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Ranking Functions for Loops with Disjunctive Exit-Conditions

Rody Kersten\textsuperscript{1}    Marko van Eekelen\textsuperscript{1,2}

\textsuperscript{1}Institute for Computing and Information Sciences (iCIS), Radboud University Nijmegen

\textsuperscript{2}School for Computer Science, Open University of the Netherlands

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May 19, 2011
Presentation Outline

Introduction

Basic Procedure

Piecewise Ranking Functions

Condition Jumping

Conclusions
• Decreases in every basic block
• Here: in every loop iteration
• Bounded by zero

1 while (i < 15) {
  2   i++;
  3 }

• Ranking function for the loop above is 15 − i
Motivation and Aim

- Prove termination
- Bounding runtime
- Compiler optimisations
- Resource Analysis

```plaintext
while (i < 15) {
    consumeResource();
    i++;
}
```
Motivation and Aim

- Prove termination
- Bounding runtime
- Compiler optimisations
- **Resource Analysis**

```plaintext
1 while (i < 15) {
2     consumeResource();
3     i++;
4 }
```
Motivation and Aim

- Prove termination
- Bounding runtime
- Compiler optimisations
- **Resource Analysis**

```plaintext
while (i < 15) {
    consumeResource();
    i++;
}
```
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Inference of Polynomial Loop Ranking Functions

O. Shkaravska, R. Kersten, M. van Eekelen.

Test-Based Inference of Polynomial Loop-Bound Functions.

PPPJ’10: Proceedings of the 8th International Conference on the Principles and Practice of Programming in Java
The basic method considers loops with conditions in the following form:

$$C := sC \mid C_1 \land C_2$$

$$sC := e_1 \ [<, >, \leq, \geq, =, \neq] e_2$$

- where $e_i$ are arithmetical expressions
- i.e. conjunctions over arithmetical (in)equalities
Test-Based Approach

1. Instrument loop with a counter
2. Do test runs for a set of $N_d^k = \binom{d+k}{k}$ input values satisfying NCA and the exit condition
3. Interpolate a polynomial from the results
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3. Interpolate a polynomial from the results
Quadratic Example

```java
public int m(int a, int b, int c) {
    int count = 0;
    while (a > 0 && c <= b && c > 0) {
        if (c == b) { a--; c = 0; }
        c ++;
        count ++;
    }
    return count;
}
```

Test runs

1\textsuperscript{st} group: degree 2 NCA on plane
- \(a=1, b=1, c=1\) \(\Rightarrow\) count = 1
- \(a=1, b=1, c=2\) \(\Rightarrow\) count = 2
- \(a=1, b=1, c=3\) \(\Rightarrow\) count = 3
- \(a=1, b=2, c=2\) \(\Rightarrow\) count = 1
- \(a=1, b=2, c=3\) \(\Rightarrow\) count = 2
- \(a=1, b=3, c=3\) \(\Rightarrow\) count = 1

2\textsuperscript{nd} group: degree 1 NCA on plane
- \(a=2, b=1, c=1\) \(\Rightarrow\) count = 2
- \(a=2, b=1, c=2\) \(\Rightarrow\) count = 4
- \(a=2, b=2, c=2\) \(\Rightarrow\) count = 3

3\textsuperscript{rd} group: degree 0 NCA on plane
- \(a=3, b=1, c=1\) \(\Rightarrow\) count = 3

Find the interpolating polynomial and generate the method annotated with the corresponding ranking function:

\[RF(a, b, c) = a \times b - c + 1\]
Soundness

- The procedure itself is unsound
- Use external prover to verify the inferred ranking functions
- KeY: http://www.key-project.org/
- Ranking function can be expressed in JML as a decreases clause

```
1    //@ decreases i < 15 ? 15 – i : 0;
2   while (i < 15) {
3     i++;
4  }
```
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Any loop ranking function is piecewise...

