Learning to Prove Theorems via Interacting with Proof Assistants

Kaiyu Yang, Jia Deng

PRINCETON
UNIVERSITY

Automated Theorem Proving (ATP)

$$n \in \mathbb{N} \quad \Rightarrow \quad 1 + 2 + \cdots + n = \frac{(n+1)n}{2}$$

Assumptions

Conclusion

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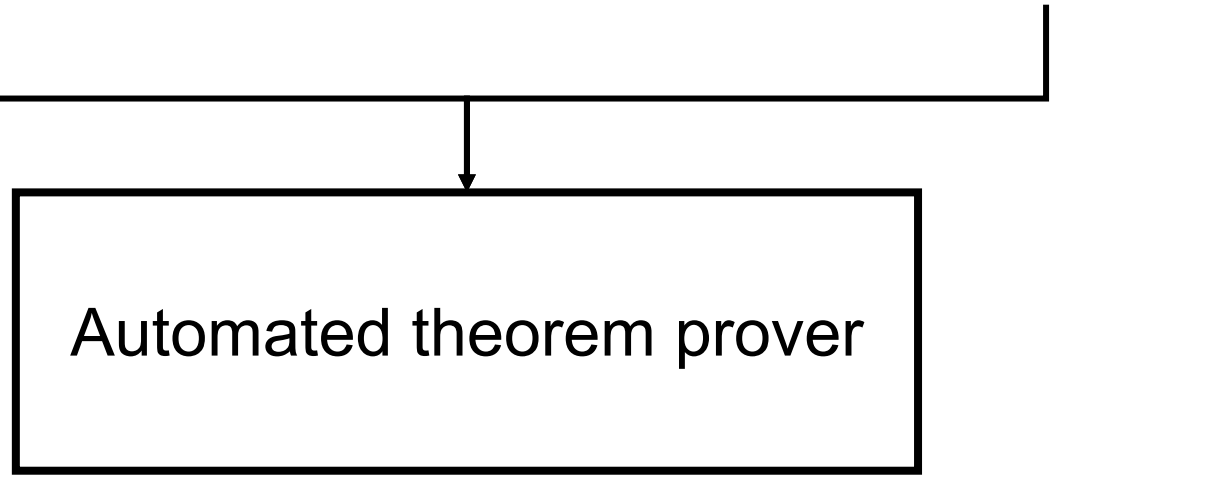

