

Formal Verification of a Family of Spilling Algorithms

Initial Bachelor Seminar Talk

Julian Rosemann

Advisors: Prof. Gert Smolka, Sigurd Schneider

Saarland University
Department of Computer Science

2016-06-10

Concept of Spilling

high-level language

unbounded number of variables

\leftrightarrow

assembly language

finite number of registers

Spilling uses the memory to buffer variables

Spilling example

code	r_1	r_2	r_3
...			
let $z = x + y$ in			
if $z \geq y$ then			
$x + z$			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let $X=x$ in
- load: let $x=X$ in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $z = x + y$ in			
if $z \geq y$ then			
$x + z$			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let $X=x$ in
- load: let $x=X$ in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $z = x + y$ in if $z \geq y$ then	x	y	z
$x + z$			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let $X=x$ in
- load: let $x=X$ in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $z = x + y$ in	x	y	z
if $z \geq y$ then	x	y	z
$x + z$			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let $X=x$ in
- load: let $x=X$ in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in			
let $z = x + y$ in	x	y	z
if $z \geq y$ then	x	y	z
$x + z$			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let $X=x$ in
- load: let $x=X$ in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let X = x in	x	y	
let z = x + y in	x	y	z
if z \geq y then	x	y	z
x + z			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let X=x in
- load: let x=X in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let X = x in	x	y	
let z = x + y in	z	y	
if z \geq y then	x	y	z
x + z			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let X=x in
- load: let x=X in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let X = x in	x	y	
let z = x + y in	z	y	
if z \geq y then	z	y	
let x = X in			
x + z			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let X=x in
- load: let x=X in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let X = x in	x	y	
let z = x + y in	z	y	
if z \geq y then	z	y	
let x = X in	z	x	
x + z			
else			
z			

- x, y, z variables in register
- X, Y, Z variables in memory
- spill: let X=x in
- load: let x=X in
- memory variables only in loads & spills

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $z = x + y$ in		
if $z \geq y$ then		
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in		
if $z \geq y$ then		
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in	x	z
if $z \geq y$ then		
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in	x	z
let $X = x$ in	x	z
if $z \geq y$ then		
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in	x	z
let $X = x$ in	x	z
let $y = Y$ in	y	z
if $z \geq y$ then		
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in	x	z
let $X = x$ in	x	z
let $y = Y$ in	y	z
if $z \geq y$ then	y	z
$x + z$		
else		
z		

Spilling example

code	r_1	r_2	r_3
...	x	y	
let $X = x$ in	x	y	
let $z = x + y$ in	z	y	
if $z \geq y$ then	z	y	
let $x = X$ in	z	x	
$x + z$			
else			
z			

code	r_1	r_2
...	x	y
let $Y = y$ in	x	y
let $z = x + y$ in	x	z
let $X = x$ in	x	z
let $y = Y$ in	y	z
if $z \geq y$ then	y	z
let $x = X$ in	x	z
$x + z$		
else		
z		

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

Properties of a good spilling algorithm

$\text{spill} : \mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

(a) **at most k registers used**

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

(a) at most k registers used

(b) **every variable is in a register whenever used**

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) **equivalence transformation**
-

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) **smart spilling choices – depend on application**
-

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) smart spilling choices – depend on application
-

Approach:

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) smart spilling choices – depend on application
-

Approach:

- (i) **correctness predicate**

Properties of a good spilling algorithm

$\text{spill} : \mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) **at most k registers used**
 - (b) **every variable is in a register whenever used**
 - (c) **equivalence transformation**
 - (d) smart spilling choices – depend on application
-

Approach:

- (i) **correctness predicate**
 - guarantees (a), (b) and (c)

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) smart spilling choices – depend on application
-

Approach:

- (i) correctness predicate
 - guarantees (a), (b) and (c)
- (ii) **spilling algorithm**

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) smart spilling choices – depend on application
-

Approach:

- (i) correctness predicate
 - guarantees (a), (b) and (c)
- (ii) **spilling algorithm**
 - satisfies (i)

Properties of a good spilling algorithm

`spill` : $\mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) at most k registers used
 - (b) every variable is in a register whenever used
 - (c) equivalence transformation
 - (d) **smart spilling choices – depend on application**
-

Approach:

- (i) correctness predicate
 - guarantees (a), (b) and (c)
- (ii) **spilling algorithm**
 - satisfies (i)
 - optimizes (d)

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- Leroy, *“A formally verified compiler back-end”*, 2009

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- Leroy, “A formally verified compiler back-end”, 2009
 - translation validation for register allocation

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- Leroy, *“A formally verified compiler back-end”*, 2009
 - translation validation for register allocation
 - verification of non-optimized spilling

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- Leroy, *“A formally verified compiler back-end”*, 2009
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- Leroy, “A formally verified compiler back-end”, 2009
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded

```
...
let x = 2 in
let X = x in
let x = X in
let y = x in
let x = X in
x
```

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- *Leroy, “A formally verified compiler back-end”, 2009*
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded
- *Blazy, Robillard, and Appel, “Formal Verification of Coalescing Graph-Coloring Register Allocation”, 2010*

```
...
let x = 2 in
let X = x in
let x = X in
let y = x in
let x = X in
x
```

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- *Leroy, “A formally verified compiler back-end”, 2009*
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded
- *Blazy, Robillard, and Appel, “Formal Verification of Coalescing Graph-Coloring Register Allocation”, 2010*
 - verification of register allocation

```

...
let x = 2 in
let X = x in
let x = X in
let y = x in
let x = X in
x

```

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- *Leroy, “A formally verified compiler back-end”, 2009*
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded
- *Blazy, Robillard, and Appel, “Formal Verification of Coalescing Graph-Coloring Register Allocation”, 2010*
 - verification of register allocation
- *Rideau and Leroy, “Validating Register Allocation and Spilling”, 2010*

```

...
let x = 2 in
let X = x in
let x = X in
let y = x in
let x = X in
x

```

Related Work – CompCert example

CompCert, a verified optimizing compiler for a C-subset

- *Leroy, “A formally verified compiler back-end”, 2009*
 - translation validation for register allocation
 - verification of non-optimized spilling
 - each variable gets either a fixed register or is **always** spilled & loaded
- *Blazy, Robillard, and Appel, “Formal Verification of Coalescing Graph-Coloring Register Allocation”, 2010*
 - verification of register allocation
- *Rideau and Leroy, “Validating Register Allocation and Spilling”, 2010*
 - validator for spilling – enables use of sophisticated spilling techniques as in *Braun and Hack, “Register Spilling and Live-Range Splitting for SSA-Form Programs”, 2009*

```

...
let x = 2 in
let X = x in
let x = X in
let y = x in
let x = X in
x

```

Related Work

- In a functional language in SSA-form spilling can be separated from register allocation
see: *Hack, Grund, and Goos, "Register Allocation for Programs in SSA-Form", 2006*

Related Work

- In a functional language in SSA-form spilling can be separated from register allocation
see: *Hack, Grund, and Goos, "Register Allocation for Programs in SSA-Form", 2006*
- Thesis is continuation of the RIL *Klitzke, "Verification of a Spilling Algorithms in Coq", 2015*

IL

`s, t ::=`

IL

$s, t ::= \text{let } x = e \text{ in } s$

IL

$$s, t ::= \text{let } x = e \text{ in } s$$
$$| \text{if } e \text{ then } s \text{ else } t$$

IL

```
s, t ::= let x = e in s
      | if e then s else t
      | e
```

IL

```
s, t ::= let x = e in s
      | if e then s else t
      | e
      | fun f  $\bar{x}$  = s in t
```

IL

```
s, t ::= let x = e in s
      | if e then s else t
      | e
      | fun f  $\bar{x}$  = s in t
      | f  $\bar{x}$ 
```

IL

$$\begin{aligned} s, t ::= & \text{let } x = e \text{ in } s \\ & | \text{if } e \text{ then } s \text{ else } t \\ & | e \\ & | \text{fun } f \bar{x} = s \text{ in } t \\ & | f \bar{x} \end{aligned}$$

Formally described in *Schneider, Smolka, and Hack, "A First-Order Functional Intermediate Language for Verified Compilers", 2015*

Liveness

- A variable x is **significant** in statement s $:\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.

