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# Abstract Interpretation and the PPL: from Theory to Practice and Vice Versa

R. BAGNARA, P. M. HILL, E. ZAFFANELLA

University of Parma, Italy

University of Leeds, United Kingdom

<http://www.cs.unipr.it/pp1/>

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## PLAN OF THE TALK

- ① The Problem
- ② Formal Program Verification Methods
- ③ An Example
- ④ Topologically Closed Convex Polyhedra
- ⑤ The Double Description Method by Motzkin et al.
- ⑥ The Parma Polyhedra Library: Theory Meets Practice
- ⑦ The Return Trip: from Practice Back to Theory
  - ① Widening Operators
  - ② Finite Powerset Domains
  - ③ NNC Polyhedra
- ⑧ Current and Future Development Plans

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## THE PROBLEM

- Hardware is **millions of times more powerful** than it was 25 years ago;
- program sizes have **exploded** in similar proportions;
- large and very large programs (up to **tens of millions of lines of code**) are and will be in widespread use;
- they need to be designed, developed and maintained over their entire lifespan (up to 20 and more years) at **reasonable costs**;
- unassisted development and maintenance teams do not stand a chance to follow such an explosion in size and complexity;
- many pieces of software exhibit a number of bugs that is sometimes hardly bearable even in office applications. . .
  - . . . no **safety critical** application can tolerate this failure rate;
- the problem of **software reliability** is one of the most important problems computer science has to face;
- this justifies the growing interest in **mechanical tools to help the programmer reasoning about programs.**

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## AN EXAMPLE: IS $x/(x-y)$ WELL-DEFINED?

### Many things may go wrong

- $x$  and/or  $y$  may be uninitialized;
- $x-y$  may overflow;
- $x$  and  $y$  may be equal (or  $x-y$  may underflow): division by 0;
- $x/(x-y)$  may overflow (or underflow).

### What can we do about it?

- full verification is undecidable;
- code review: complex, expensive and with volatile results;
- dynamic testing plus debugging: complex, expensive, does not scale (the cost of testing goes as the square of the program size), but it is repeatable;
- formal methods: complex and expensive but reusable, can be very thorough, repeatable, scale up to a certain program size then become unapplicable (we are working to extend that limit).

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# FORMAL PROGRAM VERIFICATION METHODS

## Purpose

- To **mechanically prove** that **all** possible program executions are **correct** in all specified execution environments. . .
- . . . for some definition of **correct**:
  - absence of some kinds of run-time errors;
  - adherence to some partial specification. . .

## Several methods

- deductive methods;
- model checking;
- program typing;
- **static analysis**.

## Because of the undecidability of program verification

- all methods are partial or incomplete;
- all resort to some form of approximation.

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## ABSTRACT INTERPRETATION

- The right framework to work with the concept of **sound approximation**;
- a theory for approximating sets and set operations as considered in set (or category) theory, including inductive definitions;
- a theory of approximation of the behavior of dynamic discrete systems;
- Computation takes place on a domain of abstract properties: the **abstract domain**...
- ... using **abstract operations** which are sound approximations of the concrete operations.
- Correctness follows by design!
- The abstraction (approximation) can be coarse enough to be **finitely computable**, yet be precise enough to be practically useful.
- Examples: casting out of nines and rule of signs.

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## EXAMPLE: THE CONCRETE SEMANTICS

x := 0; y := 0;

while x <= 100 do

$(x, y) \in S \in \wp(\mathbb{R}^2)$

read(b);

if b then x := x+2

else x := x+1; y := y+1;

endif

endwhile

Concrete domain:

$\langle \wp(\mathbb{R}^2), \subseteq, \emptyset, \mathbb{R}^2, \cup, \cap \rangle$ .

Concrete Semantics:

$S \stackrel{\text{def}}{=} \text{lfp } \mathcal{F} = \mathcal{F}^\omega(\emptyset)$ .

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## EXAMPLE: THE CONCRETE SEMANTICS

```
x := 0; y := 0;
```

```
while x <= 100 do
```

```
  ∅
```

```
  read(b);
```

```
  if b then x := x+2
```

```
  else x := x+1; y := y+1;
```

```
  endif
```

```
endwhile
```

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## EXAMPLE: THE CONCRETE SEMANTICS

```
x := 0; y := 0;
```

```
{(0,0)}
```

```
while x <= 100 do
```

```
  ∅
```

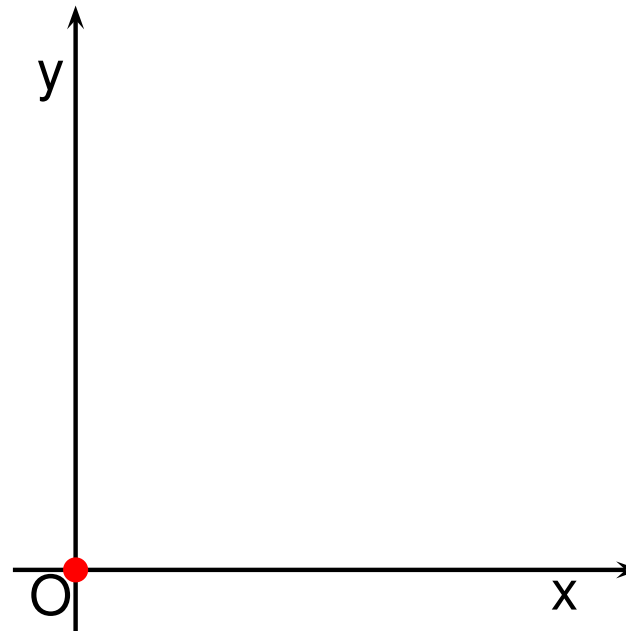
```
  read(b);
```

```
  if b then x := x+2
```

```
  else x := x+1; y := y+1;
```

```
  endif
```

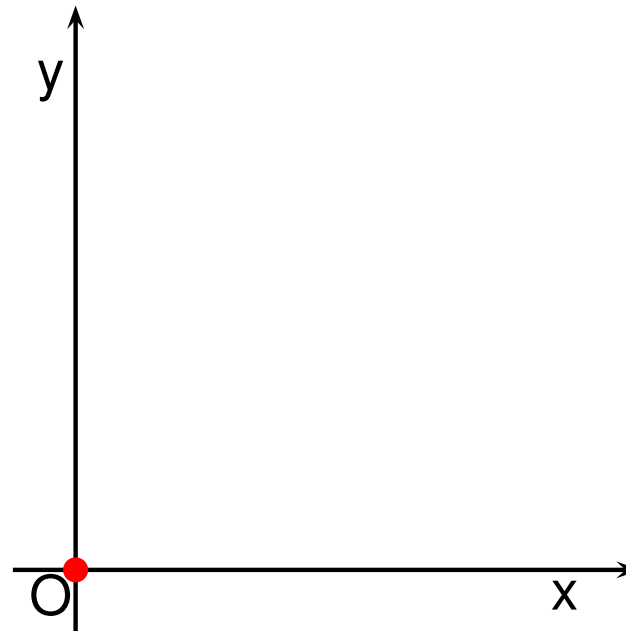
```
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

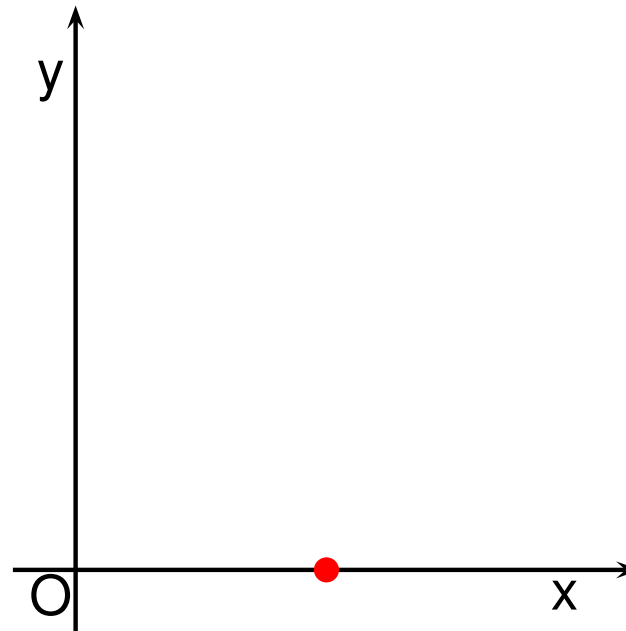
```
x := 0; y := 0;  
  {(0,0)}  
while x <= 100 do  
  {(0,0)}  
  read(b);  
  if b then x := x+2  
  
  else x := x+1; y := y+1;  
  
endif  
  
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

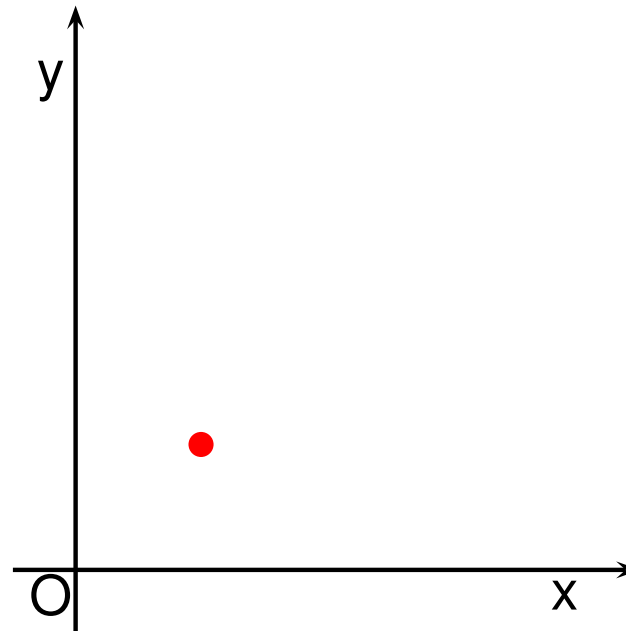
```
x := 0; y := 0;  
  {(0,0)}  
while x <= 100 do  
  {(0,0)}  
  read(b);  
  if b then x := x+2  
    {(2,0)}  
  else x := x+1; y := y+1;  
  
endif  
  
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

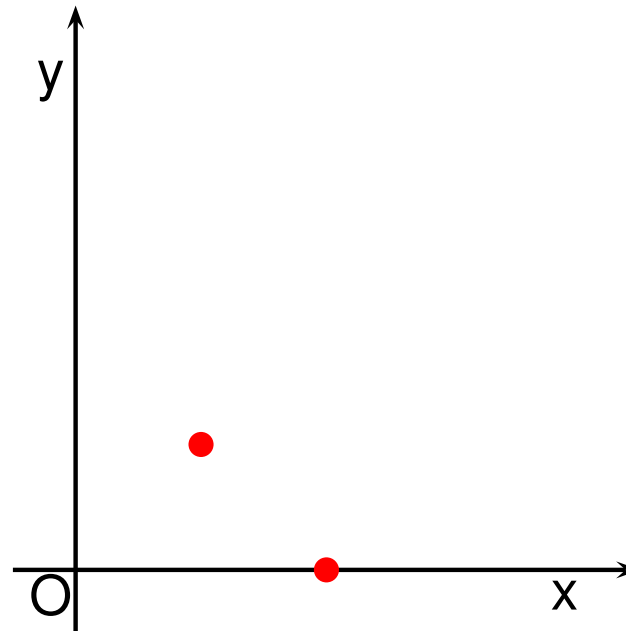
```
x := 0; y := 0;  
  {(0,0)}  
while x <= 100 do  
  {(0,0)}  
  read(b);  
  if b then x := x+2  
    {(2,0)}  
  else x := x+1; y := y+1;  
    {(1,1)}  
  endif  
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

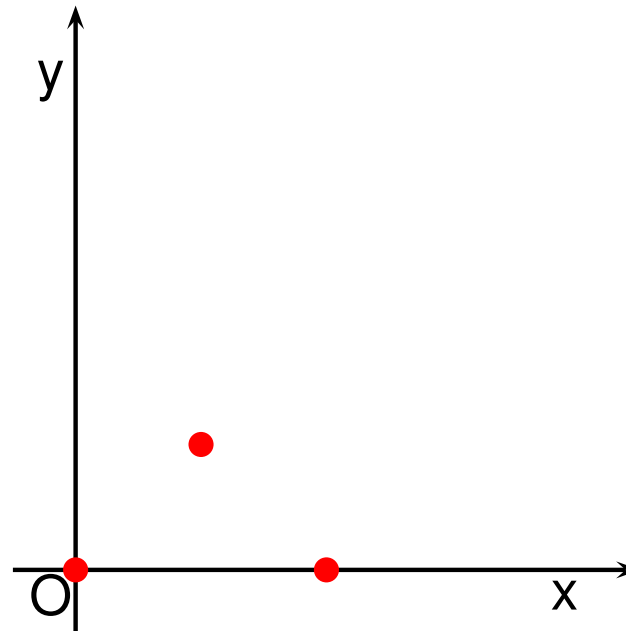
```
x := 0; y := 0;
  {(0,0)}
while x <= 100 do
  {(0,0)}
  read(b);
  if b then x := x+2
    {(2,0)}
  else x := x+1; y := y+1;
    {(1,1)}
  endif
  {(1,1), (2,0)}
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

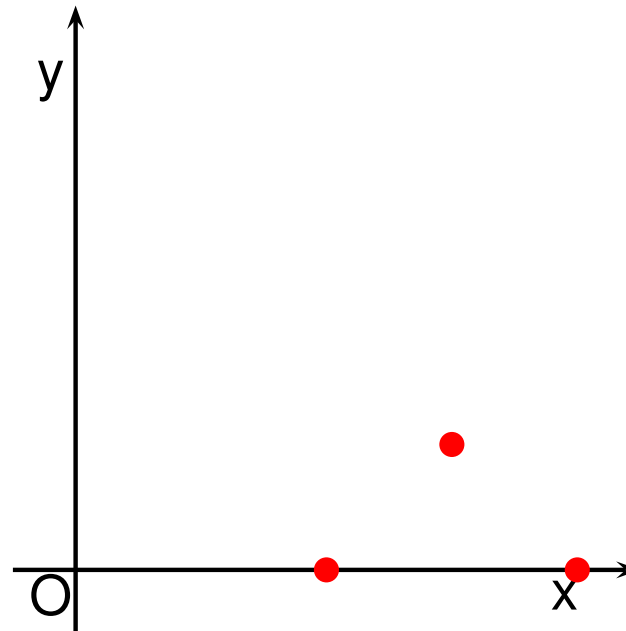
```
x := 0; y := 0;
  {(0, 0)}
while x <= 100 do
  {(0, 0), (1, 1), (2, 0)}
  read(b);
  if b then x := x+2
    {(2, 0)}
  else x := x+1; y := y+1;
    {(1, 1)}
  endif
  {(1, 1), (2, 0)}
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

