

# Make flows small again: revisiting the flow framework

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Roland Meyer<sup>1</sup>, Thomas Wies<sup>2</sup>, Sebastian Wolff<sup>2</sup>

[TACAS'23]

<sup>1</sup> TU Braunschweig, Germany

<sup>2</sup> New York University, USA

## Frame Rule

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$$\frac{\{ P \} \textit{ com } \{ Q \}}{\{ P * F \} \textit{ com } \{ Q * F \}}$$

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Usage

$$\frac{\{ x \mapsto 5 \} [x] = 7 \{ x \mapsto 7 \}}{\{ x \mapsto 5 * F \} [x] = 7 \{ x \mapsto 7 * F \}}$$

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*(small axioms)*

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Frame inference is a key challenge for proof automation.

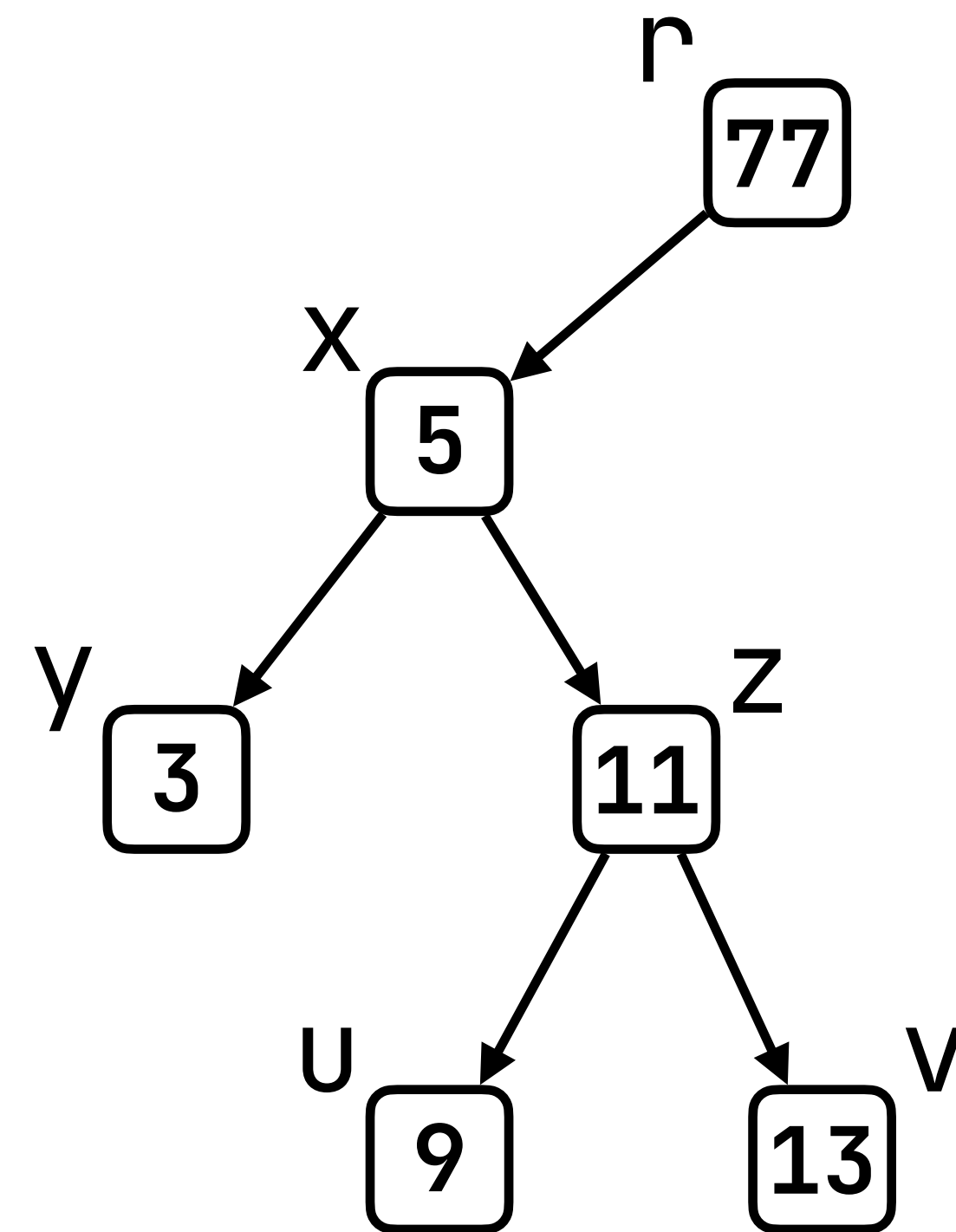
# State

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- Physical state

➔ *heap graph*

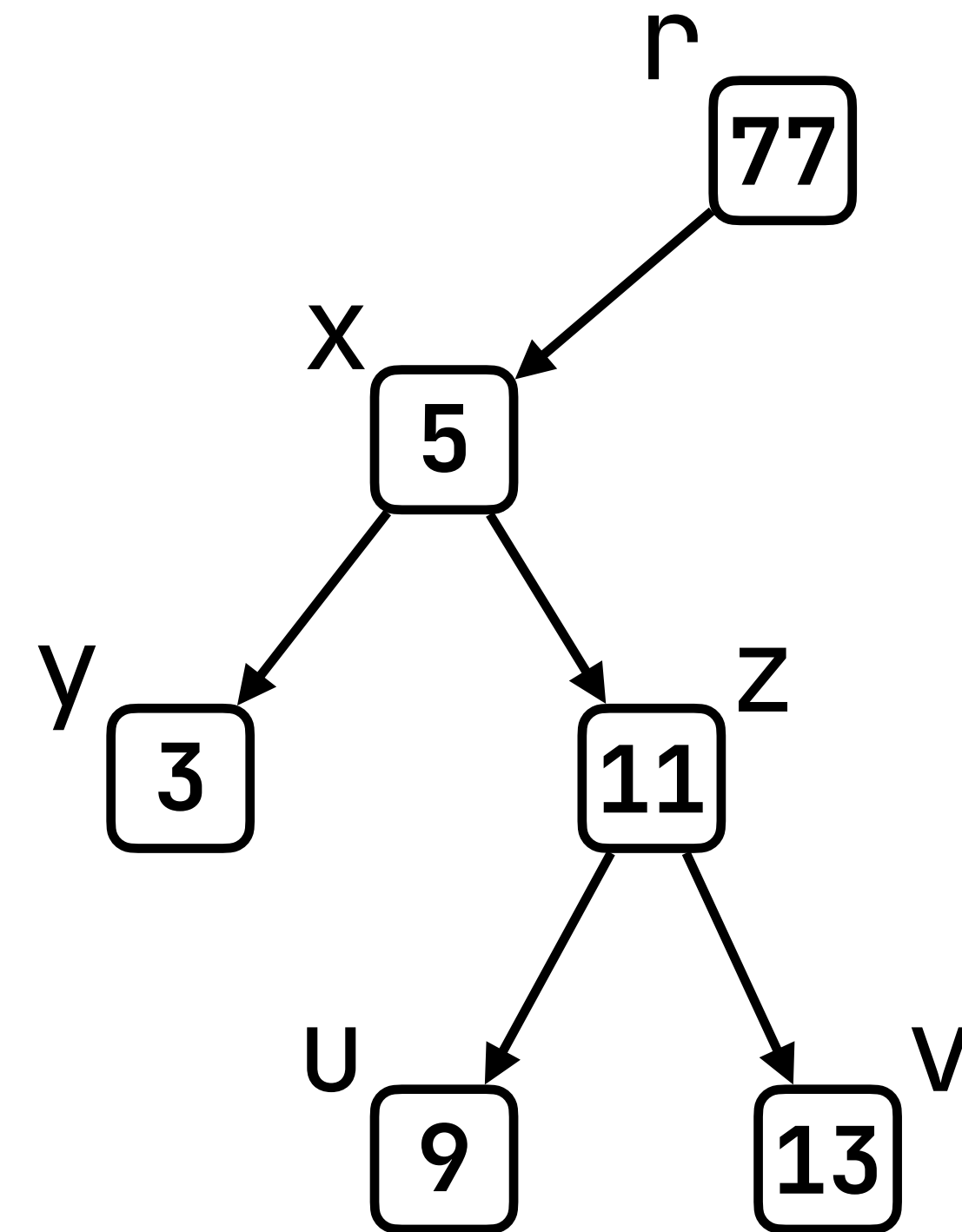
➔ e.g.  $r \mapsto 77, x, \perp \quad * \quad x \mapsto 5, y, z \quad * \quad \dots$



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- Ghost state
  - ➔ info for functional correctness

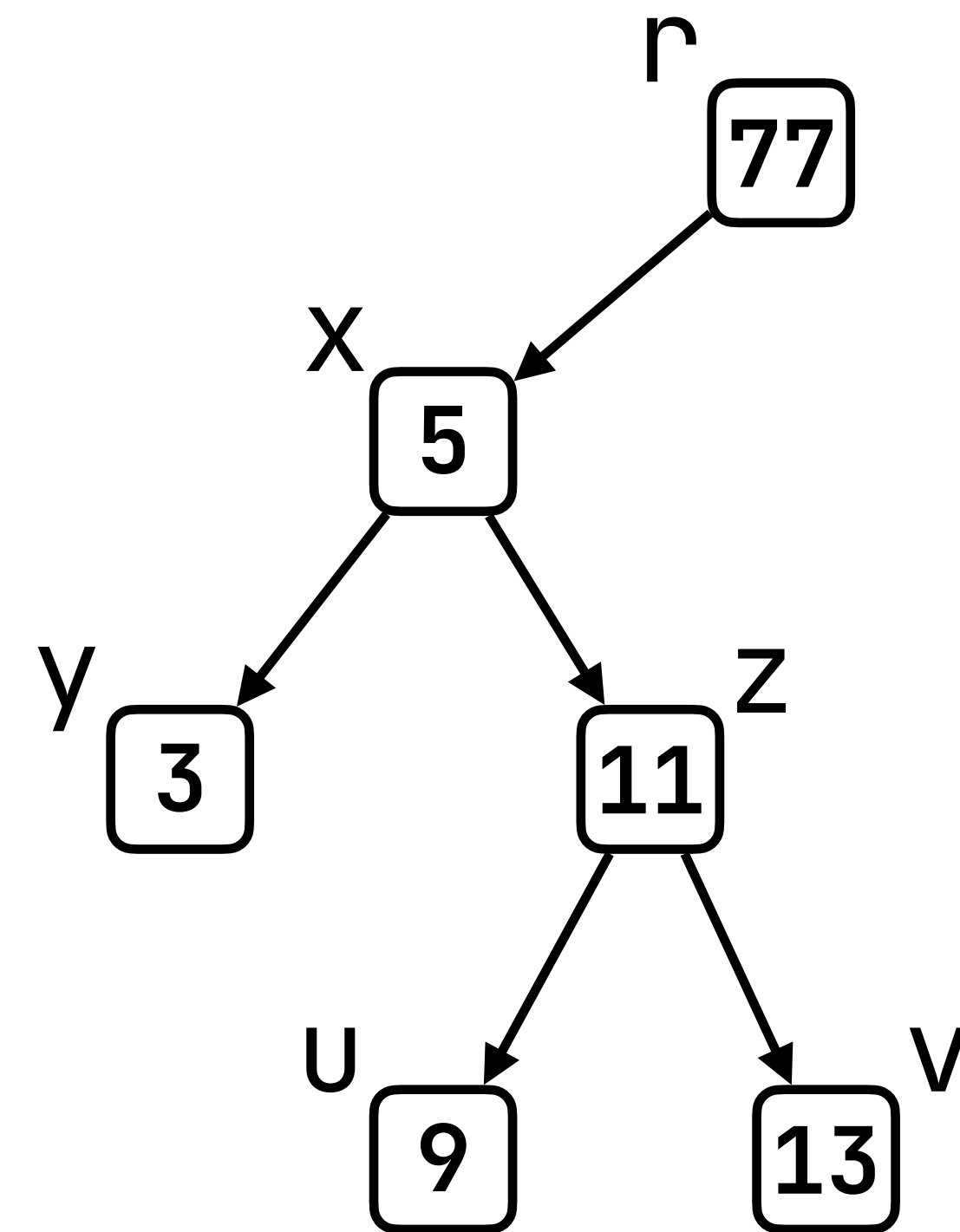


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to show linearizability of data structures

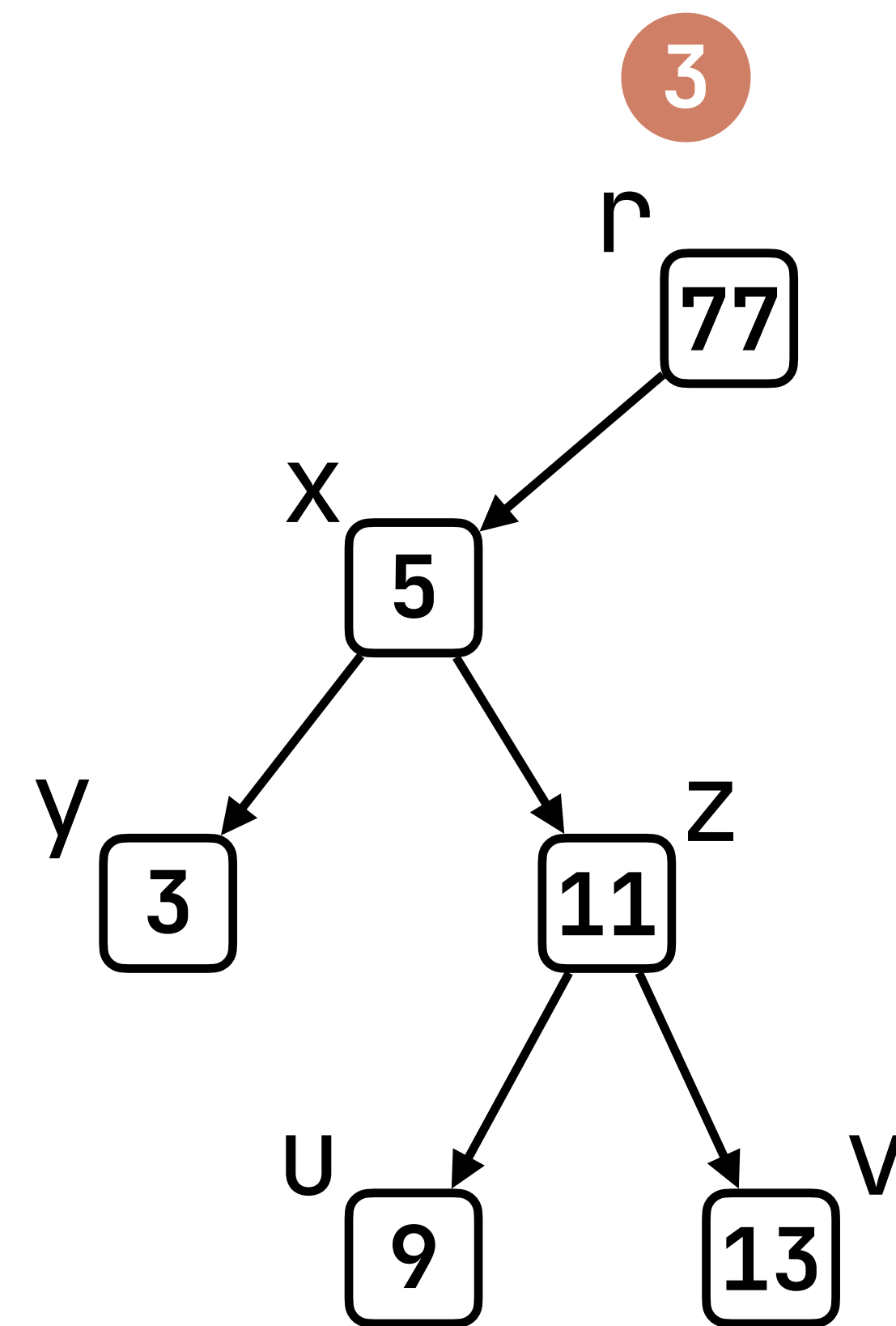




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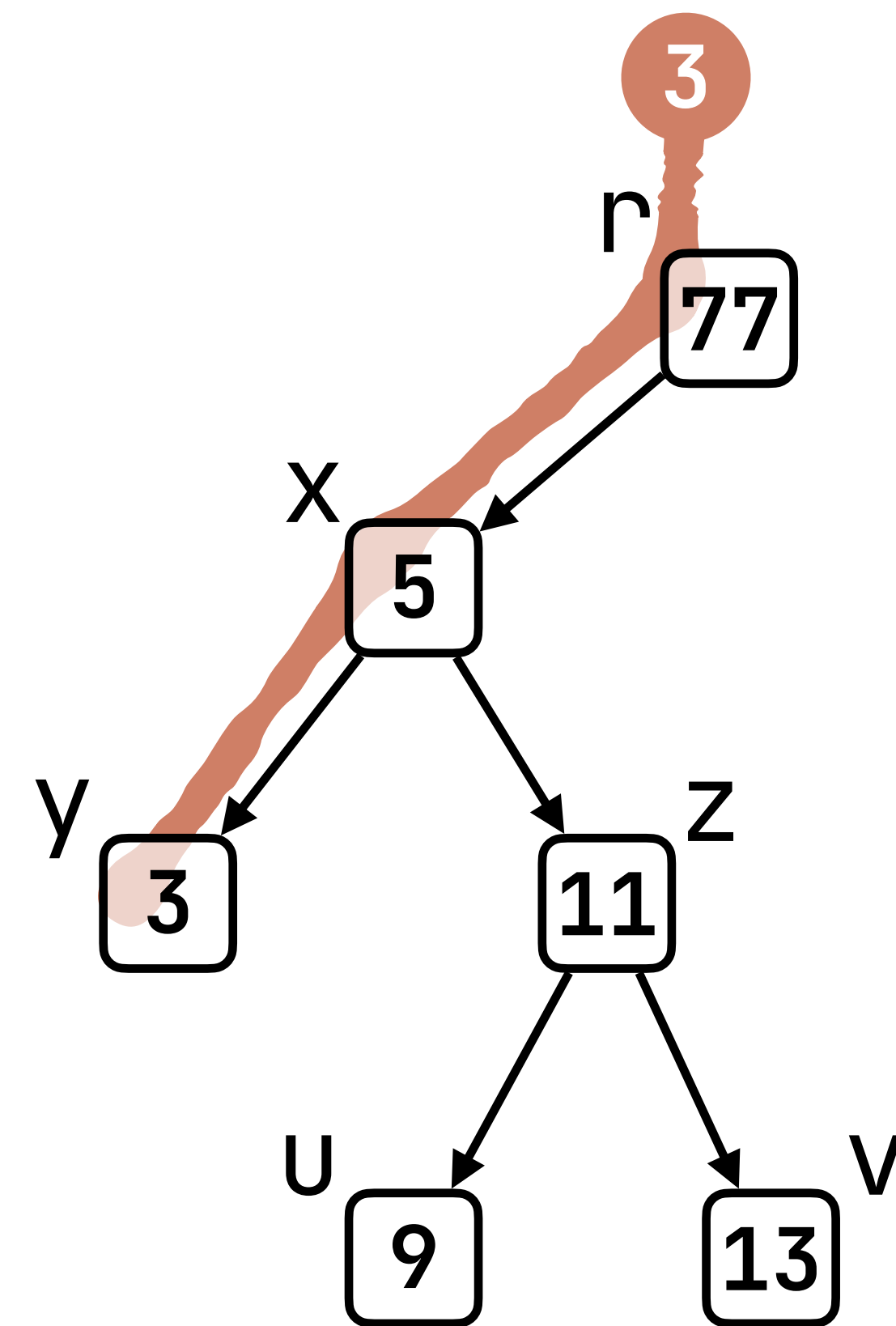
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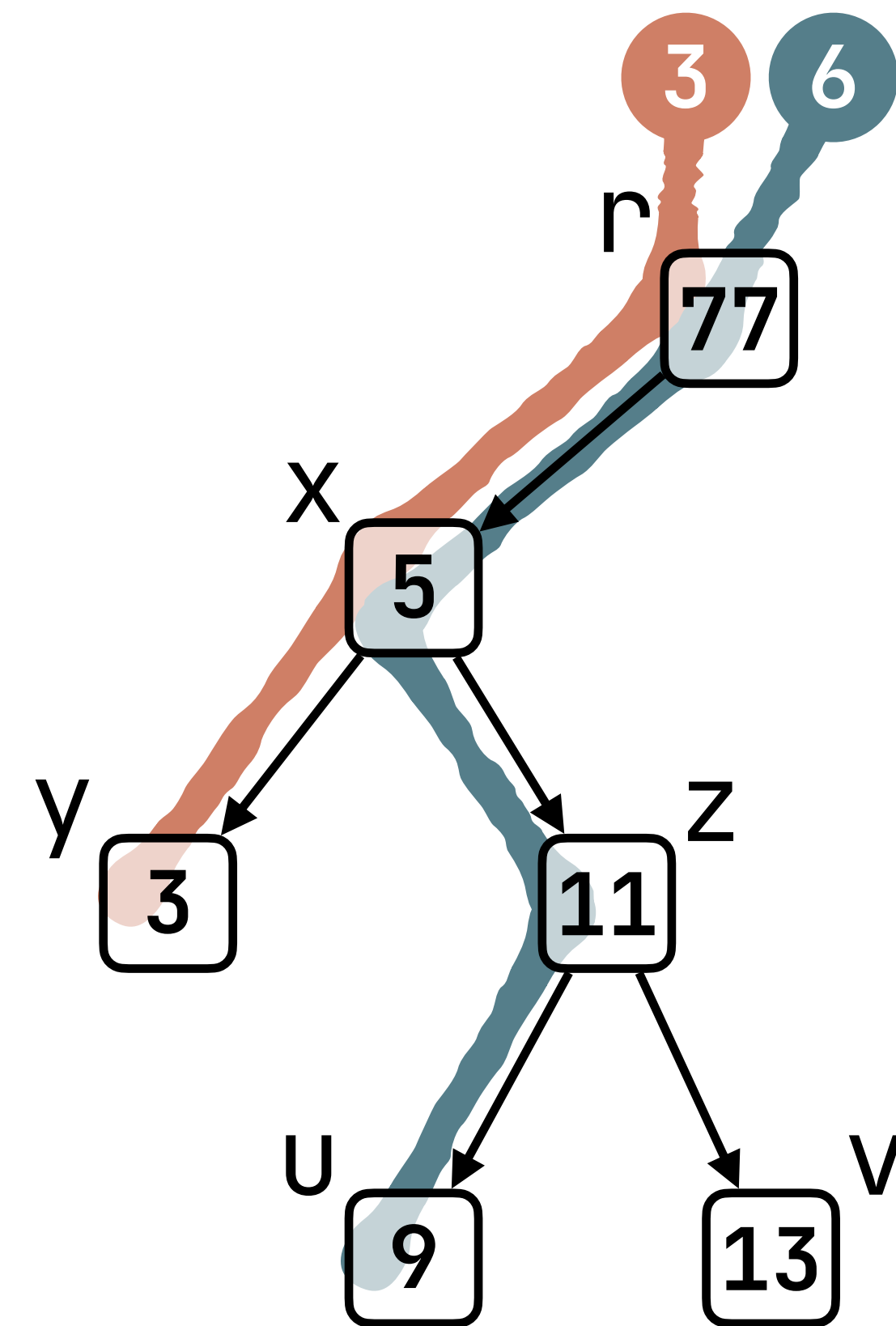


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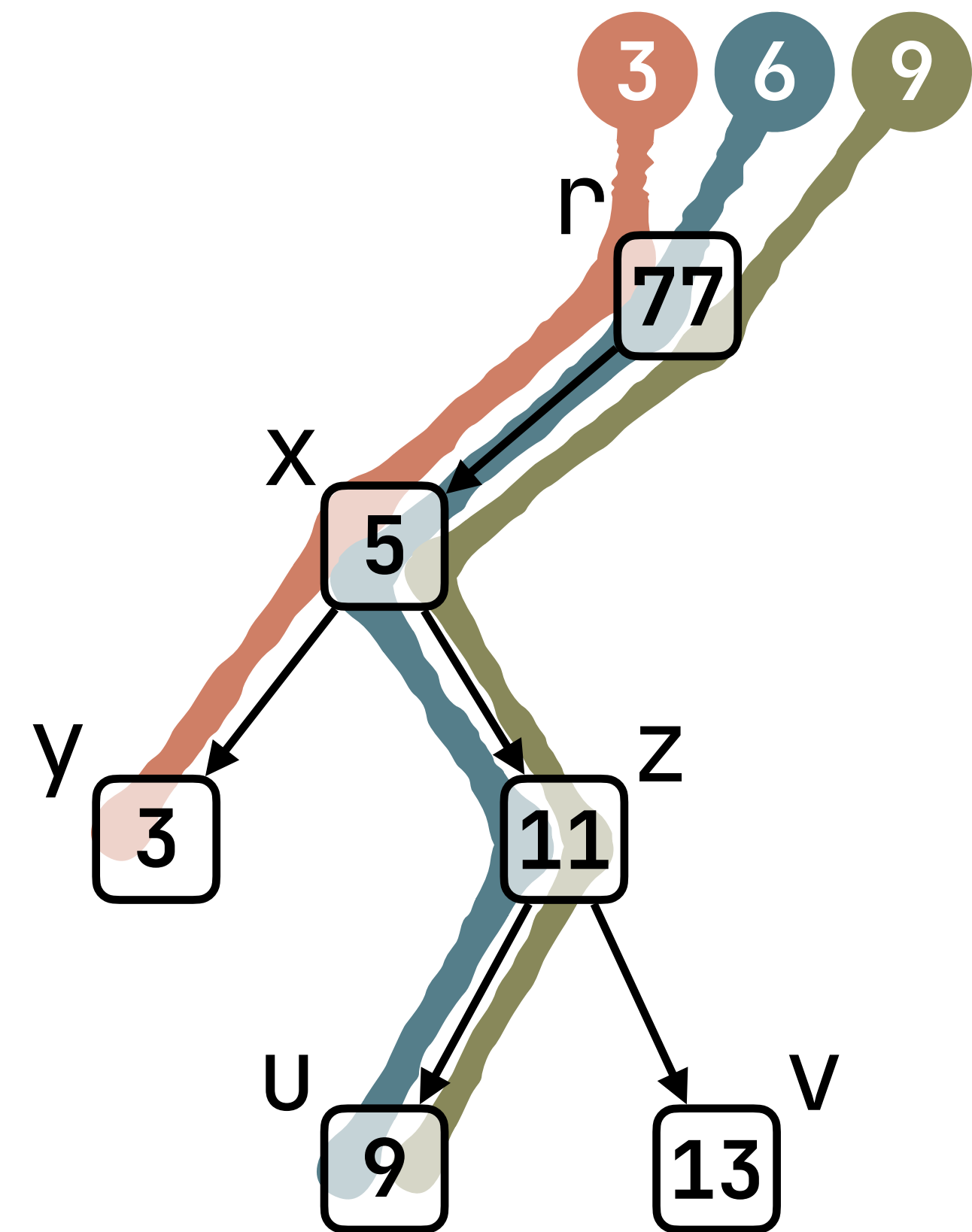
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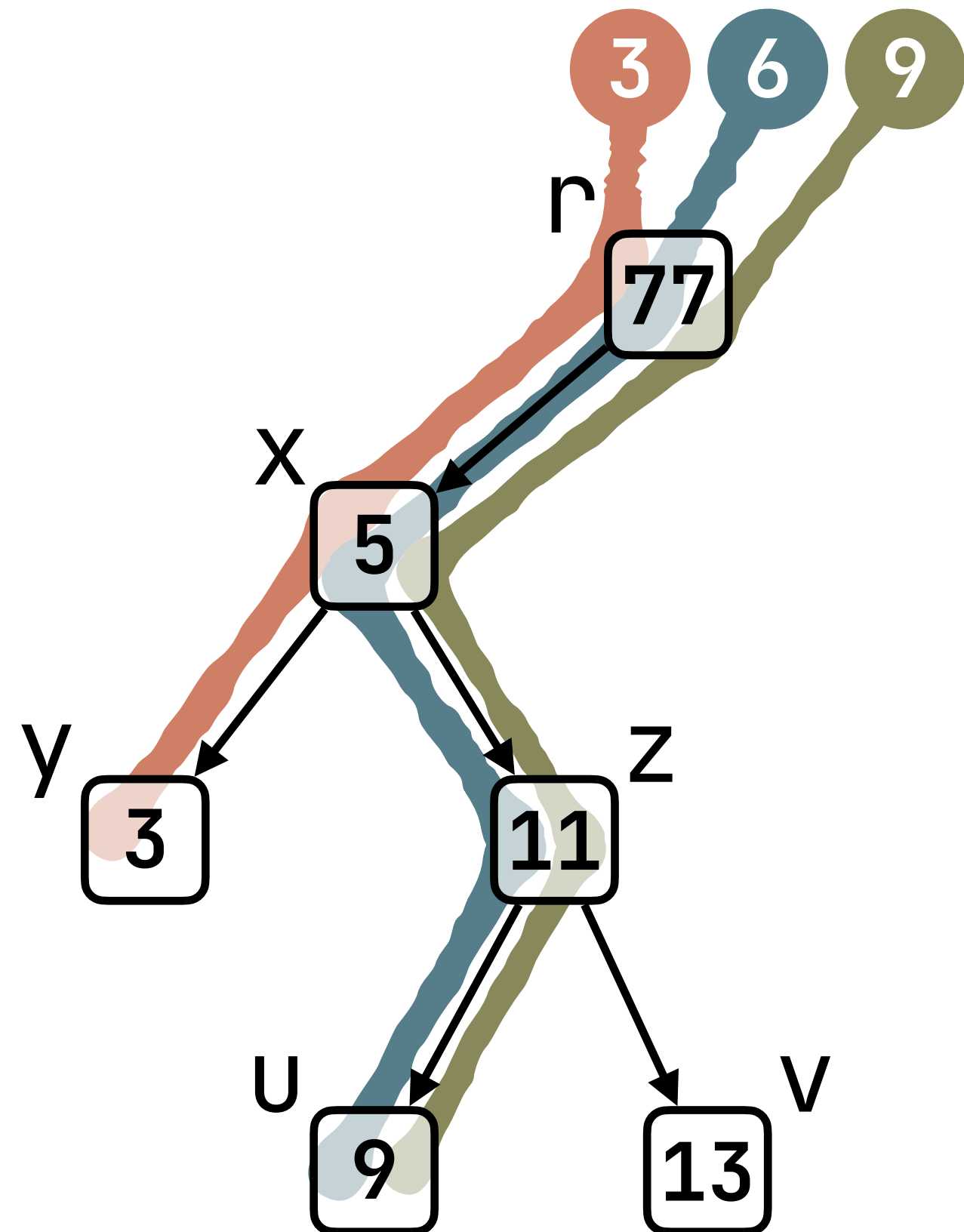


