

# First-Order Theorem Proving and Vampire

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for(sy)te  Informatics



# Outline

Setting the Scene

Getting Started

# Automated Reasoning by First-Order Theorem Proving

In a vague sense, **automated reasoning** involves

1. Representing a problem as a mathematical/logical statement
2. Automatically checking this statement's **consistency** or **truth**

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There are lots of places where we can apply automated reasoning.  
For example,

- ▶ Proving software correctness (partial/total correctness)
- ▶ Generating loop invariants
- ▶ Program synthesis
- ▶ Model checking
- ▶ **Your idea?**

# Kinds of Automated Reasoning

Given a statement  $S$  we can establish different conclusions about it

- ▶ **Consistency** - there is a way of making  $S$  true
- ▶ **Inconsistency** - there is no way of making  $S$  true
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We can look at these three notions from two different views.

	Semantic view	Syntactic view
$S$ is consistent	Has a model	No proof of $\perp$ from $S$
$S$ is inconsistent	No model	A proof of $\perp$ from $S$
$S$ is valid	True in all models	A proof of $\perp$ from $\neg S$

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## Notes

1. Here we have focussed only on proofs of inconsistency.
2. Consistency is commonly referred to as **satisfiability**

# Kinds of Automated Reasoners

	Input	Example(s)
SAT Solvers	Propositional formulae	MiniSat
SMT Solvers	(First-order) formulae + theories	Z3,CVC4
Theorem Provers	First-order formulae (+ theories)	Vampire,E
Proof Assistants (interactive)	High-order formulae	Isabelle,Coq



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Above the line focus on **models** and might be **decidable**. Below the line focus on **proofs** and are rarely **decidable**.

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VAMPIRE: an automated first-order theorem prover

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Go to

`https://vprover.github.io/download.html`

and pick the route most suitable to you.

Notes:

- ▶ For Linux users, a binary is probably the easiest route
- ▶ For Mac users, you need to build from source
  - ▶ run `make vampire_rel`
- ▶ For Windows users, the easiest route for this tutorial is a virtual machine and then use Linux

# First-Order Theorem Proving. Example

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**More formally:** in a group “**assuming** that  $x^2 = 1$  for all  $x$  **prove** that  $x \cdot y = y \cdot x$  holds for all  $x, y$ .”

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**What is implicit:** axioms of the group theory.

$$\forall x(1 \cdot x = x)$$

$$\forall x(x^{-1} \cdot x = 1)$$

$$\forall x \forall y \forall z((x \cdot y) \cdot z = x \cdot (y \cdot z))$$



# Formulation in First-Order Logic

Axioms (of group theory):  $\forall x(1 \cdot x = x)$   
 $\forall x(x^{-1} \cdot x = 1)$   
 $\forall x \forall y \forall z((x \cdot y) \cdot z = x \cdot (y \cdot z))$

Assumptions:  $\forall x(x \cdot x = 1)$

---

Conjecture:  $\forall x \forall y(x \cdot y = y \cdot x)$

# In the TPTP Syntax

The **TPTP** library (**T**housands of **P**roblems for **T**heorem **P**rovers), <http://www.tptp.org> contains a large collection of first-order problems.

For representing these problems it uses the **TPTP syntax**, which is understood by all modern theorem provers, including Vampire.

## In the TPTP Syntax

In the TPTP syntax this group theory problem can be written down as follows:

```
%---- 1 * x = x
fof(left_identity,axiom,
     ! [X] : mult(e,X) = X).
%---- i(x) * x = 1
fof(left_inverse,axiom,
     ! [X] : mult(inverse(X),X) = e).
%---- (x * y) * z = x * (y * z)
fof(associativity,axiom,
     ! [X,Y,Z] : mult(mult(X,Y),Z) = mult(X,mult(Y,Z))).
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# Running Vampire of a TPTP file

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One can also run Vampire with various options, some of them will be explained later. For example, save the group theory problem in a file `group.tptp` and try

```
vampire --thanks <your name> group.tptp
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# First-Order Logic (FOL) and TPTP

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In TPTP: Variable names start with upper-case letters.
- ▶ **Terms**: variables, constants, and expressions  $f(t_1, \dots, t_n)$ , where  $f$  is a function symbol of arity  $n$  and  $t_1, \dots, t_n$  are terms.



