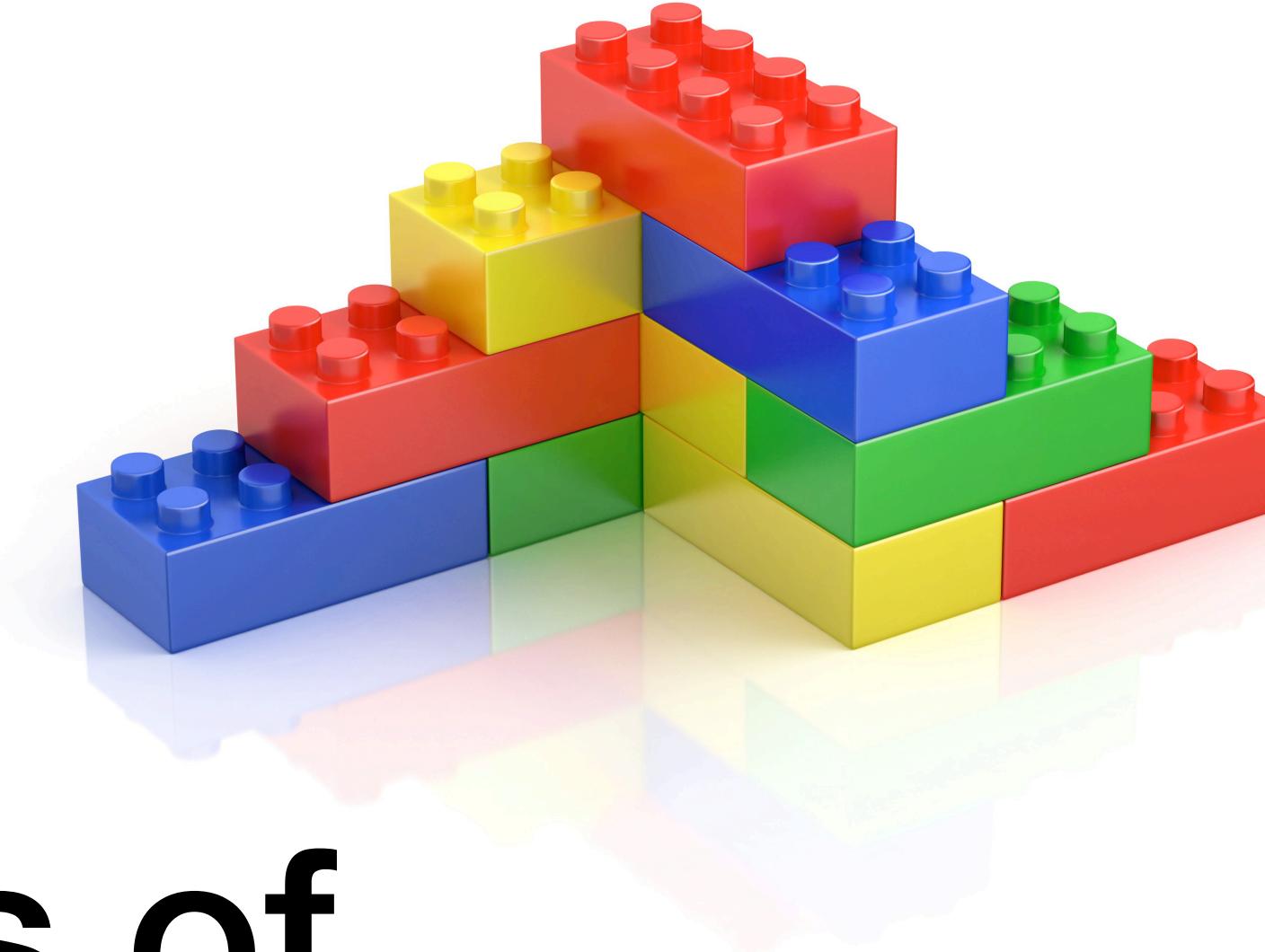
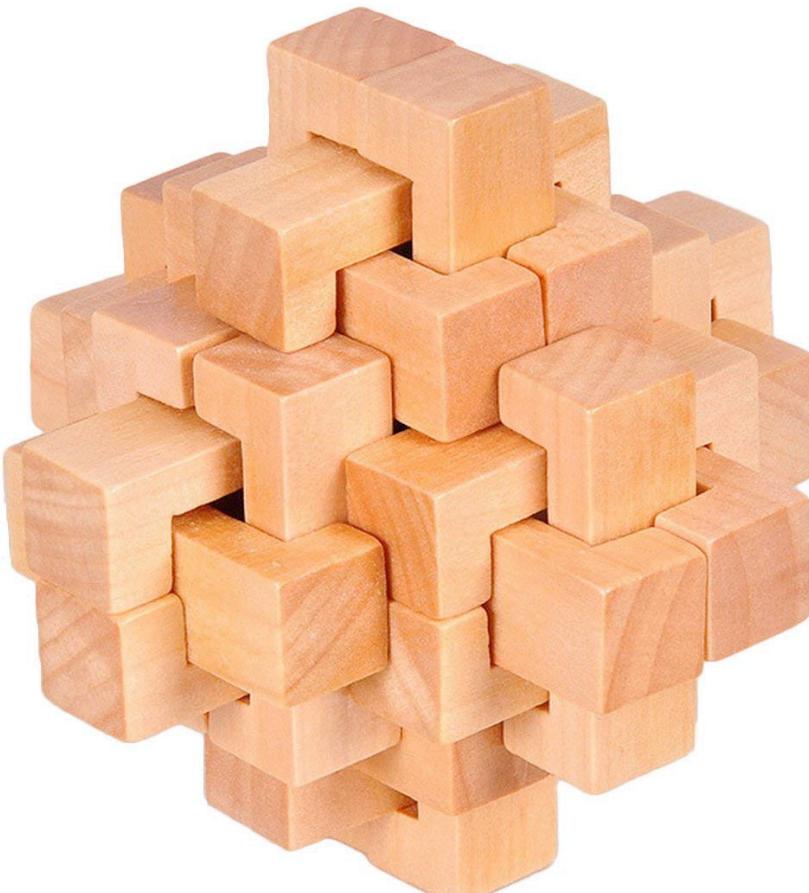


Compositional Soundness Proofs of Abstract Interpreters



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UNIVERSITÄT MAINZ



Abstract Interpretation
= Sound Static Analysis

Factorial

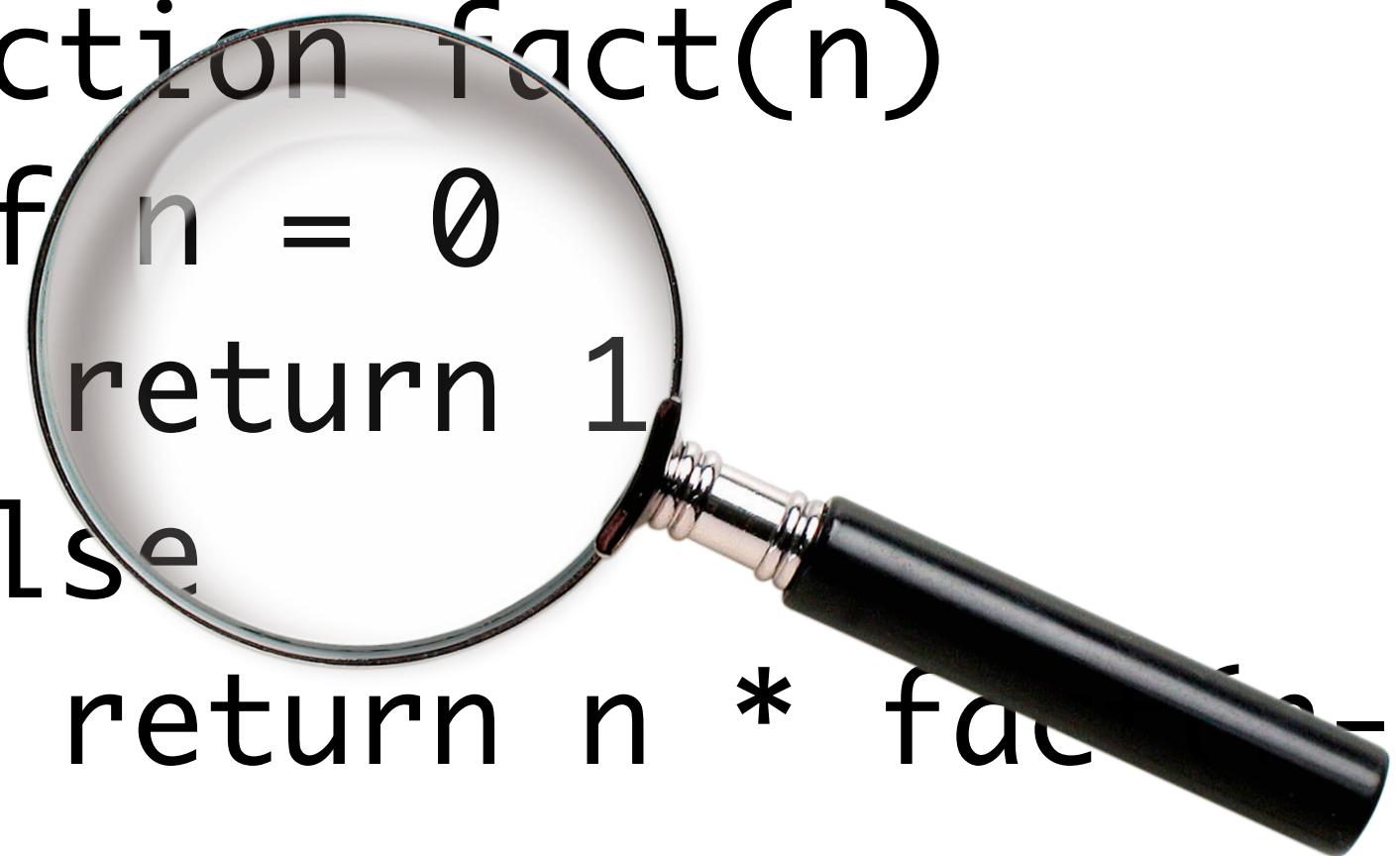
```
function fact(n)
```

```
    if n = 0
```

