

Conflict-Driven Conditional Termination

Vijay D'Silva

Caterina Urban

Google



Carnegie
Mellon
University

July 24th, 2015
CAV 2015
San Francisco, USA

Conditional Termination

- **termination**: does the program terminate for all initial states?
- **conditional termination**: for which initial states does the program terminate?

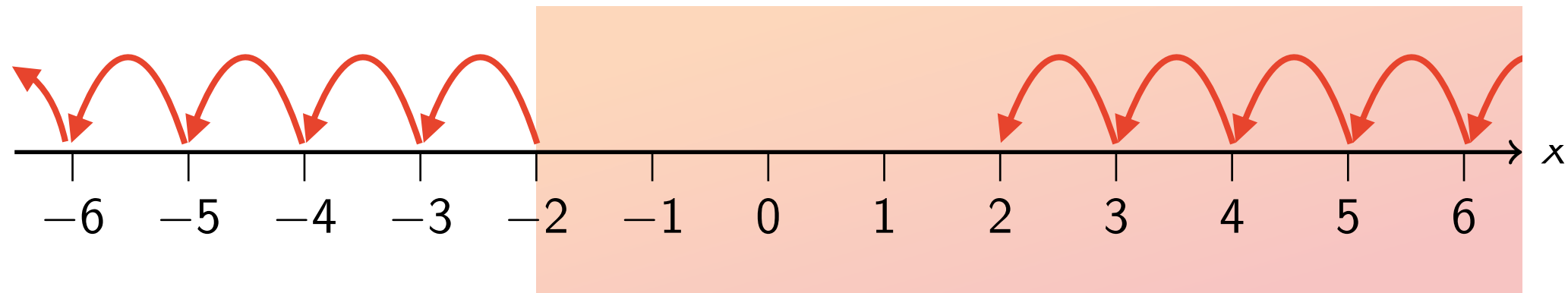
termination \equiv conditional termination for all initial states

Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
3}
```

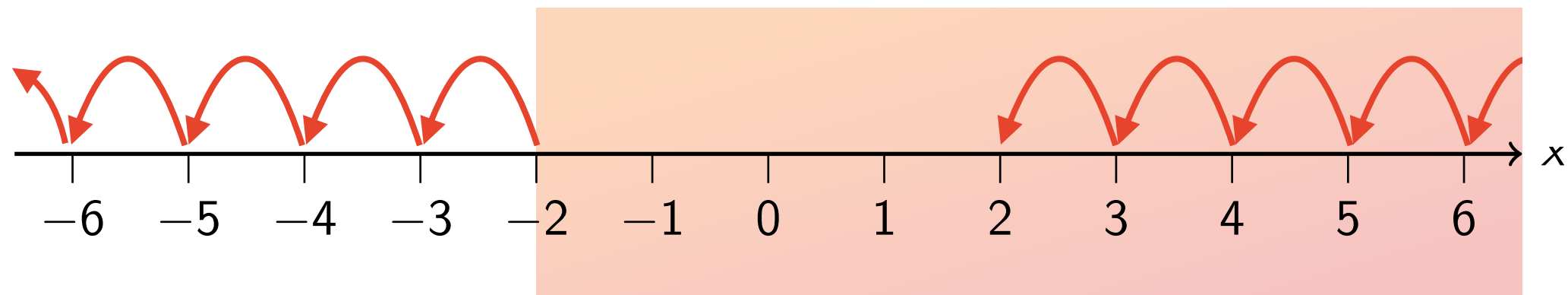
Example

```
int : x  
while 1( $x < -2 \vee x > 2$ ) {  
  2 $x := x - 1$   
}3
```



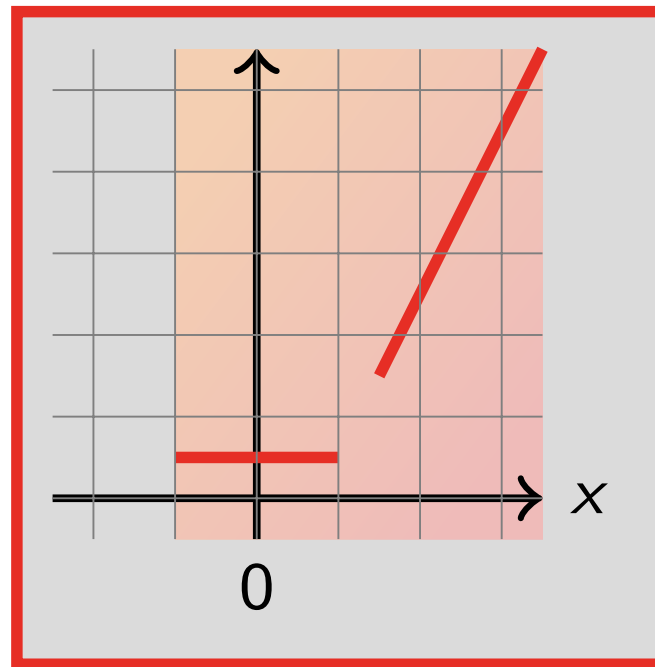
Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
}3
```

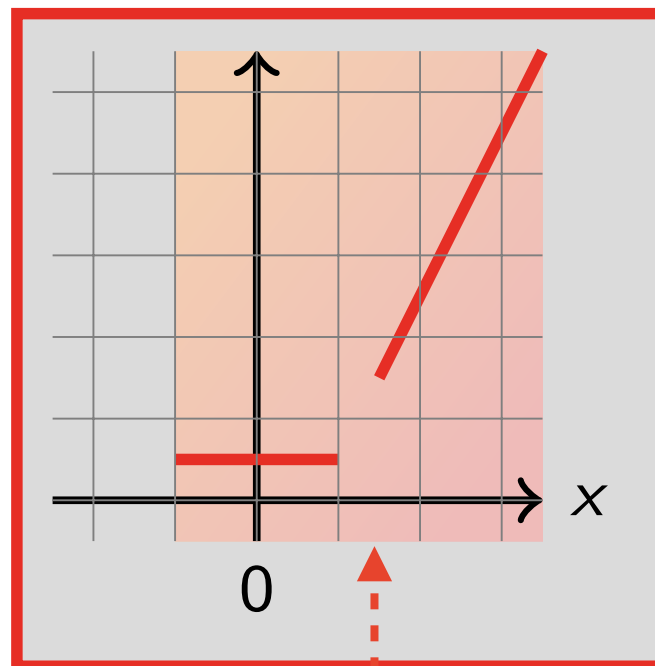


the program **conditionally terminates** for $-2 < x$

Piecewise-Defined Ranking Functions

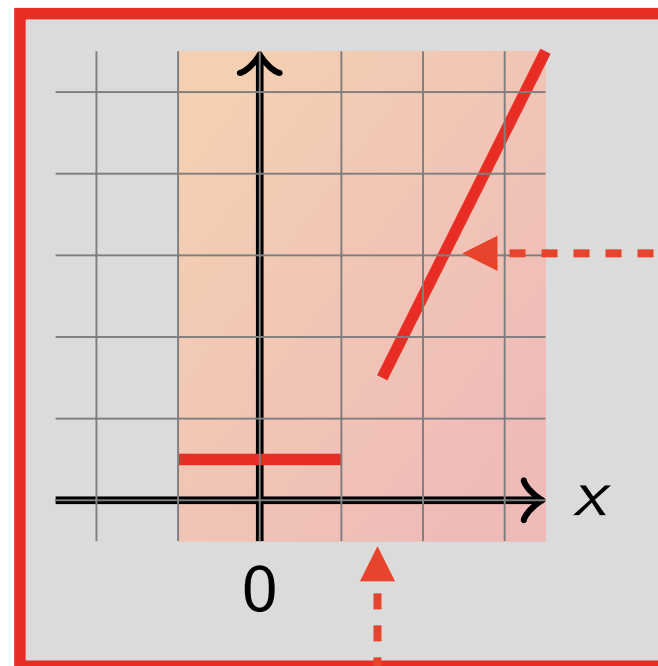


Piecewise-Defined Ranking Functions



the **domain** of the ranking function represents the terminating states

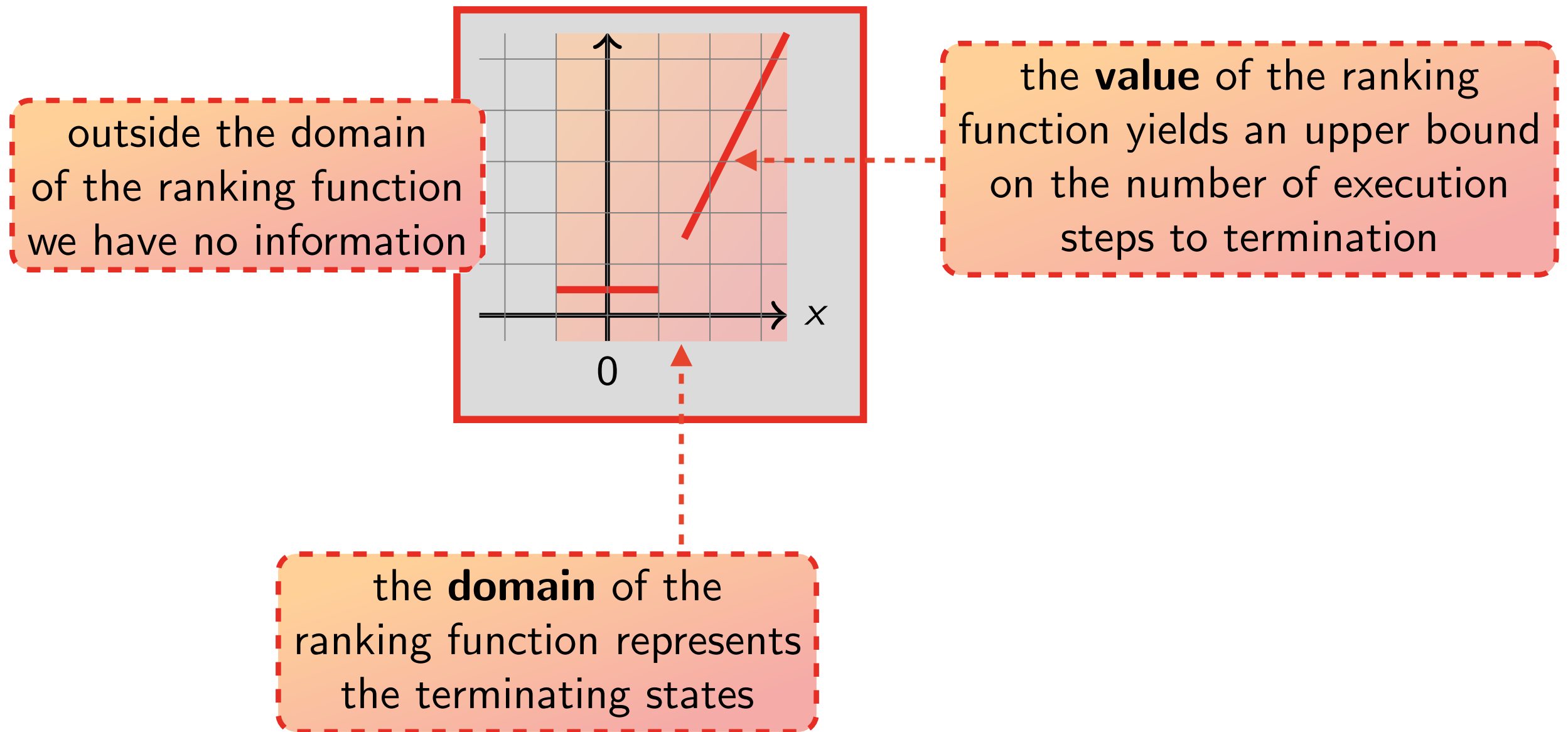
Piecewise-Defined Ranking Functions



the **value** of the ranking function yields an upper bound on the number of execution steps to termination

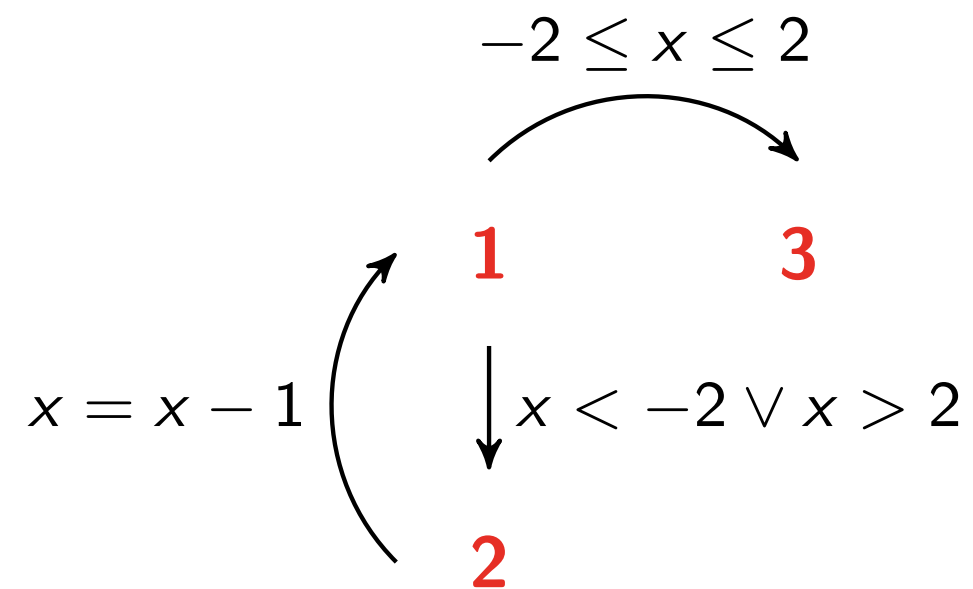
the **domain** of the ranking function represents the terminating states

