



Some new tricks for formalising advanced mathematics

Manuel Eberl

Outline

① A quick look at Isabelle/HOL

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- ② Some recent work in formalising graduate-level maths

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- ③ Some tools and tricks we had to develop along the way

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- **Archive of Formal Proofs:** Growing collection of entries on Mathematics, Computer Science, Logic; 748 articles, 457 authors

Some Examples

A typical structure Isabelle proof: If one of a and b is even, then $a \cdot b$ is even.

```
lemma
  fixes a b :: int
  assumes "even a ∨ even b"
  shows "even (a * b)"
proof
  from assms show "even (a * b)"
  proof
    assume "even a"
    then obtain a' where a': "a = 2 * a'"
      have "even (2 * (a' * b))"
        also have "2 * (a' * b) = a * b"
          using a'
        finally show "even (a * b)"
  next
    assume "even b"
    (* ... *)
```

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    assume "even a"
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      by (elim evenE)
    have "even (2 * (a' * b))"
      by simp
    also have "2 * (a' * b) = a * b"
      using a' by simp
    finally show "even (a * b)" .
  next
    assume "even b"
    (* ... *)
```

Some Examples

Dirichlet's Theorem: Given coprime integers h and n , there are infinitely many primes congruent h modulo n :

```
theorem Dirichlet:  
  assumes "coprime h n"  
  shows   "infinite {p. prime p ∧ [p = h] (mod n)}"
```

Some Examples

A famous equality involving the Riemann ζ function:

$$\zeta(2n) = \frac{(-1)^{n+1} B_{2n} (2\pi)^{2n}}{2(2n)!}$$

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```
theorem zeta_even_nat:  
  "zeta (2 * of_natural n) =  
    of_real ((-1)^(n+1) * bernoulli (2*n) * (2*pi)^(2*n) / (2 * fact (2*n)))"
```

Some Examples

Stirling's formula: $n! \sim \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$

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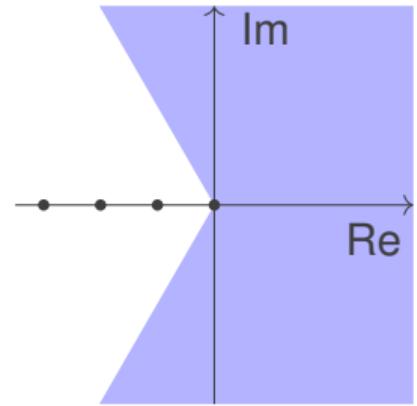
theorem fact_asymp_equiv:

```
"fact ~[at_top] (λn. sqrt (2*pi*n) * (n / exp 1) ^ n :: real)"
```

Some Examples

Stirling's formula for the complex Γ function:

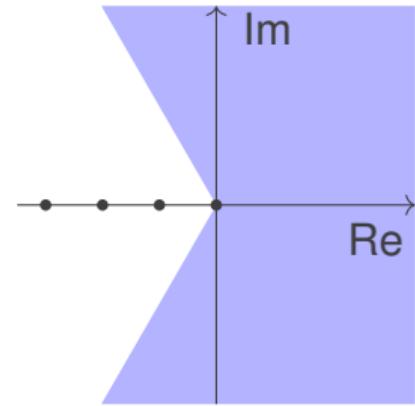
$$\Gamma(s) \sim \sqrt{\frac{2\pi}{s}} \left(\frac{s}{e}\right)^s \text{ uniformly for } |s| \rightarrow \infty \text{ with } |\operatorname{Arg} s| \leq \alpha < \pi$$



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```
lemma Gamma_complex_asymp_equiv:  
  fixes F and α  
  assumes "α ∈ {0..<pi}"  
  defines "F ≡ at_infinity ∩ principal {z. |Arg z| ≤ α}"  
  shows "Gamma ~[F] (λs. sqrt (2 * pi / s) powr (1 / 2) * (s / exp 1) powr s)"
```

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```
theorem sophomores_dream1:  
  "integral {0..1} (λx. x powr (-x)) = (∑∞ k∈{(1::nat)..}. k powi (-k))"
```

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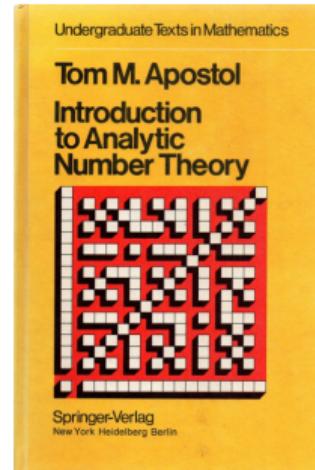
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- Now we are tackling graduate-level maths (elliptic functions, modular forms).

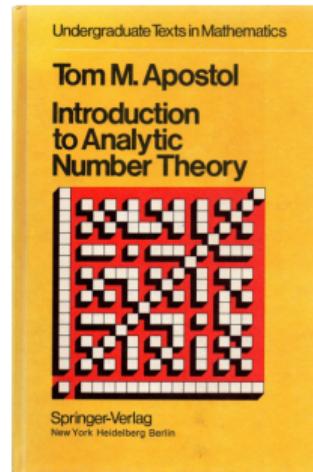
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Contents: Dirichlet series, characters, Gauss sums, Riemann ζ function, L functions, lots of facts about prime numbers

Current work

Graduate Texts in Mathematics

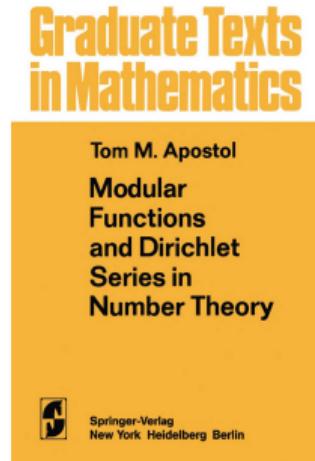
Tom M. Apostol

Modular
Functions
and Dirichlet
Series in
Number Theory



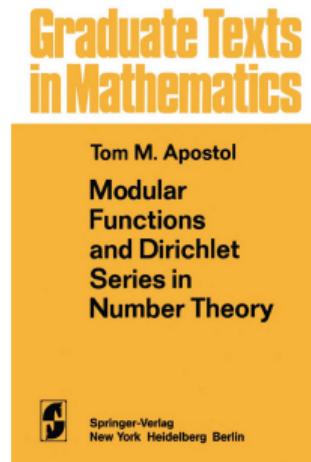
Springer-Verlag
New York Heidelberg Berlin

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About 50 % formalised.

