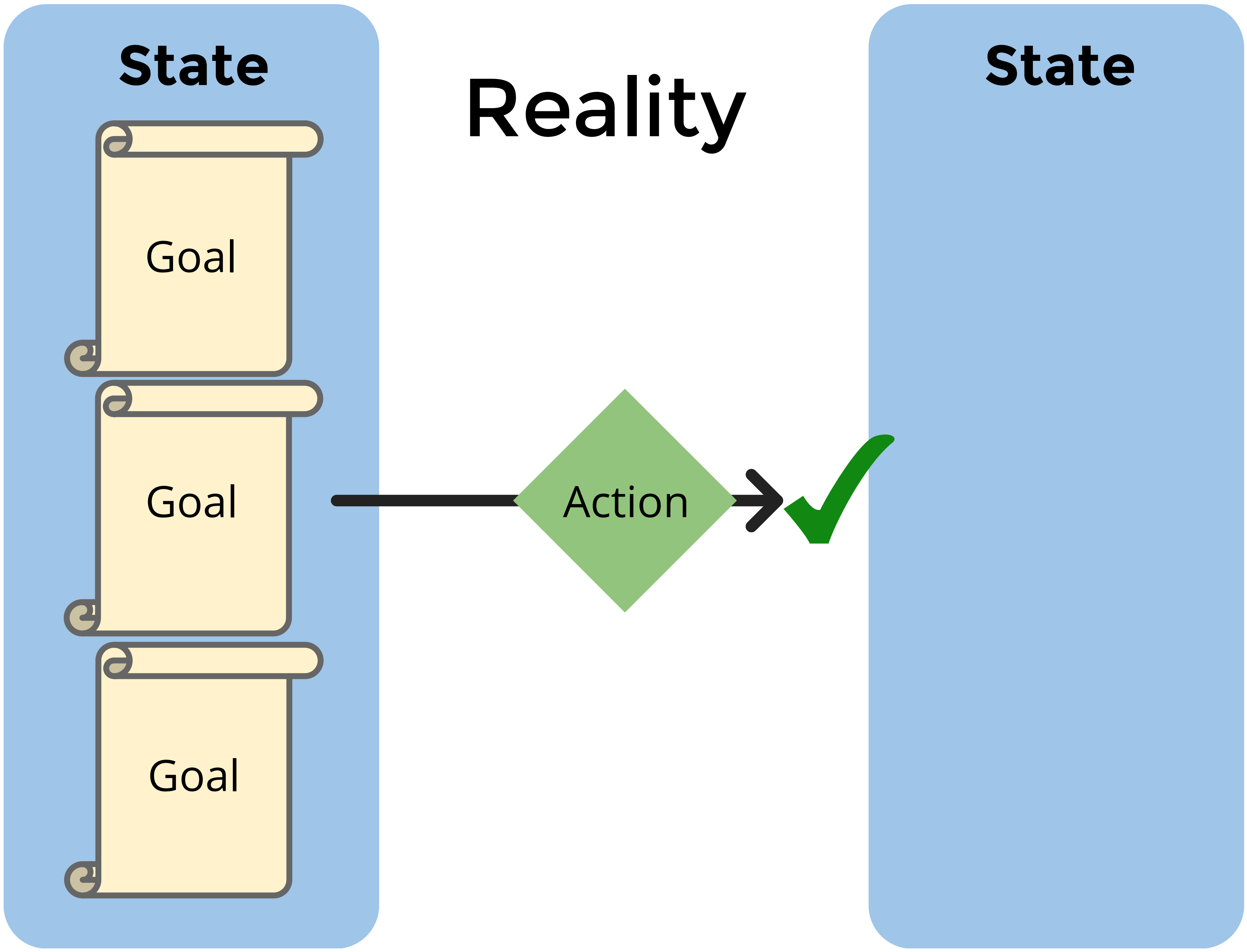
Proofs have Useful Structure

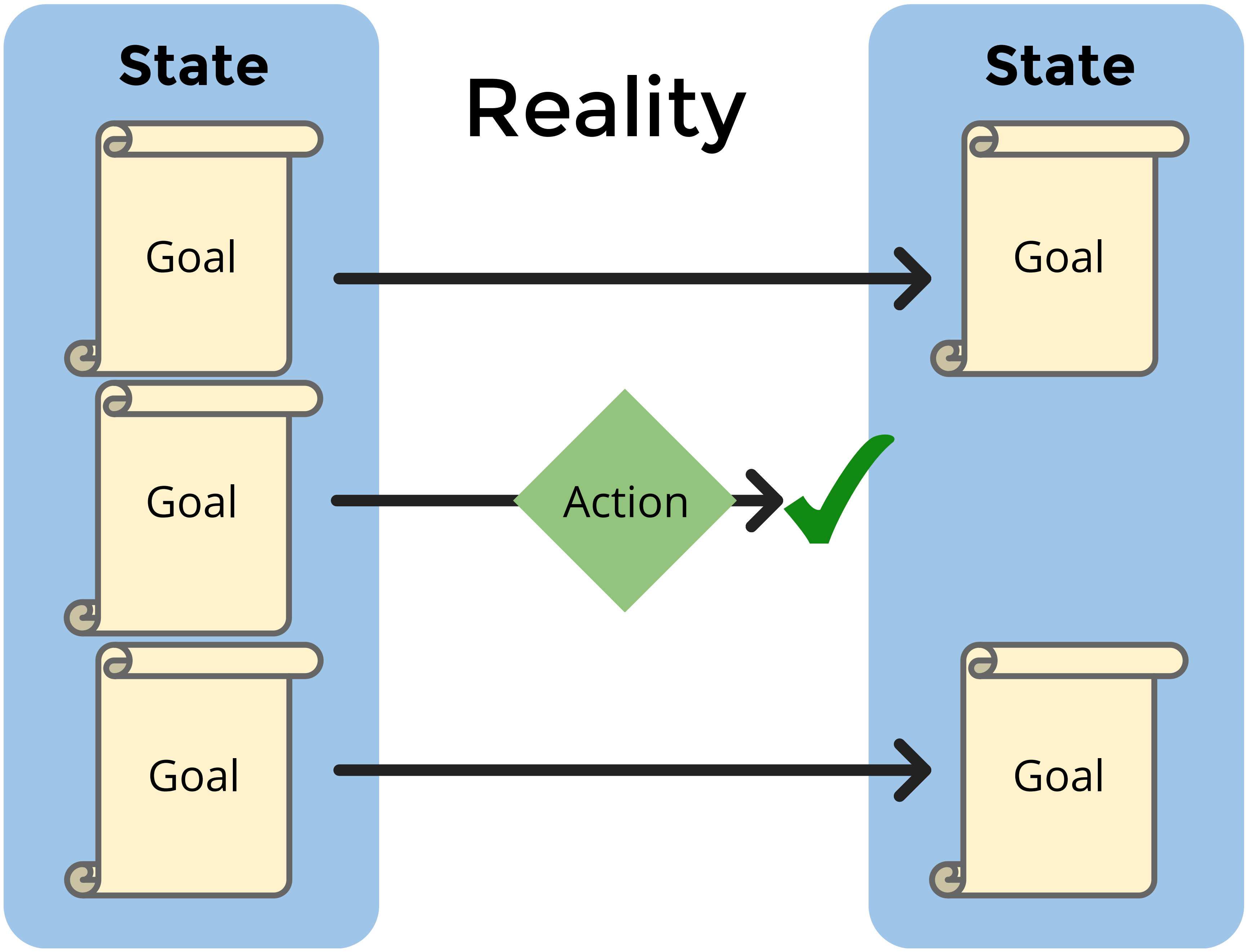
Abstraction




State
Reality
State
Goal
Action

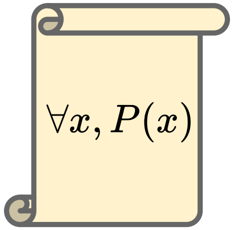

State
Reality
State
Goal
Action
Goal
Goal
Goal


State
Reality
State
Goal
Goal
Goal
Action

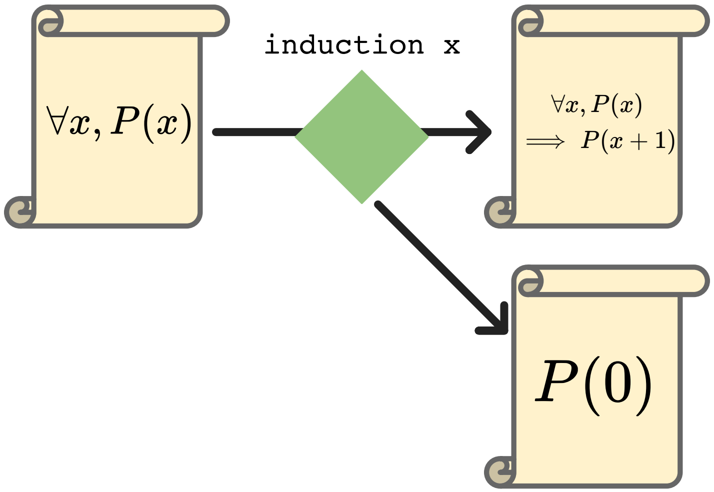

State
Reality
State
Goal
Goal
Goal
Action
Goal
Goal

Adding extra rewards can lead to bad behavior

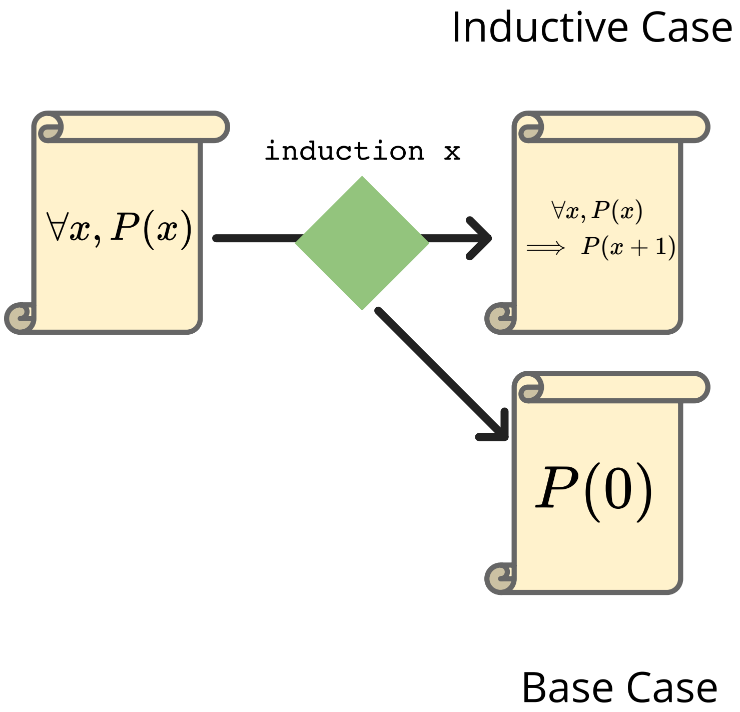
Adding extra rewards can lead to bad behavior



