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I. INTRODUCTION

- Aims and Philosophy
- Background
- System

Overview

- Introduction
- II. Interactive theorem proving with $\Omega MEGA$
- **III.** Proof Planning in Ω MEGA
- IV. Exploration

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Aims

Goal: Mathematical Assistant System for proof development

- human-oriented
- abstract (top-down)
- knowledge-based
- mixed-initiative

Current status: implementation as a joint research platform for a collection of related and integrated research projects

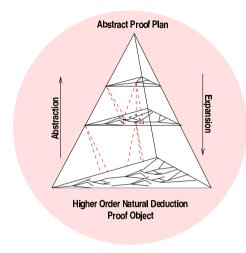
Philosopy

- 'Top-down' approach to theorem proving
 - Proof construction with abstract steps
 - Expansion onto a basic logic level
 - Proof checking in a small ND calculus
- ⇒ Proving and expansion are equivalent problems
- Do not re-invent the wheel!(i.e., use existing technology)

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Proof Object

Proof Data Structure of Ω MEGA



maintains simultaneously a proof at different levels of abstraction

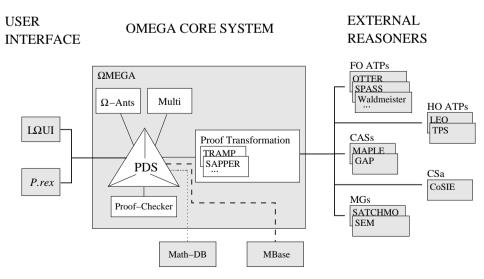
Higher-order language based on a simply-typed λ -calculus

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Proof Construction

- Interactive proof construction with
 - 'failing' tactics (correctness not guranteed, unlike LCF)
 - embedded external reasoners (ATP, CAS, ...)
 - facts from knowledge base
- Usable for both proving and expanding
- Automation via proof planning and agent mechanism

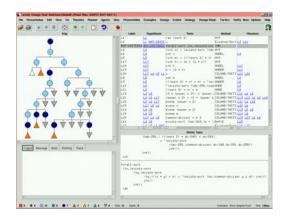
Architecture



MATHEMATICAL DATABASES

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$\mathcal{L}\Omega UI$: Graphical User Interface



multi modal:

proof tree linearized proof term browser

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The $\sqrt{2}$ -Problem

Theorem: $\sqrt{2}$ is irrational.

Proof: (by contradiction)

Assume $\sqrt{2}$ is rational, that is, there exist natural numbers m,n with no common divisor such that $\sqrt{2}=m/n$. Then $n\sqrt{2}=m$, and thus $2n^2=m^2$. Hence m^2 is even and, since odd numbers square to odds, m is even; say m=2k. Then $2n^2=(2k)^2=4k^2$, that is, $n^2=2k^2$. Thus, n^2 is even too, and so is n. That means that both n and m are even, contradicting the fact that they do not have a common divisor.

II. Interactive Theorem Proving

- Applying rules and tactics
- Using suggestion mechanism Ω-ANTS
- Proof construction with islands
- Proof expansion and proof explanation

Formalization

The Problem:

```
(th~defproblem sqrt2-not-rat
  (in real)
  (conclusion (not (rat (sqrt 2))))
  (help "sqrt 2 is not a rational number."))
```

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Formalization

SQRT:

```
(th~defdef sqrt
  (in real)
  (definition
      (lam (x num)
            (that (lam (y num) (= (power y 2) x)))))
  (help "Definition of square root."))
```

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Interactive Proof Construction

Successive proof construction by

- applying rules
- applying tactics
- using external systems
- using facts from the database

Problems:

- Which facts are needed from database?
- Which rules/tactics/external systems are applicable? How are they applicable?

Formalization

Rat-Criterion:

Suggestion Mechanism Ω -ANTS

Goal:

- Compute possible next proof step
- Consider rules, tactics, external systems, theorems etc.
- Suggest commands + parameters to the user

Realization:

- Realized in concurrent processes
- Computations in the background
- Exhibits anytime behavior

Proof Construction with Islands

Problem: How do we get the desired proof, if the tactics do not corrspond to the necessary steps?

Insert steps as proof 'islands'

$$rac{2*n^2=m^2}{Even(m^2)} rac{Island}{Island}$$
 \vdots

Valid proof is generated by expansion.

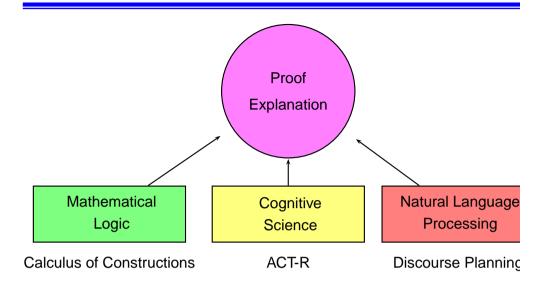
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Expansion of Proofs

Recursive and interleaved process:

- Normal 'failing' tactics
 - expansion (hopefully) automatic
- Island Tactic
 - manually construct expansion
 - close gap with external reasoners
- External reasoners
 - compute automatically expansions with special systems/interfaces (e.g. TRAMP, SAPPER, ...)

