

Integrating Dynamic Geometry Software, Deduction Systems, and Theorem Repositories

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Introduction	2
Computers & Geometry	3
GeoThms Framework	4
Dynamic Geometry Software	5
GCLC & Eukleides	6
ATP in Geometry	7
GCLCprover	8
GeoDB - ERD	9
GeoThms	10
GeoThms - by Example	11
Describe the Construction	12
Testing the Conjecture	13
The Proof - Area Method	14
Adding a New Theorem to the Database	15
GeoThms - Browsing	16
Recent work	17
Conclusions	18
Future Work	19

Introduction

The axiomatic presentation of geometry fills the gap between formal logic and our spatial intuition.

The study of geometry is, and will always be, very important for a mathematical practitioner.

GeoThms framework provides an environment suitable for new ways of studying and teaching geometry at different levels and for storing geometrical knowledge: descriptions of construction; geometrical conjectures; geometrical proofs



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2 / 19

Computers & Geometry

Computer technologies give new ways for studying geometry

Dynamic Geometry Software Visualise/Explore/Test Conjectures

Geometric Automated Theorem Proving synthetic proofs (human-readable) / algebraic proofs (efficiency).

Problems Repositories browse through the existing knowledge.

GeoThms integrates all these features bringing new forms in communicating mathematics.

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3 / 19

GeoThms Framework

GeoThms integrates DGSs, ATPs, and a repository of constructive geometry theorems in one single tool.

Dynamic Geometry Software GCLC & Eukleides

Geometric Automated Theorem Proving GCLCprover (implements the area method).

Problems Repositories geoDB - geometric theorems, illustrations and proofs database.

GeoThms provides an environment suitable for new ways of studying and teaching geometry at different levels, and for storing geometrical knowledge: descriptions of construction; geometrical conjectures; geometrical proofs

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4 / 19

Dynamic Geometry Software

Dynamic geometry software visualise geometric objects and link formal, axiomatic nature of geometry (most often — Euclidean) with its standard models (e.g., Cartesian model) and corresponding illustrations.

GCLC & Eukleides - two DGSs designed to be close to the traditional language of elementary Euclidean geometry.

- they provide support for primitive constructions based on ruler and compass
- transformations, labelling components of figures, interactive work, animations, etc.
- graphical user interface.

By using the set of primitive constructions, one can define more complex constructions.

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5 / 19

A geometric construction is a sequence of specific, primitive construction steps. These primitive construction steps (also called *elementary constructions*) are based on using a *ruler* (or a *straightedge* and a *compass*, and they are:

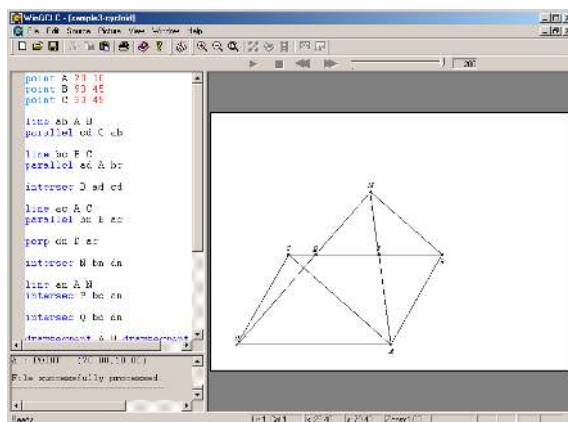
- construction (with a *ruler*) of a line such that two given points belong to it;
- construction of a point which is an intersection of two lines (if such a point exists);
- construction (with a *compass*) of a circle such that its centre is one given point and such that the second given point belongs to it;
- construction of a segment connecting two points;
- construction of intersections between a given line and a given circle (if such points exist).

