

Introduction to Abstract Interpretation

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Who am I?

- 2014–2018: Ph.D., Sorbonne University, Paris (supervised by Prof. Carlos Agon).
 - ▶ *Spacetime Programming: A Synchronous Language for Constraint Search*
- 2018–2019: Postdoctoral researcher, University of Nantes (Prof. Monfroy & Truchet).
 - ▶ *Abstract Domains for Constraint Programming.*
- 2020–2023: Postdoctoral researcher, University of Luxembourg (Prof. Bouvry).
 - ▶ *A Lattice-Based Approach for GPU Programming.*
- 2024–: Research scientist, University of Luxembourg.
 - ▶ *Abstract Constraint Reasoning.*

What am I going to talk about?

- **Abstract Interpretation:** A formal program verification method.
- **Research Plan:** Research directions among combinatorial optimization, parallel programming and abstract interpretation.

Abstract Interpretation

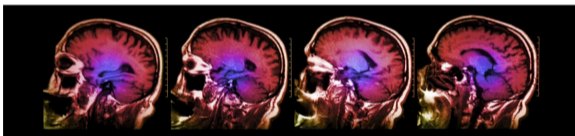
Costly Software Accidents

In 1996, the explosion of Ariane 501, which took ten years and \$7 billion to build.



Bug in fMRI software calls 15 years of research into question

Popular pieces of software for fMRI were found to have false positive rates up to 70%



Three of the most popular pieces of software for fMRI – SPM, FSL and AFNI – were all found to have false positive rates of up to 70 per cent. These findings could invalidate "up to 40,000 papers", researchers claim.

TRENDING NOW



PRWeek

home

How did you survive the Great Twitter Outage of 2016?

Well, that's awkward. #twitterdown was the top trending topic in the US late Tuesday morning.

Nothing but it would be irresponsible.

COMMUNICATIONS
OF THE
ACM

OPINION

Computing Applications

Responsible Programming

By Vinton G. Cerf

Posted Jul 1 2014

“People who write software should have a clear sense of responsibility for its reliable operation and resistance to compromise and error.”¹

¹<https://cacm.acm.org/opinion/responsible-programming/>

OK, we should verify software but we should also know our limits...

Undecidability

By Rice's theorem, a static analyzer cannot have all the following properties:

- **General:** works on Turing-complete program.
- **Automated:** does not require human intervention.
- **Sound:** report all bugs.
- **Complete:** all bugs reported are true bugs.

General, semi-automated, complete but unsound (e.g., unit testing).

5 JUnit 5

[JUnit 4](#)

The 5th major version of the programmer-friendly testing framework for Java and the JVM

[User Guide](#)

[Javadoc](#)

[Code & Issues](#)

[Q & A](#)



[Support JUnit](#)

“Program testing can be used to show the presence of bugs, but never to show their absence!” (Edsger Dijkstra).

General, automated, **incomplete and unsound** (e.g. Coverity, CodeSonar).

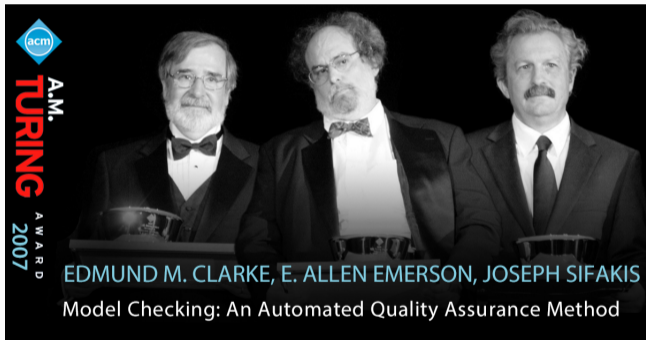
COVERITY SCAN STATIC ANALYSIS

Find and fix defects in your Java, C/C++, C#, JavaScript, Ruby, or Python open source project for free

- ✓ Test every line of code and potential execution path.
- ✓ The root cause of each defect is clearly explained, making it easy to fix bugs
- ✓ Integrated with  

Additionally, Synopsys's implementation of static analysis can follow all the possible paths of execution through source code (including interprocedurally) and find defects and vulnerabilities caused by the conjunction of statements that are not errors independent of each other.

Non-general (finite state model), semi-automated, complete and sound.

