

Lucas-Interpretation from Users' Perspective

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*ThEdu: Theorem Proving Components
for Educational Software*
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1 User's Views

Demo: Programmers' View

Demo: Students' View

2 Lucas-Interpretation

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3 Conclusions for Users

Usability for Programmers

Self-explaining System for Students

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Programmers' View

Demonstration

Summary:

- Programming is painful presently . . .
 - program syntax checked as Isabelle term
 - rewrite-sets for execution compiled by hand
- . . . thus migration to Isabelle's function package

- functional programs without input / output —
where comes user-interaction from ???

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Summary: Students require these services for learning . . .

- 1 **check user input** automatically, **flexibly** and reliably:
Input establishes a *proof situation* (for *automated proving*)
with respect to the logical context
- 2 **give explanations** on request by learners:
All underlying mathematics knowledge is **transparent** due to
the “LCF-paradigm” in Isabelle
- 3 **propose a next step** if learners get stuck:
“next-step-guidance” due to Lucas-Interpretation.

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Another program with tactics \approx break-points

```
. partial_function diffeq_2_mass_oscil (m, l_0, [c_1, c_2],  
                                     d, springs, dampers, sums) =  
1   let  
11  begin_parallel  
1101    springs = Take springs "forces of springs"  
111    parallel  
1111    dampers = Take dampers "forces of dampers"  
112    parallel  
1121    sums = Take sums "mass times acceleration equals sum"  
12  end_parallel  
13  diffeq = Take sums ""  
14  diffeq = Substitute [ springs, dampers ]  
15  diffeq = Rewrite_Set normalise  
16  diffeq = Rewrite_Set vectorify "switch to vector representat  
2   in  
21  diffeq
```

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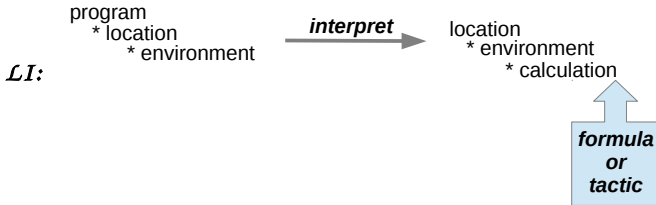
Programmers
Students



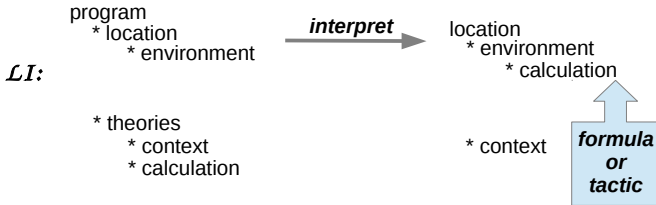
Lucas-Interpretation (LI)



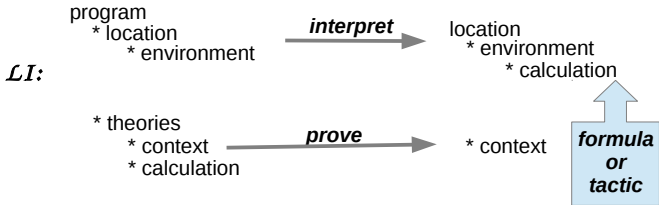
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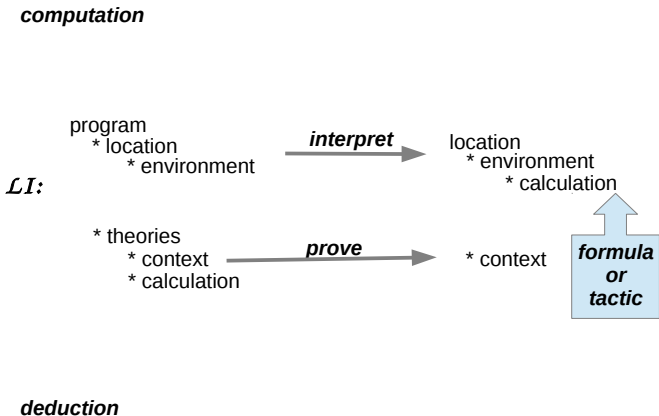
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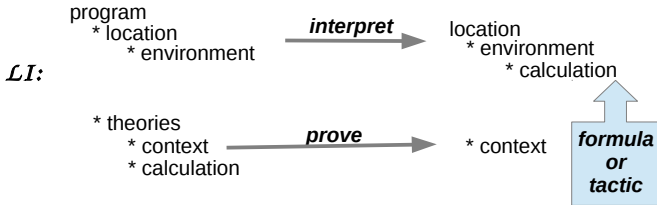
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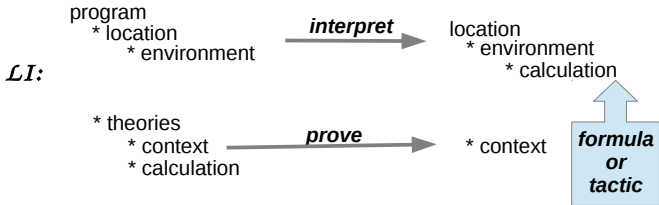
computation *semantics of programming languages – settled!*



