

Sound Automation of Magic Wands

Thibault Dardinier¹, Gaurav Parthasarathy¹,
Noé Weeks¹, Peter Müller¹, and Alexander J. Summers²

¹ **ETH** zürich



Sound Automation of Magic Wands

Binary connective in separation logic

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Goal: Support the magic wand connective in automatic verifiers based on separation logic

Sound Automation of Magic Wands

Binary connective in separation logic

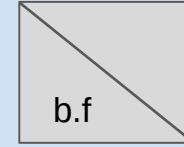
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Separation logic: Heap-manipulating programs and ownership

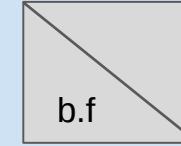
Memory



Separation logic: Heap-manipulating programs and ownership

Memory

Exclusive ownership
Permission to read and write *a.val*



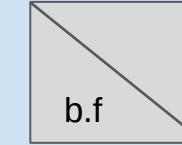
Separation logic: Heap-manipulating programs and ownership

Memory

Exclusive ownership
Permission to read and write $a.\text{val}$



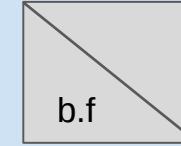
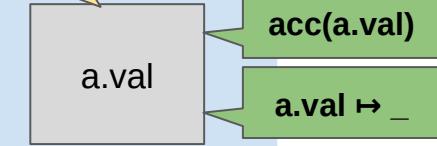
$a.\text{val} \mapsto _$



Separation logic: Heap-manipulating programs and ownership

Memory

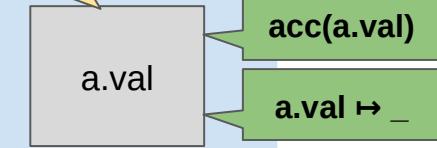
Exclusive ownership
Permission to read and write $a.\text{val}$



Separation logic: Heap-manipulating programs and ownership

Memory

Exclusive ownership
Permission to read and write $a.\text{val}$



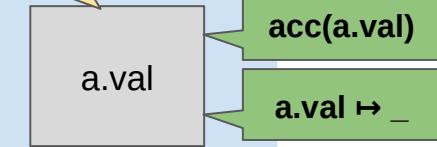
$b.f$

Fractional (non-exclusive) ownership
Permission to read $b.f$

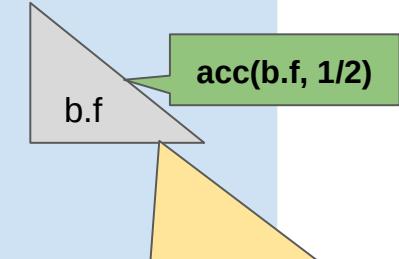
Separation logic: Heap-manipulating programs and ownership

Memory

Exclusive ownership
Permission to read and write $a.\text{val}$



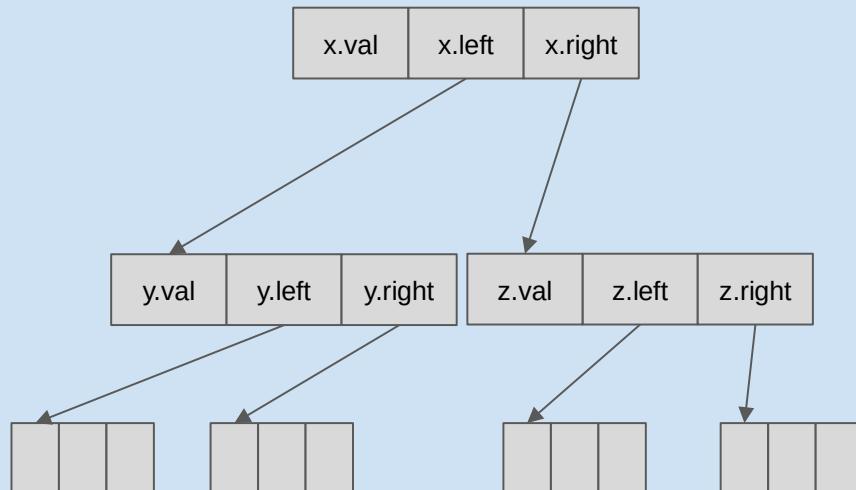
acc(b.f, 1/2)



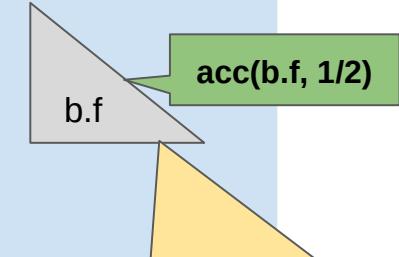
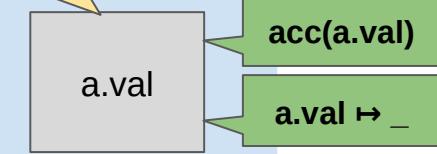
Fractional (non-exclusive) ownership
Permission to read $b.f$

Separation logic: Heap-manipulating programs and ownership

Memory



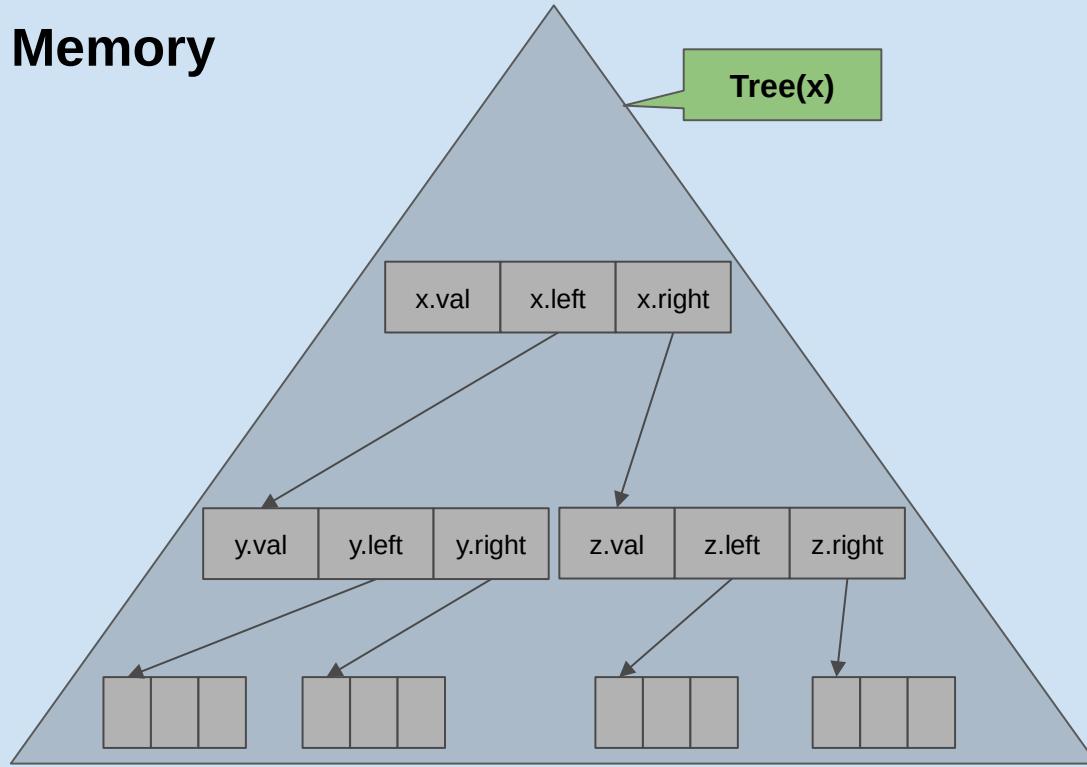
Exclusive ownership
Permission to read and write $a.\text{val}$



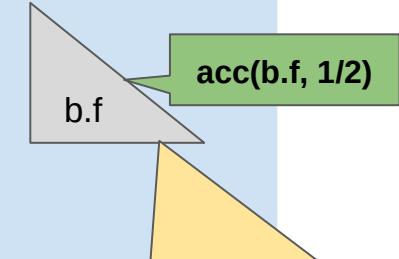
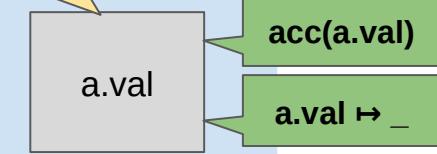
Fractional (non-exclusive) ownership
Permission to read $b.f$

Separation logic: Heap-manipulating programs and ownership

Memory



Exclusive ownership
Permission to read and write $a.\text{val}$



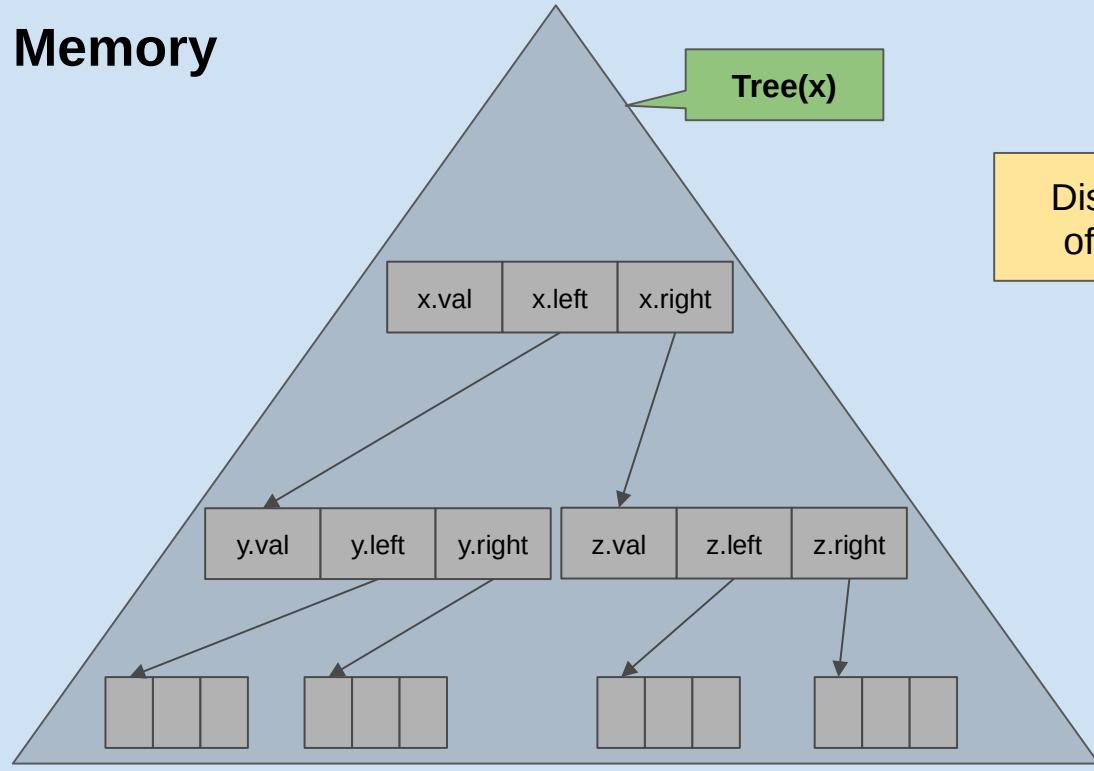
Fractional (non-exclusive) ownership
Permission to read $b.f$

$$\text{Tree}(x: \text{Ref}) \triangleq$$

$$\text{acc}(x.\text{val}) * \text{acc}(x.\text{left}) * \text{acc}(x.\text{right}) * \\ (x.\text{left} \neq \text{null} \Rightarrow \text{Tree}(x.\text{left})) * (x.\text{right} \neq \text{null} \Rightarrow \text{Tree}(x.\text{right}))$$

Separation logic: Heap-manipulating programs and ownership

Memory



Exclusive ownership
Permission to read and write $a.\text{val}$

Disjointness
of memory



*

Fractional (non-exclusive) ownership
Permission to read $b.f$

$\text{Tree}(x: \text{Ref}) \triangleq$

$\text{acc}(x.\text{val}) * \text{acc}(x.\text{left}) * \text{acc}(x.\text{right}) *$
 $(x.\text{left} \neq \text{null} \Rightarrow \text{Tree}(x.\text{left})) * (x.\text{right} \neq \text{null} \Rightarrow \text{Tree}(x.\text{right}))$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

  while(y.left != null)
    invariant [REDACTED]
    {
      y := y.left
    }
}
```

Using magic wands

Pointer to a binary tree

Computes its leftmost leaf

```
method leftLeaf(x: Ref) : (y: Ref)
```

```
  requires Tree(x)
```

```
  ensures Tree(x)
```

```
{
```

```
  y := x
```

```
  while(y.left != null)
```

```
    invariant
```

```
{
```

```
  y := y.left
```

```
}
```

```
}
```

Using magic wands

Pointer to a binary tree

Computes its leftmost leaf

```
method leftLeaf(x: Ref) : (y: Ref)
```

requires Tree(x)

ensures Tree(x)

```
{
```

```
  y := x
```

```
  while(y.left != null)
```

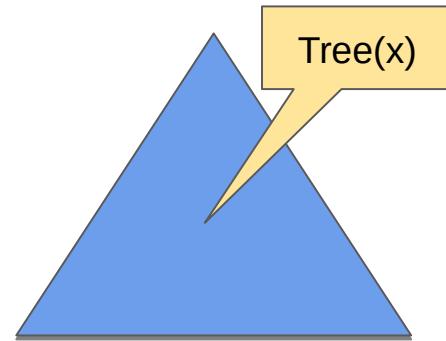
invariant [redacted]

```
{
```

```
  y := y.left
```

```
}
```

```
}
```



Using magic wands

Pointer to a binary tree

Computes its leftmost leaf