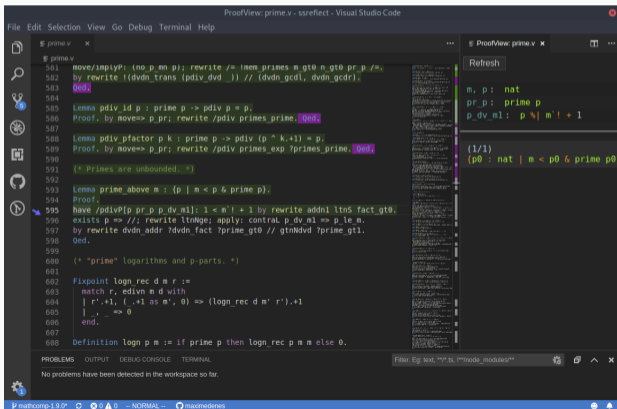


Theorem Proving

General, non-automated, complete and sound (e.g., Lean, Coq).

But require human intervention to provide invariants (time consuming and require expertise).

Success story: Compcert, certified C compiler.



```
ProofView: prime.v - sreflect - Visual Studio Code
File Edit Selection View Go Debug Terminal Help
prime.v
581 move/imp!yP: (no p_m m p); rewrite /← lmem_primes m_gt0 n_gt0 pr_p /←
582 by rewrite [(dvdn_trans (pdvd_dvd _)) // (dvdn_gcdl, dvdn_gcdr)].
583 Qed
584
585 Lemma pdiv_id p : prime p → pdiv p = p.
586 Proof. by move=> p_pr; rewrite /pdiv primes_prime. Qed
587
588 Lemma pdiv_ptfactor p k : prime p → pdiv (p ^ k + 1) = p.
589 Proof. by move=> p_pr; rewrite /pdiv primes_exp ?primes_prime. Qed
590
591 (* Primes are unbounded. *)
592
593 Lemma prime_above m : {p | m < p & prime p}.
594 Proof.
595 have /pdivP[p pr_p p_dv_m1] : 1 < m' + 1 by rewrite addn1 ltnS fact_gt0.
596 exists p => //; rewrite ltnNge; apply: contral_p_dv_m1 => p_le_m.
597 by rewrite dvdn_addr ?dvdn_fact ?prime_gt0 // gtnNdv ?prime_gt1.
598 Qed.
599
600 (* "prime" logarithms and p-parts. *)
601
602 Fixpoint logn_rec d m r :=
603   match r, edivn m d with
604   | r', +1, (. +1 as m', 0) => (logn_rec d m' r').+1
605   | _, _ => 0
606   end.
607
608 Definition logn p m := if prime p then logn_rec p m m else 0.
```



Abstract Interpretation

General, automated, incomplete and sound.

Success story: Astrée, prove absence of bugs in synchronous control/command aerospace software (Airbus).

Invented by Patrick Cousot in the seventies [CC77], and developed with his wife Radhia Cousot.



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now
the essence of knowledge

Static Analysis and Verification of Aerospace Software by Abstract Interpretation

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Abstract Interpretation

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Simple Example: Pop Front

```
int pop_front(int* a, size_t& n) {  
    int front = a[0];  
    for(int i = 0; i < n; ++i) {  
        a[i - 1] = a[i];  
    }  
    n--;  
    return front;  
}
```

This program has (at least) three bugs.

Simple Example: Pop Front

```
int pop_front(int* a, size_t& n) {
    int front = a[0];
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        a[i - 1] = a[i];
    }
    n--;
    return front;
}
```

This program has (at least) three bugs.

- *Invalid memory access*: `a[0]` when `n = 0`.
- *Invalid memory access*: `a[i - 1]` when `i = 0`.
- *Overflow*: `++i` can overflow since we can have `n > INT_MAX`.

Simple Example: Pop Front

```
int pop_front(int* a, size_t& n) {  
    int front = a[0];  
    for(int i = 0; i < n; ++i) {  
        a[i - 1] = a[i];  
    }  
    n--;  
    return front;  
}
```

Let's run MOPSA, a static analyzer, on this program:

```
mopsa-c pop_front.c
```

```
pop_front.c: In function 'main':  
pop_front.c:12.14-18: warning: Invalid memory access
```

```
12:   int first = a[0];  
                AAAA
```

```
pop_front.c: In function 'main':  
pop_front.c:14.4-12: error: Invalid memory access
```

```
14:   a[i - 1] = a[i];  
      AAAAAAA
```

```
pop_front.c: In function 'main':  
pop_front.c:13.24-27: warning: Integer overflow
```

```
13:   for(int i = 1; i < n; ++i) {  
                AAA
```

Simple Example: Push Front

Corrected version:

```
int pop_front(int* a, size_t& n) {
    if(n == 0) return -1;
    int front = a[0];
    for(size_t i = 1; i < n; ++i) {
        a[i - 1] = a[i];
    }
    n--;
    return front;
}
```

```
Analysis terminated successfully
✓ No alarm
Analysis time: 0.353s
Checks summary: 132 total, ✓ 132 safe
  Stub condition: 9 total, ✓ 9 safe
  Invalid memory access: 59 total, ✓ 59 safe
  Integer overflow: 63 total, ✓ 63 safe
  Negative array size: 1 total, ✓ 1 safe
```

Abstract Interpretation

Abstract interpretation answers precisely elementary questions:

- What is a program?
- What is a property of a program?
- What is the verification problem?

We now formally introduce abstract interpretation:

- **Concrete semantics:** answer the questions above.
- **Abstract semantics:** design effective verification algorithm.

Concrete Semantics

$\langle S \rangle ::= X \leftarrow E$	<i>assignment</i>
if $E \circ E$ then S else S fi	<i>conditional</i>
while $E \circ E$ do S done	<i>loop</i>
$S ; S$	<i>sequence</i>
$\langle E \rangle ::= X$	<i>variable</i>
$-E$	<i>negation</i>
$E \diamond E$	<i>arithmetic operation</i>
c	<i>constant $c \in \mathbb{Z}$</i>
$[a, b]$	<i>random input $a, b \in \mathbb{Z} \cup \{\pm\infty\}, a \leq [a, b] \leq b$</i>

where $\circ \in \{=, \neq, \leq, <, >, \geq, \dots\}$ and $\diamond \in \{+, -, /, *, \%, \dots\}$.

What is a Program?

Let's define:

- $\mathcal{X} : Var \rightarrow \mathbb{Z}$ the set of environments.
- $\mathcal{L} = \{\ell_1, \dots, \ell_n\}$ the set of control points.

At each control point, we look for the set of all possible values of i :

	set of values of i
ℓ_1	\mathbb{Z}_{ℓ_1}
$i \leftarrow 1; \ell_2$	$\{1\}_{\ell_2}$
while $\ell_3 i \leq 10$ do	$\{1\}_{\ell_3}$
ℓ_4	$\{1\}_{\ell_4}$
$i \leftarrow i + 2; \ell_5$	$\{3\}_{\ell_5}$
done ℓ_6	

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$i \leftarrow 1; \ell_2$	$\{1\}_{\ell_2}$
while $\ell_3 i \leq 10$ do	$\{1, 3\}_{\ell_3}$
ℓ_4	$\{1, 3\}_{\ell_4}$
$i \leftarrow i + 2; \ell_5$	$\{3, 5\}_{\ell_5}$
done ℓ_6	

What is a Program?

Let's define:

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At each control point, we look for the set of all possible values of i :

	set of values of i
ℓ_1	\mathbb{Z}_{ℓ_1}
$i \leftarrow 1; \ell_2$	$\{1\}_{\ell_2}$
while $\ell_3 i \leq 10$ do	$\{1, 3, 5, 7, 9, 11\}_{\ell_3}$
ℓ_4	$\{1, 3, 5, 7, 9\}_{\ell_4}$
$i \leftarrow i + 2; \ell_5$	$\{3, 5, 7, 9, 11\}_{\ell_5}$
done ℓ_6	$\{11\}_{\ell_6}$

	set of values of i
ℓ_1	\mathbb{Z}_{ℓ_1}
$i \leftarrow 1; \ell_2$	$\{1\}_{\ell_2}$
while $\ell_3 i \leq 10$ do	$\{1, 3, 5, 7, 9, 11\}_{\ell_3}$
ℓ_4	$\{1, 3, 5, 7, 9\}_{\ell_4}$
$i \leftarrow i + 2; \ell_5$	$\{3, 5, 7, 9, 11\}_{\ell_5}$
done ℓ_6	$\{11\}_{\ell_6}$

- The sets S_{ℓ_i} are called *invariants*.
- They are the strongest possible, there is no set S'_{ℓ_i} such that $S_{\ell_i} \subset S'_{\ell_i}$.
- A property has the same domain than an invariant, for instance:
 `assert(i >= 11)` after ℓ_6 is the property $\{11, 12, 13, 14, 15, \dots\}$.
- Clearly this property is validated since $\{11\}_{\ell_6} \subseteq \{11, 12, 13, 14, 15, \dots\}$ (the program is even more restrictive than the property checked).

How to automatically compute the sets S_{ℓ_i} ?

