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# Formal Verification of Floating-Point programs

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# Motivations

Goal: **reliability in numerical software**

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Goal: reliability in numerical software

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Drawback: we were not checking the real program

⇒ put together existing tools

⇒ check what is really written by programmers

# Outline

## Existing tools

Caduceus

Formalization of floats

## Model and specification of FP numbers

## Examples

## Conclusion

# What is Caduceus?

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We add pre-conditions and post-conditions to functions

We add variants, invariants, assertions

**The tool generates proof obligations** (such as Coq theorems)  
associated to the user annotations

The proof of the verification conditions ensures that the  
program meets its specification

# Caduceus

Java

C

# Caduceus

Java



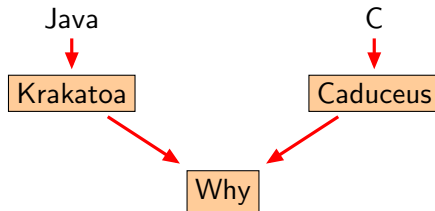
Krakatoa

C

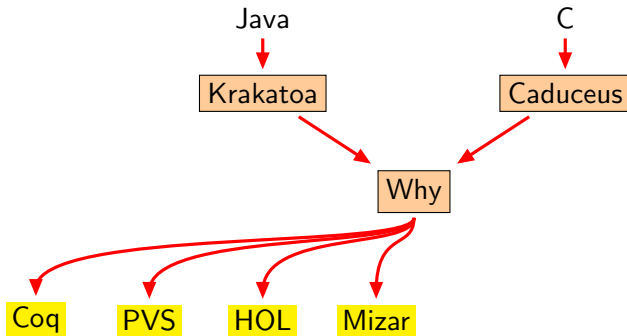


Caduceus

# Caduceus

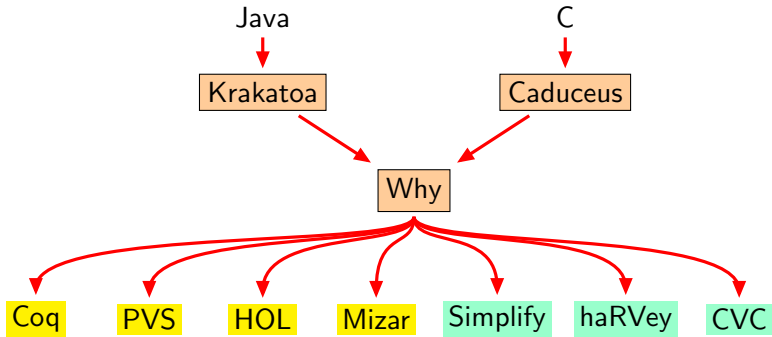


# Caduceus



Proof obligations

# Caduceus



Proof obligations

## Example: search in an array

```
int index(int t[], int n, int v) {  
    int i = 0;  
    while (i < n) {  
        if (t[i] == v) break;  
        i++;  
    }  
    return i;  
}
```

## Example: search in an array

```

/*@ requires \valid_range(t,0,n-1)
   @ ensures
   @   (0 <= \result < n => t[\result] == v) &&
   @   (\result == n =>
   @     \forall int i; 0 <= i < n => t[i] != v) */

int index(int t[], int n, int v) {
  int i = 0;
  /*@ invariant 0 <= i &&
     @   \forall int k; 0 <= k < i => t[k] != v
     @ variant n - i */
  while (i < n) {
    if (t[i] == v) break;
    i++;
  }
  return i;
}

```



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Float = pair of signed integers (mantissa, exponent)

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Float = pair of signed integers (mantissa, exponent)  
associated to a real value

$$(n, e) \in \mathbb{Z}^2 \hookrightarrow n \times \beta^e \in \mathbb{R}$$

$$\begin{array}{ccccc}
 1.00010_2 \text{ E } 4 & \mapsto & (100010_2, -1)_2 & \hookrightarrow & 17 \\
 \text{IEEE-754} & & \text{significant of 754R} & & \text{real value}
 \end{array}$$