Piecewise-Defined Ranking Functions



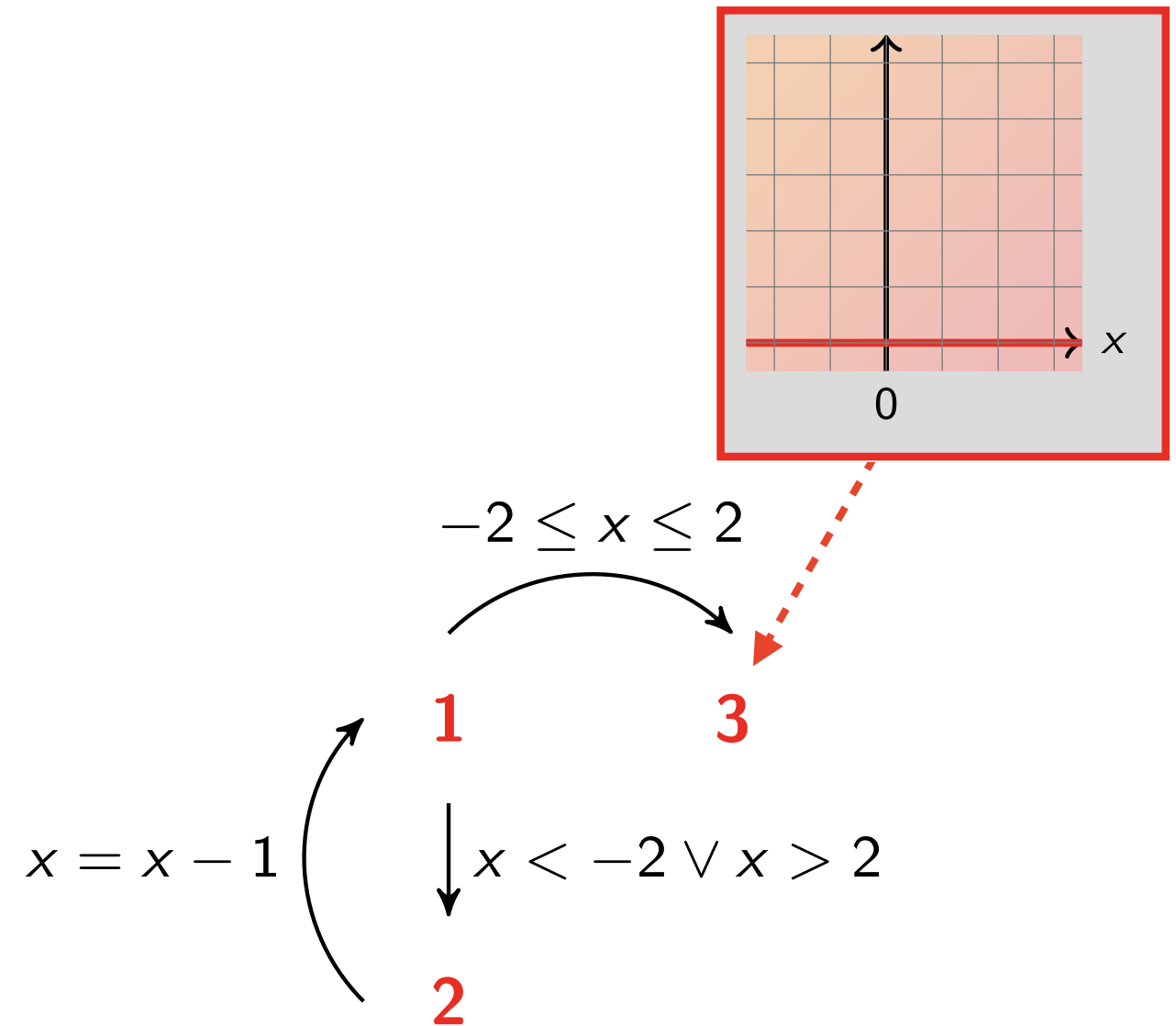
Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
}3
```



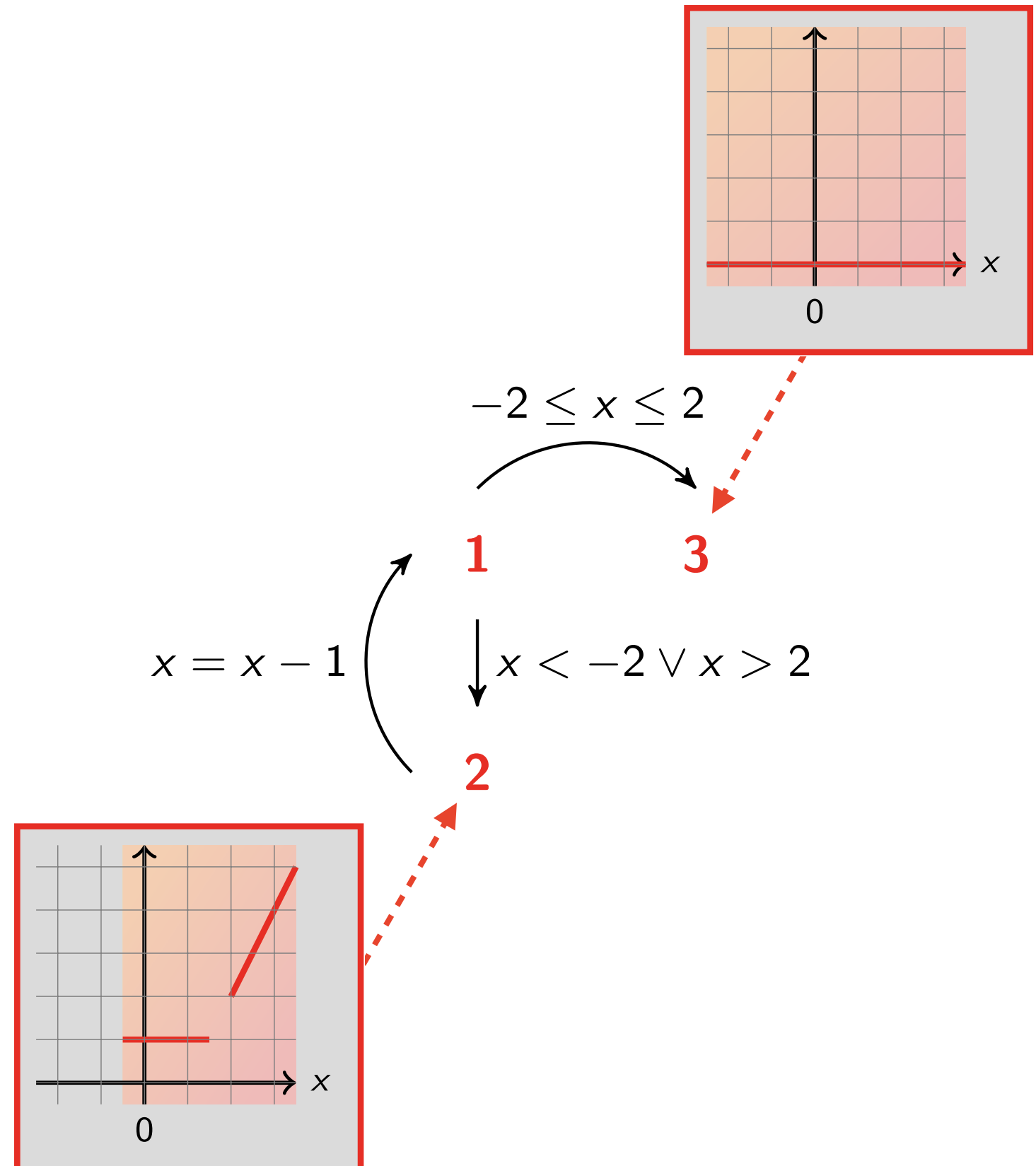
Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
3}
```



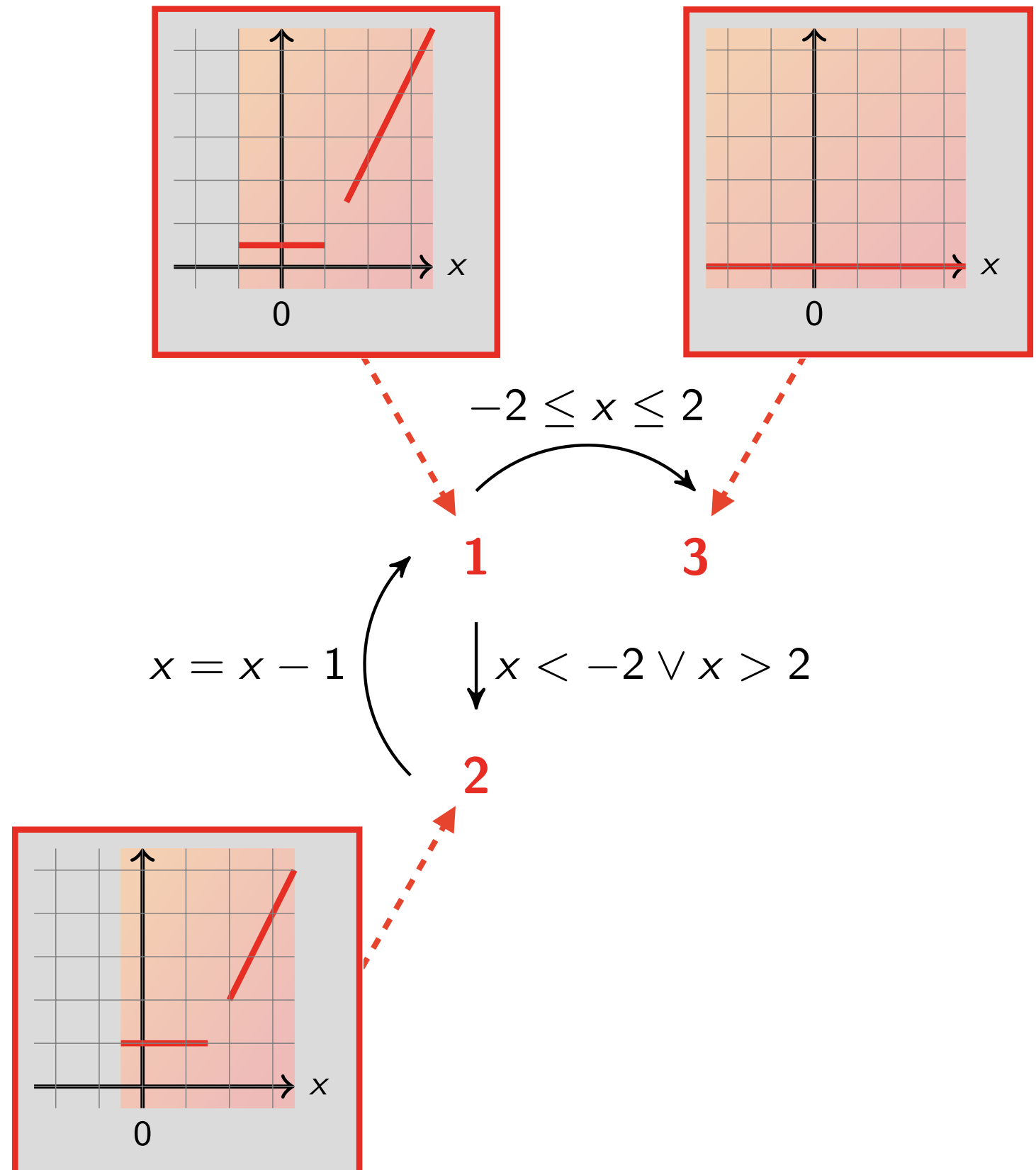
Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
}3
```



Example