Adding extra rewards can lead to bad behavior



Adding extra rewards can lead to bad behavior



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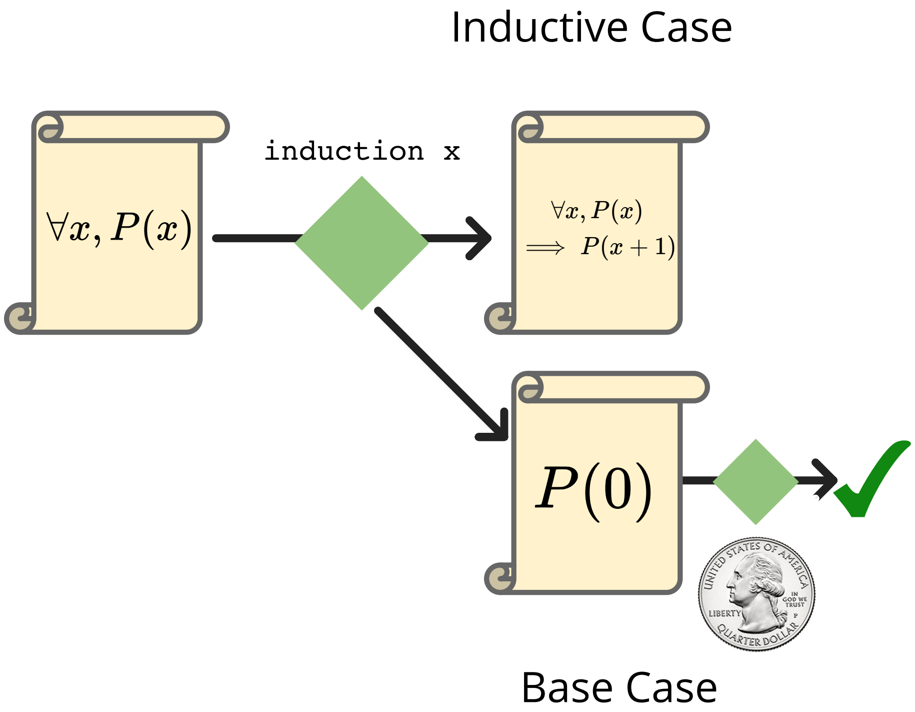
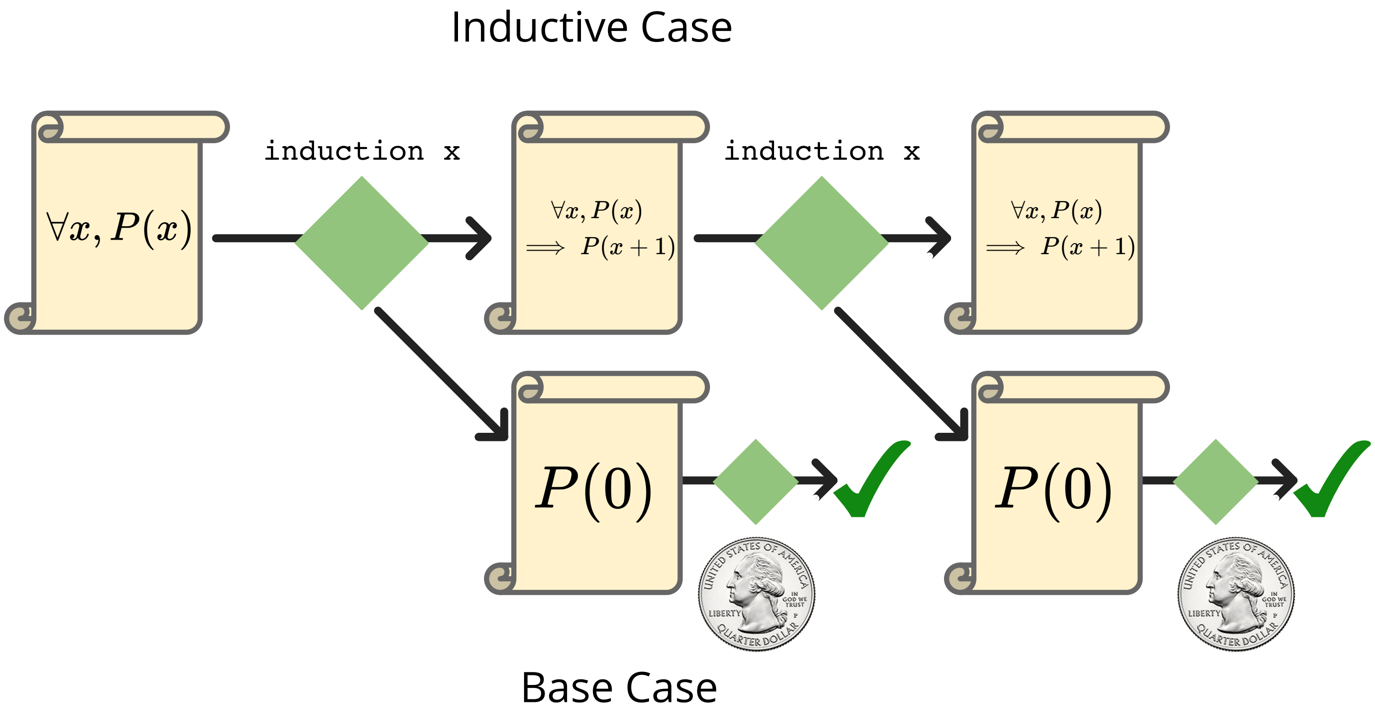
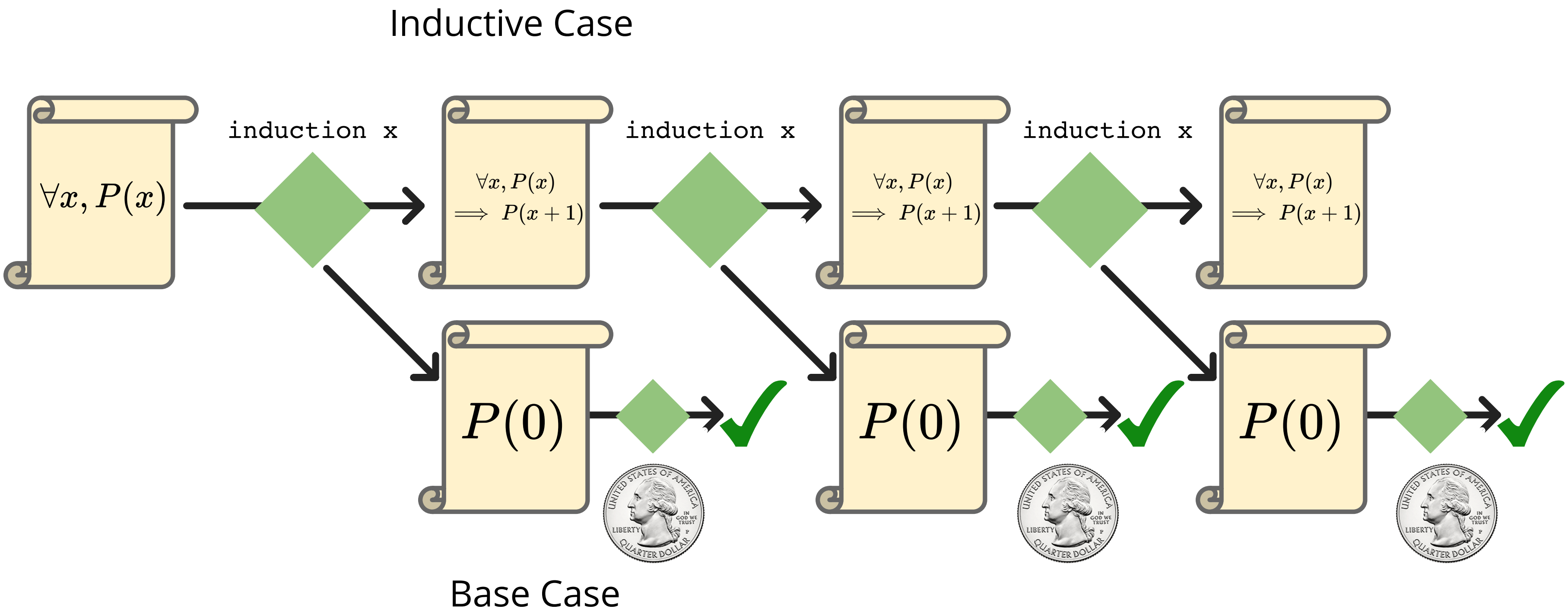


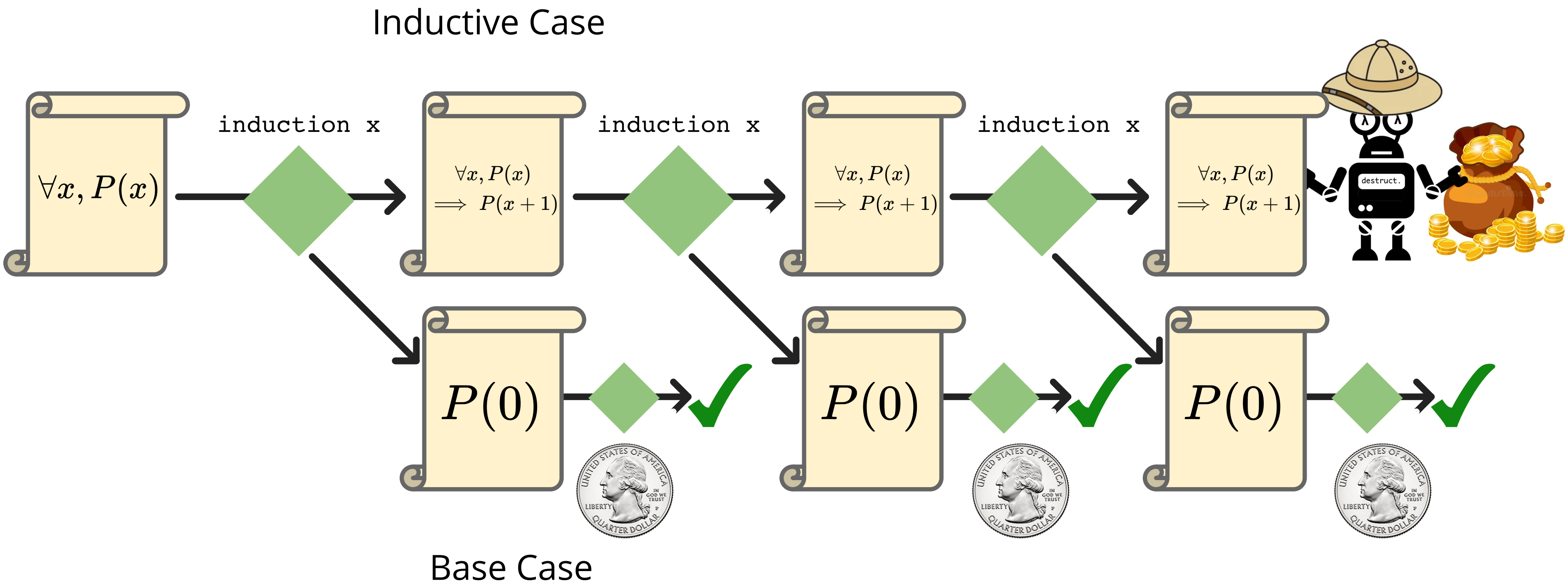
Adding extra rewards can lead to bad behavior



Adding extra rewards can lead to bad behavior



Adding extra rewards can lead to bad behavior



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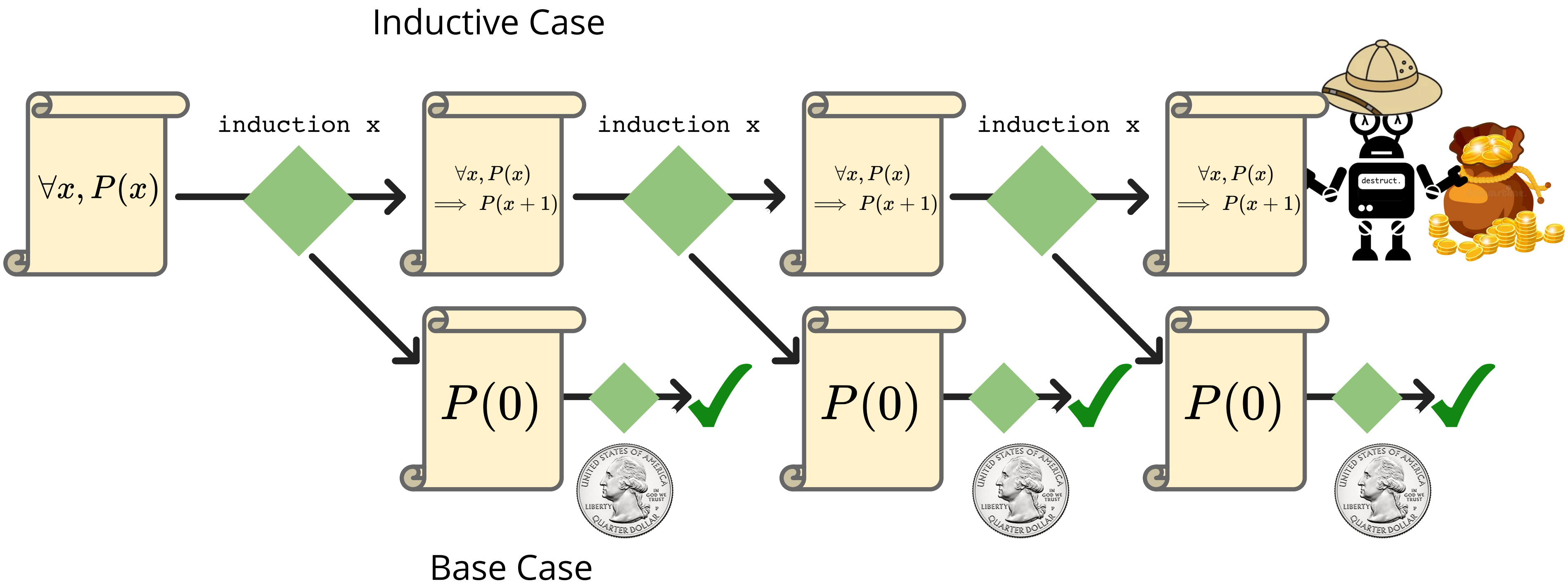