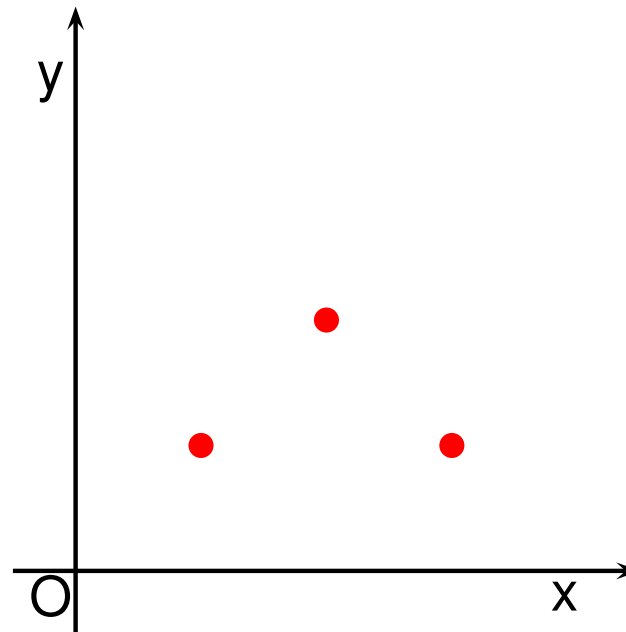
```
x := 0; y := 0;  
  {(0, 0)}  
while x <= 100 do  
  {(0, 0), (1, 1), (2, 0)}  
  read(b);  
  if b then x := x+2  
    {(2, 0), (3, 1), (4, 0)}  
  else x := x+1; y := y+1;  
    {(1, 1)}  
  endif  
  {(1, 1), (2, 0)}  
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

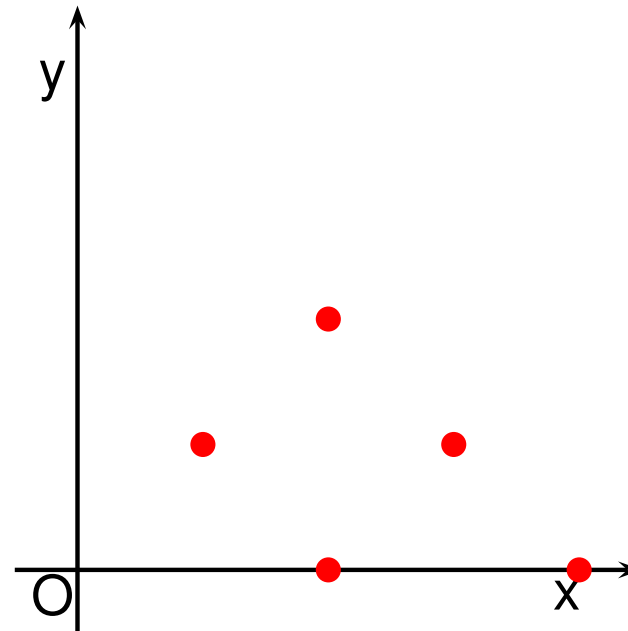
```
x := 0; y := 0;
  {(0, 0)}
while x <= 100 do
  {(0, 0), (1, 1), (2, 0)}
  read(b);
  if b then x := x+2
    {(2, 0), (3, 1), (4, 0)}
  else x := x+1; y := y+1;
    {(1, 1), (2, 2), (3, 1)}
  endif
  {(1, 1), (2, 0)}
endwhile
```



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## EXAMPLE: THE CONCRETE SEMANTICS

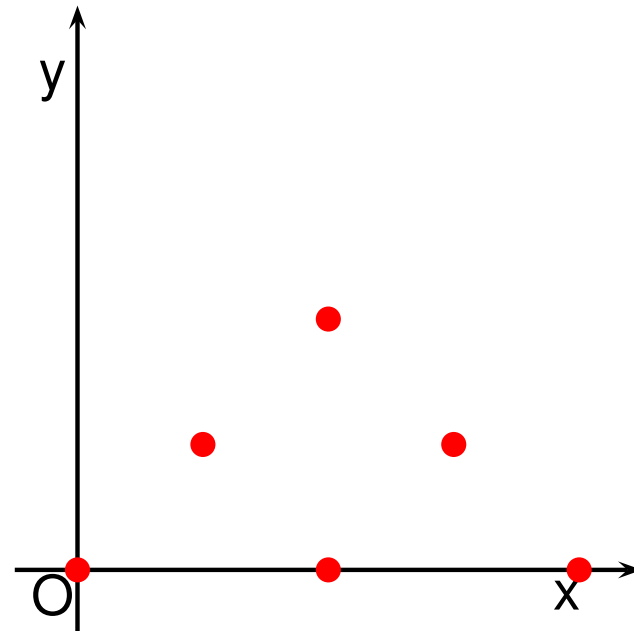
```
x := 0; y := 0;
  {(0, 0)}
while x <= 100 do
  {(0, 0), (1, 1), (2, 0)}
  read(b);
  if b then x := x+2
    {(2, 0), (3, 1), (4, 0)}
  else x := x+1; y := y+1;
    {(1, 1), (2, 2), (3, 1)}
  endif
  {(1, 1), (2, 0), (2, 2), (3, 1), (4, 0)}
endwhile
```



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## EXAMPLE: ... AND SO ON ...

```
x := 0; y := 0;
  {(0,0)}
while x <= 100 do
  {(0,0), (1,1), (2,0), (2,2), (3,1), (4,0)}
  read(b);
  if b then x := x+2
    {(2,0), (3,1), (4,0)}
  else x := x+1; y := y+1;
    {(1,1), (2,2), (3,1)}
  endif
  {(1,1), (2,0), (2,2), (3,1), (4,0)}
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

`x := 0; y := 0;`

`while x <= 100 do`

`$(x, y) \in Q \in \mathbb{CP}_2$`

`read(b);`

`if b then x := x+2`

`else x := x+1; y := y+1;`

`endif`

`endwhile`

Abstract domain:

$\langle \mathbb{CP}_2, \subseteq, \emptyset, \mathbb{R}^2, \uplus, \cap \rangle$ .

Correctness:

$X \subseteq \mathcal{P} \implies \mathcal{F}(X) \subseteq \mathcal{F}^\#(\mathcal{P})$ .

Abstract Semantics:

$Q \in \text{postfp}(\mathcal{F}^\#)$ .

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## EXAMPLE: THE ABSTRACT SEMANTICS

```
x := 0; y := 0;
```

```
while x <= 100 do
```

```
  {1 = 0}
```

```
  read(b);
```

```
  if b then x := x+2
```

```
  else x := x+1; y := y+1;
```

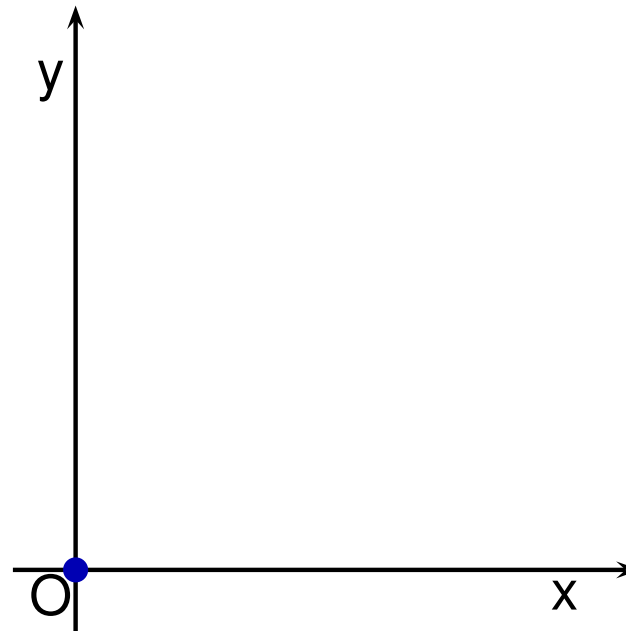
```
  endif
```

```
endwhile
```

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## EXAMPLE: THE ABSTRACT SEMANTICS

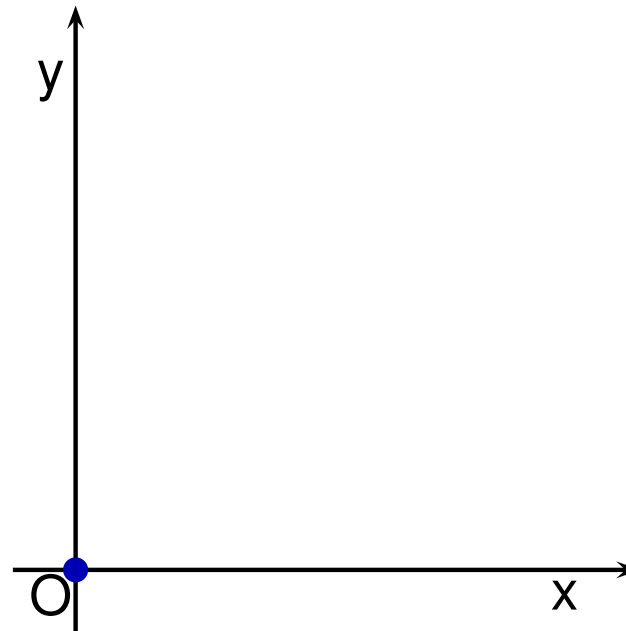
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {1 = 0}  
  read(b);  
  if b then x := x+2  
  
  else x := x+1; y := y+1;  
  
endif  
  
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

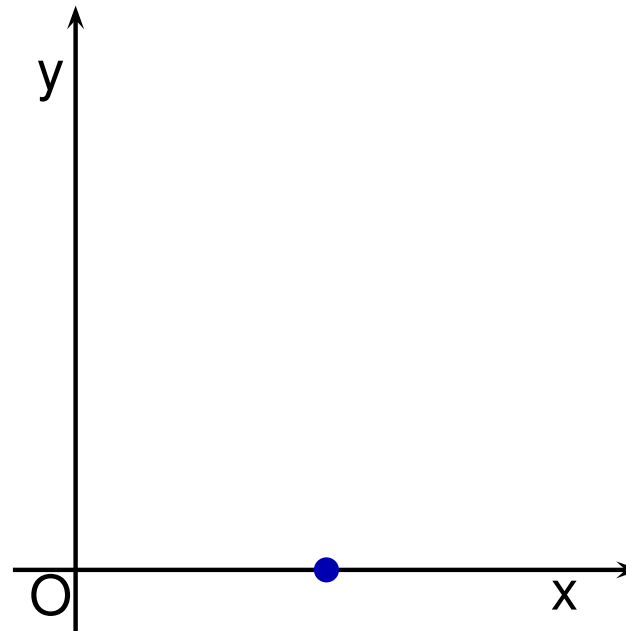
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {x = 0, y = 0}  
  read(b);  
  if b then x := x+2  
  
  else x := x+1; y := y+1;  
  
endif  
  
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

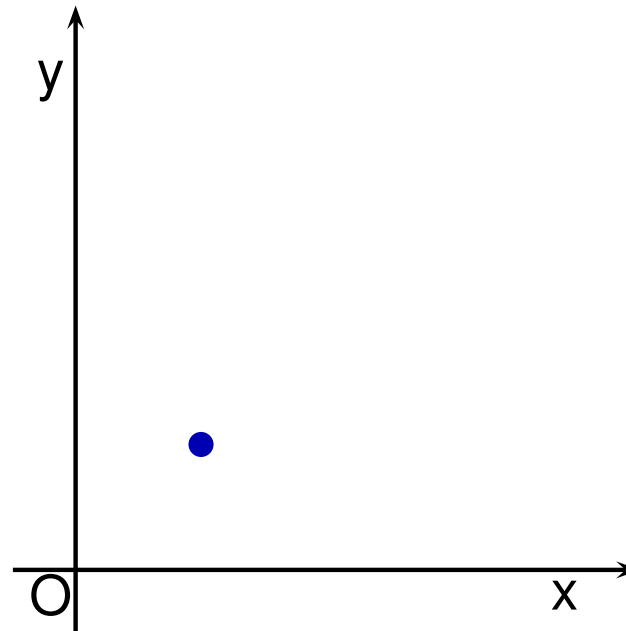
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {x = 0, y = 0}  
  read(b);  
  if b then x := x+2  
    {x = 2, y = 0}  
  else x := x+1; y := y+1;  
  
endif  
  
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

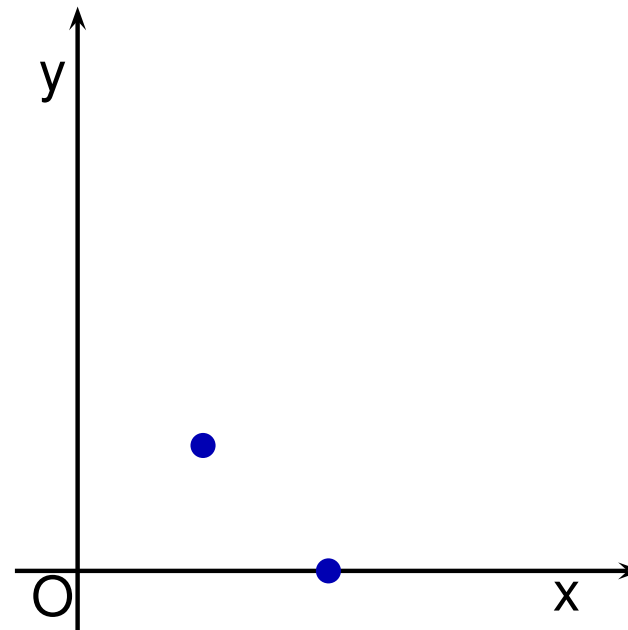
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {x = 0, y = 0}
  read(b);
  if b then x := x+2
    {x = 2, y = 0}
  else x := x+1; y := y+1;
    {x = 1, y = 1}
  endif
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

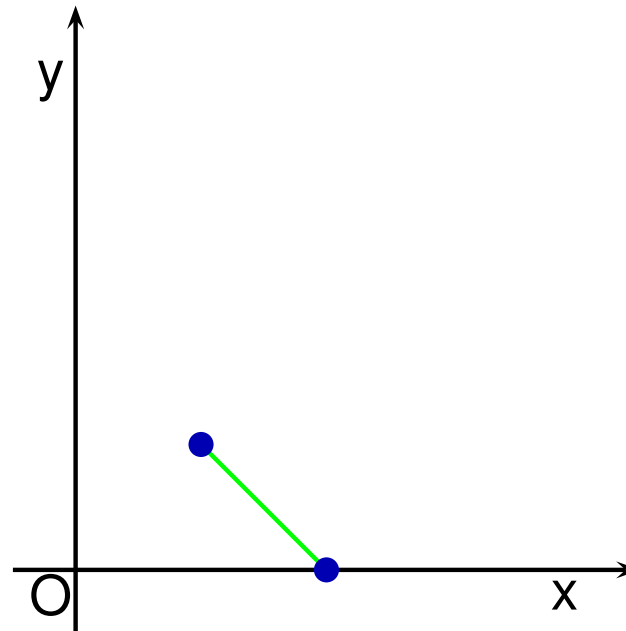
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {x = 0, y = 0}  
  read(b);  
  if b then x := x+2  
    {x = 2, y = 0}  
  else x := x+1; y := y+1;  
    {x = 1, y = 1}  
  endif  
  {x = 2, y = 0}  $\uplus$  {x = 1, y = 1}  
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

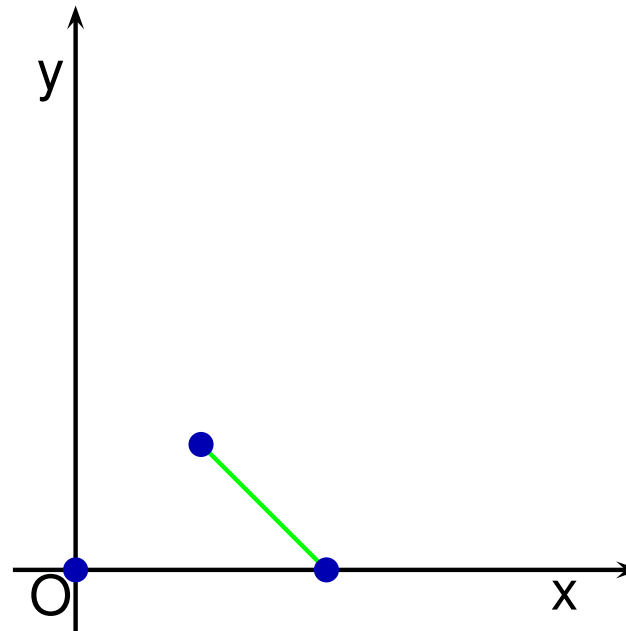
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {x = 0, y = 0}
  read(b);
  if b then x := x+2
    {x = 2, y = 0}
  else x := x+1; y := y+1;
    {x = 1, y = 1}
  endif
  {1 ≤ x ≤ 2, x + y = 2}
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

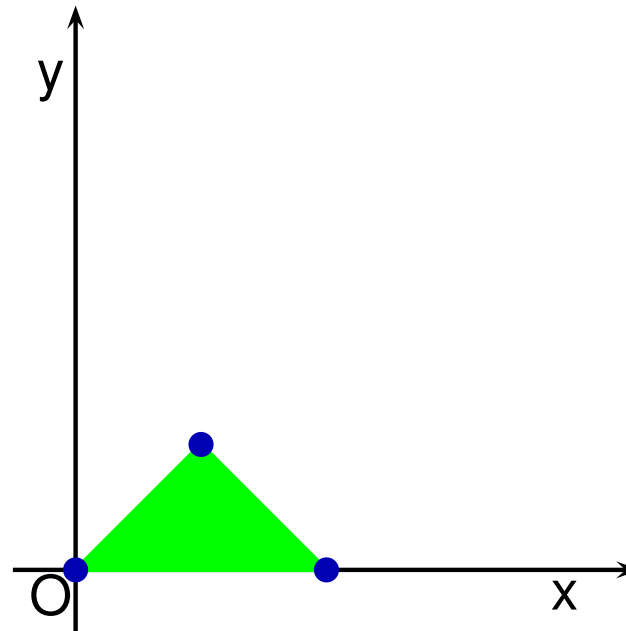
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {x = 0, y = 0}  
   $\uplus \{1 \leq x \leq 2, x + y = 2\}$   
  read(b);  
  if b then x := x+2  
    {x = 2, y = 0}  
  else x := x+1; y := y+1;  
    {x = 1, y = 1}  
  endif  
  {1 ≤ x ≤ 2, x + y = 2}  
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

