

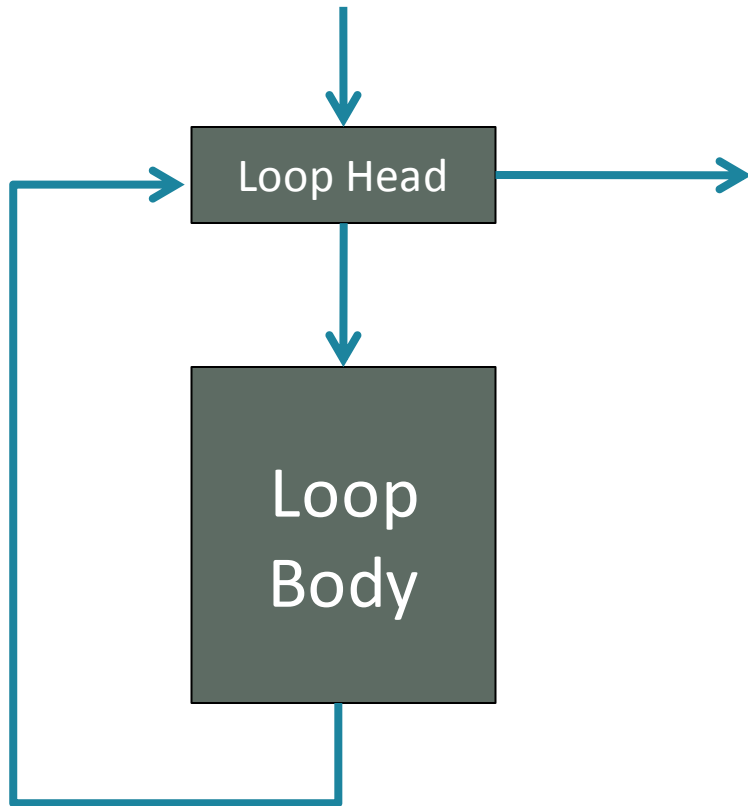
# Simplifying Loop Invariant Generation Using Splitter Predicates

Rahul Sharma

Işil Dillig, Thomas Dillig, and Alex Aiken  
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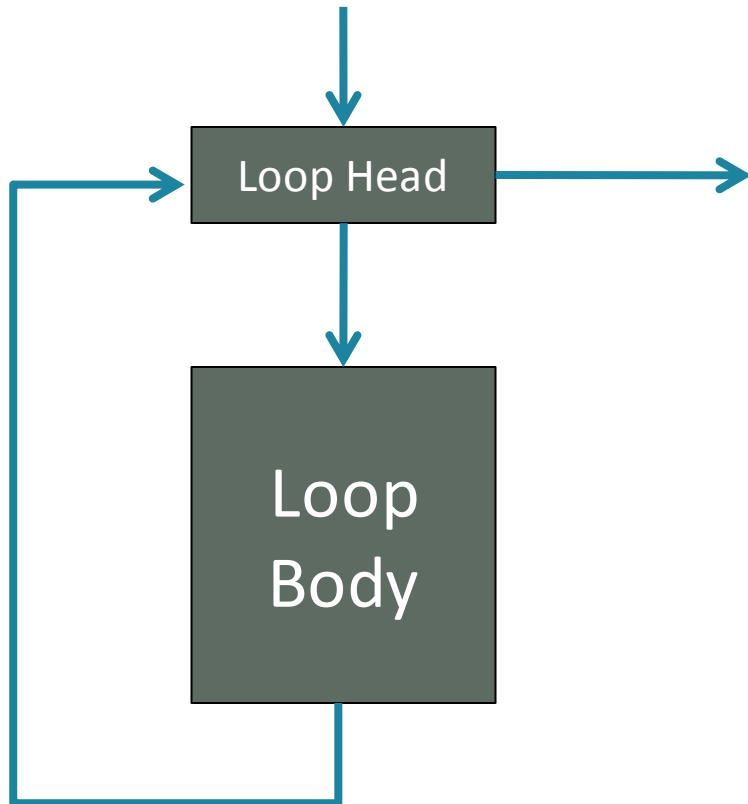


