

# Logtk: A Logic ToolKit for Automated Reasoning and its Implementation

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# Summary

- 1 Overview
- 2 Basics: Terms, Types and Substitutions
- 3 Algorithms
- 4 Applications and Discussion

# State your Intent!

Automated Theorem Proving is hard.

- Find a calculus
- Theory: need to prove correctness and (semi)-completeness
- Implementation: requires a lot of work
- Works in theory  $\nrightarrow$  works in practice
- Efficiency and correctness concerns

# Resolution-based Theorem Proving, in Theory

Example: first-order (typed) resolution & co (Superposition).

## Inferences

$$\frac{C_1 \vee l_1 \quad C_2 \vee \neg l_2}{(C_1 \vee C_2)\sigma} \text{ Resolution}$$

$$\frac{C \vee l_1 \vee l_2}{(C \vee l_1)\sigma} \text{ Factoring}$$

With  $l_1$  and  $l_2$  literals,  $C, C_1, C_2$  clauses, and  $l_1\sigma = l_2\sigma$  (mgu)

Sound and complete! We're done!

- Easy to state, **not** to implement.
  - Many refinements necessary for efficiency
  - Subsumption, Equality (Superposition), Rewriting. . .
  - Real provers: up to 200,000 LOC of C
- Real provers hard to modify
- Prototyping: still a lot of work (several kLOCs)
- Hence, LOGTK.

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# Basic Design Choices

In a nutshell, our goals:

- OCAML → high expressiveness and decent performance
- Typed logic
- Proper handling of free and bound variables
- Many types and algorithms
- Free software (permissive BSD license)
- Decent overall performance (won't beat C)

# Polymorphic First-Order

## Example: polymorphic lists

$$\Lambda\alpha.\forall l : list(\alpha).(l = nil\langle\alpha\rangle \vee (\exists x : \alpha, l' : list(\alpha).l = cons\langle\alpha\rangle(x, l')))$$
$$\Lambda\alpha.\forall x : \alpha, l : list(\alpha).nil\langle\alpha\rangle \neq cons\langle\alpha\rangle(x, l)$$

## Why?

- Typed logic increases expressiveness
  - More complex models (one domain per type)
  - Example:  $\forall x : bool.(x = true \vee x = false)$
  - Bounded quantification
- Many real problems are typed (program verification, arith, etc.)

Still, few provers support typed logic.



# Representing Terms, Types and Formulas

Lot of duplicated code (bound variables, hashconsing, substitutions, etc.)

⇒ Use a **common representation**, named `scoped_term`.

```
type scoped_term = {  
  ty : scoped_term option ;  
  term : term_cell ;  
  kind : term_kind ;  
}  
and term_cell =  
  | Const of symbol  
  | At of scoped_term * scoped_term  
  | App of scoped_term * scoped_term list  
  | Var of int  
  | BoundVar of int  
  | Bind of symbol * scoped_term * scoped_term  
and term_kind =  
  | Term  
  | Type  
  | Formula
```

# Term representation, cont'd

Terms, types, formulas: **views** of `scoped_term`

```
module Type : sig
  type t = private scoped_term

  type view = private
    | Var of int (* free var *)
    | BVar of int (* bound var *)
    | App of symbol * t list
    | Fun of t list * t
    | Forall of t

  val view : t -> view
  val of_term : scoped_term -> t option

  val var : int -> t
  val app : symbol -> t list -> t
  val const : symbol -> t
  val arrow : t -> t -> t
  val forall : t list -> t -> t
end
```

# Term representation, cont'd

- Use *private aliases*
  - `Type.t` subtype of `scoped_term`
  - upcast always possible
  - downcase requires `Type.of_term : scoped_term -> Type.t` **option**
- *smart constructors* enforce invariants
- specific operations (printing, etc.)
- unification, substitution, etc.: trivial

Terms, Formulas: idem.

# Substitutions

Resolution requires premises not to share variables

⇒ **renaming** of free variables

⇒ However, renaming is error-prone and expensive.

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<sup>1</sup>similar to what iProver does.

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Solution: use a notion of **scope**<sup>1</sup>.

## Scope

- $\llbracket x \rrbracket_0$ : variable  $x$  in scope 0
- $\llbracket x \rrbracket_1$ : variable  $x$  in scope 1
- $\llbracket x \rrbracket_0 \neq \llbracket x \rrbracket_1$
- substitutions bind **scoped variables** to scoped terms
- resolve collisions when substitution is applied.

Note: can bind both term and type variables.

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<sup>1</sup>similar to what iProver does.