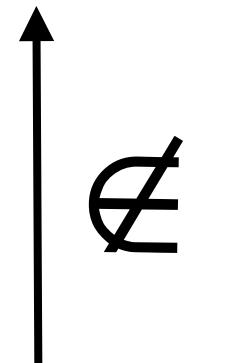
```
        return 1
```

```
    else
```

```
        return n * fact(n-1)
```



Interval Analysis

$$\text{fact}([1..\infty]) \subseteq [1..\infty]$$

$$\text{fact}(1000) = -46035$$


Type Checking

```
String[] str = new String[5];  
Object[] obj = str;  
obj[0] = new Integer(42);  
print(str[0]);
```



Compiler Optimisations

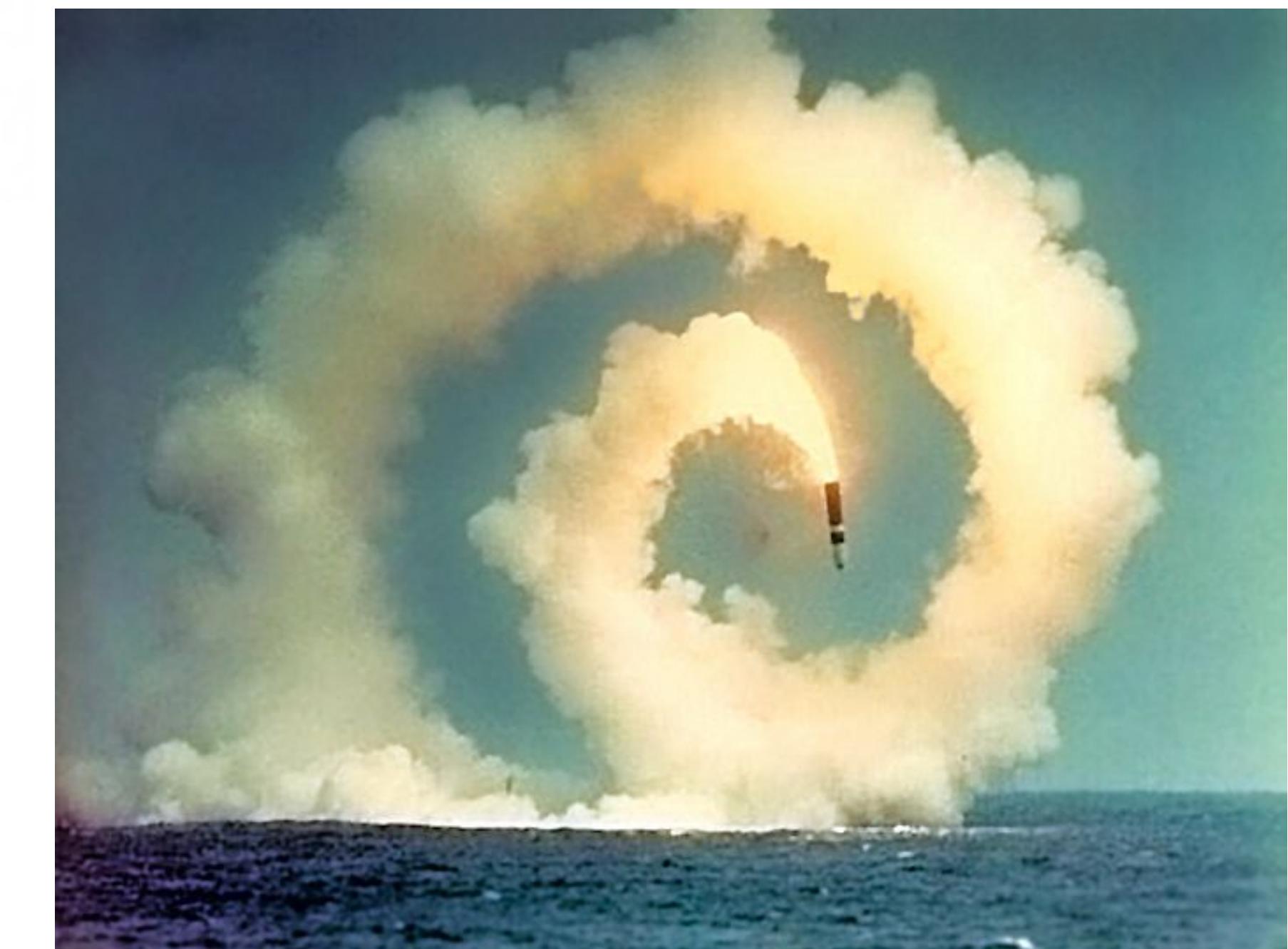
```
while(x <= 10) {  
    y = foo(5);  
    bar(y);  
    x = x + 1;  
}
```

```
y = foo(5);  
while(x <= 10) {  
    bar(y);  
    x = x + 1;  
}
```

Instability

Exception in thread "main"
java.lang.ArrayStoreException:
java.lang.Integer

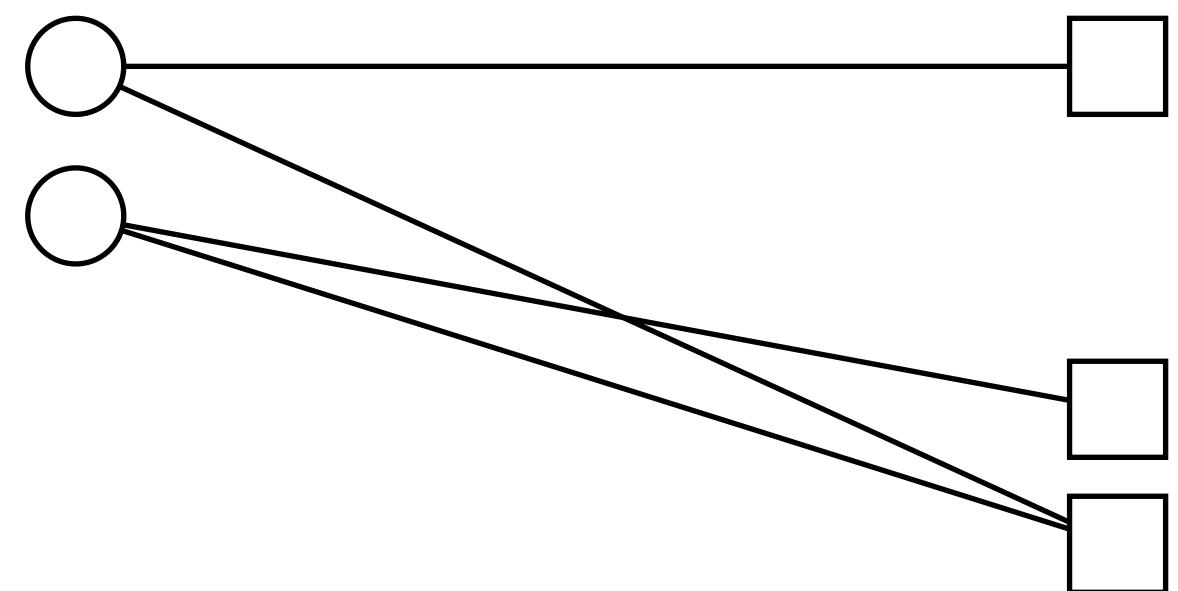
Unexpected Behavior




```
data Expr = IfZero Expr Expr Expr | ...
```

Concrete

```
eval e = case e of
  IfZero e1 e2 e3 → do
    v ← eval e1
    if v == 0
      then eval e2
    else eval e3
```



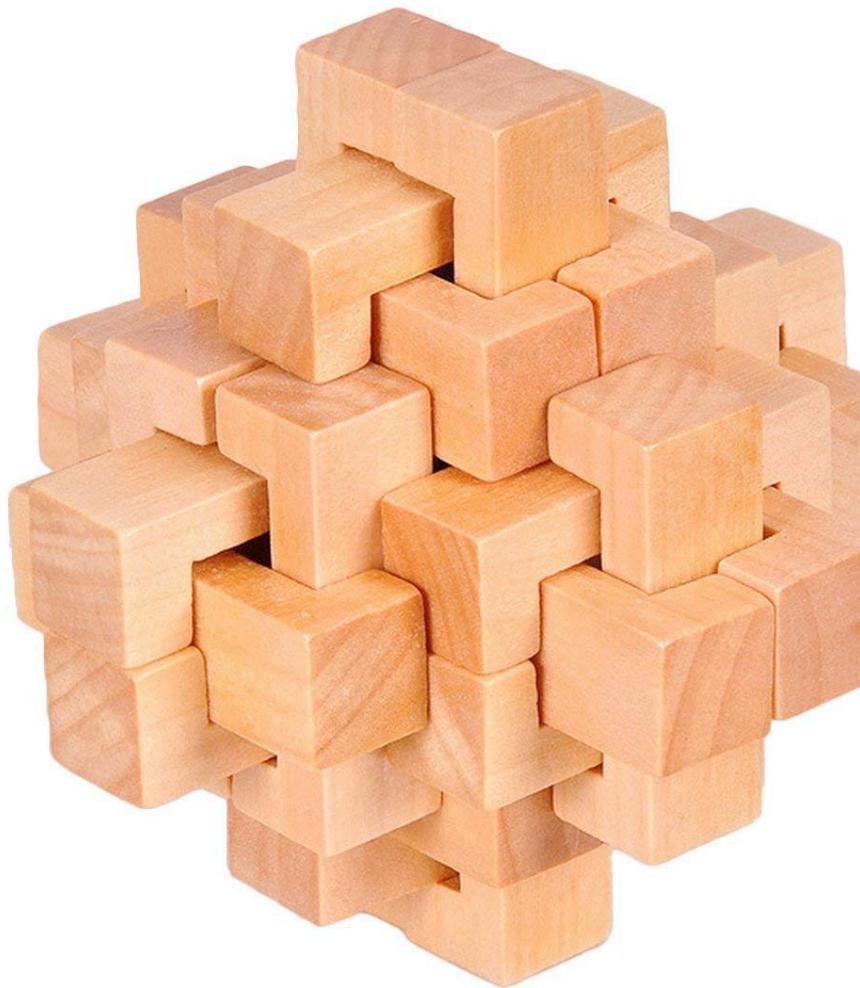
Abstract

```
eval e = case e of
  IfZero e1 e2 e3 → do
    v ← eval e1
    if v == (0,0)
      then eval e2
    else if v ≠ (0,0)
      then eval e3
    else eval e2 ∪ eval e3
```

```
data Expr = TryZero Expr Expr Expr | ...
```

