Veriopt Theories

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Contents

1 Conditional Elimination Phase

theory *ConditionalElimination*
imports
Proofs.Rewrites
Proofs.Bisimulation
begin

1.1 Individual Elimination Rules

We introduce a TriState as in the Graal compiler to represent when static analysis can tell us information about the value of a boolean expression. Unknown = No information can be inferred KnownTrue/KnownFalse = We can infer the expression will always be true or false.

datatype *TriState* = *Unknown* | *KnownTrue* | *KnownFalse*

The implies relation corresponds to the LogicNode.implies method from the compiler which attempts to infer when one logic nodes value can be inferred from a known logic node.

inductive *implies* :: *IRGraph* ⇒ *IRNode* ⇒ *IRNode* ⇒ *TriState* ⇒ *bool*
(- ⊢ - & - ↪ -) **for** *g* **where**
eq-imp-less:
g ⊢ (*IntegerEqualsNode x y*) & (*IntegerLessThanNode x y*) ↪ *KnownFalse* |
eq-imp-less-rev:
g ⊢ (*IntegerEqualsNode x y*) & (*IntegerLessThanNode y x*) ↪ *KnownFalse* |
less-imp-rev-less:
g ⊢ (*IntegerLessThanNode x y*) & (*IntegerLessThanNode y x*) ↪ *KnownFalse* |
less-imp-not-eq:
g ⊢ (*IntegerLessThanNode x y*) & (*IntegerEqualsNode x y*) ↪ *KnownFalse* |

less-imp-not-eq-rev:
$g \vdash (IntegerLessThanNode\ x\ y)\ \&\ (IntegerEqualsNode\ y\ x) \hookrightarrow KnownFalse$ |

x-imp-x:
$g \vdash x\ \&\ x \hookrightarrow KnownTrue$ |

negate-false:
$[\![g \vdash x\ \&\ (kind\ g\ y) \hookrightarrow KnownTrue]\!] \Longrightarrow g \vdash x\ \&\ (LogicNegationNode\ y) \hookrightarrow KnownFalse$ |
negate-true:
$[\![g \vdash x\ \&\ (kind\ g\ y) \hookrightarrow KnownFalse]\!] \Longrightarrow g \vdash x\ \&\ (LogicNegationNode\ y) \hookrightarrow KnownTrue$

Total relation over partial implies relation

inductive *condition-implies* :: $IRGraph \Rightarrow IRNode \Rightarrow IRNode \Rightarrow TriState \Rightarrow bool$
(- $\vdash$ - & - $\rightharpoonup$ -) **for** g **where**
$[\![\neg(g \vdash a\ \&\ b \hookrightarrow imp)]\!] \Longrightarrow (g \vdash a\ \&\ b \rightharpoonup Unknown)$ |
$[\![(g \vdash a\ \&\ b \hookrightarrow imp)]\!] \Longrightarrow (g \vdash a\ \&\ b \rightharpoonup imp)$

inductive *implies-tree* :: $IRExpr \Rightarrow IRExpr \Rightarrow bool \Rightarrow bool$
(- & - $\hookrightarrow$ -) **where**
eq-imp-less:
$(BinaryExpr\ BinIntegerEquals\ x\ y)\ \&\ (BinaryExpr\ BinIntegerLessThan\ x\ y) \hookrightarrow False$ |
eq-imp-less-rev:
$(BinaryExpr\ BinIntegerEquals\ x\ y)\ \&\ (BinaryExpr\ BinIntegerLessThan\ y\ x) \hookrightarrow False$ |
less-imp-rev-less:
$(BinaryExpr\ BinIntegerLessThan\ x\ y)\ \&\ (BinaryExpr\ BinIntegerLessThan\ y\ x) \hookrightarrow False$ |
less-imp-not-eq:
$(BinaryExpr\ BinIntegerLessThan\ x\ y)\ \&\ (BinaryExpr\ BinIntegerEquals\ x\ y) \hookrightarrow False$ |
less-imp-not-eq-rev:
$(BinaryExpr\ BinIntegerLessThan\ x\ y)\ \&\ (BinaryExpr\ BinIntegerEquals\ y\ x) \hookrightarrow False$ |

x-imp-x:
$x\ \&\ x \hookrightarrow True$ |

negate-false:
$[\![x\ \&\ y \hookrightarrow True]\!] \Longrightarrow x\ \&\ (UnaryExpr\ UnaryLogicNegation\ y) \hookrightarrow False$ |
negate-true:
$[\![x\ \&\ y \hookrightarrow False]\!] \Longrightarrow x\ \&\ (UnaryExpr\ UnaryLogicNegation\ y) \hookrightarrow True$