1 \textbf{while} (i < 15) {
2     i++; 
3 }

Its ranking function is actually:

\[
\begin{cases} 
15 - i & \text{if } (i < 15) \\
0 & \text{else}
\end{cases}
\]
Non-Trivial Example

```java
while ((i > 0 && i < 20) || i > 50) {
    if (i > 50) i--;
    else i++;
}
```

It's ranking function is non-trivially piecewise:

\[
\begin{cases}
20 - i & \text{if } (i > 0) \wedge (i < 20) \\
i - 50 & \text{if } i > 50 \\
0 & \text{else}
\end{cases}
\]
Expressing Piecewise Ranking Functions in JML

```java
1 // @ decreases (i > 0 && i < 20) ? 20 - i : (i > 50 ? i - 50 : 0);
2 while ((i > 0 && i < 20) || i > 50) {
3     if (i > 50) i--;
4     else i++;
5 }```

Rody Kersten, Marko van Eekelen
Ranking Functions for Loops with Disjunctive Exit-Conditions
May 19, 2011
Applicable Loops

- The extended method considers loops with conditions in the following form:

\[ C := sC | C_1 \land C_2 | C_1 \lor C_2 \]
\[ sC := e_1 [<, >, \leq, \geq, =, \neq] e_2 \]

- where \( e_i \) are arithmetical expressions
- i.e. first-order propositional logic expressions over arithmetical (in)equalities
Extending the Basic Procedure: Example

1 while ((i>0 && i<20) || i>50) {
    2     if (i>50) i--;
    3     else i++;
4 }

1 Split up the condition into disjunctive parts:
   - i > 0 \land i < 20 \land \neg (i > 50)
   - i > 50 \land \neg (i > 0 \land i < 20)
   - i > 0 \land i < 20 \land i > 50

2 Execute the basic procedure separately for each of the pieces.
Extending the Basic Procedure: Example

1 while ((i > 0 && i < 20) || i > 50) {
2     if (i > 50) i--; 
3     else i++; 
4 }

1 Split up the condition into disjunctive parts:
   • i > 0 ∧ i < 20 ∧ ¬(i > 50)
   • i > 50 ∧ ¬(i > 0 ∧ i < 20)
   • i > 0 ∧ i < 20 ∧ i > 50

2 Execute the basic procedure separately for each of the pieces
Extending the Basic Procedure: Example

1 \textbf{while } ((i>0 \land i<20) \lor i>50) \{ \\
2 \quad \textbf{if } (i>50) \ i--; \\
3 \quad \textbf{else } i++; \\
4 \} \\

1 \text{ Split up the condition into disjunctive parts:} \\
\quad i>0 \land i<20 \land \neg(i>50) \\
\quad i>50 \land \neg(i>0 \land i<20) \\
\quad i>0 \land i<20 \land i>50 \\

2 \text{ Execute the basic procedure separately for each of the pieces.}
Extending the Basic Procedure: Example

1 while ((i>0 && i<20) || i>50) {
2   if (i>50) i--;
3   else i++;
4 }

1 Split up the condition into disjunctive parts:
   - \( i > 0 \land i < 20 \)
   - \( i > 50 \)

2 Execute the basic procedure separately for each of the pieces
Extending the Basic Procedure: Example

1 while ((i>0 && i<20) || i>50) {
2     if (i>50) i--;
3     else i++;
4 }

1 Split up the condition into disjunctive parts:
   • \( i > 0 \land i < 20 \)
   • \( i > 50 \)

2 Execute the basic procedure separately for each of the pieces
Extending the Basic Procedure: Example

```c
while ((i > 0 && i < 20) || i > 50) {
    if (i > 50) i--; 
    else i++; 
}
```

\[
\begin{cases} 
20 - i & \text{if } (i > 0) \land (i < 20) \\
i - 50 & \text{if } i > 50 \\
0 & \text{else}
\end{cases}
\]
Extending the Basic Procedure: Generic

1. Put the condition in Disjunctive Normal Form
2. Split up the condition into its disjunctive pieces
3. Execute the basic procedure separately for each of the pieces
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Example

1 \textbf{while} (i>0 \&\& i<20) \textbf{||} i>22) \{ \\
2 \hspace{1cm} \textbf{if} (i>22) \ i--; \\
3 \hspace{1cm} \textbf{else} \ i+=4; \\
4 \} \\

\[
\begin{cases}
\lceil (20 - i)/4 \rceil & \text{if } (i > 0) \land (i < 20) \\
i - 22 & \text{if } i > 22 \\
0 & \text{else}
\end{cases}
\]
Example