Semantics of Atomic Commands

First, we compute these sets for each expression and atomic commands of the language:

- Semantics of expressions: $\mathbf{E} : Expr \times \mathcal{X} \rightarrow \mathcal{P}(\mathbb{Z})$.
- Semantics of commands: $\mathbf{C} : Com \times \mathcal{P}(\mathcal{X}) \rightarrow \mathcal{P}(\mathcal{X})$.

Examples

- Simple arithmetic: $\mathbf{E}(x * y, \{x \mapsto 4, y \mapsto 2\}) = \{8\}$.
- Assignment: $\mathbf{C}(x \leftarrow [1, 2], \{\{x \mapsto 10, y \mapsto 1\}\}) = \{\{x \mapsto 1, y \mapsto 1\}, \{x \mapsto 2, y \mapsto 1\}\}$
- Filtering: $\mathbf{C}(x \neq 2, \{\{x \mapsto 1, y \mapsto 1\}, \{x \mapsto 2, y \mapsto 1\}\}) = \{\{x \mapsto 1, y \mapsto 1\}\}$

Equational Semantic Illustrated

- At each location $\ell \in \mathcal{L}$, we compute its set of reachable environments \mathcal{X}_ℓ .
- We create an equational system from the program such that its solution is $\{\mathcal{X}_{\ell_1}, \dots, \mathcal{X}_{\ell_n}\}$.

```
 $^{\ell_1}$   $i \leftarrow 1;$   $^{\ell_2}$   
while  $^{\ell_3}$   $i \leq 10$  do  
     $^{\ell_4}$   $i \leftarrow i + 2$   $^{\ell_5}$   
done  $^{\ell_6}$ 
```

$$\mathcal{X}_{\ell_1} = \mathcal{X}$$

$$\mathcal{X}_{\ell_2} = \mathbf{C}(i \leftarrow 1, \mathcal{X}_{\ell_1})$$

$$\mathcal{X}_{\ell_3} = \mathcal{X}_{\ell_2} \cup \mathcal{X}_{\ell_5}$$

$$\mathcal{X}_{\ell_4} = \mathbf{C}(i \leq 10, \mathcal{X}_{\ell_3})$$

$$\mathcal{X}_{\ell_5} = \mathbf{C}(i \leftarrow i + 2, \mathcal{X}_{\ell_4})$$

$$\mathcal{X}_{\ell_6} = \mathbf{C}(i > 10, \mathcal{X}_{\ell_3})$$

Equational Semantic Illustrated

- At each location $\ell \in \mathcal{L}$, we compute its set of reachable environments \mathcal{X}_ℓ .
- We create an equational system from the program such that its solution is $\{\mathcal{X}_{\ell_1}, \dots, \mathcal{X}_{\ell_n}\}$.

```
 $\ell_1$   $i \leftarrow 1$ ;  $\ell_2$   
while  $\ell_3$   $i \leq 10$  do  
     $\ell_4$   $i \leftarrow i + 2$   $\ell_5$   
done  $\ell_6$ 
```

$$\begin{aligned}\mathcal{X}_{\ell_1} &= \mathcal{X} \\ \mathcal{X}_{\ell_2} &= \mathbf{C}(i \leftarrow 1, \mathcal{X}_{\ell_1}) \\ \mathcal{X}_{\ell_3} &= \mathcal{X}_{\ell_2} \cup \mathcal{X}_{\ell_5} \\ \mathcal{X}_{\ell_4} &= \mathbf{C}(i \leq 10, \mathcal{X}_{\ell_3}) \\ \mathcal{X}_{\ell_5} &= \mathbf{C}(i \leftarrow i + 2, \mathcal{X}_{\ell_4}) \\ \mathcal{X}_{\ell_6} &= \mathbf{C}(i > 10, \mathcal{X}_{\ell_3})\end{aligned}$$

Location	0	1	2	3
\mathcal{X}_{ℓ_1}	$\{\}$	\mathcal{X}	\mathcal{X}	\mathcal{X}
\mathcal{X}_{ℓ_2}	$\{\}$	$\{\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$
\mathcal{X}_{ℓ_3}	$\{\}$	$\{\}$	$\{\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$
\mathcal{X}_{ℓ_4}	$\{\}$	$\{\}$	$\{\}$	$\{\}$
\mathcal{X}_{ℓ_5}	$\{\}$	$\{\}$	$\{\}$	$\{\}$
\mathcal{X}_{ℓ_6}	$\{\}$	$\{\}$	$\{\}$	$\{\}$