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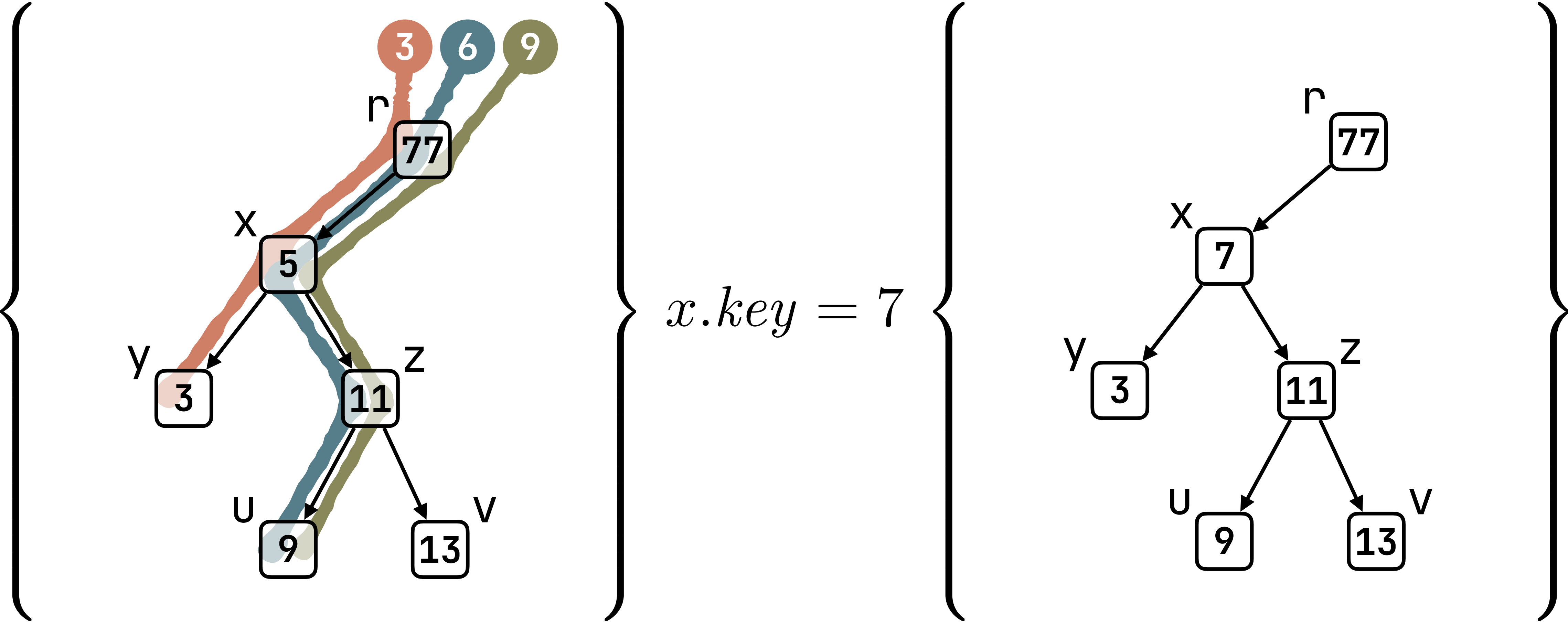


# Goal: Frame Inference

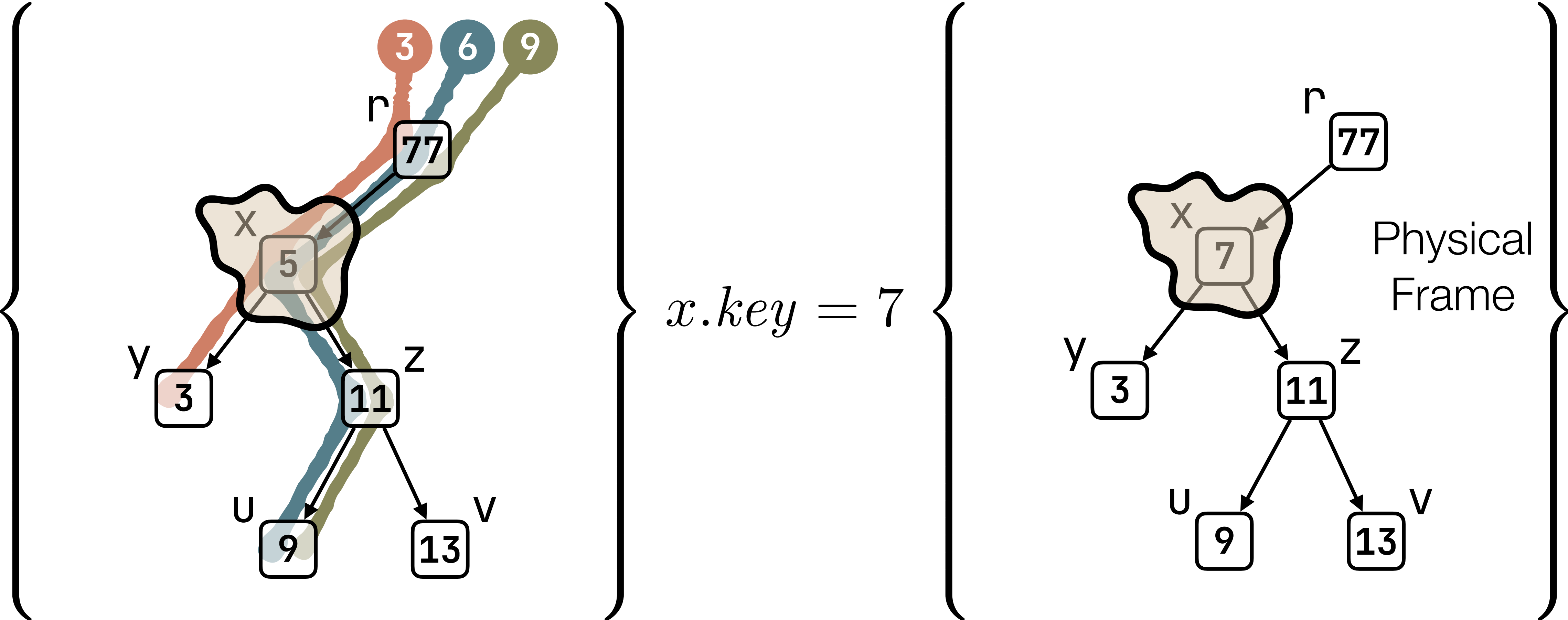


$$x.key = 7$$

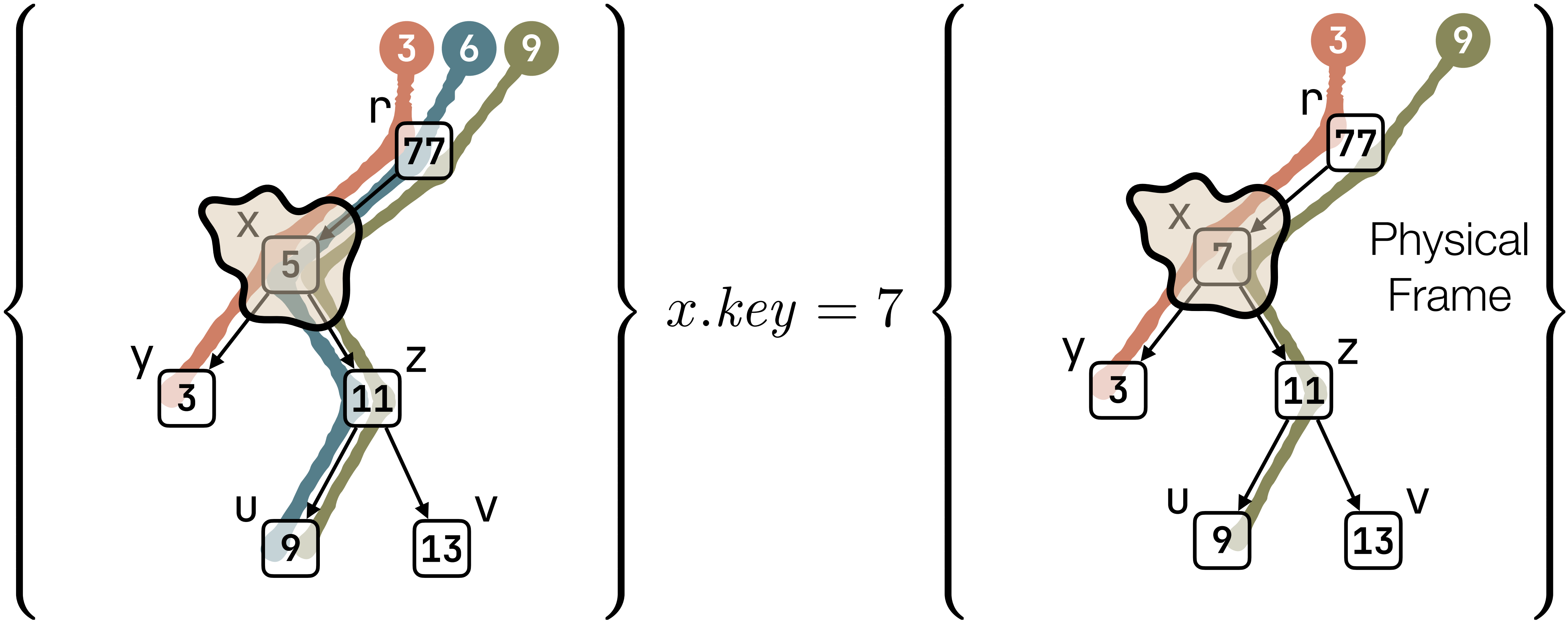
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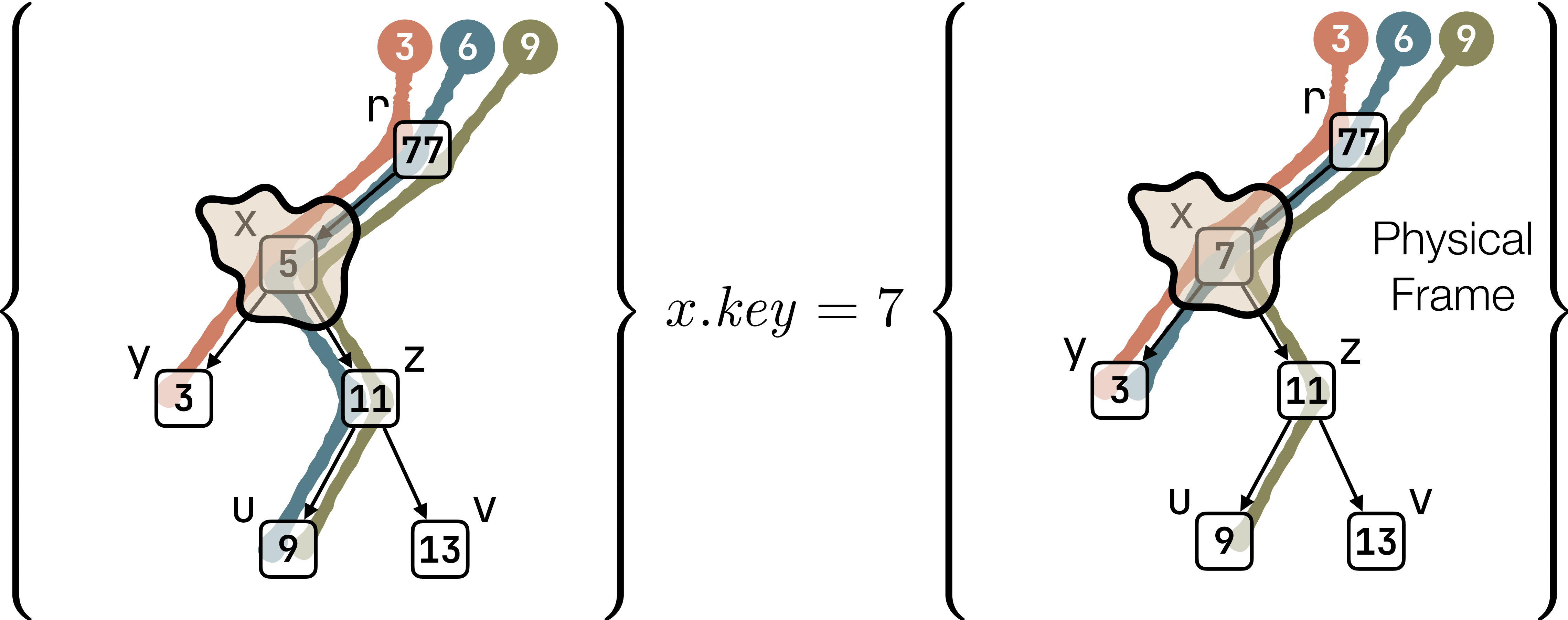


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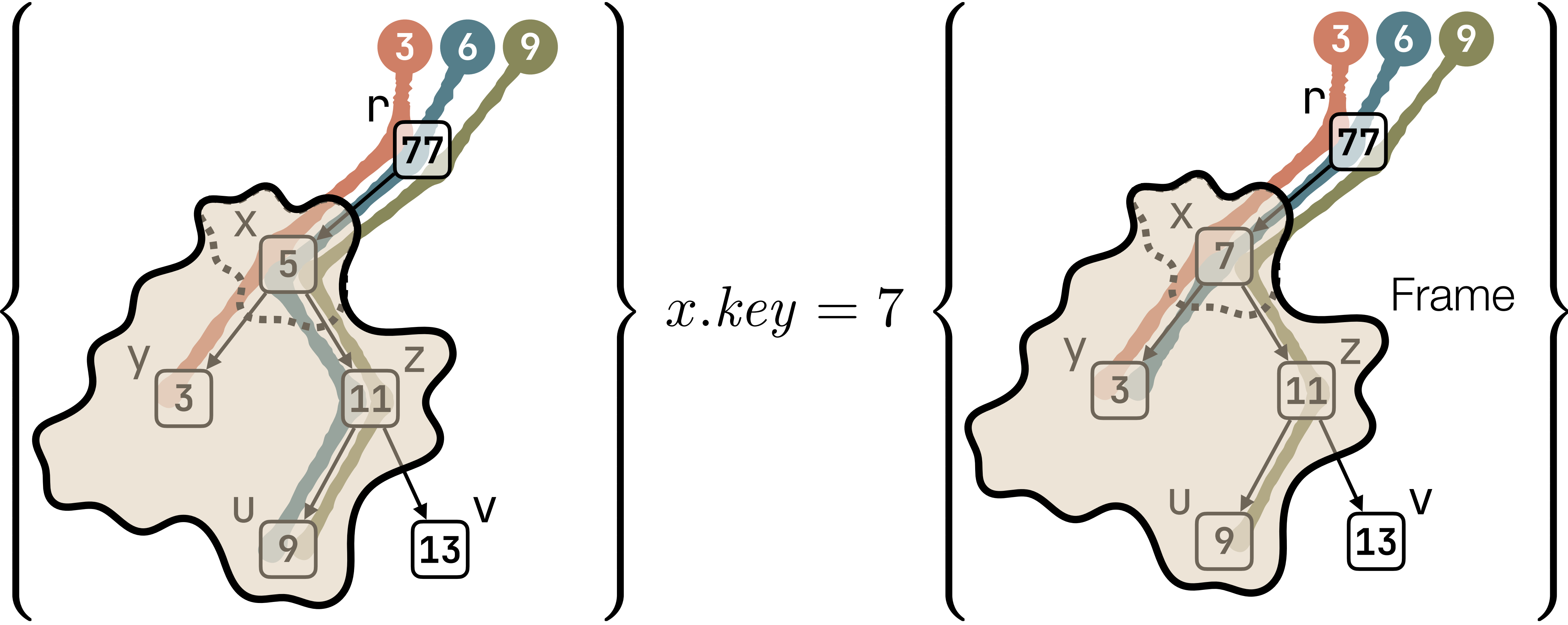




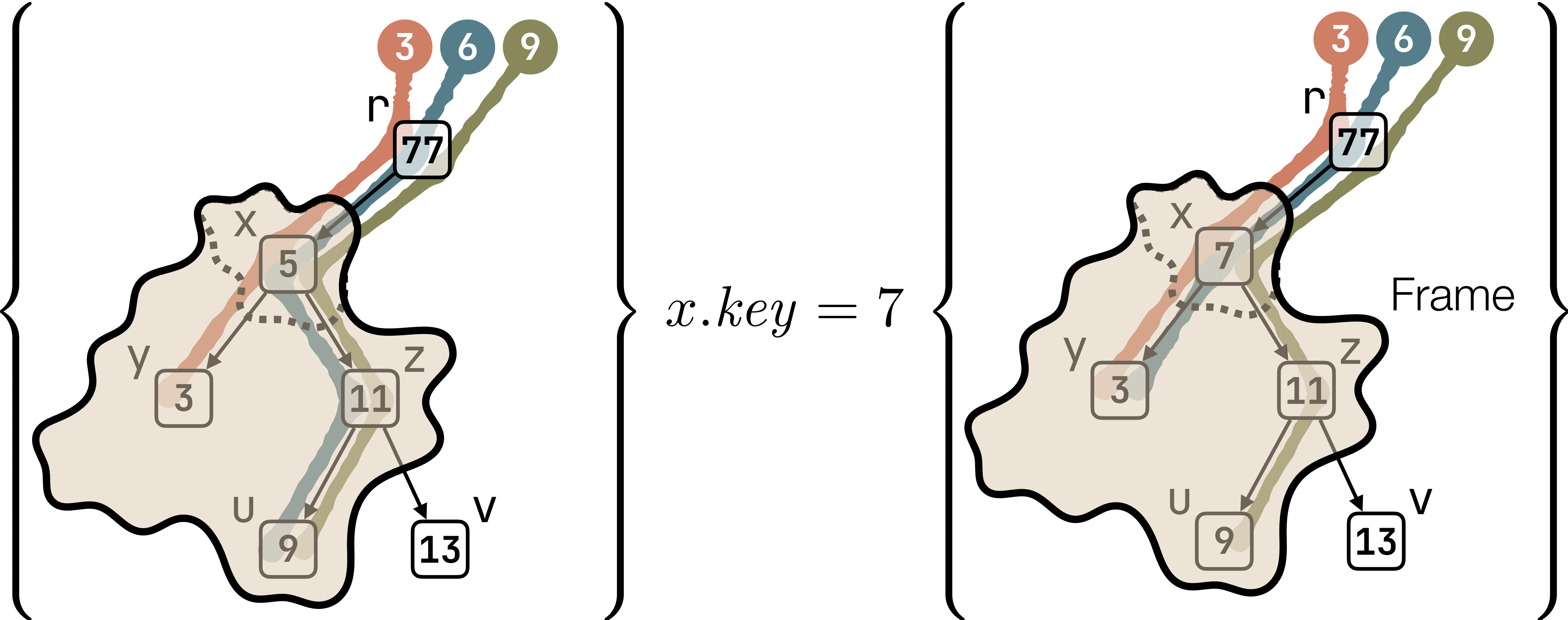
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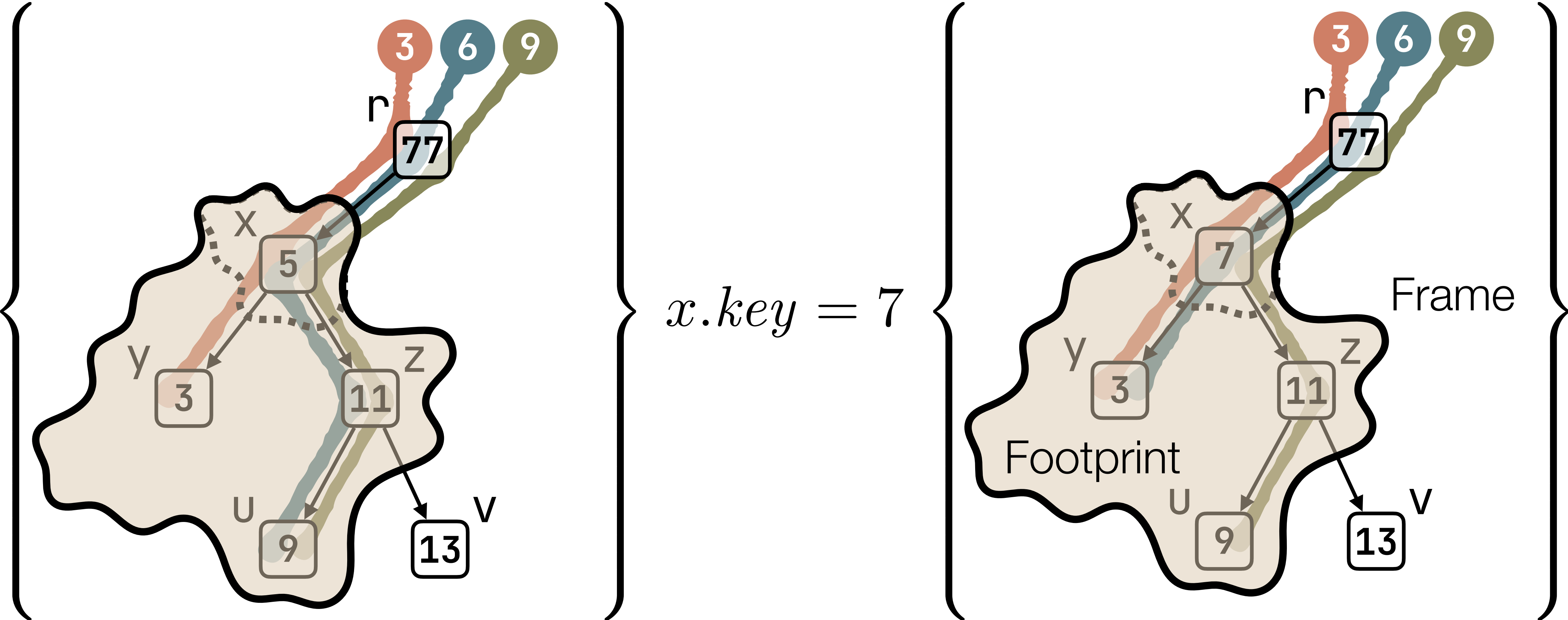


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Goal: **automatically** find frame.

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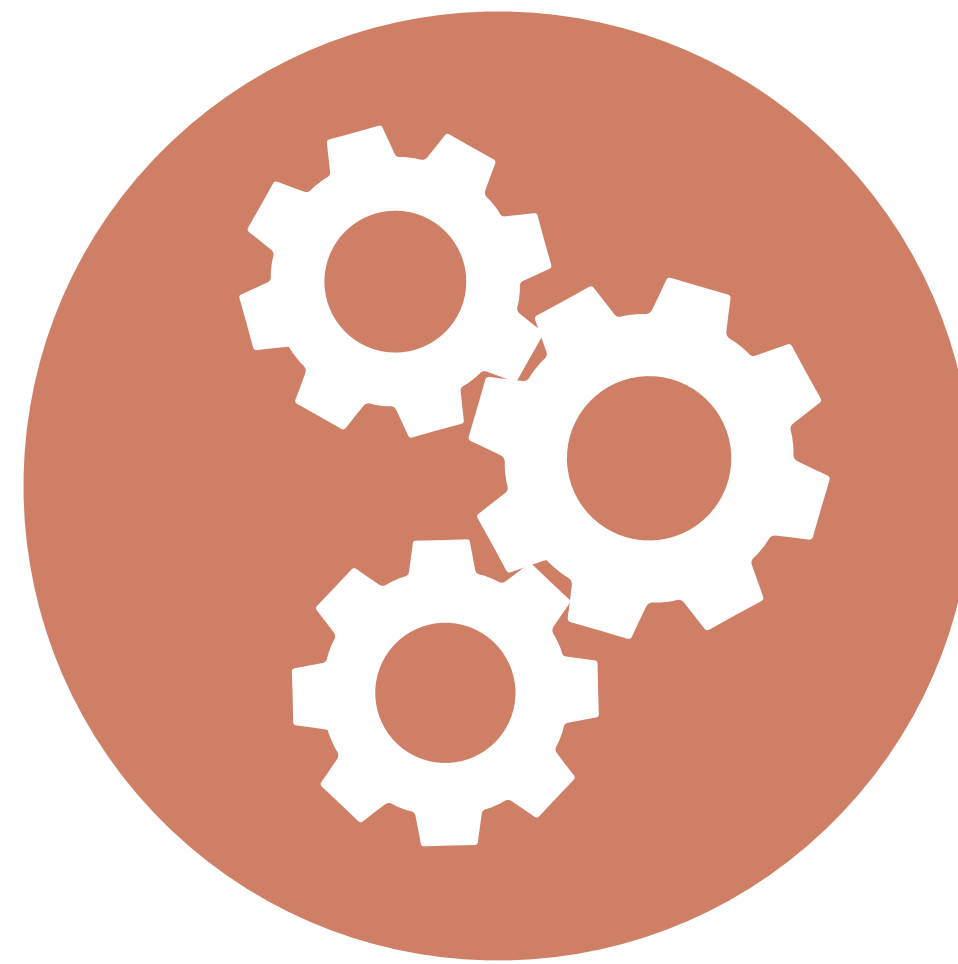


Goal: **automatically** find **footprint**.



## Flow Framework

- Ghost state for heap graphs
- Inspired by data-flow analysis
- Formalizes inductive heap invariants



## Frame Inference

- Separation & flows
- Frame-preserving updates
- Finding footprints algorithmically



## Comparing Footprints

- Check if update is frame-preserving
- Efficient checks for general graphs



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- Flow values from  
commutative monoid  $(\mathbb{M}, +, 0)$

$x$   
 $m \in \mathbb{M}$  a



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- Flow propagation via continuous **edge functions**

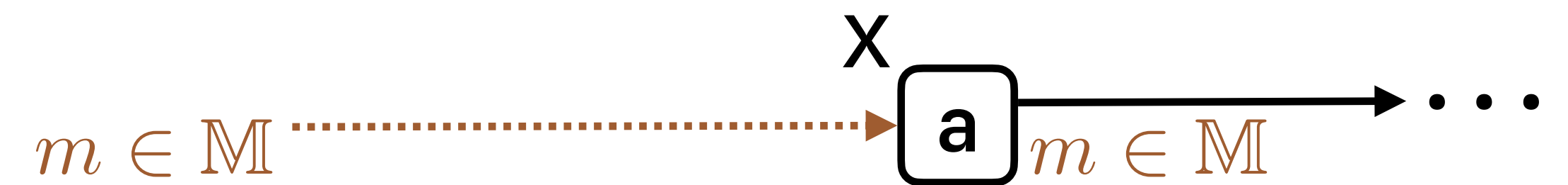


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least fixed point, wrt. initial value



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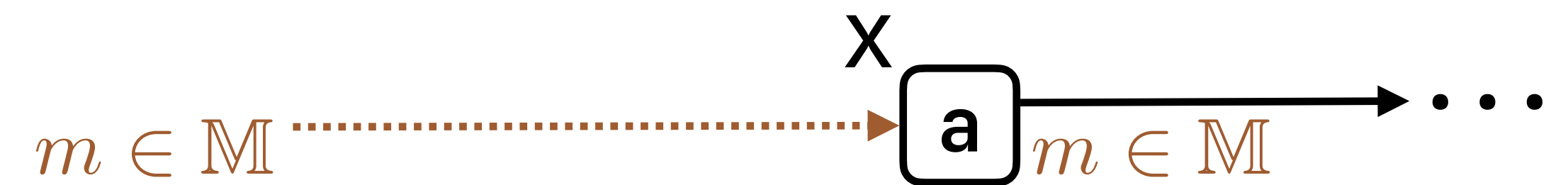
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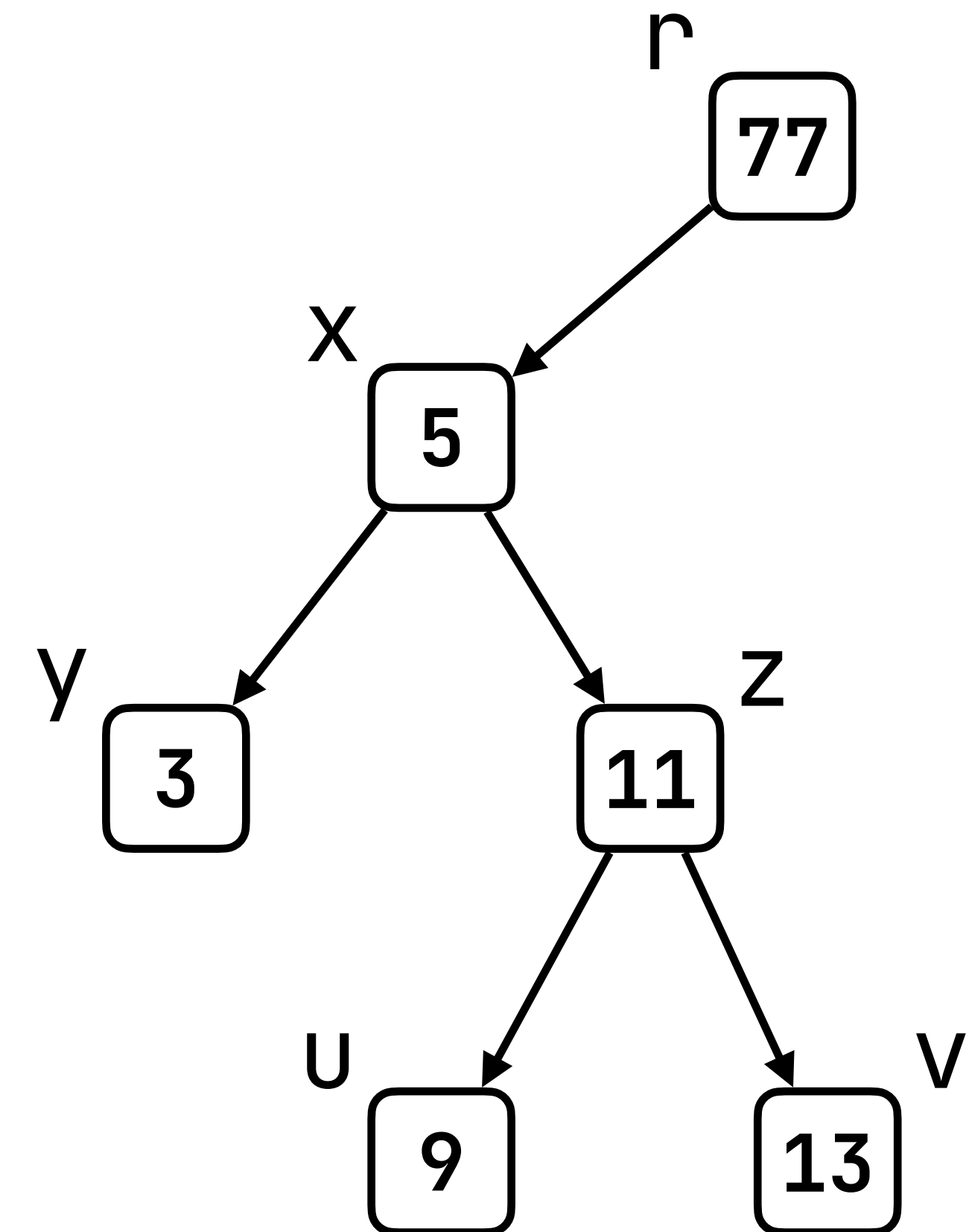
Exists if:  $\leq$  is  $\omega$ -cpo and  $+, \sup$  commute