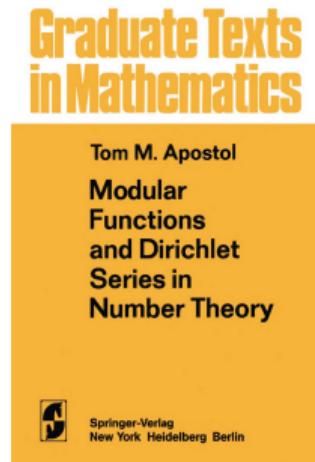
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Up next: Rademacher's formula for the partition function, advanced results about modular forms

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But my impression is that things are getting better.

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Multiseries expansions

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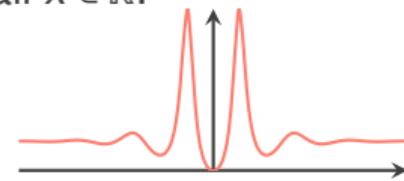
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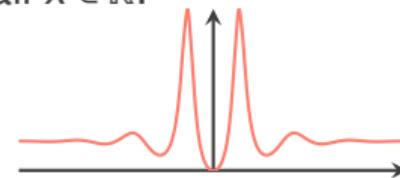


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- For any $n \in \mathbb{N}$, the series

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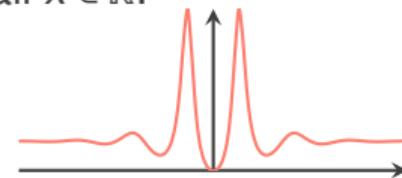
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converges due to the comparison test, since the summand is $\sim k^{-2} \log(k)^{n-1}$.

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How do computer algebra systems achieve this?

By computing [Multiseries expansions](#) (or something very similar)!

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Applicable to a big class of real-valued functions consisting of arithmetic, log, exp, trigonometric functions, absolute value, ...

Not competitive with Mathematica/Maple in scope or performance.

But good enough to help with all asymptotic problems I encountered in “real-world” formalisation.