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- ▶ **Atomic formula:** expression  $p(t_1, \dots, t_n)$ , where  $p$  is a predicate symbol of arity  $n$  and  $t_1, \dots, t_n$  are terms. Formulas denote **properties of domain elements**.
- ▶ All symbols are uninterpreted, apart from equality  $=$ .

# First-Order Logic and TPTP

FOL	TPTP
$\perp, \top$	<code>\$false, \$true</code>
$\neg a$	<code>~a</code>
$a_1 \wedge \dots \wedge a_n$	<code>a1 &amp; ... &amp; an</code>
$a_1 \vee \dots \vee a_n$	<code>a1   ...   an</code>
$a_1 \rightarrow a_2$	<code>a1 =&gt; a2</code>
$(\forall x_1) \dots (\forall x_n) a$	<code>! [X1, ..., Xn] : a</code>
$(\exists x_1) \dots (\exists x_n) a$	<code>? [X1, ..., Xn] : a</code>

## More on the TPTP Syntax

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- ▶ Comments
- ▶ Input formula names

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- ▶ Input formula names and roles

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## More on the TPTP Syntax

- ▶ Comments
- ▶ Input formula names and roles
- ▶ Equality

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## Proof by Vampire (Slightly Modified)

Refutation found.

```
270. $false [trivial inequality removal 269]
269. mult(sk0,sk1) != mult (sk0,sk1) [superposition 14,125]
125. mult(X2,X3) = mult(X3,X2) [superposition 21,90]
90. mult(X4,mult(X3,X4)) = X3 [forward demodulation 75,27]
75. mult(inverse(X3),e) = mult(X4,mult(X3,X4)) [superposition 22,19]
27. mult(inverse(X2),e) = X2 [superposition 21,11]
22. mult(inverse(X4),mult(X4,X5)) = X5 [forward demodulation 17,10]
21. mult(X0,mult(X0,X1)) = X1 [forward demodulation 15,10]
19. e = mult(X0,mult(X1,mult(X0,X1))) [superposition 12,13]
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15. mult(e,X1) = mult(X0,mult(X0,X1)) [superposition 12,13]
14. mult(sk0,sk1) != mult(sk1,sk0) [cnf transformation 9]
13. e = mult(X0,X0) [cnf transformation 4]
12. mult(X0,mult(X1,X2)) = mult(mult(X0,X1),X2) [cnf transformation 3]
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9. mult(sk0,sk1) != mult(sk1,sk0) [skolemisation 7,8]
8. ?[X0,X1]: mult(X0,X1)!=mult(X1,X0)<=>mult(sk0,sk1)!=mult(sk1,sk0) [choice]
7. ?[X0,X1]: mult(X0,X1) != mult(X1,X0) [ennf transformation 6]
6. ~![X0,X1]: mult(X0,X1) = mult(X1,X0) [negated conjecture 5]
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- ▶ **Completely automatic:** once you started a proof attempt, it can only be interrupted by terminating the process.
- ▶ **Champion** of the CASC world-cup in first-order theorem proving: won CASC > 50 times.



# Recap – What an Automatic Theorem Prover is Expected to Do

## Input:

- ▶ a set of **axioms** (first order formulas) or clauses;
- ▶ a **conjecture** (first-order formula or set of clauses).

## Output:

- ▶ **proof** (hopefully).

## Proof by Refutation

Given a problem with axioms and assumptions  $F_1, \dots, F_n$  and conjecture  $G$ ,

1. negate the conjecture;
2. establish **unsatisfiability** of the set of formulas  $F_1, \dots, F_n, \neg G$ .

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Thus, we reduce the theorem proving problem to the problem of **checking unsatisfiability**.

In this formulation the negation of the conjecture  $\neg G$  is treated like any other formula.

In fact, Vampire (and other provers) **internally treat conjectures differently, to make proof search more goal-oriented**.



## General Scheme (simplified)

- ▶ Read a problem;
- ▶ Determine proof-search options to be used for this problem;
- ▶ Preprocess the problem;
- ▶ Convert it into CNF;
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Trying to derive *false* using a saturation algorithm is the **hardest part**, which in practice may not terminate or run out of memory.