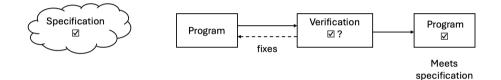
Implicit Computational Complexity: From Theory to Practice

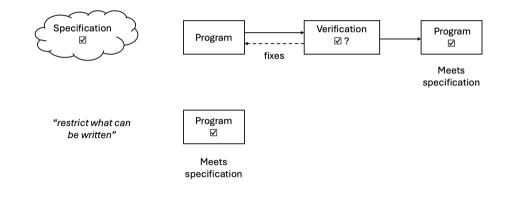
Neea Rusch Augusta University, United States

Theory Seminar @ Aalto, 20 August 2024

Verification challenge



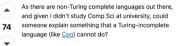
Verification challenge





What are the practical limitations of a non-turing complete language?

Asked 14 years ago Modified 4 months ago Viewed 12k times



Practical non-Turing-complete languages?

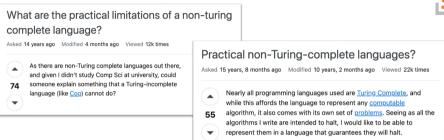
Asked 15 years, 8 months ago Modified 10 years, 2 months ago Viewed 22k times

- Nearly all programming languages used are <u>Turing Complete</u>, and while this affords the language to represent any <u>computable</u> algorithm, it also comes with its own set of <u>problems</u>. Seeing as all the algorithms I write are intended to halt. I would like to be able to
- represent them in a language that guarantees they will halt.

https://stackoverflow.com/q/315340 and https://stackoverflow.com/q/3492188

55





Don't listen to the naysayers.

There are very good reasons ... if you want to guarantee termination, or simplify code, for example by removing possible runtime errors.

https://stackoverflow.com/q/315340 and https://stackoverflow.com/q/3492188

Languages with restrictions guarantees



(safe) Rust

no memory errors, no data races, controlled aliasing

Total functional programming

programs are provably terminating

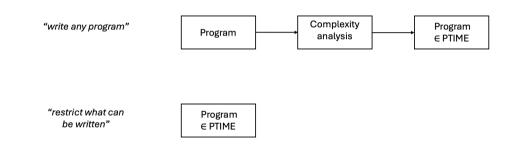
Theorem-proving languages

require termination, but enable constructing formal proofs

Synchronous languages

for real-time reactive systems with response-time and memory usage restrictions

Complexity analysis challenge



Implicit Computational Complexity (ICC)

Let L be a programming language, C a complexity class, and $[\![p]\!]$ the function computed by program p.

Find a restriction $R \subseteq L$, such that the following equality holds:

$$\{\llbracket p \rrbracket \mid p \in R\} = C$$

The variables L, C, and R are the parameters that vary greatly between different ICC systems¹.

¹Romain Péchoux. *Complexité implicite : bilan et perspectives*. Habilitation à Diriger des Recherches (HDR). 2020. URL: https://hal.univ-lorraine.fr/tel-02978986.

How are Implicit Computational Complexity techniques useful in practice?

In short: applicable to domains *beyond* complexity theory, to track other semantic properties and to obtain information about runtime behavior.

TL;DR new analysis techniques to help developers write better software.

Implicit Computational Complexity: from theory to practice

- □ Automatic static complexity analysis
- □ Program transformations during compilation
- □ Ongoing and future explorations

mwp analysis²

(Theoretical) method for certifying that values computed by a deterministic imperative program will be bounded by polynomials in the program's inputs.

Can it be used for static program analysis?

²Neil D. Jones and Lars Kristiansen. "A flow calculus of *mwp*-bounds for complexity analysis". In: *ACM Trans. Comput. Log.* 10.4 (Aug. 2009), 28:1–28:41. DOI: 10.1145/1555746.1555752.

The goal is to discover a polynomially bounded data-flow relation between command C, initial values x_i , and final values x'_i : $[C](x_i \rightsquigarrow x'_i)$.