Concrete

```
eval e = case e of
  TryZero e1 e2 e3 →
    case eval e1 of
      Just 0 → eval e2
      Just _ → eval e3
      Nothing → eval e3
```

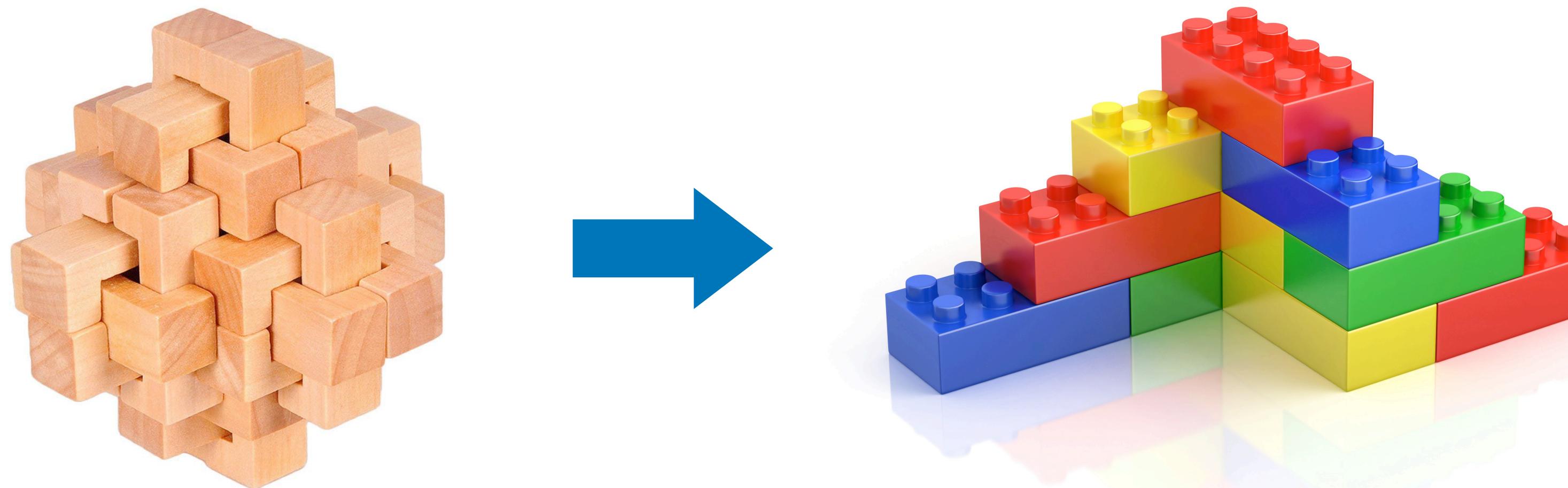


Abstract

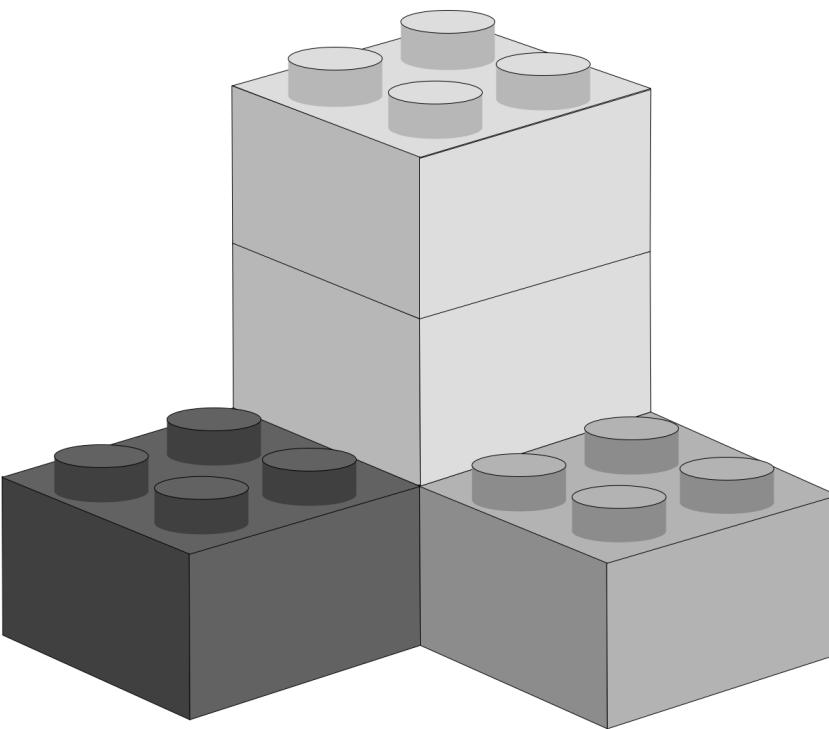
```
eval e = case e of
  TryZero e1 e2 e3 → case eval e1 of
    Just v | v == (0,0) → eval e2
    Just v | v ≈ (0,0) → eval e3
    Just v | v ⊃ (0,0) → eval e2 ∪ eval e3
    Nothing → eval e3
  JustNothing v | v == (0,0) → eval e2 ∪ eval e3
  JustNothing v | v ≈ (0,0) → eval e3
  JustNothing v | v ⊃ (0,0) → eval e2 ∪ eval e3
```

Hard to decompose
into smaller lemmas

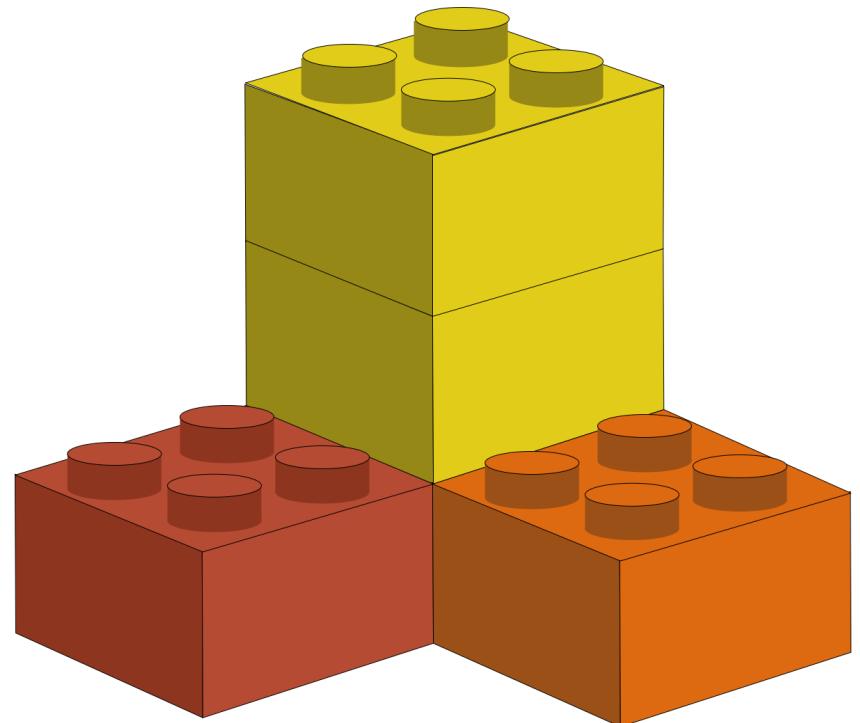
Compositional Soundness Proofs of Abstract Interpreters



