

Combining Widening and Acceleration in Linear Relation Analysis

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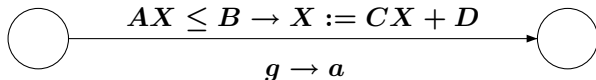


- 1 Introduction and Motivation
- 2 Simple loops
- 3 Two translation loops
- 4 Translations and reset loops
- 5 Implementation

Introduction

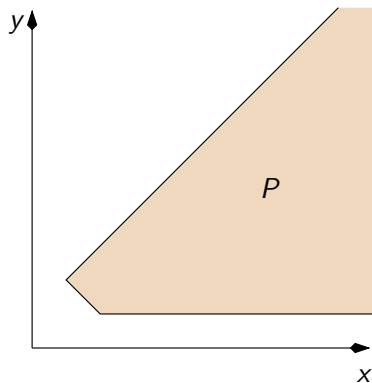
Context : Linear Relation Analysis (LRA) [Cousot&Halbwachs 78]
The analysis framework

- CFG with numerical variables and **affine** guards and actions :

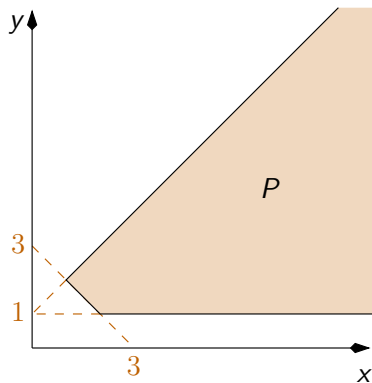


- Forward and/or backward analysis to compute invariants.
- Polyhedral (over-) approximations of invariants sets. (Convex polyhedra in $\mathcal{P}(\mathbb{Q}^n)$ in **double description**).
- Possibly infinite sequences \Rightarrow **widening operator**.

The double representation

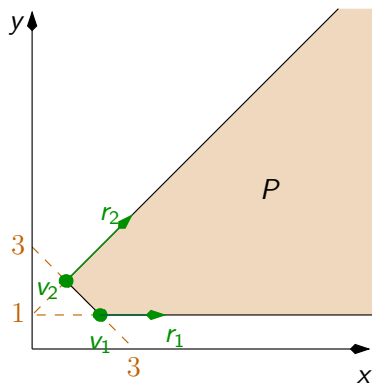


The double representation



$$\begin{aligned} P &= \{(x, y) \mid \\ &\quad 1 \leq y \leq x + 1 \wedge x + y \geq 3\} \\ &= \text{cons}\{AX \leq b\} \end{aligned}$$

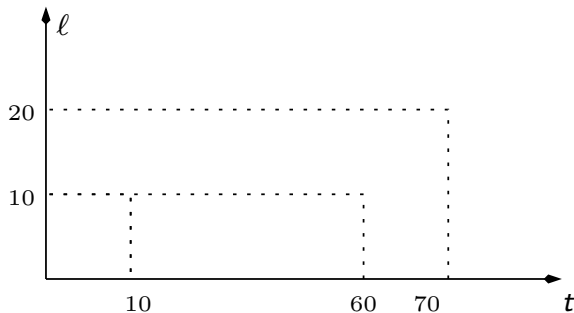
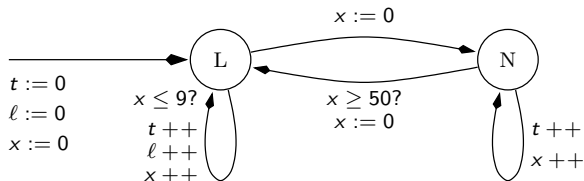
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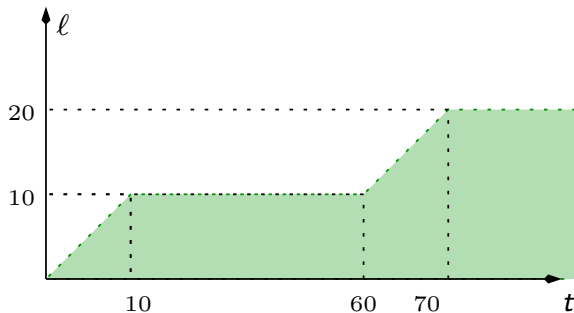
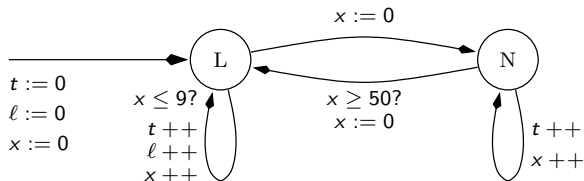
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 P &= \{\lambda v_1 + (1 - \lambda)v_2 + \mu_1 r_1 + \mu_2 r_2 \mid \\
 &\quad \lambda \in [0, 1], \mu_1, \mu_2 \geq 0\} \\
 &= \text{gen}(V, R)
 \end{aligned}$$

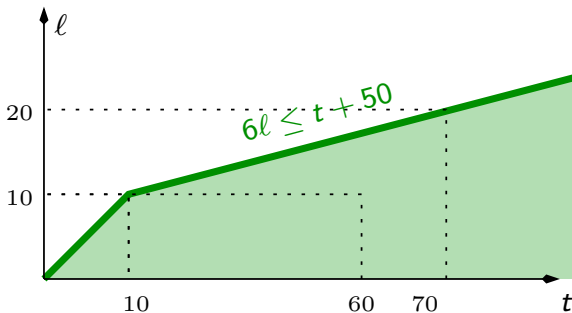
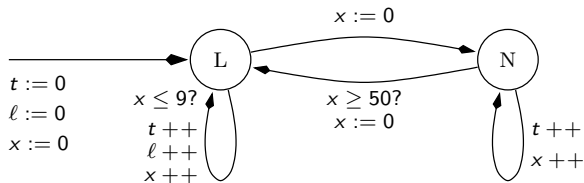
Example - Gaz Burner - 1



