



COMP4161: Advanced Topics in Software Verification



Gerwin Klein, June Andronick, Ramana Kumar, Miki Tanaka  
S2/2017

[data61.csiro.au](http://data61.csiro.au)



# Content



- Intro & motivation, getting started [1]
  
- Foundations & Principles
  - Lambda Calculus, natural deduction [1,2]
  - Higher Order Logic [3<sup>a</sup>]
  - Term rewriting [4]
  
- Proof & Specification Techniques
  - Inductively defined sets, rule induction [5]
  - Datatypes, recursion, induction [6, 7]
  - Hoare logic, proofs about programs, C verification [8<sup>b</sup>,9]
  - (mid-semester break)
  - Writing Automated Proof Methods [10]
  - Isar, codegen, typeclasses, locales [11<sup>c</sup>,12]

---

<sup>a</sup>a1 due; <sup>b</sup>a2 due; <sup>c</sup>a3 due

# Last Time



→ Equations and Term Rewriting

# Last Time



→ Equations and Term Rewriting

# Last Time



- Equations and Term Rewriting
- Confluence and Termination of reduction systems

# Last Time



- Equations and Term Rewriting
- Confluence and Termination of reduction systems
- Term Rewriting in Isabelle

# Applying a Rewrite Rule



→  $l \rightarrow r$  **applicable** to term  $t[s]$

# Applying a Rewrite Rule



→  $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$

# Applying a Rewrite Rule



- $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$
- **Result:**  $t[\sigma r]$

# Applying a Rewrite Rule



- $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$
- **Result:**  $t[\sigma r]$
- **Equationally:**  $t[s] = t[\sigma r]$

**Example:**

# Applying a Rewrite Rule



- $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$
- **Result:**  $t[\sigma r]$
- **Equationally:**  $t[s] = t[\sigma r]$

## Example:

**Rule:**  $0 + n \rightarrow n$

**Term:**  $a + (0 + (b + c))$

# Applying a Rewrite Rule



- $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$
- **Result:**  $t[\sigma r]$
- **Equationally:**  $t[s] = t[\sigma r]$

## Example:

**Rule:**  $0 + n \rightarrow n$

**Term:**  $a + (0 + (b + c))$

**Substitution:**  $\sigma = \{n \mapsto b + c\}$

# Applying a Rewrite Rule



- $l \rightarrow r$  **applicable** to term  $t[s]$   
if there is substitution  $\sigma$  such that  $\sigma l = s$
- **Result:**  $t[\sigma r]$
- **Equationally:**  $t[s] = t[\sigma r]$

## Example:

**Rule:**  $0 + n \rightarrow n$

**Term:**  $a + (0 + (b + c))$

**Substitution:**  $\sigma = \{n \mapsto b + c\}$

**Result:**  $a + (b + c)$

# Conditional Term Rewriting



Rewrite rules can be conditional:

$$\llbracket P_1 \dots P_n \rrbracket \Longrightarrow l = r$$

# Conditional Term Rewriting



Rewrite rules can be conditional:

$$\llbracket P_1 \dots P_n \rrbracket \implies l = r$$

is **applicable** to term  $t[s]$  with  $\sigma$  if

- $\sigma l = s$  and
- $\sigma P_1, \dots, \sigma P_n$  are provable by rewriting.

# Rewriting with Assumptions



Last time: Isabelle uses assumptions in rewriting.

# Rewriting with Assumptions



Last time: Isabelle uses assumptions in rewriting.

**Can lead to non-termination.**

**Example:**

**lemma "f x = g x  $\wedge$  g x = f x  $\implies$  f x = 2"**

# Rewriting with Assumptions



Last time: Isabelle uses assumptions in rewriting.