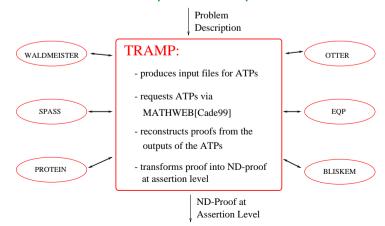
P.rex: An Interactive Proof Explainer



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The TRAMP System

Transformation of ATP output into ND-proofs at assertion level



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III. Proof Planning

- Automated theorem proving at abstract level
- Al planning paradigm
- Knowledge Acquisition

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Theorem Proving as Planning

Initial State: proof assumptions

Goal: theorem

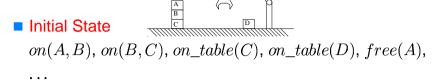
Operators: called methods

- Methods representing (abstract) proving steps
- Method = tactic + specification

Proof Plan: sequence of actions, i.e., instantiated methods

Planning Process: precondition achievement planning

Al Planning



 \blacksquare Goal: $on_table(B)$

 $\begin{array}{|c|c|c|} \hline \textbf{PUTDOWN}(X) \\ \textbf{prec: } holding(X) \\ \textbf{effect:} \\ \hline & \oplus & on_table(X), \\ & & hand_empty \\ \hline & \ominus & holding(X) \\ \hline \end{array}$

Plan pick(A), putdown(A), pick(B), putdown(B)

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Proof Planning in Ω MEGA

Knowledge-based proof planning

- domain-specific methods
- use of domain-specific external systems
- control-rules prune search space in particular domains

with multiple strategies

- strategies define different plan refinements (e.g. supply planner with different sets of methods and control rules)
- flexible combination and interleaving of strategies

Proof Planning the \sqrt{2}-Problem

Knowledge acquisition, e.g.

PrimeFacs-Product-m-f

prec. L: n * t = t'

appl.-cond. $n = p_1 * \ldots * p_n$ (CAS)

effect: $\oplus L_1$: prime-divisor (p_1, t') (Expand-PrimeFacs(L))

:

 $\oplus L_n$: prime-divisor (p_n,t') (Expand-PrimeFacs(L))

Methods include specification of expansion scheme

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IV. Exploration

- Motivation
- Exploration with Oants
- Exploration with Multi

Case Studies

Limit Theorems

(employs COSIE, MAPLE)

Residue Class Domain (employs MAPLE, GAP, WALDMEISTER, SEM, HR)

Homomorphism Theorems

Only with older version of Ω MEGA:

- Diagonalization proofs
- Completeness of resolution calculi

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Motivation

Do not only re-prove known theorems, but

- Experiment with new conjectures
- Explore properties of structures
- ⇒ Postulate, prove, and refute conjectures

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Set Problems

Examine different arbitrary set equations:

$$A \cup (B \cap C) = (A \cup B) \cap C$$
$$A \cup (B \cap C) = (A \cup B) \cap (A \cup C)$$

Show validity or invalidity

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The Residue Class Domain

What kind of algebraic structures are ...

$$(\mathbb{Z}_4, \bar{+}), (\mathbb{Z}_5, (x\bar{*}y)\bar{+}\bar{1}_5), (\{\bar{0}_6, \bar{2}_6, \bar{4}_6\}, (x\bar{+}x)\bar{+}(y\bar{+}y))$$

Successively check properties such as associativity, unit element, etc.

Which structures are isomorphic?

$$(\mathbb{Z}_3, \bar{+}) \cong (\{\bar{0}_6, \bar{2}_6, \bar{4}_6\}, \bar{+}) \quad (\mathbb{Z}_2 \otimes \mathbb{Z}_2, \bar{+} \otimes \bar{+}) \ncong (\mathbb{Z}_4, \bar{+})$$

Exploring with Ω -ANTS

- Consider some tactics and external reasoners
- Automated application of suggestions
- Involve complementary reasoning specialists
 - prove with automated theorem prover
 - refute with model generator
- Set examples: Proofs are simplified with some tactics and concluded by external reasoners

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Exploration with Proof Planning

Examine properties step-by-step

- Exploration module employs Multi
 - Several strategies in Multi
 - Supported by CAS, Model Generator
- Proof plan a conjecture or its negation
- Guidance by example computation

Credits

http://www.ags.uni-sb.de/~omega

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