

# Verified Graph Algorithms in ACL2

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- ▶ *Full specifications*
- ▶ Modularity
- ▶ Optimization

# Core data structure

A graph is a dependent datastructure with

- ▶ (setp vertices)
- ▶ (true-listp edges)
- ▶ (booleanp directed)

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- ▶ `(true-listp edges) → (get-edges gph)`
- ▶ `(booleanp directed) → (directed-p gph)`

The dependency is given by the well-formedness constraint

- ▶ `(graph-constraint vertices edges)`



# Common data structures

- ▶ `(path-p pth gph)` satisfies
  1. `(true-listp pth)` with
  2. `(in (car pth) (neighbours (cadr pth) gph))`
  3. `(path-p (cdr pth))`
- ▶ `(rev-path-p rev-ptth gph)` satisfies
  1. `(true-listp pth)` with
  2. `(in (cadr pth) (inv-neighbours (car pth) gph))`
  3. `(rev-path-p (cdr pth))`
- ▶ `(cycle-p cyc gph)` is a `path-p` with equal ends

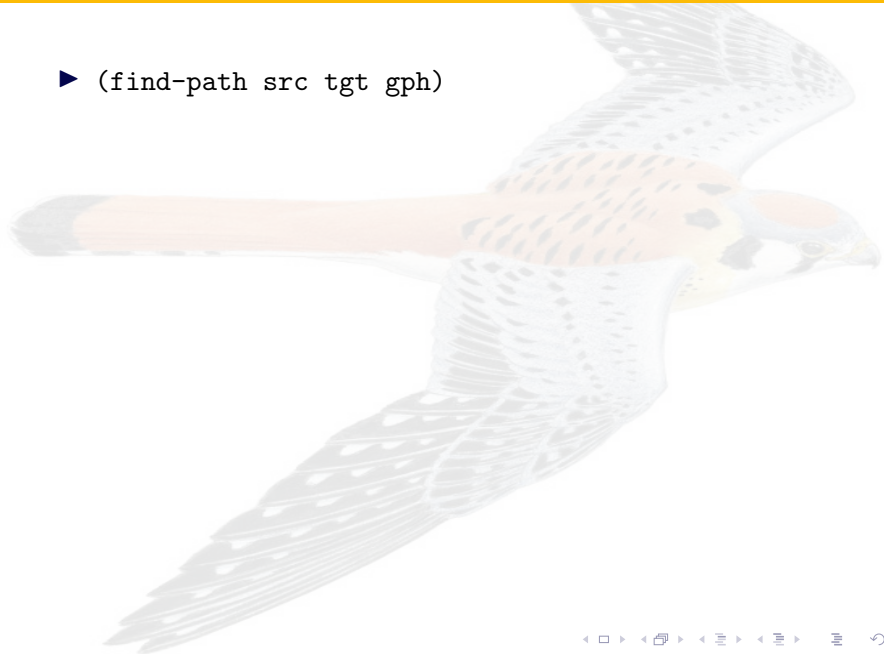
```
► (find-path src tgt gph)

(defthm path-exists-implies-exists-path-spec
  (implies (and (path-p pth gph)
                (graph-p gph))
            (find-path (get-src pth) (get-tgt pth) gph)))

(defthm exists-path-implies-path-constructible-spec
  (implies (and (graph-p gph)
                (find-path src tgt gph))
            (let ((pth (find-path src tgt gph)))
              (and (path-p pth gph)
                   (equal (get-src pth) src)
                   (equal (get-tgt pth) tgt))))))
```

# Algorithms and specs

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- ▶ `(find-path src tgt gph)`
- ▶ `(reachable-set S gph)`

```
(defthm exists-path-implies-reachable-spec
  (implies (and (graph-p gph)
                 (path-p pth gph))
    (in (get-tgt pth)
        (reachable-set
         (singleton (get-src pth)) gph))))
```

```
(defthm exists-path-from-src-to-reachable-set-spec
  (implies (and (graph-p gph)
                 (in src (get-vertices gph))
                 (in tgt (reachable-set
                          (singleton src) gph)))
    (find-path src tgt gph)))
```