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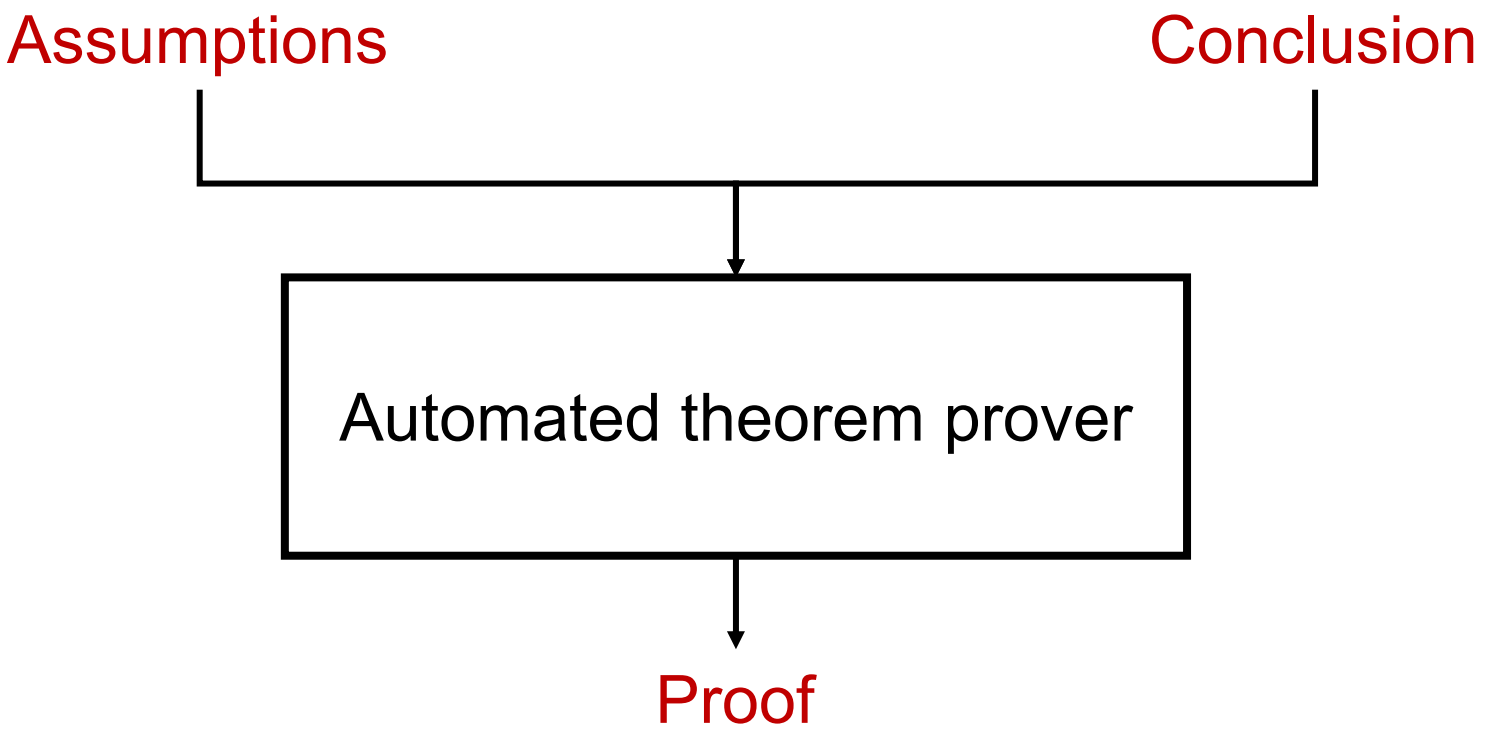
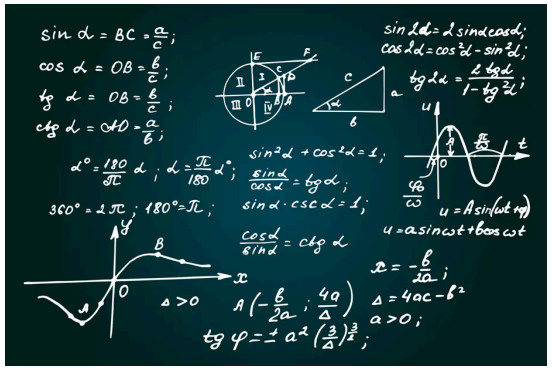


Automated Theorem Proving (ATP) is Useful for



Computer-aided proofs in math

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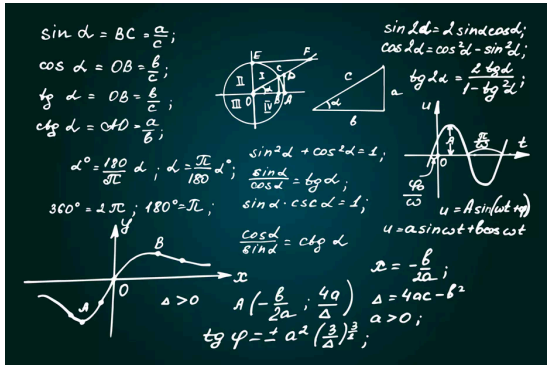