Example

```
lemma
  fixes f :: "real ⇒ real" and y :: real
  assumes "y > 0"
  defines "f ≡ (λx. (cos (x/2) ^ 2 + sinh (x*y/2) ^ 2) / (cosh (x*y) - cos x))"
  shows "f ∈ O[at_bot](λ_. 1)" and "f ∈ O[at_top](λ_. 1)"
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  using <y > 0> unfolding f_def by real_asymp+
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- The exact same techniques that we used for `real_asymp` still work, but many things are actually easier.

The theory is all there, but a lot of code has to be written to make it nicely usable.

Application: Elliptic Functions

Definition

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- $\wp(z) = \frac{1}{z^2} + \sum_{\omega \in \Lambda \setminus \{0\}} \left(\frac{1}{(z - \omega)^2} - \frac{1}{\omega^2} \right)$ is the “simplest” non-constant elliptic function.

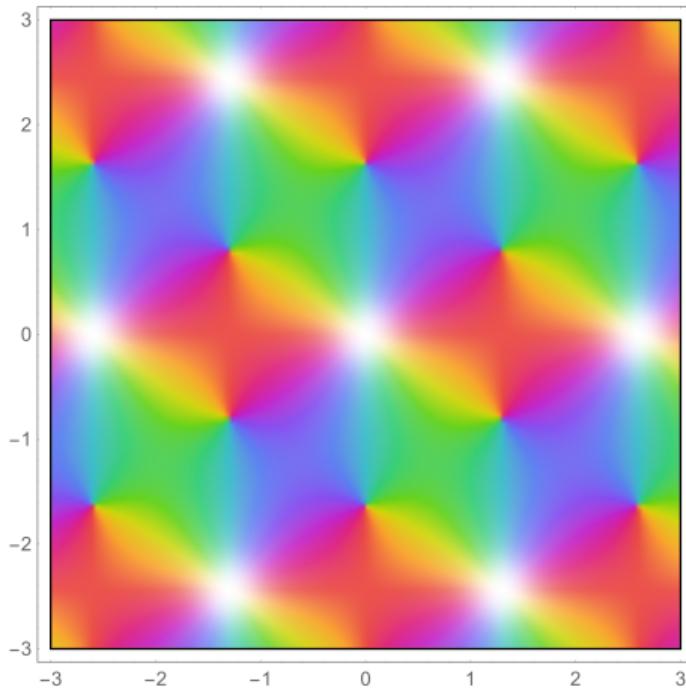
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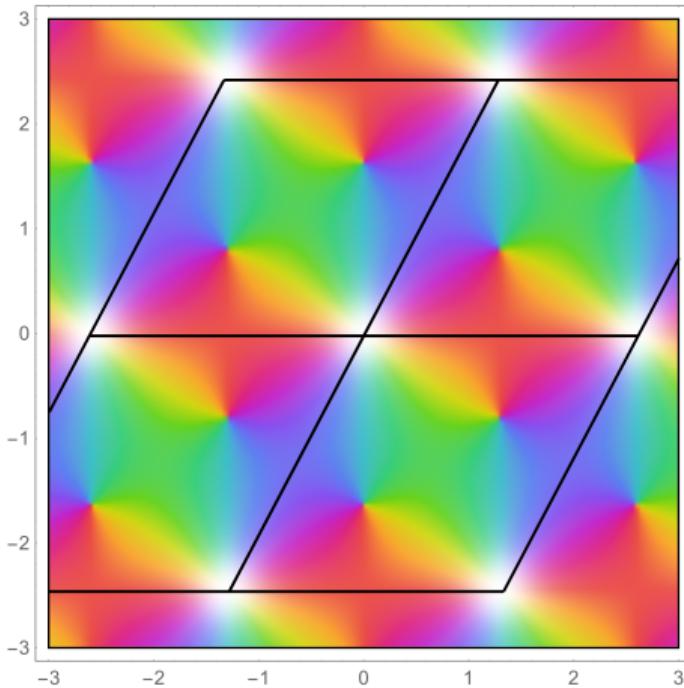
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- It has the Laurent series expansion $\wp(z) = z^{-2} + \sum_{n=2}^{\infty} (n+1)G_{n+2}z^n$ at $z=0$.

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Theorem

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Proof.

Define $g(z) = \wp'(z)^2 - 4\wp(z)^3 + 60G_4\wp(z)$.

