

# MMT: A UniFormal Approach to Knowledge Representation

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# About Me

# My Background

## ▶ Areas

- ▶ theoretical foundations

logic, programming languages foundations of mathematics

- ▶ formal knowledge representation

specification, formalized mathematics, ontologies, programming

- ▶ scalable applications

module systems, libraries, system integration

## ▶ Methods

- ▶ survey and abstract

understand fundamental concepts

- ▶ relate and transfer

unify different research areas

- ▶ long-term investment

identify stable ideas, do them right

- ▶ modularity and reuse

maximize sharing across languages, tools

# My Vision

## UniFormal

a universal framework for the formal representation of knowledge

- ▶ integrate all domains  
specification, deduction, computation, mathematics, ...
- ▶ integrate all formal systems  
logics, programming languages, foundations of mathematics, ...
- ▶ integrate all applications  
theorem provers, library managers, IDEs, wikis ...

My (evolving, partial) solution: MMT framework

- ▶ a uniformal knowledge representation framework  
developed since 2006, ~ 100,000 loc, ~ 500 pages of publications
- ▶ allows foundation-independent solutions  
module system, type reconstruction, ...  
IDE, search, build system, library, ...

<http://uniformal.github.io/>

# Motivation

# Logic in Computer Science

- ▶ ~ 1930: computer science — vision of mechanizing logic
- ▶ Competition between multiple logics
  - ▶ axiomatic set theory: ZF(C), GBvN, ...
  - ▶  $\lambda$ -calculus:
    - ▶ typed or untyped
    - ▶ Church-style or Curry-style
  - ▶ new types of logic     **modal, intuitionistic, paraconsistent, ...**
- ▶ Diversification into **many different logics**
  - ▶ fine-tuned for diverse problem domains  
**far beyond predicate calculus**
  - ▶ deep automation support  
**decision problems, model finding, proof search, ...**
  - ▶ extensions towards programming languages

## History of Formal Systems

- ▶ late 19th century: formal axiomatizations
- ▶ ~ 1900: paradoxa in logic, mathematics
- ▶ ~ 1920s: vision of mechanizing logic
- ▶ ~ 1930s: birth of computer science

### Desire for automating

- ▶ formal representation
- ▶ computation
- ▶ logical proof

Universal approach to intertwined problems

### Competition between multiple languages

- ▶ axiomatic set theory: ZF, GBvN, ...
- ▶ type theory: Principia Mathematica,  $\lambda$ -calculus
- ▶ new logics: modal, intuitionistic, advanced type systems...

Diversification into many different languages

## Selected Major Successes

### Verified mathematical proofs

- ▶ 2006–2012: Gonthier et al., Feit-Thompson theorem  
170,000 lines of human-written formal logic
- ▶ 2003–2014: Hales et. al., Kepler conjecture (Flyspeck)  
> 5,000 processor hours needed to check proof

### Software verification

- ▶ 2004–2010: Klein et al., L4 micro-kernel operating system  
390,000 lines of human-written formal logic
- ▶ since 2005: Leroy et al., C compiler (CompCert)  
almost complete, high performance

### Knowledge-based Artificial intelligence

- ▶ since 1984: Lenat et al., common knowledge (CyC)  
2 million facts in public version
- ▶ since 2000: Pease et. al., foundation ontology (SUMO)  
25,000 concepts

## Future Challenges

Huge potential, still mostly unrealized

Applications must reach **much larger scales**

- ▶ software verification successes dwarfed by practical needs  
internet security, safety-critical systems, ...
- ▶ automation of math barely taken seriously by mathematicians

Applications must become **much cheaper**

- ▶ mostly research prototypes
- ▶ usually require PhD in logic
- ▶ tough learning curve
- ▶ time-intensive formalization

# The Dilemma of Fixed Foundations

Each system fixes a logic and/or programming language

- ▶ type theories, set theories, first-order logics, higher-order logics, ...  
ACL2, Coq, HOL, Isabelle/HOL, Matita, Mizar, Nuprl, PVS, ...
- ▶ functional, imperative, inheritance-oriented, soft typing ...  
Axiom, Sage, GAP, Maple, ...
- ▶ Foundation-specific results  
contrast to mathematics: foundation left implicit
- ▶ All systems **mutually incompatible**

Exacerbates the other bottlenecks

- ▶ Human resource bottleneck
  - ▶ no reuse across systems
  - ▶ very slow evolution of systems
- ▶ Knowledge management bottleneck
  - ▶ retrofitting to fixed foundation systems very difficult  
can be easier to restart from scratch
  - ▶ best case scenario: duplicate effort for each system

## Two Formidable Bottlenecks

Each system requires  $\approx 100$  person-year investment to

- ▶ design the foundational logic
- ▶ implement it in a computer system
- ▶ build and verify a collection of formal definitions and theorems  
e.g., covering undergraduate mathematics
- ▶ apply to practical problems

human resource bottleneck

New scales brought new challenges

- ▶ no good search for previous results  
reproving can be faster than finding a theorem
- ▶ no change management support  
system updates often break previous work
- ▶ no good user interfaces  
far behind software engineering IDEs

knowledge management bottleneck

## Example Problems

### Collaborative QED Project, 1994

- ▶ high-profile attempt at building single library of formal mathematics
- ▶ failed partially due to disagreement on foundational logic

### Voevodsky's Homotopy Type Theory, since 2012

- ▶ high-profile mathematician interested in applying logic
- ▶ his first result: design of a new foundation

### Multiple 100 person-year libraries of mathematics

- ▶ developed over the last  $\sim 30$  years
- ▶ overlapping but mutually incompatible    **major duplication of efforts**
- ▶ translations mostly infeasible

### Hales's Kepler Proof

- ▶ distributed over two separate implementations of the **same** logic
- ▶ little hope of merging

# Vision

## UniFormal

a universal framework for the  
formal representation of all knowledge and its semantics  
in math, logic, and computer science

- ▶ Avoid fixing languages wherever possible . . .
- ▶ . . . and instantiate them for different languages
- ▶ Use formal meta-languages in which to define languages . . .
- ▶ . . . and avoid fixing even the meta-language
- ▶ Obtain **foundation-independent results**
  - ▶ Representation languages
  - ▶ Soundness-critical algorithms
  - ▶ Knowledge management services
  - ▶ User-facing applications

# MMT as a UniFormal Framework

# MMT = Meta-Meta-Theory/Tool

*few primitives ... that unify different domain concepts*

- ▶ tiny but universal grammar for expressions  
syntax trees with binding
- ▶ standardized semantics of identifiers crucial for interoperability
- ▶ high-level definitions derivation, model, soundness, ...
- ▶ no built-in logic or type system all algorithms parametric
- ▶ theories and theory morphisms for large scale structure  
translation, interpretation, semantics, ...

Mathematics	Logic	Universal Logic	Foundation- Independence
			MMT
		meta-languages	
	logic, programming language, ...		
domain knowledge			

## Disclaimer: MMT is not a proof assistant

### MMT allows

- ▶ defining/implementing formal systems
- ▶ reasoning in an about them
- ▶ building and integrating libraries
- ▶ developing language-independent support tools

### Why is none of the support tools a proof assistant?

- ▶ easy to do, very hard to become competitive
- ▶ difficult for student projects
- ▶ unclear how to integrate
  - ▶ logic-independent methods
  - ▶ dedicated logic-specific ones

## MMT is Kind of Like

(allowing for a grain of salt)

### Isabelle but

- ▶ no built-in  $\lambda$ -calculus
- ▶ no good proof support (yet)

### Twelf but

- ▶ users can change the logical framework flexibly
- ▶ more knowledge management

### QED project but

- ▶ actually attempted
- ▶ individual proof assistant libraries not integrated yet

## Subsume All Aspects of Knowledge

- ▶ Narration: informal-but-rigorous math  
needed for human consumption
- ▶ Deduction: logic and type systems  
needed for machine understanding
- ▶ Computation: data structures and algorithms  
needed for practical applications
- ▶ Data: tabulate large sets and functions  
needed for examples, exploration and efficiency