```
method leftLeaf(x: Ref) : (y: Ref)
```

requires Tree(x)

ensures Tree(x)

{

 y := x

while(y.left != null)

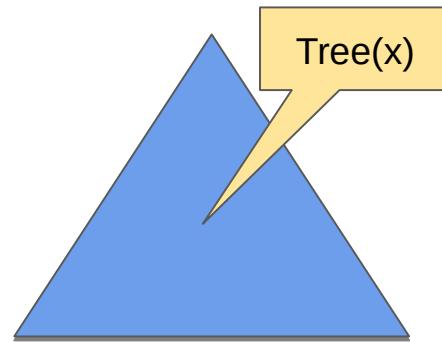
invariant

{

 y := y.left

}

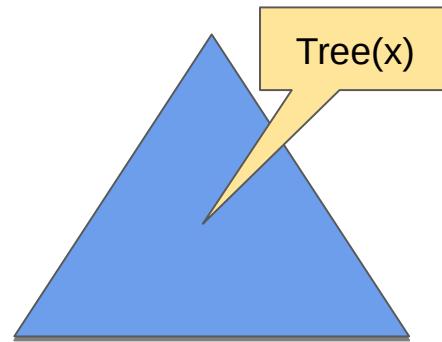
}



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

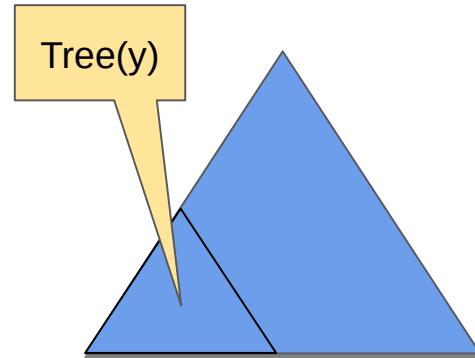
  while(y.left != null)
    invariant
    {
      y := y.left
    }
    } // Need permission to justify read access
}
```



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

  while(y.left != null)
    invariant Tree(y) *
  {
    y := y.left
  }
  Need permission to justify read access
}
```



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
```

```
  y := x
```

How to express the remaining ownership?

```
  while(y.left != null)
```

```
    invariant Tree(y) *
```

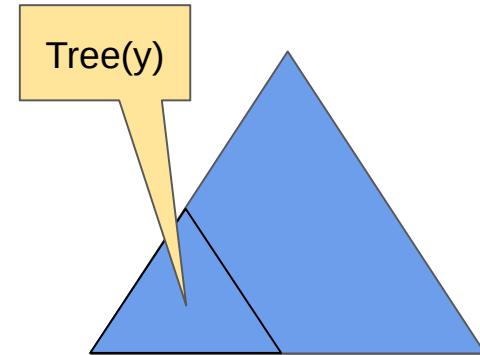
```
{
```

```
  y := y.left
```

```
}
```

Need permission to justify read access

```
}
```



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
```

```
{
```

```
  y := x
```

How to express the remaining ownership?

```
  while(y.left != null)
```

```
    invariant Tree(y) *
```

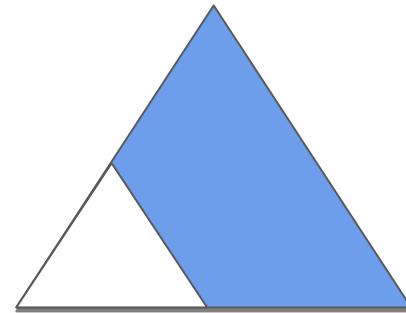
```
{
```

```
  y := y.left
```

```
}
```

Need permission to justify read access

```
}
```



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
```

```
{
```

```
  y := x
```

How to express the remaining ownership?

```
  while(y.left != null)
```

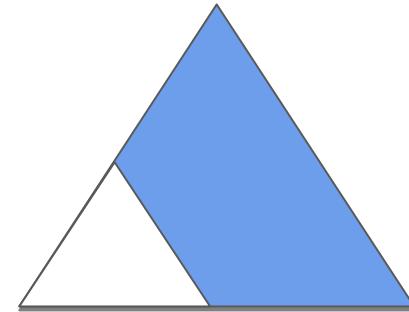
```
    invariant Tree(y) *
```

```
{
```

```
  y := y.left
```

```
}
```

Need permission to justify read access



$\text{Tree}(y) \rightarrow* \text{Tree}(x)$

Magic wand

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
```

```
{
```

```
  y := x
```

How to express the remaining ownership?

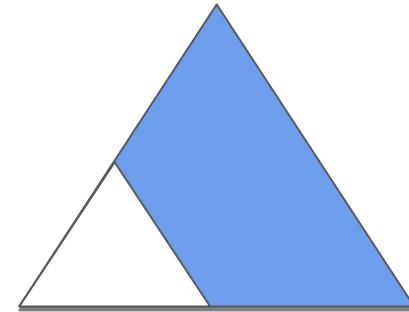
```
  while(y.left != null)
    invariant Tree(y) * (Tree(y) → Tree(x))
```

```
{
```

```
  y := y.left
```

```
}
```

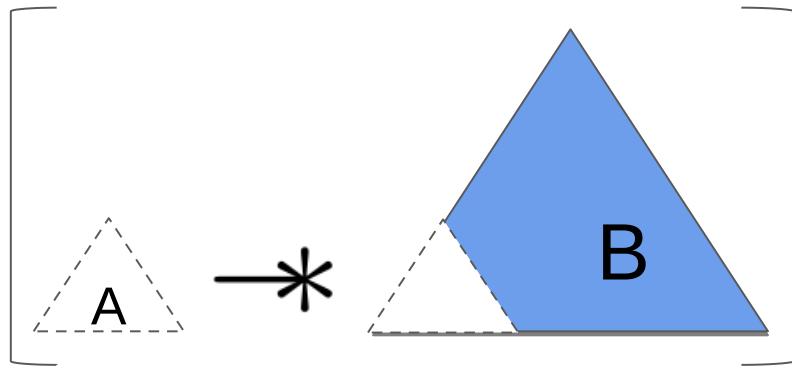
Need permission to justify read access



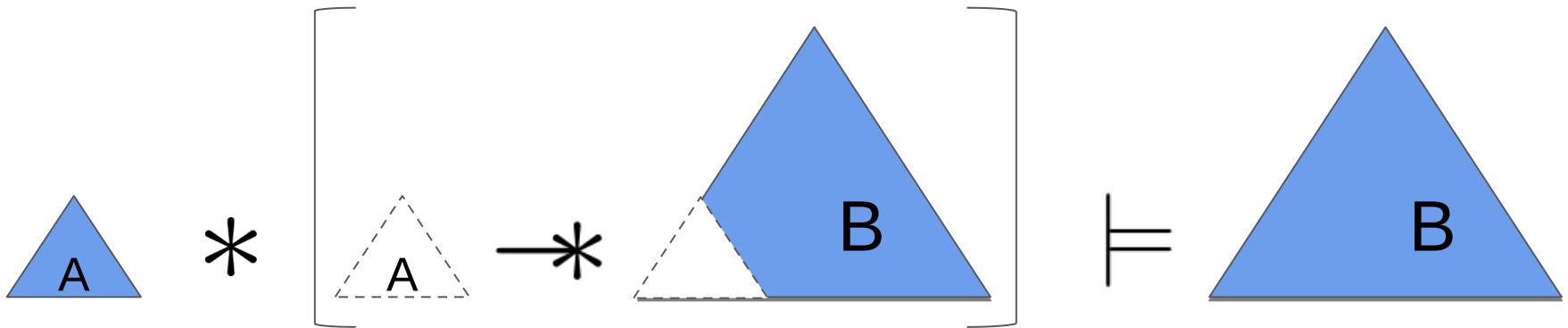
$\text{Tree}(y) \rightarrow \text{Tree}(x)$

Magic wand

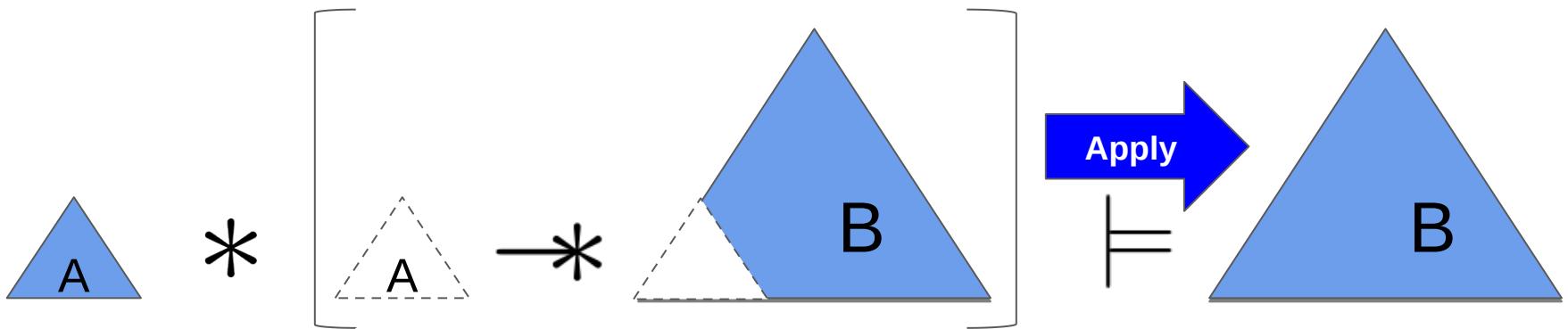
Background: Ghost operations to manipulate magic wands



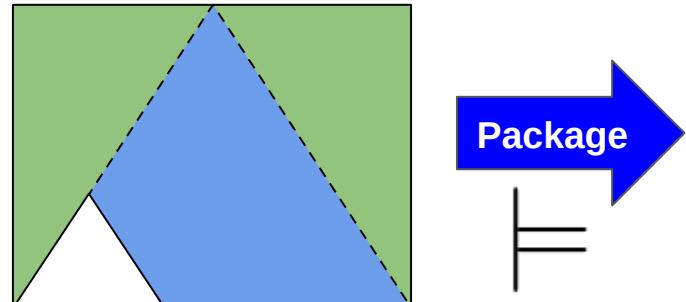
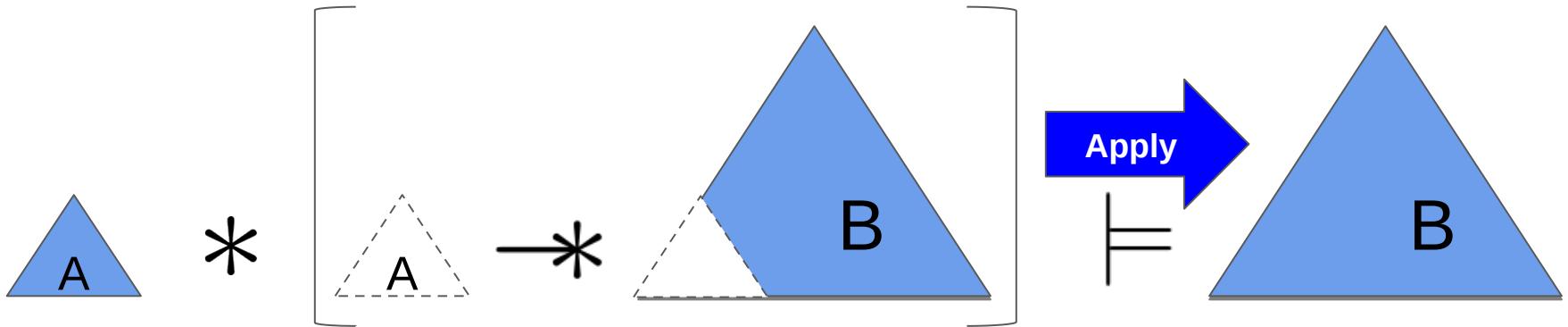
Background: Ghost operations to manipulate magic wands



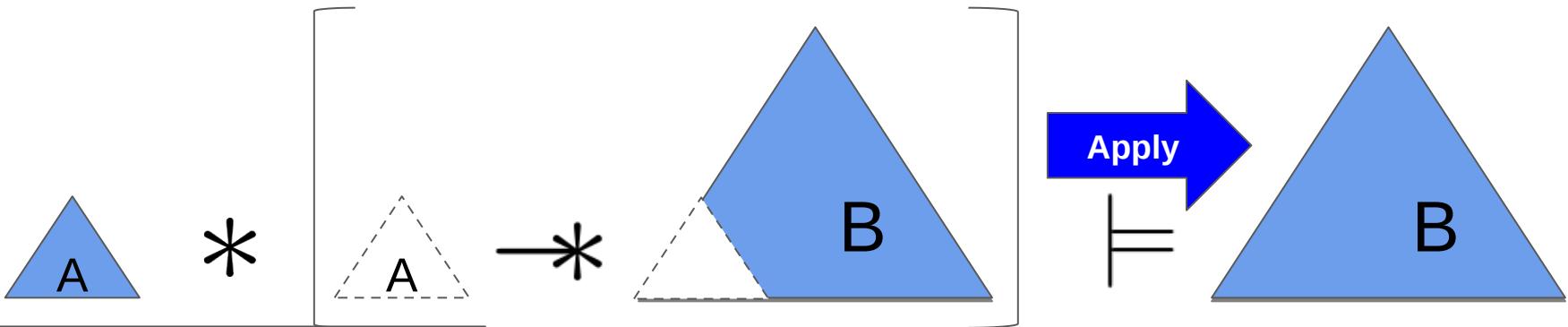
Background: Ghost operations to manipulate magic wands



Background: Ghost operations to manipulate magic wands

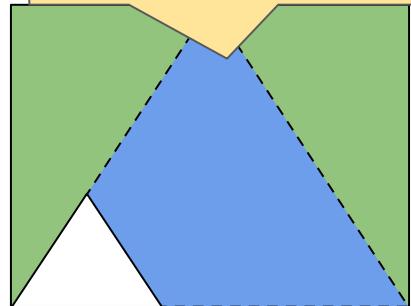
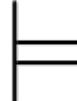


Background: Ghost operations to manipulate magic wands

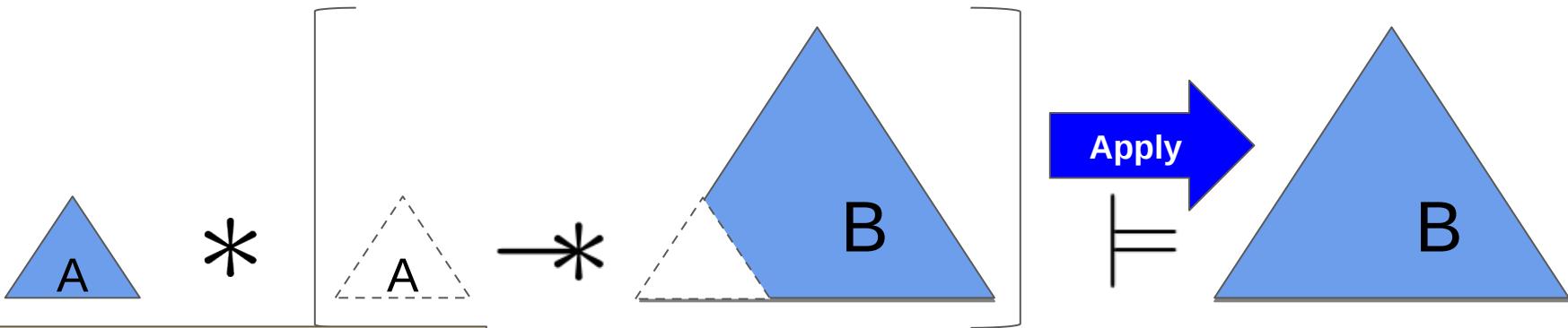


Footprint: Set of resources that, when combined with **A**, guarantee **B**

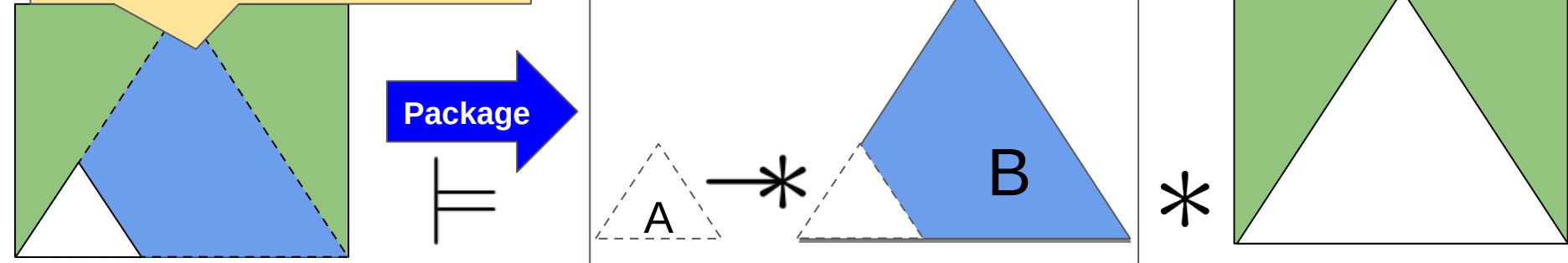
Package



Background: Ghost operations to manipulate magic wands



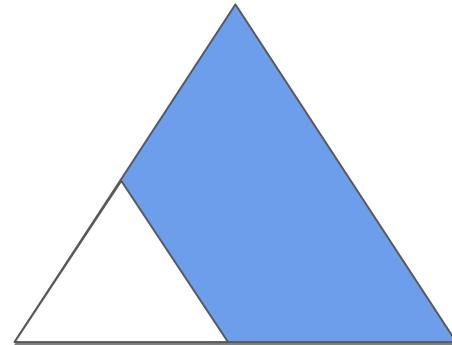
Footprint: Set of resources that, when combined with **A**, guarantee **B**



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
  {
    y := y.left
  }
}
```



