

# Proving Equivalence of Imperative Programs via Constrained Rewriting Induction

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joint work with

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# Overview

- ① Motivation
- ② Constrained Term Rewriting
- ③ Transforming C Programs
- ④ Rewriting Induction
- ⑤ Lemma Generation
- ⑥ Conclusions

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- 3 Transforming C Programs
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# C Programming Course in Nagoya

# C Programming Course in Nagoya

- $\pm 70$  students every year (of whom 60 active)
- 3 programming exercises every week
- $\implies 180^+$  exercises to grade **every week** for a **full semester**
- student programs can be **horrible**

**Exercise:** write a function that calculates  $\sum_{k=1}^n k$ .

```
int sum(int x) {  
    int i = 0, z = 0;  
    for (i = 0; i <= x; i++)  
        z += i;  
    return z;  
}
```

```
int sum( int n ){
    int cnt;
    int data;
    if(n < 0){
        return 0;
    }
    for(cnt = 1; cnt <= n; cnt++){
        data = data + cnt;
    }
    return data;
}
```



```
int sum(int n)
{
  if ( n<=0 ) {
    return 0;
  } else {
    return (n*(n+1)/2);
  }
}
```

```
int sum(int x) {  
    int i, j, z;  
    z = 0;  
    for (i = 0; i <= x; i++)  
        for (j = 0; j < i; j++)  
            z++;  
    return z;  
}
```

# Solutions

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- run automatic tests
- **prove that programs are correct!**
  - we are experts in term rewriting
  - $\Rightarrow$  convert C programs to term rewriting systems!
  - $\Rightarrow$  reason about those TRSs instead!

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# What's Term Rewriting?

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Syntactic approach for reasoning in equational first-order logic

Core functional programming language without many restrictions (and features) of “real” FP:

- first-order (usually)
- no fixed evaluation strategy
- no fixed order of rules to apply (Haskell: top to bottom)
- untyped
- no pre-defined data structures (integers, arrays, ...)

# Summing up Natural Numbers

Numbers:  $0, s(0), s(s(0)), \dots$

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Rules:

$$\begin{aligned} \text{sum}(0) &\rightarrow 0 \\ \text{sum}(s(x)) &\rightarrow \text{plus}(s(x), \text{sum}(x)) \\ \text{plus}(0, y) &\rightarrow y \\ \text{plus}(s(x), y) &\rightarrow s(\text{plus}(x, y)) \end{aligned}$$

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Then e.g. we can compute  $1 + 1 = 2$  as

$$\text{plus}(s(0), s(0)) \rightarrow_{\mathcal{R}} s(\text{plus}(0, s(0))) \rightarrow_{\mathcal{R}} s(s(0))$$

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Integer arithmetic possible with more complex recursive rules.

**But:** We want to do **program analysis**. Should we really throw away domain knowledge about built-in data structures?!

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Term rewriting “with batteries included”

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- rewrite rules with SMT constraints

⇒ Term rewriting + SMT solving for automated reasoning

# Integer Summation

$$\begin{array}{ll} \text{sum}(x) & \rightarrow 0 & [x \leq 0] \\ \text{sum}(x) & \rightarrow x + \text{sum}(x - 1) & [x > 0] \end{array}$$

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$\text{sum}(2)$

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# Integer Summation

$$\begin{aligned} \text{sum}(x) &\rightarrow 0 && [x \leq 0] \\ \text{sum}(x) &\rightarrow x + \text{sum}(x - 1) && [x > 0] \end{aligned}$$

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# Integer Summation

$$\begin{aligned} \text{sum}(x) &\rightarrow 0 && [x \leq 0] \\ \text{sum}(x) &\rightarrow x + \text{sum}(x - 1) && [x > 0] \end{aligned}$$

- $\mathcal{F}_{terms} = \{\text{sum}\} \cup \{n \mid n \in \mathbb{Z}\}$
- $\mathcal{F}_{theory} = \{+, -, \geq, >, \wedge, \text{true}, \text{false}\} \cup \{n \mid n \in \mathbb{Z}\}$
- **Values:** true, false, 0, 1, 2, 3, ..., -1, -2, ...
- **Interpretation:** addition, minus, etc.