```
int : x
while 1( $x < -2 \vee x > 2$ ) {
  2 $x := x - 1$ 
3}
```



Example

```
int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10}
```

Example

```
int : x, step
if 1(x < -10) {
  2step := 2
} else if 3(x < 0) {
  4step := 1
} else if 5(x > 10) {
  6step := -2
} else {
  7step := -1
}
while 8(x < -2 ∨ x > 2) {
  9x := x + step
10}
```

different *step* values
on different **branches**

Example

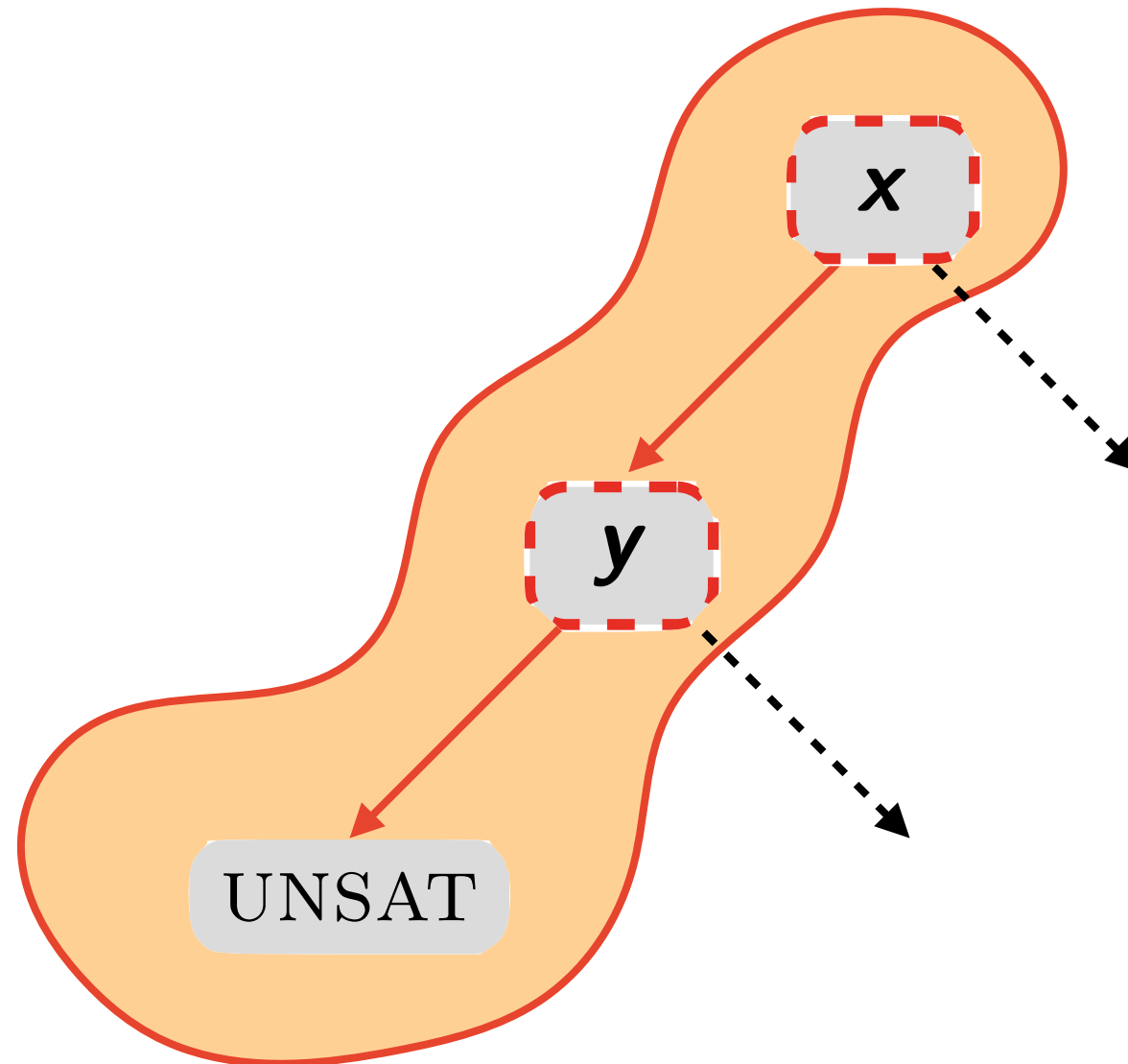
```
int : x, step
if 1(x < -10) {
  2step := 2
} else if 3(x < 0) {
  4step := 1
} else if 5(x > 10) {
  6step := -2
} else {
  7step := -1
}
while 8(x < -2 ∨ x > 2) {
  9x := x + step
} 10
```

different *step* values
on different **branches**

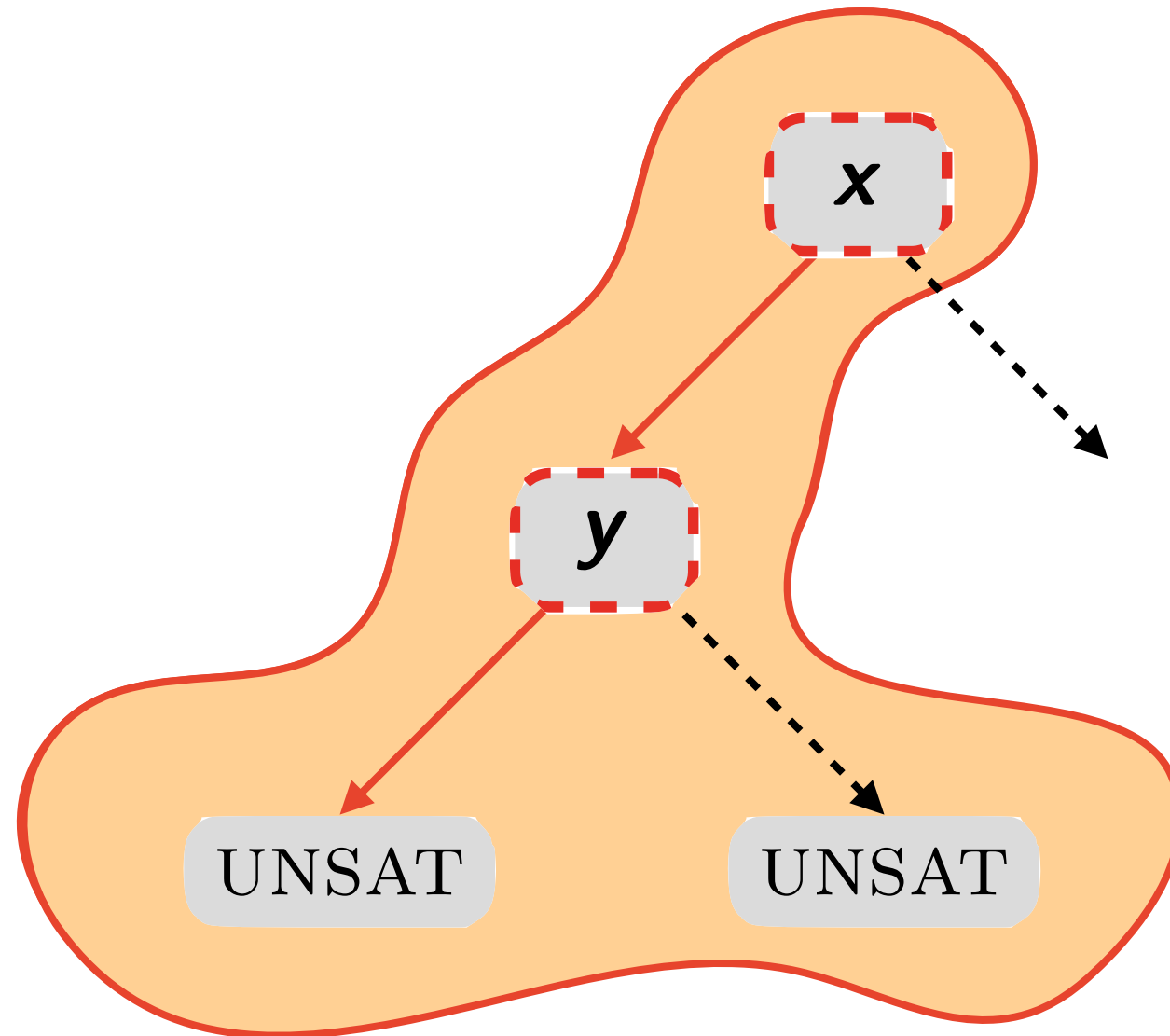
the analysis **fails**

$$(x \vee z) \wedge (y \vee z) \wedge (\neg x \vee \neg z) \wedge (\neg y \vee z)$$

$$(x \vee z) \wedge (y \vee z) \wedge (\neg x \vee \neg z) \wedge (\neg y \vee z)$$

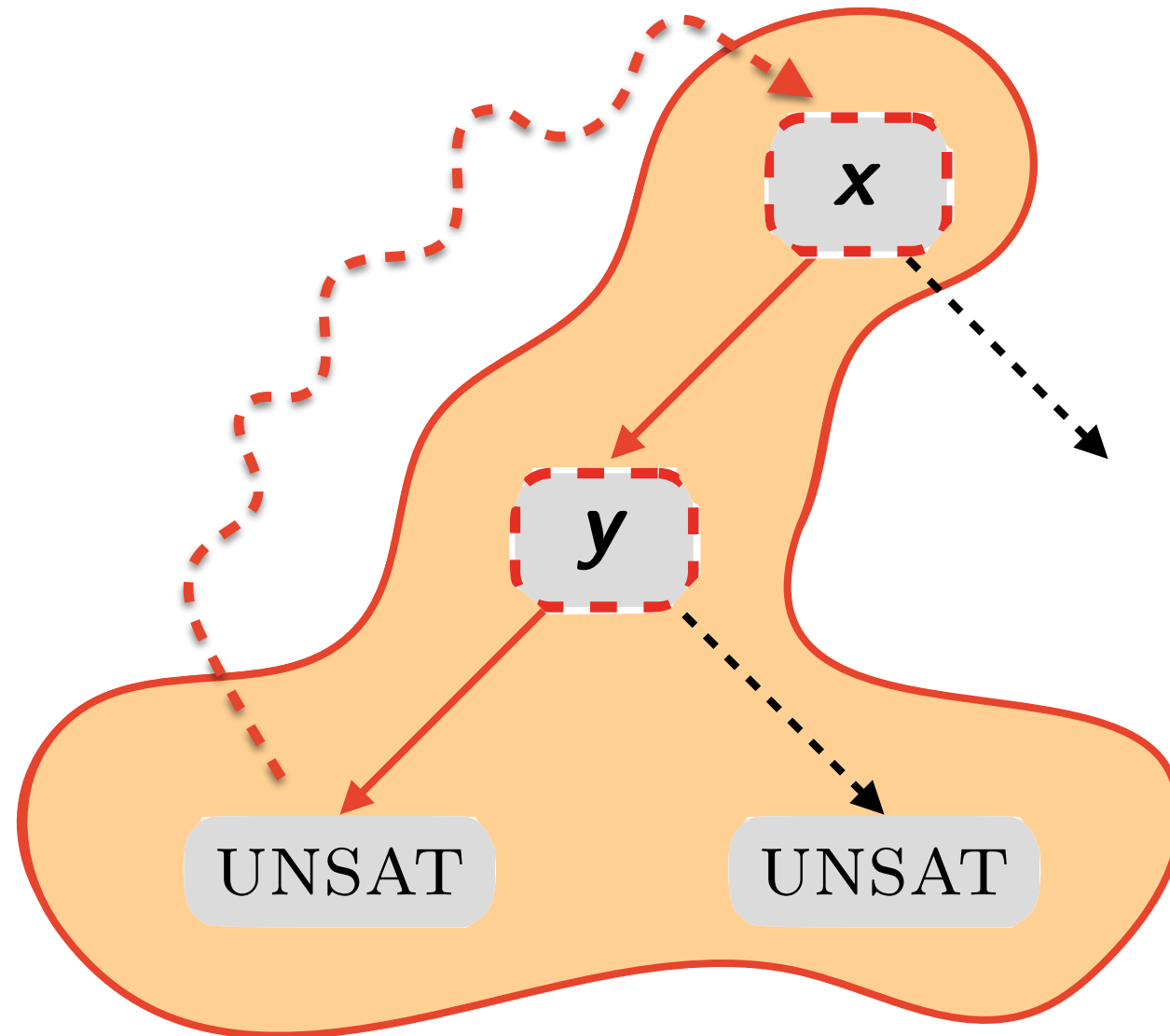


$$(x \vee z) \wedge (y \vee z) \wedge (\neg x \vee \neg z) \wedge (\neg y \vee z)$$



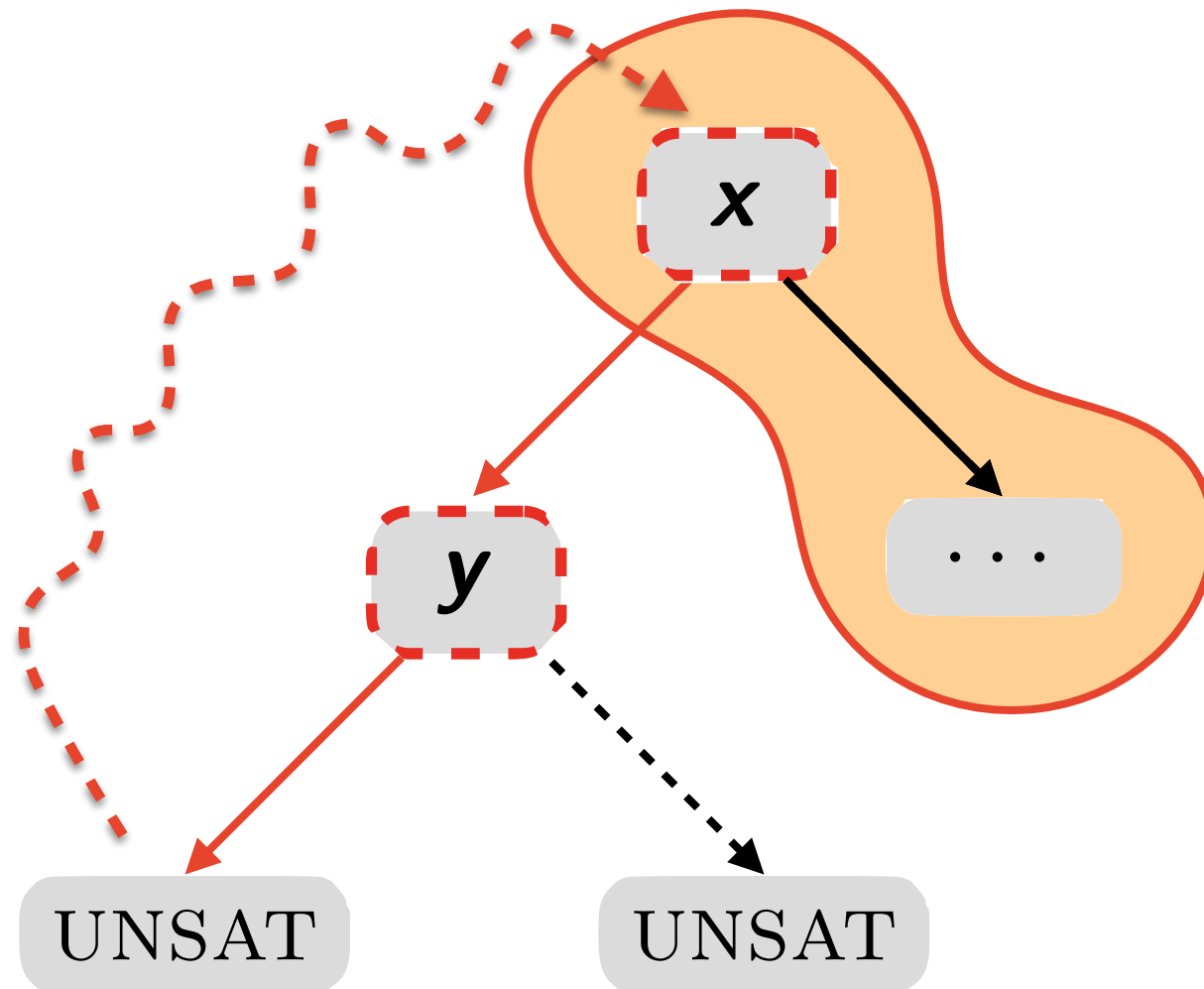