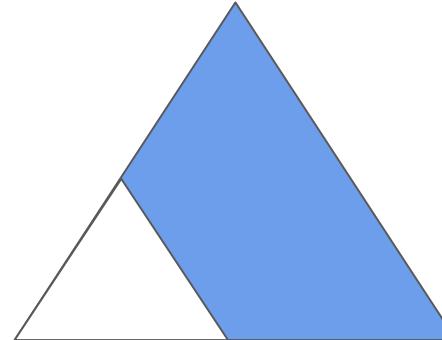
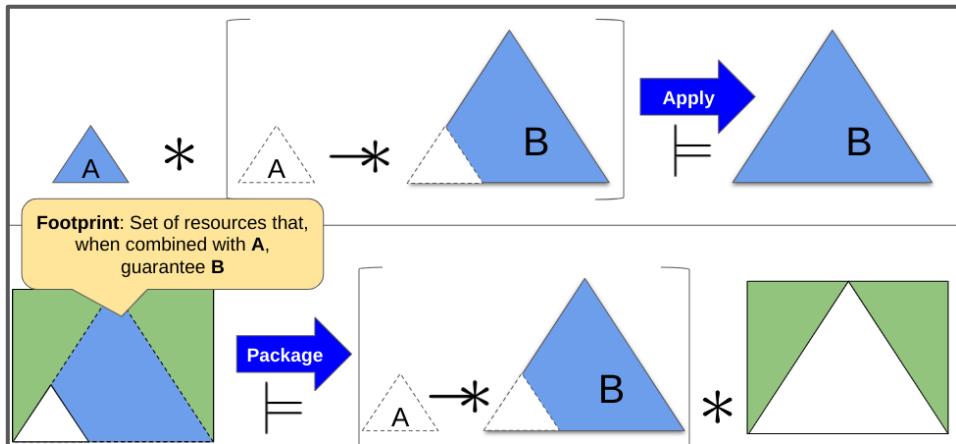
$\text{Tree}(y) \rightarrowtail \text{Tree}(x)$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
  {
    y := y.left

  }
}
```



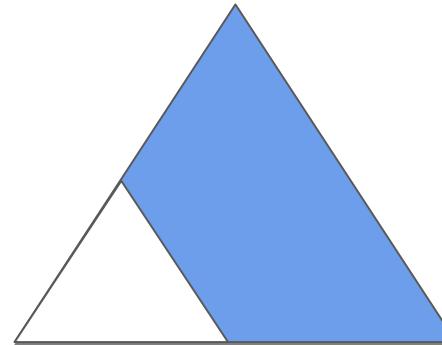
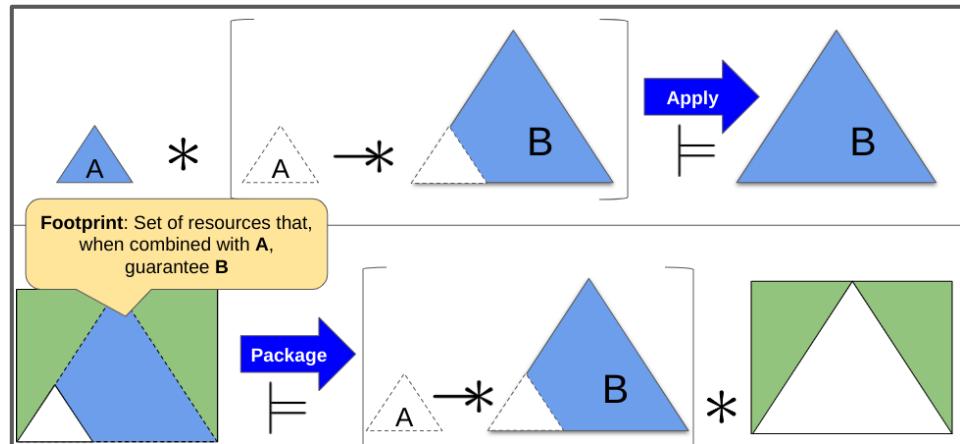
$\text{Tree}(y) \rightarrow* \text{Tree}(x)$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
  {
    y := y.left

  }
}
```



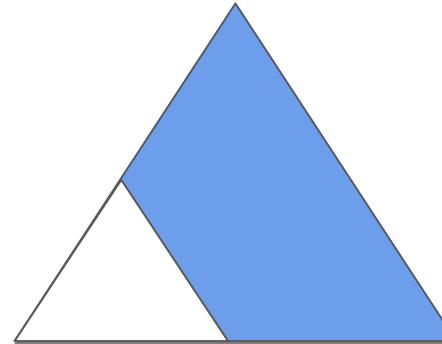
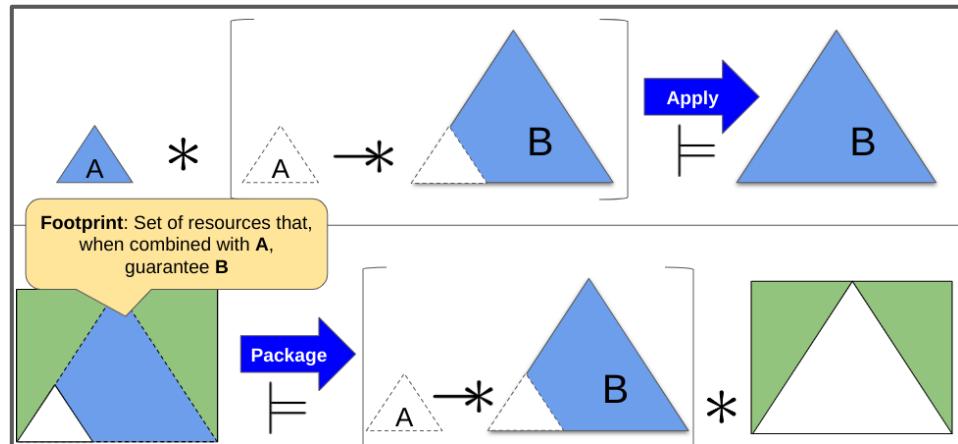
$\text{Tree}(y) \rightarrowtail \text{Tree}(x)$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x
  package Tree(y) -* Tree(x)

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
    {
      y := y.left

    }
}
```

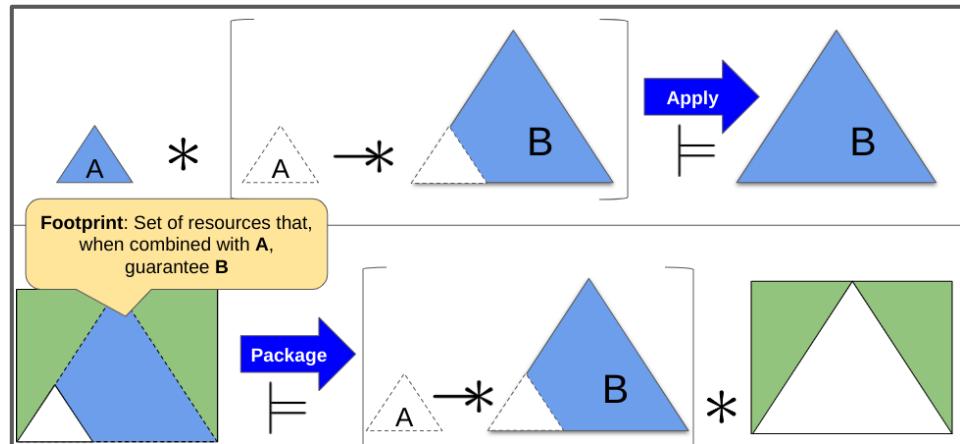


$\text{Tree}(y) \rightarrowtail \text{Tree}(x)$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x
  package Tree(y) -* Tree(x)

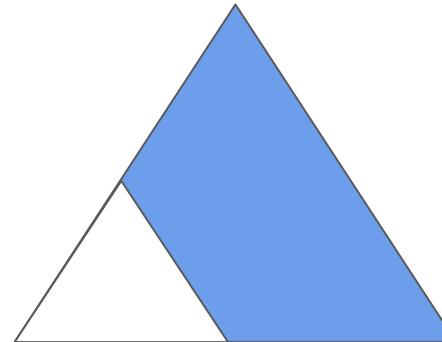
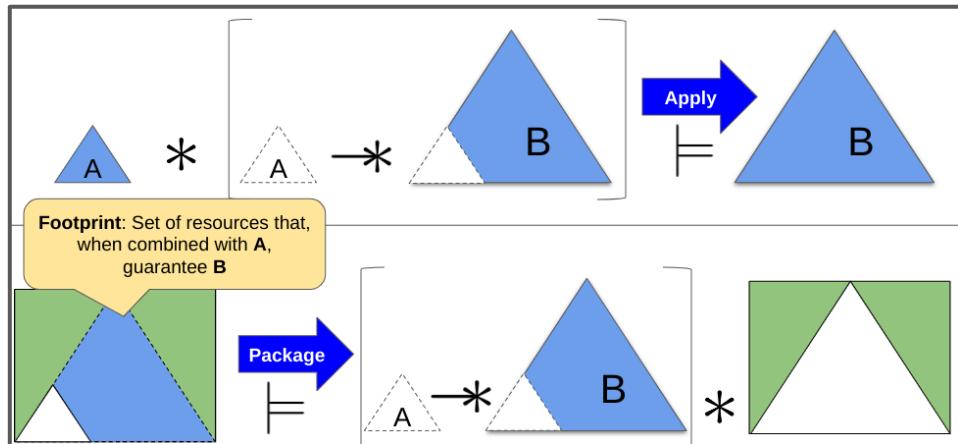
  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
    {
      y := y.left
      package Tree(y) -* Tree(x)
    }
}
```



Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)
{
  y := x
  package Tree(y) -* Tree(x)

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
  {
    y := y.left
    package Tree(y) -* Tree(x)
  }
}
```



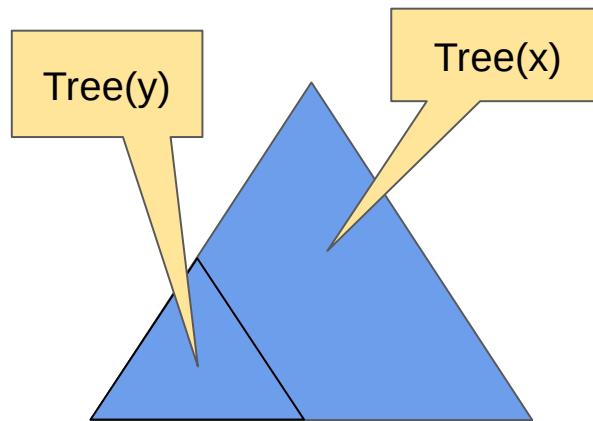
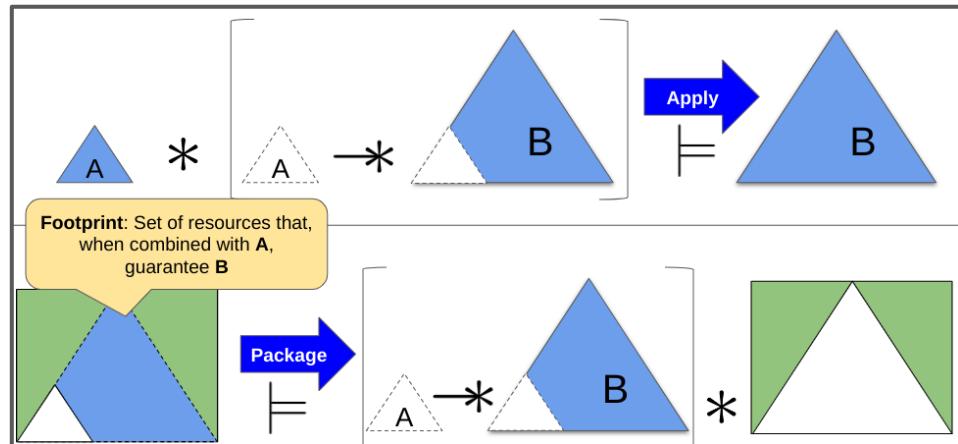
$\text{Tree}(y) \rightarrow\!\!\!-* \text{Tree}(x)$

Using magic wands

