

Interactive theorem proving

Demo

```
theorem infinitude_of_primes (N : ℕ) : ∃ p ≥ N, prime p :=  
begin  
  use min_fac (fact N + 1),  
  split,  
  { by_contradiction, back, },  
  { back },  
end
```

Interactive theorem provers are
not yet useful
to most mathematicians.

But computer scientists are building
amazing tools
that are getting close.

More mathematicians should get involved!

Why!?

- a 'crisis' in mathematics?
 - proofs not checked in refereeing
 - the 'to appear' problem
 - insufficient rigour?
- deeper understanding?
- becoming better mathematicians?
 - a dream for now
 - computer algebra systems have already made us more powerful
 - interactive theorem provers with strong automation and communicability may help us explore and construct proofs.

Why not?

- Sink effort into particular proof systems/foundations
- It's hard. On bad days, the computer is bafflingly obtuse.
 - spell out pedantic details
 - fight with the (dependent) type system
 - slow verification
 - express ideas 'unnaturally' to fit the logic
 - "transport of structure"; a Faustian bargain!
- Maybe it's too hard?

Examples

- The four-colour theorem (Gonthier et al) (1976/1997/2005)
& the Kepler conjecture (Hales et al) (1998/2015)
 - based on verified decision procedures to handle a big case bash!
- The odd order theorem (Gonthier et al) (1962/2012)
 - massive, but 'easy' (character theory...)
- The definition of a perfectoid space (Buzzard-Commelin-Massot) (2012/2019)
(from Scholze's Fields Medal work)
 - perhaps the conceptually deepest mathematics yet taught to the computer!

```
/-  
Perfectoid Spaces
```

```
by Kevin Buzzard, Johan Commelin, and Patrick Massot
```

```
Definitions in this file follow Scholze's paper: Étale cohomology of diamonds,  
specifically Definition 3.1 and 3.19
```

```
-/
```

arXiv:1910.12320

```
-- We fix a prime number p  
parameter (p : Prime)
```

```
structure perfectoid_ring (R : Type) [Huber_ring R] extends Tate_ring R : Prop :=  
(complete : is_complete_hausdorff R)  
(uniform : is_uniform R)  
(ramified :  $\exists \varpi : \text{pseudo\_uniformizer } R, \varpi^p \mid p \text{ in } R^\circ$ )  
(Frobenius : surjective (Frob  $R^\circ/p$ ))
```

```
/-- Condition for an object of CLVRS to be perfectoid: every point should have an open  
neighbourhood isomorphic to Spa(A) for some perfectoid ring A.-/
```

```
def is_perfectoid (X : CLVRS) : Prop :=  
 $\forall x : X, \exists (U : \text{opens } X) (A : \text{Huber\_pair}) [\text{perfectoid\_ring } A],$   
  (x ∈ U) ∧ (Spa A ≅ U)
```

```
/-- The category of perfectoid spaces.-/
```

```
def PerfectoidSpace := {X : CLVRS // is_perfectoid X}
```

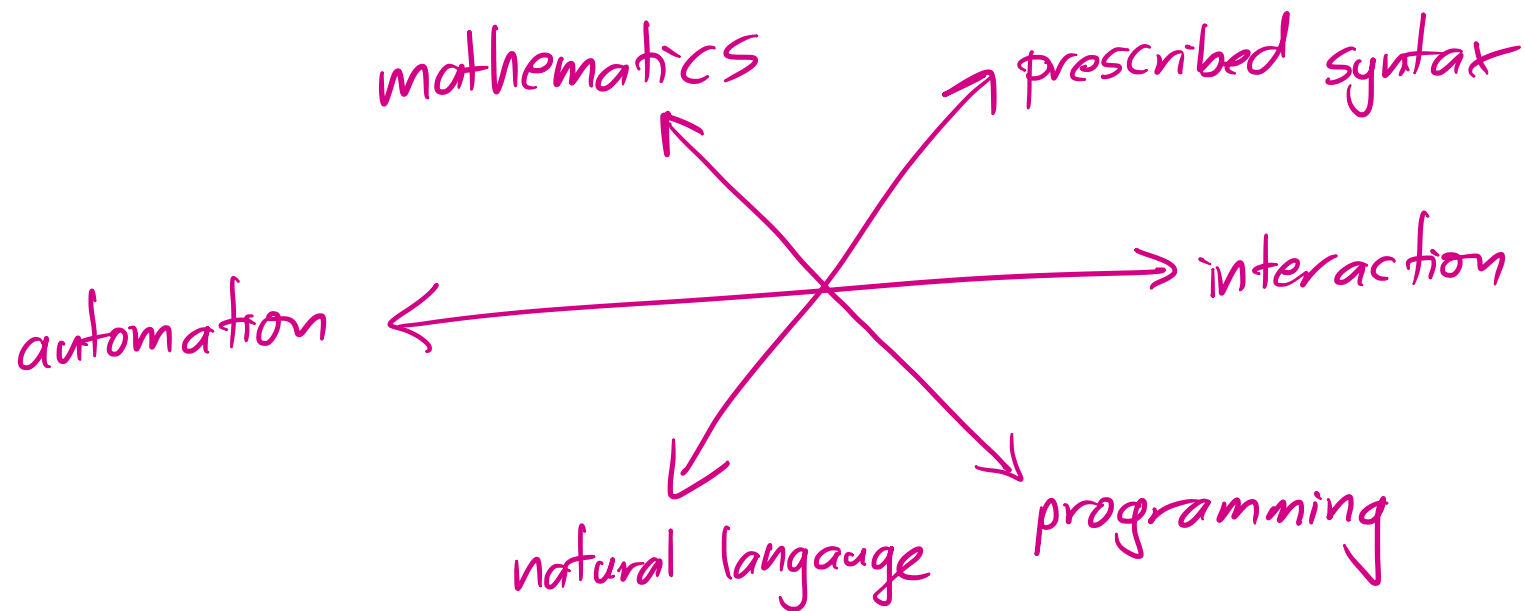
Theorem provers

- use a variety of different logics

(ZF, higher order logic, dependent type theory,

- make different tradeoffs

homotopy type theory)



There's a whole zoo of systems out there!

