

Refinement To Code

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Refinement and Specification

- A new Language

- Refining toward a Specification

- Refining

- Exercise

Code Generation

- A New Monad

- Imperative Representation

- Sepref

```
theory Refinement  
  imports Refine_Imperative_HOL.IICF  
begin
```

Now you need to install the AFP isa-afp.org.
Then you need to pick the IICF as base session.

What do we want?

- Express abstract algorithm
- Refine them to go from abstract to less abstract with algo changes and type changes
- Generate code

Refinement and Specification



WARNING

- Proofs are absolutely horrible
- And you will give up Isar
- Understanding goals is even worse than normal goals

Refinement and Specification

A new Language



Use the non-determinism exception monad. The result is *FAIL* or *RES S* where *S* is the set of all outcomes.

Beware: *RES {}* is *bot*. It is the non-refinable term.

The type is `'a nres`.

There is a nice do notation:

```
term <do {  
  x ← f S;  
  y ← SPEC (λy. y = x+1);  
  if x = 1 then RETURN (x + y)  
  else RETURN (2*x)  
}>
```


WARNING: type errors are absolutely horrible, because the do-monad is overloaded.

And we have loops:

```
definition my_sum_list :: <nat list  $\Rightarrow$  nat nres> where
  <my_sum_list xs = (do {
    (x, _)  $\leftarrow$  WHILE_T  $\lambda(x, i).$  True ( $\lambda(x, i).$  i < length xs)
    ( $\lambda(x, i).$  do {
      ASSERT (i < length xs);
      let a = xs ! i;
      RETURN (x+a, Suc i)
    })
    (0, 0);
  RETURN x
  })>
```

1. The invariant part is optional
2. *ASSERT* are optional currently but necessary to generate code
3. What happens if the return type becomes *nat list nres*?

Refinement and Specification

Refining toward a Specification



```
lemma <my_sum_list xs ≤ SPEC(λa. a = sum_list xs)>
proof -
  have wf: <wf (measure (λ(_, i). length xs - i))>
    by auto
  show ?thesis
    unfolding my_sum_list_def
    apply (refine_vcg)
    — First: what does the goal even mean
    sorry
qed
```

The relation has to terminate

Solution:

```
definition my_sum_list2 :: <nat list  $\Rightarrow$  nat nres> where
```

```
  <my_sum_list2 xs = (do {  
    (x, _)  $\leftarrow$  WHILE_T  $\lambda(x, i). i \leq \text{length } xs \wedge x = (\text{sum\_list } (\text{take } i \text{ } xs))$  ( $\lambda(x, i). i <$   
length xs)  
    ( $\lambda(x, i). \text{do } \{$   
      ASSERT ( $i < \text{length } xs$ );  
      let a = xs ! i;  
      RETURN (x+a, Suc i)  
    })  
    (0, 0);  
  RETURN x  
}>
```

```
lemma <my_sum_list2 xs  $\leq$  SPEC( $\lambda a. a = \text{sum\_list } xs$ )>
```

```
proof -
```

```
  have wf: <wf (measure ( $\lambda(_, i). \text{length } xs - i$ ))>
```

```
    by auto
```

```
  show ?thesis
```

```
    unfolding my_sum_list2_def
```

```
    apply (refine_vcg)
```

```
    apply (rule wf)
```


Refinement and Specification

Refining



Let's do the most stupid refinement possible, *int* instead of *nat*:

definition *my_sum_list3* :: *<int list \Rightarrow int nres>* where

```
my_sum_list3 xs = (do {  
  (x, _)  $\leftarrow$  WHILET  $\lambda$ (x, i). i  $\leq$  length xs  $\wedge$  x = (sum_list (take i xs)) ( $\lambda$ (x, i). i <  
length xs)  
  ( $\lambda$ (x, i). do {  
    ASSERT (i < length xs);  
    let a = xs ! i;  
    RETURN (x+a, Suc i)  
  })  
  (0, 0);  
  RETURN x  
})>
```


lemma

assumes $\langle (xs, ys) \in \langle \{(a,b). a = \text{int } b\} \text{ list_rel} \rangle$

shows

$\langle \text{my_sum_list3 } xs \leq \Downarrow \{(a,b). a = \text{int } b\} (\text{my_sum_list2 } ys) \rangle$

proof -

show *?thesis*

unfolding *my_sum_list3_def my_sum_list2_def*

apply *refine_vcg*

oops

Remark that

- names are not lost by refinement
- everything is eagerly split

The hard-learned lessons:

- always put the invariants as a definition, never inline them
- put as many invariants as possible
- keep all properties through the invariants, do not drop them.
- refine as locally as possible

Refinement and Specification

Exercise



Refine the LRAT where you express clauses as lists.

Code Generation



Let's have a look at an example:

```
sepref_definition my_sum_list3_impl
  is <my_sum_list3>
  :: <(array_assn int_assn)k →a int_assn>
  unfolding my_sum_list3_def
  by sepref

export_code my_sum_list3_impl in SML_imp module_name Code
```

What happens without the assertion?

Code Generation A New Monad



Does this seem familiar?

```
term <do {  
  a ← return (1::int);  
  if a = 0 then return 0  
  else return (a + 1)  
}>
```


Automatic translation with Sepref:

- translates all instruction
- must be deterministic (no *SPEC/RES*)
- no translation of success
- drops assertion

Code Generation

Imperative Representation



Relies on separation logic

term $\langle h \models P * (Q :: \text{assn}) * \text{true} \rangle$

where:

- h is the heap mapping addresses to values
- $P * Q * \text{true}$ is an assertion over the heap

Let's have a look at:

term *list_assn*

Then we can get to Hoare triples:

term $\langle\langle P \rangle f \langle Q \rangle_t\rangle$

Separation logic is a pain when for owning structures on the heap (like arrays of arrays).

Code Generation Sepref



Sepref automatically translates constants according to the rules declared in
`thm sepref_fr_rules`

The hard-learned lessons:

- Sepref is slow (Sepref/SML faster than Sepref/LLVM IR) for large states
- The hard part: refining different components at the same time where the abstract version does not work
- The usual performance bugs remain around (allocating inside a loop instead of outside), but are harder to see
- For Sepref/SML: default is GMP integer

end