Liveness

- A variable x is **significant** in statement s $:\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Significance of variables is undecidable

Liveness

- A variable x is **significant** in statement s $:\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Significance of variables is undecidable
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness

- A variable x is **significant** in statement s $:\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Significance of variables is undecidable
- Liveness intuition: variable x is **live** in statement s if its value is used in s .
- Live variables overapproximate significant variables

Liveness

- A variable x is **significant** in statement s $:\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Significance of variables is undecidable
- Liveness intuition: variable x is **live** in statement s if its value is used in s .
- Live variables overapproximate significant variables
- Live variables are efficiently computable

Liveness – example

code	live variables
let $y = z$ in if $x \geq 0$ then y else z	

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in if $x \geq 0$ then y else z	$\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in if $x \geq 0$ then y else z	 $\{y\}$ $\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in	
if $x \geq 0$	$\{x, y, z\}$
then y	$\{y\}$
else z	$\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in	$\{x, z\}$
if $x \geq 0$	$\{x, y, z\}$
then y	$\{y\}$
else z	$\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

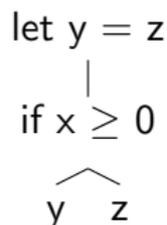
Liveness – example

code	live variables
let $y = z$ in	$\{x, z\}$
if $x \geq 0$	$\{x, y, z\}$
then y	$\{y\}$
else z	$\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in	$\{x, z\}$
if $x \geq 0$	$\{x, y, z\}$
then y	$\{y\}$
else z	$\{z\}$



- A variable x is **significant** in statement s : $\Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Liveness – example

code	live variables
let $y = z$ in	$\{x, z\}$
if $x \geq 0$	$\{x, y, z\}$
then y	$\{y\}$
else z	$\{z\}$

let $y = z$

if $x \geq 0$

y z

$\{x, z\}$

$\{x, y, z\}$

$\{y\}$ $\{z\}$

- A variable x is **significant** in statement $s : \Leftrightarrow \exists$ values v_0, v_1 , where s behaves differently for $x = v_0$ and $x = v_1$.
- Liveness intuition: variable x is **live** in statement s if its value is used in s .

Spilling

code	S	L
... let $X = x$ in let $z = x + y$ in if $z \geq y$ then let $x = X$ in x else z		

Spilling

code	S	L
...		
let $X = x$ in		
let $z = x + y$ in	$\{x\}$	$\{\}$
if $z \geq y$ then	$\{\}$	$\{\}$
let $x = X$ in		
x	$\{\}$	$\{X\}$
else		
z	$\{\}$	$\{\}$

Spilling

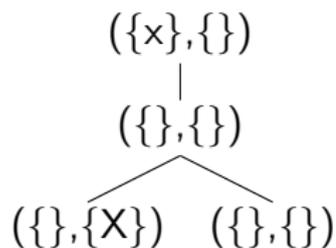
code	S	L
...		
let $X = x$ in		
let $z = x + y$ in	$\{x\}$	$\{\}$
if $z \geq y$ then	$\{\}$	$\{\}$
let $x = X$ in		
x	$\{\}$	$\{X\}$
else		
z	$\{\}$	$\{\}$

let $z = x + y$
 |
 if $z \geq y$
 ^
 x z

Spilling

code	S	L
...		
let $X = x$ in		
let $z = x + y$ in	$\{x\}$	$\{\}$
if $z \geq y$ then	$\{\}$	$\{\}$
let $x = X$ in		
x	$\{\}$	$\{X\}$
else		
z	$\{\}$	$\{\}$

let $z = x + y$
 |
 if $z \geq y$
 / \
 x z



doSpill

$\text{doSpill} : \text{Statement} \rightarrow \text{Tree} (\text{Set } \mathcal{V} * \text{Set } \mathcal{V}) \rightarrow \text{Statement}$

doSpill

doSpill : Statement \rightarrow Tree (Set \mathcal{V} * Set \mathcal{V}) \rightarrow Statement

$$(s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \text{let } X_n = x_n \text{ in} \\ \text{let } y_1 = Y_1 \text{ in } \dots \text{let } y_m = Y_m \text{ in} \\ s \end{array}$$

Properties of a good spilling algorithm

$\text{spill} : \mathbb{N} \rightarrow \text{Statement} \rightarrow \text{Statement}$

- (a) **at most k registers used**
 - (b) **every variable is in a register whenever used**
 - (c) **equivalence transformation**
 - (d) smart spilling choices – depend on application
-

Approach:

- (i) **correctness predicate**
 - guarantees (a), (b) and (c)
- (ii) spilling algorithm
 - satisfies (i)
 - optimizes (d)