Language

(var) $X_1 | X_2 | X_3 | \dots$ (aexp) e + e | e * e (bexp) $e = e | e < e | \dots$ (com) skip | X := e | C;C | if b then C else C | loop X {C} | while b do {C}

Inference rules

$$\frac{1}{\vdash_{\mathsf{JK}} \mathtt{Xi} : \{\stackrel{m}{\mathtt{i}}\}} \operatorname{E1} \qquad \frac{\vdash_{\mathsf{JK}} \mathtt{Xi} : V_1 \quad \vdash_{\mathsf{JK}} \mathtt{Xj} : V_2}{\vdash_{\mathsf{JK}} \mathtt{Xi} \star \mathtt{Xj} : pV_1 \oplus V_2} \operatorname{E3} \qquad \frac{\vdash \mathtt{e} : V}{\vdash \mathtt{Xj} = \mathtt{e} : 1 \xleftarrow{\mathtt{j}} V} \operatorname{A} \dots$$

Dependencies ("flows") $\xrightarrow{\text{weaker ...stronger}}$ 0 : no dependency m : maximal w : weak polynomial p : polynomial

mwp-bound $\max(\vec{x}, poly_1(\vec{y})) + poly_2(\vec{z})$

```
void main(int X1, int X2, int X3){
    if (X1 < X2) {
        X3 = X1 + X1;
                                                          X1
                                                               X2
                                                                    XЗ
    }
    else {
                                                     X1
                                                                0
                                                                    0
                                                          m
        X3 = X3 + X2;
                                                     Χ2
                                                           0
                                                                    0
                                                               m
    }
    while (X1 < 0){
                                                     ΧЗ
                                                           0
                                                                0
                                                                    m
        X1 = X2 + X3;
    }
}
```

```
void main(int X1, int X2, int X3){
    if
       (X1 < X2) {
       X3 = X1 + X1;
                                                          X1
                                                               Χ2
                                                                    XЗ
    }
    else {
                                                     X1
                                                               0
                                                          m
                                                                    p
        X3 = X3 + X2;
                                                     Χ2
                                                           0
                                                                    0
                                                               m
    }
                                                     ΧЗ
                                                           0
    while (X1 < 0){
                                                               0
                                                                    m
        X1 = X2 + X3;
    }
}
```

```
void main(int X1, int X2, int X3){
    if (X1 < X2) {
        X3 = X1 + X1;
                                                           X1
                                                                Х2
                                                                    XЗ
    }
    else {
                                                      X1
                                                                0
                                                                     0
                                                           m
        X3 = X3 + X2;
                                                      Χ2
                                                           0
                                                                m
                                                                     p
    }
                                                      ΧЗ
                                                           0
    while (X1 < 0){
                                                                0
                                                                    m
        X1 = X2 + X3;
    }
}
```

<pre>void main(int X1, int X2, int X3){</pre>				
if (X1 < X2) { X3 = X1 + X1;				
X3 = X1 + X1;		37.4	WO	vo
}		X1	X2	X3
else { X3 = X3 + X2; }	X1	m	0	p
X3 = X3 + X2;	X2	0	m	'n
}	ΛZ	0	111	p
while (X1 < 0){	XЗ	0	0	m
X1 = X2 + X3;		I		
}				
}				

```
void main(int X1, int X2, int X3){
    if (X1 < X2) {
        X3 = X1 + X1;
                                                          X1
    }
    else {
                                                     X1
                                                          m
        X3 = X3 + X2;
                                                     Х2
                                                          w
    }
                                                     ΧЗ
    while (X1 < 0){
                                                          w
       X1 = X2 + X3;
    }
}
```

Х2

0

m

0

XЗ

0

0

m

```
void main(int X1, int X2, int X3){
    if (X1 < X2) {
        X3 = X1 + X1;
    }
    else {
        X3 = X3 + X2;
    }
    while (X1 < 0){
        X1 = X2 + X3;
    }
}</pre>
```

	X1	X2	ХЗ
X1	\overline{m}	0	0
X2	w	m	0
ΧЗ	w	0	m

 $= M^*$

Side condition: $\forall i, M_{ii}^* = m \text{ and } \forall i, j, M_{ij}^* \neq p$

_

Analysis example

void	1 main(int X1, int	X2,	int	X3){
	if (X1 < X2) {			
	X3 = X1 + X1;			
	}			
	else {			
	X3 = X3 + X2;			
	}			
	while (X1 < 0){			
	X1 = X2 + X3;			
	}			
}				

