

Verified C Implementation of Dijkstra's Algorithm

Anshuman Mohan, Aquinas Hobor



APLAS Student Research Competition
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Certifying Graph-Manipulating C Programs via Localizations within Data Structures

SHENGYI WANG, National University of Singapore, Singapore

QINXIANG CAO, Shanghai Jiao Tong University, China

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AQUINAS HOBOR, National University of Singapore, Singapore

VST + CompCert + 25000 LOC library

Powerful enough to verify **executable code**
against **realistic specifications**
expressed with **mathematical graphs**

[Wang *et. al.*, PACMPL OOPSLA 2019]



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Never used edge labels...



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Not unlike vertex labels, but let's try anyway



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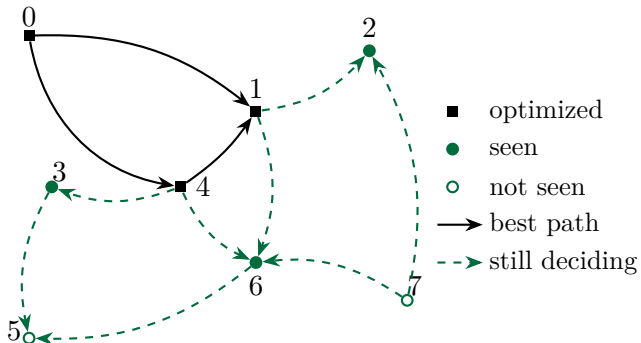
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Verify Dijkstra's one-to-all shortest path algorithm

Using CompCert C
executable and realistic
real-world complications

Aiming for full functional correctness
and not just safety



Instantiating DijkGraph

A PreGraph is a hextuple (VType, EType, vvalid, evalid, src, dst)

$$\begin{aligned} \text{Dijk_PG}(\gamma) &\stackrel{\text{def}}{=} \text{VType} := \mathbb{Z} \\ &\quad \text{EType} := \text{VType} * \text{VType} \\ &\quad \text{src} := \text{fst} \\ &\quad \text{dst} := \text{snd} \\ &\quad \forall v. \text{vvalid}(\gamma, v) \Leftrightarrow 0 \leq v < \text{SIZE} \\ &\quad \forall s, d. \text{evalid}(\gamma, (s, d)) \Leftrightarrow \text{vvalid}(\gamma, s) \wedge \text{vvalid}(\gamma, d) \end{aligned}$$

A LabeledGraph is a quadruple (PreGraph, VL, EL, GL)

$\mathbf{Dijk_LG}(\gamma) \stackrel{\text{def}}{=} \mathbf{Dijk_PG}$ as shown

VL := list EL

EL := Z

GL := unit

A GeneralGraph adds arbitrary soundness conditions

$$\begin{aligned} \mathbf{DijkGraph}(\gamma) &\stackrel{\text{def}}{=} \mathbf{Dijk_LG} \text{ as shown, and} \\ &\quad \mathit{FiniteGraph}(\gamma) \wedge \\ &\quad \forall i, j. \mathbf{vvalid}(\gamma, i) \wedge \mathbf{vvalid}(\gamma, j) \Rightarrow \\ &\quad \quad i = j \Rightarrow \mathbf{elabel}(\gamma, (i, j)) = 0 \wedge \\ &\quad \quad i \neq j \Rightarrow 0 \leq \mathbf{elabel}(\gamma, (i, j)) \leq \lfloor \mathbf{MAX/SIZE} \rfloor \end{aligned}$$

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Representing DijkGraph in Memory

$$\begin{aligned} \text{list_rep}(\gamma, i) &\stackrel{\text{def}}{=} \text{data_at array graph2mat}(\gamma)[i] \text{ list_addr}(\gamma, i) \\ \text{graph_rep}(\gamma) &\stackrel{\text{def}}{=} \underset{\text{vvalid}(\gamma, v)}{*} \quad v \mapsto \text{list_rep}(\gamma, v) \end{aligned}$$

```
#define IFTY INT_MAX - INT_MAX/SIZE

void dijkstra (int graph[SIZE][SIZE], int src,
               int *dist, int *prev) {
{ DijkGraph( $\gamma$ )}
```

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#define IFTY INT_MAX - INT_MAX/SIZE

void dijkstra (int graph[SIZE][SIZE], int src,
               int *dist, int *prev) {
{ DijkGraph( $\gamma$ )}
    int pq[SIZE];
    int i, j, u, cost;
    for (i = 0; i < SIZE; i++)
    { dist[i] = INF; prev[i] = INF; pq[i] = INF; }
    dist[src] = 0; pq[src] = 0; prev[src] = src;
```