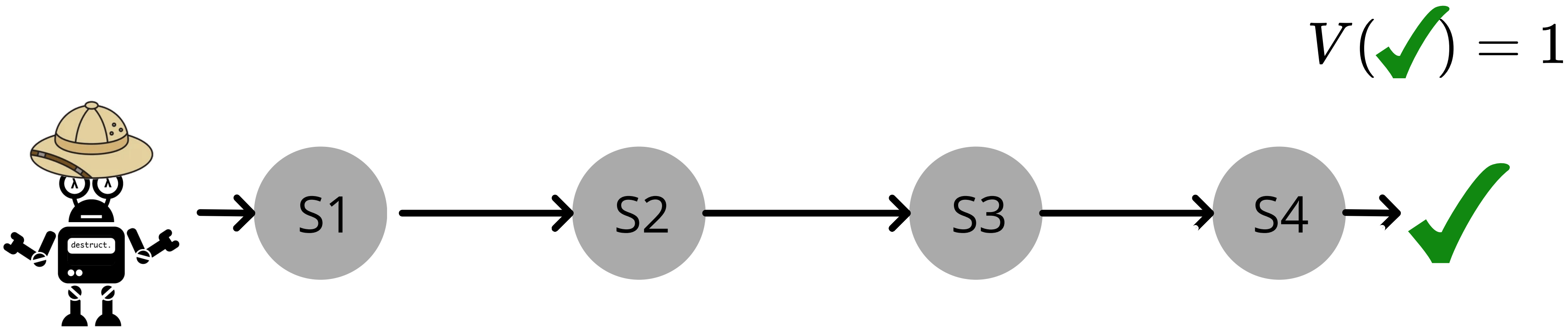
Reward-free doesn't have this problem!

What We Need

A new update equation that accounts for the branching structure of proofs

Assumptions:

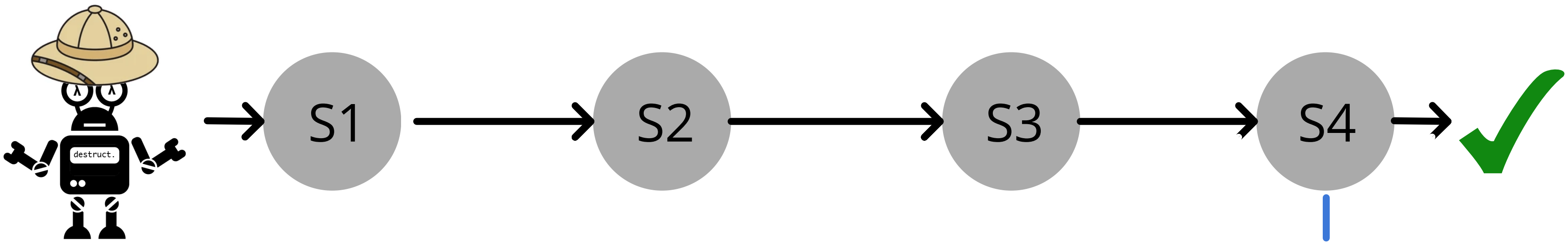
- The state of a completed proof has value 1



Assumptions:

- The state of a completed proof has value 1

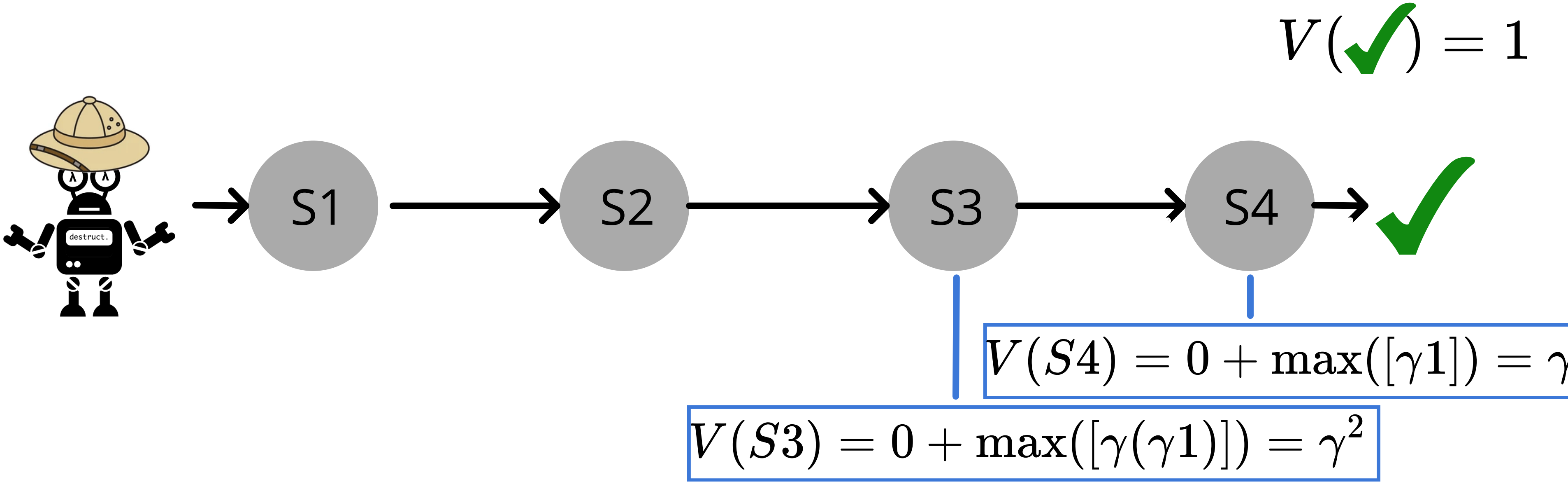
$$V(\checkmark) = 1$$



$$V(S4) = 0 + \max([\gamma 1]) = \gamma$$

Assumptions:

- The state of a completed proof has value 1



Assumptions:

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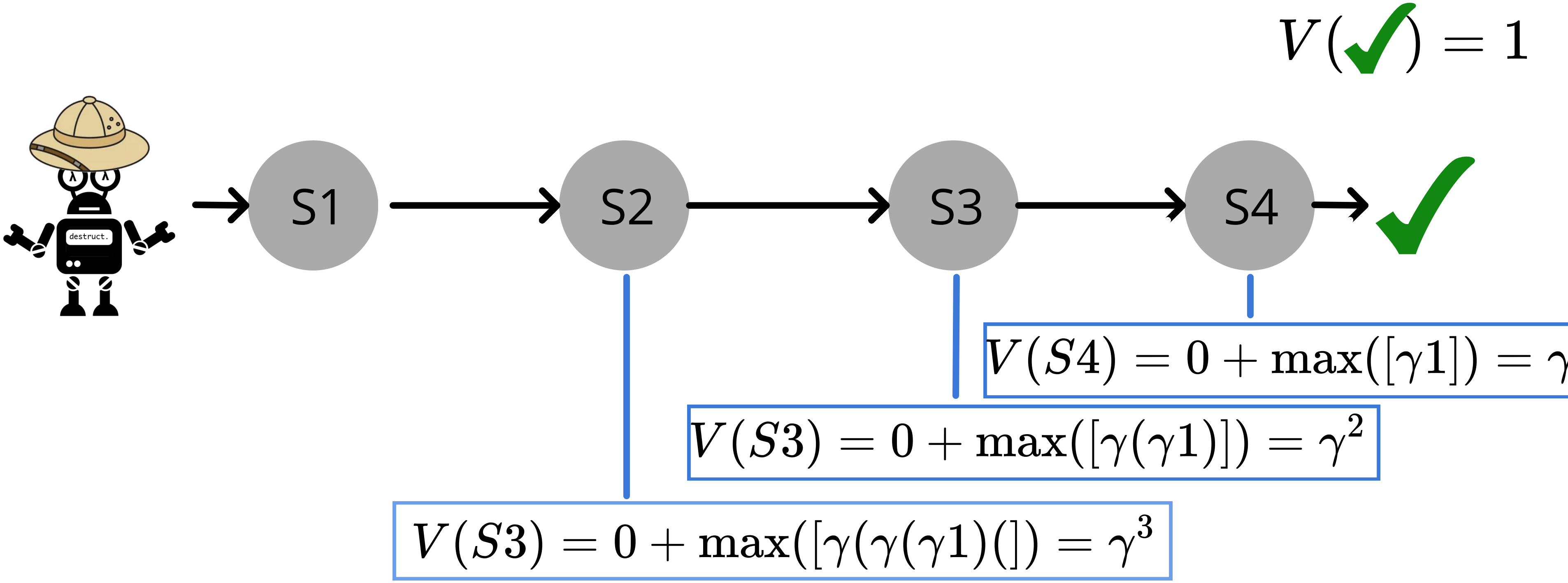

Assumptions:

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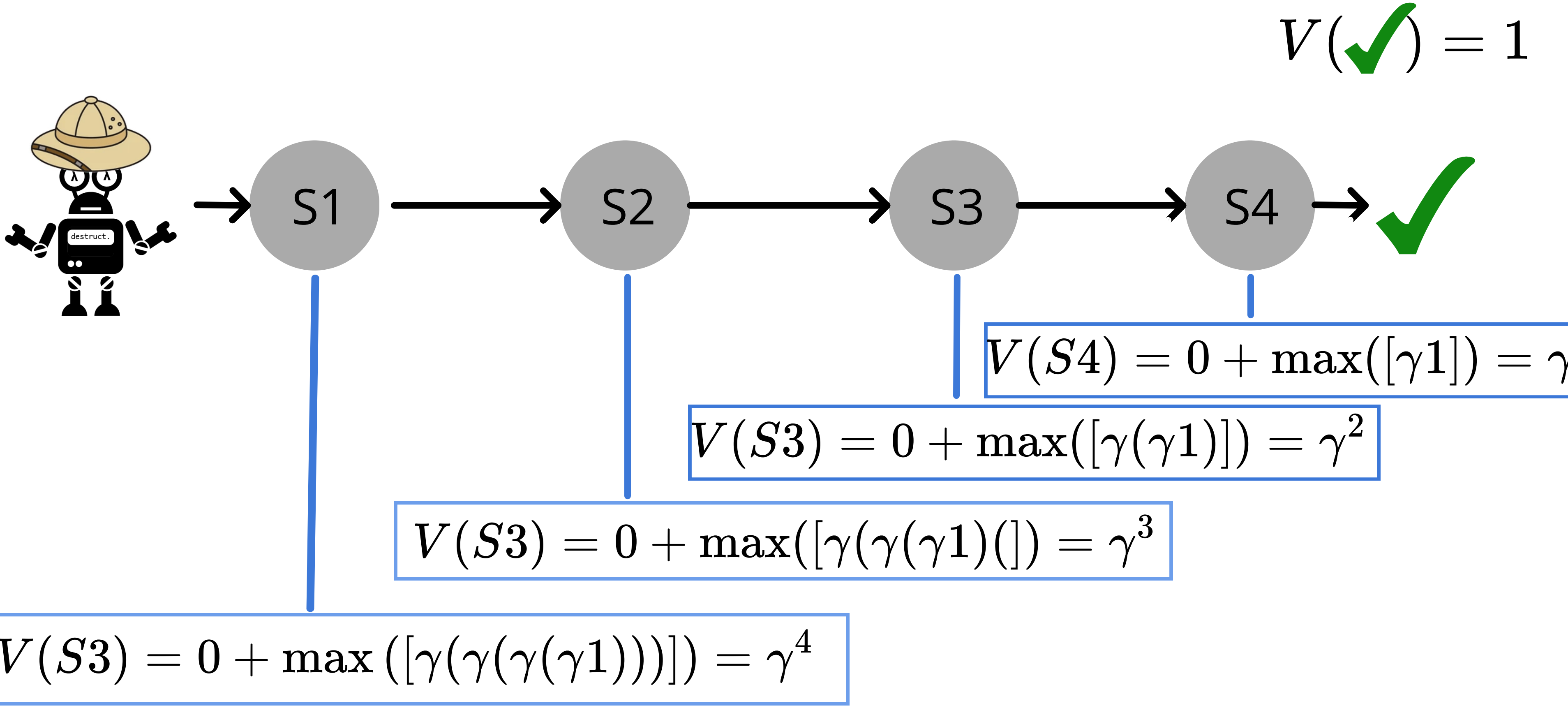
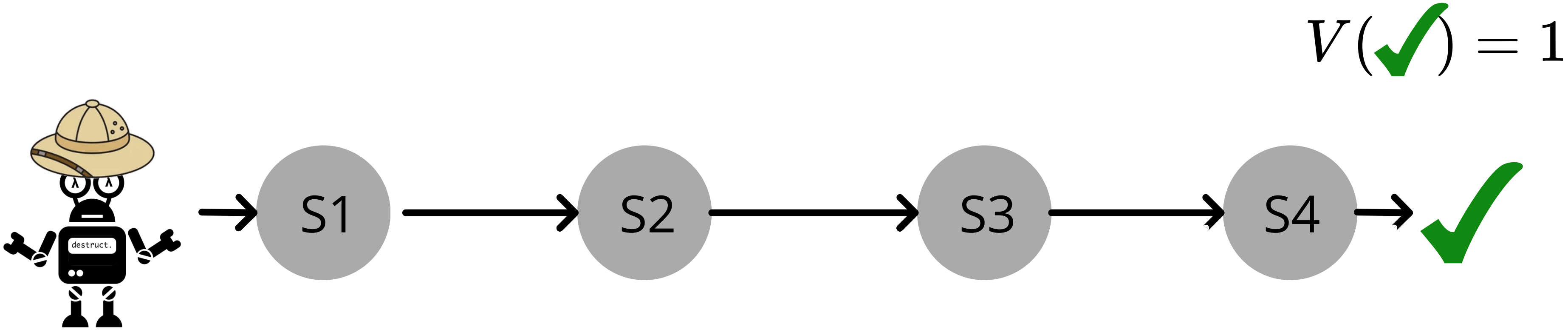
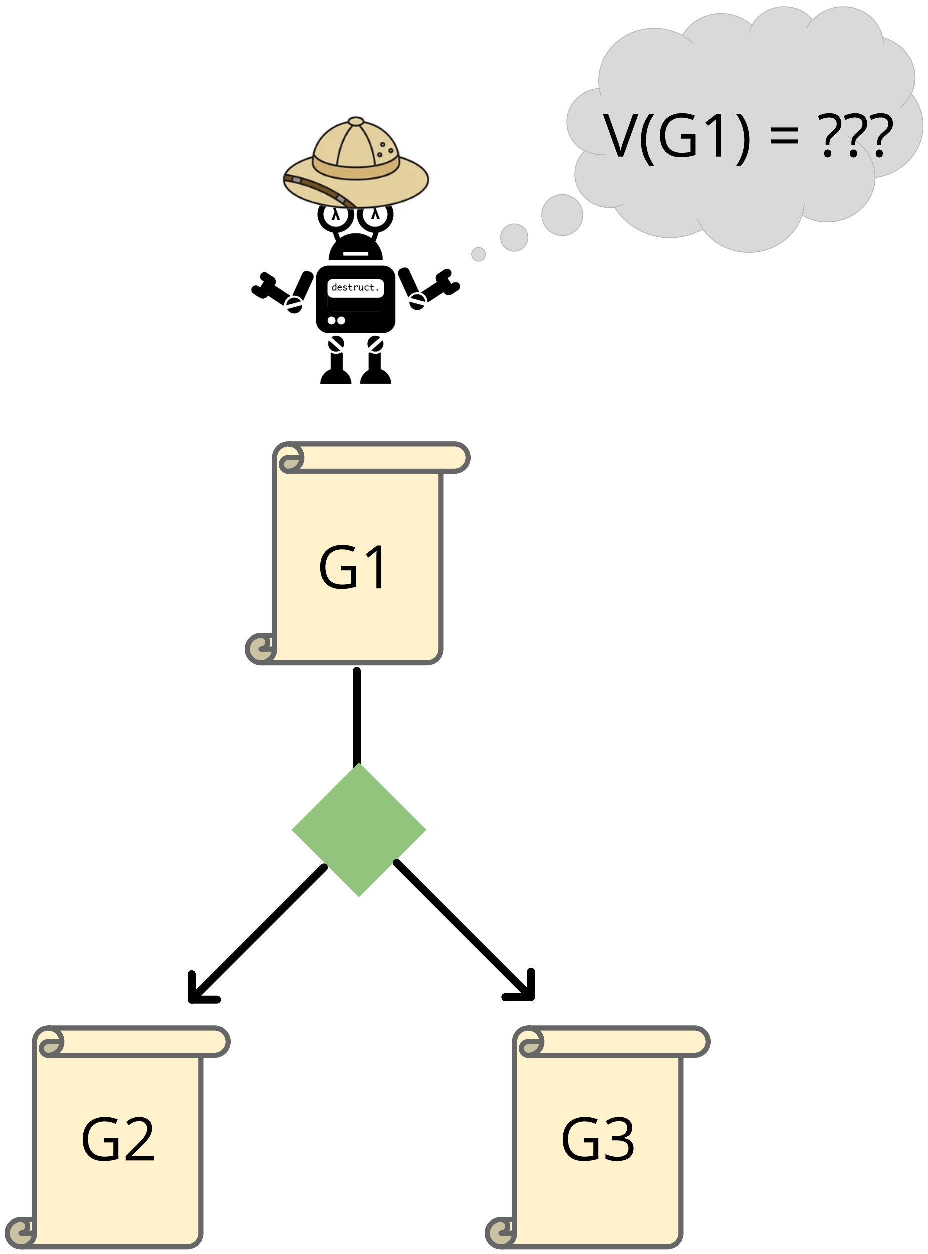
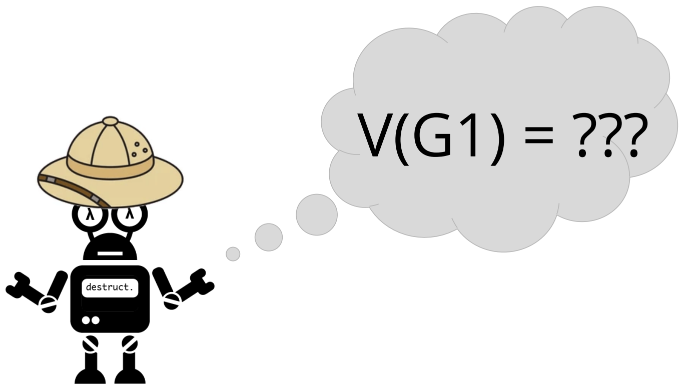


Assumption: The state of a completed proof has value 1



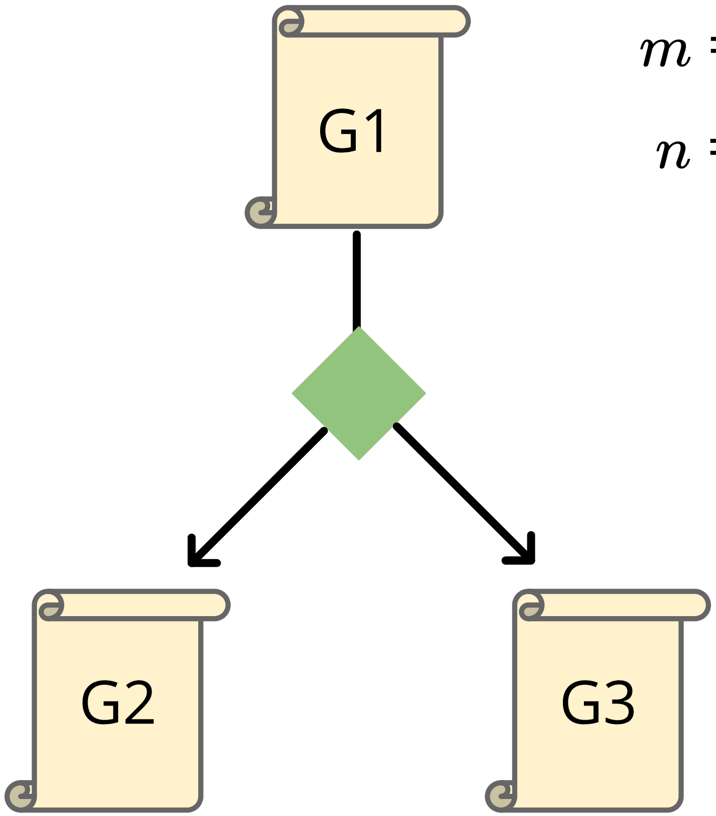
$$V(S) = \gamma^{(\text{number of steps left})}$$

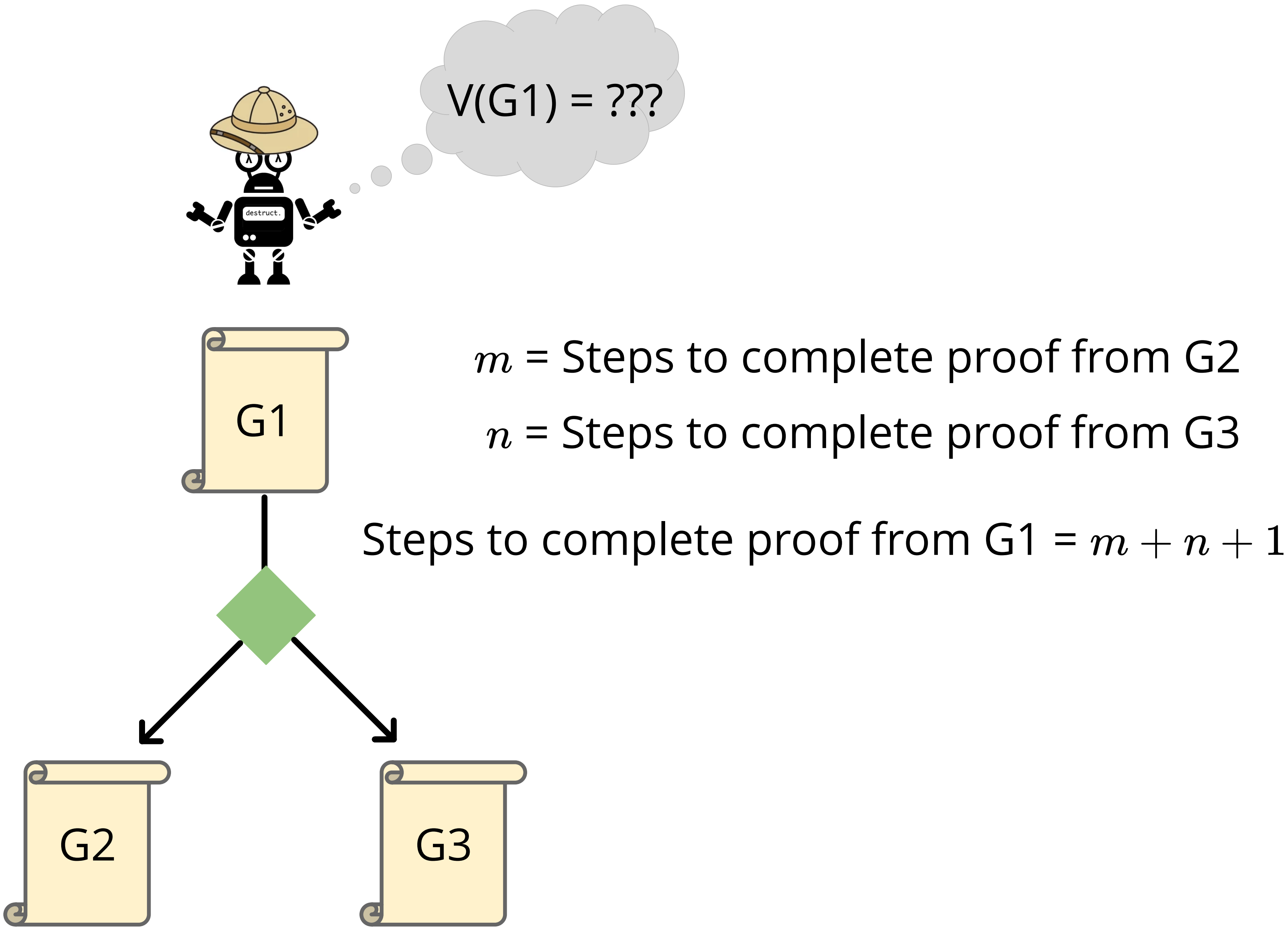

V(G1) = ???
destruct.
G1
G2
G3



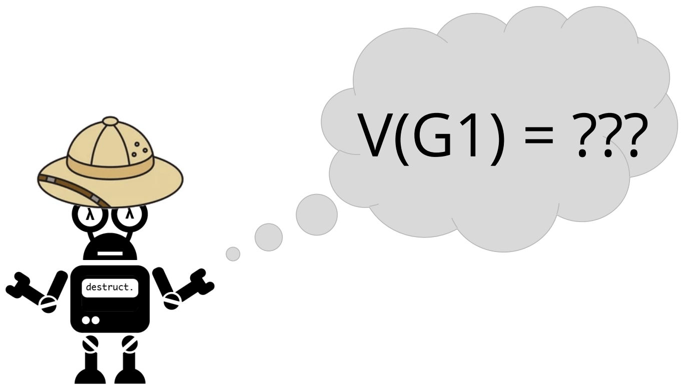
m = Steps to complete proof from G2

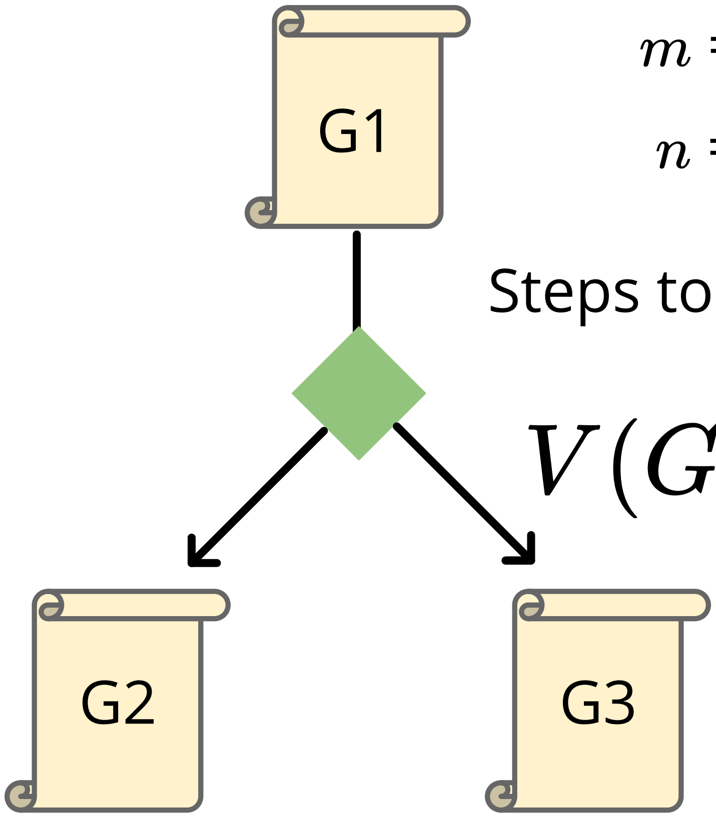
n = Steps to complete proof from G3





V(G1) = ???
destruct.
m = Steps to complete proof from G2
n = Steps to complete proof from G3
Steps to complete proof from G1 = $m + n + 1$
G1
G2
G3





m = Steps to complete proof from G2

n = Steps to complete proof from G3

Steps to complete proof from G1 = $m + n + 1$

$$V(G1) = \gamma * V(G2) * V(G3)$$

Update Equation for Branch-Structured Proofs

$$V(G) = \max_{a \in \mathrm{actions}(G)} \left(\gamma \prod_{G' \in \mathrm{next\text{-}states}(G,a)} V(G') \right)$$

Update Equation for Branch-Structured Proofs

$$V(G) = \boxed{\max_{a \in \text{actions}(G)}} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

Update Equation for Branch-Structured Proofs

$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{\boxed{G' \in \text{next-states}(G,a)}} V(G') \right)$$

Update Equation for Branch-Structured Proofs

$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \boxed{\prod_{G' \in \text{next-states}(G,a)} V(G')} \right)$$

Update Equation for Branch-Structured Proofs

$$V(G) = \max_{a \in \text{actions}(G)} \left(\boxed{\gamma} \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

Update Equation for Branch-Structured Proofs

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Update Equation for Branch-Structured Proofs

$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

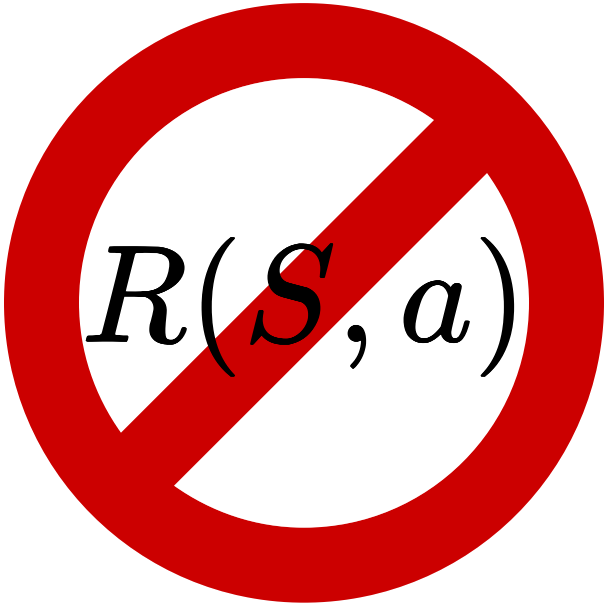
Where's the Reward?

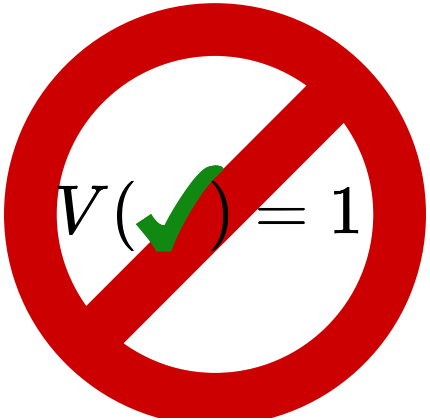
$$\cancel{R(S, a)}$$

Update Equation for Branch-Structured Proofs

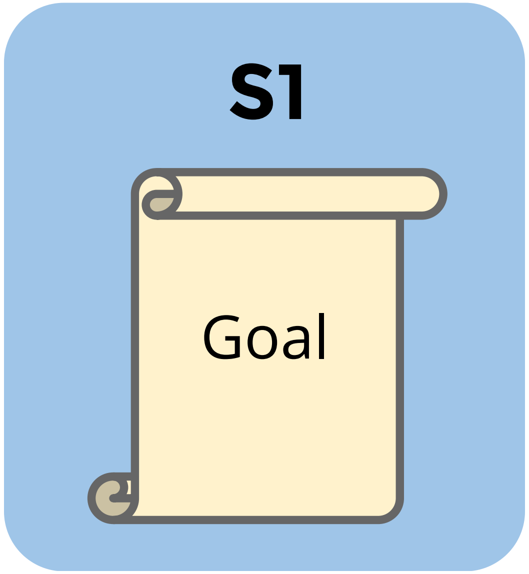
$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

Where's the Reward?

