

# Formal Proof that PRIMES is in P

with a taste of HOL4

Hing-Lun Chan

College of Engineering and Computer Science  
Australian National University  
`joseph.chan@anu.edu.au`

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- By  $x^2 - y^2 = (x - y)(x + y)$ ,  
 $91 = (10 - 3)(10 + 3) = 7 \times 13$ .
- $n$  is prime iff it is not a difference of two non-consecutive squares.



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## AKS method (August 2002)

- Check that the number  $n$  is power-free, *i.e.*, not square, cube, *etc.*
- Find a suitable parameter  $k$ , and compute  $\ell$  based on  $k$  and  $n$ .
- GCD checks: if  $\gcd(n, j) = 1$  for  $j = 1 \dots k$ .
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- $n$  is prime iff it passes all AKS checks.

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- note  $10^2 = 100$  is nearest to 97, try  $97 = 10^2 - y^2$ , fail.
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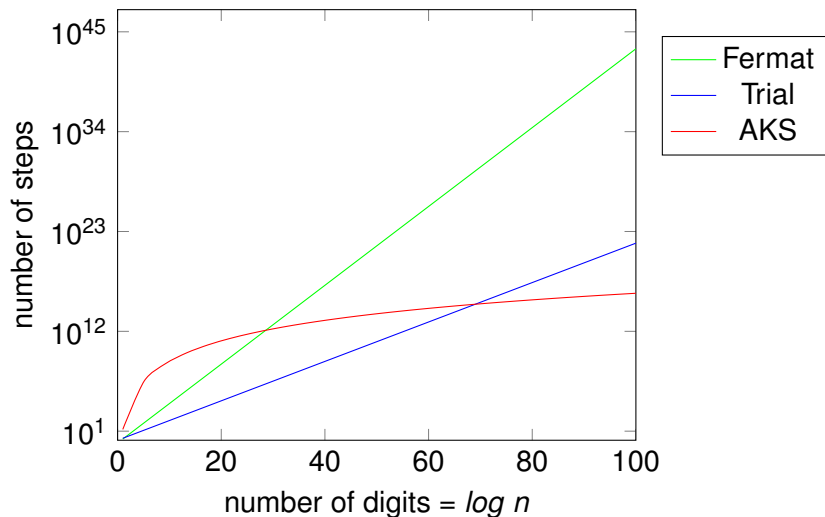
- note  $10^2 = 100$  is nearest to 97, try  $97 = 10^2 - y^2$ , fail.
- fail  $97 = 11^2 - y^2 = \dots = 48^2 - y^2$  where  $48 \approx \frac{97}{2}$ , so PRIME 97.

AKS method (August 2002)

- for power-free 97, parameter  $k = 41, \ell = 37$ .
- GCD checks: pass all  $\gcd(97, j) = 1$ , for  $1 \leq j \leq 41$ .
- Polynomial checks:
  - ▶  $(x + 1)^{97} \equiv x^{97} + 1 \pmod{97, x^{41} - 1}$  pass,
  - ▶  $(x + 2)^{97} \equiv x^{97} + 2 \pmod{97, x^{41} - 1}$  pass,  $\dots$ , up to
  - ▶  $(x + 37)^{97} \equiv x^{97} + 37 \pmod{97, x^{41} - 1}$ , all pass.
- hence 97 is PRIME.



# Primality Tests Comparison



# What is PRIMES in P?

PRIMES = the problem of Primality Testing

- Given an integer  $n > 1$ , determine if  $n$  is prime.

P = the class of Polynomial-time Algorithm

- When step count is bounded by a polynomial of input size ( $\log n$ ).
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Failure to show PRIMES  $\in P$  promotes the belief: PRIMES  $\notin P$ ...

# AKS: PRIMES is in P

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## Methods

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## Analysis

- size of  $n$  = number of digits to represent  $n$ , measured by  $\log n$ .
- $O(n) = O(2^{\log n})$  is an exponential function of  $(\log n)$ .
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Title of AKS's 2002 paper: PRIMES is in P.

First known deterministic *polynomial-time* primality-testing algorithm.

# The AKS Algorithm

6 steps in pseudo-code:

Input: integer  $n > 1$ .

- 1 If  $(n = b^m$  for some base  $b$  with  $m > 1$ ), return COMPOSITE.
- 2 Search for a prime  $k$  satisfying  $\text{order}_k(n) \geq (2(\log n + 1))^2$ .
- 3 For each  $(j = 1$  to  $k)$  if  $(j = n)$  break,  
else if  $(\text{gcd}(n, j) \neq 1)$ , return COMPOSITE.
- 4 If  $(k \geq n)$ , return PRIME.
- 5 For each  $(c = 1$  to  $\ell)$  where  $\ell = 2\sqrt{k}(\log n + 1)$ , if  $(X + c)^n \not\equiv (X^n + c) \pmod{n, X^k - 1}$ , return COMPOSITE.
- 6 return PRIME.

# The AKS Main Theorem

The AKS algorithm works because it is based on:

## Theorem (The AKS Main Theorem.)

$\vdash$  prime  $n \iff$

$1 < n \wedge \text{power\_free } n \wedge$

$\exists k.$

prime  $k \wedge (2(\log n + 1))^2 \leq \text{order}_k(n) \wedge$

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## Proof.

ITP2015 <http://www.inf.kcl.ac.uk/staff/urbanc/itp-2015/>, a joint paper with my supervisor, Michael Norrish. □

# Formal Proof

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- pre-conditions  $\Rightarrow$  conclusion

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- presents a series of logical arguments.
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## A Special Issue on Formal Proof

Notices of the American Mathematical Society, December 2008.

<http://www.ams.org/notices/200811/>

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I still have to formalize the AKS algorithm, and show it is indeed in P!

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## HOL4 (sources on GitHub)

`http://hol-theorem-prover.org/`

`http://github.com/HOL-Theorem-Prover/HOL/`



# AKS Source Repository

Source:

<http://bitbucket.org/jhlchan/hol/src/aks/theories>

- **Helper Theories**

- ▶ AKSinteger — integer square-root and integer logarithm.
- ▶ AKSpoly — polynomial evaluation by polynomial substitution.
- ▶ AKScyclo — special properties of cyclotomic polynomials.

- **AKS Theories**

- ▶ AKSintro — introspective relation essential to AKS proof.
- ▶ AKSshift — shifting introspective relation between Rings.
- ▶ AKSsets — sets involved in AKS proof.
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- ▶ AKSorder — the existence of an AKS parameter related to order.
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These are built upon other libraries:

algebraic structures, polynomials, finite fields, vector space, *etc.*

# HOL Demo

First, set up the **goal** to be proved in [HOL4 Proof Manager](#).

```
> g `1 + 1 = 2`;
```

```
val it =
```

```
  Proof manager status: 1 proof.
```

```
1. Incomplete goalstack:
```

```
  Initial goal:
```

```
    1 + 1 = 2
```

```
: proof
```

Then, apply one or more tactics to prove the goal:

```
> e (DECIDE_TAC);
```

```
OK..
```

```
val it = Initial goal proved.
```

```
|- 1 + 1 = 2: proof
```