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note 1 of slide 5

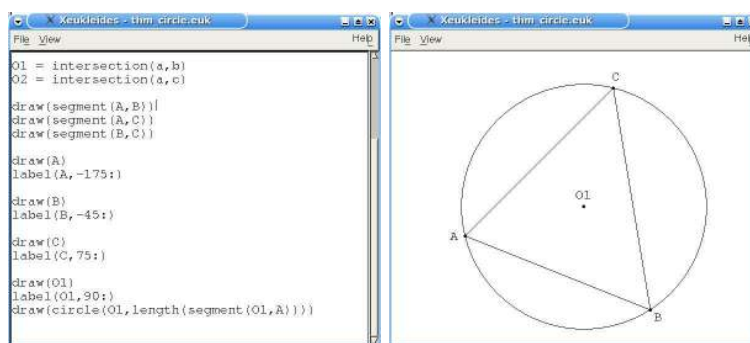
GCLC & Eukleides

GCLC^a is a tool for teaching and studying mathematics, especially geometry and geometric constructions, and also for storing descriptions of mathematical figures and producing digital illustrations of high quality.



Eukleides^b is an Euclidean geometry drawing language (with localised versions).

- eukleides is a compiler for typesetting geometric figures within a (La)TeX document.
- xeukleides is a GUI front-end for creating interactive geometric figures.



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6 / 19

^aPredrag Janičić, www.matf.bg.ac.yu/~janicic/gclc/

^bChristian Obrecht; EukleidesPT (Pedro Quaresma) gentzen.mat.uc.pt/~EukleidesPT/

ATP in Geometry

Automated theorem proving in geometry has two major lines of research:

algebraic proof style Algebraic proof style methods are based on reducing geometry properties to algebraic properties expressed in terms of Cartesian coordinates. These methods are usually very efficient, but the proofs they produce do not reflect the geometry nature of the problem and they give only a yes/no conclusion.

synthetic proof style Synthetic methods attempt to automate traditional geometry proof methods that produce human-readable proofs.

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7 / 19

GCLCprover

GCLCprover - synthetic geometric ATP (area method)

- implements the area method
- simple and tight integration with GCLC and Eukleides
- human-readable proofs
- very efficient for many conjectures

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8 / 19

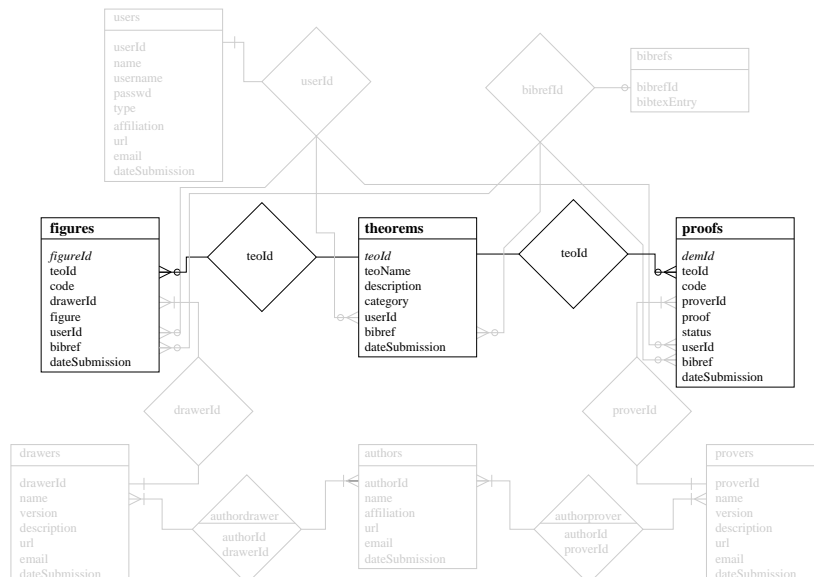
GCLCprover was implemented in C++ (as GCLC) and is very efficient.
The prover can prove many complex geometric problems in milliseconds.