Proofs that the implies relation is correct with respect to the existing evaluation semantics.

experiment begin
lemma *logic-negate-type*:
  assumes [*m*, *p*] ⊢ *UnaryExpr UnaryLogicNegation x* ↦ *v*
  assumes *v* ≠ *UndefVal*
  shows ∃ *v2*. [*m*, *p*] ⊢ *x* ↦ *IntVal32 v2*
proof −
  obtain *ve* **where** *ve*: [*m*, *p*] ⊢ *x* ↦ *ve*
    using *assms*(*1*) **by** *blast*
  then have [*m*, *p*] ⊢ *UnaryExpr UnaryLogicNegation x* ↦ *unary-eval UnaryLogicNegation ve*
    by (*metis UnaryExprE assms*(*1*) *evalDet*)
  then show *?thesis* **using** *assms unary-eval.elims evalDet ve IRUnaryOp.distinct*
    sorry
qed

lemma *logic-negation-relation-tree*:
  assumes [*m*, *p*] ⊢ *y* ↦ *val*
  assumes [*m*, *p*] ⊢ *UnaryExpr UnaryLogicNegation y* ↦ *invval*
  assumes *invval* ≠ *UndefVal*
  shows *val-to-bool val* ⟷ ¬(*val-to-bool invval*)
proof −
  obtain *v* **where** *invval* = *unary-eval UnaryLogicNegation v*
    using *assms*(*2*) **by** *blast*
  then have [*m*, *p*] ⊢ *y* ↦ *v* **using** *UnaryExprE assms*(*1*,*2*) **sorry**
  then show *?thesis* **sorry**
  qed

lemma *logic-negation-relation*:
  assumes [*g*, *m*, *p*] ⊢ *y* ↦ *val*
  assumes *kind g neg* = *LogicNegationNode y*
  assumes [*g*, *m*, *p*] ⊢ *neg* ↦ *invval*
  assumes *invval* ≠ *UndefVal*
  shows *val-to-bool val* ⟷ ¬(*val-to-bool invval*)
proof −
  obtain *yencode* **where** *g* ⊢ *y* ≃ *yencode*
    using *assms*(*1*) *encodeeval-def* **by** *auto*
  then have *g* ⊢ *neg* ≃ *UnaryExpr UnaryLogicNegation yencode*
    using *rep.intros*(*7*) *assms*(*2*) **by** *simp*
  then have [*m*, *p*] ⊢ *UnaryExpr UnaryLogicNegation yencode* ↦ *invval*
    using *assms*(*3*) *encodeeval-def*
    by (*metis repDet*)
  obtain *v1* **where** [*g*, *m*, *p*] ⊢ *y* ↦ *IntVal32 v1*
    using *assms*(*1*,*2*,*3*,*4*) **using** *logic-negate-type* **sorry**
  have *invval* = *bool-to-val* (¬(*val-to-bool val*))
    using *assms*(*1*,*2*,*3*) *evalDet unary-eval.simps*(*4*)
      by (*smt* (*verit*, *ccfv-threshold*) *UnaryExprE* ‹[*g*,*m*,*p*] ⊢ *y* ↦ *IntVal32 v1*› ‹[*m*,*p*] ⊢ *UnaryExpr UnaryLogicNegation yencode* ↦ *invval*› ‹*g* ⊢ *y* ≃ *yencode*› *bool-to-val.simps*(*1*) *bool-to-val.simps*(*2*) *encodeeval-def graphDet intval-logic-negation.simps*(*1*)

```
logic-negate-def val-to-bool.simps(1))
  have val-to-bool invval ⟷ ¬(val-to-bool val)
    using ‹invval = bool-to-val (¬ val-to-bool val)› by force
  then show ?thesis
    by simp
qed
end

lemma implies-valid:
  assumes x & y ↪ imp
  assumes [m, p] ⊢ x ↦ v1
  assumes [m, p] ⊢ y ↦ v2
  assumes v1 ≠ UndefVal ∧ v2 ≠ UndefVal
  shows (imp ⟶ (val-to-bool v1 ⟶ val-to-bool v2)) ∧
        (¬imp ⟶ (val-to-bool v1 ⟶ ¬(val-to-bool v2)))
    (is (?TP ⟶ ?TC) ∧ (?FP ⟶ ?FC))
  apply (intro conjI; rule impI)
proof −
  assume KnownTrue: ?TP
  show ?TC
 using assms(1) KnownTrue assms(2−) proof (induct x y imp rule: implies-tree.induct)
    case (eq-imp-less x y)
    then show ?case by simp
  next
    case (eq-imp-less-rev x y)
    then show ?case by simp
  next
    case (less-imp-rev-less x y)
    then show ?case by simp
  next
    case (less-imp-not-eq x y)
    then show ?case by simp
  next
    case (less-imp-not-eq-rev x y)
    then show ?case by simp
  next
    case (x-imp-x)
    then show ?case
      by (metis evalDet)
  next
    case (negate-false x1)
    then show ?case using evalDet
      using assms(2,3) by blast
  next
    case (negate-true y)
    then show ?case
      sorry
  qed
next
```

