

The MMT Language and System

The LATIN Logic Atlas

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MMT Vision

- ▶ Universal framework for mathematical-logical content
- ▶ Close relatives
 - ▶ LF, Isabelle: but more universal, knowledge management, more system integration
 - ▶ OMDoc/OpenMath: but formal semantics, automation
- ▶ 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 knowledge management services
 - handles system integration

Statistics

- ▶ MMT language
 - ▶ 5 years of development (with Michael)
 - ▶ ~ 100 pages write-up
- ▶ MMT API
 - ▶ 5 years of development (with various students)
 - ▶ 30,000 lines of Scala code
 - ▶ ~ 10 papers on individual aspects

Example: small scale

- ▶ **Little theories:** state every definition/theorem/algorithm in the smallest possible theory/logic/logical framework
- ▶ **Theory morphisms:** transport results across theories/logics/logical frameworks

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

theory Logic meta LF {o: type, ded : o  $\rightarrow$  type }
theory FOL meta LF {
  include Logic
  u: type.  $\Rightarrow$ : o  $\rightarrow$  o  $\rightarrow$  o, ...
}

theory Magma meta FOL { o: u  $\rightarrow$  u  $\rightarrow$  u }
:
theory Ring meta FOL {
  additive: CommutativeGroup
  multiplicative: Semigroup
  ...
}
```

Example: large scale

- ▶ LATIN atlas of logics: highly interconnected network of logic formalizations
- ▶ Written in MMT/LF using Twelf
- ▶ 4 years, \sim 10 authors, \sim 1000 modules
- ▶ Focus on breadth (= many formal systems represented), not so much depth (= theorems in particular systems)
- ▶ Each logic root for library of that logic
- ▶ Each edge yields library translation functor

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Important meta-result: the logical framework should be flexible

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 system
5. Define interfaces to supply the logic-specific aspects
 - formal and plugin interfaces
6. Repeat

Foundation-Independence

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3. We can fix and implement a logical framework
then **define many logics in it** the foundation, e.g., LF
4. We can fix and implement meta-framework
then **define many logical frameworks in it**
foundation-independence, e.g., MMT

The Promise and Danger of Abstraction

- ▶ Abstraction chain

theory \rightarrow *logic* \rightarrow *foundation* \rightarrow *MMT*

- ▶ Promises: high-level results generic, reusable!
 - ▶ intuitions, documentation, teaching
 - ▶ definitions, meta-theorems
 - ▶ algorithms, implementations
 - ▶ knowledge management
- ▶ Dangers: loss of precision general abstract nonsense?
 - ▶ how useful are the abstract results?
are the deep results foundation-specific?
 - ▶ how much work (if any) is needed for specialization?
hide the framework from the user

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- ▶ few ontological primitives — MMT language
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 - ▶ editing, parsing
 - ▶ change management
 - ▶ project management, distribution
 - ▶ search, querying
 - ▶ interactive browsing