Theorem	elimination steps	geometric steps	algebraic steps	time (sec)
Ceva	3	6	23	0.001
Gauss line	14	51	234	0.029
Midpoint	8	19	45	0.002
Thales	6	18	34	0.001
Menelaus	5	9	39	0.002
Pappus' Hexagon	24	65	269	0.040
Areas of Parallelograms	62	152	582	0.190

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note 1 of slide 8

GeoDB - ERD

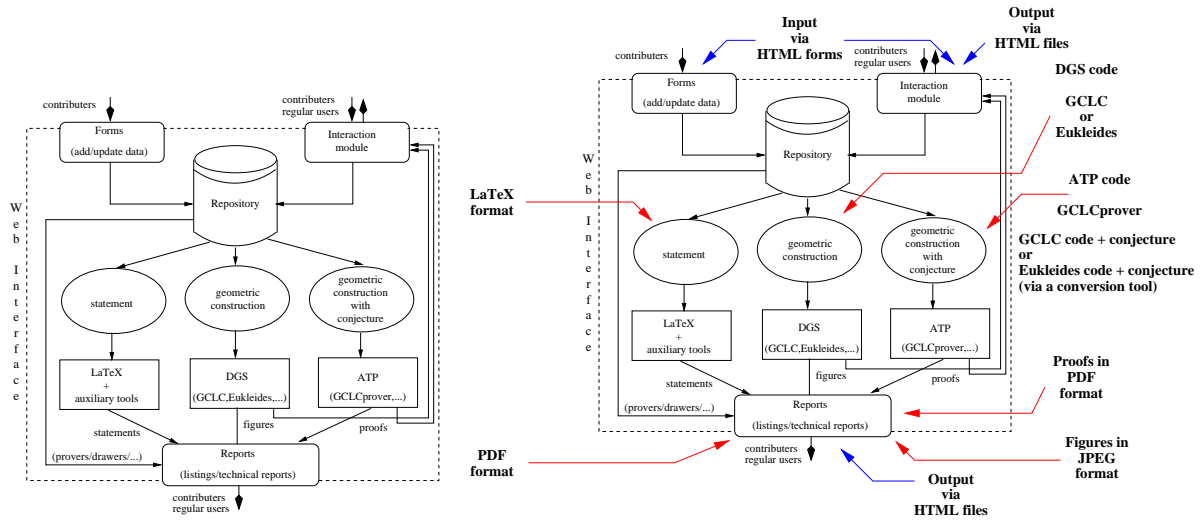


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9 / 19

GeoThms

GeoThms^a, is a framework that links dynamic geometry software (GCLC, Eukleides), geometry theorem provers (GCLCprover), and a repository of geometry problems (geoDB).



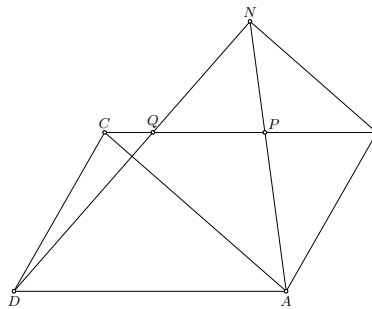
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10 / 19

^aGeoThms is accessible from <http://hilbert.mat.uc.pt/~geothms>

GeoThms - by Example

Theorem 1 (Gramy P143^a) *Given a parallelogram ABCD, a point N, obtained by the intersection of a line parallel to AC passing through B, and a line perpendicular to AC passing through D, then the point P, which is given by the intersection of AN and BC, is the midpoint of QB, where Q is the intersection of BC and DN.*



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11 / 19

^aP143 of "Gramy: A Geometry Theorem Prover Capable of Construction" by Matsuda and Vanlehn.

Describe the Construction

We begin by specifying the construction in the DGSs language.

Geometry Provers, Interaction with the Drawers

Geometric Drawer Workbench

Figures Listing 1 -- GCLC -- 5.00 -- GEO0001 -- Ceva's Theorem choose a figure

Drawer 3 -- GCLC -- 5.00 (re)evaluate

Code


```

% Matsuda04, Grany P143
%
point A 70 10
point B 90 45
point C 30 45

% define the point D as the intersection
% of lines cd || ab in C and ad || bc in A
line ab A B
parallel cd C ab

line bc B C
parallel ad A bc
intersec D ad cd

% define point N as the intersection of
% lines bn || ac and dn || ac
line ac A C
parallel bn B ac
            
```