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Define $g(z) = \wp'(z)^2 - 4\wp(z)^3 + 60G_4\wp(z)$. Our goal is to show that $g(z) = -140G_6$.

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Proof.

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But doing this in Isabelle requires a good library for reasoning about poles, Laurent series, meromorphicity, etc. Which we now have!

Evaluating Winding Numbers

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We are mainly interested in simple closed counter-clock-wise curves.
i.e. all points have winding number 1 or 0

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Definitely *not* a fully automatic tool, but it does help immensely.

Deforming Integration Contours

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Lastly, I will talk in some more detail about the latest addition to our bag of tricks.

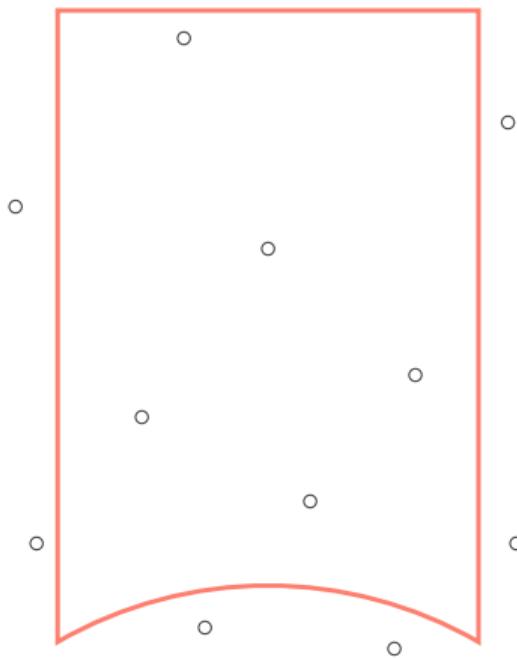
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This concerns another common problem encountered when formalising a complex-analytic argument:

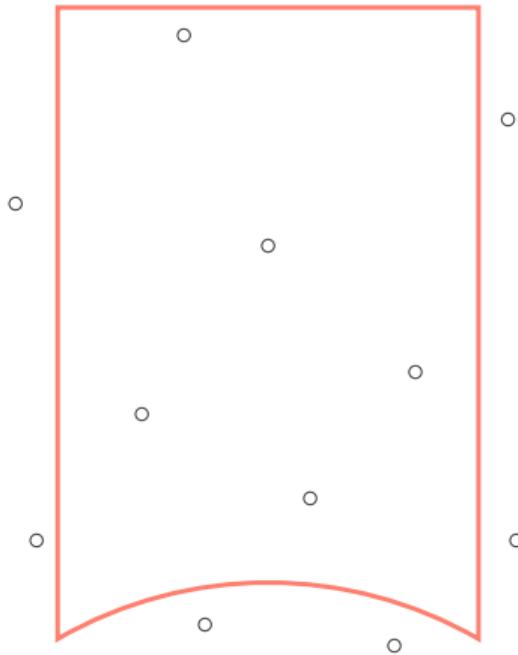
Deforming an integration contour in order to avoid “bad” points.

Counting Points



The following is a problem that arises in proving the valence formula for modular functions.