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 - ▶ interactive browsing
- ▶ Logical services?
 - ▶ module system Yes!
 - ▶ type reconstruction Yes?
 - ▶ computation current work
 - ▶ theorem proving future work

Features of MMT

few primitives . . . that unify different domain concepts

JaT judgments as types, proofs as terms

unifies expressions and derivations

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MaM models as morphisms (categorical logic)

unifies syntactical translations and semantic interpretations

Features of MMT (2)

- ▶ current work: declaration patterns
 - unifies declarations and extension principles
 - ▶ current work: induction, coinduction
 - unifies multiple constructions/reasoning principles
 - ▶ current work: reflection
 - unifies meta- and object level
- for example, module system
- ▶ meta-level: MMT theories
 - ▶ object-level: record types

The MMT System

Application-independence

1. data structures
2. logical and knowledge management services
3. individual applications

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Advantages

- ▶ flexibility
- ▶ no compromises, hacks
- ▶ high code reuse

Disadvantages

- ▶ no running system bad for talks like this one
- ▶ starting MMT gives only an empty environment no single name defined

Implementing Services in MMT

- ▶ Isolate functionality into services
- ▶ Integrate interfaces with core
- ▶ Then do 2 implementation approaches
 - ▶ plugin interfaces arbitrary implementations
 - ▶ generic implementation parametrized as declaratively as possible

Logical Services Example: Type reconstruction

- ▶ type reconstruction
 - ▶ input: judgment with unknown variables

$$\lambda_{n:?} \lambda_l:? \text{cons } ? c l \quad \Leftarrow \quad \prod_{n:?} \text{list } n \rightarrow ?$$

- ▶ output: derivation of judgment and solution for variables

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- ▶ plugin implementation
 - ▶ Twelf does type reconstruction for an LF file, exports as MMT
 - ▶ MMT module system added to Twelf

1 month full time work

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- ▶ generic implementation
 - ▶ parametrized by sets of rules ~ 8 rule types
 - ▶ origin of rules up to plugins
LF plugins provides ~ 10 rules, each a few lines of code

Application Example: Editing

- ▶ IDE like based on MMT projects
- ▶ jEdit text editor with MMT as plugin
- ▶ Generic default implementations for parsing
 - ▶ outer syntax: extensible through keyword handlers
 - ▶ inner syntax: extensible through notation language
- ▶ Cross-references MMT data structures \leftrightarrow source locations
 - ▶ outline view
 - ▶ hyperlinks (= click on operator, jump to declaration/definition)
 - ▶ context-sensitive auto-completion: show identifiers that
 - ▶ are in scope
 - ▶ have the right type

Application Example: Editing

Example feature: pop up shows reconstructed arguments

The screenshot shows a theorem prover interface with a proof script. The script defines a namespace, imports theories, and defines several logical rules. A specific rule, `impI2`, is highlighted in yellow, showing its reconstructed arguments in a popup window.