assume *KnownFalse*: *?FP*
show *?FC* **using** *assms KnownFalse* **proof** (*induct x y imp rule*: *implies-tree.induct*)
case (*eq-imp-less x y*)
obtain *xval* **where** *xval*: $[m, p] \vdash x \mapsto xval$
using *eq-imp-less*(*1*) *eq-imp-less.prems*(*3*)
by *blast*
then obtain *yval* **where** *yval*: $[m, p] \vdash y \mapsto yval$
using *eq-imp-less.prems*(*3*)
using *eq-imp-less.prems*(*2*) **by** *blast*
have *eqeval*: $[m, p] \vdash$ (*BinaryExpr BinIntegerEquals x y*) $\mapsto$ *intval-equals xval yval*
using *xval yval evaltree.BinaryExpr*
by (*metis BinaryExprE bin-eval.simps*(*11*) *eq-imp-less.prems*(*1*) *evalDet*)
have *lesseval*: $[m, p] \vdash$ (*BinaryExpr BinIntegerLessThan x y*) $\mapsto$ *intval-less-than xval yval*
using *xval yval evaltree.BinaryExpr*
by (*metis BinaryExprE bin-eval.simps*(*12*) *eq-imp-less.prems*(*2*) *evalDet*)
have *val-to-bool* (*intval-equals xval yval*) $\longrightarrow \neg$(*val-to-bool* (*intval-less-than xval yval*))
using *assms*(*4*) **apply** (*cases xval*; *cases yval*; *auto*)
apply (*metis* (*full-types*) *val-to-bool.simps*(*1*) *Values.bool-to-val.simps*(*2*) *signed.less-irrefl*)
by (*metis* (*mono-tags*) *val-to-bool.simps*(*1*) *Values.bool-to-val.elims signed.order.strict-implies-not-eq*)
then show *?case*
using *eqeval lesseval*
by (*metis eq-imp-less.prems*(*1*) *eq-imp-less.prems*(*2*) *evalDet*)
next
case (*eq-imp-less-rev x y*)
obtain *xval* **where** *xval*: $[m, p] \vdash x \mapsto xval$
using *eq-imp-less-rev.prems*(*3*)
using *eq-imp-less-rev.prems*(*2*) **by** *blast*
obtain *yval* **where** *yval*: $[m, p] \vdash y \mapsto yval$
using *eq-imp-less-rev.prems*(*3*)
using *eq-imp-less-rev.prems*(*2*) **by** *blast*
have *eqeval*: $[m, p] \vdash$ (*BinaryExpr BinIntegerEquals x y*) $\mapsto$ *intval-equals xval yval*
using *xval yval evaltree.BinaryExpr*
by (*metis BinaryExprE bin-eval.simps*(*11*) *eq-imp-less-rev.prems*(*1*) *evalDet*)
have *lesseval*: $[m, p] \vdash$ (*BinaryExpr BinIntegerLessThan y x*) $\mapsto$ *intval-less-than yval xval*
using *xval yval evaltree.BinaryExpr*
by (*metis BinaryExprE bin-eval.simps*(*12*) *eq-imp-less-rev.prems*(*2*) *evalDet*)
have *val-to-bool* (*intval-equals xval yval*) $\longrightarrow \neg$(*val-to-bool* (*intval-less-than yval xval*))
using *assms*(*4*) **apply** (*cases xval*; *cases yval*; *auto*)
apply (*metis* (*full-types*) *val-to-bool.simps*(*1*) *Values.bool-to-val.simps*(*2*) *signed.less-irrefl*)
by (*metis* (*full-types*) *val-to-bool.simps*(*1*) *Values.bool-to-val.elims signed.order.strict-implies-not-eq*)
then show *?case*

```
      using eqeval lesseval
      by (metis eq-imp-less-rev.prems(1) eq-imp-less-rev.prems(2) evalDet)
  next
    case (less-imp-rev-less x y)
    obtain xval where xval: [m, p] ⊢ x ↦ xval
      using less-imp-rev-less.prems(3)
      using less-imp-rev-less.prems(2) by blast
    obtain yval where yval: [m, p] ⊢ y ↦ yval
      using less-imp-rev-less.prems(3)
      using less-imp-rev-less.prems(2) by blast
    have lesseval: [m, p] ⊢ (BinaryExpr BinIntegerLessThan x y) ↦ intval-less-than
xval yval
      using xval yval evaltree.BinaryExpr
      by (metis BinaryExprE bin-eval.simps(12) evalDet less-imp-rev-less.prems(1))
    have revlesseval: [m, p] ⊢ (BinaryExpr BinIntegerLessThan y x) ↦ intval-less-than
yval xval
      using xval yval evaltree.BinaryExpr