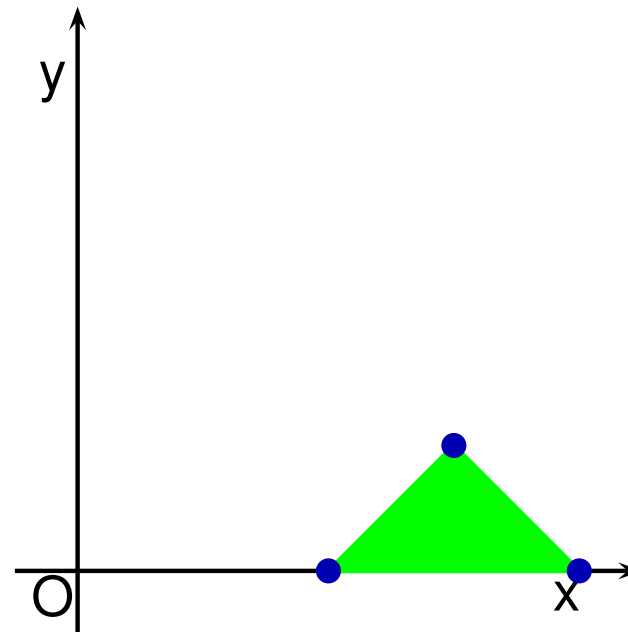
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  read(b);
  if b then x := x+2
    {x = 2, y = 0}
  else x := x+1; y := y+1;
    {x = 1, y = 1}
  endif
  {1 ≤ x ≤ 2, x + y = 2}
endwhile
```



---

## EXAMPLE: THE ABSTRACT SEMANTICS

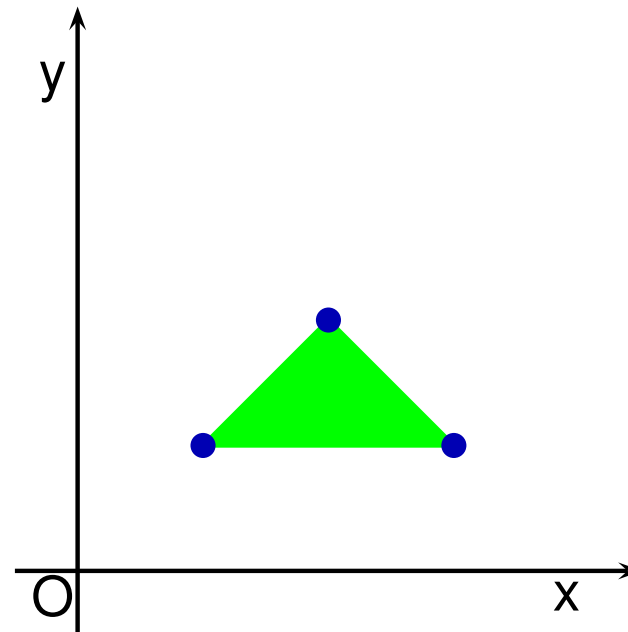
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {x = 1, y = 1}
  endif
  {1 ≤ x ≤ 2, x + y = 2}
endwhile
```



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## EXAMPLE: THE ABSTRACT SEMANTICS

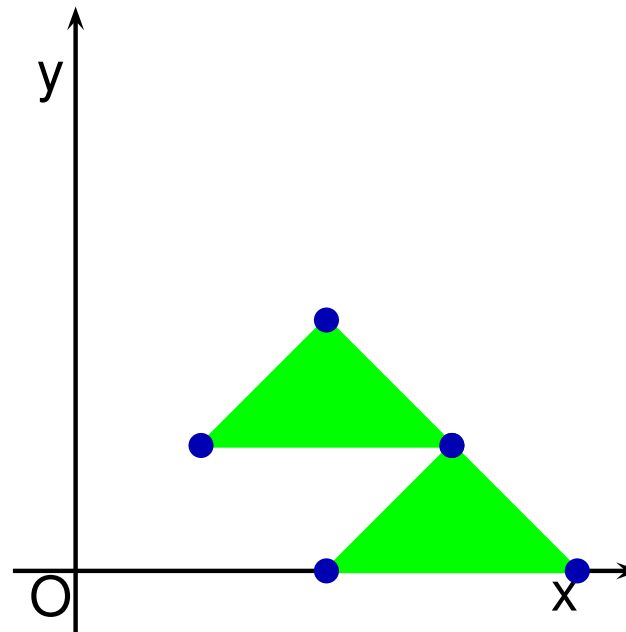
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {1 ≤ x ≤ 2, x + y = 2}
endwhile
```



---

## EXAMPLE: THE ABSTRACT SEMANTICS

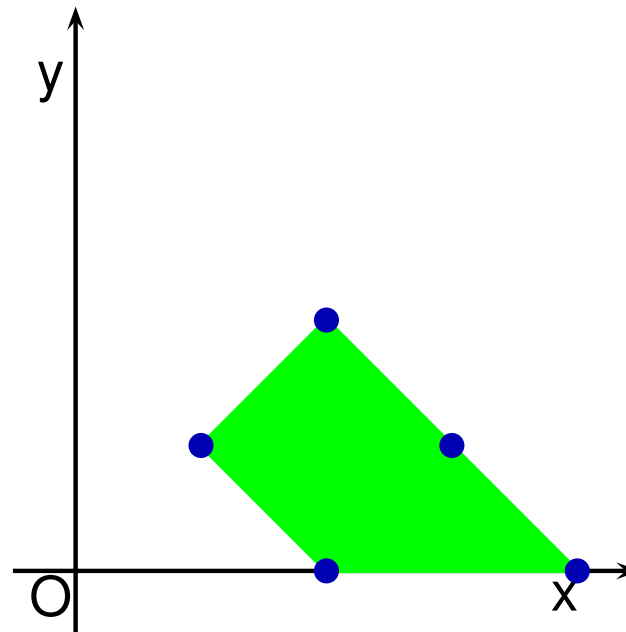
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x - 2, x + y ≤ 4}
  ⊕ {1 ≤ x ≤ 2, x + y = 2}
endwhile
```



---

## EXAMPLE: THE ABSTRACT SEMANTICS

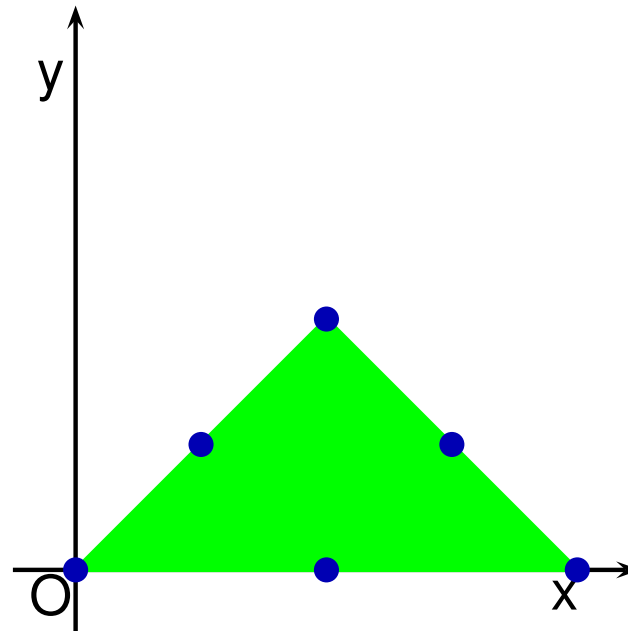
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}
endwhile
```



---

## EXAMPLE: ... AND SO ON ... ?

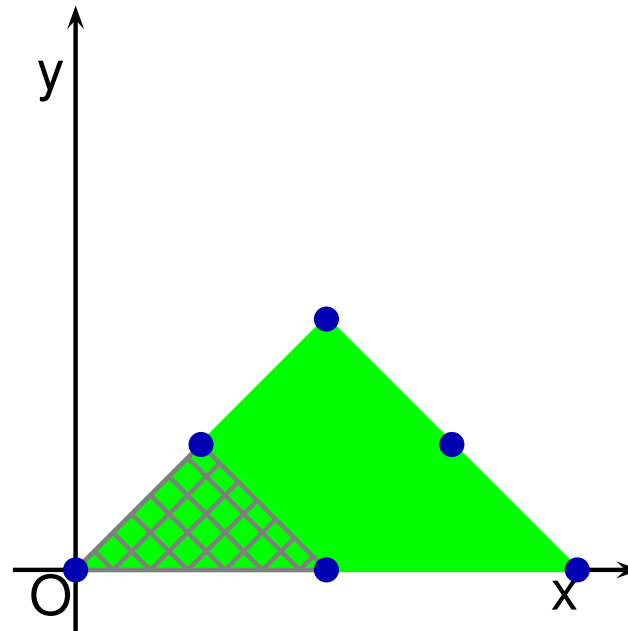
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 4}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}
endwhile
```



---

## EXAMPLE: FINITE CONVERGENCE USING WIDENING

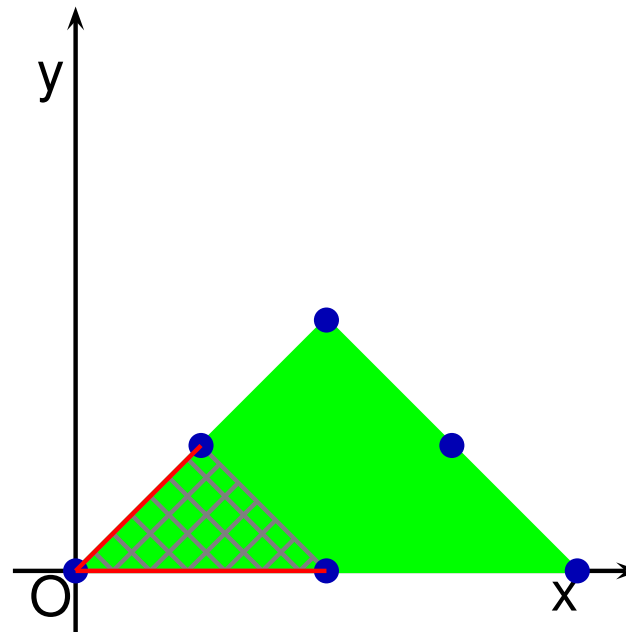
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  ∇ {0 ≤ y ≤ x, x + y ≤ 4}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}
endwhile
```



---

## EXAMPLE: FINITE CONVERGENCE USING WIDENING

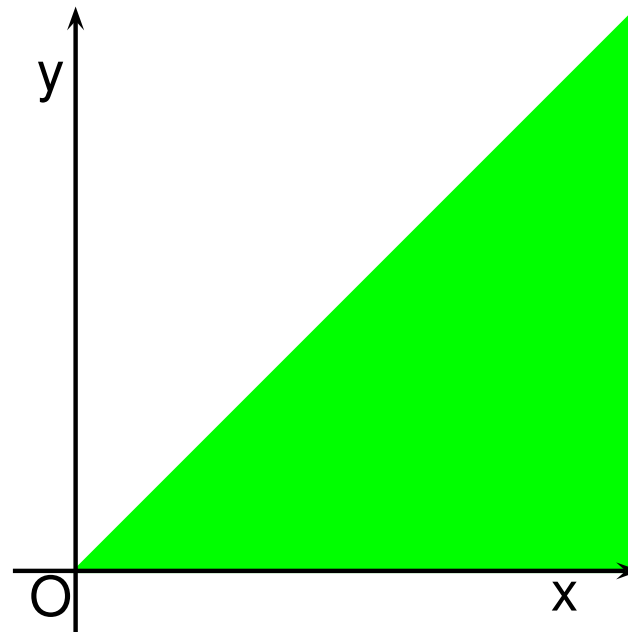
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x, x + y ≤ 2}
  ∇ {0 ≤ y ≤ x, x + y ≤ 4}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2, x + y ≤ 4}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}
endwhile
```



---

## EXAMPLE: AN ABSTRACT POST-FIXPOINT

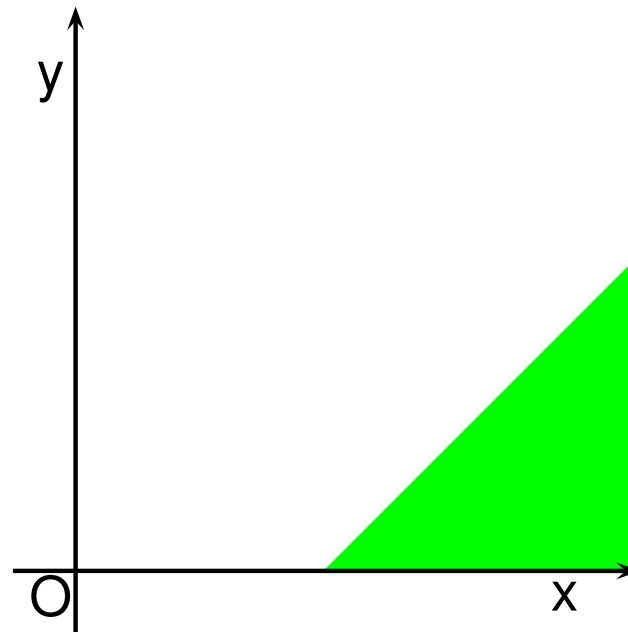
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {0 ≤ y ≤ x}  
  read(b);  
  if b then x := x+2  
    {0 ≤ y ≤ x - 2, x + y ≤ 4}  
  else x := x+1; y := y+1;  
    {1 ≤ y ≤ x, x + y ≤ 4}  
  endif  
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}  
endwhile
```



---

## EXAMPLE: ABSTRACT DOWNWARD ITERATION

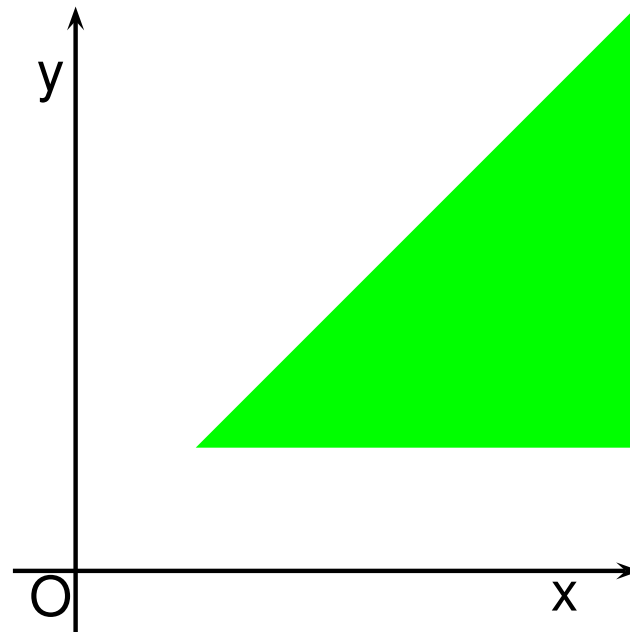
```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x, x + y ≤ 4}
  endif
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}
endwhile
```



---

## EXAMPLE: ABSTRACT DOWNWARD ITERATION

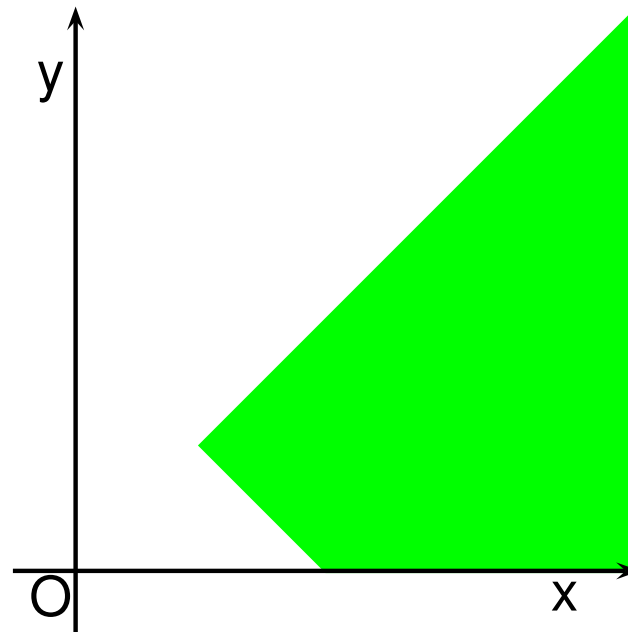
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {0 ≤ y ≤ x}  
  read(b);  
  if b then x := x+2  
    {0 ≤ y ≤ x - 2}  
  else x := x+1; y := y+1;  
    {1 ≤ y ≤ x}  
  endif  
  {0 ≤ y ≤ x, 2 ≤ x + y ≤ 4}  
endwhile
```