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k \ s \ lv \ : \ sl$$

$$\begin{array}{l} x \in R \\ x \in M \\ \quad s \\ \quad lv \\ \quad sl \end{array}$$

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k \ s \ lv \ : \ sl$$

$$\begin{array}{l} x \in R \quad :\Leftrightarrow \text{current value is in a register} \\ x \in M \\ \quad s \\ \quad lv \\ \quad sl \end{array}$$

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k \ s \ lv \ : \ sl$$

$x \in R$ $:\Leftrightarrow$ current value is in a register
 $x \in M$ $:\Leftrightarrow$ current value is in the memory
 s
 lv
 sl

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k s \text{ lv} : sl$$

$x \in R$ $:\Leftrightarrow$ current value is in a register
 $x \in M$ $:\Leftrightarrow$ current value is in the memory
 s statement
 lv
 sl

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k s lv : sl$$

$x \in R$: \Leftrightarrow current value is in a register
 $x \in M$: \Leftrightarrow current value is in the memory
 s statement
 lv liveness information
 sl

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k \ s \ lv \ : \ sl$$

$x \in R$	$:\Leftrightarrow$	current value is in a register
$x \in M$	$:\Leftrightarrow$	current value is in the memory
s		statement
lv		liveness information
sl		spill/load information

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k s \text{ lv} : sl$$

$x \in R$ $:\Leftrightarrow$ current value is in a register

$x \in M$ $:\Leftrightarrow$ current value is in the memory

s statement

lv liveness information

sl spill/load information

- read: sl is a correct k -spilling of s with liveness lv on R and M

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k s \text{ lv} : sl$$

$x \in R$ $:\Leftrightarrow$ current value is in a register

$x \in M$ $:\Leftrightarrow$ current value is in the memory

s statement

lv liveness information

sl spill/load information

- read: sl is a correct k -spilling of s with liveness lv on R and M
- **not** necessarily $R \cap M = \emptyset$

Inductive Correctness Predicate

$$(R, M) \vdash \text{spill}_k s \text{ lv} : sl$$

$x \in R$ $:\Leftrightarrow$ current value is in a register

$x \in M$ $:\Leftrightarrow$ current value is in the memory

s statement

lv liveness information

sl spill/load information

- read: sl is a correct k -spilling of s with liveness lv on R and M
- **not** necessarily $R \cap M = \emptyset$
- lv , sl and the abstract syntax tree of s have the same shape

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M

$$(\text{let } x = e \text{ in } s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ \text{let } x = e \text{ in } s \end{array}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		

$$(\text{let } x = e \text{ in } s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ \text{let } x = e \text{ in } s \end{array}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		
load L		

$$(\text{let } x = e \text{ in } s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ \text{let } x = e \text{ in } s \end{array}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		
load L		
eval e		

$$(\text{let } x = e \text{ in } s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ \text{let } x = e \text{ in } s \end{array}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		
load L		
eval e		
store x		

$$(\text{let } x = e \text{ in } s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ \text{let } x = e \text{ in } s \end{array}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		
load L		
eval e		
store x		

- (a) size of R is bounded by k
- (b) variables are in R when needed
- (c) program equivalence

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S		
load L		
eval e		
store x		

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L		
eval e		
store x		

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L		$M \cup S$
eval e		$M \cup S$
store x		$M \cup S$

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e		$M \cup S$
store x		$M \cup S$

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e		$M \cup S$
store x		$M \cup S$

$$|R_e| \leq k$$

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e	$R \setminus K \cup L$	$M \cup S$
store x		$M \cup S$

$$|R_e| \leq k$$

$$\overline{(R, M) \vdash \text{spill}_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e	$R \setminus K \cup L$	$M \cup S$
store x		$M \cup S$

$$|R_e| \leq k$$

$$fv(e) \subseteq R_e$$

$$\overline{(R, M) \vdash spill_k (let\ x = e\ in\ s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e	$R \setminus K \cup L$	$M \cup S$
store x	$(R \setminus K \cup L) \setminus K_x \cup \{x\} =: R_s$	$M \cup S$

$$|R_e| \leq k$$

$$fv(e) \subseteq R_e$$

$$\overline{(R, M) \vdash spill_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s}$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e	$R \setminus K \cup L$	$M \cup S$
store x	$(R \setminus K \cup L) \setminus K_x \cup \{x\} =: R_s$	$M \cup S$