deduction

Lucas-Interpretation (LI)

computation *semantics of programming languages – settled!*



deduction *semantics of struct.derivations (R.J.Back) – settled!*

Lucas-Interpretation (LI)

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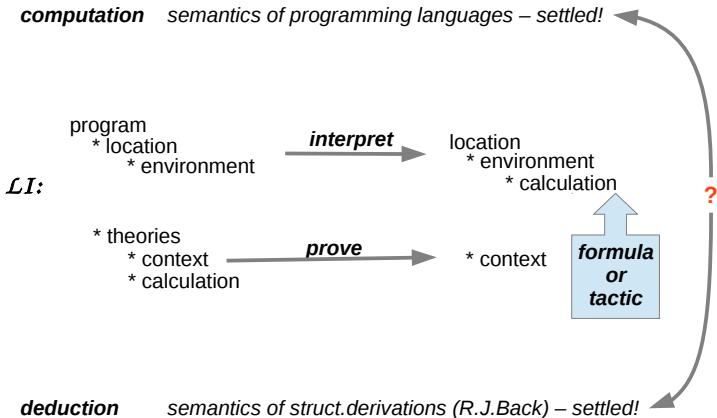
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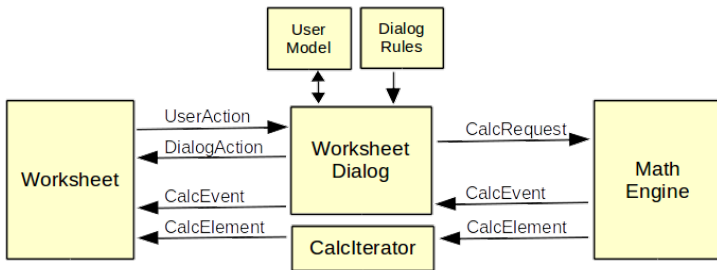
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Lucas-Interpretation is a novel contribution, which

- 1 interprets a functional language
 - “purely functional” no input / output: interaction → Pt.3
 - programmer concerned with mathematics only
 - TODO: embed into Isabelle’s function package
- 2 controls input / output as side-effects
 - regards tactics as “break points” (like debugger)
 - hands over control at tactics → Pt.3
- 3 delegates user-interaction to a Dialogue Module:
 - “dialogue authoring” by respective experts (`DialogRules`)
 - adaptive to courses
 - adaptive to individual students `UserModel`

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Programming in *ISAC*

- becomes comparable with Mathematica/Maple/. . .
if *ISAC* adopts Isabelle's function package
- is embedded into mechanising mathematics, i.e.
 - development of theories (definitions, laws, . . .)
 - development of libraries of specifications
 - development of verified Computer Algebra
- is separated from users' interaction:
interaction is a side-effect managed by Lucas-Interpretation
 - mathematicians focus mathematics
 - interaction is covered by dialogue authors

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Self-explaining system ...

... while step-wise applying a method (**solving**)

- during trial & error learning:
 - feedback on input steps (formula | tactic)
 - <next> step by system, if got stuck
 - “next-step guidance” by dialogue component:
 - suggest next step partially
 - suggest next steps for selection
 - auto-complete partial input
- in changing levels of abstraction:
 - formal *justification* for each *formula*
 - *justification* = meta-, *formula* = object-language
 - another “meta-level”: instructions in program
 - ...

... while **modelling** and **specifying** an engineering problem: → another talk

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Thank you for Attention!



F. Haftmann, A. Lochbihler & W. Schreiner.

Towards abstract and executable multivariate polynomials in Isabelle.

Isabelle Workshop 2014, <http://www.infsec.ethz.ch/people/andreloc/publications/haftmann14iw.pdf>.