

Generic Literals

Florian Rabe

Jacobs University Bremen, Computer Science

Calculus track at CICM 2015

Literal = atomic expression with fixed interpretation

Prevalent in formal systems:

- ▶ booleans: *true*, *false*
- ▶ natural numbers: 0, 1, ...
- ▶ 32-bit integers: -32767, ..., 32768
- ▶ IEEE single precision floats: 1.234e2, NaN, ...
- ▶ characters: 'a', 'b', ...
- ▶ strings: "abc", "def", ...
- ▶ physical units, regular expressions, URIs, colors, dates, ...

Formal system \mathcal{F} = set of expressions e (and inference system)

Model M =

- ▶ set of values $|M|$
- ▶ interpretation function $e \mapsto \llbracket e \rrbracket^M \in |M|$

Literal = expression v such that for all M

$$\llbracket v \rrbracket^M := v$$

Values v come from background universe of \mathcal{F}

- ▶ logical foundation
- ▶ underlying programming language

Canonical options

- ▶ none (not as dumb as it may sound)
 - ▶ can use inductive types instead
 - ▶ optionally, e.g., parse 3 as $s(s(s(0)))$
- ▶ all (there aren't that many useful ones)
 - ▶ e.g., start with *nat*, *int*, *float*
 - ▶ extend implementation if necessary
- ▶ extensible by user this talk
 - ▶ just like types, operators, axioms/theorems, notations
 - ▶ elegant but has overhead

Hard-wired choice

Both MathML and OpenMath

- ▶ integers (unlimited precision)
- ▶ IEEE floats (double precision)
- ▶ strings
- ▶ byte arrays

Only MathML

- ▶ real numbers (unspecified text encoding)

bug?

Consider languages in which others are represented

logical frameworks, MathML, MMT, etc.

Reasonably

- ▶ allow any choice of literals any language representable
- ▶ disallow literals in certain contexts empty theory should have no literals

Ideally

- ▶ modular language definitions reusable, orthogonal language features
- ▶ each set of literals separate feature literals available if explicitly imported

New MMT Feature: modular, extensible Literals

- ▶ Vision: Universal framework for the formal representation of knowledge and its semantics
- ▶ Maturity:
 - ▶ developed since 2006
 - ▶ > 300 pages of publications
 - ▶ > 30,000 lines of Scala code
- ▶ Key features:
 - ▶ systematically abstract from foundational logics
 - ▶ maximize reusability of concepts, results, implementation

So far

- ▶ Theories logics, theories, models, ... ,
- ▶ Morphisms imports, language translations, ...
- ▶ Declarations symbols, definitions, axioms/theorems, rules, ...
- ▶ Objects formulas, types, terms, proofs, ...
- ▶ Typing relation typing, provability, ...

Now also: literals

Originally same as OpenMath objects:

$$O ::= s \mid x \mid \textit{Apply}(O, O^*) \mid \textit{Bind}(O, (x : O)^*, O)$$

| int | float | string | bytearray

awkward

Originally same as OpenMath objects:

$$O ::= c \mid x \mid \text{Apply}(O, O^*) \mid \text{Bind}(O, (x : O)^*, O) \\ \mid \text{int} \mid \text{float} \mid \text{string} \mid \text{bytearray} \\ \mid v^s$$

Now: single constructor v^s for literals

- ▶ v : the extra-linguistic value
- ▶ s : the symbol defining the semantics of v

$3^{\text{int}}, 1.0^{\text{IEEEDouble}}, \dots$

What v are allowed?

- ▶ any extra-linguistic value v
- ▶ in line with MathML philosophy:
syntax allows anything that might make sense

Symbol s determines semantics of v^s in 3 ways:

declared extensively in theories

1. informal documentation
2. practical implementation
3. theoretical definition

details on next slides

- ▶ Symbol s is declared in MMT theory \approx content dictionary
- ▶ Documentation of s defines
 - ▶ legal values v
 - ▶ string encoding $E(v)$
- ▶ MMT concrete syntax of v^s uses string encoding
 - `< literal type="s" value="E(v)" />`
 - `< literal type="nat" value="3" />`

- ▶ MMT type checker parametric in set of rules
- ▶ MMT delegates to rules for all language-specific aspects
- ▶ Rules provided as Scala snippets
 - e.g., ~ 10 rules for LF, 10 loc each
- ▶ New abstract rule for s -literals
 - ▶ to check v^s , MMT looks for rule R_s for s -literals
 - ▶ R_s implements string encoding, validity check for s -literals
 - ▶ if valid, type of v^s is s

Natural number literals

```
val nat = "http://example.org?Literals?Nat"

object StandardNat extends LiteralRule(nat) {
  def fromString(s: String) = {
    val i = BigInt(s)
    if (i >= 0) Some(i)
    else None
  }
  def toString = ...
}
```

All OpenMath literals definable accordingly

- ▶ Type s declared in MMT theory T
- ▶ T -models M treated as theory extensions $T \hookrightarrow D_M$
- ▶ Typing rule (essentially)

$$\frac{v \in \llbracket s \rrbracket^M}{D_M \vdash v^s : s}$$

1. Define MMT theory T

MMT

```
theory Int {  
  u    : type  
  zero : u  
  plus : u → u → u  
}
```

Scala

1. Define MMT theory T
2. MMT generates abstract Scala class S_T

MMT	Scala
<pre>theory Int { u : type zero: u plus: u → u → u }</pre>	<pre>abstract class Int { type u val zero: u def plus(x1: u, x2: u): u }</pre>