Counting Points

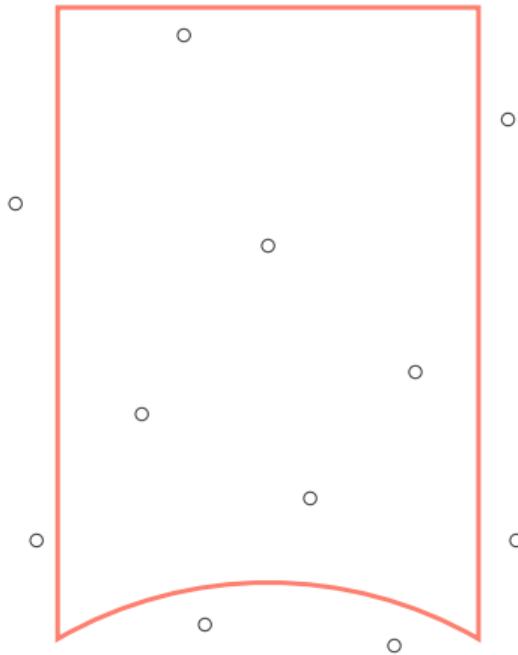


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Modular functions are complex functions that satisfy $f(z+1) = f(z)$ and $f(-1/z) = f(z)$.

We want to count the number of zeroes and poles of f inside the curve γ .

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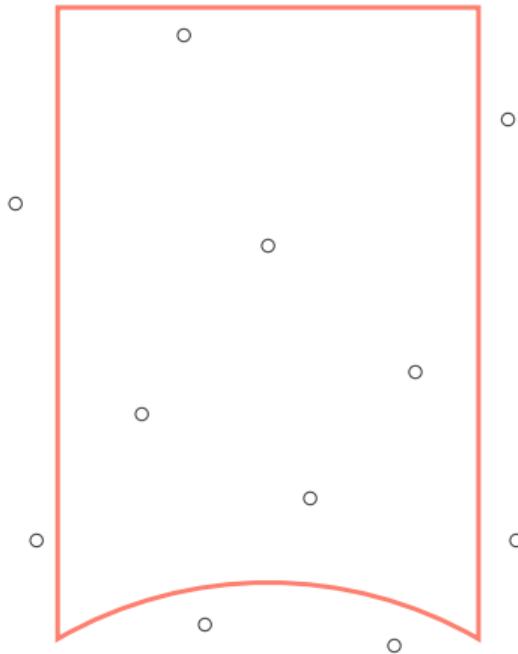
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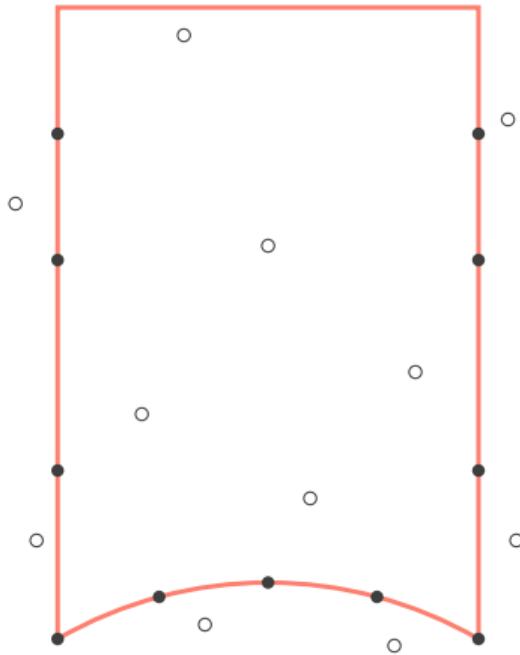
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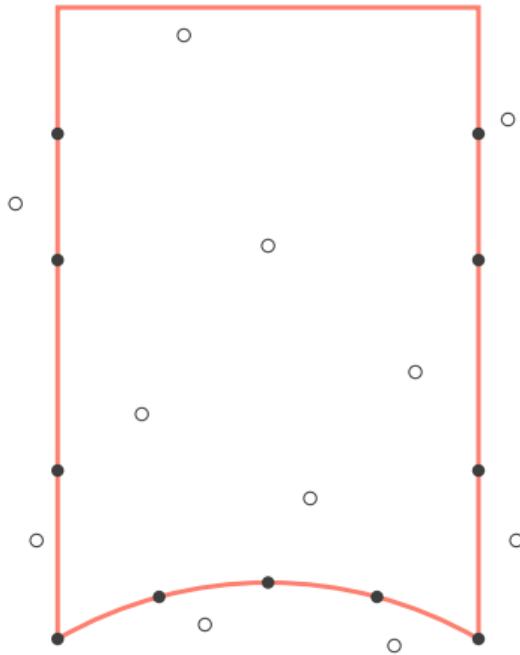
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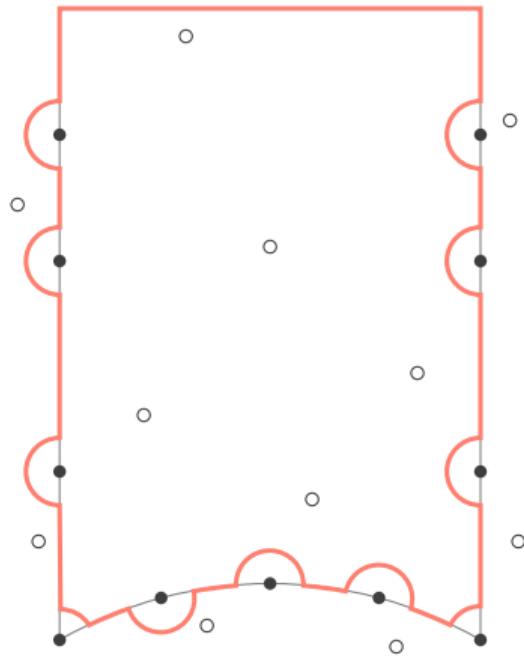
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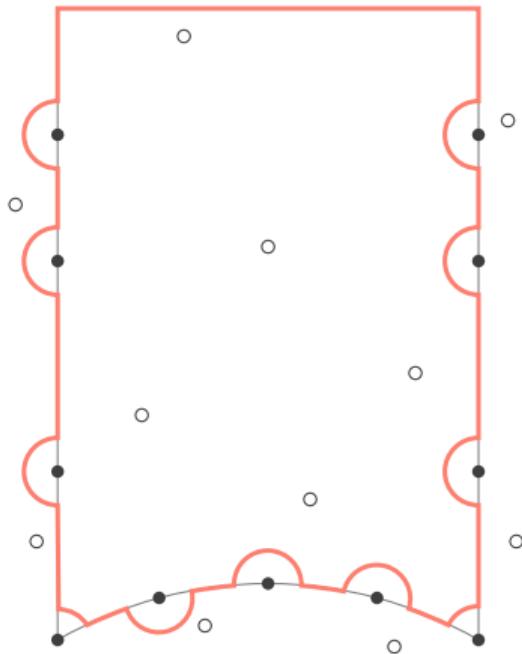
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Solution: Deform γ to a contour γ_ε by adding small circular arcs of radius ε , then let $\varepsilon \rightarrow 0$.

A Complicated Integration Contour



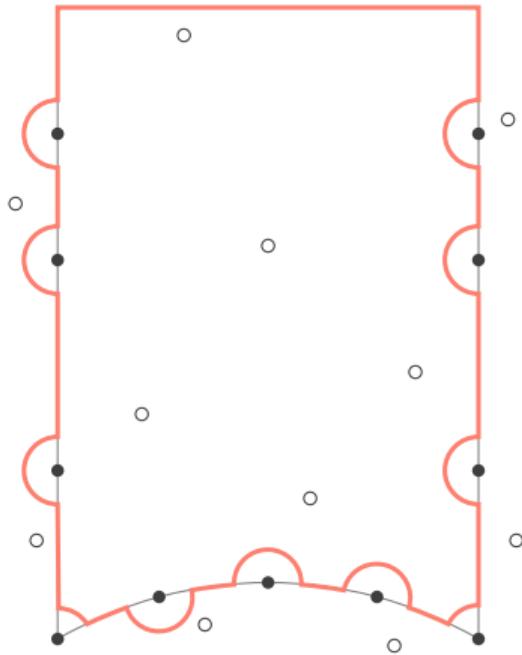
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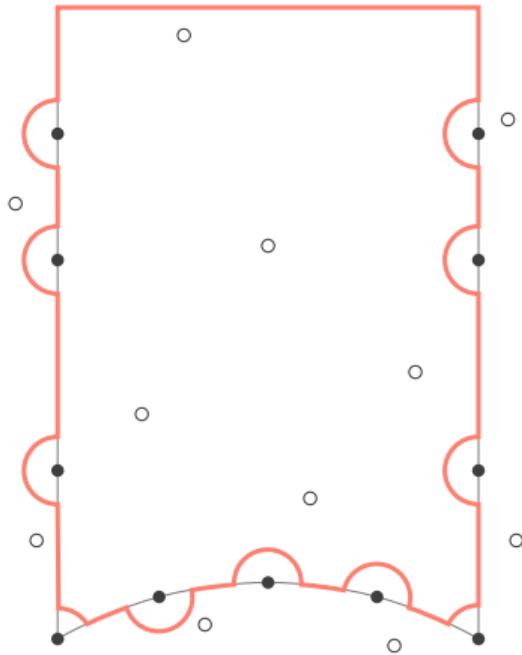
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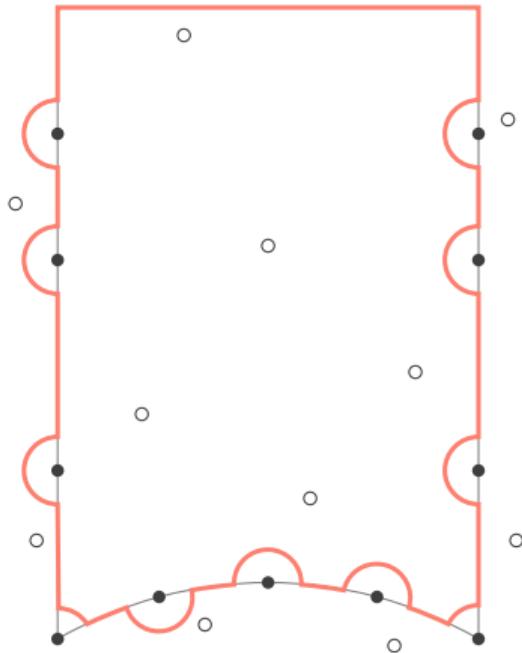
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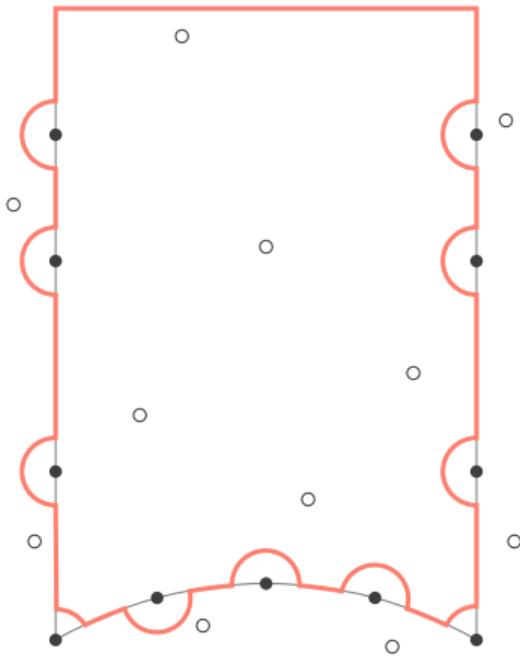
