# Interactive Theorem Proving and Pointer Structures

Alfio Martini alfio.martini@gmail.com

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## Main Objectives

#### Main Goals

- Introduce an Isabelle/HOL model for references and linked lists.
- Discuss how Hoare Logic can be used to reason about pointer structures.
- Present a proof methodology based on scripts and structured proofs.
- Apply these concepts to a non-trivial case study: deletion at the end of a linked list.



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#### **Essential Issues**

#### Technical Difficulties

- Aliasing
- Local Reasoning
- Complexity of Proofs

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## Function Updates

```
f(a := v)
                                                  (FUNCTION UPDATE)
(f(x := y)) z = (if z = x then y else f z)
                                                           (SIMP RULE)
               \{i = i \land a[i] = 3\} \ a[i] := 4 \ \{a[i] = 4\}
                    lemma "VARS (a::nat ⇒ int)
                    \{i=i \land a(i) = 3\}
                    a := a(i:=4)
                    \{a(i) = 4\}"
                    apply (vcg)
                    apply (simp)
                    done
```

#### References

$$\mathtt{datatype}\ '\mathtt{a}\ \mathtt{ref}\ =\ \mathtt{Null}\ |\ \mathtt{Ref}\ '\mathtt{a}$$

ADRESSES

addr :: 'a ref 
$$\Rightarrow$$
 'a

addr (Ref x) = x

LINKED LISTS

next :: 'a  $\Rightarrow$  'a ref

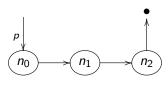
LOCAL HEAPS (FIELDS)

f :: 'a  $\rightarrow$  values

HEAP UPDATE

f := f((addr r) := v)

#### A Linked list for Students



node	name	age	next
<i>n</i> 0	Anne	21	n1
<i>n</i> 1	Paul	19	<i>n</i> 2
n2	July	17	Null

#### Students Model in Isabelle

```
-\langle example: 0 \mapsto 1 \mapsto 2 \mapsto \text{Null} \rightarrow
definition next n::"nat ⇒nat ref" where
   "next n \equiv (\lambda n. \text{ Null})(0:=\text{Ref } 1,1:=\text{Ref}(2),2:=\text{Null})"
definition name:: "nat ⇒ string" where
   "name \equiv (\lambda n .'''')(0:=''Anne'',1:=''Paul'',2:=''July'')"
definition age::"nat ⇒ int" where
   "age \equiv (\lambda n . 0)(0:=19,1:=21,2:=17)"
definition p::"nat ref" where "p≡ Ref 0"
definition tmp::"nat ref" where "tmp≡p"
lemma "p^.name = ''Anne''" by (simp add:p def name def)
lemma "p^.next n^.next n=Ref 2" by (simp add:p def next n def)
lemma "p^.next n^.name = ''Paul''"
    by (simp add:p def name def next n def)
lemma "p^.next n^.age = 21" by (simp add:p_def next n_def age_def)
lemma "tmp^.age = 19" unfolding p def tmp def age def by simp
```

#### **Notation**

$$f(r \rightarrow e) = f((addr \ r) := e)$$
  
 $r^{\cdot}.f := e = f := f(r \rightarrow e)$   
 $r^{\cdot}.f = f(addr \ r)$ 

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## Lists of Memory Addresses

```
List :: ('a \Rightarrow' a \text{ ref}) \Rightarrow' a \text{ ref} \Rightarrow' a \text{ list} \Rightarrow \text{bool}
List next r [] = (r = Null)
List next r (a#as) = (r = Ref a \land List next (next a) as)
```

#### **Essential Theorems**

$\texttt{List next x as} \land \texttt{List next x bs} \rightarrow \texttt{as} = \texttt{bs}$	LFun
List next x (as@bs) $\rightarrow \exists y$ . List next y bs	LRef
List next(next a) x as $\rightarrow$ a $\notin$ set as	
List next x as $\rightarrow$ distinct as	LDist
$\mathtt{a} \not\in \mathtt{set} \ \mathtt{as} \ \ \mathtt{List} \ (\mathtt{next}(\mathtt{a} := \mathtt{y})) \ \mathtt{x} \ \mathtt{as} \to \mathtt{List} \ \mathtt{next} \ \mathtt{x} \ \mathtt{as}$	LSep

