

# Precise widenings for proving termination by abstract interpretation

Nathanaël Courant

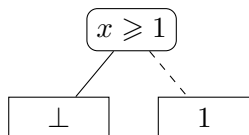
July 26, 2016

- FUNCTION: a termination prover using *abstract interpretation*
- Improve its widening operator

- Statically infer properties of programs
- *Abstract* a set of states
- *Interpret* the program with abstract values
- Using a *widening* operator to accelerate (post-)fixpoint computation.

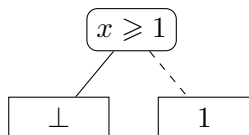
# Example

```
int main() {  
  int x;  
  if (x > 0) {  
    x -= 2;  
  } else {  
    x += 2;  
  }  
  while (x > 0) {}  
}
```



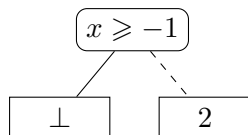
# Example – Assignment

```
int main() {  
  int x;  
  if (x > 0) {  
    x -= 2;  
  } else {  
    x += 2;  
  }  
  while (x > 0) {}  
}
```



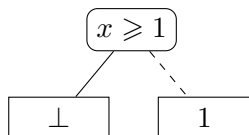
# Example – Assignment

```
int main() {  
    int x;  
    if (x > 0) {  
        x -= 2;  
    } else {  
        x += 2;  
    }  
    while (x > 0) {};  
}
```



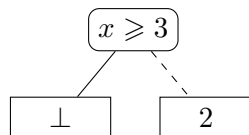
# Example – Assignment

```
int main() {  
  int x;  
  if (x > 0) {  
    x -= 2;  
  } else {  
    x += 2;  
  }  
  while (x > 0) {};  
}
```



# Example – Assignment

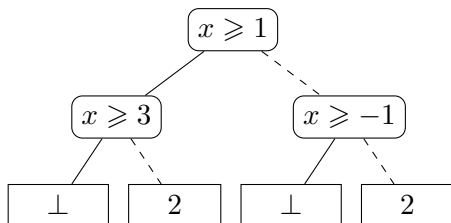
```
int main() {  
  int x;  
  if (x > 0) {  
    x -= 2;  
  } else {  
    x += 2;  
  }  
  while (x > 0) {};  
}
```





## Example – Condition

```
int main() {  
  int x;  
  if (x > 0) {  
    x -= 2;  
  } else {  
    x += 2;  
  }  
  while (x > 0) {}  
}
```



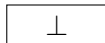
## Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```

0

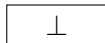
## Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```



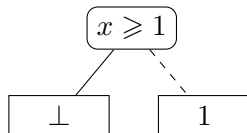
# Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```



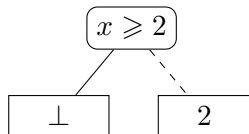
# Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```



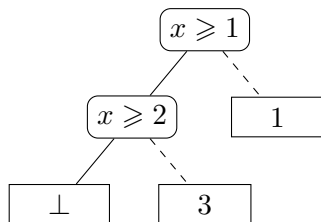
# Example – Loop

```
int main() {  
  int x;  
  while (x > 0) {  
    x--;  
  }  
}
```



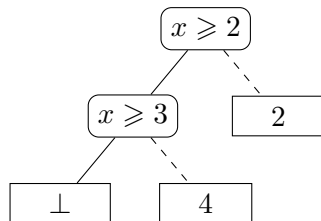
## Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```



# Example – Loop

```
int main() {  
  int x;  
  while (x > 0) {  
    x--;  
  }  
}
```



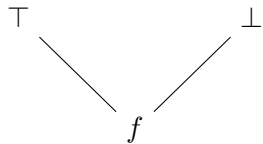


## Example – Loop

```
int main() {  
    int x;  
    while (x > 0) {  
        x--;  
    }  
}
```

And now?

