

The Theorem Prover Museum – Conserving the System Heritage of Automated Reasoning

Michael Kohlhase
Computer Science, FAU Erlangen-Nürnberg
<http://kwarc.info/kohlhase>

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Abstract

We present the Theorem Prover Museum, and initiative to conserve – and make publicly available – the sources and source-related artefacts of automated reasoning systems. Theorem provers have been at the forefront of Artificial Intelligence, stretching the limits of computation, and incubating many innovations we take for granted today. Without the systems themselves as preserved cultural artefacts, future historians will have difficulties to study the history of science and engineering in our discipline.

1 Introduction

Theorem provers are software systems that can find or check proofs for conjectures given in some logic. Research in theorem proving systems started with Newell and Simon’s “logic theorist” 1955 [NS56] – one of the earliest systems in the then-emerging field of Artificial Intelligence – and has led to a succession of systems since. Today, more than 60 years later, the CADE ATP system competition [CASC] attracts 15-20 systems annually. Automated reasoning systems have applications ranging from the verification of mathematical results, via program synthesis/verification, the Semantic Web, all the way to the discovery of unfair trading rules in darkpools of investment banks.

Theorem provers are complex software systems that have pushed the envelope of artificial intelligence and programming, and as such they constitute important cultural artefacts that carry within them the beginnings of many aspects of computing we take for granted today. To name just one example: the programming language ML: (Proof) Meta-Language which heavily influenced modern typed functional programs was introduced as a meta-language of the LCF theorem prover by Robin Milner. Its type system was motivated by the idea that proofs could be programmed, if the type of proofs can only contain logically valid proofs.

With the ongoing wave of retirements of the original principal investigators there is good chance that these systems are lost, when their group servers are

shut down. The following incident is unfortunately quite typical. When – ten days after Herbert Simon’s passing in February 2001 – the author tried to find a copy of the source code of the Logic Theorist in Simon’s scientific estate at CMU, all tapes and printouts had already been discarded – only the written materials and notes were being catalogued in the CMU library. Fortunately, report P-868 of the Rand Corporation [NS56], where the program was conceived contains the full printout of the code. Otherwise we would only be able to read about this seminal program, but not be able to study the artefact itself.

In other cases, we may not have been so lucky; see [TPLb] for a list of theorem provers believed lost. This is a great loss to the culture of our discipline, which is in danger of becoming marginalized by the hype waves rolling through AI and computing. Without the systems as preserved cultural artefacts, future historians will have difficulties to study the history of science and engineering.

2 A Museum of Theorem Prover Source Code and Artefacts

This article reports on an initiative started by the author in spring 2016 to help conserve the source code of theorem provers: the “theorem prover museum”, a collection of GitHub repositories with source code of systems, together with a web site that presents them and organizes the process of acquiring more.

The term “museum” in the title may sound a bit ambitious, since the exhibition and didactic interpretation of the theorem provers is beyond the scope of the initiative (and perhaps abilities of the founder). But the foremost function of any museum is the conservation of artefacts, which is what the “theorem prover museum” project intends to do. Once the source code is preserved, historians of science and engineering can start to do research on it and create multiple user interfaces to present it to the public.

Note that it is not the purpose of the museum to keep the theorem proving systems running (in many cases the compilers and dependencies have moved on, making this very difficult). But only to archive the source code for academic study. This is a well-considered design decision, taken to lower the barrier of archiving systems here. Again, once the source code is preserved – i.e. made public by the original authors – other enthusiasts can possibly revive it. Indeed this has already happened, triggered by the act of exposing the source in the museum.

3 Realizing the Museum

The actual “theorem prover museum” consists of a simple web site at <https://theoremprover-museum.github.io/> that features a couple of with cards with short profiles for theorem provers (see Figure 1) depending on their museum status. The front page of the museum is the index of museum systems, i.e. systems that are no longer actively maintained but for which a

code repository exists. The repositories are collected in the GitHub organisation `theoremprover-museum` <https://github.com/theoremprover-museum>. An increasing number of systems already have repositories (git or other), here we are working towards automatically maintaining a local mirror repository in the museum – just to keep the systems safe.