Bayardo & Schrag - Using CSP Look-Back Techniques to Solve Real World SAT Instances (1997)
Marques-Silva & Sakallah - GRASP: A Search Algorithm for Propositional Satisfiability (1999)

$$(x \vee z) \wedge (y \vee z) \wedge (\neg x \vee \neg z) \wedge (\neg y \vee z)$$

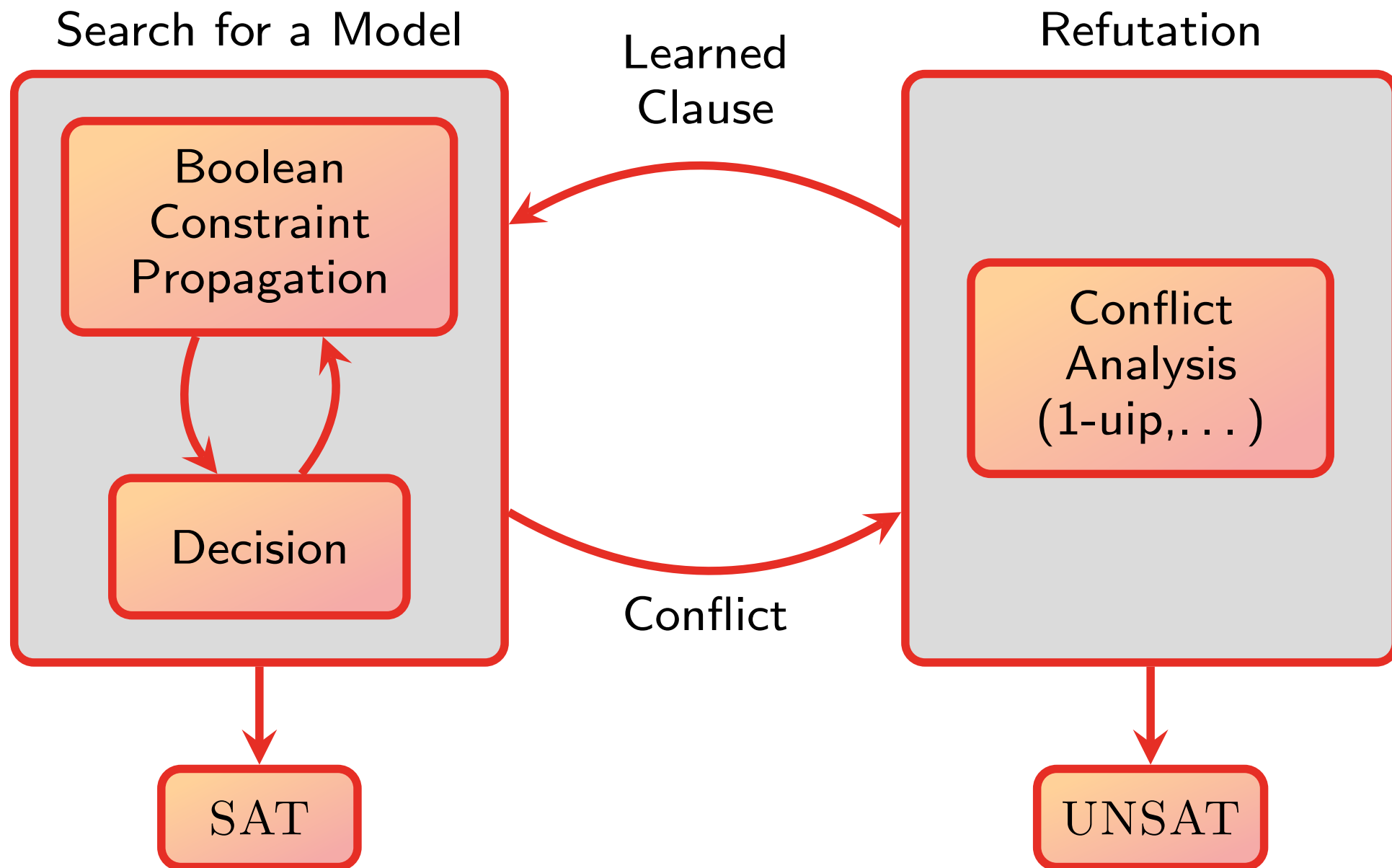


Bayardo & Schrag - Using CSP Look-Back Techniques to Solve Real World SAT Instances (1997)
Marques-Silva & Sakallah - GRASP: A Search Algorithm for Propositional Satisfiability (1999)

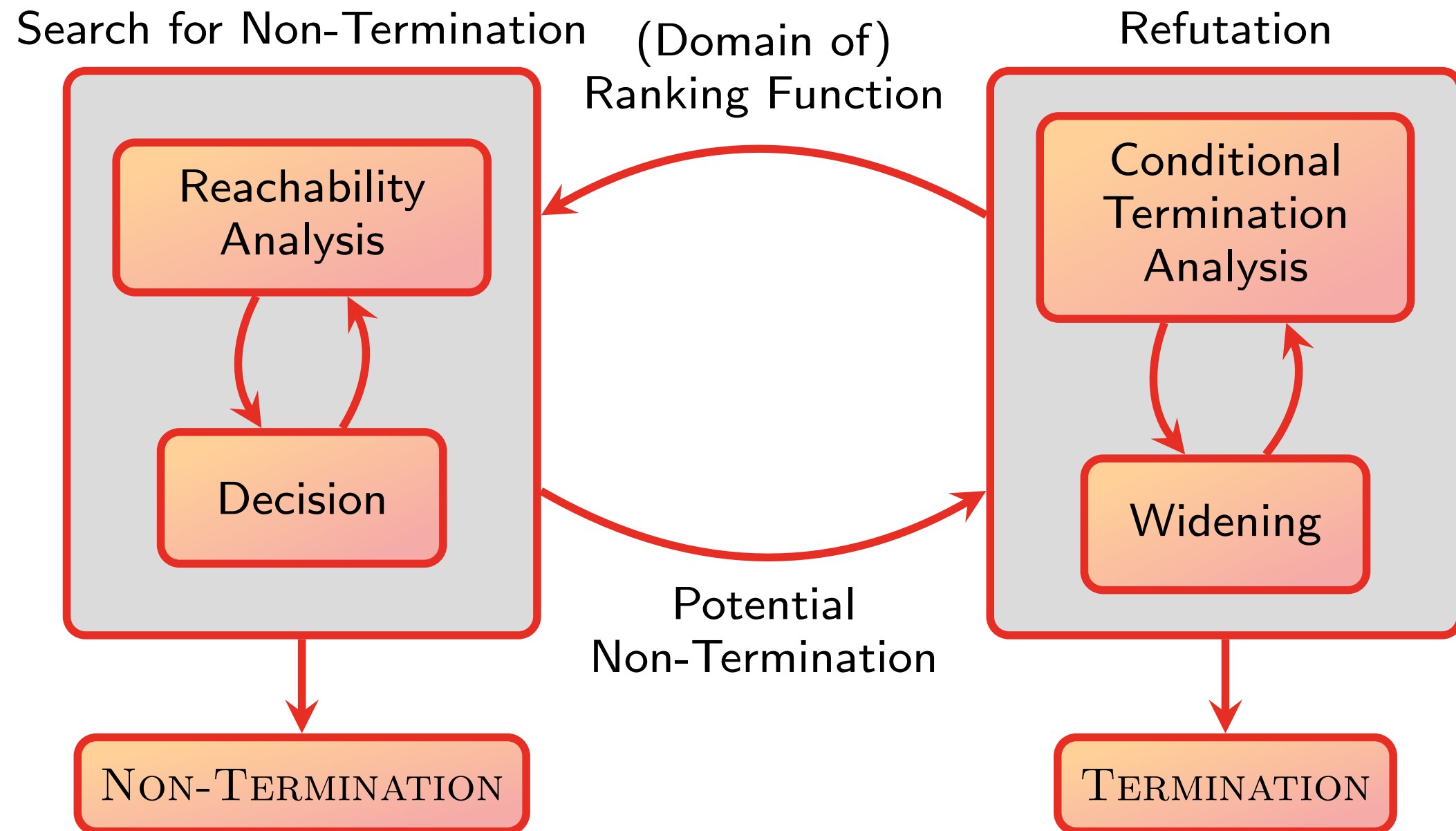
$$(x \vee z) \wedge (y \vee z) \wedge (\neg x \vee \neg z) \wedge (\neg y \vee z)$$



Bayardo & Schrag - Using CSP Look-Back Techniques to Solve Real World SAT Instances (1997)
Marques-Silva & Sakallah - GRASP: A Search Algorithm for Propositional Satisfiability (1999)



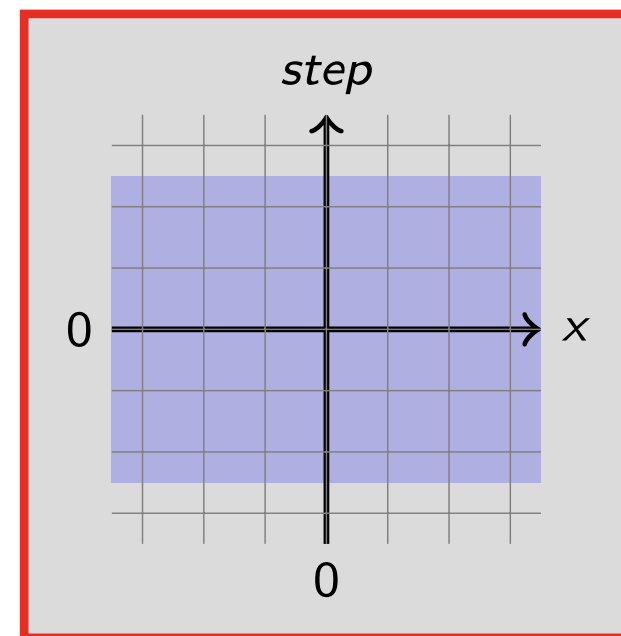
Bayardo & Schrag - Using CSP Look-Back Techniques to Solve Real World SAT Instances (1997)
Marques-Silva & Sakallah - GRASP: A Search Algorithm for Propositional Satisfiability (1999)



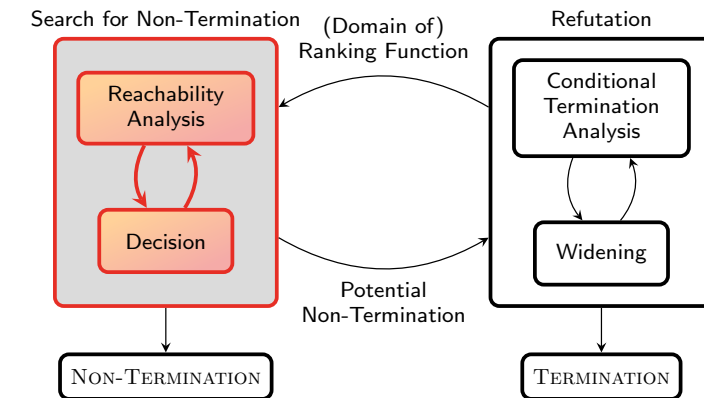
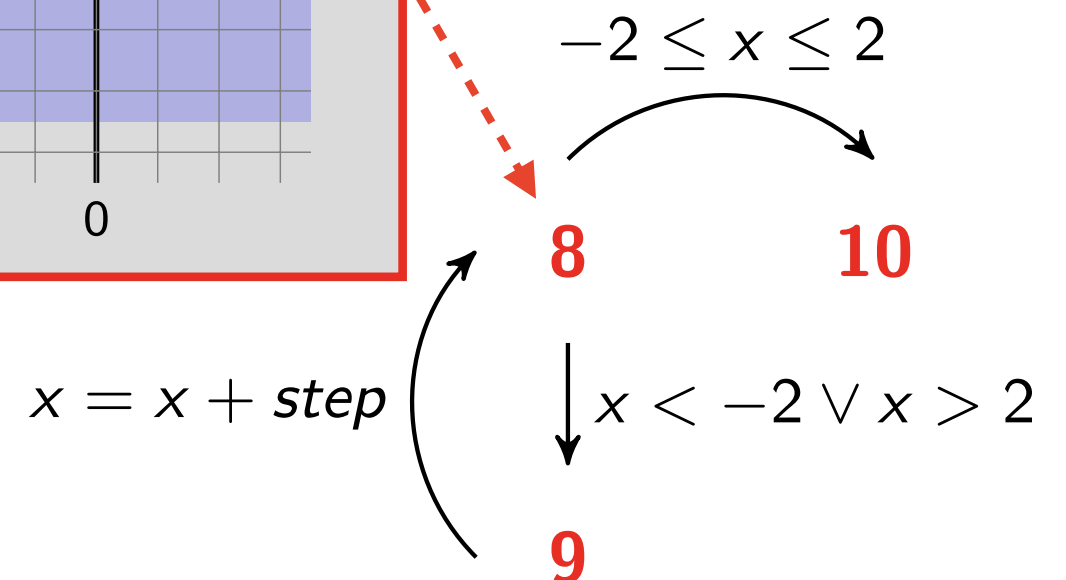
Example