      by (metis BinaryExprE bin-eval.simps(12) evalDet less-imp-rev-less.prems(2))
    have val-to-bool (intval-less-than xval yval) ⟶ ¬(val-to-bool (intval-less-than
yval xval))
      using assms(4) apply (cases xval; cases yval; auto)
      apply (metis val-to-bool.simps(1) Values.bool-to-val.elims signed.not-less-iff-gr-or-eq)
      by (metis val-to-bool.simps(1) Values.bool-to-val.elims signed.less-asym')
    then show ?case
      by (metis evalDet less-imp-rev-less.prems(1) less-imp-rev-less.prems(2) lesse-
val revlesseval)
  next
    case (less-imp-not-eq x y)
    obtain xval where xval: [m, p] ⊢ x ↦ xval
      using less-imp-not-eq.prems(3)
      using less-imp-not-eq.prems(1) by blast
    obtain yval where yval: [m, p] ⊢ y ↦ yval
      using less-imp-not-eq.prems(3)
      using less-imp-not-eq.prems(1) by blast
    have eqeval: [m, p] ⊢ (BinaryExpr BinIntegerEquals x y) ↦ intval-equals xval
yval
      using xval yval evaltree.BinaryExpr
      by (metis BinaryExprE bin-eval.simps(11) evalDet less-imp-not-eq.prems(2))
    have lesseval: [m, p] ⊢ (BinaryExpr BinIntegerLessThan x y) ↦ intval-less-than
xval yval
      using xval yval evaltree.BinaryExpr
      by (metis BinaryExprE bin-eval.simps(12) evalDet less-imp-not-eq.prems(1))
    have val-to-bool (intval-less-than xval yval) ⟶ ¬(val-to-bool (intval-equals xval
yval))
      using assms(4) apply (cases xval; cases yval; auto)
      apply (metis (full-types) bool-to-val.simps(2) signed.less-imp-not-eq val-to-bool.simps(1))
      by (metis (full-types) bool-to-val.simps(2) signed.less-imp-not-eq2 val-to-bool.simps(1))
    then show ?case
      by (metis eqeval evalDet less-imp-not-eq.prems(1) less-imp-not-eq.prems(2)
```

```
lesseval)
  next
    case (less-imp-not-eq-rev x y)
    obtain xval where xval: [m, p] ⊢ x ↦ xval
      using less-imp-not-eq-rev.prems(3)
      using less-imp-not-eq-rev.prems(1) by blast
    obtain yval where yval: [m, p] ⊢ y ↦ yval
      using less-imp-not-eq-rev.prems(3)
      using less-imp-not-eq-rev.prems(1) by blast
    have eqeval: [m, p] ⊢ (BinaryExpr BinIntegerEquals y x) ↦ intval-equals yval
xval
      using xval yval evaltree.BinaryExpr
    by (metis BinaryExprE bin-eval.simps(11) evalDet less-imp-not-eq-rev.prems(2))
   have lesseval: [m, p] ⊢ (BinaryExpr BinIntegerLessThan x y) ↦ intval-less-than
xval yval
      using xval yval evaltree.BinaryExpr
    by (metis BinaryExprE bin-eval.simps(12) evalDet less-imp-not-eq-rev.prems(1))
   have val-to-bool (intval-less-than xval yval) ⟶ ¬(val-to-bool (intval-equals yval
xval))
      using assms(4) apply (cases xval; cases yval; auto)
    apply (metis (full-types) bool-to-val.simps(2) signed.less-imp-not-eq2 val-to-bool.simps(1))
    by (metis (full-types, opaque-lifting) val-to-bool.simps(1) Values.bool-to-val.elims
signed.dual-order.strict-implies-not-eq)
    then show ?case
    by (metis eqeval evalDet less-imp-not-eq-rev.prems(1) less-imp-not-eq-rev.prems(2)
lesseval)
  next
    case (x-imp-x x1)
    then show ?case by simp
  next
    case (negate-false x y)
    then show ?case sorry
  next
    case (negate-true x1)
    then show ?case by simp
  qed
qed

lemma implies-true-valid:
  assumes x & y ↪ imp
  assumes imp
  assumes [m, p] ⊢ x ↦ v1
  assumes [m, p] ⊢ y ↦ v2
  assumes v1 ≠ UndefVal ∧ v2 ≠ UndefVal
  shows val-to-bool v1 ⟶ val-to-bool v2
  using assms implies-valid
  by blast

lemma implies-false-valid:
```