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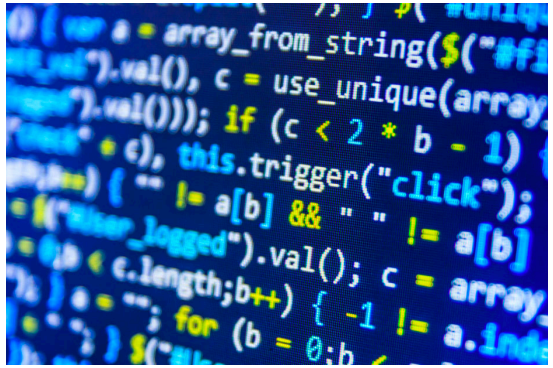
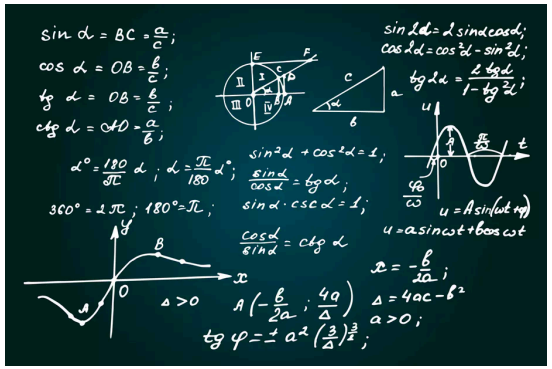


Software verification

Automated Theorem Proving (ATP) is Useful for



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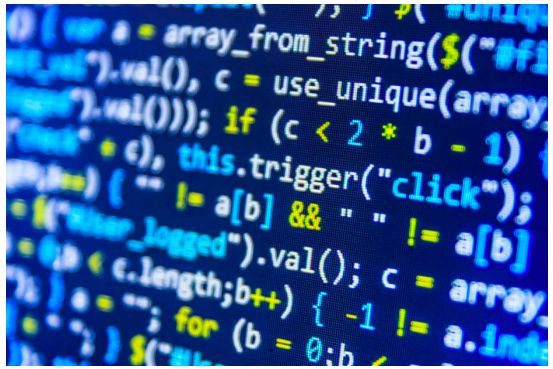

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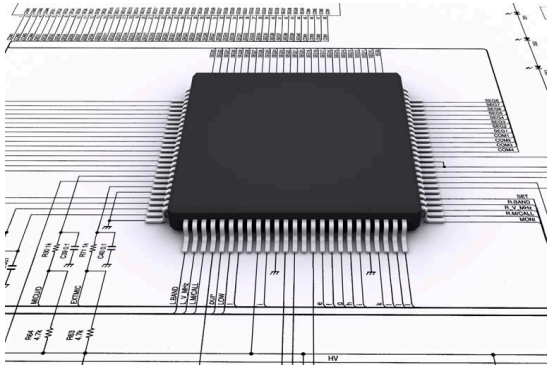
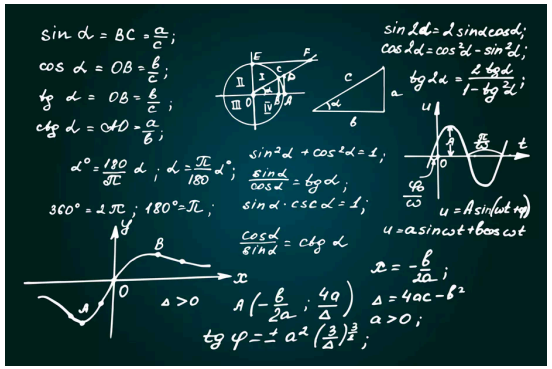


Hardware design

Automated Theorem Proving (ATP) is Useful for



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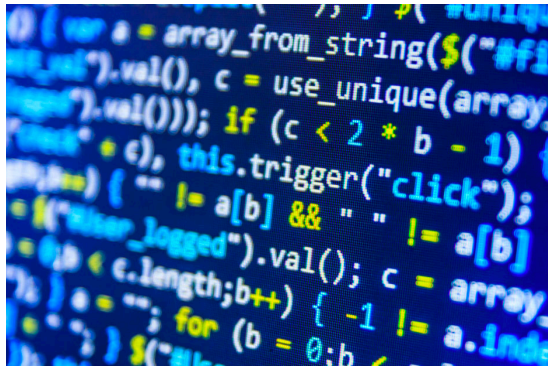

