

# Invariant Generation for Complexity Analysis of Python Programs

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## Project Description

The high level main goals of this project are to implement several programs:

- `ub_time_complexity(P)` returns a valid symbolic upper bound on the *run time* of  $P$ .
- `ub_output_complexity(P)` returns a valid symbolic upper bound on the *size* of the output of  $P$ .
- `lb_time_complexity(P)` returns a valid symbolic lower bound on the *run time* of  $P$ .
- `lb_output_complexity(P)` returns a valid symbolic lower bound on the *size* of the output of  $P$ .

Just as a quick example, consider the following code:

```
1 def f(n):  
2     out = 1  
3     for i in range(n):  
4         out = out * n  
5     return out
```

We can see that  $\text{ub\_timecomplexity}(f) = n \in \mathcal{O}(n)$ , because the loop runs  $n$  iterations; however, the function *returns* `out` which started as 1 and was multiplied by  $n$ ,  $n$  times. So,  $\text{ub\_outputcomplexity}(f) = n^n \in \mathcal{O}(n^n)$ .

### 0.1 Restrictions

In order to keep the scope of this assignment reasonable, we will restrict input programs in the following ways:

- All functions will be of type  $\text{int} \rightarrow \text{int}$ .
- We will only simplify recursive programs of several particular forms.
- We will ignore certain dynamic features of Python.
- If termination/invariant detection is too difficult to infer, we will output ?.

The difficulty arises in how to handle loops and recursion.

### 0.2 Loops

To effectively bound the runtime of a loop, we need to be able to bound the number of iterations. We propose doing this by using a variety of AI techniques and ideas from CITE PAPER HERE to generate invariants on the outputs of variables after multiple iterations. In particular, we aim to be able to handle *binary search*-like functions, and *early terminations* of loops. We intend to use search techniques on

the AST of the loop, planning to prove the invariants we find correct, and possibly machine learning to classify programs as terminating or not.

### 0.3 Recursion

To effectively bound the runtime of a recursive function, we need to be able to bound the number of recursive calls. We only consider the class of programs where one of the following is true, for  $f(\mathbf{x})$ . We say  $f(a_1, a_2, \dots, a_n) \rightsquigarrow f(b_1, b_2, \dots, b_n)$ , when  $f(\mathbf{b})$  is called as part of executing  $f(\mathbf{a})$ :

- $\exists i. \forall \mathbf{y}. f(\mathbf{x}) \rightsquigarrow f(\mathbf{y}) \implies y_i < x_i$
- $\exists (M \in \mathbb{N}). \forall f(\mathbf{y}). M \geq f(\mathbf{y})$  and  $\exists i. \forall \mathbf{y}. f(\mathbf{x}) \rightsquigarrow f(\mathbf{y}) \implies y_i > x_i$

Again, to determine if the programs are of the form, and to prove such a fact, we use planning and search.

## References