assumes $x \mathbin{\&} y \hookrightarrow imp$
assumes $\neg imp$
assumes $[m, p] \vdash x \mapsto v1$
assumes $[m, p] \vdash y \mapsto v2$
assumes $v1 \neq UndefVal \wedge v2 \neq UndefVal$
shows $val\text{-}to\text{-}bool\ v1 \longrightarrow \neg(val\text{-}to\text{-}bool\ v2)$
using *assms implies-valid* **by** *blast*

The following relation corresponds to the UnaryOpLogicNode.tryFold and BinaryOpLogicNode.tryFold methods and their associated concrete implementations.

The relation determines if a logic operation can be shown true or false through the stamp typing information.

inductive *tryFold* :: *IRNode* ⇒ (*ID* ⇒ *Stamp*) ⇒ *bool* ⇒ *bool*
where
⟦*alwaysDistinct* (*stamps x*) (*stamps y*)⟧
⟹ *tryFold* (*IntegerEqualsNode x y*) *stamps False* |
⟦*neverDistinct* (*stamps x*) (*stamps y*)⟧
⟹ *tryFold* (*IntegerEqualsNode x y*) *stamps True* |
⟦*is-IntegerStamp* (*stamps x*);
is-IntegerStamp (*stamps y*);
stpi-upper (*stamps x*) < *stpi-lower* (*stamps y*)⟧
⟹ *tryFold* (*IntegerLessThanNode x y*) *stamps True* |
⟦*is-IntegerStamp* (*stamps x*);
is-IntegerStamp (*stamps y*);
stpi-lower (*stamps x*) ≥ *stpi-upper* (*stamps y*)⟧
⟹ *tryFold* (*IntegerLessThanNode x y*) *stamps False*

Proofs that show that when the stamp lookup function is well-formed, the tryFold relation correctly predicts the output value with respect to our evaluation semantics.

lemma
assumes *kind g nid* = *IntegerEqualsNode x y*
assumes [*g*, *m*, *p*] ⊢ *nid* ↦ *v*
assumes *v* ≠ *UndefVal*
assumes ([*g*, *m*, *p*] ⊢ *x* ↦ *xval*) ∧ ([*g*, *m*, *p*] ⊢ *y* ↦ *yval*)
shows *val-to-bool* (*intval-equals xval yval*) ⟷ *v* = *IntVal32 1*
proof −
have *v* = *intval-equals xval yval*
using *assms*(*1*, *2*, *3*, *4*) *BinaryExprE IntegerEqualsNode bin-eval.simps*(*7*)
by (*smt* (*verit*) *bin-eval.simps*(*11*) *encodeeval-def evalDet repDet*)
then show *?thesis* **using** *intval-equals.simps val-to-bool.simps* **sorry**
qed

lemma *tryFoldIntegerEqualsAlwaysDistinct*:
assumes *wf-stamp g stamps*
assumes *kind g nid* = (*IntegerEqualsNode x y*)
assumes [*g*, *m*, *p*] ⊢ *nid* ↦ *v*

assumes *alwaysDistinct* (*stamps x*) (*stamps y*)
shows $v = IntVal32\ 0$
proof −
have ∀ *val*. ¬(*valid-value val* (*join* (*stamps x*) (*stamps y*)))
using *assms*(*1*,*4*) **unfolding** *alwaysDistinct.simps*
by (*metis is-stamp-empty.elims*(*2*) *le-less-trans not-less valid32or64 valid-value.simps*(*1*) *valid-value.simps*(*2*))
have ¬(∃ *val* . ([*g*, *m*, *p*] ⊢ *x* ↦ *val*) ∧ ([*g*, *m*, *p*] ⊢ *y* ↦ *val*))
using *assms*(*1*,*4*) **unfolding** *alwaysDistinct.simps wf-stamp.simps encodee-val-def* **sorry**
then show *?thesis* **sorry**
qed