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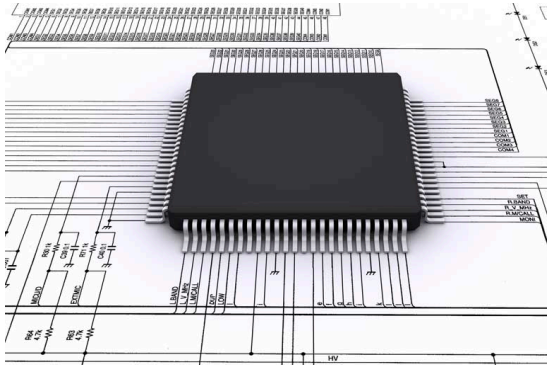


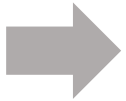
Hardware design

Cyber-physical systems

Drawbacks of State-of-the-art ATP

- Prove by resolution

$$1 + 2 + \cdots + n = \frac{(n+1)n}{2}$$



$$p \vee \neg q \vee \neg r \vee s$$
$$\neg x \vee y \vee z \vee q$$

Theorem

Conjunctive normal forms (CNFs)

Drawbacks of State-of-the-art ATP

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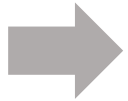

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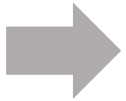

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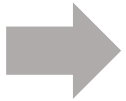
Theorem

Conjunctive normal forms (CNFs)

Drawbacks of State-of-the-art ATP

- The CNF representation
  - Long and incomprehensible even for simple math equations
  - Unsuitable for human-like high-level reasoning

$$1 + 2 + \cdots + n = \frac{(n+1)n}{2}$$



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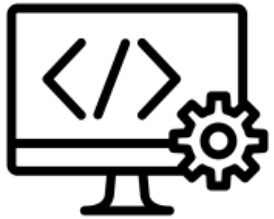
Theorem

Conjunctive normal forms (CNFs)

Interactive Theorem Proving

Human



Proof assistant

Interactive Theorem Proving

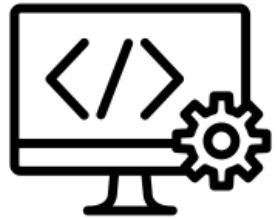
goal

assumptions

conclusion

$$\frac{n \in \mathbb{N}}{1 + 2 + \cdots + n = \frac{n(n+1)}{2}}$$

Human



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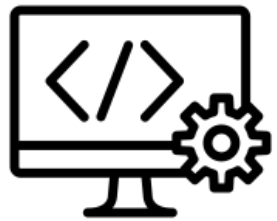
Human

```
induction n.
```

tactic



Proof assistant

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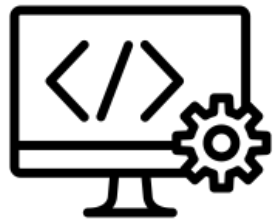
$$\frac{n \in \mathbb{N}}{1 + 2 + \cdots + n = \frac{n(n+1)}{2}}$$

$$1 = \frac{1 \times 2}{2}$$

$$\frac{1 + 2 + \cdots + (k-1) = \frac{(k-1)k}{2}}{1 + 2 + \cdots + k = \frac{k(k+1)}{2}}$$



Proof assistant

Interactive Theorem Proving

Human

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induction n.
+ reflexivity
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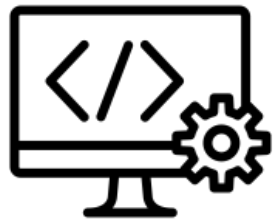

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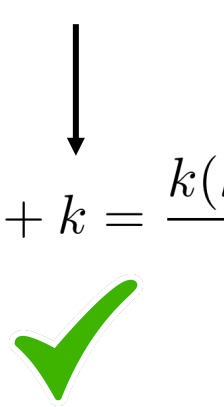

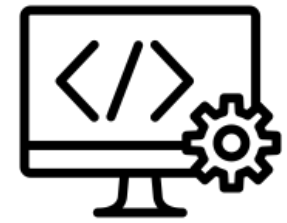

Proof assistant

Labor-intensive, requires extensive training

Interactive Theorem Proving

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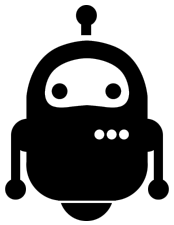

Agent

CoqGym: Dataset and Learning Environment

- Tool for interacting with the Coq proof assistant [Barras et al. 1997]
- 71K human-written proofs, 123 Coq projects
- Diverse domains
  - math, software, hardware, etc.

