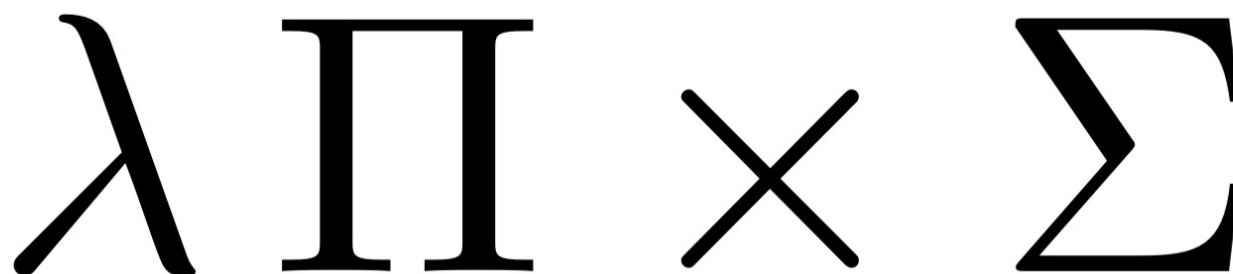


HEGL Illustrating Mathematics Seminar Winter Semester 2024-2025



λ Π \times Σ

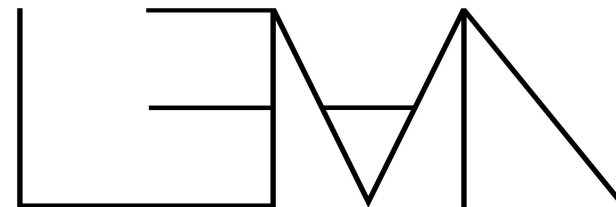
Logic, algebra and proof visualization

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What is a mathematical proof and how can we represent it?

- In this seminar, we take a **constructive approach** to this question.
- Proving a theorem means constructing a proof of it, much like when you introduce a term of a certain type in a **programming language**.
- The underlying logical foundations of this approach make **functions** the primitive object, from which everything else is defined.

Can we use this to
venture a guess as to
how mathematics will be
taught at the university
level 50 years from now?



Programming Language and Theorem Prover

```
40 variable {R : Type*}
41
42 /--
43 In a type `R` with an addition, a zero element and a multiplication, the property of being a sum of
44 squares is defined by an inductive predicate: `0 : R` is a sum of squares and if `S` is a sum of
45 squares, then for all `a : R`, `a * a + S` is a sum of squares in `R`.
46 -/
47
48 @[mk_iff]
49 inductive isSumSq [Add R] [Zero R] [Mul R] : R → Prop
50 | zero : isSumSq 0
51 | sq_add (a S : R) (pS : isSumSq S) : isSumSq (a * a + S)
52
53 /--
54 If `S1` and `S2` are sums of squares in a semiring `R`, then `S1 + S2` is a sum of squares in `R`.
55 -/
56
57 theorem isSumSq.add [AddMonoid R] [Mul R] {S1 S2 : R} (p1 : isSumSq S1)
58 | (p2 : isSumSq S2) : isSumSq (S1 + S2) := by
59   induction p1 with
60   | zero => rewrite [zero_add]; exact p2
61   | sq_add a S pS ih => rewrite [add_assoc]; exact isSumSq.sq_add a (S + S2) ih
62
63 variable (R) in
64
65 /--
66 In an additive monoid with multiplication `R`, the type `SumSqIn R` is the submonoid of sums of
67 squares in `R`.
68 -/
69
70 def SumSqIn [AddMonoid R] [Mul R] : AddSubmonoid R where
71   carrier := {S : R | isSumSq S}
72   zero_mem' := isSumSq.zero
73   add_mem' := isSumSq.add
74
```

Lean Infoview

▼ SumsOfSquares.lean:60:52

▼ Tactic state

No goals

▼ Expected type

R : Type u_1
inst1 : AddMonoid R
inst2 : Mul R
S1 S2 : R
p2 : isSumSq S2
⊢ isSumSq S2

► All Messages (0)

Restart File

matematiflo-semireal-rings-defs 1 0 0 1 0 Pull Request #14941 Ln 60, Col 53 Spaces: 2 UTF-8 LF lean4

Constructive mathematics

The constructive approach to mathematics is often reduced (quite misleadingly) to mathematics *without* the law of excluded middle (LEM), or without the axiom of choice (AC). It should instead be thought of as a sum of algorithmic procedures for deriving proofs, which *may or may not* use LEM or AC.

Conceptually, this is made possible by an interpretation of mathematical statements in a way that can be encoded on a computer. Existential statements, in particular, should be formally interpreted in a constructive manner.

To illustrate the constructive point of view, take for instance the following statement:

Let F be a field and let I be an ideal in F . Then $I = 0$ or $I = F$.

The usual proof starts by saying: let I be an ideal in F , then either $I = 0$ or $I \neq 0$. This is correct but uses the LEM in a non-essential way. Indeed, the statement that we want to prove is *classically equivalent* to the following one, which can be proved constructively.

Let F be a field and let I be an ideal in F . If $I \neq 0$, then $I = F$.