---

## EXAMPLE: ABSTRACT DOWNWARD ITERATION

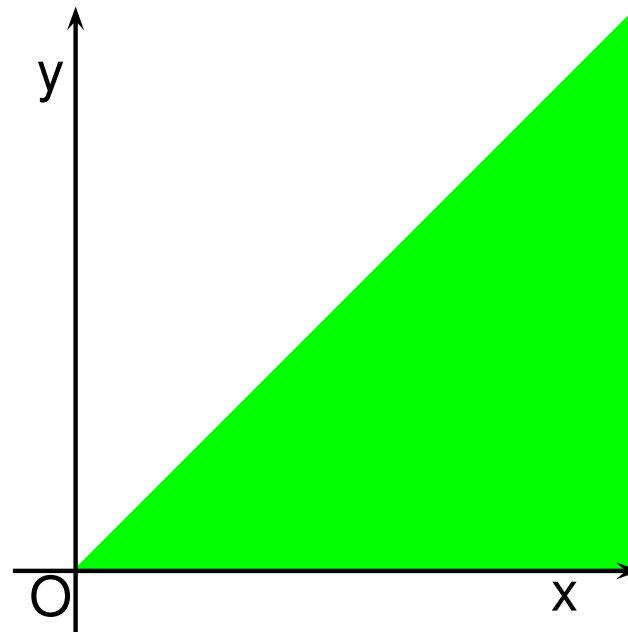
```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {0 ≤ y ≤ x}  
  read(b);  
  if b then x := x+2  
    {0 ≤ y ≤ x - 2}  
  else x := x+1; y := y+1;  
    {1 ≤ y ≤ x}  
  endif  
  {0 ≤ y ≤ x, 2 ≤ x + y}  
endwhile
```



---

## EXAMPLE: ABSTRACT FIXPOINT

```
x := 0; y := 0;  
  {x = 0, y = 0}  
while x <= 100 do  
  {0 ≤ y ≤ x ≤ 100}  
  read(b);  
  if b then x := x+2  
    {0 ≤ y ≤ x - 2}  
  else x := x+1; y := y+1;  
    {1 ≤ y ≤ x}  
  endif  
  {0 ≤ y ≤ x, 2 ≤ x + y}  
endwhile
```



---

## EXAMPLE: ABSTRACT FIXPOINT

```
x := 0; y := 0;
  {x = 0, y = 0}
while x <= 100 do
  {0 ≤ y ≤ x ≤ 100}
  read(b);
  if b then x := x+2
    {0 ≤ y ≤ x - 2 ≤ 100}
  else x := x+1; y := y+1;
    {1 ≤ y ≤ x ≤ 101}
  endif
  {0 ≤ y ≤ x ≤ 102, 2 ≤ x + y ≤ 202}
endwhile
{100 < x ≤ 102, 0 ≤ y ≤ x, x + y ≤ 202}
```

---

## THE (WELL-KNOWN) MORAL OF THE STORY

**Semantic construction:** language dependent, but (almost) independent from the specific application and, in particular, from the considered abstract domain.

**Abstract Domain:** semantic construction dependent, as far as the set of supported abstract operators is concerned. For some important cases (e.g., **numerical abstractions**) it is almost language and application independent.

For a better understanding of **both** theoretical and practical research issues, the above separation of concerns should be pursued as much as possible.

**This talk is about abstract domains.**

---

## THE DOMAIN $\mathbb{CP}_n$ OF CLOSED CONVEX POLYHEDRA

A lattice  $\langle \mathbb{CP}_n, \subseteq, \emptyset, \mathbb{R}^n, \uplus, \cap \rangle$ , with **infinite chains**.

Constraint Representation:  $\mathcal{P} = \text{con}(\mathcal{C})$

- $\mathcal{C}$  is a finite set of **linear non-strict inequality** (resp., **equality**) constraints.
- No redundant constraint + max number of equalities  $\implies$  **minimal form**.
- Weak notions of **canonical form** (e.g., by orthogonality).

---

## THE DOMAIN $\mathbb{CP}_n$ OF CLOSED CONVEX POLYHEDRA

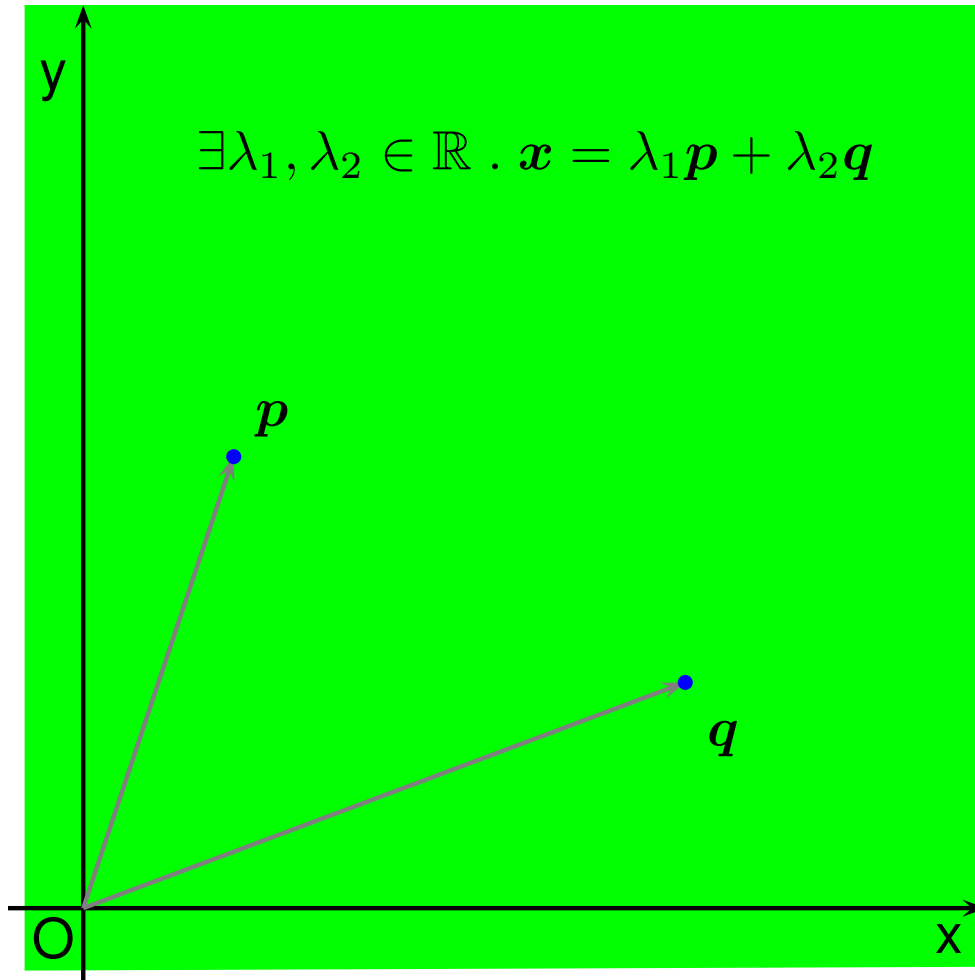
Generator Representation:  $\mathcal{P} = \text{gen}(\mathcal{G})$

- $\mathcal{G} = (L, R, P)$ , where
  - $P$  is a finite set of **points** of  $\mathcal{P}$ ;
  - $R$  is a finite set of **rays** (directions of infinity) of  $\mathcal{P}$ ;
  - $L$  is a finite set of **lines** (bidirectional rays) of  $\mathcal{P}$ .
- No redundant generator + max number of lines  $\implies$  **minimal form**.
- Weak notions of **canonical form** (e.g., by orthogonality).

$$\text{gen}(\mathcal{G}) \stackrel{\text{def}}{=} \left\{ L\lambda + R\rho + P\pi \in \mathbb{R}^n \left| \begin{array}{l} \lambda \in \mathbb{R}^\ell, \rho \in \mathbb{R}_+^r, \\ \pi \in \mathbb{R}_+^p, \sum_{i=1}^p \pi_i = 1 \end{array} \right. \right\}$$

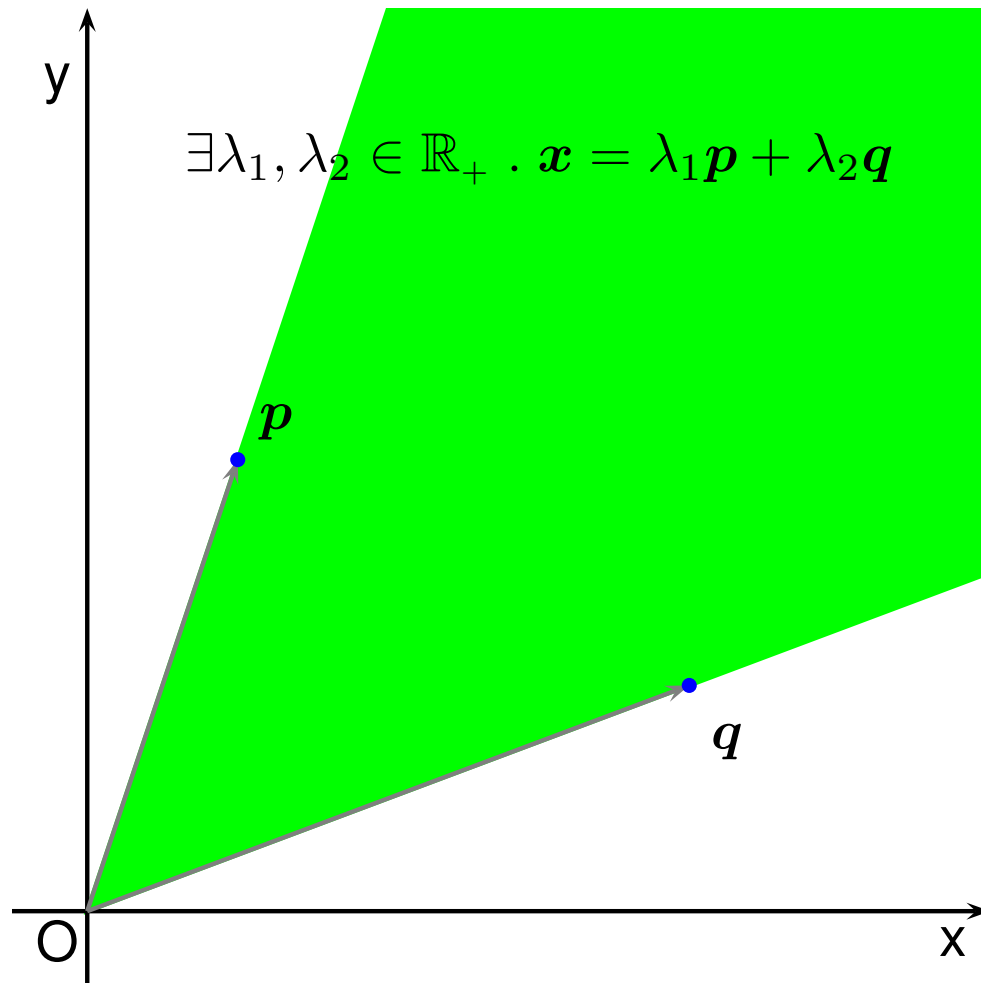
---

## COMBINATIONS: LINEAR



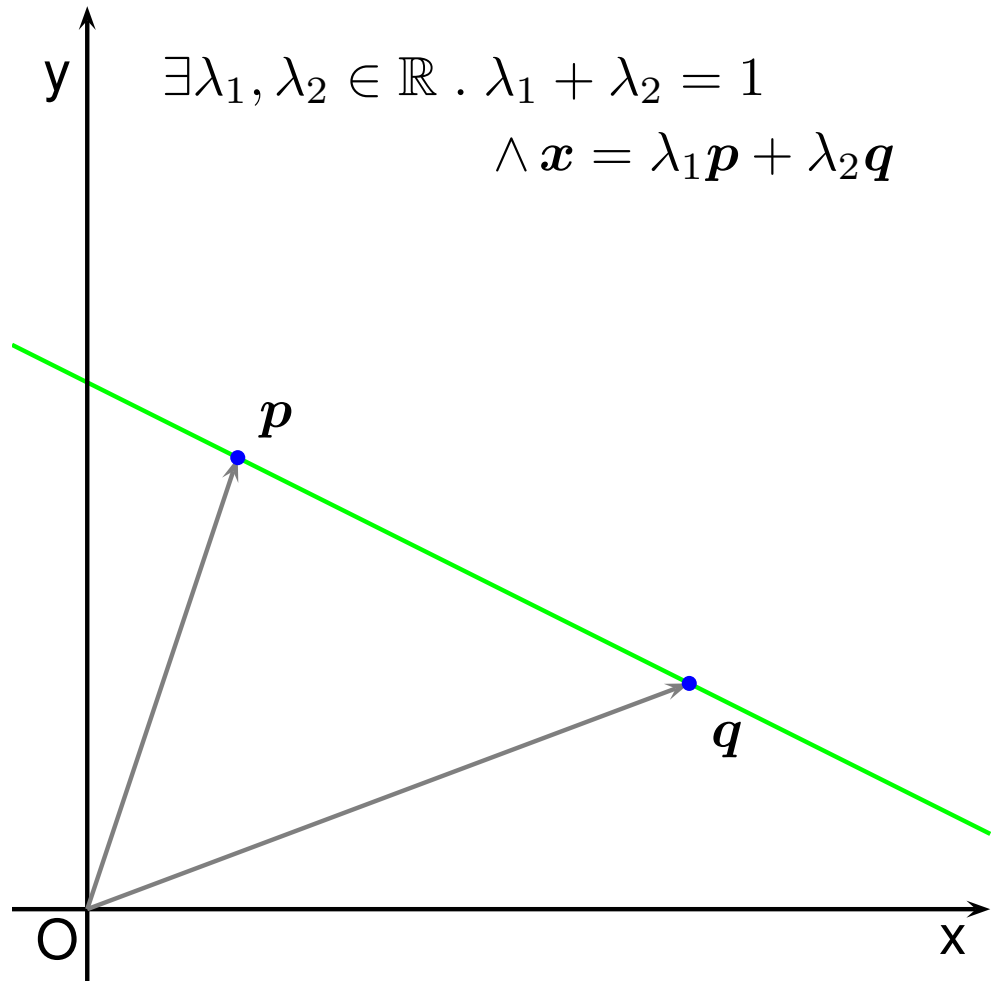
---

## COMBINATIONS: CONIC



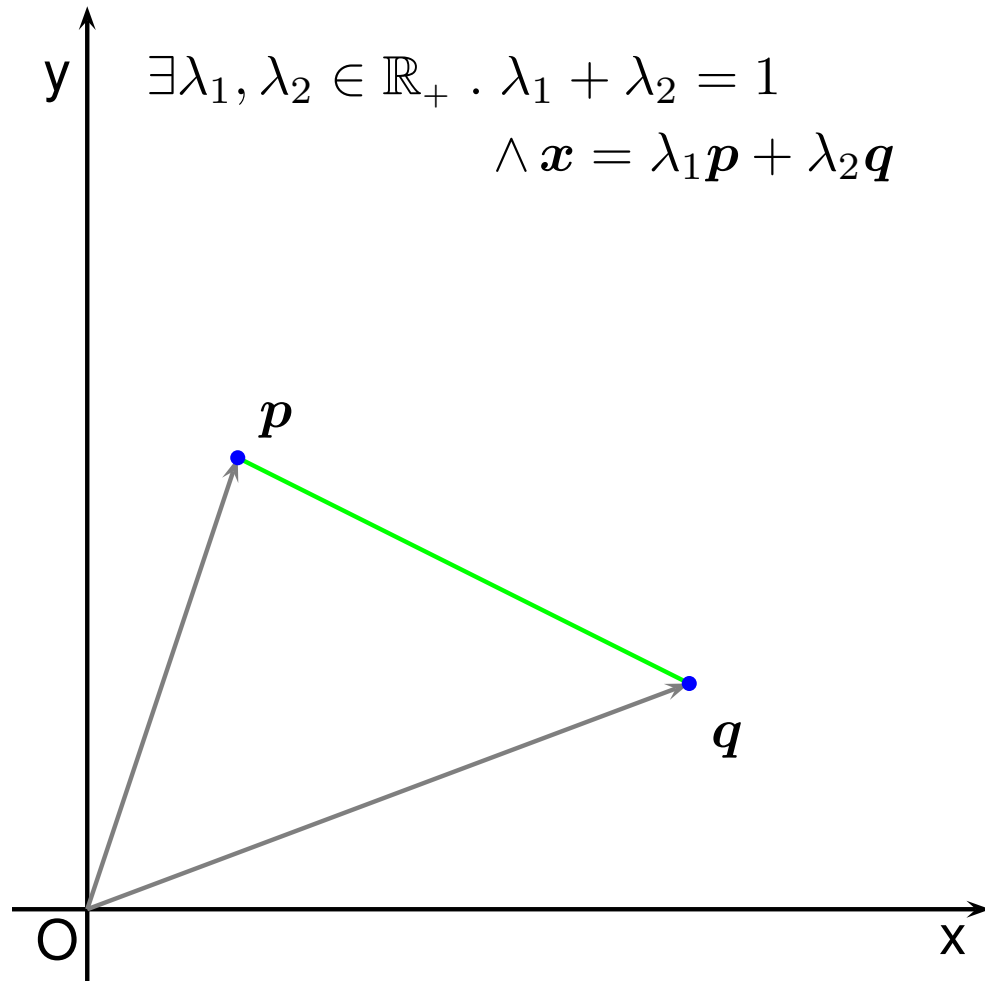
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## COMBINATIONS: AFFINE



