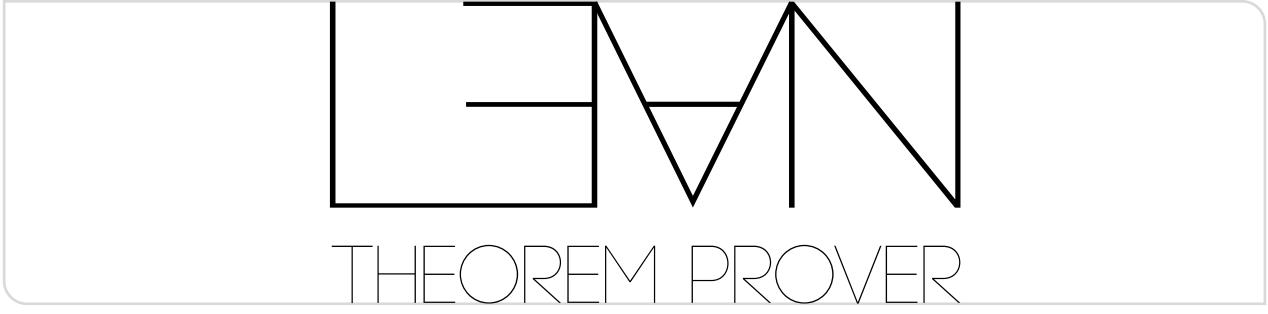
Karlsruhe Institute of Technology

Gotta Prove Fast

Building an Ecosystem for Effortless Native Compilation of Tactics

Sebastian Ullrich | 2022/01/22



The Lean 4 Project [de Moura & Ullrich 2021]

Karlsruhe Institute of Technology

Provide a fully extensible theorem proving frontend

Erase the boundary between built-in and custom syntax/tactics/...
by reimplementing >75% of Lean in Lean itself

Make Lean an efficient, general-purpose programming language

Compiling Tactics – *How?*

Karlsruhe Institute of Technology

Compiling Tactics – *How?*

Karlsruhe Institute of Technology

- A Just-In-Time Compiler? LLVM JIT?
  - \+ run tactic with native performance in the same file
  - – re-compile tactic in every importing file...?
  - – would first need a true LLVM backend

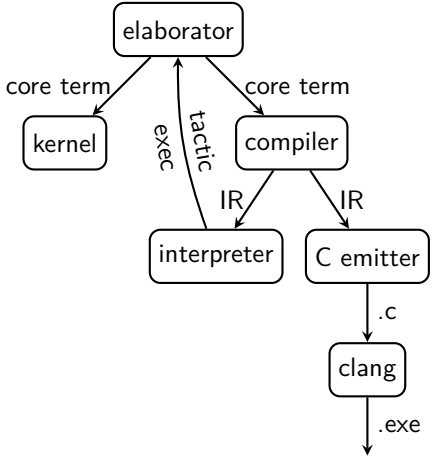
Compiling Tactics – *How?*

Karlsruhe Institute of Technology

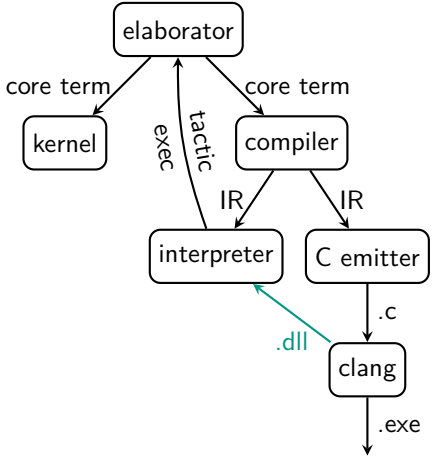
- A Just-In-Time Compiler? LLVM JIT?
  - \+ run tactic with native performance in the same file
  - – re-compile tactic in every importing file...?
  - – would first need a true LLVM backend

- reuse Ahead-Of-Time toolchain for stand-alone Lean programs
  - \+ much simpler... hopefully!
  - \+ benefits stand-alone use case as well
  - – should probably use the interpreter in the same file

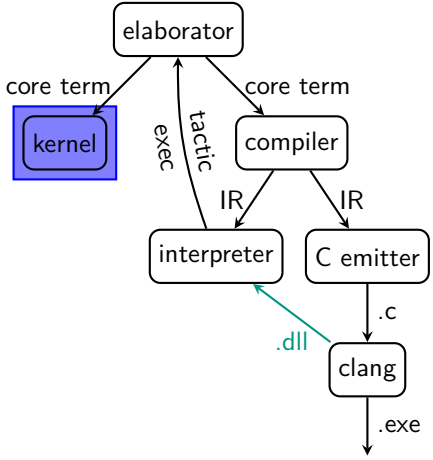
Lean 4 Compilation Pipeline



Lean 4 Compilation Pipeline



Lean 4 Compilation Pipeline



NB: The Trusted Code Base is unaffected!