Deduction

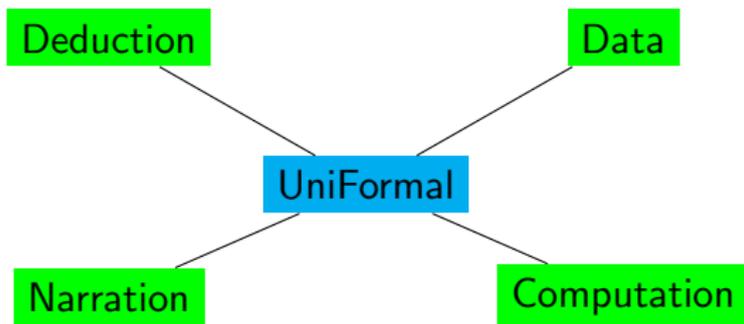
Data

Narration

Computation

## Subsume All Aspects of Knowledge

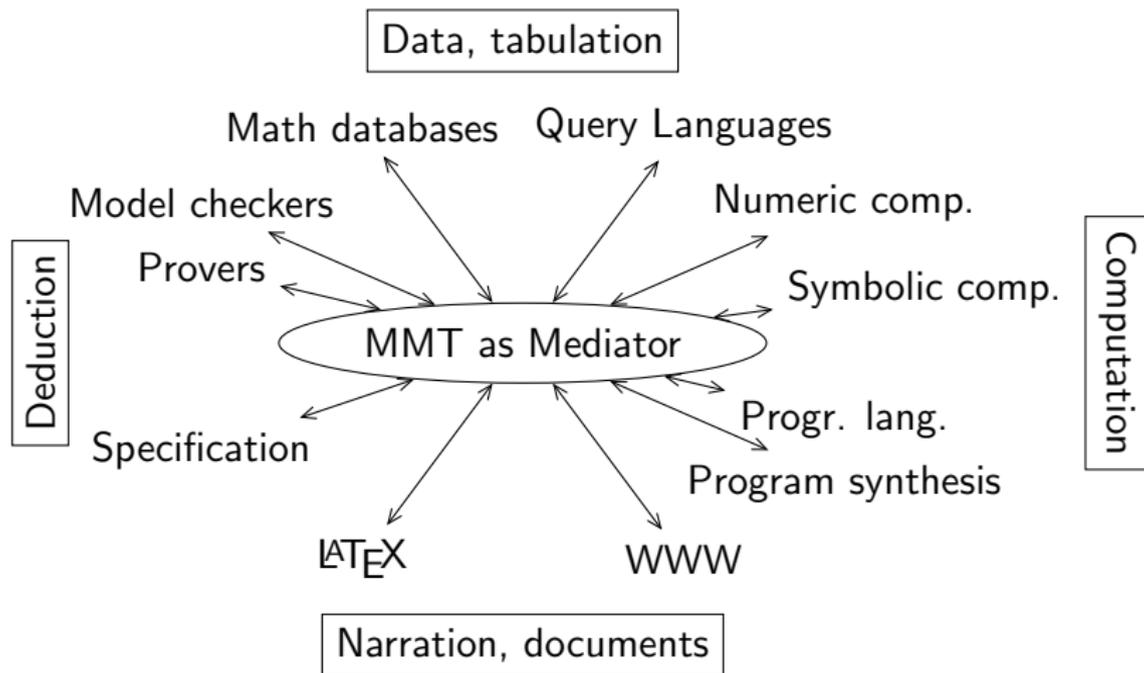
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needed for machine understanding
- ▶ Computation: data structures and algorithms  
needed for practical applications
- ▶ Data: tabulate large sets and functions  
needed for examples, exploration and efficiency
- ▶ Universal representation language  
key to universality, inter-operability



## MMT as System Integration Platform

All system interfaces formalized in MMT

→ semantics-aware tool integration while maintaining existing work flows



## Basic Concepts

### Design principle

- ▶ few orthogonal concepts
- ▶ uniform representations of diverse languages

sweet spot in the expressivity-simplicity trade off

### Concepts

- ▶ theory = named set of declarations
  - ▶ foundations, logics, type theories, classes, specifications, ...
- ▶ theory morphism = compositional translation
  - ▶ inclusions, translations, models, katamorphisms, ...
- ▶ constant = named atomic declaration
  - ▶ function symbols, theorems, rules, ...
  - ▶ may have type, definition, notation
- ▶ term = unnamed complex entity, formed from constants
  - ▶ expressions, types, formulas, proofs, ...
- ▶ typing  $\vdash_{\mathcal{T}} s : t$  between terms relative to a theory
  - ▶ well-formedness, truth, consequence ...

# Example: Propositional Logic in the MMT IDE

The screenshot shows the MMT IDE interface. On the left is a file browser showing a tree structure of the project files, including a 'theory PL' folder. The main window displays the source code for the theory 'PL' in the namespace 'http://cds.omdoc.org/examples'. The code defines the basic concepts and constructors of propositional logic.

```

namespace http://cds.omdoc.org/examples

// @_title Propositional Logic in MMT
// @_author Florian Rabe

/T
Intuitionistic propositional logic with natural deduction rules and a few example proofs

theory PL : ur:?LF =

# :types The Basic Concepts

/T the type of propositions
prop : type

# Constructors

/T The constructors provide the expressions of the types above.

and  : prop → prop → prop | # 1 ∧ 2 prec 15
impl : prop → prop → prop | # 1 * 2 prec 10

/T Equivalence is defined such that for [F:prop,G:prop] we define $F*$G$ as $(F * G) ∧ (G * F)$.
equiv : prop → prop → prop | # 1 * 2 prec 10
      = [x,y] (x = y) ∧ (y = x)
  
```

## Small Scale Example (1)

Logical frameworks in MMT

```

theory LF {
  type
  Pi      #  $\Pi V1 . 2$                                 name[: type][#notation]
  arrow   #  $1 \rightarrow 2$ 
  lambda  #  $\lambda V1 . 2$ 
  apply   #  $1\ 2$ 
}

```

Logics in MMT/LF

```

theory Logic : LF {
  prop : type
  ded  : prop  $\rightarrow$  type #  $\vdash 1$                                 judgments-as-types
}
theory FOL : LF {
  include Logic
  term      : type                                higher-order abstract syntax
  forall    : (term  $\rightarrow$  prop)  $\rightarrow$  prop #  $\forall V1 . 2$ 
}

```

## Small Scale Example (2)

FOL from previous slide:

```

theory FOL: LF {
  include Logic
  term      : type
  forall    : (term → prop) → prop #  ∀ V1 . 2
}

```

Proof-theoretical semantics of FOL

```

theory FOLPF: LF {
  include FOL
  forallIntro : ΠF:term→prop .
                (Πx:term.⊢ (F x)) → ⊢ ∀(λx:term.F x)
  forallElim  : ΠF:term→prop .
                ⊢ ∀(λx:term.F x) → Πx:term.⊢ (F x)
}

```

rules are constants

## Small Scale Example (3)

FOL from previous slide:

```

theory FOL : LF {
  include Logic
  term      : type
  forall    : (term → prop) → prop #  ∀ V1 . 2
}

```

Algebraic theories in MMT/LF/FOL:

```

theory Magma : FOL {
  comp : term → term → term # 1 ∘ 2
}
theory SemiGroup : FOL {include Magma, ...}
theory CommutativeGroup : FOL {include SemiGroup, ...}
theory Ring : FOL {
  additive : CommutativeGroup
  multiplicative : Semigroup
  ...
}

```

# The UniFormal Library

## Large Scale Example: The LATIN Atlas

- ▶ DFG project 2009–2012 (with DFKI Bremen and Jacobs Univ.)
- ▶ Highly modular network of little logic formalizations
  - ▶ separate theory for each
    - ▶ connective/quantifier
    - ▶ type operator
    - ▶ controversial axioms e.g., excluded middle, choice, ...
    - ▶ base type
  - ▶ reference catalog of standardized logics
  - ▶ documentation platform
- ▶ Written in MMT/LF
- ▶ 4 years, with  $\sim 10$  students,  $\sim 1000$  modules