# Comparing



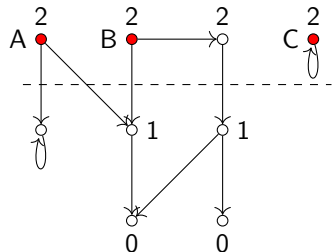
Approximation order  $\preceq$



Computational order  $\sqsubseteq$

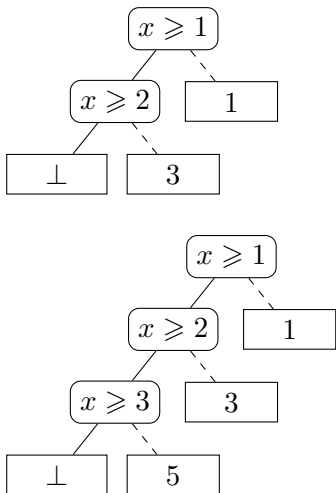


# Widening

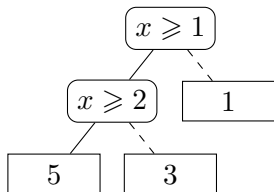


- Check for case A: if  $f_1 \not\sqsubseteq f_2$ , replace  $f_2$  by  $\top$ .
- Perform *left unification*: keep only nodes occurring in  $t_1$ .
- Check for cases B and C: if  $f_1$  defined and  $f_2 \not\leq f_1$ , replace  $f_2$  by  $\top$ . This is  $f_1 \blacktriangledown f_2$ .
- If  $f_1$  not defined and  $f_2$  is, extend  $f_2$  towards adjacent segments in  $t_1$

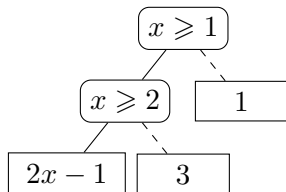
# Widening



Left unification

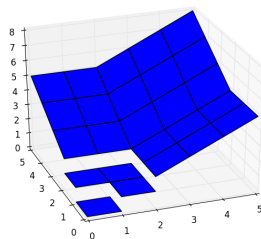
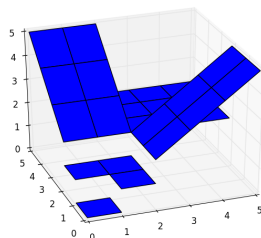


Result



# Retrying when prediction was incorrect

```
int main() {  
    int x, y;  
    while (x > 0 || y > 0) {  
        x--;  
        y--;  
    }  
}
```



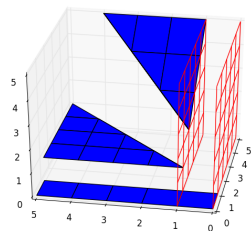
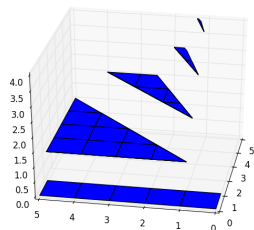
# Retrying when prediction was incorrect

- Check for case A: if  $f_1 \not\sqsubseteq f_2$ , replace  $f_2$  by  $\top$ .
- Perform *left unification*: keep only nodes occurring in  $t_1$ .
- Check for cases B and C: if  $f_1$  defined and  $f_2 \not\preceq f_1$ , replace  $f_2$  by  $\top$ . This is  $f_1 \blacktriangledown f_2$ .
- If  $f_1$  not defined and  $f_2$  is, extend  $f_2$  towards adjacent segments in  $t_1$

$$f_1 \blacktriangledown f_2 = \begin{cases} \text{the first } b \text{ times} \\ f_2 & \text{or if } f_1 \text{ is not defined} \\ & \text{or if } f_2 \preceq f_1 \\ \top & \text{otherwise} \end{cases}$$

# Evolving rays

```
int main() {  
  int x, y;  
  if (y > 0) {  
    while (x > 0) {  
      x -= y;  
    }  
  }  
}
```