```

int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10}
  
```



reachable states
are potentially
non-terminating

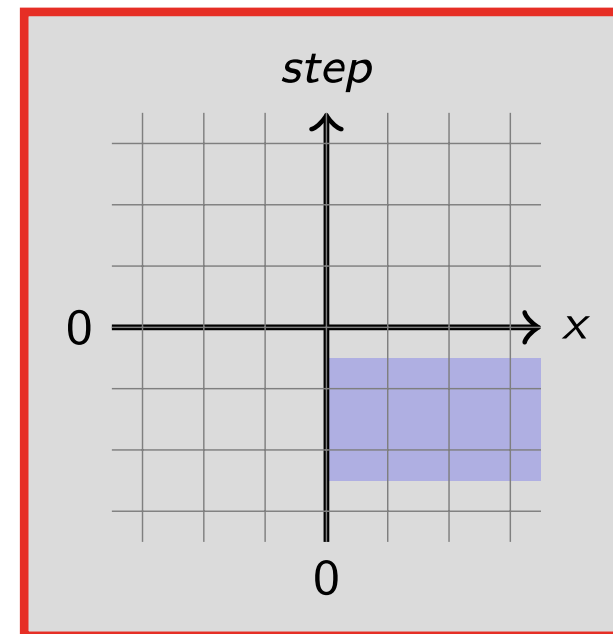


Example