# Bitvector Summation

$$\begin{aligned} \text{sum}(x) &\rightarrow 0 && [x \leq 0] \\ \text{sum}(x) &\rightarrow x + \text{sum}(x - 1) && [x > 0] \end{aligned}$$

- $\mathcal{F}_{\text{terms}} = \{\text{sum}\} \cup \{n \mid n \in \mathbb{Z} \wedge 0 \leq n < 256\}$
- $\mathcal{F}_{\text{theory}} = \{+, -, \geq, >, \wedge, \text{true}, \text{false}\} \cup \{n \mid n \in \mathbb{Z} \wedge 0 \leq n < 256\}$
- **Values:** true, false, 0, 1, 2, 3, ..., 255
- **Interpretation:** addition, minus, etc. modulo 256

# Array Summation

$$\text{sum}(a, x) \rightarrow 0 \quad [x < 0]$$

$$\text{sum}(a, x) \rightarrow \text{select}(a, x) + \text{sum}(a, x - 1) \quad [x \geq 0]$$

- $\mathcal{F}_{\text{terms}} = \{\text{sum}\} \cup \{n : \text{int} \mid n \in \mathbb{Z}\} \cup \{a : \text{iarr} \mid n \in \mathbb{Z}^*\}$
- $\mathcal{F}_{\text{theory}} =$   
 $\{+, -, \geq, >, \wedge, \text{select}, \text{true}, \text{false}\} \cup \{n \mid n \in \mathbb{Z}\} \cup$   
 $\{a : \text{iarr} \mid a \in \mathbb{Z}^*\}$
- Values:  
 $\text{true}, \text{false}, 0, 1, -1, 2, -2, \dots, (), (0), (1), \dots, (0, 0), \dots$



# Logically Constrained Term Rewriting Systems

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- no predefined behaviour!

# Logically Constrained Term Rewriting Systems

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- work much like normal term rewrite systems:
  - **terms** are expressions built from function symbols
  - **rules** are used to rewrite terms
- can handle integers, **arrays**, **bitvectors**, ...
- no predefined behaviour!
- are flexible enough to faithfully model (many) real-world programs

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# Factorial

```
int fact(int x) {  
    int z = 1;  
    for (int i = 1; i <= x; i++)  
        z *= i;  
    return z;  
}
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$$\begin{array}{ll}
 \text{fact}(x) & \rightarrow u_1(x) \\
 u_1(x) & \rightarrow u_2(x, 1, 1) \\
 u_2(x, z, i) & \rightarrow u_3(x, z, i) \quad [i \leq x] \\
 u_2(x, z, i) & \rightarrow u_4(x, z, i) \quad [\neg(i \leq x)] \\
 u_3(x, z, i) & \rightarrow u_2(x, z * i, i + 1) \\
 u_4(x, z, i) & \rightarrow z
 \end{array}$$

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$$\begin{aligned} \text{fact}(x) &\rightarrow u_2(x, 1, 1) \\ u_2(x, z, i) &\rightarrow u_2(x, z * i, i + 1) & [i \leq x] \\ u_2(x, z, i) &\rightarrow z & [\neg(i \leq x)] \end{aligned}$$

# Factorial

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## Division by Zero

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(defining  $x \bmod 0 = 0$ )

# Integer Overflow

```
int fact(int x) {  
  int z = 1;  
  for (int i = 1; i <= x; i++)  
    z *= i;  
  return z;  
}
```

$$\text{fact}(x) \rightarrow u_2(x, 1, 1)$$

$$u_2(x, z, i) \rightarrow u_2(x, z * i, i + 1) [i \leq x]$$

$$u_2(x, z, i) \rightarrow \text{return}(z) \quad [\neg(i \leq x)]$$



# Integer Overflow

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```

$$\begin{aligned} \text{fact}(x) &\rightarrow \text{u}_2(x, 1, 1) \\ \text{u}_2(x, z, i) &\rightarrow \text{u}_2(x, z * i, i + 1) [i \leq x \wedge z * i < 256 \wedge i + 1 < 256] \\ \text{u}_2(x, z, i) &\rightarrow \text{error} [i \leq x \wedge (z * i \geq 256 \vee i + 1 \geq 256)] \\ \text{u}_2(x, z, i) &\rightarrow \text{return}(z) [\neg(i \leq x)] \end{aligned}$$

# Recursion

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int fact(int x) {  
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# Recursion

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int fact(int x) {  
    if (x > 0) return x * fact(x-1);  
    else return 1;  
}
```