# The LATIN Atlas of Logical Systems

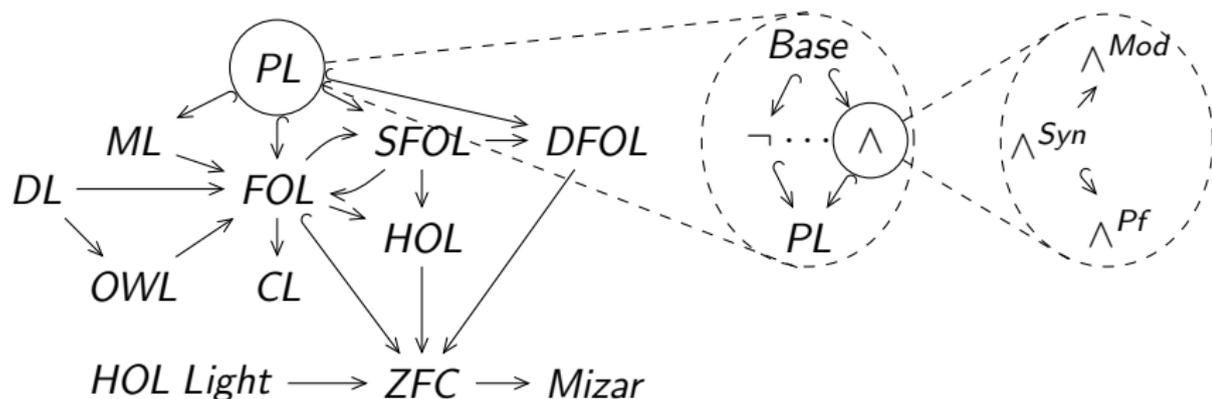
It's big — that's me pointing at first-order logic



## Logic Diagrams in LATIN

An example fragment of the LATIN logic diagram

- ▶ nodes: MMT/LF theories
- ▶ edges: MMT/LF theory morphisms

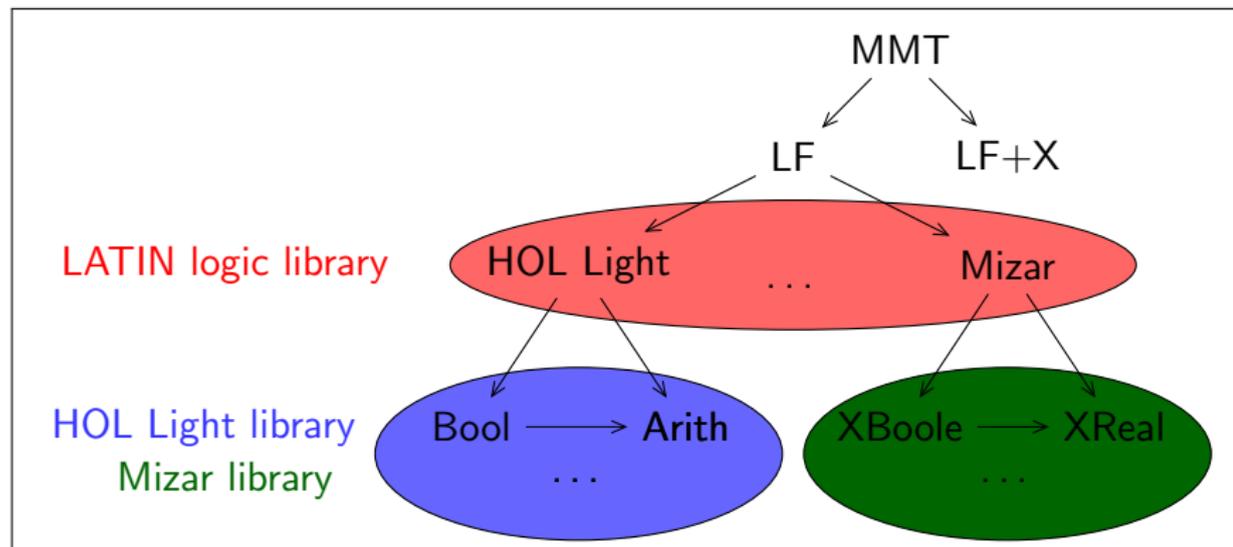


- ▶ each node is root for library of that logic
- ▶ each edge yields library translation functor

library *integration* very difficult though

## OAF: Integration of Proof Assistant Libraries

- ▶ DFG project, 2014–2020, 15 contributors
- ▶ Big, overlapping libraries joined in MMT as the uniform representation language > 100 GB XML in total  
Mizar, HOL systems, IMPS, Coq, PVS, Isabelle...
- ▶ enables archival, comparison, integration



# OpenDreamKit: Virtual Math Research Environments

- ▶ EU project, 2015-2019, 15 sites, 25 partners  
<http://opendreamkit.org/>
- ▶ MMT as mediator system
  - ▶ system-independent formalization of math > 200 theories  
no proofs, no algorithms
  - ▶ integration of math computation systems  
SageMath, GAP, Singular: services interfaces defined in MMT
  - ▶ ... and math databases  
LMFDB, OEIS: database schemas defined in MMT

## Example: dynamic retrieval

- ▶ SageMath user needs 13th transitive group with conductor 5
- ▶ SageMath queries MMT
- ▶ MMT retrieves it from LMFDB, translates it to SageMath syntax

## OAF Overview

GitHub-like but for MMT projects <https://gl.mathhub.info>

- ▶ 251 Repositories
- ▶ 187 Users

For example:

Language	Library	Modules	Declarations
MMT	Math-in-the-Middle	220	826
LF	LATIN	529	2,824
PVS	Prelude+NASA	974	24,084
Isabelle	Distribution+AFP	12,318	2,116,638
HOL Light	Basic	189	22,830
Coq	> 50 in total	1,979	167,797
Mizar	MML	1,194	69,710
SageMath	Distribution	1,399	
GAP	Library		9,050

## OAF Example: The Isabelle Library

One of the most mature and widely used proof assistants

- ▶ 82 out of Wiedijk's top 100 math theorems formally proved
- ▶ L4 microkernel verification:  $> 10^5$  loc
- ▶ Archive of Formal Proof  
 $> 300$  authors,  $> 500$  articles,  $> 10^5$  lemmas,  $> 10^6$  loc

Exported entire content to MMT

with M. Wenzel

- ▶  $\approx 9$  person-months of work
- ▶ input
  - ▶  $> 10k$  theories/locales,  $> 1M$  definitions and theorems
  - ▶  $> 7000$  files, 160 MB text (30 MB compressed)
- ▶ output (without proofs)
  - ▶ 65 GB XML (310 MB compressed)
  - ▶ 2M RDF individuals, 400M triples
- ▶ resource use: 8 cores, 80 GB RAM, 20h

## Current Case Study: Universal Algebra

### Algebraic hierarchy

- ▶ Easy and elegant to formalize in MMT
- ▶ But numerous generic operators  
homomorphisms, congruences, submodels, ...
- ▶ Tedious and error-prone to formalize individually

### Diagram Operators

with Carette/Farmer/Sharoda

- ▶ Functors in the category of theories
- ▶ Natural transformations between them
- ▶ Preserve modular structure  
crucial to obtain human-readable theories
- ▶ Allow systematically generating large diagrams

# Discussion

# Foundation-Independent Development

## Typical workflow

1. choose foundation  
type theories, set theories, first-order logics, higher-order logics, ...
2. implement kernel
3. build support algorithms                      reconstruction, proving, editor, ...
4. build library

## Foundation-independent workflow in MMT

1. MMT provides generic kernel  
no built-in bias towards any foundation
2. build support algorithms on top of MMT
3. choose foundation(s)
4. customize MMT kernel for foundation(s)
5. build foundation-spanning universal library

