Why3: Computational Real Numbers

MPRI Project Report

Younesse Kaddar

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Throughout this project, I installed and used the following solvers:

Solver	Version
Alt-Ergo	2.2.0
CVC4	1.6
Z3	4.8.4
CVC3	2.4.1
Eprover	2.2
Spass	3.7

Most of the assertions were proved with Alt-Ergo and CVC4 (less often with Z3, and even more rarely with CVC3, Eprover and Spass). As a macOS user, the installation of Z3 was problematic (its "counterexample" counterpart was the only one to be recognized by the Why3 IDE), so much so that I had choice but to modify my `.why3.conf` file by explicitely adding a block enforcing the use of Z3:

```
[prover]
command = "z3 -smt2 -T:%t sat.random_seed=42 nlsat.randomize=false smt.random_seed=42 %f"
command_steps = "z3 -smt2 sat.random_seed=42 nlsat.randomize=false smt.random_seed=42
    memory_max_alloc_count=%S %f"
driver = "z3_440"
editor = ""
in_place = false
interactive = false
name = "Z3"
shortcut = "z3"
version = "4.8.4"
```

2. Functions on Integers

Q1, 2, 3, 4. Give an implementation of

`power2`, `shift_left` using `power2`

- `power2` and `shift_left` are straightforward: the only notable point is the **for** loop invariant in `power2`:

  ```
  let res = ref 1 in
  for i=0 to l-1 do invariant { !res = power 2 i }
    res *= 2
  done;
  !res
  ```

  which expresses the fact that the reference variable `res` stores the suitable power of 2 at each iteration, and trivially ensures that the postcondition holds:

- at the last iteration:
  * `!res` contains 2^{l-1} at the beginning of the body loop
  * its value is then doubled, which results in `!res` being equal to 2^l
- one exits the loop, and `!res` yielded at the end, whence satisfying the postcondition `result = power 2 l` of `power2`

`ediv_mod`, and `shift_right` using `ediv_mod`.

- given `ediv_mod` and `power2`, `shift_right` is easily defined as `let d, _ = ediv_mod z (power2 l)in d` and poses no difficulty.
- `ediv_mod` is slightly more tricky, but nothing to be afraid of: `d` and `r` are respectively the quotient and the rest of the well-known euclidean division of `x` by `y > 0`.

1. we first tackle the case where $x = \overbrace{|x|}^{\text{denoted by x\_abs}} \geq 0$: as it happens,

```
let x_abs = if x >= 0 then x else -x in
let d = ref 0 in
let r = ref x_abs in
while !r >= y do
  invariant { !r >= 0 && x_abs = !d * y + !r}
  variant { !r }
  incr d;
  r -= y
done;
```

   - the invariant $r \geq 0 \quad \wedge \quad \texttt{x\_abs} = dy + r$ is initially true, and remains so at each iteration of the loop as d (resp. r) is incremented (resp. decremented) by 1 (resp. y).
   - the **`while`** loop condition $r \geq y$ and the fact that $y > 0$ (precondition requirement of `ediv_mod`) justify the decreasing and well-founded variant `!r`
   - at the end the **`while`** loop:
     * $0 \leq \ r < y$
     * $\texttt{x\_abs} = dy + r$

   which provides a trivially correct implementation of the euclidean division, provided $x \geq \ 0$

2. otherwise, if $x < 0$, we reduce this to the previous case, by computing the corresponding d_abs and r_abs for $\texttt{x\_abs} = |x| = -x$
   - if $\texttt{r\_abs} = 0$: then $\texttt{x\_abs} = \texttt{d\_abs} \times y$, and $x = (-\texttt{d\_abs}) \times y$.

     One yields $d \overset{\text{def}}{=} -\texttt{d\_abs}, \quad r \overset{\text{def}}{=} 0$. This is easily discharged by CVC4 (we can even go as far as to add the extra assertion `assert { x = - !d * y }` to help the provers, but it shouldn't be necessary).
   - else if $\texttt{r\_abs} > 0$: then

$$\begin{cases} 0 \leq y - \texttt{r\_abs} < y \\ x = -\texttt{x\_abs} = -\texttt{d\_abs}\, y - \texttt{r\_abs} = (-\texttt{d\_abs} - 1)\, y + (y - \texttt{r\_abs}) \end{cases}$$

Therefore, one yields $d \stackrel{\text{def}}{=} -d_abs - 1, \quad r \stackrel{\text{def}}{=} y -$ r_abs.