	X1	X2	ХЗ	
X1	p	0	p	
Х2	p	m	p	
ΧЗ	w	0	m	

= C; C

 $C' \equiv X1 := X2 + X3;$ X1 := X1 + X1

Derivation success

 $x_1' \leq W_1(;;x_2,x_3) \land x_2' \leq W_2(x_2) \land x_3' \leq W_3(x_3)$

Derivation failure

$$C'' \equiv X1 := 1;$$

$$\log p X2 \{X1 := X1 + X1\}$$

$$\forall i, M_{ii}^* = m \xrightarrow{\vdash_{JK} loop X_{\ell} \{C\} : M^* \oplus \{ {p \atop \ell} \rightarrow j \mid \exists i, M_{ij}^* = p \}} L$$

Nondeterminism

$$\begin{array}{c} \overbrace{\vdash_{\mathrm{JK}} \mathrm{Xi} : \{_{1}^{m}\}}^{m} \mathsf{E1} \\ \\ \hline \overbrace{\vdash_{\mathrm{JK}} \mathrm{e} : \{_{1}^{w} | \ \mathrm{Xi} \in \mathrm{var}(\mathrm{e})\}}^{} \mathsf{E2} \\ \\ \hline \overbrace{\vdash_{\mathrm{JK}} \mathrm{Xi} : V_{1} \quad \vdash_{\mathrm{JK}} \mathrm{Xj} : V_{2}}^{} \mathsf{E3} \\ \\ \hline \overbrace{\vdash_{\mathrm{JK}} \mathrm{Xi} : V_{1} \quad \vdash_{\mathrm{JK}} \mathrm{Xj} : V_{2}}^{} \mathsf{E4} \\ \end{array}$$

X2 + X3 has 3 derivations:

by (F2) $\begin{pmatrix} 0 \\ w \end{pmatrix}$

by (E1) and (E3)
$$\begin{pmatrix} 0\\ p\\ m \end{pmatrix}$$

by (E1) and (E4) $\begin{pmatrix} 0\\ p\\ m \end{pmatrix}$

In general n choices yields 3^n derivations.

Improvement

Idea: internalize the choices as functions from choices to coefficients.

If a coefficient depends on a choice, represent as 3 elements (think $\{0, 1, 2\}^n$) If independent, represented as a single element.

We define basic functions $\delta(i, j)$ where i is a value, and j is index of the domain. If j^{th} input is equal to i, then (i, j) is equal to the unit of the mwp semi-ring, else 0.

$$\star \in \{+,-\} \ \frac{1}{\vdash \mathtt{Xi} \star \mathtt{Xj} : (0 \mapsto \{\frac{m}{i}, \frac{p}{j}\}) \oplus (1 \mapsto \{\frac{p}{i}, \frac{m}{j}\}) \oplus (2 \mapsto \{\frac{w}{i}, \frac{w}{j}\})} \ \mathsf{E}^\mathsf{A}$$

The failure problem

 $C \equiv while(b) \{X1 := X2 + X2\}$

Derivation of X1:=X2+X2 yields two matrices: $\begin{pmatrix} 0 & 0 \\ p & m \end{pmatrix}$ and $\begin{pmatrix} 0 & 0 \\ w & m \end{pmatrix}$

$$\forall i, M_{ii}^* = m \text{ and } \forall i, j, M_{ij}^* \neq p \xrightarrow[]{\vdash_{\mathrm{JK}} \mathbf{C} \,:\, M} \mathsf{W} \text{if } \mathbf{C} : M^* \text{ W}$$

 \Rightarrow derivation $\begin{pmatrix} 0 & 0 \\ p & m \end{pmatrix}$ fails but derivation $\begin{pmatrix} 0 & 0 \\ w & m \end{pmatrix}$ succeeds.

Representing failure

Idea: We introduce ∞ flow to represent non-polynomial dependencies.

```
\{0,m,w,p,\infty\}
```

Every derivation can be completed without restarts. Captures localized information about where failure occurs. Once failure is introduced, it cannot be erased i.e., $\infty \times^{\infty} 0 = \infty$.

 $C \equiv \text{ while (b)} \{X1 := X2 + X2\} \begin{pmatrix} m + \infty \delta(0,0) + \infty \delta(1,0) & 0 \\ \infty \delta(0,0) + \infty \delta(1,0) + w \delta(2,0) & m \end{pmatrix}$

Implementation: pymwp³

A prototype static analyzer for a subset of C99 programs.

Source code and demo: statycc.github.io/pymwp/demo

Install: pip install pymwp

Usage

pymwp /path/to/file.c [ARGS]

³Clément Aubert et al. "pymwp: A Static Analyzer Determining Polynomial Growth Bounds". In: *Automated Technology for Verification and Analysis*. Ed. by Étienne André and Jun Sun. Cham: Springer Nature Switzerland, 2023, pp. 263–275. ISBN: 978-3-031-45332-8.