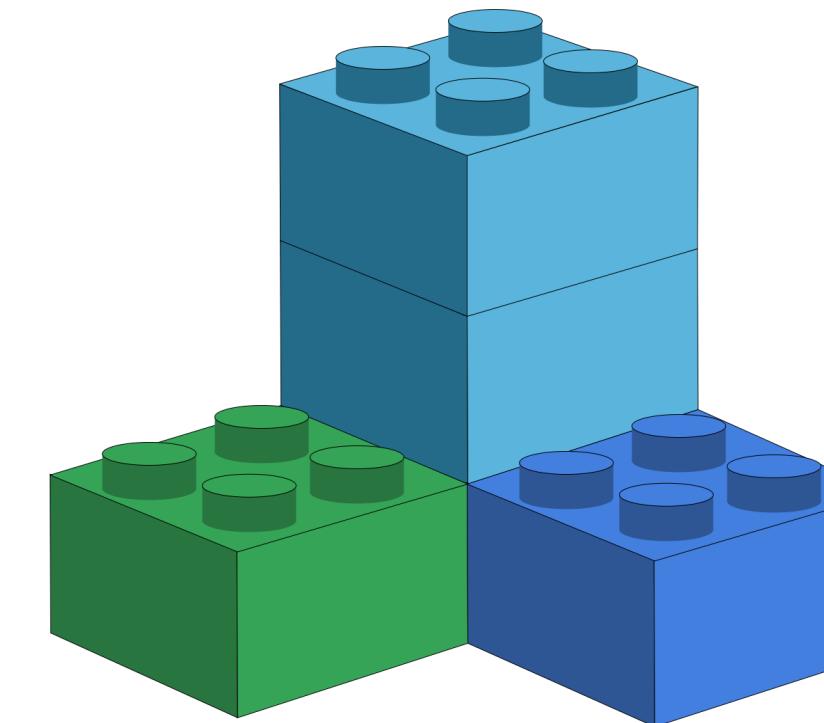
Shared



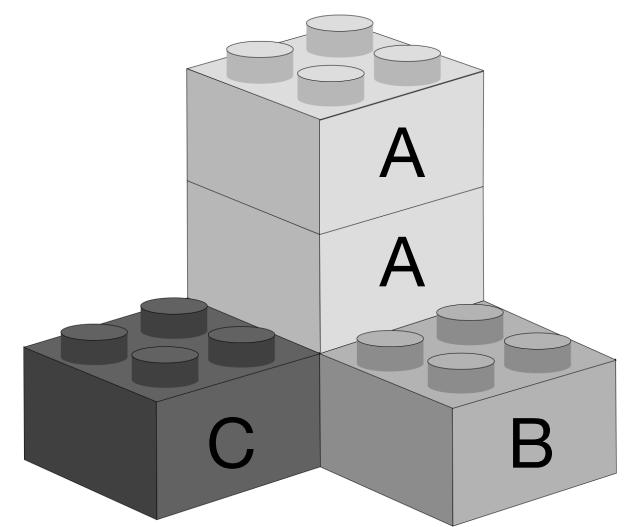
Concrete



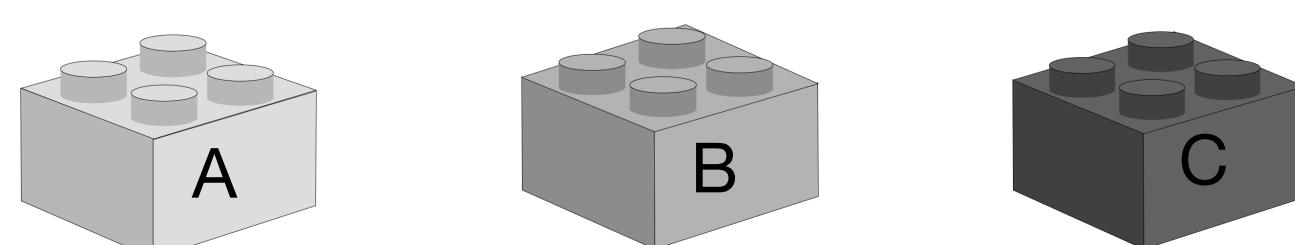
Abstract



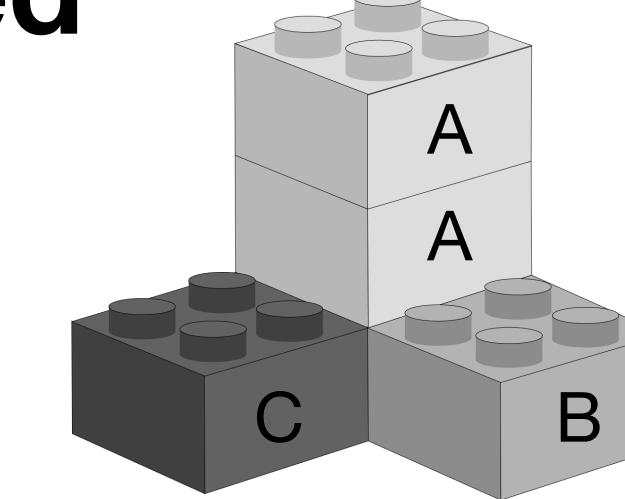
Shared



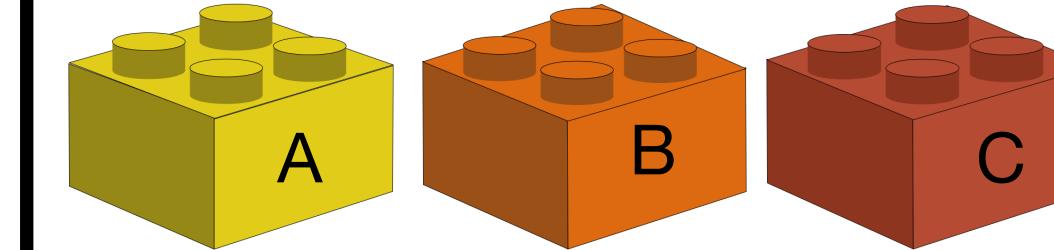
Interface



Shared

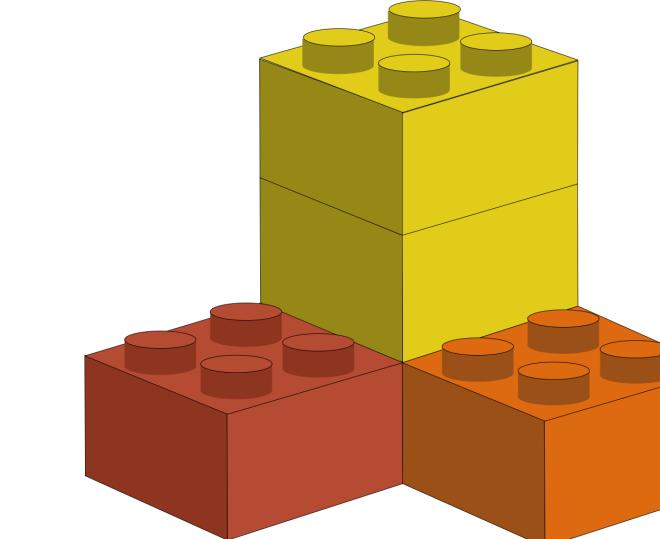


Concrete Instance

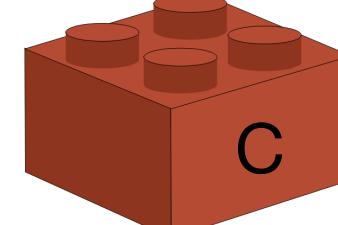
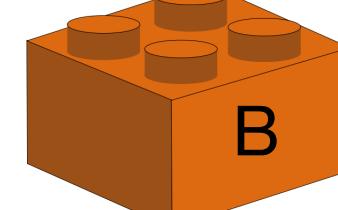
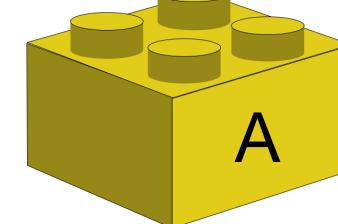


=

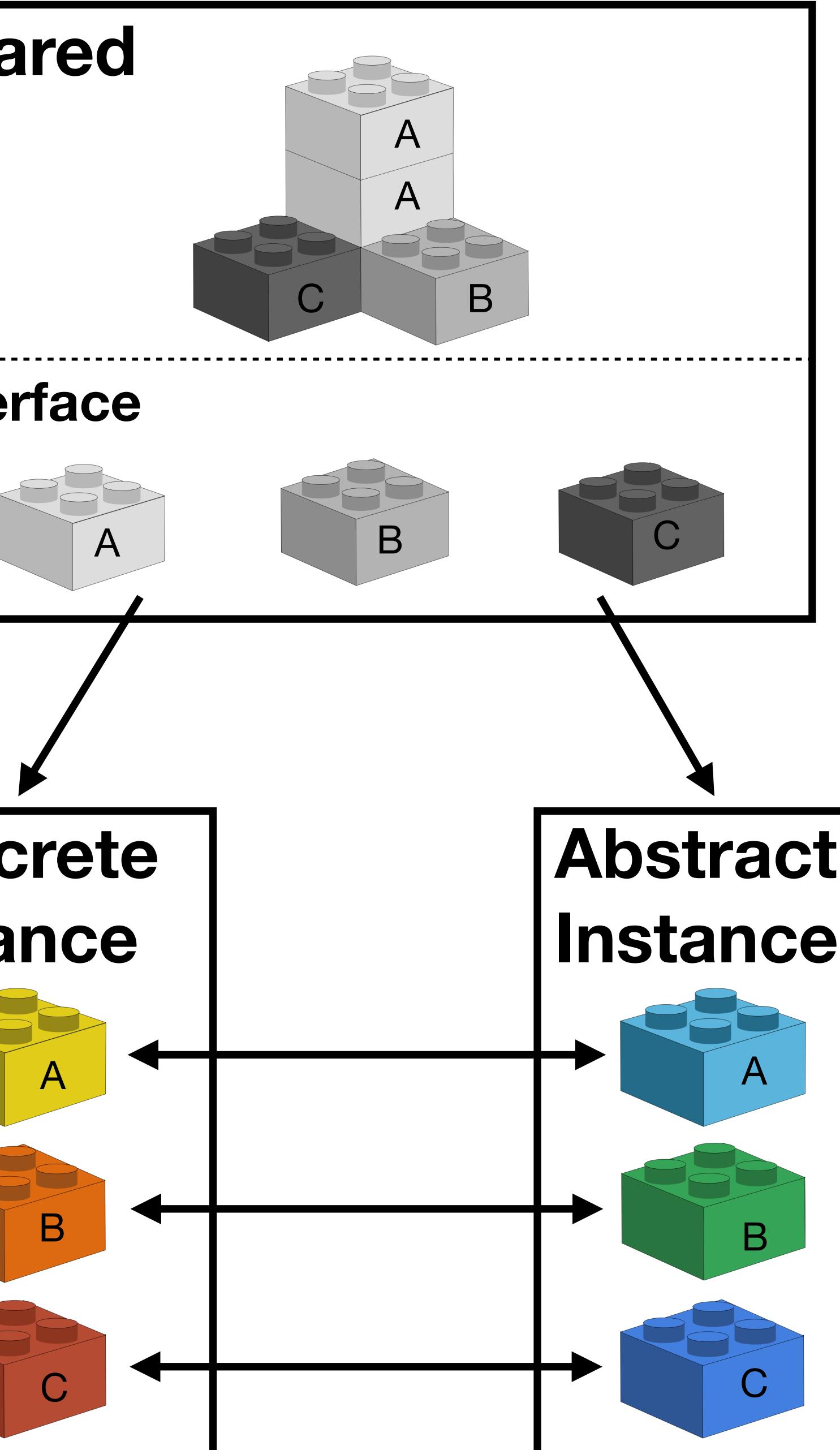
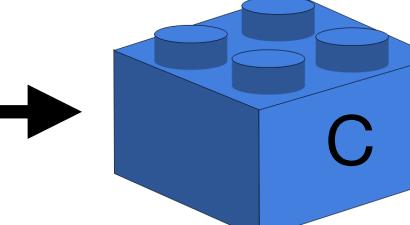
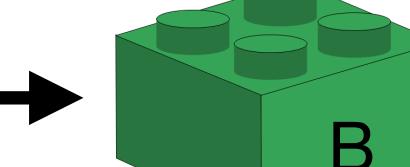
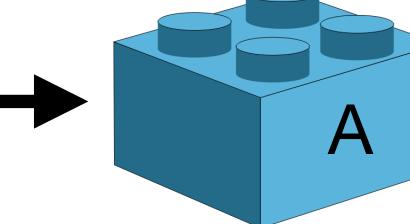
Concrete