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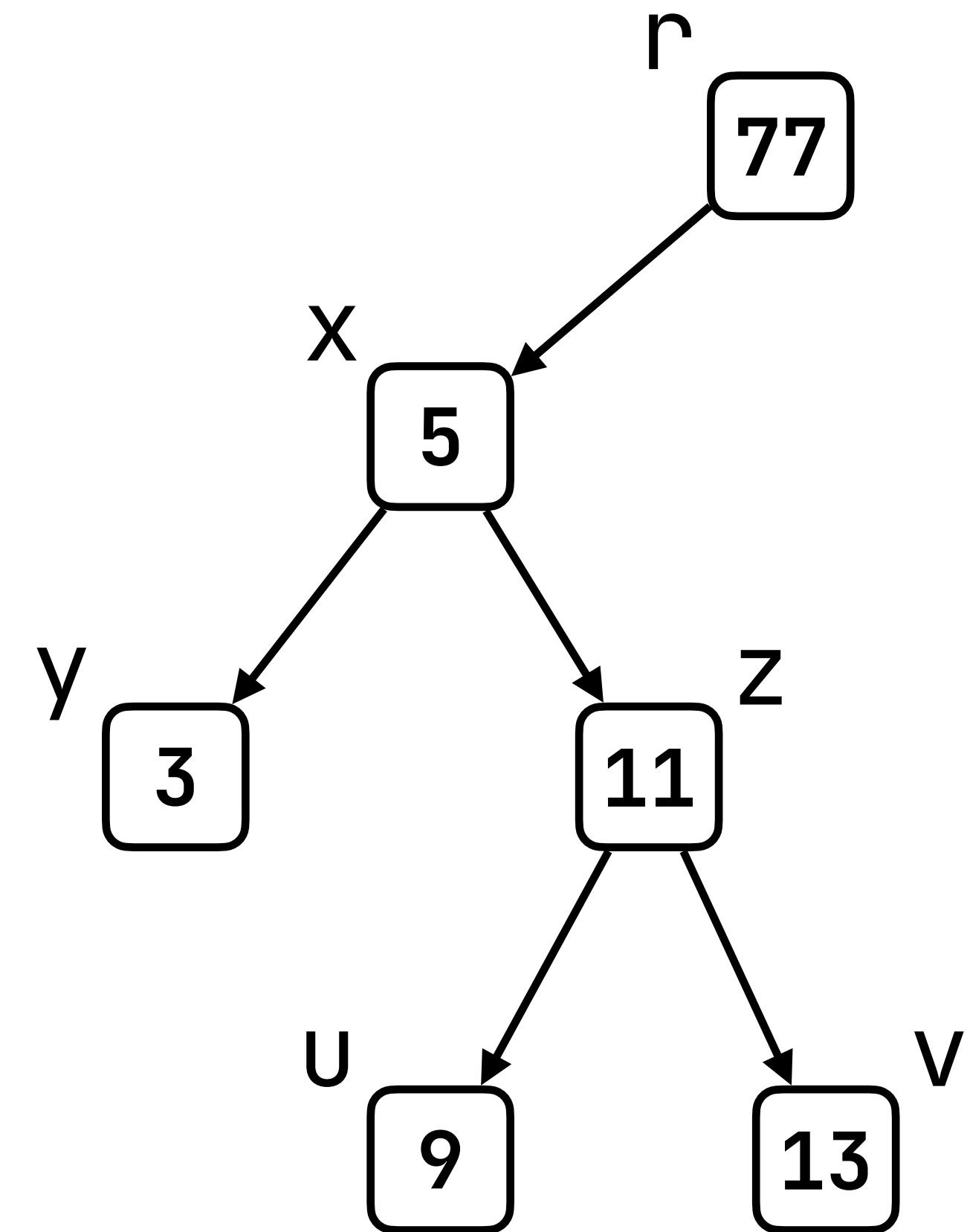


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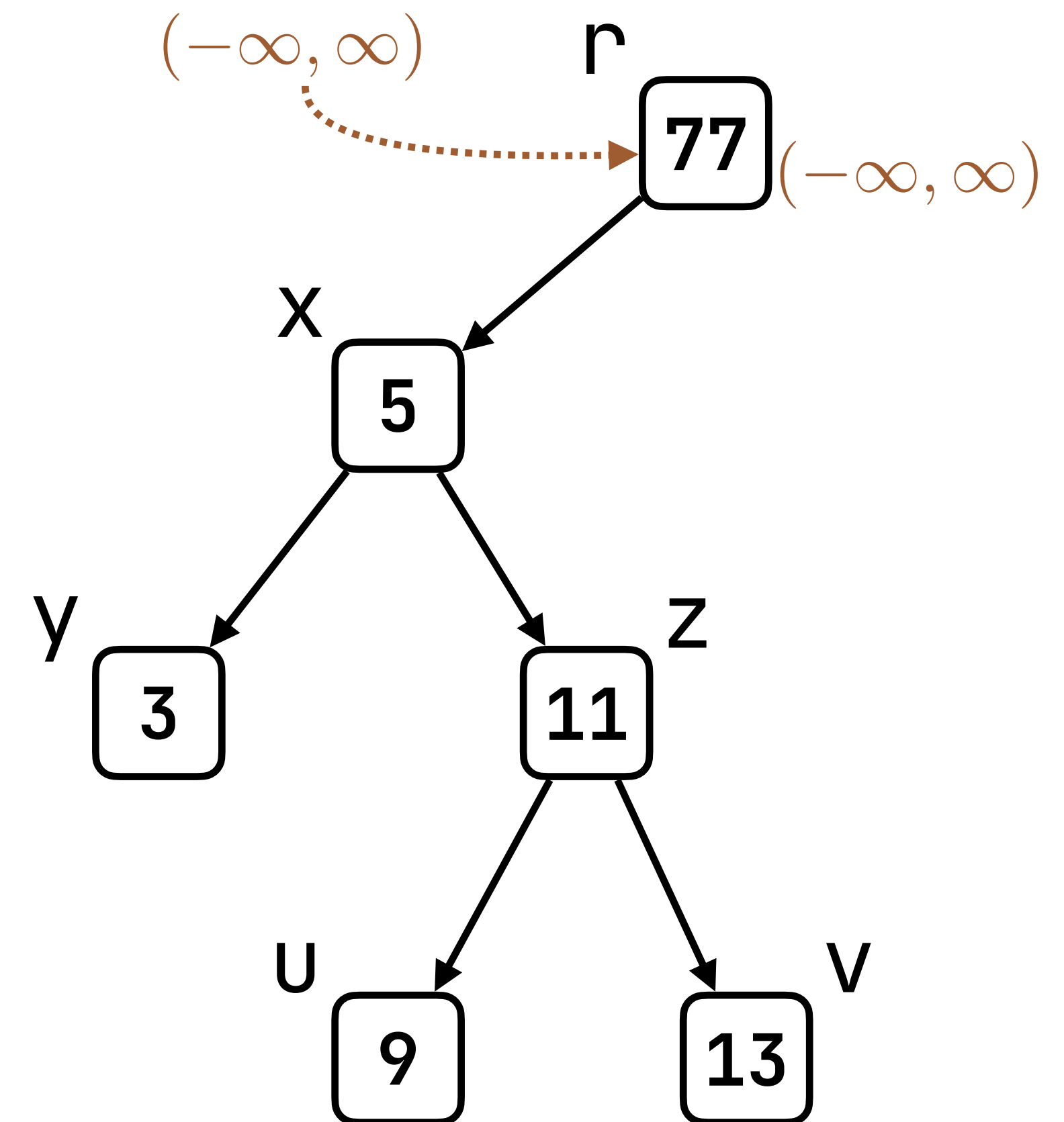


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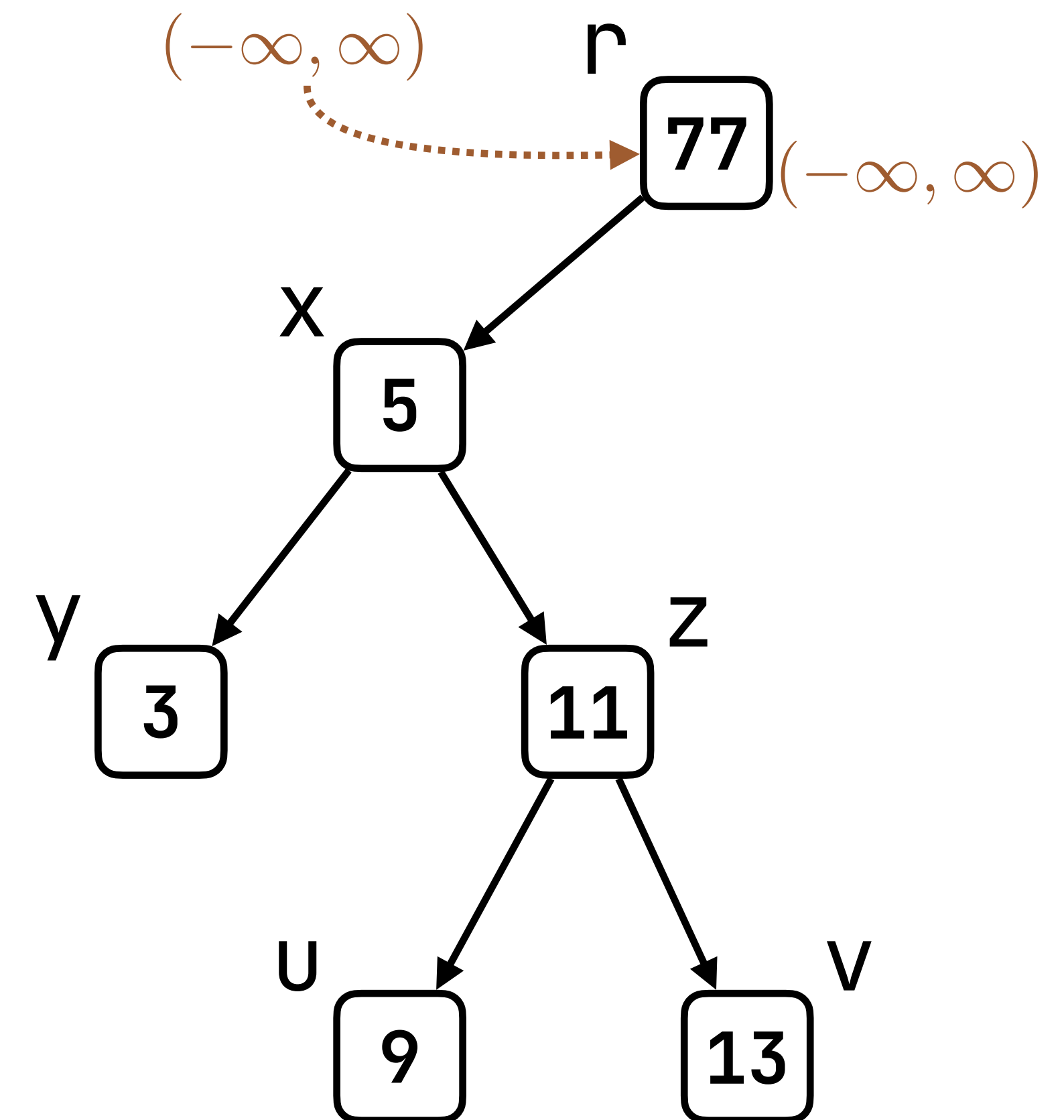
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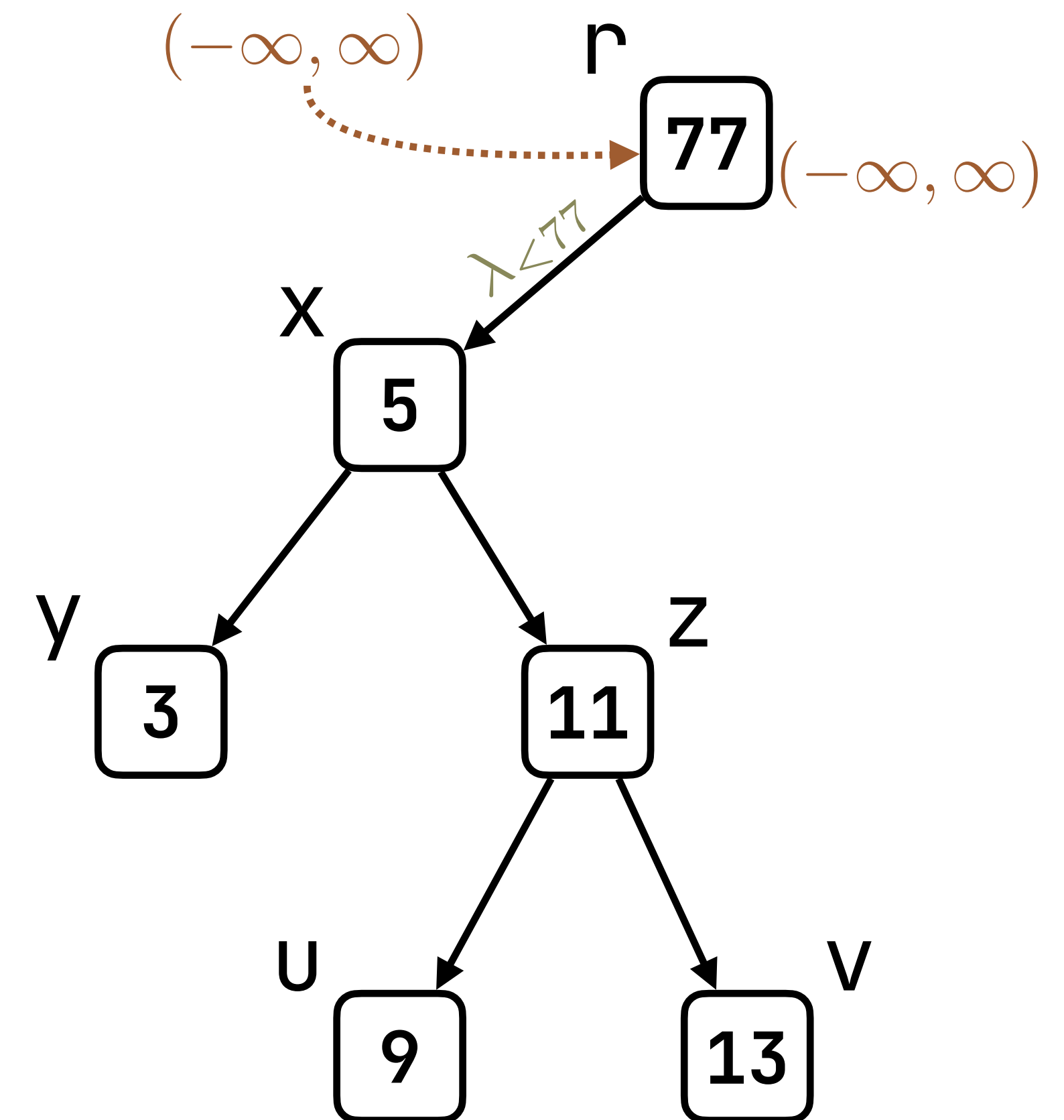
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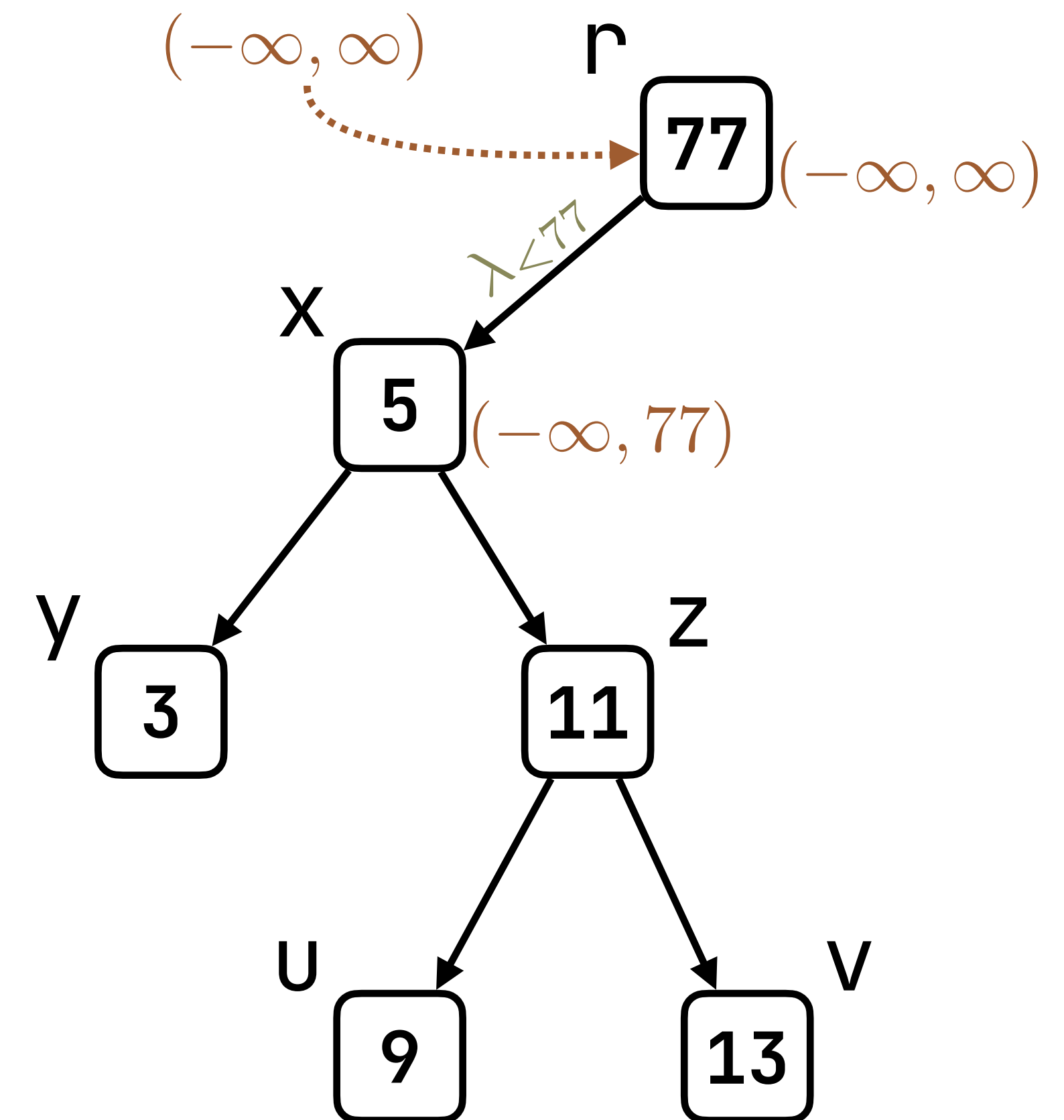




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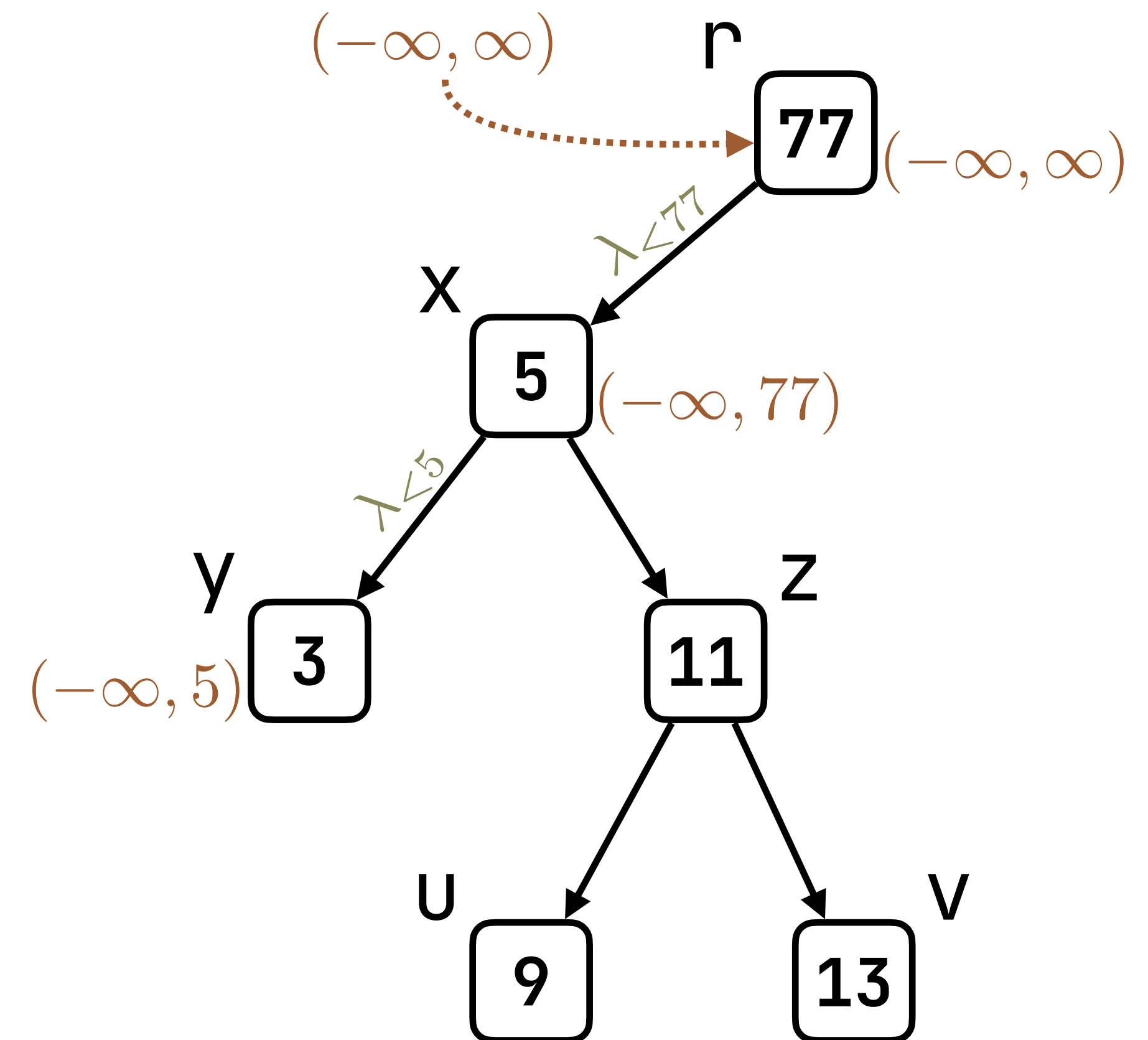
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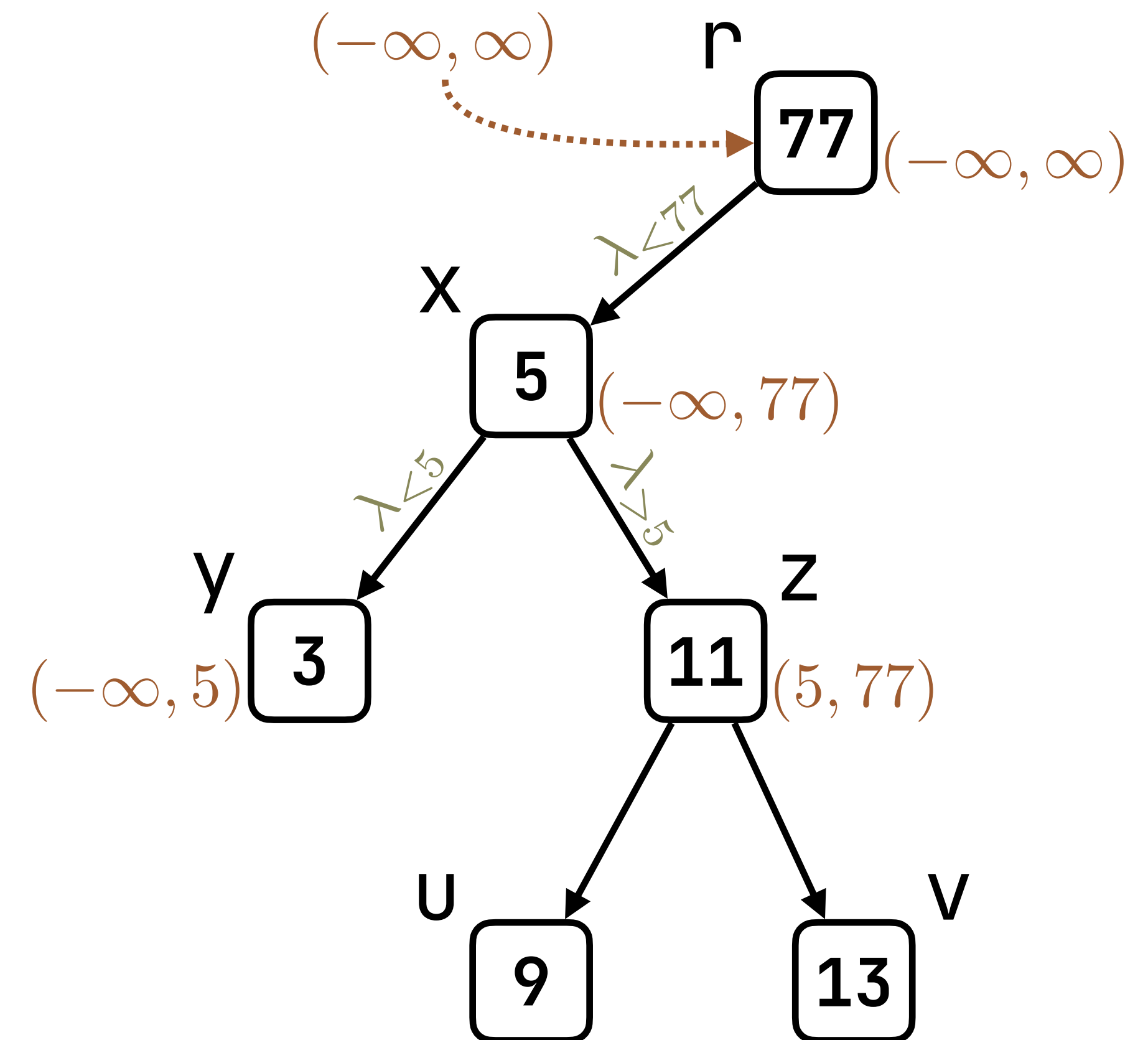
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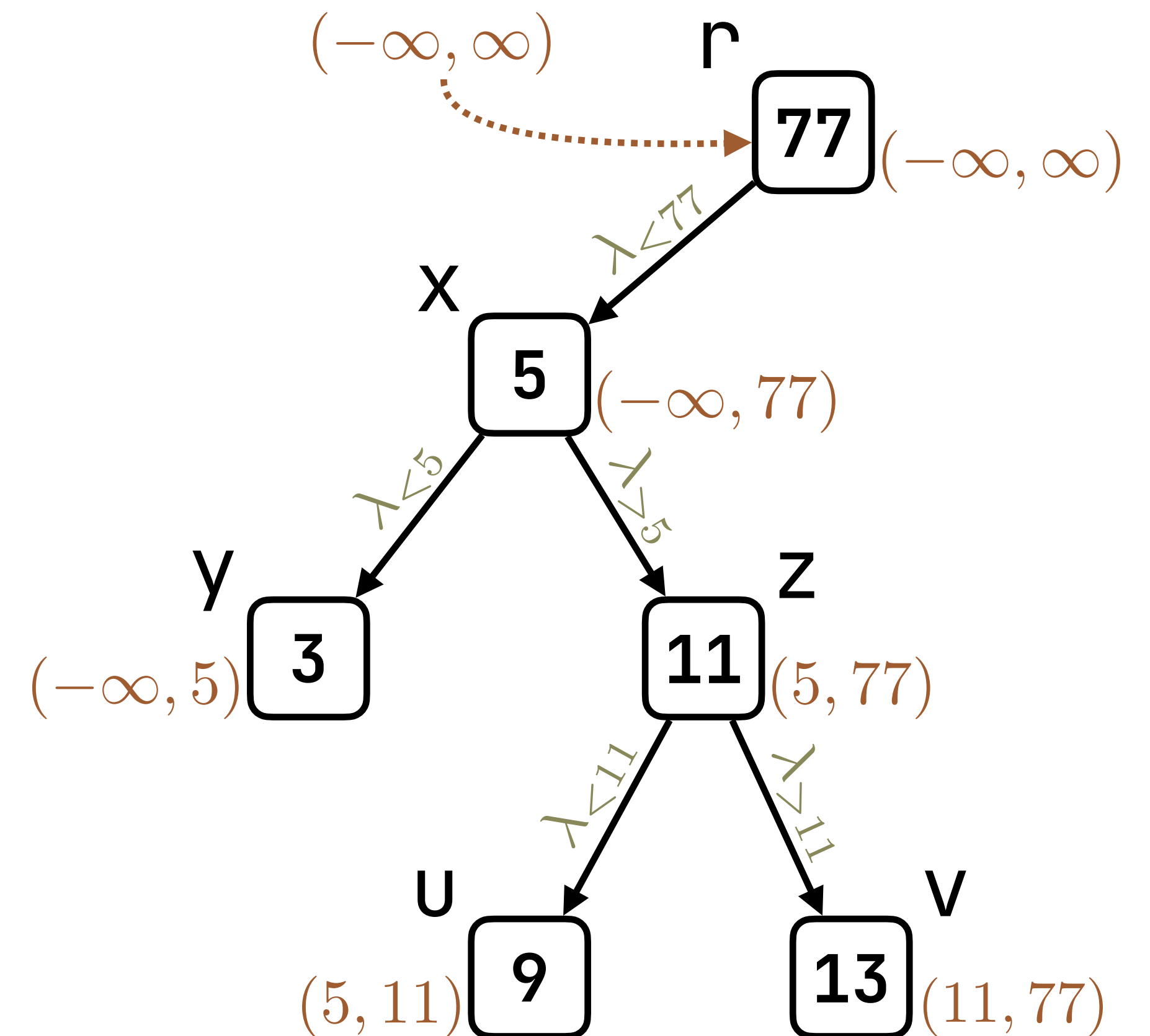
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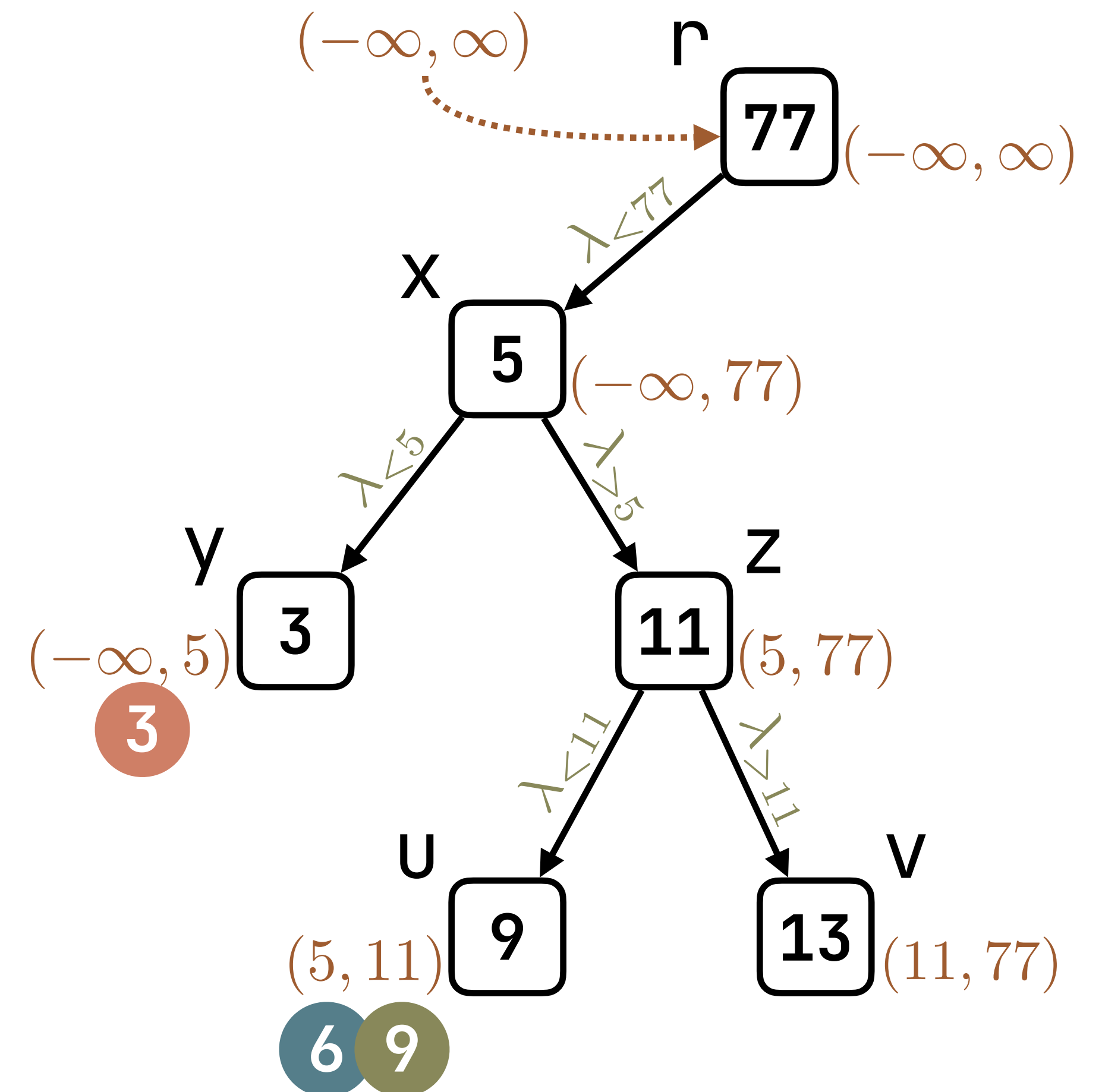
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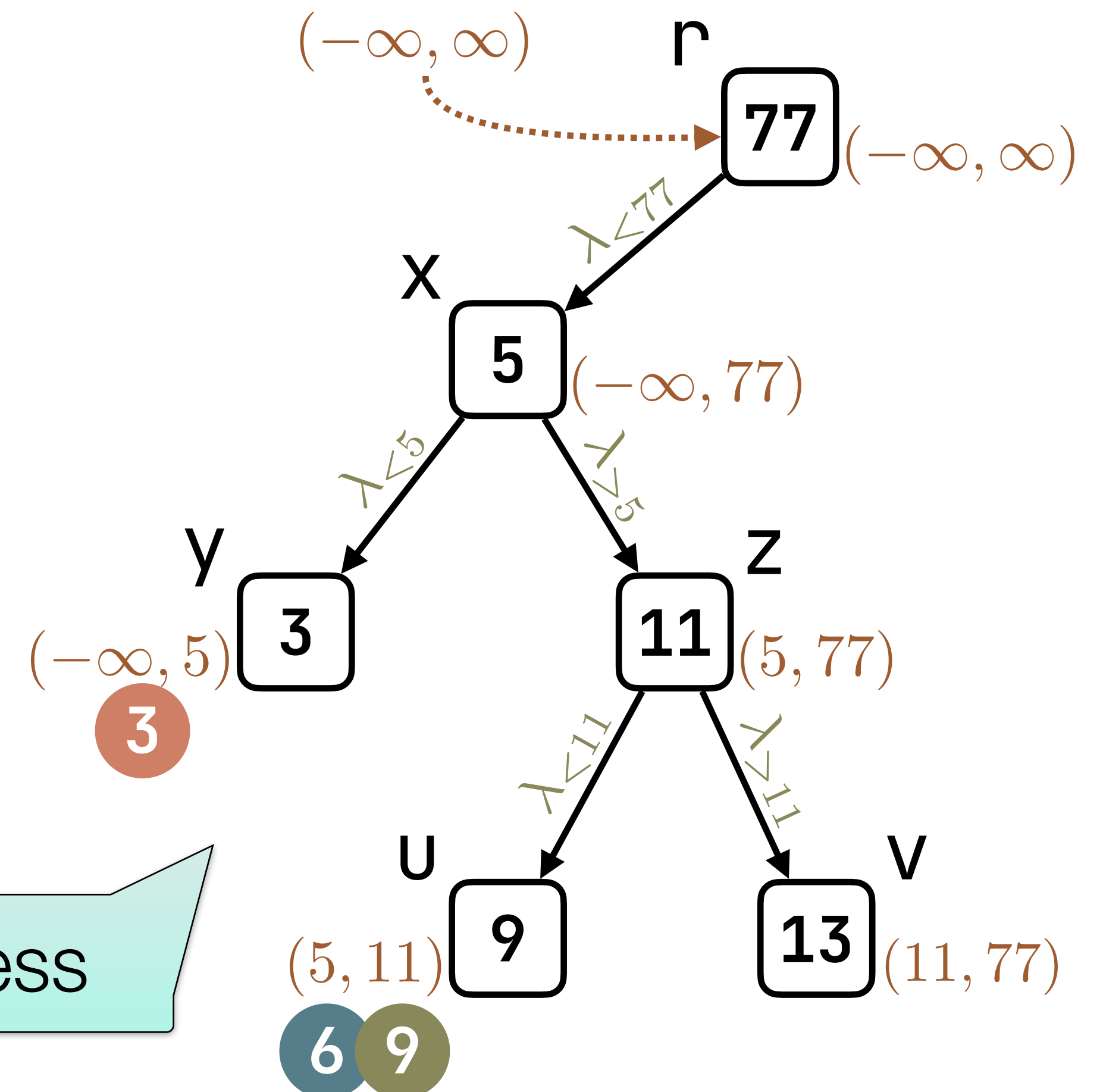
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# Sufficient information for functional correctness