Isabelle/HOL, Lean, Coq, Agda, Mizar, Arend, ...

A crash course in dependent types

- every term has a fixed type, e.g. $3:\mathbb{N}$

(whereas in ZF, officially "3 is a topology on 2")

- types can depend on terms, e.g. $X:\text{Top}$

$\mathcal{O}:\text{Sheaf Ring } X$

$x:X$

$p:\text{stalk_at } \mathcal{O} x$

- propositions are types too:

$\text{is_prime } 57$

is the (usually empty) type of "proofs that 57 is prime"

\Rightarrow proving a theorem is the same as constructing a function.

Lean

- try it online at <http://leanprover-community.github.io/lean-web-editor/>
- core language developed at Microsoft Research
- mathlib is an open source Lean library [arXiv:1910.09336](https://arxiv.org/abs/1910.09336)
 - mathematics
 - programming
 - proof automation
- an active community of mathematicians and computer scientists
 - organised through a ^{friendly!} online forum at <http://leanprover.zulipchat.com/>
 - a flexible and public review process for new submissions.
- 215k LOC, Noetherian rings & manifolds with corners.
but no Cauchy integral formula.

Interaction and automation

```
def yoneda_long : C  $\Rightarrow$  ((Cop)  $\Rightarrow$  Type v1) :=
{ obj :=  $\lambda$  X,
  { obj :=  $\lambda$  Y, (unop Y)  $\rightarrow$  X,
    map :=  $\lambda$  Y Y' f g, f.unop  $\gg$  g,
    map_comp' := begin intros, ext1, dsimp, erw [category.assoc] end,
    map_id' := begin intros, ext1, dsimp, erw [category.id_comp] end },
  map :=  $\lambda$  X X' f,
  { app :=  $\lambda$  Y g, g  $\gg$  f,
    naturality' := begin intros, ext1, dsimp, simp end },
  map_comp' := begin intros, ext1, ext1, dsimp, simp end,
  map_id' := begin intros, ext1, ext1, dsimp, simp end }.
```

```
def yoneda_short : C  $\Rightarrow$  ((Cop)  $\Rightarrow$  Type v1) :=  $\lambda$  X,  $\lambda$  Y, (unop Y)  $\rightarrow$  X.
```

```
def yoneda_lemma : (yoneda_pairing C)  $\cong$  (yoneda_evaluation C) :=
{ hom := { app :=  $\lambda$  F x, ulift.up ((x.app F.1) (1 (unop F.1))) },
  inv := { app :=  $\lambda$  F x, { app :=  $\lambda$  X a, (F.2.map a.op) x.down } } }.
```

New automation is 'easy' in Lean

- mathematicians can do it, not just language developers
- Lean is its own 'metalinguage':
you can write unsafe programs that help construct proof scripts, which are then rigorously verified.

Examples

- `use`, `by-contradiction`, `back` are all written in Lean itself.
- `tidy` very loosely follows a scheme suggested by Ganesalingam-Gowers for 'human-style' automation, and is good at discharging goals with 'follow your nose' proofs.
- `rewrite_search` proves $A=B$ by finding chains $A=E_0=E_1=\dots=E_k=B$ consisting of partial rewrites using available lemmas, guided by edit distance heuristics and simple machine learning to identify important features.

Outlook for mathematicians

- Theorem provers to help teach proof?

- Students are already using these tools

(Riesz representation theorem, combinatorial games,
CW complexes, braid groups)

- Initial uses in 'real maths' papers.

- Massive libraries to be built

- Lots of automation needed, but lots of low-hanging fruit.

- Collaboration between mathematicians, computers,
and computer scientists! (logicians, linguists, ...)

examples — Formal Abstracts, Google AI, IMO.

A CORRECTED QUANTITATIVE VERSION OF THE MORSE LEMMA

SÉBASTIEN GOUËZEL AND VLADIMIR SHCHUR

ABSTRACT. There is a gap in the proof of the main theorem in the article [Shc13a] on optimal bounds for the Morse lemma in Gromov-hyperbolic spaces. We correct this gap, showing that the main theorem of [Shc13a] is correct. We also describe a computer certification of this result.

The new proof of Theorem 1.1 has been completely formalized in Isabelle/HOL in [Gou18]. Therefore, the above theorem is certified. Here is this statement as proved in Isabelle/HOL.

```
theorem (in Gromov_hyperbolic_space) Morse_Gromov_theorem':  
  fixes f::"real  $\Rightarrow$  'a"  
  assumes "lambda C-quasi_isometry_on {a..b} f"  
           "geodesic_segment_between G (f a) (f b)"  
  shows "hausdorff_distance (f {a..b}) G  $\leq$  92 * lambda^2 * (C + delta6(TYPE('a)))"
```

Getting started

- Google "natural numbers game Lean"
an online tutorial, for mathematicians, from the basics
- Install a local copy: google
"mathlib github" and follow the installation instructions.
- Read arXiv:1910.09336, an intro to the mathlib library
and "Theorem proving in Lean".
- <http://leanprover.zulipchat.com/>
Come to the "new members" stream, say hi!
They'll help install, answer questions, suggest projects, debug.