```
method leftLeaf(x: Ref) : (y: Ref)
  requires Tree(x)
  ensures Tree(x)

{
  y := x
  package Tree(y) -* Tree(x)

  while(y.left != null)
    invariant Tree(y) * (Tree(y) -* Tree(x))
  {
    y := y.left
    package Tree(y) -* Tree(x)
  }
  apply Tree(y) -* Tree(x)
}
```



Challenge: Automatically compute a **small** and **valid** footprint

STTT 2015

Witnessing the elimination of magic wands

Stefan Blom · Marieke Huisman

VerCors

Challenge: Automatically compute a **small** and **valid** footprint

Not automated: The user must specify the footprint

STTT 2015

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VerCors

ECOOP 2015

Lightweight Support for Magic Wands in an Automatic Verifier

Malte Schwerhoff¹ and Alexander J. Summers²

VIPER

Challenge: Automatically compute a **small** and **valid** footprint

Not automated: The user must specify the footprint

STTT 2015

Witnessing the elimination of magic wands

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VerCors

Automatically computes footprint

ECOOP 2015

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VIPER

Challenge: Automatically compute a **small** and **valid** footprint

Not automated: The user must specify the footprint

STTT 2015

Witnessing the elimination of magic wands

Stefan Blom · Marieke Huisman

VerCors

Automatically computes footprint

Computed footprint sometimes invalid 

ECOOP 2015

Lightweight Support for Magic Wands in an Automatic Verifier

Malte Schwerhoff¹ and Alexander J. Summers²

VIPER

Examples of footprints

Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Valid footprints:



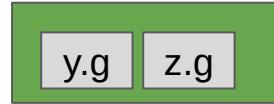
Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Valid footprints:



Examples of footprints

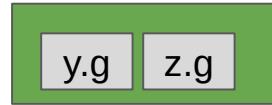
Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Examples of footprints

Current state



package acc(x.f) $\rightarrow\ast$ (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state



package (acc(x.f) * (x.f = y \vee x.f = z)) $\rightarrow\ast$ (acc(x.f) * acc(x.f.g))

Examples of footprints

Current state



package acc(x.f) $\rightarrow\ast$ (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state



package (acc(x.f) * (x.f = y \vee x.f = z) $\rightarrow\ast$ (acc(x.f) * acc(x.f.g))

Potential footprints:



Examples of footprints

Current state



package acc(x.f) $\rightarrow\ast$ (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state



package (acc(x.f) * (x.f = y \vee x.f = z)) $\rightarrow\ast$ (acc(x.f) * acc(x.f.g))

Potential footprints:



Examples of footprints

Current state



