# Verifying the Rope Data Structure of Xi-Editor

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#### **Outline**

- 1 Motivation
- 2 Background
- 3 Verifying Ropes
- 4 Future Work

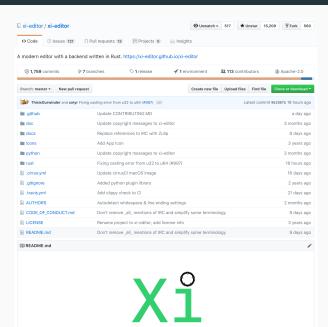
# Motivation

#### **Goal and Motivation**

- **Motivation:** Need for good text editors
  - Xi-editor: combines newer concepts for storing text to allow very high performance
  - Core idea: modified rope data structure for storing text as well as edit history
- **Goal:** Verification of the rope datastructure in xi-editor

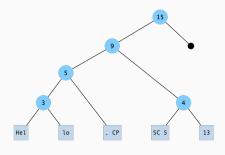
# Background

#### Xi-Editor



# **Rope Data Structures**

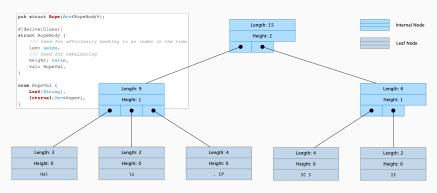
- Binary Tree
- Only leaves contain text
- Operations: Index, Split, Concatenate, Report, Insert, Delete



Hello, CPSC 513

# Rope Data Structure in Xi-Editor

- B-Tree
- Operations: Concatenate, Slice, Insert



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# Verifying Ropes

# **Verifying Ropes**

#### ■ Goal:

- Define properties of ropes
- Verify that after applying operations, these properties still hold
- Verify that this also works for distributed ropes (collaborative editing)
- Approach: first verify standard rope data structure (simpler), then verify rope data structure of xi-editor

#### **Dafny**

- Language and verifier
- Supports verification through pre-conditions, post-conditions, loop invariants, ...
- Dafny programs are translated into Boogie 2 which is used to generate first-order verification conditions that are passed to the SMT solver Z3

```
method Add(x: int, y: int) returns (r: int)
  requires 0 <= x && 0 <= y
  ensures r == 2*x + y
{
  r := x;
  var n := y;
  while n != 0
    invariant r == x+y-n && 0 <= n
  {
     r := r + 1;
     n := n - 1;
  }
}</pre>
```

# **Properties Xi-Editor Rope**

- 1 Every node has at most two children
- 2 Only leaves contain data
- 3 Weight values of non-leaf nodes is the length of all children in the left subtree
- 4 Weight values of leaf nodes is the length of the stored text

# Standard Rope Verification

#### Rope Data Structure:

```
datatype Node = Leaf(value: string) | InternalNode(left: Rope?, right: Rope?)
class Rope {
  ghost var Repr: set<object> // contains all elements that are in the tree
  var len: int // length
  var val: Node // node value
```

### Validity Conditions:

#### **Standard Rope Verification**

#### Validity Conditions:

```
predicate ValidLen()
  requires Valid()
  reads this, Repr
{
  match this.val
  case Leaf(v) => this.len == IvI
  case InternalNode(left, right) =>
      (left != null ==> this.len == left.Len() && left.ValidLen()) &&
      (right != null ==> this.len == 0) &&
      (right != null ==> right.ValidLen())
}
```

#### **Standard Rope Verification**

#### Implemented Methods:

```
method Index(i: int) returns (charAtIndex: string)
  requires Valid()
  requires ValidLen()
  ensures i >= 0 && this.Len() > i ==> charAtIndex != ""
  decreases Repr
method Insert(i: int. s: string) returns (newRope: Rope?)
  requires Valid()
  requires ValidLen()
  ensures Valid()
  ensures ValidLen()
  ensures newRope != null ==> newRope.Valid()
  ensures newRope != null ==> newRope.ValidLen()
  ensures i < 0 || i >= this.Len() <==> newRope == null
method Concat(rope: Rope) returns (concatenatedRope: Rope)
  requires Valid()
  requires ValidLen()
  requires rope.Valid()
  requires rope.ValidLen()
  ensures concatenatedRope.Valid()
  ensures concatenatedRope.ValidLen()
```

# **Properties Standard Rope**

- Every node has at most MAX\_CHILDREN children
- Every non-leaf node, except the root node, has at least MIN\_CHILDREN child nodes
- 3 The root has at least two children if it is not a leaf node
- 4 Only leaves contain data
- **5** The length of the text stored in leaf nodes is at most *MAX\_LEAF*
- Weight values of non-leaf nodes is the sum of the children's weights
- Weight values of leaf nodes is the length of the stored text
- 8 All leaves appear in the same level

#### Rope Data Structure:

```
module Rope {
  const MAX CHILDREN: nat := 4
  const MIN CHILDREN: nat := 2
  const MAX LEAF LEN: nat := 10
  const MIN LEAF LEN: nat := 2 // minimum size requirement when splitting
  datatype Node = Leaf(value: string) | InternalNode(children: seq<Rope>)
  class Rope {
    ahost var Repr: set<Rope>
    ghost var Content: seq<string>
    ahost var HasParent: bool
    var val: Node
    var len: int
    var height: int
```

#### Validity Conditions:

```
predicate Valid()
  reads this, Repr
  requires MAX_LEAF_LEN >= MIN_LEAF_LEN
  requires MIN_CHILDREN <= MAX_CHILDREN && MIN_CHILDREN >= 2
  this in Repr &&
    match this.val
   case Leaf(v) =>
      |v| <= MAX_LEAF_LEN && Content == [v] && height == 0
    case InternalNode(children) =>
     height >= 0 &&
     (HasParent ==>
        |children| >= MIN_CHILDREN &&
        |children| <= MAX_CHILDREN &&
       forall c: Rope :: c in children ==>
         c in Repr && this !in c.Repr && c.Repr < Repr && c.Valid() &&
         c.height == height - 1 && c.Content <= Content &&
         forall cont: string :: cont in c.Content ==> cont in this.Content
     ) &&
     (!HasParent ==>
       |children| <= MAX CHILDREN &&
       forall c: Rope :: c in children ==>
         c in Repr && this !in c.Repr && c.Repr < Repr && c.Valid() &&
         c.height == height - 1 && c.Content <= Content &&
         forall cont: string :: cont in c.Content ==> cont in this.Content
```

#### Validity Conditions:

```
predicate ValidLen()
  requires Valid()
  reads this, Repr
{
  match this.val
  case Leaf(v) =>
    this.len == IvI && ContentLen(this.Content) == IvI && IContentI == 1
  case InternalNode(children) =>
  this.len == this.Len() && this.len >= 0 &&
    forall c: Rope :: c in children ==> c.len <= this.len && c.ValidLen()
}</pre>
```

#### Implemented Methods (work in progress):

```
method Index(i: int) returns (charAtIndex: string)
  requires Valid()
  requires ValidLen()
  ensures i < 0 || i >= this.len ==> charAtIndex == ""
  decreases Repr
{
  method SliceToString(i: int, j: int) returns (slice: string)
  requires Valid()
  requires ValidLen()
  ensures i < 0 || i >= this.len || j >= this.len || i > j || j < 0 ==> slice == ""
  decreases Repr
{
```

# **Future Work**

#### **Future Work**

- Implement remaining methods for xi-editor rope
- Implement transactions and verify that properties hold in a collaborative environment (out-of-scope)
- Verify other parts of xi-editor (very much out-of-scope)