



COMP4161: Advanced Topics in Software Verification

fun

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S2/2018

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Content



- Intro & motivation, getting started [1]

- Foundations & Principles
 - Lambda Calculus, natural deduction [1,2]
 - Higher Order Logic [3^a]
 - Term rewriting [4]

- Proof & Specification Techniques
 - Inductively defined sets, rule induction [5]
 - Datatypes, recursion, induction [6, 7]
 - Hoare logic, proofs about programs, invariants [8^b,9]
 - (mid-semester break)
 - C verification [10]
 - CakeML, Isar [11^c]
 - Concurrency [12]

^aa1 due; ^ba2 due; ^ca3 due

General Recursion



The Choice

General Recursion



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- Limited expressiveness, automatic termination
 - `primrec`

General Recursion



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- High expressiveness, termination proof may fail
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 - `primrec`
- High expressiveness, termination proof may fail
 - `fun`
- High expressiveness, tweakable, termination proof manual
 - `function`

fun — examples



```
fun sep :: "'a ⇒ 'a list ⇒ 'a list"
```

```
where
```

```
  "sep a (x # y # zs) = x # a # sep a (y # zs)" |
```

```
  "sep a xs = xs"
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fun — examples



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```
fun ack :: "nat ⇒ nat ⇒ nat"
```

```
where
```

```
  "ack 0 n = Suc n" |
```

```
  "ack (Suc m) 0 = ack m 1" |
```

```
  "ack (Suc m) (Suc n) = ack m (ack (Suc m) n)"
```


→ The definiton:

- pattern matching in all parameters
- arbitrary, linear constructor patterns
- reads equations sequentially like in Haskell (top to bottom)
- proves termination automatically in many cases (tries lexicographic order)

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- The definition:
 - pattern matching in all parameters
 - arbitrary, linear constructor patterns
 - reads equations sequentially like in Haskell (top to bottom)
 - proves termination automatically in many cases (tries lexicographic order)
- Generates own induction principle
- May fail to prove termination:
 - use **function (sequential)** instead
 - allows you to prove termination manually

fun — induction principle



→ Each **fun** definition induces an induction principle

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- For each equation:
 - show P holds for lhs, provided P holds for each recursive call on rhs

fun — induction principle



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→ Example **sep.induct**:

$\llbracket \bigwedge a. P\ a \rrbracket;$

$\bigwedge a\ w. P\ a\ [w]$

$\bigwedge a\ x\ y\ zs. P\ a\ (y\#\!zs) \implies P\ a\ (x\#\!y\#\!zs);$

$\rrbracket \implies P\ a\ xs$

Termination



Isabelle tries to prove termination automatically

→ For most functions this works with a lexicographic termination relation.

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- You can prove automation separately.

function (sequential) quicksort **where**

quicksort [] = [] |

quicksort (x#xs) = quicksort [y ← xs.y ≤ x]@[x]@ quicksort [y ← xs.x < y]

by pat_completeness auto

termination

by (relation “measure length”) (auto simp: less_Suc_eq_le)

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function is the fully tweakable, manual version of **fun**

A background pattern of white hexagons on a dark teal background, arranged in a staggered grid.

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Demo

How does fun/function work?



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→ defined one recursion operator per **datatype** D

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- primrec: apply datatype recursion operator

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Similar strategy for **fun**:

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- extract *recursion scheme* for equations in f
- define graph f_rel inductively, encoding recursion scheme

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- extract *recursion scheme* for equations in f
- define graph f_rel inductively, encoding recursion scheme
- prove totality (= termination)
- prove uniqueness (automatic)
- derive original equations from f_rel
- export induction scheme from f_rel

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- $acc =$ accessible part of f_rel
- the part that can be reached in finitely many steps

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- $f_dom = acc\ f_rel$
- acc = accessible part of f_rel
- the part that can be reached in finitely many steps
- termination = $\forall x. x \in f_dom$
- still have conditional equations for partial functions

Proving Termination



Command **termination fun_name** sets up termination goal
 $\forall x. x \in \text{fun_name_dom}$

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The Size-change Principle for Program Termination, POPL 2001.