lemma *tryFoldIntegerEqualsNeverDistinct*:
assumes *wf-stamp g stamps*
assumes *kind g nid* = (*IntegerEqualsNode x y*)
assumes [*g*, *m*, *p*] ⊢ *nid* ↦ *v*
assumes *neverDistinct* (*stamps x*) (*stamps y*)
shows $v = IntVal32\ 1$
using *assms IntegerEqualsNodeE* **sorry**

lemma *tryFoldIntegerLessThanTrue*:
assumes *wf-stamp g stamps*
assumes *kind g nid* = (*IntegerLessThanNode x y*)
assumes [*g*, *m*, *p*] ⊢ *nid* ↦ *v*
assumes *stpi-upper* (*stamps x*) < *stpi-lower* (*stamps y*)
shows $v = IntVal32\ 1$
proof −
have *stamp-type*: *is-IntegerStamp* (*stamps x*)
using *assms*
sorry
obtain *xval* **where** *xval*: [*g*, *m*, *p*] ⊢ *x* ↦ *xval*
using *assms*(*2*,*3*) **sorry**
obtain *yval* **where** *yval*: [*g*, *m*, *p*] ⊢ *y* ↦ *yval*
using *assms*(*2*,*3*) **sorry**
have *is-IntegerStamp* (*stamps x*) ∧ *is-IntegerStamp* (*stamps y*)
using *assms*(*4*)
sorry
then have *val-to-bool* (*intval-less-than xval yval*)
sorry
then show *?thesis*
sorry
qed

lemma *tryFoldIntegerLessThanFalse*:
assumes *wf-stamp g stamps*
assumes *kind g nid* = (*IntegerLessThanNode x y*)
assumes [*g*, *m*, *p*] ⊢ *nid* ↦ *v*
assumes *stpi-lower* (*stamps x*) ≥ *stpi-upper* (*stamps y*)

```
  shows v = IntVal32 0
  proof -
  have stamp-type: is-IntegerStamp (stamps x)
    using assms
    sorry
  obtain xval where xval: [g, m, p] ⊢ x ↦ xval
    using assms(2,3) sorry
  obtain yval where yval: [g, m, p] ⊢ y ↦ yval
    using assms(2,3) sorry
  have is-IntegerStamp (stamps x) ∧ is-IntegerStamp (stamps y)
    using assms(4)
    sorry
  then have ¬(val-to-bool (intval-less-than xval yval))
    sorry
  then show ?thesis
    sorry
qed

theorem tryFoldProofTrue:
  assumes wf-stamp g stamps
  assumes tryFold (kind g nid) stamps True
  assumes [g, m, p] ⊢ nid ↦ v
  shows val-to-bool v
  using assms(2) proof (induction kind g nid stamps True rule: tryFold.induct)
case (1 stamps x y)
  then show ?case using tryFoldIntegerEqualsAlwaysDistinct assms sorry
next
  case (2 stamps x y)
  then show ?case using tryFoldIntegerEqualsAlwaysDistinct assms sorry
next
  case (3 stamps x y)
  then show ?case using tryFoldIntegerLessThanTrue assms sorry
next
case (4 stamps x y)
  then show ?case using tryFoldIntegerLessThanFalse assms sorry
qed

theorem tryFoldProofFalse:
  assumes wf-stamp g stamps
  assumes tryFold (kind g nid) stamps False
  assumes [g, m, p] ⊢ nid ↦ v
  shows ¬(val-to-bool v)
using assms(2) proof (induction kind g nid stamps False rule: tryFold.induct)
case (1 stamps x y)
  then show ?case using tryFoldIntegerEqualsAlwaysDistinct assms sorry
next
case (2 stamps x y)
  then show ?case using tryFoldIntegerEqualsNeverDistinct assms sorry
next
```

case (*3 stamps x y*)
then show *?case* **using** *tryFoldIntegerLessThanTrue assms* **sorry**
next
case (*4 stamps x y*)
then show *?case* **using** *tryFoldIntegerLessThanFalse assms* **sorry**

qed

inductive-cases *StepE*:
$g,\ p \vdash (nid,m,h) \rightarrow (nid',m',h)$

Perform conditional elimination rewrites on the graph for a particular node.

In order to determine conditional eliminations appropriately the rule needs two data structures produced by static analysis. The first parameter is the set of IRNodes that we know result in a true value when evaluated. The second parameter is a mapping from node identifiers to the flow-sensitive stamp.