**Can lead to non-termination.**

**Example:**

**lemma** "  $f\ x = g\ x \wedge g\ x = f\ x \implies f\ x = 2$  "

simp	<b>use and simplify</b> assumptions
(simp (no_asm))	<b>ignore</b> assumptions
(simp (no_asm_use))	<b>simplify</b> , but do <b>not use</b> assumptions
(simp (no_asm_simp))	<b>use</b> , but do <b>not simplify</b> assumptions

# Preprocessing



Preprocessing (recursive) for maximal simplification power:

$$\begin{aligned}\neg A &\mapsto A = \textit{False} \\ A \longrightarrow B &\mapsto A \implies B \\ A \wedge B &\mapsto A, B \\ \forall x. A x &\mapsto A ?x \\ A &\mapsto A = \textit{True}\end{aligned}$$

# Preprocessing



Preprocessing (recursive) for maximal simplification power:

$$\begin{aligned}\neg A &\mapsto A = \textit{False} \\ A \longrightarrow B &\mapsto A \implies B \\ A \wedge B &\mapsto A, B \\ \forall x. A x &\mapsto A ?x \\ A &\mapsto A = \textit{True}\end{aligned}$$

**Example:**

$$(p \longrightarrow q \wedge \neg r) \wedge s \\ \mapsto$$

# Preprocessing

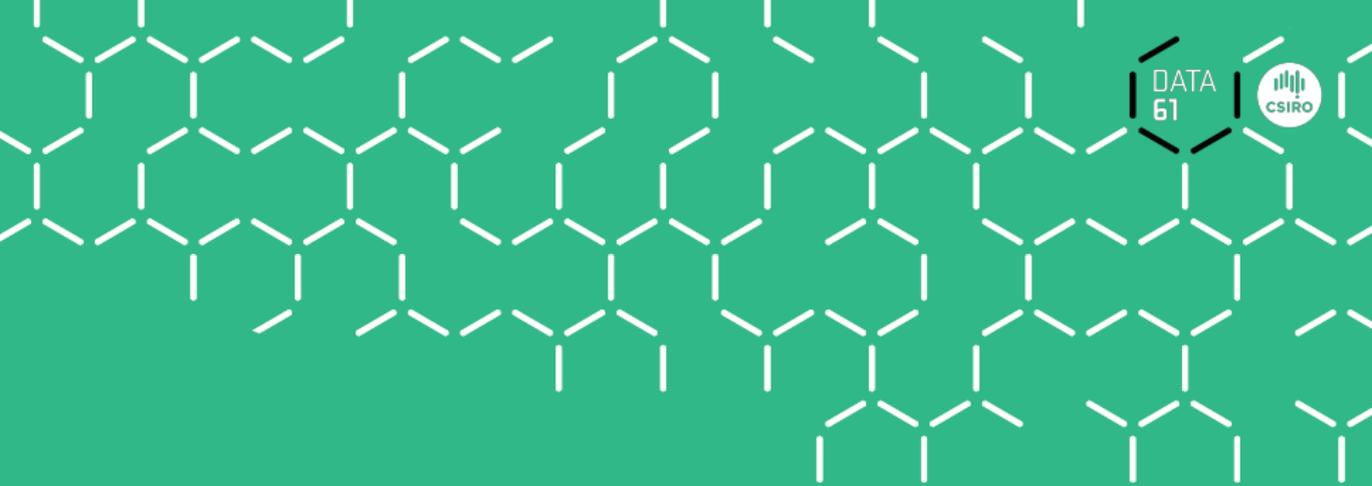


Preprocessing (recursive) for maximal simplification power:

$$\begin{aligned}\neg A &\mapsto A = \textit{False} \\ A \longrightarrow B &\mapsto A \implies B \\ A \wedge B &\mapsto A, B \\ \forall x. A x &\mapsto A ?x \\ A &\mapsto A = \textit{True}\end{aligned}$$

**Example:**

$$\begin{aligned}(p \longrightarrow q \wedge \neg r) \wedge s \\ \mapsto \\ p \implies q = \textit{True} \quad p \implies r = \textit{False} \quad s = \textit{True}\end{aligned}$$

A background pattern of white dashed lines forming a hexagonal grid, resembling a molecular or crystalline structure, set against a dark teal background.