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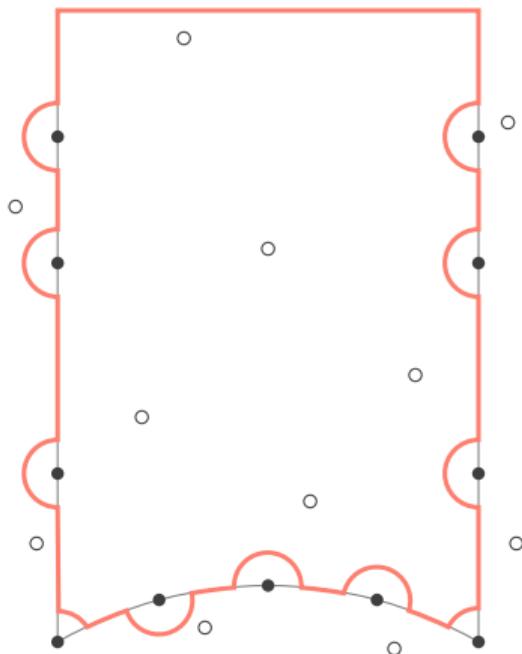


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So let's try something smarter!

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- all relevant properties of γ transfer to γ_ε if we have $\gamma \approx \gamma_\varepsilon$

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But: For compositionality, we need to generalise to non-closed contours.

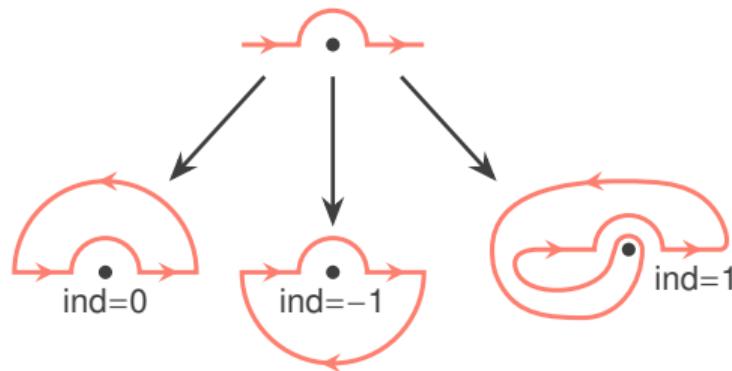
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Problem: The words “inside” and “outside” only make sense for closed contours.



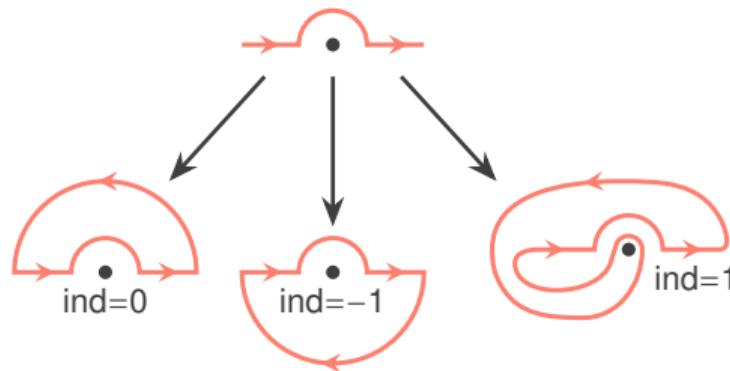
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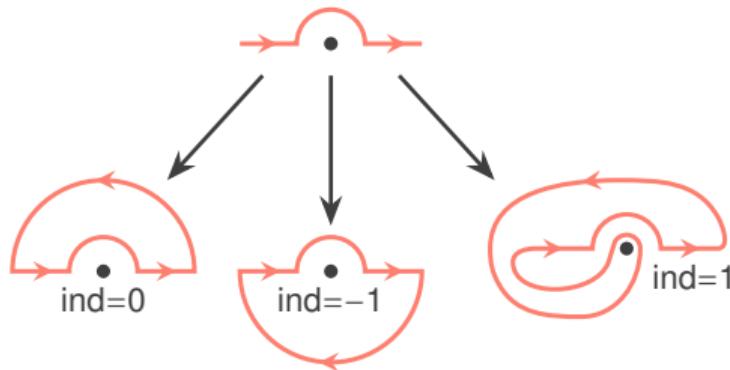
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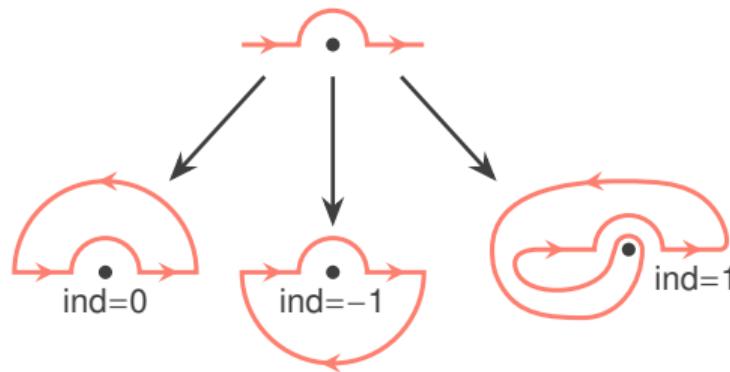


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Instead ask whether γ avoids the bad point by swerving left \curvearrowleft or right \curvearrowright .

If γ is a loop, we can easily recover the inside/outside information from this:
For a counter-clockwise loop, left = inside and right = outside.

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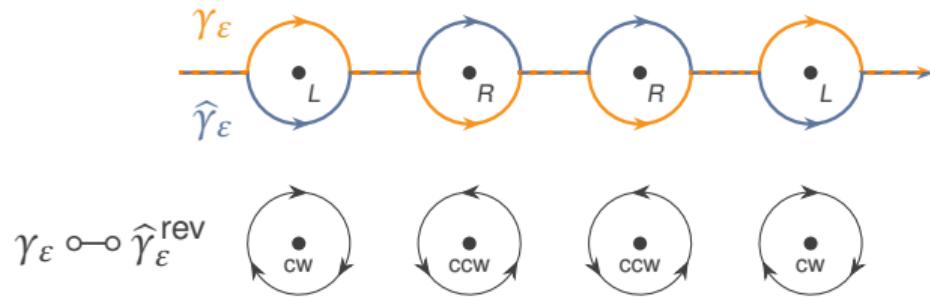


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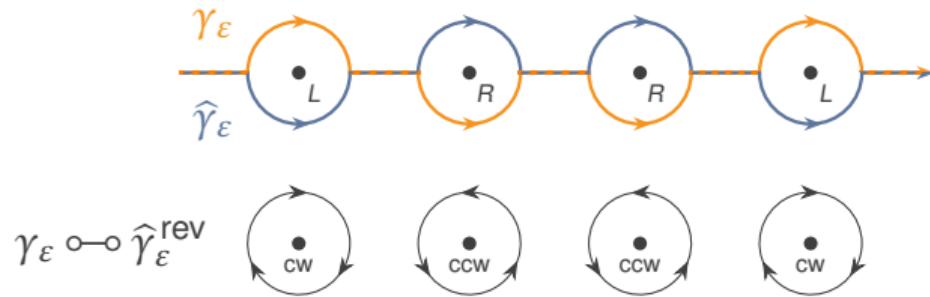


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Theorem

If $\gamma \underset{L/R}{\approx} \gamma_\varepsilon : \hat{\gamma}_\varepsilon$ and γ is closed, then $\gamma \underset{L/R}{\approx} \gamma_\varepsilon$ if γ is clockwise and $\gamma \underset{L/R}{\approx} \hat{\gamma}_\varepsilon$ if γ is counter-clockwise.

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This reduces proving \approx for a concrete complicated path to proving it locally for its simple constituent paths!

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Straight line:  \approx  : 

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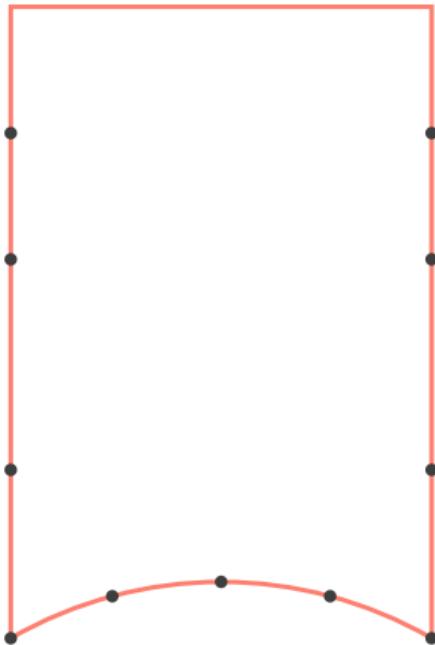
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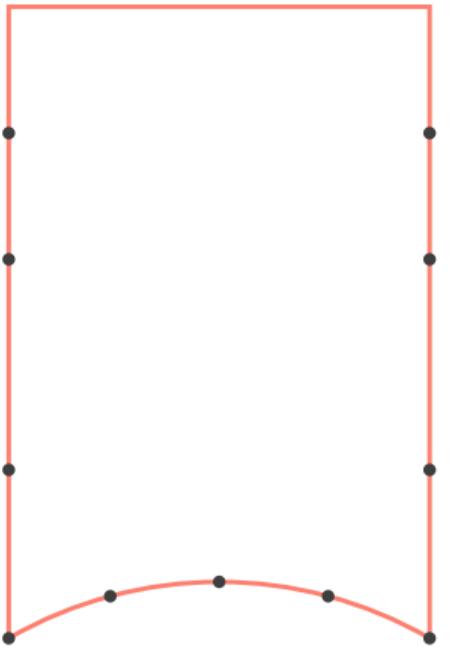
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These rules have only trivial side conditions and are thus very easy to apply.

Back to our example

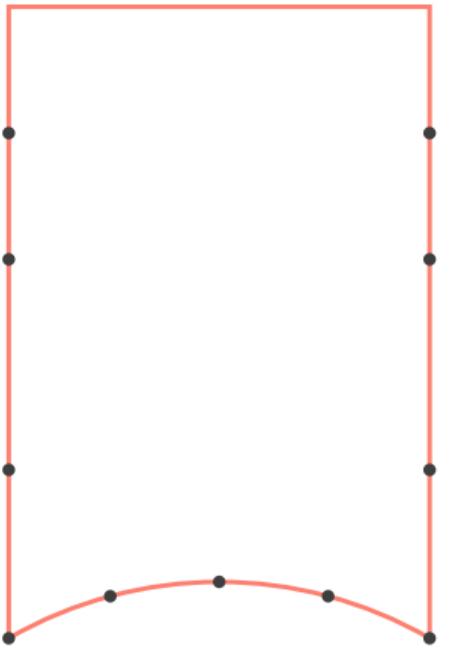


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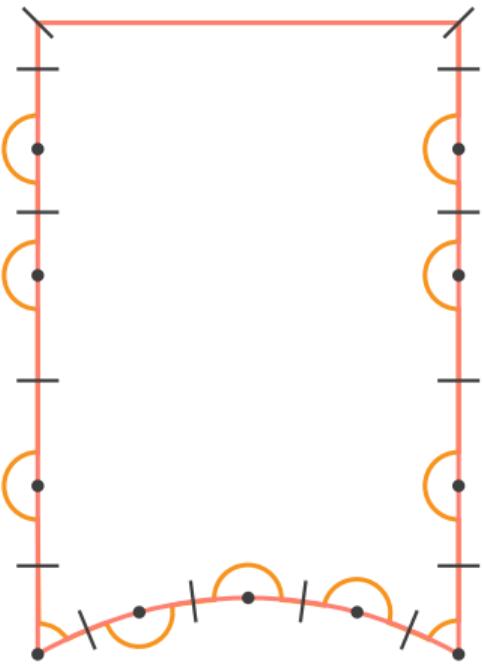
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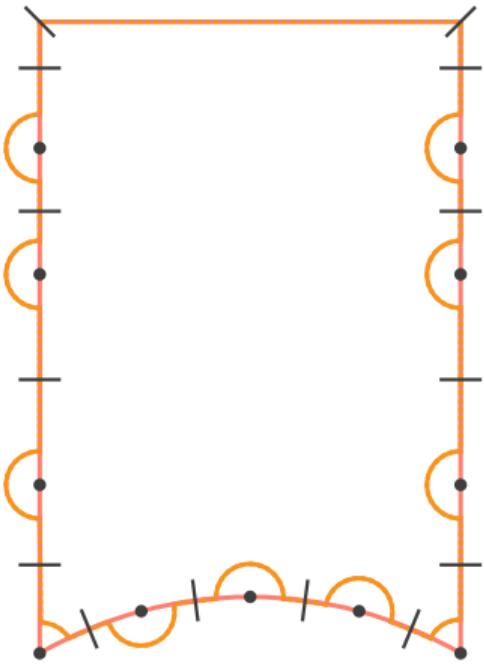
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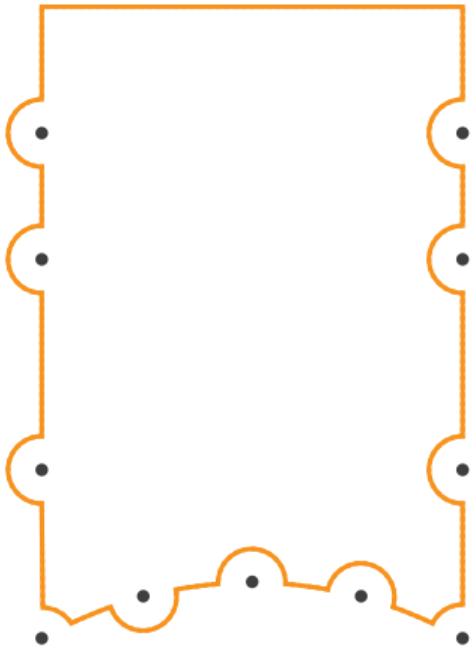
