

Generation of Basic Semi-algebraic Invariants Using Convex Polyhedra

Generation of Invariant Conjunctions of Polynomial Inequalities Using Convex Polyhedra

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Why Care about Polynomial Invariants?

- **Linear invariants** used to verify many classes of systems:
 - Imperative programs
 - Logic programs
 - Synchronous systems
 - Hybrid systems

Why Care about Polynomial Invariants?

- **Linear invariants** used to verify many classes of systems:
 - Imperative programs
 - Logic programs
 - Synchronous systems
 - Hybrid systems
- But some applications require **polynomial invariants**:

ASTRÉE employs the **ellipsoid abstract domain** to verify absence of run-time errors in flight control software

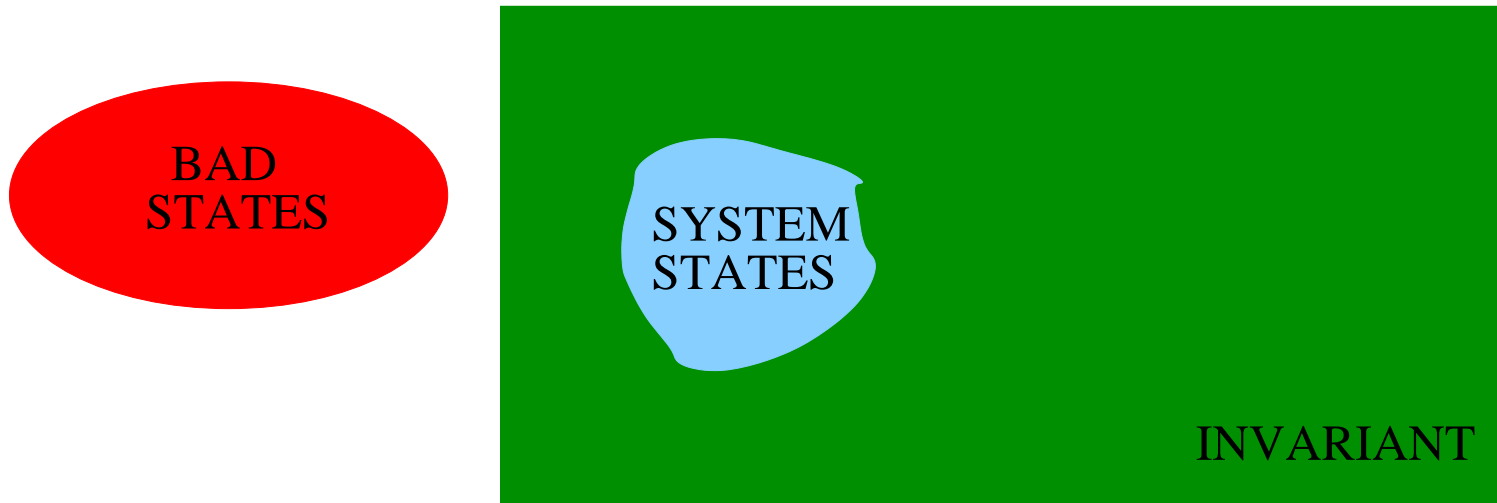
Applying Invariants to Verification



CORRECTNESS OF THE SYSTEM:

$$\text{SYSTEM STATES} \cap \text{BAD STATES} = \emptyset$$

Applying Invariants to Verification



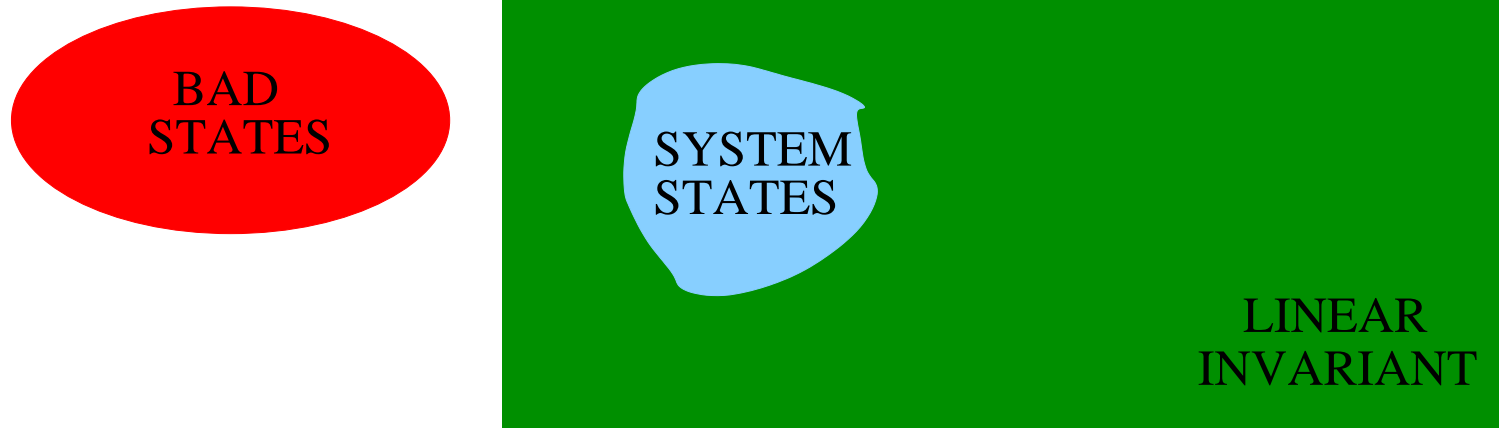
CORRECTNESS OF THE SYSTEM:

$$\text{SYSTEM STATES} \cap \text{BAD STATES} = \emptyset$$

SUFFICIENT CONDITION:

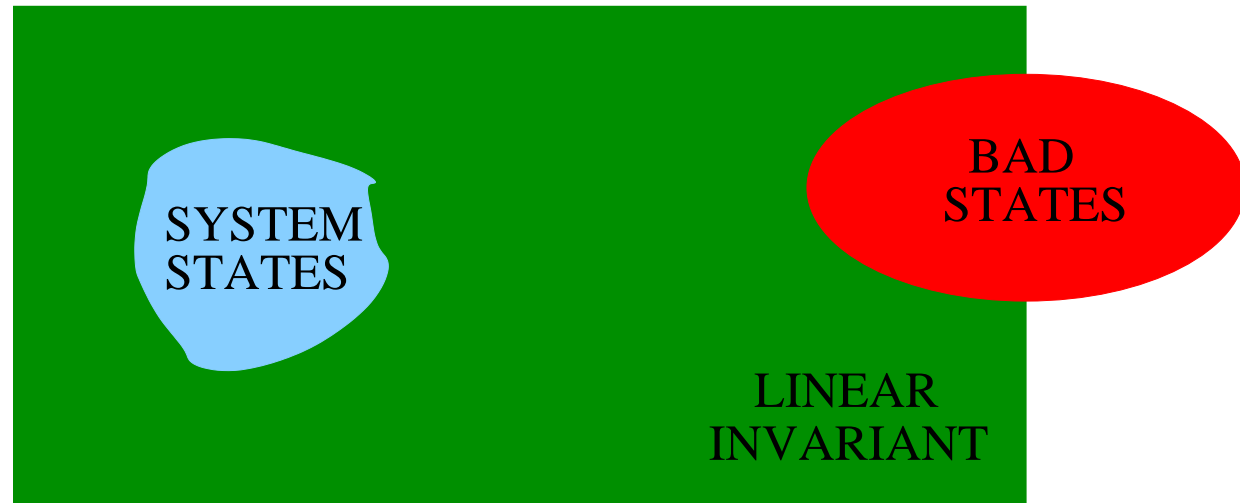
$$\text{INVARIANT} \cap \text{BAD STATES} = \emptyset$$