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- Inspired by data-flow analysis
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## Frame Inference

- Separation & flows
- Frame-preserving updates
- Finding footprints algorithmically



## Comparing Footprints

- Check if update is frame-preserving
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# Separation

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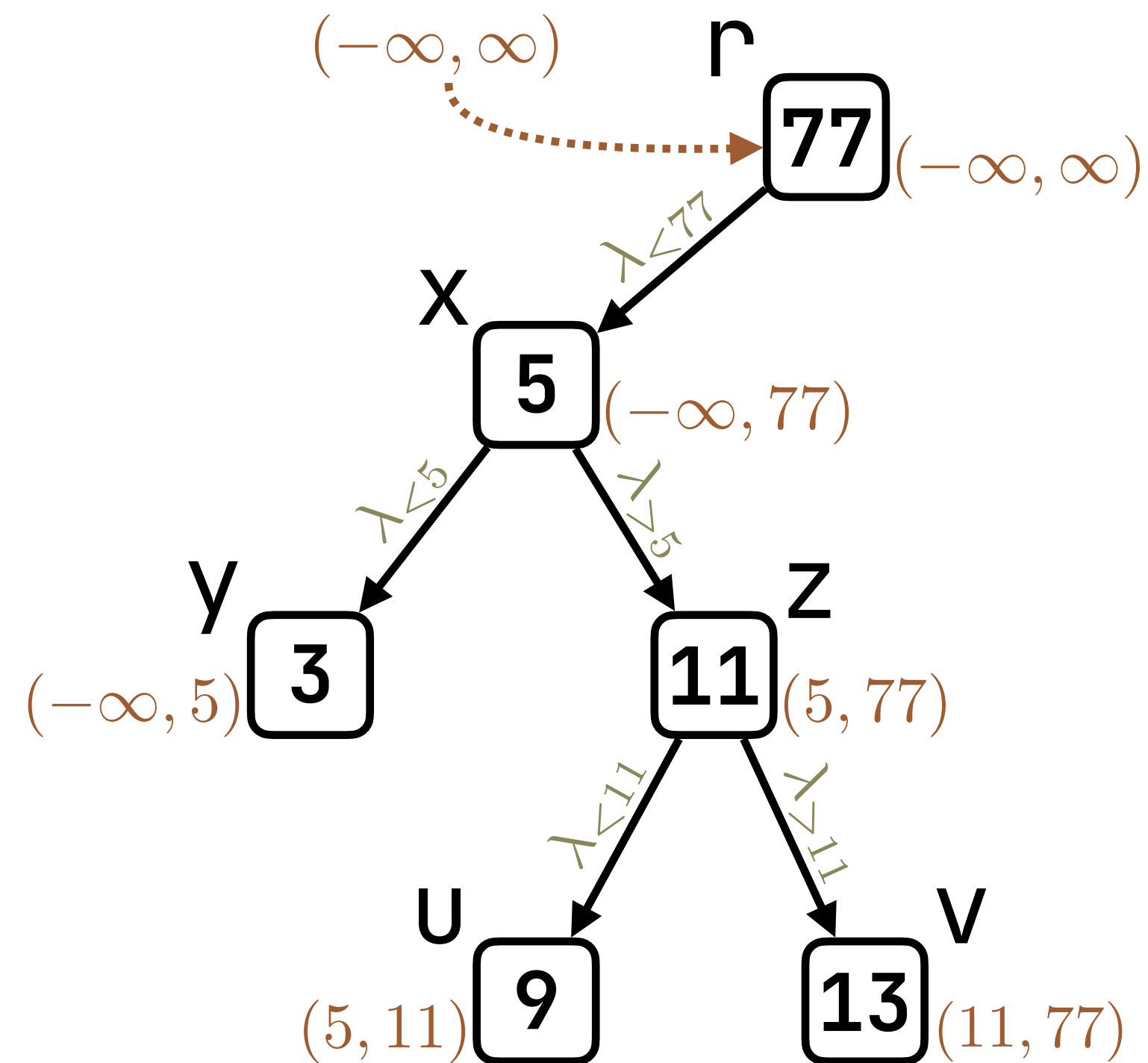
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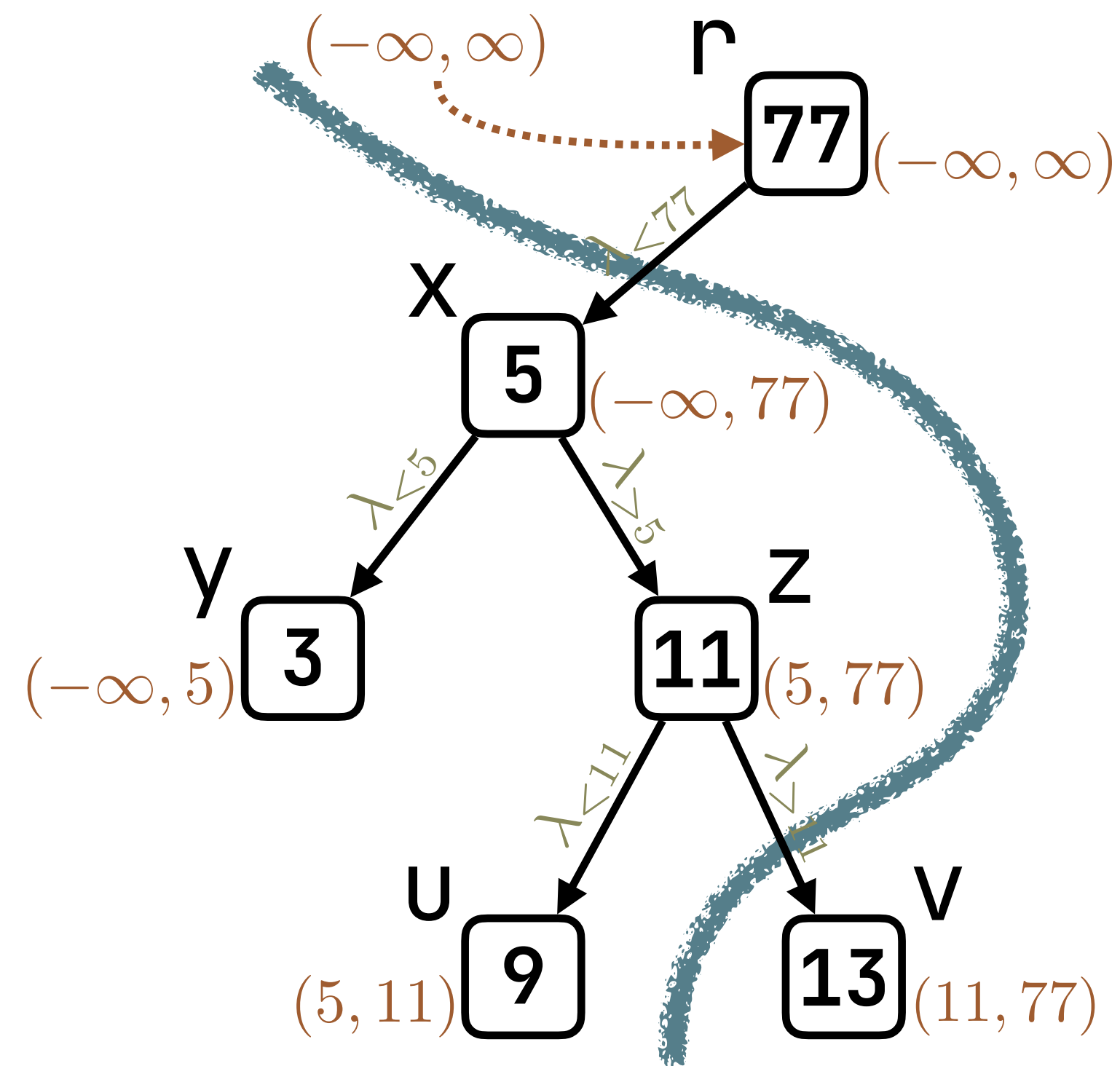
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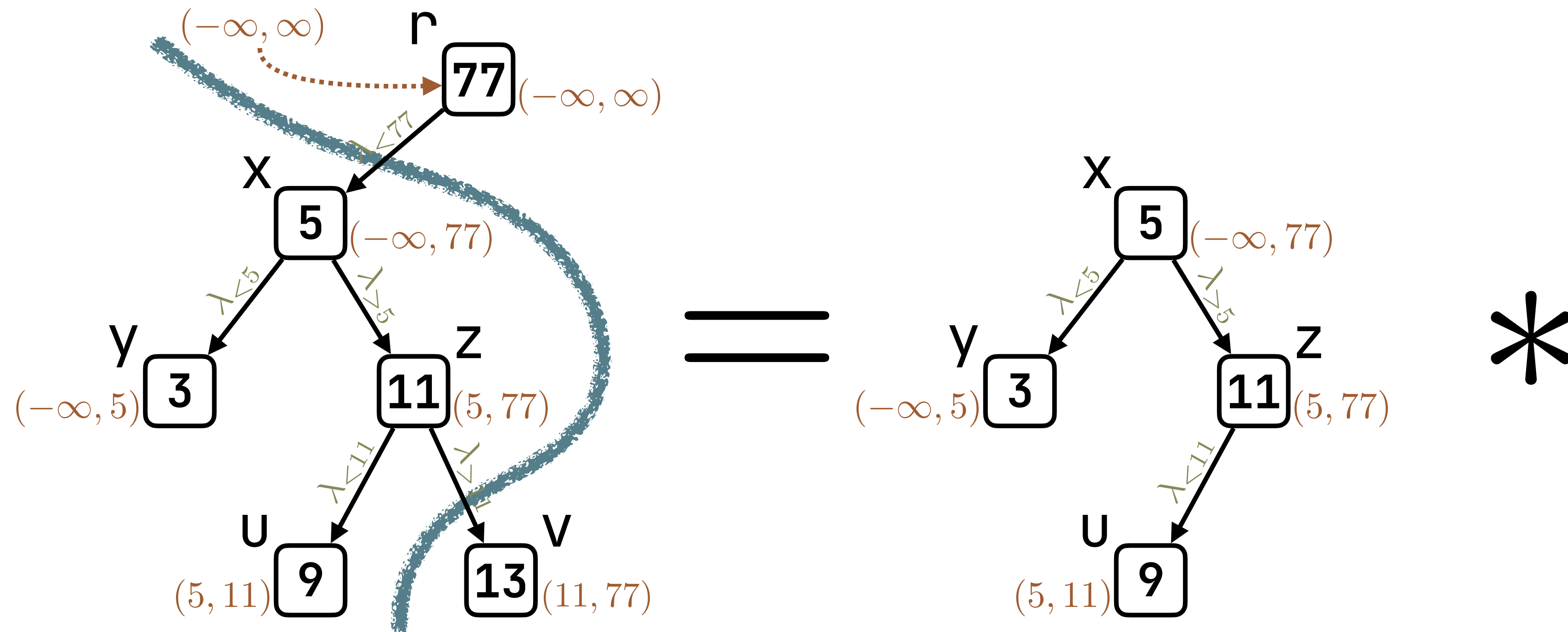
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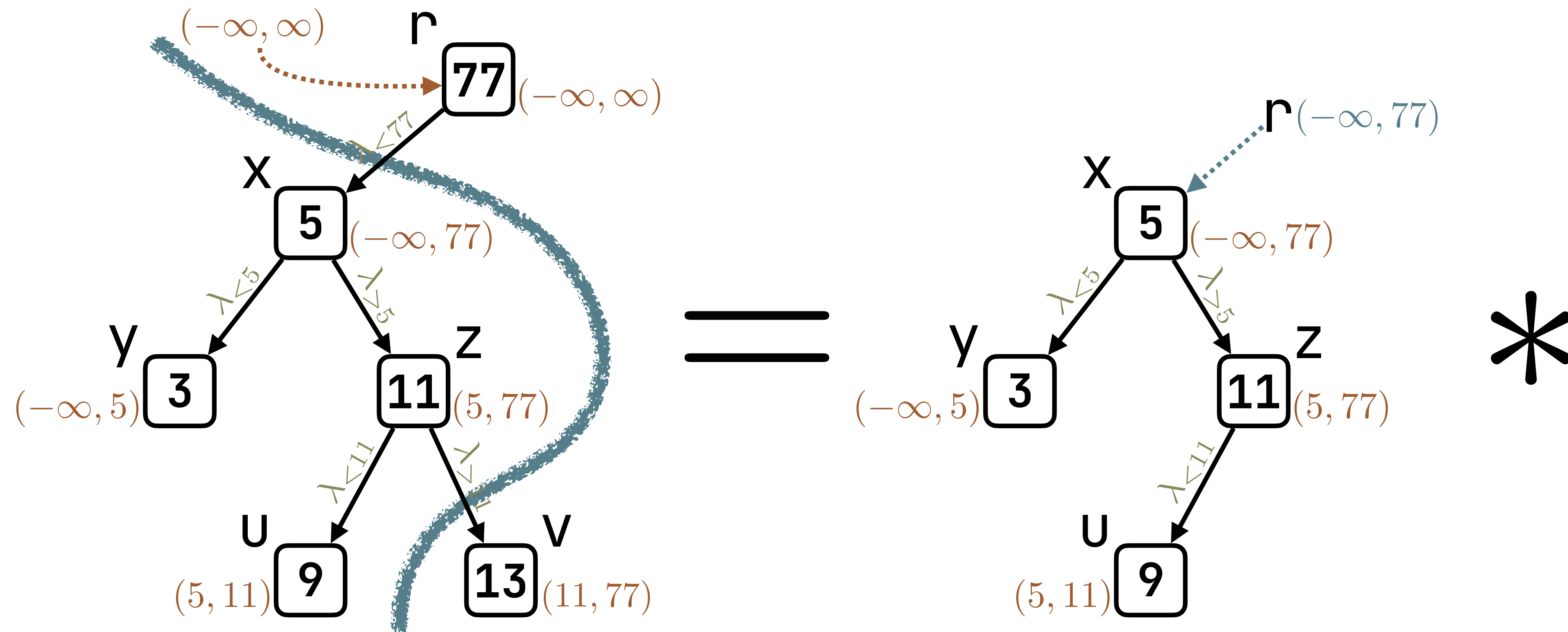
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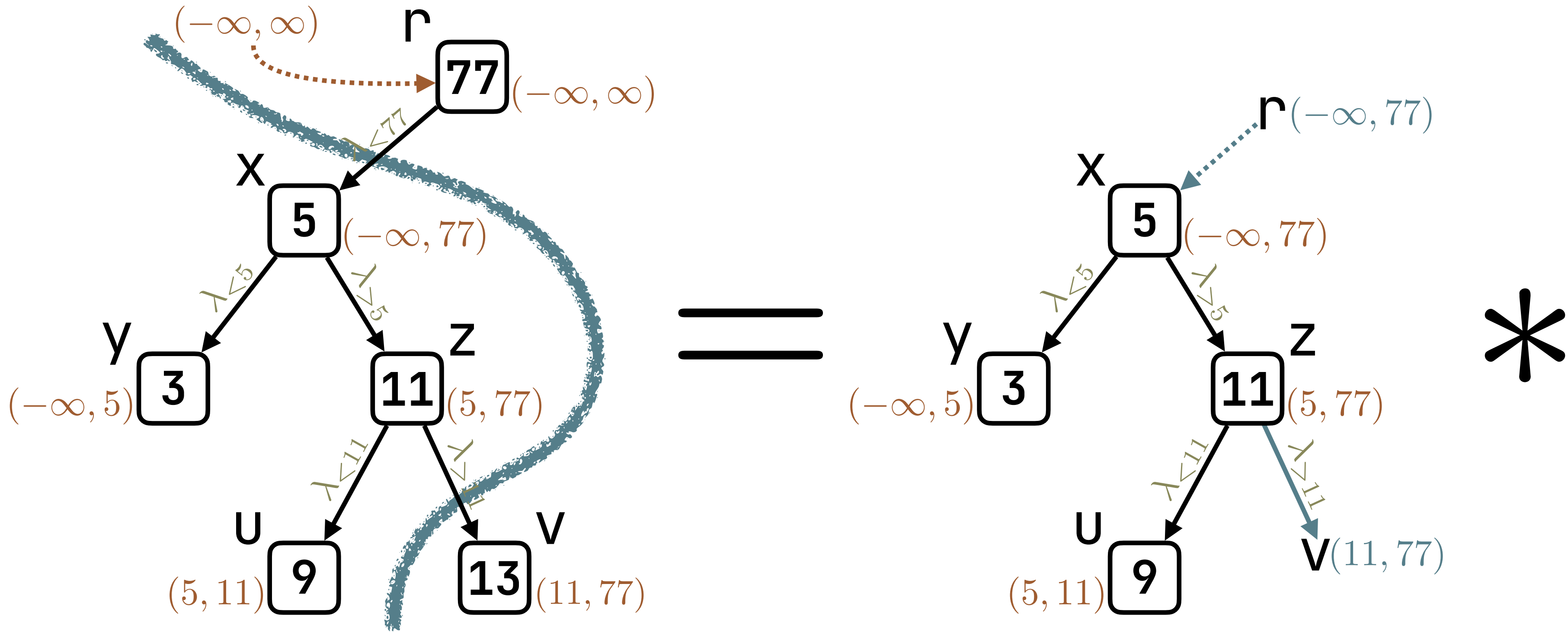
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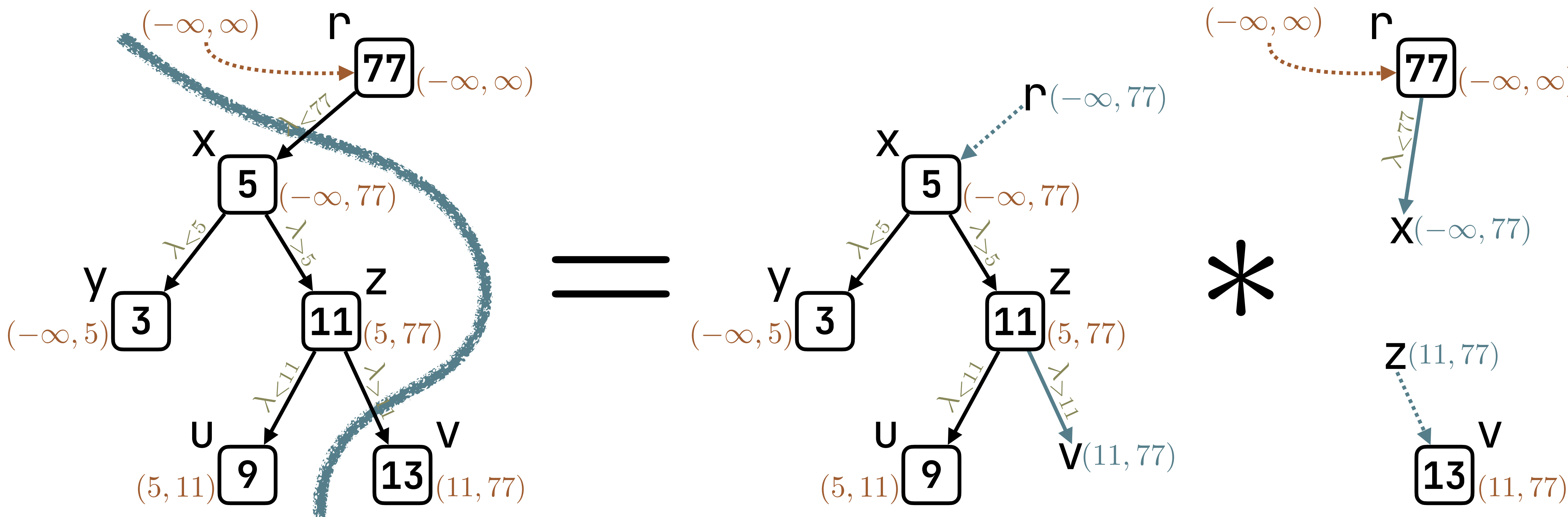
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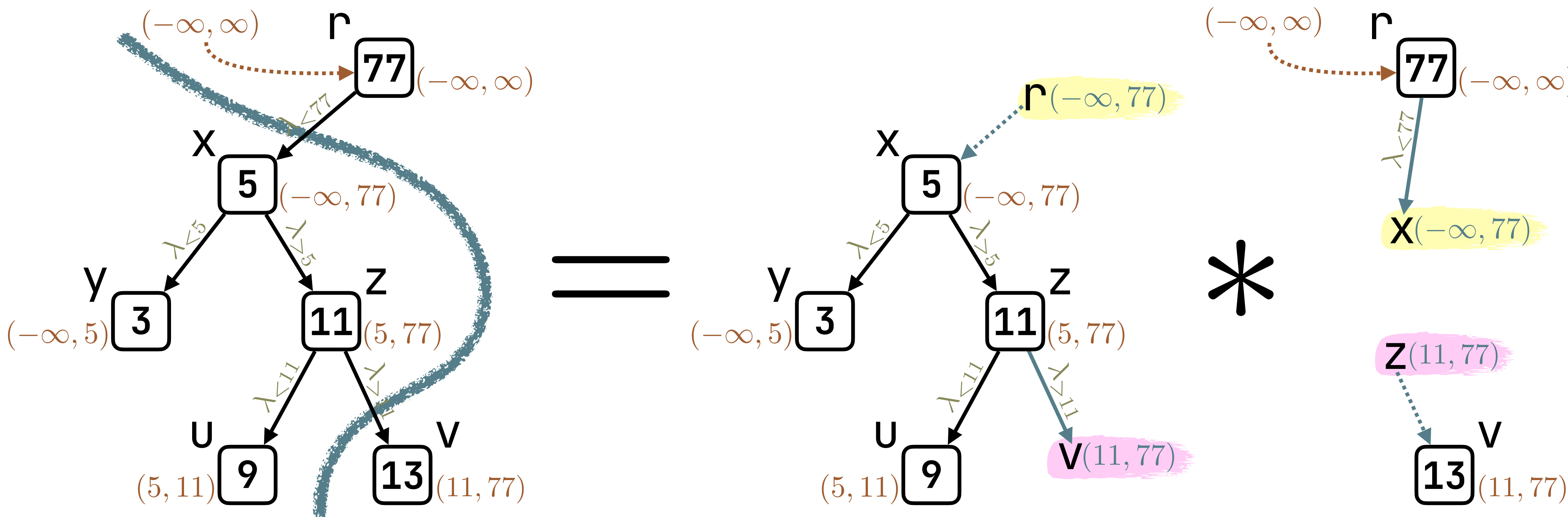
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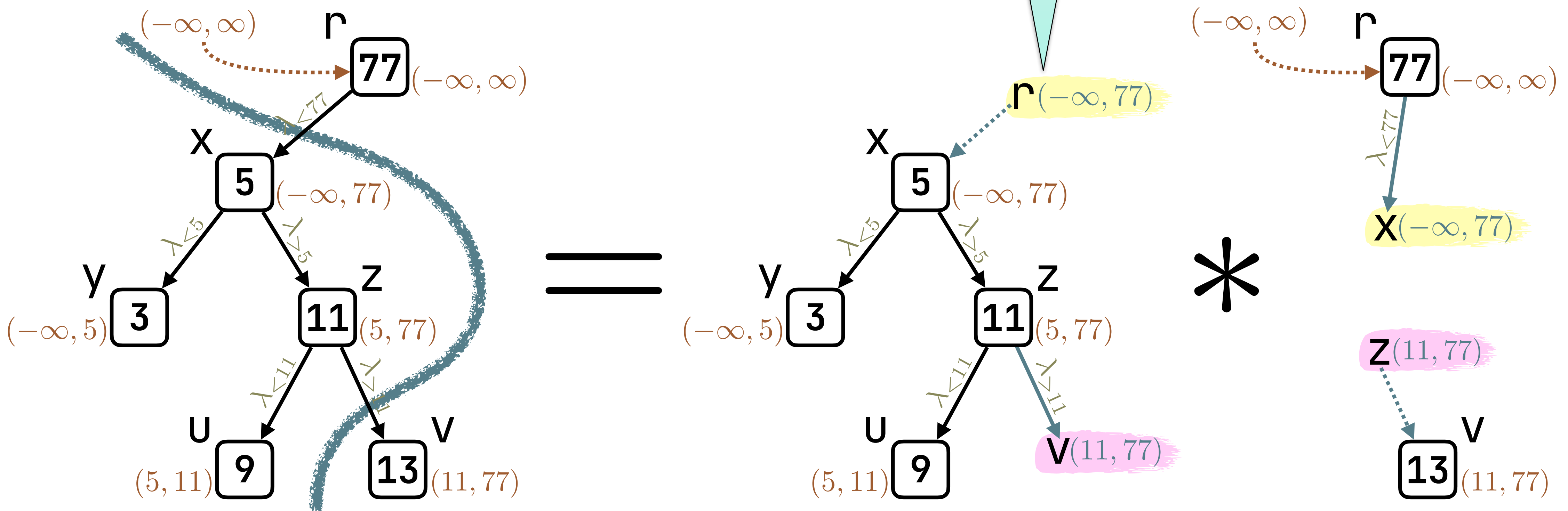
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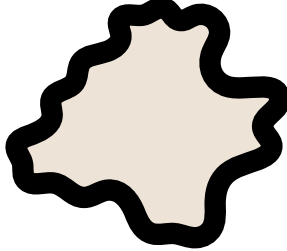
- Footprint
  - the region  affected by an update
  - must be frame-preserving (not affect the frame):

$$\left\{ \text{Footprint}_P \right\} \text{ com } \left\{ \text{Footprint}_Q \right\} \Rightarrow \left\{ \text{Footprint}_P * F \right\} \text{ com } \left\{ \text{Footprint}_Q * F \right\}$$

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- Theorem:

Update   $\rightarrow$   is frame-preserving if  and  have the same outflow, *for all inflows*.