## Example

- 1 Assume  $\sigma = \{ \llbracket x \rrbracket_0 \mapsto \llbracket f(x) \rrbracket_1, \llbracket x \rrbracket_1 \mapsto \llbracket g(y) \rrbracket_1 \}$
- 2 Goal: evaluate clause  $\llbracket p(x, y) \rrbracket_0 \sigma \vee \llbracket q(x, y) \rrbracket_1 \sigma$
- 3 Use a **renaming**, an injection (variable, scope)  $\rightarrow$  variable
- 4 For instance  $\llbracket y \rrbracket_1 \mapsto u, \llbracket y \rrbracket_0 \mapsto v$
- 5 Solution:  $p(f(g(u)), v) \vee q(g(u), u)$

Useful e.g. for resolution.

## In practice

```
type scope = int
type subst = (variable * scope * term * scope) list
type renaming = ((variable * scope), variable) Hashtbl.t

val unify : term -> scope -> term -> scope -> subst option
val rename : renaming -> variable -> scope -> variable
val apply : renaming -> subst -> term -> scope -> term
```

(with term = scoped\_term)

- Efficient and **flexible**
- Escape hatch when renaming not necessary (term rewriting)

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- Many fundamental operations needed for a prover
- CNF, unification, indexing, type-checking, parsing, etc.
- Not always easy to write.

In LOGTK: all the above.

⇒ this section: **highlight** a few algorithms

- Classic (naive) Robinson unification
  - performs well in practice
  - $n$ -ary versions using **iterators**
  - $n$ -ary also useful for subsumption, etc.
- works on `scoped_term`
- also unifies types

Also, alpha-equivalence and matching.

**idea:** multimap from terms to elements<sup>2</sup>, indexed by unifiability

## Simplified Signature

```
type element
type index
val add : index -> term -> element -> index
val unify : index -> scope -> term -> scope ->
            (term * element * Subst.t) iterator
```

unify idx 1 t 0 returns an iterator over tuples  $(t', v, \sigma)$   
where  $\llbracket t \rrbracket_0 \sigma = \llbracket t' \rrbracket_1 \sigma$  and add idx t' v was called before

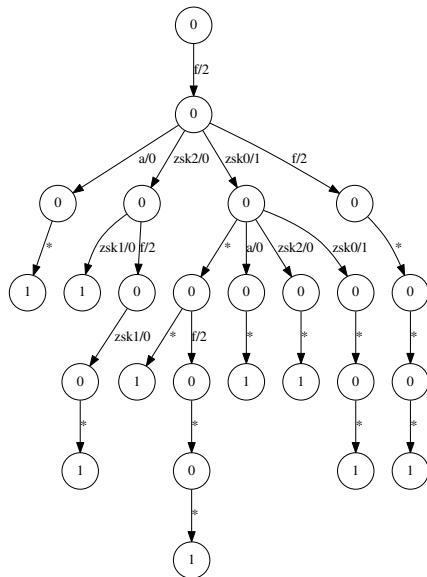
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<sup>2</sup>often pairs of (clause, position).

# Term Indexing (cont'd)

- In LOGTK, `index = functor` over the element type.
- Non-perfect **Discrimination Trees** (default implementation)
  - Roughly, a prefix tree over "flat" terms (prefix traversal)
  - Variables replaced by "\*"
  - Unification performed at leaves
  - Implementation: "lazy" flattening of terms (iterator)  
(flattening can be costly)
- Fingerprint Trees
- Feature Vector Indexing (for subsumption)
- Perfect Discrimination Trees for rewriting

# Picture $\succ$ Words: a Discrimination Tree



## And also...

- Reduction to Clausal Normal Form (CNF) (with formula renaming)
- Type inference and checking
- TPTP parser
- Term orderings (LPO, KBO), precedences over symbols
- Term rewriting

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LOGTK ships with small tools:

`cnf_of_tptp` : parses a TPTP file, prints its CNF

`type_check_tptp` : parses a TPTP (TFF) file, infers and prints types

`proof_check_tptp` : parses a TPTP derivation, checks every step using external provers

→ Provide small examples of how to use the library.



Our experimental theorem prover, **Zipperposition**, is based on LOGTK.

- LOGTK actually forked from Zipperposition
- LOGTK provides most data structures and types
- What remains prover-side:
  - **literal** and **clause** types (too specific)
  - Inference rules
  - Saturation algorithm and main loop
  - Proof objects
- Types: handled by LOGTK
- High-level design allows to modify the code easily.  
→ in particular, for **new inference rules** (arithmetic...)

## Today

- LOGTK: library for typed first-order logic
- OCAML: expressiveness and safety
- high-level design: iterators, functors, views
- used in a non-trivial prover (Zipperposition)
- Free software! Use it, contributions are welcome.

## Tomorrow (or later)

- Extensions of Terms (HO...)
- More term index algorithms
- Use in more projects
- ...

Thank you for your attention!  
Questions?<sup>3</sup>

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<sup>3</sup>other than this one.