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- Tool for interacting with the Coq proof assistant [Barras et al. 1997]
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- Diverse domains
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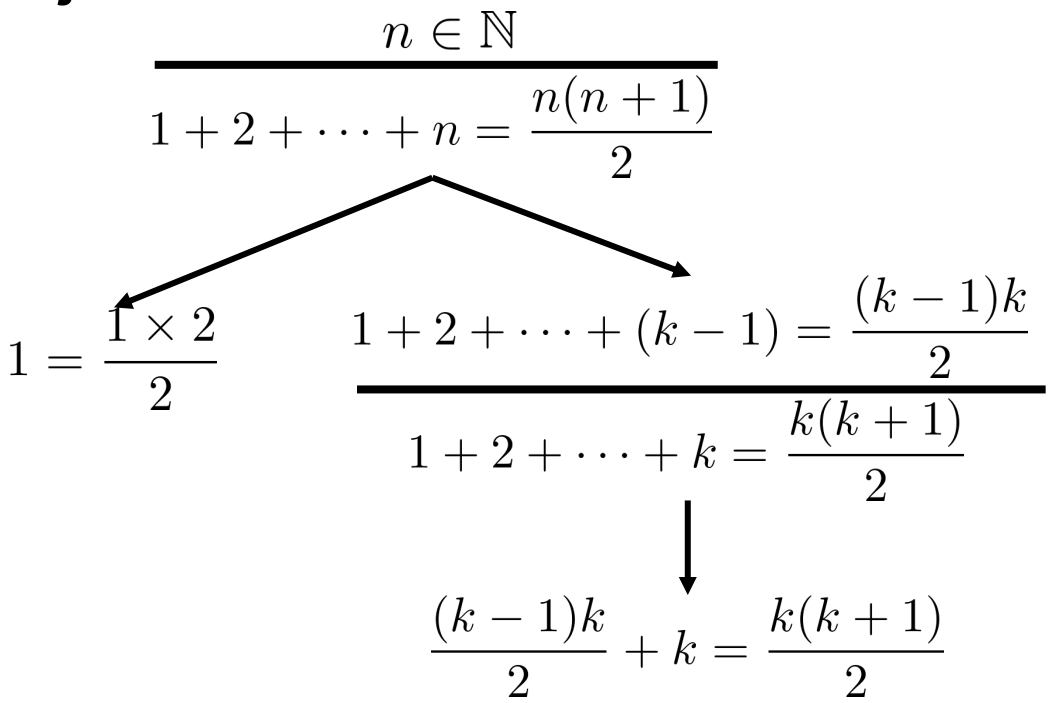
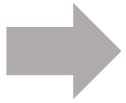
- Structured data
  - Proof trees
  - Abstract syntax trees