## Advantages

- ▶ Avoids segregation into mutually incompatible systems
- ▶ Formulate maximally general results
  - meta-theorems, algorithms, formalizations
- ▶ Rapid prototyping for logic systems
  - customize MMT as needed, reuse everything else
- ▶ Separation of concerns between
  - ▶ foundation developers
  - ▶ support service developers: search, axiom selection, ...
  - ▶ application developers: IDE, proof assistant, wiki, ...
- ▶ Allows evolving foundation along the way
  - design flaws often apparent only much later
- ▶ Migrate formalizations when systems die
- ▶ Archive formalizations for future rediscovery

# Paradigms

- ▶ judgments as types, proofs as terms  
unifies expressions and derivations
- ▶ higher-order abstract syntax unifies operators and binders
- ▶ category of theories and theory morphisms
  - ▶ languages as theories  
unifies logical theories, logics, foundations
  - ▶ relations as theory morphisms  
unifies modularity, interpretations, representation theorems
- ▶ institution-style abstract model theory  
uniform abstract concepts
- ▶ models as morphisms (categorical logic)  
unifies models and translations and semantic interpretations

# MMT Tool

## Mature implementation

- ▶ API for representation language      foundation-independent
- ▶ Collection of reusable algorithms  
no commitment to particular application
- ▶ Extensible wherever reasonable  
storage backends, file formats, user interfaces, ...  
operators and rules, language features, checkers, ...

## Separation of concerns between

- ▶ Foundation developers      e.g., language primitives, rules
- ▶ Service developers      e.g., search, theorem prover
- ▶ Application developers      e.g., IDE, proof assistant

Yields rapid prototyping for logic systems

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Yields rapid prototyping for logic systems

But how much can really be done foundation-independently?

MMT shows: not everything, but a lot

OpenDreamKit

# Virtual Research Environments for Mathematics

- ▶ OpenDreamKit project 2015-2019 open PhD positions!  
EU project, 15 sites, 25 partners  
<http://opendreamkit.org/>
- ▶ Support full life-cycle
  - ▶ exploration, development, and publication
  - ▶ archival and sharing of data and computation
  - ▶ real mathematicians as target audience
- ▶ Key requirements
  - ▶ allow using any foundation  
any programming language, database
  - ▶ integrate narration, computation, databases
  - ▶ uniform user interfaces

## Math in the Middle Approach

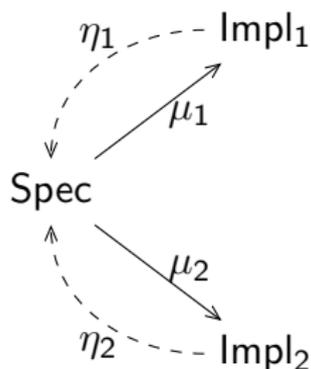
- ▶ Official definitions represented narratively  
MMT embedded into LaTeX to attach types
- ▶ Foundations written as MMT formal theories
- ▶ Computation: library interfaces exported as MMT theories
- ▶ Database schemata: written as formal MMT theories

Example work flow:

1. user input mentions specific object  
e.g., the 13th transitive group with conductor 5
2. Systems  $X$  queries MMT for 13a5
3. MMT retrieves object from connected databases  
e.g., LMFDb (L-functions and modular forms)
4. Database schema defines type and encoding of object
5. MMT builds 13a5 in high-level foundation
6. MMT exports 13a5 in input syntax of system  $X$

## Library Integration

- ▶ Spec: mathematical theory **axiomatic, foundation-independent**
- ▶  $\text{Impl}_i$ : implementation of Spec in system  $i$
- ▶  $\mu_i$ : theory morphism describing how Spec is realized  
**maps Spec-identifiers to their implementing objects**
- ▶  $\eta_i$ : partial inverse of  $\mu_i$



### Challenge:

- ▶ collect initial library of mathematical concepts
- ▶ collect alignments with individual libraries

# Mathematical Data Integration

## Challenges of mathematical datasets

- ▶ tables using complex mathematical finite graphs, elliptic curves, ...
- ▶ possibly huge number of rows e.g., enumeration of all finite groups
- ▶ possibly large entries e.g., large integers, polynomials

requires optimized and math-aware database

## Schema Theories

- ▶ MMT theory to represent relational table one constant per column
- ▶ MMT theory morphisms (= models) represent rows  
one interpretation per constant

## Standardized Codecs

- ▶ Represent math types as SQL types  
e.g., integers as lists of digits in base  $2^{64}$
- ▶ Annotate constants in schema theory with codec
- ▶ MMT generates SQL tables and integration with database

# MMT-Based Foundation-Independent Results

## Logical Result: Representation Language

- ▶ MMT theories uniformly represent
  - ▶ logics, set theories, type theories, algebraic theories, ontologies, ...
  - ▶ module system: state every result in smallest possible theory  
Bourbaki style applied to logic
- ▶ MMT theory morphisms uniformly represent
  - ▶ extension and inheritance
  - ▶ semantics and models
  - ▶ logic translations
- ▶ MMT objects uniformly represent
  - ▶ functions/predicates, axioms/theorems, inference rules, ...
  - ▶ expressions, types, formulas, proofs, ...
- ▶ **Reuse principle**: theorems preserved along morphisms

## Logical Result: Concepts

MMT allows coherent formal definitions of essential concepts

- ▶ Logics are MMT theories
- ▶ Foundations are MMT theories e.g., ZFC set theory
- ▶ Semantics is an MMT theory morphism  
e.g., from FOL to ZFC
- ▶ Logic translations are MMT theory morphisms
- ▶ Logic combinations are MMT colimits

## Logical Results: Algorithms

- ▶ Module system  
modularity transparent to foundation developer
- ▶ Concrete/abstract syntax  
notation-based parsing/presentation
- ▶ Interpreted symbols, literals  
external model/implementation reflected into MMT
- ▶ Type reconstruction  
foundation plugin supplies only core rules
- ▶ Simplification  
rule-based, integrated with type reconstruction
- ▶ Theorem proving?
- ▶ Code generation? Computation?

## Modular Framework Definitions in MMT

Individual features given by set of symbols, notations, rules

- ▶  $\lambda\Pi$
- ▶ Rewriting
- ▶ Polymorphism
- ▶ Subtyping (ongoing)
- ▶ ...

Language definitions are modular themselves

e.g.,  $\text{Dedukti} = \text{LF} + \text{rewriting}$

## Knowledge Management Results

- ▶ Change management recheck only if affected
- ▶ Project management indexing, building
- ▶ Extensible export infrastructure  
Scala, SVG graphs, LaTeX, HTML, ...
- ▶ Search, querying substitution-tree and relational index
- ▶ Browser interactive web browser
- ▶ Editing IDE-like graphical interface

# IDE

- ▶ Inspired by programming language IDEs
- ▶ Components
  - ▶ jEdit text editor (in Java): graphical interface
  - ▶ MMT API (in Scala)
  - ▶ jEdit plugin to tie them together

only ~ 1000 lines of glue code
- ▶ Features
  - ▶ outline view
  - ▶ error list
  - ▶ display of inferred information
  - ▶ type inference of subterms
  - ▶ hyperlinks: jump to definition
  - ▶ search interface
  - ▶ context-sensitive auto-completion: show identifiers that

## IDE: Example View

The screenshot shows the jEdit IDE with the file `pl.mmt` open. The main editor displays the following MMT code:

```

1 namespace http://cds.omdoc.org/examples
2 theory PL : http://cds.omdoc.org/urtheories?LF =
3   prop : type
4   ded  : prop → type
5   and  : prop → prop → prop
6   impl : prop → prop → prop
7   equiv : prop → prop → prop
8   = [x, y] (x ⇒ y) ∧ ded

```

The error message at the bottom of the IDE reads:

```

C:\other\oaff\test\source\examples\pl.mmt (1 error, 0 warnings)
8: invalid object: http://cds.omdoc.org/examples?PL?equiv?definition: ded
  argument must have domain type
  http://cds.omdoc.org/examples?PL; x:prop, y:prop |- ded : prop
  http://cds.omdoc.org/examples?PL; x:prop, y:prop |- prop→type = prop

```

The status bar at the bottom indicates the current position is 8,30 and there are 4 error(s) at 19:50.

