

# Aesop: White-Box Best-First Proof Search for Lean

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White-Box and Black-Box Proof Search

Proof Search Without Metavariables

Proof Search With Metavariables

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# Interactive Theorem Proving Is Great

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$$a \in [b] \leftrightarrow a = b$$

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$$a \notin xs \rightarrow a \notin ys \rightarrow a \notin xs ++ ys$$

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$\text{map } f \text{ } xs \subseteq \text{map } f \text{ } ys \leftrightarrow xs \subseteq ys$  if  $f$  is injective

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1. Convince lots of mathematicians that they should formalise boring stuff for the greater good.

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1. Convince lots of mathematicians that they should formalise boring stuff for the greater good.
2. Let the computer do the boring stuff.

# White-Box and Black-Box Proof Search

## **Black-box**

hammers

SMT solvers

ML-based provers

Coq sauto

Agsy

## **White-box**

Coq eauto

Matita auto

Isabelle auto

Isabelle auto2

PVS grind

ACL2 waterfall

Aesop

# White-Box and Black-Box Proof Search

## **Black-box**

fully automatic  
powerful  
the future

## **White-box**

needs configuration  
weak  
boring old tech



# White-Box and Black-Box Proof Search

## **Black-box**

fully automatic

powerful

the future

complex

unpredictable

opaque

fixed performance

proof export is hard

## **White-box**

needs configuration

weak

boring old tech

simple

predictable

transparent

customisable performance

proof export is easy(ish)

White-Box and Black-Box Proof Search

**Proof Search Without Metavariables**

Proof Search With Metavariables

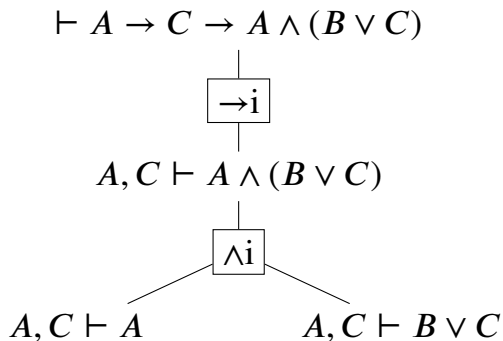
## Basic Procedure

$$\vdash A \rightarrow C \rightarrow A \wedge (B \vee C)$$

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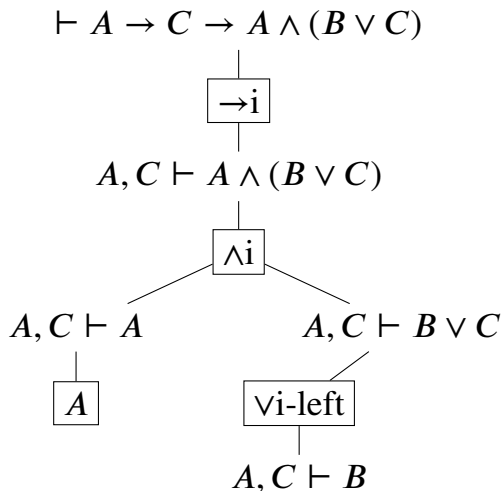
$$\vdash A \rightarrow C \rightarrow A \wedge (B \vee C)$$
$$\boxed{\rightarrow i}$$
$$A, C \vdash A \wedge (B \vee C)$$