Proof tree

ASTactic: Tactic Generation with Deep Learning

$$\frac{n, k \in \mathbb{N} \quad n = 2k}{n \geq k}$$



```
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```
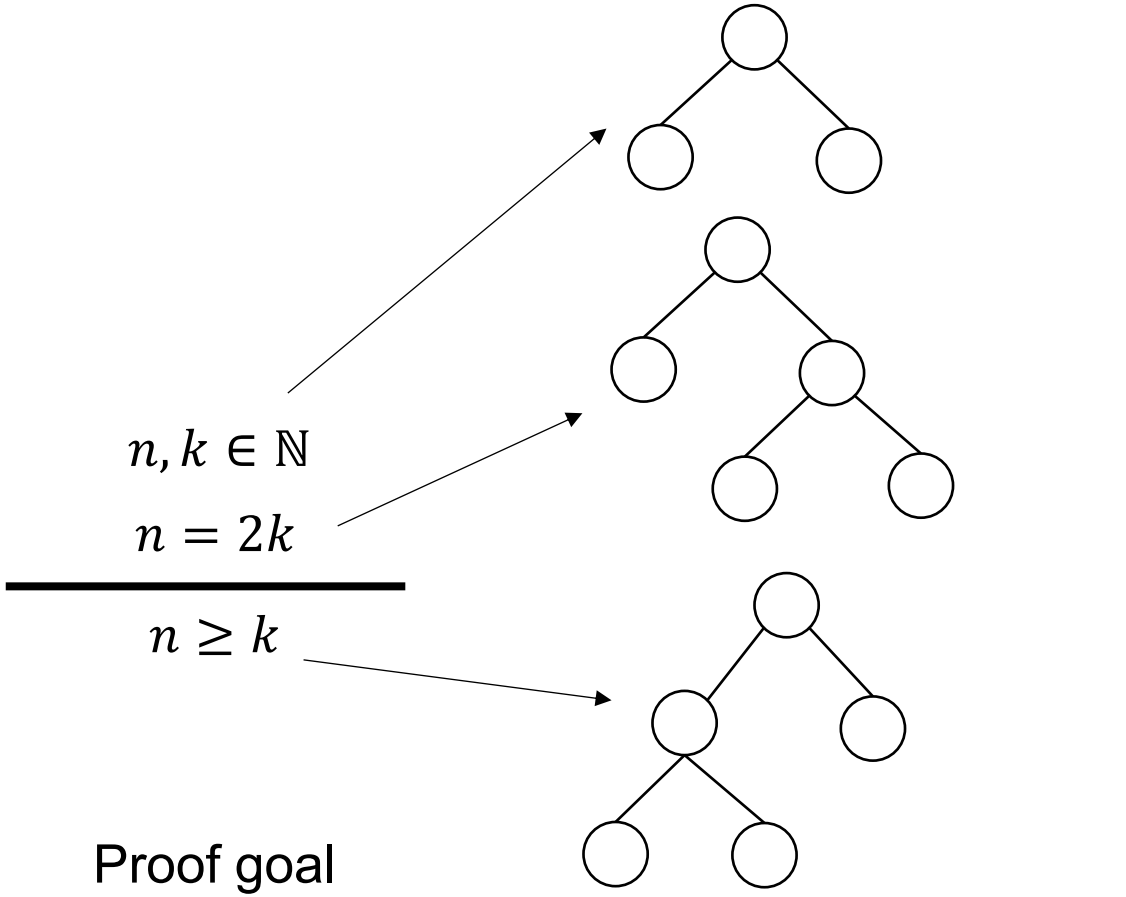

Proof goal

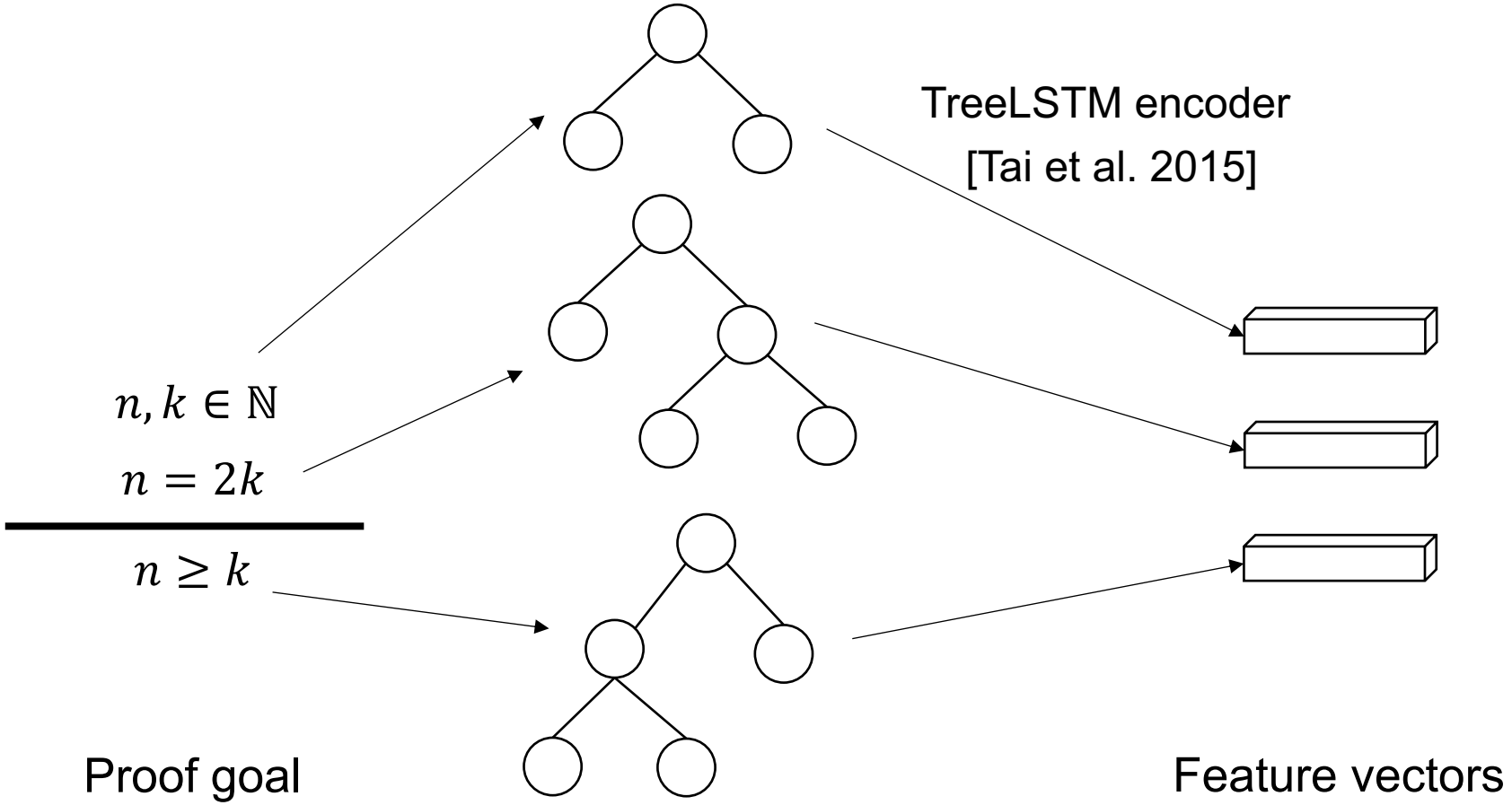
Tactic

ASTactic: Tactic Generation with Deep Learning



Abstract syntax trees (ASTs)

ASTactic: Tactic Generation with Deep Learning