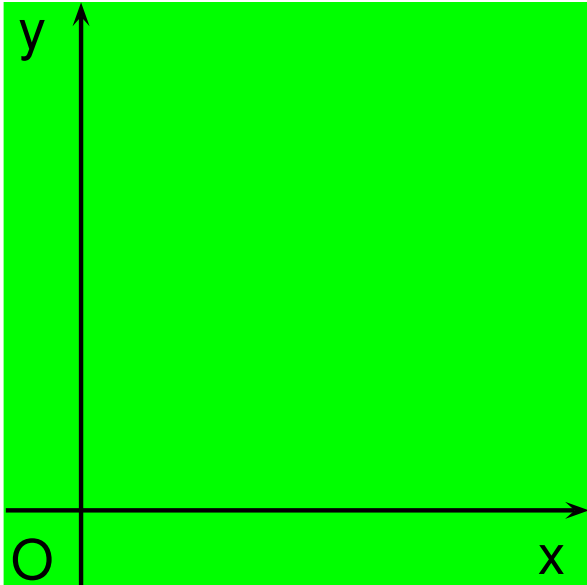
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## COMBINATIONS: CONVEX (CONIC AND AFFINE)



---

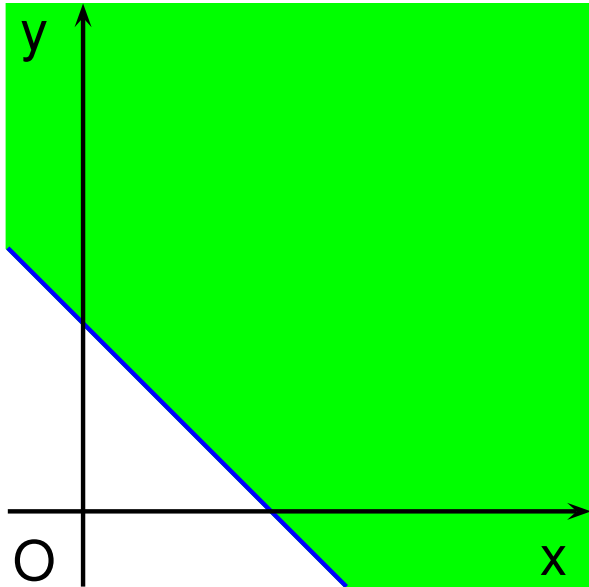
## EXAMPLE: DOUBLE DESCRIPTION



$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

---

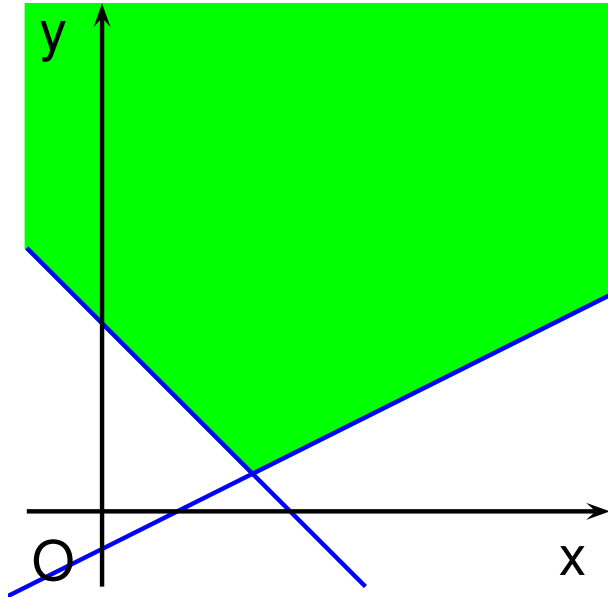
## EXAMPLE: DOUBLE DESCRIPTION



$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

---

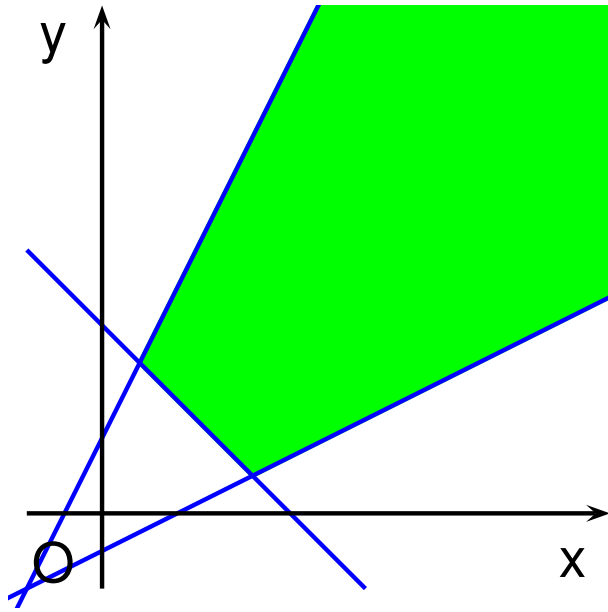
## EXAMPLE: DOUBLE DESCRIPTION



$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

---

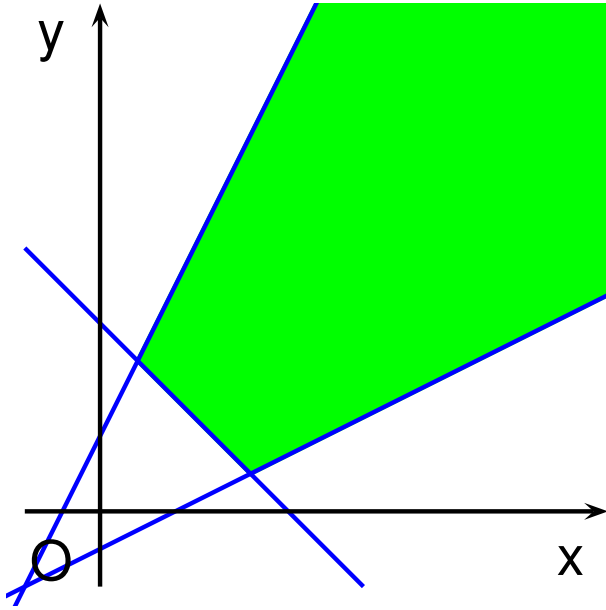
## EXAMPLE: DOUBLE DESCRIPTION



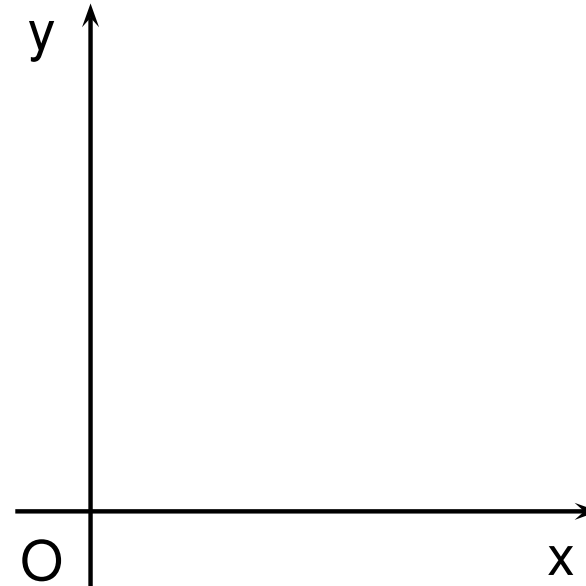
$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

---

## EXAMPLE: DOUBLE DESCRIPTION

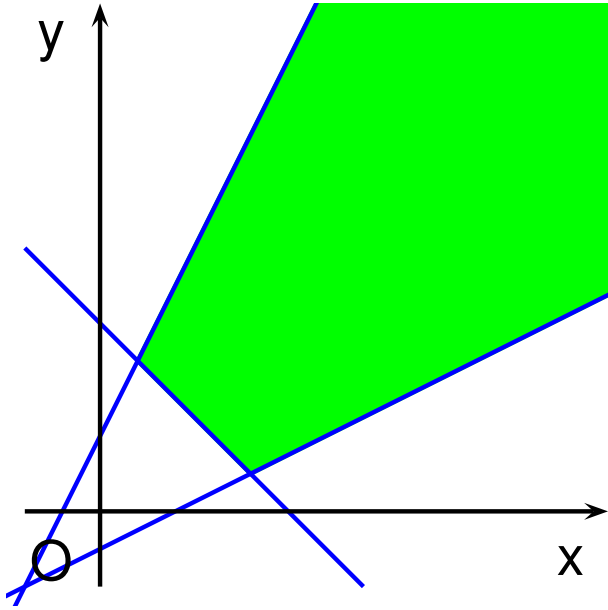


$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

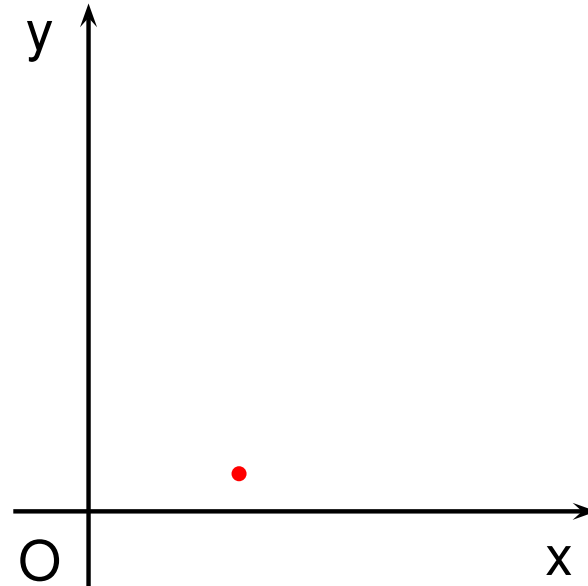


$$\begin{cases} \text{lines: } \emptyset \\ \text{points: } \emptyset \\ \text{rays: } \emptyset \end{cases}$$

## EXAMPLE: DOUBLE DESCRIPTION

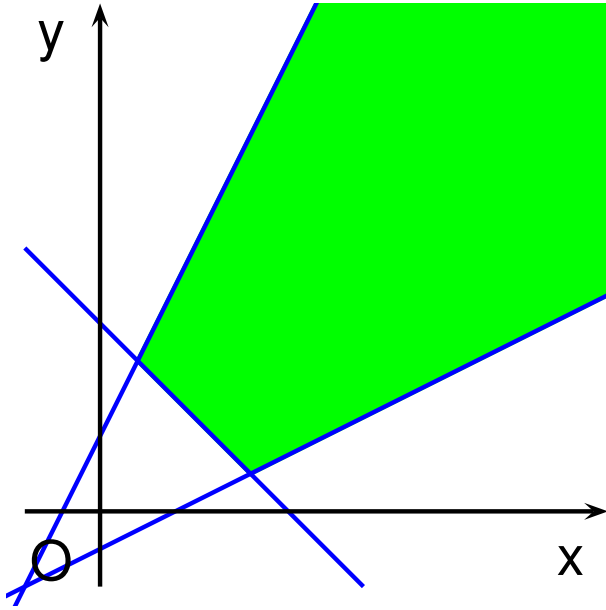


$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

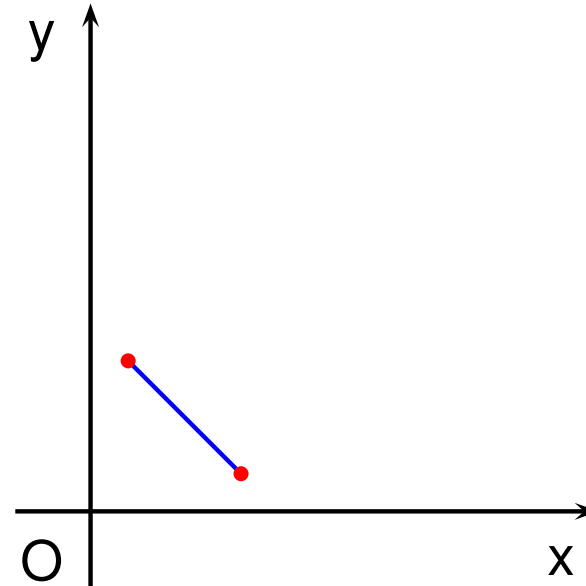


$$\begin{cases} \text{lines: } \emptyset \\ \text{points: } \{(4, 1)\} \\ \text{rays: } \emptyset \end{cases}$$

## EXAMPLE: DOUBLE DESCRIPTION

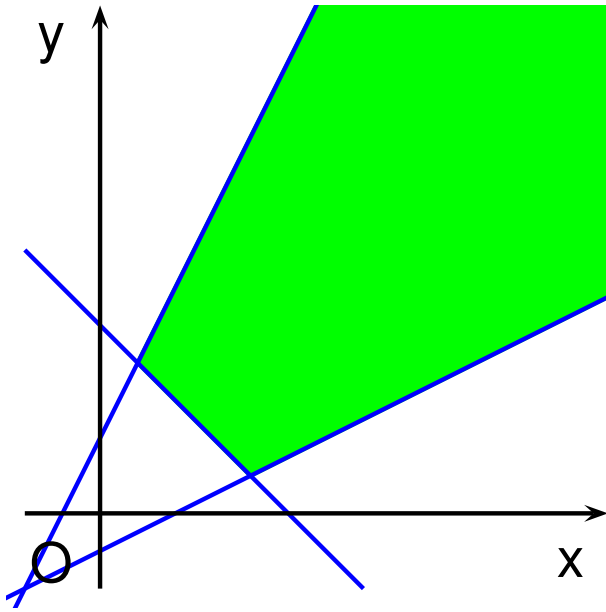


$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

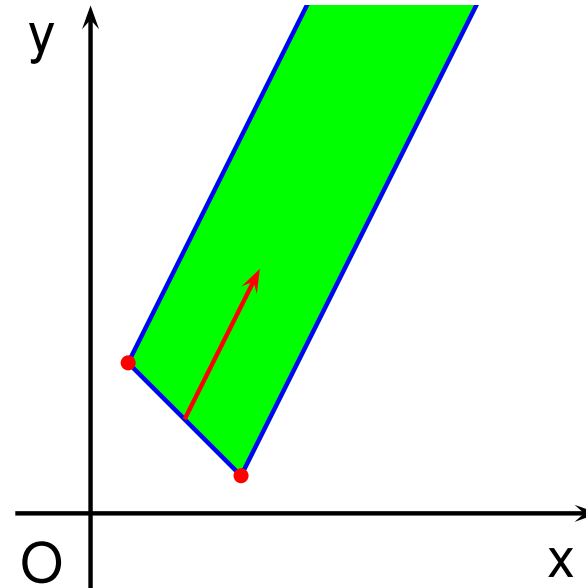


$$\begin{cases} \text{lines: } \emptyset \\ \text{points: } \{(4, 1), (1, 4)\} \\ \text{rays: } \emptyset \end{cases}$$

## EXAMPLE: DOUBLE DESCRIPTION

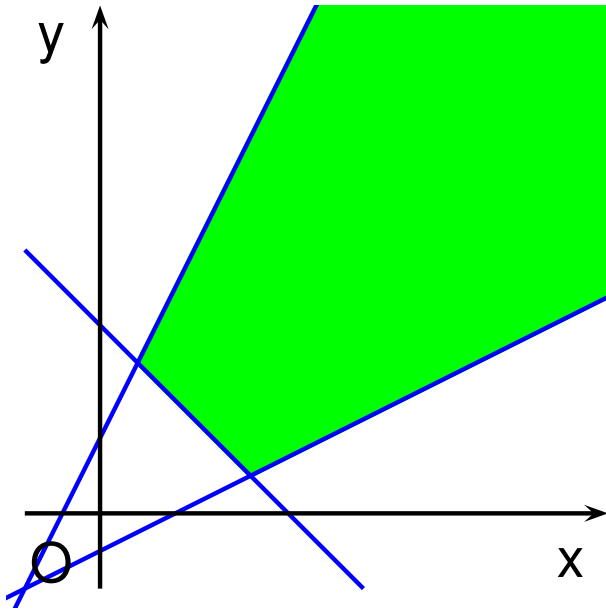


$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$

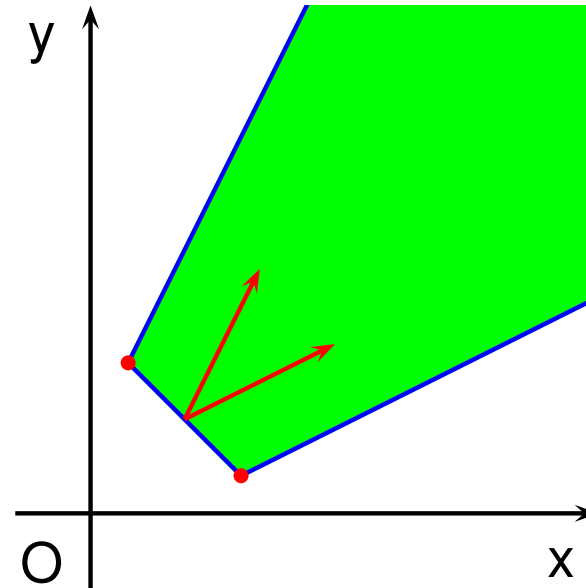


$$\begin{cases} \text{lines: } \emptyset \\ \text{points: } \{(4, 1), (1, 4)\} \\ \text{rays: } \{(1, 2)\} \end{cases}$$

## EXAMPLE: DOUBLE DESCRIPTION



$$\begin{cases} x + y \geq 5 \\ x - 2y \leq 2 \\ y - 2x \leq 2 \end{cases}$$



$$\begin{cases} \text{lines: } \emptyset \\ \text{points: } \{(4, 1), (1, 4)\} \\ \text{rays: } \{(1, 2), (2, 1)\} \end{cases}$$

---

## THE DD METHOD BY MOTZKIN ET AL.

### The Principle of Duality

- Systems of constraints and generators enjoy a **duality property**.
- Very roughly speaking:
  - the constraints of a polyhedron are (almost) the generators of the *polar* of the polyhedron;
  - the generators of a polyhedron are (almost) the constraints of the polar of the polyhedron;
- ⇒ Computing constraints from generators is the same problem as computing generators from constraints.