The relation transforms the third parameter to the fifth parameter for a node identifier which represents the fourth parameter.

inductive *ConditionalEliminationStep* ::
IRExpr set ⇒ (*ID* ⇒ *Stamp*) ⇒ *IRGraph* ⇒ *ID* ⇒ *IRGraph* ⇒ *bool* **where**
impliesTrue:
⟦*kind g ifcond* = (*IfNode cid t f*);
$g \vdash cid \simeq cond$;
$\exists\ ce \in conds\ .\ (ce\ \&\ cond \hookrightarrow True)$;
$g' = constantCondition\ True\ ifcond\ (kind\ g\ ifcond)\ g$
⟧ ⟹ *ConditionalEliminationStep conds stamps g ifcond g'* |

impliesFalse:
⟦*kind g ifcond* = (*IfNode cid t f*);
$g \vdash cid \simeq cond$;
$\exists\ ce \in conds\ .\ (ce\ \&\ cond \hookrightarrow False)$;
$g' = constantCondition\ False\ ifcond\ (kind\ g\ ifcond)\ g$
⟧ ⟹ *ConditionalEliminationStep conds stamps g ifcond g'* |

tryFoldTrue:
⟦*kind g ifcond* = (*IfNode cid t f*);
cond = *kind g cid*;
tryFold (*kind g cid*) *stamps True*;
$g' = constantCondition\ True\ ifcond\ (kind\ g\ ifcond)\ g$
⟧ ⟹ *ConditionalEliminationStep conds stamps g ifcond g'* |

tryFoldFalse:
⟦*kind g ifcond* = (*IfNode cid t f*);
cond = *kind g cid*;
tryFold (*kind g cid*) *stamps False*;

$g' = constantCondition\ False\ ifcond\ (kind\ g\ ifcond)\ g$
$\rrbracket \Longrightarrow ConditionalEliminationStep\ conds\ stamps\ g\ ifcond\ g'$

code-pred (*modes*: $i \Rightarrow i \Rightarrow i \Rightarrow i \Rightarrow o \Rightarrow bool$) *ConditionalEliminationStep* **.**

thm *ConditionalEliminationStep.equation*

1.2 Control-flow Graph Traversal

type-synonym *Seen* = *ID set*
type-synonym *Condition* = *IRNode*
type-synonym *Conditions* = *Condition list*
type-synonym *StampFlow* = (*ID* ⇒ *Stamp*) *list*

nextEdge helps determine which node to traverse next by returning the first successor edge that isn't in the set of already visited nodes. If there is not an appropriate successor, None is returned instead.

fun *nextEdge* :: *Seen* ⇒ *ID* ⇒ *IRGraph* ⇒ *ID option* **where**
nextEdge seen nid g =
(*let nids* = (*filter* (*λnid'. nid'* ∉ *seen*) (*successors-of* (*kind g nid*))) *in*
(*if length nids* > *0 then Some* (*hd nids*) *else None*))

pred determines which node, if any, acts as the predecessor of another.

Merge nodes represent a special case where-in the predecessor exists as an input edge of the merge node, to simplify the traversal we treat only the first input end node as the predecessor, ignoring that multiple nodes may act as a successor.

For all other nodes, the predecessor is the first element of the predecessors set. Note that in a well-formed graph there should only be one element in the predecessor set.

fun *pred* :: *IRGraph* ⇒ *ID* ⇒ *ID option* **where**
pred g nid = (*case kind g nid of*
(*MergeNode ends - -*) ⇒ *Some* (*hd ends*) |
- ⇒
(*if IRGraph.predecessors g nid* = {}
then None else
Some (*hd* (*sorted-list-of-set* (*IRGraph.predecessors g nid*)))
)
)

When the basic block of an if statement is entered, we know that the condition of the preceding if statement must be true. As in the GraalVM compiler, we introduce the registerNewCondition funciton which roughly corresponds to the ConditionalEliminationPhase.registerNewCondition. This method updates the flow-sensitive stamp information based on the condition which we know must be true.