## An Interactive Library Browser

- ▶ MMT content presented as HTML5+MathML pages
- ▶ Dynamic page updates via Ajax
- ▶ MMT used through HTTP interface with JavaScript wrapper
- ▶ Features
  - ▶ interactive display e.g., inferred types, redundant brackets
  - ▶ smart navigation via MMT ontology
    - can be synchronized with jEdit
  - ▶ dynamic computation of content
    - e.g., definition lookup, type inference
  - ▶ graph view: theory diagram as SVG

## Browser: Example View

## The MMT Web Server

[Graph View](#)
[Search](#)
[Administration](#)
[Help](#)

---

code.google.com / p / hol-light / source / browse / trunk ? bool

Style: html5

hollight

- ⊕ arith.omdoc
- ⊕ bool.omdoc
- ⊕ calc\_int.omdoc
- ⊕ calc\_num.omdoc
- ⊕ calc\_rat.omdoc
- ⊕ cart.omdoc
- ⊕ class.omdoc
- ⊕ define.omdoc
- ⊕ ind\_defs.omdoc
- ⊕ ind\_types.omdoc
- ⊕ int.omdoc
- ⊕ iterate.omdoc
- ⊕ lists.omdoc
- ⊕ nums.omdoc
- ⊕ pair.omdoc
- ⊕ real.omdoc
- ⊕ realarith.omdoc
- ⊕ relax.omdoc
- ⊕ sets.omdoc

**bool**

**T** [show/hide type](#) [show/hide onedim-notation](#) [show/hide tags](#) [show/hide metadata](#)

**T\_DEF** [show/hide type](#) [show/hide tags](#) [show/hide metadata](#)

**TRUTH** [show/hide type](#) [show/hide definition](#) [show/hide tags](#) [show/hide metadata](#)

**∧** [show/hide type](#) [show/hide onedim-notation](#) [show/hide tags](#) [show/hide metadata](#)

**AND\_DEF** [show/hide type](#) [show/hide tags](#) [show/hide metadata](#)

**⇒** [show/hide type](#) [show/hide onedim-notation](#) [show/hide tags](#) [show/hide metadata](#)

**IMP\_DEF** [show/hide type](#) [show/hide tags](#) [show/hide metadata](#)

**!** [show/hide type](#) [show/hide onedim-notation](#) [show/hide tags](#) [show/hide metadata](#)

**type**  $\{A : \text{holtype}\} (A \Rightarrow \text{bool}) \Rightarrow \text{bool}$

**onedim-notation** <http://latin.omdoc.org/foundations/hollight?Kernel?fun>

$\forall x:_. a$  (precedence 0)

**FORALL\_DEF** [show/hide type](#) [show/hide tags](#) [show/hide metadata](#)

**type**  $\{A : \text{holtype}\} \vdash (! A) = \lambda P:A \Rightarrow \text{bool} . P = \lambda x:A . T$

## Browser Features: 2-dimensional Notations

**REAL\_POW\_DIV**

show/hide type

show/hide definition

$$\text{type} \vdash \forall x:\text{real} . \forall y:\text{real} . \forall n:\text{num} . \left(\frac{x}{y}\right)^n = \frac{x^n}{y^n}$$

## Browser Features: Proof Trees

**The MMT Web Server**  
[Graph View](#) [Administration](#) [Help](#)

Style: html5      cds.omdoc.org / courses / 2013 / ACS1 / exercise\_10.mmt ? Problem3

acs1\_2013

- exercise\_10.omdoc
  - Problem2
  - Problem3**
  - Problem4
- example
- latin
- lmfdb
- mathscheme
- mml
- openmath
- test
- tptp
- urtheories

**theory Problem3 meta LF**

include : <http://cds.omdoc.org/examples?FOLEQNatDed>

circ : term → term → term

e : term

R : ⊢ ∀ x x ∘ e ≐ x

C : ⊢ ∀ x ∀ y x ∘ y ≐ y ∘ x

L : ⊢ ∀ x e ∘ x ≐ x

$$= \left[ \begin{array}{c} \frac{\frac{\frac{C\ e}{\vdash \forall y x \circ y \doteq y \circ e} \text{krallE } x}{\vdash e \circ x \doteq x \circ e} \text{krallE} \quad \frac{R\ x}{\vdash x \circ e \doteq x} \text{krallE}}{\vdash e \circ x \doteq x} \end{array} \right]$$
  

$$\vdash \forall x e \circ x \doteq x$$

Enter an object over theory: <http://cds.omdoc.org/courses/2013>

[x] x ∘ e

analyze  simplify

[x] x ∘ e

---

[x:term] term

reconstructed types >

implicit arguments >

**redundant brackets >** show

infer type >

simplify >

fold >

hide

## Browser Features: Type Inference

The screenshot shows a theorem prover interface with several theorem entries. A context menu is open over the first entry, listing various actions. The 'infer type' option is highlighted by the mouse cursor. A secondary window titled 'type' displays the inferred type for the selected theorem.

**FORALL\_DEF** show/hide type show/hide tags show/hide metadata  
type  $\{A:\text{holtype}\} \vdash (!A) = \lambda P:A \Rightarrow \text{bool}. P = \lambda x:A.T$

- reconstructed types >
- implicit arguments >
- redundant brackets >
- infer type** (selected)
- simplify
- fold

**type**  
 $(A \Rightarrow \text{bool}) \Rightarrow \text{bool}$

**? show/hide type**

**EXISTS\_DEF** show/hide type

**✓ show/hide type**

**OR\_DEF** show/hide type

**F** show/hide type  
type bool

## Browser Features: Parsing

Enter an object over theory:

analyze  simplify

result:  $[x] \forall y. \exists z. y =_{\text{num}} x + z$

inferred type:  $\{x : \text{num}\} \text{bool}$

## Example Service: Search

Enter Java regular expressions to filter based on the URI of a declaration

Namespace

Theory

Name

Enter an expression over theory

Use  $\$x,y,z$ :query to enter unification variables.

Search

type of **MOD\_EQ**

$\vdash \forall m:\text{num} . \forall n:\text{num} . \forall p:\text{num} . \forall q:\text{num} . m = n + q * p \implies m \text{ MOD } p = n \text{ MOD } p$

type of **MOD\_MULT\_ADD**

$\vdash \forall m:\text{num} . \forall n:\text{num} . \forall p:\text{num} . (m * n + p) \text{ MOD } n = p \text{ MOD } n$

## Example Service: Theory Graph Viewer

Theory graphs with 1000s of nodes

→ special visualization tools needed

recently even in 3D



demo at <https://www.youtube.com/watch?v=Mx7HSWD5dwg>

## Envisioned: A Generic Theorem Prover

- ▶ Theorem proving currently highly logic-specific
- ▶ But many successful designs actually logic-independent, e.g.,
  - ▶ Declarative proof languages
  - ▶ Tactic languages
  - ▶ Integration of decision procedures
  - ▶ Axiom selection
  - ▶ Modularity

### Claim

- ▶ Logic-specific implementations a historical accident
- ▶ Possible to build MMT level proving technology

## Envisioned: Computational Knowledge

- ▶ So far: MMT focuses on declarative formal languages
- ▶ Goal: extend to programming languages
  - ▶ understand key concepts foundation-independently  
state/effects, recursion, inheritance, ...
  - ▶ represent features modularly
  - ▶ freely mix logic and computation      share declarative aspects
- ▶ Syntax is (kind of) easy:
  - ▶ programming languages are MMT theories
  - ▶ classes/modules are MMT theories
  - ▶ programs are expressions
- ▶ Semantics is open question: What is the general judgment?

