

Compiling graphical actions with deep inference

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Partout team — LIX

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CIRM

Goal: Make proof assistants *easier* to use

- **Intuitive** and **discoverable** for newcomers
- **Productive** and **beautiful** for experts

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For now, focus on common logical heart:

Intuitionistic First-Order Logic (iFOL)

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Disclaimer: WIP, still at an experimental stage...

GRAPHICAL PROOFS

coq-actema

“A demo is worth a thousand words..”

Paradigm

- Fully graphical: **no textual** proof language
- Both **spatial** and **temporal**:

proof = **gesture sequence**

- **Different modes** of reasoning with a **single “syntax”**:

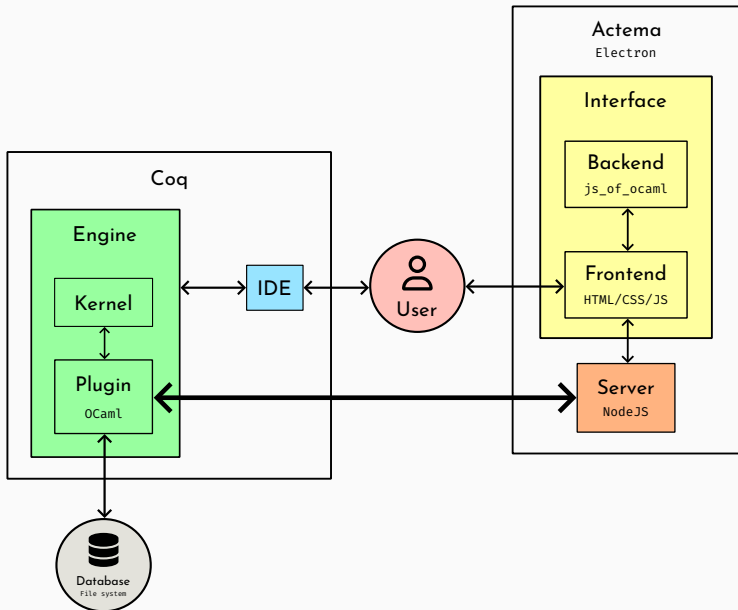
Click \iff introduction/elimination

Drag-and-Drop \iff backward/forward

*Sound and **complete** for iFOL!*

INTEGRATION WITH COQ

Architecture

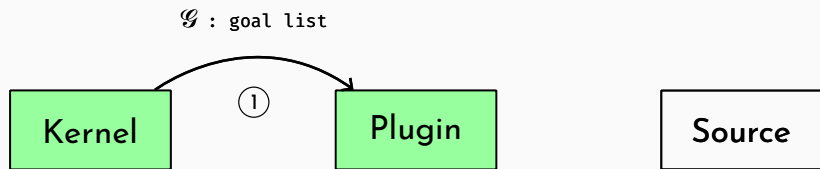


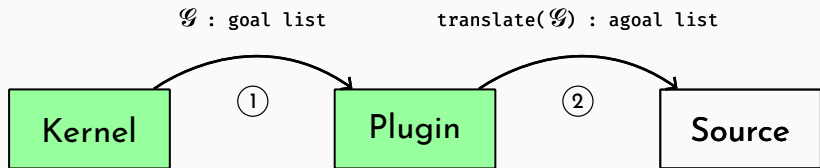
The diagram consists of three rectangular boxes arranged horizontally. The first box on the left is light green and contains the text 'Kernel'. The middle box is also light green and contains the text 'Plugin'. The third box on the right is white with a black border and contains the text 'Source'. There are no lines or arrows connecting the boxes.