Applying Invariants to Verification



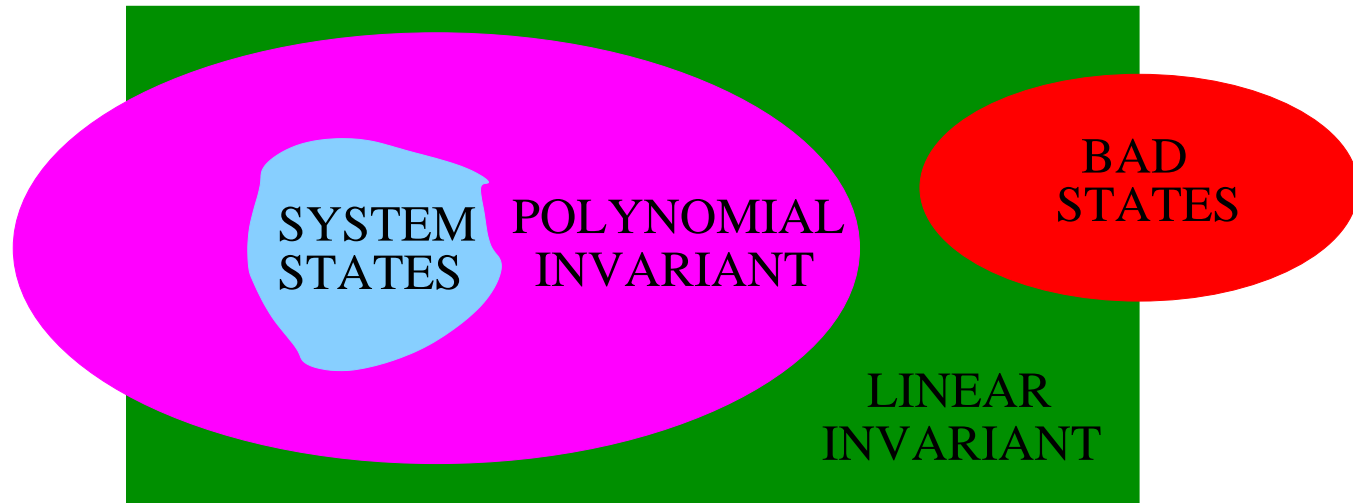
In this case the linear invariant suffices

Applying Invariants to Verification



In this case the linear invariant **does not** suffice

Applying Invariants to Verification



But a **polynomial** invariant suffices to prove correctness!

Linear vs. Polynomial Invariants

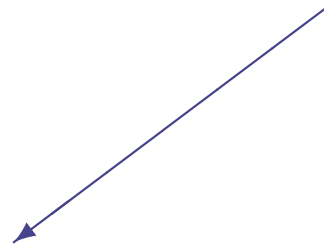
linear equalities

$$c = 2a + 1$$

[Karr'76]