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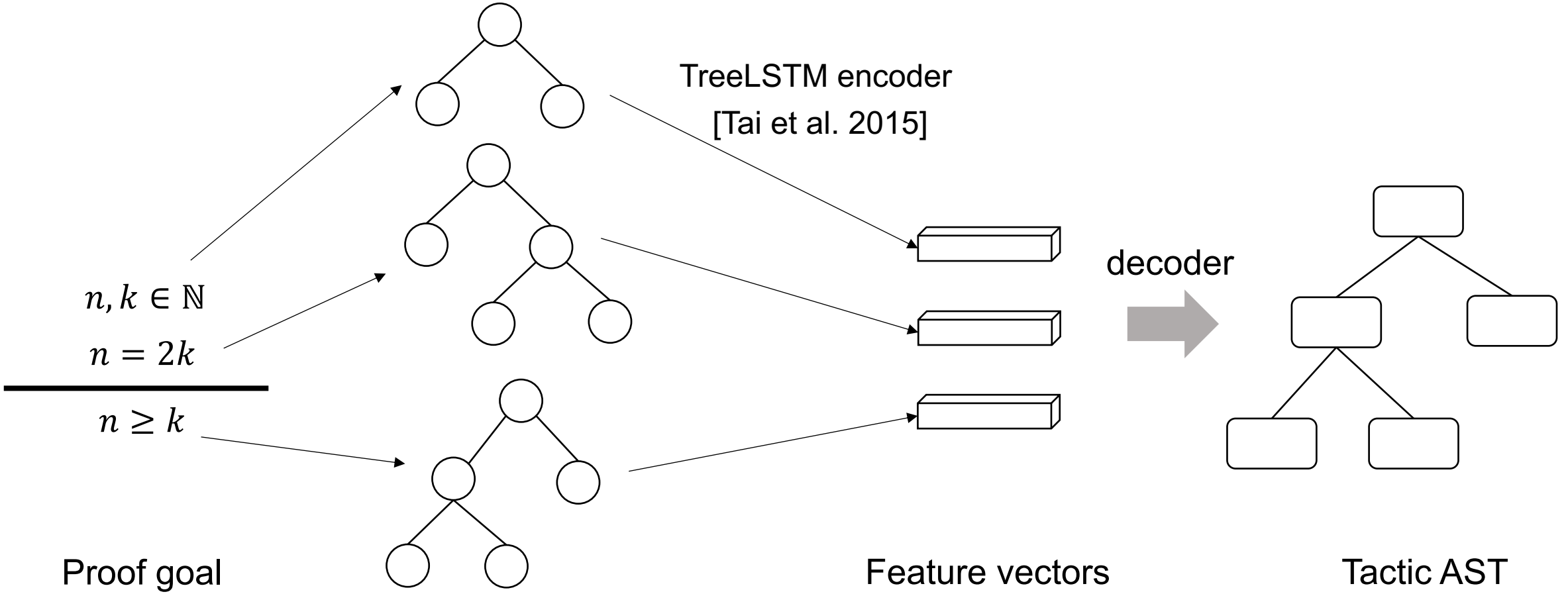

ASTactic can augment state-of-the-art ATP systems [Czajka and Kaliszyk, 2018] to prove more theorems

Related Work

- CoqHammer [Czajka and Kaliszyk, 2018]
- SEPIA [Gransden et al. 2015]
- TacticToe [Gauthier et al. 2018]
- FastSMT [Balunovic et al. 2018]
- GamePad [Huang et al. 2019]