## Basic Procedure

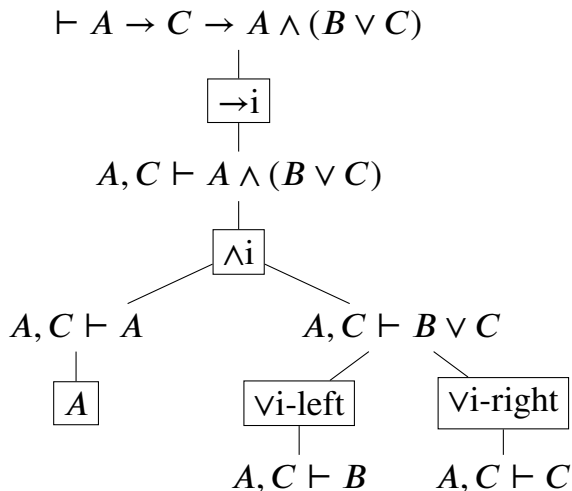




## Basic Procedure

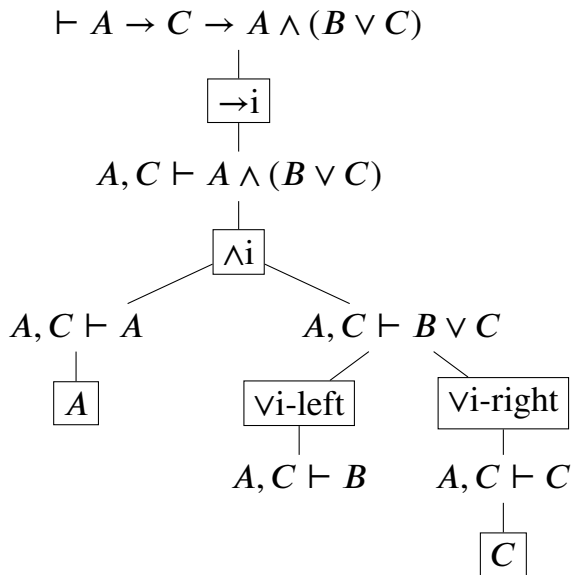


## Basic Procedure

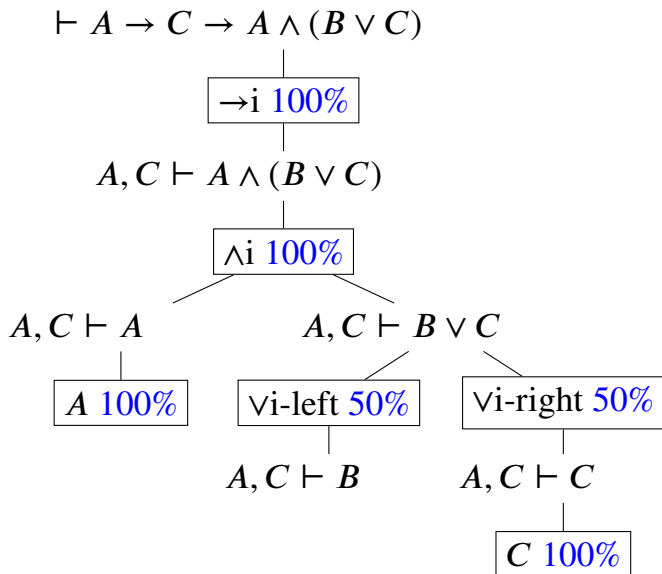




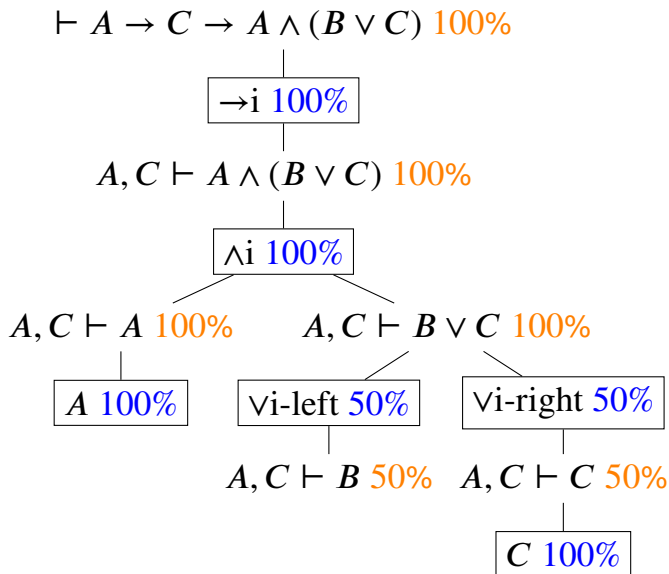
## Basic Procedure



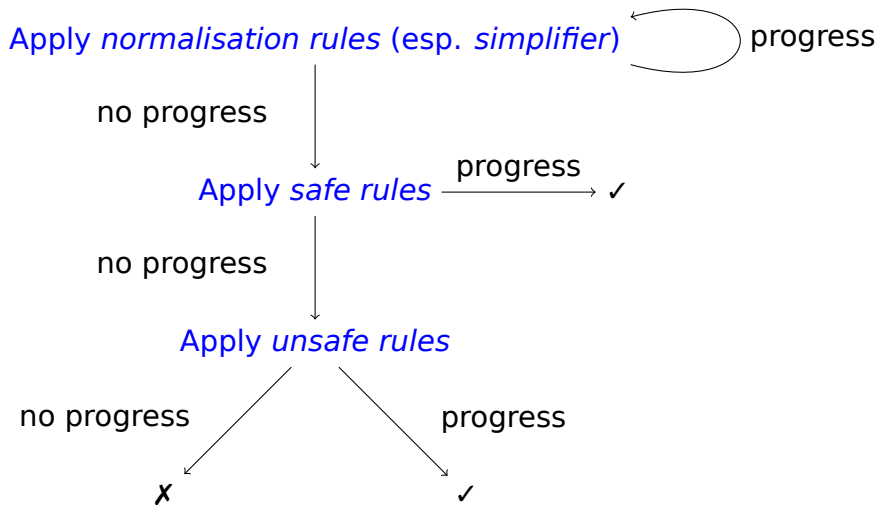
# Best-First Search



# Best-First Search



# Extensions of the Basic Procedure



Apply *normalisation rules* (esp. *simplifier*)  progress

$$\frac{\Gamma, A, B \vdash T}{\Gamma, A \wedge B \vdash T} \wedge e$$

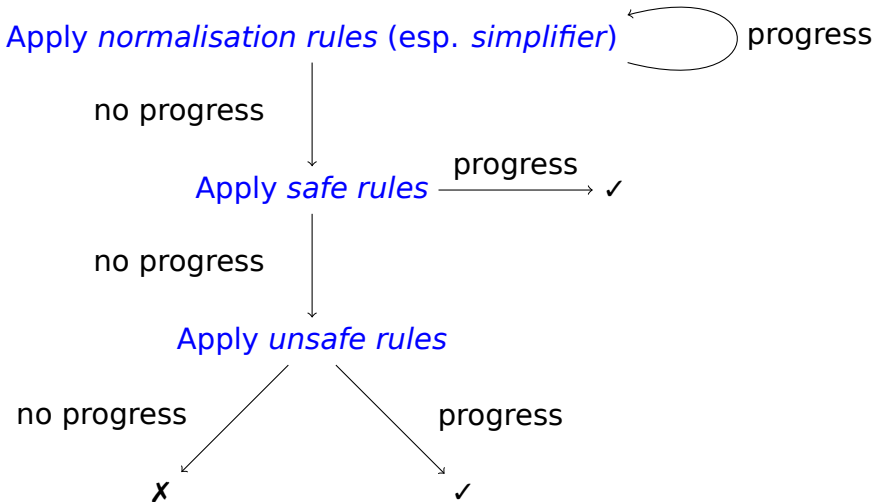
Apply *normalisation rules* (esp. *simplifier*)

progress

no progress

Apply *safe rules* → progress ✓

$$\frac{\Gamma \vdash A \quad \Gamma \vdash B}{\Gamma \vdash A \wedge B} \wedge i$$



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Proof Search With Metavariables