Kernel

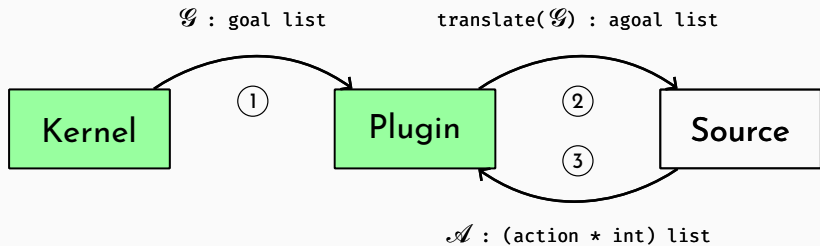
Plugin

Source

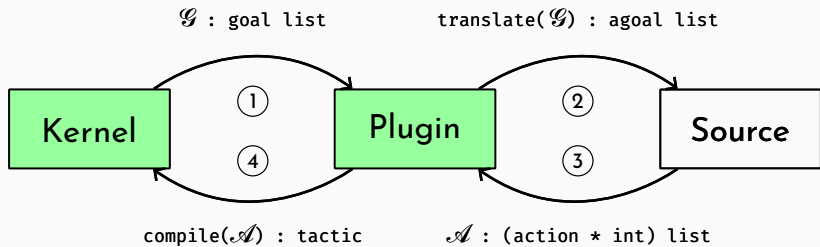




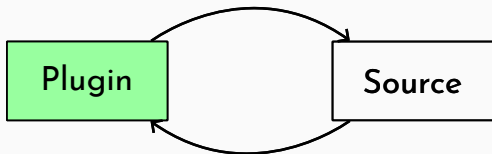
Protocol



Protocol



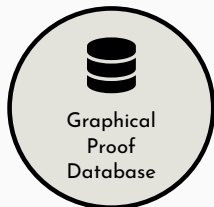
$\text{translate}(\mathcal{G}) : \text{agoal list}$



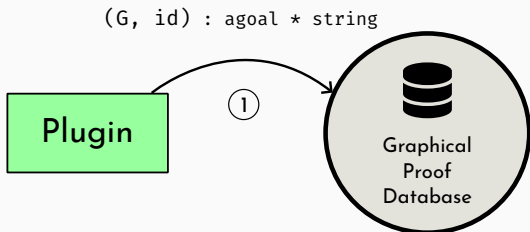
$\mathcal{A} : (\text{action} * \text{int}) \text{ list}$

Protocol (non-interactive)

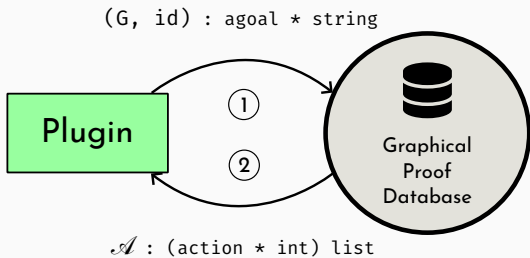
Plugin



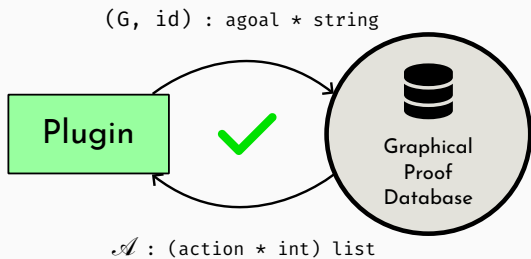
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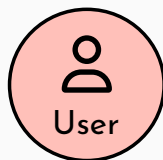
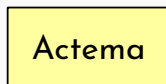
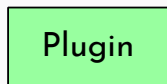
Protocol (non-interactive)



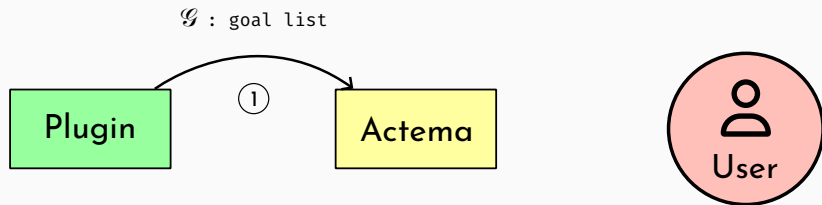
Protocol (non-interactive)



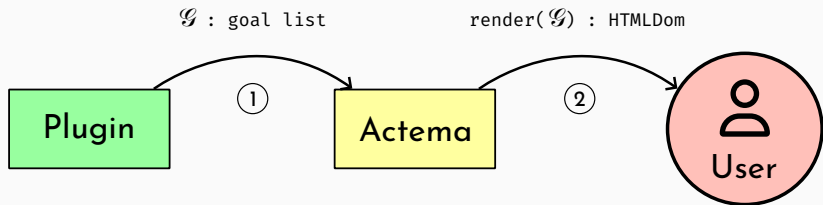
Protocol (interactive)