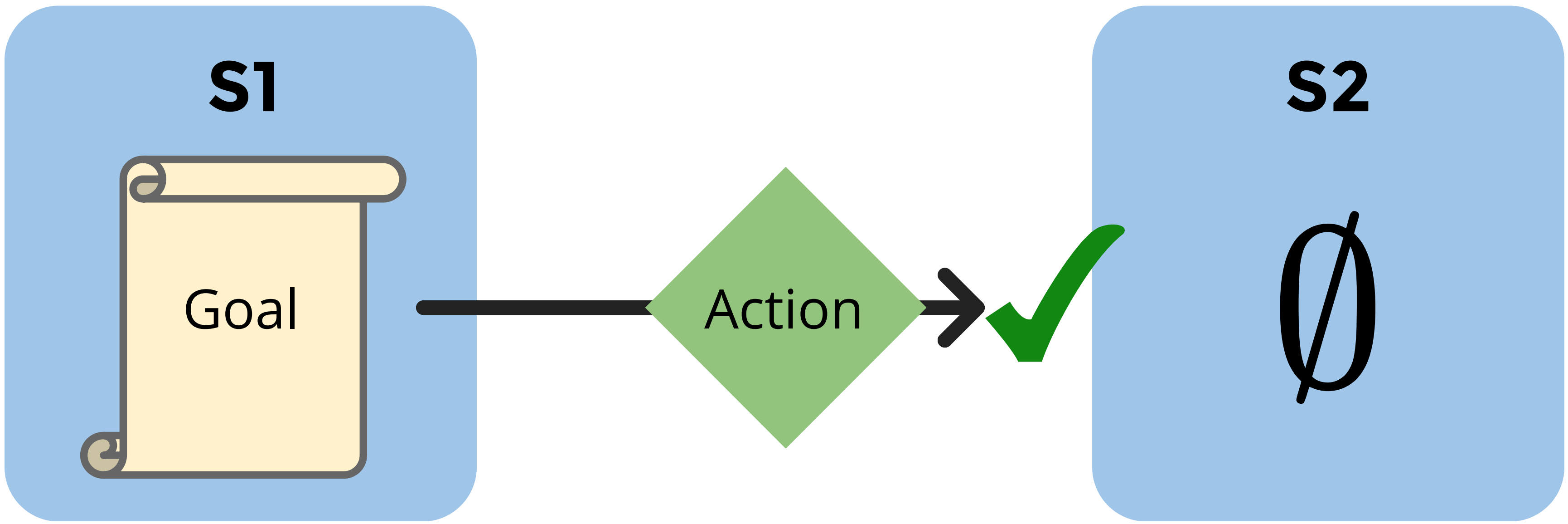




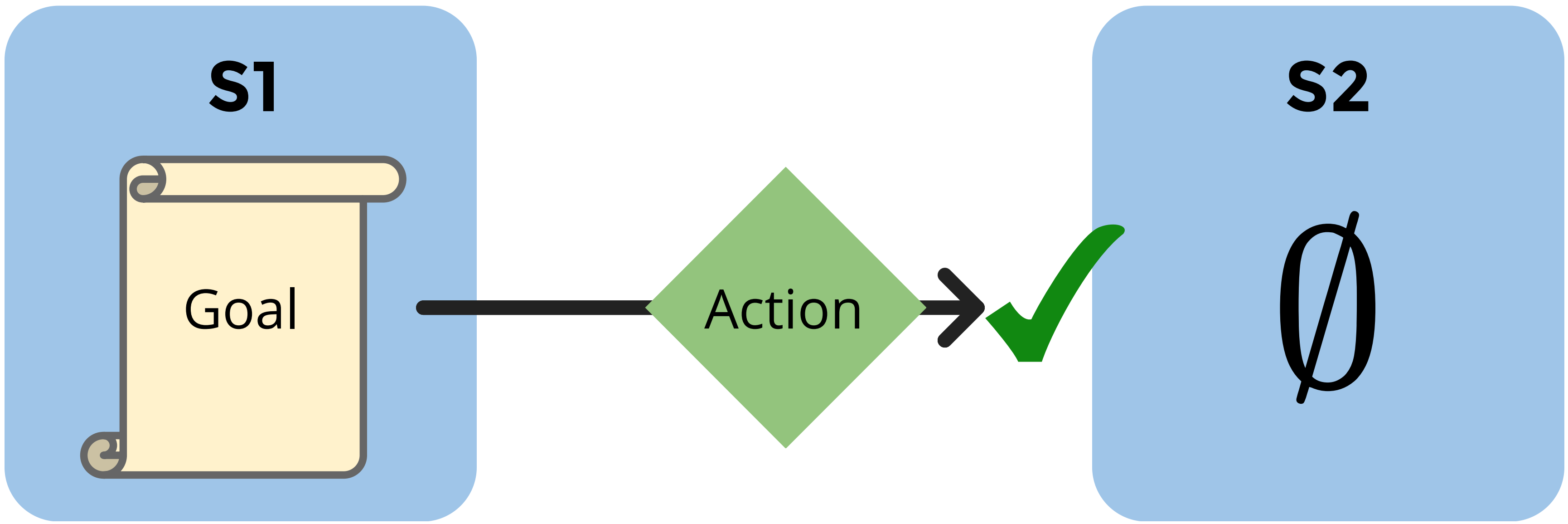
Don't need one!



Don't need one!

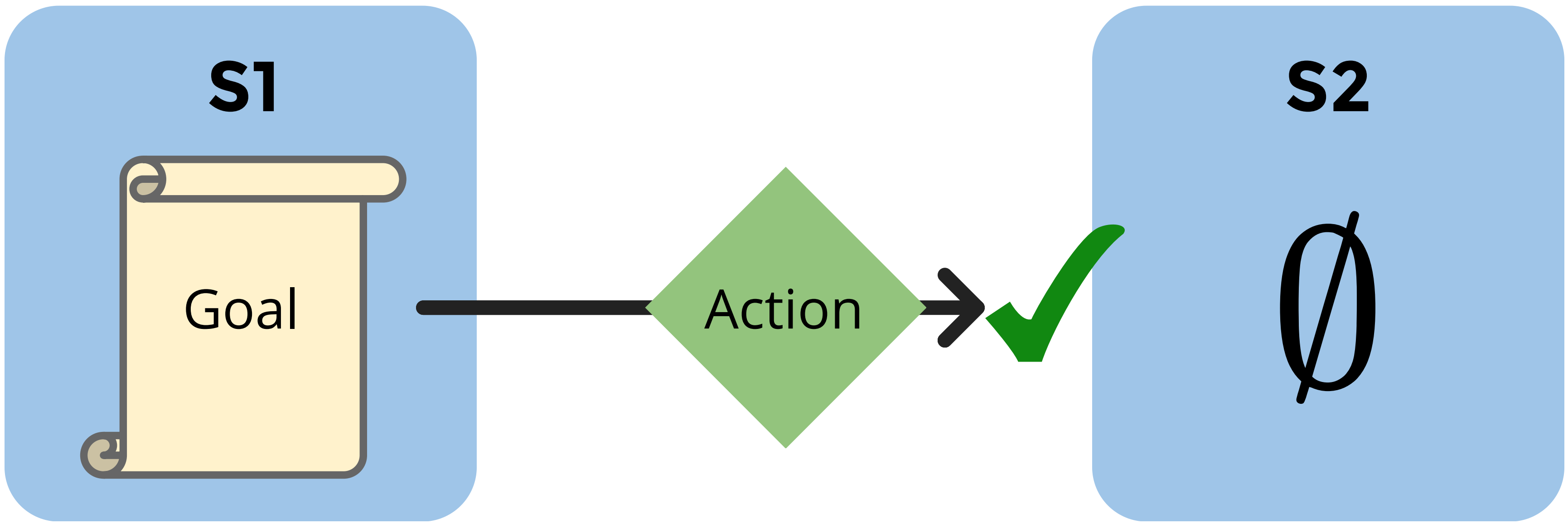


Don't need one!



$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

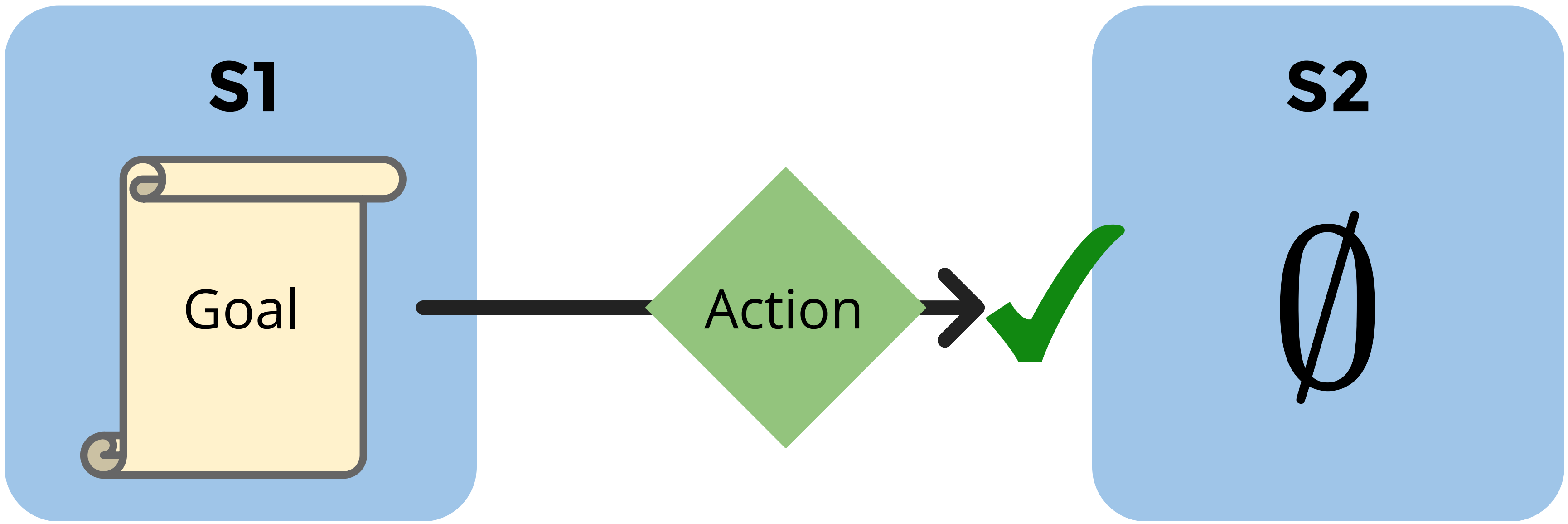
Don't need one!



$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

$$\gamma \prod_{G' \in \emptyset} V(G')$$

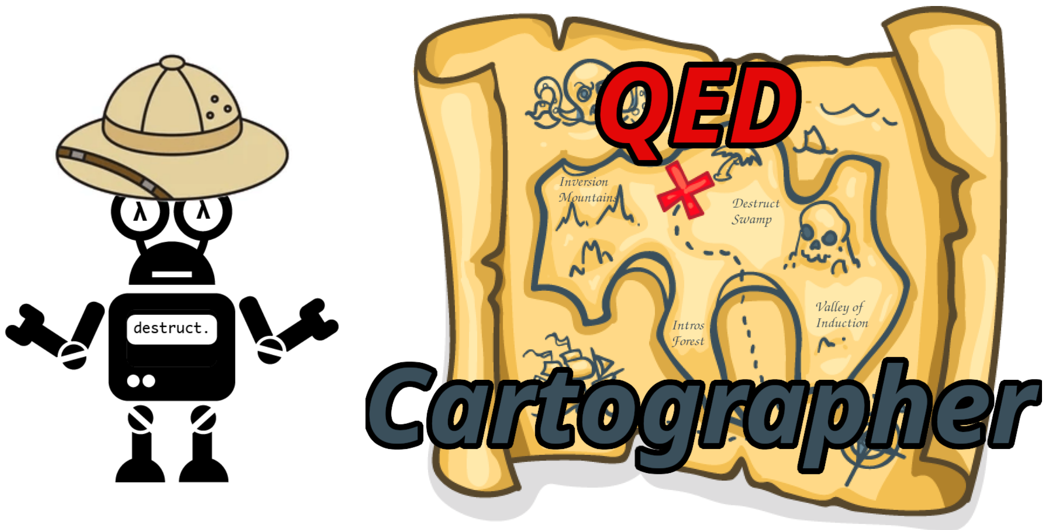
Don't need one!



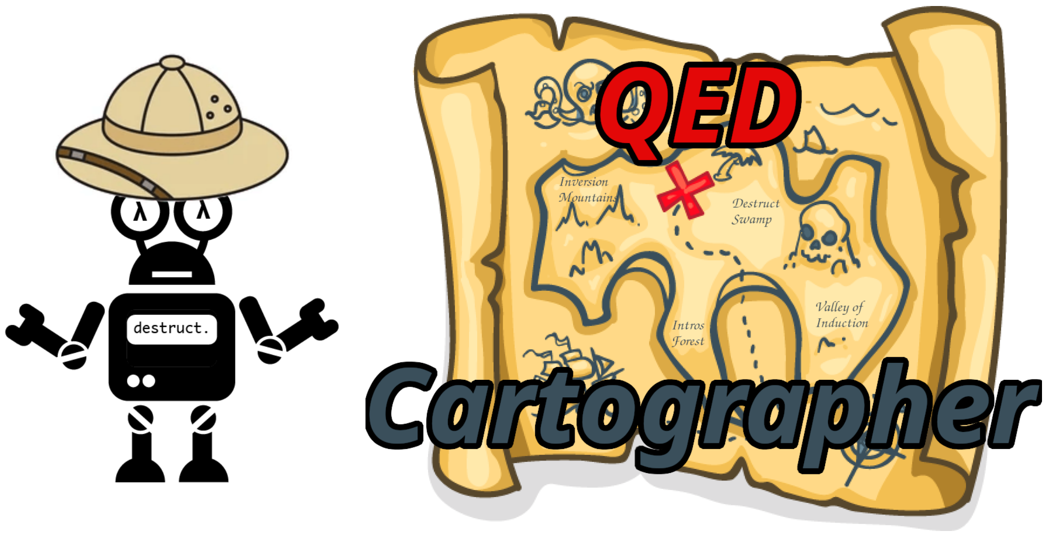
$$V(G) = \max_{a \in \text{actions}(G)} \left(\gamma \prod_{G' \in \text{next-states}(G,a)} V(G') \right)$$

$$\gamma \prod_{G' \in \emptyset} V(G')$$

$$\gamma(1)$$



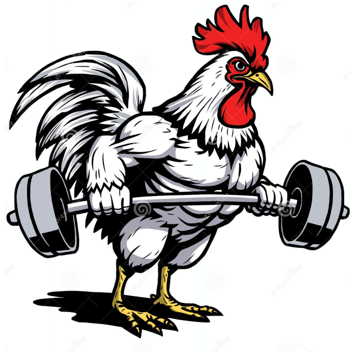
Automating Formal Verification with Reward-Free Reinforcement Learning