# Big Challenges

## Exporting System Libraries

Major interoperability obstacle

- ▶ Communities very focused on
  - ▶ honing their system
  - ▶ curating their library
- ▶ Little effort for making libraries accessible
- ▶ Slowly improving
  - ▶ more people interested in sharing and generic tools
  - ▶ OAF a driving force

MMT good candidate for truly universal standard

# Universal Library of Elementary Knowledge

## Requirements

- ▶ language-independent
- ▶ system-independent
- ▶ easy to write for practitioners

## Vision

- ▶ Central library uses modular library of language features
- ▶ Focus on names, types, properties     no definitions, no proofs
- ▶ Individual contributions piece together minimal needed language
- ▶ All existing systems
  - ▶ remain in use     e.g., for optimized proof support
  - ▶ allow refactoring results for submission to central library

## Summary

- ▶ MMT: foundation-independent framework for declarative languages
  - ▶ representation language
  - ▶ implementation
- ▶ Easy to instantiate with specific foundations
  - ▶ **rapid prototyping logic systems**
- ▶ Deep foundation-independent results
  - ▶ logical: parsing, type reconstruction, module system, ...
  - ▶ knowledge management: search, browser, IDE, ...
- ▶ MMT quite mature now, ready for larger applications
  - ▶ **about to break even**
- ▶ Serious contender for
  - ▶ universal library
  - ▶ generic applications/services
  - ▶ system integration/combination

# Details

## Further Resources

### Web sites

- ▶ MMT: <http://uniformal.github.io>
- ▶ OAF: <http://gl.mathhub.info/>

Selected publications all available from <https://kwarc.info/people/frabe>

- ▶ the original paper on the MMT language (I&C 2013, with M. Kohlhase):  
*A Scalable Module System*
- ▶ a more recent paper on the MMT approach to logic (JLC 2014):  
*How to Identify, Translate, and Combine Logics?*
- ▶ a high-level paper on the goals of MMT (Log Univ 2015):  
*The Future of Logic: Foundation-Independence*
- ▶ the main technical result of MMT type checker (ToCL 2018):  
*A Modular Type Reconstruction Algorithm*
- ▶ Foundations in LATIN: (MSCS 2011, with M. Iancu)  
*Formalizing Foundations of Mathematics*
- ▶ Modular logics in LATIN (TCS 2011, with F. Horozal):  
*Representing Model Theory in a Type-Theoretical Logical Framework*
- ▶ the motivation paper on OAF (JFR 2015, with M. Kohlhase)  
*QED Reloaded*
- ▶ the main results of OAF (JAR 2021, with M. Kohlhase)  
*Experiences from Exporting Major Proof Assistant Libraries*

## Details: Foundations

# Foundations

- ▶ Foundation = the most primitive formalism on which everything else is built
  - set theories, type theories, logics, category theory, ...
- ▶ We can fix the foundation once and for all — but which one?
- ▶ In math: usually implicit and arbitrary foundation
  - ▶ can be seen as avoiding subtle questions
  - ▶ but also as a strength: it's more general
- ▶ In CS: each system fixes its own foundational language
  - e.g., a variant of type theory or HOL
- ▶ Programming languages foundations as well
  - but representation of state in MMT still open problem

## Fixed Foundations

- ▶ Fixing foundation the first step of most implementations
  - often foundation and implementation have the same name
- ▶ No two implementations for the exact same foundation
  - even reimplementations diverge quickly
- ▶ Negative effects
  - ▶ isolated, mutually incompatible systems
    - no sharing of results, e.g., between proof assistants
  - ▶ no large scale libraries
    - each system's library starts from scratch
  - ▶ no library archival
    - libraries die with the system
  - ▶ comparison of systems difficult
    - no common problem set
  - ▶ slow evolution
    - evaluating a new idea can take years

## Details: Logical Frameworks

# Logical Frameworks

= meta-logic in which syntax and semantics of object logics are defined

## Advantages

- ▶ Universal concepts      expressions, substitution, typing, equality, ...
- ▶ Meta-reasoning                      consistency, logic translations, ...
- ▶ Rapid prototyping              type reconstruction, theorem proving, ...

## Simplicity vs. expressivity

- ▶ Meta-logic must be simple to be scalable, trustworthy
- ▶ Object logic must be expressive to be practical
- ▶ Big challenge for frameworks

# Designing Logical Frameworks

Typical =  $\lambda$ -calculus + X

## Problems

- ▶ Divergence due to choice of features
  - ▶ logic programming ( $\lambda$ -Prolog)
  - ▶ meta logic (Twelf, Abella)
  - ▶ proof assistant for object logic (Isabelle)
  - ▶ reasoning about contexts (Beluga)
  - ▶ rewriting (Dedukti)
  - ▶ user-defined unification hints (ELPI)
- ▶ Even hypothetical union not expressive enough
  - ▶ can handle textbook logics
  - ▶ but not real-life logics

FOL, HOL, etc.  
e.g., HOL Light, Mizar, PVS

# Customizable Formal Systems

## Parallel trend in formal system design

- ▶ increasingly complex problem domains  
e.g., mathematics, programming languages
- ▶ plain formalization introduces too many artifacts to be human-readable
- ▶ therefore: allow users to define how to interpret human input  
e.g., custom parsing, type reconstruction

## Examples:

- ▶ unification hints (Coq, Matita)
  - ▶ extra-logical declarations
  - ▶ allow users to guide incomplete algorithms (e.g., unification)
- ▶ meta-programming (Idris, Lean)
  - ▶ expose internal datatypes to user
  - ▶ allow users to program extensions in the language itself

## Details: MMT Syntax

## Abstract Syntax of Terms

### Key ideas

- ▶ no predefined constants
- ▶ single general syntax tree constructor  $c(\Gamma; \vec{E})$
- ▶  $c(\Gamma; \vec{E})$  binds variables and takes arguments
  - ▶ non-binding operators:  $\Gamma$  empty    e.g., `apply(·; f, a)` for  $(f a)$
  - ▶ typical binders:  $\Gamma$  and  $\vec{E}$  have length 1  
e.g., `lambda(x:A; t)` for  $\lambda x:A.t$

contexts	$\Gamma ::= (x[: E][= E])^*$
terms	$E ::=$
constants	$c$
variables	$x$
complex terms	$c(\Gamma; E^*)$

Terms are relative to theory  $T$  that declares the constants  $c$

## Concrete Syntax of Terms

- ▶ Theories may attach notation(s) to each constant declaration
- ▶ Notations of  $c$  introduce concrete syntax for  $c(\Gamma; \vec{E})$

e.g., for type theory

concrete syntax	constant declaration	abstract syntax
$E ::=$		
type	type #	type
$\Pi x : E_1. E_2$	Pi # $\Pi V1 . 2$	Pi( $x : E_1; E_2$ )
$E_1 \rightarrow E_2$	arrow # $1 \rightarrow 2$	arrow( $\cdot; E_1, E_2$ )
$\lambda x : E_1. E_2$	lambda # $\lambda V1 . 2$	lambda( $x : E_1; E_2$ )
$E_1 E_2$	apply # $1 2$	apply( $\cdot; E_1, E_2$ )

## Notations

MMT implements parsing and rendering foundation-independently  
 relative to notations declared in current theory

Notations			$(ARG \mid VAR \mid DELIM)^*[PREC]$
Bound variable	<i>VAR</i>	::=	$Vn$ for $n \in \mathbb{N}$
Argument	<i>ARG</i>	::=	$n$ for $n \in \mathbb{N}$
Delimiter	<i>DELIM</i>	::=	Unicode string
Precedence	<i>PREC</i>	::=	integer

Bound variables	<code>forall</code>	#	$\forall V1.2$
Mixfix	<code>setComprehension</code>	#	$\{V1 \in 2 \mid 3\}$
Argument sequences	<code>plus</code>	#	$1 + \dots$
Variable sequences	<code>forall</code>	#	$\forall V1, \dots.2$
Implicit arguments	<code>functionComposition</code>	#	$4 \circ 5$