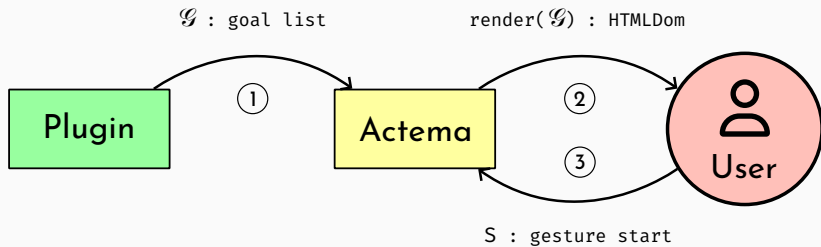
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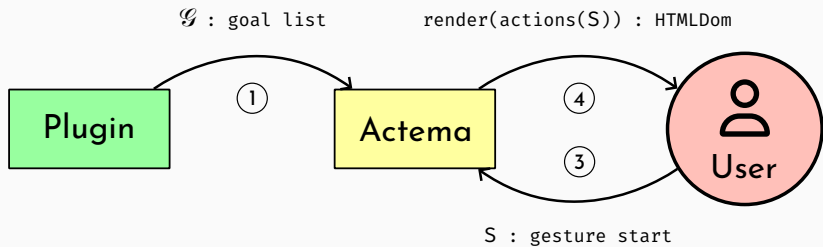
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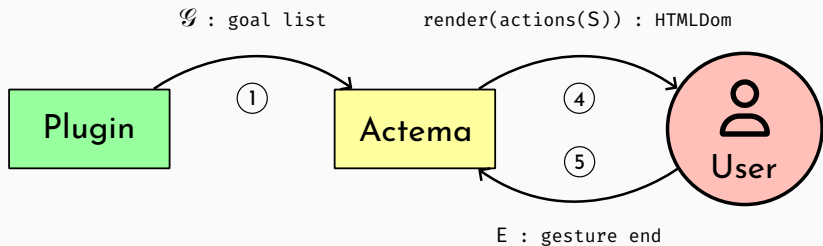
Protocol (interactive)



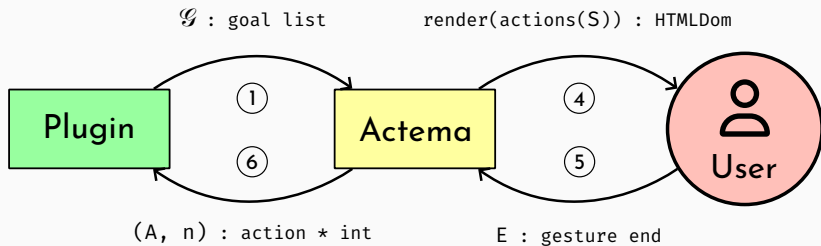
Protocol (interactive)



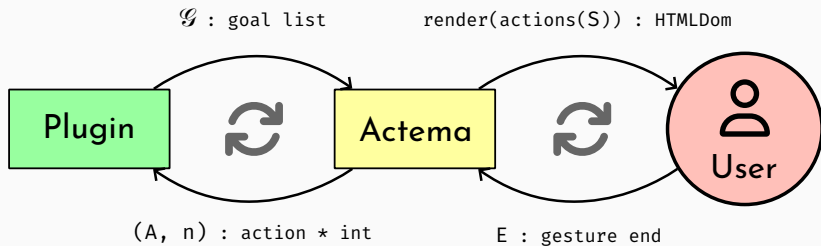
Protocol (interactive)



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Protocol (interactive)



DEEP INFERENCE SEMANTICS

Idea: instead of *destroying* connectives, *switch* them

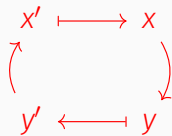
$$\begin{array}{l}
 \text{switch} \left\{ \begin{array}{l}
 \triangleright \underline{A} \wedge B \vdash \boxed{B \wedge} (\underline{A} \vee C) \wedge D \\
 \triangleright B \wedge (\underline{A} \wedge B \vdash (\underline{A} \vee C) \boxed{\wedge D}) \\
 \triangleright B \wedge (\underline{A} \wedge B \vdash \underline{A} \boxed{\vee C}) \wedge D \\
 \triangleright B \wedge ((\underline{A} \boxed{\wedge B} \vdash \underline{A}) \vee C) \wedge D
 \end{array} \right. \\
 \text{identity} \left\{ \begin{array}{l}
 \triangleright B \wedge ((B \Rightarrow (\underline{A} \vdash \underline{A})) \vee C) \wedge D
 \end{array} \right. \\
 \text{unit elimination} \left\{ \begin{array}{l}
 \triangleright B \wedge ((\boxed{B \Rightarrow T}) \vee C) \wedge D \\
 \triangleright B \wedge (\boxed{T \vee C}) \wedge D \\
 \triangleright B \wedge \boxed{T \wedge} D \\
 \triangleright B \wedge D
 \end{array} \right.
 \end{array}$$

1. **Unify** linked subformulas
2. **Instantiate** unified variables
3. **Switch** uninstantiated quantifiers

$$\begin{array}{l}
 \triangleright \quad \boxed{\exists y. \forall x. R(x, y)} \vdash \forall x'. \exists y'. R(x', y') \qquad x \longmapsto x' \\
 \triangleright \quad \forall y. (\forall x. \boxed{R(x, y)} \vdash \boxed{\forall x'. \exists y'. R(x', y')}) \\
 \triangleright \quad \forall y. \forall x'. (\forall x. \boxed{R(x, y)} \vdash \boxed{\exists y'. R(x', y')}) \\
 \triangleright \quad \forall y. \forall x'. (\boxed{\forall x. R(x, y)} \vdash \boxed{R(x', y)}) \qquad y \longleftarrow y' \\
 \triangleright \quad \forall y. \forall x'. (\boxed{R(x', y)} \vdash \boxed{R(x', y)}) \\
 \triangleright \quad \forall y. \forall x'. \top \qquad \checkmark \\
 \triangleright^* \quad \top
 \end{array}$$