```

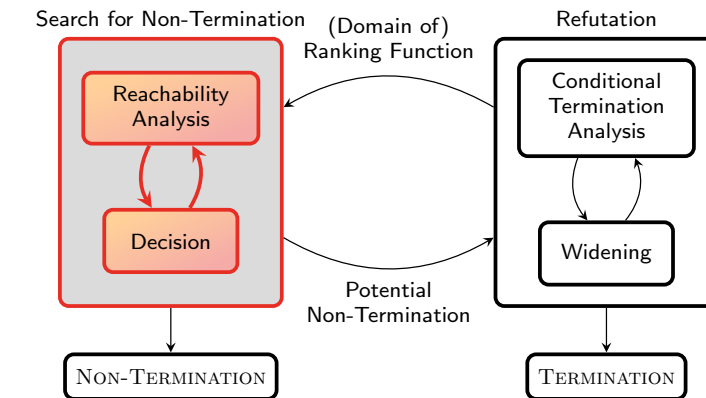
int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10}
  
```

$$x \geq 0$$



$$x = x + \text{step}$$

a **decision** restricts
an abstract element at
a program control point



the consequence of
a decision is to focus
the analyzer on certain
paths of the program

$$-2 \leq x \leq 2$$

8

10

$$x < -2 \vee x > 2$$

9

Example

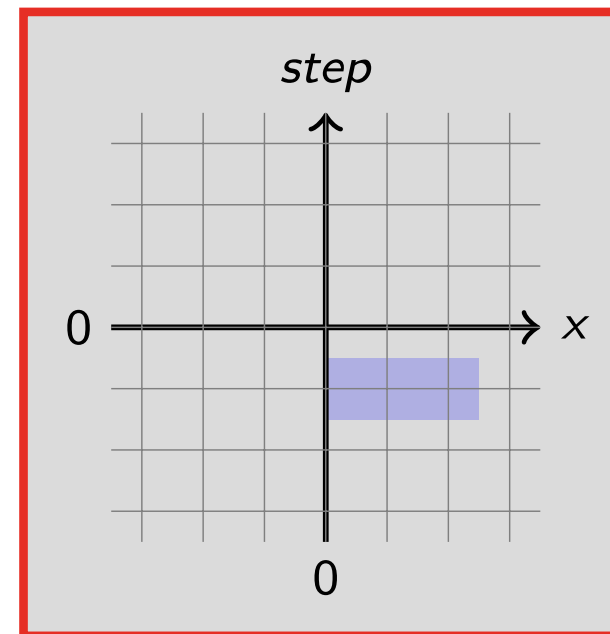
```

int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10
}

```

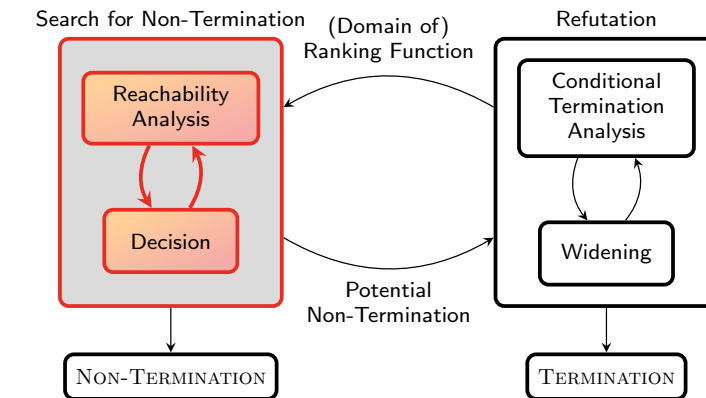
$$x \geq 0$$

$$x \leq 10$$



$$x = x + \text{step}$$

a **decision** restricts
an abstract element at
a program control point



the consequence of
a decision is to focus
the analyzer on certain
paths of the program

$$-2 \leq x \leq 2$$

$$8 \quad 10$$

$$\downarrow x < -2 \vee x > 2$$

$$9$$

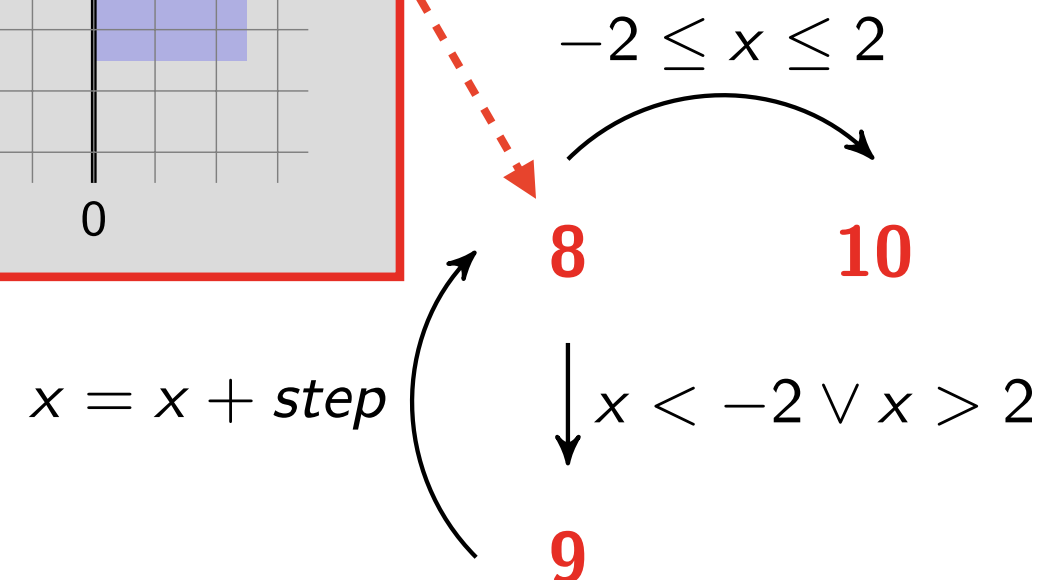
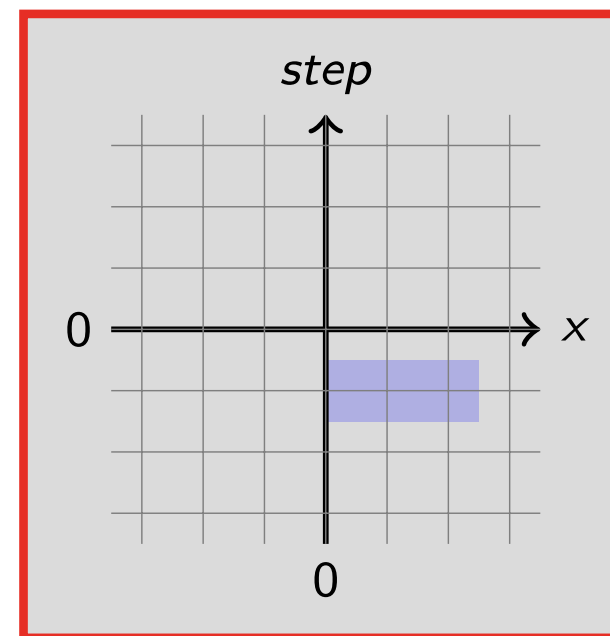
Example

```

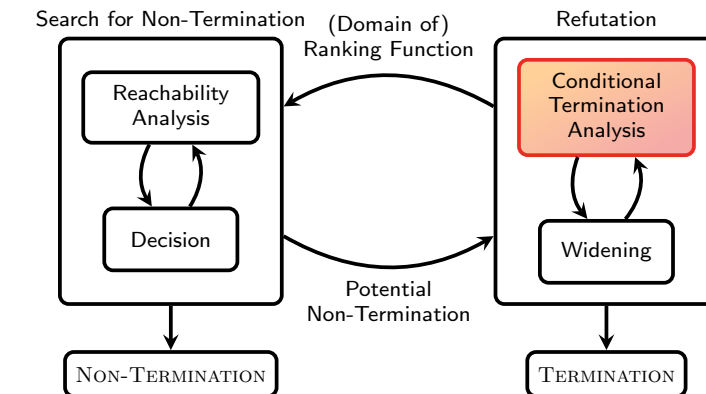
int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10}
  
```

$$x \geq 0$$

$$x \leq 10$$



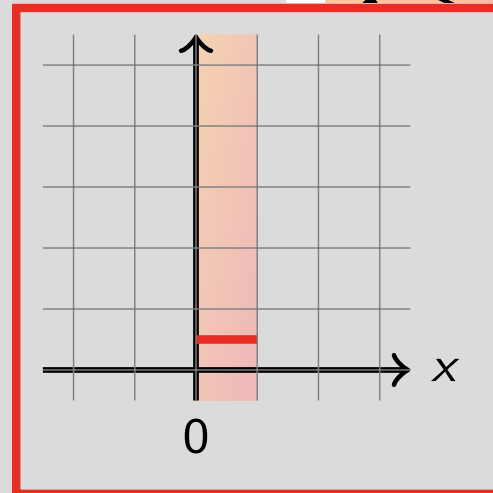
the conditional termination analysis is limited to the states identified by the reachability analysis



Example

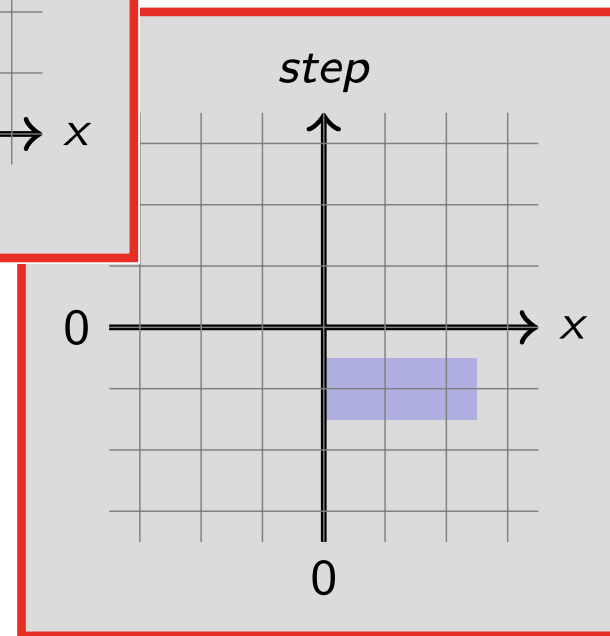
```

int : x, step
if 1(x < -10) {
  2step := 2
} else if 3(x < 0) {
  4step := 1
} else if 5(x > 10) {
  6step := -2
} else {
  7step := -1
}
while 8(x < -2 ∨ x > 2) {
  9x := x + step
10}
  
```



$$x \geq 0$$

$$x < 10$$



$$-2 \leq x \leq 2$$

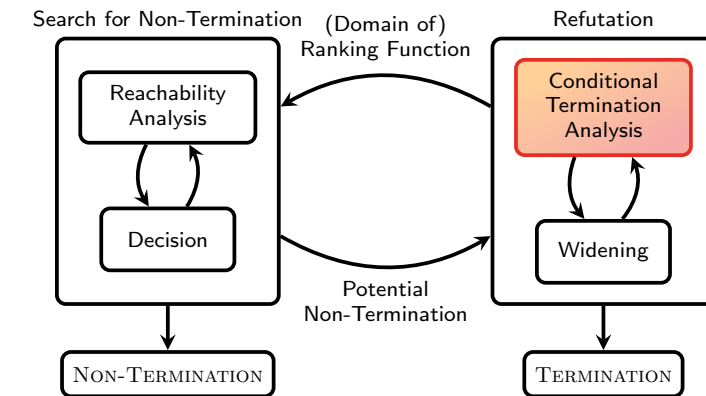
$$\downarrow x < -2 \vee x > 2$$

$$x = x + \text{step}$$

8 10

9

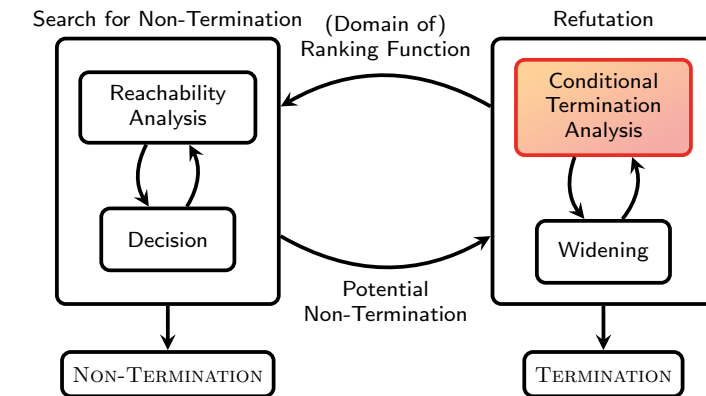
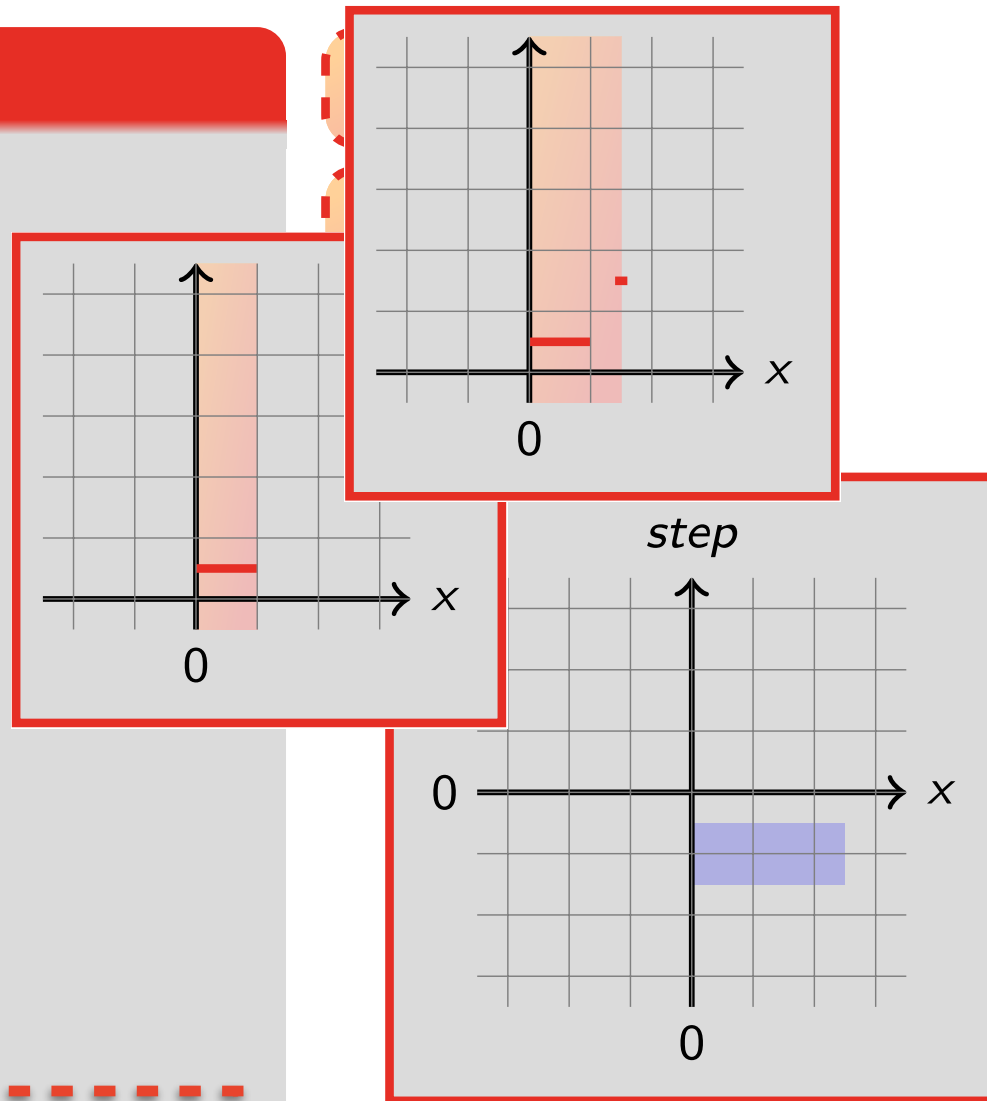
the conditional termination analysis is limited to the states identified by the reachability analysis



Example