So You Want to Build a Native Binary

Karlsruhe Institute of Technology

Installing `rustup` on Windows

On Windows, go to https://www.rust-lang.org/tools/install and follow the instructions for installing Rust. At some point in the installation, you'll receive a message explaining that you'll also need the C++ build tools for Visual Studio 2013 or later. The easiest way to acquire the build tools is to install Build Tools for Visual Studio 2019. When asked which workloads to install make sure "C++ build tools" is selected and that the Windows 10 SDK and the English language pack components are included.

So You Want to Build a Native Binary

Karlsruhe Institute of Technology

Installing `rustup` on Windows

On Windows, go to https://www.rust-lang.org/tools/install and follow the instructions for installing Rust. At some point in the installation, you'll receive a message explaining that you'll also need the C++ build tools for Visual Studio 2013 or later. The easiest way to acquire the build tools is to install Build Tools for Visual Studio 2019. When asked which workloads to install make sure "C++ build tools" is selected and that the Windows 10 SDK and the English language pack components are included.

- Windows 10 SDK: 1.69 GB download

So You Want to Build a Native Binary

Karlsruhe Institute of Technology

Installing `rustup` on Windows

On Windows, go to https://www.rust-lang.org/tools/install and follow the instructions for installing Rust. At some point in the installation, you'll receive a message explaining that you'll also need the C++ build tools for Visual Studio 2013 or later. The easiest way to acquire the build tools is to install Build Tools for Visual Studio 2019. When asked which workloads to install make sure "C++ build tools" is selected and that the Windows 10 SDK and the English language pack components are included.

- Windows 10 SDK: 1.69 GB download
- Xcode Command Line Tools: ~580 MB download

So You Want to Build a Native Binary

Karlsruhe Institute of Technology

Installing `rustup` on Windows

On Windows, go to https://www.rust-lang.org/tools/install and follow the instructions for installing Rust. At some point in the installation, you'll receive a message explaining that you'll also need the C++ build tools for Visual Studio 2013 or later. The easiest way to acquire the build tools is to install Build Tools for Visual Studio 2019. When asked which workloads to install make sure "C++ build tools" is selected and that the Windows 10 SDK and the English language pack components are included.

- Windows 10 SDK: 1.69 GB download
- Xcode Command Line Tools: ~580 MB download

We need effortless setup *not requiring root*!

So You Want to Build a Native Binary

Karlsruhe Institute of Technology

Installing `rustup` on Windows

On Windows, go to https://www.rust-lang.org/tools/install and follow the instructions for installing Rust. At some point in the installation, you'll receive a message explaining that you'll also need the C++ build tools for Visual Studio 2013 or later. The easiest way to acquire the build tools is to install Build Tools for Visual Studio 2019. When asked which workloads to install make sure "C++ build tools" is selected and that the Windows 10 SDK and the English language pack components are included.

The *Zig* language manages to provide small, self-contained toolchains for many platforms

zig-linux-armv7a-0.9.0.tar.xz	Binary	39.3MiB
zig-macos-x86_64-0.9.0.tar.xz	Binary	41.7MiB
zig-macos-aarch64-0.9.0.tar.xz	Binary	37.2MiB
zig-windows-x86_64-0.9.0.zip	Binary	62.0MiB

Assembling a Native Compilation Pipeline

Karlsruhe Institute of Technology

LLVM comes with many necessary parts:

- a C compiler
- basic C headers
- a runtime library
- a linker (good macOS support since LLVM 13)
- a static archiver

Assembling a Native Compilation Pipeline

Karlsruhe Institute of Technology

LLVM comes with many necessary parts:

- a C compiler
- basic C headers
- a runtime library
- a linker (good macOS support since LLVM 13)
- a static archiver

It does not help at all with assembling

- the above with *reasonable* runtime dependencies

Assembling a Native Compilation Pipeline

Karlsruhe Institute of Technology

LLVM comes with many necessary parts:

- a C compiler
- basic C headers
- a runtime library
- a linker (good macOS support since LLVM 13)
- a static archiver

It does not help at all with assembling

- the above with *reasonable* runtime dependencies
- a libc
  - Linux: bundle older glibc for compatibility
  - macOS: bundle `libSystem.tbd` from SDK/Nixpkgs
  - Windows:

Assembling a Native Compilation Pipeline

Karlsruhe Institute of Technology

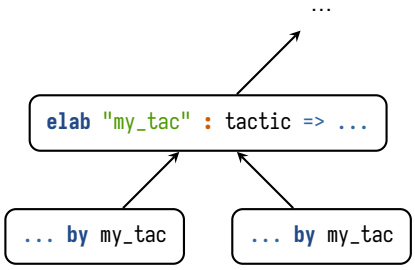
LLVM comes with many necessary parts:

- a C compiler
- basic C headers
- a runtime library
- a linker (good macOS support since LLVM 13)
- a static archiver

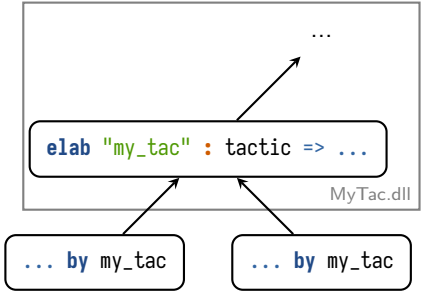
It does not help at all with assembling

- the above with *reasonable* runtime dependencies
- a libc
  - Linux: bundle older glibc for compatibility
  - macOS: bundle `libSystem.tbd` from SDK/Nixpkgs
  - Windows:
    `cp /clang64/x86_64-w64-mingw32/lib/lib{m,bcrypt,mingw32,moldname,mingwex,msvcrt,pthread,advapi32,shell32,user32,k`

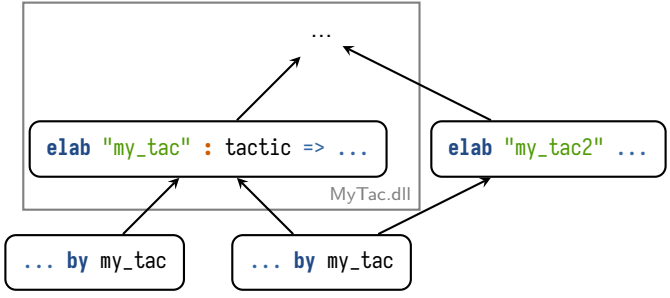
Compiling Tactics – *Where?*



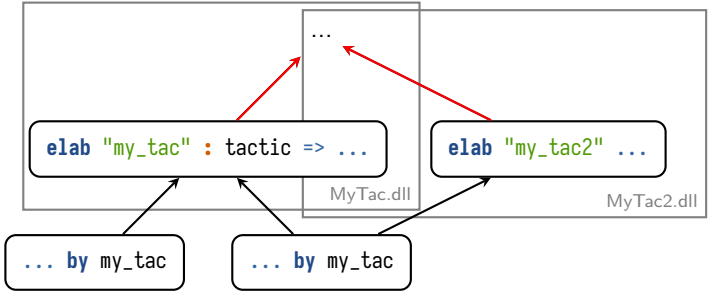
Compiling Tactics – *Where?*



Compiling Tactics – *Where?*

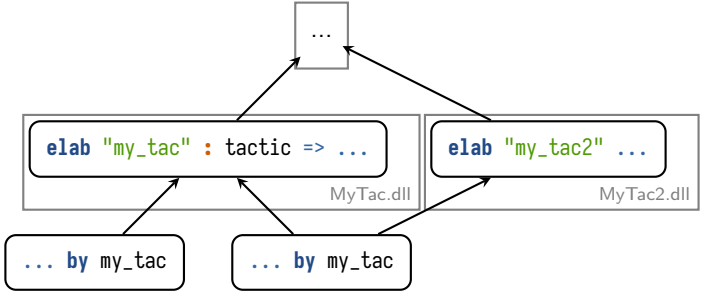


Compiling Tactics – *Where?*



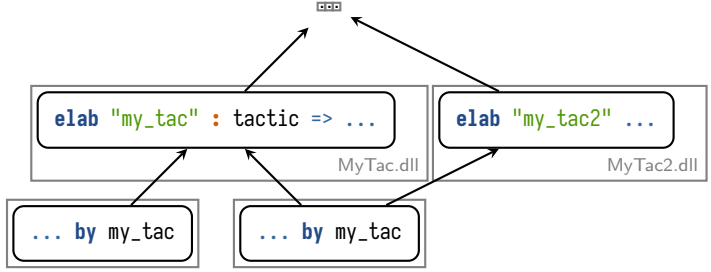
Must *partition* modules into shared libraries to avoid duplicate symbols

