

Automath

an 'interactive' theorem checker

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History

Syntax

Parts of the Syntax

More about the Syntax

Example Proof

Comparison

Summary

History

The Automath Language

- ▶ AUT-68: around 1967 by N.G. de Bruijn († Feb. 2012)
- ▶ AUT-QE: quasi expressions
- ▶ AUT- Π (and AUT- $\Delta\Lambda$)

Versions of Automath as Program

- ▶ first version 1968 by I. Zandleven
- ▶ current version (4.2) 1999 by F. Wiedijk

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History

General Things About Automath

- ▶ the first *interactive* theorem proof checker
- ▶ type theoretical proof checker
- ▶ only one large 'book' available
 - ▶ *Grundlagen der Analysis* by E. Landau
 - ▶ translated by L.S. Jutting
- ▶ Influenced Coq, Lego, ...

Book and Line

Book

- ▶ a correct piece of Automath text
- ▶ ... consisting of *lines*

Line

- ▶ *context indicator part*
- ▶ *identifier part*
- ▶ *definition part*
- ▶ *category part*
- ▶ some separators

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Line 1

Definition Part

- ▶ the symbol — : variable definition
- ▶ the symbol **PN**: primitive notion
- ▶ an expression

Identifier Part

- ▶ an unused symbol
- ▶ called *variable* if the definition part is —
- ▶ otherwise called *constant*

Line 2 – Context indication

Example

```
0 * w      := —      ; ***
w * a      := ...     ; ***
w * x      := —      ; ***
x * b      := ...     ; ***
w * y      := —      ; ***
y * z      := —      ; ***
```

- ▶ empty context symbol 0
- ▶ indicator string (last line: 'w,y,z')

Line 2 – Context indication

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0 * w      := —      ; ***
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Line 3 – Categories

- ▶ every identifier must be assigned to a category (or 'type')
- ▶ rules:
 - ▶ we can only speak about categories and about objects belonging to categories.
 - ▶ any object can only belong to *one* type
- ▶ categories have the symbol 'type' in the *category part*
- ▶ objects have an expression defining a category as *category part*

Example

0 * N := — ; 'type'

N * x := — ; N

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Example

0 * N := PN ; 'type'

0 * x := PN ; N

Line 4 – Expressions

- ▶ only contain already known *constants* or *variables*
- ▶ substitution, abstraction, application

Example

```
0 * Prop := PN ; 'type'  
0 * con := PN ; Prop  
| 0 * p := — ; Prop  
| | p * q := — ; Prop  
| | q * imp := PN ; Prop  
| | p * not := imp(p,con) ; Prop
```


Substitution

- ▶ changes context of an constant.
- ▶ replaces variables x_i for expressions Σ_i (definition/category part)
- ▶ category part must be compatible

Example

```
|| q * imp      := PN      ; Prop
|  p * not      := imp(p,con) ; Prop
```

- ▶ hidden variable dependencies
- ▶ depending lines must only be *admissible* (no objection to add them)

Substitution

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Abbreviation

- ▶ goal: shorten written line length
- ▶ automatically insert missing context variables

Example

instead of:

```
| p * not      := imp(p,con)      ; Prop
```

we could write:

```
| p * not      := imp(con)        ; Prop
```

Abbreviation

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we could write:

```
| p * not := imp(con) ; Prop
```

Functional Abstraction 1

Example

```
0 * p      := —      ; Prop
p * c      := Prop   ; 'type'
p * d      := not(p) ; Prop
```

- ▶ attaches a variable p to a constant d which has the type $Prop$ (or c)
- ▶ this somehow resembles functional abstraction
- ▶ it would be nicer to write $\lambda_{x \in Prop} d(x)$

Functional Abstraction 1

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- ▶ this somehow resembles functional abstraction
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Functional Abstraction 2

Example

$0 \quad * \quad d \quad := [x:\text{Prop}]\text{not}(x) \quad ; [x:\text{Prop}]\text{Prop}$

- ▶ here it is: our beloved λ
- ▶ the expression $[x:\Sigma_1]\Sigma_2$ means $\lambda_{x \in \Sigma_1} \Sigma_2$
- ▶ AUT-68 allows only abstractions on object/category level
- ▶ AUT-QE also allows abstractions on category/'type' level
- ▶ example: $[x:\text{Category}]\text{'type'}$

Functional Abstraction 2

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Application

- ▶ opposite to application
- ▶ remove an abstraction

Example

0	* A	:= —	; 'type'
A	* B	:= —	; 'type'
B	* imp	:= [x:A]B	; [x:A]'type'
B	* a	:= —	; A
a	* app	:= {a}imp	; 'type'

Example Proof

Comparison – Automath / Mizar / HOL-Light

Automath

- ▶ no automation for proofs
- ▶ every little detail has to be written
- ▶ no kernel providing a base to build upon
- ▶ books start out with axiom definitions (unproved)
- ▶ but it is fast
- ▶ complete C source code below 200kB

Comparison – Automath / Mizar / HOL-Light

compared to Mizar and HOL-Light

- ▶ no tactics
- ▶ inductive types must be defined by hand
- ▶ far away from natural language
- ▶ minimalist syntax (maybe close to mathematical notation)
- ▶ no extensive libraries

What we have seen . . .

- ▶ history of Automath
- ▶ syntax
- ▶ how to define basic logic in Automath
- ▶ short overview what Automath does not have

Literature & Websites

For anyone who likes old papers

- ▶ <http://www.win.tue.nl/automath/>
 - ▶ N.G. de Bruijn
 - AUT001: AUTOMATH, a language for mathematics (1968)
 - AUT002: The mathematical language AUTOMATH (1968)
 - XAUT001: Description of the language AUTOMATH (1967)
 - ▶ R.P. Nederpelt
 - AUT019: AUTOMATH, a language for checking mathematics with a computer

About the latest Automath version

- ▶ <http://www.cs.ru.nl/~freek/aut>
 - ▶ Freek Wiedijk
 - A new implementation of Automath
 - A nice and accurate Checker for the Mathematical Language Automath

Last slide before the backup slides

Thank you!
Questions?

Syntax in *aut*

- ▶ loose syntax, allows more styles to write a book
 - ▶ separators @, =, :
 - ▶ TYPE, PROP, PRIM
 - ▶ application: $\langle x \rangle f$
 - ▶ style with category and definition swapped
 - ▶ leave out obvious context
 - ▶ define variables with $[x:T]$

AUT- Π and λ -AUT

AUT- Π

- ▶ extension of AUT-QE
- ▶ allows quantification of Objects/Abstractions

λ -AUT

- ▶ AUT in the style of the lambda calculus

- ▶ both have no implementation