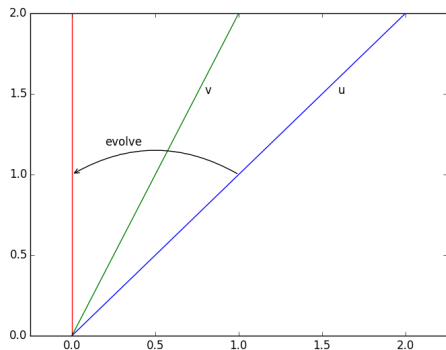


- Check for case A: if  $f_1 \not\sqsubseteq f_2$ , replace  $f_2$  by  $\top$ .
- Perform *left unification*: keep only nodes occurring in  $t_1$ .
- Check for cases B and C: if  $f_1$  defined and  $f_2 \not\leq f_1$ , replace  $f_2$  by  $\top$ . This is  $f_1 \nabla f_2$ .
- If  $f_1$  not defined and  $f_2$  is, extend  $f_2$  towards adjacent segments in  $t_1$ .
- Compute a set of allowed nodes: *evolve* the constraints in  $t_1$  towards their neighbours.
- *Replace* not allowed nodes in  $t_2$  by some allowed nodes.
- Heuristics to reduce the number of allowed nodes.

# Evolving rays

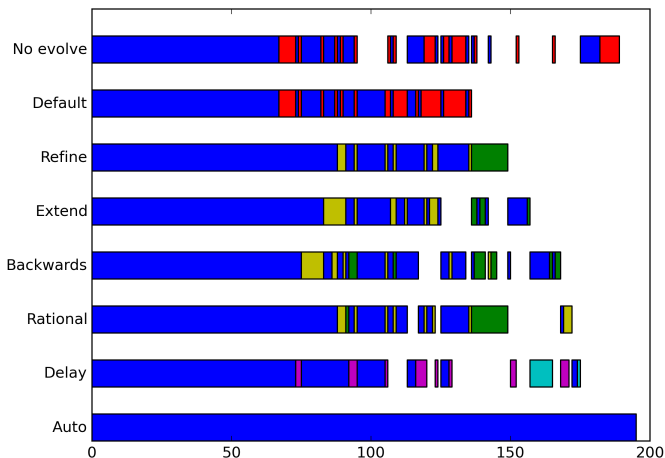
$\text{evolve}(u, v) = w$

$$w_i = \begin{cases} 0 & \text{if } \exists j \in \llbracket 1, n \rrbracket / \\ & (u_i v_j - u_j v_i) u_i u_j < 0 \\ u_i & \text{otherwise} \end{cases}$$



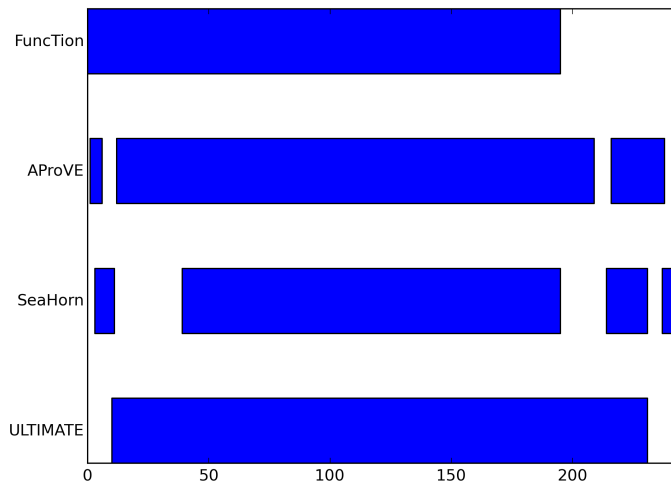
- Extending towards relevant segments instead of adjacent
- Rational coefficients
- More precise backwards assignment operator

# Results



- Only with retrying.
- Only with refining.
- Only without refining.
- Only with improved backwards assignment.
- Only without improved backwards assignment.

# Results



- Automated version much more efficient
- No unique widening better than all others