

*Automated Reasoning Systems*  
*Resolution Theorem Proving: Prover9*

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## Prover9

- ▶ Automated theorem prover from the Argonne group
- ▶ Successor of Otter
- ▶ Author: Bill McCune
- ▶ Theory: First-order logic with equality
- ▶ Inference rules: Based on resolution and paramodulation
- ▶ Main Applications: In abstract algebra and formal logic
- ▶ Implemented in C.
- ▶ Web page: <http://www.cs.unm.edu/~mccune/prover9/>

# Running Prover9

1. Prepare the input file containing the logical specification of a conjecture and the search parameters.
2. Issue a command that runs Prover9 on the input file and produces an output file.
3. Look at the output.
4. maybe run Prover9 again with different search parameters.

## How to Run Prover9

From the command line:

- ▶ **Run:** `prover9 -f inputfile`  
or `prover9 -f inputfile > outputfile`  
or `prover9 < inputfile`  
or `prover9 < inputfile > outputfile`
- ▶ **There can be several input files, e.g.,**  
`prover9 -f file1 ... fileN > outputfile`
- ▶ **Time limit can be specified from the command line:**  
`prover9 -t 10 -f inputfile > outputfile`

Using GUI.

# Syntax

- ▶ Ordinary symbols: made from the characters `a-z`, `A-Z`, `0-9`, `$`, and `_`.
- ▶ Special symbols: made from the special characters: `{+-*/\^<>='~?@&|!#' ; .`
- ▶ Quoted symbols: any string enclosed in double quotes.
- ▶ Special characters can not be mixed with the others to make symbols, unless quoted symbols are formed.

# Syntax

Meaning	Connective	Example
negation	<code>-</code>	<code>(-p)</code>
disjunction	<code> </code>	<code>(p   q   r)</code>
conjunction	<code>&amp;</code>	<code>(p &amp; q &amp; r)</code>
implication	<code>-&gt;</code>	<code>(p -&gt; q)</code>
backward implic.	<code>&lt;-</code>	<code>(p &lt;- q)</code>
equivalence	<code>&lt;-&gt;</code>	<code>(p &lt;-&gt; q)</code>
universal quant.	<code>all</code>	<code>(all x all y p(x,y))</code>
existential quant.	<code>exists</code>	<code>(exists x exists y p(x,y))</code>
true	<code>\$T</code>	
false	<code>\$F</code>	
equality	<code>=</code>	<code>(a = b)</code>
negated equality	<code>!=</code>	<code>(a != b)</code>

# Syntax

- ▶ Symbols are assigned precedences.
- ▶ Infix, prefix, and postfix declarations are used.
- ▶ All that helps to avoid excessive use of parentheses.
- ▶ Details:  
<http://www.cs.unm.edu/~mccune/prover9/manual/2009-11A/syntax.html#declarations>
- ▶ For instance, terms involving  $+$ ,  $*$  and binary  $-$  can be written in infix notation:  $a+b$ ,  $a*b$ ,  $a-b$ .

# Syntax

- ▶ Prover9 input file: A sequence of lists and commands.
- ▶ Lists (of formulas or clauses) can be used to declare, for instance, which formulas or clauses are assumptions and which ones are goals.
- ▶ Commands can be used, for instance, to set certain options.
- ▶ The order is largely irrelevant, except for some special cases.

## Input File

### Example

```
assign(max_seconds, 30).

% Is Socrates mortal?

formulas(assumptions).
    all x (man(x) -> mortal(x)).
    man(socrates).
end_of_list.

formulas(goals).
    mortal(socrates).
end_of_list.
```

## Input File

### Example

```
assign(max_seconds, 30).

formulas(usable).
    all x (man(x) -> mortal(x)).
    man(socrates).
end_of_list.

formulas(sos).
    -mortal(socrates).
end_of_list.
```

## Input File

### Example

```
assign(max_seconds, 30).  
  
formulas(sos).  
  all x (man(x) -> mortal(x)).  
  man(socrates).  
  -mortal(socrates).  
end_of_list.
```

## Input File

### Example

```
assign(max_seconds, 30).  
  
% Is Socrates mortal?  
  
clauses(assumptions).  
  - man(x) | mortal(x).  
  man(socrates).  
end_of_list.  
  
formulas(goals).  
  mortal(socrates).  
end_of_list.
```

## Distinction Between Clauses and Formulas

- ▶ Formulas can have any of the logic connectives, and all variables are explicitly quantified. Formulas go into lists that start with `formulas(list_name)`.
- ▶ Clauses are simple disjunctions in which all variables are implicitly universally quantified. Clauses go into lists that start with `clauses(list_name)`.
- ▶ Clauses without variables are also formulas, so they can go into either kind of list. (An exception: clauses can have attributes, and formulas cannot.)
- ▶ Because variables in clauses are not explicitly quantified, a rule is needed for distinguishing variables from constants in clauses (see terms below). No such rule is needed for formulas.
- ▶ Prover9's inference rules operate on clauses. If formulas are input, Prover9 immediately translates them into clauses.

## Mail Loop: Given Clause Algorithm

Operates on the `sos` and `usable` lists.

While the `sos` list is not empty:

1. **Select** a given clause from `sos` and move it to the `usable` list;
2. **Infer** new clauses using the inference rules in effect; each new clause must have the given clause as one of its parents and members of the `usable` list as its other parents;
3. **Process** each new clause;
4. Append new clauses that pass the **retention tests** to the `sos` list.

end of while loop.

## Input File

### Example

Barbers paradox:

- ▶ There is a town with just one male barber.
- ▶ Every man in the town keeps himself clean-shaven.
- ▶ Some shave themselves, some are shaved by the barber.
- ▶ The barber shaves all and only those men in town who do not shave themselves.
- ▶ Does the barber shave himself?

## Input File

### Example

Barbers paradox:

- ▶ There is a town with just one male barber.
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- ▶ Does the barber shave himself?

```
formulas (goals) .  
  exists x (barber(x) &  
            (all y (-shaves(y,y) <-> shaves(x,y)))) .  
end_of_list.
```

# Run Prover9 on Examples

## Example

*Assumption :*  $\forall x \forall y Q(x) \Rightarrow P(y, y).$

*Assumption :*  $\forall x \forall y P(x, b) \vee Q(f(y, x)).$

*Goal :*  $\exists x P(a, x).$

## Example

*Assumption :*  $\forall x \forall y \forall z (x * y) * z = x * (y * z).$

*Assumption :*  $\forall x x * 1 = x.$

*Assumption :*  $\forall x x * x^{-1} = 1.$

*Assumption :*  $\forall x x * x = 1.$

*Goal :*  $\forall x \forall y x * y = y * x.$