<p>LEGO an early interactive proof development system for various type theories</p> <p>home page: http://www.dcs.ed.ac.uk/home/lego/</p> <p>wikipedia: https://en.wikipedia.org/wiki/LEGO_(proof_assistant)</p> <p>authors: Randy Pollack</p> <p>development: <= 1999</p> <p>note: See http://homepages.inf.ed.ac.uk/rpollack/bibfile.html for some old documents.</p> <p>TPM ARCHIVE SWMATH</p>	<p>Cambridge LCF Edinburgh LCF re-implemented in Standard ML</p> <p>authors: Konrad Slind</p> <p>development: 1980-1985</p> <p>language: Standard ML</p> <p>TPM ARCHIVE</p>	<p>Aquarius a Clause-Diffusion parallelization of Otter 2.2 for workstation networks</p> <p>home page: http://profs.sci.univr.it/~bonacina/cdprovers.html</p> <p>authors: Maria Paola Bonacina</p> <p>development: 1992 - 1992</p> <p>language: C, PCN</p> <p>TPM ARCHIVE</p>
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Figure 1: Three Theorem Prover Cards in the Museum

Additionally the museum contains various administrative pages that collect systems, e.g. a list of “most wanted systems”, a list of “theorem provers believed lost” [TPLb], and a list of “active systems”. Once in a while, a request for the source code of a system that has fallen below the radar of the community is met with an exasperated reply like “but Ontic lives!!!” (David McAllister in 2016).

All of these pages are statically generated from a central data file `provers.yml` [TPLa] which keeps nested key/value data in YAML. This file can be extended by a simple pull request and has proven a low-maintenance solution.

Since the initiative was started, the museum has gained the source code of 38 systems, which form a cross-section of the discipline. The systems span a period of 50 years, and the code ranges from machine language to high-level languages like OCaml. Even though the museum has some of the iconic systems of the field – along with some of the more obscure ones, it does not – unfortunately – constitute a fully representative sample yet. More contributions and hunting down system sources is still needed for that.

The concept of the theorem prover museum is compatible with the Software Heritage Initiative [SH], and particular GitHub-based implementation contributes to it automatically, since the SHI indexes GitHub repositories and the museum adds content that was unreachable to the SHI before.

The `swMath` information system for mathematical software [SWMa] lists the museum as one of its special categories [SWMb]. This links systems to their traces in the mathematical literature – unfortunately, much of the theorem proving literature is in Computer Science conferences, which are only partially

tracked in the underlying **zbMATH** abstracting service [ZBM], but CS does not have a comparable system. Even so, the **swMath** pages provide valuable additional information for the museum systems.

4 Related Initiatives and Resources

We list other public resources that may give further information

- there is a small literature on the history of automated reasoning, it includes [Bib07] on the early history up to 1970 and [RV01] for the next 30 years.
- the Encyclopedia of Proof Systems [WP17] collects proof systems that are mechanized by the theorem provers.
- the Wikipedia pages on automated theorem provers and proof assistants keep list of systems
- the program verification and synthesis community keeps a systems list [Vss] that also contains a section on theorem provers.

5 Conclusion & Call for Contributions

We have presented an initiative for conserving the sources of historic theorem proversystems, i.e. systems that are no longer actively developed and in danger of loss. The theorem prover museum is now fully functional as a system and has attracted various entries. Even though it has been well received, it needs contributions from the community: curators who chase down sources, talk to retired researchers who might know about the whereabouts of source code, and even go to the basement and lug up dusty magnetic tapes. In short the Indiana Jones types of Automated Reasoning – without the “stealing from indigenous cultures” part.

But most importantly, we need the individual researchers who, when they realize that they have moved on from a project to routinely submit to the theorem prover museum just as we submit a paper to a journal. The theorem prover museum gives them a place to do this and thus to contribute to the immaterial legacy of our research field.

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