

Introduction to formalizing number theory

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Formalizing mathematics

No foundations needed!

This talk is **not** about foundations of maths.

If the computer scientists and logicians did their job well, formalization doesn't need to involve any foundations.

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Examples of computer languages:

- Agda
- Coq
- Isabelle/HOL
- Lean
- MetaMath
- Mizar
- ...

What is formalization?

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- Read maths textbook
- Make sure you understand completely
- Write computer code

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Automated theorem provers try to generate proofs automatically. Automation can handle the easy proofs, leaving the hard parts to manual formalization.

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Python works with numbers and lists, Lean works with functions and proofs.

Demo: there are infinitely many primes

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This was an elementary example but it scales up. Formalizing the finiteness of the class number works the same (given appropriate definitions and lemmas).

Getting definitions right

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A definition in Lean is followed by little lemmas:

```
def prime (p : ℕ) := irreducible p
lemma not_prime_zero : ¬ prime 0
lemma not_prime_one : ¬ prime 1
lemma prime.ne_zero {p : ℕ} : prime p → p ≠ 0
lemma prime.pos {p : ℕ} : prime p → 0 < p
```

Proofs should be easy once you get your definitions right.

How to read computer languages

Functions and the `:` relation

Lean writes `f x` for “ $f(x)$ ”,

`n : ℕ` for “ $n \in \mathbb{N}$ ”,

and `p_prime : nat.prime p` for “the claim that p is prime”.

Functions and the λ relation

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 $n : \mathbb{N}$ for “ $n \in \mathbb{N}$ ”,
and $p_prime : \text{nat.prime } p$ for “the claim that p is prime”.

This is because Lean is based on **types** instead of sets.
 \mathbb{N} is the type of all natural numbers
and $\text{nat.prime } p$ is the type of all proofs that p is prime.

Types and sets

Think of types as sets, except each element can only have *one* type.

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Still, Lean understands $(0 : \mathbb{N})$ and $(0 : \mathbb{R})$: how does `0` have two types?

Lean has a **kernel** that understands only pure type theory, and an **elaborator** that turns high-level language into type theory.

We only need to trust the correctness of a simple kernel, while the elaborator protects us humans from the foundations.

Kernel and Elaborator

Lean has a **kernel** that understands only pure type theory, and an **elaborator** that turns high-level language into type theory.

We only need to trust the correctness of a simple kernel, while the elaborator protects us humans from the foundations.

My computer has a **CPU** that understands only machine code, and a **compiler** that turns high-level language into machine code.

The elaborator supplies “obvious” values that the user can leave out, turning `(0 : ℕ)` into `@has_zero.zero ℕ nat.has_zero` and `nat.prime.pos p_prime` into `@nat.prime.pos p p_prime`.

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A `tactic` is a little program inside the elaborator to supply (less obvious) proofs that the user can leave out, such as the proof that $k \neq 1$ that `linarith` supplied.

Lean also understands “obvious” equalities:

we proved `nat.prime p` by showing `nat.min_fac k` is prime. This works because `p` is defined to be `nat.min_fac k`.

Not all obvious equalities hold by definition:

to show `p | 1` using `p | n! + 1 - n!` we need a theorem.

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A good definition will make all equalities that are obvious also hold by definition.

Mathematical libraries

The Lean mathematical library

The proof of infinitely many primes used definitions from the Lean mathematical library [mathlib](#).

The goal of mathlib is to provide a coherent collection of Lean code for as much mathematics as is feasible.

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Libraries range from intuitionistic to classical, tightly integrated to modular, focussed to universalist, powerful to selfexplanatory.

Tight integration in mathlib

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We want to ensure finite-dimensionality applies to finite field extensions over \mathbb{Q} and to the Euclidean plane over \mathbb{R} .

We cannot make excuses to the computer: we have to get everything right everywhere.

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At least the computer can help us determine which usages broke (and if you're clever, fix the breakage!)

Tight integration in mathlib

Advantage: mathlib is unstable.

Any project that makes use of mathlib is liable to break, so just contribute your work directly to mathlib, and the mathlib contributors will keep it up to date.

This means mathlib will grow as a tightly-integrated library.

Why formalize?

Practical application 1: verification

The computer can verify correctness of all details of a proof.
We can be sure a theorem is proved if the proof is computer-checked.

Especially useful for new, long, complicated, computer-generated proofs:

1. Condensed mathematics
2. Four colour theorem
3. Kepler conjecture
4. Odd order theorem

Practical application 1: verification

Reviewing a paper becomes easier if the proof is formalized: you check whether it's interesting and relevant, the computer checks the correctness.

Sci-fi utopia: replace \LaTeX as a submission method to the arXiv with a language like Lean.

Practical application 2: reasoning

By translating mathematics to a computer language, computers can help us in doing mathematical reasoning.

I can ask Lean whether I used all hypotheses in my proof, how sensitive the conclusion is to tweaking the hypothesis, which intermediate results a theorem depends on.

Practical application 2: reasoning

Working with a definition teaches us about this definition. With no excuses, you need to learn these lessons.

If you want to reason “analogously”, you have to point out exactly which analogy you use. Is $\mathbb{Q}(\alpha)$ generated by a single element in the same way any finite separable field extension is?

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Here, it helps that the computer is a pedant.

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Sci-fi utopia: replace Sage as a quick tool for checking whether some property is true, with a computer program that does computation with numbers and reasoning with proofs.

Practical application 3: learning

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Computer science logic courses have been using proof assistants for years, and maths courses are starting to use them too.

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Sci-fi utopia: the computer does grading, explaining and writing textbooks for you. If you need to check a fact, you can search through a huge library of mathematics instantly.

Non-practical application

To me, doing formal mathematics can be just as fun and beautiful as pen and paper. Formal proofs can look just as elegant as proofs on paper with the right eye.

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To me, doing formal mathematics can be just as fun and beautiful as pen and paper. Formal proofs can look just as elegant as proofs on paper with the right eye.

Interactivity makes proving like playing a video game.

Sci-fi utopia: the newspaper crossword is replaced with an unformalized theorem.

Our formal future

Formalization is not just an obscure computer scientist / logician hobby.

An increasing number of mathematicians are getting interested.

Increasing awareness of formal mathematics

Formalization is not just an obscure computer scientist / logician hobby.

An increasing number of mathematicians are getting interested.

In the near future, formalizing each paper is still not feasible. I expect we'll see people regularly formalizing tricky parts of their proofs.

Automating away the boring parts

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I am not aware of much automation focussed on creating new definitions and theorems, just proving existing ones. Human mathematicians will still be needed to judge the value of new results.

Replacing human mathematicians

If the future is formal, it means we need more mathematicians, since formalizing mathematics opens up new areas of research and at best helping with the boring work, at worst creating new boring work.

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The job of mathematician may change, it will not disappear yet.

Conclusion

The best way to predict the future is to build it.

This is the future I want to build: by translating our mathematics into a computer language, we unlock a new, interesting field of study and we gain a powerful ally for computation and for reasoning.