Linear vs. Polynomial Invariants

linear equalities

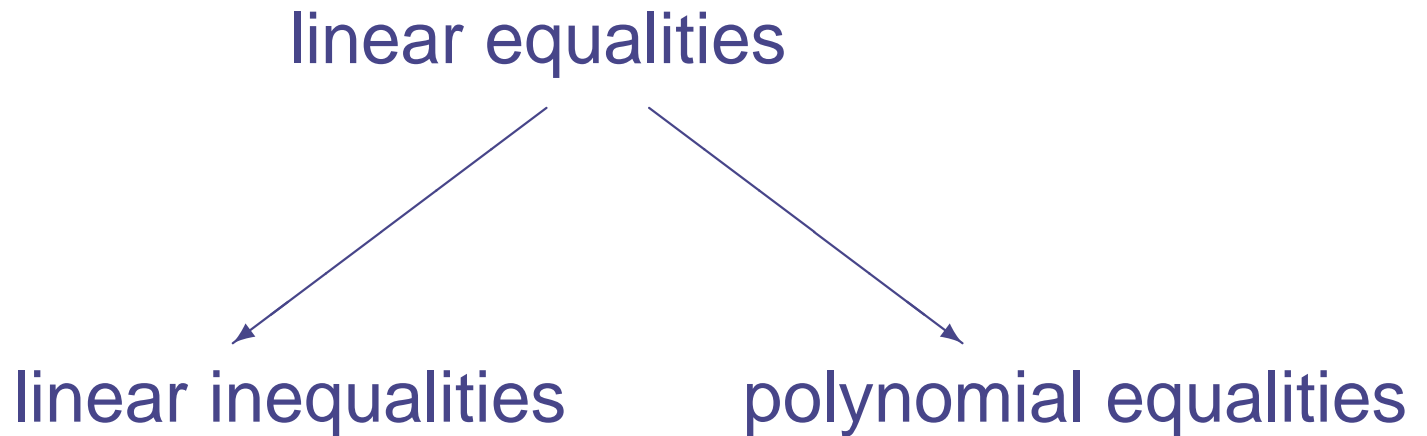


linear inequalities

$$a \geq 0 \wedge b \geq 0$$

[Cousot & Halbwachs'78]

