

# Reasoning about Iterators with Separation Logic

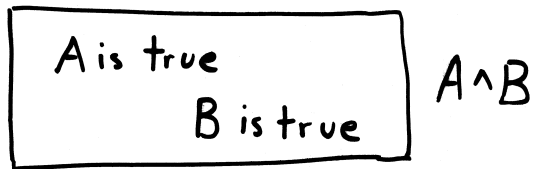
Neelakantan R. Krishnaswami

November 8, 2006

- ▶ Multiple iterators traversing a collection in parallel
- ▶ Safe changes to the collection (e.g. caching) OK; only *logical* state needs to be immutable
- ▶ Can separately check client and implementation for conformance to abstract interface

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- ▶ Can separately check client and implementation for conformance to abstract interface
- ▶ Specification language developed in collaboration with John Reynolds, Jonathan Aldrich, and Lars Birkedal

# Conjunction, Regular and Separating



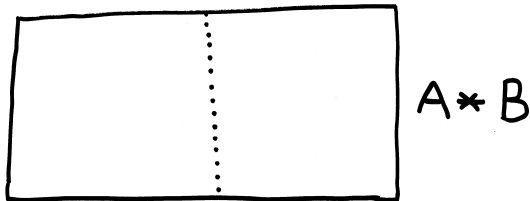
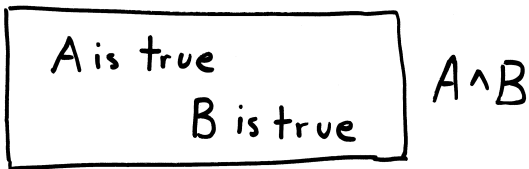
# Conjunction, Regular and Separating

A is true  
B is true

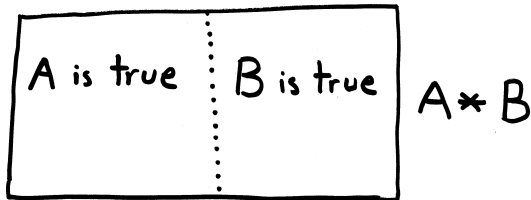
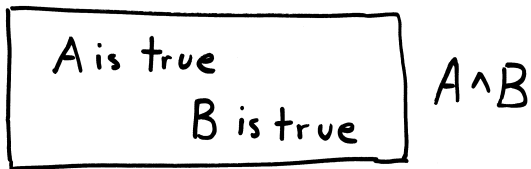
$A \wedge B$

$A * B$

# Conjunction, Regular and Separating



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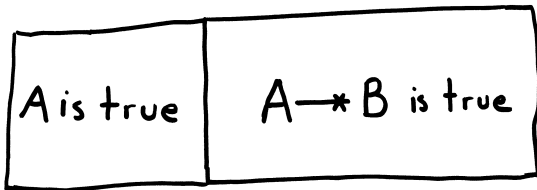


# Separating Conjunction

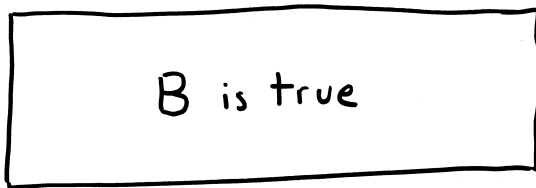
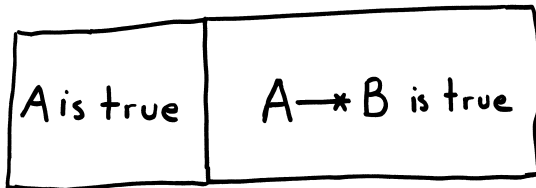
$A \rightarrow * B$  is true



# Separating Conjunction



# Separating Conjunction



# The Iterator Protocol, In Separation Logic

$\exists coll : (\tau_c \times seq \times prop) \Rightarrow prop.$

$\{\top\} \text{new\_coll}() \{a : \tau_c. \exists P. coll(a, [], P)\}$  and

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$\forall P, c, xs. \{coll(c, xs, P)\}$   
     $\text{empty}(c)$   
     $\{a : \text{bool}. coll(c, xs, P)\}$  and

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$\forall P, c, xs. \{coll(c, xs, P)\}$   
 $\text{empty}(c)$   
 $\{a : \text{bool}. coll(c, xs, P)\}$  and

$\forall P, c, x, xs. \{coll(c, xs, P)\}$   
 $\text{add}(c, x)$   
 $\{a : 1. \exists P'. coll(c, x :: xs, P')\}$  and

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$\exists \text{iter} : (\tau_i \times \tau_c \times \text{seq} \times \text{prop}) \Rightarrow \text{prop}.$

$\forall c, xs, P. \{ \text{coll}(c, xs, P) \}$   
 $\text{new\_iter}(c)$   
 $\{ a : \tau_i. \text{iter}(a, c, xs, P) \}$  and