DATA  
61



# Demo

# Case splitting with simp



$$P \text{ (if } A \text{ then } s \text{ else } t) \\ = \\ (A \longrightarrow P s) \wedge (\neg A \longrightarrow P t)$$

# Case splitting with simp



$$P \text{ (if } A \text{ then } s \text{ else } t) \\ = \\ (A \longrightarrow P s) \wedge (\neg A \longrightarrow P t)$$

**Automatic**

# Case splitting with simp



$$P \text{ (if } A \text{ then } s \text{ else } t) \\ = \\ (A \longrightarrow P s) \wedge (\neg A \longrightarrow P t)$$

**Automatic**

$$P \text{ (case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b) \\ = \\ (e = 0 \longrightarrow P a) \wedge (\forall n. e = \text{Suc } n \longrightarrow P b)$$

# Case splitting with simp



$$P \text{ (if } A \text{ then } s \text{ else } t) \\ = \\ (A \longrightarrow P s) \wedge (\neg A \longrightarrow P t)$$

**Automatic**

$$P \text{ (case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b) \\ = \\ (e = 0 \longrightarrow P a) \wedge (\forall n. e = \text{Suc } n \longrightarrow P b)$$

**Manually: apply** (simp split: nat.split)

# Case splitting with simp



$$P \text{ (if } A \text{ then } s \text{ else } t) \\ = \\ (A \longrightarrow P s) \wedge (\neg A \longrightarrow P t)$$

**Automatic**

$$P \text{ (case } e \text{ of } 0 \Rightarrow a \mid \text{Suc } n \Rightarrow b) \\ = \\ (e = 0 \longrightarrow P a) \wedge (\forall n. e = \text{Suc } n \longrightarrow P b)$$

**Manually: apply** (simp split: nat.split)

Similar for any data type  $t$ : **t.split**

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

For  $\Longrightarrow$  hardwired (assumptions used in rewriting)

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

For  $\Longrightarrow$  hardwired (assumptions used in rewriting)

For other operators expressed with conditional rewriting.

**Example:**  $\llbracket P = P'; P' \Longrightarrow Q = Q' \rrbracket \Longrightarrow (P \longrightarrow Q) = (P' \longrightarrow Q')$

**Read:** to simplify  $P \longrightarrow Q$

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

For  $\Longrightarrow$  hardwired (assumptions used in rewriting)

For other operators expressed with conditional rewriting.

**Example:**  $\llbracket P = P'; P' \Longrightarrow Q = Q' \rrbracket \Longrightarrow (P \longrightarrow Q) = (P' \longrightarrow Q')$

**Read:** to simplify  $P \longrightarrow Q$

→ first simplify  $P$  to  $P'$

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

For  $\Longrightarrow$  hardwired (assumptions used in rewriting)

For other operators expressed with conditional rewriting.

**Example:**  $\llbracket P = P'; P' \Longrightarrow Q = Q' \rrbracket \Longrightarrow (P \longrightarrow Q) = (P' \longrightarrow Q')$

**Read:** to simplify  $P \longrightarrow Q$

- first simplify  $P$  to  $P'$
- then simplify  $Q$  to  $Q'$  using  $P'$  as assumption

# Congruence Rules



**congruence rules are about using context**

**Example:** in  $P \longrightarrow Q$  we could use  $P$  to simplify terms in  $Q$

For  $\Longrightarrow$  hardwired (assumptions used in rewriting)

For other operators expressed with conditional rewriting.

