

Inverting the Formalization Workflow

Prototyping an MPC Protocol Idea in Rocq with an LLM Agent

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50
days

42
Theorems

5
domains

THE CORE IDEA

Formalization doesn't have to be last.

TRADITIONAL

learn



design



formalize

INVERTED WORKFLOW

01

idea

from rough but grounded domain intuition



02

formalize

building a verified prototype to test the idea



03

learn

domains on demand

What each provides

HUMAN

judgment, architecture, what to axiomatize

LLM/LRM

breadth across unfamiliar mathematical domains

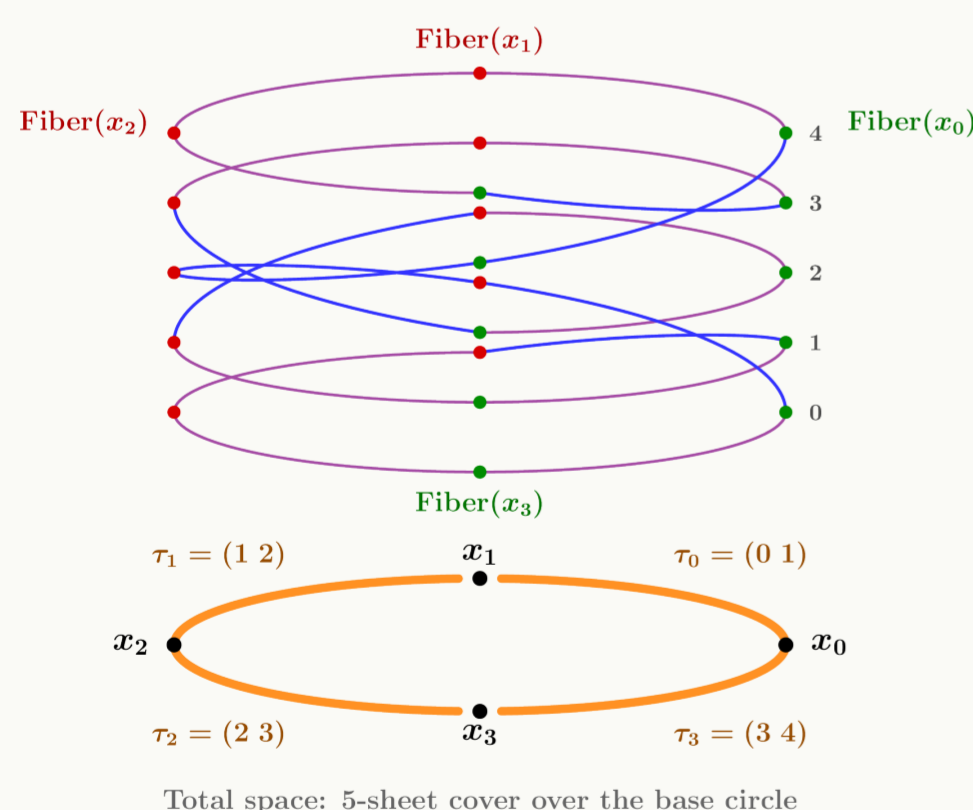
PROVER

guarantees correctness up to chosen axioms

01 / THE IDEA

"Every covering space gives you an MPC protocol"

One point below, n points above. Walk below to shuffle, lift above to reconstruct — purely an intuitive math idea.



Word = 0 2 1 3
Secret = [2,0,4,1,3]
 $\pi_1 = \{1 \rightarrow 0, 0 \rightarrow 2\}$
 $\pi_2 = \{3 \rightarrow 1, 4 \rightarrow 3, 2 \rightarrow 4\}$

Permutation matrix

	j=0	j=1	j=2	j=3	j=4
i=0	0	1	0	0	0
i=1	0	0	0	1	0
i=2	1	0	0	0	0
i=3	0	0	0	0	1
i=4	0	0	1	0	0

02 / PROTOTYPING RESULTS

Cross-domain exploration by human & AI to build together

A framework combines theorems for turning finite group actions into card-based cryptographic protocols

- Collusion bound**
Colluding parties see a view almost indistinguishable from uniform randomness.
- Abelian limitation**
Commutative shuffles reach only polynomially many outcomes, so non-commutativity is necessary.
- Bit recovery from card pairs**
A bit hidden in a matched pair is always recoverable after any pairing-preserving shuffle.
- Size vs. threshold dichotomy**
Either the shuffling group is small, or more shares must cooperate to recover the secret. No instance avoids both.
- Certified parameter solver**
A solver computes the smallest shuffle length reaching a target leakage and emits a machine-checked certificate.
- Formalization of weighted shuffle**
Nonuniform shuffles as random walk steps still achieve confidentiality (Kim & Çetinkaya, 2025).

03 / TAKEAWAYS

Formalization as a prototyping methodology

- Tight feedback loop enabled learning on demand**
LLM drafts, the prover checks, the human steers direction and absorbs domain knowledge.
- Architectural decisions require human judgment**
Deciding what to axiomatize vs. prove, and how to work around proof-engineering obstacles.
- Courage to formalize exploratory ideas**
Formalization becomes a research instrument for exploration, like using a pen to write random notes, not a final archival step.

LESSONS LEARNED

Verifying conjectures vs. prototyping a modeling framework

Proving is binary; architecting a framework involves taste and many AI sessions.

From idea to prototype is now feasible, but from prototype to publication remains open

AI accelerates idea-to-prototype, but writing and positioning a paper for publication remains a human bottleneck.

Reviewers remain a rare resource

Prover-verified results still need human reviewers; unfamiliarity with formal methods limits the reviewer pool.

Audit agents outperform builder agents at catching issues

AI is stronger at reviewing and finding flaws than at generating correct artifacts from scratch. Always pair a builder agent with an independent audit agent for best results.

SCOPE & EVIDENCE

Five mathematical domains, learned while formalizing.

Group theory

monodromy $\rho: G \rightarrow \text{Sym}(N)$, Schreier graphs, RAAG bounds for S_n

Probability on groups

random walks on Schreier graphs, spectral-gap mixing

Algebraic geometry

Galois covers, Riemann-Hurwitz, hyperelliptic curves

Coding theory

Reed-Solomon at genus 0, Goppa AG codes at higher genus

Information theory

total-variation distance, KL and entropy bounds

RELATED WORK

- [1] Draft-Sketch-Prove (Jiang et al., ICLR '23): informal-to-formal proof bridging via LLM-generated sketches.
- [2] Lean Copilot (Song et al., 2024): human-AI interactive proving with IDE-integrated tactic suggestions.
- [3] SSProve (Abate et al., TOPLAS '23): foundational framework for modular cryptographic proofs in Coq.
- [4] Putnam 2025 in Rocq (Baudart et al., 2026, forthcoming): Rocq-MCP + Claude agent solving competition math.

BUILT WITH

Rocq

Infotheo

MathComp

Claude Code

Rocq-MCP



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github.com/weng-chenghui/infotheo-pgg/tree/pgg-smc