### The Algorithm of Motzkin-Chernikova-Le Verge

- Solves both problems yielding a minimized DD pair.

But, wait a minute. . .

. . . why keeping two representations for the same object?

---

## ADVANTAGES OF THE DUAL DESCRIPTION METHOD

### Some operations are more efficiently performed on constraints

- Intersection is implemented as the union of constraint systems.
- Adding constraints (of course).
- Relation polyhedron-generator (subsumes or not).

### Some operations are more efficiently performed on generators

- Convex polyhedral hull (poly-hull): union of generator systems.
- Adding generators (of course).
- Projection (i.e., removing dimensions).
- Relation polyhedron-constraint (disjoint, intersects, includes ...).
- Finiteness (boundedness) check.
- Time-elapse.

### Some operations are more efficiently performed with both

- Inclusion and equality tests.
- Widening.

## EXAMPLE: THE INCLUSION TEST

- Let  $\mathcal{P}_1 = \text{gen}(\mathcal{G}_1) \in \mathbb{CP}_n$  and  $\mathcal{P}_2 = \text{con}(\mathcal{C}_2) \in \mathbb{CP}_n$ .
- $\mathcal{P}_1 \subseteq \mathcal{P}_2$  iff each generator in  $\mathcal{G}_1$  **satisfies** each constraint in  $\mathcal{C}_2$ ;
  - generator  $g \in \mathbb{R}^n$  satisfies constraint  $\langle a, x \rangle \bowtie b$  if and only if the scalar product  $s \stackrel{\text{def}}{=} \langle a, g \rangle$  satisfies the following condition:

Generator type	Constraint type	
	=	$\geq$
line	$s = 0$	$s = 0$
ray	$s = 0$	$s \geq 0$
point	$s = b$	$s \geq b$

---

## THE PARMA POLYHEDRA LIBRARY

- A collaborative project started in January 2001 at the Department of Mathematics of the **University of Parma**.
  - The **University of Leeds** (UK) is now a major contributor to the library.
- It aims at becoming a **truly professional library** for the handling of a wide range of **numerical abstractions** targeted at abstract interpretation and computer-aided verification.
  - Currently provides support for (not necessarily closed) convex polyhedra and finite sets of (NNC) polyhedra.
- **Free software** released under the GNU General Public License.

---

## PPL FEATURES

### Portability across different computing platforms

- written in standard C++;
- but the the client application needs not be written in C++.

### Absence of arbitrary limits

- arbitrary precision integer arithmetic for coefficients and coordinates;
- all data structures can expand automatically (in amortized constant time) to any dimension allowed by the available virtual memory.

### Complete information hiding

- the internal representation of constraints, generators and systems thereof need not concern the client application;
- implementation devices such as the *positivity constraint* or  $\epsilon$ -polyhedra are invisible from outside.

---

## PPL FEATURES: HIDING PAYS

### Expressivity

- 'X + 2\*Y + 5 >= 7\*Z' and 'ray(3\*X + Y)' is valid syntax both for the C++ and the Prolog interfaces;
- we expect the planned Objective Caml, Java and Mercury interfaces to be as friendly as these;
- even the C interface refers to concepts like linear expression, constraint and constraint system
  - (not to their possible implementations such as vectors and matrices).

### Failure avoidance and detection

- illegal objects cannot be created easily;
- the interface invariants are systematically checked.

### Efficiency

- can systematically apply incremental and lazy computation techniques.

---

## PPL FEATURES: LAZINESS AND INCREMENTALITY

### Dual description

- we may have a constraint system, a generator system, or both;
- in case only one is available, the other is recomputed only when it is convenient to do so.

### Minimization

- the constraint (generator) system may or may not be minimized;
- it is minimized only when convenient.

### Saturation matrices

- when both constraints and generators are available, some computations record here the relation between them for future use.

### Sorting matrices

- for certain operations, it is advantageous to sort (lazily and incrementally) the matrices representing constraints and generators.

---

## PPL FEATURES: SUPPORT FOR ROBUSTNESS

```
void complex_function(PH& ph1, const PH& ph2 ...) {
    try {
        start_timer(max_time_for_complex_function);
        complex_function_on_polyhedra(ph1, ph2 ...);
        stop_timer();
    }
    catch (Exception& e) { // Out of memory or timeout...
        BoundingBox bb1, bb2;
        ph1.shrink_bounding_box(bb1);
        ph2.shrink_bounding_box(bb2);
        complex_function_on_bounding_boxes(bb1, bb2 ...);
        ph1 = Polyhedron(bb1);
    }
}
```

---

## (KNOWN) USERS OF THE LIBRARY

- VERIMAG, FR (D. Merchat, Cartesian factoring)
- U. of Réunion, FR (F. Menard, cTI)
- Carnegie Mellon U., USA (K. Mixer, Action Language Verifier and G. Frehse, Linear Hybrid Automata)
- Delft U. of Technology, DK (M. Rhode)
- U. of Kent at Canterbury, UK (A. Simon, floating-point computations)
- ENS Cachan, FR (E. Felsman, model checking of hybrid systems)
- U. of Michigan, USA (H. Song, extending Spin to hybrid contexts)
- U. of Wisconsin, USA (D. Gopan, extending TVLA)
- Stanford U., USA (S. Sankaranarayanan, StInG)
- U. of Cambridge, UK (E. Upton, gated data dependence graphs)
- ...

---

## FROM PRACTICE BACK TO THEORY 1: WIDENINGS

- ① The “**limit**” of the approximated computation may not be representable in the abstract domain (e.g., a circle is not a polyhedron);
- ② Reaching a post-fixpoint may still require an **infinite** number of computation steps;
- ③ Even when the computation is intrinsically finite, as was the case in the example we have seen, it may be **practically unfeasible** if it requires too many approximated iterations.

**Widening operators** try to solve all of these problems at once.

---

## DEFINITION OF WIDENING OPERATOR

A variant of the classical one (see [Cousot and Cousot, PLILP'92](#)):

→ Let  $\langle L, \sqsubseteq, \perp, \sqcup \rangle$  be a join-semi-lattice. Then, the operator

$\nabla: L \times L \rightarrow L$  is a **widening** on  $L$  if

①  $\forall x, y \in L : x \sqsubseteq y \implies y \sqsubseteq x \nabla y$ ;

② for all increasing chains  $y_0 \sqsubseteq y_1 \sqsubseteq \dots$ , the chain defined by

$x_0 \stackrel{\text{def}}{=} y_0, \dots, x_{i+1} \stackrel{\text{def}}{=} x_i \nabla (x_i \sqcup y_{i+1}), \dots$  is not strictly increasing.

→ The upward iteration sequence with widenings (starting from  $x_0 = \perp$ )

$$x_{i+1} = \begin{cases} x_i, & \text{if } \mathcal{F}^\#(x_i) \sqsubseteq x_i; \\ x_i \nabla (x_i \sqcup \mathcal{F}^\#(x_i)), & \text{otherwise;} \end{cases}$$

converges (to a post-fixpoint of  $\mathcal{F}^\#$ ) after a **finite number of iterations**.

---

## $\nabla$ -COMPATIBLE LIMITED GROWTH ORDERING

- Any widening  $\nabla$  induces on  $L$  a partial order relation  $\sqsubseteq_{\nabla}$  satisfying the **ascending chain condition** (ACC); this is the reflexive and transitive closure of

$$\{ (x, z) \in L \times L \mid \exists y \in L . x \sqsubset y \wedge z = x \nabla y \}.$$

---

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- A **limited growth ordering** (lgo) is the strict version of a **finitely computable** preorder relation that satisfies the ACC on  $L$ .
- Let  $\nabla$  be a widening on  $L$ . An lgo  $\curvearrowright$  is  **$\nabla$ -compatible** if

$$\forall x, y \in L : x \sqsubset y \implies x \curvearrowright x \nabla y.$$

---

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$$\forall x, y \in L : x \sqsubset y \implies x \curvearrowright x \nabla y.$$

- A  **$\nabla$ -compatible lgo** is a **finite convergence certificate** for  $\nabla$ .

---

## A FRAMEWORK FOR IMPROVING UPON A FIXED WIDENING

Suppose that

- ①  $\nabla: L \times L \rightarrow L$  is a widening on the join-semi-lattice  $\langle L, \sqsubseteq, \perp, \sqcup \rangle$ ;
- ②  $\curvearrowright \subseteq L \times L$  is a  $\nabla$ -compatible lgo;
- ③  $h: L \times L \rightarrow L$  is an upper bound operator.

For all  $x, y \in L$  such that  $x \sqsubseteq y$ , define

$$x \tilde{\nabla} y \stackrel{\text{def}}{=} \begin{cases} h(x, y), & \text{if } x \curvearrowright h(x, y) \sqsubseteq x \nabla y; \\ x \nabla y, & \text{otherwise.} \end{cases}$$

---

## A FRAMEWORK FOR IMPROVING UPON A FIXED WIDENING

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For all  $x, y \in L$  such that  $x \sqsubseteq y$ , define

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→ Then  $\tilde{\nabla}$  is a **widening operator at least as precise as  $\nabla$** .

---

## A NEW WIDENING FOR CONVEX POLYHEDRA

- In [Bagnara et al., SAS'03] we have instantiated the framework on the domain  $\mathbb{CP}_n$ , improving upon the standard widening.
- We have defined a fine-grained, **standard widening**-compatible lgo and used **four different heuristics**: do not widen, combining constraints, evolving points, evolving rays.
- Experiments have shown that the new widening significantly improves upon the precision of the standard widening.
- In general, this does **not** hold for the **final result of upward iteration sequences**, because neither the standard widening nor the new one are **monotonic operators**.
- Depending on the considered application, efficiency can be degraded. Several trade-off's are possible.

---

## FROM PRACTICE BACK TO THEORY 2: POWERSSET DOMAINS

- For the purposes of several applications, any **convex set** approximation is going to be too coarse. In these cases, the abstract domain should be enhanced to manipulate irregular geometric shapes.
- Often, the **disjunction** of a small number of convex approximations is enough to provide the required level of precision.

---

## FROM PRACTICE BACK TO THEORY 2: POWERSET DOMAINS

- For the purposes of several applications, any **convex set** approximation is going to be too coarse. In these cases, the abstract domain should be enhanced to manipulate irregular geometric shapes.
- Often, the **disjunction** of a small number of convex approximations is enough to provide the required level of precision.
- The **finite powerset domain** is a **generic construction** that upgrades an abstract domain by allowing for the exact representation of finite disjunctions of its elements.
- The PPL offers a **generic implementation** that can be applied to polyhedra, bounding boxes, octagons, grids, ...
- ... together with a **specific instance** of the construction on the domain of convex polyhedra.

---

## POWERSET DOMAINS

- The theory underlying the powerset construction is (more or less) standard: disjunctive completion was defined in [Cousot and Cousot, POPL'79].

---

## POWERSET DOMAINS

- The theory underlying the powerset construction is (more or less) standard: disjunctive completion was defined in [Cousot and Cousot, POPL'79].
- However, for both theory and practice, really few works have considered the definition of **widening operators** on these enhanced domains.
- Thus, practical experiences have been confined to more or less selected contexts (e.g., model checking), where the finite convergence guarantee may be given up.

---

## WIDENING POWERSET DOMAINS

- In [Bagnara et al., VMCAI'04] we have studied the problem of specifying a proper widening operator on the powerset domain by lifting a widening operator defined on the base-level domain.
- We have proposed three different approaches:
  - ① one is based on the **cardinality** of the set of abstract elements;
  - ② one is based on a **connector** operator, that has to match each element in the new set with (at least) one element of the old set;
  - ③ one requires that the base-level widening comes with a **finite convergence certificate**.
- The PPL offers an implementation of the third, certificate-based widening for the powerset of convex polyhedra. This is the first widening operator defined on this domain.

---

## FROM PRACTICE BACK TO THEORY 3: NNC POLYHEDRA

### Strict Inequalities and NNC Polyhedra

- If  $\mathbf{a} \in \mathbb{R}^n$ ,  $\mathbf{a} \neq \mathbf{0}$ , and  $b \in \mathbb{R}$ , the linear **strict** inequality constraint  $\langle \mathbf{a}, \mathbf{x} \rangle > b$  defines an **open** affine half-space;
- when strict inequalities are allowed in the system of constraints we have polyhedra that are not necessarily closed: **NNC polyhedra**.

### Encoding NNC Polyhedra as C Polyhedra

- call  $\mathbb{P}_n$  and  $\mathbb{CP}_n$  the sets of all NNC and closed polyhedra, respectively;
- each NNC polyhedron  $\mathcal{P} \in \mathbb{P}_n$  can be embedded into a closed polyhedron  $\mathcal{R} \in \mathbb{CP}_{n+1}$ ;
- the additional dimension of the vector space, usually labeled by the letter  $\epsilon$ , encodes the topological closedness of each affine half-space in the constraint description for  $\mathcal{P}$ .

---

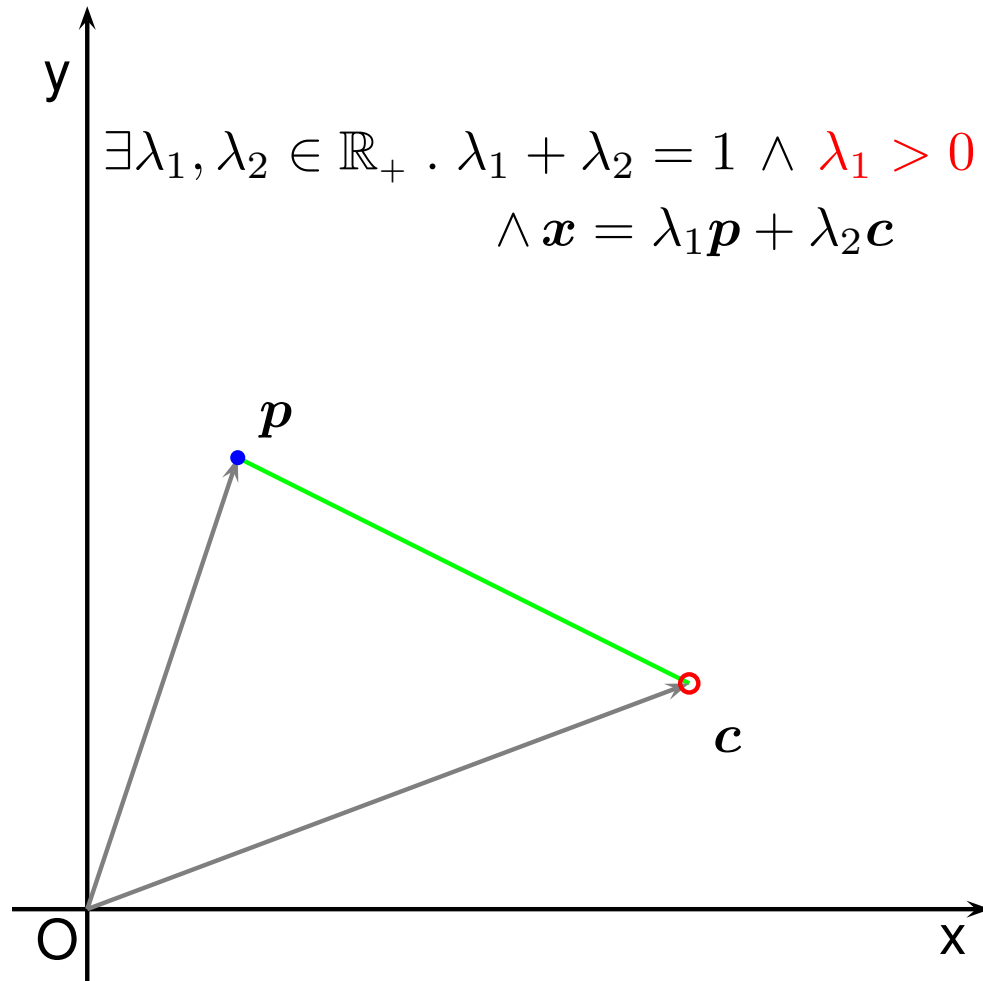
## WHAT ARE THE GENERATORS OF NNC POLYHEDRA?