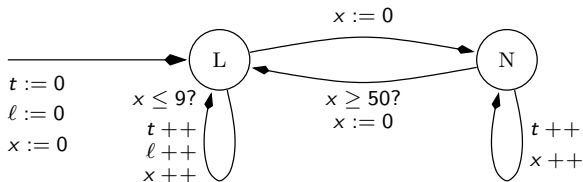
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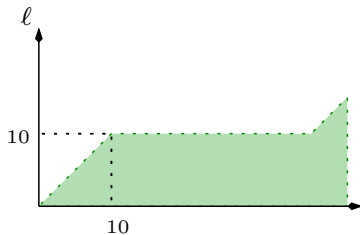
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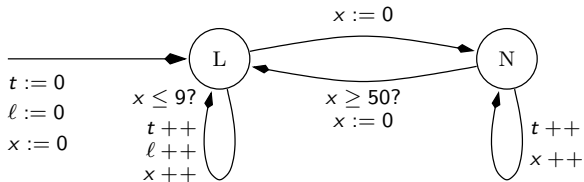
Example - Gaz Burner - 2



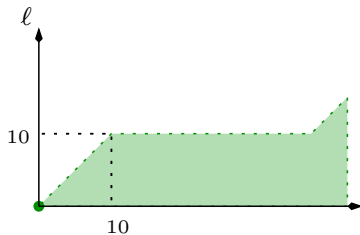
Standard LRA algorithm



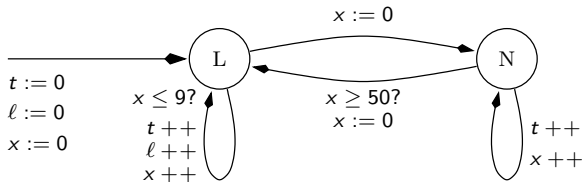
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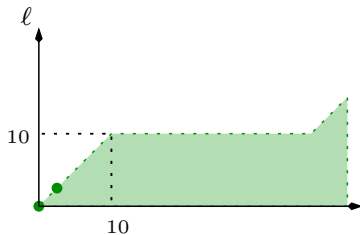
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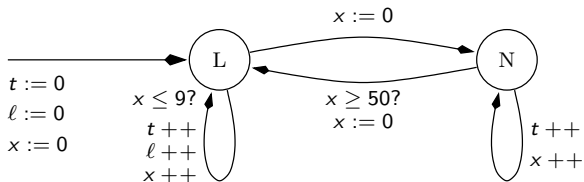
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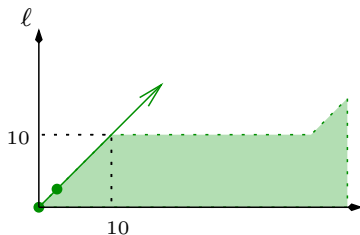
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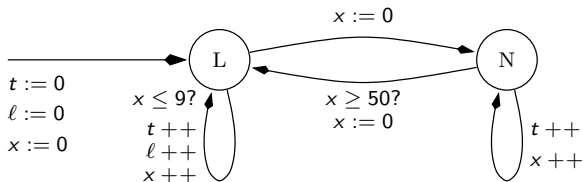
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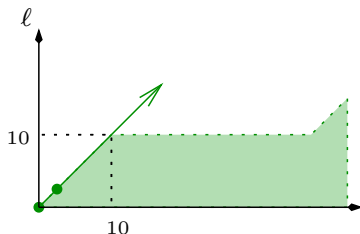
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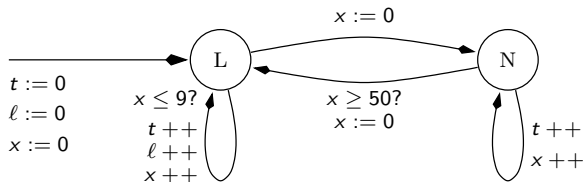


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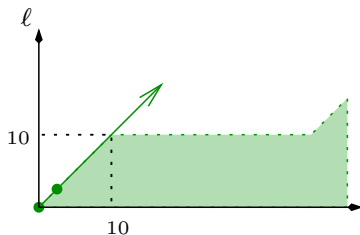


► **lack of precision** : descending sequence will not recover

Example - Gaz Burner - 2



Standard LRA algorithm



- ▶ **lack of precision** : descending sequence will not recover
- ▶ **delaying ?** 60 times !

Existing techniques (1)

Linear Relation Analysis (LRA) and Widening

- Approximate results
- Possible improvements :
 - **Delaying** the application of the widening, drawback : the cost.
 - **Changing** the operator. [Bagnara&Hill&Zafanella], drawback : no result on the global convergence.
 - Alternating widening and narrowing [Gopan&Reps : CAV 2006], drawback : the cost.

Existing techniques (2)

Acceleration

[Boigelot&Wolper, Common&Jurski, Finkel&Sutre&Leroux]

- Computing the **exact effect** of loops on integer sets.
- Encoding : Automata representing Presburger Formula
- **Drawbacks** : restricted class of programs, semi-algorithms, high complexity

▶ Our global objective : “abstract” acceleration **at low cost** for convex polyhedra combined with widening.

