

Interactive Proofmode for Temporal Logic in Rocq

Jonas Kastberg Hinrichsen

Aalborg University

Elli Anastasiadi

Aalborg University

20. August, CoPLaWS 2026

Slides:



Context:

We care about mechanisation and liveness

Problem:

Limited support for mechanised temporal properties

Solution:

Interactive Proofmode for Temporal Logic in Rocq

Context:

We care about mechanisation and liveness

Liveness Properties and Temporal Logic

Liveness: something good eventually happens

- ▶ E.g.: If a request is made, a response will eventually happen
- ▶ Often studied in terms of temporal logic

Liveness Properties and Temporal Logic

Liveness: something good eventually happens

- ▶ E.g.: If a request is made, a response will eventually happen
- ▶ Often studied in terms of temporal logic

Temporal logic: propositions indexed by traces

- ▶ $P \vdash Q \triangleq \forall tr. P\ tr \rightarrow Q\ tr$ where $P, Q \in \text{Trace} \rightarrow \text{Prop}$
- ▶ Here, Trace is a maximal labelled trace w.r.t. some LTS

Liveness Properties and Temporal Logic

Liveness: something good eventually happens

- ▶ E.g.: If a request is made, a response will eventually happen
- ▶ Often studied in terms of temporal logic

Temporal logic: propositions indexed by traces

- ▶ $P \vdash Q \triangleq \forall tr. P\ tr \rightarrow Q\ tr$ where $P, Q \in \text{Trace} \rightarrow \text{Prop}$
- ▶ Here, Trace is a maximal labelled trace w.r.t. some LTS

Most temporal logics are based on modalities, such as

- ▶ Next P : $\circ P \equiv \lambda tr. P(\text{tail } tr)$
- ▶ Globally P : $\Box P \equiv \lambda tr. \forall n. P(\text{tail}^n tr)$
- ▶ Eventually P : $\Diamond P \equiv \lambda tr. \exists n. P(\text{tail}^n tr)$

Liveness Properties and Temporal Logic

Liveness: something good eventually happens

- ▶ E.g.: If a request is made, a response will eventually happen
- ▶ Often studied in terms of temporal logic

Temporal logic: propositions indexed by traces

- ▶ $P \vdash Q \triangleq \forall tr. P\ tr \rightarrow Q\ tr$ where $P, Q \in \text{Trace} \rightarrow \text{Prop}$
- ▶ Here, Trace is a maximal labelled trace w.r.t. some LTS

Most temporal logics are based on modalities, such as

- ▶ Next P : $\circ P \equiv \lambda tr. P(\text{tail } tr)$
- ▶ Globally P : $\Box P \equiv \lambda tr. \forall n. P(\text{tail}^n tr)$
- ▶ Eventually P : $\Diamond P \equiv \lambda tr. \exists n. P(\text{tail}^n tr)$

For example:

- ▶ $\Box(\text{request} \rightarrow \circ \Diamond \text{response}) \vdash \Diamond \text{request} \rightarrow \circ \Diamond \text{response}$

Liveness Properties and Temporal Logic

Liveness: something good eventually happens

- ▶ E.g.: If a request is made, a response will eventually happen
- ▶ Often studied in terms of temporal logic

Temporal logic: propositions indexed by traces

- ▶ $P \vdash Q \triangleq \forall tr. P \ tr \rightarrow Q \ tr$ where $P, Q \in \text{Trace} \rightarrow \text{Prop}$
- ▶ Here, Trace is a maximal labelled trace w.r.t. some LTS

Most temporal logics are based on modalities, such as

- ▶ Next P : $\circ P \equiv \lambda tr. P(\text{tail } tr)$
- ▶ Globally P : $\Box P \equiv \lambda tr. \forall n. P(\text{tail}^n tr)$
- ▶ Eventually P : $\Diamond P \equiv \lambda tr. \exists n. P(\text{tail}^n tr)$

For example:

- ▶ $\Box(\text{request} \rightarrow \circ \Diamond \text{response}) \vdash \Diamond \text{request} \rightarrow \circ \Diamond \text{response}$
- ▶ $\Box(P \rightarrow \circ \Diamond Q) \vdash \Diamond P \rightarrow \circ \Diamond Q$

Mechanisation: machine-checked proofs

- ▶ Trust through rigor; no stone unturned
- ▶ Reusable proof infrastructure
- ▶ Increasingly becoming a community expectation

Mechanisation: machine-checked proofs

- ▶ Trust through rigor; no stone unturned
- ▶ Reusable proof infrastructure
- ▶ Increasingly becoming a community expectation

Interactive theorem provers (ITPs): Rocq, Lean, Isabelle, ...

- ▶ Step-wise deduction of proof, with interactive proof context
- ▶ Time consuming, especially with limited support

Mechanisation: machine-checked proofs

- ▶ Trust through rigor; no stone unturned
- ▶ Reusable proof infrastructure
- ▶ Increasingly becoming a community expectation

Interactive theorem provers (ITPs): Rocq, Lean, Isabelle, ...

