

A Generic Framework for Compiler Verification in Isabelle/HOL

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Isabelle/HOL

Isabelle/HOL is an interactive theorem prover based on higher-order logic (HOL).

Strengths

- + small, trustworthy inference kernel
- + Readable proof format
- + Strong proof automation and tooling
 - ▶ general purpose and user defined tactics
 - ▶ integration with automated theorem provers (sledgehammer)
 - ▶ counterexample generators (quickcheck, nitpick)

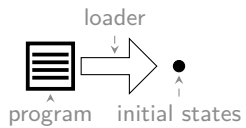
This talk focuses on locales: a lightweight module system.

Language semantics

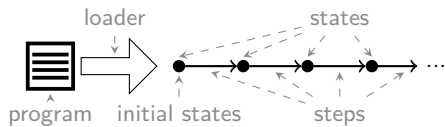


^
program

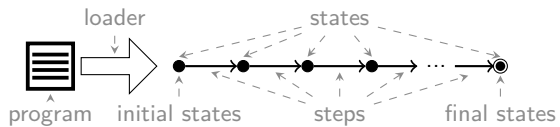
Language semantics



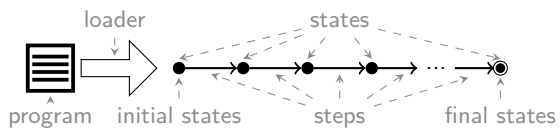
Language semantics



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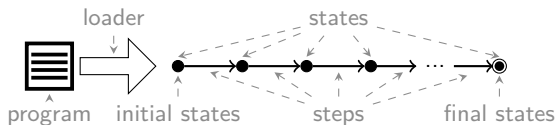
locale semantics =

fixes

step :: *'state* ⇒ *'state* ⇒ bool **and**

final :: *'state* ⇒ bool

Language semantics

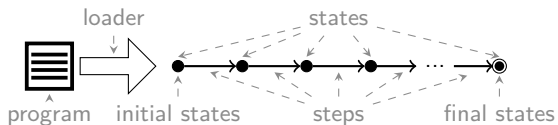


locale semantics =

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step :: 'state \Rightarrow 'state \Rightarrow bool **and** ← - - - - - parameters
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Language semantics

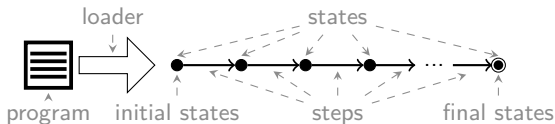


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type variables
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Language semantics

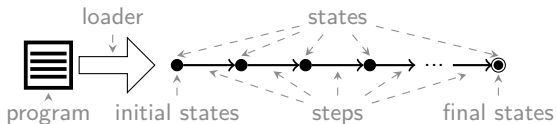


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type variables

locale language =
semantics \rightarrow \bullet **for**
 \rightarrow **and** \bullet :: 'state \Rightarrow bool +
fixes load :: 'prog \Rightarrow 'state

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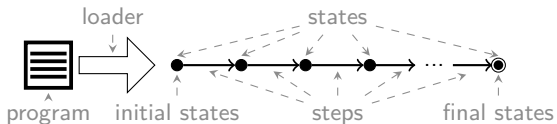


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locale language =
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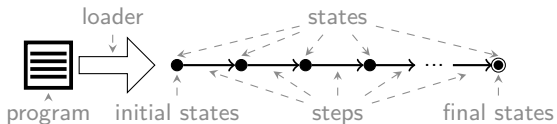


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locale language =
 semantics \leftrightarrow \bullet **for** ← predicate
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Language semantics



locale semantics =
 fixes
 step :: 'state \Rightarrow 'state \Rightarrow bool and
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type variables (pointing to 'state')

parameters (pointing to 'and')

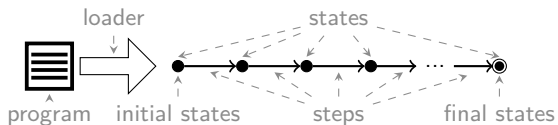
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predicate (pointing to 'for')

imports (pointing to 'for')

arbitrary bound variables (pointing to 'state')