# Loops and Loop Invariants



```
x = 0;  
  
while( x <= 49 )  
{  
  
    x = x + 1;  
  
}
```

# Loops and Loop Invariants



- Key problem
  - Software verification
- Is undecidable

# Conjunctive Invariants

```
x = 0; y = 50;  
while( x <= 49 )  
{  
    x = x + 1;  
}
```

```
x <= 50  
&& y = 50  
&& x >= 0
```

# Conjunctive Invariants

- Mature techniques for discovering these
- Cousot and Halbwachs, 1978
  - Abstract interpretation-based technique (Interproc)
  - Keep estimate of reachable states
- StInG and InvGen
  - Assume an invariant template ( $a.x + b.y \leq c$ )
  - Solve (non-linear) constraints to instantiate template

# Disjunctive Invariants

- Some loops require disjunctive invariants
- Some very involved techniques:
  - Probabilistic inference, predicate abstraction, ...
  - Difficult to characterize their behavior
  - Most are not fully automatic

# Disjunctive Invariants

- Some loops require disjunctive invariants
- Some very involved techniques:
  - Probabilistic inference, predicate abstraction, ...
  - Difficult to characterize their behavior
  - Most are not fully automatic
- **Can we reduce disjunctive to conjunctive?**

# A Small Study

- About 10% of loops require disjunctive invariants
  - (OpenSSH 9/95)
- Of these about 90% are *multi-phase*
  - (OpenSSH 8/9)



# Loops Requiring Disjunctive Invariants

Digikam

```
for(int i = 0; i < num; i++)
{
    if( i == 0 )
    {
        delete w[i];
        continue;
    }
    w[i-1] = w[i];
}
```

# Loops Requiring Disjunctive Invariants

OpenSSH

```
for(int i=0; i< size; i++)  
{  
    if( i == size-1 )  
        a[i] = NULL;  
    else  
        a[i] = malloc(...);  
}
```

# Multi-phase Loops

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

```
(x<=50 && y=50)
|| (50<=x<=100 && y=x)
```

# Multi-phase Loops

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
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(x<=50 && y=50)
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```

x = 0, x = 1, ..., x = 49

# Multi-phase Loops

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

```
(x<=50 && y=50)
|| (50<=x<=100 && y=x)
```

x = 0, x = 1, ..., x = 49

x = 50, x = 51, ..., x = 99

# Multi-phase Loops Continued...

- Phase transition
  - $C$  : predicate of  $i$  inside loop
  - Phase: contiguous iterations with  $C$  constant
  - Transition:  $C$  changes value
- Restrict to 2-phase loops
  - $C$  transitions from false to true

# Basic Idea

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

# Basic Idea

## Disjunctive Invariant

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
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}
assert( y == 100);

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# Basic Idea

## Disjunctive Invariant

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
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assert( y == 100);

(x<=50 && y=50)
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```

```
x = 0; y = 50;
while( x <= 49 )
{
    x = x + 1;
}
while( x < 100 && x > 49)
{
    x = x + 1;
    y = y + 1;
}
assert( y == 100);
```

# Basic Idea

## Disjunctive Invariant

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
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}
assert( y == 100);

(x<=50 && y=50)
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```

## Conjunctive Invariants!

```
x = 0; y = 50;
while( x <= 49 )
{
    x = x + 1;    x<=50
                  && y=50
}
while( x < 100 && x > 49)
{
    x = x + 1;    50<=x<=100
    y = y + 1;    && y=x
}
assert( y == 100);
```

# Our Goal

Reduce the problem of inferring disjunctive invariants for a multi-phase loop to inferring conjunctive invariants for a sequence of loops

# Our Approach

- Identify multi-phase loops
- Split the multi-phase loops
- Use standard invariant generation technique
  - Infer conjunctive invariants

# Example

## Before Splitting


```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

## After Splitting

```
x = 0; y = 50;
while( x < 100 && x <= 49 )
{
    x = x + 1;
    if( false ) y = y + 1;
}
while( x < 100 && x > 49 )
{
    x = x + 1;
    if( true ) y = y + 1;
}
assert( y == 100);
```

# Splitter Predicate ( $Q$ )