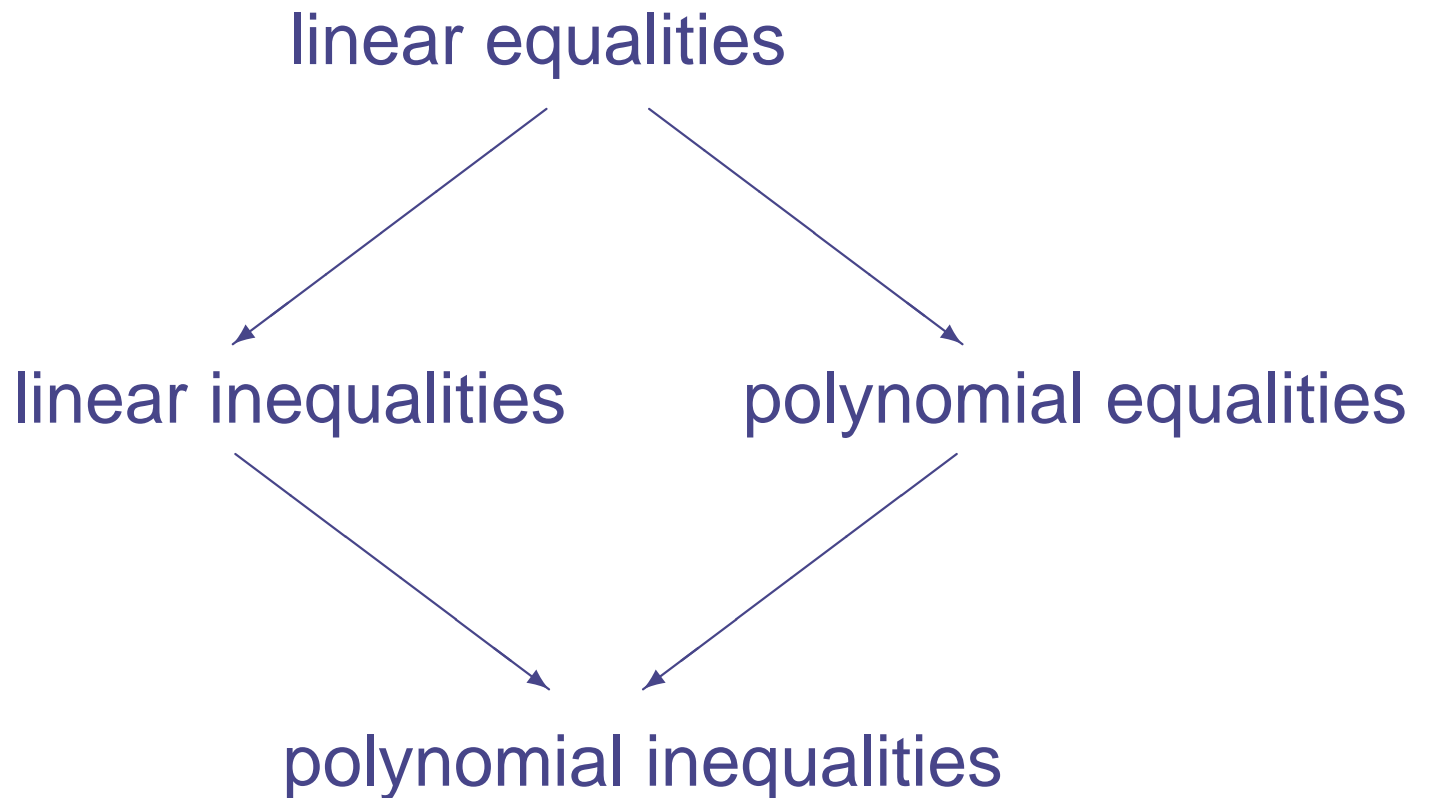
Linear vs. Polynomial Invariants



$$b = a^2 \wedge c = 2a + 1$$

[Colón'04, Müller-Olm & Seidl'04,
Rodríguez-Carbonell & Kapur'04,
Sankaranarayanan et al.'04]

Linear vs. Polynomial Invariants



$$a^2 \leq b$$

[Bensalem et al.'00, Blanchet et al.'03, Kapur'04]

Overview of the Talk

- Overview of the Method
- Abstract Domain & Semantics: Polynomial Cones
- Experimental Evaluation
- Future Work & Conclusions

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Drawing a Parallel from Equalities

Linear equalities

[Karr'76]



Polynomial equalities

[Colon'04]

Drawing a Parallel from Equalities

Linear equalities

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Polynomial equalities

[Colon'04]

Linear inequalities

[Cousot & Halbwachs'78]



Polynomial inequalities

[This paper]

From Linear to Polynomial Equalities

$a := 0 ;$

$b := 0 ;$

$c := 1 ;$

while ? do

$a := a + 1 ;$

$b := b + c ;$

$c := c + 2 ;$

end while

From Linear to Polynomial Equalities

$a := 0 ;$

$b := 0 ;$

$c := 1 ;$

$\{ a = 0 \wedge b = 0 \wedge c = 1 \}$

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Loop invariant

$\{ c = 2a + 1 \}$

From Linear to Polynomial Equalities

$a := 0 ;$

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Introduce new variable s
standing for a^2

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From Linear to Polynomial Equalities

```
 $a := 0 ;$   
 $b := 0 ;$   
 $c := 1 ;$   
 $s := 0 ;$  ←
```

while ? **do**

```
 $a := a + 1 ;$   
 $b := b + c ;$   
 $c := c + 2 ;$   
 $s := s + 2a + 1 ;$  ←
```

end while

Introduce new variable s
standing for a^2

Extend program with new
variable s

$$a := 0 \rightarrow s := 0$$

$$a := a + 1 \rightarrow s := s + 2a + 1$$

From Linear to Polynomial Equalities

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From Linear to Polynomial Equalities

```
 $a := 0 ;$   
 $b := 0 ;$   
 $c := 1 ;$   
 $s := 0 ;$   
 $\{ b = s \wedge c = 2a + 1 \}$   
while ? do  
  
     $a := a + 1 ;$   
     $b := b + c ;$   
     $c := c + 2 ;$   
     $s := s + 2a + 1 ;$   
end while
```

Loop invariant
 $\{ b = a^2 \wedge c = 2a + 1 \}$
is more precise

From Linear to Polynomial Inequalities

{ Pre : $b \geq 0$ }

$a := 0$;

while $(a + 1)^2 \leq b$ **do**

$a := a + 1$;

end while

{ Post : $(a + 1)^2 > b \wedge b \geq a^2$ }

From Linear to Polynomial Inequalities

{ Pre : $b \geq 0$ }

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while $(a + 1)^2 \leq b$ **do**

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{ Post : $(a + 1)^2 > b \wedge b \geq a^2$ }

Linear analysis **cannot** deal with
the quadratic condition

$$(a + 1)^2 \leq b$$

From Linear to Polynomial Inequalities

{ Pre : $b \geq 0$ }

$a := 0$;