Geometry Provers, Interaction with the Drawers

Geometric Drawer Workbench

Figures Listing 1 -- GCLC -- 5.00 -- GEO0001 -- Ceva's Theorem choose a figure description

Drawer 3 -- GCLC -- 5.00 (re)evaluate the code

Code


```

% Matsuda04, Grany P143
%
point A 70 10
point B 90 45
point C 30 45

% define the point D as the intersection
% of lines cd || ab in C and ad || bc in A
line ab A B
parallel cd C ab

line bc B C
parallel ad A bc
intersec D ad cd

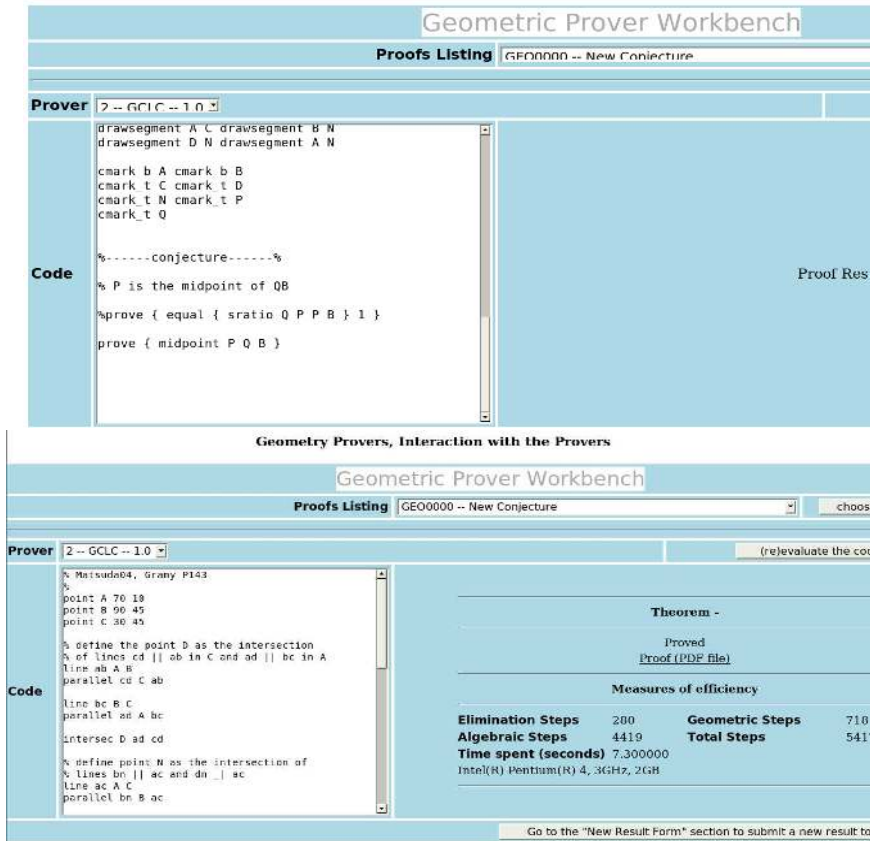
% define point N as the intersection of
% lines bn || ac and dn || ac
line ac A C
parallel bn B ac
            
```



Go to the "Interaction with the Provers" section to submit a conjecture related to this Figure

Testing the Conjecture

Having described the construction of the figure, now we have to add the conjecture, P is the midpoint of QB .



All the commands used in the construction of the figure are internally (within the prover) transformed into primitive constructions of the area method.

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13 / 19

The Proof - Area Method

$$\begin{aligned}
 (1) \quad & \frac{QP}{PB} = 1 && \text{, by the statement} \\
 (2) \quad & \left(-1 \cdot \frac{PQ}{PB}\right) = 1 && \text{, by geometric simplifications} \\
 (3) \quad & \left(-1 \cdot \frac{S_{PDF_{an}^3}}{S_{PDBE_{an}^3}}\right) = 1 && \text{, by Lemma 37 , second case — points } P, B, \\
 & && \text{and } C \text{ are collinear (point } Q \text{ eliminated)} \\
 (4) \quad & \left(-1 \cdot \frac{S_{DF_{an}^3, P}}{(S_{DBP} + S_{DF_{an}^3, P})}\right) = 1 && \text{, by geometric simplifications} \\
 (5) \quad & \frac{(-1 \cdot S_{DF_{an}^3, P})}{(S_{DBP} + S_{BF_{an}^3, P})} = 1 && \text{, by algebraic simplifications} \\
 (6) \quad & \frac{\left(-1 \cdot \left(\frac{(S_{BAN} \cdot S_{DF_{an}^3, C}) + (-1 \cdot (S_{CAN} \cdot S_{DF_{an}^3, B}))}{S_{BACN}}\right)\right)}{(S_{DBP} + S_{BF_{an}^3, P})} = 1 && \text{, by Lemma 30 (point } P \text{ eliminated)} \\
 (7) \quad & \frac{\left((-1 \cdot (S_{BAN} \cdot S_{DF_{an}^3, C})\right) + (S_{CAN} \cdot S_{DF_{an}^3, B})}{((S_{BACN} \cdot S_{DBP}) + (S_{BACN} \cdot S_{BF_{an}^3, P}))} = 1 && \text{, by algebraic simplifications}
 \end{aligned}$$

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14 / 19

Adding a New Theorem to the Database

The user (with the status of contributor) can select the “Forms” section in order to add a statement for the new result and the corresponding figure and proof.

Geometric theorems insert Figure, Proof and Description

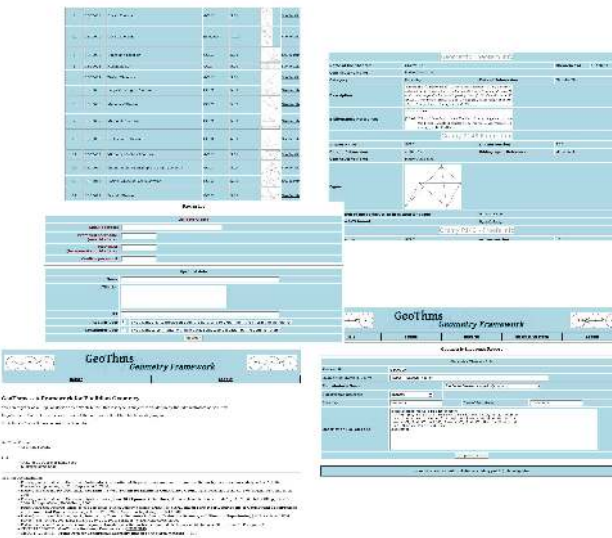
Geometric Theorem Info	
Name of the Theorem	Grany P143
Contributor's Name	Pedro Quaresma Email: pedro@mat.uc.pt
Bibliographic Reference	Matsuda04
Category	Geometry Date of Submission: 2009-07-20
Description (LaTeX code)	<pre>(\begin{geothms}[Grany P143] Given a parallelogram \$ABCD\$, a point \$SRS\$, obtained by the intersection of a line parallel to \$AD\$ passing through \$RS\$, and a line perpendicular to \$AD\$ passing through \$RS\$, then the point \$SPS\$, which is given by the intersection of \$MS\$ and \$MS\$, is the midpoint of \$RS\$, where \$MS\$ is the intersection of \$MS\$ and \$MS\$.)</pre>
Drawer Id	3 - GICIC - 2.000 Bibliographic Reference: Matsuda04
Drawer's Code	<pre>% Matsuda04, Grany P143 % % point A 70 10 % point B 90 45 % point C 10 45 % % define the point P as the intersection % of lines cd ab and c and ad bc in A \line ab A B \parallel cd C ab</pre>

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15 / 19

GeoThms - Browsing

The user has many other options for browsing the database.