```
#define IFTY INT_MAX - INT_MAX/SIZE

void dijkstra (int graph[SIZE][SIZE], int src,
               int *dist, int *prev) {
  { DijkGraph( $\gamma$ )}
  int pq[SIZE];
  int i, j, u, cost;
  for (i = 0; i < SIZE; i++)
  { dist[i] = INF; prev[i] = INF; pq[i] = INF; }
  dist[src] = 0; pq[src] = 0; prev[src] = src;
  { DijkGraph( $\gamma$ )  $\wedge$  dijk_correct( $\gamma$ , src, prev, dist, priq)}
  // big while loop
```

$$\{ \text{DijkGraph}(\gamma) \wedge \text{dijk_correct}(\gamma, \text{src}, \text{prev}, \text{dist}, \text{priq}) \}$$


```
{ DijkGraph( $\gamma$ )  $\wedge$  dijk_correct( $\gamma$ , src, prev, dist, priq)}
```

```
while (!pq_emp(pq)) {  
  u = popMin(pq);  
  for (i = 0; i < SIZE; i++) {  
    cost = graph[u][i];  
    if (cost < INF) {  
      if (dist[i] > dist[u] + cost) {  
        dist[i] = dist[u] + cost; prev[i] = u; pq[i] = dist[i];  
      }  
    }  
  }  
}
```

```
{ DijkGraph( $\gamma$ )  $\wedge$  dijk_correct( $\gamma$ , src, prev, dist, priq)}
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```
  while (!pq_emp(pq)) {
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    u = popMin(pq);
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    for (i = 0; i < SIZE; i++) {
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      cost = graph[u][i];
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      if (cost < INF) {
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        if (dist[i] > dist[u] + cost) {
```

```
          dist[i] = dist[u] + cost; prev[i] = u; pq[i] = dist[i];
```

```
        }}}
```

```
    }}}
```

```
{ DijkGraph( $\gamma$ )  $\wedge$   $\forall dst \in priq. priq[dst] = INF \wedge$  }
```