$\text{fact}(x) \rightarrow \text{helper}(x, \text{fact}(x - 1)) \quad [x > 0]$

$\text{fact}(x) \rightarrow \text{return}(1) \quad [\neg(x > 0)]$

$\text{helper}(x, \text{return}(y)) \rightarrow \text{return}(x * y)$

## Recursion with Errors

```
int fact(int x) {
  if (x > 0) return x * fact(x-1);
  else return 1;
}
```

$\text{fact}(x) \rightarrow \text{helper}(x, \text{fact}(x - 1)) \quad [x > 0]$

$\text{fact}(x) \rightarrow \text{return}(1) \quad [\neg(x > 0)]$

$\text{helper}(x, \text{return}(y)) \rightarrow x * y \quad [x * y < 256]$

$\text{helper}(x, \text{return}(y)) \rightarrow \text{error} \quad [x * y \geq 256]$

$\text{helper}(x, \text{error}) \rightarrow \text{error}$

## Global Variables

```

int best;
int up(int x) {
    if (x > best) {
        best = x;
        return 1;
    }
    return 0;
}

void main() {
    while(1) {
        int k = input();
        up(k);
        if (!k) break;
    }
}

```

$$\begin{aligned}
 \text{up}(b, x) &\rightarrow \text{return}_{\text{up}}(x, 1) && [x > b] \\
 \text{up}(b, x) &\rightarrow \text{return}_{\text{up}}(b, 0) && [\neg(x > b)] \\
 \text{main}(b) &\rightarrow u_1(b, \text{inp}) \\
 u_1(b, k) &\rightarrow u_2(k, \text{up}(b, k)) \\
 u_2(k, \text{return}_{\text{up}}(b', i)) &\rightarrow \text{return}_{\text{main}}(b') && [\neg(k \neq 0)] \\
 u_2(k, \text{return}_{\text{up}}(b', i)) &\rightarrow u_1(b', \text{inp}) && [k \neq 0]
 \end{aligned}$$

## Statically Allocated Arrays

```
void strcpy(char goal[], char original[]) {  
    int i = 0;  
    for (; original[i]; i++) goal[i] = original[i];  
    goal[i] = 0;  
}
```



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```

$$\begin{aligned} \text{strcpy}(x, y) &\rightarrow v(x, y, 0) \\ v(x, y, i) &\rightarrow w(x, y, i) \quad [\text{select}(y, i) = 0] \\ v(x, y, i) &\rightarrow v(\text{store}(x, i, \text{select}(y, i)), y, i + 1) \\ &\hspace{15em} [\text{select}(y, i) \neq 0] \\ w(x, y, i) &\rightarrow \text{return}(\text{store}(x, i, 0)) \end{aligned}$$

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void strcpy(char goal[], char original[]) {
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$$\begin{aligned} \text{strcpy}(x, y) &\rightarrow v(x, y, 0) \\ v(x, y, i) &\rightarrow w(x, y, i) \quad [0 \leq i < \text{size}(y) \wedge \text{select}(y, i) = 0] \\ v(x, y, i) &\rightarrow v(\text{store}(x, i, \text{select}(y, i)), y, i + 1) \quad [0 \leq i < \\ &\quad \text{size}(x) \wedge i < \text{size}(y) \wedge \text{select}(y, i) \neq 0] \\ w(x, y, i) &\rightarrow \text{return}(\text{store}(x, i, 0)) \quad [0 \leq i < \text{size}(x)] \end{aligned}$$

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v(x, y, i) &\rightarrow v(\text{store}(x, i, \text{select}(y, i)), y, i + 1) \quad [0 \leq i < \\
&\quad \text{size}(x) \wedge i < \text{size}(y) \wedge \text{select}(y, i) \neq 0] \\
w(x, y, i) &\rightarrow \text{return}(\text{store}(x, i, 0)) \quad [0 \leq i < \text{size}(x)] \\
v(x, y, i) &\rightarrow \text{error} \quad [i < 0 \vee i \geq \text{size}(y) \vee \\
&\quad (\text{select}(y, i) \neq 0 \wedge i \geq \text{size}(x))] \\
w(x, y, i) &\rightarrow \text{error} \quad [i < 0 \vee i \geq \text{size}(x)]
\end{aligned}$$