Apart from ∞ coefficients, the original and adjusted mwp systems agree.

The latter provides a tractable technique: better proof-search strategy, fine-grained feedback, etc.

Can it be used for static program analysis? \Rightarrow Yes, after adjustment.

mwp analysis improvement and implementation⁴

mwp-analysis \longrightarrow mwp-analysis' $\stackrel{*}{\longrightarrow}$ static program analysis

Main result

Lightweight, fast, practical data-size analysis focused on input value growth.

Key adjustments and enhancements

Adjusted mathematical framework: deterministic rules, internalized failure; concrete implementation.

Key insights

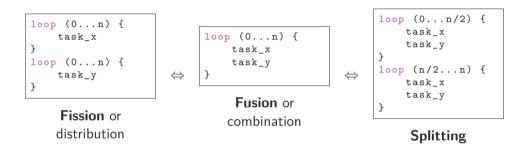
Learning how to communicate results to a different community.

⁴Clément Aubert et al. "mwp-Analysis Improvement and Implementation: Realizing Implicit Computational Complexity". In: *FSCD 2022*. Vol. 228. LIPIcs. Schloss Dagstuhl - Leibniz-Zentrum für Informatik, 2022, 26:1–26:23. DOI: 10.4230/LIPIcs.FSCD.2022.26.

Implicit Computational Complexity: from theory to practice

- \checkmark Automatic static complexity analysis
- □ Program transformations during compilation
- □ Ongoing and future explorations

Loop transformations



... and many more strategies.

A loop optimization algorithm based on **loop fission** transformation, to introduce **parallelization potential** in previously uncovered cases.

Conceptually:

 ${\sf Distribute\ loops}\ \Rightarrow\ {\sf parallelize}\ \Rightarrow\ {\sf speedup\ in\ execution\ time}$

Technique overview

Input is a sequential imperative program.

- 1. Perform dependency analysis using data flow graphs (DFG).
- 2. Build a dependency graph.
- 3. Compute condensation graph and its covering.
- 4. Create loop for each statement in covering.
- 5. Parallelize distributed loops.

Variables in command C

We identify variables modified by (Out), used by (In), and occurring (Occ) in C. For example, $C ::= t[e_1] = e_2$,

Out(C) = t $In(C) = Occ(e_1) \cup Occ(e_2)$ $Occ(C) = t \cup Occ(e_1) \cup Occ(e_2)$

We represent and analyze these dependencies using Data Flow Graphs (DFGs).

Data flow graph

- A DFG is a matrix over a fixed semi-ring.
- Represents a weighted relation on set of variables involved in command C.
- 3 types of dependencies:

0

∞	dependence	$x \xrightarrow{ \text{dependence}} x$
1	propagation	$y \xrightarrow{propagation} y$
0	reinitialization	Z Z

Representing DFGs

All body variables of conditional and loop statements depend on its control expression. We apply loop correction to account for this dependency.

For e an expression and C a command, $Corr(e)_{C}$, is $E^{t} \times O$.

- E^t column vector with ∞ for variables in Occ(e) and 0 for other variables.
- O row vector with ∞ for variables in Out(C) and 0 for other variables.

Algorithm

- 1. Pick a loop at top level.
- 2. Construct a *dependence graph*, which uses the DFG.
- 3. Compute its *condensation graph* from dependence graph.
- 4. Compute a *covering* of the condensation graph.
- 5. Create a loop per element of the covering.

Identify ${\rm In}$ and ${\rm Out}$ variables

```
while (j < m) {
    x = r[i] * A[i][j]; // C1
    y = A[i][j] * p[j]; // C2
    s[j] = s[j] + x; // C3
    q[i] = q[i] + y; // C4
    j++; // C5
}</pre>
```

```
Out(C_1) = \{x\}
  In(C_1) = \{A, i, j, r\}
\operatorname{Out}(C_3) = \{s\}
  In(C_3) = \{s, j, x\}
\operatorname{Out}(C_5) = \{j\}
  In(C_5) = \{j\}
```