**Example:**  $\llbracket P = P'; P' \Longrightarrow Q = Q' \rrbracket \Longrightarrow (P \longrightarrow Q) = (P' \longrightarrow Q')$

**Read:** to simplify  $P \longrightarrow Q$

- first simplify  $P$  to  $P'$
- then simplify  $Q$  to  $Q'$  using  $P'$  as assumption
- the result is  $P' \longrightarrow Q'$

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong:**  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong:**  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else:

**if\_cong:**  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong:**  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else:

**if\_cong:**  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

**if\_weak\_cong:**  $b = c \implies (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong:**  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else:

**if\_cong:**  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

**if\_weak\_cong:**  $b = c \implies (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

→ declare own congruence rules with **[cong]** attribute

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong:**  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else:

**if\_cong:**  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

**if\_weak\_cong:**  $b = c \implies (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

- declare own congruence rules with **[cong]** attribute
- delete with **[cong del]**

# More Congruence



Sometimes useful, but not used automatically (slowdown):

**conj\_cong**:  $\llbracket P = P'; P' \implies Q = Q' \rrbracket \implies (P \wedge Q) = (P' \wedge Q')$

Context for if-then-else:

**if\_cong**:  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
 $(\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v)$

Prevent rewriting inside then-else (default):

**if\_weak\_cong**:  $b = c \implies (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } x \text{ else } y)$

- declare own congruence rules with **[cong]** attribute
- delete with **[cong del]**
- use locally with e.g. **apply** (simp cong: <rule>)

# Ordered rewriting



**Problem:**  $x + y \longrightarrow y + x$  does not terminate

# Ordered rewriting



**Problem:**  $x + y \rightarrow y + x$  does not terminate

**Solution:** use permutative rules only if term becomes lexicographically smaller.

**Example:**

# Ordered rewriting



**Problem:**  $x + y \longrightarrow y + x$  does not terminate

**Solution:** use permutative rules only if term becomes lexicographically smaller.

**Example:**  $b + a \rightsquigarrow a + b$  but not  $a + b \rightsquigarrow b + a$ .

# Ordered rewriting



**Problem:**  $x + y \longrightarrow y + x$  does not terminate

**Solution:** use permutative rules only if term becomes lexicographically smaller.

**Example:**  $b + a \rightsquigarrow a + b$  but not  $a + b \rightsquigarrow b + a$ .

For types `nat`, `int` etc:

- lemmas **add\_ac** sort any sum (+)
- lemmas **mult\_ac** sort any product (\*)

**Example:** `apply (simp add: add_ac)` yields  
 $(b + c) + a \rightsquigarrow \dots \rightsquigarrow a + (b + c)$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

These 2 rules alone get stuck too early (not confluent).

Example:  $(z \odot x) \odot (y \odot v)$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

These 2 rules alone get stuck too early (not confluent).

**Example:**  $(z \odot x) \odot (y \odot v)$

**We want:**  $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

These 2 rules alone get stuck too early (not confluent).

Example:  $(z \odot x) \odot (y \odot v)$

We want:  $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

We get:  $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

These 2 rules alone get stuck too early (not confluent).

**Example:**  $(z \odot x) \odot (y \odot v)$

**We want:**  $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

**We get:**  $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

**We need:** **AC rule**  $x \odot (y \odot z) = y \odot (x \odot z)$

# AC Rules



**Example for associative-commutative rules:**

**Associative:**  $(x \odot y) \odot z = x \odot (y \odot z)$

**Commutative:**  $x \odot y = y \odot x$

These 2 rules alone get stuck too early (not confluent).