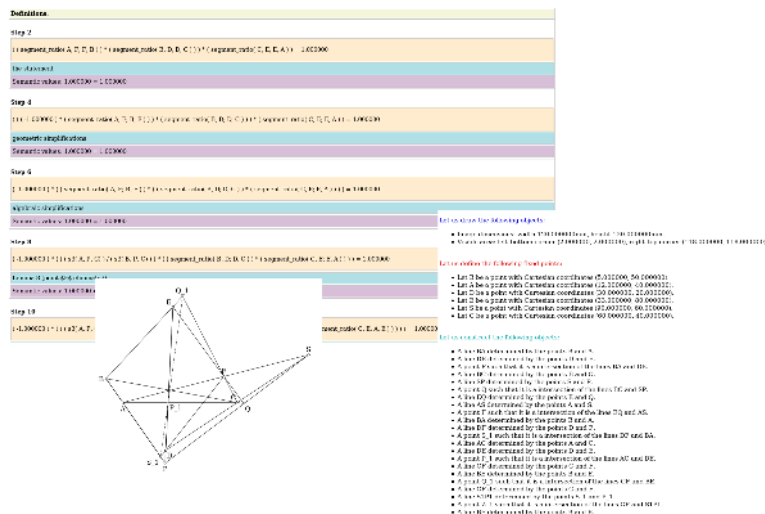


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16 / 19

Recent work

XML and SVG support.



The screenshot displays a software interface for geometric constructions. It features a list of steps on the left, each with a description and a corresponding command. The steps are numbered and include commands like 'Step 1', 'Step 2', etc. A diagram of a geometric construction is visible in the center, showing a complex shape with vertices labeled A through Q. The diagram includes lines, arcs, and points, illustrating the construction process. On the right side, there are several sections of text, likely providing instructions or details for the construction steps.

- geometrical constructions stored in strictly structured files; easy to parse, process, and convert into different forms and formats
- input/output tasks will be supported by generic, external tools and different geometry tools will communicate easily
- growing corpora of geometrical constructions will be unified and accessible to users of different geometry tools
- easier communication and exchange of material with the rest of mathematical and computer science community
- there is a wide and growing support for XML
- different sorts of presentation (text form, \LaTeX form, HTML) easily enabled
- strict content validation of documents with respect to given restrictions.

Related Systems

Tool	DGS	ATP	Readable Proofs	Web Interface	Repository of Problems	Verification of Constructions
GeoThms	✓	✓	✓	✓	✓	✓
Geometry Explorer	✓	✓	✓			
MMP/Geometer	✓	✓	✓			
GEX (old version)	✓	✓	✓			
GEX (new version)	✓	✓		✓		
GEOETHER	✓	✓			✓	
Cinderella	✓					
Discover	✓	✓				
geometriagon	✓			✓	✓	
GeoView	✓	✓				
GeoGebra	✓					
Theorema		✓	✓			

Table 1: Comparison between tools that combine DGS, ATP and repository of geometry theorems

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note 1 of slide 17

Conclusions

GeoThms:

- DGSs (GCLC and Eukleides)
- ATP (GCLCprover)
- Database - GeoDB

All accessible through a Web interface. GeoThms system is, as far as we know, **the only system that integrates DGSs, ATPs, and a database of geometric problems in a Web interface.**

This framework provides:

- an environment suitable for new ways of studying and teaching geometry at different levels.
- an environment for storing mathematical knowledge (in explicit, declarative way) — about geometrical constructions, proofs, and illustrations.

We hope that GeoThms would contribute to a modern mathematical education.

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18 / 19

Future Work

We hope that with the support from interested parties GeoThms can grow and become a widely used repository. We would try to make GeoThms a major Internet resource for geometrical constructions.

We will also work on the following tasks:

- To implement a e-Learning module for the study of Euclidean geometry at high-school and university level.
- To implement a module for proof visualisation and for moving through the generated proofs
- To improve the search mechanism
- To further develop the XML based interchange format (and the corresponding XML suite) that can link most of the current geometrical software.
- To implement/develop additional proving methods, primarily synthetic ones (e.g. angle method).
- To link additional geometry programs and additional theorem provers to our framework and to further develop the Web interface.