- A fundamental feature of the DD method: the ability to represent polyhedra both by constraints and generators.
- Previous works/implementations did not offer a satisfactory answer.
- An **intuitive generalization** was provided in [Bagnara et al., SAS'02], based on the introduction of a new kind of generators: **closure points**.
- Extended generator systems:  $\mathcal{G} = (L, R, P, C)$ .

$$\text{gen}(\mathcal{G}) \stackrel{\text{def}}{=} \left\{ L\lambda + R\rho + P\pi + C\gamma \mid \begin{array}{l} \lambda \in \mathbb{R}^\ell, \rho \in \mathbb{R}_+^r, \pi \in \mathbb{R}_+^p, \gamma \in \mathbb{R}_+^c, \\ \sum_{i=1}^p \pi_i + \sum_{i=1}^c \gamma_i = 1, \pi \neq \mathbf{0} \end{array} \right\}$$

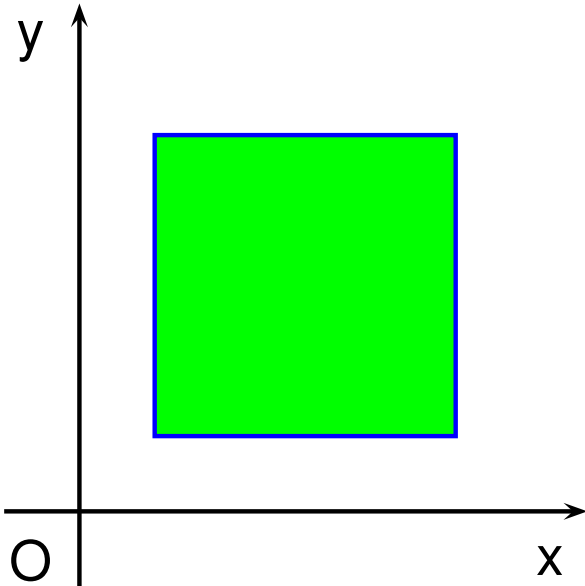
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## COMBINATIONS: NNC CONVEX



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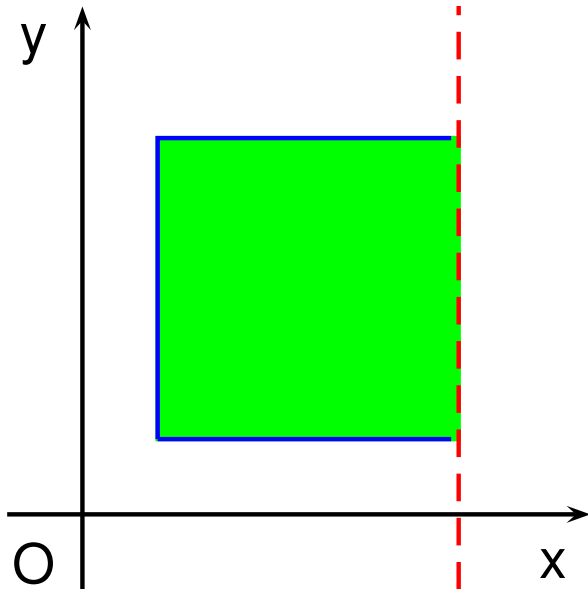
## EXAMPLE: NNC DOUBLE DESCRIPTION



$$\begin{cases} 2 \leq x \leq 10 \\ 2 \leq y \leq 10 \end{cases}$$

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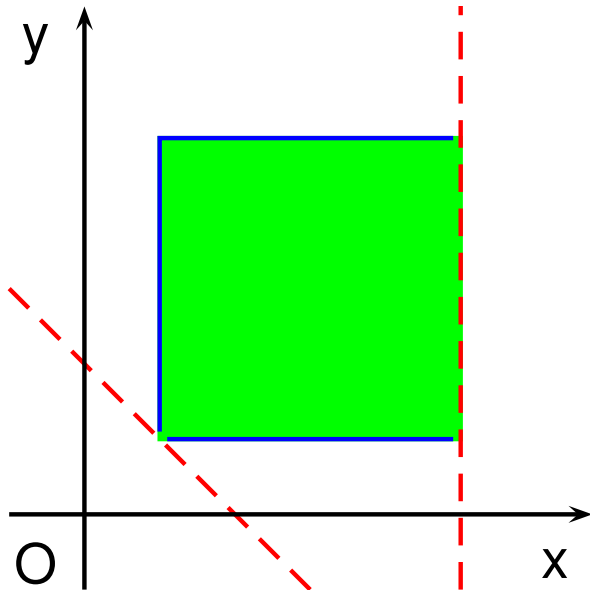
## EXAMPLE: NNC DOUBLE DESCRIPTION



$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \end{cases}$$

---

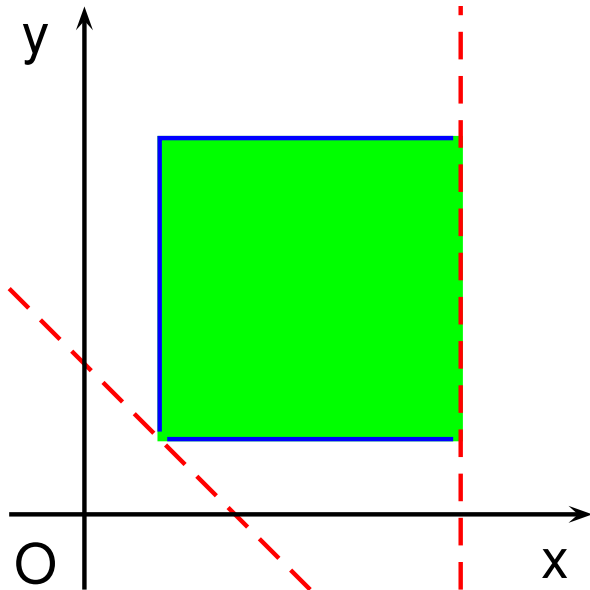
## EXAMPLE: NNC DOUBLE DESCRIPTION



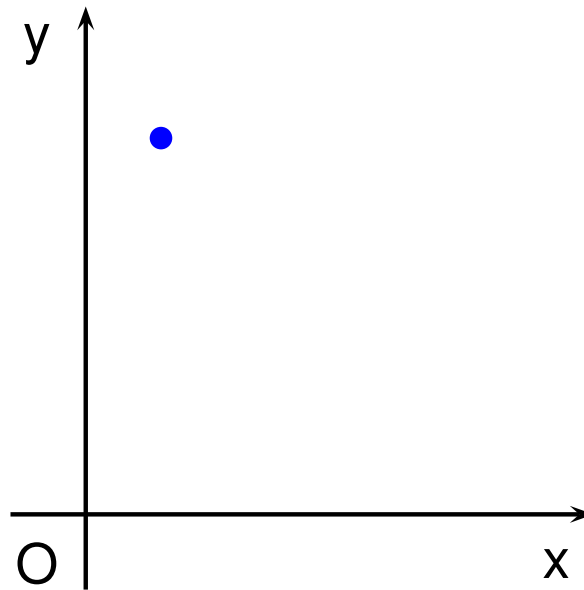
$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$

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## EXAMPLE: NNC DOUBLE DESCRIPTION



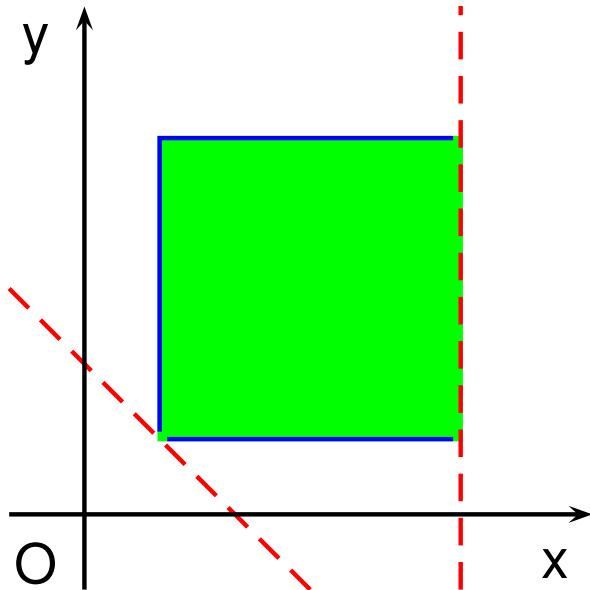
$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$



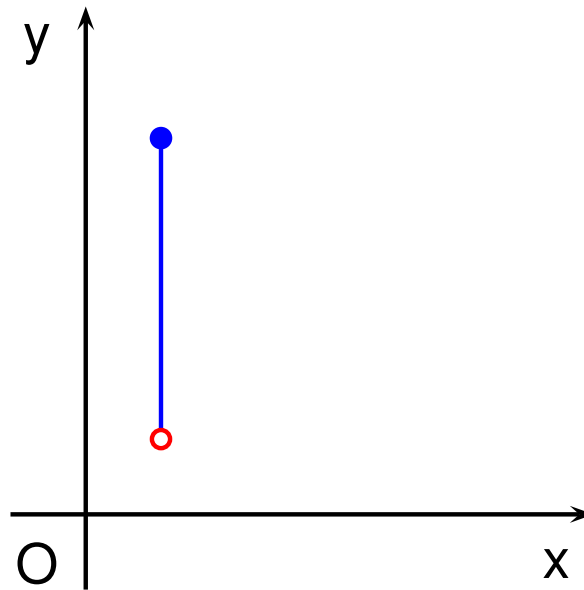
$$\begin{cases} \text{lines: } \emptyset & \text{rays: } \emptyset \\ \text{points: } \{(2, 10)\} \\ \text{c.p.: } \emptyset \end{cases}$$

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## EXAMPLE: NNC DOUBLE DESCRIPTION

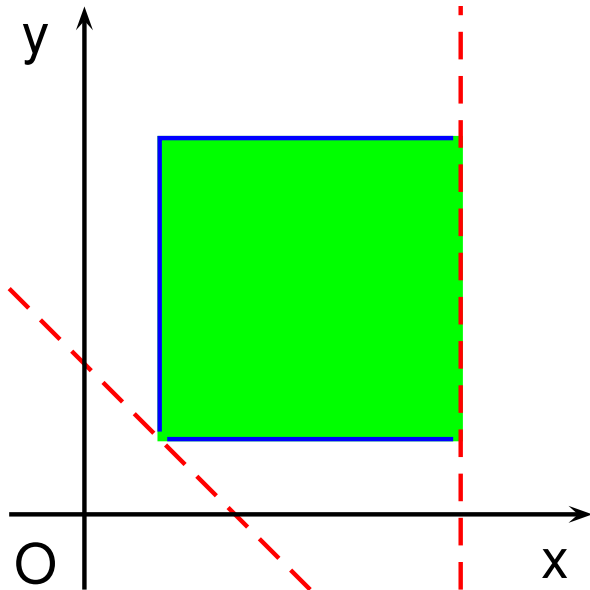


$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$

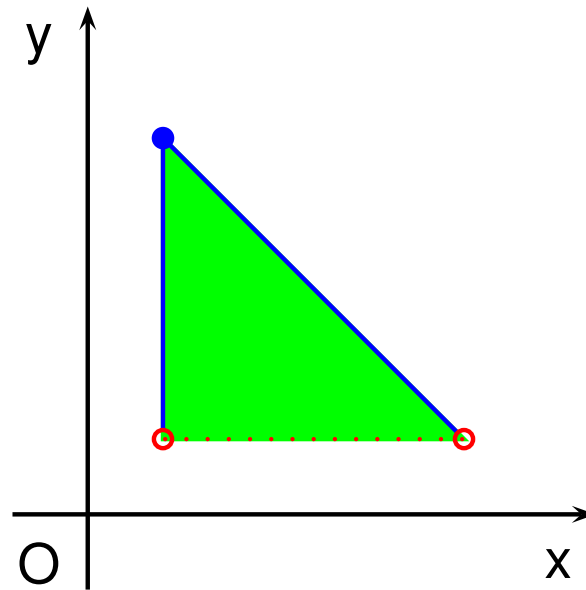


$$\begin{cases} \text{lines: } \emptyset & \text{rays: } \emptyset \\ \text{points: } \{(2, 10)\} \\ \text{c.p.: } \{(2, 2)\} \end{cases}$$

## EXAMPLE: NNC DOUBLE DESCRIPTION

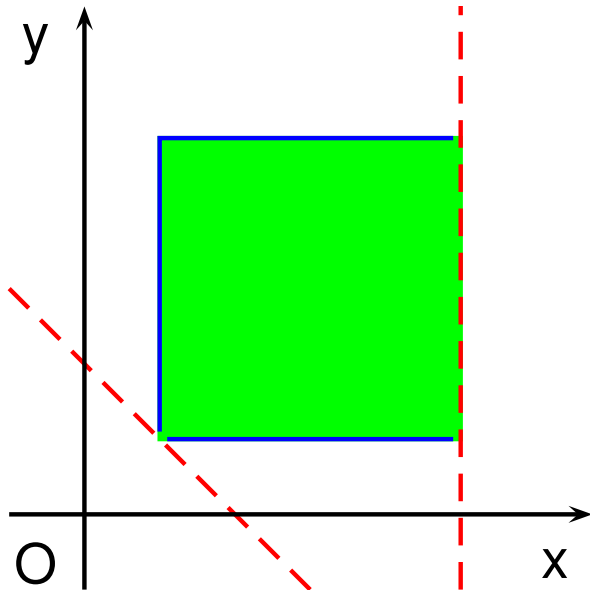


$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$

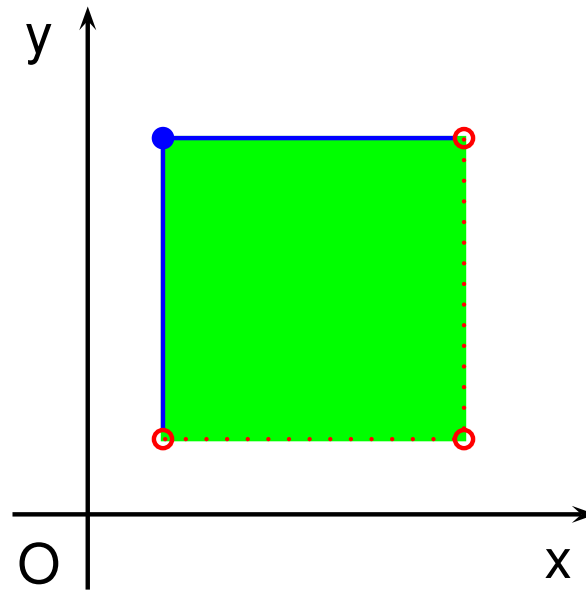


$$\begin{cases} \text{lines: } \emptyset & \text{rays: } \emptyset \\ \text{points: } \{(2, 10)\} \\ \text{c.p.: } \{(2, 2), (10, 2)\} \end{cases}$$