1. Define MMT theory T
2. MMT generates abstract Scala class S_T
3. User provides T -model M by implementing S_T

MMT	Scala
<pre>theory Int { u : type zero: u plus: u → u → u }</pre>	<pre>abstract class Int { type u val zero: u def plus(x1: u, x2: u): u } class StandardInt extends Int { type u = BigInt val zero = BigInt(0) def plus(x1: BigInt, x2: BigInt) = x1 + x2 }</pre>

1. Define MMT theory T
2. MMT generates abstract Scala class S_T
3. User provides T -model M by implementing S_T
4. User imports theory D_M to use M -literals

MMT	Scala
<pre>theory Int { u : type zero: u plus: u → u → u }</pre>	<pre>abstract class Int { type u val zero: u def plus(x1: u, x2: u): u }</pre>
<pre>theory Test { include Int include StandardInt test : u = plus(1,1) }</pre>	<pre>class StandardInt extends Int { type u = BigInt val zero = BigInt(0) def plus(x1: BigInt, x2: BigInt) = x1 + x2 }</pre>

Function literals

- ▶ Do we need literals of non-atomic types?
- ▶ Only useful case: literals of function type
 - ▶ represent built-in operators
 - ▶ only way to compute with literals
- ▶ In MMT: function literals = infinite set of axioms

- ▶ Assume T -model M $(\mathbb{Z}, 0, +)$
- ▶ Diagram theory $T \hookrightarrow D_M$ defined by
 - ▶ one nullary constant v^s for each $v \in \llbracket s \rrbracket^M$ $0^{int}, 1^{int}, \dots$
 - ▶ one axiom for each true instance of an atomic formula
 $\vdash 1^{int} + 1^{int} = 2^{int}, \dots$
- ▶ Standard result:

$$D_M \vdash F \quad \text{iff} \quad M \models F$$

- ▶ Assume T -model M $(\mathbb{Z}, 0, +)$
- ▶ Diagram theory $T \hookrightarrow D_M$ defined by
 - ▶ one nullary constant v^s for each $v \in \llbracket s \rrbracket^M$ $0^{int}, 1^{int}, \dots$
 - ▶ one axiom for each true instance of an atomic formula
 - ▶ $\vdash 1^{int} + 1^{int} = 2^{int}, \dots$
- ▶ Standard result:

$$D_M \vdash F \quad \text{iff} \quad M \models F$$

Side remark

- ▶ Is there a theory morphism $d_m : D_M \rightarrow D_{M'}$ for each model morphism $m : M \rightarrow M'$?
- ▶ Easy part: $d_m : v^s \mapsto v'^s$ whenever $m : v \mapsto v'$
- ▶ But
 - ▶ theory morphisms preserve all true sentences
 - ▶ model morphisms preserve all true **atomic** sentences

- ▶ Diagram D_M yields infinite set of atomic axioms
- ▶ In particular, function symbols defined by axioms of the form

$$\vdash f(v_1^{c_1}, \dots, v_n^{c_n}) = v^c$$

- ▶ Reflected into MMT as rewrite rules

MMT	Scala
<pre>theory Int { u : type zero: u plus: u → u \to u }</pre>	<pre>abstract class Int { type u val zero: u def plus(x1: u, x2: u): u }</pre>
<pre>theory Test { include Int include StandardInt test : u = plus(1,1) }</pre>	<pre>class StandardInt extends Int { type u = BigInt val zero = BigInt(0) def plus(x1: BigInt, x2: BigInt) = x1 + x2 }</pre>

$\text{Test} \vdash \text{plus}(1^u, 1^u) \rightsquigarrow 2^u$

Relationship to Biform Theories

Farmer and von Mohrenschildt, 2003

- ▶ Biform theory = axioms + syntax transformers
- ▶ syntax transformer: externally given algorithm that perform certain equality conversion
- ▶ allows combining logic with algorithms

This paper

- ▶ Biform theory = theories + models
- ▶ Two kinds of models: semantic or computational **treated uniformly**
- ▶ Models combined with axiomatic theories via diagrams D_M
- ▶ Diagrams of computational models yield
 - ▶ literals for all values
 - ▶ rewrite rules for all true atomic formulas

Future work: mixing computation and deduction is hard

not surprising

- ▶ Pure deduction: axiomatic theories *typical for proof assistants*
- ▶ Pure computation: computational models
typical for computer algebra
- ▶ Reality: nice to mix both

Lots of difficulties

Example: find X such that

$$\text{plus}(1^{int}, X) = 3^{int}$$

comes up all the time during type checking, proof search

Partial solution in MMT: models may supply inversion rules

Inductive family of vectors `dependently-typed, implicit arguments`

```
include StdNat
c    : a
a    : type
vec  : nat → type
nil  : vec 0
cons : {n : nat} a → vec n → vec (succ n)
head : {n : nat} vec (succ n) → a

test0 : vec 2 = cons c (cons c nil)
test1 : a = head test0
```

Checking `test0` requires `vec(succ(succ 0)) = vec 2`

Checking `test1` requires solving `vec(succ n) = vec 1`

- ▶ Literals new feature in MMT
 - ▶ foundation-independent
 - any choice of literals combinable with any logic
 - ▶ user-extensible
 - like symbols, theorems, notations, ...
 - ▶ integrated with MMT type system
 - dependent types, type reconstruction, module system, ...
- ▶ Library of literals as part of LATIN logic library
 - import literals as needed
- ▶ Computation integrated with axiomatic logic
 - ▶ computation rules provided by models
 - ▶ computation called seamlessly during checking, proving
 - computation also inverted if needed