**Concrete
Instance**



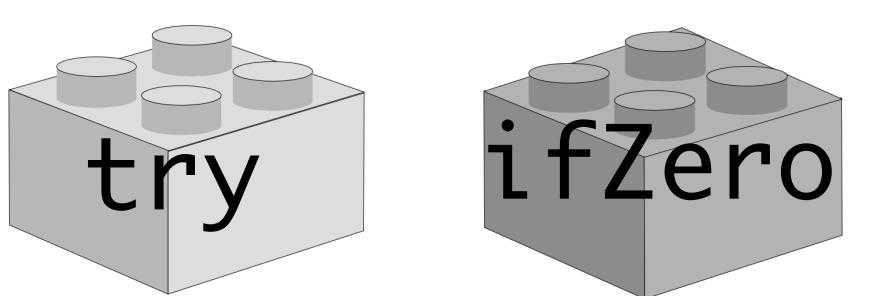
**Abstract
Instance**



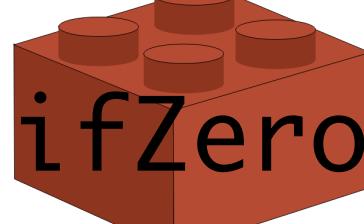
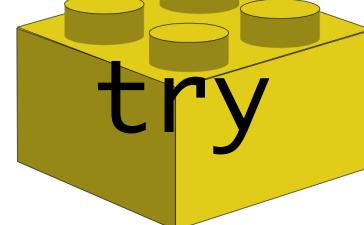
Shared

```
eval e = case e of  
  TryZero e1 e2 e3 →  
    try ... ifZero ...
```

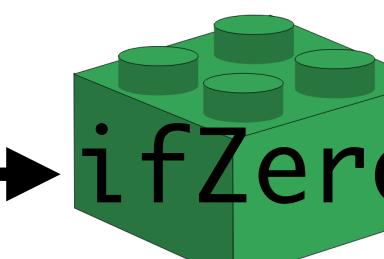
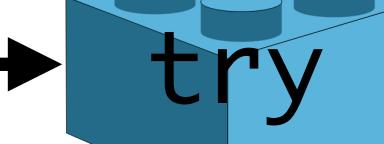
Interface



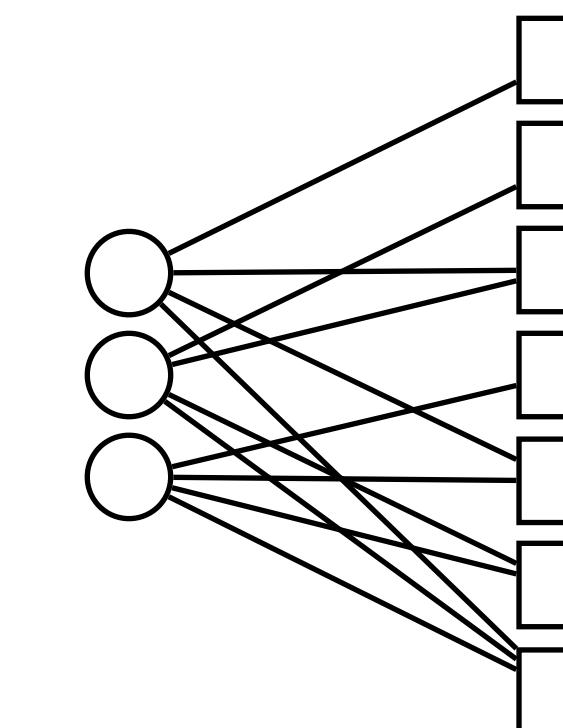
Concrete

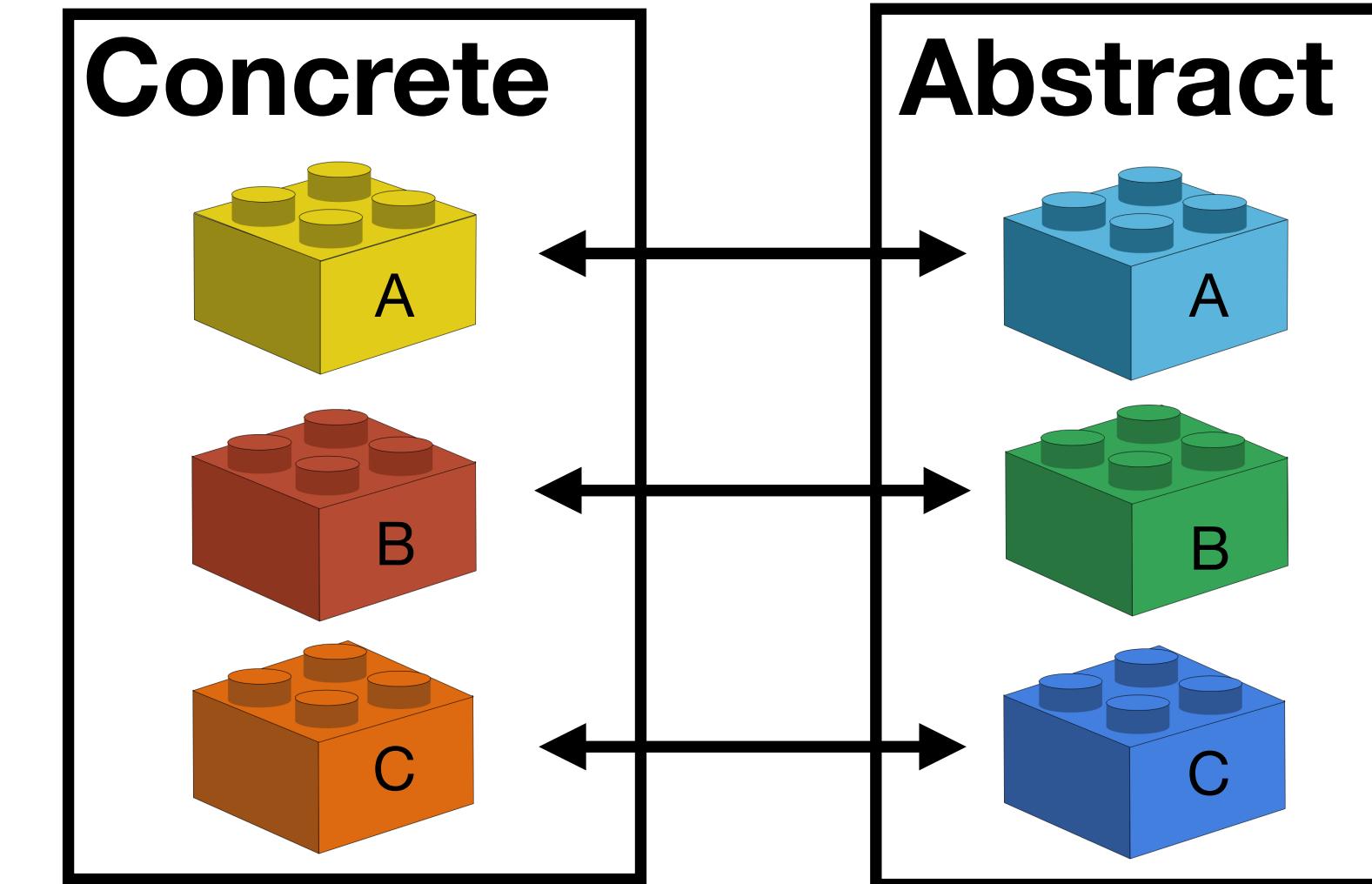


Abstract



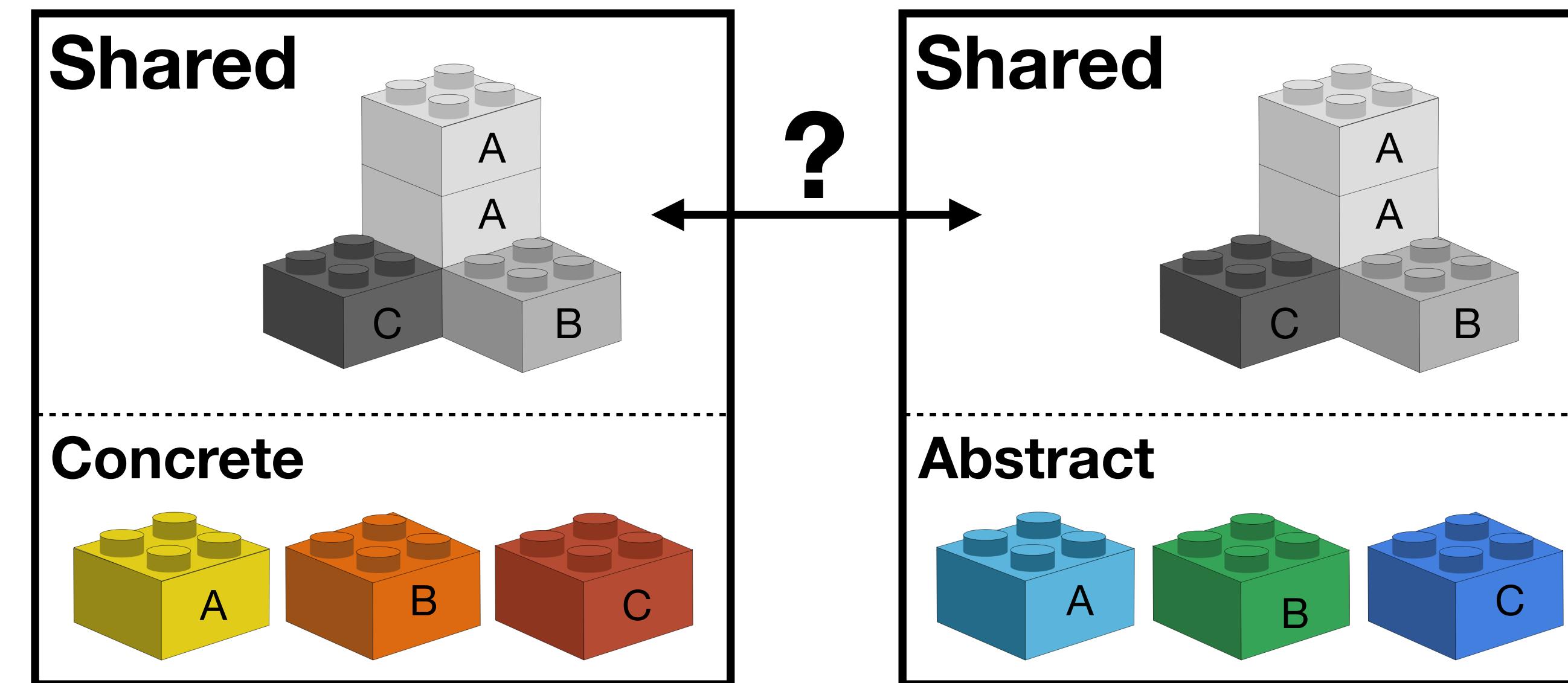
Non-Compositional





meta-language

reasoning principle



Arrows [Hughes 2000]

```
eval :: Env → Expr → Maybe Val
```

```
type Interp a b = Env → a → Maybe b
```

```
eval :: Interp Expr Val
```

```
eval = proc e → case e of
```

```
  Add e1 e2 → do
```

```
    v1 ← eval ← e1
```

```
    v2 ← eval ← e2
```

```
    plus ← (v1, v2)
```

```
class Category c where
```

```
id :: c x x
```

```
(.) :: c y z → c x y → c x z
```