# Finding Footprints

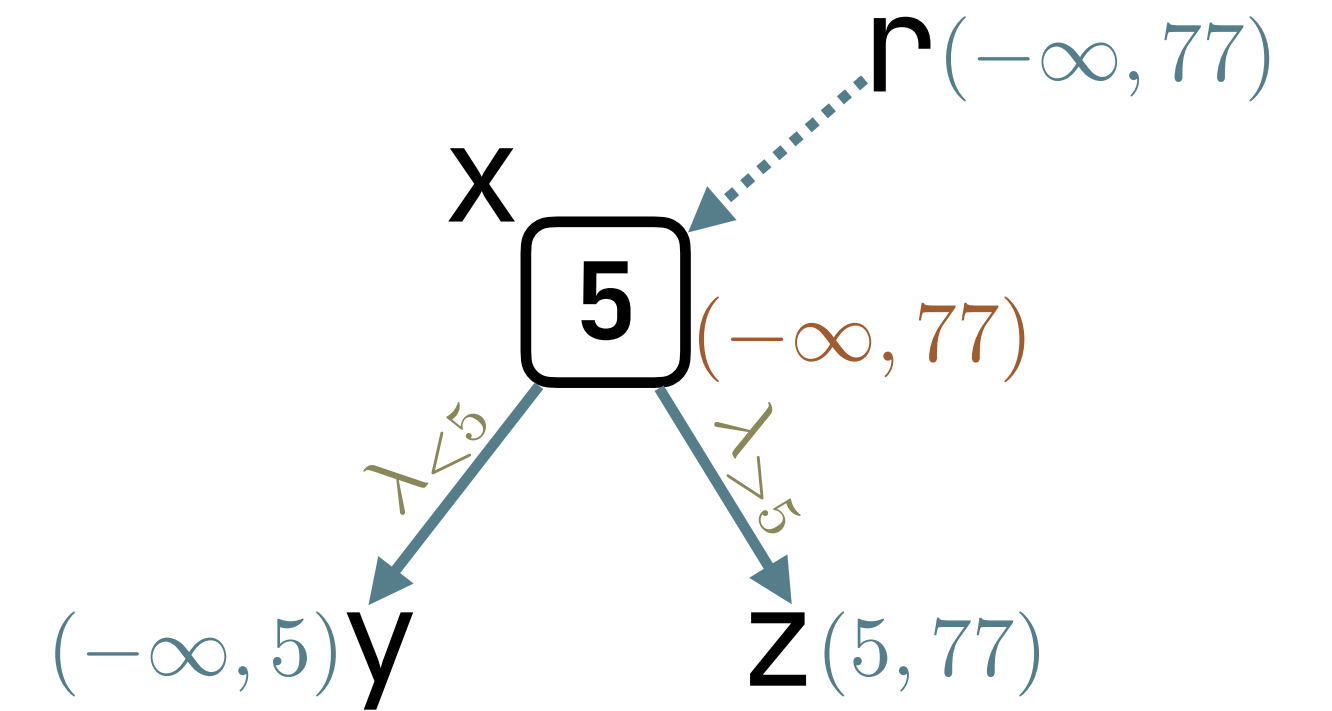
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- Algorithm:
  1. add physical footprint
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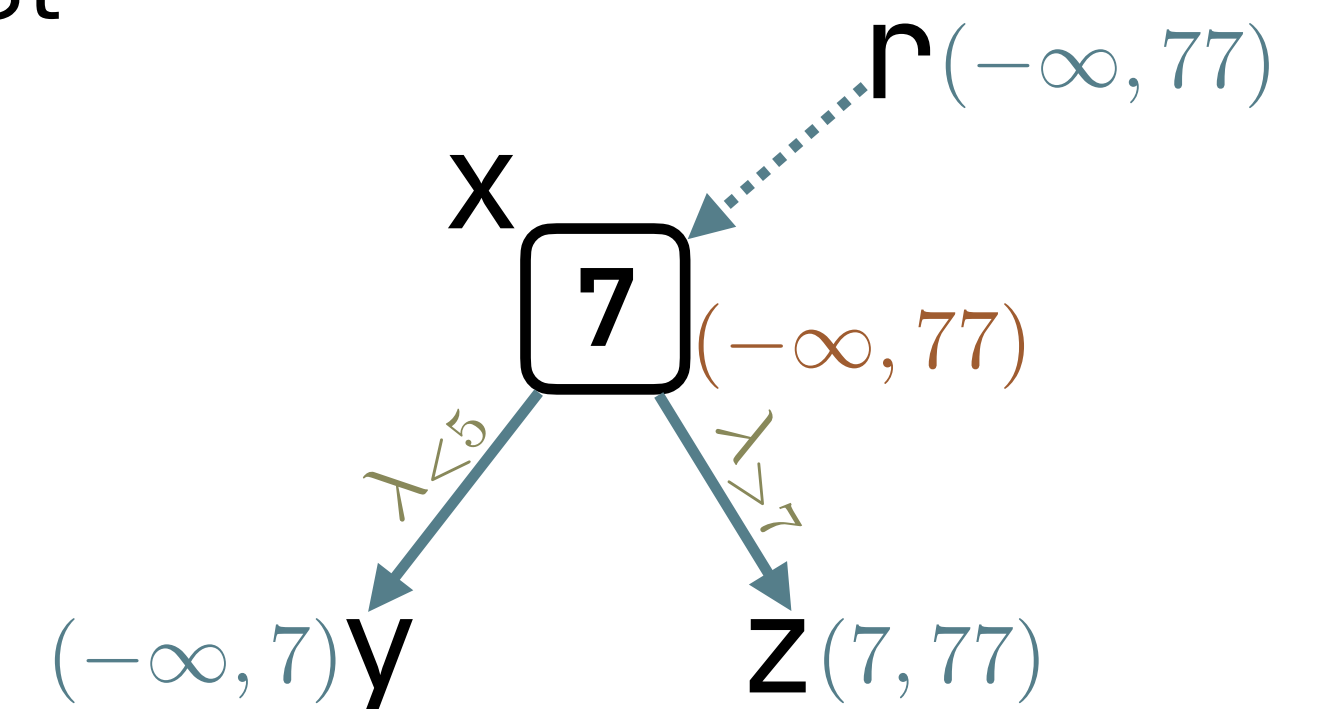
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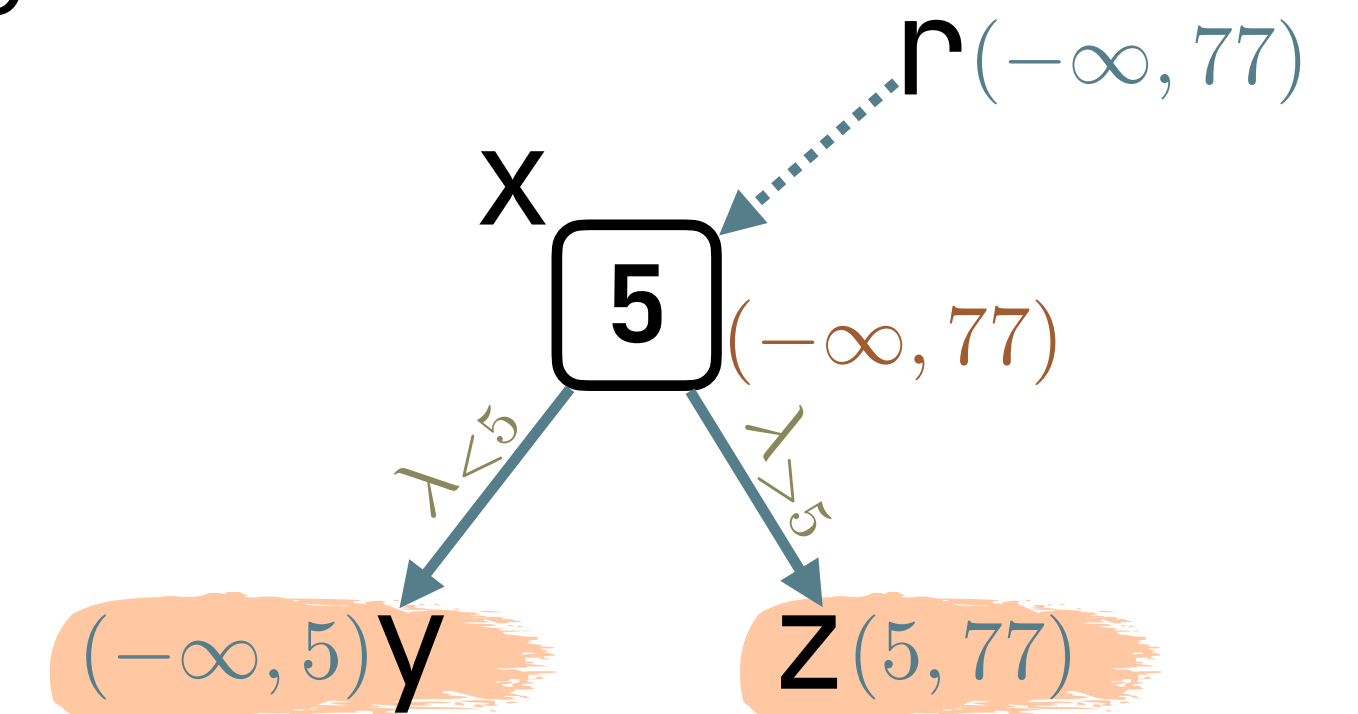
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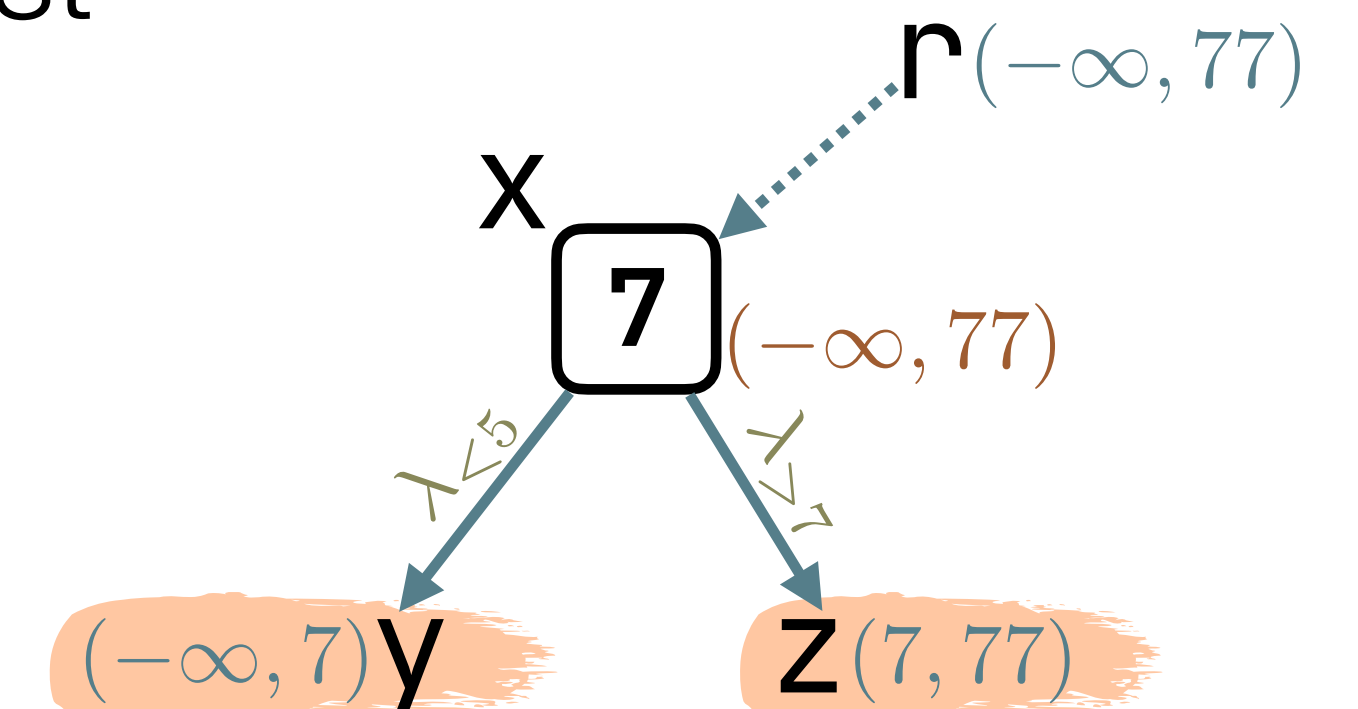
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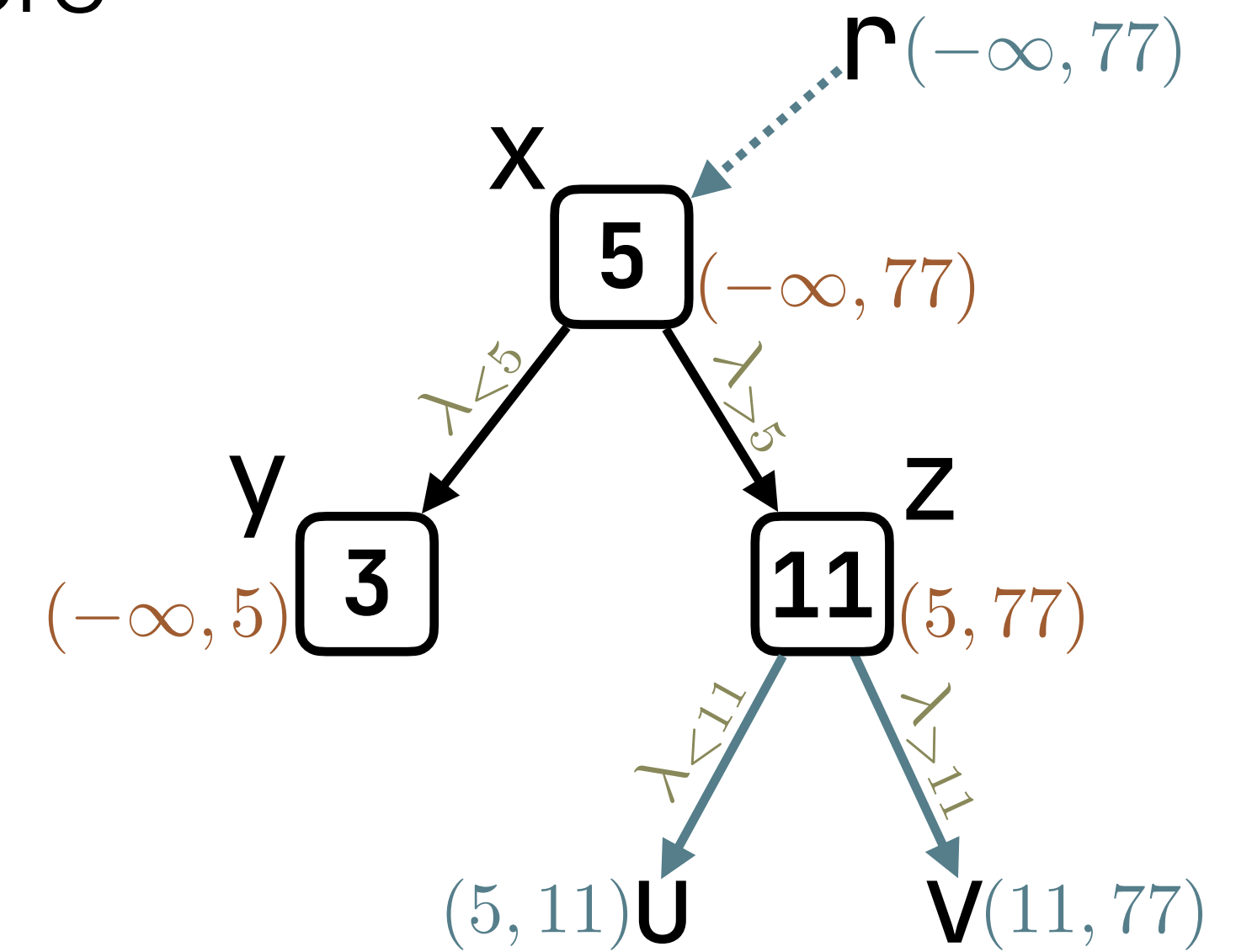
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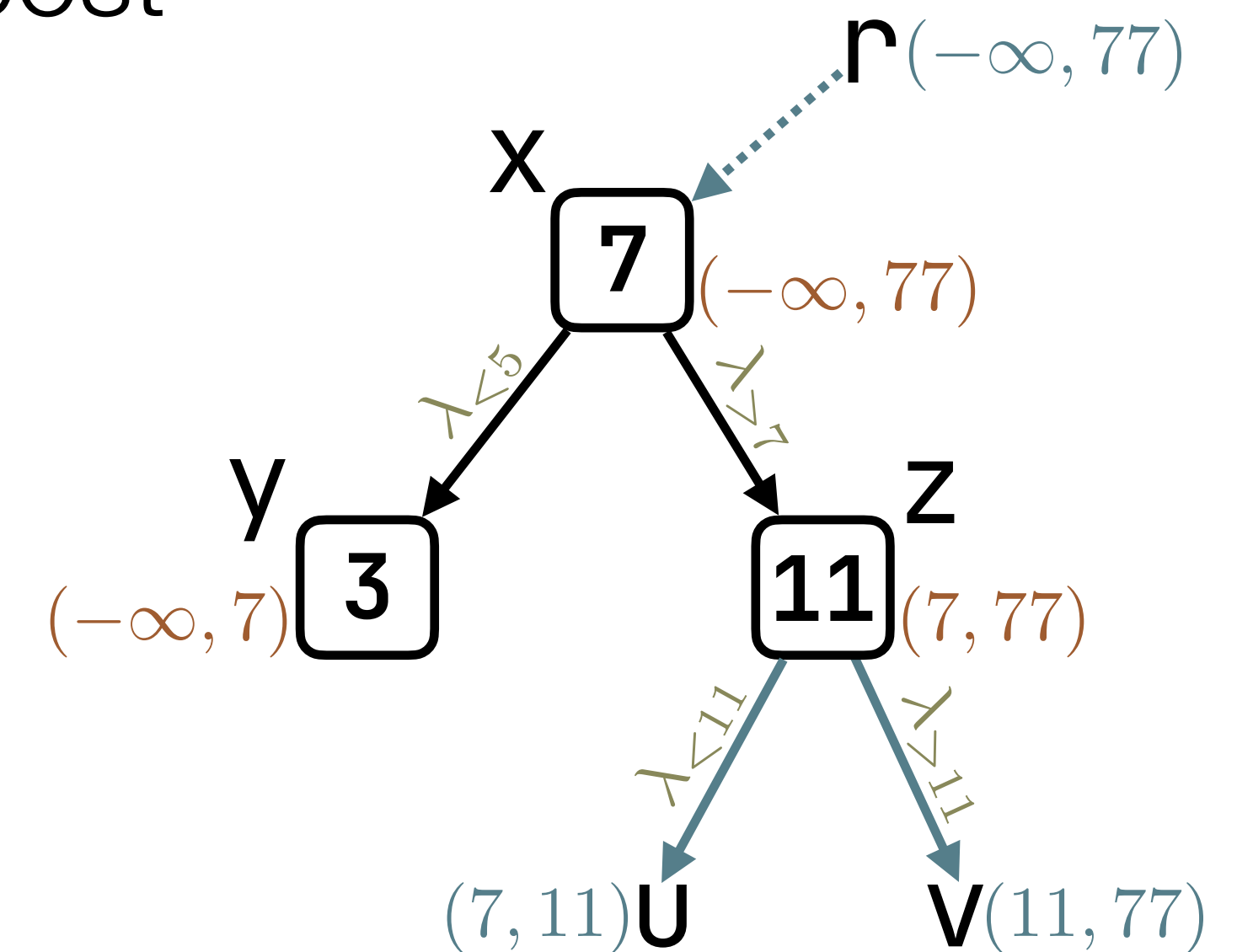
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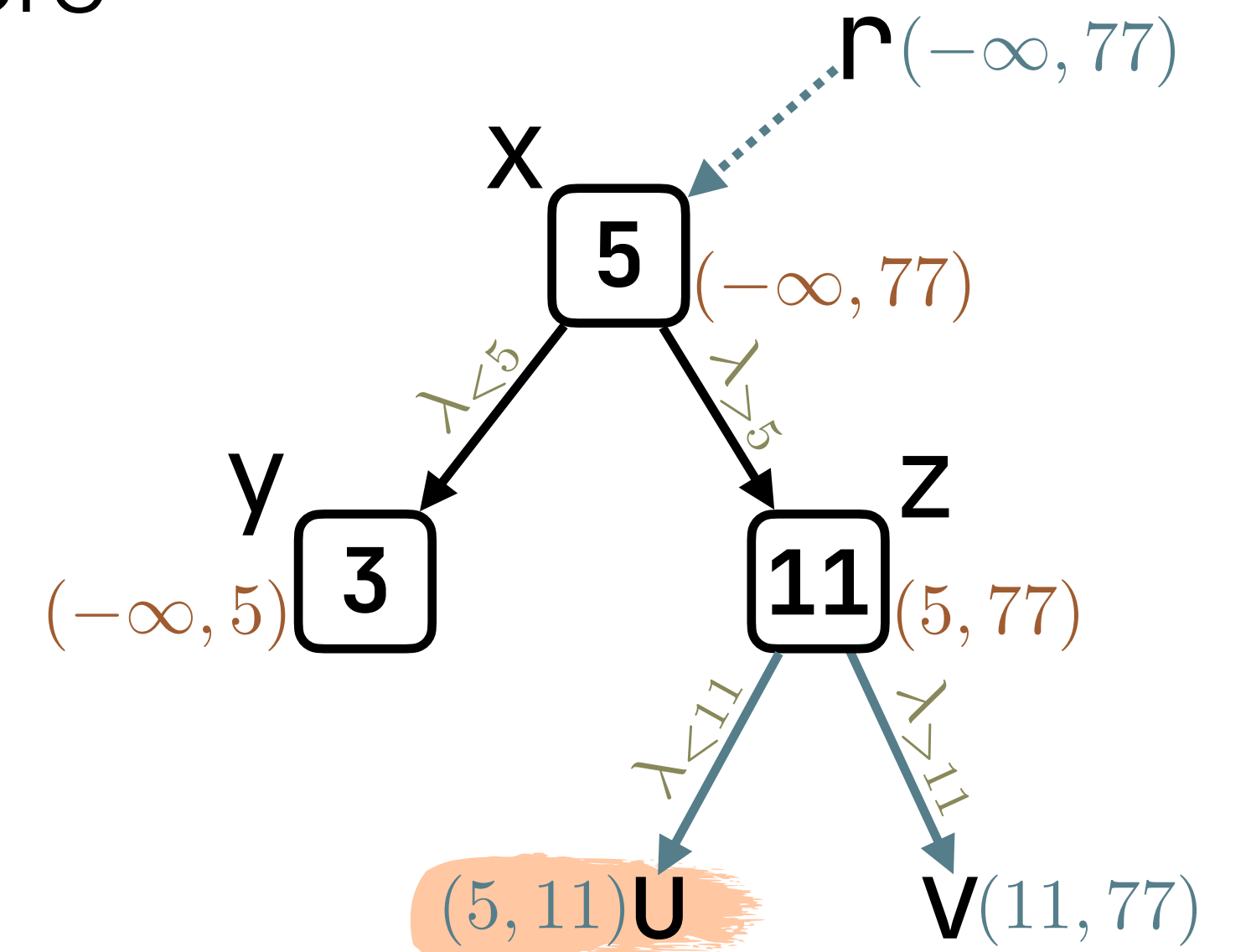
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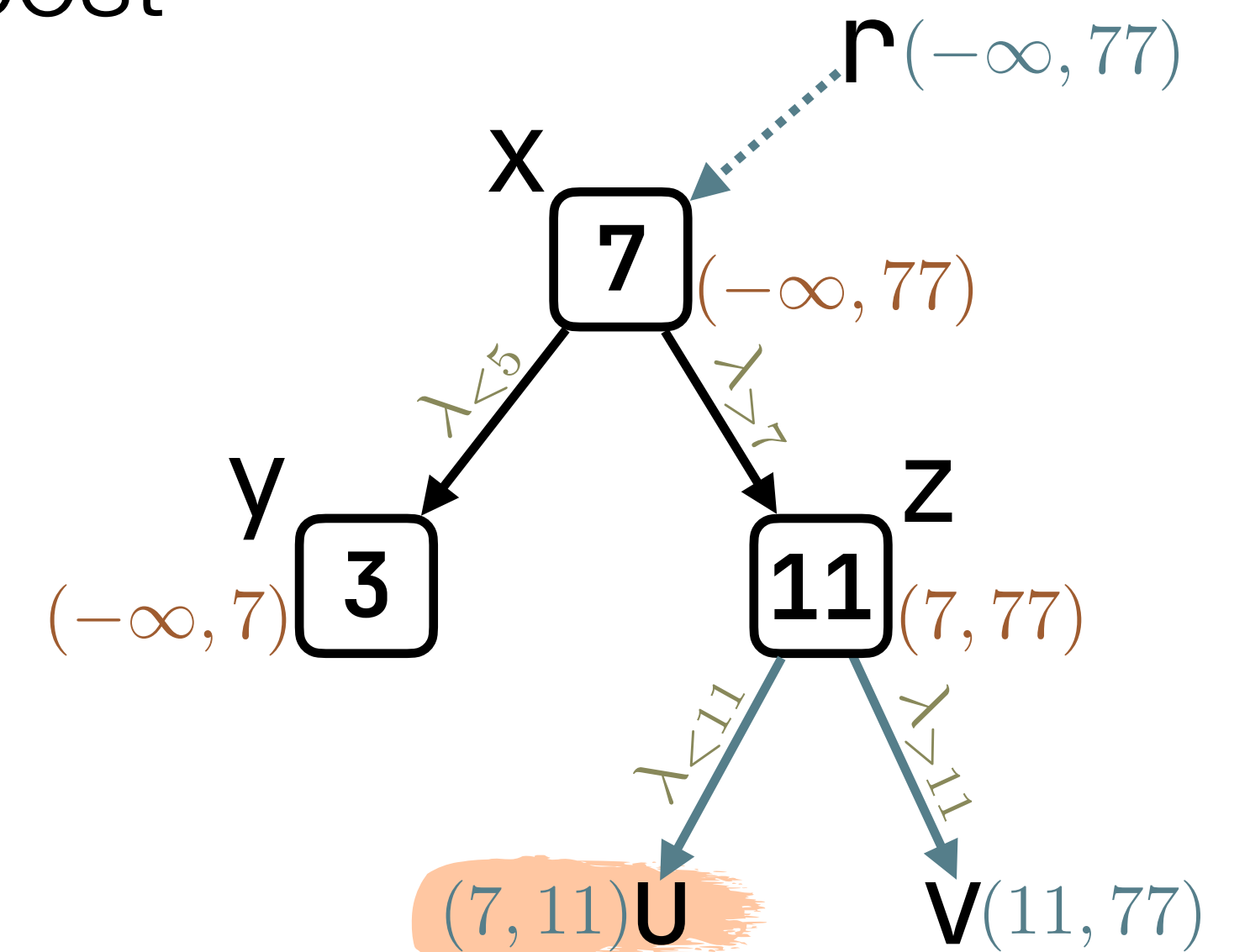
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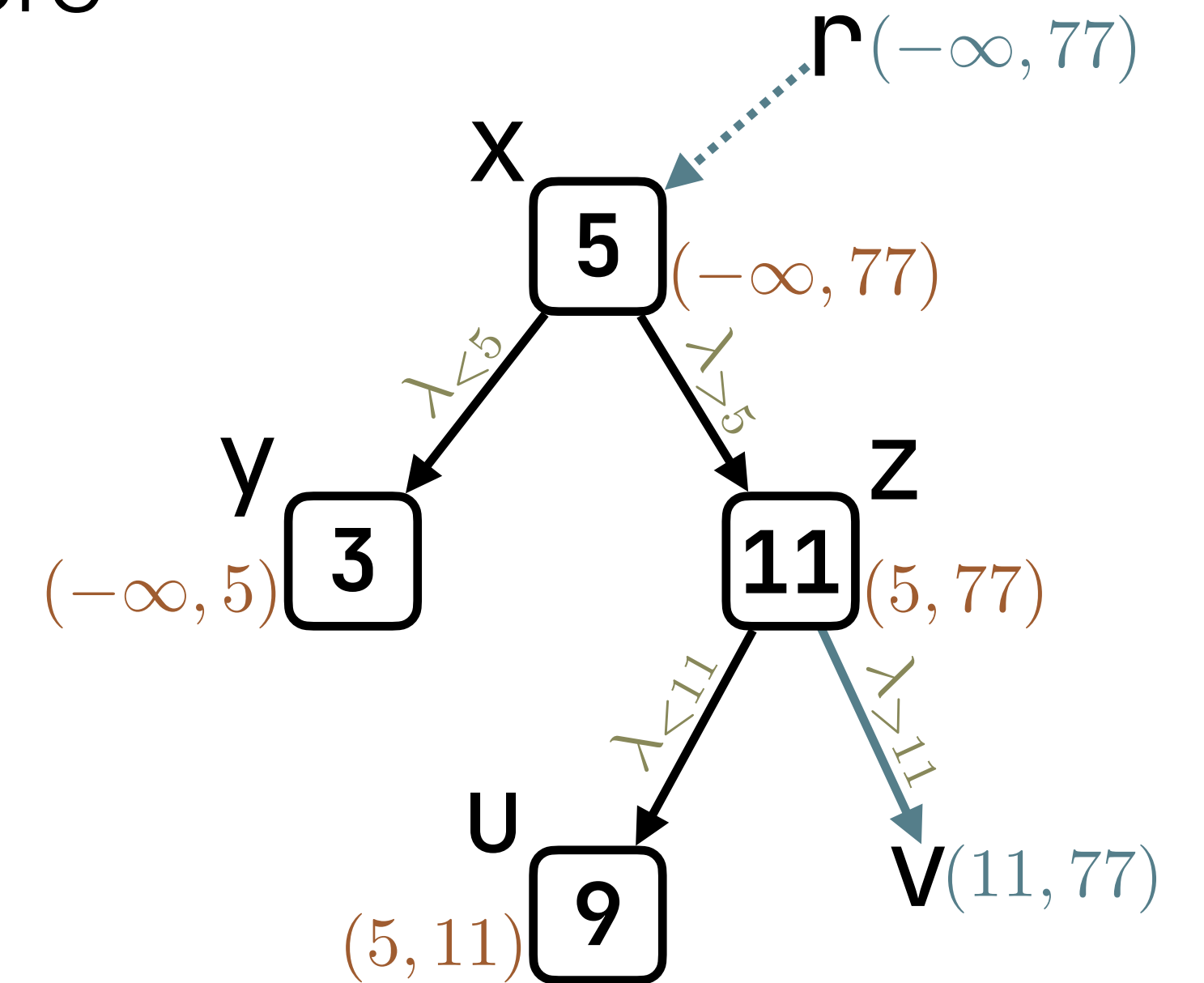




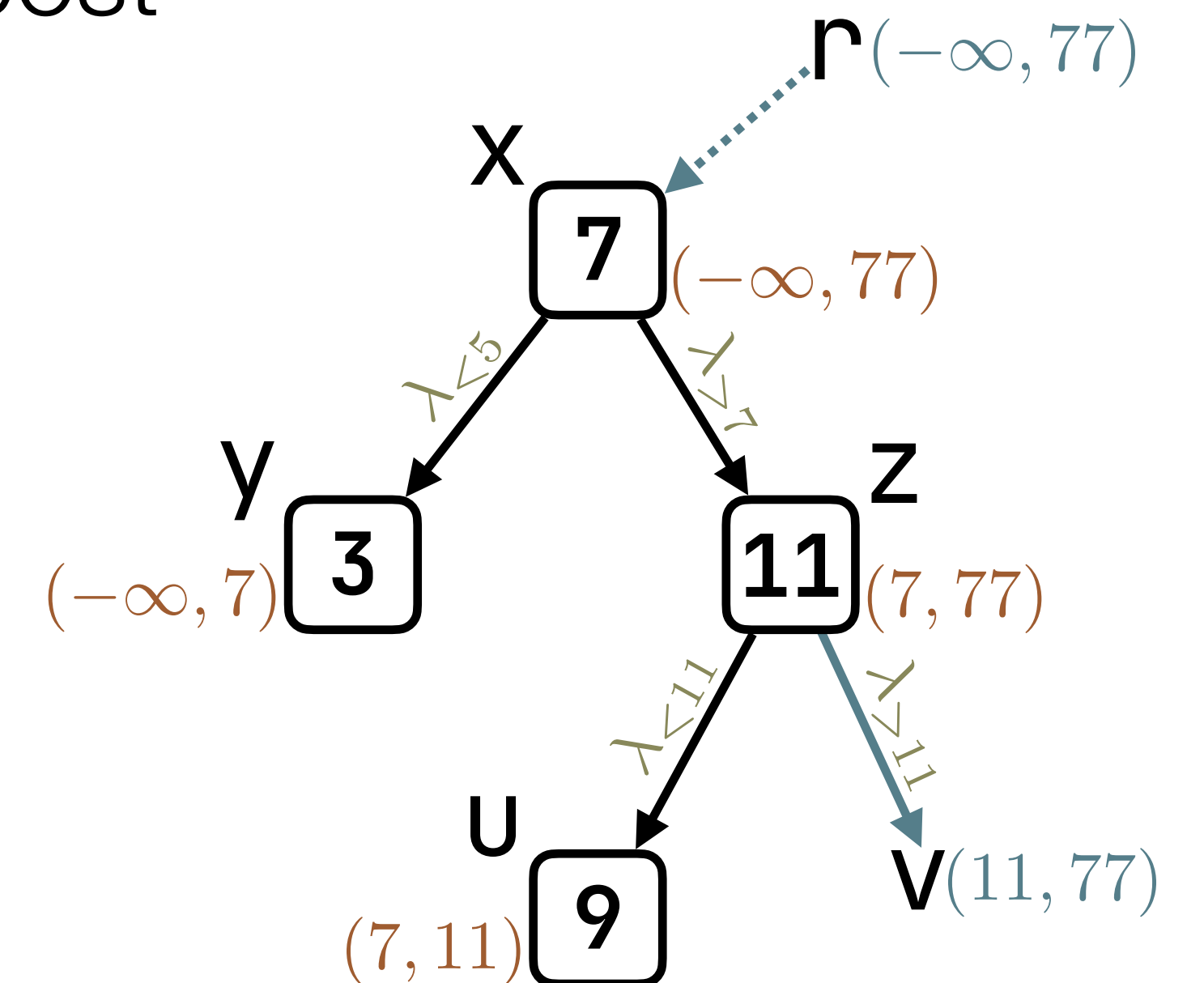
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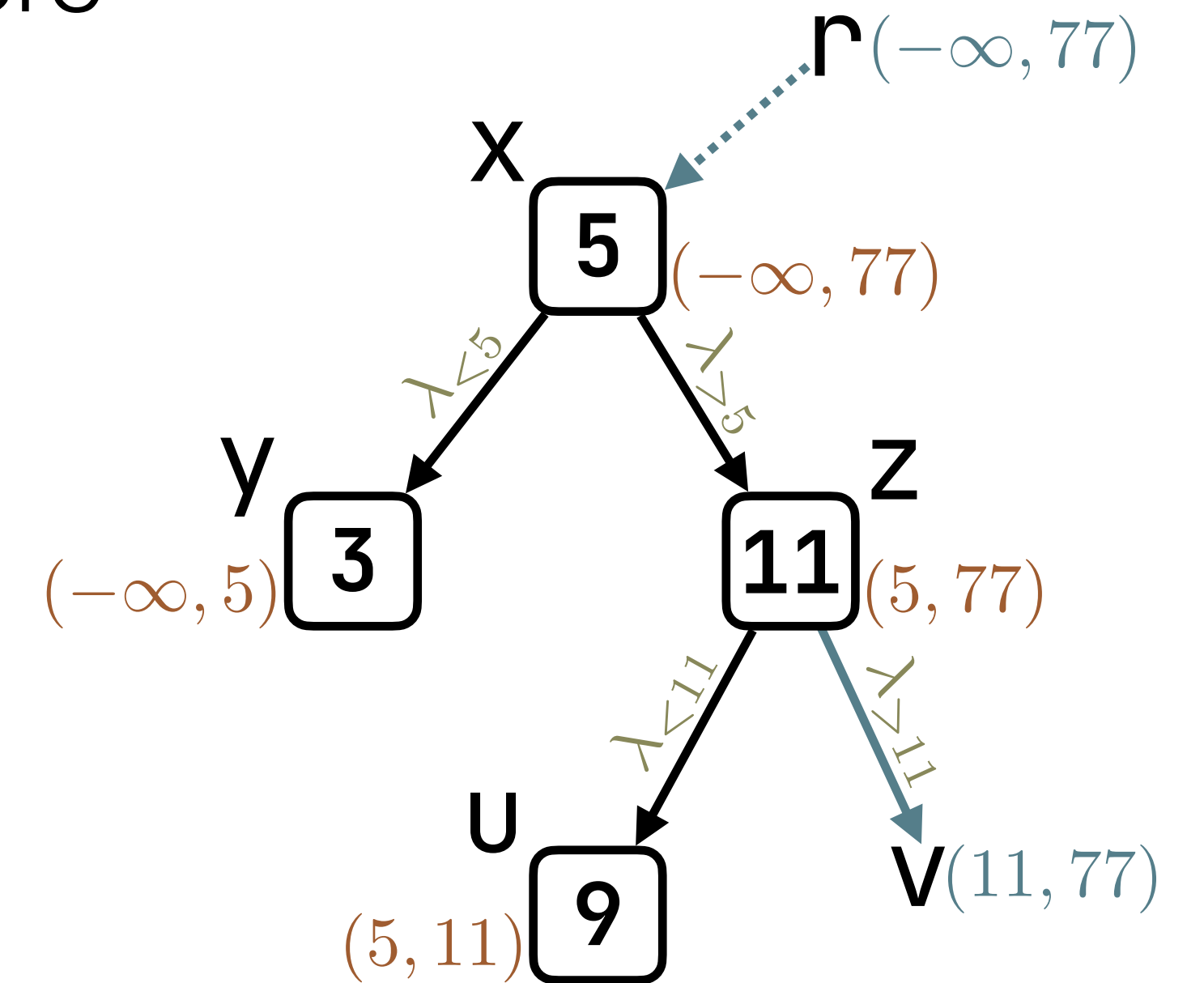
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Not minimal.

