

An Algorithm for Automated Generation of Invariants for Loops with Conditionals

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Outline

The *Theorema* System

Program Verification

Imperative Program Verification in *Theorema*

Invariant Generation for Loops with Conditionals
Application to Program Verification

Related Work

Conclusion and Further work





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The *Theorema* System

Theorema : A computer aided mathematical assistant

- { Proving
Computing
Solving

using: specified "knowledge bases"

• *Theorema* : Proving, Computing and Solving in *Theorema*
Library

- { Composing
Structuring mathematical texts
Manipulating

- Advantages of Program Verification in *Theorema* :

• Program verification is required using several different methods

• *Theorema* : Proving, Computing and Solving in *Theorema*

• *Theorema* : Library





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- Advantages of Program Verification in *Theorema* :

Programs are mathematically proved and using several mathematical theories

Programs are automatically checked using the *Theorema* library

Computational





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- Advantages of Program Verification in *Theorema* :

1. proofs in natural language and using natural style inference

2. automatic generation of natural language proofs

3. automatic generation of diagrams





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- **Advantages of Program Verification in *Theorema* :**

1. proofs in natural language and using natural style inference
2. access to powerful computing and solving algorithms
(Mathematica)





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Program Verification

Rule-based Programming Theorema

Specifications, programs and verification can be viewed in a uniform framework (higher-order predicate logic)

- (consequence) verification: proving specifications based on definitions (both are logical formulae).

Imperative Programming Theorema

Additional assertions are needed (invariants, termination terms)

- Backward Reasoning: *Predicate Transformer (weakest precondition)*
[Dijkstra76, Gries81]





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Rule-based Programming

Theorema → B.Buchberger, A.Crăciun,
N.Popov, T.Jebelean

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Imperative Programming

Theorema → L.Kovács, T.Jebelean

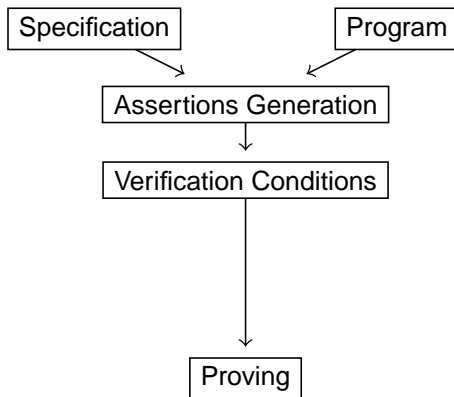
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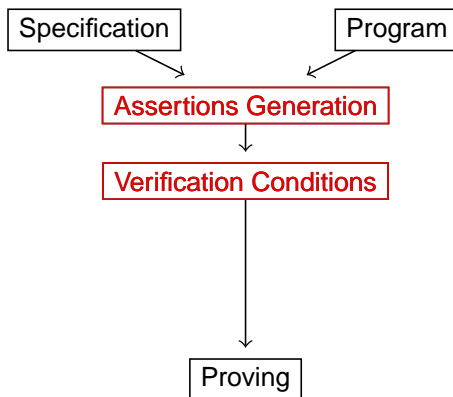


Imperative Program Verification in *Theorema*





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Verification Environment for Imperative Programs

Example: Wensley's Algorithm for Real Division

Specification Specification["ReDiv", ReDiv[$\downarrow P, \downarrow Q, \downarrow Tol, \uparrow r$],
Pre $\rightarrow (Q > P) \wedge (P \geq 0) \wedge (Tol \geq 0)$,
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Program





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Program Program["ReDiv", ReDiv[$\downarrow P, \downarrow Q, \downarrow Tol, \uparrow r$],
 Module[{ a, b, d, y },
 $a := 0; b := Q/2; d := 1; y := 0;$
 While[$d \geq Tol$,
 If[$P < a + b$,
 $b := b/2; d := d/2,$
 $a := a + b; y := y + d/2; b := b/2; d := d/2$];
 $r := y$]]





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Verification Environment for Imperative Programs in *Theorema*

VCG VCG[Program["ReDiv"], Specification["ReDiv"]]

