

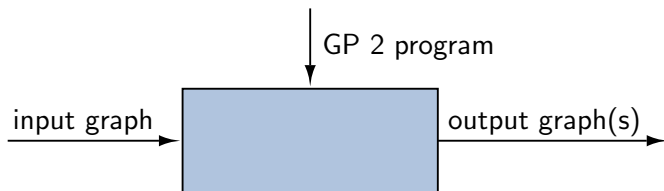
Hoare-Style Verification for GP 2

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¹The University of York

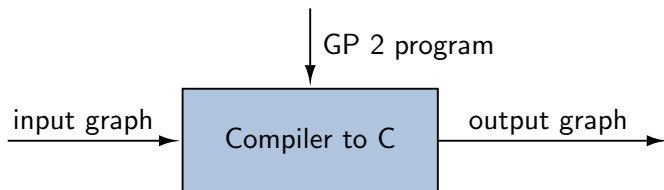
²ETH Zürich

Graph Programming Language GP 2



- ▶ Experimental DSL for graphs and graph-like structures
- ▶ Rule-based, visual manipulation of graphs
- ▶ Non-deterministic
- ▶ Simple syntax and semantics to facilitate formal reasoning

Graph Programming Language GP 2



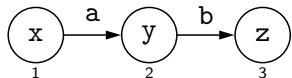
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Program for transitive closure

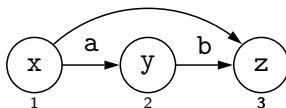
A graph is *transitive* if for every directed path $v \rightsquigarrow v'$ with $v \neq v'$, there is an edge $v \rightarrow v'$

Main = link!

link(a, b, x, y, z: list)

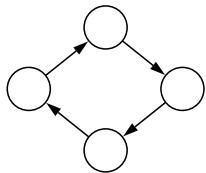


\Rightarrow

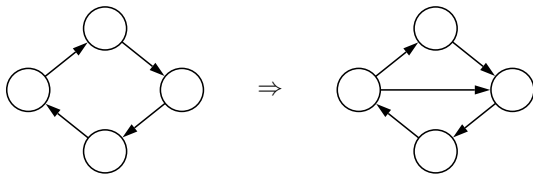


where not edge(1,3)

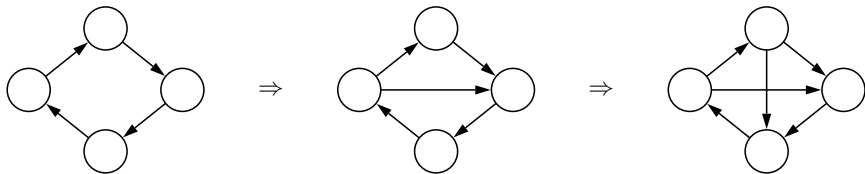
Program for transitive closure (cont'd)



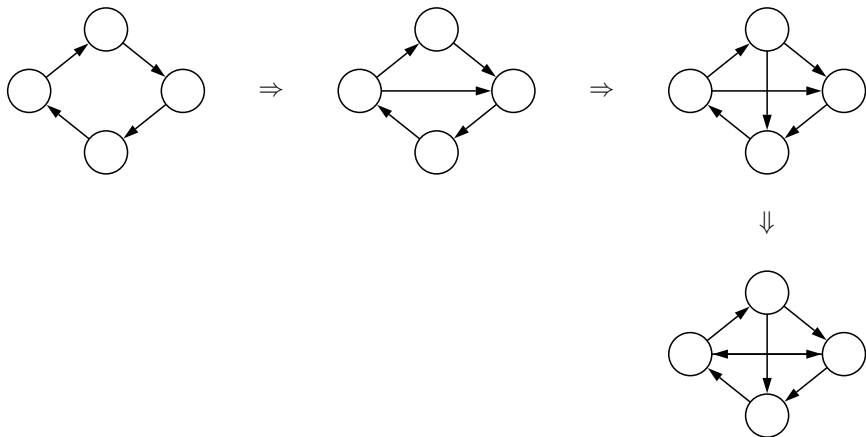
Program for transitive closure (cont'd)