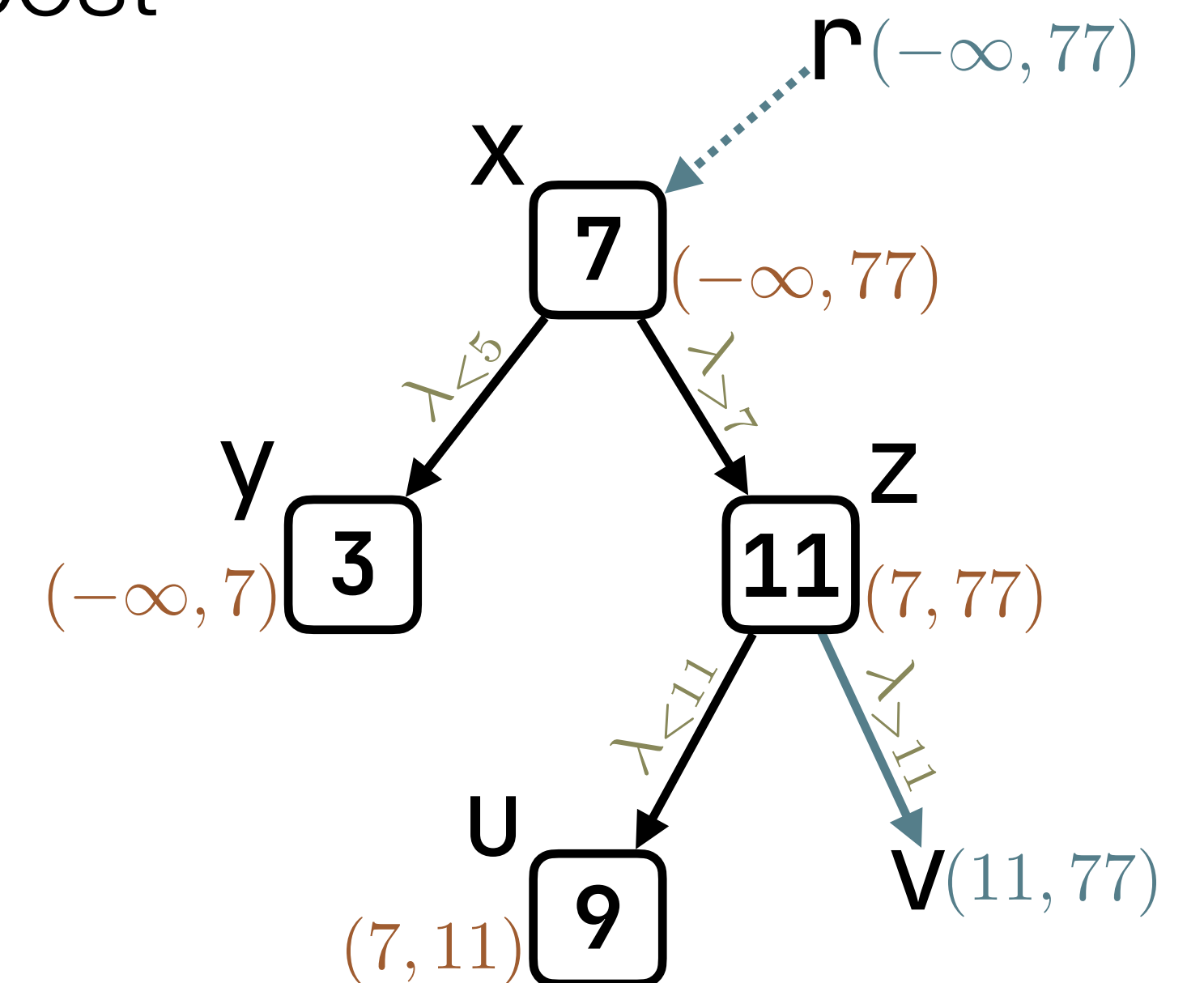
Incomplete.

Works well in practice.

pre



post





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- Frame-preserving updates
- Finding footprints algorithmically

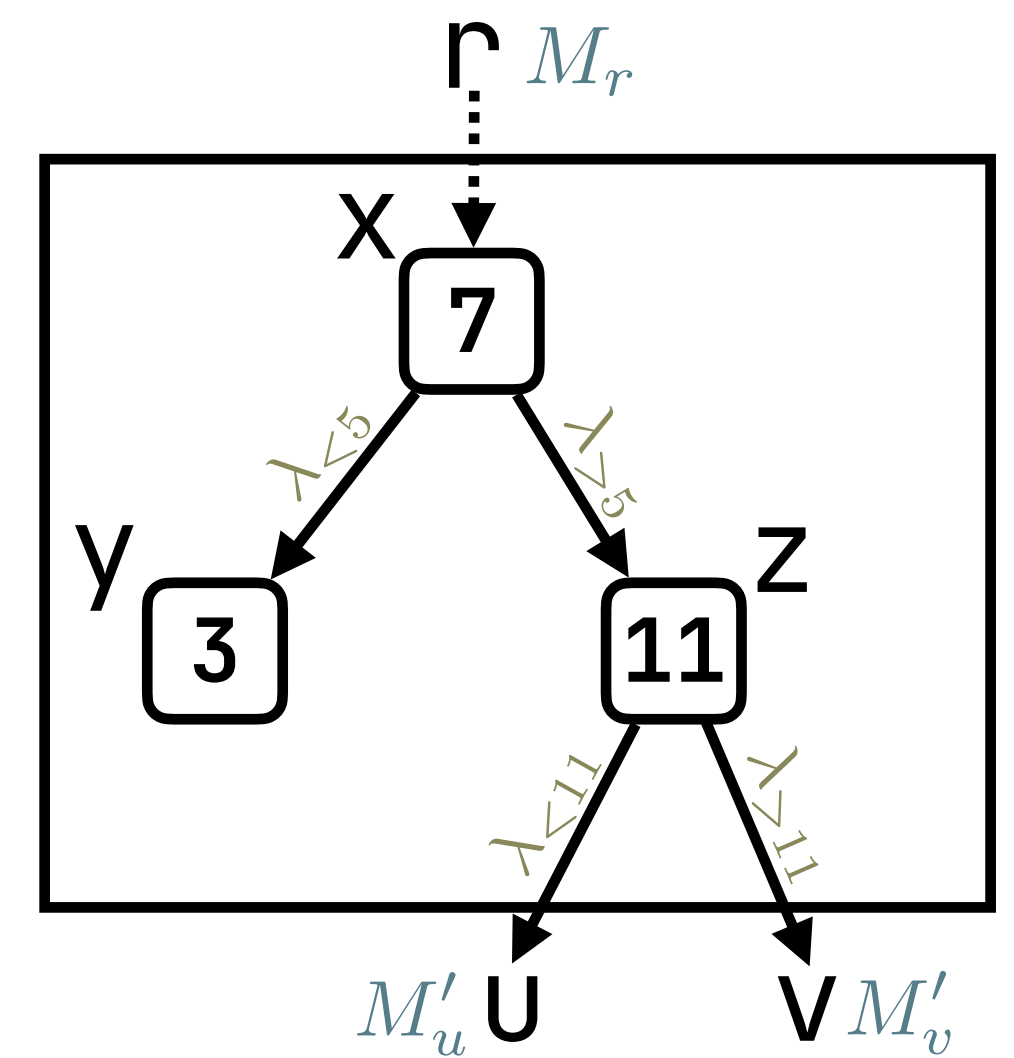
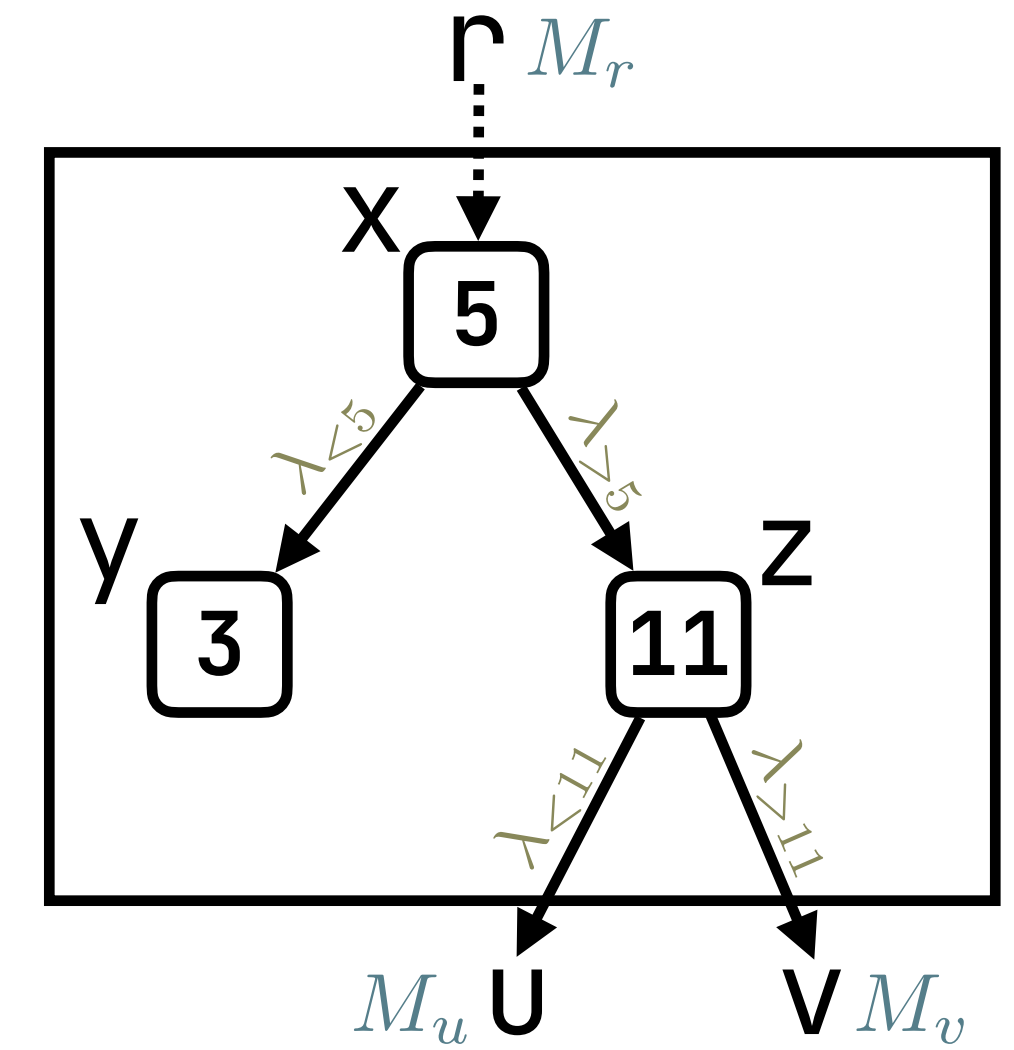


## Comparing Footprints

- Check if update is frame-preserving
- Efficient checks for general graphs

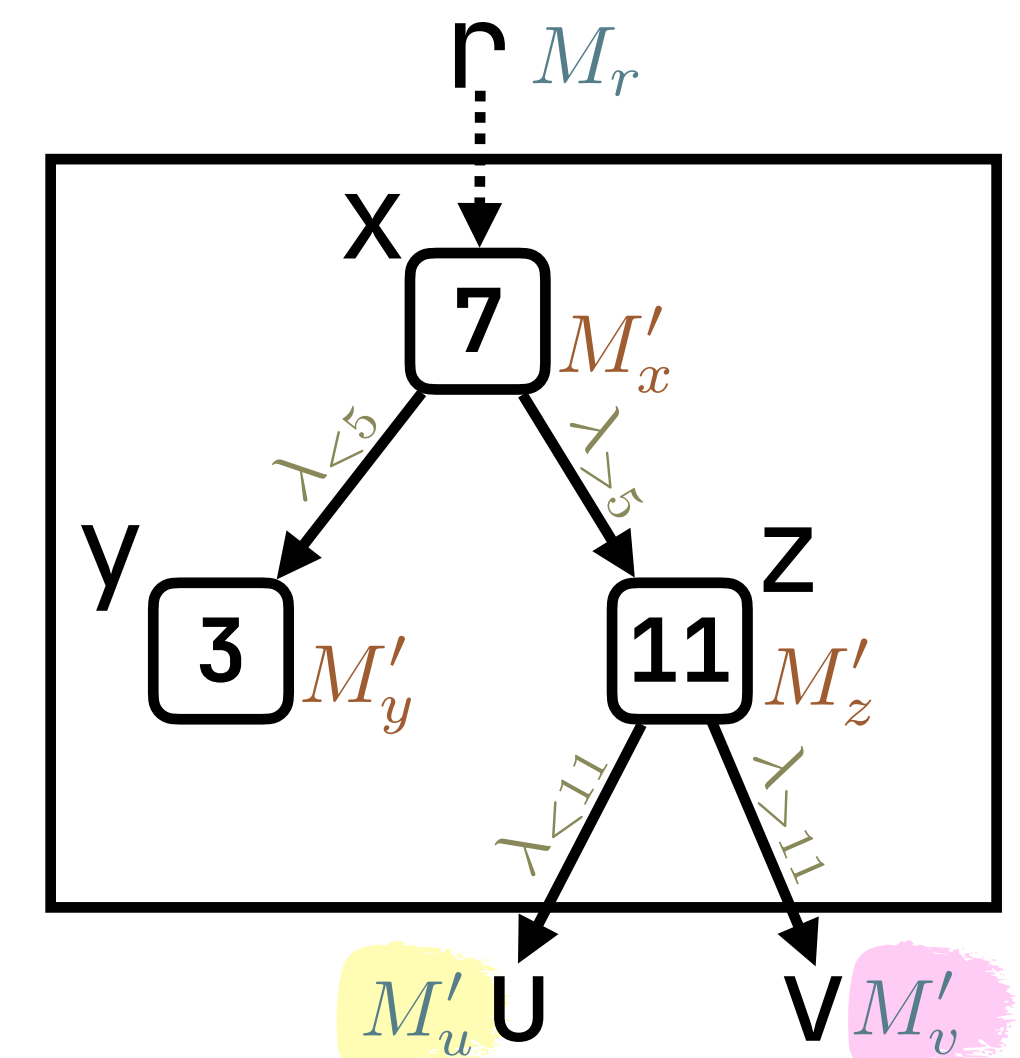
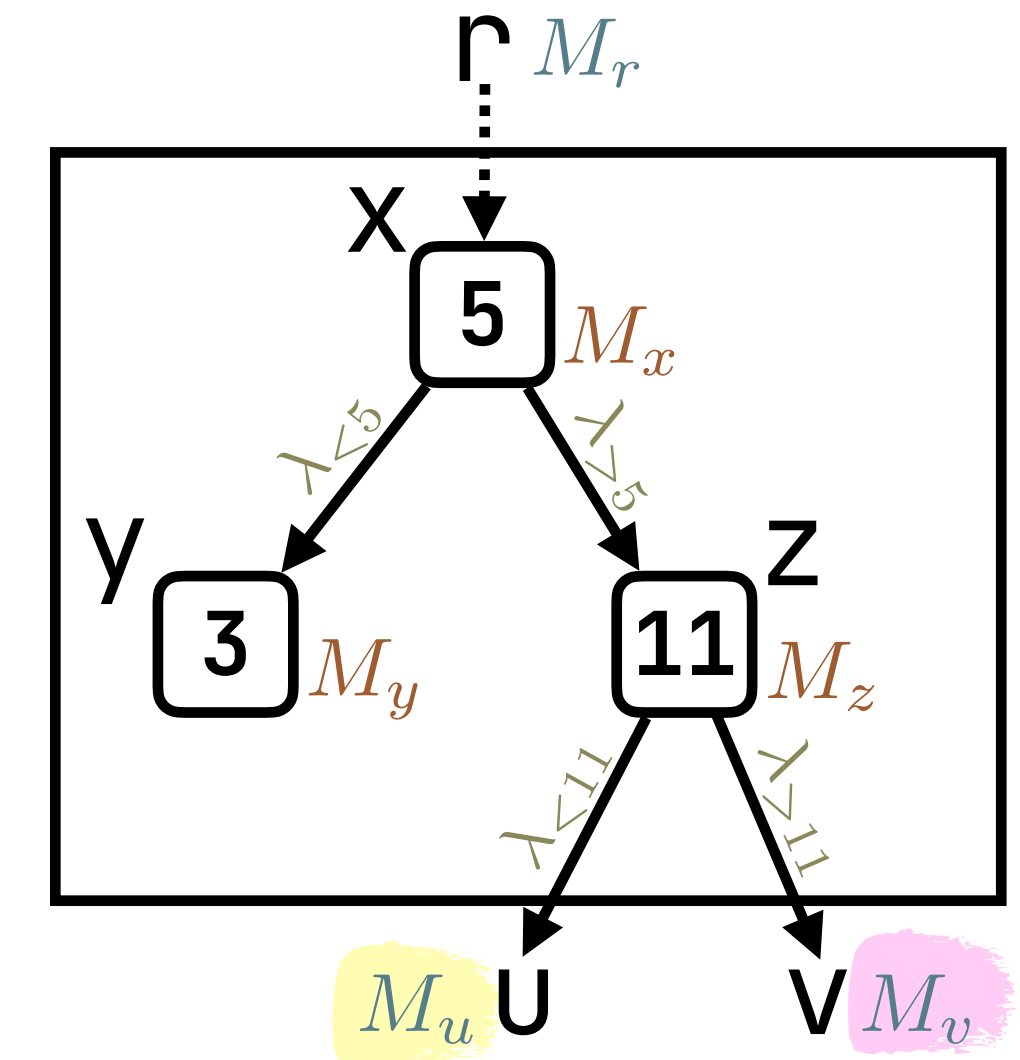
# Overview

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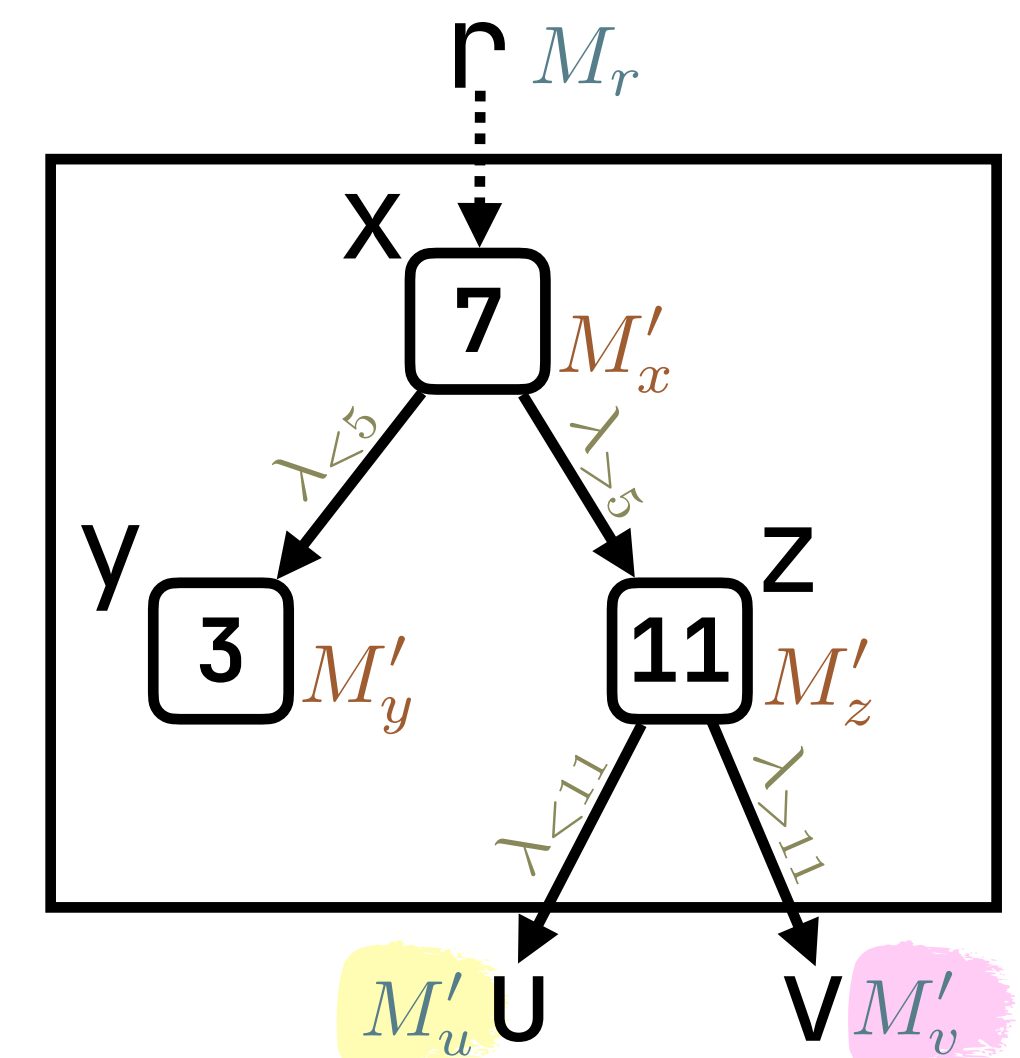
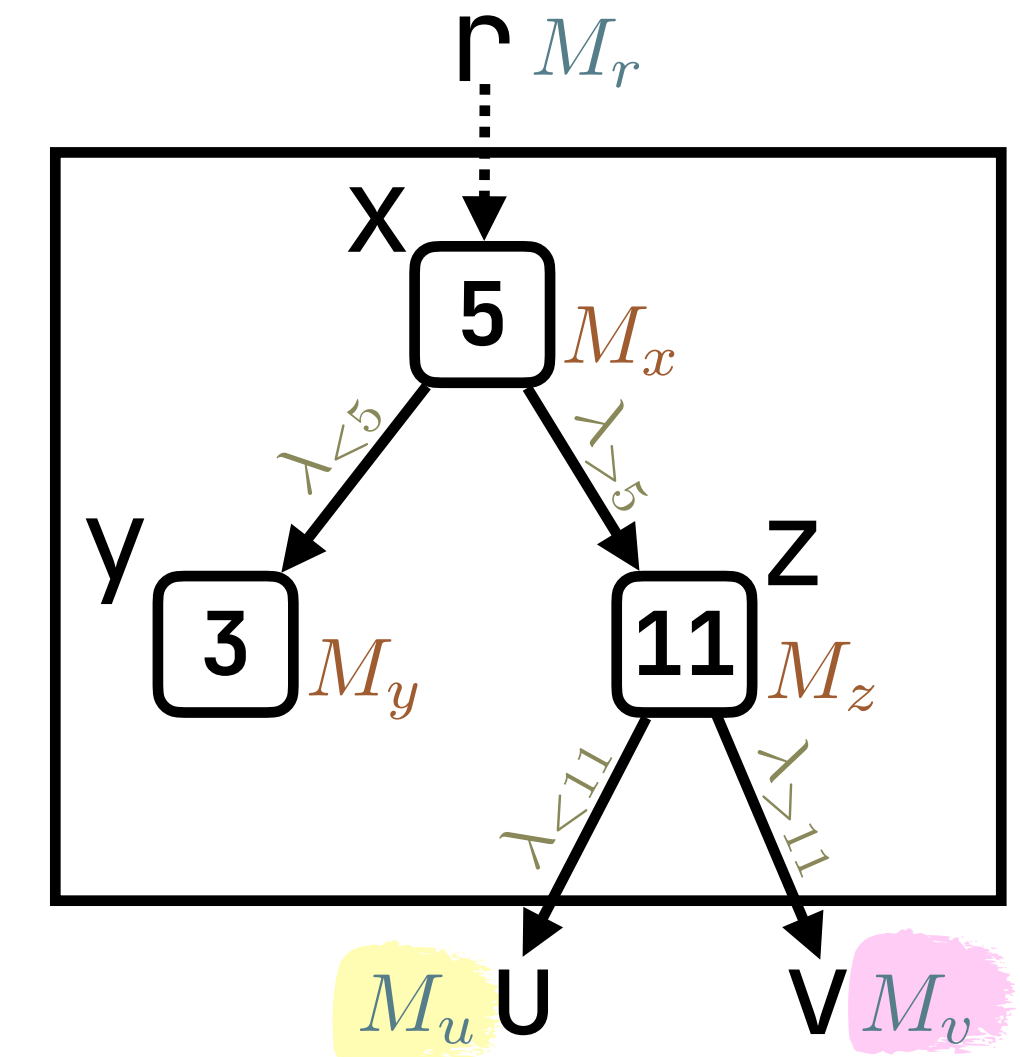
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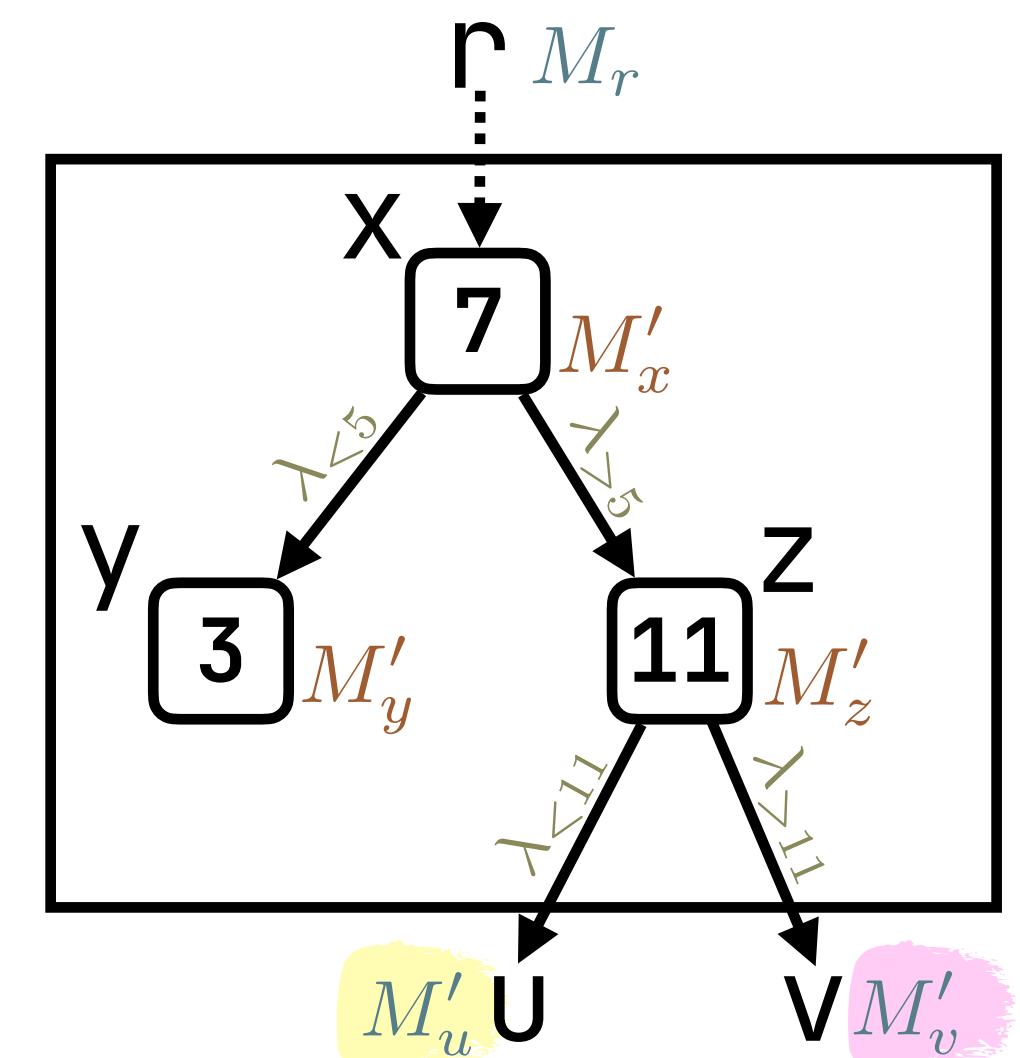
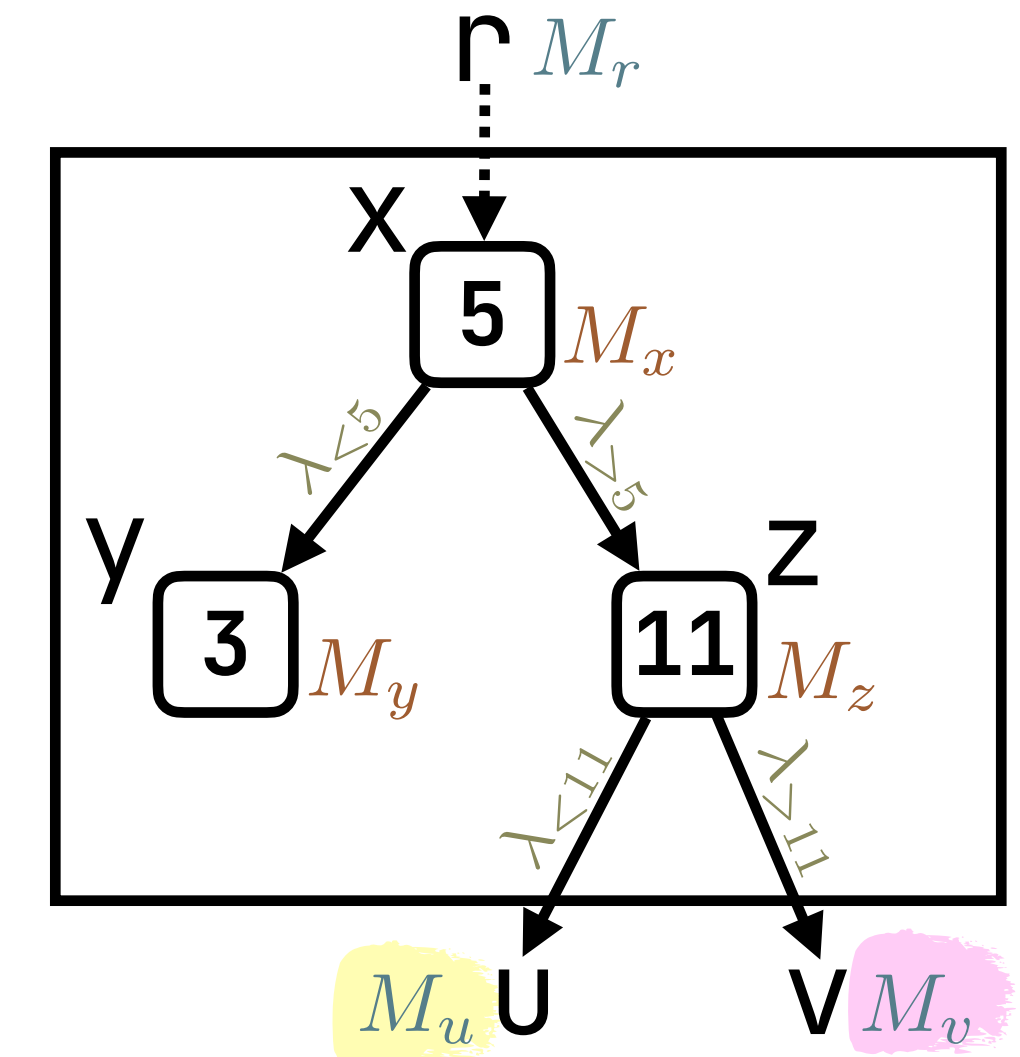
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  2. no restriction on graph structure
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- Goal: automated & efficient approach

