COMP4161 Advanced Topics in Software Verification



fun

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^aa1 due; ^ba2 due; ^ca3 due

General Recursion

The Choice

- → Limited expressiveness, automatic termination
 - 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"

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)"
```

fun

- → Much more permissive than primrec:
 - pattern matching in all parameters
 - nested, linear constructor patterns
 - reads equations sequentially like in Haskell (top to bottom)
 - proves termination automatically in many cases (tries lexicographic order and datatype size)
- → Generates more theorems than primrec
- → May fail to prove termination:
 - use function instead
 - function(sequential) preserves sequential behaviour
 - allows you to prove termination manually

DEMO

Why Termination?

Why does it matter that our recursive function definitions terminate?

- Because otherwise we might introduce unsoundness.
- We talked about this when we introduced primrec.

MINI-DEMO



Conservative Extensions

These are some **definitional mechanisms** of Isabelle/HOL:

- definition
- primrec
- inductive

- datatype (sort of)
- fun
- function

They all add a new constant (or constants) and their defining facts.

They all try to make a **conservative extension** of the logic:

- new symbols, thus new type-correct statements
- some of these new statements are provable
- previously type-correct statements should not change meaning



A Dramatic Aside

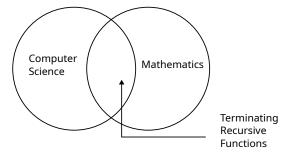
Ondřej Kunčar and Andrei Popescu A Consistent Foundation for Isabelle/HOL In ITP 2015, Nanjing

https://andreipopescu.uk/pdf/ITP2015.pdf

discusses a (debatable) proof of False in Isabelle 2014.



Terminating Functions in the Intersection



If a recursive computational function $f :: \alpha \Rightarrow \beta$ terminates, then its type in the logic can be $f :: \alpha \Rightarrow \beta$.

Termination as Induction

Termination (of a recursive scheme) is \approx induction.

- → Each fun definition induces an induction principle
- → For each equation: show P holds for lhs, provided P holds for each recursive call on rhs
- → Example sep.induct:



Termination

Isabelle tries to prove termination automatically

- → For most functions this works with a lexicographic termination relation.
- → Sometimes not ⇒ error message with unsolved subgoal
- → You can prove termination separately.

```
function (sequential) quicksort where quicksort [] = [] | quicksort (x \# xs) = quicksort [y \leftarrow xs.y \le x]@[x]@ quicksort [y \leftarrow xs.x < y] by pat_completeness auto
```

termination

by (relation "measure length") (auto simp: less_Suc_eq_le)

DEMO

How does fun/function work? Option 1.

You may remember the previous explanation of how the **rec_list** constant (used by **primrec**) is defined via a relation.

For **fun** $f :: \alpha \Rightarrow \beta$, first define $f_{rel} :: (\alpha \times \beta)$ set.

- → extract recursion scheme for equations in f
- \rightarrow define graph f_{rel} inductively, encoding recursion scheme

•
$$f(Suc x) = f x * 2 \mapsto (f_{rel}xv \longrightarrow f_{rel}(Suc x)(v * 2))$$

- → prove totality (= termination)
 - recall that inductive relations are the least fixpoint
 - nonterminating recursion chains are not in the set
- → prove uniqueness (automatic)
- \rightarrow derive f and original equations from ϵ choice and f_{rel}
- → export induction scheme from f_{rel}

How does fun/function work? Option 2.

function can separate and defer termination proof:

- → skip proof of totality
- → instead derive equations of the form: $x \in f_dom \Rightarrow f(x) = \dots$
- → similarly, conditional induction principle
- → f_dom = acc f_rel
- → acc = accessible part of f_rel
- → the part that can be reached in finitely many steps
- \rightarrow termination = $\forall x. \ x \in f_dom$
- → still have conditional equations for partial functions
- \rightarrow note that for $f :: \alpha \Rightarrow \beta$, this $f_rel :: (\alpha \times \alpha)$ set.

DEMO

Proving Termination

termination fun_name sets up termination goal

 $\forall x. \ x \in \text{fun name dom}$

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)

¹C.S. Lee, N.D. Jones, A.M. Ben-Amram, The Size-change Principle for Program Termination, POPL 2001.



Well Founded Orders

Definition

 $<_r$ is well founded if well founded induction holds $wf(<_r) \equiv \forall P. \ (\forall x. \ (\forall y <_r x.P \ y) \longrightarrow P \ x) \longrightarrow (\forall x. \ P \ x)$

Well founded induction rule:

$$\frac{\operatorname{wf}(<_r) \quad \bigwedge x. \ (\forall y <_r x. \ P \ y) \Longrightarrow P \ x}{P \ a}$$

Alternative definition (equivalent):

there are no infinite descending chains, or (equivalent): the accessible part is everything, or (equivalent): every nonempty set has a minimal element wrt $<_r$ min $(<_r)$ Q x \equiv $\forall y \in Q$. $y \not<_r x$ wf $(<_r)$ = $(\forall Q \neq \{\}, \exists m \in Q, \min r Q m)$

Well Founded Orders: Examples

- → < on N is well founded well founded induction = complete induction
- \rightarrow > and < on \mathbb{N} are **not** well founded
- → $x <_r y = x$ dvd $y \land x \ne 1$ on $\mathbb N$ is well founded the minimal elements are the prime numbers
- → (a, b) <_r (x, y) = a <₁ x ∨ a = x ∧ b <₂ y is well founded if <₁ and <₂ are well founded
- → $A <_r B = A \subset B \land \text{ finite } B \text{ is well founded}$
- ightharpoonup \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? 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)
```

Recursion: Suc (Suc n) \rightsquigarrow n, Suc (Suc n) \rightsquigarrow Suc n

 \rightarrow fun f where f x = (if x = 0 then 0 else f (x - 1) * 2)

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

Extracting the Recursion Scheme

Higher Order:

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

```
fun treemap :: ('a \Rightarrow 'a) \Rightarrow 'a tree \Rightarrow 'a tree where treemap fn (Leaf n) = Leaf (fn n) | treemap fn (Branch I) = Branch (map (treemap fn) I)
```

Recursion: $x \in \text{set I} \Longrightarrow (\text{fn, Branch I}) \leadsto (\text{fn, x})$

How does Isabelle extract context information for the call?



Extracting the Recursion Scheme

Extracting context for equations

 \Rightarrow

Congruence Rules!

Recall rule 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)

Read: for transforming x, use b as context information, for y use $\neg b$. 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] (if_cong already added by default)

Another example (higher-order):

$$[\mid xs = ys; \bigwedge x. \ x \in set \ ys \Longrightarrow f \ x = g \ x \mid] \Longrightarrow map \ f \ xs = map \ g \ ys$$

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

DEMO

Further Reading

Alexander Krauss, Automating Recursive Definitions and Termination Proofs in Higher-Order Logic. PhD thesis, TU Munich, 2009.

https://www21.in.tum.de/~krauss/papers/krauss-thesis.pdf

Ondřej Kunčar and Andrei Popescu

A Consistent Foundation for Isabelle/HOL
In ITP 2015

https://andreipopescu.uk/pdf/ITP2015.pdf

Rob Arthan
HOL constant definition done right
In ITP 2014



We have seen today ...

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