

Certification de programmes avec des effets calculatoires

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1 - Introduction & Motivation

- Burak Ekici, PhD Student at University Joseph Fourier (Grenoble I). Supervised by: Jean-Guillaume Dumas, Dominique Duval & Damien Pous.
- **Modeling the computational effects**, such as State, Exceptions, IO, Non-Determinism, **of non-functional programming languages** by using decorated logic [Dominguez&Duval'10]
- **Developing the model framework** in the Coq proof management system to verify its internal validity & consistency.

2 - States Effect Specification

- Sets (Objects):
 - N (values), U (*unit* : $\{*\}$)
- Functions (Morphisms):
 - $id_N : N \rightarrow N$, $id_U : U \rightarrow U$, $\langle \rangle_N : N \rightarrow U$
 - $lookup_i : U \rightarrow N$, $update_i : N \rightarrow U$

where $i \in \{X, Y, \dots\}$ is a memory location identifier. [Dumas et al.'12]

Functions are Classified:

- **pure functions**: E.g. $id_N^{(0)} : N \rightarrow N$, $id_U^{(0)} : U \rightarrow U$, $\langle \rangle_N^{(0)} : N \rightarrow U$
- **accessors**: E.g. $lookup_i^{(1)} : U \rightarrow N$
- **modifiers**: E.g. $update_i^{(2)} : N \rightarrow U$

Equations are Classified:

- **strong equality** ($f \equiv g$): if f and g calculate the same result with the same effects on the state structure.
- **weak equality** ($f \sim g$): if f and g calculate the same result and might have different effects on the state structure.

$$E.g. (lookup_i \circ update_i) \sim id_i$$

Properties of the State Structure by Plotkin et al.

1. Annihilation lookup-update. $\forall i \in Loc, u_i \circ l_i \equiv \text{id}_U : U \rightarrow U$
2. Interaction lookup-lookup. $\forall i \in Loc, l_i \circ \langle \rangle_i \circ l_i \equiv l_i : U \rightarrow N$
3. Interaction update-update. $\forall i \in Loc, u_i \circ \pi_2 \circ (u_i \times \text{id}_i) \equiv u_i \circ \pi_2 : N \times N \rightarrow U$
4. Interaction update-lookup. $\forall i \in Loc, l_i \circ u_i \sim \text{id}_i : N \rightarrow N$
5. Commutation lookup-lookup. $\forall i \neq j \in Loc, (\text{id}_i \times l_j) \circ l_i \equiv \text{perm}_{j,i} \circ (\text{id}_j \times l_i) \circ l_j : U \rightarrow N \times N$
6. Commutation update-update. $\forall i \neq j \in Loc, u_j \circ \pi_2 \circ (u_i \times \text{id}_j) \equiv u_i \circ \pi_1 \circ (\text{id}_i \times u_j) : N \times N \rightarrow U$
7. Commutation update-lookup. $\forall i \neq j \in Loc, l_j \circ u_i \circ \pi_1 \equiv \pi_2 \circ (u_i \times \text{id}_j) \circ (\text{id}_i \times l_j) : N \times U \rightarrow U$

Proofs and Proof Verification Structure in Coq

To prove propositions by Plotkin et al.:

- 75 rules have been used.
 - 23 rules \Rightarrow Monadic Equational Logic.
 - 9 rules \Rightarrow Categorical Products.
 - 43 rules \Rightarrow Derived.
- \approx 1100 lines of Coq Code have been written for proof verifications.

What is next?

- To model other effects (with combinations) and use Coq for related proof verifications.

References

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- [3] Gordon Plotkin and John Power. Notions of computation determine monads. In *Proc. FOSSACS 2002, Lecture Notes in Computer Science 2303*, pages 342–356. Springer, 2002.

Many thanks for your patience!

Questions?