- ▶ Step-wise deduction of proof, with interactive proof context
- ▶ Time consuming, especially with limited support

Support is limited for temporal logic

- ▶ Primarily studied in more automated verification (e.g. model checking)
- ▶ Usage alongside ITPs introduces a gap in the trusted computing base

Problem:

Limited support for mechanised temporal properties

Three Immediate Options

Option 1: Going nuclear

- ▶ Give a paper proof / translation to model checker
- ▶ Increases the trusted computing base
- ▶ Remove “All results have been mechanised in Rocq”

Three Immediate Options

Option 1: Going nuclear

- ▶ Give a paper proof / translation to model checker
- ▶ Increases the trusted computing base
- ▶ Remove “All results have been mechanised in Rocq”

Option 2: Rolling up your sleeves

- ▶ Mechanise proof ad hoc
- ▶ Given a custom trace definition with suite of lemmas

Three Immediate Options

Option 1: Going nuclear

- ▶ Give a paper proof / translation to model checker
- ▶ Increases the trusted computing base
- ▶ Remove “All results have been mechanised in Rocq”

Option 2: Rolling up your sleeves

- ▶ Mechanise proof ad hoc
- ▶ Given a custom trace definition with suite of lemmas

Option 3: Using existing libraries

- ▶ Browse selection of existing (LTL) libraries in Rocq
- ▶ Realise they primarily focus on metatheory => not many helper lemmas
- ▶ Additionally, working with an object logic is very verbose

Solution:

Interactive Proofmode for Temporal Logic in Rocq

Contributions

Introducing Temporal Logic Proof Mode (TPM)

- ▶ Proofmode context for temporal (object) logic
- ▶ Tactics for working with modalities

Modality-compatible model of possibly-infinite well-formed traces

- ▶ Next ($\circ$) and now ($\downarrow$) modalities for possibility-infinite traces
- ▶ Well-behaved derivation of globally, eventually, and until via next

Support for least and greatest fixpoints

- ▶ Define logic-level fixpoints with fixpoint theorems for free
- ▶ E.g. $P \cup Q \triangleq \mu X. Q \vee (P \wedge \circ X)$

Infrastructure for instantiation with custom LTS models

- ▶ Derive logic-level axioms in terms of LTS stepping relation
- ▶ Extract meta-level theorems about traces

Proof of eventual delivery for model of Stenning protocol

- ▶ In an unreliable network with a fair delivery assumption

Temporal Logic Proof Mode Demo

Developing the Temporal Logic Proof Mode

MoSeL: Modal Separation Logic (Proofmode)

- ▶ “Extensible Modal Framework for Interactive Proofs (in Separation Logic)”
- ▶ Foundation for the Iris Proof Mode (facilitating 150+ papers since 2015)
- ▶ Now also foundation for the Temporal Logic Proof Mode

Developing the Temporal Logic Proof Mode

MoSeL: Modal Separation Logic (Proofmode)

- ▶ “Extensible Modal Framework for Interactive Proofs (in Separation Logic)”
- ▶ Foundation for the Iris Proof Mode (facilitating 150+ papers since 2015)
- ▶ Now also foundation for the Temporal Logic Proof Mode

Key features

- ▶ Propositional logic à la carte
- ▶ Managed proof context for spatial and persistent propositions
- ▶ Extensible handling of modality-based reasoning
- ▶ Least and greatest monotone fixpoint constructions
- ▶ (Opt-in) step-indexing and separation logic

Developing the Temporal Logic Proof Mode

MoSeL: Modal Separation Logic (Proofmode)

- ▶ “Extensible Modal Framework for Interactive Proofs (in Separation Logic)”
- ▶ Foundation for the Iris Proof Mode (facilitating 150+ papers since 2015)
- ▶ Now also foundation for the Temporal Logic Proof Mode

Key features

- ▶ Propositional logic à la carte
- ▶ Managed proof context for spatial and persistent propositions
- ▶ Extensible handling of modality-based reasoning
- ▶ Least and greatest monotone fixpoint constructions
- ▶ (Opt-in) step-indexing and separation logic

Infrastructure based on modal laws

$M\text{-AND}$

$$M P \wedge M Q \vdash M (P \wedge Q)$$

$M\text{-MONO}$

$$\frac{P \vdash Q}{M P \vdash M Q}$$

$M\text{-INTRO}$

$$\text{True} \vdash M \text{True}$$

To Conclude

Interactive proofs of temporal properties is beneficial

- ▶ Avoids an extended TCB by using external tools

Interactive proofs of temporal properties is beneficial

- ▶ Avoids an extended TCB by using external tools

Modal temporal logic is suitable for interactive verification

- ▶ Modal laws allow intuitive proof flows

Interactive proofs of temporal properties is beneficial

- ▶ Avoids an extended TCB by using external tools

Modal temporal logic is suitable for interactive verification

- ▶ Modal laws allow intuitive proof flows

MoSeL seems mature enough to handle new domain logics

- ▶ Relatively easy to instantiate
- ▶ Framework can handle functionality beyond original intent
- ▶ I encourage trying it out!

$$\vdash \Box(\textit{Question} \rightarrow \Diamond \textit{Answer})$$

Rocq code available at:

