

## Regular Programs

Fischer / Ladner 1979 (Propositional dynamic logic)  
Dexter Kozen 1997 (Kleene algebras with tests)

## Goal: Prove Properties of Programs

- Programs are represented as ground terms in  $\Sigma$
- Programs are interpreted as input/output relations
  - Deduction of program equivalences from axioms

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## Example

$\text{if } x \leq 0 \text{ then } z := 0 \text{ else } (z := x * y; y := x - 1)$

$z \in \Sigma$

$x := 0; \text{while } x \geq 0 \text{ do } (z := x + y; y := x - 1)$

interpretation

$x \in Loc$

$a \in AE = z / x / a + a$  arithmetic expressions

$b \in BE = a \leq a / b - b$  Boolean expressions

$p \in PS = x := a / p \mid p$  simple programs

| if  $b$  then  $p$  else  $p$

| while  $b$  do  $p$

In what sense are the 2 programs equivalent?

$x \in Loc$  locations

$\sigma \in \Sigma$  initial states

Both programs describe the same function  $\Sigma \rightarrow \Sigma$

initial state  $\mapsto$  final state (input/output relation)

## Simple Programs: Syntax

interpretation

$\Sigma \rightarrow \mathbb{Z}$

$\Sigma \rightarrow B$

$\Sigma \rightarrow \Sigma$

## Arithmetic Expressions in S

### Constants

- $\alpha : A$     for all  $\alpha \in \Sigma$
- $\forall : A$     for all  $f \in \text{Loc}$
- $+ : A \rightarrow A \rightarrow A$

Arithmetical expression  $\hat{=}$  ground term of type A  
 ground term: term not containing variables and  $\lambda$ 's

### Standard interpretation $\mathcal{R}$

- $\mathcal{R}A = \Sigma \rightarrow \Sigma$
- $\mathcal{R}\alpha \sigma = \alpha$
- $\mathcal{R}\forall \sigma = \sigma^{\alpha}$
- $\mathcal{R}+ \mathcal{R}f \sigma = f\sigma + g\sigma$

## Boolean Expressions in S

### Constants

- $\beta : B$
- $\leq : A \rightarrow A \rightarrow B$
- $\neg : B \rightarrow B$

Boolean expression  $\hat{=}$  ground term of type B

### Standard interpretation $\mathcal{R}$

- $\mathcal{R}B = \Sigma \rightarrow \overline{\Sigma}$
- $\mathcal{R}f g \sigma = (f\sigma \leq g\sigma)$
- $\mathcal{R}\neg f \sigma = \neg(f\sigma)$

## Regular Programs

- describe binary relations on  $\Sigma$ ,  
 not necessarily functional
- are mathematically easier than simple programs
- substance simple programs (i.e., simple programs  
 can be expressed as regular programs)
- have nondeterministic computational interpretation  
 with 3 outcomes: success, failure, divergence

## Regular Programs: Syntax

- $p \in PR = \lambda : a$
- |     6.2.
- |     |      $p_1 p$
- |     |     |      $p + p$
- |     |     |     |      $p^*$

assignment  
 test  
 sequential composition  
 choice  
 iteration

## Regular Programs in $\mathcal{P}$

Simple programs will follow soon

### Notational Conventions

#### Constants

$\top$

$\perp : \mathcal{B} \rightarrow \mathcal{P}$

$\chi := A \rightarrow \mathcal{P}$

$\dot{\cdot} : \mathcal{P} \rightarrow \mathcal{P} \rightarrow \mathcal{P}$

$+$  :  $\mathcal{P} \rightarrow \mathcal{P} \rightarrow \mathcal{P}$

$*$  :  $\mathcal{P} \rightarrow \mathcal{P}$

Regular program  $\approx$  ground term of type  $\mathcal{P}$

#### Standard Interpretation $\mathcal{R}$

$$\mathcal{R}\mathcal{P} = \mathcal{P}(\Sigma^2)$$

$$\mathcal{R}\dot{\cdot}\mathcal{P} = \{(\sigma, \sigma) \in \Sigma^2 \mid \text{f}^\sigma = \tau\}$$

$$\mathcal{R}\perp = \emptyset = \{\sigma \in \Sigma \mid \text{f}^\sigma = \emptyset\}$$

$$\mathcal{R}\chi : \mathcal{R}_1 \mathcal{R}_2 = \mathcal{R}_1 \circ \mathcal{R}_2$$

$$\mathcal{R}+ : \mathcal{R}_1 \mathcal{R}_2 = \mathcal{R}_1 \cup \mathcal{R}_2$$

$$\mathcal{R}^+ : \mathcal{R} = \text{F} \cup \Sigma \cup \mathcal{R}^+$$

- $\dot{\cdot}$  and  $+$  are written infix where binds stronger than  $\perp$
- $\perp$  and  $*$  are written postfix

$$\begin{aligned} \mathcal{R}\dot{\cdot}\mathcal{P} &= (\mathcal{L}_1 ?_1 p_1 + \mathcal{L}_2 ?_2 p_2)^* \\ \mathcal{R}+ \mathcal{P} &= * \left( + \left( i(\perp b_1) p_1 \right) \left( i(\perp b_2) p_2 \right) \right) \end{aligned}$$

### More Notation

$$\begin{aligned} \perp &\stackrel{\text{def}}{=} \neg b \\ \text{true} &\stackrel{\text{def}}{=} \neg \neg \top \\ \text{false} &\stackrel{\text{def}}{=} \neg \text{true} \\ \text{skip} &\stackrel{\text{def}}{=} \text{true?} \\ \text{fail} &\stackrel{\text{def}}{=} \text{false?} \end{aligned}$$

### Simple Programs $\rightarrow$ Regular Programs

$$\begin{aligned} \text{if } b \text{ then } p_1 \text{ else } p_2 &\stackrel{\text{def}}{=} \mathcal{L}_1 ?_1 p_1 + \mathcal{L}_2 ?_2 p_2 \\ \text{while } b \text{ do } p &\stackrel{\text{def}}{=} (\mathcal{L}_1 ?_1 p)^* ; \overline{\mathcal{L}_2 ?_2} \end{aligned}$$



if  
while

## Input / Output Relation

Let  $p$  be a regular program and  $\Sigma$  be some variable assignment.  
 Then  $Rp\Sigma \subseteq \Sigma \times \Sigma$  is called  
 the denotation of  $p$  or the **input/output relation** of  $p$   
 Since  $Rp\Sigma$  doesn't depend on  $\Sigma$  (there are no variables),  
 we will abuse notation and just write  $Rp$  for  $Rp\Sigma$

- A relation  $R \subseteq \Sigma \times \Sigma$  is called
    - simple** if  $\exists p \in \text{PS} : R = \mathcal{R}_p$
    - regular** if  $\exists p \in \text{PR} : R = \mathcal{R}_p$
  - A program  $p \in \text{PR}$  is called
    - functional** if the relation  $R_p$  is functional

Every simple program is functional

## *Computational Techniques*

fail if  $b$  not satisfied

$x := a$  assigns the value of  $a$  to  $x$

$\beta_1; \beta_2$  first  $\beta_1$ , then  $\beta_2$

$p_1 + p_2$        $p_1$  or  $p_3$

$P^X$  liferafe p as long as you like

Geodeterministic

### Non-deterministic

## Examples of Non-functional Programs

- $X := r + X_{i=2}$   $\Rightarrow$  non-functional, 2 outcomes
  - $(X := X_{i=1})^*$   $\Rightarrow$  non-functional, 0 outcomes

## Execution Model for Regular Programs

- If  $\sigma \in \text{Dom}(Rp)$ , then interpreter must yield one  $\sigma'$  such that  $(\sigma, \sigma') \in Rp$ ; if there are several such  $\sigma'$ , the choice is up to the interpreter.
- If  $\sigma \notin \text{Dom}(Rp)$ , then interpreter must fail or diverge
- Denotation  $Rp$  doesn't distinguish between failure and divergence; hence we cannot be more specific in (2).

## Computational Intuitions for Simple Programs

- denote functions  $\Sigma \rightarrow \Sigma$
- $\exists$  diverging run of  $p$  on  $\sigma \Leftrightarrow \text{GfDom}(Rp)$
- execution can avoid failure because of "simple" choices



## The Iter Notation

iter  $l_1 \Rightarrow p_1 ; \dots ; l_n \Rightarrow p_n$   
 $\stackrel{\text{def}}{=}$

$$(l_1 ? p_1 + \dots + l_n ? p_n)^* ; \bar{l}_1 ? ; \dots ; \bar{l}_n ?$$

iterate as long as a rule is applicable

rule:  $l \Rightarrow p$   
 ↗  
 ↘  
 guard      action

## Example: Coffee Beans Program

- |      |   |                             |
|------|---|-----------------------------|
| iter | $B \geq 1 \wedge W \geq 1 \Rightarrow B := B - 1$ | $B$ : number of black beans |
|      | $B \geq 2 \Rightarrow B := B - 1$                 | $W$ : number of white beans |
|      | $W \geq 2 \Rightarrow W := W - 2 ; B := B + 1$    |                             |
- hot simple since guards are not mutually exclusive
  - no diversing runs ( $B+W \geq 0$  decreases)
  - denotation is function  $\Sigma \rightarrow \Sigma$  (will be shown latter)
  - conjunction in first guard can be eliminated

$$\begin{aligned}
 & (B \geq 1 ? ; W \geq 1 ? ; B := B - 1 \\
 & + B \geq 2 ? ; B := B - 1 \\
 & + W \geq 2 ? ; W := W - 2 ; B := B + 1)^* ; B + W \leq 1 ?
 \end{aligned}$$

## RP: Axioms for Regular Programs

Properties of ;

$$\begin{aligned}
 p; (q;q') &= (p;q); q' && \text{Ass} \\
 p;\text{skip} &= p = \text{skip}; p && \text{Com} \\
 p;\text{fail} &= \text{fail} = p;\text{fail} && \text{Dist} \\
 p + \text{fail} &= \text{fail} && \text{Dist}
 \end{aligned}$$

Distributivity

$$\begin{aligned}
 p; (q+q') &= p;q + p;q' && \text{Dist} \\
 (q+q'); p &= q;p + q';p && \text{Dist} \\
 \text{all axioms are} \\
 \text{closely related to standard interpretation} & & &
 \end{aligned}$$

RP  $\models$

$$\begin{aligned}
 p + (q+q') &= (p+q) + q' && \text{Ass} \\
 p+q &= q+p && \text{Com} \\
 p+p &= p && \text{Idem} \\
 p+\text{fail} &= \text{fail} = p && \text{Dist}
 \end{aligned}$$

Proof

$$\begin{aligned}
 \text{while true do skip} \\
 &= (\text{true?}; \text{skip})^*; \overline{\text{true?}} \\
 &= (\text{true?}; \text{skip})^*; \text{false?} \\
 &= (\text{true?}; \text{skip})^*; \text{fail} \\
 &= (\text{true?}; \text{skip})^*; \text{fail} \\
 &= \text{fail} \\
 \text{Dom } \square
 \end{aligned}$$

$$\begin{aligned}
 p^*; p &= p;p^* && \text{*;} \\
 p^* &= \text{skip} + p;\text{p}^* && \text{*skip;} \\
 p^* &= p^*; p^* && \text{*;} \\
 (p^*)^* &= \text{skip} && \text{*;} 
 \end{aligned}$$

Properties of \*

## Characterisation of Loops by Recursive Equations

$b:\mathbb{B}, p:\mathbb{P}$  are variables

$$q = \text{while } b \text{ do } p \underset{\text{RP}}{\longrightarrow} q = \text{if } b \text{ then } p \text{ else skip}$$

Proof if  $b$  then  $p$  while  $b$  do  $p$  else skip

$$\begin{aligned}
 &= \ell_2; p; (\ell_2; p)^*; \overline{\ell_2} + \overline{\ell_2}; \text{skip} \\
 &= \ell_2; p; (\ell_2; p)^*; \overline{\ell_2} + \text{skip}; \overline{\ell_2} \\
 &= (\ell_2; p; (\ell_2; p)^* + \text{skip}) ; \overline{\ell_2} \\
 &= (\ell_2; p)^* ; \overline{\ell_2} \\
 &= \text{while } b \text{ do } p \\
 &= \text{while }
 \end{aligned}$$

Proof Immediate consequence of result on previous slide  $\square$

Characteristic equation of  $p^*$  is  $q = \text{skip} + p;q$

Proof Follows from Axiom \*skip; p  $\models$

## S provides for

- syntax of programs *often called semantics*
- interpretation of programs (input/output relations)
- proof system for program equivalence
  - can be strengthened by adding axioms for arithmetic and Boolean expressions
  - needs some form of induction principle for proof of motivating equivalence on slide ?