In the seminar, we will learn what it means that the two statements above are classically equivalent and how to write a constructive proof of the second statement.

List of topics for the talks

1. Principal ideal domains and finitely generated modules on these rings.
2. Factorization problems.
3. Noetherian rings, primary decompositions and the principal ideal theorem.
4. Wedderburn structure theorem for finite dimensional algebras over a field.
5. Dedekind domains.

In the seminar, we will focus on undergraduate commutative algebra: rings, fields and algebras over a field.

As a first step, participants will give a presentation on a subject of their choice from the list of topics proposed by the coordinator.

This talk, and its corresponding handout, will count towards 50% of the final grade.

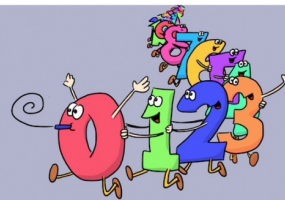
Lean Game Server

A repository of learning games for the proof assistant Lean
(Lean 4) and its mathematical library mathlib

In the second step,
we will work
collaboratively to
elaborate an **online**
tutorial to some of
the mathematical
results presented in
the first part.

Natural Number Game

The classical introduction game for Lean.

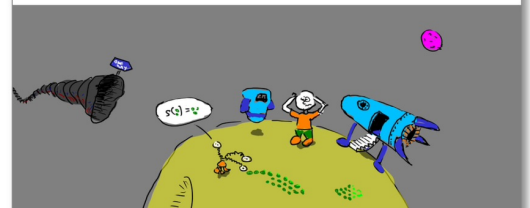


In this game you recreate the natural numbers \mathbb{N} from the Peano axioms, learning the basics about theorem proving in Lean.

This is a good first introduction to Lean!

Robo

Erkunde das Leansche Universum mit deinem Robo, welcher dir bei der Verständigung mit den Formalosophen zur Seite steht.



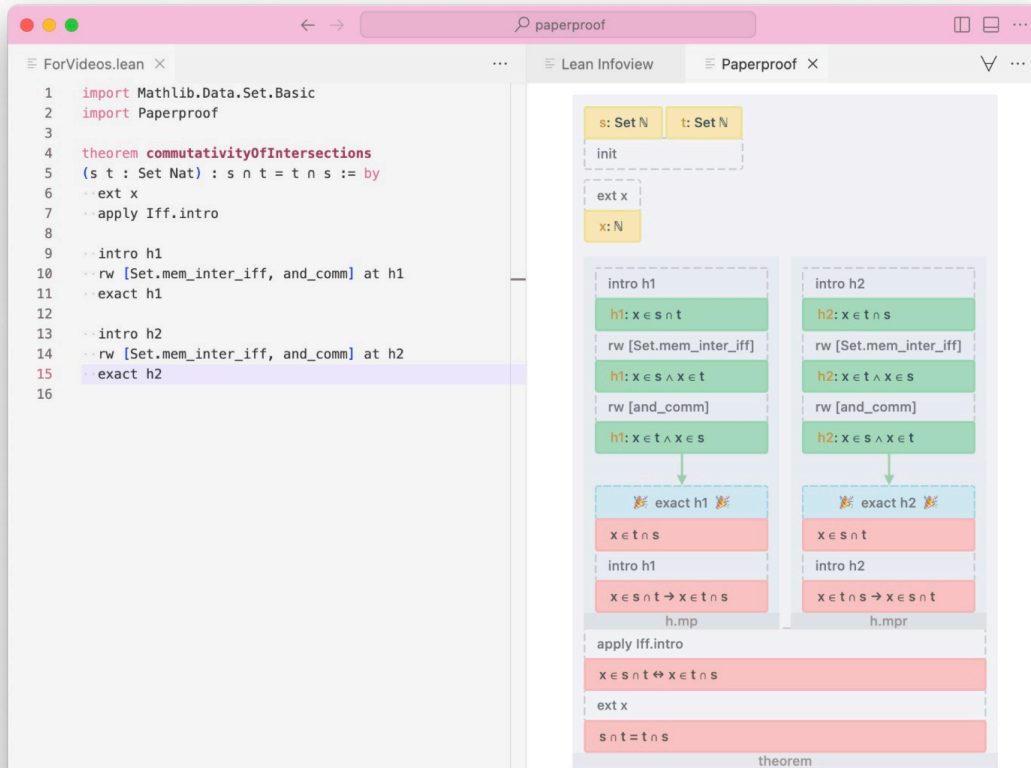
Dieses Spiel führt die Grundlagen zur Beweisführung in Lean ein und schneidet danach verschiedene Bereiche des Bachelorstudiums an.

(Das Spiel befindet sich noch in der Entstehungsphase.)

The ideal output is a kind of "**Heidelberg Lean game**"
that can be played online by future generations of
students, to teach themselves the basics of type-
theoretic mathematics.

Paperproof

A new proof interface for Lean 4.



Other proof visualization techniques such as Paperproof or Verbose might be explored too.

The final presentation and HEGL blog post, by the students, will count towards the remaining 50% of the grade.