- Based on Hoare Logic;
- Using the Weakest Precondition Strategy;
- Output: verification conditions in a *Theorema* lemma
→ proving lemma

Execute Execute[ReDiv[7.1, 19.4, 0.01, r]]
 $r = \frac{23}{64}$





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Our Approach: Algebraic and Combinatorial Methods

- Based on the *difference equations method* [ElspasGreen72]
 1. First step: find explicit forms of the loop variables, as functions of the loop counter
 2. Second step: eliminate loop counter
- In *Theorema* : invariant generation using combinatorial and algebraic techniques:
 1. Loops with assignments only (Synasc03, Synasc04):
Gosper-summable, geometric series, generating functions;
 2. Loops with conditionals: combinatorics alg., Gröbner basis → **algebraic invariants**;
 3. Nested Loops.





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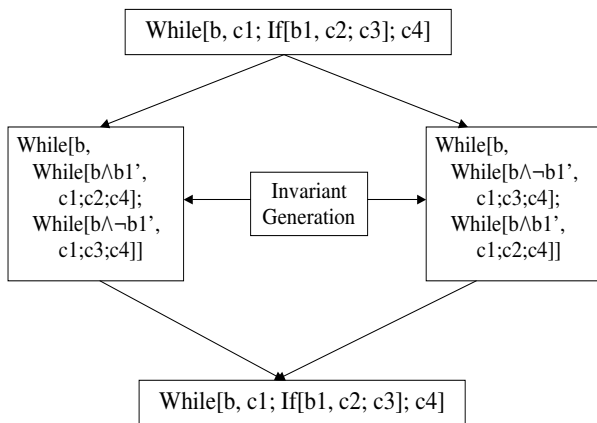
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The Algorithm





The Algorithm

- Program Transformation \rightarrow Loop with only assignments





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$$\begin{array}{c}
 \{I \wedge b1'\} \\
 \text{While}[b, \\
 \quad \text{While}[b \wedge b1', c1; c2; c4]; \\
 \quad \text{While}[b \wedge \neg b1', c1; c3; c4]] \\
 \{I \wedge \neg b\} \\
 \hline
 \{I\} \quad \text{While}[b, c1; \text{IF}[b1, c2, c3]; c4] \quad \{I \wedge \neg b\}
 \end{array}$$





The Algorithm

- Program Transformation \rightarrow Loop with only assignments

While[$d \geq Tol$,

 While[$d \geq Tol \wedge P < a + b$,

$b := b/2$;

$d := d/2$];

 While[$d \geq Tol \wedge P \geq a + b$,

$a := a + b$; $y := y + d/2$;

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The Algorithm

- Program Transformation → Loop with only assignments
- Invariant generation for each system of nested loops by combinatorics and algebra

For the **first** nested-loop system:

1. Recurrence solving for the inner loops

$$a_h = a_j$$

$$b_h = \frac{b_j}{2^h}$$

$$d_h = \frac{d_j}{2^h}$$

$$y_h = Y_j$$

$$a_{h+1} = a_h + 2 * b_h - \frac{b_h}{2^{h+1}}$$

$$b_{h+1} = \frac{b_h}{2^{h+1}}$$

$$d_{h+1} = \frac{d_h}{2^{h+1}}$$

$$y_{h+1} = y_h + d_h - \frac{d_h}{2^{h+1}}$$

2. Index and variable manipulation





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For the **first** nested-loop system:

1. Recurrence solving for the inner loops

$$\begin{array}{ll}
 a_{j_1} & = a_j & a_{j_2} & = a_{j_1} + 2 * b_{j_1} - \frac{b_{j_1}}{2^{j_2-1}} \\
 b_{j_1} & = \frac{b_j}{2^{j_1}} & b_{j_2} & = \frac{b_{j_1}}{2^{j_2}} \\
 d_{j_1} & = \frac{d_j}{2^{j_1}} & d_{j_2} & = \frac{d_{j_1}}{2^{j_2}} \\
 y_{j_1} & = y_j & y_{j_2} & = y_{j_1} + d_{j_1} - \frac{d_{j_1}}{2^{j_2}}
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2. Index and variable manipulation