```
namespace http://cvs.ondoc.org/test-new
theory FOL : http://cvs.ondoc.org/urtheories7LF =
  bool : type
  univ : type
  and : bool → bool → bool
  impI : bool → bool → bool
  equiv : bool → bool → bool
  ded : bool → type

theory FOLProofs : http://cvs.ondoc.org/urtheories7LF =
  include "FOL"
  andI1 : (A,B) ded A → ded B → ded A ∧ B
  andE1 : (A,B) ded A ∧ B → ded A
  andE2 : (A,B) ded A ∧ B → ded B
  impI : (A,B) (ded A → ded B) → ded A → B
  impE : (A,B) ded A → ded B → ded A → ded B
  impI2 : (A,B) (C) (ded A → ded B → ded C) → ded A → (B → C)
    = (A,B,C) (f) impI (p) (impI (q) (f p q))
  test : (A) ded A → (A ∧ A)
```

The popup window for `impI2` shows the reconstructed arguments:

```
(A,B,C) (f) impI (p) (impI (q) (f p q))
```

Application Example: Editing

Example feature: auto-completion shows only identifiers that are in scope and have the right type

The screenshot shows the Coq IDE interface. The main editor displays the following code:

```
1 namespace http://cds.ondoc.org/test-new
2
3 theory FOL : http://cds.ondoc.org/untheories?LF =
4   bool : type
5   univ : type
6   and : bool → bool → bool
7   imp1 : bool → bool → bool
8   equiv : bool → bool → bool
9   ded : bool → type
10
11 theory FOLProofs : http://cds.ondoc.org/untheories?LF =
12   include ?FOL
13   andI : (A,B) ded A → ded B → ded (A ∧ B)
14   andE1 : (A,B) ded (A ∧ B) → ded A
15   andE2 : (A,B) ded (A ∧ B) → ded B
16   impI : (A,B) (ded A → ded B) → ded A → B
17   impE : (A,B) ded A → ded B → ded (A → B)
18   imp2I : (A,B)(C) (ded A → ded B → ded C) → ded A → (B → C)
19   |
20   | = (A,B,C) (f) impI (p) (impI (q) f p q)
21
22 test : (A) ded A → (A ∧ A)
23
```

At line 22, the text `(A) ded A → (A ∧ A)` is highlighted in yellow. A dropdown menu is open, showing the following options:

- FOLProofs/andE1
- FOLProofs/andE2
- FOLProofs/impI
- FOLProofs/impE
- FOLProofs/test

The left sidebar shows a project tree with the following structure:

- test-new.mmt
 - theory FOL
 - Constant bool
 - Constant univ
 - Constant and
 - Constant imp1
 - Constant equiv
 - Constant ded
 - theory FOLProofs
 - include FOL
 - Constant andI
 - Constant andE1
 - Constant andE2
 - Constant impI
 - Constant impE
 - Constant imp2I
 - Constant test

The status bar at the bottom indicates the file path `(mmt_sdelock_UTF-8)S mmt @WC` and the error count `Ab 2 error(s)17:32`.

Application Example: LaTeX Integration

- ▶ Unified document format LaTeX + MMT
- ▶ Processed by LaTeX
- ▶ MMT-relevant aspects represented in special macros sent to MMT via HTTP during compilation
- ▶ LaTeX queries MMT at run time via HTTP
 1. parse
 2. type reconstruct
 3. generate high-quality LaTeX cross-references, tooltips

Application Example: LaTeX Integration

Example feature

- ▶ upper part: \LaTeX source for the item on associativity
- ▶ lower part: pdf after compiling with \LaTeX -MMT
- ▶ type argument M of equality symbol is inferred and added by MMT

```
\begin{mmtscope}
  For all \mmtvar{x}{in M}, \mmtvar{y}{in M}, \mmtvar{z}{in M}
  it holds that !(x * y) * z = x * (y * z)!
\end{mmtscope}
```

A *monoid* is a tuple (M, \circ, e) where

- M is a sort, called the universe.
- \circ is a binary function on M .
- e is a distinguished element of M , the unit.

such that the following axioms hold:

- For all x, y, z it holds that $(x \circ y) \circ z =_M x \circ (y \circ z)$
- For all x it holds that $x \circ e =_M x$ and $e \circ x =_M x$.

Application example: Interactive Browsing

- ▶ MMT API exposed through HTTP server
- ▶ Javascript/Ajax for interactive browsing of MMT projects
e.g., definition lookup, dynamic type inference
- ▶ Interactive graph view
- ▶ Immediate editing ongoing work

document derived.omdoc

```
remote module FalsityExt
```

```
remote module NEGExt
```

```
theory IMPEExt meta lf
```

```
  include IMP
```

```
  imp2I  :  ((ded A → ded B → ded C) → ded A imp (B imp C))
```

```
          = [f:ded A → ded B → ded C]impI ([p:ded A]impI ([q:ded B]f p q))
```

