

# Equational Reasoning

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# Context vs Theorems

► L1:  $x=1 \Rightarrow 0=1$

C1.  $x=1$

Proof:

$\emptyset$

$= \{ C1 \}$

1

► L2.  $0=1$

Proof:

$\emptyset$

$= \{ L1 \mid ((x \neq 1)), PL \}$

1

► L3.  $\varphi$  (any conjecture)

Proof: nil  $\Rightarrow \varphi$ , L2, MP, so  $\varphi$

So, what went wrong?

You cannot instantiate context

You can only instantiate theorems!

# Lessons Learned sum/fsum

- ▶ Algorithmic complexity is vitally important: consider big-data, Web
- ▶ Take algorithms as soon as possible
- ▶ As a computer scientist, *always* think about complexity
- ▶ But, correctness is most important: fast, but wrong is not good
  - ▶ Planes, trains and automobiles (not the movie) crash
  - ▶ Wrong simulation results for weather, nuclear testing, experiments...
  - ▶ Correctness is mostly what we care about in this class
- ▶ Powerful idea: define correctness using simplest definitions (the spec)
- ▶ Then define efficient implementation and prove equivalence
- ▶ Allows one to reason using the spec, but execute using efficient code

# Comparison with C & Java

- ▶ Suppose that we write this code in an imperative language like C or Java
- ▶ Let's see a DEMO
- ▶ What happened?

# Limited Precision!

- ▶ C, Java, etc. do not have arbitrary precision arithmetic
- ▶ So sum, fsum are not equivalent!
- ▶ We get a negative number because most languages use fixed-bit arithmetic

# Finding Bugs

- ▶ You could have tested your program 1K times and not found errors
- ▶ We knew what we were looking for and so we found an error
- ▶ Is this a problem in practice? Yes. See <http://googleresearch.blogspot.no/2006/06/extra-extra-read-all-about-it-nearly.html>

# Fixing Bugs

- ▶ How do we fix the bug?
- ▶ What is the bug?
- ▶ What is the specification?
- ▶ Is the spec is that fsum should be equal to sum?
  - ▶ Then don't overflow when performing intermediate computations
- ▶ If the spec is that fsum should return the right value?
  - ▶ Then you have to use arbitrary precision arithmetic

# Reasoning About C/Java

- ▶ Can we reason about C/Java code?
- ▶ We don't have a theorem prover for these languages
- ▶ But, we can reason about them!
- ▶ Use ACL2s to model arithmetic in C/Java
  - ▶ Let's say that the spec is that fsum should be equal to sum
  - ▶ We can use property-based testing
  - ▶ DEMO