```
while (P) { B [C] }
```



```
while (P && !Q) { B [false] }  
while (P && Q) { B [true] }
```

# Last Notational Hurdle

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

$\bar{B}$ : Code present

- Inside the loop body
- Before control reaches **C**

# Properties of Splitter Predicates

## Theorem:


For a loop where  $P \{ B[C] \}$ , if  $Q$  satisfies these three properties then it is a splitter predicate.

1.  $\{Q\} \bar{B} \{C\}$
2.  $\{\neg Q\} \bar{B} \{\neg C\}$
3.  $\{P \wedge Q\} B[C] \{Q \vee \neg P\}$



# Splitter Predicate

```
while (P) { B [C] }
```



```
while (P && !Q) { B [C] }  
while (P && Q) { B [C] }
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# Splitter Predicate

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while (P) { B [C] }
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```
while (P && !Q) { B [false] }  
while (P && Q) { B [C] }
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# Splitter Predicate

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while (P) { B [C] }
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```
while (P && !Q) { B [false] }  
while (P && Q) { B [true] }
```

# Algorithm

- For each condition  $\text{if}_\rho( C )$  of loop body
  - $Q = WP( \bar{B}, C )$
  - Check conditions
- If  $Q$  is a splitter predicate then
  - Split the multi-phase loop
  - Replace  $\text{if}_\rho( C )$  by  $\text{if}_\rho( \text{false} )$  and  $\text{if}_\rho( \text{true} )$

# Example Revisited

Before Splitting

```
x = 0; y = 50;
while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

$Q = WP ( x = x + 1, x > 50 )$

$Q = x > 49$

# Example Revisited

## Before Splitting

```
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while( x < 100 )
{
    x = x + 1;
    if( x > 50 )
        y = y + 1;
}
assert( y == 100);
```

## After Splitting

```
x = 0; y = 50;
while( x < 100 && x <= 49 )
{
    x = x + 1;
    if( false ) y = y + 1;
}
while( x < 100 && x > 49 )
{
    x = x + 1;
    if( true ) y = y + 1;
}
assert( y == 100);
```

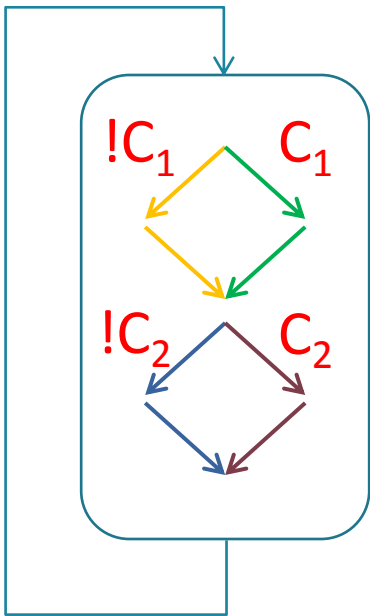
# Optimizations

- Simplify precondition computation
  - Process `if` top down
  - For nested loops, process inside out