## Abstract Syntax of Theories

- ▶ Theories are named lists of declarations
- ▶ Theory names yield globally unique identifiers for all constants
- ▶ Module system: Previously defined theories can be included/instantiated

theory declaration		$T = \{Dec^*\}$
	$Dec ::=$	
constant declaration		$c[: E][= E][\#Notation]$
theory inclusion		$include T$
theory instantiation		$structure c : T \text{ where } \{Dec^*\}$

Flattening: Every theory is semantically equivalent to one without inclusions/instantiations      **intuition: theories are named contexts**

## Details: Typing

## Judgments

- ▶ MMT terms subsume terms of specific languages
- ▶ Type systems singles out the well-typed terms

For any theory  $\Sigma$ :

$\vdash \Sigma$	$\mathcal{T} = \{\Sigma\}$ is a valid theory definition
$\vdash_{\mathcal{T}} \Gamma$	$\Gamma$ is a valid context
$\Gamma \vdash_{\mathcal{T}} t : A$	$t$ has type $A$
$\Gamma \vdash_{\mathcal{T}} E = E'$	$E$ and $E'$ are equal
$\Gamma \vdash_{\mathcal{T}} \_ : A$	$A$ is inhabitable

Two kinds of rules:

- ▶ MMT defines some global rules once and for all  
foundation-independent rules
  - ▶ declared in MMT theories, subject to scoping  
foundation-specific rules
- LF:  $\sim 10$  rules for LF,  $\sim 10$  lines of code each

## Foundation-Independent Rules

- ▶ Lookup rules for atomic terms over a theory  $T = \{\Sigma\}$

$$\frac{c : A \text{ in } \Sigma}{\vdash_T c : A} \qquad \frac{c = t \text{ in } \Sigma}{\vdash_T c = t}$$

- ▶ Equivalence and congruence rules for equality
- ▶ Rules for well-formed theories/contexts

$$\frac{\overline{\vdash \cdot} \quad \vdash \Sigma \quad [\vdash_{\Sigma} - : A] \quad [\vdash_T t : A]}{\vdash \Sigma, c[: A][= t]}$$

## Foundation-Specific Rules

### Adding rules

- ▶ declared in theories by referencing Scala objects
- ▶ subject to module system
- ▶ Scala objects developed outside of MMT, loaded at run-time
- ▶ contain arbitrary code, e.g., error reporting, tracing, I/O

only needed to set up a logical framework — then declarative rules  
or as fallback to tweak behavior

~ 10 kinds of rules, e.g.,

- ▶ simplification:  $\Gamma \vdash_{\mathcal{T}} E = ?$
- ▶ equality checking:  $\Gamma \vdash_{\mathcal{T}} E = E' ?$
- ▶ type inference:  $\Gamma \vdash_{\mathcal{T}} t : ?$
- ▶ type checking:  $\Gamma \vdash_{\mathcal{T}} t : A ?$
- ▶ proving:  $\Gamma \vdash_{\mathcal{T}} ? : A$

## Foundation-Specific Rules (2)

### 8 rules to get dependent functions

- ▶ type inference for  $\Pi$ ,  $\lambda$ , application
- ▶ checking+equality at  $\Pi$ -type
- ▶  $\beta$ -conversion
- ▶ deconstructing unknown types, applying unknown functions

straightforward to write  
module system, type reconstruction transparent to rules

### Other examples

- ▶ proof irrelevance
- ▶ generated rewrite rules
- ▶ algebraic simplification
- ▶ ...

## Type Reconstruction

Type checking:

- ▶ input: judgement, e.g.,  $\Gamma \vdash_{\mathcal{T}} t : A$
- ▶ output: true/false, error information

Type reconstruction

- ▶ input judgment with unknown meta-variables
  - ▶ implicit arguments, type parameters
  - ▶ omitted types of bound variables
- ▶ output: unique solution of meta-variables that makes judgement true
- ▶ much harder than type checking

MMT implements foundation-independent type reconstruction

- ▶ transparent to foundations
- ▶ no extra cost for foundation developer

# MMT's Type Reconstruction Algorithm

## Algorithm

- ▶ MMT implements foundation-independent rules
- ▶ visible foundation-specific rules collected from current context
- ▶ algorithm delegates to foundation-specific rules as needed

General algorithm takes care of

- ▶ unknown meta-variables
- ▶ delaying constraints
- ▶ definition expansion
- ▶ module system

transparent to foundation-specific rules

## Details: Theory Morphisms

# One More Basic Concept: Theory Morphisms

## Theories

- ▶ uniform representation of
  - ▶ foundations e.g., logical frameworks, set theories, ...
  - ▶ logics, type theories
  - ▶ domain theories e.g., algebra, arithmetic, ...
- ▶ little theories: state every result in smallest possible theory  
maximizes reuse

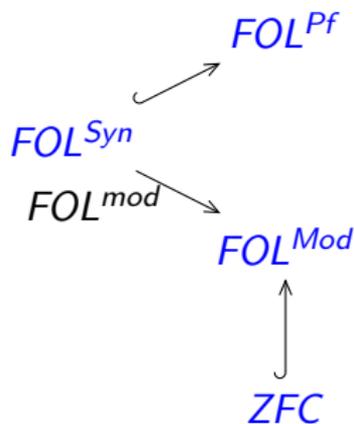
## Theory morphisms

- ▶ uniform representation of
  - ▶ extension e.g., Monoid  $\rightarrow$  Group
  - ▶ inheritance e.g., superclass  $\rightarrow$  subclass
  - ▶ semantics e.g., FOL  $\rightarrow$  ZFC
  - ▶ models e.g., Nat: Monoid  $\rightarrow$  ZFC
  - ▶ translation e.g., typed to untyped FOL
- ▶ homomorphic translation of expressions
- ▶ preserve typing (and thus truth)

Details: LATIN

## Logic Example

- ▶  $FOL^{Syn}$ :  $term : type$ ,  $prop : type$ ,  $ded : o \rightarrow type$ ,  $\neg$ ,  $\wedge$ , ...
- ▶  $FOL^{Pf}$ :  $\neg I$ ,  $\neg E$ ,  $\wedge E_l$ ,  $\wedge E_r$ ,  $\wedge I$ , ...
- ▶ ZFC:  $set : type$ ,  $wff : type$ ,  $thm : wff \rightarrow type$ ,  $\emptyset : set$ , ...
- ▶  $FOL^{Mod}$ :  $univ : set$ ,  $nonempty : true (univ \neq \emptyset)$
- ▶  $FOL^{mod}$ :  $term := univ$ ,  $prop := \{0, 1\}$ ,  $ded := \lambda p.p \doteq 1$

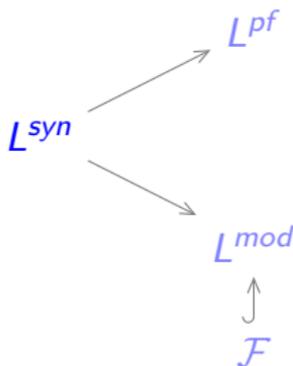


## Current State

- ▶ Little theories including
  - ▶ propositional, common, modal, description, linear logic, unsorted/sorted/dependently-sorted first-order logic, CASL, higher-order logic
  - ▶  $\lambda$ -calculi ( $\lambda$ -cube), product types, union types, ...
  - ▶ ZFC set theory, Mizar's set theory, Isabelle/HOL
  - ▶ category theory
- ▶ 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

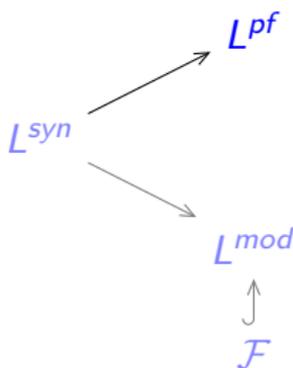
## Representing Logics in LATIN

- ▶  $L^{syn}$ : 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.,  $univ : set$ ,  $nonempty : true (univ \neq \emptyset)$