▶ More precisely : compute the convex hull of the exact reachable states.

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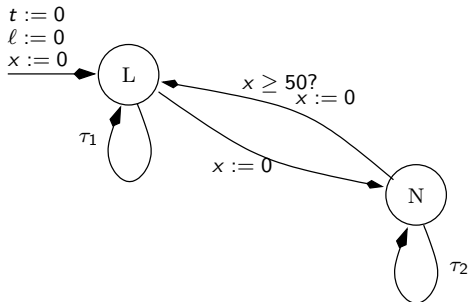
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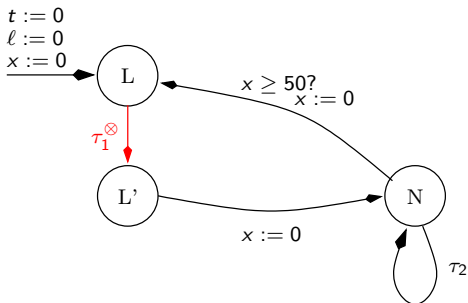
Acceleration within LRA

We want to replace the loops ($\tau_i : g_i \rightarrow a_i$)



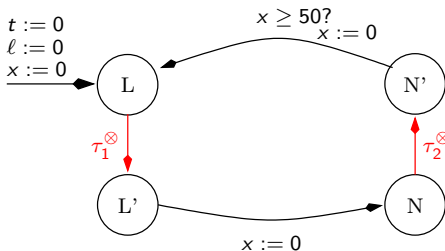
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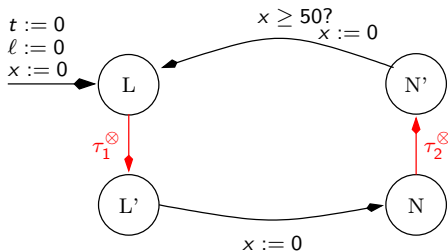
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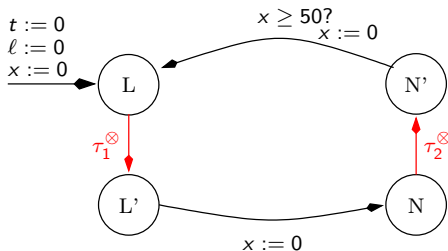
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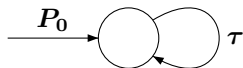
- ▶ τ_i^\otimes summarizes the effect of **any** number of applications of τ_i
- ▶ global loop : **accelerate** or **widen**

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Simple loops

We want to **characterise** $\tau^*(P_0) = \bigcup_{i \in \mathbb{N}} \tau^i(P_0)$, with :

$\tau(x) = \text{if } Ax \leq B \text{ then } Cx + D \text{ else } x$



Previous result : [Boigelot99, Leroux02] : if $\exists p, C^{2p} = C^p$ and φ a Presburger set, then $\tau^*(\varphi)$ is a computable Presburger set.

Special cases :

- Simplest case : $C = \text{Id}$ ("translation")
- Some cases where $C^2 = C$ (contains : incrementation / assignment to constant).

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Single translation loop

$$\tau(x) = \text{if } Ax \leq B \text{ then } x + D \text{ else } x$$

- (obvious) Proposition If $C = Id$ (pure translation), then :

$$\tau^*(P_0) = \{x \mid \exists i \in \mathbb{N}, \exists x_0 \in P_0, \\ Ax_0 \leq B, A(x - D) \leq B, x = x_0 + iD\} \cup P_0$$

Not convex

- Discrete vs Dense acceleration

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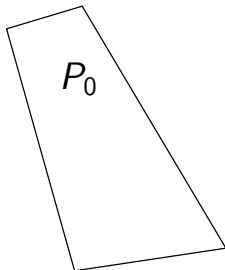
Single translation loop (2)

$$\tau(x) = \text{if } Ax \leq B \text{ then } x + D \text{ else } x$$

Computation : Adding rays :