## Dynamically Allocated Arrays

- model memory as a sequence of integer sequences
- a dynamic array is a pair (index, offset)
- `int *a = new int[10];`  
 $\Rightarrow u_1(mem) \rightarrow$   
 $u_2(\text{add}(mem, x), \text{pair}(\text{size}(mem), 0)) [\text{size}(x) = 10]$
- `int k = a[3];`  
 $\Rightarrow u_2(mem, \text{pair}(x, y)) \rightarrow$   
 $u_3(mem, \text{pair}(x, y), \text{select}(\text{select}(mem, x), y + 3))$   
 $[0 \leq y + 3 < \text{size}(\text{select}(mem, x))]$   
 (Note:  $\text{select}(mem, a)$  returns  $()$  if  $a$  is out of bound.)
- `int *b = a + 1;`  
 $\Rightarrow u_3(mem, \text{pair}(x, y), k) \rightarrow$   
 $u_4(mem, \text{pair}(x, y), k, \text{pair}(x, y + 1))$

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# What is Equivalence for LCTRSs?

## Teacher's code:

$$\begin{array}{lll} \text{sum}_1(x) & \rightarrow & \text{return}(0) \quad [x \leq 0] \\ \text{sum}_1(x) & \rightarrow & \text{helper}(x, \text{sum}_1(x - 1)) \quad [x > 0] \\ \text{helper}(x, \text{return}(y)) & \rightarrow & \text{helper}(x + y) \end{array}$$

# What is Equivalence for LCTRSs?

## Teacher's code:

$$\begin{array}{lll} \text{sum}_1(x) & \rightarrow & \text{return}(0) & [x \leq 0] \\ \text{sum}_1(x) & \rightarrow & \text{helper}(x, \text{sum}_1(x - 1)) & [x > 0] \\ \text{helper}(x, \text{return}(y)) & \rightarrow & \text{helper}(x + y) & \end{array}$$

## Student's code:

$$\begin{array}{lll} \text{sum}_2(x) & \rightarrow & \text{u}(x, 0, 0) \\ \text{u}(x, i, z) & \rightarrow & \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) & \rightarrow & \text{return}(z) & [\neg(i \leq x)] \end{array}$$

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**Query:**  $\text{sum}_1(x) \leftrightarrow^* \text{sum}_2(x)$  for all  $x$ ?



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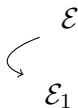
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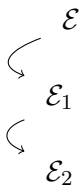
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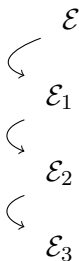
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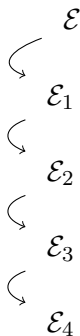
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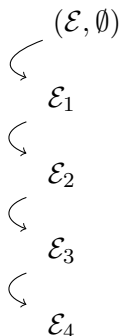
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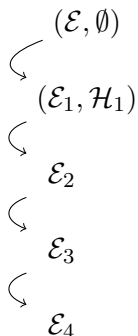
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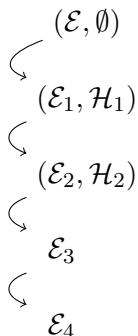
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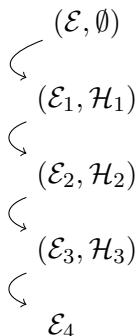
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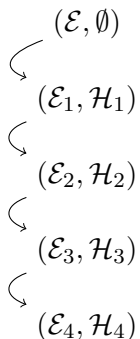


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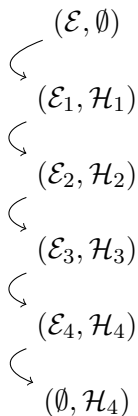




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**Goal:** find derivation  $(\mathcal{E}, \emptyset) \vdash^* (\emptyset, \mathcal{H})$