Automating Formal Verification with Reward-Free Reinforcement Learning

26% Shorter Proofs
in 27% Fewer Steps

Benchmark: CoqGym



124 Coq Projects

68,501 Theorems

85/15 train-test split

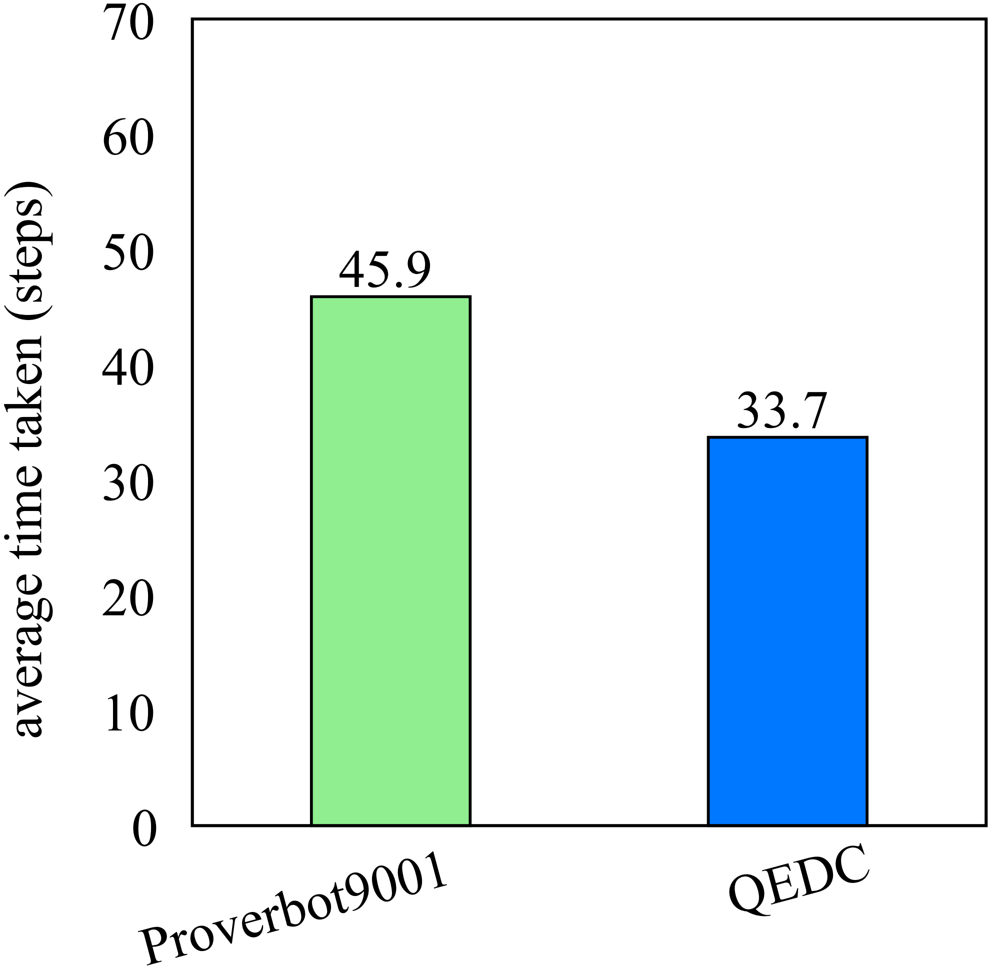
Baseline: Proverbot9001 (updated)

QEDCartographer, except without state scoring-based search

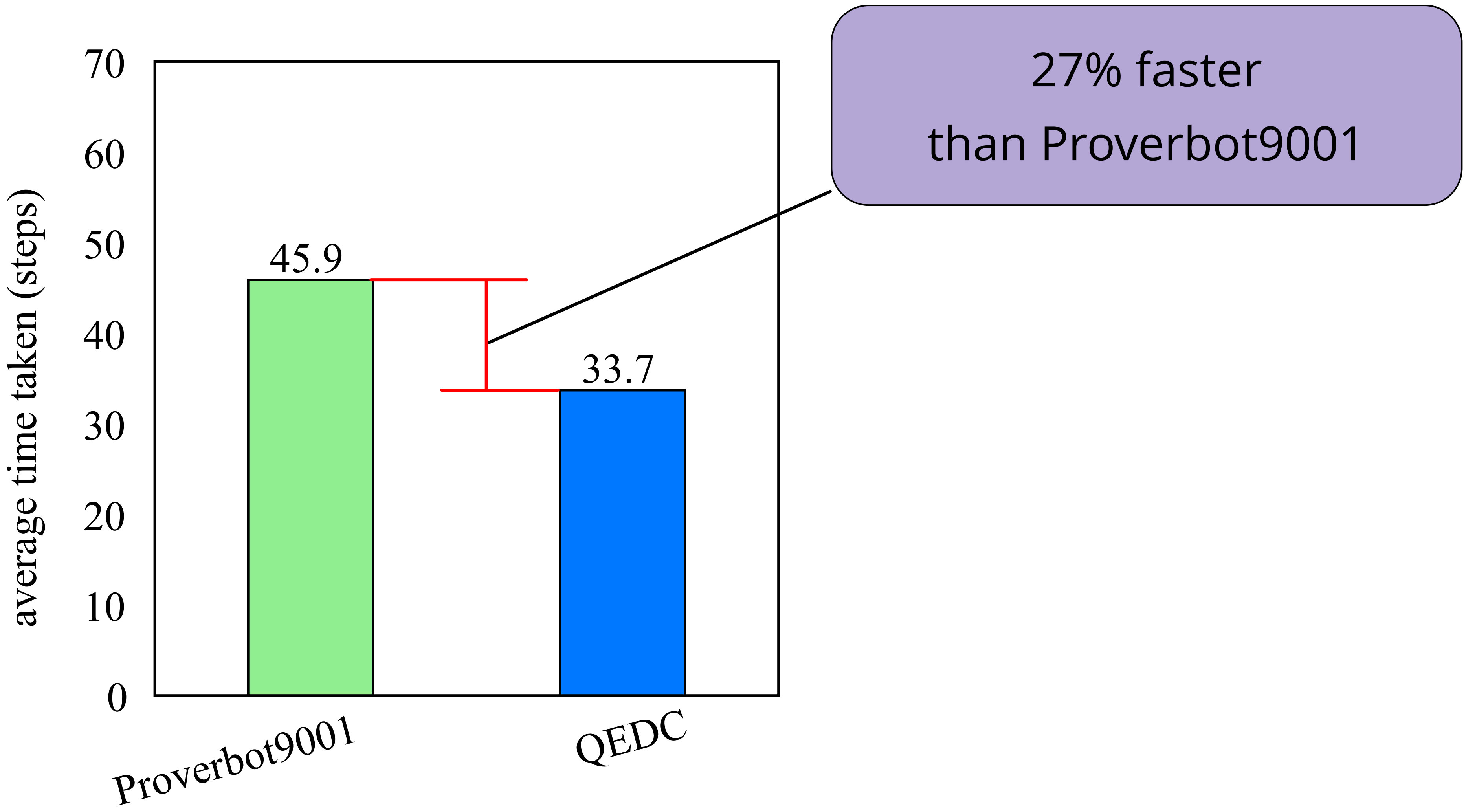
Baseline: Proverbot9001 (updated)

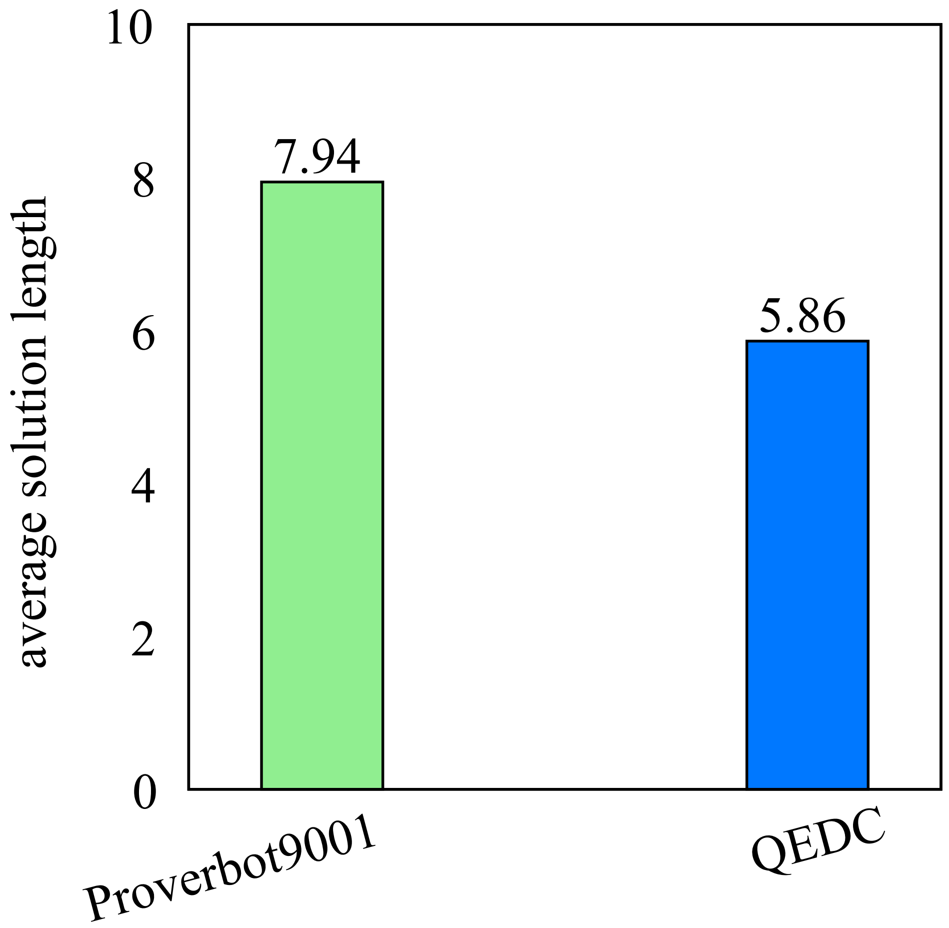
QEDCartographer, except without state scoring-based search