## EXAMPLE: NNC DOUBLE DESCRIPTION

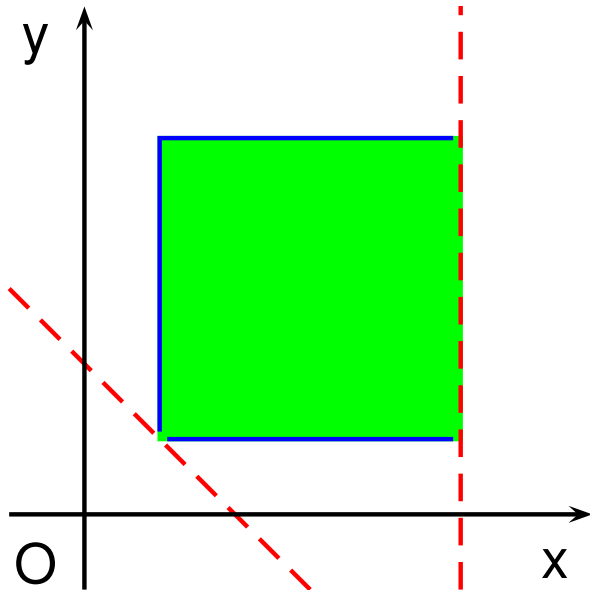


$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$

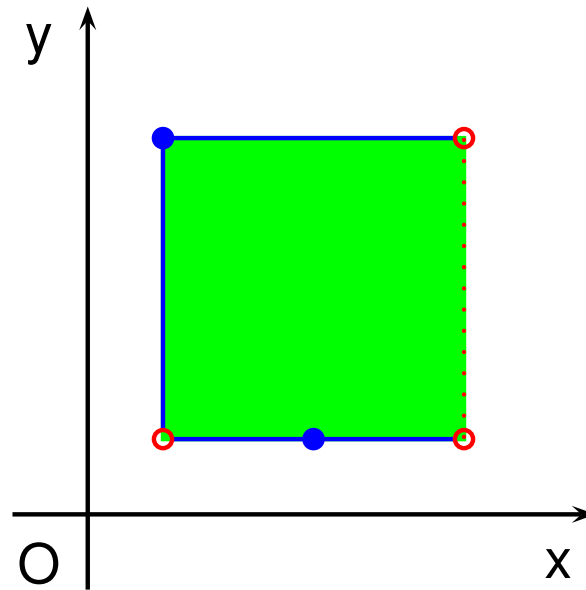


$$\begin{cases} \text{lines: } \emptyset & \text{rays: } \emptyset \\ \text{points: } \{(2, 10)\} \\ \text{c.p.: } \{(2, 2), (10, 2), (10, 10)\} \end{cases}$$

## EXAMPLE: NNC DOUBLE DESCRIPTION



$$\begin{cases} 2 \leq x < 10 \\ 2 \leq y \leq 10 \\ x + y > 4 \end{cases}$$



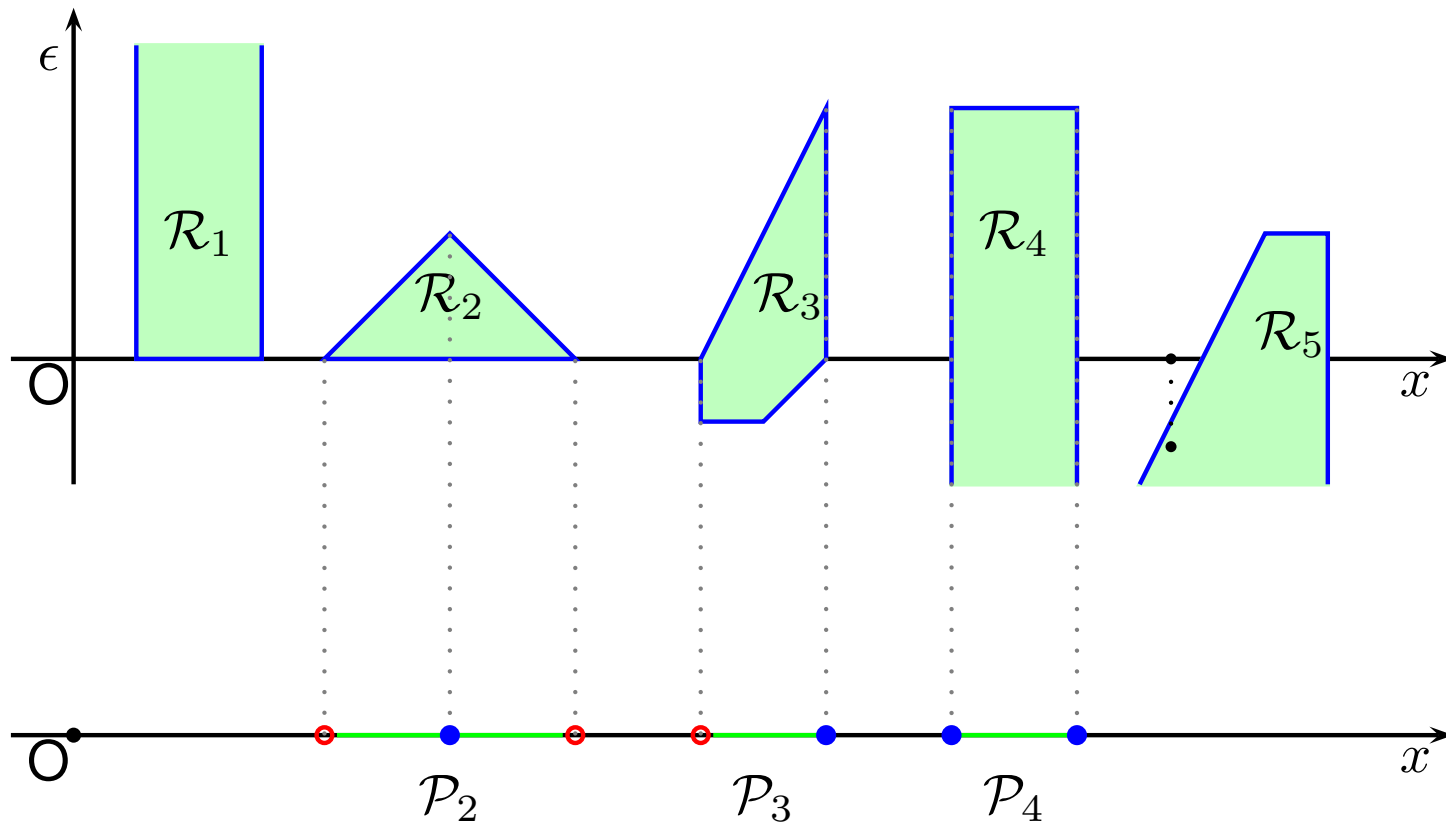
$$\begin{cases} \text{lines: } \emptyset & \text{rays: } \emptyset \\ \text{points: } \{(2, 10), (6, 2)\} \\ \text{c.p.: } \{(2, 2), (10, 2), (10, 10)\} \end{cases}$$

## EXAMPLE: THE INCLUSION TEST FOR NNC POLYHEDRA

- Let  $\mathcal{P}_1 = \text{gen}(\mathcal{G}_1) \in \mathbb{P}_n$  and  $\mathcal{P}_2 = \text{con}(\mathcal{C}_2) \in \mathbb{P}_n$ .
- $\mathcal{P}_1 \subseteq \mathcal{P}_2$  iff each generator in  $\mathcal{G}_1$  **satisfies** each constraint in  $\mathcal{C}_2$ .
- Generator  $g \in \mathbb{R}^n$  satisfies constraint  $\langle a, x \rangle \bowtie b$  if and only if the scalar product  $s \stackrel{\text{def}}{=} \langle a, g \rangle$  satisfies the following condition:

	Constraint type		
Generator type	=	≥	>
line	$s = 0$	$s = 0$	$s = 0$
ray	$s = 0$	$s \geq 0$	$s \geq 0$
point	$s = b$	$s \geq b$	$s > b$
<b>closure point</b>	$s = b$	$s \geq b$	$s \geq b$

## NNC IMPLEMENTATION: $\epsilon$ -POLYHEDRA

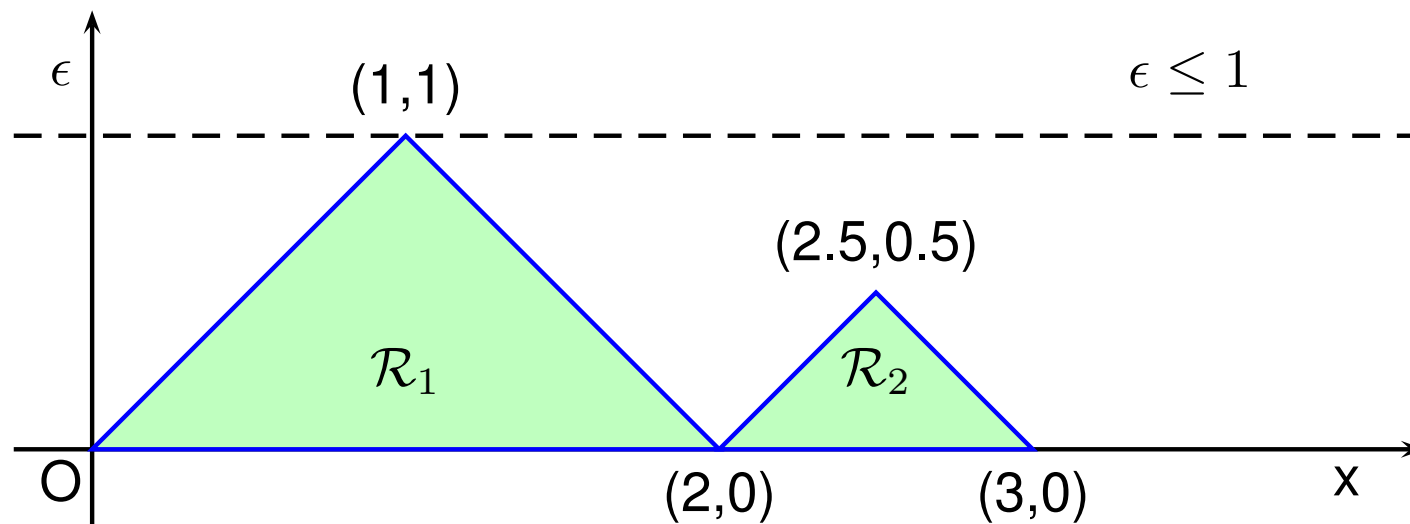


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## NNC IMPLEMENTATION: A MINIMIZATION ISSUE

$\mathcal{R}_1$  encodes  $\mathcal{P}_1 = \text{con}(\{0 < x < 2\})$ ,

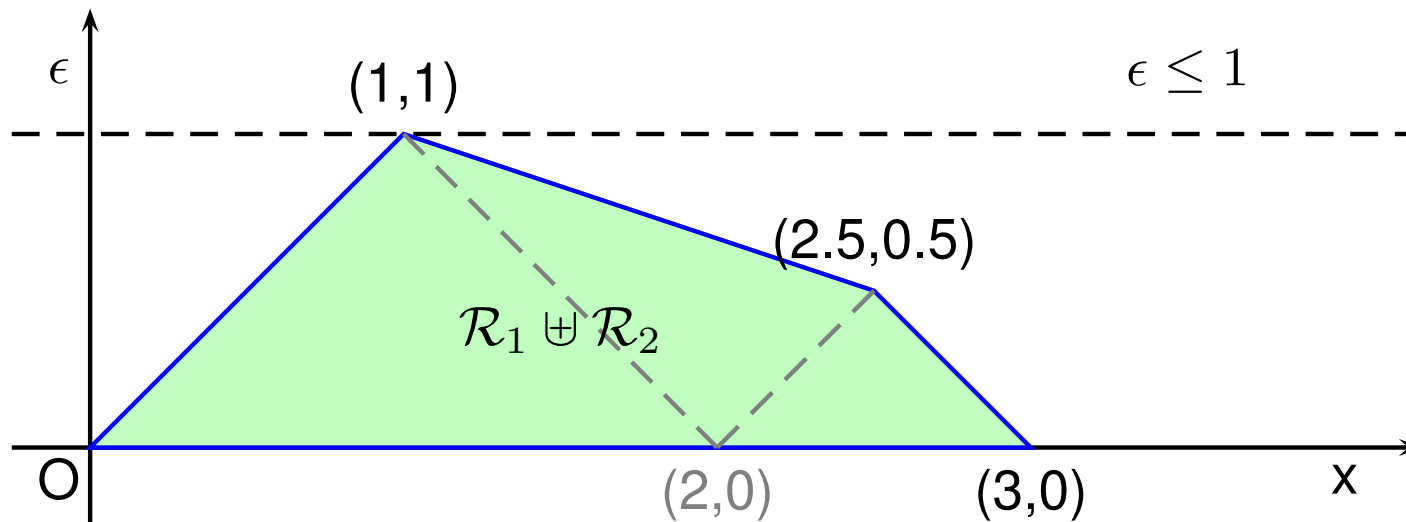
$\mathcal{R}_2$  encodes  $\mathcal{P}_2 = \text{con}(\{2 < x < 3\})$ .



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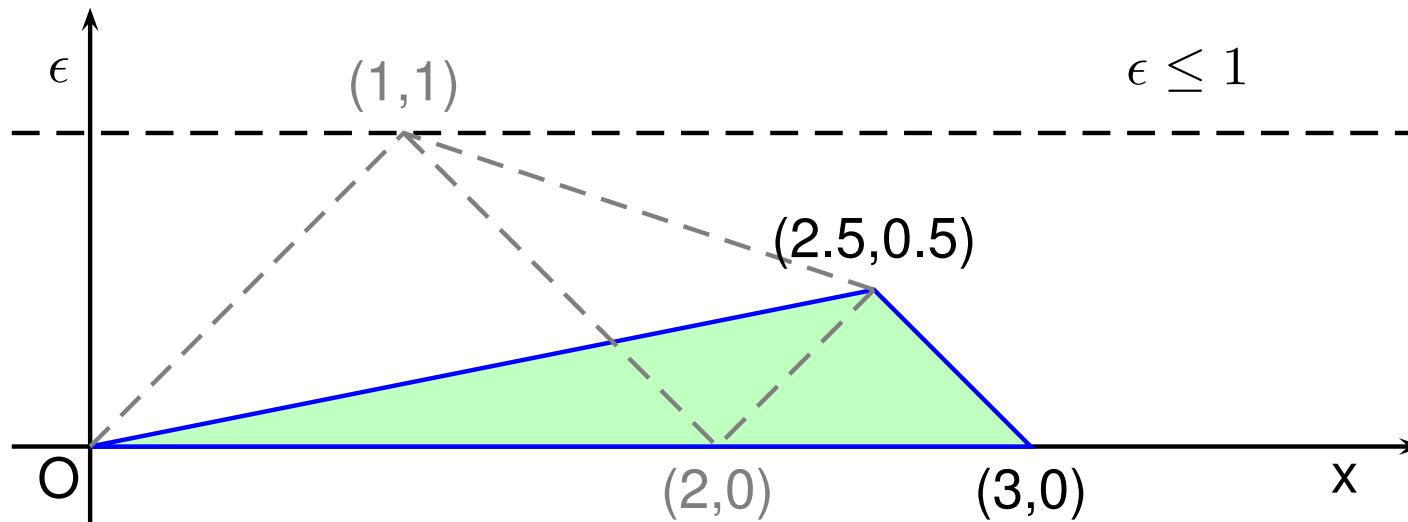
## NNC IMPLEMENTATION: A MINIMIZATION ISSUE

$\mathcal{R}_1 \uplus \mathcal{R}_2$  encodes the poly-hull  $\mathcal{P}_1 \uplus \mathcal{P}_2 = \text{con}(\{0 < x < 3\})$ , but it also encodes the **redundant constraint**  $x < 4$ .



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## NNC IMPLEMENTATION: $\epsilon$ -MINIMAL FORMS!



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## FUTURE PPL FEATURES

### Support for special classes of polyhedra

- An implementation of **bounded differences** and **octagons**.
- Work is in progress on a careful implementation of **bounding boxes**.
- Distinctive features are the tight and smooth integration of all the polyhedra classes and refined widening operators.

### Grids and $\mathbb{Z}$ -Polyhedra

- A new domain of **grids** is under development; including support for
  - rational as well as integer values,
  - directions where values will be unrestrained.
- A  **$\mathbb{Z}$ -Polyhedron**, which is the intersection of a polyhedron and a grid, will be added once we have the grid domain in the PPL.

### Finite Powersets of the above domains

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## CONCLUSION

- Convex polyhedra are the basis for several abstractions used in static analysis and computer-aided verification of complex and sometimes mission critical systems.
- For that purposes an implementation of convex polyhedra must be firmly based on a clear theoretical framework and written in accordance with sound software engineering principles.
- In this talk we have presented some of the most important ideas that are behind the Parma Polyhedra Library.
- The Parma Polyhedra Library is free software released under the GPL: code and documentation can be downloaded and its development can be followed at <http://www.cs.unipr.it/ppl/>.