Compiling Tactics – *Where?*



Must *partition* modules into shared libraries to avoid duplicate symbols

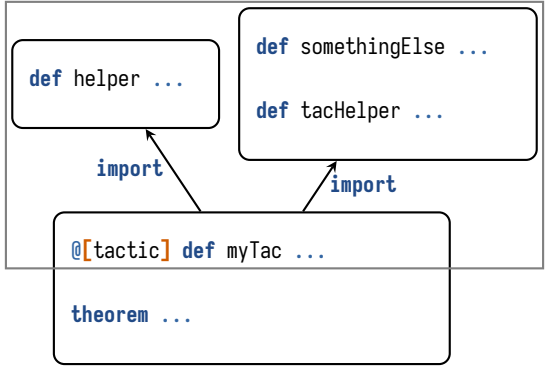
Compiling Tactics – *Where?*



Must *partition* modules into shared libraries to avoid duplicate symbols
... or simply generate one library per module (& package)

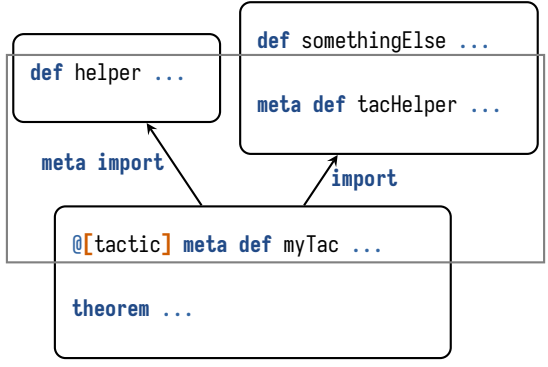
Compiling Tactics – *Unless?*

Compiling definitions that are never executed is wasteful



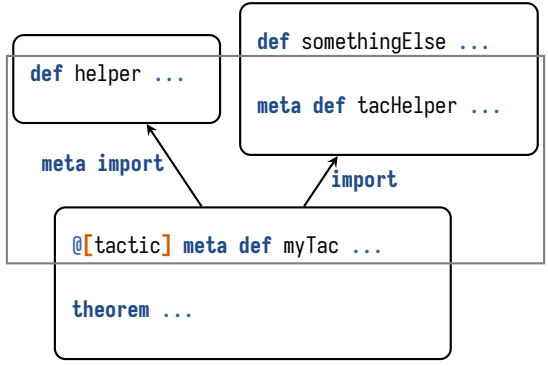
Compiling Tactics – *Unless?*

Compiling definitions that are never executed is wasteful – *phase separation* [Flatt 2002] could tell us where the metaprograms are



Compiling Tactics – *Unless?*

Compiling definitions that are never executed is wasteful – *phase separation* [Flatt 2002] could tell us where the metaprograms are



Bonus points if changing `helper` does not recompile `myTac` – *separate compilation!*

Summary

Today:

- Effortless native tactic compilation by coordinating the compiler, build system, and interpreter
- A stand-alone LLVM toolchain is *possible*

For the future:

- Scalability questions such as to number and size of shared libraries remain to be seen
- We want a better module/compilation unit system[1]


de Moura, Leonardo and Ullrich, Sebastian (2021). "The Lean 4 Theorem Prover and Programming Language". In: CADE.


Flatt, Matthew (2002). "Composable and Compilable Macros: You Want It When?" In: ICFP.

[1] https://github.com/leanprover/lean4/issues/416

Relevant Pull Requests

- *Build & distribute release builds with Zig as stand-alone C compiler* (abandoned)
  `https://github.com/leanprover/lean4/pull/659`
- *Bundle LLVM on all platforms* (merged)
  `https://github.com/leanprover/lean4/pull/795`
- *Simple, opt-in precompilation scheme*
  `https://github.com/leanprover/lean4/pull/949`

Early mathlib4 Benchmarks (Warm ccache)

diff [s]		drv
-0.0976	-12.4%	Mathlib.Tactic.Lint.Simp
-0.0882	-3.6%	Mathlib.Data.List.Basic
-0.0812	-6.6%	Mathlib.Init.Data.Int.Order
+0.0745	+100.0%	Mathlib.Mathport.Syntax-dynlib
+0.0697	+100.0%	Mathlib.Data.Prod-dynlib
+0.069	+100.0%	Mathlib.Init.Data.List.Lemmas-dynlib
+0.069	+100.0%	Mathlib.Data.UInt-dynlib
+0.0687	+100.0%	Mathlib.Data.ByteArray-dynlib
+0.0686	+100.0%	Mathlib.Data.Fin.Basic-dynlib
+0.0684	+100.0%	Mathlib.Tactic.NormNum-dynlib
+0.0682	+100.0%	Mathlib.Tactic.Ring-dynlib
+0.0681	+100.0%	Mathlib.Data.Subtype-dynlib
+0.068	+100.0%	Mathlib.Data.Option.Basic-dynlib
...		
+7.84	+16.5%	total