Uses a variant of depth-first search instead

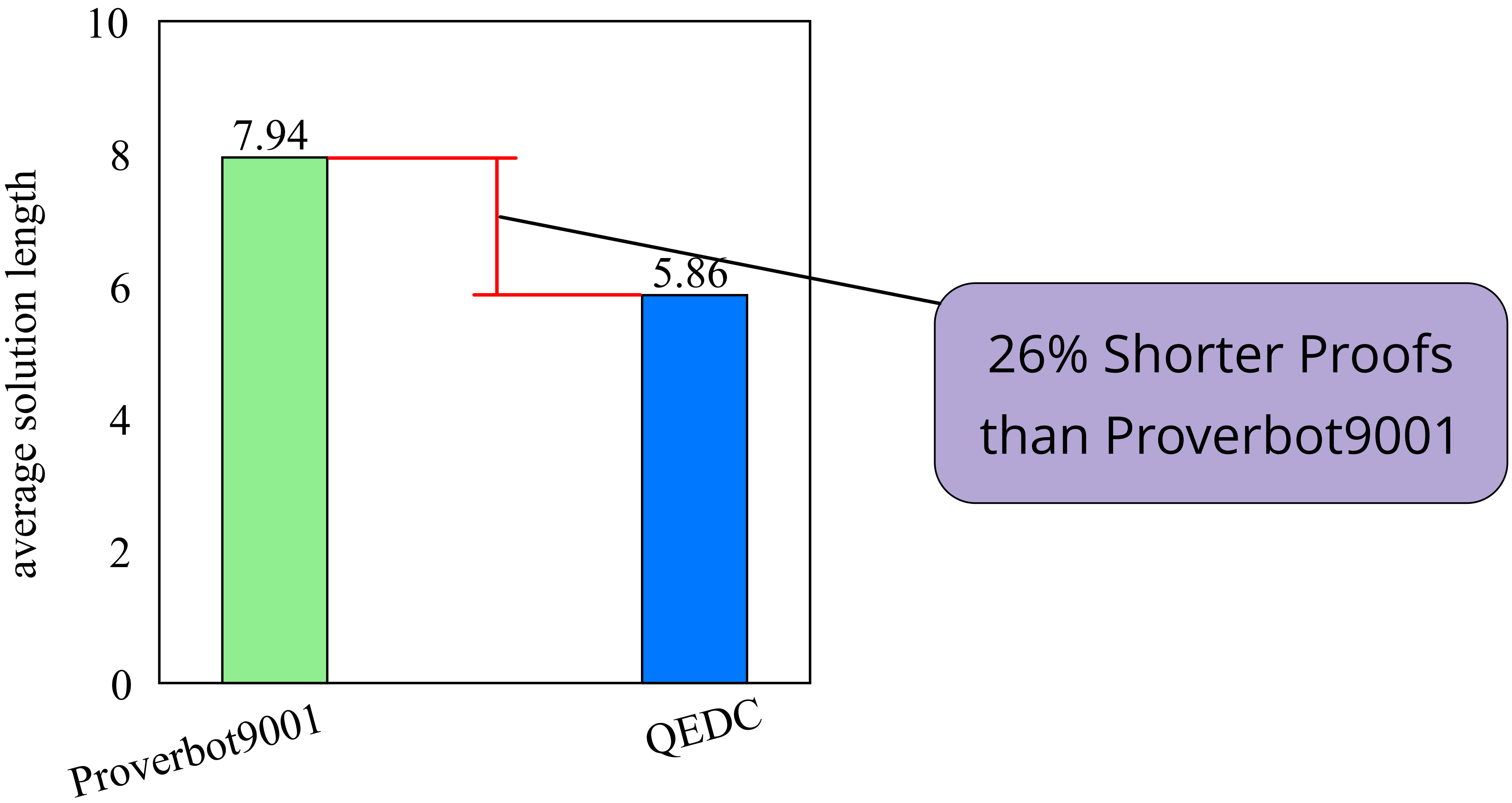


average time taken (steps)
70
60
50
40
30
20
10
0
45.9
33.7
Proverbot9001
QEDC

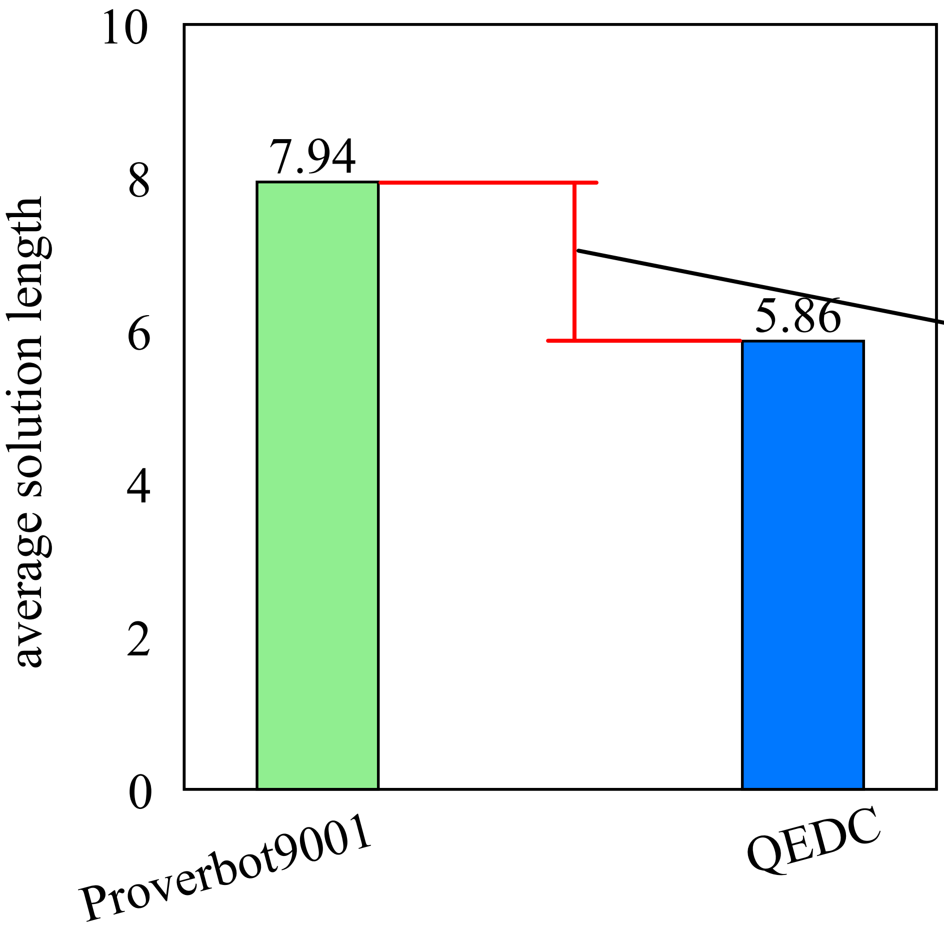

27% faster
than Proverbot9001
average time taken (steps)
70
60
50
40
30
20
10
0
45.9
33.7
Proverbot9001
QEDC



average solution length
10
8
6
4
2
0
7.94
5.86
Proverbot9001
QEDC



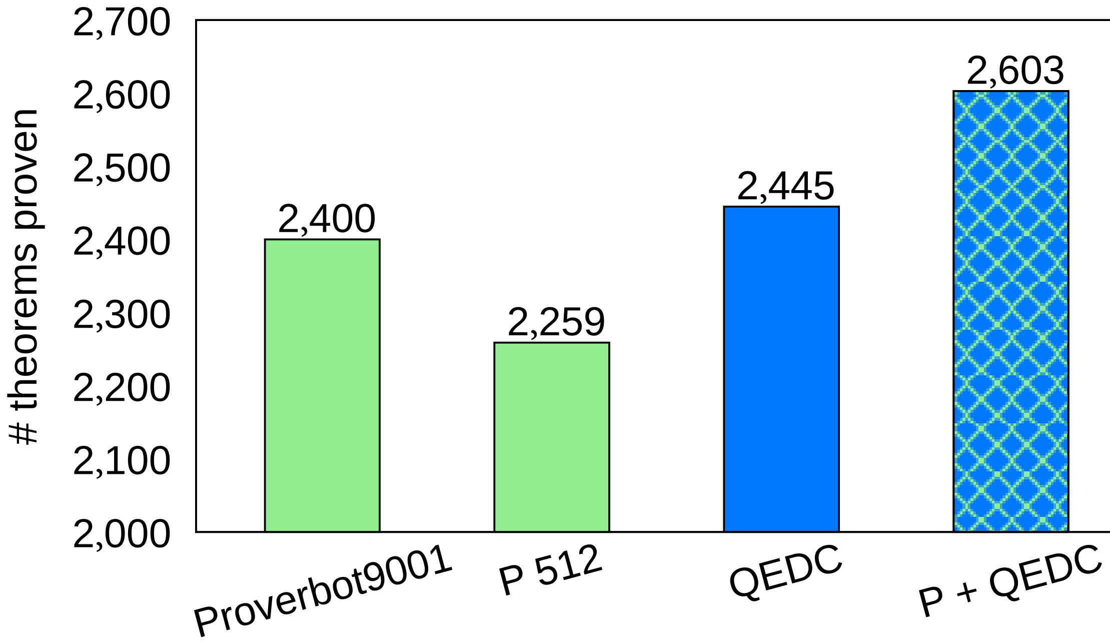
average solution length
10
8
6
4
2
0
7.94
5.86
Proverbot9001
QEDC
26% Shorter Proofs than Proverbot9001



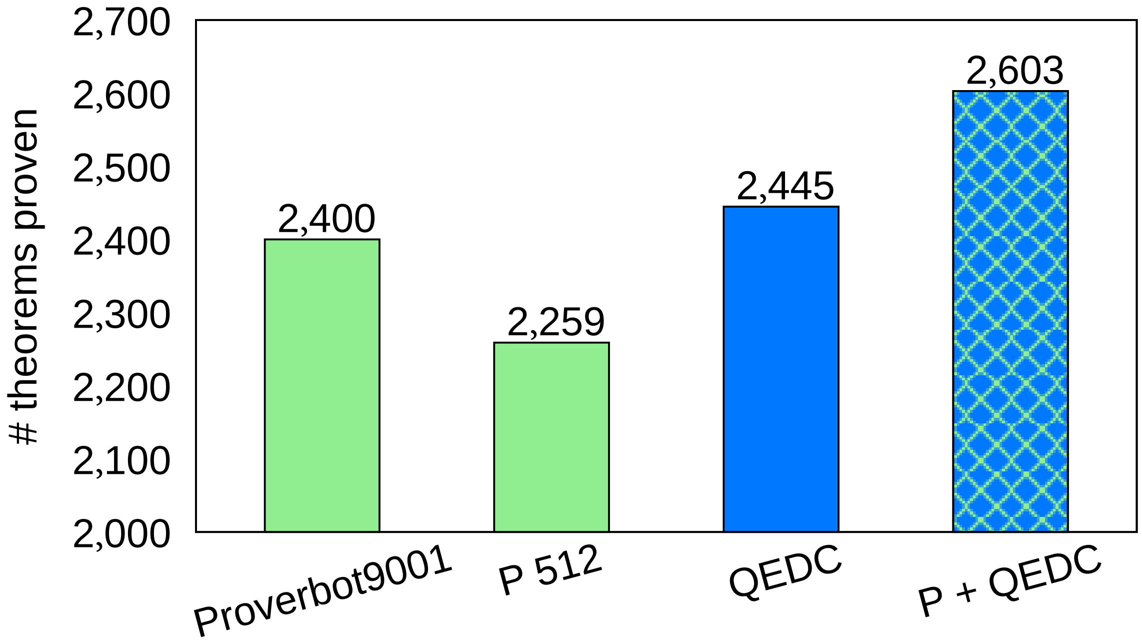
26% Shorter Proofs than Proverbot9001

Shorter proofs are:

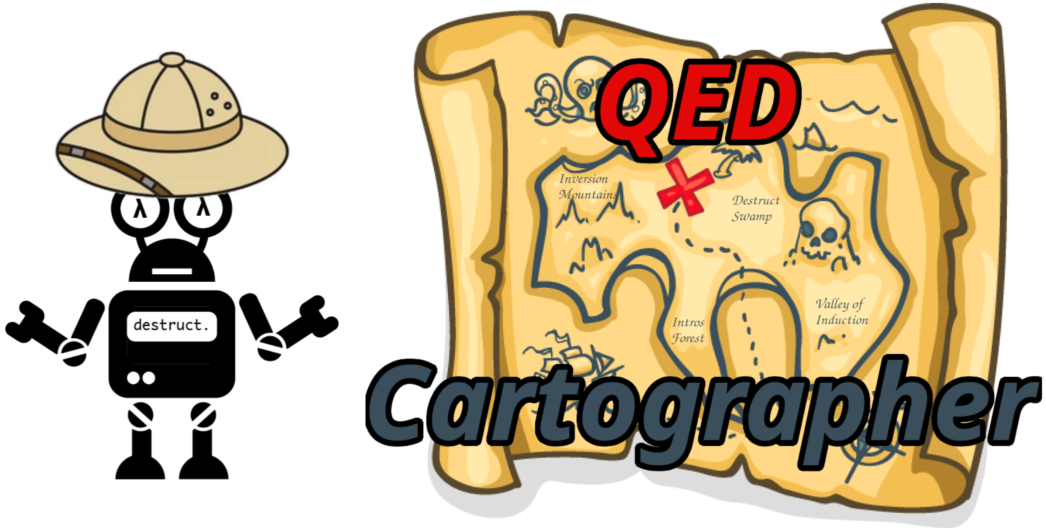
- More readable
- More maintainable
- Less expensive to check



theorems proven
2,700
2,600
2,500
2,400
2,300
2,200
2,100
2,000
2,400
2,259
2,445
2,603
Proverbot9001
P 512
QEDC
P + QEDC



Proves slightly more theorems, and proves complementary theorems



Automating Formal Verification with
Reward-Free Reinforcement Learning

Uses a new V-value equation for branching goal structure

Makes producing verified-correct code easier and faster

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