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`(find-non-trivial-cycle gph)`
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- ▶ `(get-strongly-connected-component S gph)`
- ▶ `(collapse-strongly-connected-components gph)`

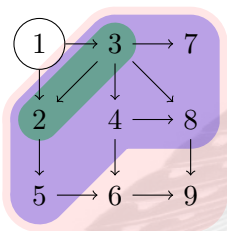


# Algorithms and specs

- ▶ `(find-path src tgt gph)`
- ▶ `(reachable-set S gph)` and  
`(inv-reachable-set S gph)`
- ▶ `(find-simple-cycle gph)` and  
`(find-non-trivial-cycle gph)`
- ▶ `(topological-sort gph)`
- ▶ `(get-strongly-connected-component S gph)`
- ▶ `(collapse-strongly-connected-components gph)`
  - ▶ constructed from `find-non-trivial-cycle`,  
`reachable-set`, and `inv-reachable-set`
  - ▶ A strongly connected component is given by  
 $(\text{Reach } \text{cyc}) \cap (\text{InvReach } \text{cyc})$

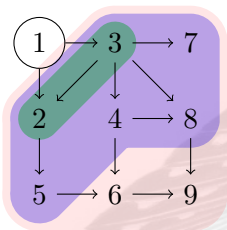
# Reachable and finite differencing

- ▶ Specification is proven by a two step refinement
  - ▶ Compute set reachable in  $k$  steps
    - ▶  $S \cup (\text{Neighs } S) \cup \dots \cup (\text{Neighs } (\dots (\text{Neighs } S)) \dots)$



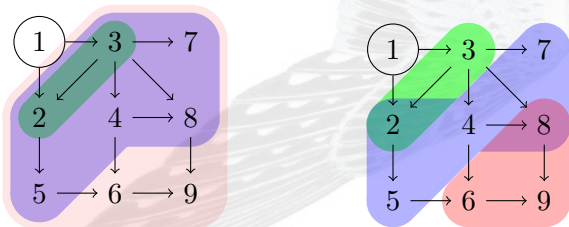
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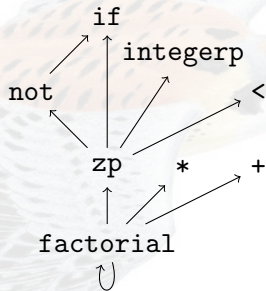


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    - ▶  $S \cup (\text{Neighs } S) \cup (\text{Neighs } (\text{Neighs } S)) \dots$
  - ▶ Compute reachable set by finite difference
    - ▶  $S_0 = S, S_1 = (\text{Neighs } S_0)$
    - ▶  $D_{i+1} = S_{i+1} - S_i, S_{i+1} = S_i \cup (\text{Neighs } D_i)$

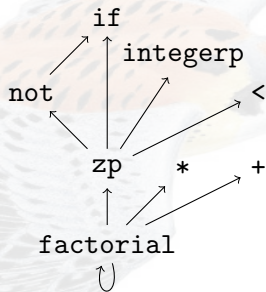


## ► Call-graphs



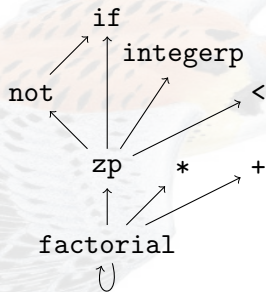
# Applications

- ▶ Call-graphs
- ▶ Guard verification



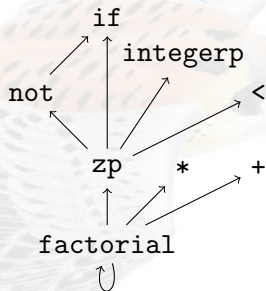
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- ▶ Call-graphs
- ▶ Guard verification
- ▶ Getting ordered guard obligations
- ▶ Your next project!





# Future work

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- ▶ Optimize `find-path` using finite differencing

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- ▶ Prove specs for `collapse-strongly-connected-components`
- ▶ Optimize `find-path` using finite differencing
- ▶ Optimize already specified algorithms, possibly using transformations