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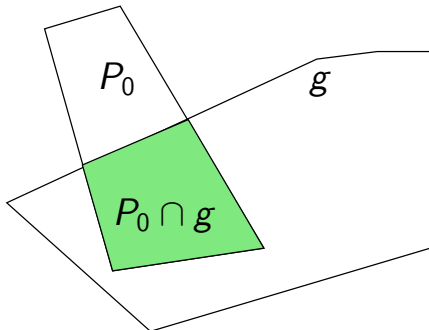
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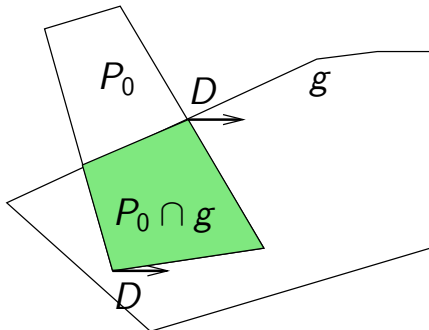
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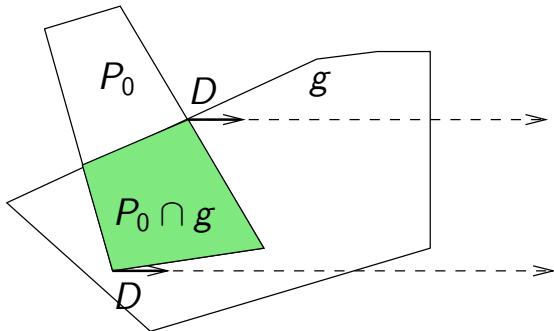
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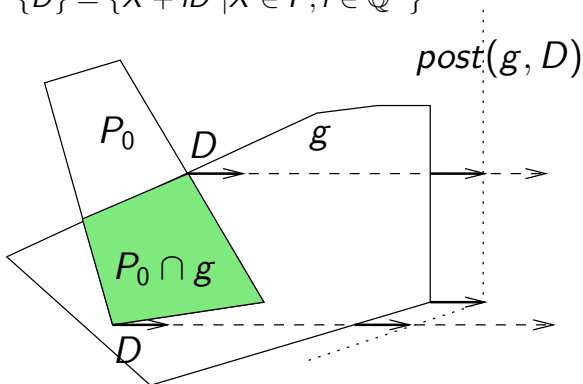
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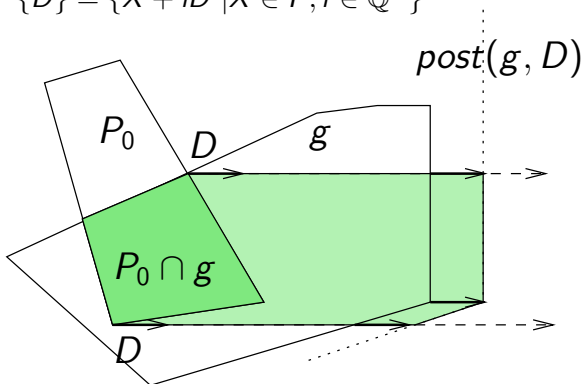
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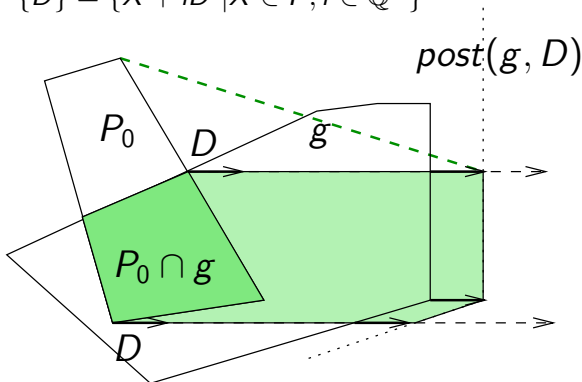
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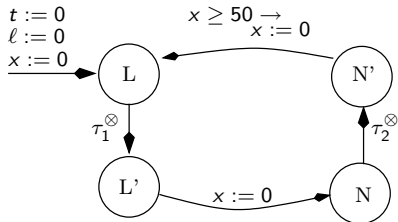
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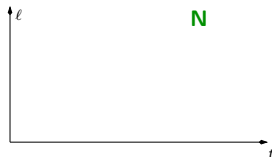
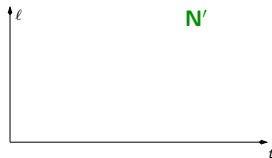
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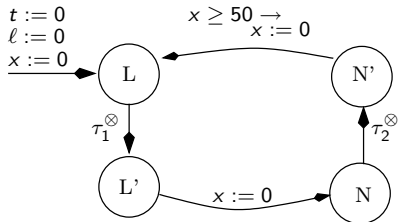
Ex. : gaz burner with acceleration



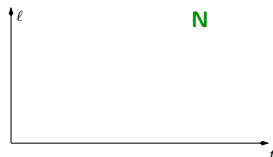
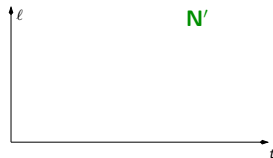
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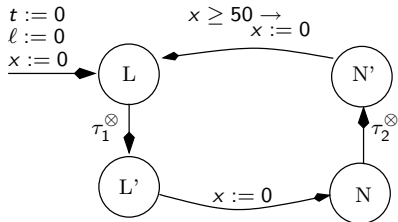
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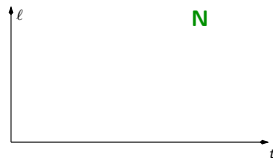
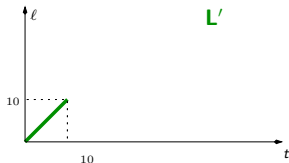
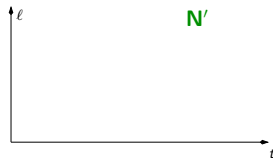
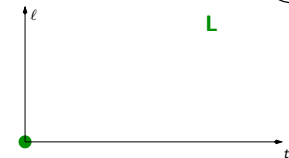
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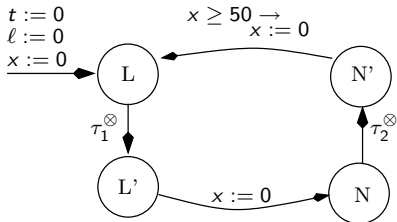
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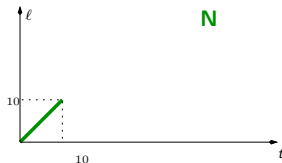
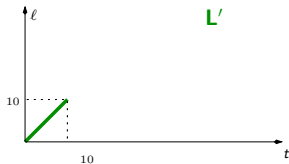
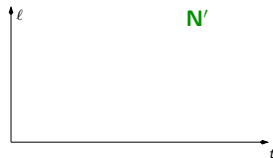
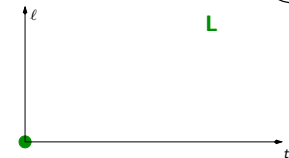
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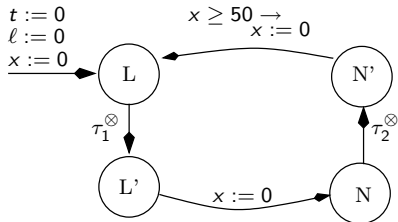
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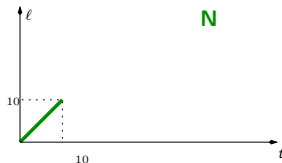
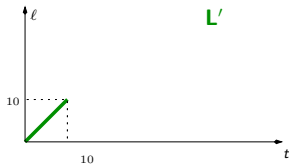
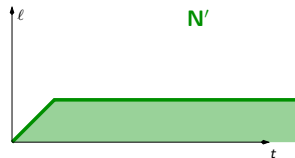
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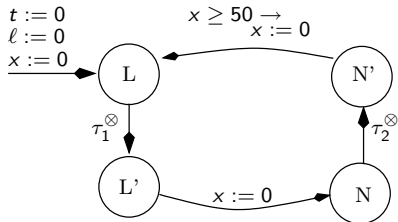
Ex. : gaz burner with acceleration