```
  imp2E  :  (ded A imp (B imp C) → ded A → ded B → ded C)
```

```
          = [p:ded A imp (B imp C)][q:ded A][r:ded B]impE (impE p q) r
```

```
remote module CONJExt
```

```
remote module DISJExt
```

```
remote module Equiv
```

type

ded A imp (B imp C)

infer type
reconstructed types
implicit arguments
implicit binders
redundant brackets
Fold

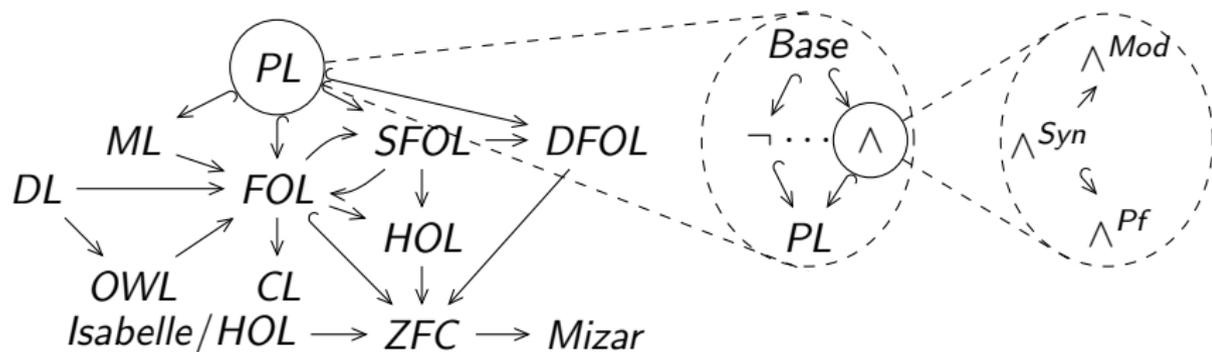
The LATIN Library

- ▶ Joint project between DFKI Bremen and Jacobs Univ. Bremen
- ▶ Development of an atlas of logics and logic translations
 - ▶ reference catalog of standardized logics
 - ▶ documentation platform
- ▶ All parts of a logic represented in MMT/LF
- ▶ Easy part
 - ▶ Logical syntax proof theory as MMT/LF theories
 - ▶ Judgments as types, higher-order abstract syntax
- ▶ Hard part
 - ▶ Foundations of mathematics as LF signatures
 - ▶ Models as morphisms [from the syntax to the foundation](#)

Current State

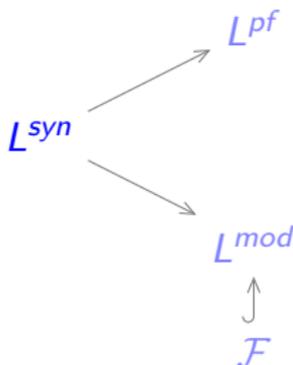
- ▶ 700 little theories including
 - ▶ propositional, (unsorted, sorted, dependently-sorted) first-order, higher-order, common, modal, description, linear logic
 - ▶ λ -cube, Curry and Church-style type theories
 - ▶ ZFC set theory, Mizar's set theory, Isabelle/HOL
 - ▶ category theory
- ▶ 500 little morphisms including
 - ▶ relativization of quantifiers from sorted first-order, modal, and description logics to unsorted first-order logic
 - ▶ negative translation from classical to intuitionistic logic
 - ▶ translation from type theory to set theory
 - ▶ translations between ZFC, Mizar, Isabelle/HOL
 - ▶ Curry-Howard correspondence between logic, type theory, and category theory

Little Theories in LATIN



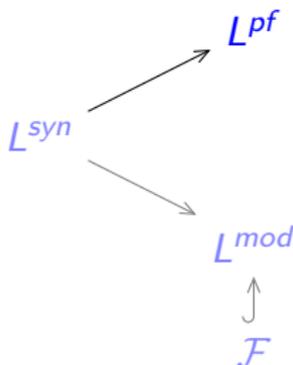
Representing Logics in LATIN

- ▶ L^{syn} : Syntax of L : connectives, quantifiers, etc.
e.g., $\Rightarrow: o \rightarrow o \rightarrow o$
- ▶ L^{pf} : Proof theory of L : judgments, proof rules