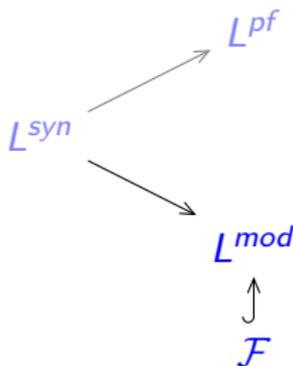
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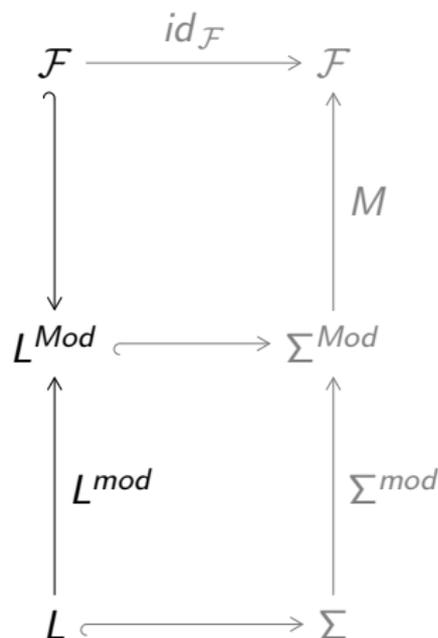


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# Representing Logics and Models

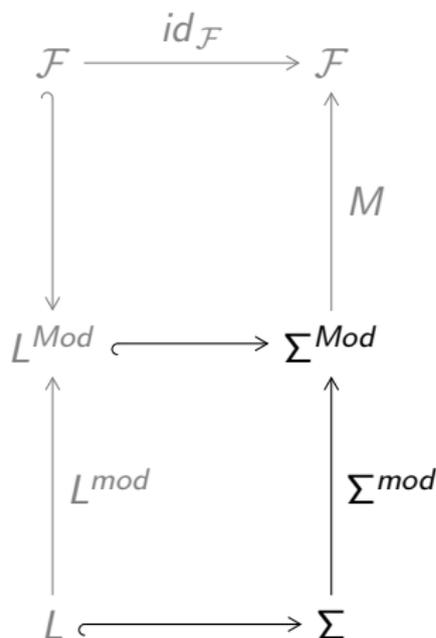


$L$  encodes syntax and proof theory  
 $\mathcal{F}$  encodes foundation of mathematics  
 $L^{Mod}$  axiomatizes models  
 $L^{mod}$  interprets syntax in model

$\Sigma$  encodes a theory of  $L$ ,  
 extends  $L$  with functions, axioms, etc.  
 $\Sigma^{Mod}$  correspondingly extends  $L^{Mod}$   
 $\Sigma^{mod}$  interprets syntax in model

$M$  encodes a model of  $\Sigma$ ,  
 interprets free symbols of  $L^{Mod}$  and  $\Sigma^{Mod}$   
 in terms of  $\mathcal{F}$

## Representing Logics and Models

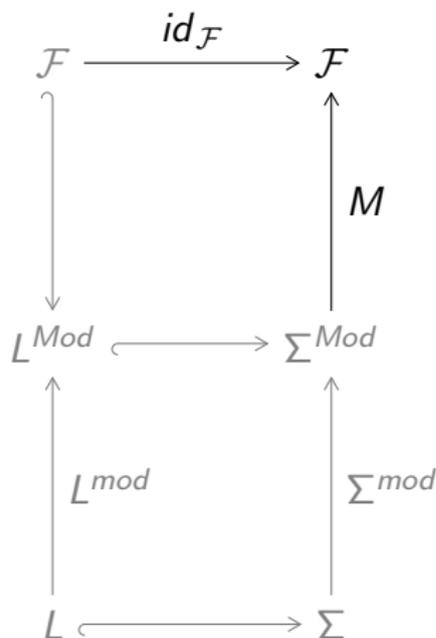


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## Representing Logics and Models



$L$  encodes syntax and proof theory  
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Details: Open Archive of Formalizations

## Goal: Universal Library Infrastructure

- ▶ MMT as representation language
- ▶ Repository backend: MathHub
  - ▶ based on GitLab – open-source analog of GitHub server
  - ▶ GitLab instance hosted at Jacobs University
  - ▶ free registration of accounts, creation of repositories
- ▶ Generic library management
  - ▶ browser
  - ▶ inter-library navigation
  - ▶ search
  - ▶ change management



## Goal: Towards Library Integration

- ▶ Refactor exports to introduce modularity
- ▶ 2 options
  - ▶ systematically during export  
e.g., one theory for every HOL type definition
  - ▶ heuristic or interactive MMT-based refactoring
- ▶ Collect correspondences between concepts in different libraries  
heuristically or interactively
- ▶ Relate isomorphic theories across languages
- ▶ Use partial morphisms to translate libraries

# Details: Systems

# MMT and Hets

- ▶ Hets
  - ▶ integration system for specification languages and associated tools
  - ▶ developed at DFKI by Till Mossakowski et al.
  - ▶ limited foundation-independence
    - ▶ multiple foundations possible
    - ▶ but must be implemented individually
- ▶ Integration
  1. logics defined declaratively in MMT
  2. MMT generates Hets logic definitions
    - includes logic-specific abstract data types
  3. new logics dynamically available in Hets
- ▶ Generated logics use MMT via HTTP for parsing/type-checking

## $\text{\LaTeX}$ Integration

- ▶ MMT declarations spliced into  $\text{\LaTeX}$  documents  
shared MMT- $\text{\LaTeX}$  knowledge space
- ▶  $\text{\LaTeX}$  macros for MMT-HTTP interface
- ▶ Semantic processing of formulas
  - ▶ parsing
  - ▶ type checking
  - ▶ semantic enrichment: cross-references, tooltips
- ▶ Design not  $\text{\LaTeX}$ -specific  
e.g., integration with word processors possible

## L<sup>A</sup>T<sub>E</sub>X Integration: Example

Inferred arguments are inserted during compilation:

- ▶ upper part: L<sup>A</sup>T<sub>E</sub>X source for the item on associativity
- ▶ lower part: pdf after compiling with L<sup>A</sup>T<sub>E</sub>X-MMT
- ▶ type argument  $M$  of equality symbol is inferred and added by MMT

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```
\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  $e \circ x =_M x$ .
-

# SMGloM glossary

- ▶ Multi-lingual mathematical glossary

<https://gl.mathhub.info/smgloM>

Kohlhase and others, 2013–2015

- ▶ Includes notations and verbalizations  
... but makes no commitment to formal system

- ▶ Cross-referenced and searchable

- ▶  $\approx$  1000 entries

- ▶ Uses MMT as background representation language

integrates MMT with natural language

The screenshot shows a list of glossary entries with a context menu open over the first entry, 'disjoint'.

- disjoint Definition, Concept Graph ro tr de  
Two sets  $A$  and  $B$  are called **disjoint**, iff  $A \cap B = \{\}$ .  
A family of sets is called **pairwise disjoint** if any two of them are disjoint.
- distance function Definition, Concept Graph de
- distributive Definition, Concept Graph de
- divides Definition, Notations, Concept Graph de

The context menu for 'disjoint' contains the following options:

- Go To Declaration
- Show Definition
- Used In
- Uses

## MMT in the GLF System

Uses MMT to combine

- ▶ Grammatical Framework GF for describing natural languages
- ▶ Logical Framework LF for describing logical languages
- ▶ Theorem provers to reason about logics

Semantics of natural language via

MMT-theory morphisms from GF-language to LF-language

Future: apply to semiformal language of mathematics

Fresh PhD student Jan Frederik Schaefer

# MMT in the Semantic Alliance System

- ▶ Semantic Alliance System
  - ▶ developed by Michael Kohlhase et al.
  - ▶ two DFG projects
    - ▶ SiSSi (Hutter, Kohlhase) spreadsheet applications
    - ▶ FormalCAD (Kohlhase, Schröder) CAD applications
- ▶ Enrich domain-specific applications with semantic services
- ▶ Ontology used to
  - ▶ formalize background knowledge
  - ▶ share knowledge between applications
- ▶ MMT used as interface to ontology