{ $a \geq 0 \wedge b \geq 0$ }

while $(a + 1)^2 \leq b$ **do**

$a := a + 1$;

end while

{ Post : $(a + 1)^2 > b \wedge b \geq a^2$ }

Loop invariant { $a \geq 0 \wedge b \geq 0$ }
not precise enough

From Linear to Polynomial Inequalities

{ Pre : $b \geq 0$ }

$a := 0$;

$s := 0$; ←

while $(a + 1)^2 \leq b$ **do**

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end while

{ Post : $(a + 1)^2 > b \wedge b \geq a^2$ }

Introduce new variable s
standing for a^2

Extend program with new
variable s

$a := 0 \rightarrow s := 0$

$a := a + 1 \rightarrow s := s + 2a + 1$

From Linear to Polynomial Inequalities

{ Pre : $b \geq 0$ }

$a := 0$;

$s := 0$;

{ $b \geq s \wedge \dots$ }

while $(a + 1)^2 \leq b$ **do**

$a := a + 1$;

$s := s + 2a + 1$;

end while

{ Post : $(a + 1)^2 > b \wedge b \geq a^2$ }

Loop invariant

{ $b \geq a^2 \wedge \dots$ }

enough to prove partial
correctness

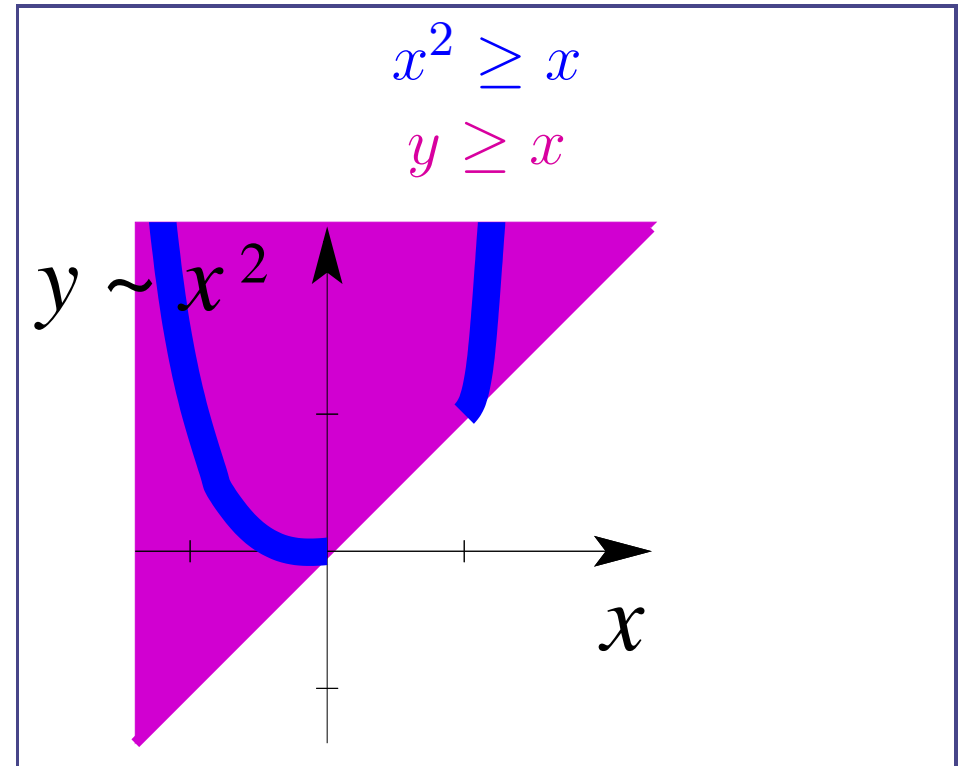
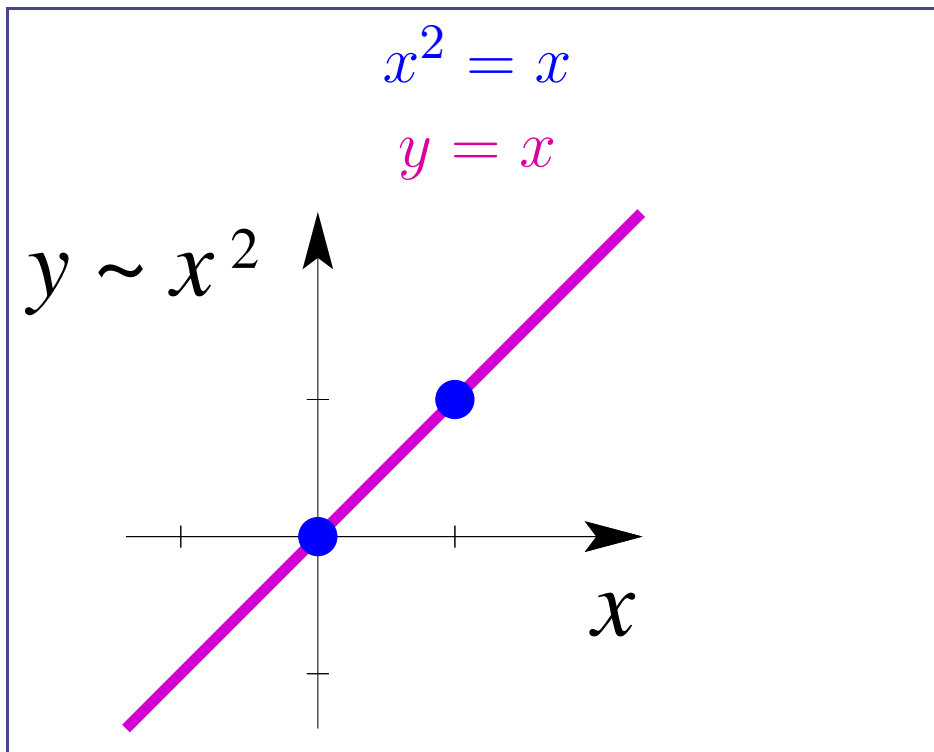
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Linearization of Polynomial Constraints