```
{ dijk_correct( $\gamma$ , src, prev, dist, priq) }
```

```
return;
```

```
}
```

$$\text{dijk_correct}(\gamma, \text{src}, \text{prev}, \text{dist}, \text{priq}) \stackrel{\text{def}}{=}$$

$$\forall \text{dst}. \text{dst} \in \text{popped}(\text{priq}) \Rightarrow$$

$$\exists \text{path}. \text{path_correct}(\gamma, \text{prev}, \text{dist}, \text{path}) \wedge$$

$$\text{path_glob_optimal}(\gamma, \text{dist}, \text{path}) \wedge$$

$$\text{path_entirely_in_popped}(\gamma, \text{prev}, \text{path}) \wedge$$

$$\text{priq}[\text{dst}] < \text{INF} \Rightarrow$$

$$\text{let } m := \text{prev}[\text{dst}] \text{ in } m \in \text{popped}(\text{priq}) \wedge$$

$$\forall m' \in \text{popped}(\text{priq}). \text{cost}(\text{path2m+} :: (m, \text{dst})) \leq \\ \text{cost}(\text{path2m'+} :: (m', \text{dst})) \wedge$$

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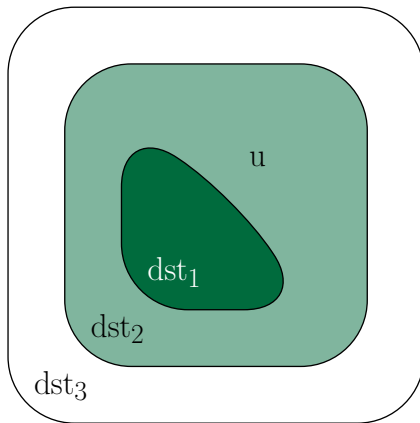
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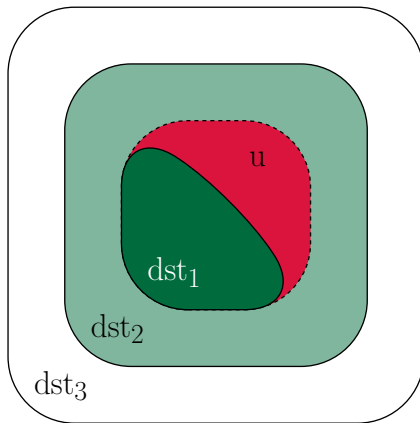
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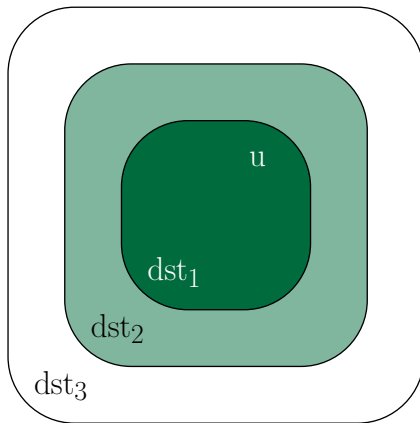
Key Transformation: Growing the Subgraph



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Key Transformation: Growing the Subgraph



The longest optimal path has SIZE-1 links

Overflow Strikes Again

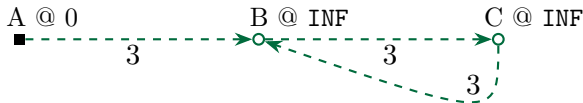
The longest optimal path has $\text{SIZE}-1$ links
so say we set `elabel`'s upper bound to $\lfloor \text{MAX}/(\text{SIZE}-1) \rfloor$

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so say we set `elabel`'s upper bound to $\lfloor \text{MAX}/(\text{SIZE}-1) \rfloor$

$\text{MAX} = 7$, $\text{SIZE} = 3$, so $0 \leq \text{elabel}(\gamma, e) \leq 3$.

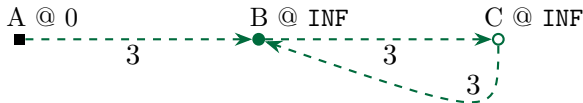


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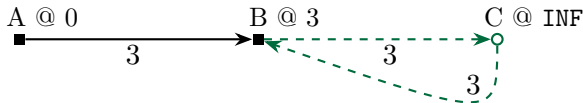


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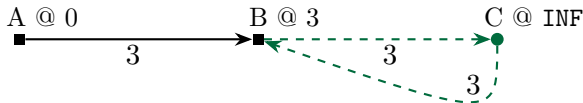


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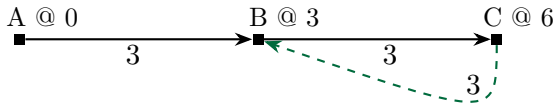


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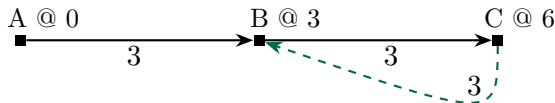


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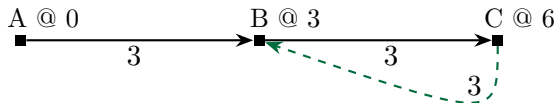
if $3 > 9$ then relax $C \rightsquigarrow B$

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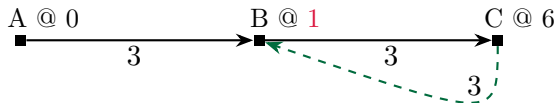
if $3 > 1$ then relax $C \rightsquigarrow B$

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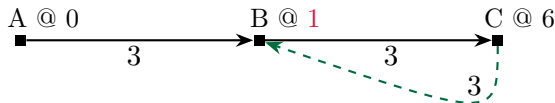
if $3 > 1$ then **relax** $C \rightsquigarrow B$

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if $3 > 1$ then **relax** $C \rightsquigarrow B$

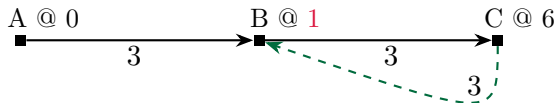
One solution: Conservatively set upper bound to $\lfloor \text{MAX}/\text{SIZE} \rfloor$

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if $3 > 1$ then **relax** $C \rightsquigarrow B$

One solution: Conservatively set upper bound to $\lfloor \text{MAX}/\text{SIZE} \rfloor$

Max path cost is then $\lfloor \text{MAX}/\text{SIZE} \rfloor * (\text{SIZE}-1) = \text{MAX} - \lfloor \text{MAX}/\text{SIZE} \rfloor$

There are other ways to fix this!

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Refactor troublesome addition as subtraction

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Never look back into optimized part

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Intuition supports $INF = MAX$

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Intuition supports $INF = MAX$

No reason to do any of the above

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Intuition supports $INF = MAX$

No reason to do any of the above... until today