$$f . g \iff \begin{array}{l} y \leftarrow f \multimap x \\ z \leftarrow g \multimap y \end{array}$$

```
class Category c => Arrow c where
```

```
arr :: (x → y) → c x y
```

$$f . arr (+ 1) \iff f \multimap x + 1$$

```
first :: c x y → c (x,z) (y,z)
```

```
second :: c x y → c (z,x) (z,y)
```

```
(***) :: c x y → c u v → c (x,u) (y,v)
```

$$f *** g \iff \begin{array}{l} y \leftarrow f \multimap x \\ v \leftarrow g \multimap u \end{array}$$

```
(&&) :: c x y → c x z → c x (y,z)
```

```
class Arrow c => ArrowChoice c where
```

```
left :: c x y → c (Either x z) (Either y z)
```

```
right :: c x y → c (Either z x) (Either z y)
```

```
(++) :: c x y → c u v → c (Either x u) (Either y v)
```

```
(|||) :: c x y → c x z → c x (Either y z)
```

$$\begin{array}{l} \text{case } e \text{ of} \\ \quad \text{Foo} \rightarrow f \multimap x \\ \quad \text{Bar} \rightarrow g \multimap y \end{array}$$

```
f ||| g
```

Pretty notation in GHC

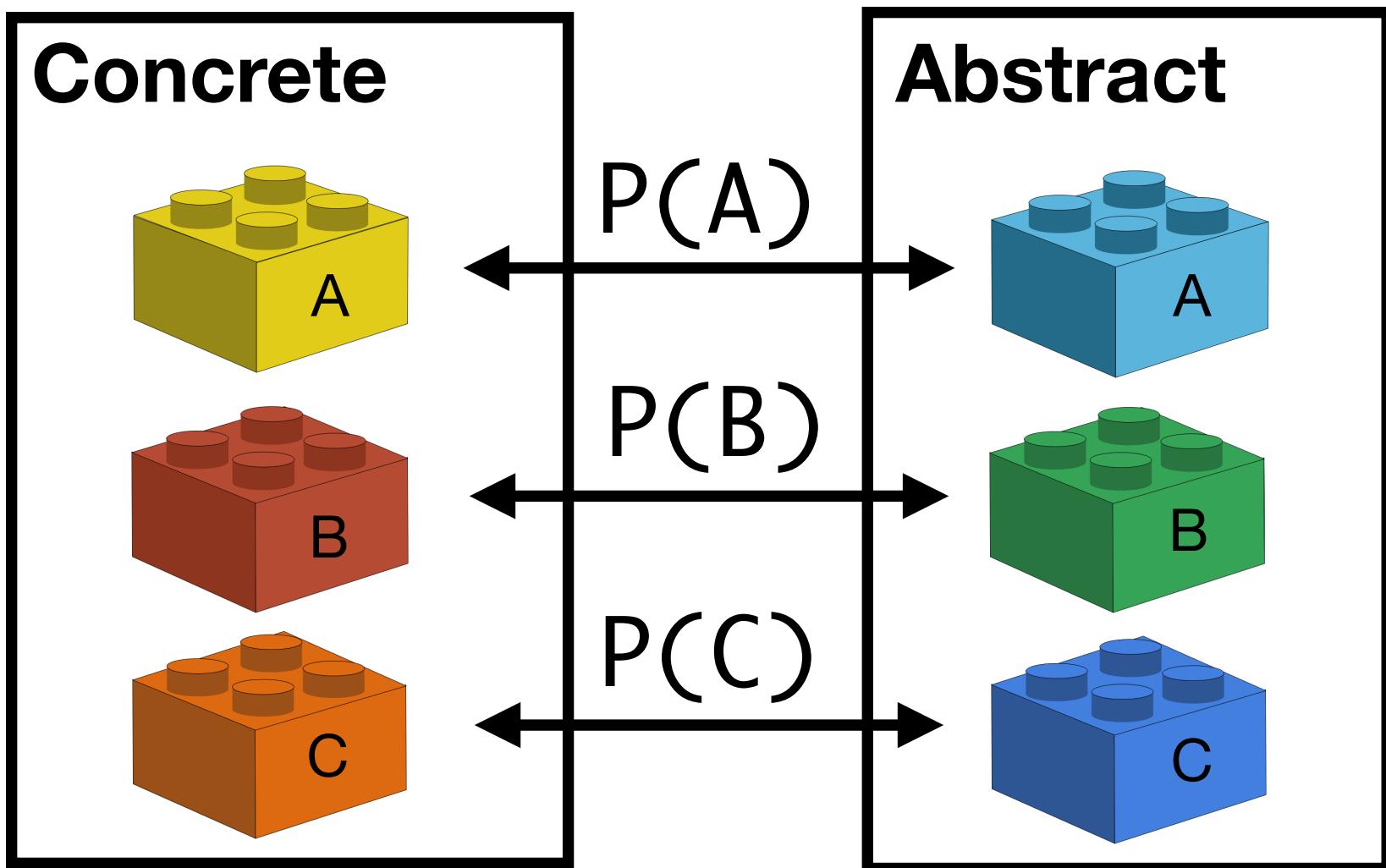
```
eval = proc e → case e of
  Add e1 e2 → do
    v1 ← eval ← e1
    v2 ← eval ← e2
    plus ← (v1, v2)
```

First-Order Language

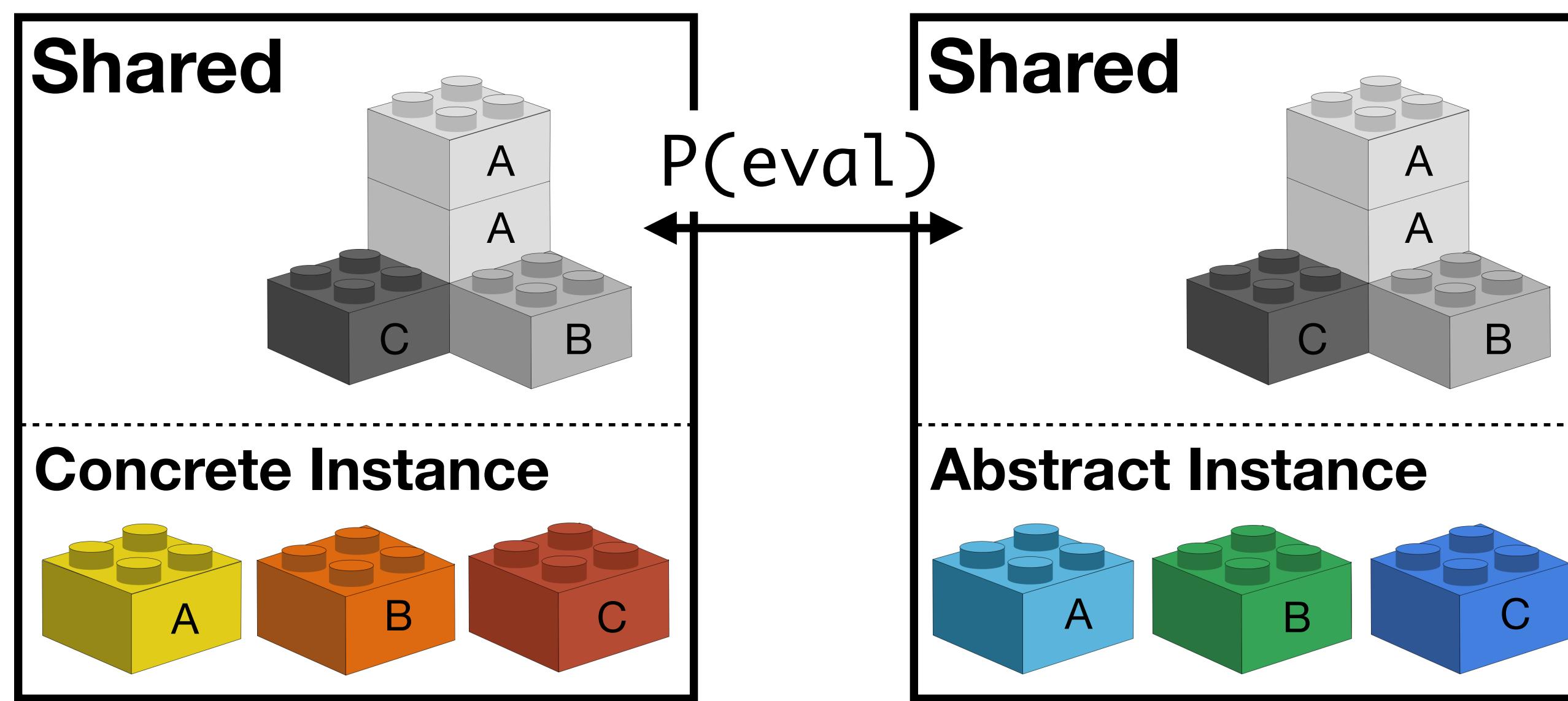
$$\begin{aligned} E ::= & \text{plus} \\ & | E \ggg E \\ & | E *** E \\ & | E +++ E \\ & | \text{arr } F \end{aligned}$$

