# COMP4161 Advanced Topics in Software Verification





Thomas Sewell, Miki Tanaka, Rob Sison T3/2024



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



➔ Equations and Term Rewriting



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- → Confluence and Termination of reduction systems



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



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



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**Rule:**  $0 + n \rightarrow n$ **Term:** a + (0 + (b + c))**Substitution:**  $\sigma = \{n \mapsto b + c\}$ 



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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:

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



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

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

 $\rightarrow \sigma I = s$  and

→  $\sigma P_1, \ldots, \sigma P_n$  are provable by rewriting.



## **Rewriting with Assumptions**

Last time: Isabelle uses assumptions in rewriting.



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Can lead to non-termination.

Example:

**lemma** " $f x = g x \land g x = f x \Longrightarrow f x = 2$ "



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**lemma** " $f x = g x \land g x = f x \Longrightarrow f x = 2$ "

simp
(simp (no\_asm))
(simp (no\_asm\_use))
(simp (no\_asm\_simp))

use and simplify assumptions ignore assumptions simplify, but do not use assumptions use, but do not simplify assumptions



#### Preprocessing

Preprocessing (recursive) for maximal simplification power:

$$\neg A \quad \mapsto \quad A = False$$

$$A \rightarrow B \quad \mapsto \quad A \Longrightarrow B$$

$$A \wedge B \quad \mapsto \quad A, B$$

$$\forall x. \ A \ x \quad \mapsto \quad A \ ?x$$

$$A \quad \mapsto \quad A = True$$

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Example:

$$(p \longrightarrow q \land \neg r) \land s$$

 $\mapsto$ 



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 $\mapsto$   
 $p \Longrightarrow q = True$   $p \Longrightarrow r = False$   $s = True$ 



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$$P \text{ (if } A \text{ then } s \text{ else } t)$$

$$\stackrel{=}{(A \longrightarrow P s) \land (\neg A \longrightarrow P t)}$$



$$P (\text{if } A \text{ then } s \text{ else } t)$$

$$=$$

$$(A \longrightarrow P s) \land (\neg A \longrightarrow P t)$$
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P (if A then s else t)  $= (A \longrightarrow P s) \land (\neg A \longrightarrow P t)$ Automatic

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



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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



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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  $P \longrightarrow Q$ 



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➔ first simplify P to P'



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



#### **More Congruence**

Sometimes useful, but not used automatically (slowdown): **conj**\_**cong**:  $\llbracket P = P'; P' \Longrightarrow Q = Q' \rrbracket \Longrightarrow (P \land Q) = (P' \land Q')$ 



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Context for if-then-else: **if\_cong**:  $[\![b = c; c \Longrightarrow x = u; \neg c \Longrightarrow y = v]\!] \Longrightarrow$ (if *b* then *x* else *y*) = (if *c* then *u* else *v*)



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



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**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  $(b+c) + a \rightsquigarrow \cdots \rightsquigarrow a + (b+c)$



#### Example for associative-commutative rules: Associative: $(x \odot y) \odot z = x \odot (y \odot z)$ Commutative: $x \odot y = y \odot x$



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

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



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





Last time: confluence in general is undecidable.



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#### **Definition:**

Let  $l_1 \longrightarrow r_1$  and  $l_2 \longrightarrow r_2$  be two rules with disjoint variables. They form a **critical pair** if a non-variable subterm of  $l_1$  unifies with  $l_2$ .



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



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$$\begin{array}{ll} (1)+(3) & \{x \mapsto g \ z\} & a \stackrel{(1)}{\leftarrow} f \ (g \ z) & \stackrel{(3)}{\rightarrow} b \\ (3)+(2) & \{z \mapsto y\} & b \stackrel{(3)}{\leftarrow} f \ (g \ y) & \stackrel{(2)}{\rightarrow} f \ b \end{array}$$



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

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(1)+(3) {
$$x \mapsto g z$$
}  $a \xleftarrow{(1)} f(g z) \xrightarrow{(3)} b$   
shows that  $a = b$  (because  $a \xleftarrow{*} b$ ),



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(1)+(3)  $\{x \mapsto g z\}$   $a \stackrel{(1)}{\leftarrow} f(g z) \stackrel{(3)}{\longrightarrow} b$ shows that a = b (because  $a \stackrel{*}{\leftarrow} b$ ), so we add  $a \longrightarrow b$  as a rule



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



# **DEMO: WALDMEISTER**

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#### Orthogonal rewrite systems are confluent

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#### Orthogonal rewrite systems are confluent

Application: functional programming languages



We have learned today ...

→ Conditional term rewriting



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### We have learned today ...

- → Conditional term rewriting
- → Congruence rules



### We have learned today ...

- → Conditional term rewriting
- → Congruence rules
- → AC rules



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## We have learned today ...

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

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