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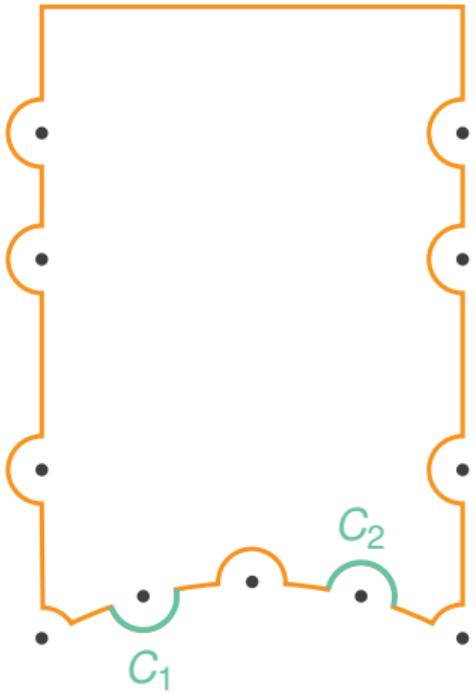
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- ④ Put everything together using JOIN/REFL/FLIP rules

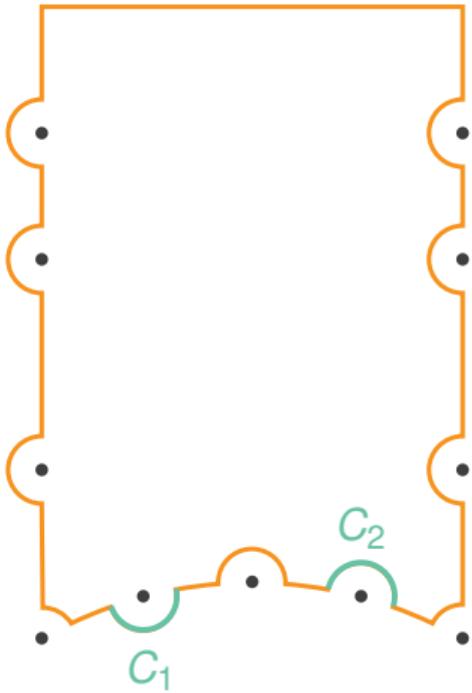
One last complication



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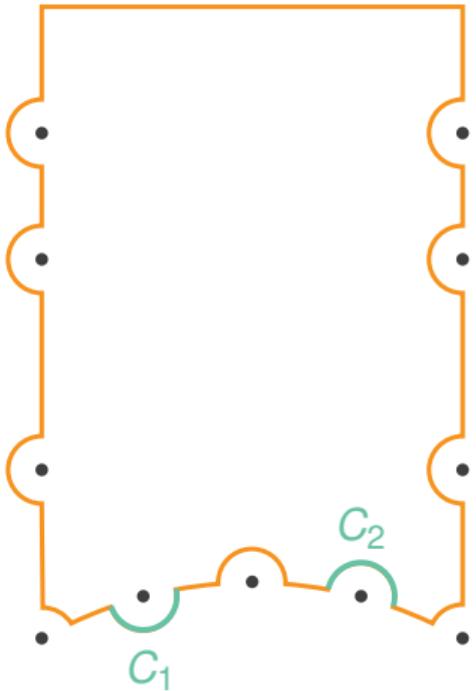
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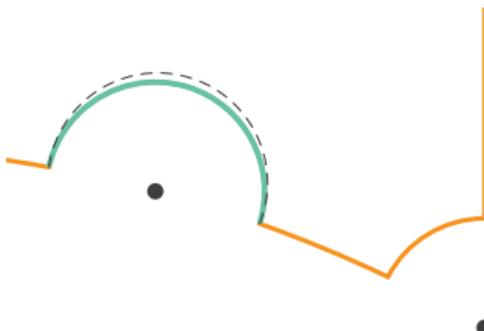
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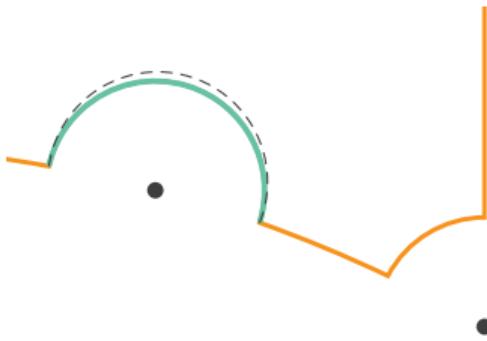
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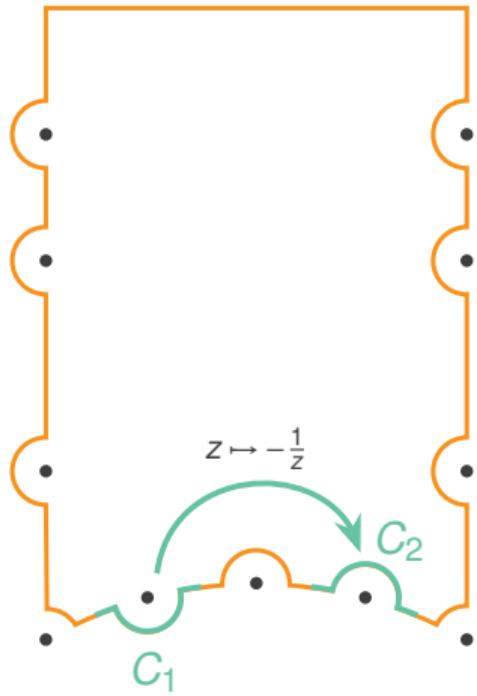


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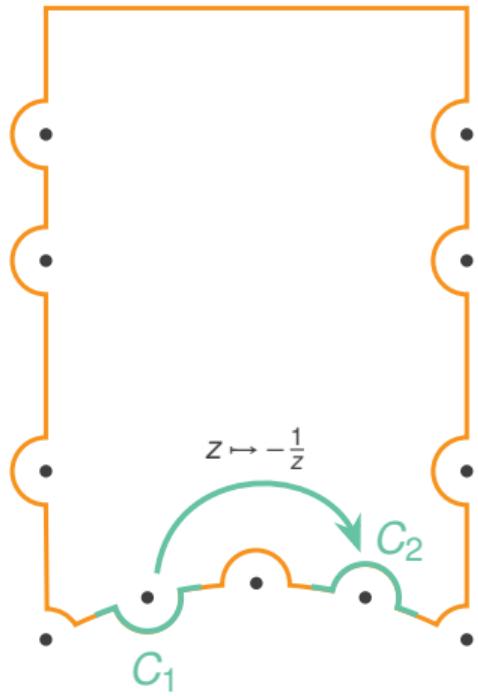
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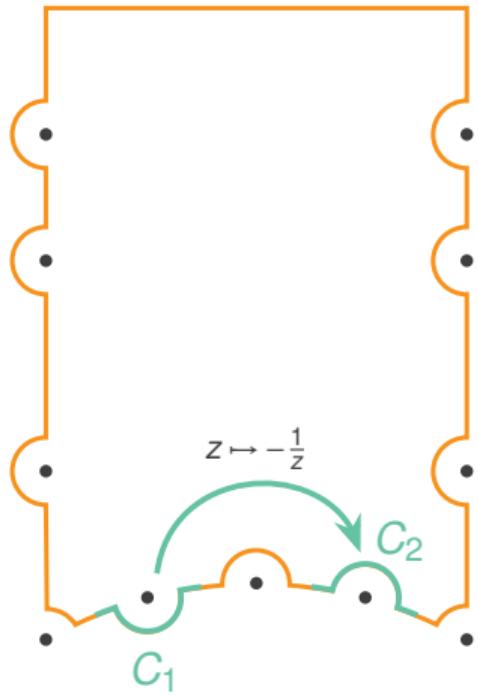
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Yes, because \approx is closed under nice functions.

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In particular, this works for all affine injective functions and all holomorphic injective functions.

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In any case, thanks to our tools and libraries we are now at a point where a small team can routinely tackle graduate-level maths “for fun”.