```c
1 while ((i > 0 && i < 20) || i > 22) {
2    if (i > 22) i--;  
3    else i += 4;     
4 }
```

\[
\begin{cases}
\left\lceil \frac{(20 - i)}{4} \right\rceil + 1 & \text{if } (i > 0) \land (i < 20) \land i \mod 4 = 3 \\
\left\lceil \frac{(20 - i)}{4} \right\rceil & \text{if } (i > 0) \land (i < 20) \land i \mod 4 \neq 3 \\
i - 22 & \text{if } i > 22 \\
0 & \text{else}
\end{cases}
\]
What happens...
Detection of Condition Jumping: Example

```plaintext
1 while ((i>0 && i<20) || i>22) {
2   if (i>22) i--;
3   else i+=4;
4 }
```

\[ next_i(i) = \begin{cases} 
  i - 1 & \text{if } i > 22 \\
  i + 4 & \text{if } \neg(i > 22) 
\end{cases} \]

1 (declare-fun i () Int)
2 (define-fun nexti ((x Int)) Int
3   (ite (> x 22) (− x 1) (+ x 4)))
4 (assert (and (and (> i 0) (< i 20))
5   (> (nexti i) 22)))
6 (check-sat)
```
Detection of Condition Jumping: Example

```plaintext
1 while ((i>0 && i<20) || i>22) {
  2   if (i>22) i--;
  3   else i+=4;
  4 }

next_i(i) = \begin{cases} 
  i - 1 & \text{if } i > 22 \\
  i + 4 & \text{if } \neg(i > 22) 
\end{cases}
```

```
1 (declare-fun i () Int)
2 (define-fun nexti ((x Int)) Int
  3   (ite (> x 22) (- x 1) (+ x 4)))
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  5   (> (nexti i) 22)))
6 (check-sat)
```
Detection of Condition Jumping: Example

```plaintext
1 while (i>0 && i<20 || i>22) {
2     if (i>22) i--;  
3     else i+=4;
4 }

next_i(i) = \begin{cases} 
    i - 1 & \text{if } i > 22 \\
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\end{cases}
```

```plaintext
1 (declare-fun i () Int)
2 (define-fun nexti ((x Int)) Int
3     (ite (> x 22) (− x 1) (+ x 4)))
4 (assert (and (and (> i 0) (< i 20))
5     (> (nexti i) 22)))
6 (check-sat)
```
Detection of Condition Jumping: Generic

- Symbolically execute the loop body to find a next function for each program variable
- Use SMT-solver to search for a model that satisfies one piece first and another after execution of the loop body
Finding Models for Condition Jumping: Example

Find all nodes that jump from the piece with condition $i > 0 \land i < 20$ into the piece with condition $i > 22$. Using an SMT-solver:

1. Find all nodes that jump directly into the other piece: $\{19\}$
2. Find all nodes that can jump to $\{19\}$, $\{3, 7, 11, 15\}$ and add them to the list of jumping nodes:

$$\{3, 7, 11, 15, 19\} = \{i \mid i \mod 4 = 3 \land i > 0 \land i < 20\}$$
Finding Models for Condition Jumping: Example

Find all nodes that jump from the piece with condition \( i > 0 \wedge i < 20 \) into the piece with condition \( i > 22 \). Using an SMT-solver:

1. Find all nodes that jump directly into the other piece: \( \{19\} \)

2. Find all nodes that can jump to \( \{19\}, \{3, 7, 11, 15\} \) and add them to the list of jumping nodes:
   \[ \{3, 7, 11, 15, 19\} = \{i \mid i \mod 4 = 3 \wedge i > 0 \wedge i < 20\} \]
Finding Models for Condition Jumping: Example

Find all nodes that jump from the piece with condition $i > 0 \land i < 20$ into the piece with condition $i > 22$. Using an SMT-solver:

1. Find all nodes that jump directly into the other piece: $\{19\}$
2. Find all nodes that can jump to $\{19\}$, $\{3, 7, 11, 15\}$ and add them to the list of jumping nodes:

   $\{3, 7, 11, 15, 19\} = \{i \mid i \mod 4 = 3 \land i > 0 \land i < 20\}$
Finding Models for Condition Jumping: Generic

\( J \) is the set of models of which it is known that condition jumping occurs, \( Q \) is a queue of models, find all models that jump from \( b_1 \) to \( b_2 \):

1. Is there a model \( \bar{v} \) for which \( b_1(\bar{v}) \land b_2(\text{next}(\bar{v})) \land \bar{v} \notin J \)?
   - SAT \( \rightarrow \) Add \( \bar{v} \) to \( J \) and \( Q \), goto 1.
   - UNSAT \( \rightarrow \) Goto 2.

2. Q empty?
   - Yes \( \rightarrow \) Done.
   - No \( \rightarrow \) Goto 3.

3. Pop a model \( \bar{q} \) off the queue \( Q \). Is there a model \( \bar{v} \) for which \( b_1(\bar{v}) \land \text{next}(\bar{v}) = \bar{q} \land \bar{v} \notin J \)?
   - SAT \( \rightarrow \) Add \( \bar{v} \) to \( J \) and \( Q \), goto 3.
   - UNSAT \( \rightarrow \) Goto 2.
• We now know the set \( \{i \mid i \mod 4 = 3 \land i > 0 \land i < 20\} \) for which jumping occurs.
• So, we can split the condition \( i > 0 \land i < 20 \) into two:
  \( i > 0 \land i < 20 \land i \mod = 3 \) and \( i > 0 \land i < 20 \land i \mod \neq 3 \)
• We can then apply the basic method separately to each of these disjunctive pieces.
• We now know the set $D_{1,2}$ for which jumping occurs
• So, we can split the condition $b_1$ into two: $b_1(\bar{v}) \land \bar{v} \in D_{1,2}$ and $b_1(\bar{v}) \land \bar{v} \notin D_{1,2}$
• We can then apply the basic method to each of these disjunctive pieces
Multi-Jumping

1. DNF-split into $n$ conditions
2. For each $i$ and $j$, $1 \leq i < j \leq n$, detect jumping from $D_i$ to $D_j$. Build a list $J$ of jumping pairs $(D_x, D_y)$ for which condition jumping from $D_x$ to $D_y$ can occur.
3. If there are no more jumping pairs $(D_x, D_y)$ for which $D_x$ is unflagged, done! Else, goto 4.
4. Pop a jumping pair $(D_x, D_y)$ off $J$, for which $D_x$ is unflagged.
5. Find the set $D_{x,2}$ of all nodes in $D_x$ from which jumping to $D_y$ occurs and, dually, the set $D_{x,1}$ for which no jumping to $D_y$ occurs. Replace any condition pair $(D_x, D_z)$ in $J$ by $(D_{x,1}, D_z)$. Add $(D_{x,2}, D_y)$ to $J$.
   - If $D_{x,1} = \emptyset$, flag $D_{x,2}$ as complete, goto 3.
   - Else, for any jumping pair $(D_z, D_x)$ in $J$ (i.e. for which jumping from $D_z$ to $D_x$ can occur), unflag $D_z$, detect jumping into $D_{x,1}$ and $D_{x,2}$ and update $J$ accordingly. Goto 3.
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Conclusions

• Extension to the method presented at PPPJ’10, which can infer polynomial ranking functions:
  • Definition of Condition Jumping
  • Detection of Condition Jumping
  • Infer ranking functions for loops in which condition jumping occurs

• Ranking functions for loops can be used in the creation of a global ranking function in order to prove termination

• If the body of a loop with ranking function $RF(\bar{v})$ consumes $n$ resources, then we know that the whole loop consumes $RF(\bar{v}) \cdot n$ resources
Implementation: ResAna

http://resourceanalysis.cs.ru.nl/resana

- The basic procedure and DNF-splitting (minus removal of unsatisfiable pieces) have been implemented
- Future work: implement condition jumping solution