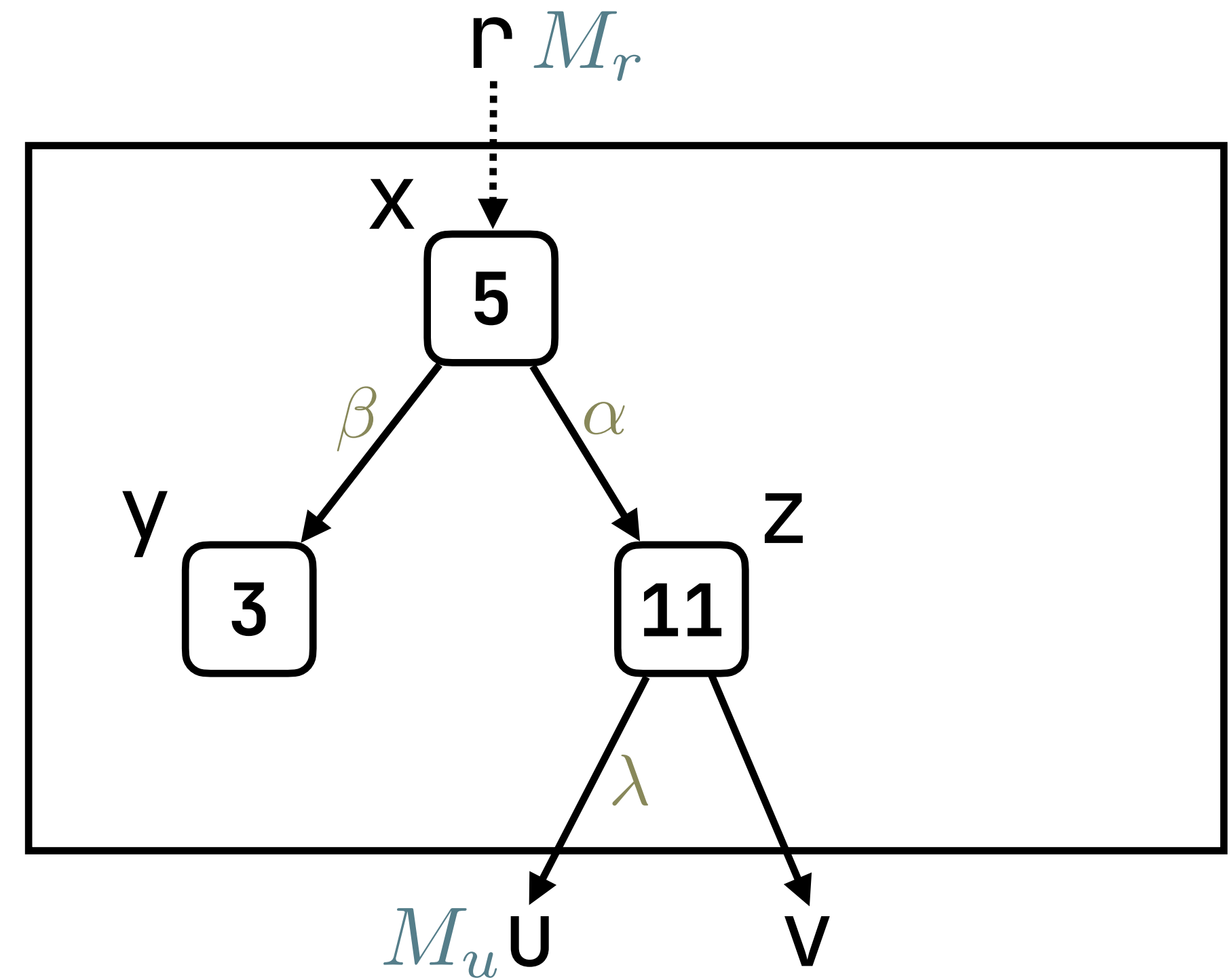


# Avoiding Fixed Points

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- Observation for trees:

*fixed point = concatenation of edge functions along path*



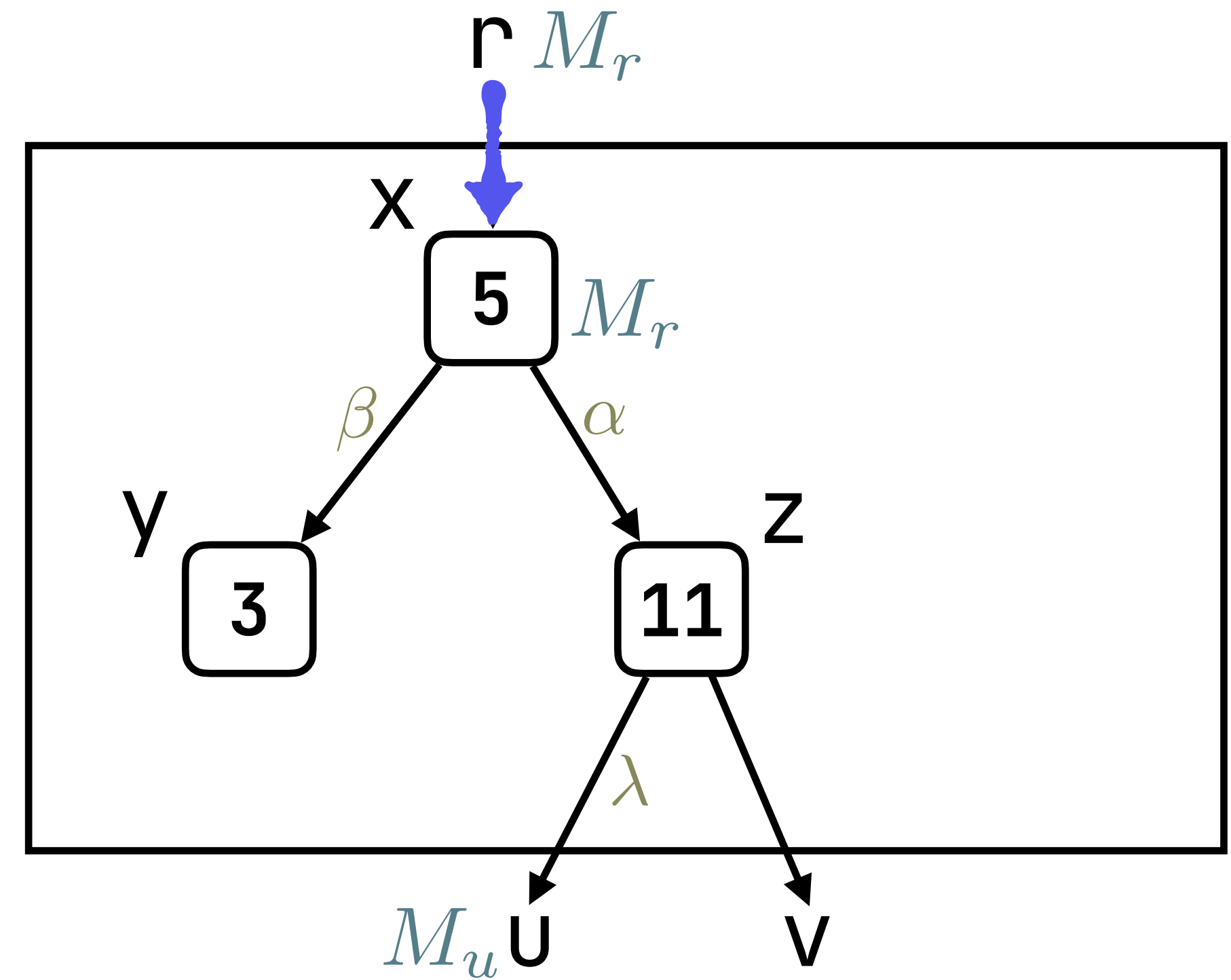


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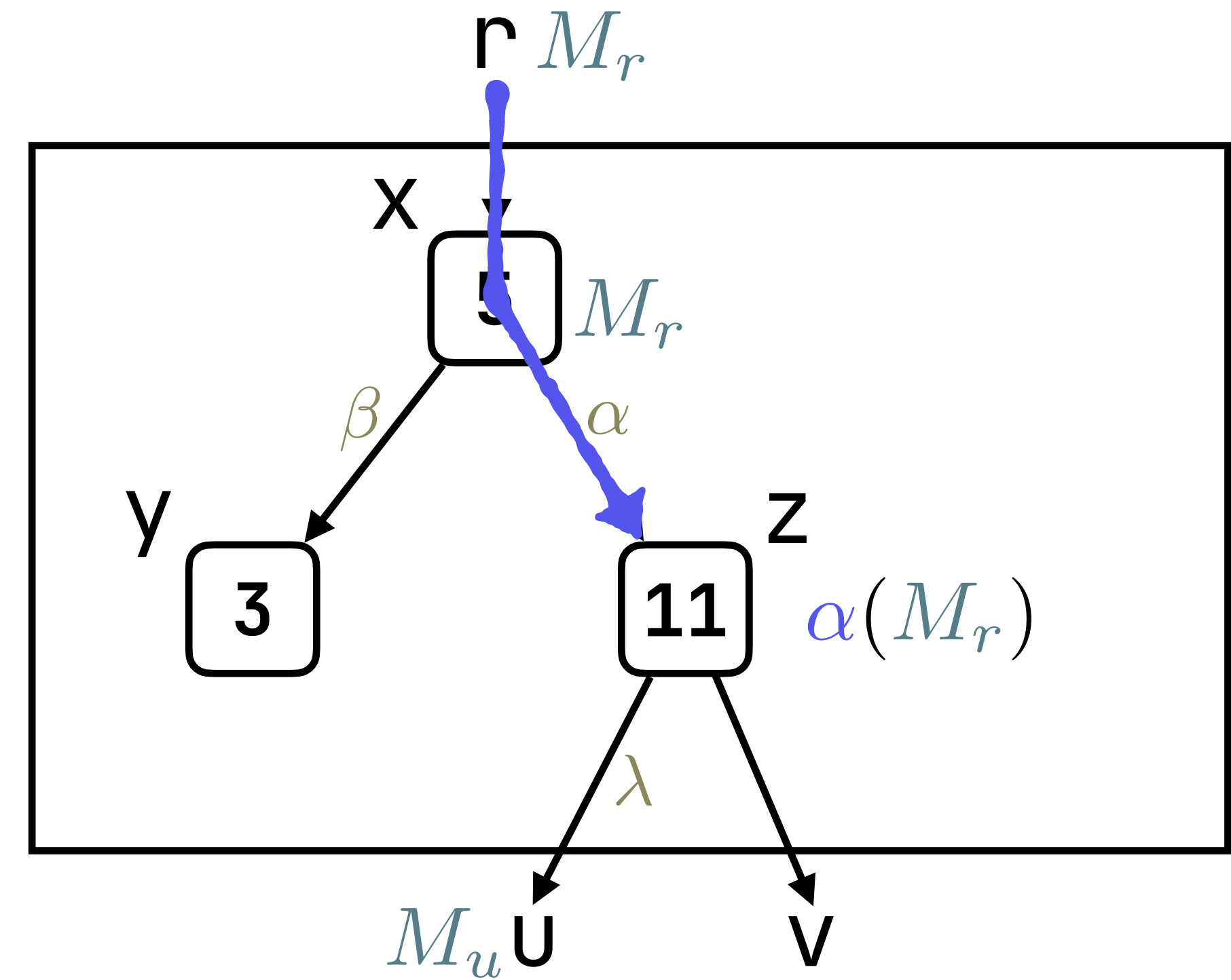
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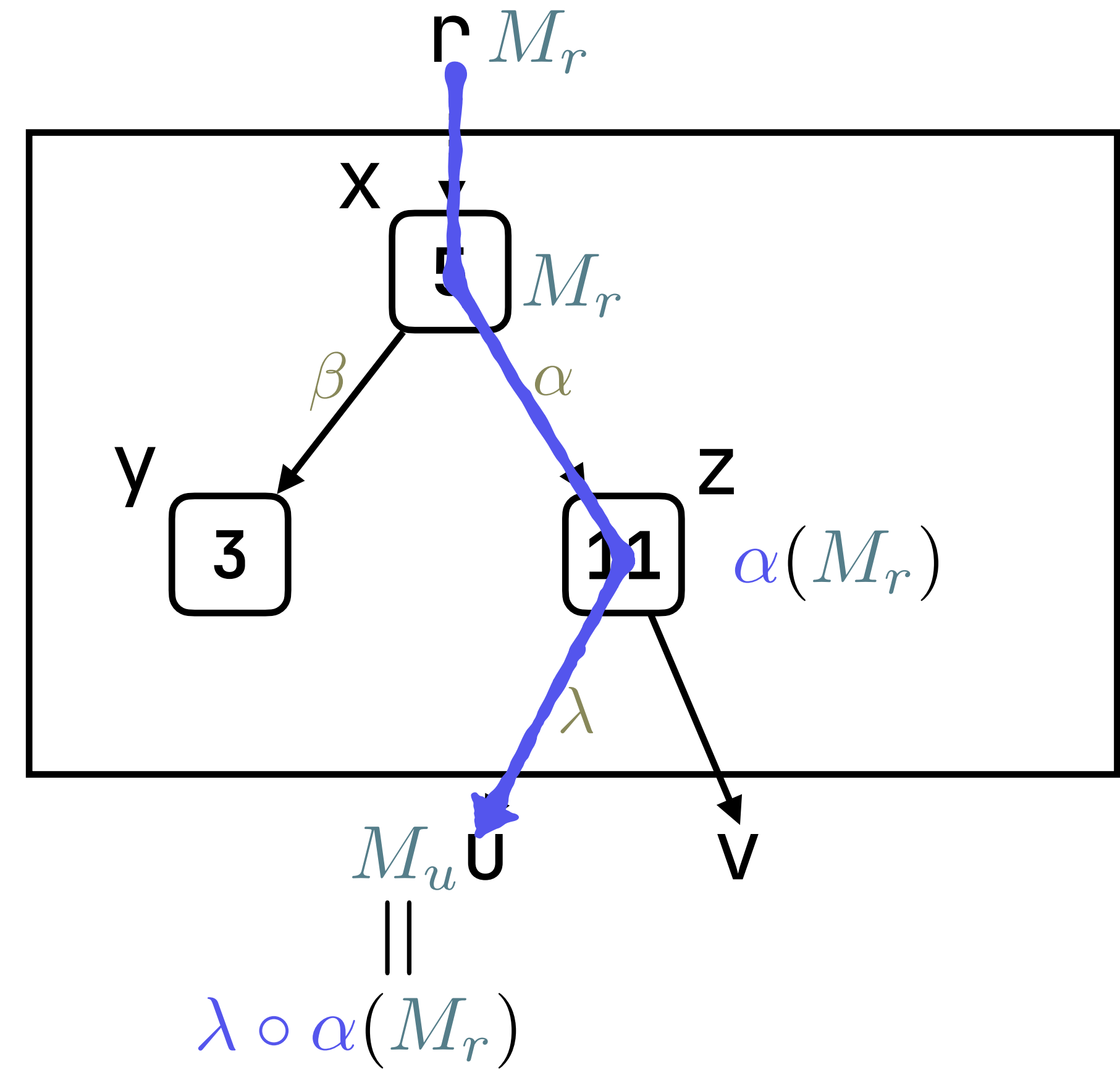
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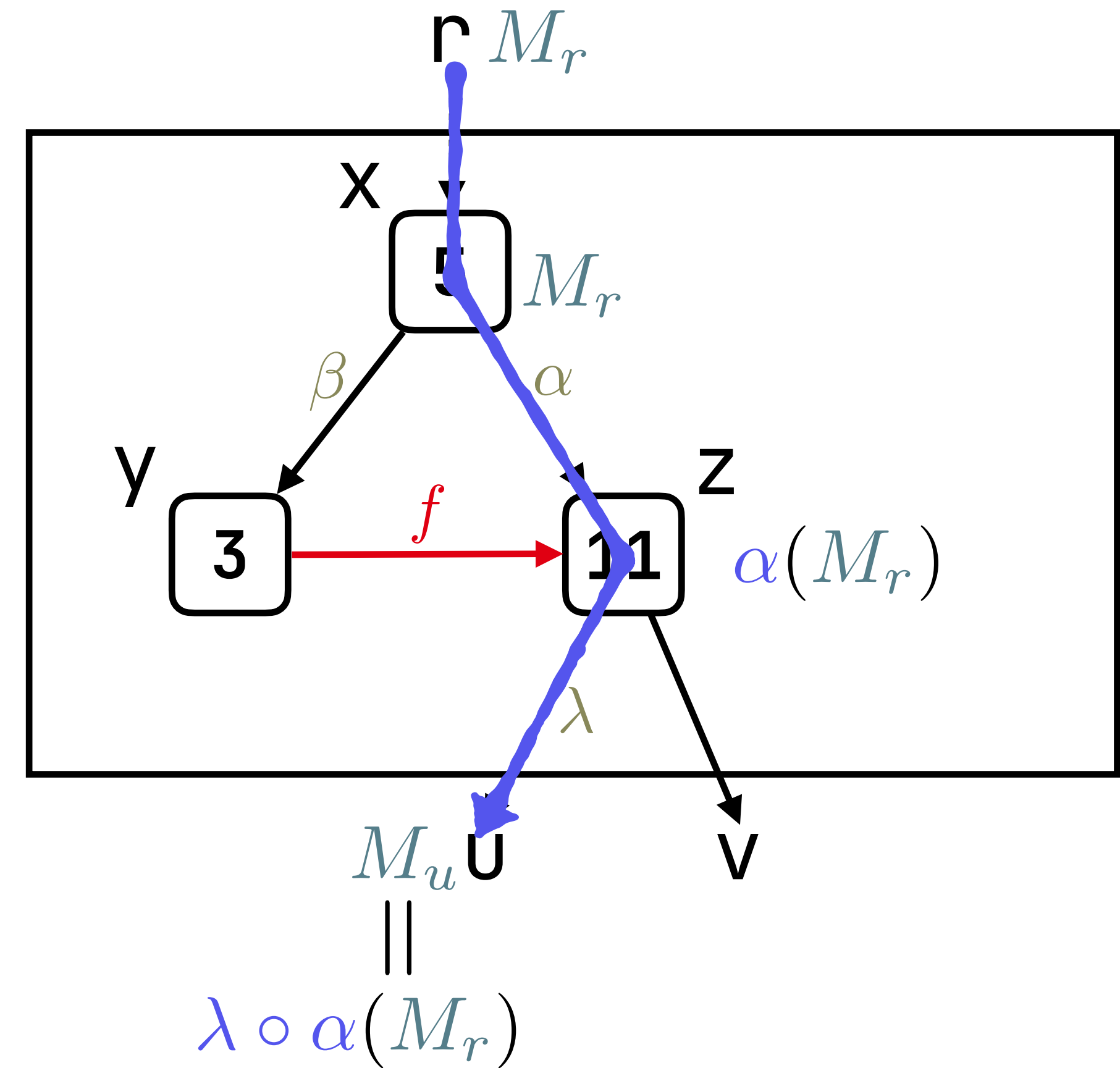


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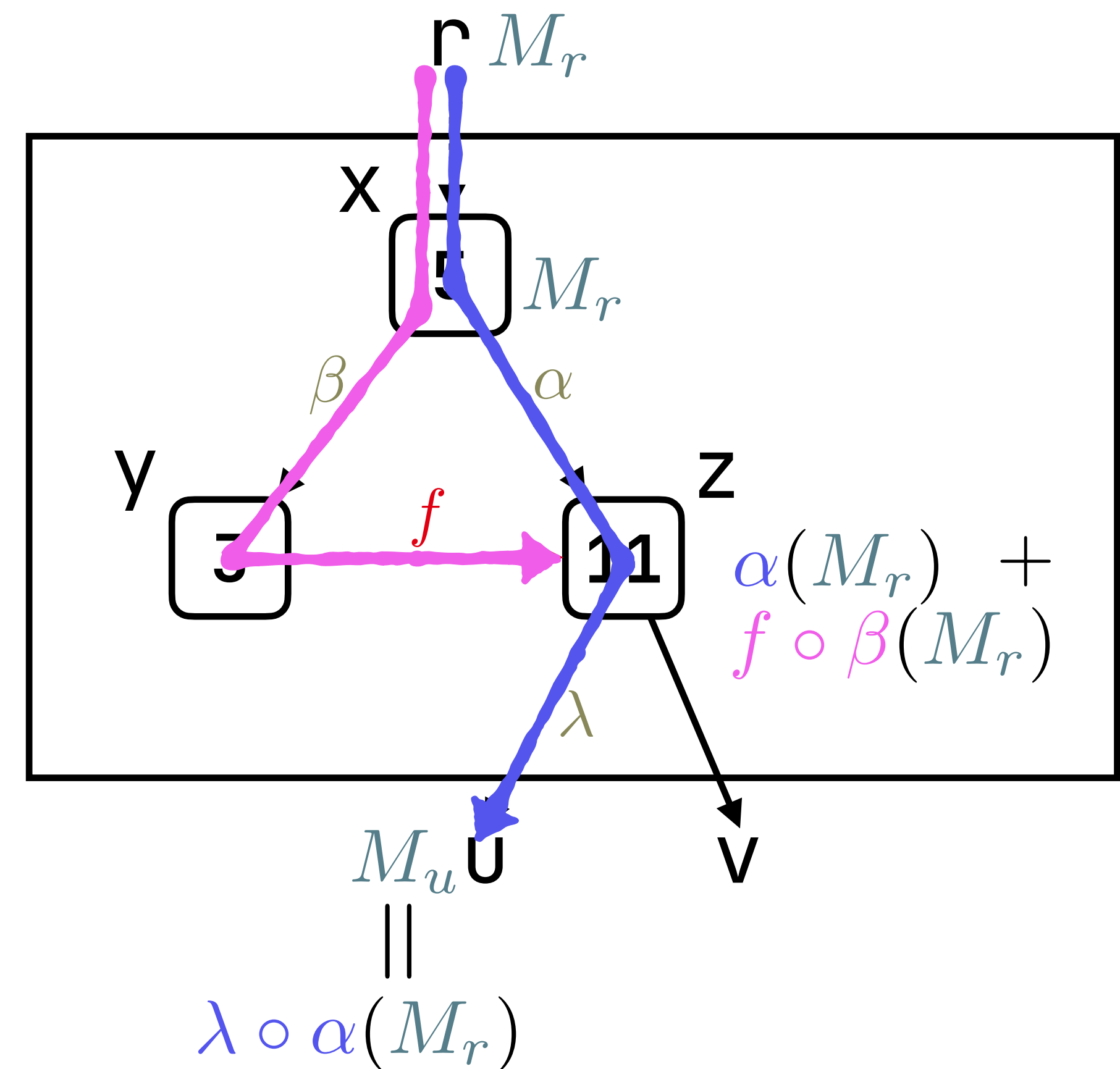


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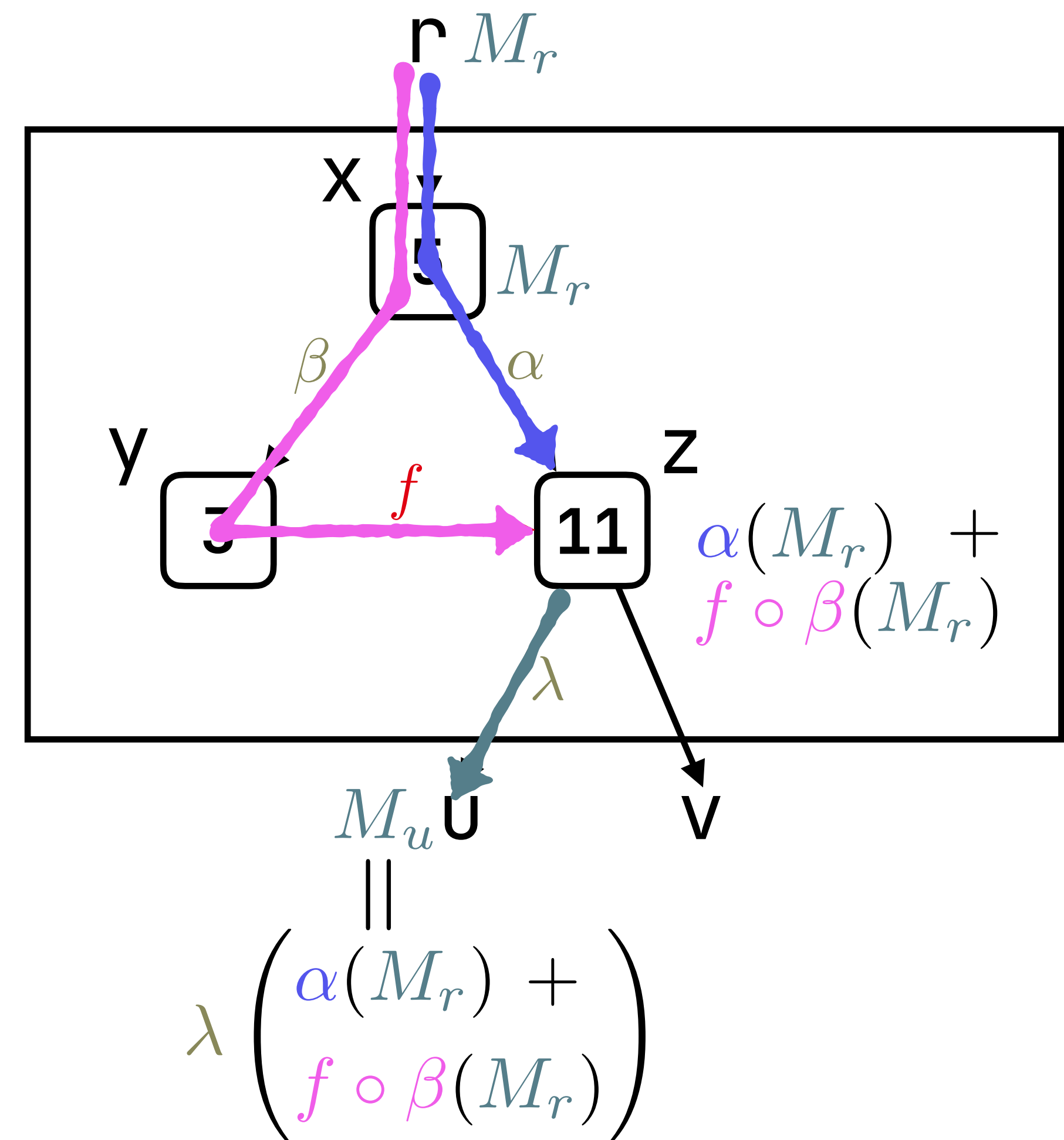