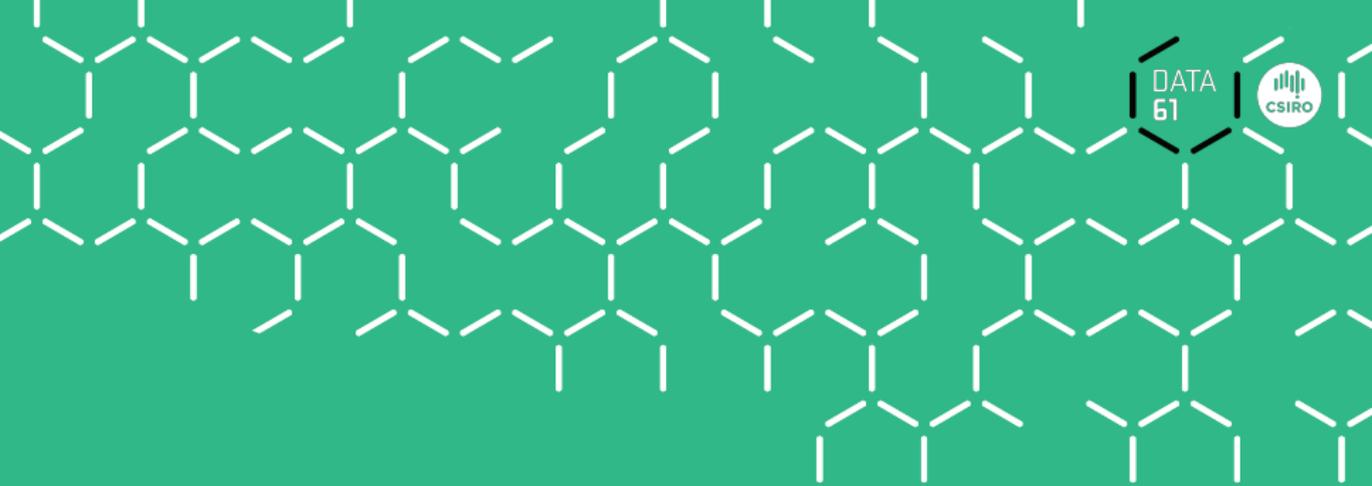
**Example:**  $(z \odot x) \odot (y \odot v)$

**We want:**  $(z \odot x) \odot (y \odot v) = v \odot (x \odot (y \odot z))$

**We get:**  $(z \odot x) \odot (y \odot v) = v \odot (y \odot (x \odot z))$

**We need: AC rule**  $x \odot (y \odot z) = y \odot (x \odot z)$

If these 3 rules are present for an AC operator  
Isabelle will order terms correctly

A background pattern of white dashed lines forming a hexagonal grid, resembling a molecular or crystalline structure, set against a dark teal background.

DATA  
61



# Demo

# Back to Confluence



**Last time:** confluence in general is undecidable.

# Back to Confluence



**Last time:** confluence in general is undecidable.

**But:** confluence for terminating systems is decidable!

# Back to Confluence



**Last time:** confluence in general is undecidable.

**But:** confluence for terminating systems is decidable!

**Problem:** overlapping lhs of rules.

# Back to Confluence



**Last time:** confluence in general is undecidable.

**But:** confluence for terminating systems is decidable!

**Problem:** overlapping lhs of rules.

## Definition:

Let  $l_1 \rightarrow r_1$  and  $l_2 \rightarrow r_2$  be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of  $l_1$  unifies with  $l_2$ .

# Back to Confluence



**Last time:** confluence in general is undecidable.

**But:** confluence for terminating systems is decidable!

**Problem:** overlapping lhs of rules.

## Definition:

Let  $l_1 \rightarrow r_1$  and  $l_2 \rightarrow r_2$  be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of  $l_1$  unifies with  $l_2$ .

## Example:

Rules: (1)  $f x \rightarrow a$    (2)  $g y \rightarrow b$    (3)  $f (g z) \rightarrow b$

Critical pairs:

# Back to Confluence



**Last time:** confluence in general is undecidable.

**But:** confluence for terminating systems is decidable!

**Problem:** overlapping lhs of rules.

## Definition:

Let  $l_1 \rightarrow r_1$  and  $l_2 \rightarrow r_2$  be two rules with disjoint variables.

They form a **critical pair** if a non-variable subterm of  $l_1$  unifies with  $l_2$ .