$$\begin{array}{ll}
 a_{j_2} & = a_j + \frac{b_j}{2^{j_1-1}} \left(1 - \frac{1}{2^{j_2}}\right) \\
 b_{j_2} & = \frac{b_j}{2^{j_1 j_2}} \\
 d_{j_2} & = \frac{d_j}{2^{j_1 j_2}} \\
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$$\begin{array}{l}
 a_{j_2} = a_j + \frac{b_j}{2^{j_1-1}} \left(1 - \frac{1}{2^{j_2}}\right) \\
 b_{j_2} = \frac{b_j}{2^{j_1+j_2}} \\
 d_{j_2} = \frac{d_j}{2^{j_1+j_2}} \\
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For the **first** nested-loop system:

1. Recurrence solving for the inner loops
2. Index and variable manipulation
3. Recurrence-counters elimination





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For the **first** nested-loop system:

1. Recurrence solving for the inner loops
2. Index and variable manipulation
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$$\begin{aligned}
 -b_{j_2} + \frac{b_j * d_{j_2}}{d_j} &= 0 \\
 a_{j_2} * d_j - a_j * d_j - 2b_j * y_{j_2} + 2b_j * y_j &= 0 \\
 -b_j d_{j_2} + b_{j_2} d_j &= 0 \\
 -(a_{j_2} - a_j) * d_{j_2} + b_{j_2} * (-2y_j + 2y_{j_2}) &= 0 \\
 -2b_j + \frac{(a_{j_2} - a_j + 2b_{j_2}) * d_j}{d_{j_2} + y_{j_2} - y_j} &= 0
 \end{aligned}$$





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For the **first** nested-loop system:

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3. Recurrence-counters elimination

$$\begin{aligned}
 -b + \frac{b_0 * d}{d_0} &= 0 \\
 a * d_0 - a_0 * d_0 - 2b_0 * y + 2b_0 * y_0 &= 0 \\
 -b_0 d + b d_0 &= 0 \\
 -(a - a_0) * d + b * (-2y_0 + 2y) &= 0 \\
 -2b_0 + \frac{(a - a_0 + 2b) * d_0}{d} + y - y_0 &= 0.
 \end{aligned}$$





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For the **second** nested-loop system:

$$a * d - a_0 * d - 2by + 2by_0 = 0$$

$$\frac{(a-a_0)*d}{d_0} - b_0 - 2 * d_0^{-1} * d_0 + y_0 - y = 0$$

$$-b + \frac{b_0*d}{d_0} = 0$$

$$a * d_0 - a_0 * d_0 - 2b_0 * y + 2b_0 * y_0 = 0$$

$$-b_0 * d + b * d_0 = 0$$

$$\frac{d*(y-y_0)}{d_0} - d_0 - d_0^{-1} * d_0 + y_0 - y = 0$$

$$2b_0 + \frac{(a-2b_0-a_0)*d_0}{d_0+y_0-y} = 0$$





The Algorithm

- Program Transformation → Loop with only assignments
- Invariant generation for each system of nested loops by combinatorics and algebra
- **Build the union of the obtained formulae for the nested-loop subsystems → system with 12 polynomial equations**
- Check invariant property

$$-b + \frac{b_0 * d}{d_0} = 0$$

$$-b_0 * d + b * d_0 = 0$$

$$-(a - a_0) * d + b * (-2y_0 + 2y) = 0$$

$$\frac{d * (y - y_0)}{d_0} - d_0 - d_0^{-1} * d_0 + y_0 - y = 0$$

$$\frac{(a - a_0) * d}{d_0} - b_0 - 2d_0^{-1} * d_0 + y_0 - y = 0$$

$$a * d - a_0 * d - 2b * y + 2 * b * y_0 = 0$$

- Take the minimal set of the invariant properties, by using Gröbner basis w.r.t. the loop variables





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- Take the minimal set of the invariant properties, by using Gröbner basis w.r.t. the loop variables

$$-b + \frac{b_0 * d}{d_0} = 0 \wedge a * d - a_0 * d - 2b_0 * d * d_0^{-1} * y + \frac{2 * b_0 * d * y_0}{d_0} = 0$$