$$|R_e| \leq k$$

$$fv(e) \subseteq R_e$$

$$|R_s| \leq k$$

$$(R, M) \vdash spill_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s$$

Correctness predicate for `let x=e in`

execution step	register state	memory state
...	R	M
spill S	R	$M \cup S$
load L	$R \setminus K \cup L =: R_e$	$M \cup S$
eval e	$R \setminus K \cup L$	$M \cup S$
store x	$(R \setminus K \cup L) \setminus K_x \cup \{x\} =: R_s$	$M \cup S$

$$\frac{
 \begin{array}{l}
 |R_e| \leq k \quad \quad \quad fv(e) \subseteq R_e \\
 |R_s| \leq k \quad (R_s, M \cup S) \vdash spill_k s \ lv_s : sl_s
 \end{array}
 }{
 (R, M) \vdash spill_k (\text{let } x = e \text{ in } s) (lv \cdot lv_s) : (S, L) \cdot sl_s
 }$$

Correctness predicate for `let x=e in` – example

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				

Correctness predicate for `let x=e in` – example

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				
	$\{w\}$	$\{y\}$		
	$\{\}$	$\{w\}$		

Correctness predicate for `let x=e in` – example

$$(R,M) := (\{w,x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				
	$\{w\}$	$\{y\}$		
	$\{\}$	$\{w\}$		

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$		
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} | R_e | \leq 2 \qquad \qquad \qquad fv(x + y) \subseteq R_e \\ | R_s | \leq 2 \quad (R_s , \{w, y\}) \vdash spill_2 (w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2 (let z = x + y in w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$		
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} | R_e | \leq 2 \quad \quad \quad fv(x + y) \subseteq R_e \\ | R_s | \leq 2 \quad (R_s , \{w, y\}) \vdash spill_2 (w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2 (let z = x + y in w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$		
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} | R_e | \leq 2 \quad \quad \quad fv(x + y) \subseteq R_e \\ | R_s | \leq 2 \quad (R_s, \{w, y\}) \vdash spill_2 (w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2 (let z = x + y in w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} | R_e | \leq 2 \quad \quad \quad fv(x + y) \subseteq R_e \\ | R_s | \leq 2 \quad (R_s, \{w, y\}) \vdash spill_2 (w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2 (let z = x + y in w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code>				
<code>let $y = Y$ in</code>				
<code>let $z = x + y$ in</code>	$\{w\}$	$\{y\}$	$\{w\}$	
<code>let $w = W$ in</code>				
<code> $w + z$</code>	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} | R_e | \leq 2 \qquad \qquad \qquad fv(x + y) \subseteq R_e \\ | R_s | \leq 2 \quad (R_s, \{w, y\}) \vdash spill_2 (w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2 (let\ z = x + y\ in\ w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	
	$\{\}$	$\{w\}$		

$$\frac{|\{x, y\}| \leq 2 \quad \text{fv}(x + y) \subseteq \{x, y\} \quad |R_s| \leq 2 \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |R_s| \leq 2 \end{array} \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s \quad \text{fv}(x + y) \subseteq \{x, y\}}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |R_s| \leq 2 \end{array} \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |R_s| \leq 2 \end{array} \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |R_s| \leq 2 \end{array} \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |R_s| \leq 2 \end{array} \quad (R_s, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\} = \{x, z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |\{x, z\}| \leq 2 \end{array} \quad \text{fv}(x + y) \subseteq \{x, y\} \quad (\{x, z\}, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : \text{sl}_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot \text{sl}_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\} = \{x, z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let $W = w$ in</code> <code>let $y = Y$ in</code> <code>let $z = x + y$ in</code> <code>let $w = W$ in</code> <code> $w + z$</code>	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$		

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |\{x, z\}| \leq 2 \end{array} \quad \begin{array}{l} fv(x + y) \subseteq \{x, y\} \\ (\{x, z\}, \{w, y\}) \vdash \text{spill}_2(w + z) \text{ lv}_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash \text{spill}_2(\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\} = \{x, z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code>				
<code>w + z</code>	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$	$\{x\}$	