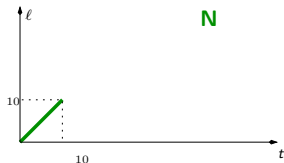
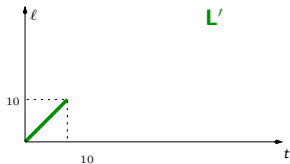
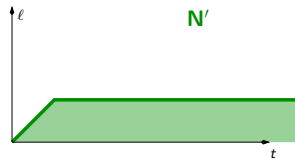
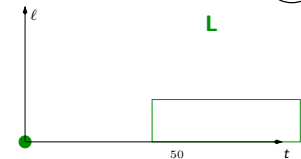
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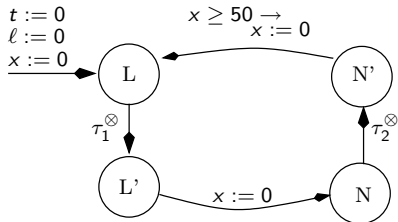
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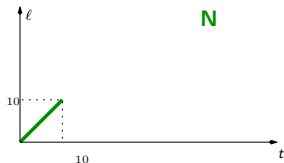
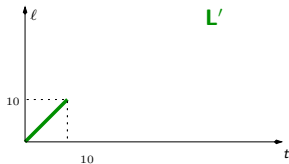
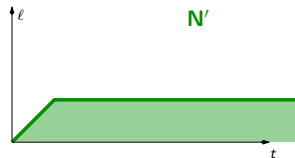
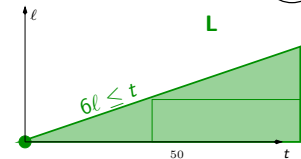
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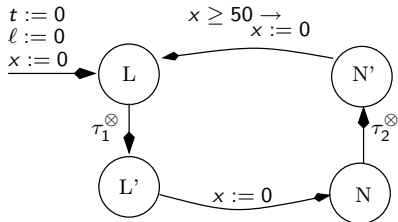
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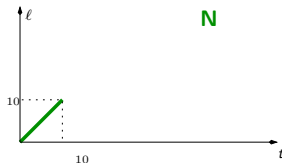
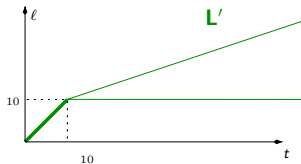
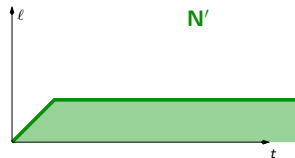
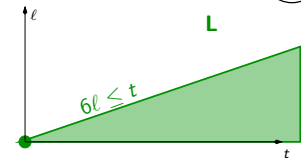
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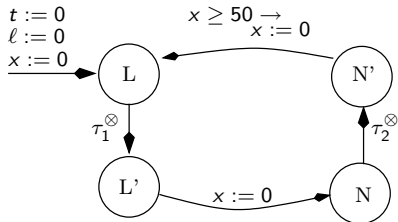
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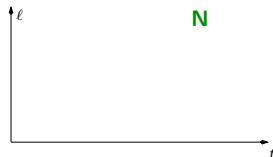
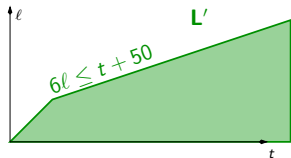
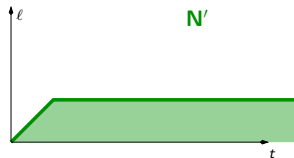
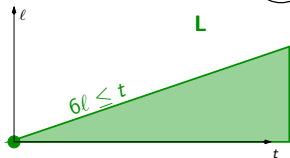
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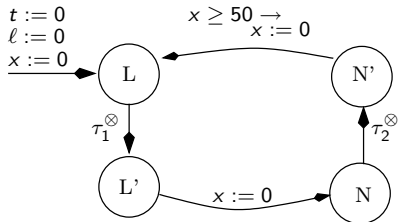
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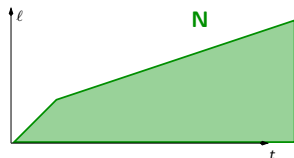
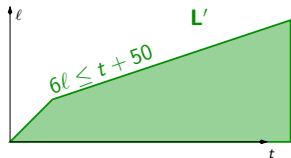
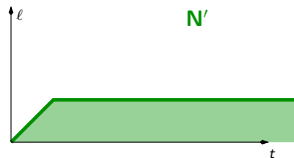
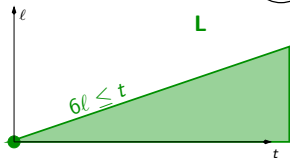
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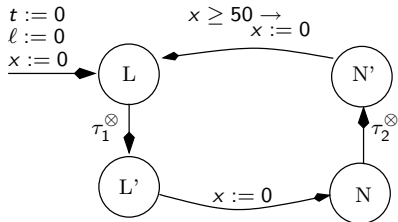
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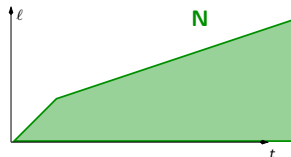
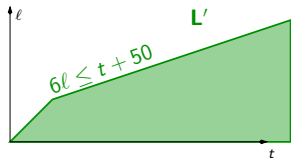
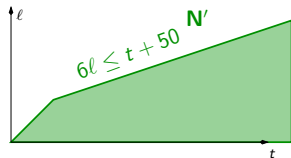
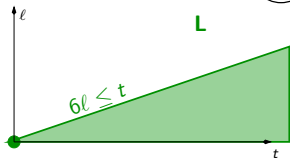
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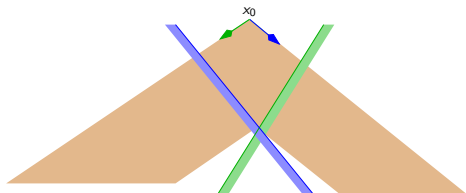
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- 3 Two translation loops**
- 4 Translations and reset loops
- 5 Implementation