$\Rightarrow$  normal floats, subnormal floats, cohorts, overflow

## Partial Conclusion

- ▶ We have all the **needed tools**
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- ▶ We have all the **needed tools**
  - ▶ program  $\rightarrow$  formal theorem (obligations)
  - ▶ formal float, formal rounding. . .
- ▶ We have to **merge** them to get a tool:  
program  $\rightarrow$  formal theorem on FP arithmetic
- ▶ We have to decide **how to specify a FP program!**

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## Caduceus's model of FP numbers

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- ▶ the **floating-point number**, as computed by the program,  
 $x \rightarrow x_f$  floating-point part
- ▶ the **value if all previous computations were exact**,  
 $x \rightarrow x_e$  exact part
- ▶ the **ideally computed value**  
 $x \rightarrow x_m$  model part

## Caduceus's model of FP numbers (II)

### Program features

- ▶ types for single and double precision floats
- ▶ roundings that may be switched
- ▶ basic operations
- ▶ ...

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- ▶ types for single and double precision floats
- ▶ roundings that may be switched
- ▶ basic operations
- ▶ ...

### Specification features

- ▶ computations are exact inside annotations
- ▶ access to the exact and model parts
- ▶ `round_error` and `total_error` macros

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## Example 1: exact subtraction

```
float Sterbenz(float x, float y){  
    return x-y;  
}
```

## Example 1: exact subtraction

```
/*@ requires y/2 <= x <= 2*y  
  @ ensures \result == x-y  
  @*/
```

```
float Sterbenz(float x, float y){  
  return x-y;  
}
```

(44 lines of Coq)



## Example 2: Malcolm's Algorithm

```
double malcolm() {  
  double A, B;  
  A=2;  
  while (A != (A+1))  
    A*=2;  
  
  B=1;  
  while ((A+B)-A != B)  
    B++;  
  return B; }
```

(747 lines of Coq)

## Example 2: Malcolm's Algorithm

```

/*@ ensures \result == 2 */
double malcolm() {
    double A, B;
    A=2; /*@ assert A==2 */
    /*@ invariant A == 2 ^^ my_log(A)
       @    && 1 <= my_log(A) <= 53
       @ variant (53-my_log(A)) */
    while (A != (A+1))
        A*=2;
    /*@ assert A == 2 ^^ (53) */

    B=1; /*@ assert B==1 */
    /*@ invariant B == IRNDD(B) && 1 <= B <= 2
       @ variant (2-IRNDD(B)) */
    while ((A+B)-A != B)
        B++;
    return B; }

```

## Example 3: stupid exponential computation

```
double my_exp(double x) {  
    double y=1+x*(1+x/2);  
    return y;  
}
```

## Example 3: stupid exponential computation

```
/*@ requires |x| <= 2 ^ (-3)
   @ ensures \model(\result)==exp(\model(x))
   @   && (\round_error(x)==0
   @       => \round_error(\result)
   @           <= 2 ^ (-52))
   @   && \total_error(\result)
   @       <= \total_error(x)
   @           + 2 ^ (-51)
*/
double my_exp(double x) {
  double y=1+x*(1+x/2);
  /*@ \set_model y exp(\model(x)) */
  return y;
}
(unproved)
```

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## Advantages

- ⊕ a way to specify and formally prove a FP program
- ⊕ includes all other aspects of program verification
- ⊕ with or without Overflow
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- ⊕ a way to specify and formally prove a FP program
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- ⊕ with or without Overflow
- ⊕ intuitive specification

## Drawbacks

- ⊖ no NaNs, no  $\pm\infty$
- ⊖ no exception, no flag
- ⊖ no way to detect compiler optimizations
- ⊖ fails on Intel architectures (no way to predict if 53 or 80 bits are used)