Equational Semantic Illustrated

- At each location $\ell \in \mathcal{L}$, we compute its set of reachable environments \mathcal{X}_ℓ .
- We create an equational system from the program such that its solution is $\{\mathcal{X}_{\ell_1}, \dots, \mathcal{X}_{\ell_n}\}$.

```
 $\ell_1$   $i \leftarrow 1$ ;  $\ell_2$   
while  $\ell_3$   $i \leq 10$  do  
     $\ell_4$   $i \leftarrow i + 2$   $\ell_5$   
done  $\ell_6$ 
```

$$\begin{aligned}\mathcal{X}_{\ell_1} &= \mathcal{X} \\ \mathcal{X}_{\ell_2} &= \mathbf{C}(i \leftarrow 1, \mathcal{X}_{\ell_1}) \\ \mathcal{X}_{\ell_3} &= \mathcal{X}_{\ell_2} \cup \mathcal{X}_{\ell_5} \\ \mathcal{X}_{\ell_4} &= \mathbf{C}(i \leq 10, \mathcal{X}_{\ell_3}) \\ \mathcal{X}_{\ell_5} &= \mathbf{C}(i \leftarrow i + 2, \mathcal{X}_{\ell_4}) \\ \mathcal{X}_{\ell_6} &= \mathbf{C}(i > 10, \mathcal{X}_{\ell_3})\end{aligned}$$

Location	3	4	... 10
\mathcal{X}_{ℓ_1}	\mathcal{X}	\mathcal{X}	\mathcal{X}
\mathcal{X}_{ℓ_2}	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$
\mathcal{X}_{ℓ_3}	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = v, v \in \{1, 3, \dots, 11\}\}$
\mathcal{X}_{ℓ_4}	$\{\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 1\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = v, v \in \{1, 3, \dots, 9\}\}$
\mathcal{X}_{ℓ_5}	$\{\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 3\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = v, v \in \{3, \dots, 11\}\}$
\mathcal{X}_{ℓ_6}	$\{\}$	$\{\}$	$\{\rho \in \mathcal{X} \mid \rho(i) = 11\}$

Fixpoint reached after 10 iterations. This way of computing the fixpoint is called *Jacobi iterations*.

Properties of Equational Semantics

- From $\mathcal{X}_{\ell_2} = \mathbf{C}(i \leftarrow 1, \mathcal{X}_{\ell_1})$ to:

$$F_2(\{\mathcal{X}_{\ell_1}, \dots, \mathcal{X}_{\ell_6}\}) = \{\mathcal{X}_{\ell_1}, \mathbf{C}(i \leftarrow 1, \mathcal{X}_{\ell_1}), \dots, \mathcal{X}_{\ell_6}\}$$

$$F_i(\{\mathcal{X}_{\ell_1}, \dots, \mathcal{X}_{\ell_n}\}) = \{\mathcal{X}'_{\ell_1}, \dots, \mathcal{X}'_{\ell_n}\}$$

- Then, the fixpoint of $F_n \circ F_{n-1} \circ \dots \circ F_1$ starting at $\{\{\}_{\ell_1}, \dots, \{\}_{\ell_n}\}$ is

the unique least fixpoint.

(by Kleene theorem and continuity of all F_i).

- Hence, the equational semantics capture all possible executions and nothing more!

Abstract interpretation answers precisely the questions we raised at the beginning:

- **What is a program?** The least fixpoint point of $\mathbf{eq}(S)$.
- **What is a property?** A subset of the environment $P \in \mathcal{P}(\mathcal{X})$.
Example: $i < 12$ is the property $\{\rho \in \mathcal{X} \mid \rho(i) = v, v \in \{1, 2, \dots, 11\}\}$.
- **What is the verification problem?** An inclusion check: $(\mathbf{lfp} \ \mathbf{eq}(S))_{\ell_i} \subseteq P$.
Example: $\mathcal{X}_{\ell_6} = \{\rho \in \mathcal{X} \mid \rho(i) = 11\} \subseteq \{\rho \in \mathcal{X} \mid \rho(i) = v, v \in \{1, 2, \dots, 11\}\}$

- **lfp eq**(S) might only exist after an infinite number of iterations.
- Even if finite, the sets \mathcal{X}_{ℓ_i} can grow exponentially, and the number of iterations can be very big.

Abstract Semantics

Abstract Semantics

Let's over-approximate the least fixpoint:

$$\mathbf{lfp\ eq}(S) \subseteq \mathbf{lfp\ eq}^\sharp(S)$$

such that $\mathbf{lfp\ eq}^\sharp(S)$ is computable in a finite number of steps.