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$B[C_1, C_2]$

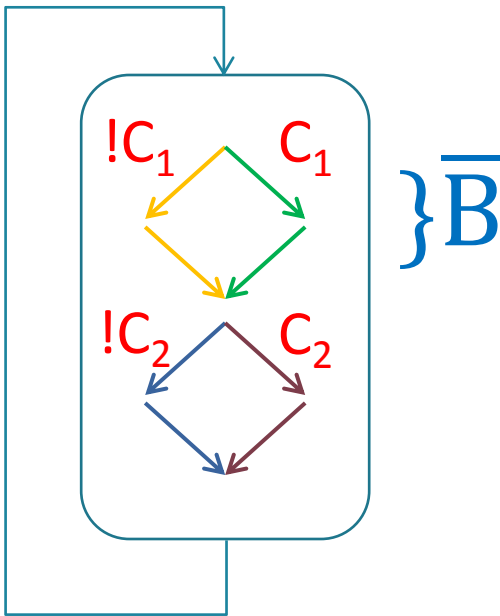




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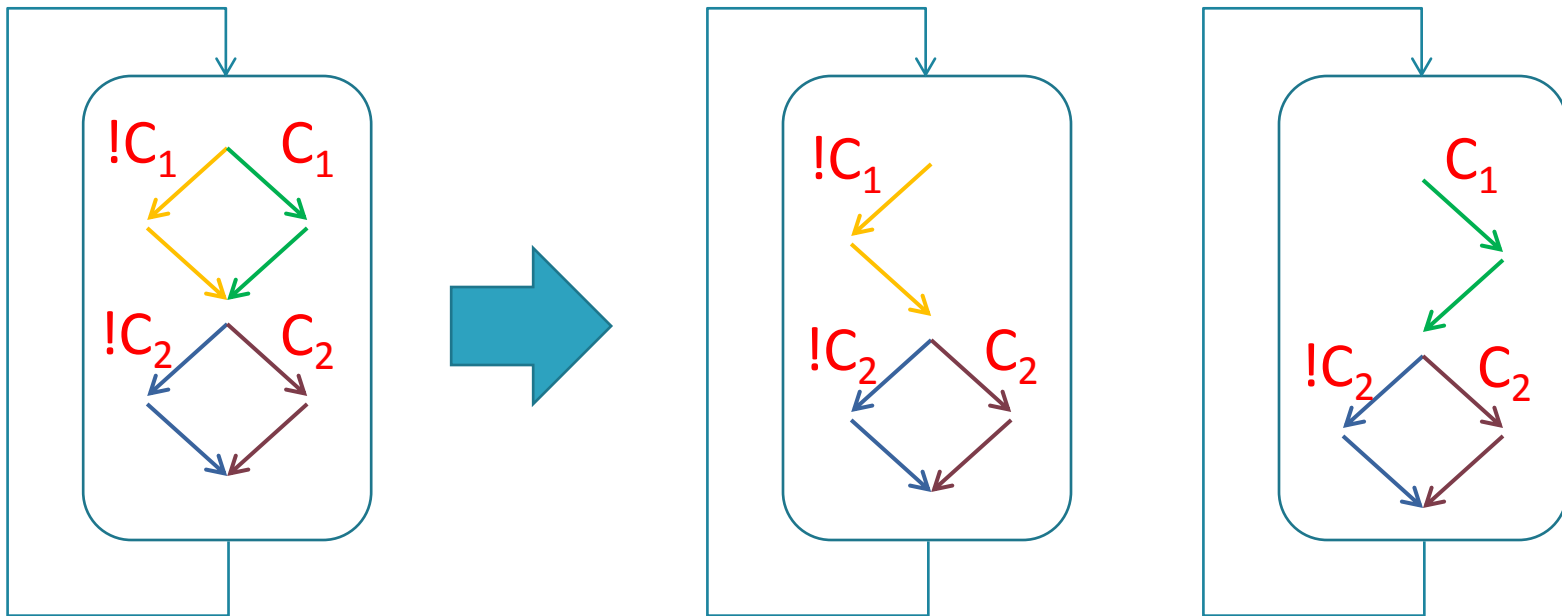
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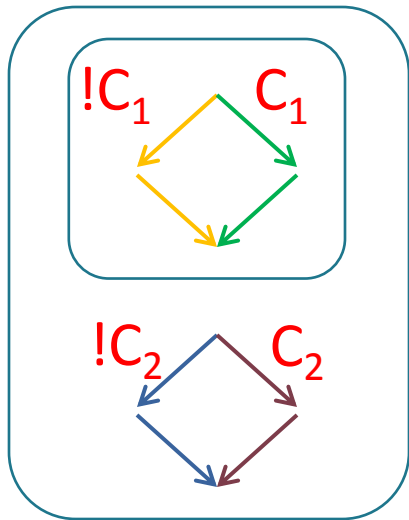
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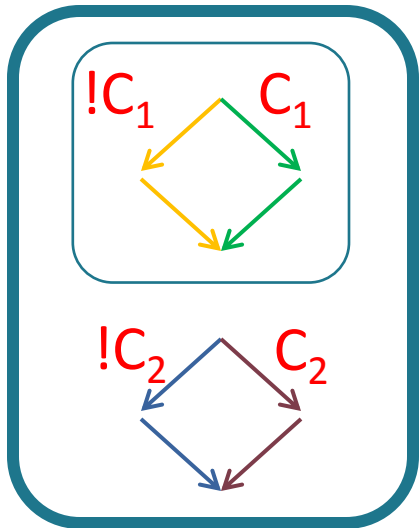
$B_i[C_1]$   $B_o[C_2]$