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- Build the union of the obtained formulae for the nested-loop subsystems → system with 12 polynomial equations
- Check invariant property

$$-b + \frac{b_0 * d}{d_0} = 0$$

$$-b_0 * d + b * d_0 = 0$$

$$-(a - a_0) * d + b * (-2y_0 + 2y) = 0$$

$$\frac{d * (y - y_0)}{d_0} - d_0 - d_0^{-1} * d_0 + y_0 - y = 0$$

$$\frac{(a - a_0) * d}{d_0} - b_0 - 2d_0^{-1} * d_0 + y_0 - y = 0$$

$$a * d - a_0 * d - 2b * y + 2 * b * y_0 = 0$$

- Take the minimal set of the invariant properties, by using Gröbner basis w.r.t. the loop variables

$$-b + \frac{1}{2} * d * Q = 0 \wedge a * d - d * y * Q = 0$$





The Algorithm

- Program Transformation → Loop with only assignments
- Invariant generation for each system of nested loops by combinatorics and algebra
- Build the union of the obtained formulae for the nested-loop subsystems
- Check invariant property
- Take the minimal set of the invariant properties, by using Gröbner basis w.r.t. the loop variables
- Invariant \equiv generated algebraic property \wedge **asserted non-algebraic properties**

$$-b + \frac{1}{2} * d * Q = 0 \wedge a * d - d * y * Q = 0 \wedge y \leq P/q < y + d \wedge 0 < d \leq 1$$



Application to Program Verification

Specification["ReDiv", ReDiv[$\downarrow P, \downarrow Q, \downarrow Tol, \uparrow r$],

Pre $\rightarrow (Q > P) \wedge (P \geq 0) \wedge (Tol \geq 0)$,

Post $\rightarrow (P/Q < r + Tol) \wedge (r \leq P/Q)$]

Program["ReDiv", ReDiv[$\downarrow P, \downarrow Q, \downarrow Tol, \uparrow r$],

Module[{ a, b, d, y },

$a := 0; b := Q/2; d := 1; y := 0;$

While[$d \geq Tol$,

 If[$P < a + b$,

$b := b/2; d := d/2$,

$a := a + b; y := y + d/2; b := b/2; d := d/2$,

 Assert $\rightarrow y \leq P/q < y + d \wedge 0 < d \leq 1$,

 Invariant $\rightarrow -b + \frac{1}{2} * d * Q = 0 \wedge a * d - d * y * Q = 0$];

$r := y$]]





Outline

The *Theorema* System

Program Verification

Imperative Program Verification in *Theorema*
Invariant Generation for Loops with Conditionals
Application to Program Verification

Related Work

Conclusion and Further work





Automated Invariant Generation - Related Work

Affine Relationships among Program Variables → Gröbner basis

- B.Elspas, M.W.Green, K.N.Lewitt and R.J.Waldinger (1972);
- M.Karr (1974);
- M.Müller-Olm and H.Seidl (2002, 2004);
- S.Sankaranaryanan, B.S.Henry and Z.Manna (2004);
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Conclusion and Further work

- Powerful tool for Invariant Generation by **algebraic and combinatorial methods**
 1. Loops only with assignments:
 - recurrence solving by: Gosper Alg., geometric series, Generating Function;
 - *recurrence solving by: Gosper Alg., geometric series, Generating Function;*
 - *recurrence solving by: Gosper Alg., geometric series, Generating Function;*
 2. Loops with conditionals:
 - *recurrence solving by: Gosper Alg., geometric series, Generating Function;*
 - *recurrence solving by: Gosper Alg., geometric series, Generating Function;*
 3. **future work**: slight modifications → invariant generation for nested loops;
- Treatment of other type of recurrences and solving techniques;
- Generation of invariant linear inequalities, non-algebraic invariant properties;
- Generation of termination terms.





Conclusion and Further work

- Powerful tool for Invariant Generation by **algebraic and combinatorial methods**
 1. Loops only with assignments:
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 2. Loops with conditionals:
 - **future work**: integrate new algorithms for non-linear invariant generation;
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