- HOList [Bansal et al. 2019] (concurrent work at ICML19)

Main differences:

- Our dataset is larger covers more diverse domains.
- Our model is more flexible, generating tactics in the form of ASTs.

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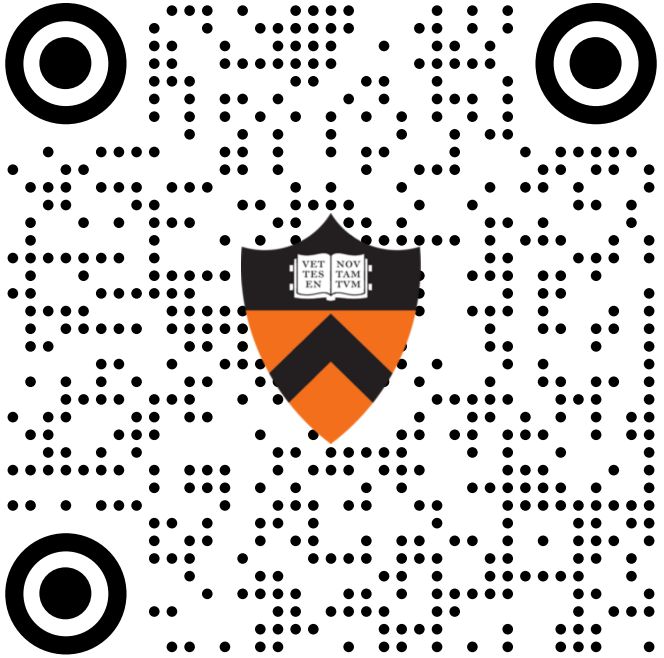

Poster today @ Pacific Ballroom #247

Code: https://github.com/princeton-vl/CoqGym