Then also  $\leftrightarrow_{\mathcal{E}}^* \subseteq \leftrightarrow_{\mathcal{R} \cup \mathcal{H}}^* \subseteq \leftrightarrow_{\mathcal{R}}^*$  on ground terms:

Equations  $\mathcal{E}$  are **inductive theorems** for  $\mathcal{R}$

## Simplification: definition

$$\frac{(\mathcal{E} \uplus \{s \simeq t [\varphi]\}, \mathcal{H})}{(\mathcal{E} \cup \{s' \approx t [\psi]\}, \mathcal{H})}$$

$$\text{if } s \approx t [\varphi] \rightarrow_{\mathcal{R} \cup \mathcal{H}} s' \approx t [\psi]$$

**Idea:** Use the program or an induction hypothesis to simplify the query.



## Simplification: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

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**Idea:** Exhaustive case analysis, generate induction hypothesis.  
(Closely related: narrowing.)

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$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{\text{u}(x, y' + 1, z' + y') \approx x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y \wedge y' \leq x]\} \\ & \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y \wedge \neg(y' \leq x)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y]\}) \end{aligned}$$

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$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{ \text{u}(x, y'', z'') \approx x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ & \quad \wedge z' = z + y \wedge y' \leq x \wedge y'' = y' + 1 \wedge z'' = z' + y'] \} \\ & \cup \{ z' \approx x + z [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y \wedge \neg(y' \leq x)] \} \\ & , \mathcal{H} \cup \{ \text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y] \} \} \end{aligned}$$

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$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

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## Expansion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) & \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) & \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) & \rightarrow \text{u}(x, 0, 0) \\ \text{u}(x, i, z) & \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) & \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

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## Expansion: example

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$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

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$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \mathbf{u}(x, 0, 0) & \\ \mathbf{u}(x, i, z) \rightarrow \mathbf{u}(x, i + 1, z + i) & [i \leq x] \\ \mathbf{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

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$$\begin{aligned} & (\mathcal{E} \cup \{x + \text{u}(x', y', z') \approx x + \text{u}(x', y', z') [x \geq y \wedge x = x' + 1 \wedge y' = \\ & \quad y + 1 \wedge z' = z + y \wedge y' \leq x \wedge y'' = y' + 1 \wedge z'' = z' + y']\} \\ & \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y \wedge \neg(y' \leq x)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \\ & \quad \wedge y' = y + 1 \wedge z' = z + y]\}) \end{aligned}$$

## Deletion: definition

$$\frac{(\mathcal{E} \uplus \{s \simeq t [\varphi]\}, \mathcal{H})}{(\mathcal{E}, \mathcal{H})}$$

if  $s \equiv t$  or  $\varphi$  is unsatisfiable

**Idea:** Delete trivial inductive theorems.

## Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{x + \text{u}(x', y', z') \approx x + \text{u}(x', y', z') [x \geq y \wedge x = x' + 1 \wedge y' = \\ & \quad y + 1 \wedge z' = z + y \wedge y' \leq x \wedge y'' = y' + 1 \wedge z'' = z' + y']\} \\ & \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y \\ & \quad \wedge \neg(y' \leq x)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ & \quad \wedge z' = z + y]\}) \end{aligned}$$



## Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{x + \text{u}(x', y', z') \approx x + \text{u}(x', y', z') [x \geq y \wedge x = x' + 1 \wedge y' = \\ & \quad y + 1 \wedge z' = z + y \wedge y' \leq x \wedge y'' = y' + 1 \wedge z'' = z' + y']\} \\ & \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y \\ & \quad \wedge \neg(y' \leq x)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ & \quad \wedge z' = z + y]\}) \end{aligned}$$

## Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

 $(\mathcal{E} \cup$ 

$$\{z' \approx x + z [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y$$

$$\wedge \neg(y' \leq x)]\}$$

$$, \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1$$

$$\wedge z' = z + y]\})$$

## EQ-Deletion: definition

$$\frac{(\mathcal{E} \uplus \{C[s_1, \dots, s_n] \approx C[t_1, \dots, t_n] [\varphi]\}, \mathcal{H})}{(\mathcal{E} \cup \{C[\vec{s}] \approx C[\vec{t}] [\varphi \wedge \neg \bigwedge_{i=1}^n (s_i = t_i)]\}, \mathcal{H})}$$

if  $s_1, \dots, s_n, t_1, \dots, t_n$  all logical terms

**Idea:** If all arguments to the same context become equal, we're done.

## EQ-Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$(\mathcal{E} \cup \{z' \approx x + z \ [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y \\ \wedge \neg(y' \leq x)]\})$$

$$, \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) \ [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ \wedge z' = z + y]\})$$