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |\{x, z\}| \leq 2 \end{array} \quad \text{fv}(x + y) \subseteq \{x, y\} \quad (\{x, z\}, \{w, y\}) \vdash \text{spill}_2 (w + z) \text{ lv}_s : \text{sl}_s}{(\{w, x\}, \{y\}) \vdash \text{spill}_2 (\text{let } z = x + y \text{ in } w + z) (\text{lv} \cdot \text{lv}_s) : (\{w\}, \{y\}) \cdot \text{sl}_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\} = \{x, z\}$$

Correctness predicate for `let x=e in` – example

$$(R, M) := (\{w, x\}, \{y\})$$

code	S	L	K	K_z
<code>let W = w in</code> <code>let y = Y in</code> <code>let z = x + y in</code> <code>let w = W in</code> <code>w + z</code>				
	$\{w\}$	$\{y\}$	$\{w\}$	$\{y\}$
	$\{\}$	$\{w\}$	$\{x\}$	

$$\frac{\begin{array}{l} |\{x, y\}| \leq 2 \\ |\{x, z\}| \leq 2 \end{array} \quad \begin{array}{l} fv(x + y) \subseteq \{x, y\} \\ (\{x, z\}, \{w, y\}) \vdash spill_2(w + z) lv_s : sl_s \end{array}}{(\{w, x\}, \{y\}) \vdash spill_2(\text{let } z = x + y \text{ in } w + z) (lv \cdot lv_s) : (\{w\}, \{y\}) \cdot sl_s}$$

$$R_e := R \setminus K \cup L = \{w, x\} \setminus K \cup \{y\} = \{x, y\}$$

$$R_s := R_e \setminus K_z \cup \{z\} = \{x, y\} \setminus K_z \cup \{z\} = \{x, z\}$$

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash spill_k s lv : sl$ holds then:

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k s \text{ lv} : sl$ holds then:

(a) $\text{doSpill } s \text{ sl}$ uses at most k registers

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k \text{ s lv} : \text{sl}$ holds then:

(a) doSpill s sl uses at most k registers

$$\text{doSpill} : (s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ s \end{array}$$

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k s \text{ lv} : sl$ holds then:

- (a) $\text{doSpill } s \text{ sl}$ uses at most k registers
- (b) For any Expression e in $\text{doSpill } s \text{ sl}$, every variable used in e is in a register.

$$\text{doSpill} : (s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ s \end{array}$$

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k s \text{ lv} : sl$ holds then:

- (a) $\text{doSpill } s \text{ sl}$ uses at most k registers
- (b) For any Expression e in $\text{doSpill } s \text{ sl}$, every variable used in e is in a register.
- (c) $\text{doSpill } s \text{ sl}$ and s are semantically equivalent.

$$\text{doSpill} : (s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ s \end{array}$$

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k s lv : sl$ holds then:

- (a) $\text{doSpill } s \text{ } sl$ uses at most k registers
- (b) For any Expression e in $\text{doSpill } s \text{ } sl$, every variable used in e is in a register.
- (c) $\text{doSpill } s \text{ } sl$ and s are semantically equivalent.

- has to be generalized for inductive proof

$$\text{doSpill} : (s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ s \end{array}$$

Soundness

Conjecture 1. If $(\emptyset, \emptyset) \vdash \text{spill}_k s \text{ lv} : sl$ holds then:

- (a) $\text{doSpill } s \text{ sl}$ uses at most k registers
- (b) For any Expression e in $\text{doSpill } s \text{ sl}$, every variable used in e is in a register.
- (c) $\text{doSpill } s \text{ sl}$ and s are semantically equivalent.

- has to be generalized for inductive proof
- judgement also needs information about functions

$$\text{doSpill} : (s, (\underbrace{\{x_1, \dots, x_n\}}_{\text{spills}}, \underbrace{\{Y_1, \dots, Y_m\}}_{\text{loads}})) \mapsto \begin{array}{l} \text{let } X_1 = x_1 \text{ in } \dots \\ \text{let } y_1 = Y_1 \text{ in } \dots \\ s \end{array}$$

Conclusion

- concentrate on spilling – independent to register allocation

Conclusion

- concentrate on spilling – independent to register allocation
- verification of a family of spilling algorithms

Conclusion

- concentrate on spilling – independent to register allocation
- verification of a family of spilling algorithms
 - helpful in the construction of a translation validator