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Three main proof methods:

- **lexicographic_order** (default tried by **fun**)
- **size_change** (automated translation to simpler size-change graph¹)
- **relation R** (manual proof via well-founded relation)

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Well Founded Orders



Definition

$<_r$ is well founded if well founded induction holds

$$\text{wf } r \equiv \forall P. (\forall x. (\forall y <_r x. P y) \longrightarrow P x) \longrightarrow (\forall x. P x)$$

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Alternative definition (equivalent):

there are no infinite descending chains, or (equivalent):
every nonempty set has a minimal element wrt $<_r$

$$\min r Q x \equiv \forall y \in Q. y \not<_r x$$

$$\text{wf } r = (\forall Q \neq \{\}. \exists m \in Q. \min r Q m)$$

Well Founded Orders: Examples



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well founded induction = complete induction

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if $<_1$ and $<_2$ are
- $A <_r B = A \subset B \wedge \text{finite } B$ is well founded
- \subseteq and \subset in general are **not** well founded

More about well founded relations: *Term Rewriting and All That*

Extracting the Recursion Scheme



So far for termination. What about the recursion scheme?

Extracting the Recursion Scheme



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Not fixed anymore as in primrec.

Examples:

→ **fun fib where**

fib 0 = 1 |

fib (Suc 0) = 1 |

fib (Suc (Suc n)) = fib n + fib (Suc n)

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→ **fun f where** $f x = (\text{if } x = 0 \text{ then } 0 \text{ else } f (x - 1) * 2)$

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Recursion: $x \neq 0 \implies x \rightsquigarrow x - 1$

Extracting the Recursion Scheme



Higher Order:

→ **datatype** 'a tree = Leaf 'a | Branch 'a tree list

fun treemap :: ('a ⇒ 'a) ⇒ 'a tree ⇒ 'a tree **where**

treemap fn (Leaf n) = Leaf (fn n) |

treemap fn (Branch l) = Branch (map (treemap fn) l)

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Recursion: $x \in \text{set } l \implies (\text{fn}, \text{Branch } l) \rightsquigarrow (\text{fn}, x)$

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How to extract the context information for the call?

Extracting the Recursion Scheme



Extracting context for equations

Extracting the Recursion Scheme



Extracting context for equations

\Rightarrow

Congruence Rules!

Extracting the Recursion Scheme



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Recall rule **if_cong**:

$$\begin{aligned} & [[b = c; c \implies x = u; \neg c \implies y = v]] \implies \\ & (\text{if } b \text{ then } x \text{ else } y) = (\text{if } c \text{ then } u \text{ else } v) \end{aligned}$$

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Read: for transforming x , use b as context information, for y use $\neg b$.

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In fun_def: for recursion in x , use b as context, for y use $\neg b$.

Congruence Rules for fun_defs



The same works for function definitions.

```
declare my_rule[fundef_cong]
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Congruence Rules for fun_defs



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```
declare my_rule[fundef_cong]  
(if_cong already added by default)
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Another example (higher-order):

$$[| xs = ys; \bigwedge x. x \in \text{set } ys \implies f\ x = g\ x |] \implies \text{map } f\ xs = \text{map } g\ ys$$

Congruence Rules for fun_defs



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Read: for recursive calls in f , f is called with elements of xs

A background pattern of white hexagons on a teal background, arranged in a staggered grid.

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Demo

Further Reading



Alexander Krauss,
*Automating Recursive Definitions and Termination Proofs
in Higher-Order Logic.*

PhD thesis, TU Munich, 2009.

http://www4.in.tum.de/~krauss/diss/krauss_phd.pdf

We have seen today ...



→ General recursion with **fun/function**

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- General recursion with **fun/function**
- Induction over recursive functions

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- General recursion with **fun/function**
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- How **fun** works

We have seen today ...



- General recursion with **fun/function**
- Induction over recursive functions
- How **fun** works
- Termination, partial functions, congruence rules