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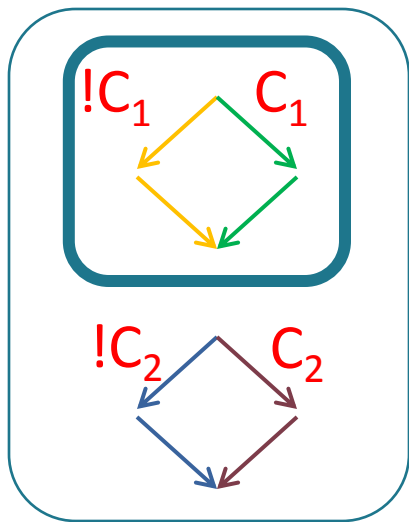
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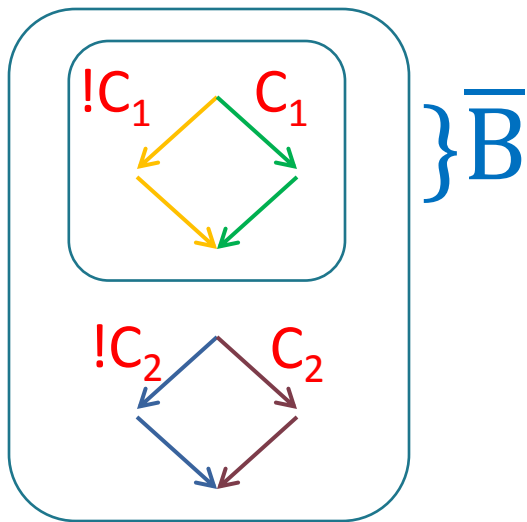
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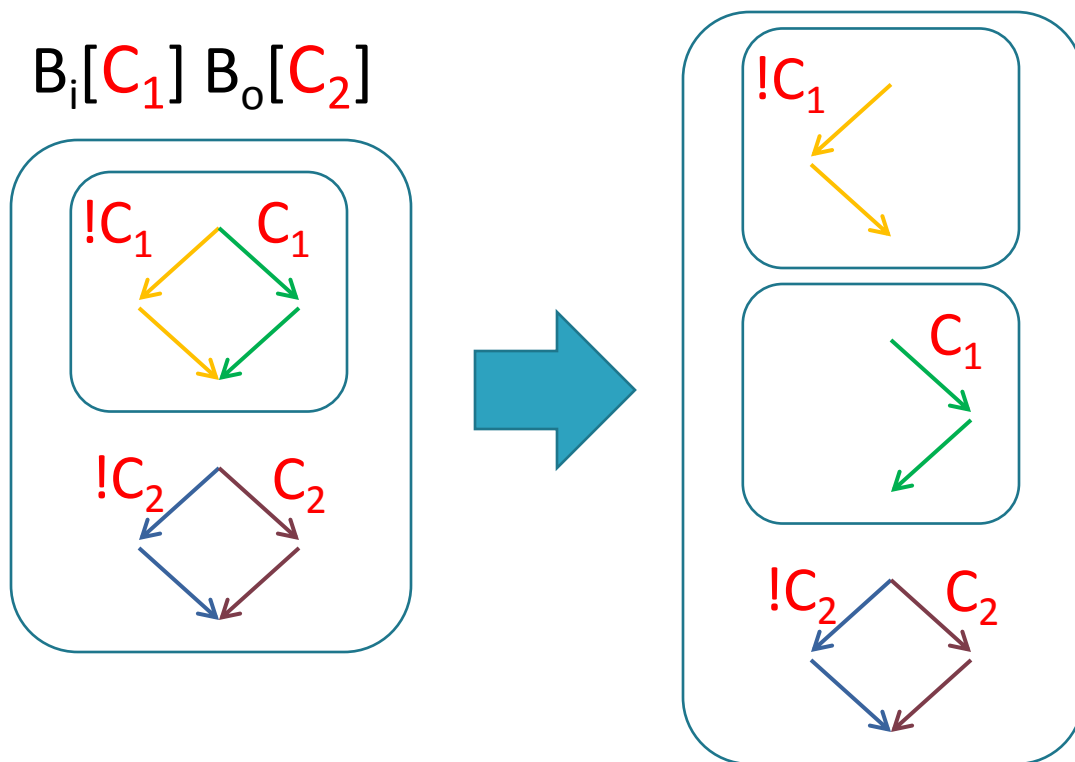
- Simplify precondition computation
  - Process  $if$  top down
  - For nested loops, process inside out