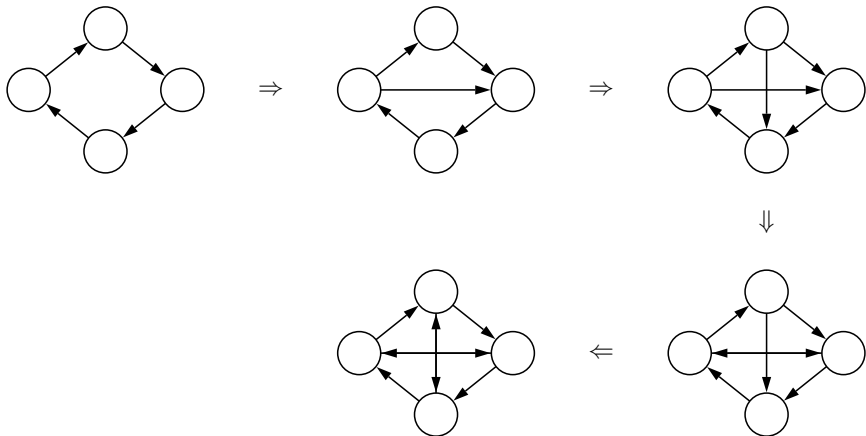
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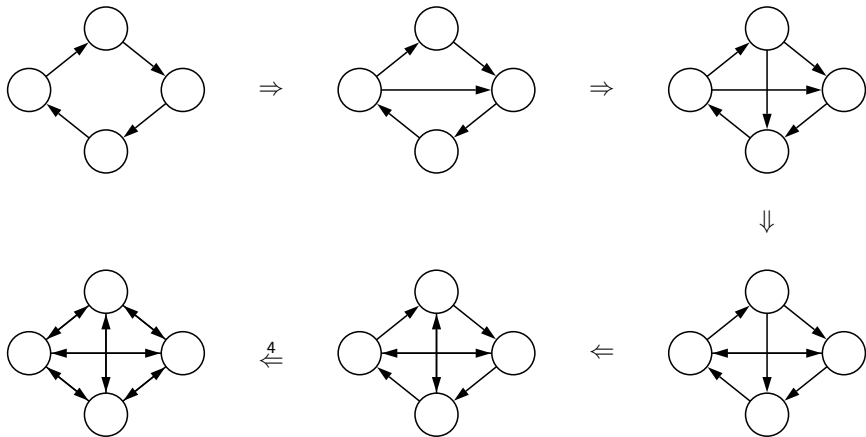
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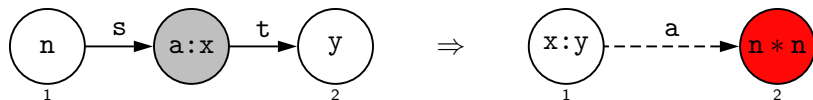


Program for transitive closure (cont'd)



Rule schemata (“attributed rules”)

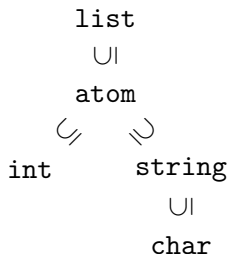
bridge(n : int; s, t : string; a : atom; x, y : list)



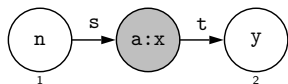
where $n < 0$ and not edge(1, 3)

- ▶ ':' is list concatenation
- ▶ LHS expressions are *simple*
- ▶ Variables in RHS and condition occur in LHS
- ▶ Host graph expressions are constants (integers, strings and lists)
- ▶ *Marked* nodes and edges: red, green, blue, shaded, dashed

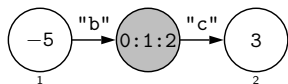
Subtype hierarchy for labels



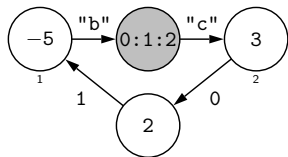
Rule-schema application



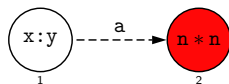
$\Downarrow \alpha$



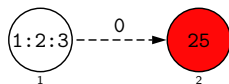
\downarrow



\Rightarrow

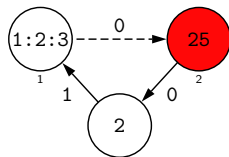


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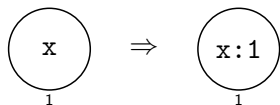
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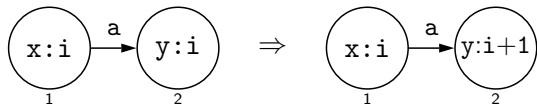
Program for vertex colouring

```
Main = init!; inc!
```

```
init(x: atom)
```