## Example:

Rules: (1)  $f x \rightarrow a$  (2)  $g y \rightarrow b$  (3)  $f (g z) \rightarrow b$

Critical pairs:

$$\begin{array}{lll} (1)+(3) & \{x \mapsto g z\} & a \xleftarrow{(1)} f (g z) \xrightarrow{(3)} b \\ (3)+(2) & \{z \mapsto y\} & b \xleftarrow{(3)} f (g y) \xrightarrow{(2)} f b \end{array}$$

# Completion



(1)  $f x \longrightarrow a$    (2)  $g y \longrightarrow b$    (3)  $f (g z) \longrightarrow b$   
is not confluent

# Completion



(1)  $f x \longrightarrow a$    (2)  $g y \longrightarrow b$    (3)  $f (g z) \longrightarrow b$   
is not confluent

**But it can be made confluent by adding rules!**

# Completion



(1)  $f x \longrightarrow a$    (2)  $g y \longrightarrow b$    (3)  $f (g z) \longrightarrow b$

is not confluent

**But it can be made confluent by adding rules!**

**How:** join all critical pairs

# Completion



$$(1) f x \longrightarrow a \quad (2) g y \longrightarrow b \quad (3) f (g z) \longrightarrow b$$

is not confluent

**But it can be made confluent by adding rules!**

**How:** join all critical pairs

**Example:**

$$(1)+(3) \quad \{x \mapsto g z\} \quad a \xleftarrow{(1)} f (g z) \xrightarrow{(3)} b$$

shows that  $a = b$  (because  $a \xleftarrow{*} b$ ),

# Completion



$$(1) f x \longrightarrow a \quad (2) g y \longrightarrow b \quad (3) f (g z) \longrightarrow b$$

is not confluent

**But it can be made confluent by adding rules!**

**How:** join all critical pairs

**Example:**

$$(1)+(3) \quad \{x \mapsto g z\} \quad a \xleftarrow{(1)} f (g z) \xrightarrow{(3)} b$$

shows that  $a = b$  (because  $a \xleftarrow{*} b$ ), so we add  $a \longrightarrow b$  as a rule

# Completion



$$(1) f x \longrightarrow a \quad (2) g y \longrightarrow b \quad (3) f (g z) \longrightarrow b$$

is not confluent

**But it can be made confluent by adding rules!**

**How:** join all critical pairs

**Example:**

$$(1)+(3) \quad \{x \mapsto g z\} \quad a \xleftarrow{(1)} f (g z) \xrightarrow{(3)} b$$

shows that  $a = b$  (because  $a \xleftarrow{*} b$ ), so we add  $a \longrightarrow b$  as a rule

This is the main idea of the Knuth-Bendix completion algorithm.



DATA  
61



# Demo: Waldmeister

# Orthogonal Rewriting Systems



**Definitions:**

# Orthogonal Rewriting Systems



## Definitions:

A rule  $l \rightarrow r$  is **left-linear** if no variable occurs twice in  $l$ .

# Orthogonal Rewriting Systems



## Definitions:

A rule  $l \rightarrow r$  is **left-linear** if no variable occurs twice in  $l$ .

A **rewrite system** is **left-linear** if all rules are.

# Orthogonal Rewriting Systems



## Definitions:

A rule  $l \rightarrow r$  is **left-linear** if no variable occurs twice in  $l$ .

A **rewrite system** is **left-linear** if all rules are.

A system is **orthogonal** if it is left-linear and has no critical pairs.

# Orthogonal Rewriting Systems



## Definitions:

A rule  $l \longrightarrow r$  is **left-linear** if no variable occurs twice in  $l$ .

A **rewrite system** is **left-linear** if all rules are.

A system is **orthogonal** if it is left-linear and has no critical pairs.

**Orthogonal rewrite systems are confluent**

# Orthogonal Rewriting Systems



## Definitions:

A rule  $l \rightarrow r$  is **left-linear** if no variable occurs twice in  $l$ .

A **rewrite system** is **left-linear** if all rules are.

A system is **orthogonal** if it is left-linear and has no critical pairs.

**Orthogonal rewrite systems are confluent**

Application: functional programming languages

# We have learned today ...



→ Conditional term rewriting

# We have learned today ...



- Conditional term rewriting
- Congruence rules

# We have learned today ...



- Conditional term rewriting
- Congruence rules
- AC rules

# We have learned today ...



- Conditional term rewriting
- Congruence rules
- AC rules
- More on confluence