```

int : x, step
if 1(x < -10) {
  2step := 2
} else if 3(x < 0) {
  4step := 1
} else if 5(x > 10) {
  6step := -2
} else {
  7step := -1
}
while 8(x < -2 ∨ x > 2) {
  9x := x + step
10}
  
```



$$\begin{array}{c}
 -2 \leq x \leq 2 \\
 \curvearrowright \\
 8 \qquad 10 \\
 \downarrow x < -2 \vee x > 2 \\
 9
 \end{array}$$

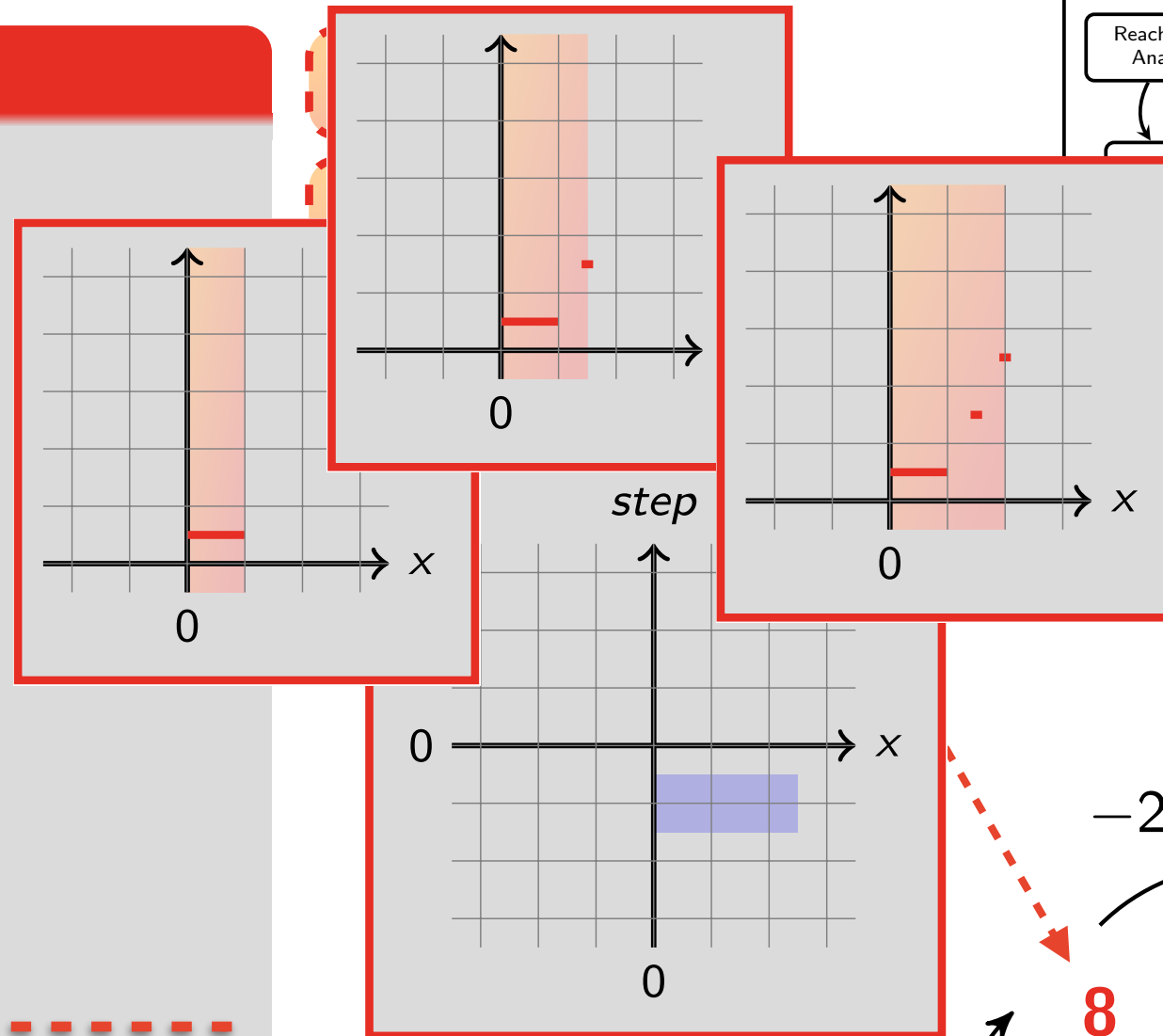
$x = x + \text{step}$

the conditional termination analysis is limited to the states identified by the reachability analysis

Example

```

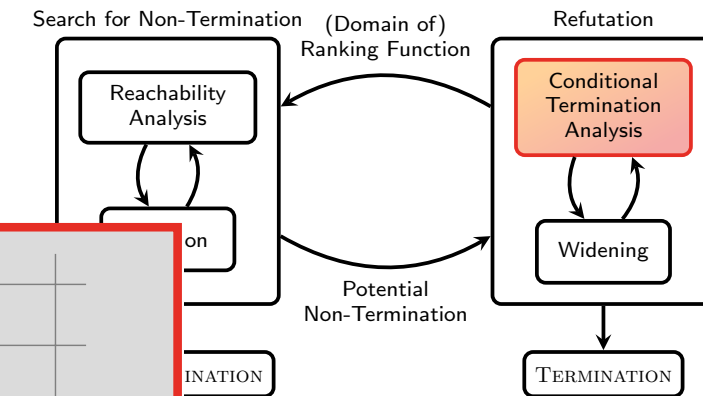
int : x, step
if 1(x < -10) {
  2step := 2
} else if 3(x < 0) {
  4step := 1
} else if 5(x > 10) {
  6step := -2
} else {
  7step := -1
}
while 8(x < -2 ∨ x > 2) {
  9x := x + step
10}
  
```



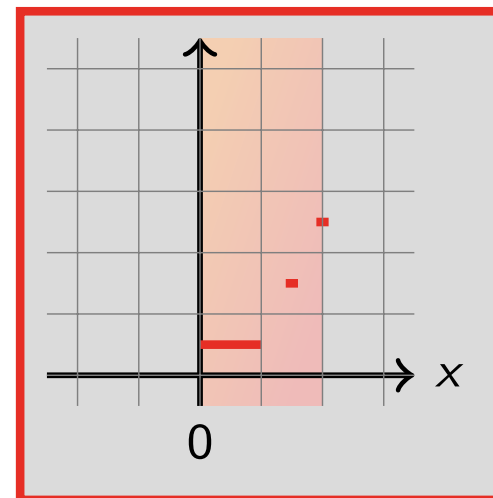
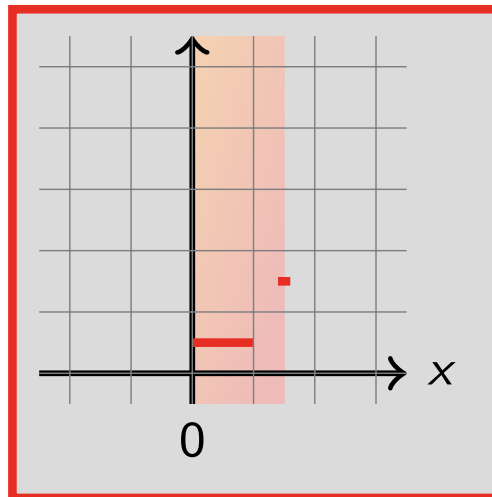
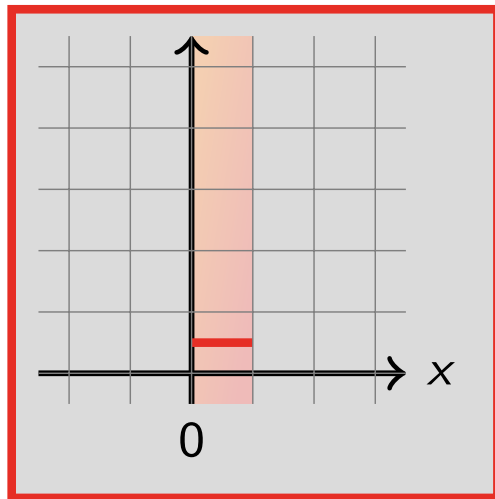
$$\begin{array}{c}
 -2 \leq x \leq 2 \\
 \downarrow x < -2 \vee x > 2 \\
 \begin{array}{cc}
 8 & 10 \\
 \downarrow & \\
 9 &
 \end{array}
 \end{array}$$

$x = x + \text{step}$

the conditional termination analysis is limited to the states identified by the reachability analysis



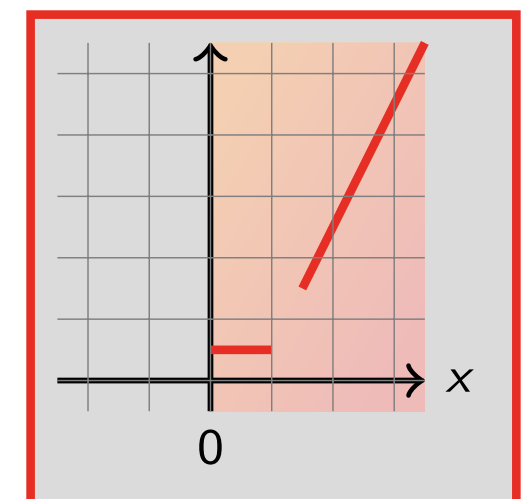
Widening



...



...

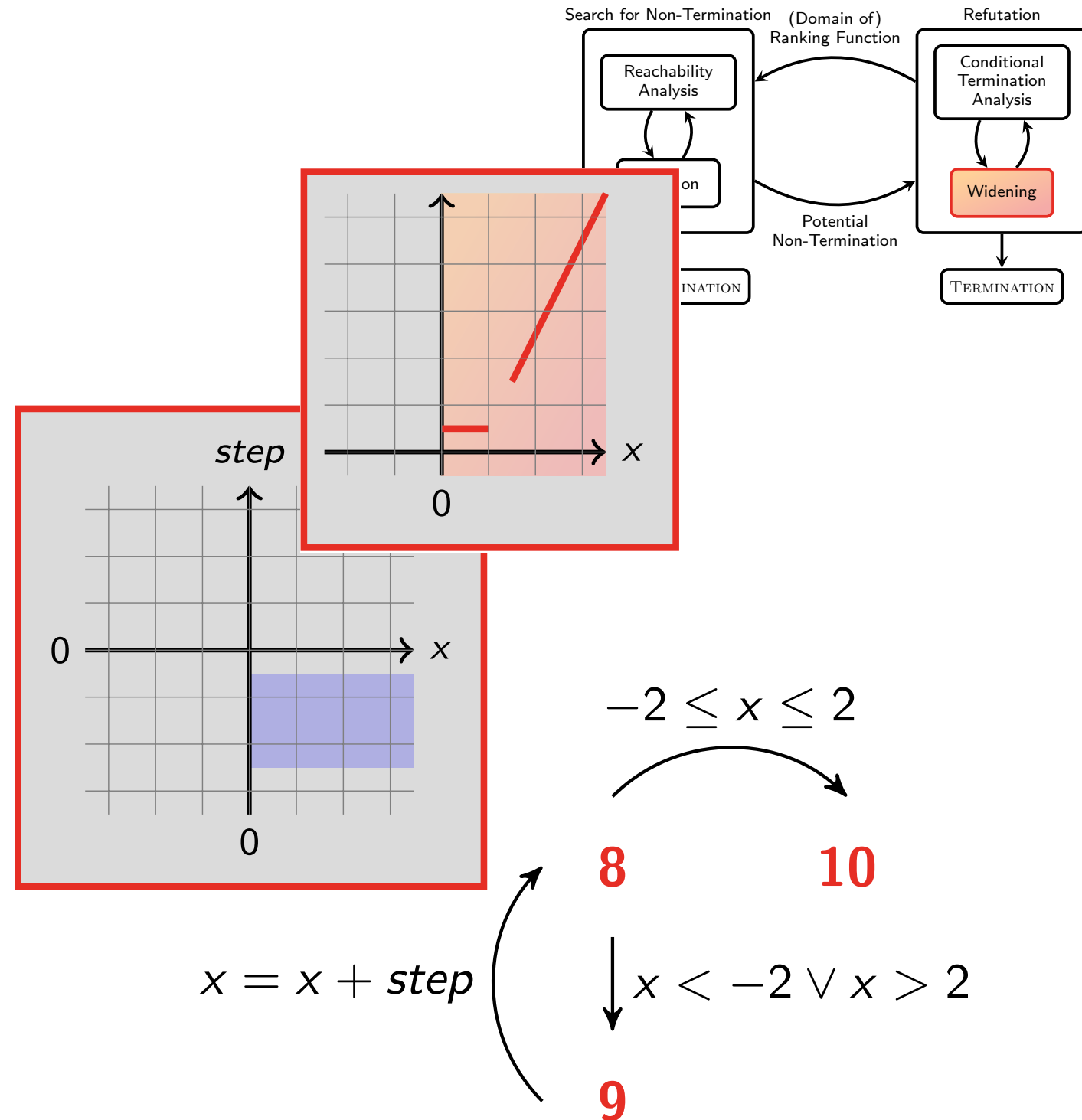


widening is the
abstract interpretation
approach to generalization

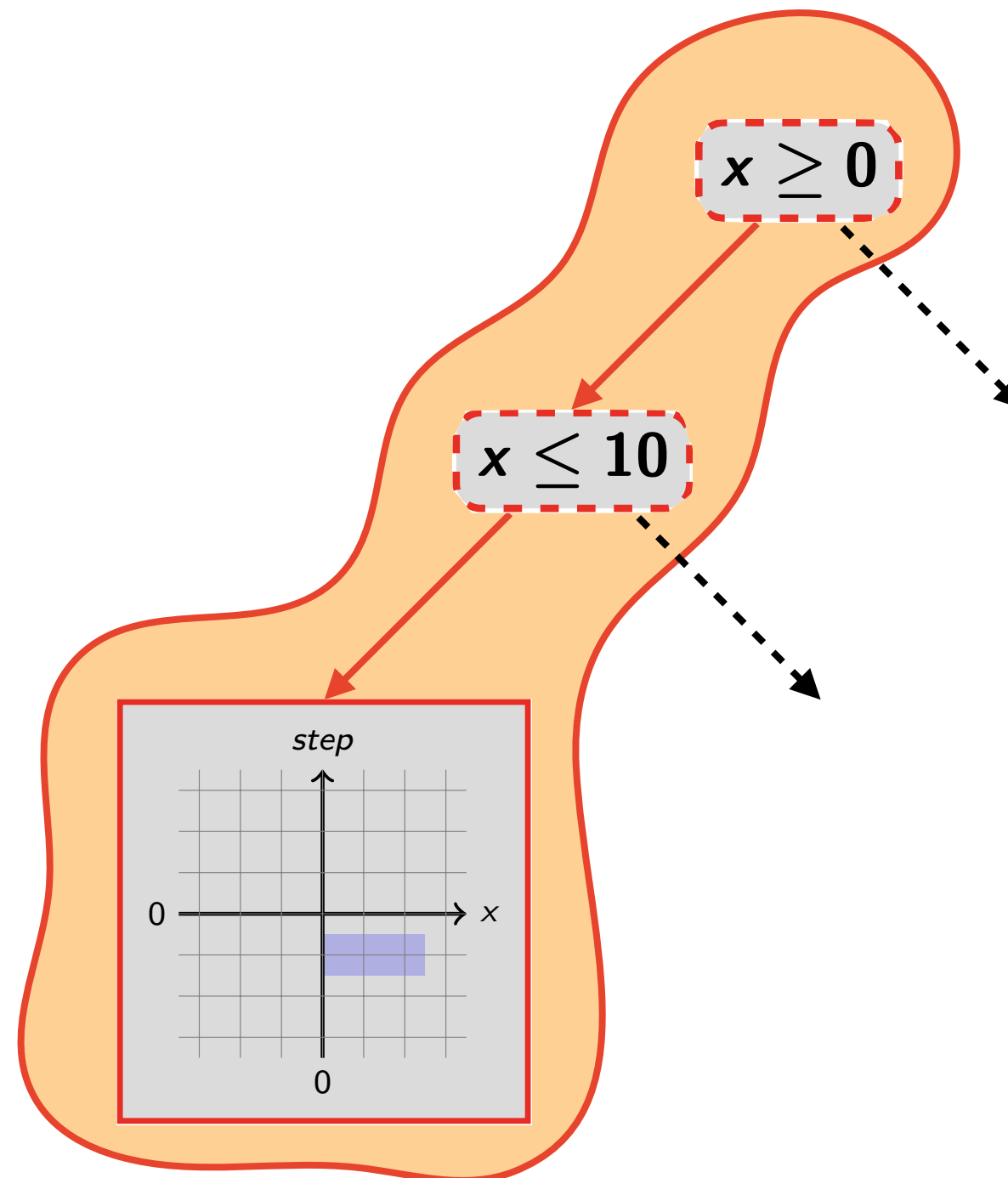
Example

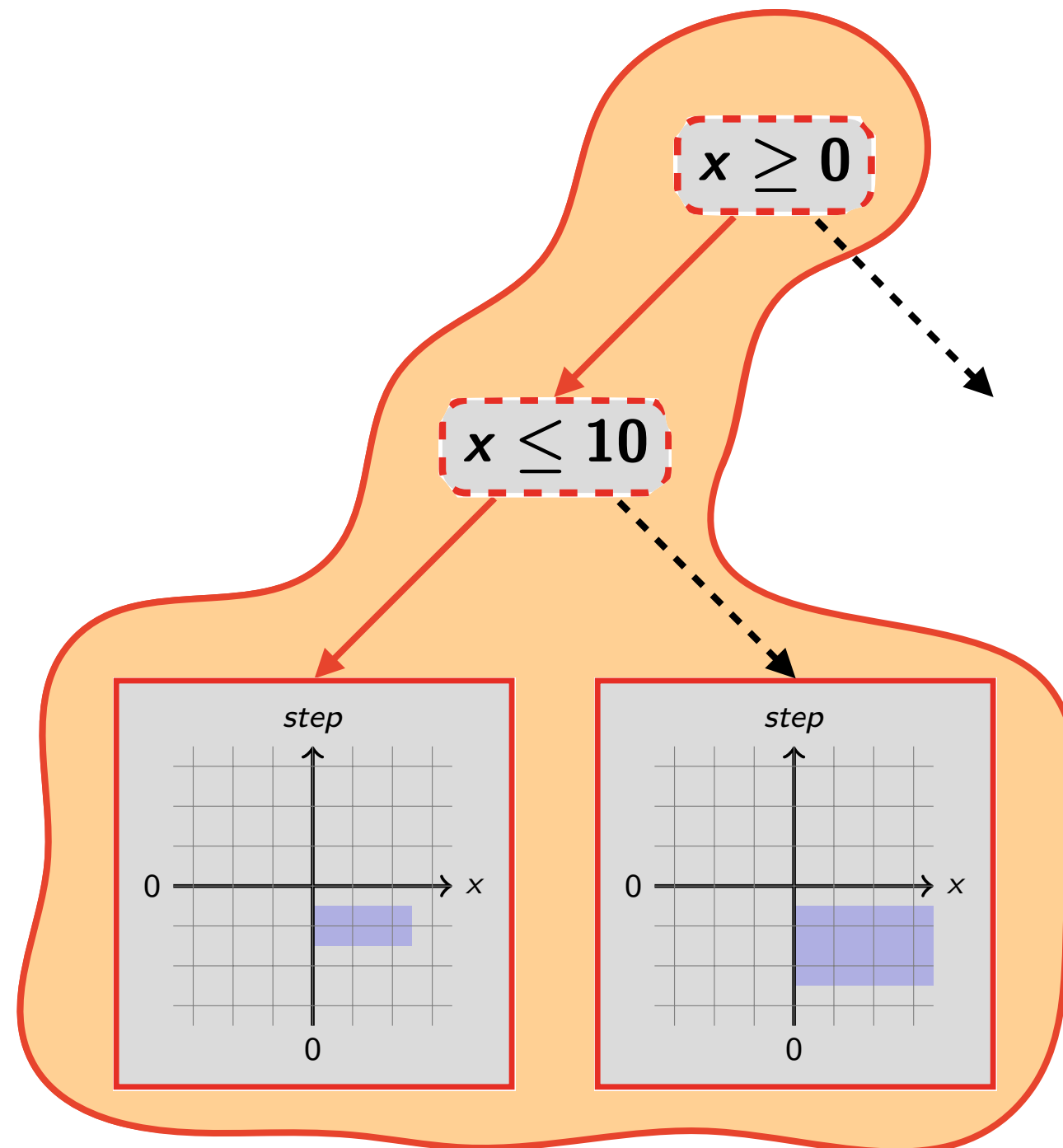
```

