

Work-in-progress: An MMT-Based User-Interface

Mihnea Iancu and Florian Rabe

Jacobs University Bremen

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- ▶ Prototypical declarative language
 - theories, morphisms, declarations, expressions
 - module system
- ▶ OMDoc/OpenMath-based XML syntax with Scala-based API
- ▶ Foundation-independent
 - ▶ no commitment to particular logic or logical framework
 - both represented as MMT theories themselves
 - ▶ concise and natural representations of wide variety of formal systems
 - virtually all of them

Example: small scale

- ▶ **Little theories:** state every definition/theorem/algorithm in the smallest possible theory
- ▶ Extended to **little logics** and **little logical frameworks**

```
sig Types { type }
sig LF {include Types,  $\Pi$ ,  $\rightarrow$ ,  $\lambda$ ,  $@$  }

sig Logic { meta LF, form: type, ded : form  $\rightarrow$  type }
sig FOL { meta LF,
  include Logic,
  term: type.  $\wedge$ : form  $\rightarrow$  form  $\rightarrow$  form, ...
}

sig Magma { meta FOL,  $\circ$ : term  $\rightarrow$  term  $\rightarrow$  term }
:
sig Ring {meta FOL,
  additive: CGroup,
  multiplicative: Semigroup,
  ...
}
```

Example: large scale

- ▶ LATIN atlas of logics: highly interconnected network of logic formalizations
- ▶ Written in MMT/LF using Twelf
- ▶ 4 years, ~ 10 authors, ~ 1000 modules
- ▶ Focus on breadth (= many formal systems represented), not so much depth (= theorems in particular systems)
- ▶ Each logic in the graph serves as root for theory graph in that logic

demo

MMT Vision

- ▶ Universal framework for mathematical-logical content
- ▶ Close relatives
 - ▶ LF, Isabelle: but more universal, more MKM support, more system integration
 - ▶ OMDoc/OpenMath: but formal semantics, more automation support
- ▶ Typical use case
 1. define a logical framework in MMT e.g., LF
 2. use it to define a logic in MMT e.g., HOL
 3. optionally: write and register plugins e.g., type checking
 4. MMT induces a system for that logic
 - provides logical and MKM services
 - handles system integration

Applications

- ▶ No competitor yet for dedicated “first-tier” systems
Isabelle, Mizar, Coq
- ▶ For the community
 - ▶ experimental languages
 - ▶ new languages
 - ▶ small communities
 - ▶ “systems where an emacs mode is the state of the art”
- ▶ For me
 - ▶ logic and even logical framework in flux
 - ▶ need to experiment
 - ▶ want to evolve logic and UI independently

MMT Design Methodology

1. Choose a typical problem
 - logical: e.g., type reconstruction, reflection
 - MKM: e.g., change management, querying
2. Survey and analyze the existing solutions
3. Differentiate between foundation-specific and foundation-independent definitions/theorems/algorithms
4. Integrate the foundation-independent aspects into MMT language and API
5. Define plugin interfaces to supply the logic-specific aspects
6. Repeat

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So far no theorem prover (except humans!)

So what are we doing at UITP?

- ▶ UI and TP notoriously hard to integrate
- ▶ Strength of MMT in the intersection: the data structures
- ▶ Implicit claim in MMT project:

Investment in getting the data structures right eventually benefits

- ▶ *MKM services*
 - ▶ *logical services*
 - ▶ *user interfaces*
- ▶ Evaluation long-term endeavor
 - ▶ So far
 - ▶ MKM services: very positive results
 - ▶ logical services, user interfaces: promising outlook

MMT Design, so far

- ▶ Foundation-independent MKM aspects
 - ▶ abstract syntax for theories, declarations, expressions
 - ▶ module system, canonical identifiers
 - ▶ notation-based presentation MKM 2008
 - ▶ interactive browsing MKM 2009
 - ▶ database MKM 2010
 - ▶ archival, project management MKM 2011
 - ▶ foundations of system integration Calculemus 2011
 - ▶ change management Friday, AISC 2012
 - ▶ querying MKM 2012
 - ▶ extension principles MKM 2012
- ▶ Foundation-specific interfaces
 - ▶ parsing of files or expressions (e.g., Twelf, TPTP, Mizar, OWL)
 - ▶ type checking of abstract syntax (e.g., LF)

MMT Design, current/future work

So far: MMT as a background and MKM system

- ▶ content developed using dedicated foundations
- ▶ foundation-specific plugins treated as black boxes
- ▶ plugins often wrappers around external tools

decent support in user interface

Next: open up black boxes

- ▶ generic parser customized by notations
- ▶ generic type-checker customized by rules
- ▶ generic computation engine customized by rules or code snippets
- ▶ generic theorem prover customized by plugins

much better support in user interface

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Two User Interfaces

Editing

- ▶ author-oriented
- ▶ local text editor (jEdit)
- ▶ jEdit plugin based on MMT API

Browsing

- ▶ reader-oriented
- ▶ MMT API acts as web server
- ▶ interaction through browser via Javascript, Ajax

Side remark: Do we need both? Should they be integrated? How?

Editing: Envisioned Architecture

Pipeline

1. structure parsing (outer syntax)
abstract syntax with some unparsed strings
2. refine by object parsing: generic parser using notations
result may be ill-typed
3. refine further: type reconstruction, computation, theorem proving

Principles

- ▶ unified internal representation
 - ▶ cross-linked to source locations
 - ▶ exposed to plugins, user interface
- ▶ separate compilation (module system), change management
- ▶ internal representation
- ▶ provenance tracking for refinement operations

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Editing: Current State

Structure Parsing: done

- ▶ Fast, (essentially) never fails, local (no loading of other files)
- ▶ Produces valid MMT data structures
- ▶ Sufficient for
 - ▶ outline view
 - ▶ context-sensitive auto-completion (suggest only identifiers that are in scope)
 - ▶ tool tips (hover over operator, see (e.g.) qualified and origin)
 - ▶ hyperlinks (= click on operator, jump to declaration/definition)
 - ▶ file and theory level dependency management

Current/ongoing work

- ▶ Term parsing, type reconstruction, computation: going well
- ▶ Theorem proving: still in surveying phase

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Browser Interface

- ▶ MMT API exposed through HTTP server
- ▶ Javascript/Ajax for interactive browsing of MMT projects
e.g., dynamic type inference
- ▶ Interactive graph view
- ▶ Immediate editing ongoing work not totally sure what for

demo

Conclusion

- ▶ MMT: rapid prototyping logic systems
- ▶ user interface making good progress
- ▶ theorem prover still future work but considered in the design
- ▶ Interface no competitor of dedicated systems yet
- ▶ But interface already good for
 - ▶ less well-supported logics
 - ▶ new logics
 - ▶ changing logics