Language semantics

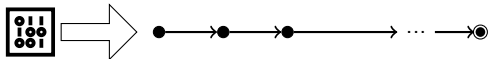
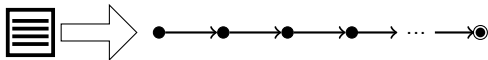


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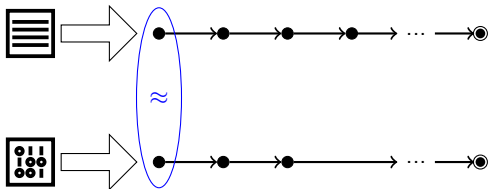
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 ← new parameters

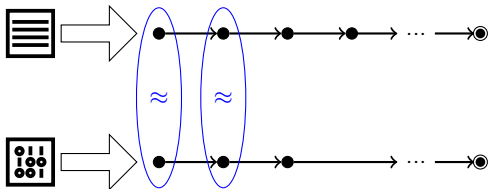
Simulation



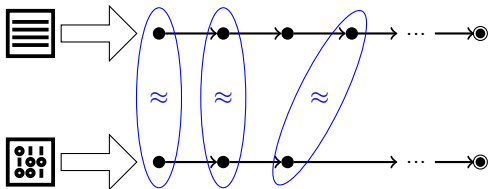
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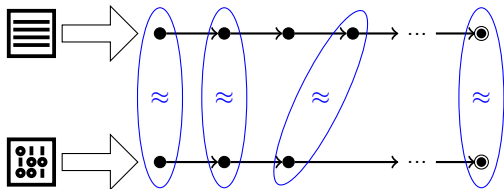
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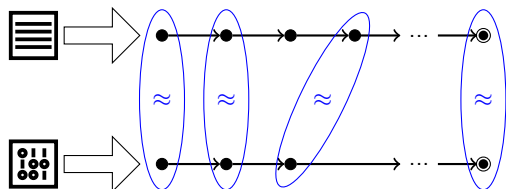
Simulation



Simulation



Simulation



locale backward-simulation =

L1: semantics $\rightarrow_1 \bullet_1 +$

L2: semantics $\rightarrow_2 \bullet_2 +$

well-founded \square for

\rightarrow_1 and $\bullet_1 :: 'state_1 \Rightarrow \text{bool}$ and

\rightarrow_2 and $\bullet_2 :: 'state_2 \Rightarrow \text{bool}$ and

$\square :: 'index \Rightarrow 'index \Rightarrow \text{bool} +$

fixes match :: $'index \Rightarrow 'state_1 \Rightarrow 'state_2 \Rightarrow \text{bool}$

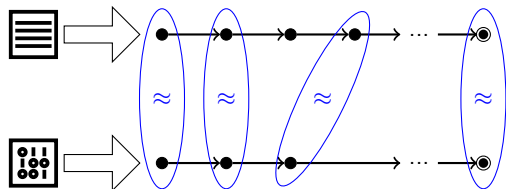
assumes

match-final: match $i s_1 s_2 \Longrightarrow \bullet_2 s_2 \Longrightarrow \bullet_1 s_1$ and

simulation: match $i s_1 s_2 \Longrightarrow s_2 \rightarrow_2 s'_2 \Longrightarrow$

$(\exists i' s'_1. s_1 \rightarrow_1^+ s'_1 \wedge \text{match } i' s'_1 s'_2) \vee (\exists i'. \text{match } i' s_1 s'_2 \wedge i' \square i)$

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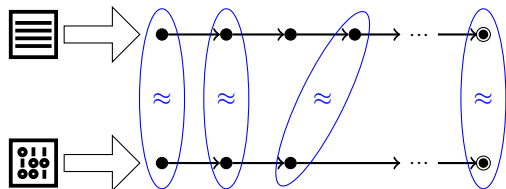
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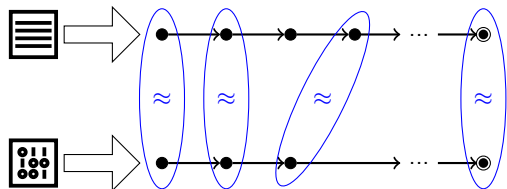
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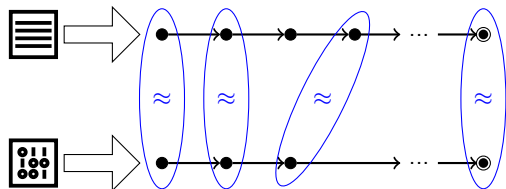
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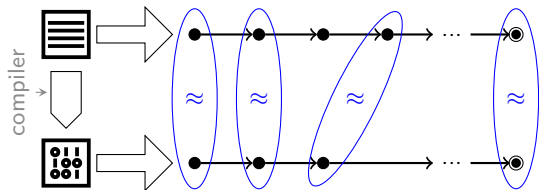
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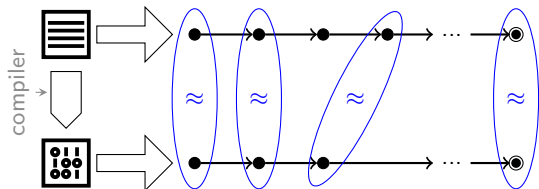
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↑
transitive closure