Soundness

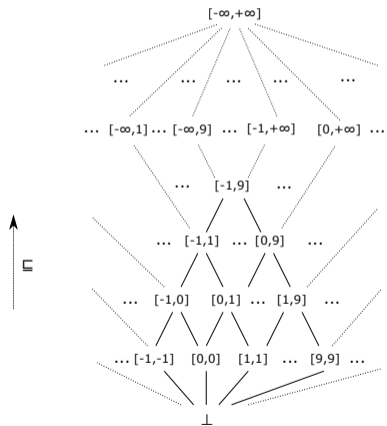
If a property can be proved in the abstract semantics, it is true to hold in the concrete semantics:

$$(\mathbf{lfp\ eq}^\sharp(S))_{\ell_i} \subseteq P \Rightarrow \mathbf{lfp\ eq}(S) \subseteq P$$

The interval lattice

Introduced by [Cous76].

$$\mathcal{B}^\# \stackrel{\text{def}}{=} \{[a, b] \mid a \in \mathbb{I} \cup \{-\infty\}, b \in \mathbb{I} \cup \{+\infty\}, a \leq b\} \cup \{\perp_b^\#\}$$



Note: intervals are open at infinite bounds $+\infty, -\infty$.

Abstract Fixpoint

Instead of working on the set of concrete values, we work on intervals.

⇒ Each operator must be have a computable and effective abstract counterpart (annotated with \sharp).

```
 $l_1$   $i \leftarrow 1$ ;  $l_2$   
while  $l_3$   $i \leq 10$  do  
     $l_4$   $i \leftarrow i + 2$   $l_5$   
done  $l_6$ 
```

$$\begin{aligned} \mathcal{X}_{l_1}^\sharp &= \mathcal{X}^\sharp \\ \mathcal{X}_{l_2}^\sharp &= \mathbf{C}^\sharp(i \leftarrow 1, \mathcal{X}_{l_1}^\sharp) \\ \mathcal{X}_{l_3}^\sharp &= \mathcal{X}_{l_2}^\sharp \cup^\sharp \mathcal{X}_{l_5}^\sharp \\ \mathcal{X}_{l_4}^\sharp &= \mathbf{C}^\sharp(i \leq 10, \mathcal{X}_{l_3}^\sharp) \\ \mathcal{X}_{l_5}^\sharp &= \mathbf{C}^\sharp(i \leftarrow i + 2, \mathcal{X}_{l_4}^\sharp) \\ \mathcal{X}_{l_6}^\sharp &= \mathbf{C}^\sharp(i > 10, \mathcal{X}_{l_3}^\sharp) \end{aligned}$$

Loss of Precision

```
 $l_1$   $i \leftarrow 1$ ;  $l_2$   
while  $l_3$   $i \leq 10$  do  
     $l_4$   $i \leftarrow i + 2$   $l_5$   
done  $l_6$ 
```

$$\begin{aligned}\mathcal{X}_{l_1}^\# &= \mathcal{X}^\# \\ \mathcal{X}_{l_2}^\# &= \mathbf{C}^\#(i \leftarrow 1, \mathcal{X}_{l_1}^\#) \\ \mathcal{X}_{l_3}^\# &= \mathcal{X}_{l_2}^\# \cup^\# \mathcal{X}_{l_5}^\# \\ \mathcal{X}_{l_4}^\# &= \mathbf{C}^\#(i \leq 10, \mathcal{X}_{l_3}^\#) \\ \mathcal{X}_{l_5}^\# &= \mathbf{C}^\#(i \leftarrow i + 2, \mathcal{X}_{l_4}^\#) \\ \mathcal{X}_{l_6}^\# &= \mathbf{C}^\#(i > 10, \mathcal{X}_{l_3}^\#)\end{aligned}$$

Working in the abstract can result in weaker invariants (loss of precision).

Example

- The first time we reach l_5 , we have $\mathcal{X}_{l_5}^\# = \{x \mapsto [1..3]\}$.
- But $2 \in [1..3]$ although it is not a possible value!
- This interval analysis would be unable to prove that $x \neq 2$ at location l_5 .

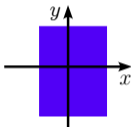
Many techniques to improve precision

- **Various abstract domains** with different precision/efficiency tradeoff (replacing intervals in the previous example).
- **Various products of abstract domains** to combine their strengths.
- More efficient fixpoint algorithms.
- ...