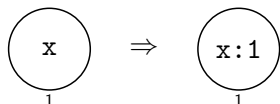
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inc(x, y: atom; i: int; a: list)
```



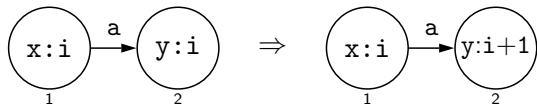
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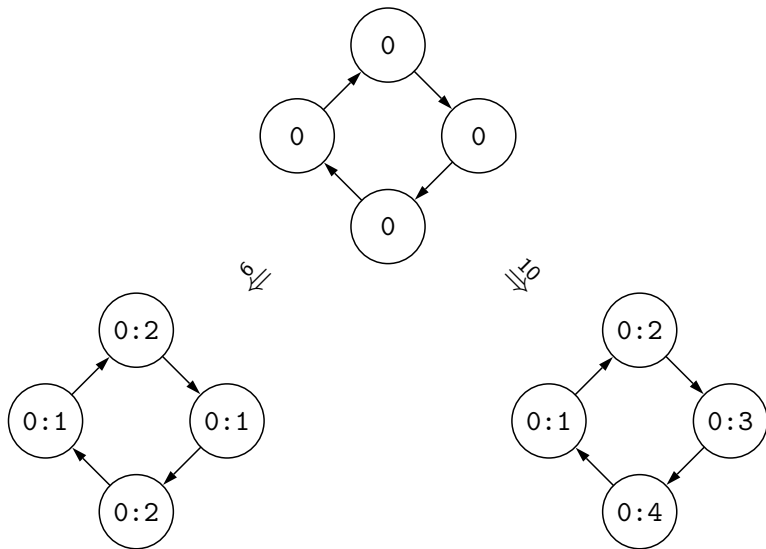


