



COMP4161: Advanced Topics in Software Verification



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# Content



- Intro & motivation, getting started [1]
  
- Foundations & Principles
  - Lambda Calculus, natural deduction [1,2]
  - Higher Order Logic [3<sup>a</sup>]
  - Term rewriting [4]
  
- Proof & Specification Techniques
  - Inductively defined sets, rule induction [5]
  - Datatypes, recursion, induction [6, 7]
  - Hoare logic, proofs about programs, invariants [8<sup>b</sup>, 9]
  - (mid-semester break)
  - C verification [10]
  - CakeML, Isar [11<sup>c</sup>]
  - Concurrency [12]

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<sup>a</sup>a1 due; <sup>b</sup>a2 due; <sup>c</sup>a3 due

# Last Time



→ Equations and Term Rewriting

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- Term Rewriting in Isabelle

# Applying a Rewrite Rule



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is **applicable** to term  $t[s]$  with  $\sigma$  if

- $\sigma l = s$  and
- $\sigma P_1, \dots, \sigma P_n$  are provable by rewriting.

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**Can lead to non-termination.**

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**lemma** " $f\ x = g\ x \wedge g\ x = f\ x \implies f\ x = 2$ "

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simp	<b>use and simplify</b> assumptions
(simp (no_asm))	<b>ignore</b> assumptions
(simp (no_asm_use))	<b>simplify</b> , but do <b>not use</b> assumptions
(simp (no_asm_simp))	<b>use</b> , but do <b>not simplify</b> assumptions

# Preprocessing



Preprocessing (recursive) for maximal simplification power:

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# Demo

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Similar for any data type  $t$ : **t.split**

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- the result is  $P' \longrightarrow Q'$

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**if\_cong:**  $\llbracket b = c; c \implies x = u; \neg c \implies y = v \rrbracket \implies$   
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- use locally with e.g. **apply** (simp cong: <rule>)

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For types `nat`, `int` etc:

- lemmas **add\_ac** sort any sum (+)
- lemmas **mult\_ac** sort any product (\*)

**Example:** `apply (simp add: add_ac)` yields  
 $(b + c) + a \rightsquigarrow \dots \rightsquigarrow a + (b + c)$

# AC Rules



**Example for associative-commutative rules:**

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If these 3 rules are present for an AC operator  
Isabelle will order terms correctly

A background pattern of white hexagons on a teal background, arranged in a staggered grid.

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# Demo

# Back to Confluence



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## Definition:

Let  $l_1 \rightarrow r_1$  and  $l_2 \rightarrow r_2$  be two rules with disjoint variables.

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This is the main idea of the Knuth-Bendix completion algorithm.



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# Demo: Waldmeister

# Orthogonal Rewriting Systems



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Application: functional programming languages

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- More on confluence