## EQ-Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y \\ & \quad \wedge \neg(y' \leq x) \wedge \neg(z' = x + z)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ & \quad \wedge z' = z + y]\}) \end{aligned}$$

## EQ-Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

$$\begin{aligned} & (\mathcal{E} \cup \{z' \approx x + z [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y \\ & \quad \wedge \neg(y' \leq x) \wedge \neg(z' = x + z)]\}) \\ & , \mathcal{H} \cup \{\text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \\ & \quad \wedge z' = z + y]\}) \end{aligned}$$

## EQ-Deletion: example

$$\mathcal{R} = \left\{ \begin{array}{ll} \text{sum}_1(x) \rightarrow 0 & [x \leq 0] \\ \text{sum}_1(x) \rightarrow x + \text{sum}_1(x - 1) & [x > 0] \\ \text{sum}_2(x) \rightarrow \text{u}(x, 0, 0) & \\ \text{u}(x, i, z) \rightarrow \text{u}(x, i + 1, z + i) & [i \leq x] \\ \text{u}(x, i, z) \rightarrow z & [\neg(i \leq x)] \end{array} \right\}$$

( $\mathcal{E}$ )

$$, \mathcal{H} \cup \{ \text{u}(x, y', z') \rightarrow x + \text{u}(x', y, z) [x \geq y \wedge x = x' + 1 \wedge y' = y + 1 \wedge z' = z + y] \}$$

# Postulate: definition

$$\frac{(\mathcal{E}, \mathcal{H})}{(\mathcal{E} \uplus \{s \approx t [\varphi]\}, \mathcal{H})}$$



## Postulate: example

$\mathcal{R}$ :

$$\begin{array}{lll}
 \text{sum}_1(x) & \rightarrow & 0 & [x \leq 0] \\
 \text{sum}_1(x) & \rightarrow & x + \text{sum}_1(x - 1) & [x > 0] \\
 \text{sum}_2(x) & \rightarrow & \text{u}(x, 0, 0) & \\
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 \end{array}$$

**Goal:**

$$( \{ \text{sum}_1(x) \approx \text{sum}_2(x) \ [\top] \}, \emptyset )$$

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# Overview

- 1 Motivation
- 2 Constrained Term Rewriting
- 3 Transforming C Programs
- 4 Rewriting Induction
- 5 Lemma Generation**
- 6 Conclusions

## What Typically Happens

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**Generalisation:** Drop initialisations

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| 3. | $\text{sum}_2(x)$ | $\rightarrow$ | $u(x, c1, c2)$            | $[c1 = 0 \wedge c2 = 0]$   |
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- rewriting induction for a form of constrained rewriting

# Shoulders of Giants

- various kinds of constrained rewriting  
(But: most were fundamentally limited to the integers)
- long history of **unconstrained** rewriting induction, e.g. [Reddy 1990]  
(But: lemma generation methods do not obviously extend)
- rewriting induction for a form of constrained rewriting  
(But: only very complex and relatively weak lemma generation)

# Implementation and Experiments

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function	YES	NO	MAYBE	time
sum	9	0	4	2.4
fib	4	6	3	6.6
sumfrom	3	1	2	1.9
strlen	1	0	5	7.2
strcpy	3	0	3	11.5
arrsum	1	0	0	4.2
fact	1	0	0	2.4
total	22	7	17	5.9

Experiments with student code

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function	YES	NO	MAYBE	time
sum	9	0	4	2.2
fib	10	1	2	5.9
sumfrom	3	0	3	2.3
strlen	2	0	4	6.0
strcpy	5	0	1	14.1
arrsum	1	0	0	4.2
fact	1	0	0	2.5
total	31	1	14	5.9

Experiments with student code and adapted teacher code

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**Questions?**