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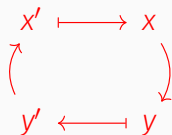
$$\forall x'. \exists y'. \underline{R(x', y')} \vdash \exists y. \forall x. \underline{R(x, y)}$$



×

1. **Unify** linked subformulas
2. **Check** for $\forall\exists$ **dependency cycles**
3. **Instantiate** unified variables
4. **Switch** uninstantiated quantifiers

$$\forall x'. \exists y'. \underline{R(x', y')} \vdash \exists y. \forall x. \underline{R(x, y)}$$



×

Add 4 rules \implies **rewrite** for free!

$$\begin{array}{ll} \underline{t} = u \vdash \underline{A} \triangleright A\{t := u\} & t = \underline{u} \vdash \underline{A} \triangleright A\{u := t\} \\ \underline{t} = u * \underline{A} \triangleright A\{t := u\} & t = \underline{u} * \underline{A} \triangleright A\{u := t\} \end{array}$$

Compositional with semantics of **connectives**:

- **Quantifiers:** rewrite modulo *unification*
- **Implication:** *conditional* rewrite
- **Arbitrary** combinations are possible:

$$\begin{array}{l} \forall x. x \neq 0 \Rightarrow \underline{f(x)} = g(x) \vdash \exists y. A(\underline{f(y)}) \vee B(y) \\ \triangleright^* \exists y. (y \neq 0 \wedge A(g(y))) \vee B(y) \end{array}$$

- **Click** actions: standard Coq tactics
- **Drag-and-Drop** actions: ~ 3000 lines of Coq/Ltac
 - **Deep embedding** of goal $\Gamma \vdash C$ in FOL
 - Subterm selection as **paths**, i.e. `list nat`
 - **Computational reflection** for *deep inference* semantics [Donato et al. (2022b)]
 - Backward: new conclusion C'
 - Forward: new hypothesis A
 - Final tactic = apply **soundness** theorem
 - Backward: $\Gamma \Rightarrow C' \Rightarrow C$
 - Forward: $\Gamma \Rightarrow A$

CONCLUSION

What are the most useful *usecases* of Actema?

- Proof **exploration**
- **Educational** setting

What were the *infrastructure* challenges/solutions?

- Interaction protocol that can handle **arbitrary goals and tactics** (still a WIP, because of FOL and notations)
- Generic protocol **independent of the specifics of Coq** (simpler with FOL)
- **Portable API with reusable boilerplate** for serialization on both sides (atdgen)
- **Linking external libraries** in Coq plugin, for serialization/HTTP (currently falls out of dune capabilities, need coq_makefile)

Related works (non-exhaustive)

- **Proof-by-Pointing** [Bertot et al. (1994)]
- **Subformula linking** [Chaudhuri (2013), Chaudhuri (2021)]
- **ProofWidgets** [Ayers et al. (2021)]
 - Framework for user-defined graphical notations
 - PA serves the GUI, instead of requesting from it
 - Relies on Lean's metaprogramming capabilities

Future works

For more complex **theories**:

- Support arbitrary **Coq notations** (and more?)
- Selection-based **lemma search**
- Extend to **HOL**

For **proof evolution**:

- Translate graphical proof into *readable* and *reusable* **tactic invocations** (avoid paths)
- Replay/Edit graphical proof through **animations**

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Thank you!

REFERENCES

Ayers, E. W., Jamnik, M., and Gowers, W. T. (2021). A Graphical User Interface Framework for Formal Verification. In Cohen, L. and Kaliszyk, C., editors, *12th International Conference on Interactive Theorem Proving (ITP 2021)*, volume 193 of *Leibniz International Proceedings in Informatics (LIPIcs)*, pages 4:1–4:16, Dagstuhl, Germany. Schloss Dagstuhl – Leibniz-Zentrum für Informatik.

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Chaudhuri, K. (2021). Subformula linking for intuitionistic logic with application to type theory. In Platzer, A. and Sutcliffe, G., editors, *Automated Deduction - CADE 28 - 28th International Conference on Automated Deduction, Virtual Event, July 12-15, 2021, Proceedings*, volume 12699 of *Lecture Notes in Computer Science*, pages 200–216. Springer.

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