Induction Principle

$$\frac{\begin{array}{c} P(\text{plus}) \\ P(f) \wedge P(g) \Rightarrow P(f \ggg g) \\ P(f) \wedge P(g) \Rightarrow P(f *** g) \\ P(f) \wedge P(g) \Rightarrow P(f +++ g) \\ \hline \forall f \in F. P(\text{arr } f) \end{array}}{\forall e \in E. P(e)}$$



$$\begin{array}{l}
 P(A) \quad P(B) \quad P(C) \\
 P(f) \wedge P(g) \Rightarrow P(f \ggg g) \\
 P(f) \wedge P(g) \Rightarrow P(f \ast\ast\ast g) \\
 P(f) \wedge P(g) \Rightarrow P(f \text{++} g) \\
 \forall f \in F. \quad P(\text{arr } f) \\
 \hline
 \forall e \in E. \quad P(e)
 \end{array}$$



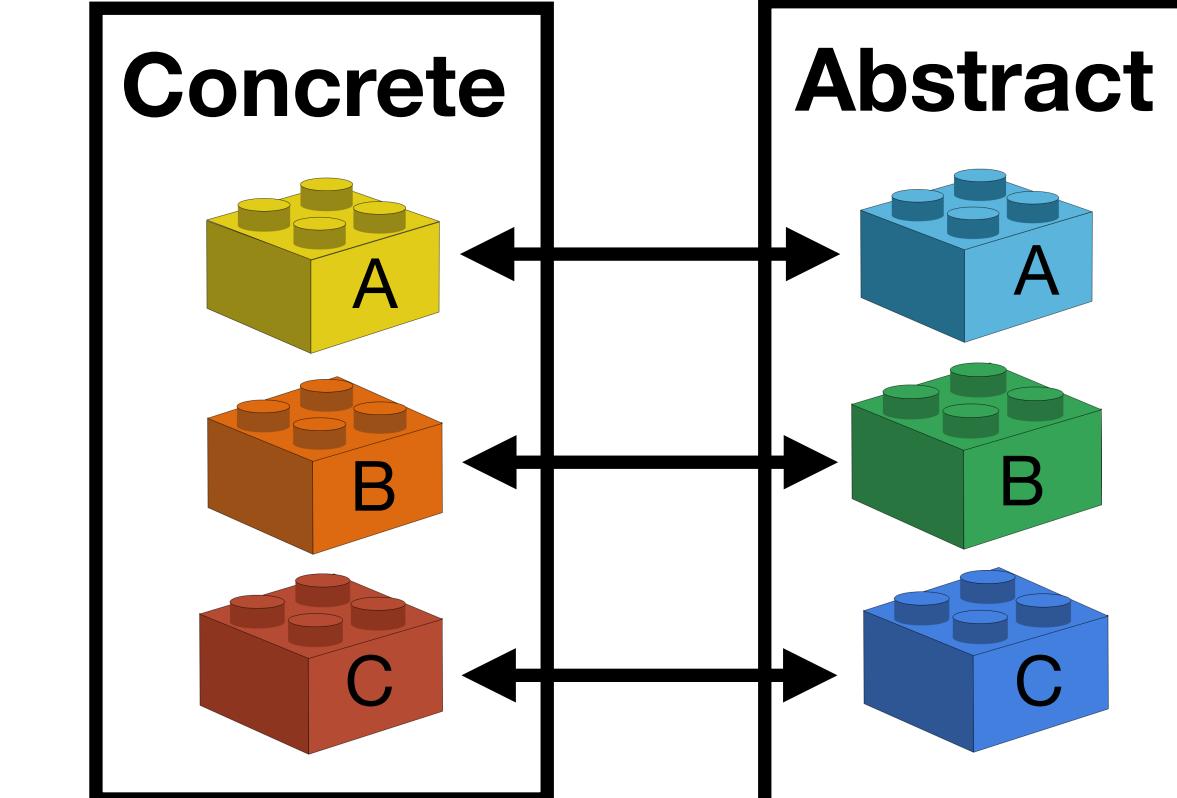
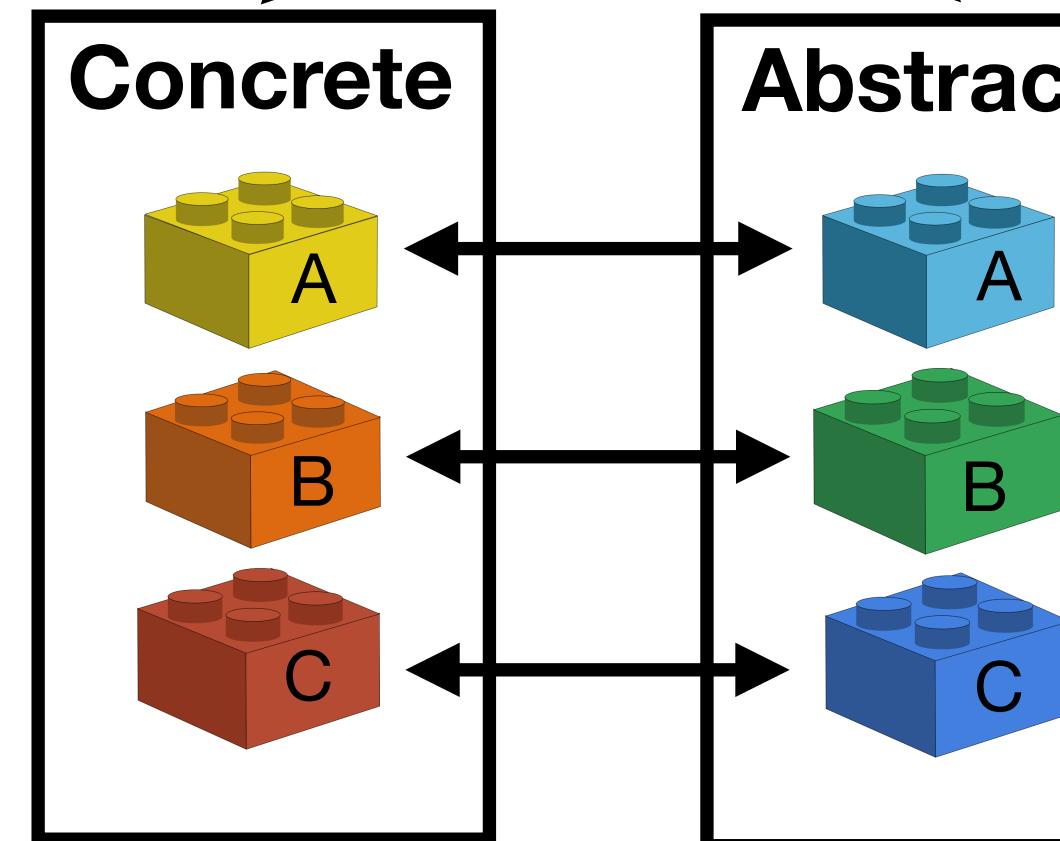
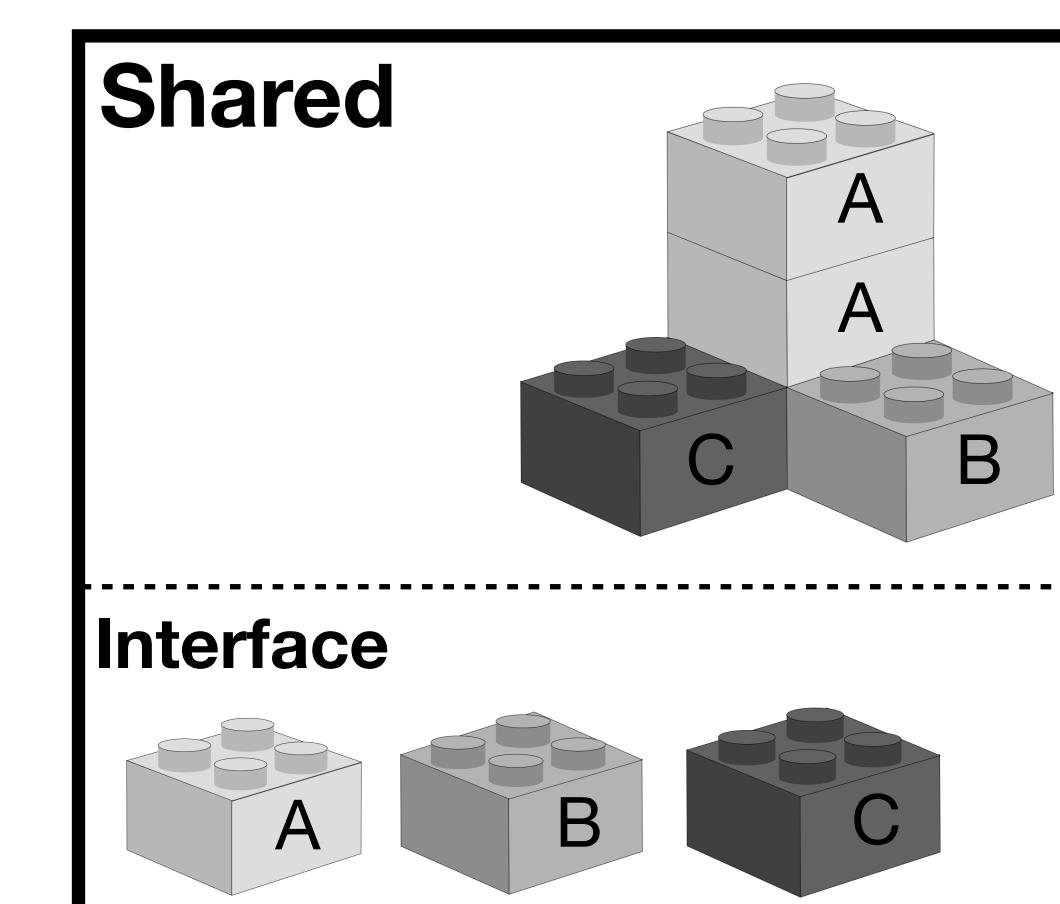
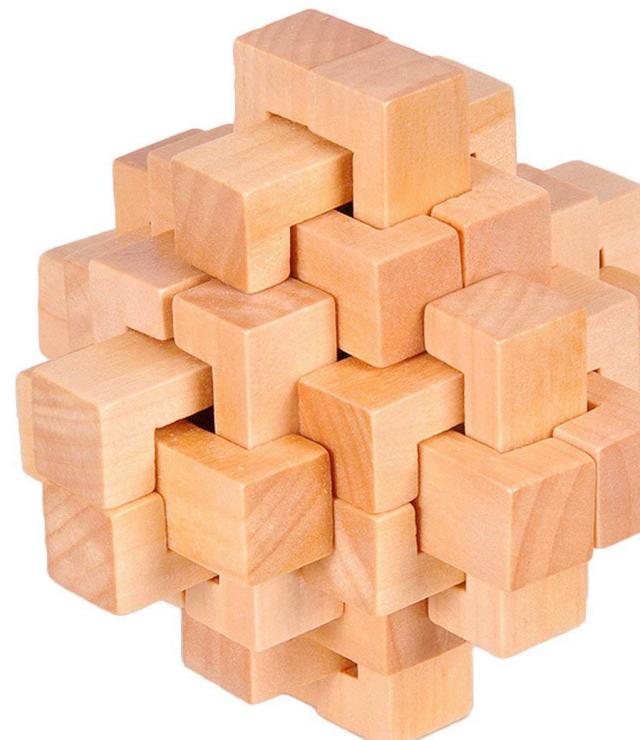
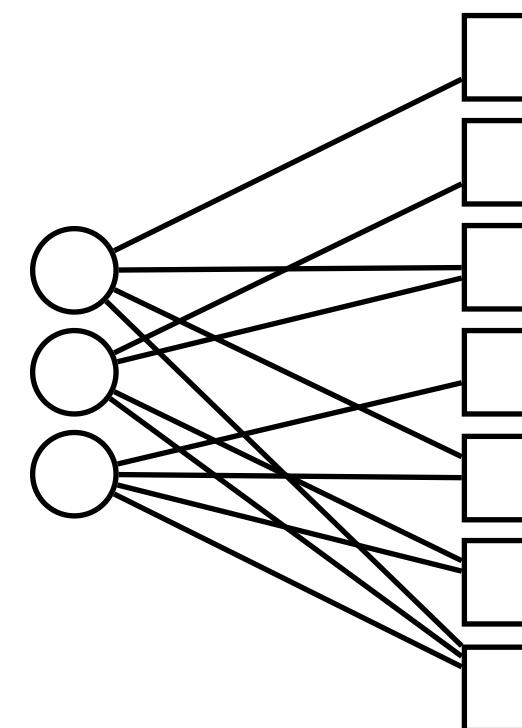
$P = \text{sound}$