e.g., $impE : ded(A \Rightarrow B) \rightarrow ded A \rightarrow ded B$
- ▶ L^{mod} : Model theory of L in terms of foundation \mathcal{F}
e.g., $univ : set, nonempty : true (univ \neq \emptyset)$



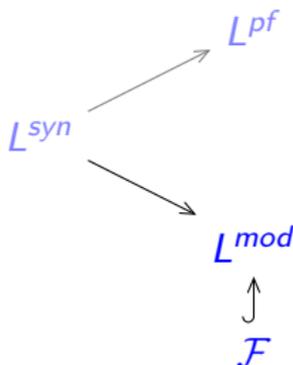
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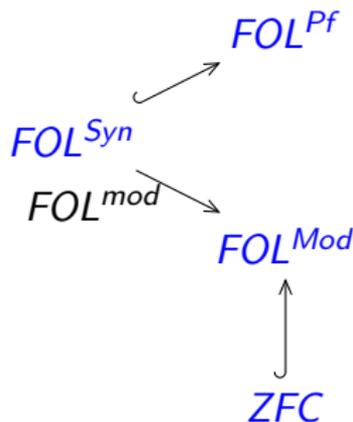
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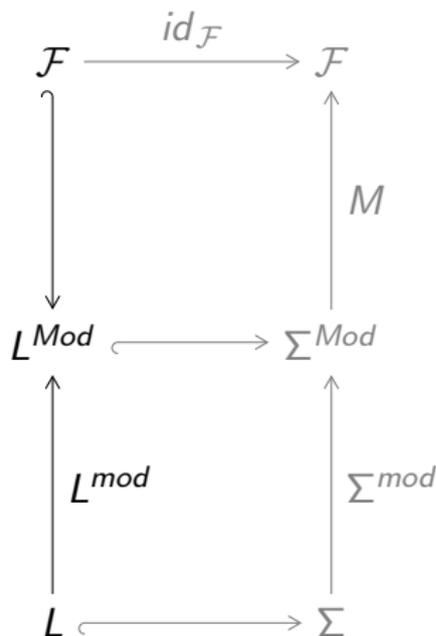


Example

- ▶ FOL^{Syn} : $i : type, o : type, ded : o \rightarrow type, \neg, \wedge, \dots$
- ▶ FOL^{Pf} : $\neg I, \neg E, \wedge E_l, \wedge E_r, \wedge I, \dots$
- ▶ ZFC: $set : type, prop : type, true : prop \rightarrow type, \emptyset : set, \dots$
- ▶ FOL^{Mod} : $univ : set, nonempty : true (univ \neq \emptyset)$
- ▶ FOL^{mod} : $i := univ, o := \{\emptyset, \{\emptyset\}\}, ded := \lambda p (p \doteq \{\emptyset\})$



Representing Logics and Models



L encodes syntax and proof theory

\mathcal{F} encodes foundation of mathematics

L^{Mod} axiomatizes models

L^{mod} interprets syntax in model

Σ encodes a theory of L ,

extends L with functions, axioms, etc.

Σ^{Mod} correspondingly extends L^{Mod}

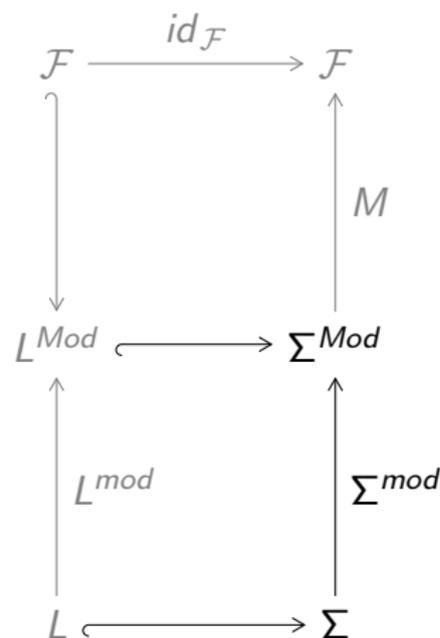
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M encodes a model of Σ ,

interprets free symbols of L^{Mod} and Σ^{Mod}

in terms of \mathcal{F}

Representing Logics and Models

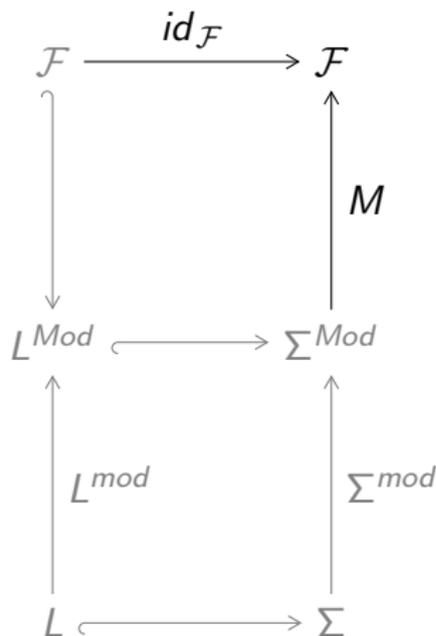


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Conclusion

- ▶ Very general, customizable framework goal: universal
- ▶ Foundation-independent representation language
 integrates best primitives
- ▶ Interface for logical and knowledge management services
- ▶ Rapid prototyping logic systems scalable
- ▶ Interesting for
 - ▶ less well-supported logics
 - ▶ new, changing logics
 - ▶ generic applications/services
 - ▶ system integration/combination