package acc(x.f) $\rightarrow\ast$ (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state



package (acc(x.f) * (x.f = y \vee x.f = z)) $\rightarrow\ast$ (acc(x.f) * acc(x.f.g))

Potential footprints:



Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state

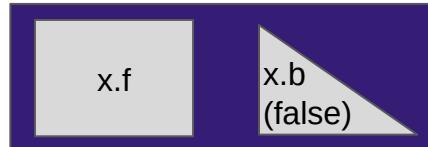


package (acc(x.f) * (x.f = y \vee x.f = z)) \rightarrow^* (acc(x.f) * acc(x.f.g))

Potential footprints:



Current state



package acc(x.b, 1/2) \rightarrow^* (acc(x.b, 1/2) * (x.b \Rightarrow acc(x.f)))

Valid footprints:

Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state

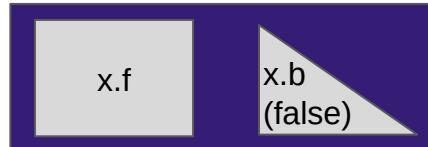


package (acc(x.f) * (x.f = y \vee x.f = z)) \rightarrow^* (acc(x.f) * acc(x.f.g))

Potential footprints:



Current state



package acc(x.b, 1/2) \rightarrow^* (acc(x.b, 1/2) * (x.b \Rightarrow acc(x.f)))

Valid footprints:



Examples of footprints

Current state



package acc(x.f) \rightarrow^* (acc(x.f) * acc(y.g))

Smaller footprint

Valid footprints:



Current state

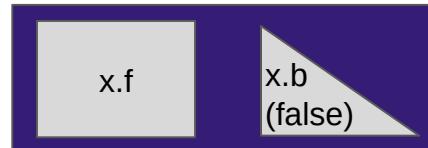


package (acc(x.f) * (x.f = y \vee x.f = z)) \rightarrow^* (acc(x.f) * acc(x.f.g))

Potential footprints:

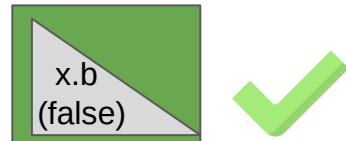


Current state



package acc(x.b, 1/2) \rightarrow^* (acc(x.b, 1/2) * (x.b \Rightarrow acc(x.f)))

Valid footprints:



Examples of footprints

Current state



package $\text{acc}(x.f) \rightarrow * (\text{acc}(x.f) * \text{acc}(y.g))$

Smaller footprint

Valid footprints:



Current state

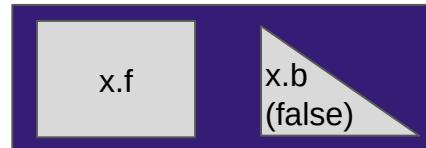


package $(\text{acc}(x.f) * (x.f = y \vee x.f = z)) \rightarrow * (\text{acc}(x.f) * \text{acc}(x.f.g))$

Potential footprints:

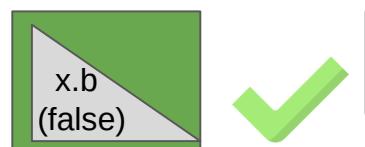


Current state



package $\text{acc}(x.b, 1/2) \rightarrow * (\text{acc}(x.b, 1/2) * (x.b \Rightarrow \text{acc}(x.f)))$

Valid footprints:



No minimal footprint →
no “best” algorithm!

Contributions

1. Package logic

Contributions

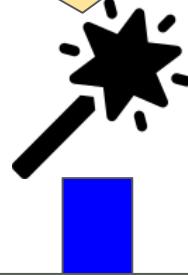
Parametric logical framework for computing footprints
Sound and complete

1. Package logic



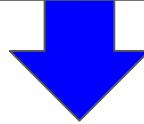
Contributions

Standard wand



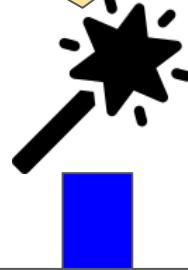
Parametric logical framework for computing footprints
Sound and complete

1. Package logic



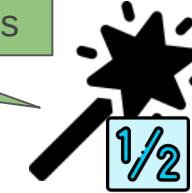
Contributions

Standard wand



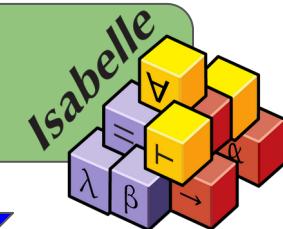
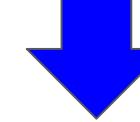
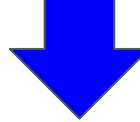
2. Combinable wand

Novel definition of the magic wand, with useful properties when combined with fractional permissions



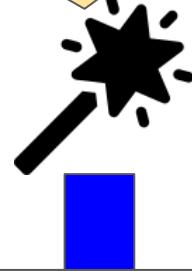
Parametric logical framework for computing footprints