Construct ${\rm DFG}s$ for each command

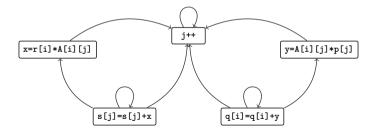
```
while (j < m) {
    x = r[i] * A[i][j]; // C1
    y = A[i][j] * p[j]; // C2
    s[j] = s[j] + x; // C3
    q[i] = q[i] + y; // C4
    j++; // C5
}</pre>
```

		i	j	m	х	у	А	r	S	р	q
$\mathbb{M}(\mathtt{C}_1) =$	i	Γ1	•	•	∞	•	•	•	•	•	٠٦
	j		1	·	∞	·	·	·	•	•	•
	m	•	·	1	·	·	·	·	·	·	•
	x	.	•	•	•	•	•	•	•	•	•
	у		•	•	•	1	•	•	•	•	•
	А	.	·	·	∞	·	1	·			•
	r				∞			1			
	S	.	·	·	•	·	·	·	1	•	•
	р				•				•	1	
	q	Ŀ	·	·	·	·	·	·	•	•	1

Compose DFGs of commands $\mathbb{M}(C_1; \ldots; C_n)$ and apply loop correction $E^t \times O$

 $\mathbb{M}(\mathtt{C}) = \mathbb{M}(\mathtt{C}_5) \times \cdots \times \mathbb{M}(\mathtt{C}_1) + \operatorname{Corr}(\mathtt{e})_\mathtt{C}$

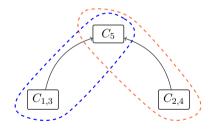
Construct a dependence graph. Vertices are the set of commands $\{C_1; \dots; C_n\}$. Add directed edge from C_i to C_j iff $\exists x, y$, where $\mathbf{x} \in \text{Out}(C_j)$ and $\mathbf{y} \in \text{In}(C_i)$ and $\mathbb{M}(\mathbb{W})(\mathbf{y}, \mathbf{x}) = \infty$.

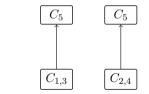


 \Rightarrow

Example

Construct a condensation graph and proper saturated covering.





Distribute loops and parallelize.

$$\tilde{W} := \text{ parallel} \left\{ \begin{array}{ll} \text{while } (j < m) \\ x = r[i] * A[i][j]; \\ s[j] = s[j] + x; \\ j + +; \\ \} \end{array} \right\} \quad \left\{ \begin{array}{ll} \text{while } (j < m) \\ y = A[i][j] * p[j]; \\ q[i] = q[i] + y; \\ j + +; \\ \} \end{array} \right\}$$

Distributing and parallelizing non-canonical loops^{5,6}

complexity analysis $\longrightarrow \mbox{ command independence } \longrightarrow \mbox{ program optimization }$

Main result

Automatable loop optimization for increasing parallelization potential.

Key insights

The internals of the analysis were easier to handle; adapted technique from one domain to another and to track a different semantic property; experimental evaluation was relevant.

⁶Clément Aubert et al. *Distributing and Parallelizing Non-canonical Loops – Artifact*. Version 1.0. Sept. 2022. DOI: 10.5281/zenodo.7080145. URL: https://github.com/statycc/loop-fission.

⁵Clément Aubert et al. "Distributing and Parallelizing Non-canonical Loops". In: *Verification, Model Checking, and Abstract Interpretation*. Ed. by Cezara Dragoi, Michael Emmi, and Jingbo Wang. Vol. 13881. LNCS. Springer, 2023, pp. 1–24. DOI: 10.1007/978-3-031-24950-1_1.

Implicit Computational Complexity: from theory to practice

- \checkmark Automatic static complexity analysis
- \checkmark Program transformations during compilation
- □ Ongoing and future explorations

Ongoing projects

Formally verified complexity analysis

Formalize the mwp-analysis using Coq proof assistant⁷.

Noninterference analysis

The mathematical framework used in the loop transformation technique can be further adjusted to track secure data flow⁸.

⁷Clément Aubert et al. "Certifying Complexity Analysis". At the Ninth International Workshop on Coq for Programming Languages. 2023.

⁸Clément Aubert and Neea Rusch. "An Information Flow Calculus for Non-Interference". At The 19th Workshop on Programming Languages and Analysis for Security. 2024.

Final remarks

Restricting programming languages is useful

Don't listen to the naysayers – we've seen many examples.

Communication is key when crossing domains

Impacts presentation style, evaluation strategy, and outcomes.

Want to collaborate or get in touch: nrusch@augusta.edu

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