Course plan (2/8)

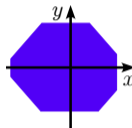
Bricks of abstraction: numerical domains

simple domains



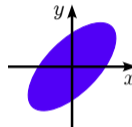
Intervals
 $x \in [a, b]$

relational domains

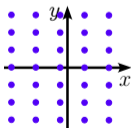


Octagons
 $\pm x \pm y \leq c$

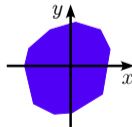
specific domains



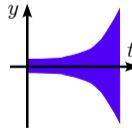
Ellipsoids
 digital filters



Congruences
 $x \in a\mathbb{Z} + b$



Polyhedra
 $\sum_i \alpha_i x_i \leq \beta$



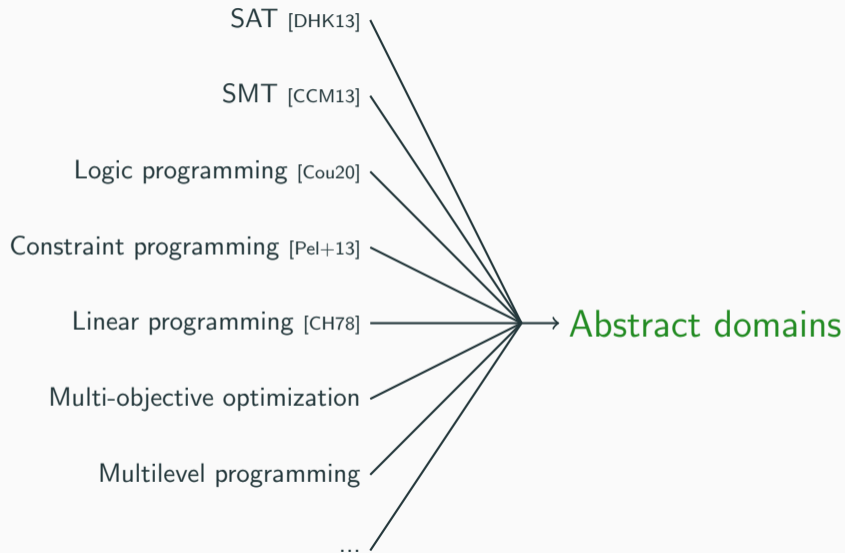
Exponentials
 rounding errors

Research Plan

- **Abstract Constraint Reasoning:** *Can abstract interpretation be the backbone theory to unify constraint reasoning approaches?*
 - Goal I: Combine constraint solvers (by reduced products) to solve more efficiently problems.
 - Goal II: Generalize reasoning procedures (e.g., multi-objective algorithms, clause learning) to monotone functions working over any abstract domains.
- **Lattice Parallel Programming:** *Can lattice theory be the backbone of a safe model of parallel programming?*
 - Goal I: Make parallel programs correct-by-construction.
 - Goal II: Take advantage of specialized hardware (e.g., GPUs, FPGAs, quantum?).

Abstract Constraint Reasoning

A framework for combining constraint solvers



- **Context:** In constraint programming, *propagators* are monotone functions reducing the domains of the variables.
- It is possible to design an abstract domain of propagators [TMT20] ordered by inclusion.
- **Research question:** From a constraint, e.g. $x + y \leq 12$, how do we automatically obtain its propagator?

Collaboration with Bruno Teheux

It seems that the algebraic essence of *propagators* comes from *residuated lattices*.

- **Context:** In constraint programming, *global constraints* are propagators with dedicated inference algorithms for subproblems, e.g., `alldifferent([x1, ..., xn])`.
- **Research question:** Which global constraints can be generalized into abstract domains?

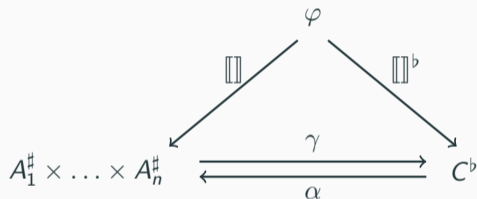
Collaboration with Éric Monfroy

We are working on the *Table abstract domain* generalizing the well-known `table` constraint:

$$\begin{aligned} &(x \geq 4 \wedge y > 1 \wedge z < 3) \\ \vee &(x = 1 \wedge y = 2 \wedge z = 3) \\ \vee &(x > 1 \wedge y > 1 \wedge z > 3) \end{aligned}$$

Perspective: Towards automatic creation of the abstract domain

Research question: Given a set of abstract domains and reduced products, how to build the most efficient one to solve a given formula?