Sound and complete

1. Package logic



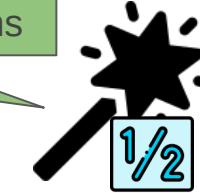
Contributions

Standard wand



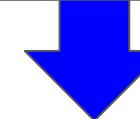
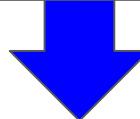
2. Combinable wand

Novel definition of the magic wand, with useful properties when combined with fractional permissions



Parametric logical framework for computing footprints
Sound and complete

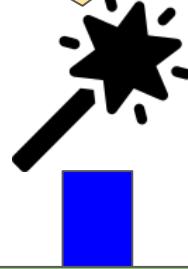
1. Package logic



3. Implementations and evaluation

Contributions

Standard wand



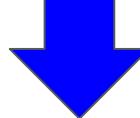
2. Combinable wand

Novel definition of the magic wand, with useful properties when combined with fractional permissions

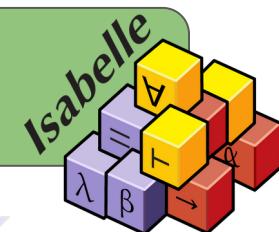


Parametric logical framework for computing footprints
Sound and complete

1. Package logic



3. Implementations and evaluation



Computing a footprint using the package logic (simplified)

package acc(x.f) $\rightarrow\ast$ acc(x.f) * acc(y.g)

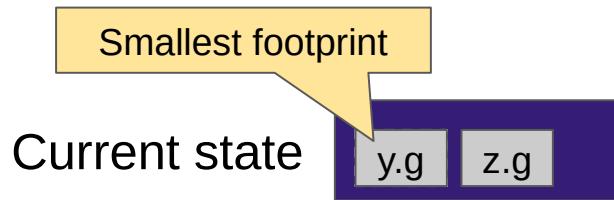
Current state



Footprint: Set of resources that, when combined with acc(x.f), guarantee acc(x.f) * acc(y.g)

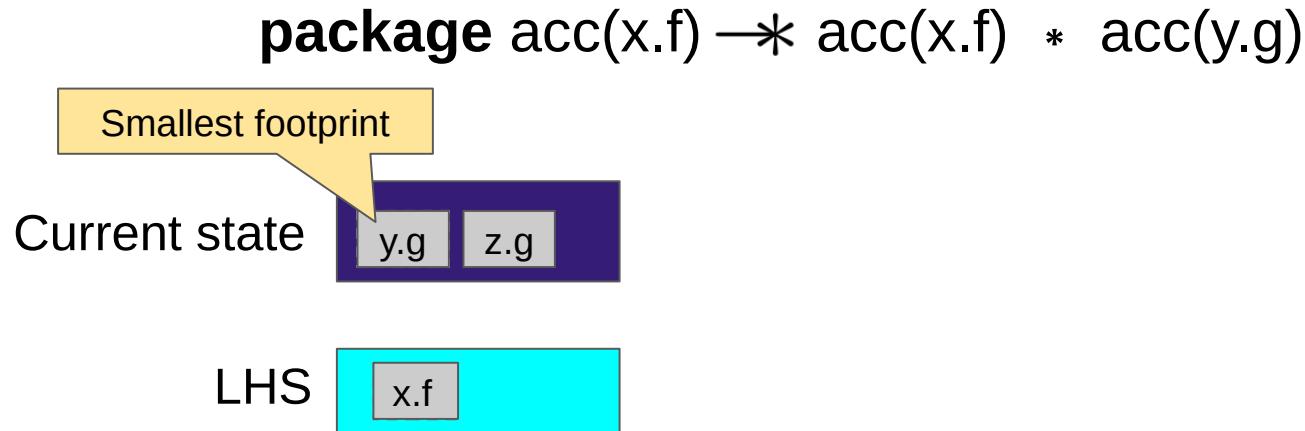
Computing a footprint using the package logic (simplified)

package acc(x.f) $\rightarrow\ast$ acc(x.f) * acc(y.g)



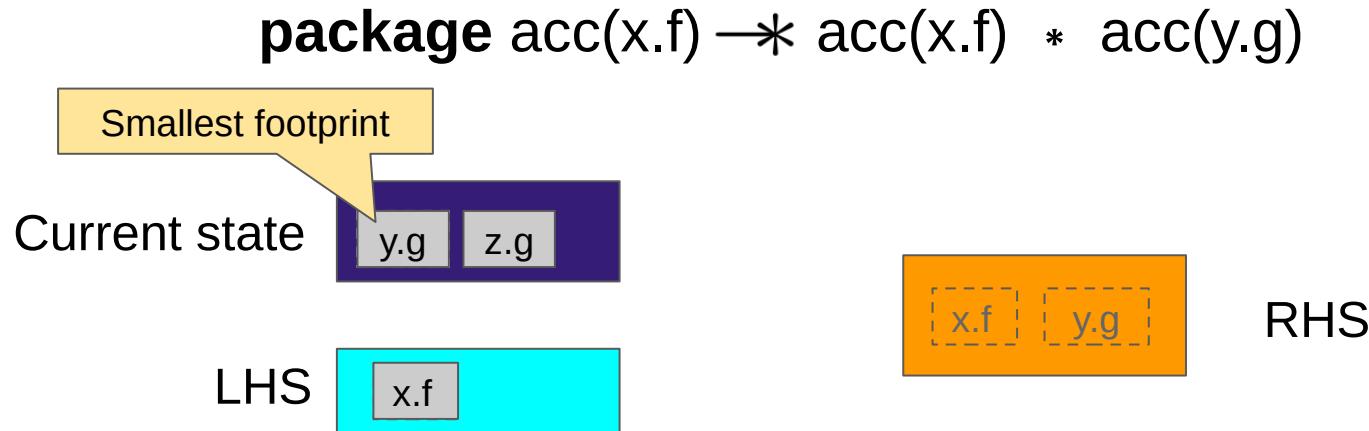
Footprint: Set of resources that, when combined with acc(x.f), guarantee acc(x.f) * acc(y.g)

Computing a footprint using the package logic (simplified)



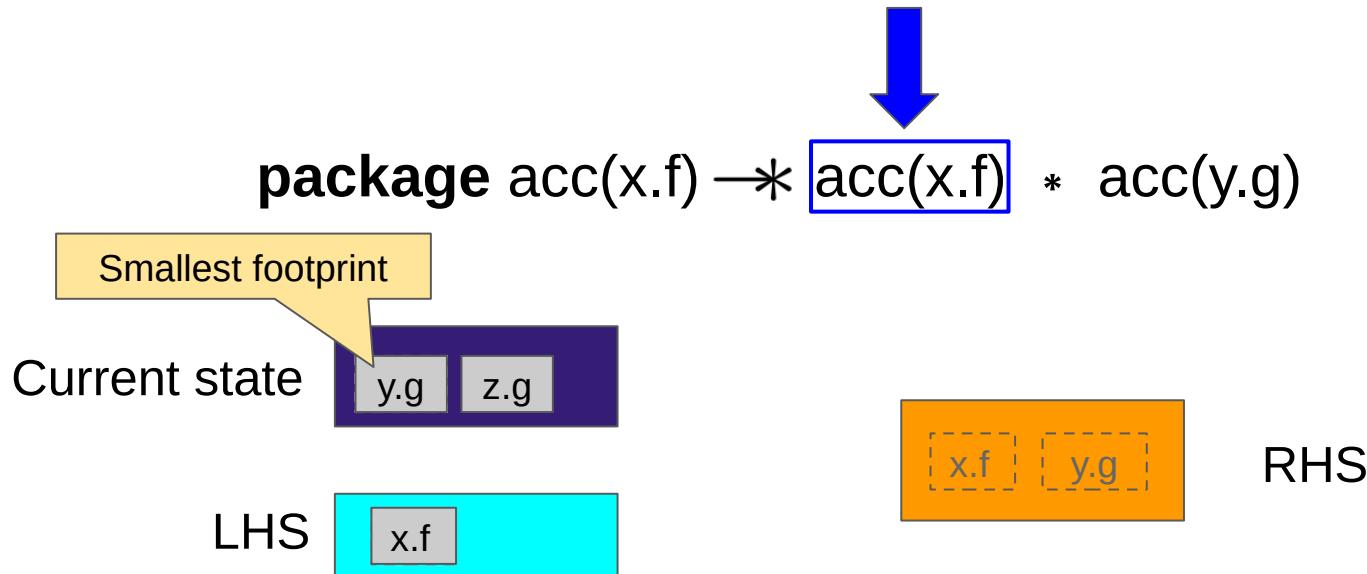
Footprint: Set of resources that, when combined with acc(x.f), guarantee acc(x.f) * acc(y.g)

Computing a footprint using the package logic (simplified)



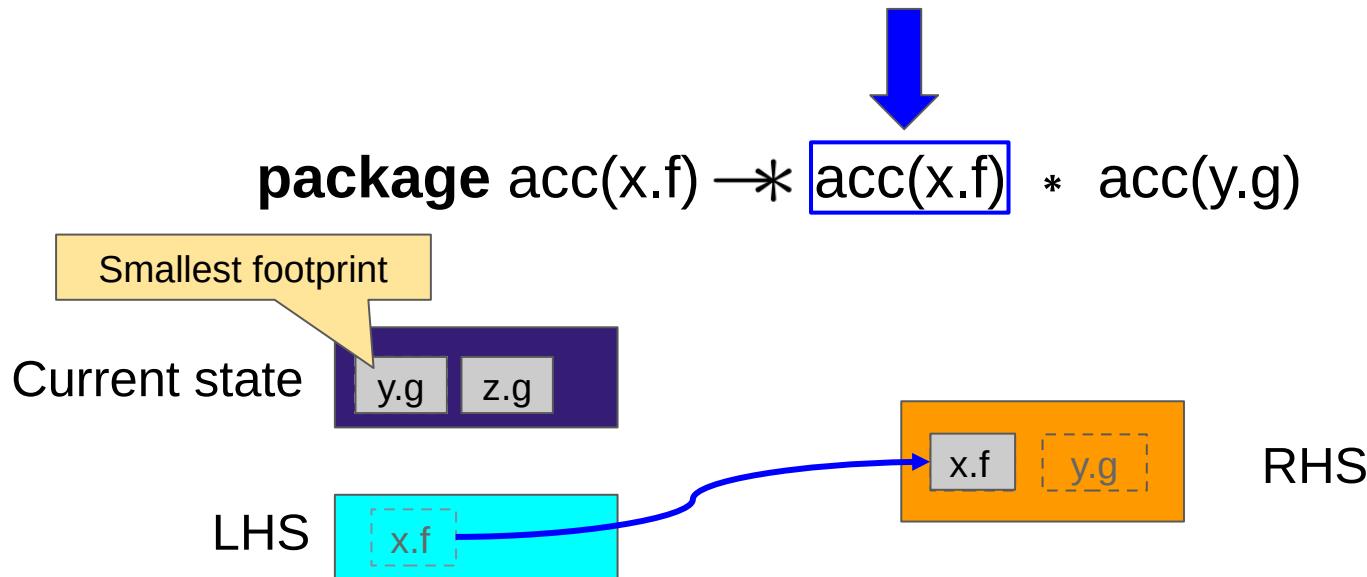
Footprint: Set of resources that, when combined with acc(x.f), guarantee acc(x.f) * acc(y.g)

Computing a footprint using the package logic (simplified)



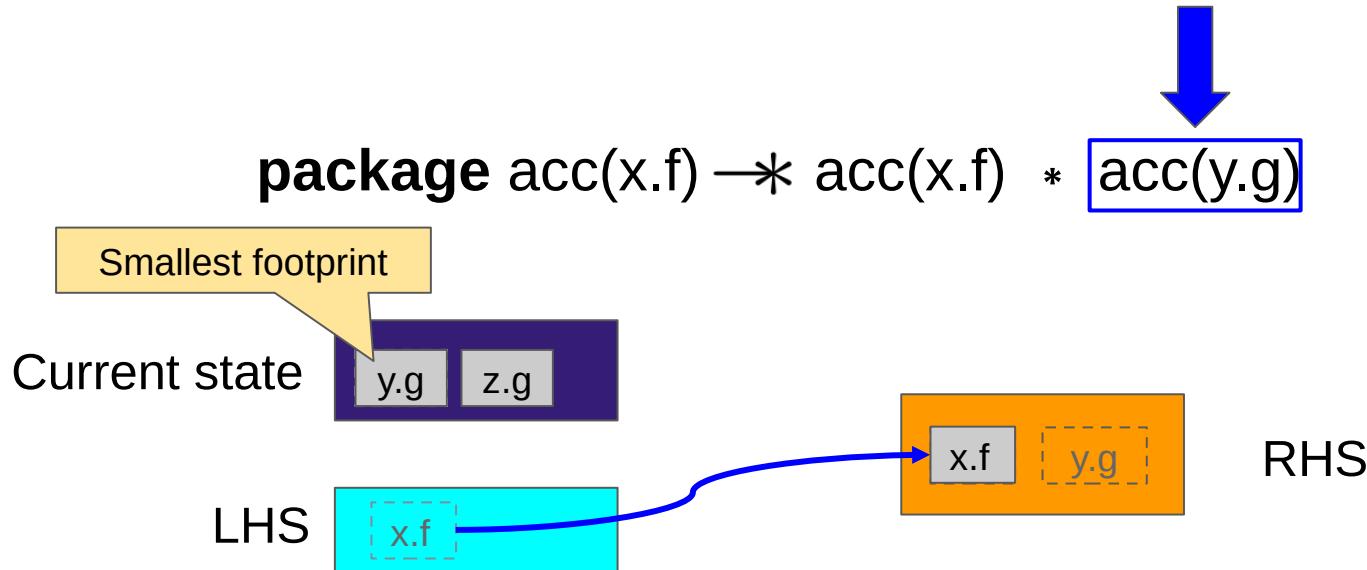
Footprint: Set of resources that, when combined with $\text{acc}(x.f)$, guarantee $\text{acc}(x.f) * \text{acc}(y.g)$

Computing a footprint using the package logic (simplified)



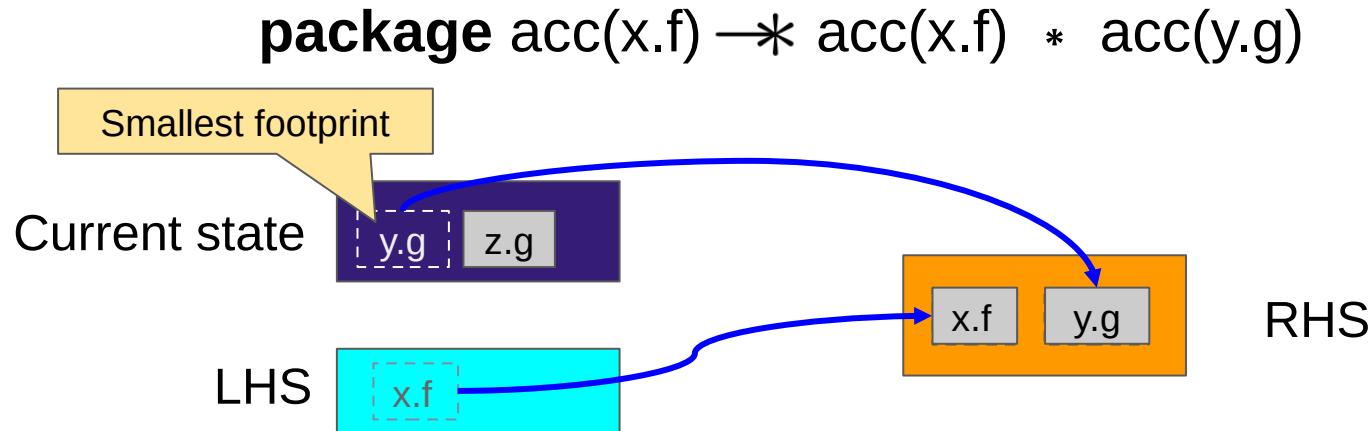
Footprint: Set of resources that, when combined with $\text{acc}(x.f)$, guarantee $\text{acc}(x.f) * \text{acc}(y.g)$

Computing a footprint using the package logic (simplified)



Footprint: Set of resources that, when combined with $\text{acc}(x.f)$, guarantee $\text{acc}(x.f) * \text{acc}(y.g)$

Computing a footprint using the package logic (simplified)



Footprint: Set of resources that, when combined with acc(x.f), guarantee acc(x.f) * acc(y.g)

Using the package logic

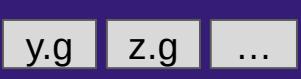