Case Studies

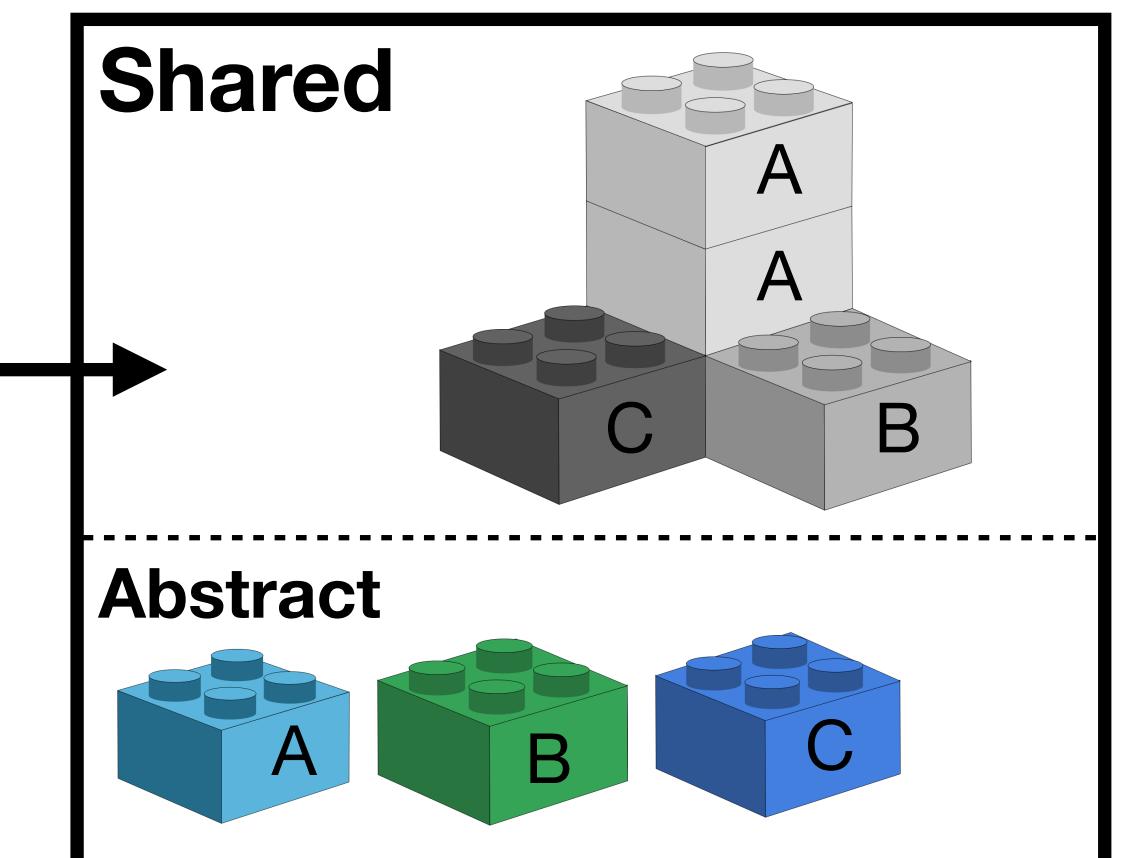
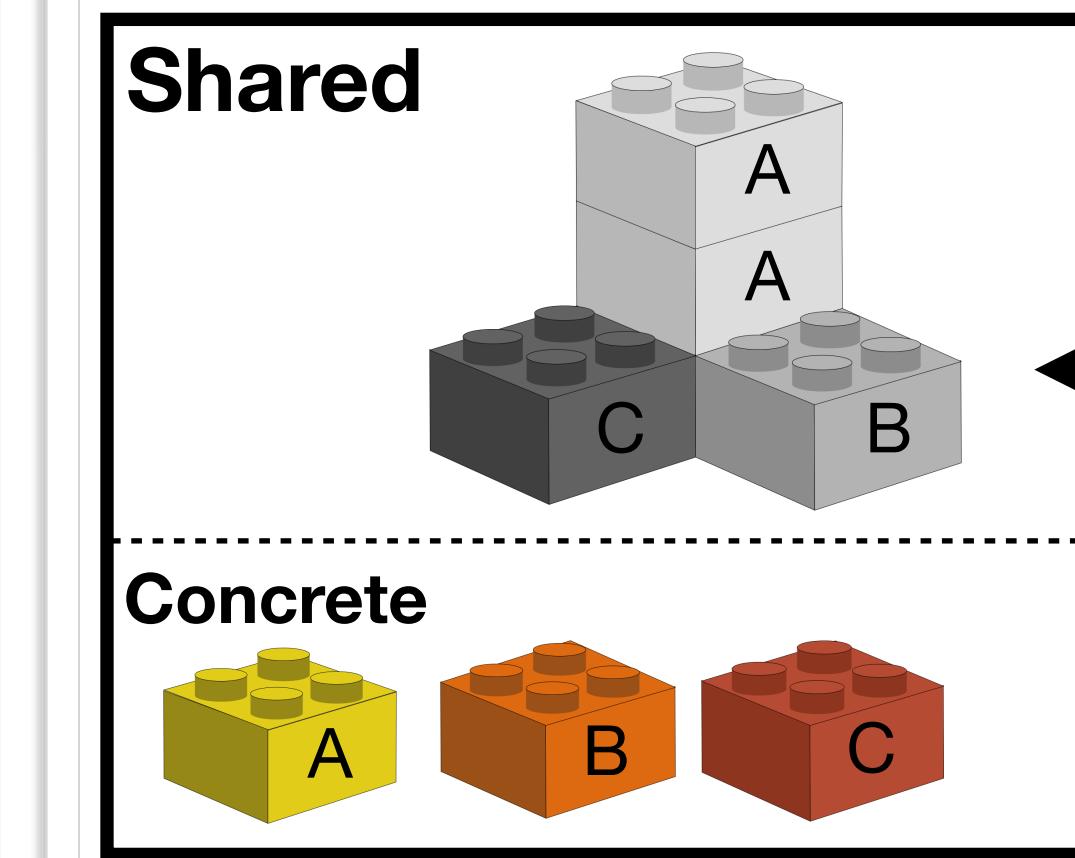
- k-CFA Analysis for PCF
- Interval Analysis for a WHILE language
- Tree Shape Analysis and Type Checker for Stratego
- Type Checker for JavaScript
- WIP: Analyses for Java and WebAssembly

Compositional Soundness Proofs of Abstract Interpreters

Non-Compositional



Arrows



Arrows

Pretty notation

```
eval = proc e → case e of
  Add e1 e2 → do
    v1 ← eval ← e1
    v2 ← eval ← e2
    plus ← (v1, v2)
```

First-Order

$$E ::= \text{plus} \\ | E \ggg E \\ | E *** E \\ | E +++ E \\ | \text{arr } F$$

Induction Principle

$$\frac{\begin{array}{c} P(\text{plus}) \\ P(f) \wedge P(g) \Rightarrow P(f \ggg g) \\ P(f) \wedge P(g) \Rightarrow P(f *** g) \\ P(f) \wedge P(g) \Rightarrow P(f +++ g) \\ \hline \forall f \in F. P(\text{arr } f) \end{array}}{\forall e \in E. P(e)}$$

Monads

Pretty notation

```
eval e = case e of
  Add e1 e2 → do
    v1 ← eval e1
    v2 ← eval e2
    plus v1 v2
```

Higher-Order

$$v_1 \leftarrow eval \rightarrow e_1 \longrightarrow \gg= :: m\ a \rightarrow (a \rightarrow m\ b) \rightarrow m\ b \longrightarrow ?$$

($a \rightarrow m\ b$)