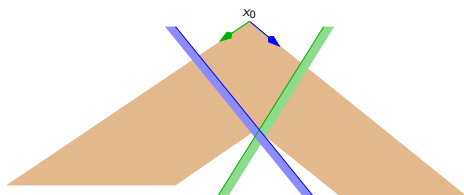
Two loops - First remarks

$(\tau_1 + \tau_2)^*(P_0)$ is not necessarily **convex** :

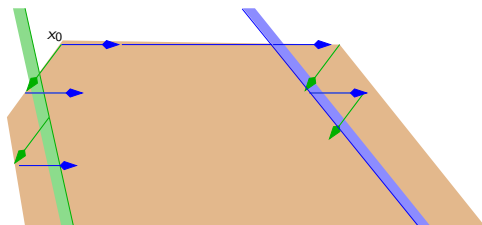


Two loops - First remarks

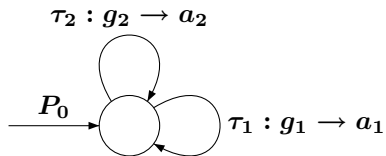
$(\tau_1 + \tau_2)^*(P_0)$ is not necessarily **convex** :



There can be quite complex **oscillations**



Two simple translation loops – results



Accelerate **as long as both guards are satisfied** :

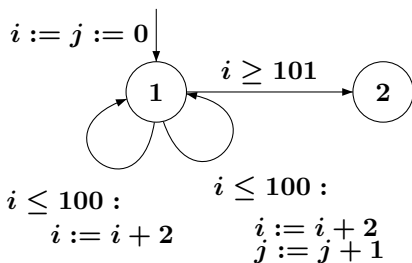
$$\tau_{1,2}^{\otimes}(P_0) = (P_0 \cap g_1 \cap g_2 \nearrow \{D_1, D_2\}) \cap g_1 \cap g_2$$

Old Cousot&Halbwachs78 example

```

i :=0;
j :=0;
while i<= 100 do
1   if? then i :=i+2
    else i :=i+2; j :=j+1
    fi
od
2

```

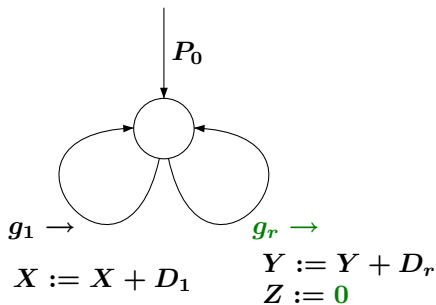


Immediate result at control point 1

$$\begin{aligned}
 (0, 0) \nearrow \{(2, 0), (2, 1)\} \cap (i \leq 100) \\
 = 0 \leq 2j \leq i \leq 100
 \end{aligned}$$

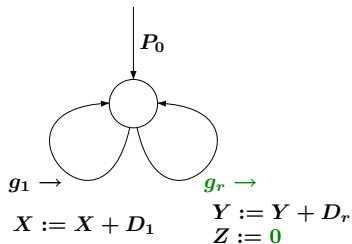
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Two loops with reset (or constant assignments)

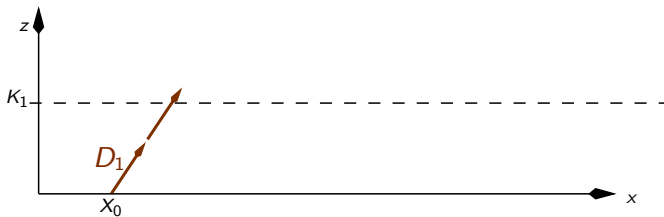


We suppose $P_0 \subseteq \{Z = 0\}$

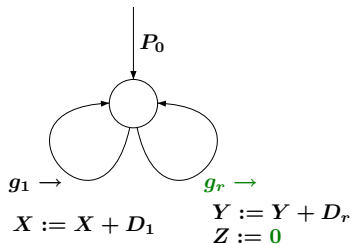
Unconditional simple translation/reset (2)