```
inc(x, y: atom; i: int; a: list)
```



Assumption: node labels in host graph are atoms

Program for vertex colouring (cont'd)



Programs: abstract syntax

Program ::= Decl {Decl}

⋮

MainDecl ::= Main '=' ComSeq

ComSeq ::= Com {';' Com}

Com ::= RuleId

| '{' [RuleId {';' RuleId}] '}'

| if ComSeq then ComSeq [else ComSeq]

| try ComSeq [then ComSeq [else ComSeq]]

| ComSeq '!'

| ...

Transition relation defined by SOS

$$\text{Main} = \{r1, r2\}; \{r1, r2\}; r1!$$
$$r1: \textcircled{1} \Rightarrow \textcircled{1} \quad r2: \textcircled{1} \Rightarrow \textcircled{2}$$
$$\langle \text{Main}, \textcircled{1} \rangle \rightarrow \langle P, \textcircled{2} \rangle \rightarrow \text{fail}$$
$$\downarrow$$
$$\langle P, \textcircled{1} \rangle \rightarrow \langle r1!, \textcircled{1} \rangle \rightarrow \langle r1!, \textcircled{1} \rangle \rightarrow \dots$$
$$\downarrow$$
$$\langle r1!, \textcircled{2} \rangle$$
$$\downarrow$$
$$\textcircled{2}$$

where $P = \{r1, r2\}; r1!$

Verification: Motivation

Motivated by applications of graph programs to defining semantics and analyses of languages and systems, e.g.

- ▶ Visual modelling/specification languages
- ▶ Model transformations
- ▶ Shape safety of pointer operations
- ▶ Concurrent asynchronous programming abstractions

Can existing “classical” verification tools help us?

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Can existing “classical” verification tools help us?

- ▶ Yes, but **blow up** in inherently symmetric & dynamic problems
- ▶ *Alternatively:* **lift and tailor** classical verification techniques to the domain of graphs and graph transformation

Verification: Our Approach

In particular: we are developing a theory to underpin **assertional graph-based reasoning**

- ▶ Graph/morphism-based assertion logic
- ▶ Hoare logics for programs
- ▶ Effective weakest precondition constructions for rules
- ▶ Exploits an algebraic characterisation of graph rewriting

$$\vdash \{pre\} P \{post\}$$

Graph-Based Assertion Logic

We combine ideas from:

- ▶ Nested conditions (finite)
 - ▶ Express **local graph structure** via morphisms
- ▶ Classical FO logic; attributed graph constraints
 - ▶ Express **properties of attributes**
- ▶ MSO logic on graphs (in the presentation of Courcelle)
 - ▶ Express **non-local properties** (paths, cycles, ...)

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Example: **local** graph structure and **attributes**

$$\forall_L x, y. \forall \textcircled{x}_v \textcircled{y}_w [x \neq y \Rightarrow \exists \textcircled{x}_v \xrightarrow{x} \textcircled{y}_w]$$

“for all pairs of nodes, if their labels are distinct, then they are adjacent”

Graph-Based Assertion Logic

Example: **non-local** property

$$\begin{aligned} \exists_v X, Y. \quad & \forall \bullet_v \ [(v \in X \vee v \in Y) \wedge \neg (v \in X \wedge v \in Y)] \\ & \wedge \forall \bullet_v \bullet_w \ [\exists \bullet_v \rightarrow \bullet_w \Rightarrow \neg (v \in X \wedge w \in X) \wedge \neg (v \in Y \wedge w \in Y)] \end{aligned}$$

“the graph is 2-colourable (bipartite)”

Graph-Based Assertion Logic

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“the graph is 2-colourable (bipartite)”

Example: **attributes** and **non-local** property

$$\exists \textcircled{v}_v [\neg \exists \textcircled{v}_v \textcircled{w}_w] \wedge \forall_I x. \forall \textcircled{x}_v [x > 0 \Rightarrow \exists \textcircled{x}_v \textcircled{w}_w [\text{path}(v, w)]]$$

“there is an (arbitrary-length) path from every positive integer-labelled node to a unique red node”

Hoare-Style Proof Calculi

Proof rules for (partial/total) correctness of GP 2 constructs, e.g.

$$[\text{comp}] \frac{\{c\} P \{e\} \quad \{e\} Q \{d\}}{\{c\} P; Q \{d\}} \quad [!] \frac{\{inv\} \mathcal{R} \{inv\}}{\{inv\} \mathcal{R}! \{inv \wedge \neg \text{App}(\mathcal{R})\}}$$

Core of the calculi:

$$\vdash \{\text{Pre}(r, \text{post})\} r \{\text{post}\}$$

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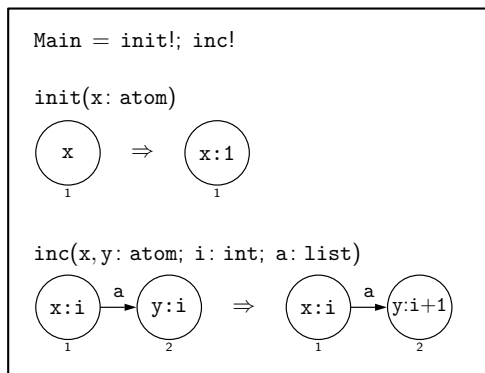
Core of the calculi:

$$\vdash \{ \text{Pre}(r, \text{post}) \} r \{ \text{post} \}$$

$$\forall \{ \text{Pre}(r, \text{post}) \} r: L \Rightarrow R \{ \text{post} \}$$

- ▶ Extended from Habel/Pennemann's construction to handle attributes, MSO logic, and path predicates

Example: Colouring



$$c = \forall_L a. \forall \textcircled{a}_v [\text{atom}(a)]$$
$$d \wedge \neg \text{App}(\{\text{inc}\}) = \forall_L a. \forall \textcircled{a}_v [\exists_A b. \exists_I c. a = b : c \wedge c \geq 1]$$
$$\wedge \neg \exists_L k. \exists_A x, y. \exists_I i. \exists \textcircled{x:i}_v \xrightarrow{k} \textcircled{y:i}_w$$

Example: Colouring

$$\begin{array}{c}
 \text{[ruleapp]} \frac{}{\{\text{Pre}(\text{init}, e)\} \text{init } \{e\}} \\
 \text{[cons]} \frac{}{\{e\} \text{init } \{e\}} \\
 \text{[!]} \frac{}{\{e\} \text{init! } \{e \wedge \neg \text{App}(\{\text{init}\})\}} \\
 \text{[cons]} \frac{}{\{c\} \text{init! } \{d\}} \\
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$$\begin{aligned}
 \text{Pre}(\text{inc}, d) &= \forall_L k. \forall_A x, y. \forall_I i. \forall (\textcircled{x:i})_v \xrightarrow{k} (\textcircled{y:i})_w \\
 &\quad [i \geq 1 \wedge \forall_L a. \forall (\textcircled{x:i})_v \xrightarrow{k} (\textcircled{y:i})_w (\textcircled{a}) \\
 &\quad [\exists_A b. \exists_I c. a = b : c \wedge c \geq 1]]
 \end{aligned}$$

Open problems

Our calculi are **sound** with respect to the GP 2 semantics

But: assertion logic is **not expressive**

- ▶ Are there expressive extensions?
- ▶ Relative completeness (despite not expressive)?
- ▶ Proof rules for programs with composite tests / loop bodies?

Future Work

- ▶ Implementation for user-guided proofs
- ▶ Incorporating tracking information
- ▶ Automatic confluence and termination checking
- ▶ Applying to GROOVE's control programs; CEGAR