int : x, step
if 1(x < -10) {
    2step := 2
} else if 3(x < 0) {
    4step := 1
} else if 5(x > 10) {
    6step := -2
} else {
    7step := -1
}
while 8(x < -2 ∨ x > 2) {
    9x := x + step
10}
  
```

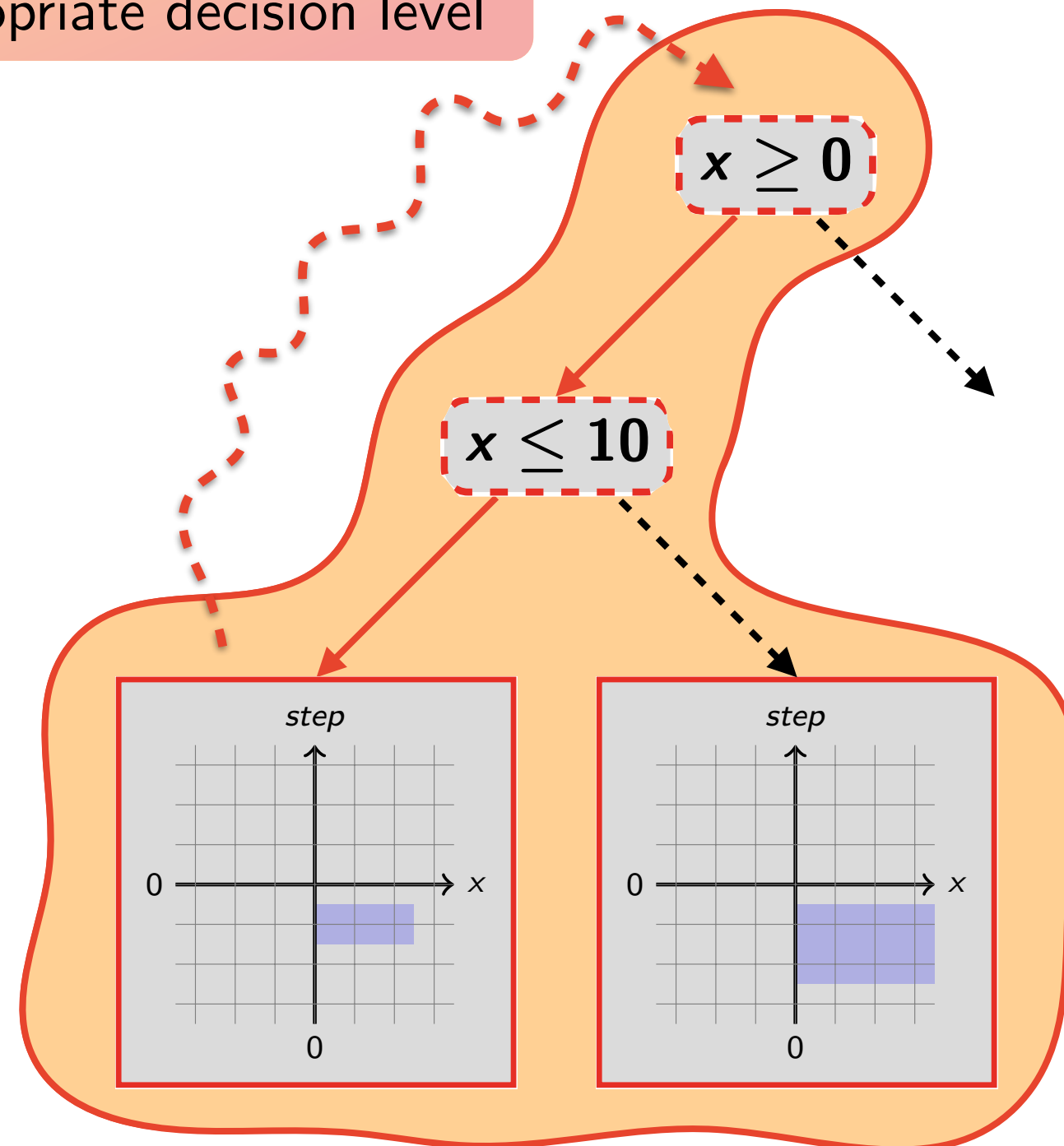


the widening generalizes the **value** and the **domain** of a ranking function

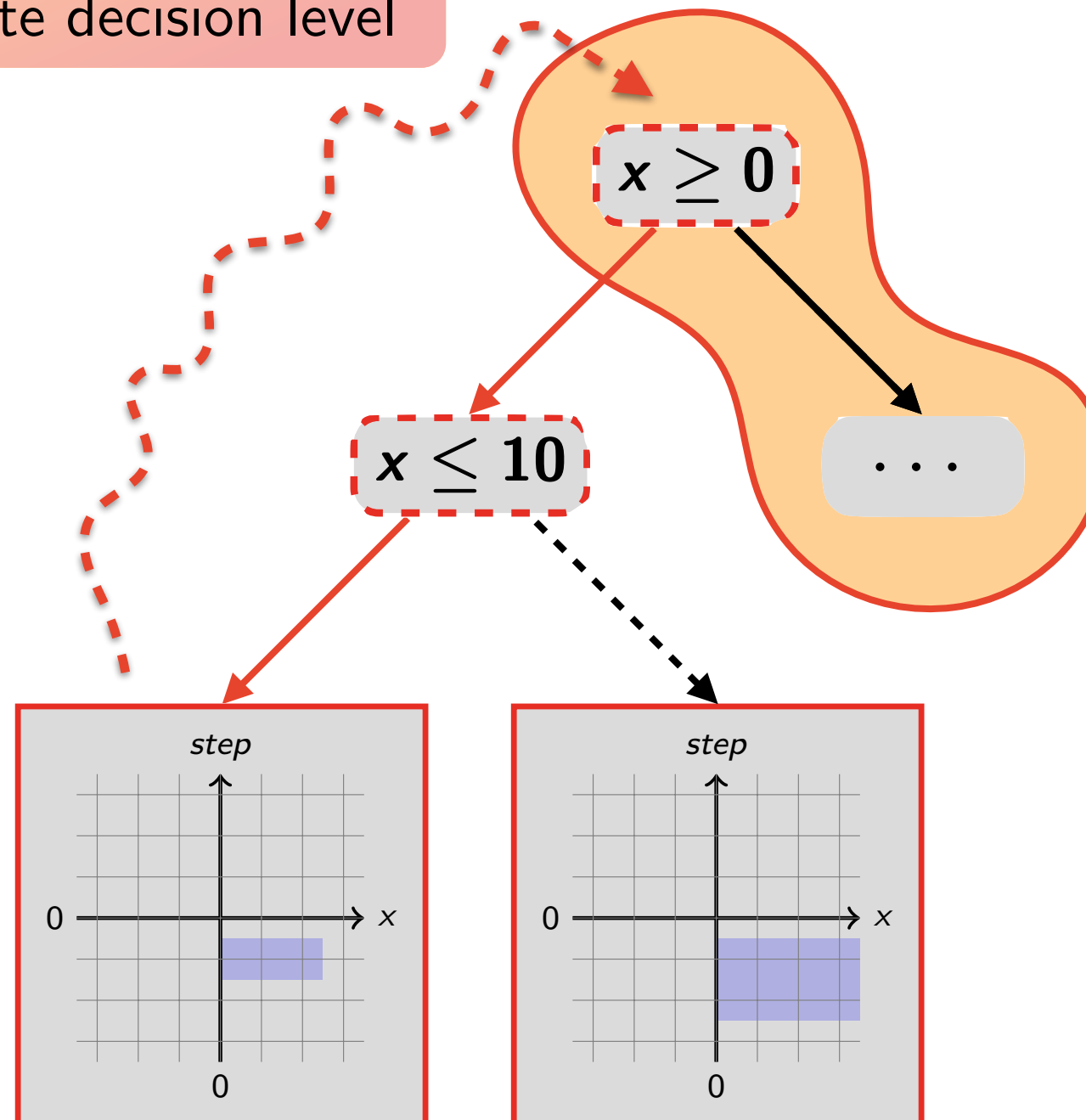




the **domain** of the ranking function guides the **backtracking** at the appropriate decision level



the **domain** of the ranking function guides the **backtracking** at the appropriate decision level



More in the paper...

- non-termination as satisfiability via **Büchi's theorem**
- use of a **trail** to represent progress of an abstract interpreter
- **clausal representation** of conditional termination results
- a **generalized unit rule** to integrate clauses in propagation

The screenshot shows a web browser window with the address bar displaying `www.di.ens.fr/~urban/FuncTion.html`. The page has a navigation bar with links: Home Page, Papers, Talks/Posters, and FuncTion. The main heading is "An Abstract Domain Functor for Termination". Below this, a welcome message says "Welcome to FuncTion's web interface!". A label "Type your program:" is followed by a large, empty text area. Below the text area, there is a label "or choose a predefined example:" followed by a "Choose File" button. Next to it is a label "and choose an entry point:" followed by a text input field containing "main". Below these, there is an "Analyze" button. Further down, there is a label "Forward option(s):" followed by a list item "• Widening delay:" with a text input field containing "2". Below this, there is a label "Backward option(s):" followed by a list of options: "• Partition Abstract Domain:" with a dropdown menu showing "Intervals", "• Function Abstract Domain:" with a dropdown menu showing "Affine Functions", a checked checkbox "Ordinal-Valued Functions" followed by "• Maximum Degree:" with a text input field containing "2", and "• Widening delay:" with a text input field containing "2".

FuncTion

← → ↻ `www.di.ens.fr/~urban/FuncTion.html` ☆ 🛑 🔍 ☰

Home Page Papers Talks/Posters **FuncTion**

An Abstract Domain Functor for Termination

Welcome to FuncTion's web interface!

Type your program:

or choose a predefined example: Choose File

and choose an entry point:

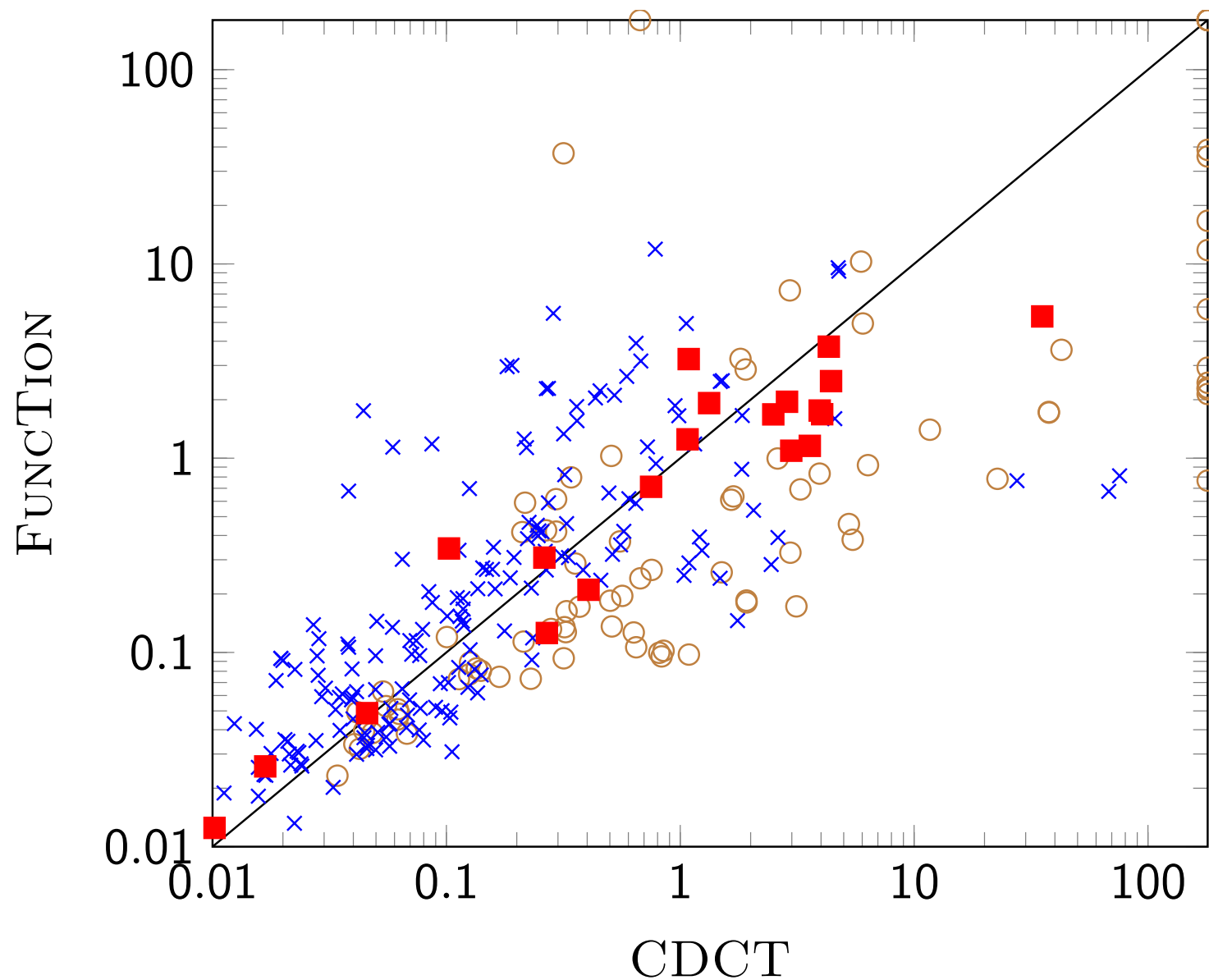
Analyze

Forward option(s):

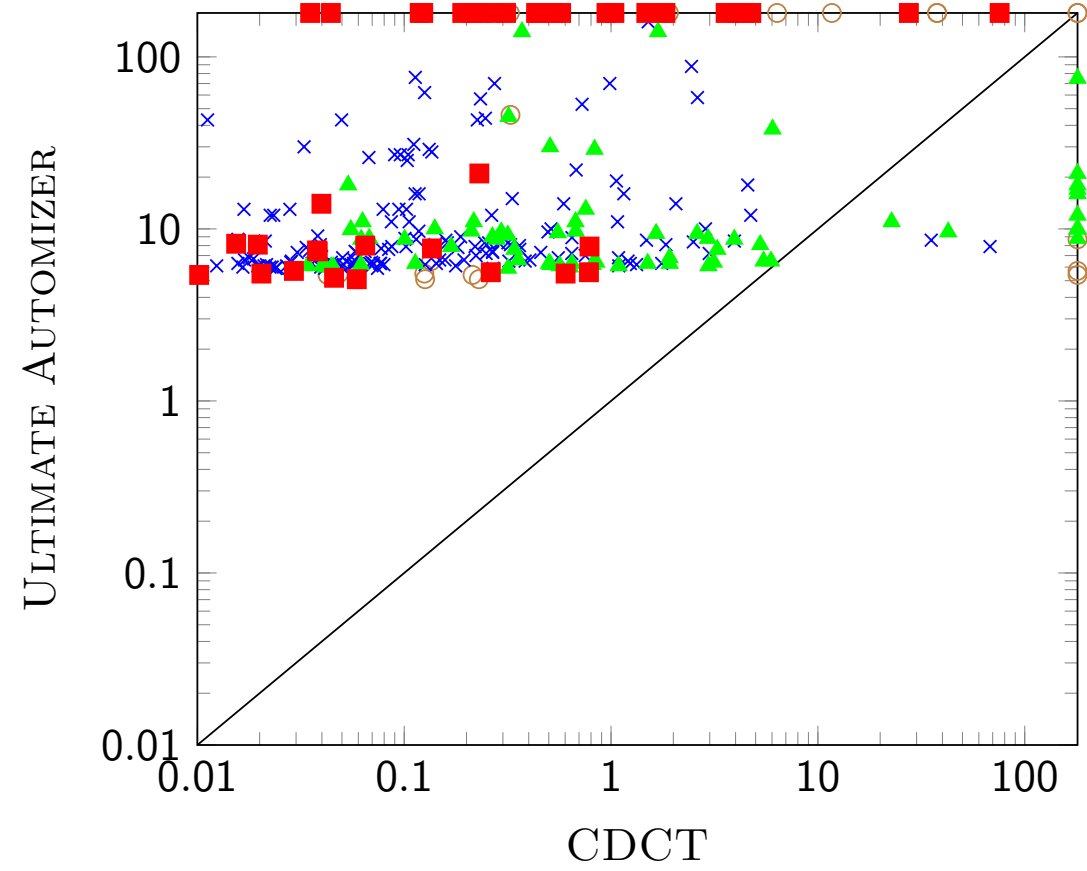
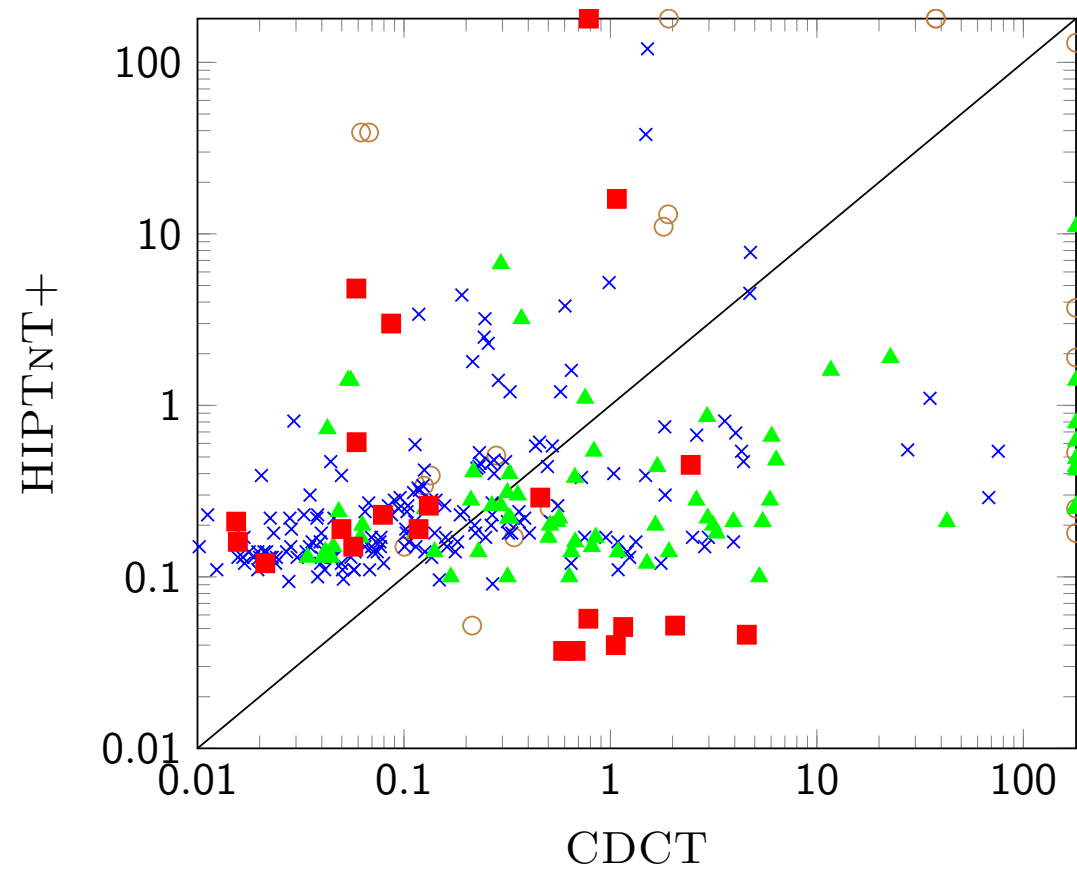
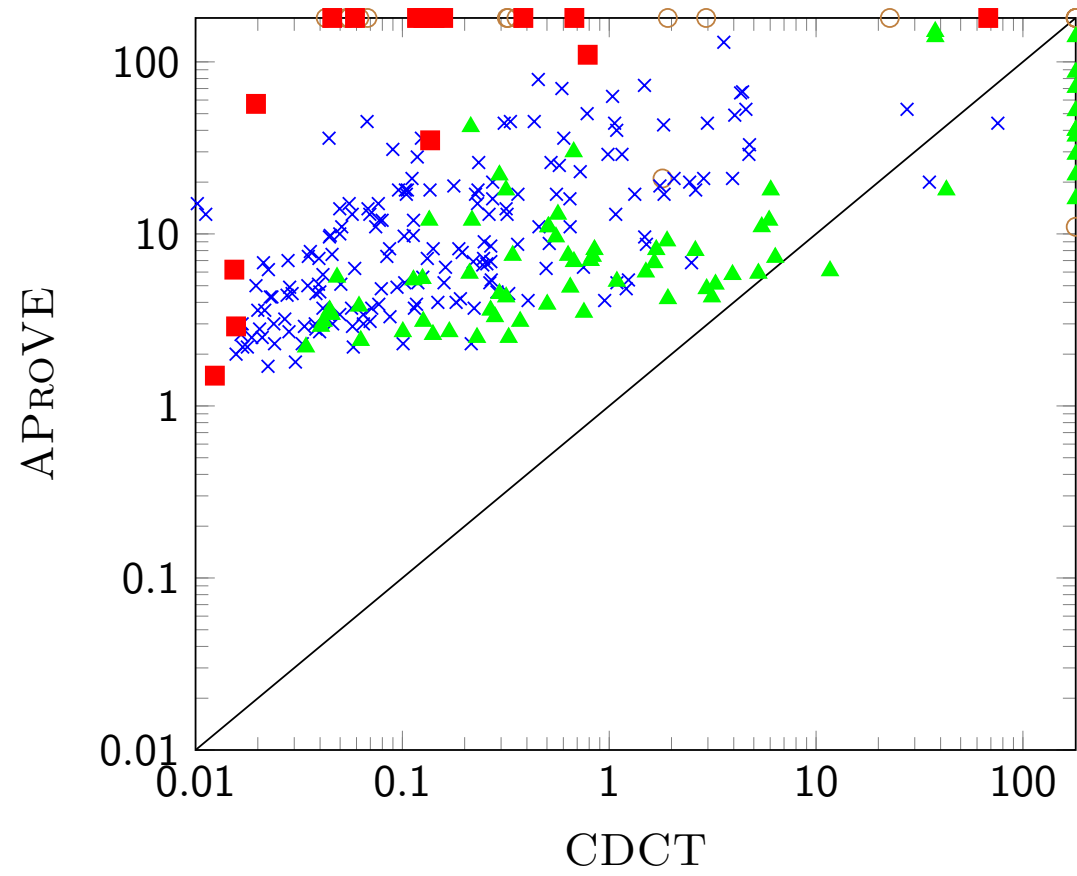
- Widening delay:

Backward option(s):

- Partition Abstract Domain: Intervals
- Function Abstract Domain: Affine Functions
- ☒ Ordinal-Valued Functions
 - Maximum Degree:
- Widening delay:



- 288 terminating programs
- 8.7% CDCT is more precise (■)
- 65.7% CDCT is faster (×)



Conclusion

- **conflict-driven learning** for conditional termination
 - search: potential non-termination
 - refutation: conditional termination analysis
- application to **abstract interpretation-based** analysis
 - potential for application to other termination analyses

Future Work

- better potential **non-termination** analysis
- better **decision heuristics**
- better **widening**
- conflict-driven learning for **liveness properties**