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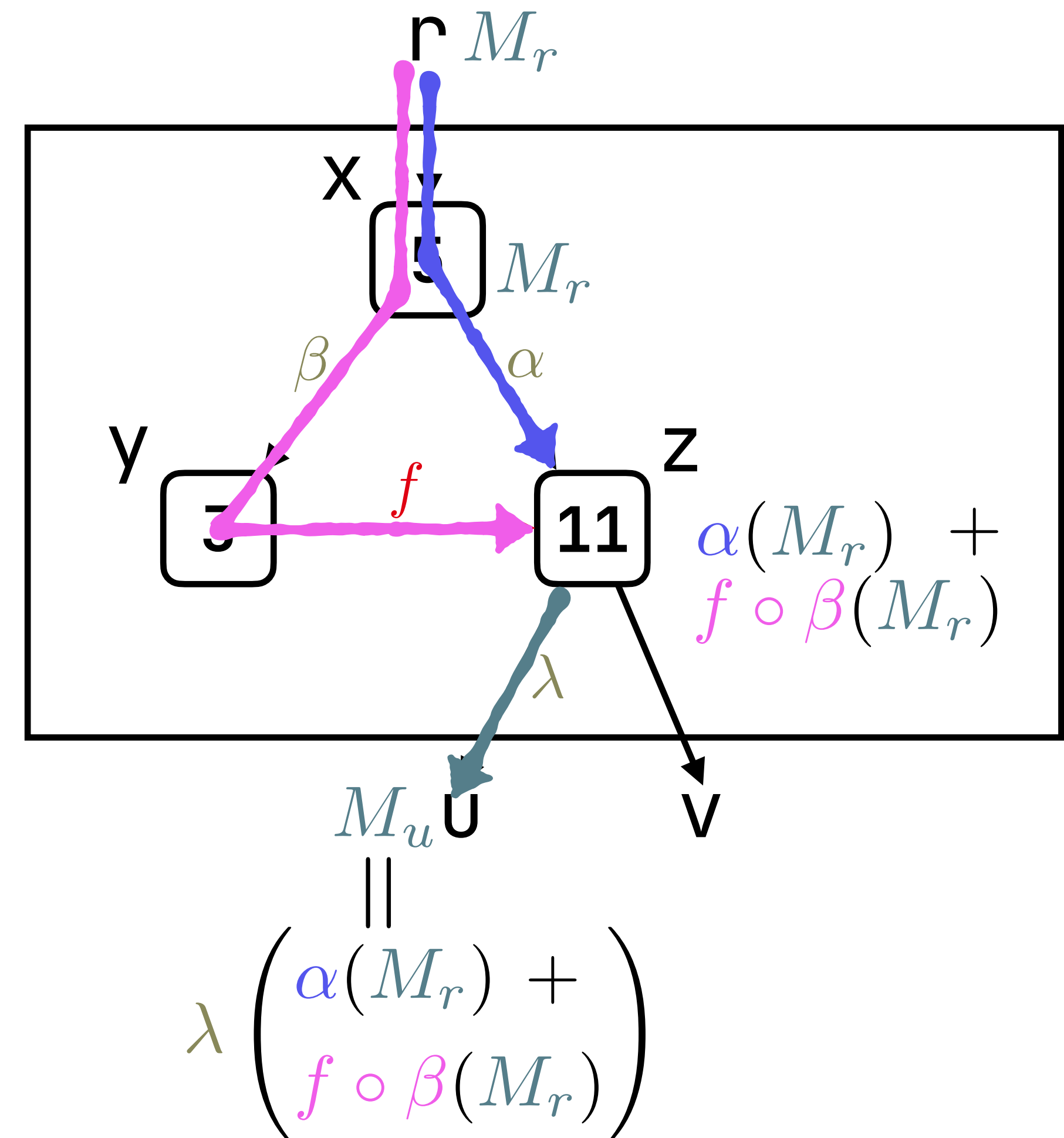
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→ edges do not react on "additional flow"



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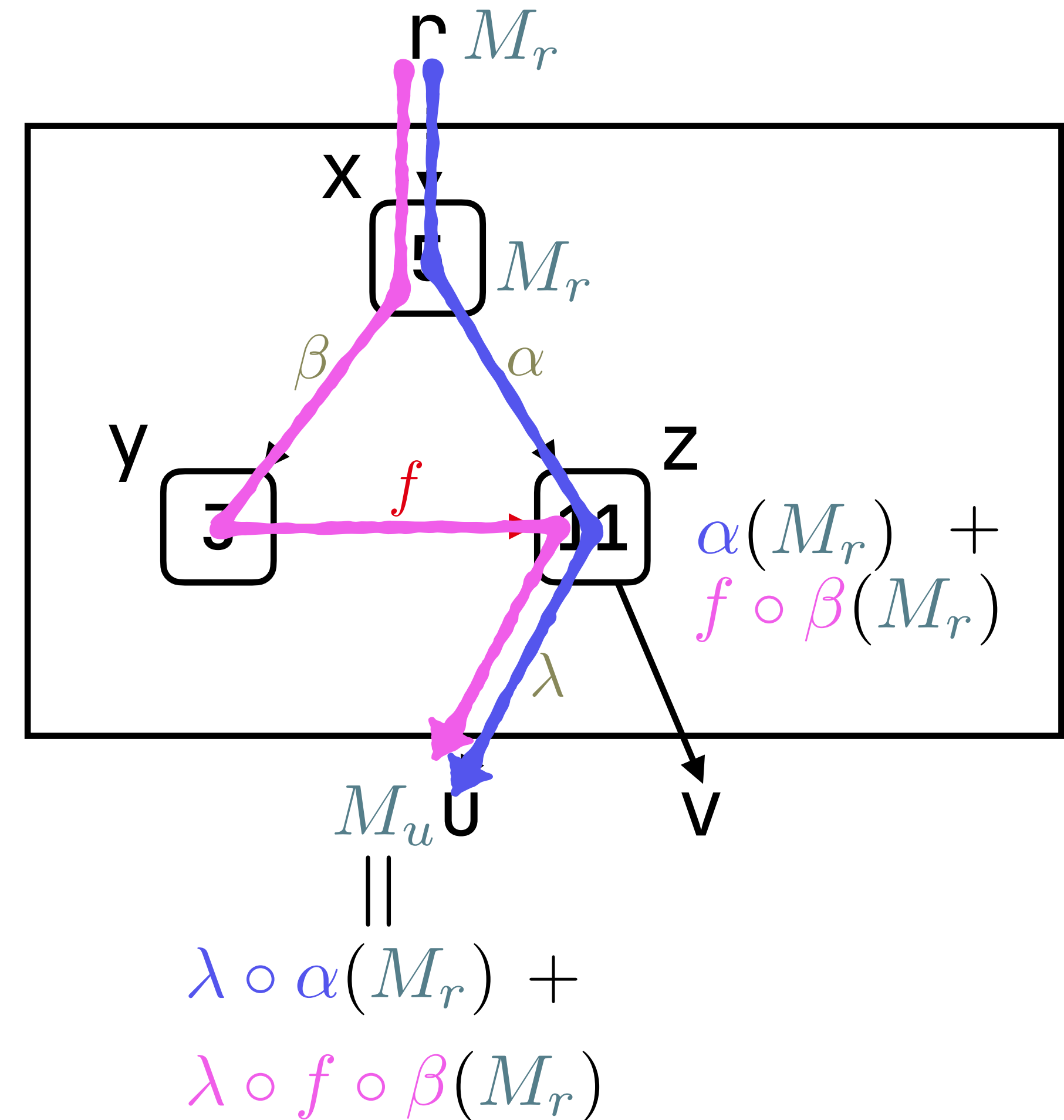
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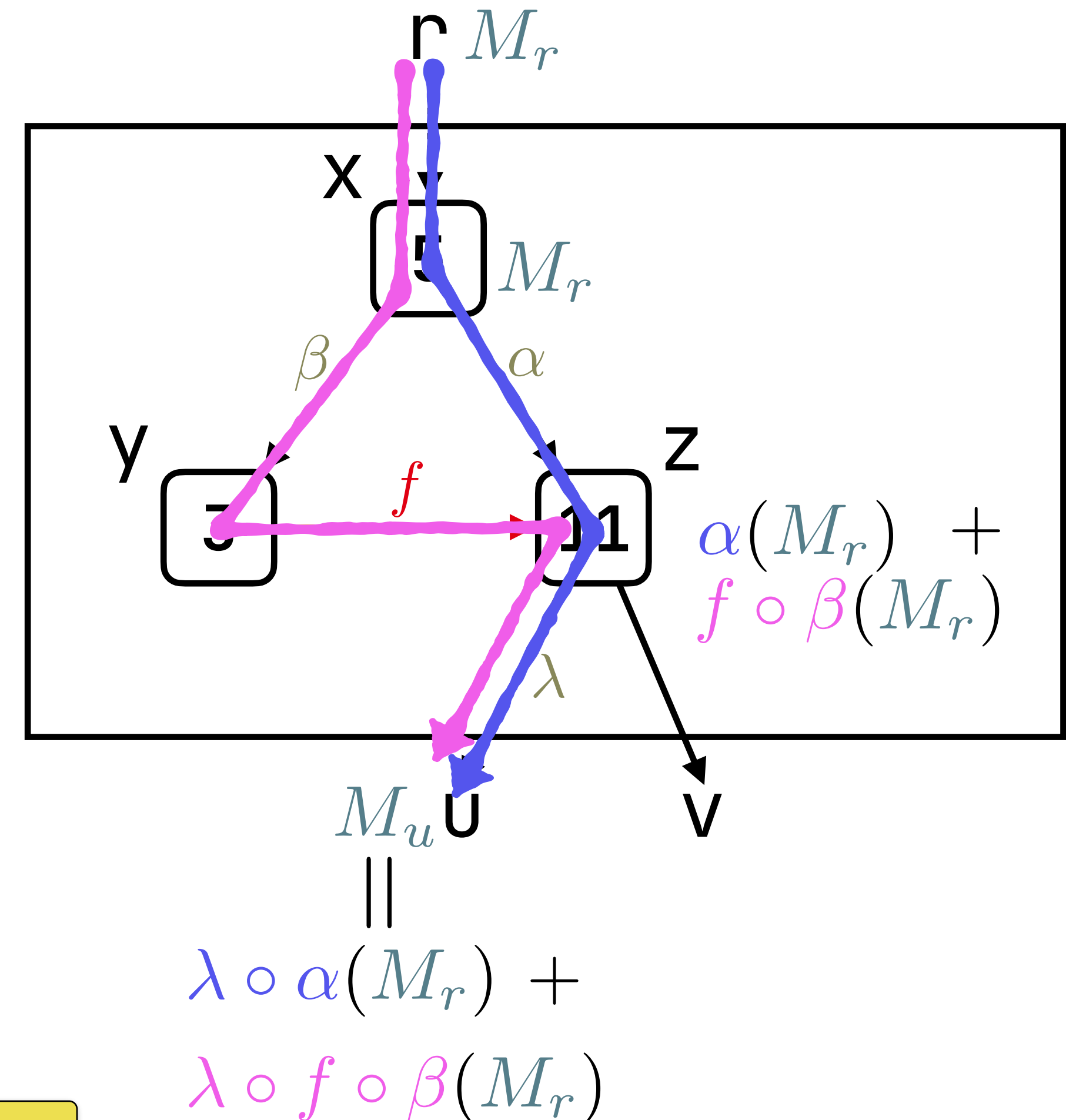
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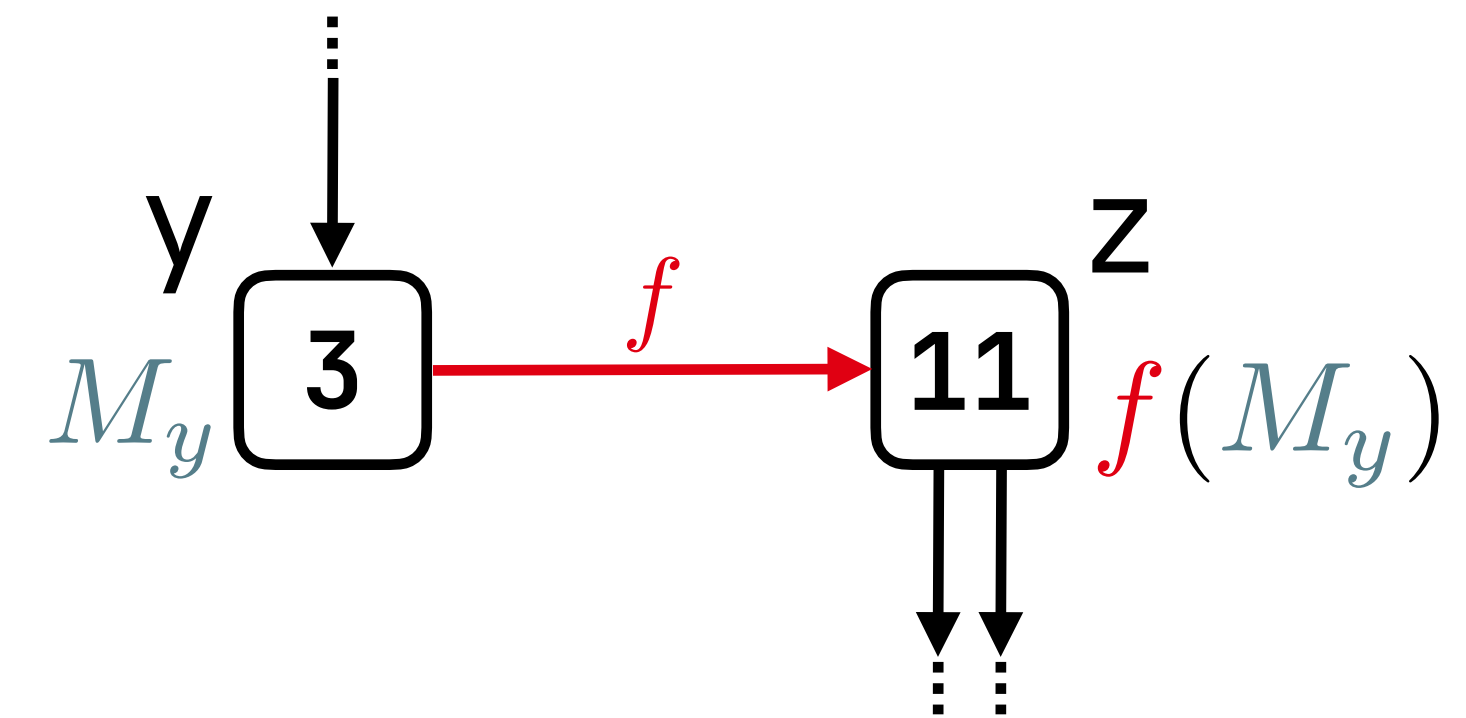
→ fixed point = *sum over all paths*

Infinite sum for cyclic graphs.



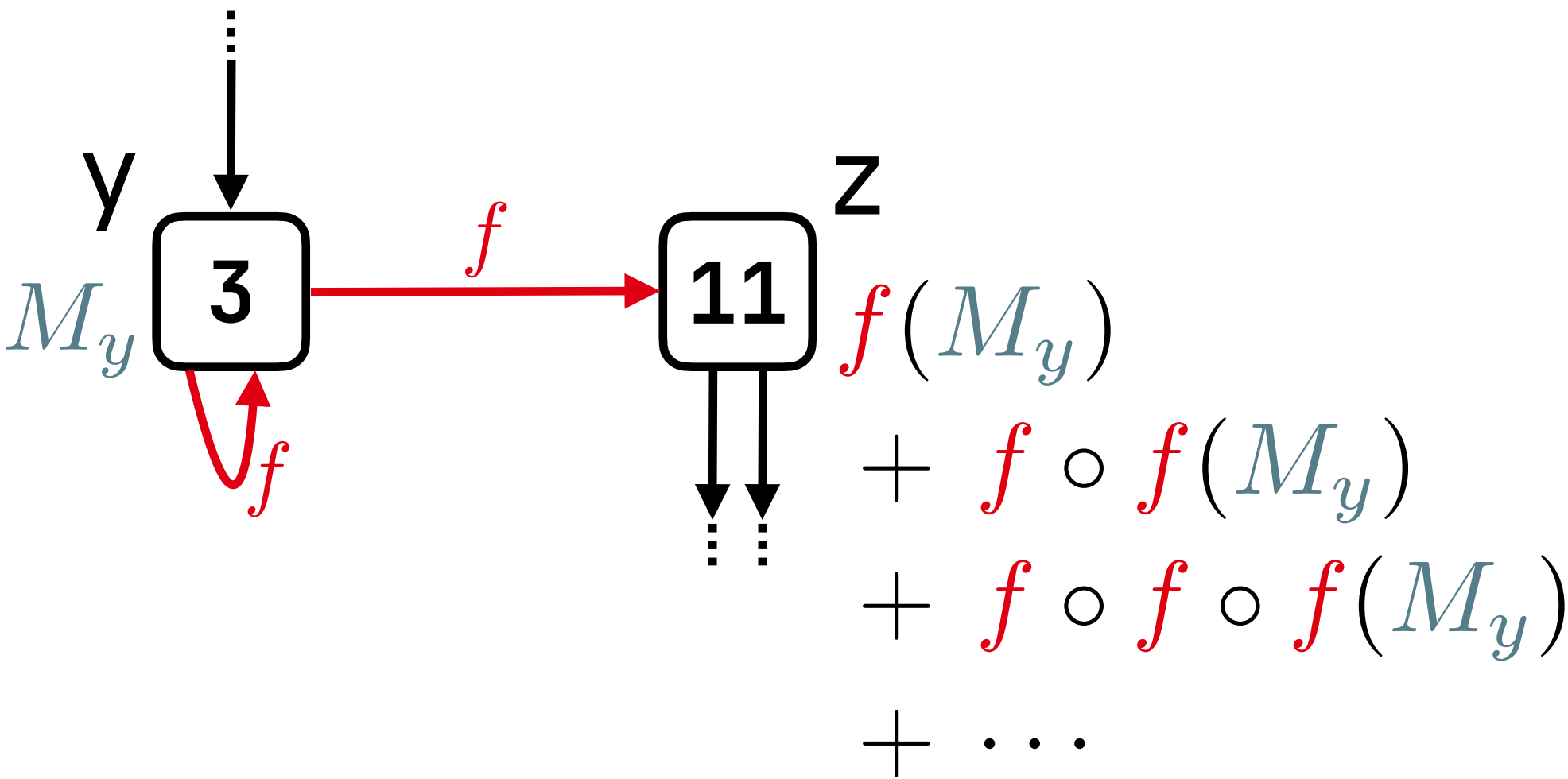
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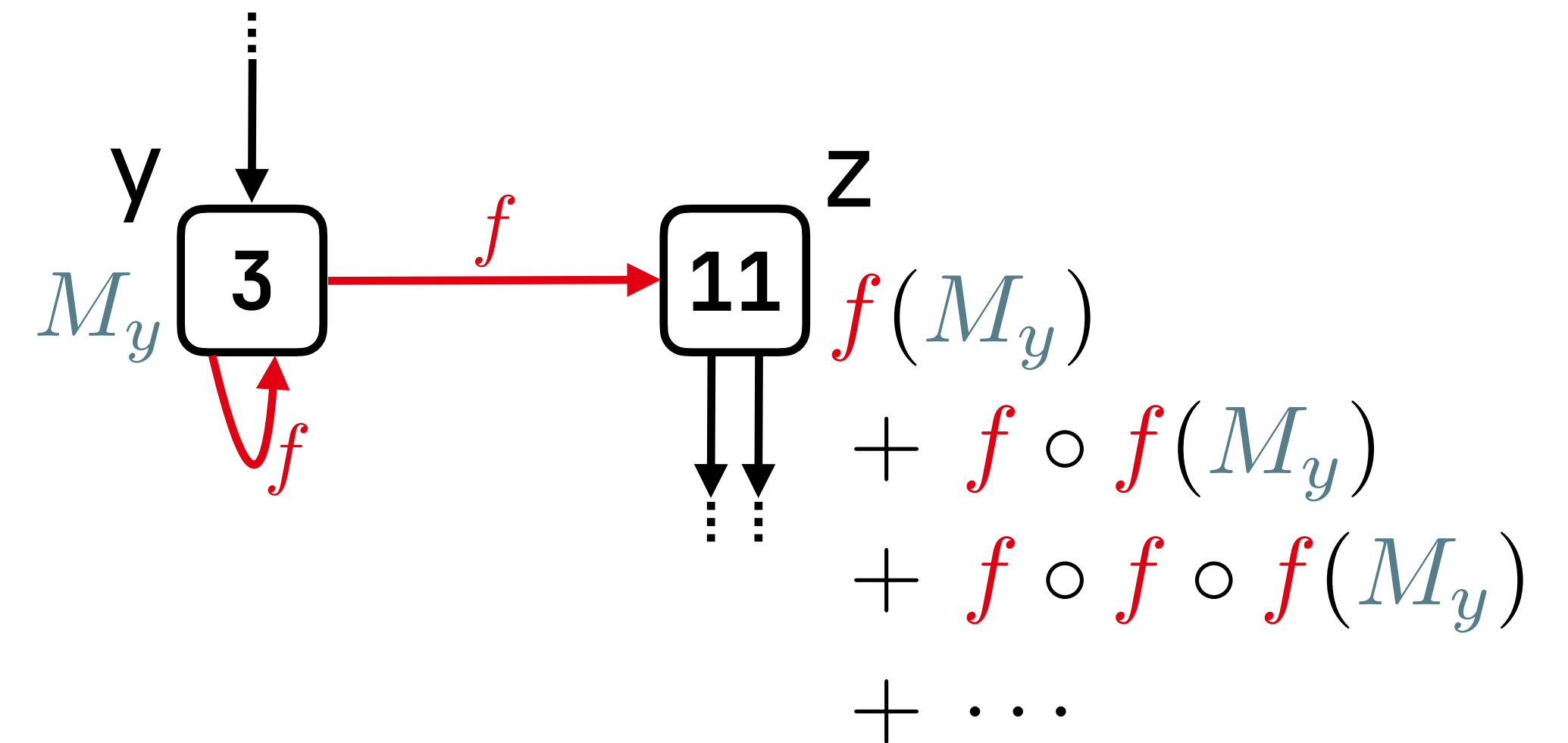
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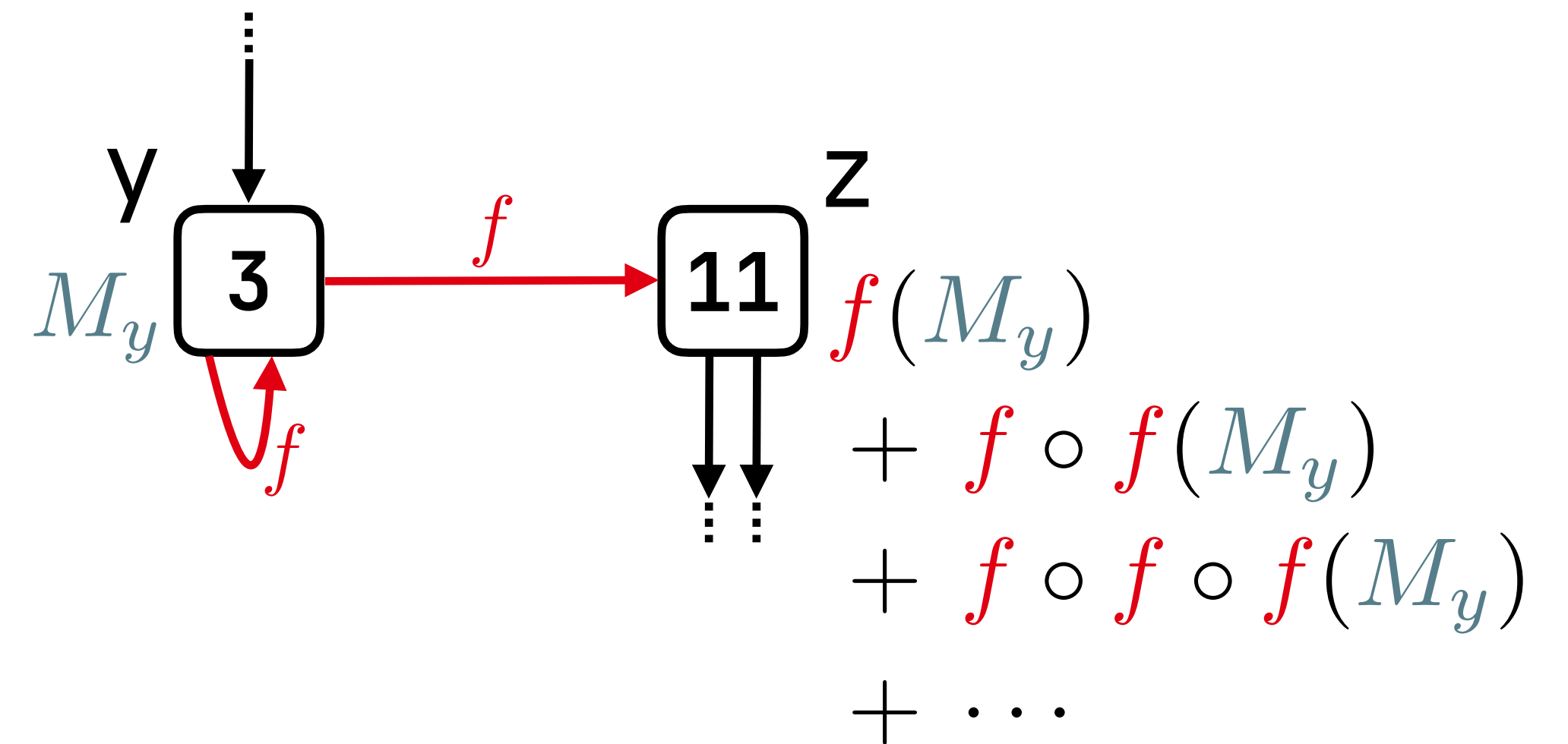
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→  $n + m = m$  if  $n \leq m$

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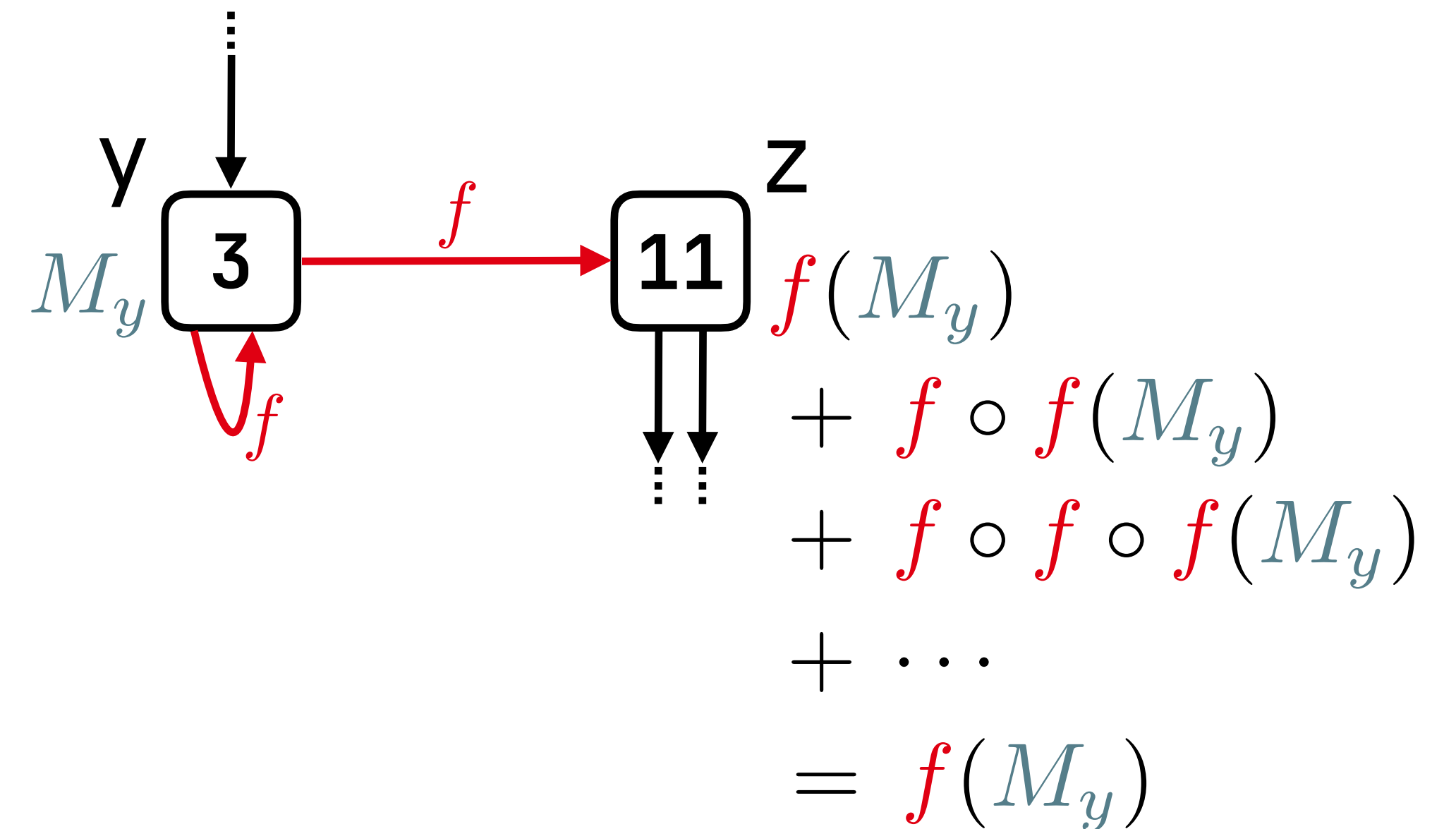
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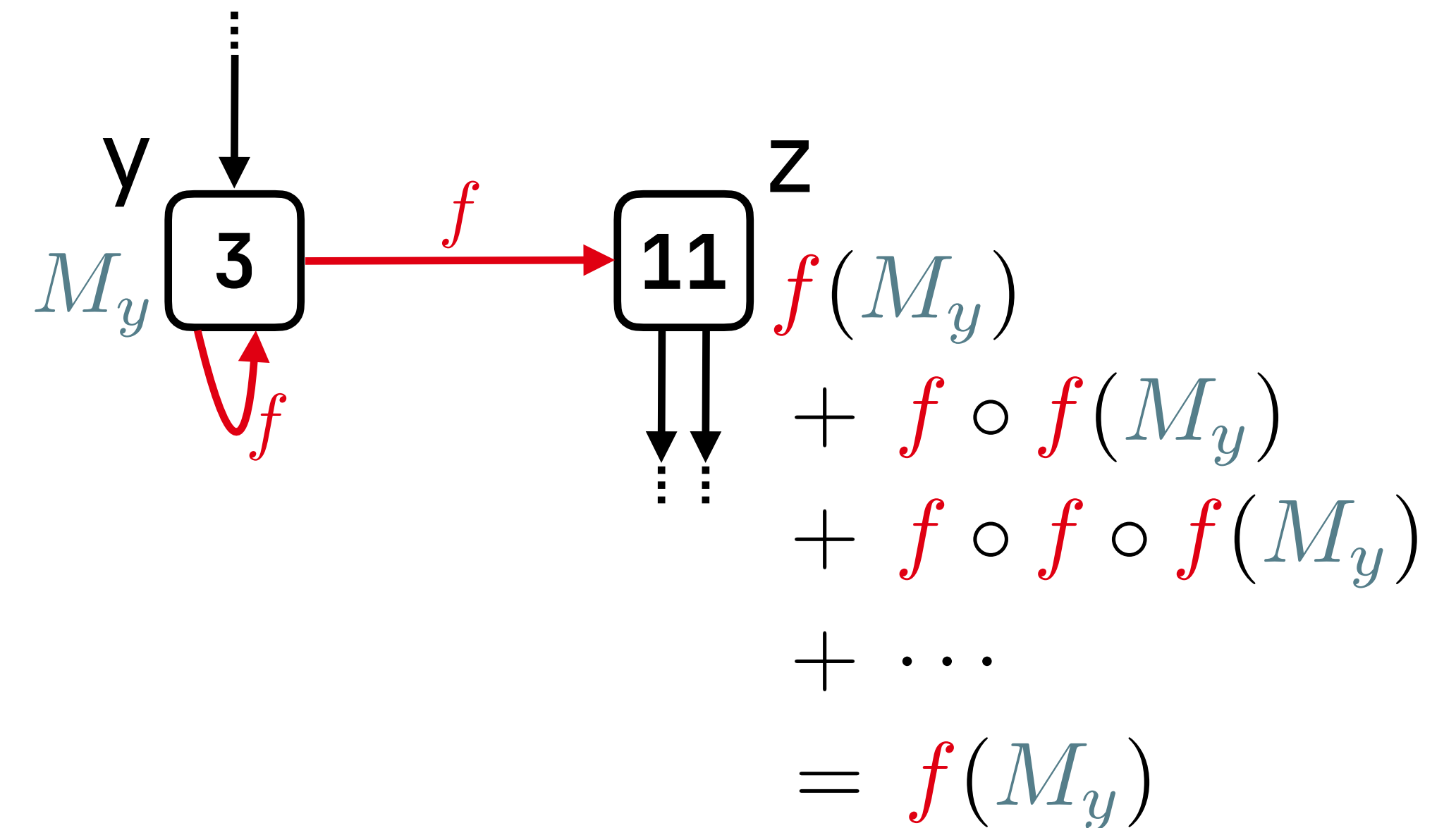
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Finite sum over all simple paths.

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**efficient algorithm  
for computing  
footprints/frames**

*Thanks*

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