$B_i[C_1]$   $B_o[C_2]$



# Optimizations

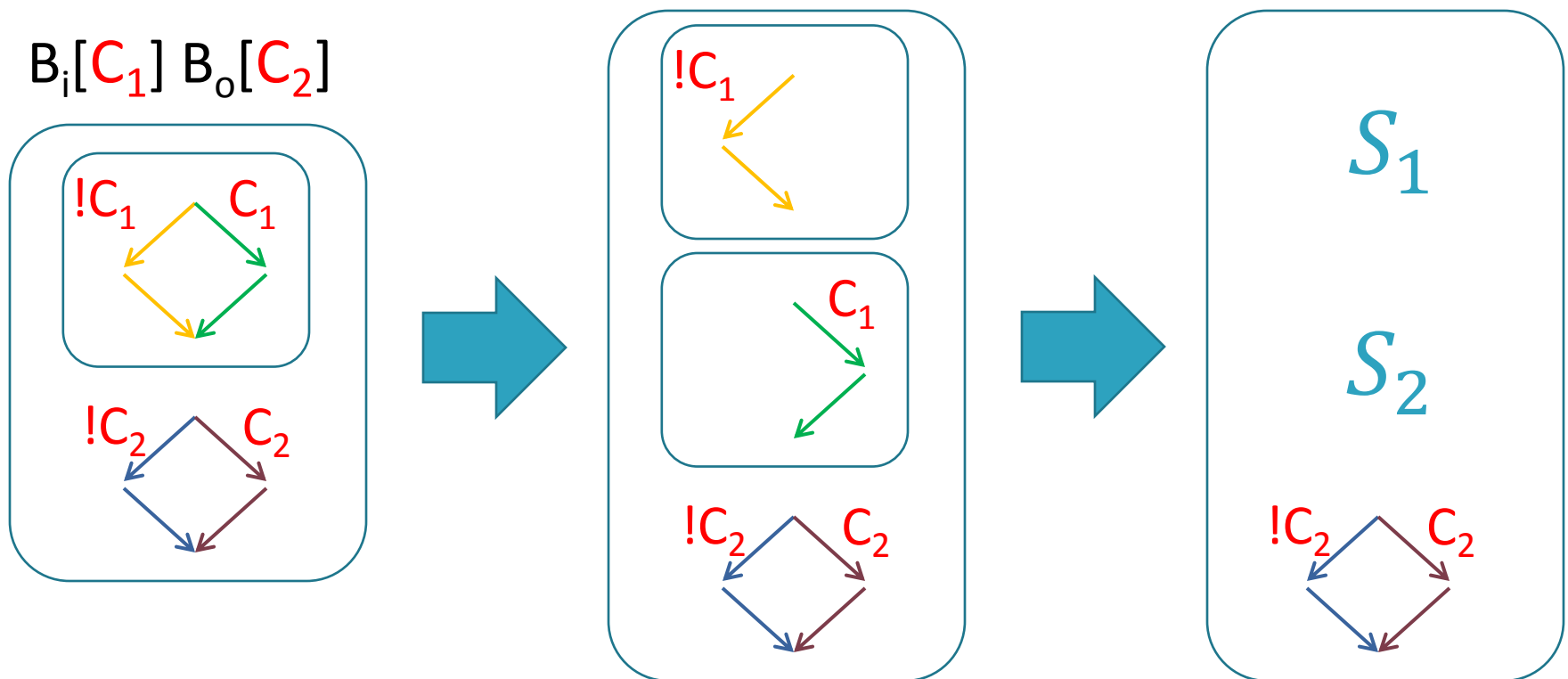
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# Optimizations