Conclusion

- concentrate on spilling – independent to register allocation
- verification of a family of spilling algorithms
 - helpful in the construction of a translation validator
 - should simplify verification of concrete spilling algorithms

References

- *Blazy, Robillard, and Appel, "Formal Verification of Coalescing Graph-Coloring Register Allocation", 2010*
- *Braun and Hack, "Register Spilling and Live-Range Splitting for SSA-Form Programs", 2009*
- *Hack, Grund, and Goos, "Register Allocation for Programs in SSA-Form", 2006*
- *Klitzke, "Verification of a Spilling Algorithms in Coq", 2015*
- *Leroy, "A formally verified compiler back-end", 2009*
- *Rideau and Leroy, "Validating Register Allocation and Spilling", 2010*
- *Schneider, Smolka, and Hack, "A First-Order Functional Intermediate Language for Verified Compilers", 2015*

$$\frac{[a_e] \subseteq R_e \quad \max\{R_e, R_s\} \leq k \quad (R_s, M \cup S) \vdash \text{spill}_k \ s \ a_s : b_s}{(R, M) \vdash \text{spill}_k \ (\text{let } x = e \text{ in } s) \ (\lambda \cdot a_e, a_s) : (S, L) \cdot b_s}$$

$$\text{where } R_e := (R \setminus K \cup L) \quad R_s := (R_e \setminus K_x) \cup \{x\}$$

$\text{spill } k \wedge R \ M \ (\text{Let } x \ e \ s) \ (\text{Node } Y \ [y_e, y_s]) =$
 let $L = [y_e] \setminus R$ in
 let $K \subseteq R \setminus [y_e] \wedge |K| = |L|$ in
 let $S = [y_s] \cap K$ in
 let $R_e = (R \setminus K \cup L)$ in
 if $[y_e] \setminus [y_s] \neq \emptyset$ then $K_x = \{\in [y_e] \setminus [y_s]\}$ else $K_x = \emptyset$ in
 let $R_s = (R_e \cup \{x\}) \setminus K_x$ in
 if $|R_s| \leq k$
 then $\text{Node } (S, L) \ [\text{spill } k \wedge R_s \ (M \cup S) \ s \ y_s]$
 else \perp

$$\begin{array}{l}
 R_f \subseteq R_t \cup X_R \\
 M_f \subseteq M_t \cup X_S \quad f \mapsto (R_f, M_f), \Lambda; (R_f, M_f) \vdash \text{spill}_k s a_s : b_s \\
 \max\{|R_f|, |R_t|\} \leq k \quad f \mapsto (R_f, M_f), \Lambda; (R_t, M_t) \vdash \text{spill}_k t a_t : b_t \\
 \hline
 \Lambda; (R, M) \vdash \text{spill}_k (\text{fun } f \ X = s \text{ in } t) (\lambda \cdot a_s, a_t) : (S, L) \cdot b_s, b_t
 \end{array}$$

step	register	memory	function env.
...	R	M	Λ
def f	$R \setminus K \cup L =: R_t$	$M \cup S$	$f \mapsto (R_f, M_f), \Lambda$
...	R'	M'	$f \mapsto (R_f, M_f), \Lambda'$
apply f	$R' \setminus K' \cup L'$	$M' \cup S'$	$f \mapsto (R_f, M_f), \Lambda'$

$$\begin{array}{l}
 R_f \subseteq R' \setminus K' \cup L' \\
 |R' \setminus K' \cup L'| \leq k \quad M_f \subseteq M' \cup S \\
 \hline
 \Lambda; (R', M') \vdash \text{spill}_k (f\bar{x}) \lambda : (S', L') \quad \Lambda f = (R_f, M_f)
 \end{array}$$

doSpill

```

doSpill    s      (Node (xs,y::ys) sl)
  = doSpill    (let y = Y in s)      (Node (xs,ys) sl)
doSpill    s      (Node (x::xs,[]) sl)
  =
    doSpill    (let X = x in s)      (Node (xs, []) sl)

```

```

doSpill    s      (Node ([],[ ]) sl)
  = match s, sl with
    Let x e s', [sl'] ⇒ Let x e (doSpill    s'      sl')
    E e, [] ⇒ E e
    If e s' t, [sl1, sl2]
      ⇒ If e (doSpill    s'      sl1) (doSpill    t      sl2)

```