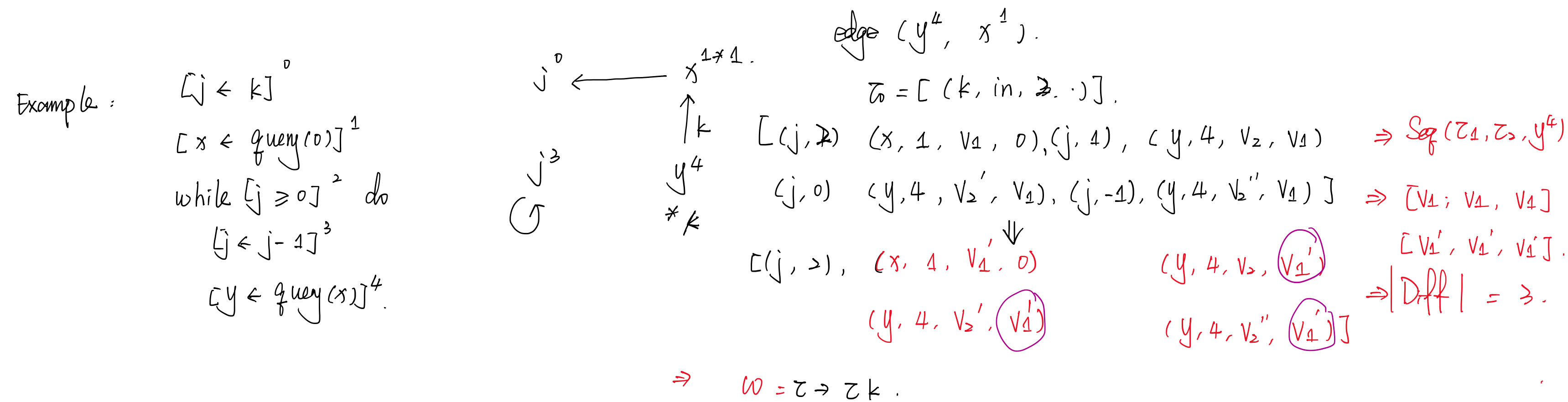


New Over-Approximate Examples

Monday, July 11, 2022 11:21 AM

- ⇒ over-approximate dependency between variable outside loop. v.s. inside.
- ⇒ change a constant assignment for variable^x outside loop.
will cause sequence of difference for variable^y inside loop. if $y \in x$.
- ⇒ dependency actually 1. but edge weight is iteration #.



⇒ 2 ways:

I ✓ consider both vertices weight & edge weight. v.

restricted walk: $z_0 \rightarrow$

$$\left\{ \begin{array}{l} \text{edge seq: } (e_1, \dots, e_n) \quad \text{s.t. } \text{cost}(e_i) \leq w_{e_i}(z_0) \\ \text{with vertices seq: } (v_1, \dots, v_{n+1}). \quad \text{cost}(v_i) \leq w_{v_i}(z_0). \end{array} \right.$$

$$f_{len}(k, c) : z_0 \rightarrow \mathbb{N}$$

$$\Rightarrow f_{len}(k, c)(z_0) = \# \{ 1 \mid v_i \in Q \vee (c) \wedge v_i \in k(z_0) \wedge k \in \text{WALK}(c) \}$$

$$\Rightarrow A(c) : z_0 \rightarrow \mathbb{N}$$

$$A(c) = z_0 \rightarrow \max \{ f_{len}(k, c)(z_0) \mid k \in \text{WALK}(c) \}$$

↓

better?

both works.

⇒ better.

II:

$$\text{Diff}_{seq}(z_1, z_2, x^l) \triangleq$$

$$\left\{ \begin{array}{l} (k=0 \wedge Seq_1[0] \neq Seq_2[0] \text{ or } Seq_1 = []) \\ (k=1 \dots \text{len}(Seq_2), Seq_2[k-1] \neq Seq_2[k]) \end{array} \right.$$

$$\cup \{ Seq_1[0] \mid Seq_2 = [] \}$$

→ $|Diff| = 1$.

$$\text{Diff} \triangleq (\text{len}(Seq_1) \neq \text{len}(Seq_2)) \vee (Seq_1[0] \neq Seq_2[0])$$

$$\Rightarrow \text{Diff}_{seq}(z_1, z_2, x^l) \triangleq$$

$$\left\{ \begin{array}{l} v = Seq_1[0] \quad (Seq_1 \neq [] \wedge Seq_2 = []) \\ v = Seq_2[k] \quad (Seq_2 \neq [] \wedge Seq_1 = [] \wedge Seq[k] \neq Seq[k+1], k=0, \dots, \text{len}(Seq_2)) \\ v = Seq_2[k] \quad (Seq_2 \neq [] \wedge Seq_1 \neq [] \wedge Seq_1[0] \neq Seq_2[0], Seq[k] \neq Seq[k+1], k=0, \dots, \text{len}(Seq_2)) \end{array} \right.$$

⇒ $|Diff(z_1, z_2, y)|$ in example is 1. ⇒ weight of edge $z \rightarrow 1$.

but it causes over approximate still.

even the variation still because $\forall Seq[k+1] \neq Seq[k]$, doesn't comes from modification of variable outside of loop.