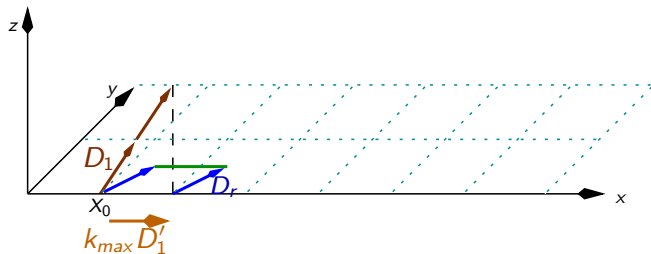
$$g_1 : Z \leq K_1, g_r = true$$



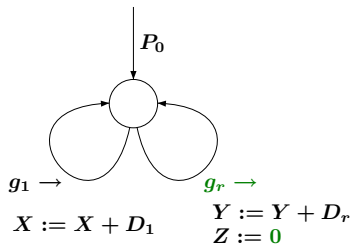
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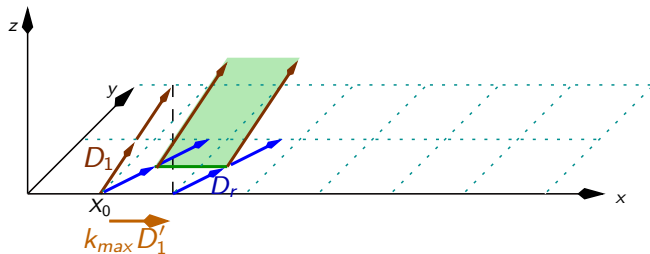
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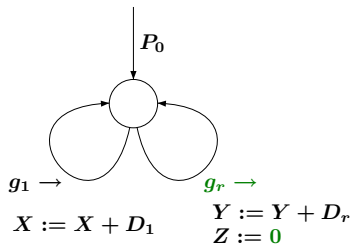
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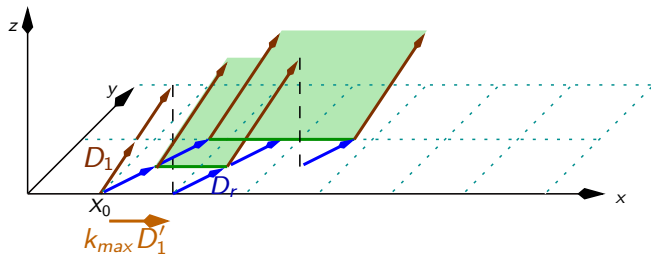
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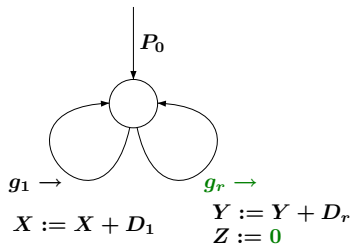
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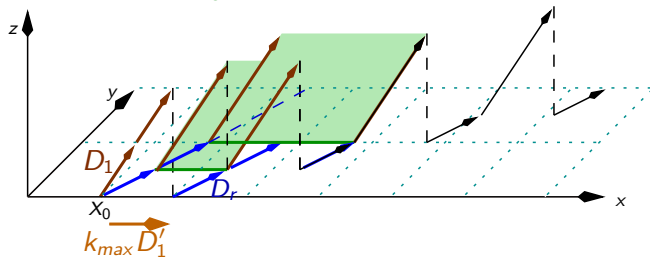
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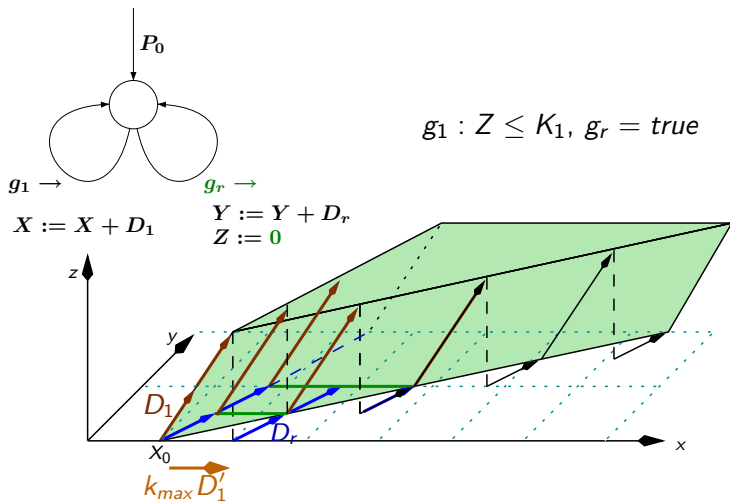
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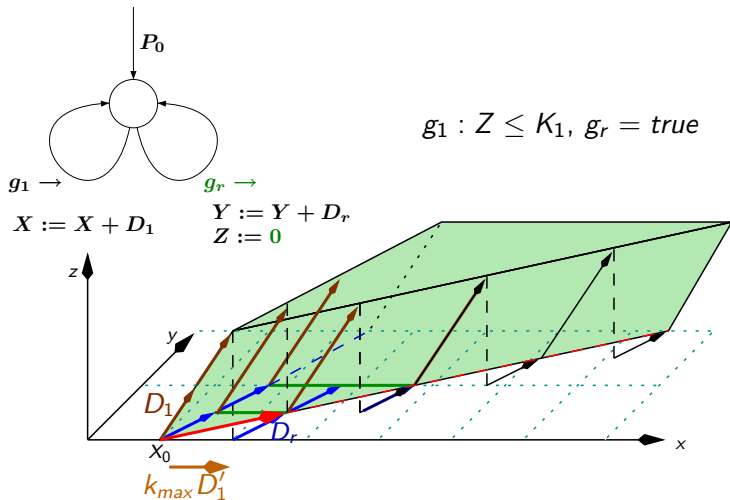
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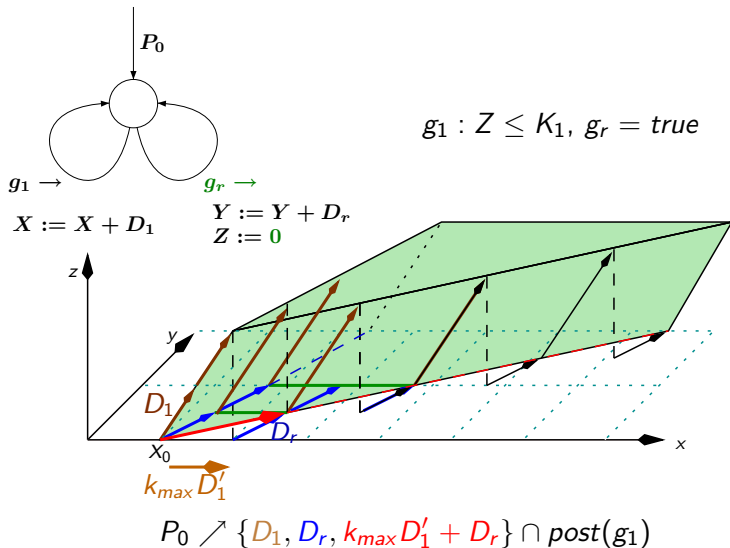
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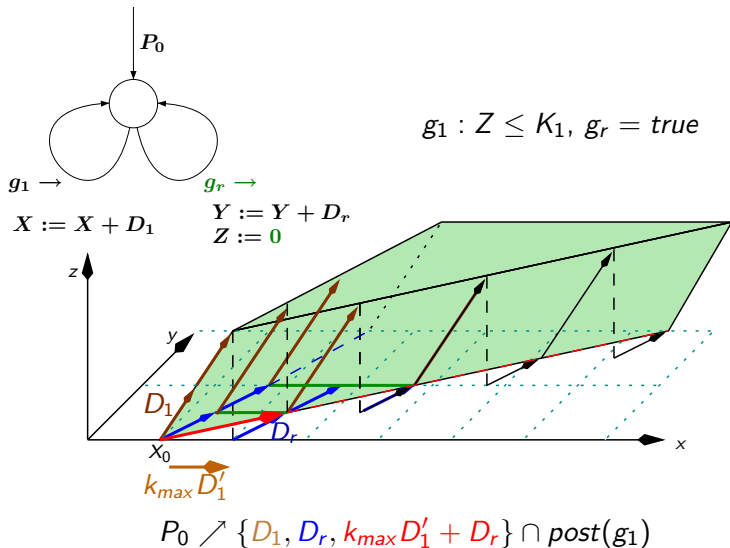
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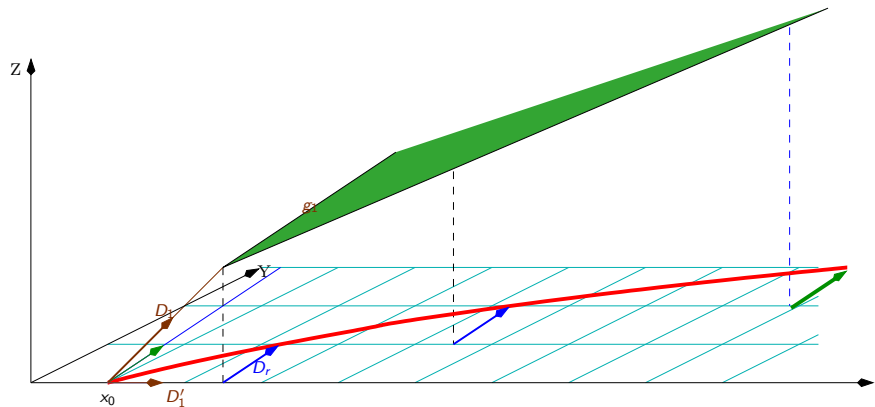
Unconditional simple translation/reset (2)



► More cases in the paper.

Unconditional simple translation/reset (3)

But ... Only works if $g_1 = Z \leq K_1$ (modulo variable change)

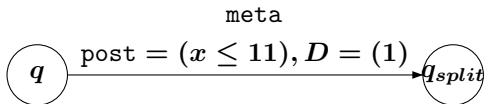
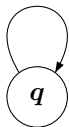


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Implementation

- A Fixpoint engine for the polyhedral lattice [B. Jeannot]
- Creation of **meta-transitions** if possible :

$$x \leq 10 \rightarrow x++$$



- Classical LRA with forward computation, widening and **meta-transitions**.

Results

- A first implementation that works.
- Tests have been made on the large benchmark of Fast's homepage.
- Real gain of **both precision and performance** (with respect to classical LRA)

Future work

- More general cases (swap loops, . . .)
- Implement in NBAC tool [B. Jeannot]
- Test on larger examples.
- Compare/Combine with “Lookahead Widening”

Laure.Gonnord@imag.fr Nicolas.Halbwachs@imag.fr