- Simplify precondition computation
  - Process if top down
  - For nested loops, process inside out



# Experimental Framework

- Interproc
  - Abstract interpretation-based
- InvGen
  - Constraint solving-based
- Our implementation in C++
  - MISTRAL for precondition and constraint solving

# Experiments

| File      | INTERPROC    |             |         | INVGEN       |             |         |
|-----------|--------------|-------------|---------|--------------|-------------|---------|
|           | Before split | After split | Quality | Before split | After split | Quality |
| popl07    | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| cav06     | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| tacas08   | <i>N</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | =       |
| svd       | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| heapsort  | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| mergesort | <i>N</i>     | <i>N</i>    |         | <i>Y</i>     | <i>Y</i>    | +       |
| spam      | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| ex1       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
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*Y* : verification succeeded;    *N* : verification failed  
+ : better invariants; || : incomparable; = : exactly same

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|-----------|--------------|-------------|---------|--------------|-------------|---------|
|           | Before split | After split | Quality | Before split | After split | Quality |
| popl07    | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| cav06     | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| tacas08   | <i>N</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | =       |
| svd       | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| heapsort  | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| mergesort | <i>N</i>     | <i>N</i>    |         | <i>Y</i>     | <i>Y</i>    | +       |
| spam      | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| ex1       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| ex2       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |

*Y* : verification succeeded;    *N* : verification failed  
+ : better invariants; || : incomparable; = : exactly same

# Experiments

| File      | INTERPROC    |             |         | INVGEN       |             |         |
|-----------|--------------|-------------|---------|--------------|-------------|---------|
|           | Before split | After split | Quality | Before split | After split | Quality |
| popl07    | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| cav06     | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| tacas08   | <i>N</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | =       |
| svd       | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| heapsort  | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| mergesort | <i>N</i>     | <i>N</i>    |         | <i>Y</i>     | <i>Y</i>    | +       |
| spam      | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| ex1       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| ex2       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |

*Y* : verification succeeded;    *N* : verification failed  
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|-----------|--------------|-------------|---------|--------------|-------------|---------|
|           | Before split | After split | Quality | Before split | After split | Quality |
| popl07    | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| cav06     | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| tacas08   | <i>N</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | =       |
| svd       | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| heapsort  | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| mergesort | <i>N</i>     | <i>N</i>    |         | <i>Y</i>     | <i>Y</i>    | +       |
| spam      | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| ex1       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| ex2       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |

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# Experiments

| File      | INTERPROC    |             |         | INVGEN       |             |         |
|-----------|--------------|-------------|---------|--------------|-------------|---------|
|           | Before split | After split | Quality | Before split | After split | Quality |
| popl07    | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| cav06     | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| tacas08   | <i>N</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | =       |
| svd       | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| heapsort  | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| mergesort | <i>N</i>     | <i>N</i>    |         | <i>Y</i>     | <i>Y</i>    | +       |
| spam      | <i>Y</i>     | <i>Y</i>    | +       | <i>Y</i>     | <i>Y</i>    | +       |
| ex1       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |
| ex2       | <i>N</i>     | <i>Y</i>    | +       | <i>N</i>     | <i>Y</i>    | +       |

*Y* : verification succeeded;    *N* : verification failed  
+ : better invariants;    || : incomparable;    = : exactly same

# Conclusion

- Static analysis to identify phase transitions
- Decompose multi-phase loops
  - Preserve semantics
- Benefit standard invariant generation tools
  - Better invariants
  - Handle more loops
- Simple, easy to implement, and can be integrated with any invariant generation tool

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