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$\forall i, c, xs, P. \{ \text{iter}(i, c, xs, P) \supset \text{coll}(c, xs, P) * \}$   
 $\text{coll}(c, xs, P) \multimap \text{iter}(i, c, xs, P) \}$



# A Client Program

1      $\{coll(c, xs, P)\}$

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```
1  {coll(c, xs, P)}  
2  let b = empty(c);
```

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2  let b = empty(c);
3  {coll(c, xs)}
4  let i1 = new_iter(c);
5  {iter(i1, c, xs, P)}
6  {(coll(c, xs, P) * (coll(c, xs, P) -* iter(i1, c, xs, P)))}
```

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7  let i2 = new_iter(c);
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8  {iter(i2, c, xs, P) * (coll(c, xs, P) -* iter(i1, c, xs, P))}
9  {coll(c, xs, P)*
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9  {coll(c, xs, P)*
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   (coll(c, xs, P) -* iter(i1, c, xs, P))*
   (coll(c, xs, P) -* iter(i2, c, xs, P))}
10 let b' = empty(c);
11 {coll(c, xs, P)*
   (coll(c, xs, P) -* iter(i1, c, xs, P))*
   (coll(c, xs, P) -* iter(i2, c, xs, P))}
```

## A Client Program, Continued

11  $\{coll(c, xs, P) *$   
     $(coll(c, xs, P) -* iter(i_1, c, xs, P)) *$   
     $(coll(c, xs, P) -* iter(i_2, c, xs, P))\}$

## A Client Program, Continued

- 11  $\{coll(c, xs, P) * (coll(c, xs, P) -* iter(i_1, c, xs, P)) * (coll(c, xs, P) -* iter(i_2, c, xs, P))\}$
- 12  $\{iter(i_1, c, xs, P) * (coll(c, xs, P) -* iter(i_2, c, xs, P))\}$

## A Client Program, Continued

```
11 {coll(c, xs, P)*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
12 {iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
13 let v = next(i1);
```

## A Client Program, Continued

```
11 {coll(c, xs, P)*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
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    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
13 let v = next(i1);  
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```

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11 {coll(c, xs, P)*  
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    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
13 let v = next(i1);  
14 {iter(i1, c, xs, P)*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
15 {coll(c, xs, P)*  
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13 let v = next(i1);  
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    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
16 {iter(i2, c, xs, P)*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))}
```

## A Client Program, Continued

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16 {iter(i2, c, xs, P)*  
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17 let v = next(i2);
```

## A Client Program, Continued

```
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13 let v = next(i1);  
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16 {iter(i2, c, xs, P)*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))}  
17 let v = next(i2);  
18 {iter(i2, c, xs, P)*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))}
```

## A Client Program, Continued Again

18  $\{iter(i_2, c, xs, P) \ast$   
     $(coll(c, xs, P) \dashv\ast iter(i_1, c, xs, P))\}$

## A Client Program, Continued Again

```
18 {iter(i2, c, xs, P))*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))}  
19 {coll(c, xs, P))*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}
```

## A Client Program, Continued Again

```
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19 {coll(c, xs, P))*  
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20 add(c, x)
```

## A Client Program, Continued Again

```
18 {iter(i2, c, xs, P))*  
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19 {coll(c, xs, P))*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}  
20 add(c, x)  
21 {∃Q. coll(c, xs, Q))*  
    (coll(c, xs, P) -* iter(i1, c, xs, P))*  
    (coll(c, xs, P) -* iter(i2, c, xs, P))}
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# Questions?

Any questions?



# Implementing the Module – Invariants

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# Implementing the Module – Invariants

$\exists \text{coll} : (\tau_c \times \text{seq} \times \text{prop}) \Rightarrow \text{prop}.$

$\text{coll}(c, xs, P) \equiv \exists n. \text{snd } c \hookrightarrow n * (\text{linked\_list}(\text{fst } c, xs) \wedge P)$

$\text{linked\_list}(c, x :: xs) \equiv \exists c'. c \hookrightarrow \text{cons}(x, c') * \text{linked\_list}(c', xs)$

$\text{linked\_list}(c, []) \equiv c \hookrightarrow \text{nil}$

# Iterator Invariants

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$\text{iter}(i, c, xs, P) \equiv \exists l, n, xs_1, xs_2.$   
 $(P \wedge (\text{seg}(\text{fst } c, l, xs_1) * \text{coll}(l, xs_2))) *$   
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 $xs = xs_1 \cdot xs_2$

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 $xs = xs_1 \cdot xs_2$

$\text{seg}(l, l', x :: xs) \equiv \exists l''. l \hookrightarrow \text{cons}(x, l'') * \text{seg}(l'', xs)$

$\text{seg}(l, l', []) \equiv l = l'$