This is discharged by CVC4 too, but we can add the assertion `assert { x = (- !d - 1)* y + y - !r && 0 <= y - !r < y }` to convince the provers.

Q5. Give an implementation of `isqrt`

When it comes to the sheer body of the function, as seen in class:

```
let function isqrt (n:int) : int
  requires { 0 <= n }
  ensures { result = floor (sqrt (from_int n)) }
  =
    let count = ref 0 in
    let sum = ref 1 in
    while !sum <= n do
      incr count;
      sum += 2 * !count + 1
    done;
    !count
```

However, proving the postcondition `result = floor (sqrt (from_int n))` turns out to be trickier than the one we saw in class (i.e. `sqr !count <= !n < sqr (!count + 1)`), in so far as all the specification pertaining to `floor` in the standard library is:

```
  function floor real : int

  axiom Floor_int :
    forall i:int. floor (from_int i) = i

  axiom Floor_down:
    forall x:real. from_int (floor x) <= x < from_int (Int.(+) (floor x) 1)

  axiom Floor_monotonic:
    forall x y:real. x <= y -> Int.(<=) (floor x) (floor y)
```

That is, the standard-library properties related to $\lfloor \bullet \rfloor$ on which the provers can rely are:

- $\lfloor \bullet \rfloor$ is increasing and left inverse of `from_int`
- and more importantly:

$$\forall n \in \mathbb{Z}, n = \lfloor x \rfloor \implies n \leq x < n+1 \qquad \circledast$$

On top of that, `sqrt` is only assumed to be increasing, and not strictly increasing.

As a result, we:

- *neither* have the converse of $\circledast$ (which is exactly the direction needed to prove the postcondition!)
- *nor* do we have the fact that $\sqrt{\bullet}$ is strictly increasing (which is problematic when dealing with strict inequalities).

So, which assertions where added to prove `isqrt`?

- concerning the **`while`** loop: nothing special, we proceed exactly as seen in class, apart from the extra variant: `variant {n - !sum}` which is easily seen to be strictly decreasing and well-founded.
- at the end of the loop:

$$0 \leq \texttt{count} \qquad \text{and} \qquad \texttt{count}^2 \leq n < \texttt{sum} = (\texttt{count}+1)^2$$

  therefore, due to $\sqrt{\bullet}$ being strictly increasing and $\texttt{count} \geq 0$:

$$\texttt{count} \leq \sqrt{n} < \texttt{count}+1$$

  and the converse of ⊛ would yield the expected postcondition.

  But to convince the provers, based solely on the standard-library specification, we proceed as follows:

  - we first show that $\texttt{count} \leq \lfloor\sqrt{n}\rfloor$, which only resorts to $\lfloor\bullet\rfloor$ and $\sqrt{\bullet}$ being increasing and $\sqrt{\bullet}$ being a left inverse of $\bullet^2$ on $\mathbb{R}^+$ (axiom `Square_sqrt` of the standard library).
  - we then show the reverse inequality, that is: $\lfloor\sqrt{n}\rfloor < \texttt{count}+1$ in a similar fashion. Except that this one is a bit trickier as $\sqrt{\bullet}$ is not assumed to be strictly increasing, but we can get away with it by treating strict inequalities as being tantamount to non-strict ones *and* non-equalities.

3. Difficulty with Non-linear Arithmetic on Real Numbers

3.1 Power Function

Prove that

4. Computational Real Numbers

13. Could you find a reason why this definition is better than the other for automatic provers?

14. Prove these three functions

4.2 Subtraction

15. Define and prove the function `compute_neg`

16. Define `compute_sub` using `compute_neg` and `compute_add`

4.3 Conversion of Integer Constants

4.4 Square Root

17. Prove these two relations

18. Prove `compute_sqrt`

4.5 Compute

19. define a logic function `interp` that gives real interpretation of a term with the usual semantic for each operation

20. define `wf_term` that checks that square root is applied only to terms with non negative interpretation.

21. define and prove the `compute` function

5 Division

22. Prove these two properties

23. Prove the function `inv_simple_simple`

24. Prove the function `inv_simple`

25. extend the type `term`

26. prove both functions

27. prove the termination of the functions