package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow * acc(x.f) * acc(x.f.g)

h_0 

Using the package logic

package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow * acc(x.f) * acc(x.f.g)

h_0



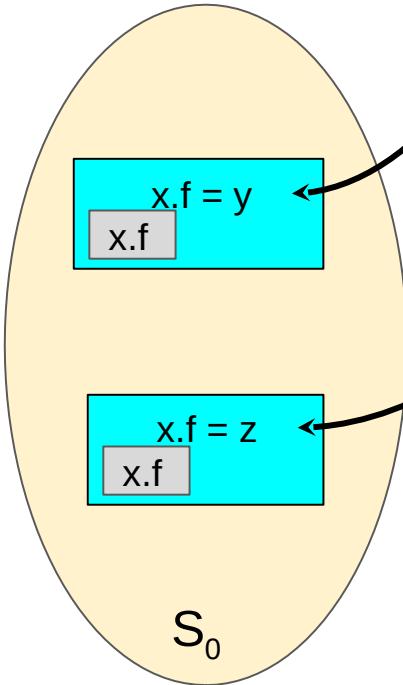
How to represent a state satisfying a disjunction?

Using the package logic

package acc($x.f$) * ($x.f = y \vee x.f = z$) \rightarrow acc($x.f$) * acc($x.f.g$)

h_0 

How to represent a state satisfying a disjunction?

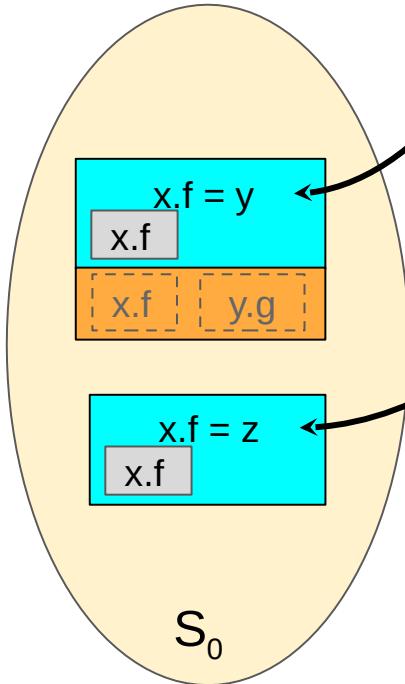


Using the package logic

package acc($x.f$) * ($x.f = y \vee x.f = z$) \rightarrow acc($x.f$) * acc($x.f.g$)

h_0 

How to represent a state satisfying a disjunction?

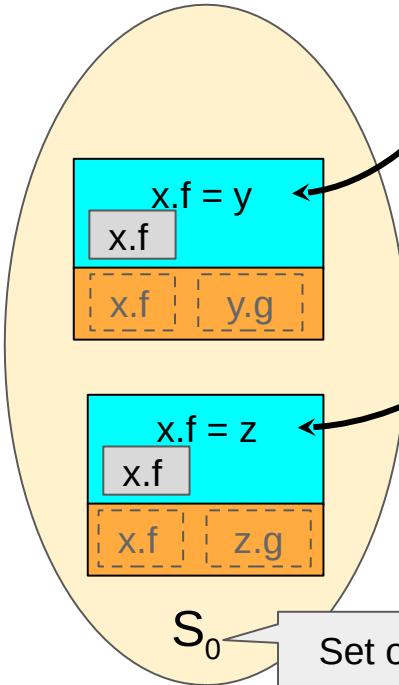


Using the package logic

package acc($x.f$) * ($x.f = y \vee x.f = z$) \rightarrow acc($x.f$) * acc($x.f.g$)

h_0 

How to represent a state satisfying a disjunction?



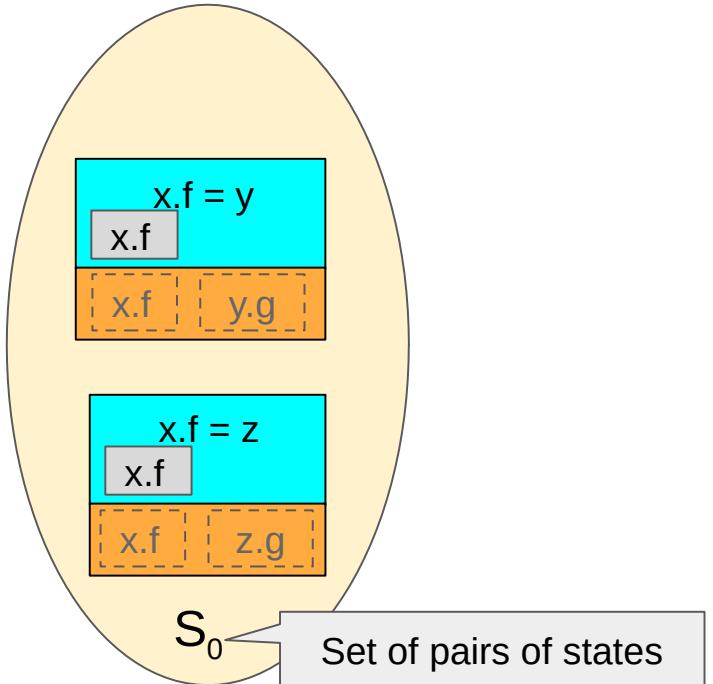
S_0

Set of pairs of states

Using the package logic



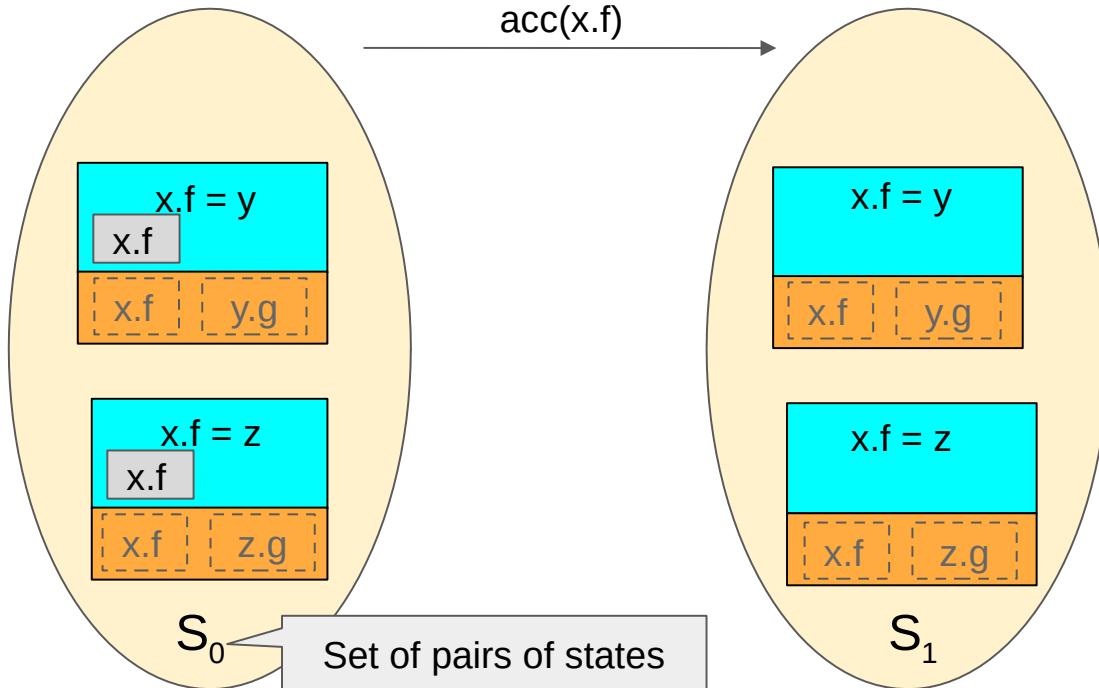
package acc($x.f$) * ($x.f = y \vee x.f = z$) $\rightarrow*$ **acc($x.f$) * acc($x.f.g$)**



Using the package logic



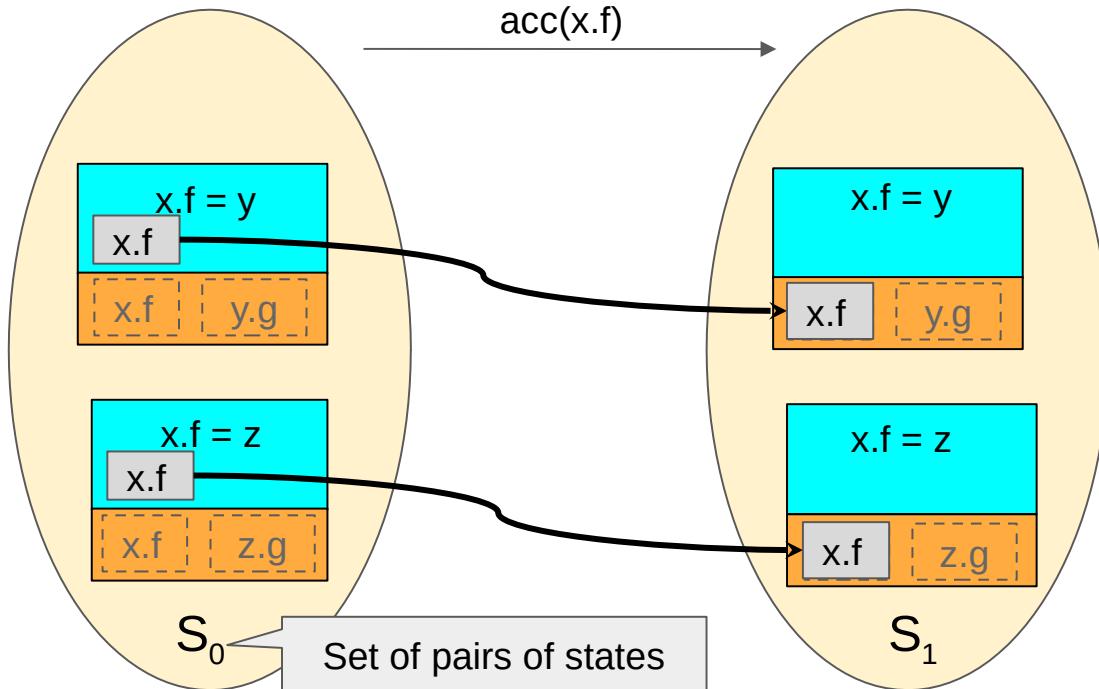
package acc($x.f$) * ($x.f = y \vee x.f = z$) $\rightarrow*$ **acc($x.f$) * acc($x.f.g$)**



Using the package logic

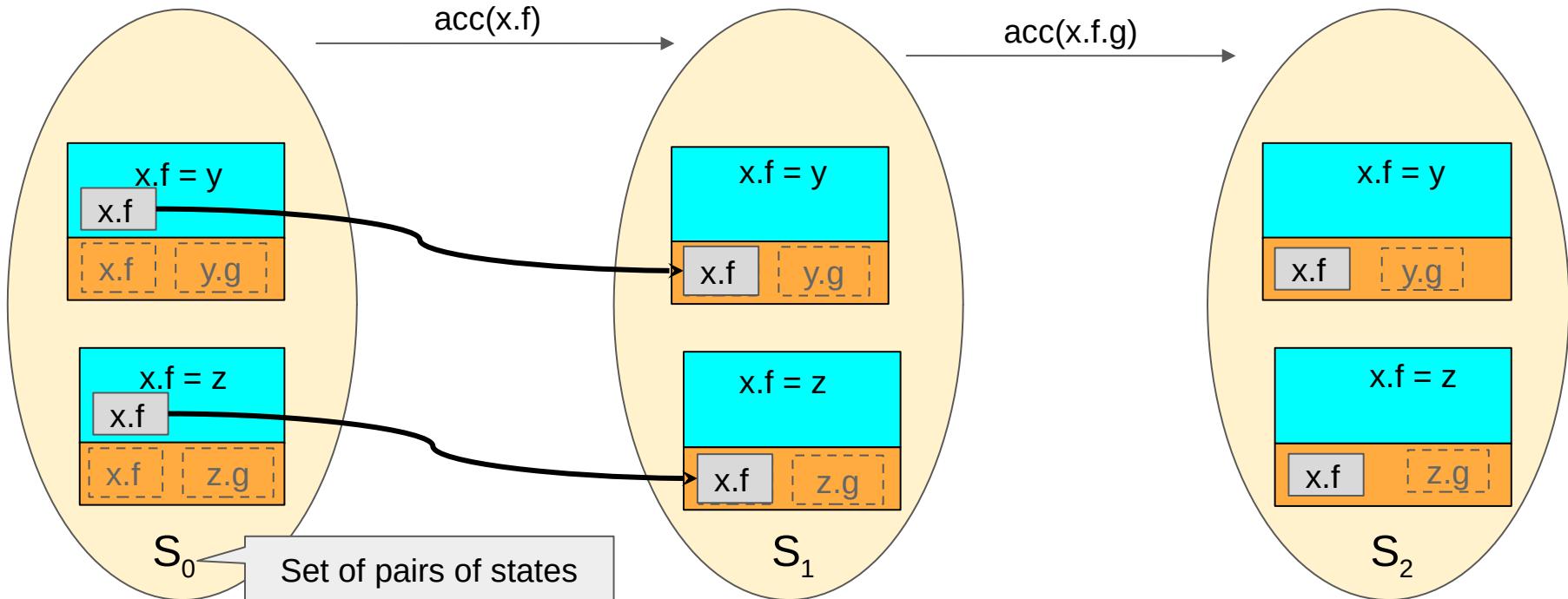


package acc($x.f$) * ($x.f = y \vee x.f = z$) $\rightarrow*$ acc($x.f$) * acc($x.f.g$)



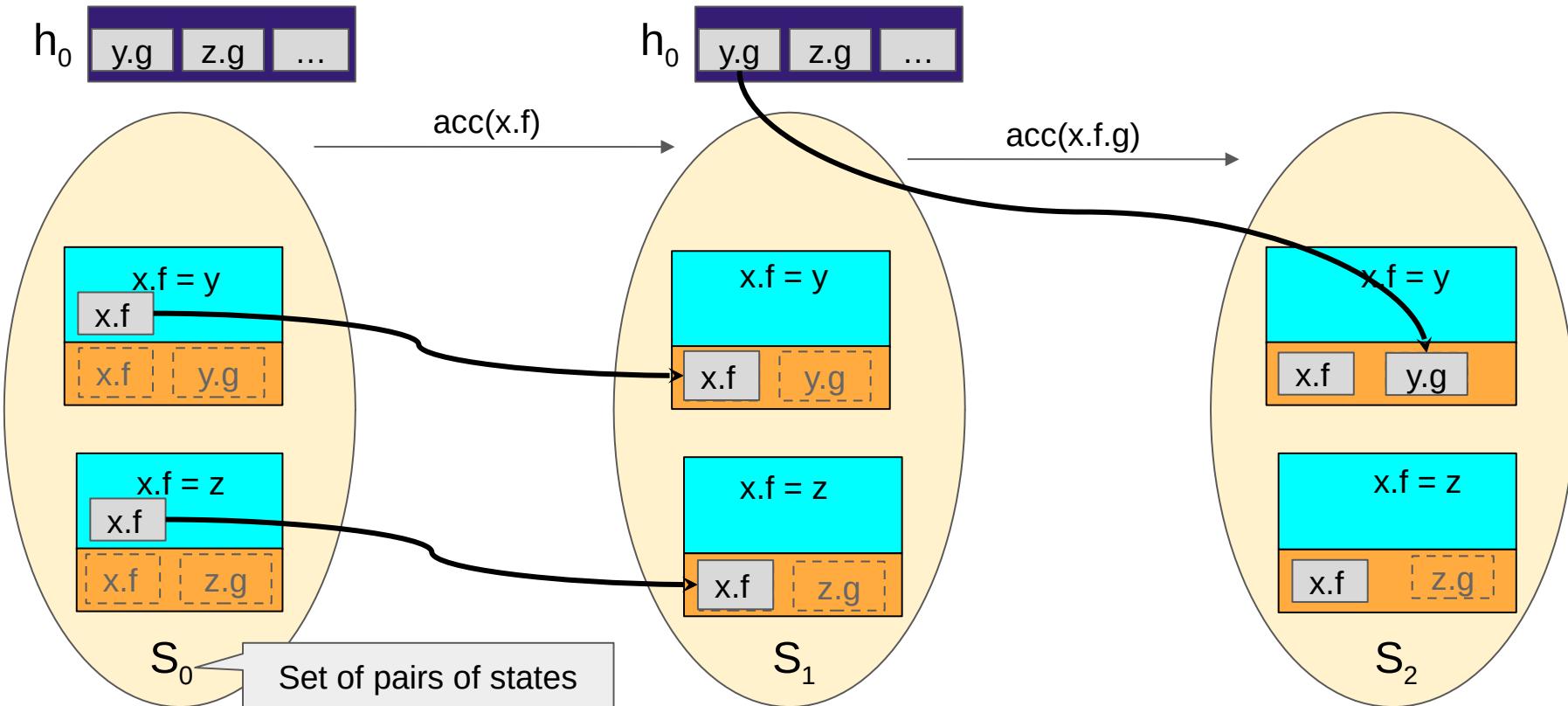
Using the package logic

package acc(x.f) * (x.f = y ∨ x.f = z) → acc(x.f) * **acc(x.f.g)**



Using the package logic

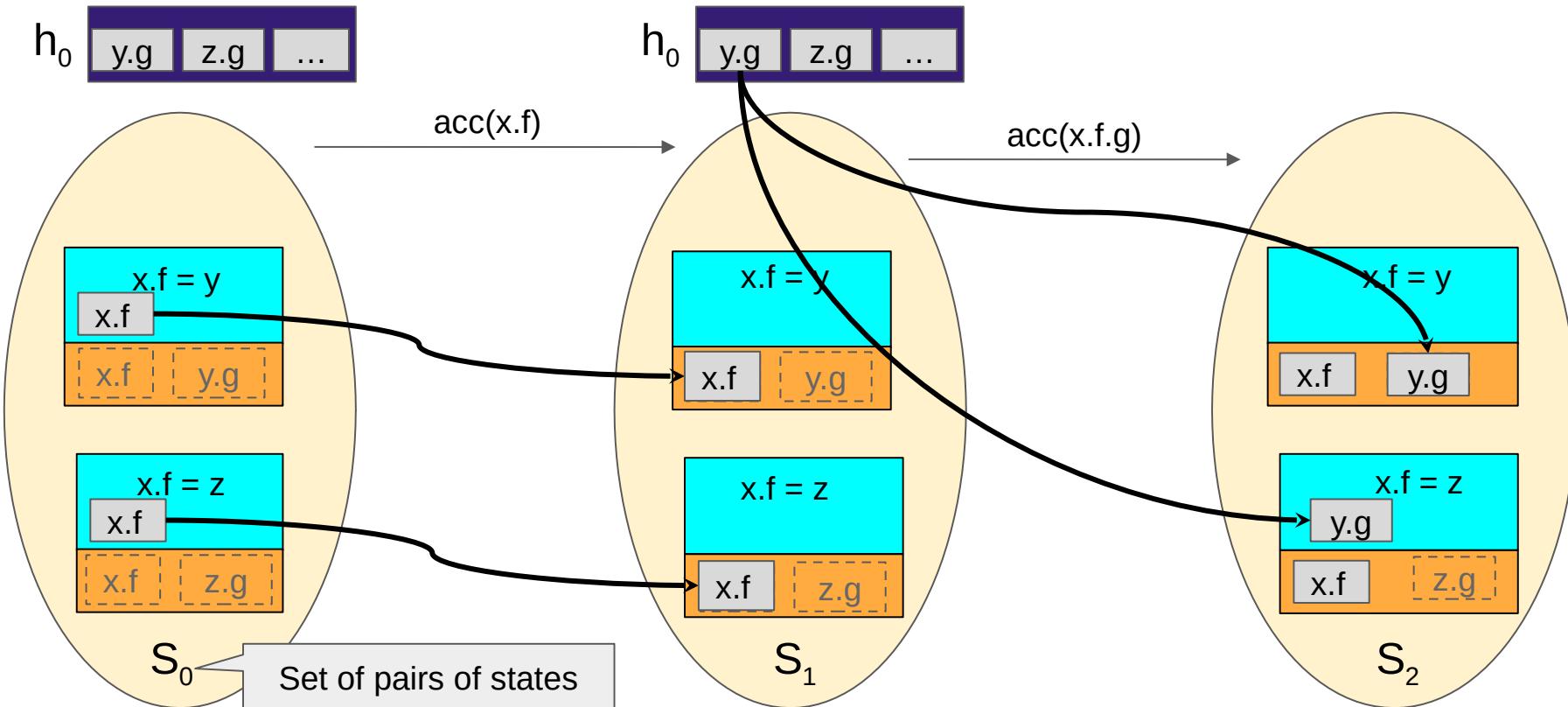
package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow acc(x.f) * **acc(x.f.g)**



Using the package logic



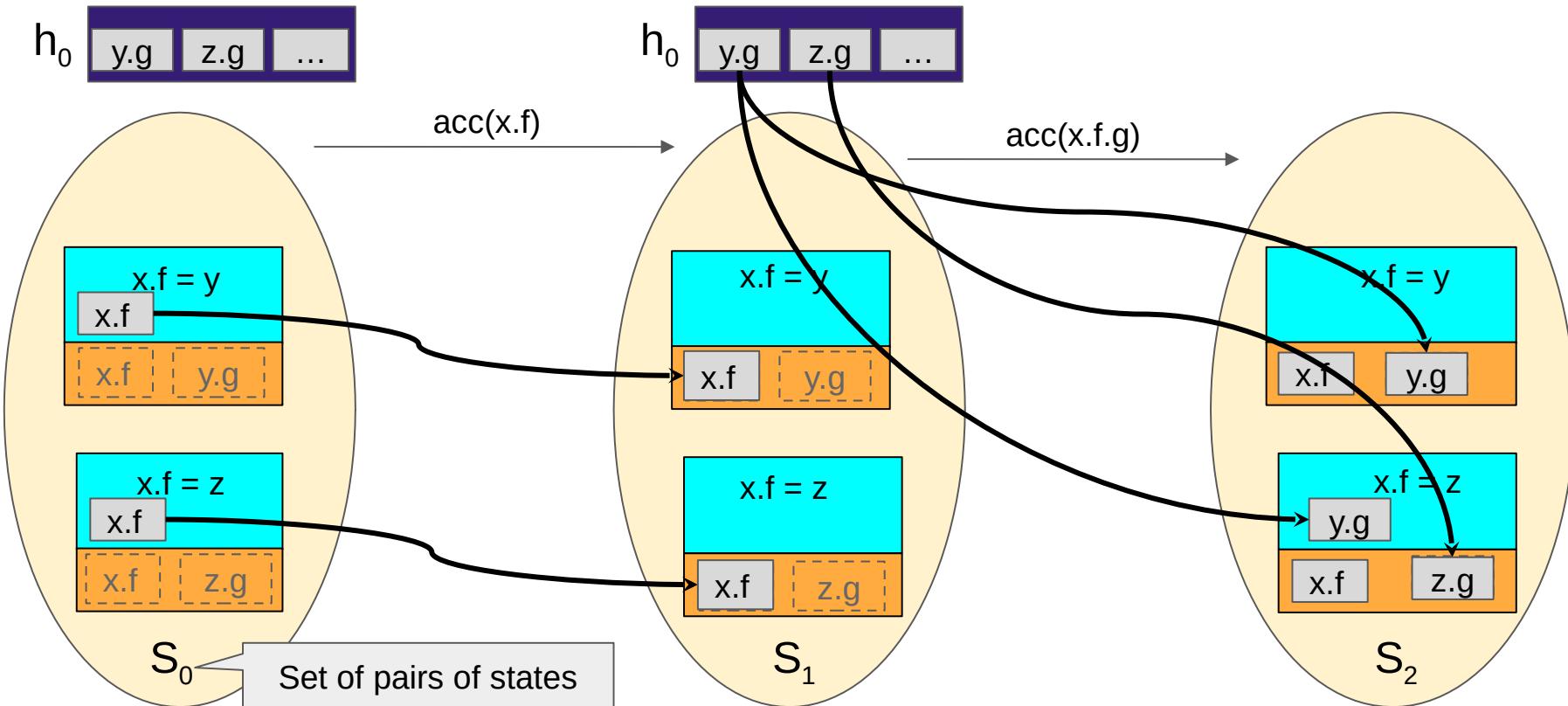
package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow acc(x.f) * **acc(x.f.g)**



Using the package logic

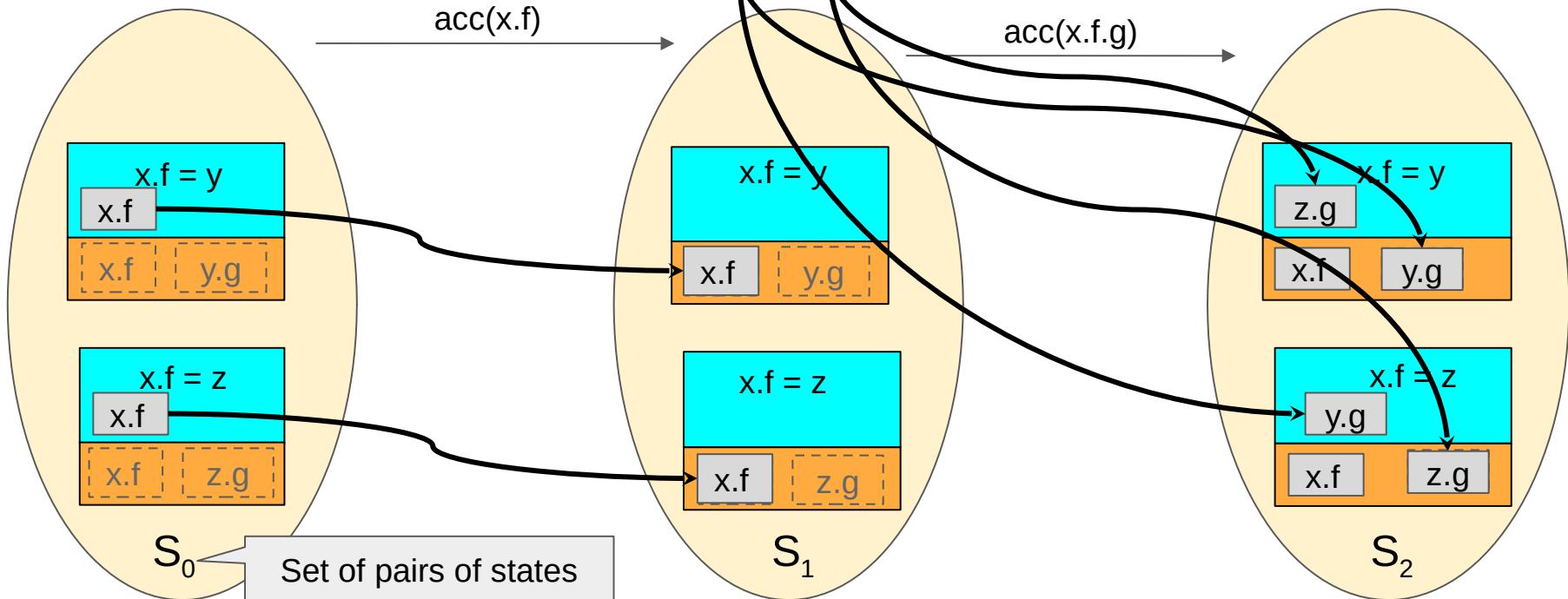


package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow acc(x.f) * **acc(x.f.g)**



Using the package logic

package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow acc(x.f) * **acc(x.f.g)**

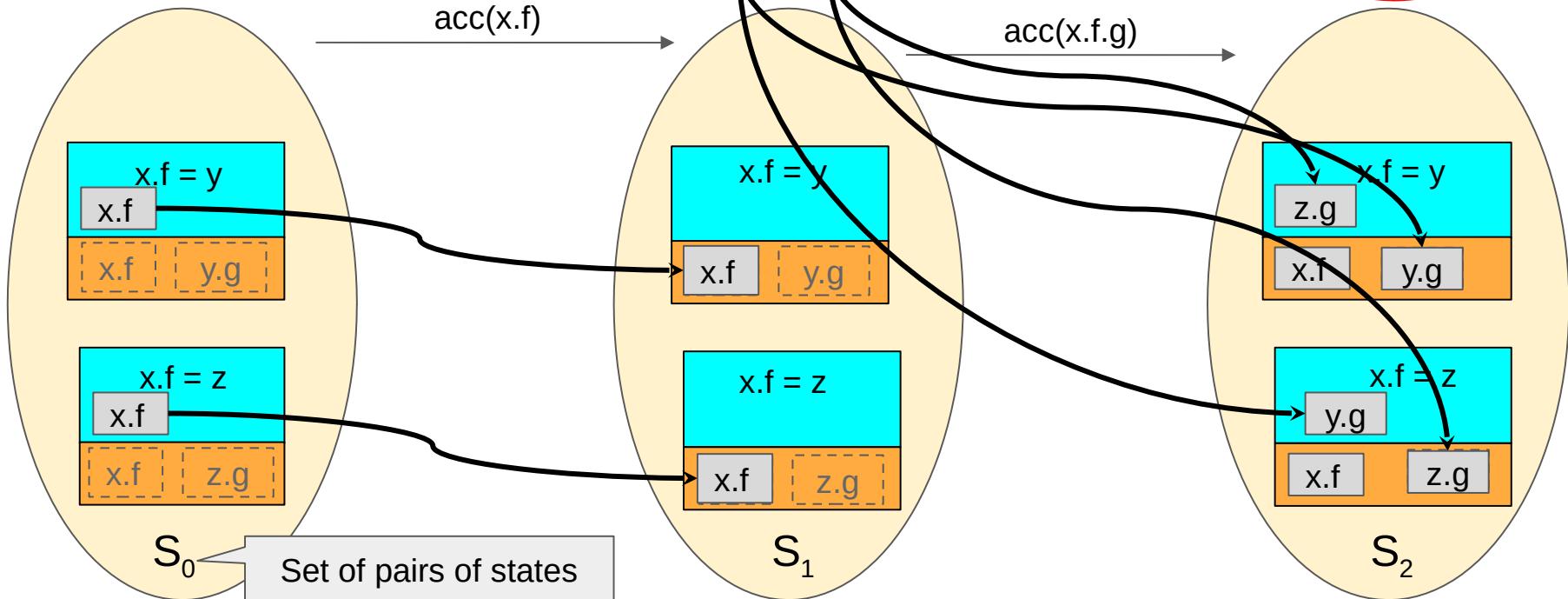


Using the package logic

package acc(x.f) * (x.f = y \vee x.f = z) \rightarrow acc(x.f) * acc(x.f.g)

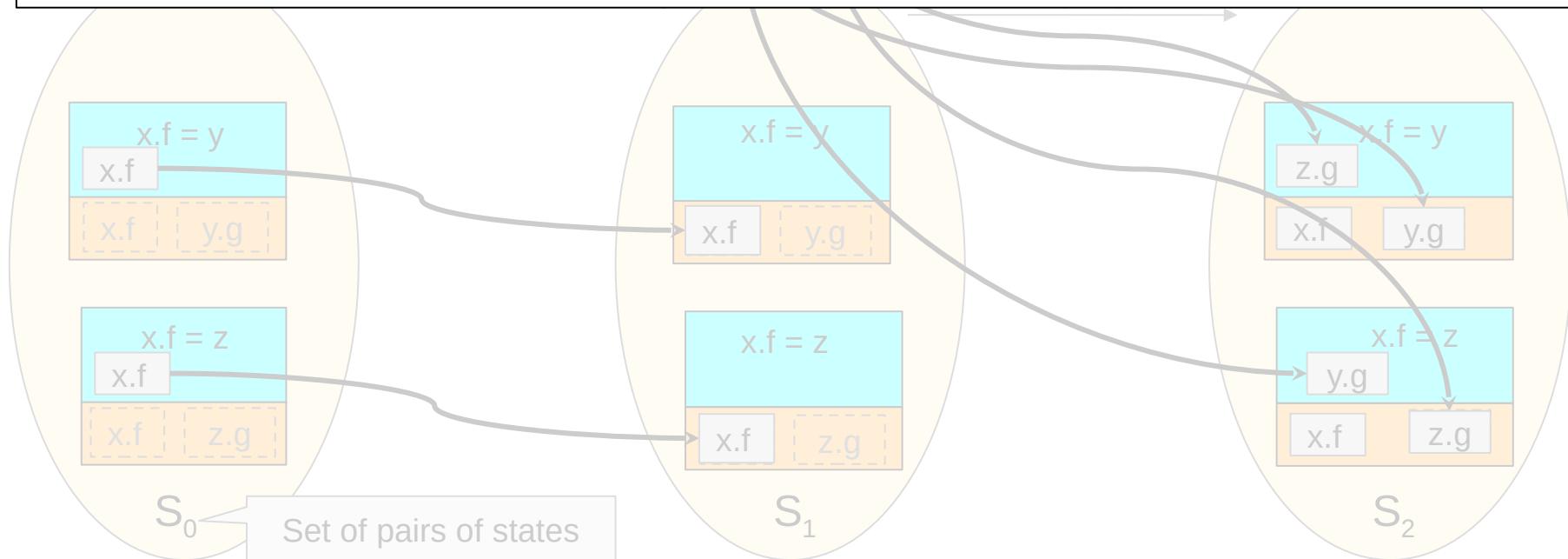


Footprint



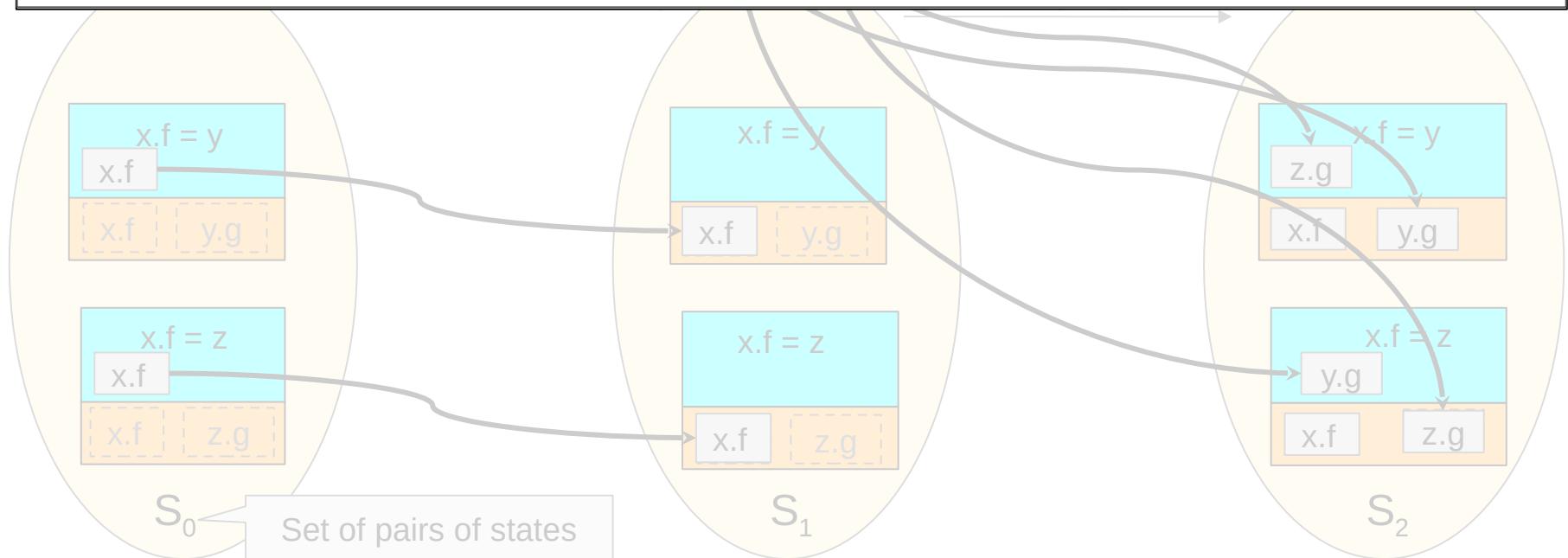
Using the package logic

$$\frac{\dots}{\langle \text{acc}(x.f), (h_0, S_0) \rangle \rightsquigarrow (h_0, S_1)} \text{Atom} \quad \frac{\dots}{\langle \text{acc}(x.f.g), (h_1, S') \rangle \rightsquigarrow (h_1, S_2)} \text{Atom} \quad \dagger \quad \frac{\langle \text{acc}(x.f.g), (h_0, S_1) \rangle \rightsquigarrow (h_1, S_2)}{\langle \text{acc}(x.f) * \text{acc}(x.f.g), (h_0, S_0) \rangle \rightsquigarrow (h_1, S_2)} \text{Star}$$