Compiler



Compiler



locale compiler =

L1: language $\rightarrow_1 \bullet_1$ load₁ +

L2: language $\rightarrow_2 \bullet_2$ load₂ +

backward-simulation $\rightarrow_1 \bullet_1 \rightarrow_2 \bullet_2 \sqsubset$ match for

\rightarrow_1 and \bullet_1 and load₁ :: 'prog₁ \Rightarrow 'state₁ \Rightarrow bool and

\rightarrow_2 and \bullet_2 and load₂ :: 'prog₂ \Rightarrow 'state₂ \Rightarrow bool and

\sqsubset and match

fixes compile :: 'prog₁ \Rightarrow 'prog₂ option

assumes

compile-load: compile $p_1 = \text{Some } p_2 \implies \exists i. \text{match } i(\text{load}_1 p_1)(\text{load}_2 p_2)$

Derived lemma (partial correctness)

context compiler **begin**

end

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context compiler **begin**

$$\frac{\text{compile } p_1 = \text{Some } p_2 \quad \text{load}_2 p_2 \Downarrow b_2 \quad \neg \text{is-wrong } b_2}{\exists b_1 i. \text{load}_1 p_1 \Downarrow b_1 \wedge b_1 \simeq b_2}$$

end

Derived lemma (compiler composition)

compiler $\rightarrow_1 \odot_1$ *load*₁ $\rightarrow_2 \odot_2$ *load*₂ \sqsubset_{1-2} *match*₁₋₂ *compile*₁₋₂

compiler $\rightarrow_2 \odot_2$ *load*₂ $\rightarrow_3 \odot_3$ *load*₃ \sqsubset_{2-3} *match*₂₋₃ *compile*₂₋₃

compiler $\rightarrow_1 \odot_1$ *load*₁ $\rightarrow_3 \odot_3$ *load*₃ [...] [...] (*compile*₂₋₃ \Leftarrow *compile*₁₋₂)

Experience report on locales

Framework

- ▶ Small code base (1 kLOC)
- ▶ Tiny interface (the actual locales)

Instantiations

- ▶ Optimization of virtual machines
- ▶ Three bytecode languages
- ▶ Somewhat bigger (7 kLOC)

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- + Separation of concerns (parameters, assumptions, derived results)
- + Multiple abstract data types (e.g. *'state*, *'prog*, etc.)

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Pros

- + Separation of concerns (parameters, assumptions, derived results)
- + Multiple abstract data types (e.g. *'state*, *'prog*, etc.)

Cons

- Syntactical overhead (predicates, imports, type annotations)
- Only first order type variables (limitation of HOL)

Take away

Locales can be **syntax heavy**, but can lead to **generic frameworks** in software formalizations.

Framework users must prove only **three* lemmata**

- ▶ all final states match a final state
- ▶ there exists a backward simulation
- ▶ compilation and loading lead to matching states

to get

- ▶ partial correctness
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Thank you

Derived results (behaviour)

context semantics begin

$$\frac{\text{step}^* s_1 s_2 \quad \text{finished step } s_2 \quad \text{final } s_2}{s_1 \Downarrow \text{Terminates } s_2}$$

$$\frac{\text{step}^* s_1 s_2 \quad \text{finished step } s_2 \quad \neg \text{final } s_2}{s_1 \Downarrow \text{Goes-wrong } s_2}$$

$$\frac{\text{step}^\infty s_1}{s_1 \Downarrow \text{Diverges}}$$

end