## Proof Search With Metavariables

$$a < b, a < c, b < z \vdash a < z$$

## Proof Search With Metavariables

$a < b, a < c, b < z \vdash a < z$

$\langle$ -trans

$\dots \vdash a < ?x \quad \dots \vdash ?x < z$

# Proof Search With Metavariables

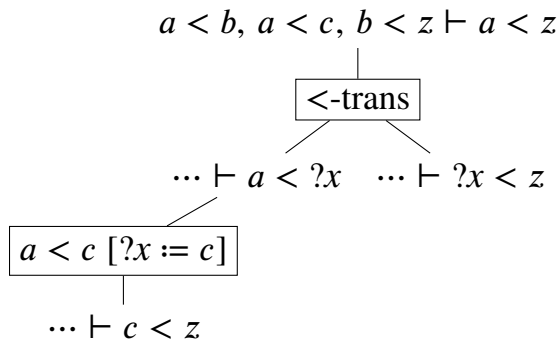
$a < b, a < c, b < z \vdash a < z$

$<-trans$

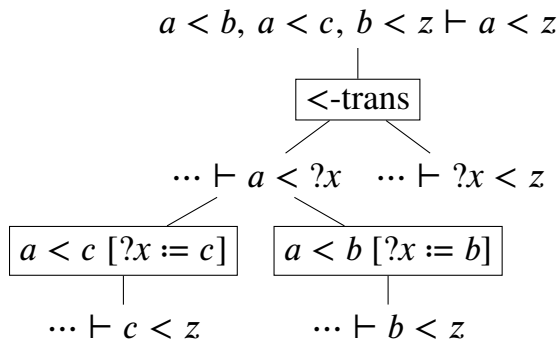
$\dots \vdash a < ?x \quad \dots \vdash c < z$

$a < c [?x := c]$

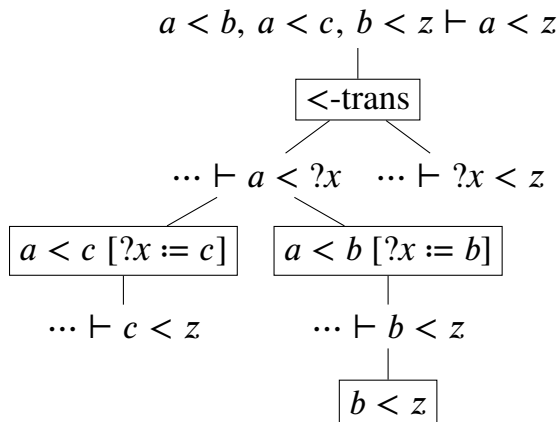
# Proof Search With Metavariables



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# Proof Search With Metavariables



## Also in the Paper

- Built-in rules
- Rule indexing
- UI for adding common sorts of rules
- Case studies
  - 173 basic lemmas about lists (Aesop + induction proves 94%)
  - Sequent calculus prover

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