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## Hoare Tiples (Partial Correctness Assertions)

$$\{P\} \ c \ \{Q\}$$

IF THE PROGRAM c STARTS EXECUTING IN A STATE WHERE THE ASSERTION P IS TRUE, THEN IF c TERMINATES, IT DOES SO IN A STATE WHERE THE ASSERTION Q HOLDS.

## An Introductory Example

#### Verification Conditions

#### Structured Proof - Second VC

```
proof (vcq)
  fix "next" and p::"'a ref" and ps k j
  assume ass: "(∃as. List next p as ∧
             length as + k = i) \land p \neq Null"
  show " ∃as. List next (next (addr p)) as ∧
            length as + (k + 1) = j"
    proof -
       from ass obtain as where
       list: "List next p as " and len: "length as + k = j"
        and nNull: "p <math>\neq Null" by blast
       from nNull and list obtain a bs
         where "p = Ref a" and "as = a # bs"
          and "List next (next a) bs" by auto
       from this and len have "length bs + k + 1 = j"
        and "List next (next (addr p)) bs" by auto
      from this show ?thesis by auto
    aed
qed (fastforce)+
```

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## Hoare Triple - Deletion at the End

```
lemma "VARS p next q tmp ps qs
{List next p Ps \land p \neq Null}
IF p^.next = Null
  — <Ps has exactly one element>
 THEN p:= Null;ps:=[];qs:=Ps
ELSE
  — <Ps has at least two elements >
  tmp := p; q:= p^.next;
  ps :=[hd Ps]; qs := tl Ps;
  WHILE q^{\cdot}.next \neq Null
  INV {inv del end}
  DO
     tmp := q; ps := ps @ [hd qs];
     q:= q^.next;qs := tl qs
  OD:
  tmp^.next := Null
FΙ
\{\exists \text{ a as. List next p as } \land \text{ as } @ [a] = Ps\}"
```

## **Invariant Intuitively**

# Deletion at the end - Invariant Assertion р tmp tmp tmp

### Invariant in Isabelle

### Verification Conditions

Isabelle Tool

## **Proof Script**

Isabelle Tool

#### Isar Proof - Third VC

```
fix p "next" q tmp ps qs
assume ass:"(∃y. p = Ref y) ∧ List next p Ps ∧
 List next q qs ∧ List (next(last ps := Null)) p ps
 \land ps @ qs = Ps \land set ps \cap set qs = {}
 \land next (last ps) = q \land last ps = addr tmp
 \land ps \neq [] \land qs \neq [] \land next (addr q) = Null"
show "Ha as.
        List (next(tmp \rightarrow Null)) p as \land as @ [a] = Ps"
proof -
  from ass have lqs:"List next q qs" and "qs \neq []"
     and ng: "next (addr g) = Null" and
    lps: "List (next(last ps := Null)) p ps"
  and pq: "ps @ qs = Ps" and
      tmp: "last ps = addr tmp" by auto
   from this(1-2) obtain a as where "g=Ref a" and
     qs:"qs = a # as" and "List next (next a) as"
     by (induction as) simp all
   from this(3) and ng and <g=Ref a>
      have "as = []" by simp
   from pg and this and gs have "ps @ [a] = Ps" by simp
   from lps and this and tmp show ?thesis
     bv auto
 aed
```

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## Concluding Remarks

- A detailed presentation of techniques to reason about pointer structures using standard Hoare Logic in Isabelle/HOL.
- Linked chunks of memory are represented as total functions from addresses to references.
- These linked structures are abstracted to a (finite) list of addresses, so that standard methods of reasoning can be applied.
- Proofs and invariants tend to be complex.
- Proof exploration with proof scripts.
- Proof drafts and proof documentation with Isar e Isabelle automatic proof methods.