- Abstract values = sets of constraints
- Given a degree bound d , all terms x^α with $\deg(x^\alpha) \leq d$ are considered as **different** and **independent variables**

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Vector Spaces \leftrightarrow Polynomial Cones

polynomial = 0

- \forall polynomial $p, p \sim p = 0$
- Vector space =
set of polynomials V s.t.
 - $0 \in V$
 - $\forall p, q \in V$ and $\lambda, \mu \in \mathbb{R},$
 $\lambda p + \mu q \in V$

$$\overline{0 = 0}$$

$$p = 0 \quad q = 0 \quad \lambda, \mu \in \mathbb{R}$$

$$\lambda p + \mu q = 0$$

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$$p = 0 \quad q = 0 \quad \lambda, \mu \in \mathbb{R}$$

$$\lambda p + \mu q = 0$$

polynomial ≥ 0

- \forall polynomial $p, p \sim p \geq 0$
- Polynomial cone = set of polynomials C s.t.
 - $1 \in C$
 - $\forall p, q \in C$ and $\lambda, \mu \in \mathbb{R}_+, \lambda p + \mu q \in C$

$$\overline{1 \geq 0}$$

$$p \geq 0 \quad q \geq 0 \quad \lambda, \mu \in \mathbb{R}_+$$

$$\lambda p + \mu q \geq 0$$

Explicitly Adding Other Inference Rules

polynomial = 0

$$\frac{p = 0 \quad \deg(pq) \leq d}{pq = 0}$$

Closure of a vector space V :

- $\forall p \in V, q$ any polynomial such that $\deg(pq) \leq d$, then $pq \in V$

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polynomial ≥ 0

$$\frac{p \geq 0 \quad p \leq 0 \quad \deg(pq) \leq d}{pq \geq 0}$$
$$\frac{p \geq 0 \quad q \geq 0 \quad \deg(pq) \leq d}{pq \geq 0}$$

Closure of a polynomial cone C :