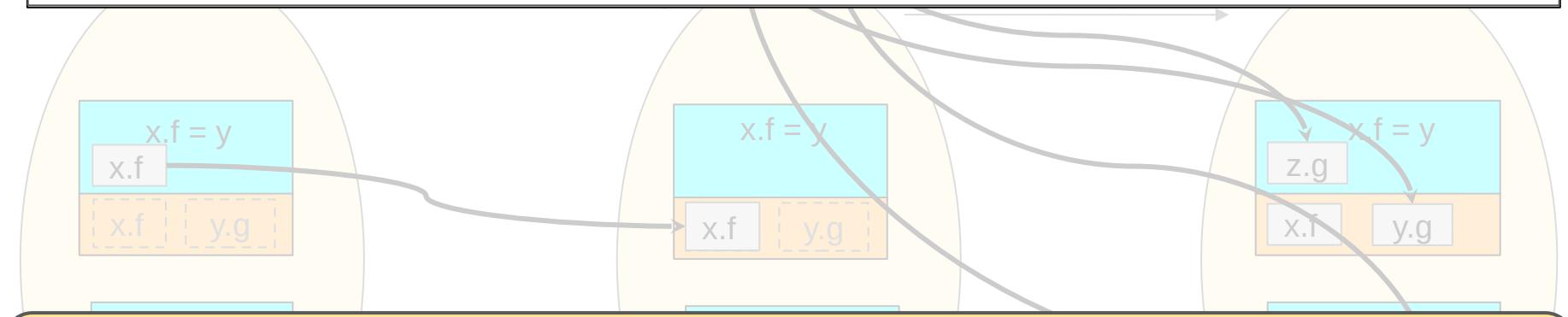
Using the package logic

$$\frac{\dots}{\langle \text{acc}(x.f), (h_0, S_0) \rangle \rightsquigarrow (h_0, S_1)} \text{Atom} \quad \frac{\dots}{\langle \text{acc}(x.f.g), (h_1, S') \rangle \rightsquigarrow (h_1, S_2)} \text{Atom} \quad \dagger \quad \frac{\langle \text{acc}(x.f.g), (h_0, S_1) \rangle \rightsquigarrow (h_1, S_2)}{\langle \text{acc}(x.f) * \text{acc}(x.f.g), (h_0, S_0) \rangle \rightsquigarrow (h_1, S_2)} \text{Extract Star}$$



Using the package logic

$$\frac{\dots}{\langle \text{acc}(x.f), (h_0, S_0) \rangle \rightsquigarrow (h_0, S_1)} \text{Atom} \quad \frac{\dots}{\langle \text{acc}(x.f.g), (h_1, S') \rangle \rightsquigarrow (h_1, S_2)} \text{Atom} \quad \dagger \quad \frac{\langle \text{acc}(x.f.g), (h_0, S_1) \rangle \rightsquigarrow (h_1, S_2)}{\langle \text{acc}(x.f) * \text{acc}(x.f.g), (h_0, S_0) \rangle \rightsquigarrow (h_1, S_2)} \text{Extract Star}$$



Any valid footprint computation \leftrightarrow correct derivation in the package logic

S_0

Set of pairs of states

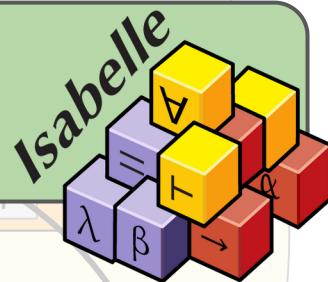
S_1

S_2

Using the package logic

$$\frac{\dots}{\langle \text{acc}(x.f), (h_0, S_0) \rangle \rightsquigarrow (h_0, S_1)} \text{Atom} \quad \frac{\dots}{\langle \text{acc}(x.f.g), (h_1, S') \rangle \rightsquigarrow (h_1, S_2)} \text{Atom} \quad \dagger \quad \frac{\langle \text{acc}(x.f.g), (h_0, S_1) \rangle \rightsquigarrow (h_1, S_2)}{\langle \text{acc}(x.f) * \text{acc}(x.f.g), (h_0, S_0) \rangle \rightsquigarrow (h_1, S_2)} \text{Extract Star}$$

The package logic is sound and complete for computing footprints



Any valid footprint computation \leftrightarrow correct derivation in the package logic

S_0

Set of pairs of states

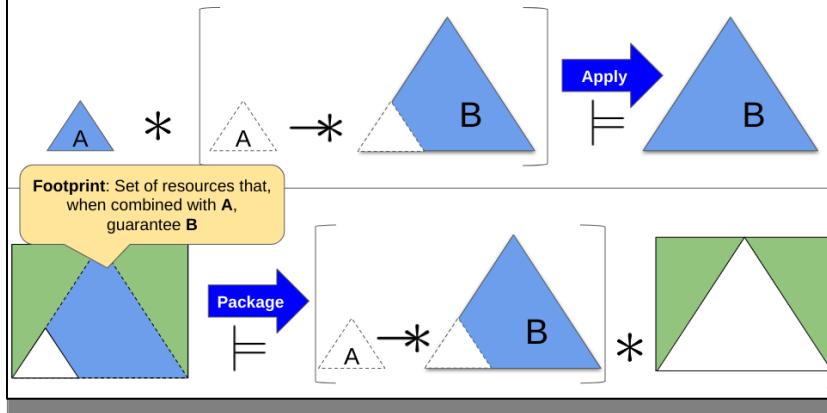
S_1

S_2

Conclusion

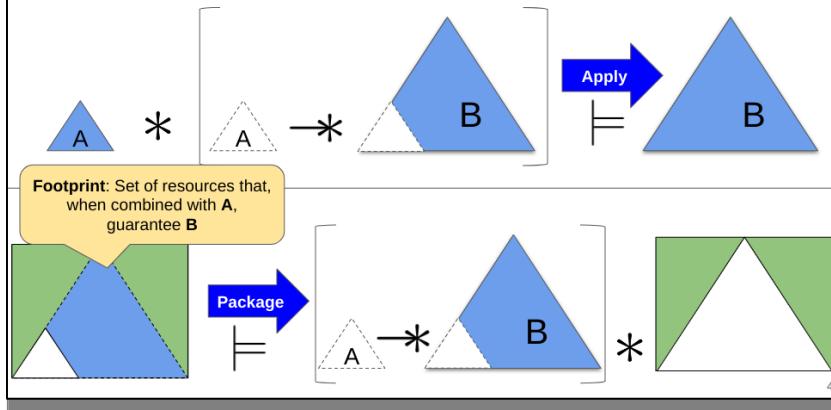
Conclusion

Background: Ghost operations to manipulate magic wands



Conclusion

Background: Ghost operations to manipulate magic wands



Challenge: Automatically compute a **small, valid** footprint

Not automated: User chooses footprint

Witnessing the elimination of magic wands

Stefan Blom · Marieke Huisman

2015

VerCors

Automated

Computed footprint sometimes invalid

2015

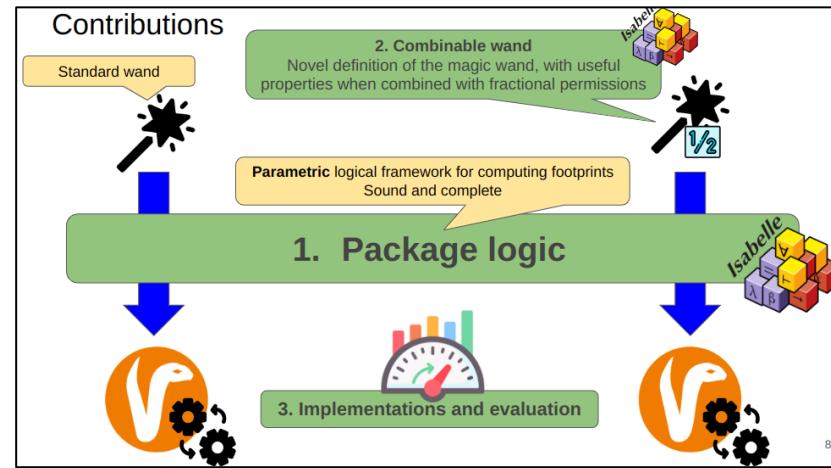
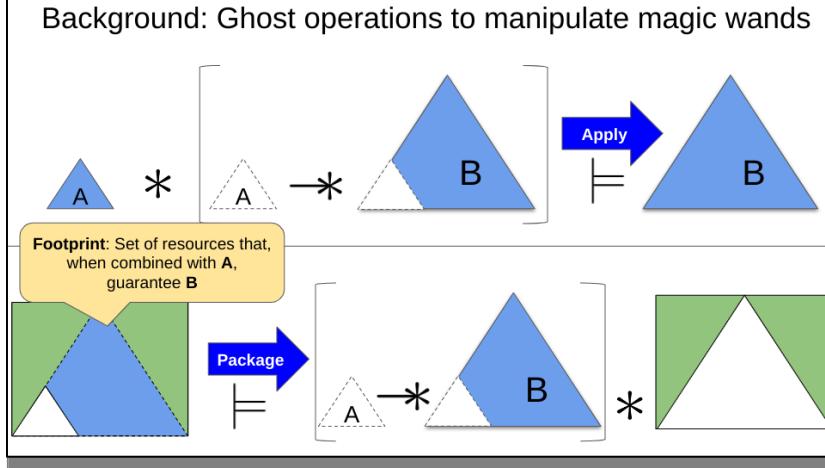
Lightweight Support for Magic Wands in an Automatic Verifier

Malte Schwerhoff¹ and Alexander J. Summers²

VIPER

6

Conclusion



Conclusion