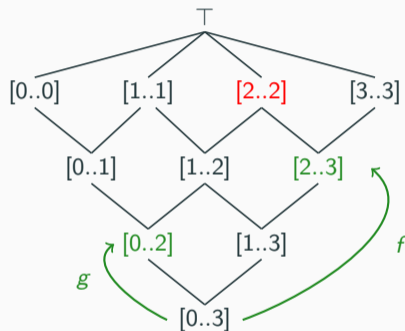


- How to create an appropriate combination of abstract domains for a particular formula?
- “Type inference”: In which abstract domain goes each subformula $\varphi_i \in \varphi$?

Lattice Parallel Programming

Lattice Parallel Programming

Intuition: data are lattices, programs are monotone functions by construction [TPB22]:



- $f(x) = x \sqcup [2..\infty]$ models the constraint $x \geq 2$.
- $g(x) = x \sqcup [-\infty..2]$ models the constraint $x \leq 2$.
- Concurrent execution: $f \parallel g = [2..2]$

In-Progress: CUDA-compatible Lattice Library

- **Various abstract domains:** interval, bitset, store, propagators completion, search tree, branch and bound, <https://github.com/lattice-land>
- **Octagon** soon by Thibault Falque.
- **Zonotope** soon by Yi-Nung Tsao.
- *Turbo* GPU-based constraint solver (<https://github.com/ptal/turbo/>).



Lattice land

Collection of lattice-based data structures compatible with GPUs. Powering up the constraint solver Turbo!

Pinned Order updated.

[Customize pins](#)

 **cuda-battery**

Public



Abstractions of memory, allocator, vector, tuple, shared_ptr, unique_ptr, bitset, variant and string working on both CPU and GPU

 C++  15  1

 **lala-pc**

Public



Abstract propagators completion (PC) is an abstract domain encapsulating the propagation component of a constraint programming solver.

 C++  2  1

 **lala-power**

Public



Abstract domains based on powerdomain constructions. It includes

 **lala-octagon**

Public



Octagon abstract domain

- Generality comes with layers of software abstractions slowing down the execution.
- **Idea:** View abstract domain as a specialized constraint compiler to a guarded command language [TPB22], itself compiled to a lower-level language such as PTX or other architecture (e.g. FPGA).
- **Why interesting:** Constraint solving is basically repeating the same thing million of times. Removing abstractions is accelerating solving, unlocking compilation-based optimization, and reducing threads divergence.

Thanks to (or because of?) my Ph.D. students, I can learn about non-lattice stuff.

- Manuel on *multi-objective constraint solving algorithms*.
- Hedieh on *hyperparameter optimization of constraint solver*.
- Yi-Nung on *formal verification of neural networks*.
- Tobias on *optimization of quantum circuits*.

Fortunately, Thibault (COMOC postdoc) still play with me with lattices :-)

Conclusion

Abstraction and approximation are two central concepts in computer science. Abstract interpretation captures those precisely, thus has many applications beyond program analysis:

- Constraint reasoning.
- Neural network verification.
- (Gradual) typing.
- Conflict-free replicated data types (CRDTs).
- Parallel computing.

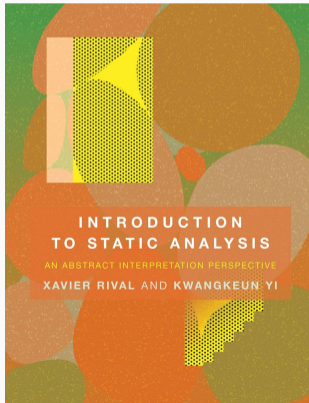
A week to learn about abstract interpretation and its applications (static analysis, constraint reasoning, neural network verification):

- Monday: Introduction to Lattice Theory, Bruno Teheux.
- Tuesday: Introduction to Abstract Interpretation, Pierre Talbot.
- Tuesday: The Octagon Abstract Domain, Thibault Falque.
- Wednesday: Abstract Interpretation of Neural Networks, Yi-Nung Tsao.
- Wednesday: Abstract Interpretation of Constraint Programming, Pierre Talbot.
- Thursday: Lattice Theory for Parallel Programming, Pierre Talbot.

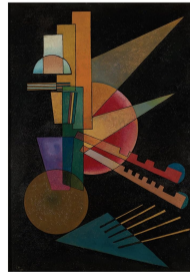
In preparation of the MHPC course Lattice Theory for Parallel Programming with Bruno.

Resources

- MPRI class of Antoine Miné:
<https://www-apr.lip6.fr/~mine/enseignement/mpri/2023-2024/> (two slides stolen from this class).
- Two recent books:



PRINCIPLES OF
ABSTRACT INTERPRETATION



PATRICK COUSOT

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