- $\forall p \in C, q$ any polynomial such that $-p \in C$ and $\deg(pq) \leq d$, then $pq \in C$
- $\forall p, q \in C$ such that $\deg(pq) \leq d$, then $pq \in C$

Abstract Semantics

- (Multiple) assignments $x := f(x)$

$\forall x_i$ variable, $f_i(x) \equiv ?$ or is a polynomial

Term x^α is updated according to the following cases:

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$$a := ? \longrightarrow a^2 := ?$$

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Term x^α is updated according to the following cases:

- $\exists x_i$ with $\alpha_i \neq 0$ and $x_i := ? \rightarrow x^\alpha := ?$

- $\deg(\prod f_i^{\alpha_i}(x)) > d \rightarrow x^\alpha := ?$

$$d = 2, \quad a := a^2 \quad \longrightarrow \quad a^2 := ?$$

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- $\deg(\prod f_i^{\alpha_i}(x)) > d \rightarrow x^\alpha := ?$
- otherwise \rightarrow linearization of $\prod f_i^{\alpha_i}(x)$

$$d = 2, \quad a := a + 1 \quad \longrightarrow \quad a^2 := a^2 + 2a + 1$$

Abstract Semantics

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 - otherwise \rightarrow linearization of $\prod f_i^{\alpha_i}(x)$
- Intersection: closure (by bounded-degree product)
- Union: same as convex polyhedra
- Test for inclusion: same as convex polyhedra
- Widening: same as convex polyhedra

Approximating closure

- Bounded-degree product **closure not finitely computable:**
might yield not finitely generated polynomial cones

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- Bounded-degree product **closure not finitely computable**: might yield not finitely generated polynomial cones
- Conservatively approximated: given a formula

$$f_1 = 0 \wedge \cdots \wedge f_n = 0 \wedge g_1 \geq 0 \wedge \cdots \wedge g_m \geq 0$$

we add the constraints:

- $x^\alpha f_i = 0$ where $\deg(x^\alpha f_i) \leq d$
- $\Pi g_{i_j} \geq 0$ where $\deg(\Pi g_{i_j}) \leq d$

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- **Experimental Evaluation**
- Future Work & Conclusions

Implementation

- Prototype implemented in C/C++ for $d = 2$
- Based on the Parma Polyhedra Library (PPL)
[Bagnara, Ricci, Hill & Zaffanella'02]
 - Efficient and robust implementation of polyhedra
 - Support for time-bounded computations

Implementation

- Prototype implemented in C/C++ for $d = 2$
- Based on the Parma Polyhedra Library (PPL)
[Bagnara, Ricci, Hill & Zaffanella'02]
- Analysis performed in two steps:
 1. Linear analysis
 2. Quadratic analysis exploiting linear invariants
- Widening strategies
 - Standard widening [Cousot & Halbwachs'78]
 - Widening “up to” [Halbwachs'93]
 - Refined widenings [Bagnara, Hill, Ricci & Zaffanella'03'05]

Evaluation on Benchmark Suite

- Benchmark suite consisting of:
 - FAST suite [Bardin et al.'03]
 - StInG suite [Sankaranarayanan et al.'04]
 - Programs from the literature
- Results:
 - For **80 %** of programs:
our linear invariants are **as strong as** StInG's
 - For **33 %** of programs:
our linear invariants are **better** than StInG's
 - For **50 %** of programs:
quadratic invariants improve on linear invariants

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Future Work

- **Extend admissible assignments** to nondeterministic assignments of the form

$$f(x) \leq x'_i \leq g(x)$$

- **Introduce other inference rules** to improve precision

$$\frac{p \text{ is a sum of squares}}{p \geq 0}$$

- **Adapt widenings** to nonlinear invariant generation
- **Improve the current implementation**

Conclusions

- Abstract domain for **generating invariant** conjunctions of **polynomial inequalities**
- **Built upon** the abstract domain of **convex polyhedra**
- Implemented in C/C++ with **encouraging** experimental **results**

Thank you!