fun *clip-upper* :: *Stamp* ⇒ *int* ⇒ *Stamp* **where**
clip-upper (*IntegerStamp b l h*) *c* = (*IntegerStamp b l c*) |
clip-upper s c = *s*
fun *clip-lower* :: *Stamp* ⇒ *int* ⇒ *Stamp* **where**
clip-lower (*IntegerStamp b l h*) *c* = (*IntegerStamp b c h*) |
clip-lower s c = *s*

fun *registerNewCondition* :: *IRGraph* ⇒ *Condition* ⇒ (*ID* ⇒ *Stamp*) ⇒ (*ID* ⇒ *Stamp*) **where**

registerNewCondition g (*IntegerEqualsNode x y*) *stamps* =
(*stamps*(*x* := *join* (*stamps x*) (*stamps y*)))(*y* := *join* (*stamps x*) (*stamps y*)) |

registerNewCondition g (*IntegerLessThanNode x y*) *stamps* =
(*stamps*
(*x* := *clip-upper* (*stamps x*) (*stpi-lower* (*stamps y*))))
(*y* := *clip-lower* (*stamps y*) (*stpi-upper* (*stamps x*))) |
registerNewCondition g - stamps = *stamps*

fun *hdOr* :: *'a list* ⇒ *'a* ⇒ *'a* **where**
hdOr (*x* # *xs*) *de* = *x* |
hdOr [] *de* = *de*

The Step relation is a small-step traversal of the graph which handles transitions between individual nodes of the graph.

It relates a pairs of tuple of the current node, the set of seen nodes, the always true stack of IfNode conditions, and the flow-sensitive stamp information.

inductive *Step*
:: *IRGraph* ⇒ (*ID* × *Seen* × *Conditions* × *StampFlow*) ⇒ (*ID* × *Seen* × *Conditions* × *StampFlow*) *option* ⇒ *bool*
for *g* **where**
— Hit a BeginNode with an IfNode predecessor which represents the start of a basic block for the IfNode. 1. nid' will be the successor of the begin node. 2. Find the first and only predecessor. 3. Extract condition from the preceding IfNode. 4. Negate condition if the begin node is second branch (we've taken the else branch of the condition) 5. Add the condition or the negated condition to stack 6. Perform any stamp updates based on the condition using the registerNewCondition function and place them on the top of the stack of stamp information
⟦*kind g nid* = *BeginNode nid'*;

nid ∉ *seen*;
seen' = {*nid*} ∪ *seen*;

Some ifcond = *pred g nid*;
kind g ifcond = *IfNode cond t f*;

i = *find-index nid* (*successors-of* (*kind g ifcond*));
c = (*if i* = *0 then kind g cond else LogicNegationNode cond*);
conds' = *c* # *conds*;

$flow' = registerNewCondition\ g\ c\ (hdOr\ flow\ (stamp\ g))]\!]$
$\Longrightarrow Step\ g\ (nid,\ seen,\ conds,\ flow)\ (Some\ (nid',\ seen',\ conds',\ flow'\ \#\ flow))$ |

— Hit an EndNode 1. nid' will be the usage of EndNode 2. pop the conditions and stamp stack
$[\![kind\ g\ nid = EndNode;$

$nid \notin seen;$
$seen' = \{nid\} \cup seen;$

$nid' = any\text{-}usage\ g\ nid;$

$conds' = tl\ conds;$
$flow' = tl\ flow]\!]$
$\Longrightarrow Step\ g\ (nid,\ seen,\ conds,\ flow)\ (Some\ (nid',\ seen',\ conds',\ flow'))$ |

— We can find a successor edge that is not in seen, go there
$[\![\neg(is\text{-}EndNode\ (kind\ g\ nid));$
$\neg(is\text{-}BeginNode\ (kind\ g\ nid));$

$nid \notin seen;$
$seen' = \{nid\} \cup seen;$

$Some\ nid' = nextEdge\ seen'\ nid\ g]\!]$
$\Longrightarrow Step\ g\ (nid,\ seen,\ conds,\ flow)\ (Some\ (nid',\ seen',\ conds,\ flow))$ |

— We can cannot find a successor edge that is not in seen, give back None
$[\![\neg(is\text{-}EndNode\ (kind\ g\ nid));$
$\neg(is\text{-}BeginNode\ (kind\ g\ nid));$

$nid \notin seen;$
$seen' = \{nid\} \cup seen;$

$None = nextEdge\ seen'\ nid\ g]\!]$
$\Longrightarrow Step\ g\ (nid,\ seen,\ conds,\ flow)\ None$ |

— We've already seen this node, give back None
$[\![nid \in seen]\!] \Longrightarrow Step\ g\ (nid,\ seen,\ conds,\ flow)\ None$

code-pred $(modes\colon i \Rightarrow i \Rightarrow o \Rightarrow bool)$ *Step* **.**

The ConditionalEliminationPhase relation is responsible for combining the individual traversal steps from the Step relation and the optimizations from the ConditionalEliminationStep relation to perform a transformation of the whole graph.

end